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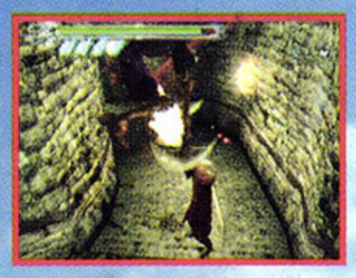

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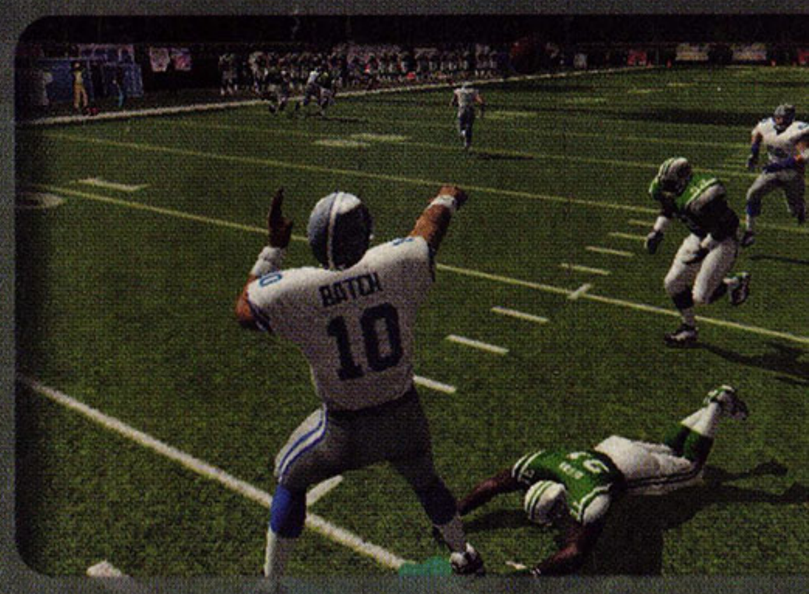

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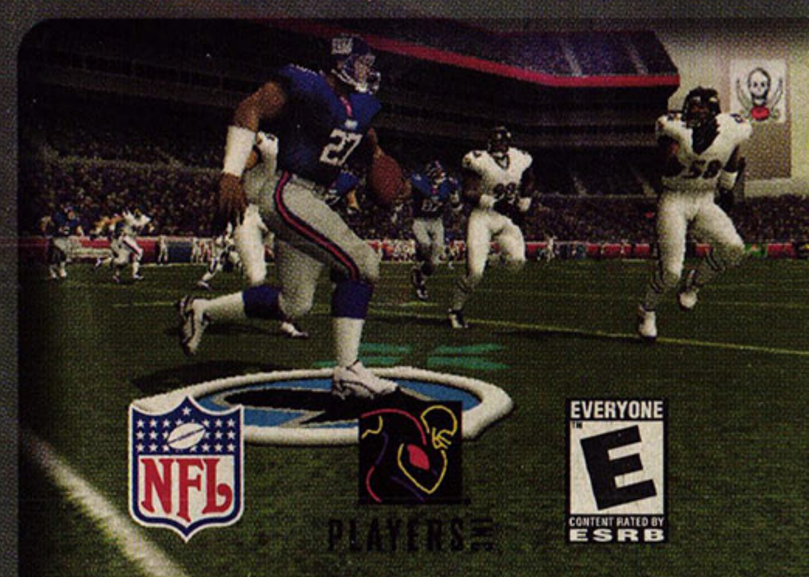

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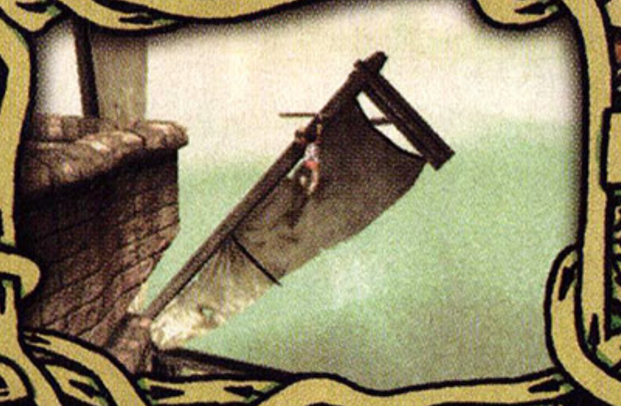

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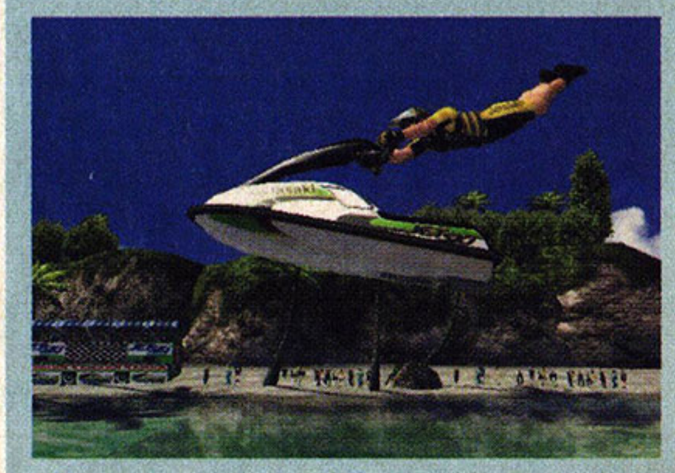

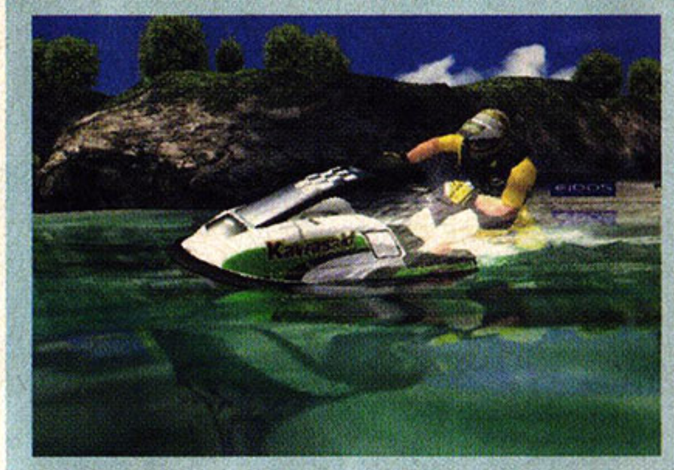

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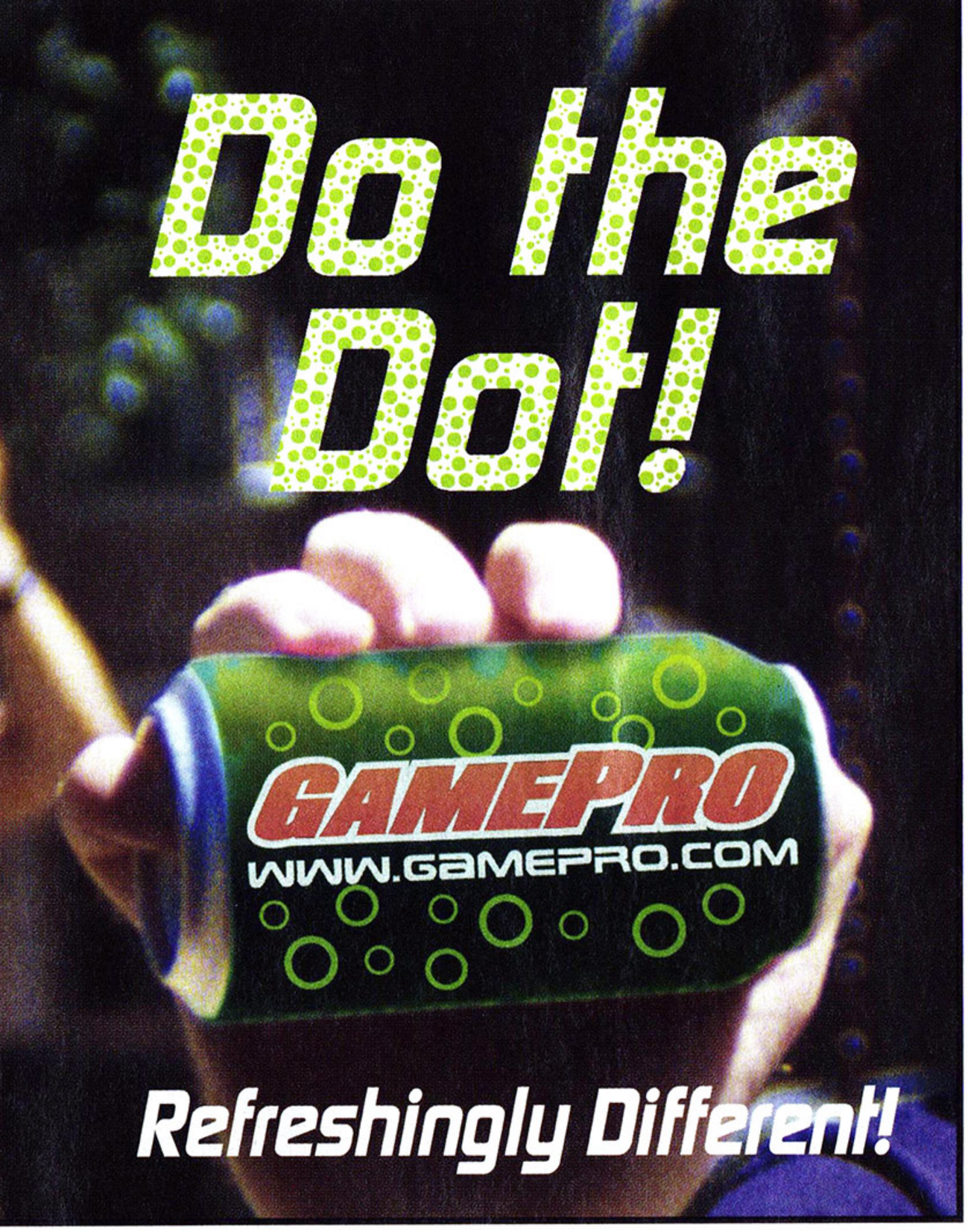

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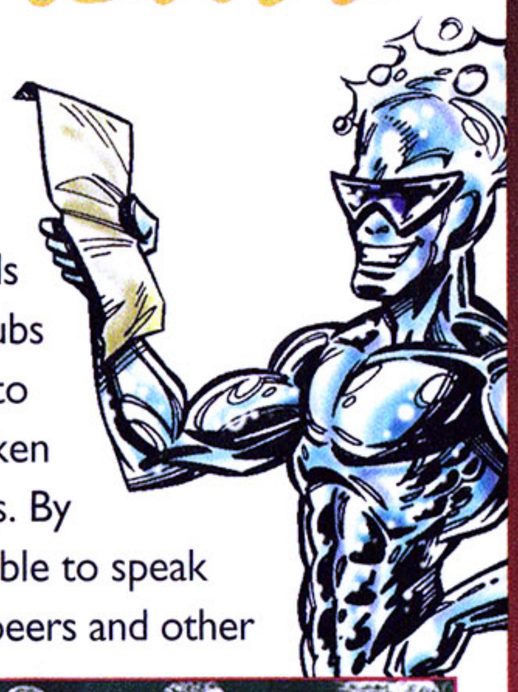

Speaking your mind in today's society can be a dubious task, especially for young people. Recently, however, schools and local hangouts have been starting clubs that promote open spaces for youths to speak about their concerns via the spoken word, an open mic, and poetry readings. By participating in such a group, you'll be able to speak openly about your community to your peers and other young people without any embarrassment or criticism. Check out Youth Speaks (**www.youthspeaks.org**) for a better idea of how powerful words can be when spoken by a young person.

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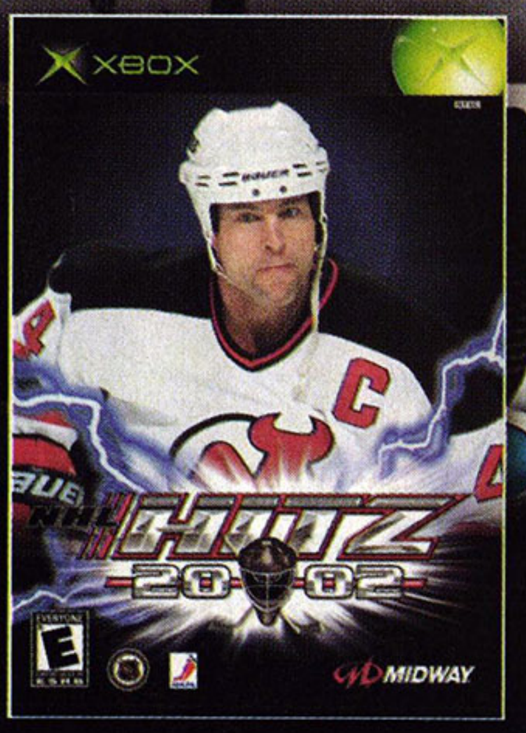

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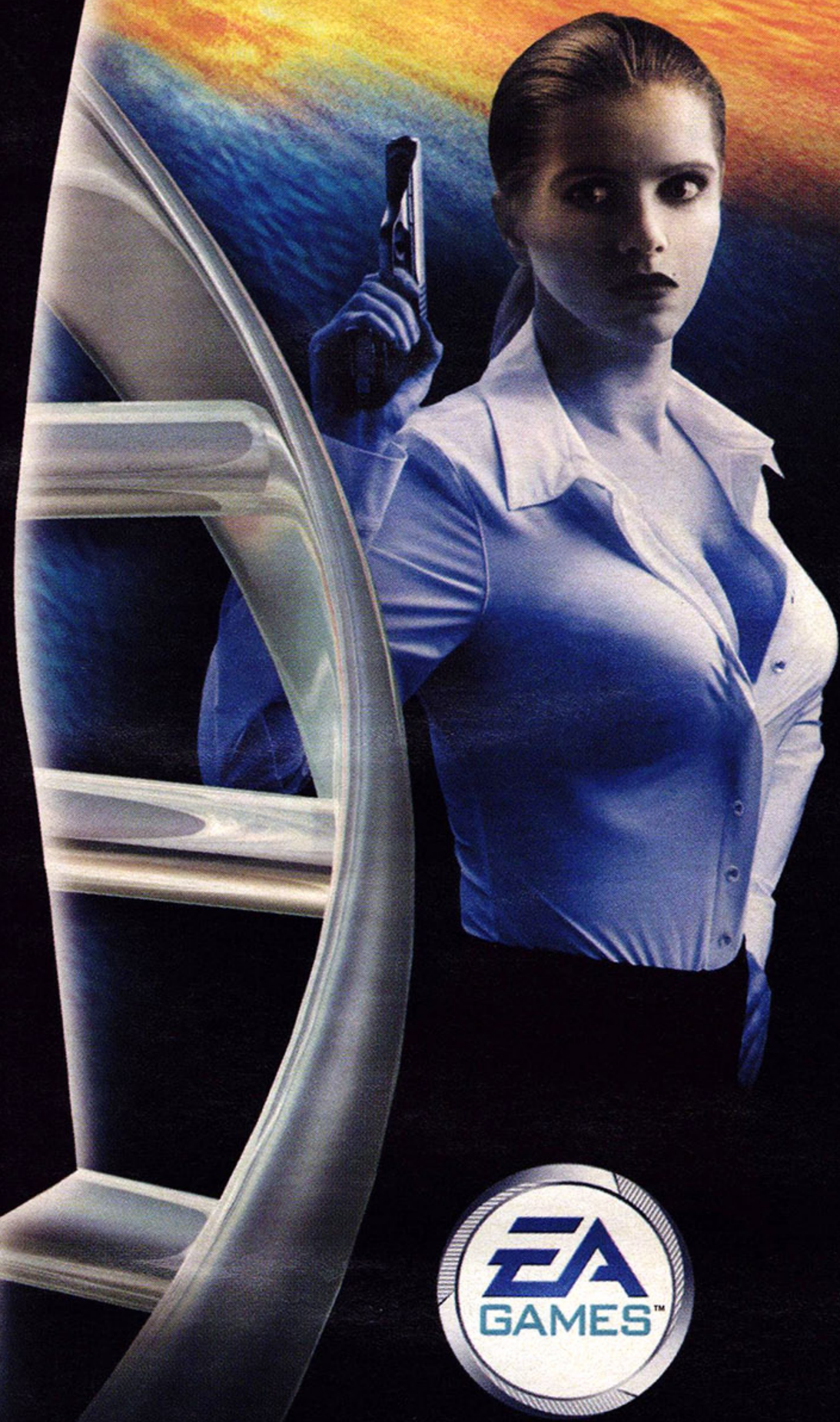

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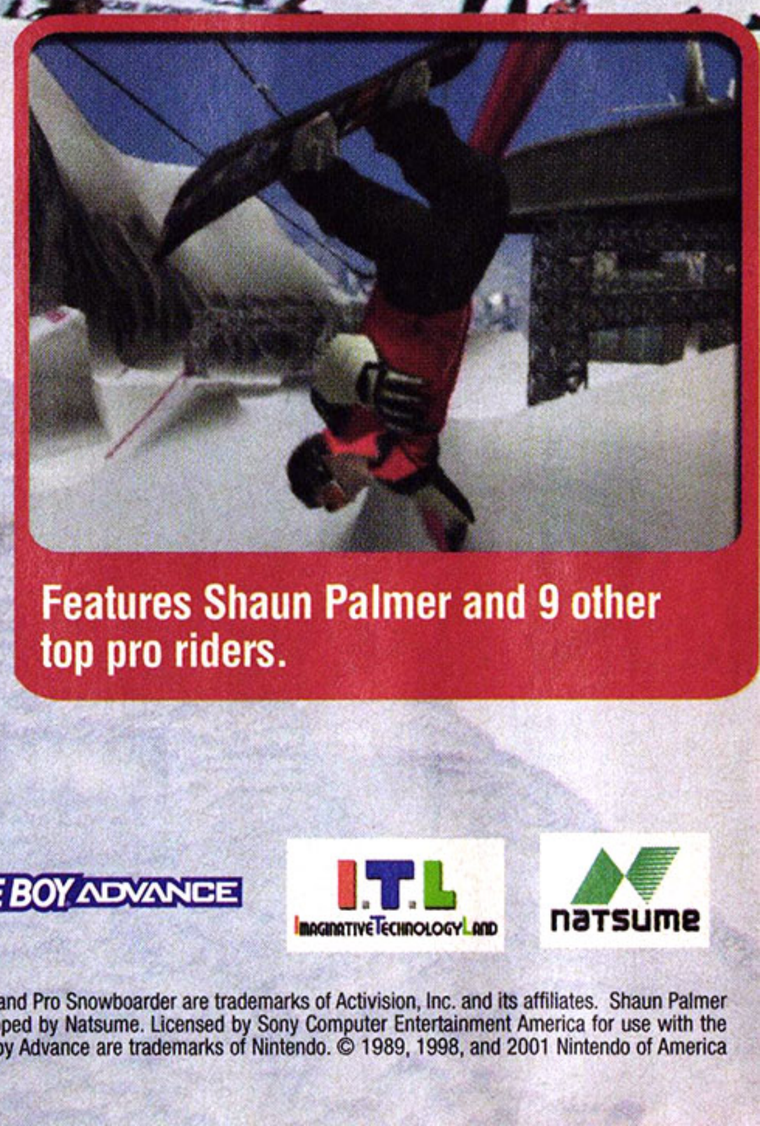

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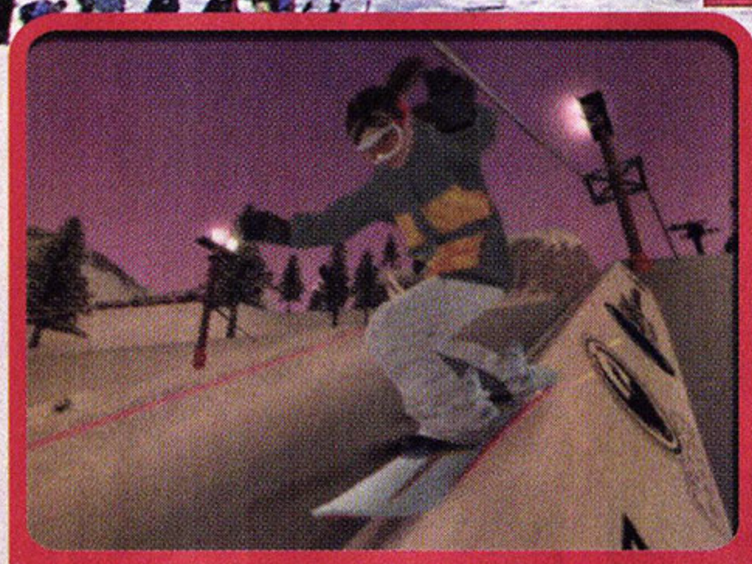

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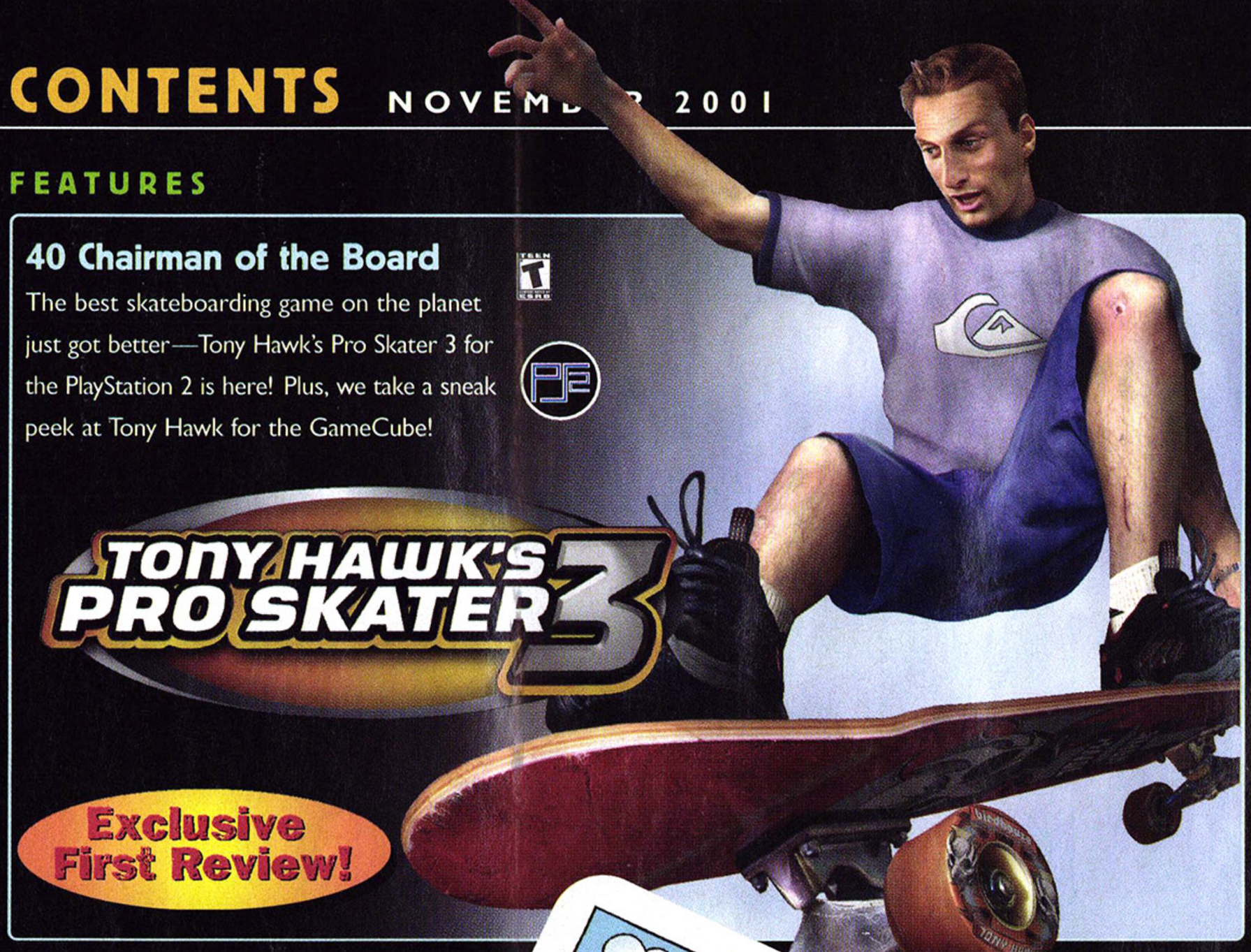

40 Chairman of the Board

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PROSTRATEGY

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178 **Gran Turismo 3 A-spec (PlayStation 2)**
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Cover art courtesy of Activision

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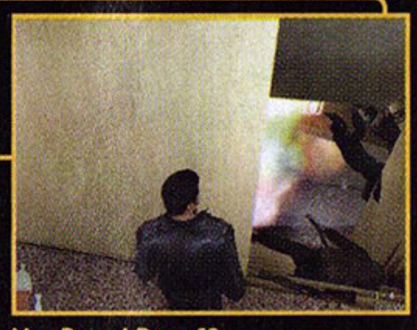

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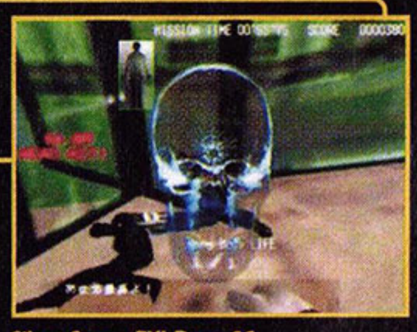
HOT AT THE ARCADES

66 Shhhhhhhh! Be very quiet, sneaky, and stealthy if you want to rule in Konami's Silent Scope EX. And don't miss our early sneak peek at Soul Calibur 2.



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- **Ico (PS2)**
- **Silent Hill 2 (PS2)**
- **Doom (Game Boy Advance)**
- **Dead or Alive 3 (Xbox)**

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- **Anime—*Neon Genesis Evangelion Movie***
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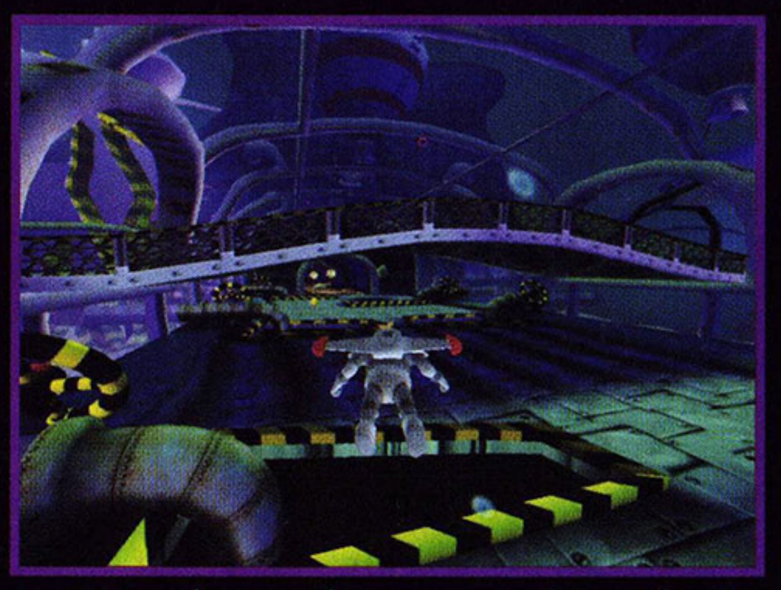

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Editor's Letter

Buy This System!

If this is the November issue of *GamePro*, then it's put up or shut up time for the GameCube and the Xbox. You GamePros have to make buying decisions and start jockeying for a position in line at your local video game stores.

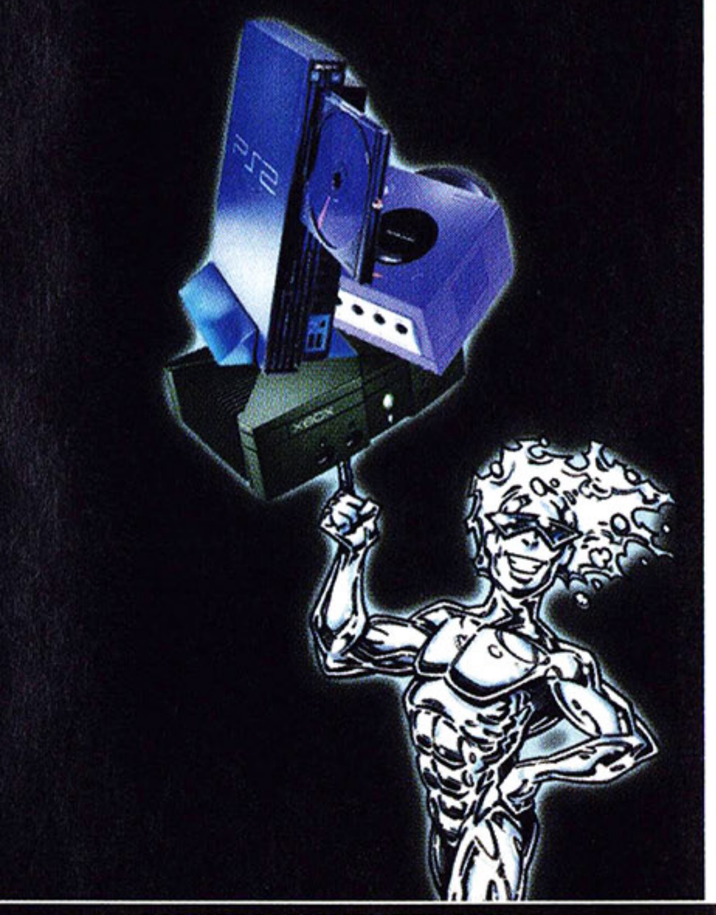
But heading into "The Launch," many questions remained, as Dan Elektro discovered when he took on the task of shoveling away the hype and sorting through the facts for this issue's special feature, "Console Clairvoyance."

On the software side, the waters remain murky: Nintendo certainly made some revelations at its Spaceworld show in Tokyo, but U.S. GameCube game info remains locked up tighter than Luigi's Mansion. And Microsoft just plain wasn't prepared at press time.

So the question of the season may be "GameCube or Xbox?"—but one valid answer is still "PlayStation 2." Tony Hawk's Pro Skater 3 is a monster! And speaking of monsters... Devil May Cry and Silent Hill 2 are ready and rarin' to go with Pro-Reviews this issue. Sony's even got original PlayStation gamers covered with Syphon Filter 3, and *GamePro* has a ProStrategy Guide to get you started.

If there's one thing you can count on, it's that when the smoke clears on this latest video game system showdown, *GamePro* will be there to help you make that tough call for the holidays and beyond.

The GamePros
San Francisco, CA
letters@gamepro.com



HEAD2HEAD

And No, It Doesn't Do Windows

I really like the new Xbox, but one thing bothers me. If Microsoft makes the Xbox, shouldn't the Xbox be able to play computer games? I asked a couple of my friends but they said it can't, so I'm turning to you experts.

▶ Kudarr81–Via Internet

Your friends are right. The answer is no, because the Xbox is not a PC; it's designed as a game console. You'll note that Microsoft isn't even porting over any of its PC games to it. Just because Microsoft designed the system, there's no reason to assume that the Xbox is a PC in disguise. Look at it this way: Yamaha makes both motorcycles and CD-ROM drives, but should you be able to back your files up to a 1000cc road rocket? Different products from the same company. You can read more about what's really going on inside the Xbox in this issue's special feature.

Bring on the ECWCWWF

Since Vince McMahon owns the WWF, his son Shane "owns" the WCW, and his daughter Stephanie "owns" the ECW, do you think THQ or some other company will make a game with all of the wrestlers in it? I know most wrestling fans would love to find out who would win between Stone Cold Steve Austin and Bill Goldberg.

▶ Gary Allen–Rayno, AR

We asked Sanders Keel, THQ's producer of WWF SmackDown: Just Bring It and WWF Raw Is War, about the possibility of unifying the federations in this fall's game. "That's an issue that's out of our hands," he said. "What we do know for certain is that THQ has the exclusive rights to develop and publish World Wrestling Federation video games." EA had the rights to the WCW, and Acclaim had the rights to the ECW. Whether they still do is something of a mystery as both companies have been rather silent following the disappointing performance of their wrestling games. If a huge crossover game does ever come to pass, don't expect it for another year—there are probably a lot of legal loose ends for Vince to tie up before such a collaboration could take place.

Code Dependents

In your April 2001 issue, you printed codes for Spider-Man for the Dreamcast. I noticed that the name of the person who sent the codes was omitted, and the same was true for many other codes. I'm pointing this out because I sent those codes and I didn't get jack: no T-shirt, no free game–I didn't even get my name published. Now with all due respect to my long-time favorite magazine, I wanna know if this is a mistake on my part or if *GamePro* is going to give credit where credit is due.

▶ Michael Mikho–Ann Arbor, MI

With all due respect, let's hold off on the allegations, bucko, and pose a larger question: Where do codes come from? Codes come from readers, sure...but where do readers find them? Online cheat sites (trust us—we know far too many of you are cutting and pasting from other places and trying to take credit). Okay...but ultimately, where do *all* codes come from? The game companies themselves. Yes, those complex codes that make you say, "How would anybody know to try that" are very often supplied by the publishers and developers, carefully doled out as a game ages in order to maintain gamer interest. The Spidey codes in question were sent to us directly by Activision before you sent them in, so there is no attribution listed (and Activision doesn't need a *GamePro* T-shirt anyway). For reader-original codes, we award the prize to the first one to reach us that actually works; both our simian helpers, Iron Monkey and Cheat Monkey, filter and test the hundreds of code submissions we receive every month (we got those Spidey codes from about 200 additional readers, too). So even if you're right, if you're not first, you get nothing. And before you ask, there's no prize for having your letter printed in Head2Head, either.

Very Diff'rent Strokes

In the August issue of *GamePro*, I was reading the preview of WWF SmackDown: Just Bring It on page 86. Then I saw a weird picture–the picture under the one of the Undertaker and Lita. The Undertaker had The Rock in a sleeper hold, but The Rock looked like Gary Coleman. Is Gary Coleman going to the WWF?

▶ Raymond Zamora–Via Internet

Whatchootalkin' 'bout, Raymond?

Blood Omens

I am a 15-year-old teen who loves to play different types of games, but it has come to my attention that some games request info that has nothing to do with the game, like blood type. Huh? Is there a level where you have to give blood or something? I just think that games should contain less useless data like that.

▶ Laura–Via Internet

It's not useless in other cultures. In Japan, blood type is considered a way of determining someone's personality, sort of like astrology here in the U.S. Many video games are made in Japan, and the designers there usually pick an appropriate blood type when they create the game's characters. Type O people are categorized as warriors,

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Animated Violence

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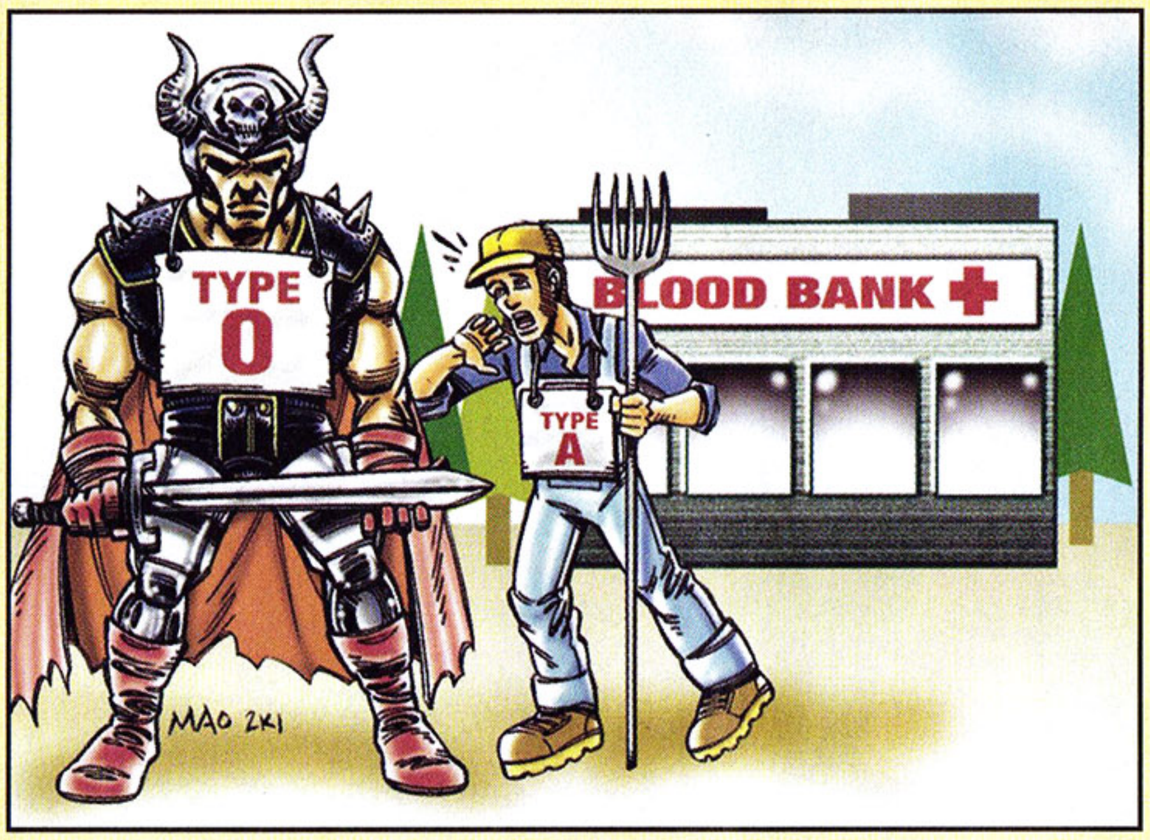


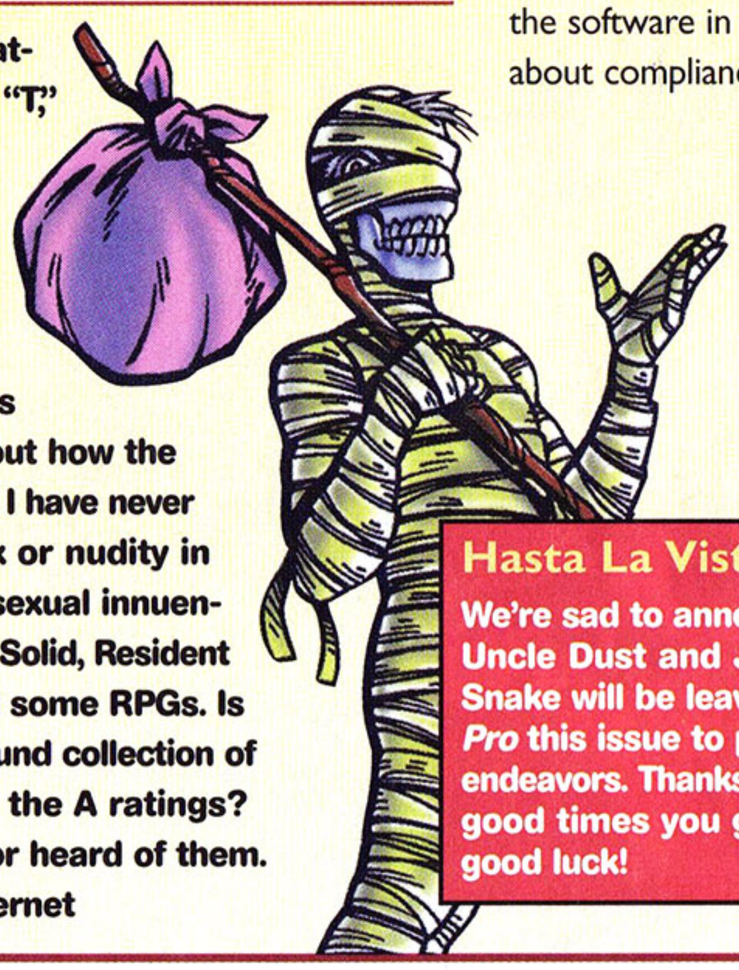
Type A are farmers, Type B are hunters, and Type AB people are humanists. If you want more detail, there's a good article on this at www.allsands.com/Health/bloodtypeperso_zud_gn.htm.

The Naked Truth

I have seen the ESRB ratings, and they have "E," "T," "M"–and "A" for Adult. Has any game ever received an Adult rating? I can't see how. Also, whenever there's a story about video games being bad, they talk about how the games have sex in them. I have never played a game with sex or nudity in it. Well sure, there are sexual innuendoes, like in Metal Gear Solid, Resident Evil Code: Veronica, and some RPGs. Is there a secret underground collection of video games that have the A ratings? 'Cause I've never seen or heard of them.

▶ **Lord Tyranus–Via Internet**

Ty, you are correct: No mainstream console game has ever been rated Adult. The closest any game has come is Thrill Kill, which was so graphically violent that it was on its way to an Adult rating (the ESRB's site still has it listed as A)—though there was talk that it might have been edited down to a Mature rating had it ever come out instead of being simply cancelled. There were a couple of games for the 3DO system that featured nudity, such as Plumbers Don't Wear Ties, and even the Atari 2600 had its share of "naughty" titles, but they all predate the ESRB rating system. The situation is this: Mainstream stores like Toys 'R' Us and Wal-Mart won't carry risqué or obscenely violent stuff, so most publishers realize they won't make any money on A-rated games because no one would be able to buy them. And anybody producing A-rated games is probably not going to bother to seek the ESRB's approval anyway; they're more likely to sell the software in adult stores, for instance, and not care about compliance with the ratings system.



Hasta La Vista!

We're sad to announce that Uncle Dust and Jake the Snake will be leaving *GamePro* this issue to pursue new endeavors. Thanks for all the good times you guys, and good luck!

SPEAK OUT!

Everybody's got an opinion, and we want yours. We'd like to know what you think about our reviews, so please take a minute to send us your opinions on these questions. Ten randomly chosen respondents will receive a **FREE GAMEPRO T-SHIRT** as our way of saying thanks.

1. Do you read at least eight issues of *GamePro* per year?
A. Yes
B. No

2. What's more important to you?
A. How timely a review is
B. How a review looks

3. Do you consider the Fun Factor score of a review to be:
A. The game's overall score
B. One of four equal scores alongside Graphics, Sound, and Control

4. What type of review coverage do you prefer?
A. Every game reviewed, but shorter reviews
B. In-depth reviews of high-profile games, but some lower-profile games left out

Please email your answers to **airhendrix@gamepro.com** with the subject header "Review Survey."
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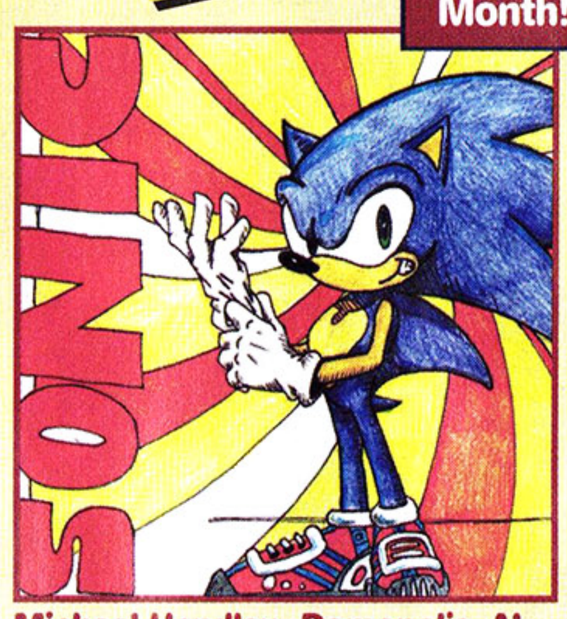
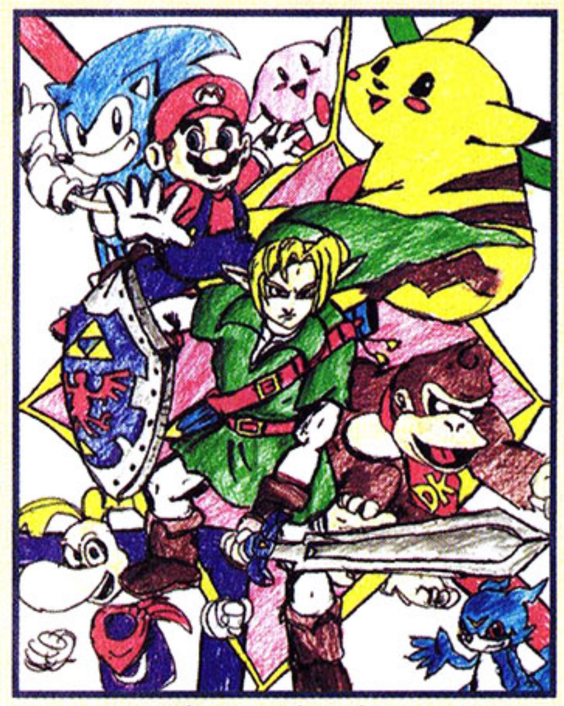
ART ATTACK!

Pick of the Month!

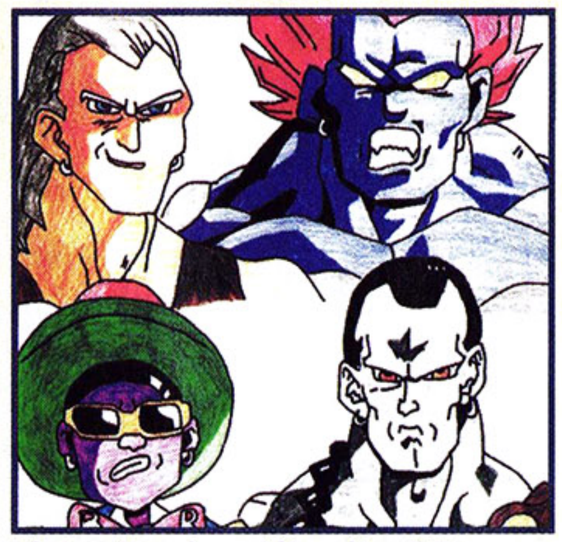


Michael Hendley–Demopolis, AL



Scott Morrison–Niceville, FL

Ian Healy–Rock Island, IL



Victor Berrios–Aibonite, P.R.

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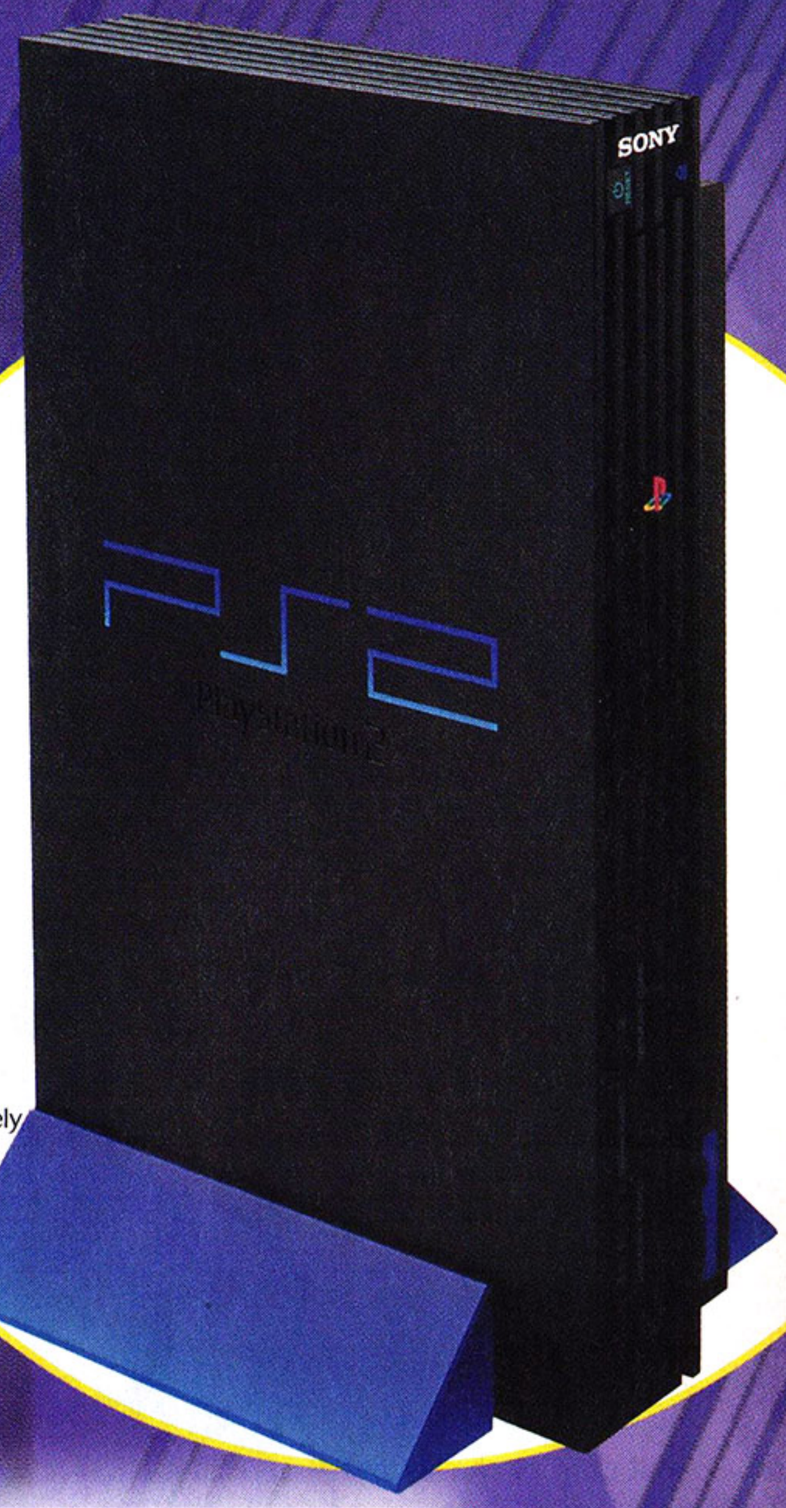

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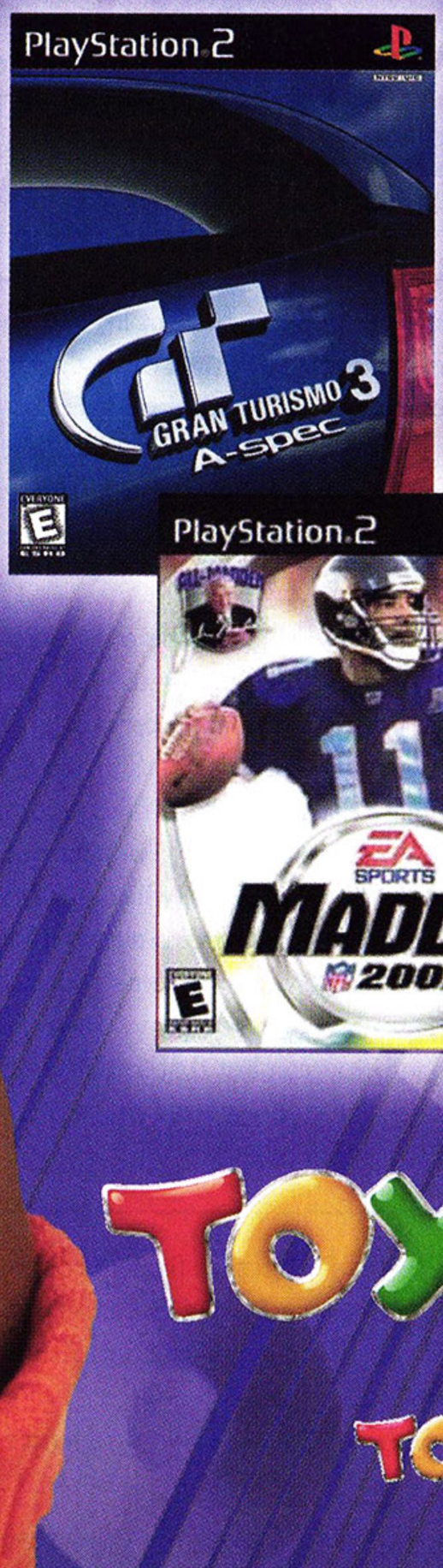

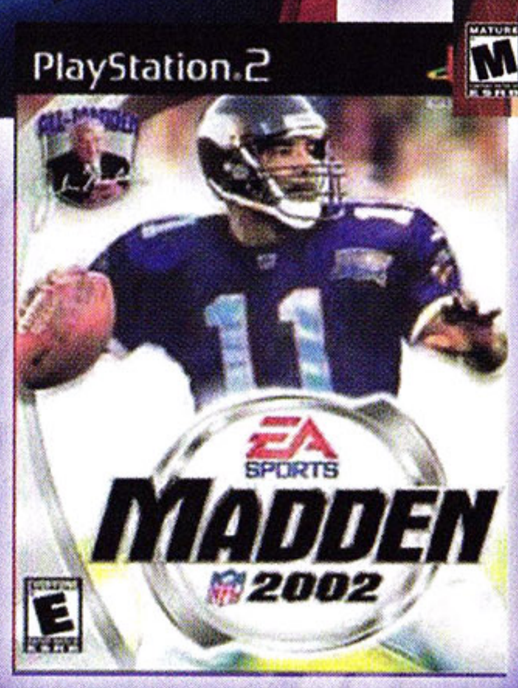

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$ BUYERS BEWARE

By The Watch Dog

The Watch Dog takes a break from watching football to delve into the following subjects: rechargeable batteries in the Game Boy Advance, saved games on the PS2 that can't be copied because of file protection, and the usual questions about InterAct products.

Q I bought a Game Boy Advance, and I've been playing with it for a while. When I checked the manual, it said not to use rechargeable nickel cadmium, nickel metal hydride, carbon zinc, or any other type of nonalkaline batteries. I just discovered that the batteries I've been using are rechargeable nickel metal hydride batteries. So why can't I use nonalkaline batteries? Are they going to affect my GBA?

RAIZEN—VIA INTERNET

A The Nintendo Web site reads: "The only type of rechargeable batteries Nintendo recommends are Rayovac Renewals, but only for the Game Boy Advance, Game Boy Color, Game Boy Pocket, Game Boy Printer, and the built-in rumble device on Game Boy Game Paks. It is not recommended for use with the original Game Boy.

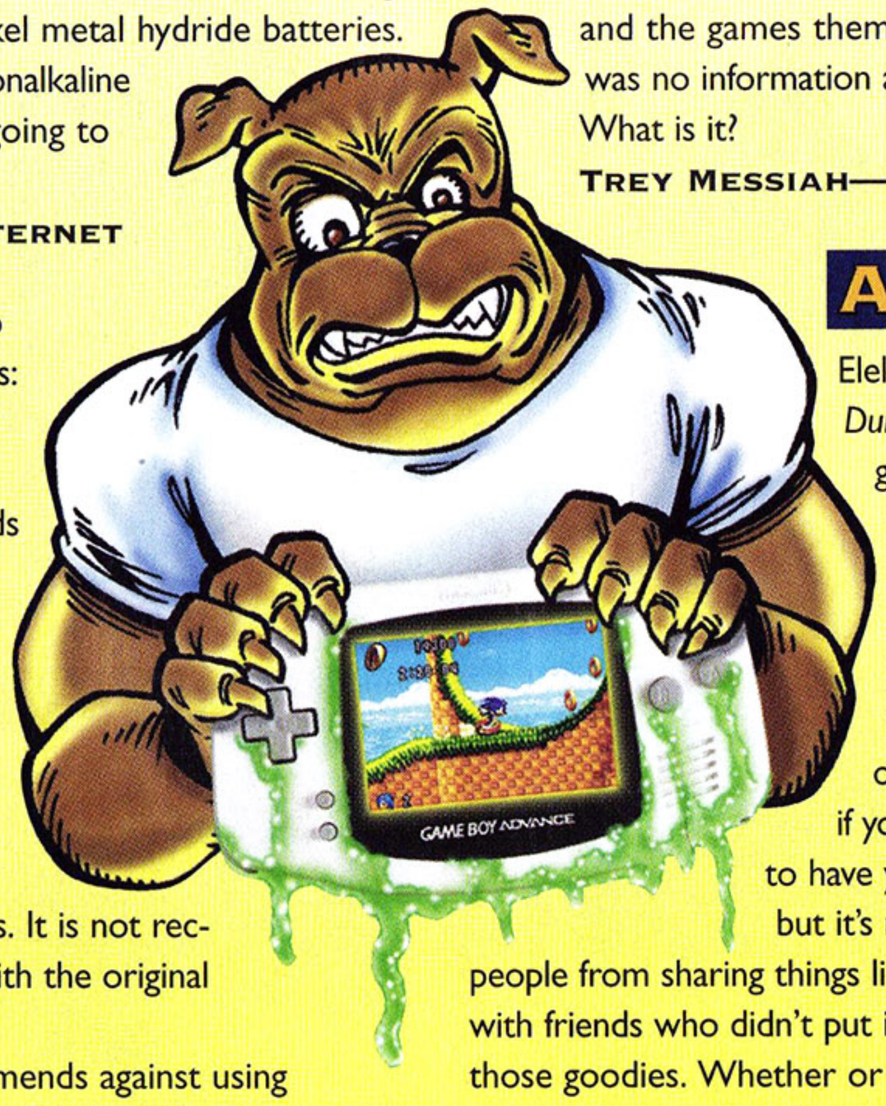
"Nintendo recommends against using most types of rechargeable batteries, because it's difficult to determine whether the batteries being used are all equally charged."

A Nintendo rep explains: "If the batteries aren't charged equally, one of them reaches a charge level of zero before the other. This can cause "cell reversal," which makes the batteries pop and leak battery acid. If that hasn't happened, the batteries probably haven't damaged your GBA, but it's just a matter of time."

The Watch Dog adds: Nintendo has announced a rechargeable battery pack for the Game Boy Advance in Japan, which might make its way to North America.

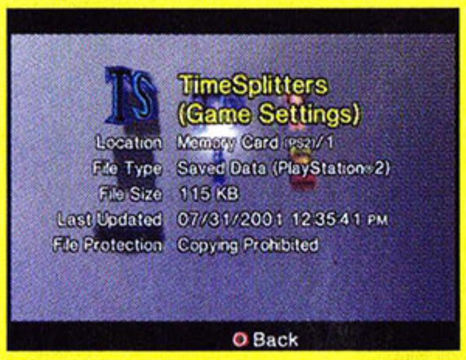
Q I recently went into the browser menu of my PlayStation 2 to check how much space a saved game was taking up on my memory card. I pressed the Triangle button to look at the options screen, and I noticed that the last feature listed, called "File Protection," said "None." I checked File Protection for all my saved games, and they all registered as "None." Then I looked at the PS2 manual, the memory card, and the games themselves, and there was no information about file protection. What is it?

TREY MESSIAH—VIA INTERNET



A Page 38 of our very own Dan Elektro's *PlayStation 2 for Dummies* reads: "Some games lock the saved information to one card and one card only. You can delete it, but you can't copy it to another memory card. This is a drag if you're paranoid and like to have your data backed up, but it's meant to discourage people from sharing things like secret characters with friends who didn't put in the effort to earn those goodies. Whether or not a game save is automatically protected depends on the programmers and their intent, but if it's locked the first time you see it, there's nothing you can do to change that. You've gotta play the games by their rules!"

The Watch Dog adds: The only game the Watch Dog has found so far that uses file protection for saved games is TimeSplitters. Even though this feature isn't widely used, it's probably a good idea for game makers to have this option available to them—especially with products out there like the InterAct SharkPort, which enables gamers to download saved games from the Internet, de facto cheats that can ruin a game's replay value. If the proliferation of saved-game downloads gets out of hand, you can bet that you'll see the file protection feature being used more often in games, unless gamers object.



File protection bars gamers from copying their TimeSplitters game saves.

Q My PlayStation finally broke down, so I bought a PS one. But I can't find a port to connect my old InterAct GameShark. Is there a GameShark for the PS one?

SLASHER1298—VIA INTERNET

Submissions

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

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P.O. Box 193709, San Francisco, CA 94119-3709

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

A The InterAct Web site reads: "On newer models of the PlayStation that no longer have [a] parallel port, the GameShark v1.x-v2.x cannot be used. A GameShark CDX or GameShark Lite must be used on these systems. Only PlayStation model numbers 7501 and lower have the ability to use the GameShark v1.x-v2.x."

The Watch Dog adds: Obviously, those model numbers don't apply to the PS one, so if that's what you have, you'll need either the GameShark CDX or the GameShark Lite.

Q When I use the InterAct SharkPort to transfer save files to my PlayStation 2, I get an error message. What's wrong?

TIM MCCREARY—ELIZABETH, N.J.

A The InterAct Web site reads: "This problem is generally caused by not having IE (Internet Explorer) 5.5 installed on your computer as the active browser. IE 5.5 is included on the SharkPort PC CD in the 'IE 5.5' folder. If installing IE 5.5 fails to correct your problem, please make sure that you do not have saved games for Rayman 2, Super Bust-A-Move, or MDK2 on your memory card. Also, you will receive this error message if you have a save file with corrupted data. These saves are not compatible with the SharkPort and will cause problems. If you continue to receive this error, you will need to remove our previous installation of IE 5.5 and re-install it from the SharkPort CD. If you continue to experience problems, please contact customer service at **support@gameshark.com** for further assistance."

The Watch Dog adds: Hmm…you have to install *Microsoft* Internet Explorer to transfer files to your *Sony* PlayStation 2. Bet there will be no problems if there's ever a SharkPort for the Microsoft Xbox.

You Make the Call

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

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

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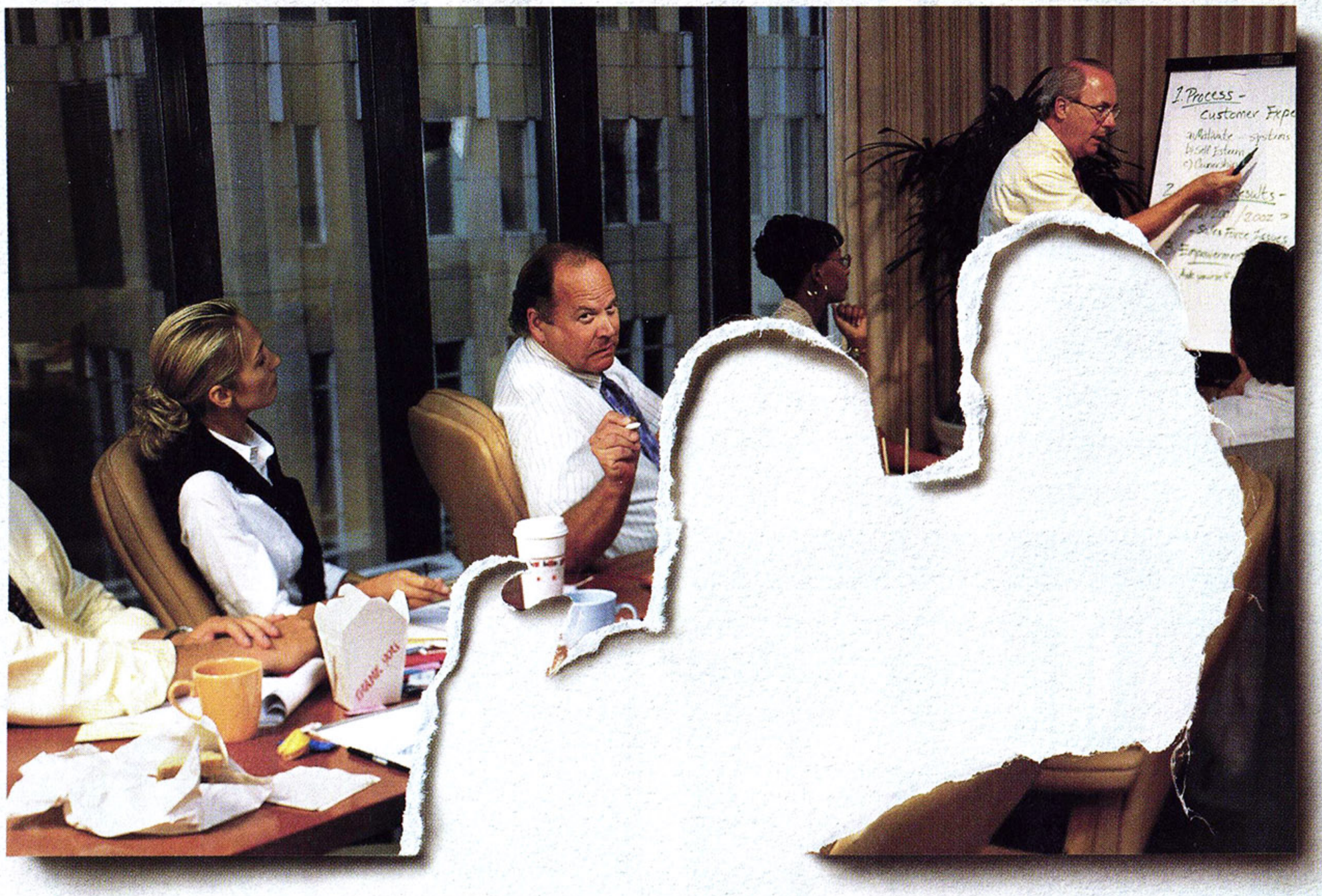

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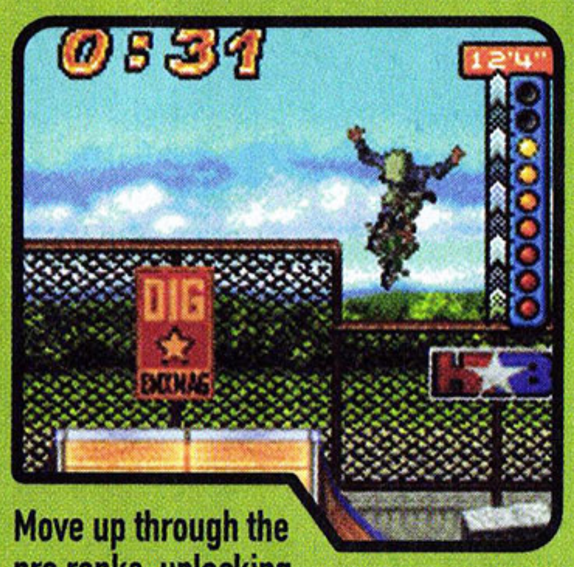
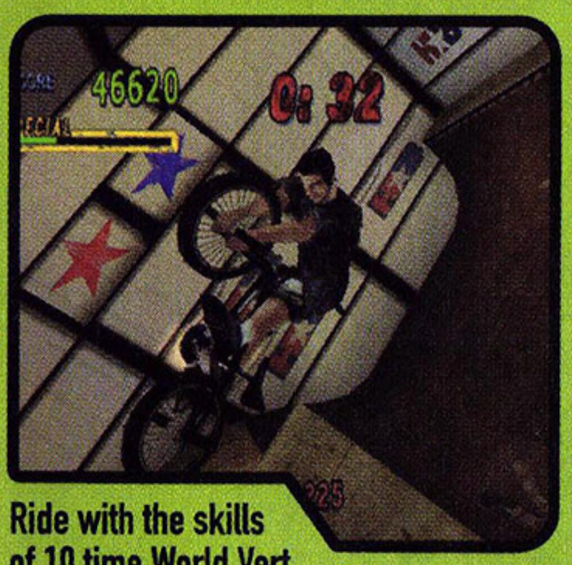


Move up through the pro ranks, unlocking new courses and new bikes.

PC



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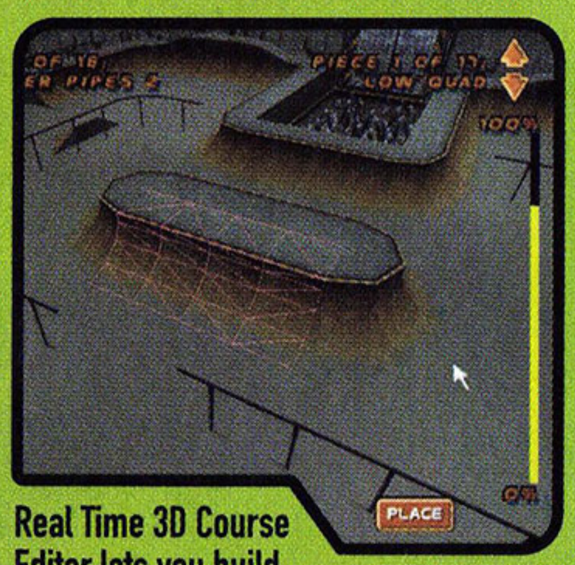

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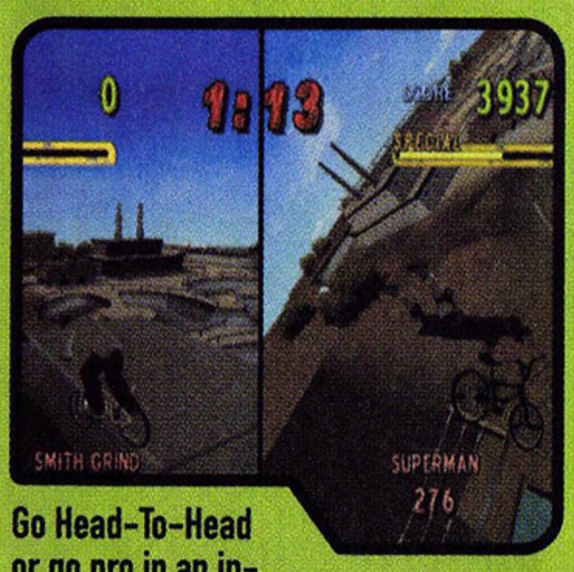

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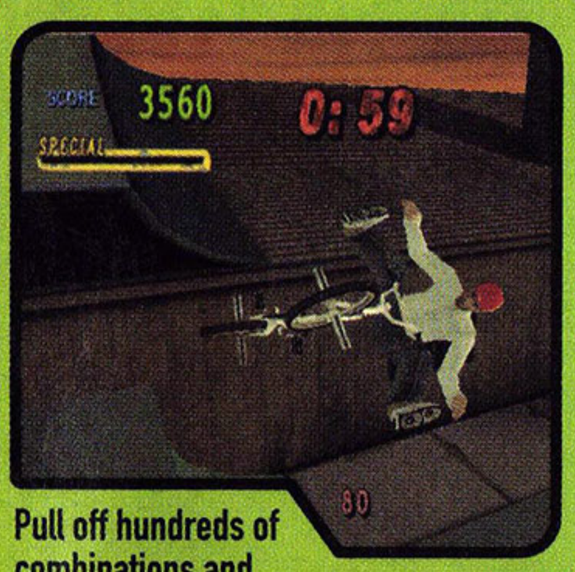

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-gamespot.com, May '01

"...it's a blast and it lures me back time and time again..."
-PlayStation Magazine, June '01

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-Official PlayStation Magazine, May '01

MAT BUSTIN' HIS NEWEST SIGNATURE TRICK "THE PEACOCK."

DROPPING IN THIS FALL

EVERYONE E CONTENT RATED BY ESRB
Animated Blood
Mild Animated Violence

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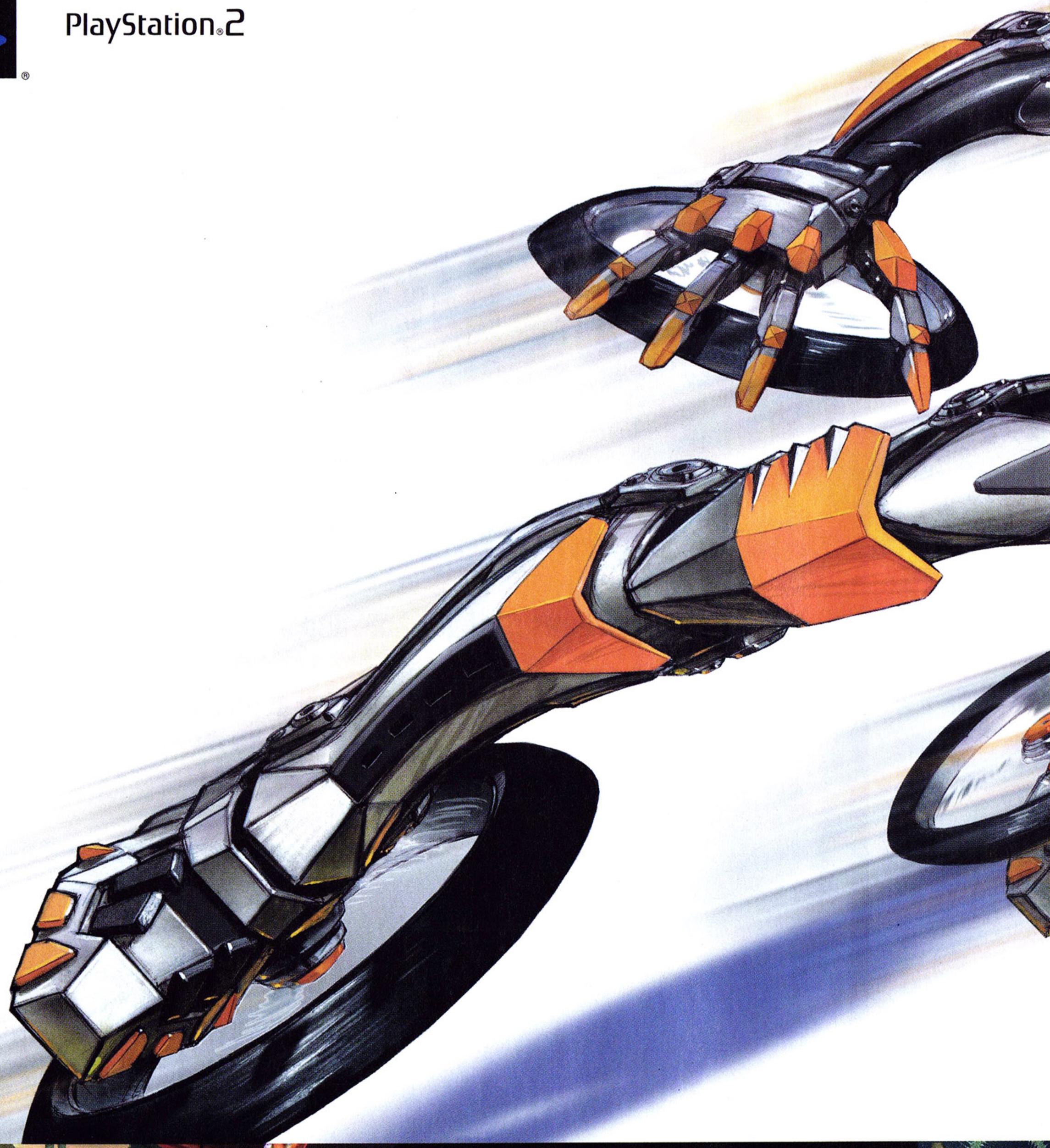

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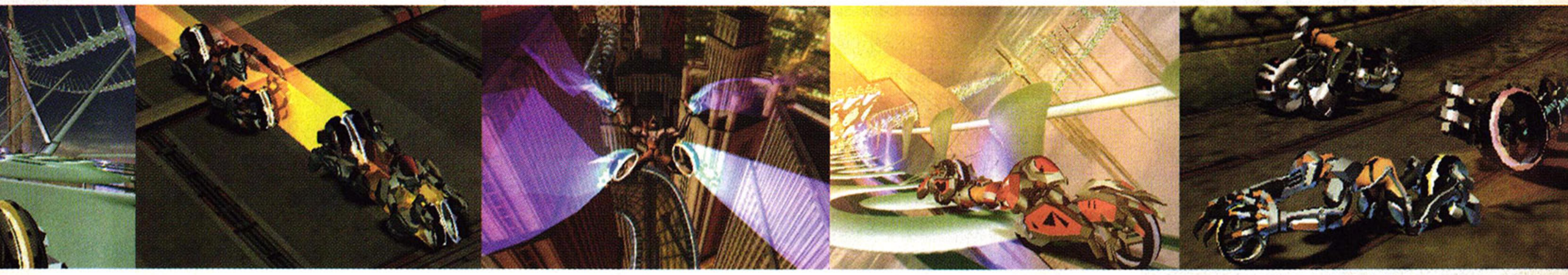

TEEN
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CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes

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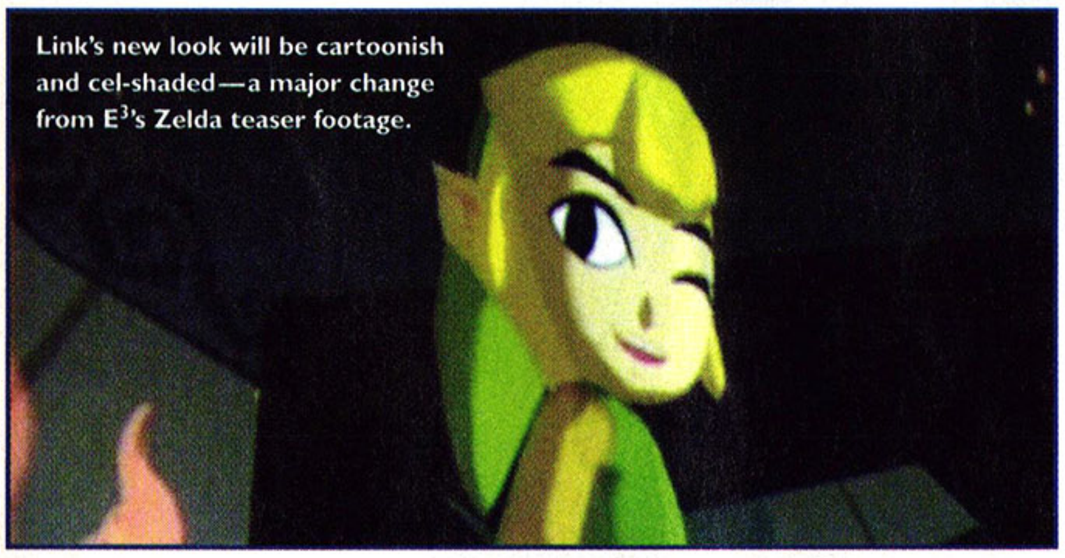
SPACEWORLD 2001

Nintendo delays the GameCube, confirms new Mario and Zelda titles, reveals GameCube/Game Boy Advance link


Link's new look will be cartoonish and cel-shaded—a major change from E³'s Zelda teaser footage.

In preparation for its three-day Spaceworld show in Japan, Nintendo held a press briefing to go over some expected highlights and to clarify the details of its U.S. GameCube launch. In addition to a revised launch date and a list of launch titles, the most heartening news was the official confirmation that a fresh Legend of Zelda and a new Mario game—a two-player title currently called Mario Sunshine—will appear on the GameCube by summer of next year in Japan. U.S. dates will probably hit in the fall or holiday season of 2002, but Nintendo wouldn't state specifics. The Pokémon franchise will make its first appearance on the GameCube within the same time frames. The new Zelda game will feature a cel-shaded cartoonish look, which creator Shigeru Miyamoto said will better reflect his original design for the game's hero, Link.

FIFA 2002

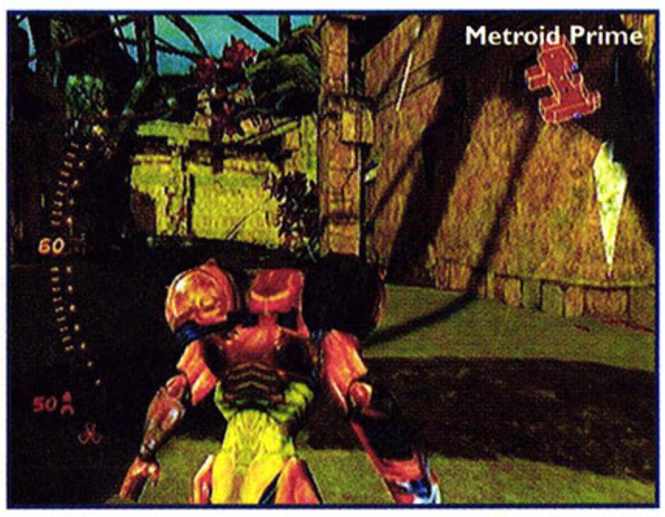
1080

Nintendo also confirmed that the U.S. launch of the GameCube has been pushed back from November 5 to November 18. The company said this was done to ensure the maximum quantity of systems in stores and to maintain a consistent flow through the holidays. Currently, 700,000 units are expected to ship to stores by Thursday, November 15, to give retailers proper preparation time for the Sunday launch. Nintendo promises that a whopping 1.1 million units will be in U.S. stores by December 31.

Soul Calibur 2

Additionally, Nintendo said it expects to have seven to eight games available for the U.S. launch, including Luigi's Mansion, Super Smash Bros. Melee, and Wave Race: Blue Storm (see sidebar below). The company later commented that it will not have a formal preorder or bundle program, pointing to the successful launch of the Game Boy Advance, which utilized product awareness campaigns instead of official preorders. Nintendo officials said they feel preorders and bundles tend to disappoint gamers.

Nintendo reiterated how important a steady flow of top quality first- and (especially) third-party software would be, and how it has learned that lesson the hard way with the N64. Among the third-party games on display at Spaceworld were FIFA 2002 and SSX Tricky from EA; Soul Calibur 2 from Namco; Virtua Striker 2002 and Super Monkey Ball from Sega; and a Batman title from Kemco. Other third-party games expected this year in Japan include Crazy Taxi, Extreme G3, All-Star Baseball 2002, Star Wars Rogue Leader: Rogue Squadron II, Madden NFL 2002, NHL Hitz, and NFL Blitz.


Metroid Prime

The GameCube/Game Boy Advance interactivity will also be far greater than expected: In addition to functioning as a controller, the Game Boy Advance will enable gamers to continue gameplay from a GameCube game, such as exploring special handheld-only levels. Tilt control, first featured in Kirby's Tilt 'n Tumble on the Game Boy Color, will also be used on the GBA to spill the action from and to the GameCube screen. The first titles to utilize tilt control will appear in Japan later this year, and here in the U.S. sometime in 2002.

GameCube Games: Year One (Dates indicated where known)

Luigi's Mansion (Nintendo)	November 18
Wave Race: Blue Storm (Nintendo)	November 18
Pikmin (Nintendo)	November 19
Super Smash Bros. Melee (Nintendo)	December 3
Eternal Darkness (Nintendo)	December 3
All-Star Baseball (Acclaim)	Fall 2001
Dave Mirra Freestyle BMX 2 (Acclaim)	Fall 2001
Extreme G3 (Acclaim)	Fall 2001
NFL Quarterback Club 2002 (Acclaim)	Fall 2001
Crazy Taxi (Acclaim)	Fall 2001
FIFA Soccer 2002 (Electronic Arts)	Fall 2001
Madden NFL 2002 (Electronic Arts)	Fall 2001
SSX Tricky (Electronic Arts)	Fall 2001
Star Wars Rogue Leader: Rogue Squadron II (LucasArts)	Fall 2001
NFL Blitz (Midway)	Fall 2001
NHL Hitz (Midway)	Fall 2001
Super Monkey Ball (Sega)	Fall 2001
NBA Courtside 2002 (Nintendo)	January 2002
Star Fox Adventures: Dinosaur Planet (Nintendo)	First Quarter 2002
The Legend of Zelda (Nintendo)	
Mario Sunshine (Nintendo)	

NEWS BITS

Steep Xbox Preorders

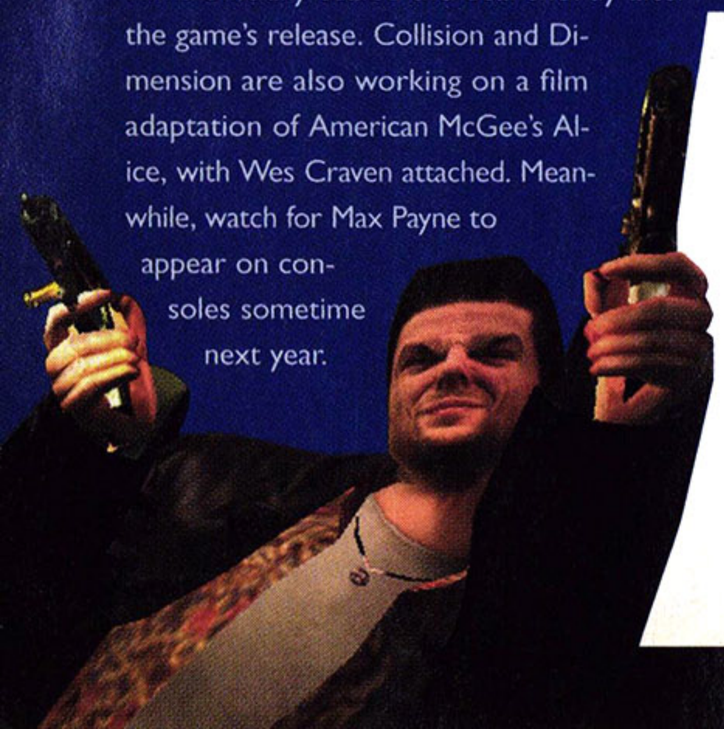
While Nintendo is not endorsing an official preorder program, Microsoft is—and it's a doozy. At Electronics Boutique, gamers are being asked to put down $100 for a $500 package that will include an Xbox, three games (at least one of which must be a first-party title), and one of three peripherals. GameStop's bundles are even more expensive, ranging from $600 to $1200. Contact your local retailer for more information.

Dungeon Siege Delay

More delays for Microsoft this month: In addition to the rescheduled Japanese launch of the Xbox, the company's PC division has announced that the highly anticipated Dungeon Siege won't ship this year after all, but will be delayed until 2002. The reason? Well, it just ain't ready. Developer Gas Powered Games says it needs more time to tune and balance the RPG gameplay.

Max Payne Movie

Remedy Entertainment's hard-boiled New York City detective Max Payne is next in line to have his story writ large on the silver screen. Eagle-eyed gamers may have noticed the announcement in the game's instruction book, but Collision Entertainment and Dimension Films officially sealed the deal shortly after the game's release. Collision and Dimension are also working on a film adaptation of American McGee's Alice, with Wes Craven attached. Meanwhile, watch for Max Payne to appear on consoles sometime next year.



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GAMEPRO LABS

Nuby Decimator

Rating: 4.0

Nuby's first officially licensed PlayStation 2 controller is also one of the few programmable ones. Its bold color scheme and angular lines combine with outsized grips that tuck comfortably into your palms. The MacroMap feature enables one-button attacks consisting of up to eight steps—and some of those steps can be combos themselves. The speed of those steps can be varied, so you can program your killer combo with precise timing. Inputting combos is fairly easy, and the payoff is certainly cool. Only the shoulder triggers feel a bit small and shaky; otherwise, this one's nice.—*Dan Elektro*

Price: $19.99. Contact: Nuby, 631/435-0200, www.nubyinteractive.com

Best-Selling Video Game Titles: July 2001

	TITLE	PLATFORM	PUBLISHER
1	Gran Turismo 3 A-spec	PlayStation 2	Sony
2	Pokémon Crystal	Game Boy Color	Nintendo
3	Super Mario Advance	Game Boy Advance	Nintendo
4	NBA Street	PlayStation 2	EA Sports BIG
5	NCAA Football 2002	PlayStation 2	EA Sports
6	Sonic Adventure 2	Dreamcast	Sega
7	JamPack Summer 2001	PlayStation 2	Sony
8	Tony Hawk's Pro Skater 2	Game Boy Advance	Activision
9	Final Fantasy Chronicles	PlayStation	Square EA
10	Twisted Metal: Black	PlayStation 2	Sony

Source: NPD TRSTS Video Games Tracking Service

FINAL FANTASY DVD

Final Fantasy: The Sprits Within may have underperformed at the box office, but fans who enjoyed the film will probably want the two-disc Special Edition DVD. In addition to a widescreen (1.85:1) presentation of the 106-minute movie, the DVD will include two commentaries by the creative teams, an isolated music track of Elliot Goldenthal's music with its own commentary, an interactive making-of documentary, movie factoids on the subtitle track, and tons of information about the technology behind the film. There will also be a "Shuffler," which enables viewers to re-edit a scene from the movie. PC owners with DVD-ROM drives will also be able to read the complete screenplay and take a virtual tour of Square Pictures. The set is expected to cost $29.95 when it's released on October 23.

XBOX JAPAN DELAY CONFIRMED

Shortly after Nintendo announced an American delay for the GameCube, Microsoft countered with its own bad news: a Japanese delay for the Xbox. While Microsoft had been planning a launch in Japan before the end of the year, that plan had to be revised in late August, and the machine is now expected to launch in Japan sometime in early 2002. The U.S. launch on November 8 will be unaffected by the Japanese delay, but analysts say this is definitely a setback for Microsoft, as the company will miss the key holiday season overseas. It doesn't help that the investment firm Thomas Weisel Partners reported that there was trouble manufacturing the Xbox's microprocessor earlier in the summer—a charge Microsoft flatly denies. Unnamed Microsoft officials told the *Los Angeles Times* that the delay was not caused by hardware issues so much as software concerns, namely that there would not be enough games in time to satisfy the Japanese audience's unique tastes.

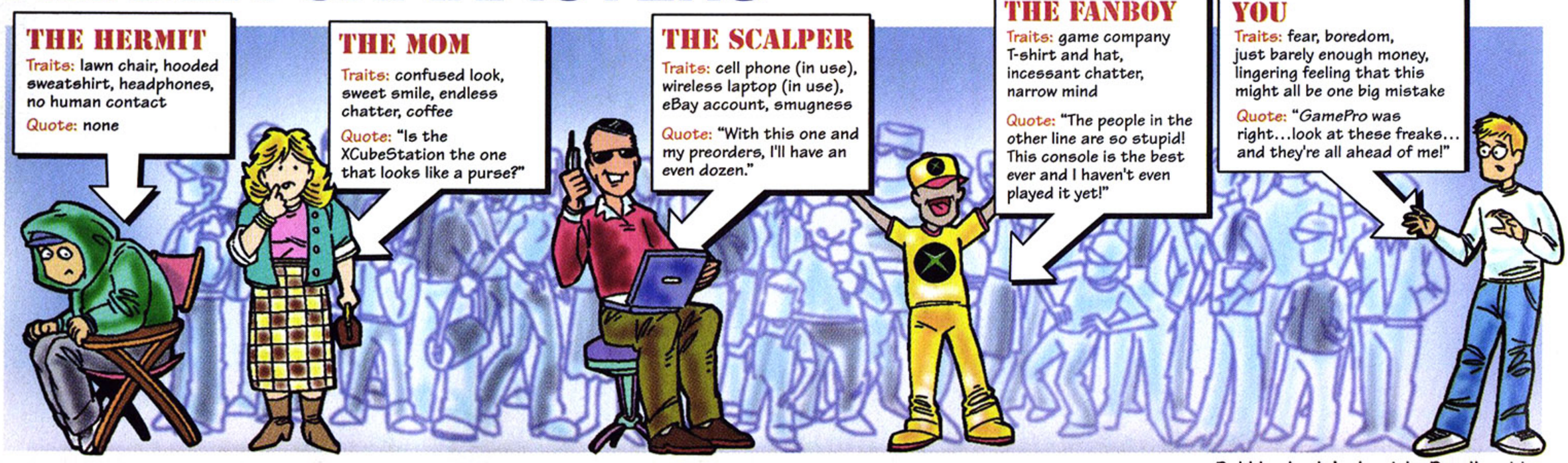
STATIC

THPS3...THPS3...THPS3...

Last fall, Kay-Bee toy stores cranked their prices on PS2 hardware and software, claiming that the shortage made it more expensive for them to get supplies. Now it's a year later and PS2 software is still $5 above MSRP. GBAs are an extra $10 compared to other stores (which sell them for the suggested list price), as are first-party Nintendo games—you'll pay $40 for F-Zero Advance instead of $30. What's the excuse now—besides pure greed? • Speaking of which, you gotta love this Xbox preorder nonsense: EB's $500 bundle forces you to buy a system, three games at $50 each, and one peripheral; those elements are mandated by Microsoft to be considered an "official" preorder program. Don't complain—GameStop's program is even worse. Way to make friends as the new kid on the block, Bill. • Max Payne: Four years, 50 bucks, 12 hours of gameplay. Really good gameplay, but still—most people spent more time reading previews of the game than playing it. • If you decide to go on an airplane with a PS one, a portable screen, and a battery pack, be prepared to get searched at the airport. Just ask Dan Elektro. • By the way, we almost called the big console comparison feature "Damned If You Do," but changed our minds.... • Confidential to Derrick Lachmann: We loved your short story. The slam on *Teen People* rocked. You deserved more than 2nd place. • Soul Calibur 2... Soul Calibur 2...Soul Calibur 2...Soul Calibur 2

HIDDEN CHARACTERS

NO PREORDER? WELCOME TO THE LINE...



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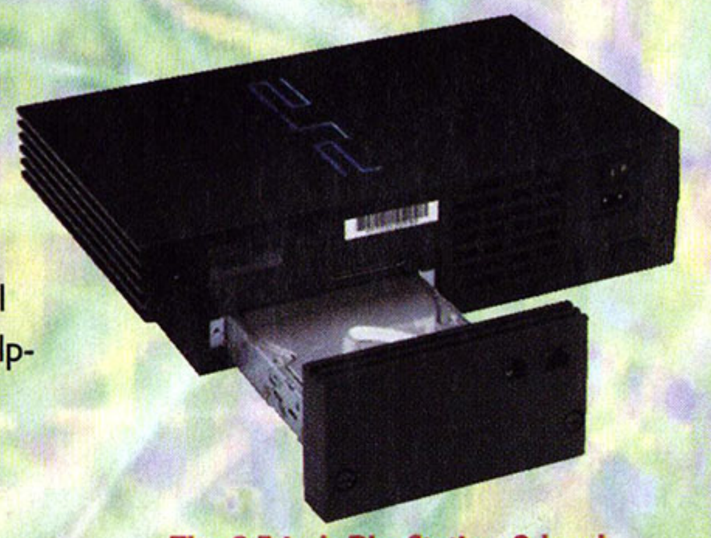
THE PS2 DRIVES TOWARD ONLINE

WHILE THE XBOX AND THE GAMECUBE ARE JUST GETTING STARTED, THE PLAYSTATION 2 IS PREPARING TO CONNECT WITH A NEW HARD DRIVE AND MODEM. BY THE WHIZZ

AMID THE "OH!" and "Wow!" surrounding the much-hyped November launch of the Xbox and GameCube, Sony is quietly prepping a launch of its own. Two PlayStation 2 peripherals are due out then: a hard drive and an Ethernet network adapter (for more info, see ProNews, August) that will add impressive data-handling muscle to the system, helping it to compete against its next-gen competition.



The 3.5-inch PlayStation 2 hard drive promises 40 gigabytes of storage capacity.

HARD FACTS

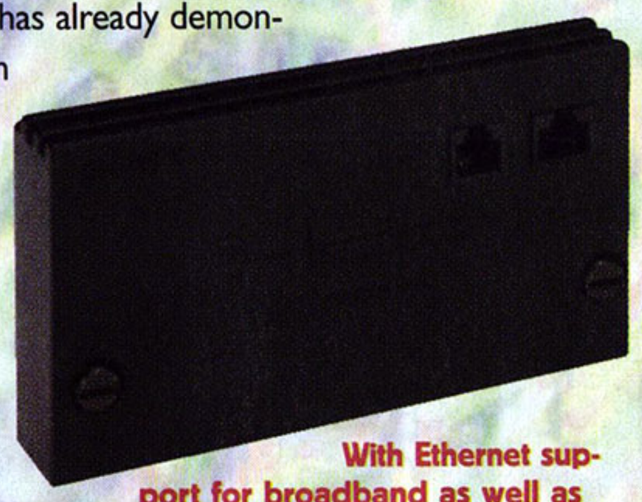
Although at press time, Sony could not confirm an exact release date or price for the PlayStation 2 hard drive, the company has previously announced that the drive will be manufactured by Seagate. The compact 3.5-inch unit will slide into the cozy 1x4-inch bay at the back of the PlayStation 2, and will have a 40-gigabyte (GB) data storage capacity.

This tidbit of info would seem to match Seagate's new U-series hard drive nicely. The petite U-series can store 40 GB of data on a single hard-disk platter, a load that usually requires two platters for most drives. Additionally, Seagate is creating an ultra-quiet version of the drive for use in home entertainment systems and set-top digital video recorders. (Coincidentally, Seagate is also on tap to supply hard drives for the Xbox.)

A hard drive will enable the PS2 to perform at higher data-access rates than with the relatively slower-running DVD drive. Game data can be preloaded onto the drive, and the speedy disk will eliminate lengthy load times. The hard drive will also be essential to any sort of long-range plans Sony may have for PS2 online connectivity—the company has already demonstrated things like Web browsing and streaming video on demand, and has hinted at much more.

BASIC BROADBAND

First, however, the PlayStation 2 will need the second peripheral debuting in November, the Network Adapter. This slim unit is designed to connect to the back of the PS2, and will support two types of online connections. The Adapter will include an Ethernet network adapter for high-speed, high-bandwidth broadband links through cable and DSL. The Adapter will also house a standard V.90 analog modem connector for so-called "narrowband" connections. V.90 is a data transfer method that governs the flow of digital information across telephone lines, and it currently enables analog modems to connect to the Internet at speeds of up to 56 kilobits per second (or 56Kbps). Most modems in personal computers are 56K, so this is a proven technology. This two-pronged architecture means that you'll be able to connect your PS2 to anything to get online.



With Ethernet support for broadband as well as V.90 modem support for 56K dial-up speeds, the PlayStation 2 as Internet machine may be for real.

PS2 ONLINE

Sony is readying a handful of online games for this fall, with more promised for 2002. Among this year's games will be the multiplayer combat game SOCOM, music/actioner Frequency, and new versions of Tony Hawk's Pro Skater (see this month's cover feature) and Twisted Metal: Black. These days, every console maker and their mother says they're going to hook you up to the Net, but Sony just may have the goods, too.

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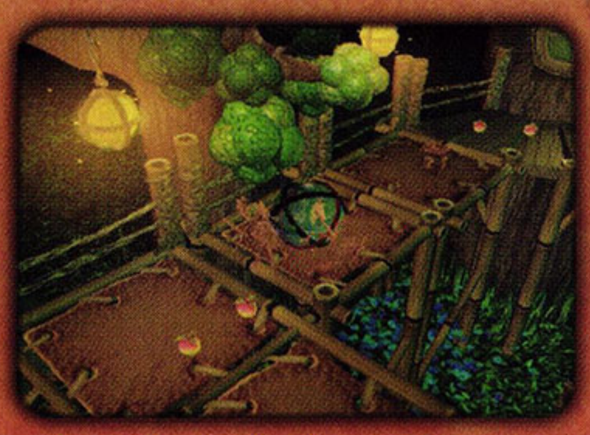

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No parachute, no seat belt,

EVERYONE
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Mild Violence

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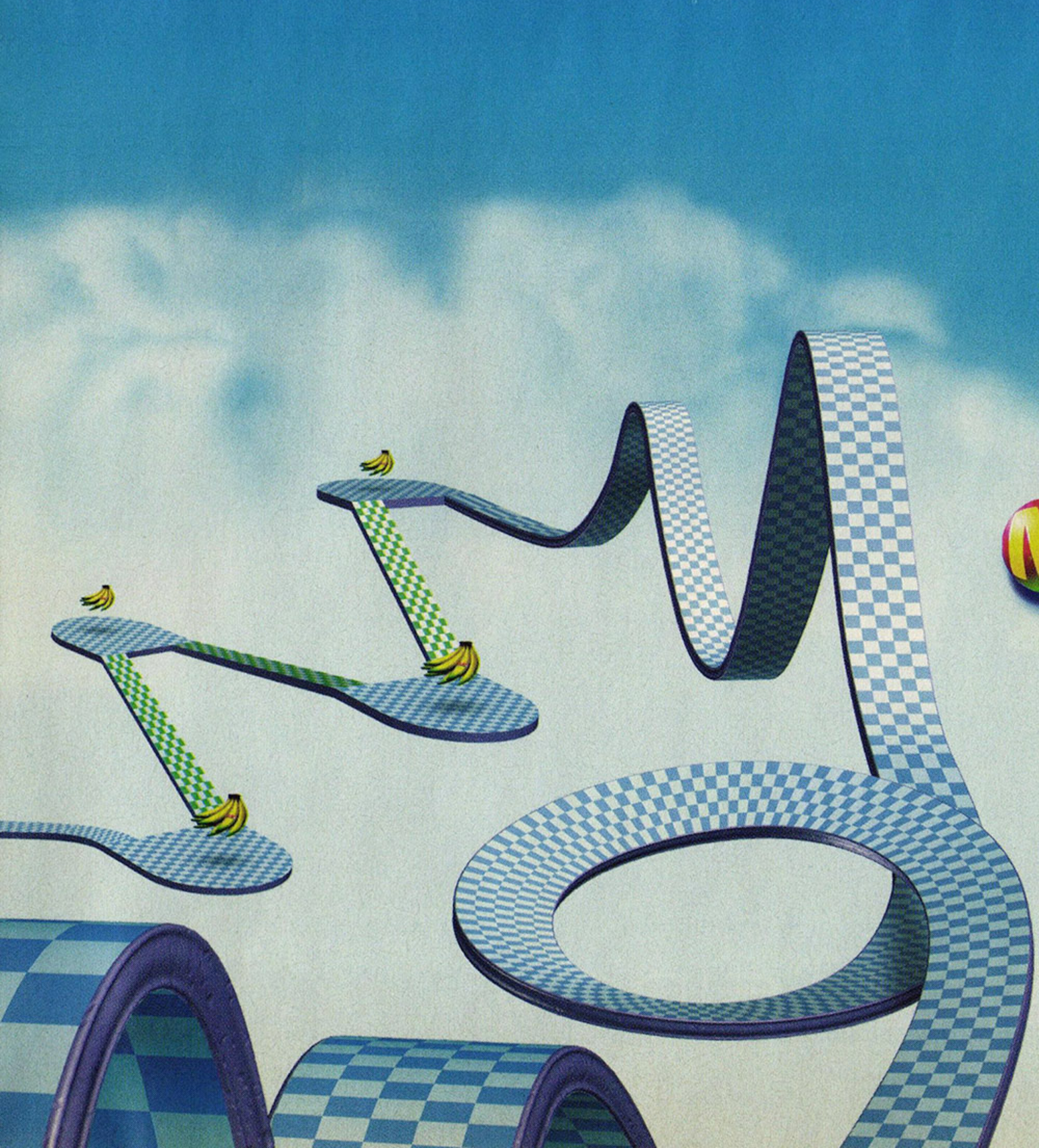

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Go to Hell

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PC CD

PlayStation.2

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Tread lightly. The depths belong to twisted cults, mutants and hideous creatures that were never meant to exist.

Play in single player mode, or with up to 4 others in multiplayer.

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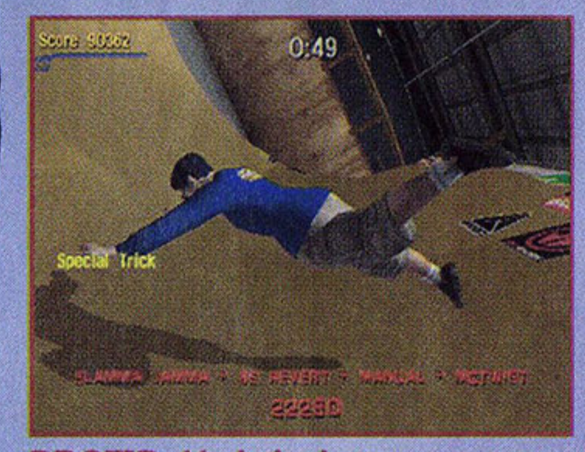
Chairman of the Board



PROTIP: Mash the buttons on your controller after a bail to recover faster.

Sure, you've surfed the Net—but have you skated it? Tony Hawk's Pro Skater 3's online support perfectly matches its addictive gameplay to create a must-own PS2 powerhouse. *By Dan Elektro*

PROTIP: Milk that clock! Especially in online games, be prepared to make your last trick run a long combo so you can exceed the time limit.

BEFORE THE ORIGINAL Tony Hawk's Pro Skater came out in 1999, how many must-own skateboarding games can you remember? Right. THPS and its sequel rewrote the rules on ramps and railslides, making a rebellious and dangerous sport accessible—and acceptable—to the masses. For the series' third outing (and its crucial first appearance on the hungry PlayStation 2), developer Neversoft revisits the past, enhances the present, and leads console gamers ever closer to their inevitable online future.

Several level goals require you to interact with the environment to trigger other events.

PROTIP: To do a pivot, tap L2 during a manual—and watch your balance.

PROTIP: Opponents in King of the Hill games can take your crown only if they're moving faster than you.

PROTIP: The faster skater will win out in a collision. There's no rear-view, so watch for punks smacking you from behind.

Gender Amender

Tony Hawk's Pro Skater 3 has all the hallmarks that made the series such a standard-setter. Gamers can play as one of 13 professional boarders—including Steve Caballero, Chad Muska, and the eponymous Mr. Hawk (Bam Margera is in for Bob Burnquist)—or you can create your own rider. The game's player creation has been vastly expanded to feature more skin tones, infinite color options for clothing, and one big change: sex! Well, at least a sex change: You can finally create female skaters, and both boys and girls have plenty of options for hairstyles, shoes, eyewear, sponsor logos, tattoos, and more (swim fins, anyone?). You can play dress-up with the pro skaters, too.

No matter which skater you choose, you'll enjoy a slightly different career mode—some goals and objects will change depending on who you play as. The gameplay feels familiar yet fresh—it's rewarding

PROTIP: Customize your special tricks by grouping the button presses logically. For instance, if you feel comfortable with ← → on the directional pad, assign that motion to as many specials as you can for quick memory recalls.

PROTIP: If you must favor one direction while you balance a lip trick, it's better to let the meter fall to the bottom and end the combo by re-entering the pipe or bowl than to let it drift too high and collapse altogether.

PROTIP: There are two Graffiti strategies: You can either concentrate on high-scoring tricks to claim and keep areas, or you can move quickly and execute small tricks on as many objects as you can. Both methods work.

BY DAN ELEKTRO

- Developed by Neversoft
- Published by Activision
- $49.99
- Available November
- Skateboarding
- 4 players online; 2 players split-screen

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	5.0	5.0

in that you can apply all your existing Tony skills, but it has enough new techniques that it's not the same old, er, grind. The most important of those techniques is the revert, a quick stance-switch move as you land from a vert trick. With it, you can link vert runs with street tricks for amazingly long combos. There are also plenty of fresh tricks, such as the Cannonball and the Jackass.

There's more flexibility, too. In THPS2, once you boosted skills like speed or manual balance, they stayed boosted permanently. Now, you can redistribute your skill points based on the challenges you face; if you find that you need a bit more hang time or can't achieve a level goal without better rail balance, just tweak and go.

Getting Your Bearings

The levels and their goals have undergone their own changes. Tony's world tour takes you to faraway cities like Rio and Tokyo, then whisks you back to skater paradises like an airport terminal, a real-life park (Skater Island in Middleton, R.I.), and a fun suburban microcosm, complete with a spooky house on the corner that everybody thinks is haunted. The levels are far more dense, distinctive, and interactive with plenty of character. They have more characters, too—workmen toil at the Foundry, while bustling Los Angeles is littered with both people and traffic. The park editor returns as well, just as simple and approachable as it was last year.

THPS2's money system has been scrapped; the goal structure is closer to that of the very first game. Many goals depend greatly on the environments. While there's usually one trick per level that's tied to an object or a gap (such as performing a melon over the snowplow blades in Canada), there are also some vague puzzles that you'll have to figure out all on your own—like how to trigger an earthquake in Los Angeles. These require creative thinking and a knowledge of the environment, but they're especially rewarding as a result.

Network Workout

Even more rewarding is the online gameplay. Internet-impaired gamers can still enjoy two-player, split-screen contests like Horse and Graffiti with high frame rates, but those who spring for Sony's PS2 Network Adapter (see this issue's Cutting Edge for details) can jump online quickly and easily for some furious four-player action. Of course, with more players comes more chaos: If two skaters collide, the faster one wins the joust, and the other one leaves a blood smear. That's a fact you'll have to stay aware

continued ▶

Funny outfit accessories include a top hat, night-vision goggles, and a complete skin diving setup!

PROTIP: Lip tricks have changed: You'll need to ollie out of them (tap ×) and do a revert (tap L2) to keep your combo going. You can also sneak in a kick trick before the revert landing, if you ollie high enough.

PROTIP: The revert is the single most important new technique—and, thankfully, it's not too hard. Just tap L2 as you land a vert trick. Try going straight into a manual afterwards.

PROTIP: When you're holding the crown in a game of King of the Hill, be ready for frequent turns and hit plenty of direction-changing grinds. A skater moving in a straight line is an easy target.

PROTIP: You get points for knocking down opponents—make the most of it in your combos.

In online games, you can plug in a USB keyboard and type chat messages to other players.

Elissa Steamer, you're not alone! THPS3 enables players to create both male and female skaters.

GRAPHICS 4.5

Rebuilt models, tons of new animations, and dense, detailed levels give THPS3 a gorgeous look. And kiss that old draw-in problem goodbye—you're in PS2 territory now.

SOUND 4.0

A diverse musical roster including Motorhead, Xzibit, Rollins Band, and KRS One set an aggressive pace, and the new streaming system means that restarting a run won't interrupt the song. Funny voices add character to the game as well.

CONTROL 5.0

This has always been a series strength, and THPS3's responsive, sharp controls further cement its reputation. New techniques like the revert and pivot are easily incorporated, too.

FUN FACTOR 5.0

Apply everything you learned from the previous games, be ready to learn some new techniques, polish your skills for online play, and sharpen your mind for the new level goals—this is THPS at its best. More fun? Can't have it.

of in all four multiplayer games. Old favorites like Trick Attack and Graffiti are only better online, while the game called Slap! is just what you'd expect—a nasty game of tag. King of the Hill plays like a rolling version of the recess classic "kill the guy with the ball." One player wears a crown and skates slightly slower, while the other players chase him and try to usurp the throne. It's insane, frustrating fun.

Online play makes Tony Hawk's Pro Skater 3 even more addictive, but if you're not wired yet, don't worry—the game will be ready when you are. The single-player career mode is entirely satisfying, even more so thanks to the character-specific goals.

PROTIP: In an online game, your network name is what they'll see, not your created player's name.

Online games get chaotic fast, especially if players agree to stick to one area of a level.

Slick & Sweet

THPS3's high-polygon models look gorgeous and move smoothly (the new balance animations are particularly helpful), and the new bails look more painful than ever. You might not even notice some of the subtle level touches (look for the message in the snow in Canada) with the world whizzing by at 60 frames per second. A soundtrack full of artists from Alien Ant Farm to Del the Funky Homosapien thumps along in a balanced, energetic mix of rock/metal and hip-hop/rap. The in-game voices from bystanders, fellow skaters, and other characters are crisp and amusing, underscoring the new, populated worlds.

One of the hallmarks of the THPS series is its control; precise and responsive interaction is part of what makes the game so satisfying. The PS2 game is no exception, and for new players, Neversoft has included a step-by-step tutorial in the game hosted by Tony himself. Some of the more confusing elements for newbies, like how to get out of a pool or perform a wallride, are now explained interactively—no instruction manual needed.

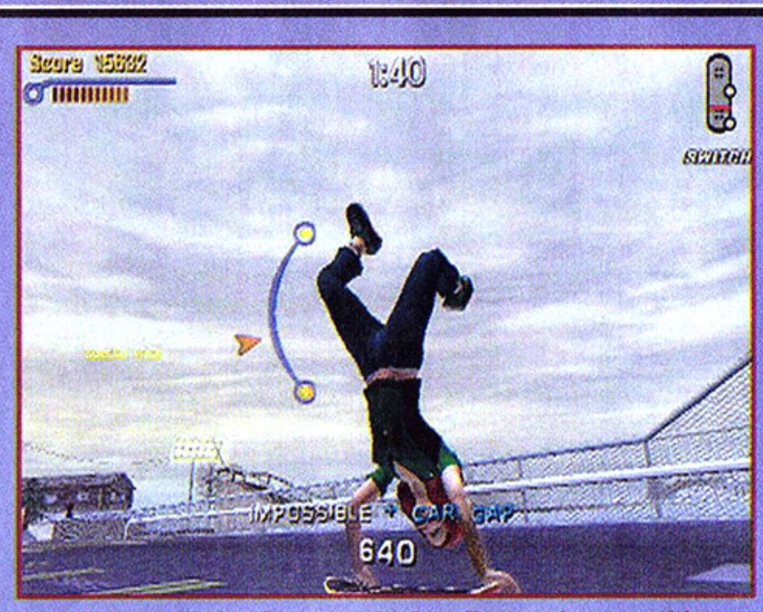
Third Grind's the Charm

And then there's the hidden stuff. Neversoft promises roughly three times the goodies in THPS3—more bonus levels and many more secret characters for sure, but also some new, THPS3-specific elements that you'll have to experience to appreciate. What are they? Secrets, silly.

PROTIP: When the Canadian skaters smack their boards on the ground, they're suitably impressed and will disappear. Move on.

Online players can communicate with preprogrammed gestures triggered by button combinations.

It's amazing that a game this ambitious came together in nine short months. Neversoft and Activision have worked hard to make it look easy, delivering the third Tony Hawk's Pro Skater—and that first bold step into online PS2 gaming—with a sort of casual brilliance. Should gamers have expected anything less?



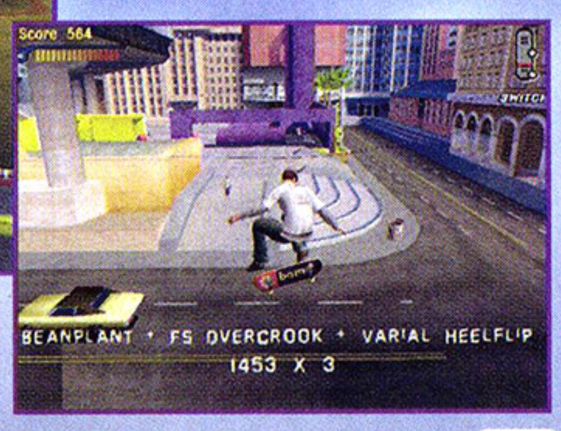
THPS3's grind trick set includes flatland stunts like handstands.

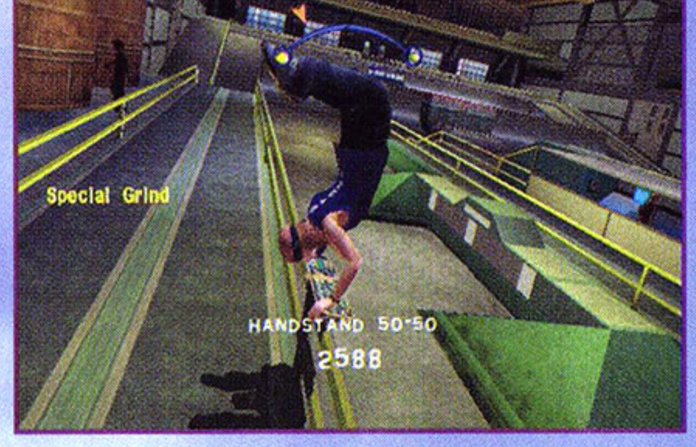
PROTIP: Need more speed in King of the Hill? Start bustin' tricks–you move faster when your Special meter's cranked.

In career mode, each level features a hidden deck. Find and collect it to expand your board options.

Gleaming the GameCube

As if delivering the PlayStation 2 game in record time wasn't enough, the Neversoft team has been hard at work on the GameCube version for a surprise release no later than December. Gamers can expect everything from the PS2 version to appear on Nintendo's newest platform with the exception of online play (while the console will support it eventually, Nintendo isn't ready quite yet). Instead of spring of next year, look for THPS3 on the GameCube before the end of 2001.





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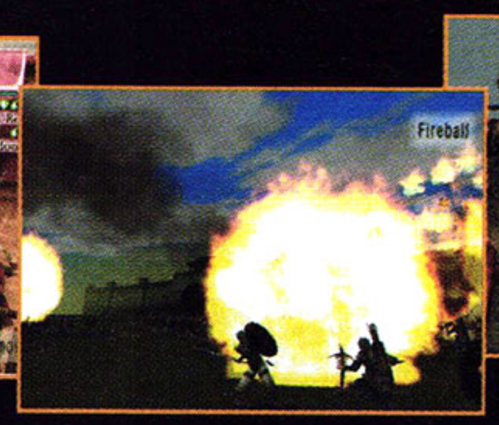

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Console Clairvoyance

It's almost time to buy a new console–are you ready? Which system should you buy? How much will it cost? What does the bright but hazy future hold? Let GamePro guide you, and all will be revealed.... ***By The Editors of*** **GamePro**

"So, which system should I buy?"

GamePro editors are asked that question once every 15 seconds—and for good reason. This year, gamers are expected to spend a stunning $6 billion on interactive entertainment, and a good chunk of that will be on three high-profile consoles, two of which will be making their debuts in November. It's an expensive and risky decision—and somewhere down the road, it should be fun. So which system should you buy? This article guides you to the choice that's right for you.

Go to gamepro.com for analysis from all the GP editors!

Head-to-Head-to-Head

You wanted it, you got it—here's how the consoles stack up in all the key categories:

	PlayStation 2	Xbox	GameCube
Date of Debut:	October 26, 2000	November 8, 2001	November 18, 2001
Main Processor:	Sony Emotion Engine	Custom Intel Pentium III	IBM Gekko
CPU Clock Speed:	294.912 MHz	733 MHz	485 MHz
GPU:	150 MHz Sony "Graphics Synthesizer"	250 MHz NVidia "XGPU"	202.5 MHz ATI "Flipper"
System Memory:	32 MB	64 MB	43 MB
Polygons Per Second:	66 million (raw)	125 million (raw)	6–12 million (with game effects on)
Controller Ports:	2	4	4
Price:	$329 (with GT3)	$299	$199
Media Format:	CD-ROM & DVD-ROM	CD-ROM & DVD-ROM	8 cm optical discs
Media Capacity:	4.7 GB	9 GB	1.5 GB
Memory Card:	8 MB, plugs into console	8 MB, plugs into controller	4 MB, plugs into console
Audio Channels:	48 channels	256 channels	64 channels
Hard Drive:	40 GB, add-on	10 GB, built-in	No
DVD Video:	Yes, built-in	Yes, with extra remote	No
Backward Compatibility:	Yes (with PlayStation)	N/A	No
56K Modem:	Yes, add-on	No	Yes, add-on
Broadband Connector:	Yes, add-on	Yes, built-in	Yes, add-on

Sony PlayStation 2

A year after the hype, Sony's supersystem decides it wants to be a PC when it grows up.

The Good: With a year's head start on the competition, Sony looks like it will be the dominant brand sales-wise this year. It will have the most units available on store shelves and the deepest software library. Metal Gear Solid 2, which will be out in November, is the reason many people bought or want to buy the system; the power of the Gran Turismo and Final Fantasy franchises can't be ignored either. Support for DVD video gives the machine some multimedia depth, and its backward compatibility is still a trick the other consoles have never performed; because the new machine plays original PlayStation software, the PS2 gives existing PlayStation owners a reason to stay loyal. In addition to the promise of online gaming, Sony has also forged some high-profile alliances with America Online, Netscape, RealNetworks, Cisco, and Macromedia to bring a total online experience to users, complete with site browsing, e-mail, streaming multimedia, and many other hallmarks of the World Wide Web.

The Bad: Despite Sony's claims to the contrary, developers are still grousing about how hard it is to program for the PS2. Sony bent over backward to make the original PlayStation easy to work with, but this time the company left developers to figure out many more things for themselves. That makes for some strained relationships and a lack of enthusiasm from programmers, but it doesn't mean they won't make games for it—they all want a slice of the profitable PlayStation 2 pie. Sony has also been evasive on consumer bug reports, such as why some discs get scratched during normal use. (Is it from running the machine in the vertical position? Sony isn't saying.) Sony's particular Tarot card, The Tower, Illustrates the dangers of an ego-fueled, "we're the market leader and you're not" attitude. Also, while a price drop is expected though not confirmed, the PS2 is the most expensive of the trio at the time of this writing, since the GT3 bundle is currently mandatory at $329.

The Question Marks: Sony's plans bank heavily on peripherals, which don't traditionally sell well. Come November, PS2 owners will be able to buy several add-ons—a hard drive, a network adapter, a keyboard, a mouse, and an LCD screen—and will need at least some of them if they want the machine to live up to its full potential. Those peripherals will likely be expensive (the network adapter, which enables both 56K and cable/DSL Internet connections, will cost $40; all other prices are TBA), so a fully tricked-out PlayStation 2 with all the official accessories could easily creep toward the $500 mark. While many people may have assumed that Microsoft's console would be the most PC-like of the bunch, it's actually the PS2 that is poised to turn into a mini-computer. Is that flexibility and expansion what gamers want in a console, or is Sony thinking beyond its core PlayStation audience now?

The Verdict: The PlayStation 2 is still the logical choice for PlayStation owners who want to own one machine that can play everything: new games, classic games, and DVD videos. And thanks to Sony's aggressive online strategy, "everything" means more than before. If you're looking for an affordable alternative to a PC, the upgradeable PlayStation 2 is the only option.

Microsoft Xbox

With a speed-demon machine, Microsoft plays the unfamiliar role of newcomer—but that doesn't mean it's unprepared.

The Good: A core processor much speedier than the competitions', combined with a custom strain of Nvidia's GeForce 3 graphics chip, will give this machine power to spare—and reportedly, many developers and programmers are easily and happily flexing this newfound computing muscle. Microsoft is promising that between 600,000 and 800,000 consoles will be on store shelves before the end of the year, which should more than take care of the early adopters. For online gaming, the Xbox will come with a hard drive and built-in Ethernet jack, which are both costly add-ons for its key rival, the PS2. Its software lineup will be a strategic mix of popular franchise sequels and completely new, exclusive properties—and, surprising many critics, no PC ports.

The Bad: You never get a second chance to make a first impression, and the Xbox's E^3 showing was less than stellar. Many games just looked like they weren't far enough along, as things like speed and frame rate had yet to be optimized. Third-party support from Japan is also lacking. The controller is drawing a lot of negative reactions for being too bulky, having uncomfortably placed buttons, or both. If you want to watch movies, the DVD player must be "unlocked" with a special Microsoft remote, which will be another $40 or so. And yeah, at $300, it's likely to be the most expensive of the bunch by November. Worse, high-priced mandatory bundles are scaring away some who planned to pre-order the machine.

The Question Marks: Despite the machine's hard drive and killer Internet connector, terms like "keyboard," "mouse," and "browser" are dirty words to Microsoft. You won't see any peripherals to turn this box into a mini-PC, even though that's what many people expected. To educate consumers about what the machine is and isn't, Microsoft is planning to spend half a billion dollars—yes, $500 million—to promote the Xbox this fall. But until gamers get their hands on the system, they probably won't be convinced. After all, if Nintendo is the friendly "kiddie company," then Microsoft is the "evil empire" that many people love to hate (perhaps you've heard the obviously inaccurate rumors about the Xbox weighing over 200 pounds, or the snide remarks about Bill Gates wanting to monopolize the industry). How that prejudice will factor into gamers' decisions remains to be seen. There are also doubts as to whether the consoles and chipsets will actually be ready in time for a full launch.

The Verdict: With the highest price tag and no console track record—its card, the Magician, represents power and knowledge but not in this realm—Microsoft probably won't be the dominant force this year. Yet, with strong developer support and such hearty technology under its hood, the Xbox could be the wisest choice for the long haul. This 'box looks like a late bloomer.

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Nintendo GameCube

No more cartridges!
Nintendo joins the optical age with a custom disc format and a purse-sized powerhouse.

The Good: If money talks, the GameCube positively shouts. The $199 price tag makes it the bargain of the bunch, and during the holiday season, many parents vote with their wallets; plus, parents know Nintendo. Thanks to some surprise tactics, the company's showing at E^3 was excellent. A handful of extremely polished early titles such as Luigi's Mansion and the jaw-dropping Rogue Squadron II proved that Nintendo's trademark quality is still intact. Nintendo plans to make the Game Boy Advance interact with the GameCube through a special cable next year, and that's awfully tempting for owners of the hot handheld. The GameCube controller is very comfortable, and Nintendo has finally ditched the expensive cartridge software model in favor of an optical disc. Plus, many of gaming's classic characters—Mario, Luigi, Pikachu, Metroid, Link—only appear on Nintendo platforms. As its Tarot card, the Hierophant, suggests, Nintendo is the keeper of the established gaming religion, with experience, wisdom, and zealot-like fans on its side. Oh, and there's this Miyamoto fellow who really knows what he's doing when it comes to software....

The Bad: If you're looking for an all-in-one machine, the GameCube is not it. It will be the only current console that doesn't support DVD video playback, and it won't have a hard drive for storing add-on game elements or online downloads. Historically, third-party support (or game quality) hasn't been as strong as Nintendo's own stuff, so you really have to like Mario and the gang. Plus—fair or not—Nintendo's presentation of so many nonviolent, colorful products gives the company a reputation for "kiddie games." That, coupled with the console's unusual design (it's bright purple and has a handle, for crying out loud), might keep older gamers from giving the console a second look.

The Question Marks: So much is unknown that GameCube buyers are basically investing in the company's reputation and its past rather than its present or future. Anything beyond the hallmark Nintendo quality will be a pleasant surprise. The system will feature interchangeable 56K and broadband adapters, but Nintendo has not offered details on how that Internet connection will be used; Phantasy Star Online is coming to the GameCube, but in what capacity? Even the game's developer, Sega, says, "Ask Nintendo about its online strategy."

The Verdict: Nintendo is a known quantity to gamers—its name is shorthand for "video games," like "Kleenex" is for tissues and "Xerox" is for copiers. Fans loyal to Nintendo's friendly, engaging brand of gaming probably don't need convincing, but the GameCube's surprising horsepower should make it more than competitive over the next few years.

SIX-MAN TAG TEAM WHIPS CROWD INTO FRENZY

THE
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THE UNDERTAKER®

INFLICTS PAIN WITH THE CHOKESLAM

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Mild Language
Violence

World Wrestling Federation®

PlayStation.2

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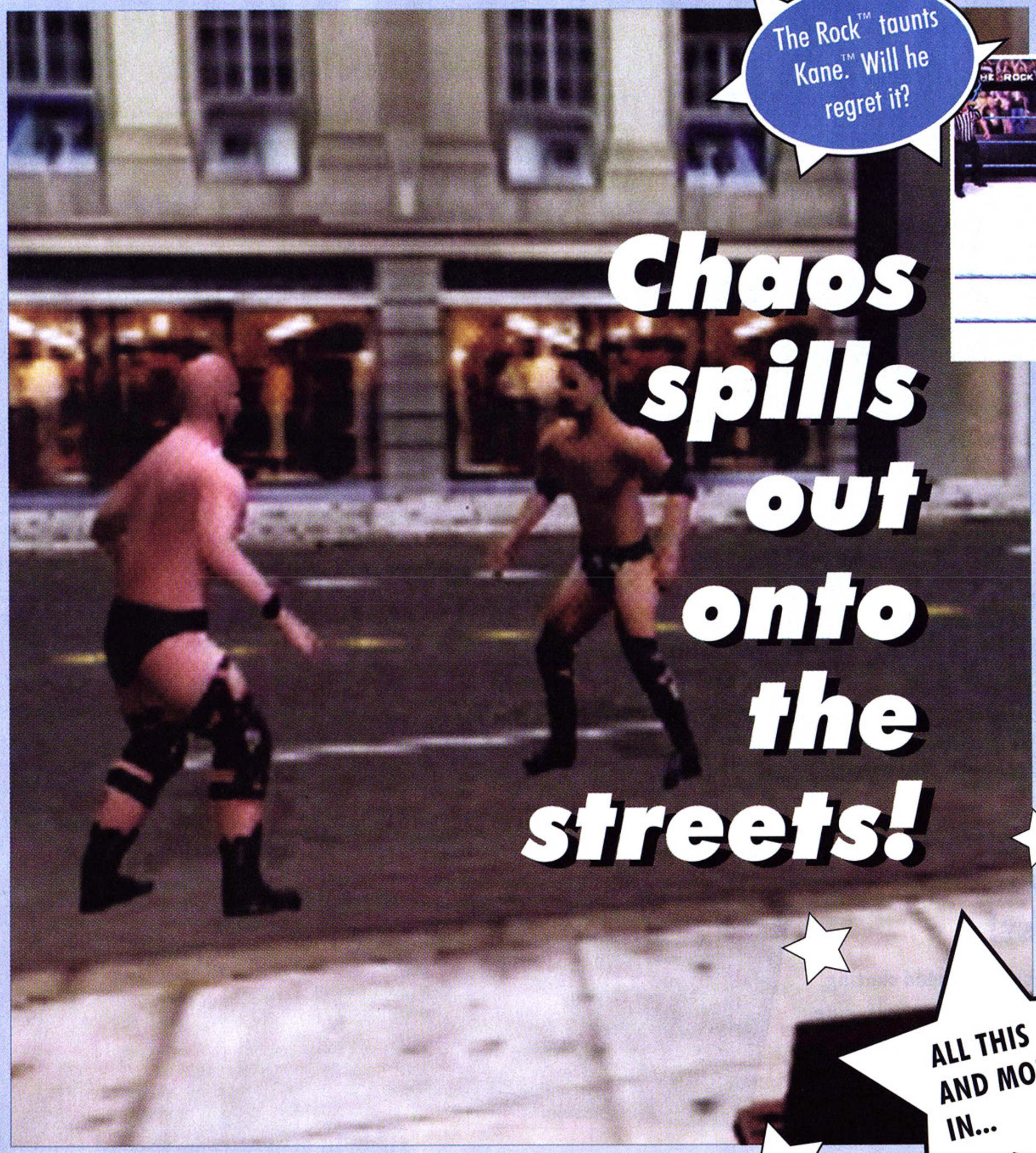
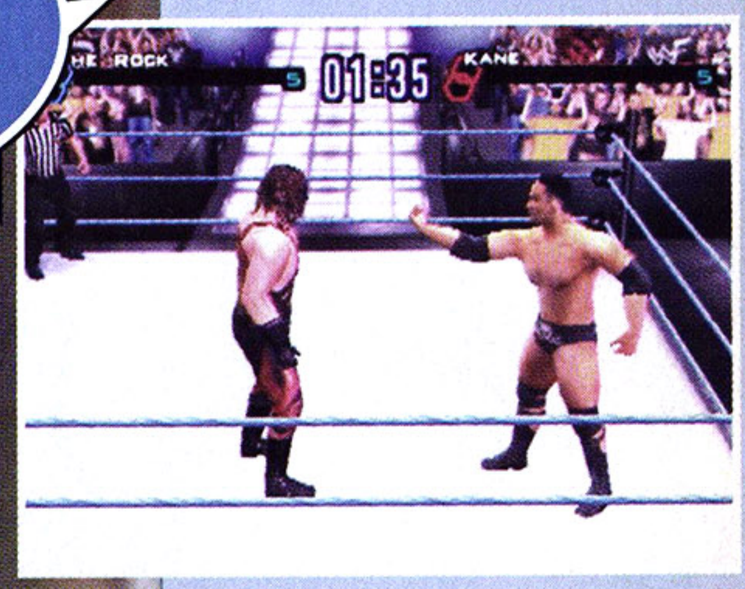
THE RINGSIDE ACTION

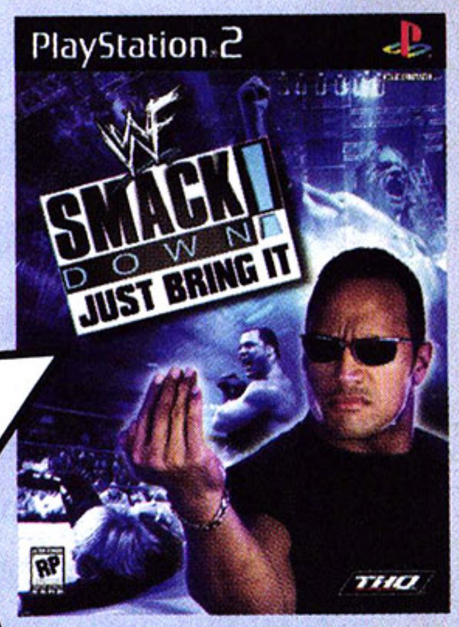


The Rock™ taunts Kane.™ Will he regret it?



Chaos spills out onto the streets!

WWF SMACKDOWN JUST BRING IT



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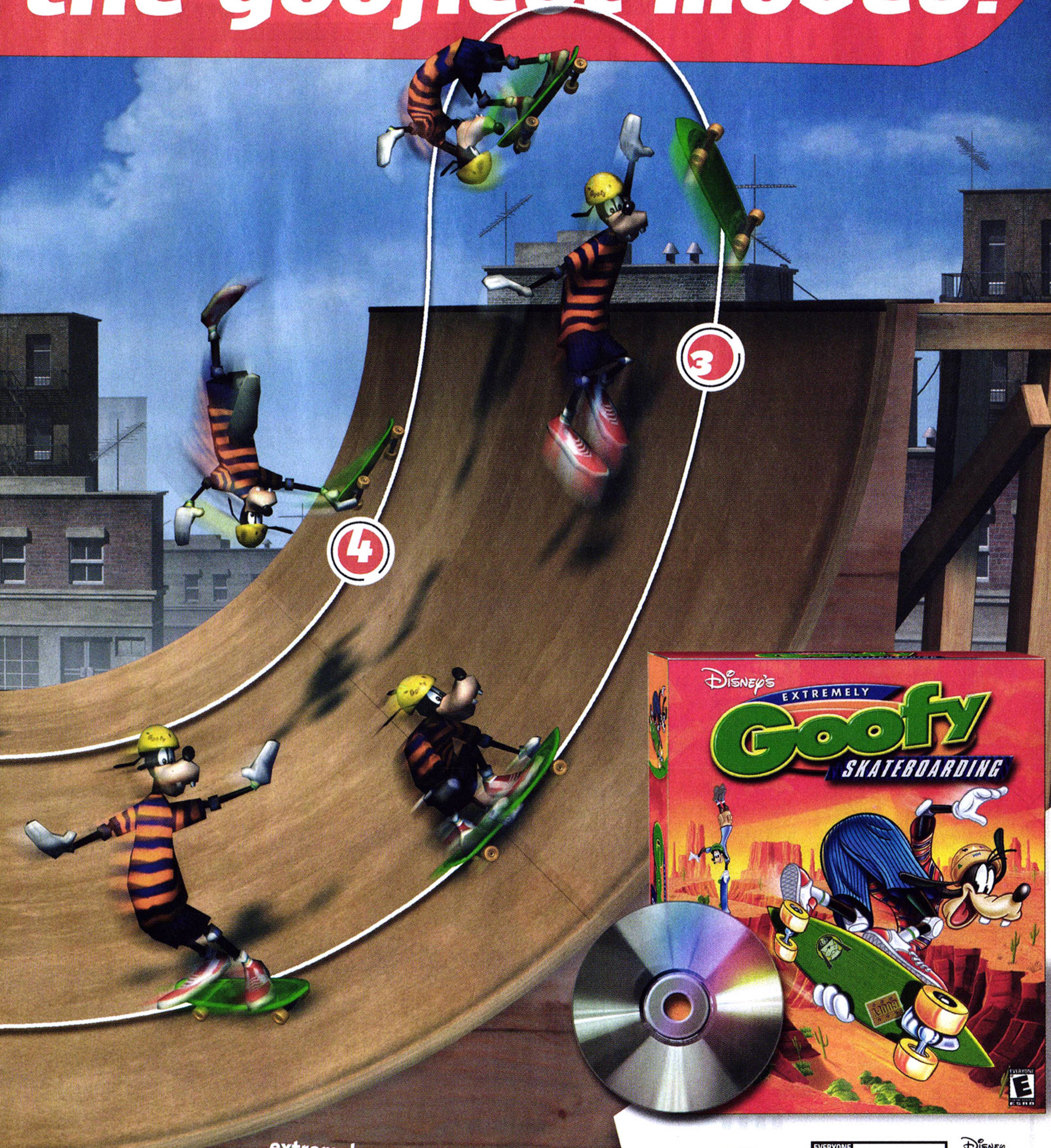

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Disney INTERACTIVE

4 **Grab board to rip a Method. Ignore that chunky rattling sound – it's just your helmet bouncing off the ramp.**

5 **Gravity is cool. Bomb it hard and try to avoid the speed wobbles. Tighten chin strap to keep your ears out of your eyes.**

6 **If by some wild chance you land the move, add it to your bag of tricks and get set to goof it all over again!**

MAX PAYNE

BY JAKE THE SNAKE

- Developed by Remedy Entertainment
- Published by Gathering of Developers
- $47.99
- Available now
- Third-person shooter
- 1 player

MATURE M CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	4.5

Recommended System Specs

Windows 95/98/ME/2000

Intel/AMD 700 MHz

128 MB RAM

32 MB Direct3D graphics card

DirectX 8.0

DirectSound sound card

SOME PEOPLE SAY that in extreme, life-threatening situations, time slows down so that even a gunshot seems to last several seconds. In Max Payne, you can slow time, which makes the third-person gunfights spectacularly cinematic and enables the game to pull off an incredible feat—to look as cool and dramatic as a film noir while being more fun than most other shooters.

PROTIP: Shoot out the cables holding this tower (you'll need the sniper rifle for one), then shoot the tower itself for the grand finale.

PROTIP: Go into Bullet Time during firefights as often as you can. You'll kill enemies more effectively and take less damage.

SAM SPADE, MEET MAX PAYNE

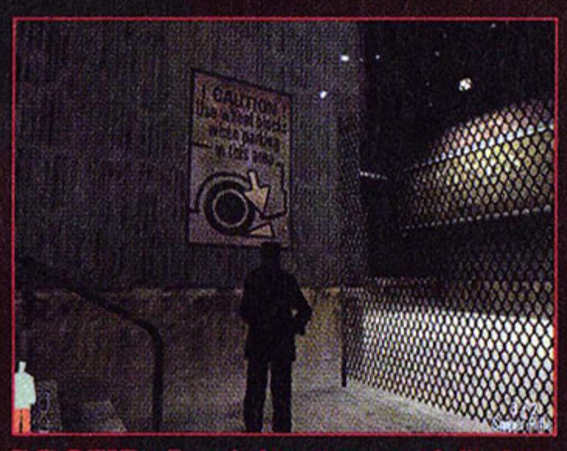
The hero, Max Payne, is a composite of every action-movie hero of the last 60 years. More specifically, he's a tough New York City detective with a permanent sneer on his face. He's framed for a crime and thrust into the middle of an evil scheme involving the Mafia, a CIA-like group, and a dangerous new drug called Valkyr. Solution: Kill everybody.

Payne's gruff narration is convincing, even if the script is laughably overwritten…"The cops arrived, sirens singing in the off-key harmony of a manic-depressive choir." No game, except maybe Half-Life, has done a better job of weaving story into gameplay.

PROTIP: If you can't see what's around a corner, jump around it in slo-mo using Shootdodge.

FASTER THAN A SPEEDING BULLET

Besides the dark, graphic-novel–style cut-scenes and Max's ever-present narration, the game is most notable for its use of Bullet Time, which is similar to slo-mo scenes in *The Matrix* and most John Woo movies. If you turn it on in the middle of a firefight, the action slows so you can see bullets in midair and aim with precision while your enemies are just blasting wildly. It looks amazingly cool and works surprisingly well. Expect many imitators.



PROTIP: Read this sign carefully for a clue that will help you advance.

PROTIP: Molotov cocktails work well for disposing of tightly gathered groups of enemies.

INFLICT MAJOR PAYNE

Even without the Bullet Time gimmick, Max Payne would be a first-rate title. The gritty New York City environments are among the most detailed and realistic ever created. Shoot a tile floor and a chunk of tile blows apart. Turn on the shower and water flows. Coolest of all is when you're diving across a room, spraying bullets at your enemies, and sending sparks and blood flying—all in dramatic slow motion. While it takes only about 10 hours to complete Max Payne, it will be 10 of the best hours you've spent on a computer in a long time.

FIND OUT MORE ONLINE www.gamepro.com

PROTIP: If there are two or more enemies around a corner, bank a grenade off the wall.

PROTIP: When you get caught in the firestorm in the restaurant, there's a specific path through the kitchen you need to take to avoid getting burned.

GRAPHICS 5.0

New York City has never looked so bleak and gloomy—or so true to life. You can almost feel the grime on the walls of the subway. Everything can be bashed or shot, and the weapon effects are awesome—especially the Molotov cocktails.

SOUND 4.5

Max's gruff narration is the main sound effect, and it fits the game's mood perfectly—though it's a time zone or two on the melodramatic side. The sleazy bad guys have some good lines, the voice-acting is high-quality, and the weapons sound like the real deal.

CONTROL 5.0

While using the slo-mo sounds complicated, the controls in Max Payne are simpler than those in most shooters. Anyone who has played a first-person shooter before will be blasting bad guys in no time. The Bullet Time is definitely one of the best new features in any game in years.

FUN FACTOR 4.5

Max Payne is a well-polished gem. Everything is done perfectly, from the graphics to the gameplay to the voice-acting to the story. Of course, with that much refinement, it's not surprising the game lasts only about 10 hours. But they're 10 great hours.

PlayStation 2

GOOD vs. or EVIL

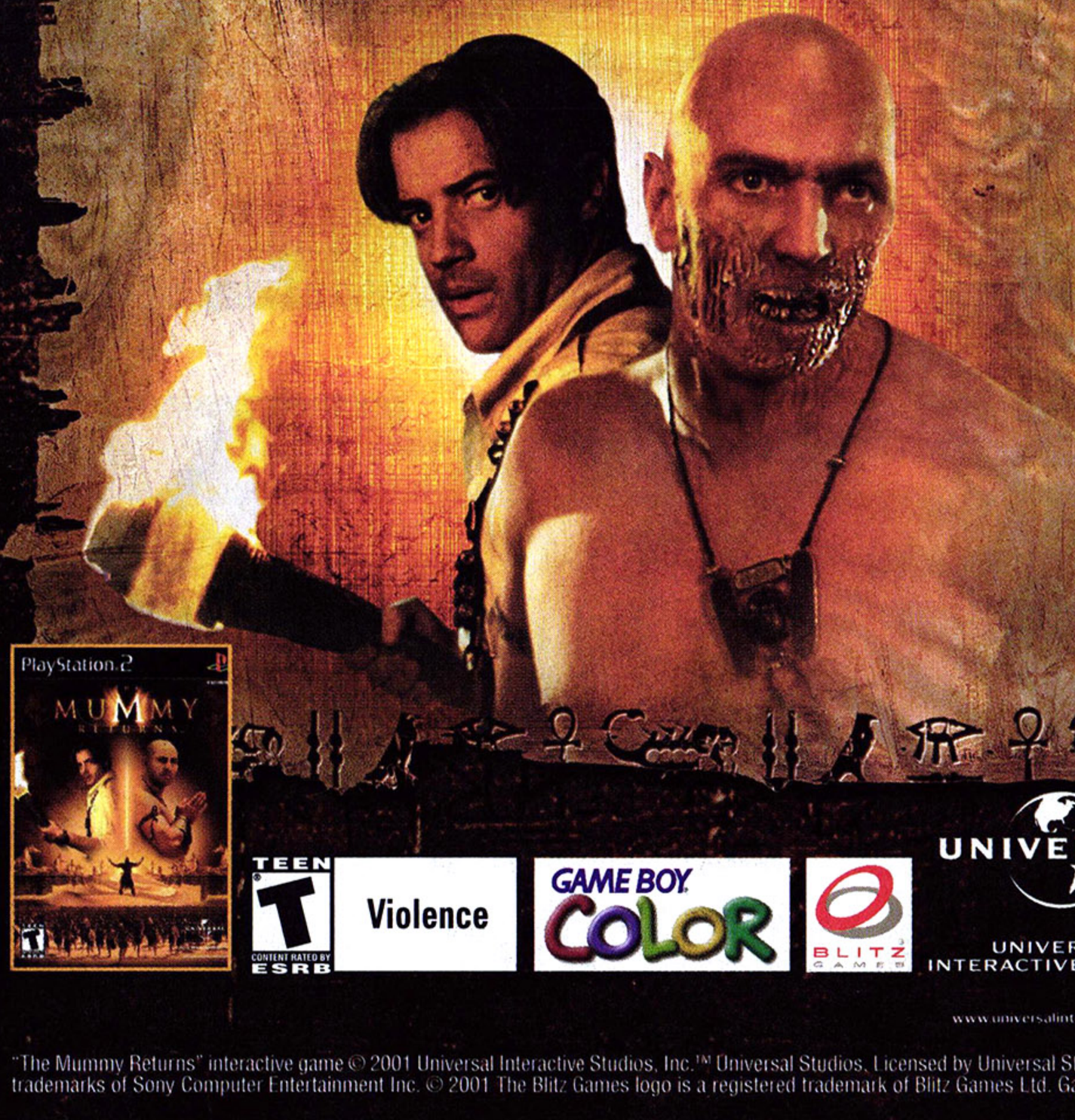
Go with evil. You can hit restart when you get to hell.

As Rick you'll have a cool arsenal of swords, shotguns and revolvers.

As Imhotep, you'll use brute strength and have the awesome power to cast spells.

Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.

Wanna be bad? Good. In the Mummy Returns video game, you can be heroic Rick O' Connell or evil Imhotep. But either way you'll be facing pygmy mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King. Pray there's an afterlife.



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Violence

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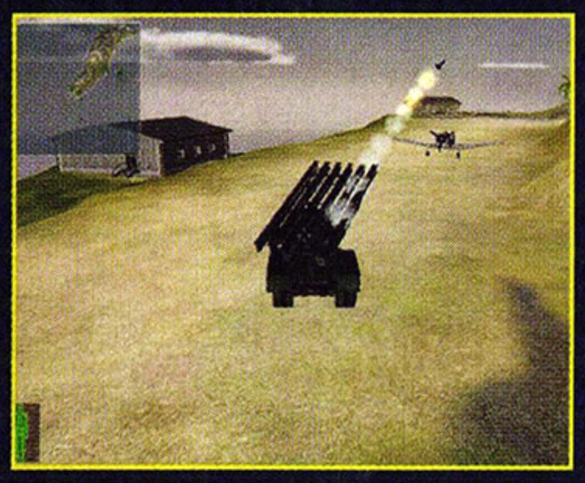


Battlefield 1942

BY JAKE THE SNAKE

- Developed by Digital Illusions
- Published by Electronic Arts
- Target release date: Spring 2002

WINDOWS 95/98

FIRST LOOK

IF YOUR GRANDFATHER did it in World War II, you'll be able to do it in Battlefield 1942—umm, not counting those R&R trips to Paris. In this 64-player online game, you'll man guns on a battleship, fly a bomber, direct artillery, drive a tank, and fight with the foot-slogging infantry. The settings will include the beaches of Normandy, the desert battle of El Alamein, the Battle of Bulge in the Ardennes Forest, the Russian steppe outside Kharkov, and the black sand beaches of Iwo Jima. And of course, there will be a single-player mode, too.

Command & Conquer: Renegade

www.gamepro.com FIND OUT MORE ONLINE

BY STAR DINGO

- Developed by Westwood Studios
- Published by EA Games
- Target release date: October

WINDOWS 95/98

HANDS-ON

IT'S A SKIRMISH between real-time strategy and first-person shooters in Command & Conquer: Renegade, the latest installment in Westwood Studio's genre-defining series. Renegade will zoom in on the C&C action by putting you in direct control of one GDI soldier in the middle of a full-scale battle. The graphics in the preview build looked a little dated, but definitely were able to capture the hybrid RTS/FPS feeling, enabling you to take control of vehicles familiar to C&C vets, and even to train an Ion Cannon on a Nod Tiberium refinery.

Sid Meier's SimGolf

BY JAKE THE SNAKE

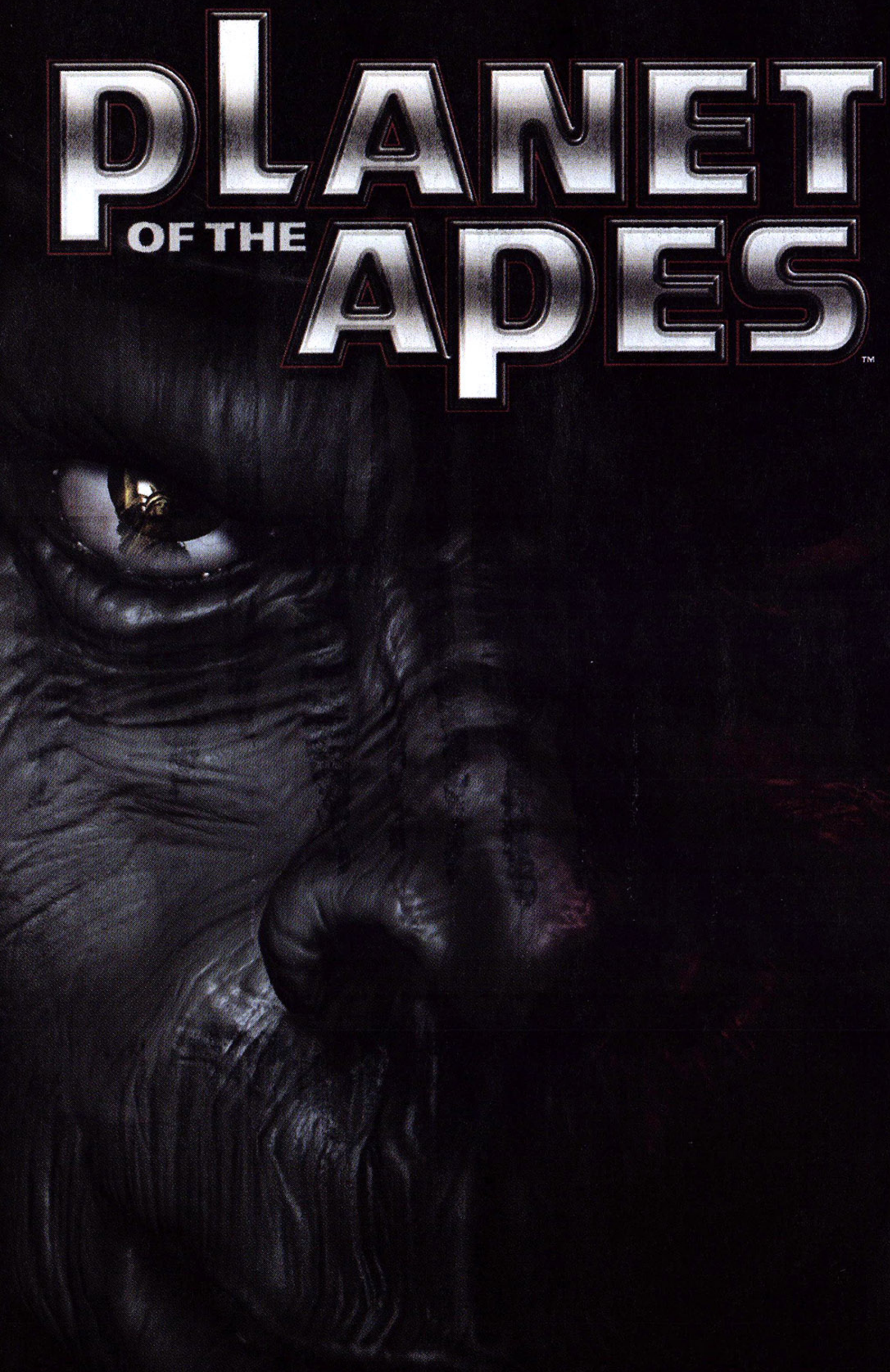
- Developed by Firaxis Games
- Published by Electronic Arts
- Target release date: October

WINDOWS 95/98

FIRST LOOK

NO, KILL THE gophers, ya twit, not the golfers. In this latest Sim game, you'll design and maintain a golf course on the land bequeathed to you by a rich uncle (you'll also serve as course pro). If you don't maintain the course properly, dandelions and gophers will appear, making the Sim golfers angry and costing you money. If they don't like a dogleg in the course, they'll grumble; if they're happy, they'll make friends, conduct business deals while playing, and pay more in greens fees. You can also close the course for big-name championships.

PLANET OF THE APES™



Battle for the Planet

- Join forces with Ape allies Dr. Zaius, Zira, and Cornelius in a frenetic fight for survival.
- Battle savage new foes like Mandrill Assassins, Renegade baboons, giant rats, hyenas, and mutant bats.
- Summon powers of instinct, stealth, and raw strength to survive a world where humans are the prey.
- Discover the mind-blowing secrets of the Ape Empire in *Ape City, The Forbidden Zone, City Ruins* and other hostile environments.

TEEN T — CONTENT RATED BY ESRB — Violence

VISIWARE

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previews

Silent Scope EX

BY MAJOR MIKE

- Developed and published by Konami
- Target release date: October

ARCADE

HANDS-ON

A New View to a Kill

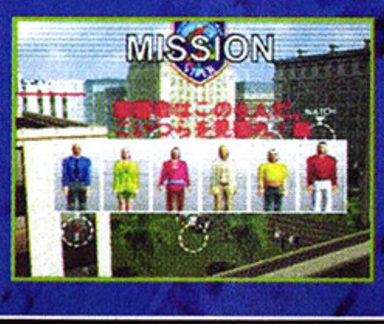
In Silent Scope EX ("EX" is short for "extreme"), not much is changing plot- or cabinet-wise from other Silent Scope titles. Playing as a special-forces sniper, you'll jet around the globe and neutralize various terrorist threats while using the now-trademark mounted sniper rifle peripheral—complete with working scope—to zoom in on targets before you line them up and pull the trigger.

That's not to say that Silent Scope EX will be the same old same old. The new locales and pressure-cooker situations will provide plenty of fresh challenges. In one mission, for instance, you'll have to take out enemies without being spotted—if you are, you'll lose a life. Another mission will put you underwater and, armed with a spear gun, you'll have to peg distant targets while compensating for such factors as water current and target movement. The game's scoring system is getting a new spin, too: You'll start each mission with a perfect "A+" rank and lose points for such blunders as missing targets and failing to meet objectives.

"EX" Marks the Spot

Silent Scope EX will be powered by Konami's new Viper arcade engine, which offers smoother, faster graphics—though that may be hard to tell from the screens presented here. The cabinet's screen will be 10 inches larger than those in other Silent arcade games.

As seen in the test version, EX's gameplay was right on target: The rifle peripheral was perfectly responsive, and switching between the two points of view kept the game continually exciting. The missions were the most difficult of any game in the series, though—so get ready to feed the machine several bills.



Look familiar? Silent Scope is returning to the arcades with an EX spin on the popular sniper formula.

SOUL CALIBUR 2

Straight out of Japan, here's an early sneak peek at Soul Calibur 2. Little is known about the game as of yet, but as you can see from these screens, it looks as if Astaroth, Hwang, and Siegfried will make return appearances.

PUZZLE | NO 65

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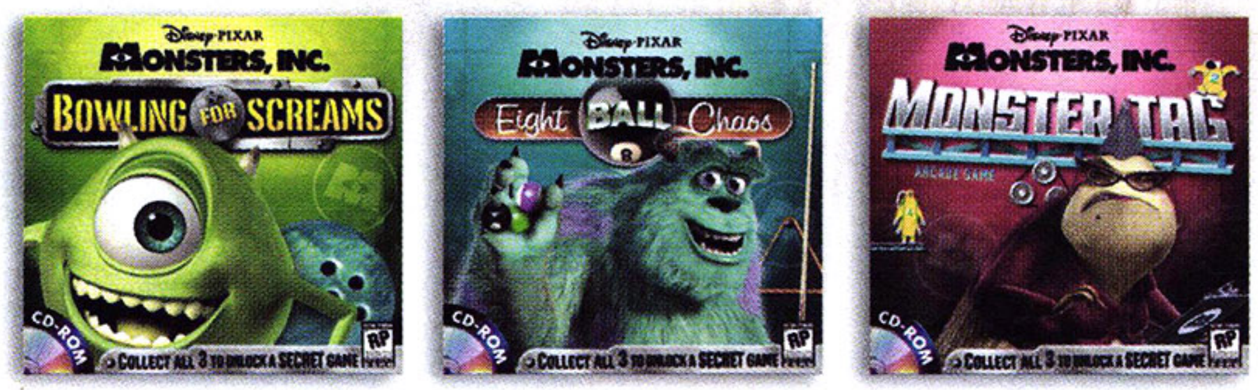

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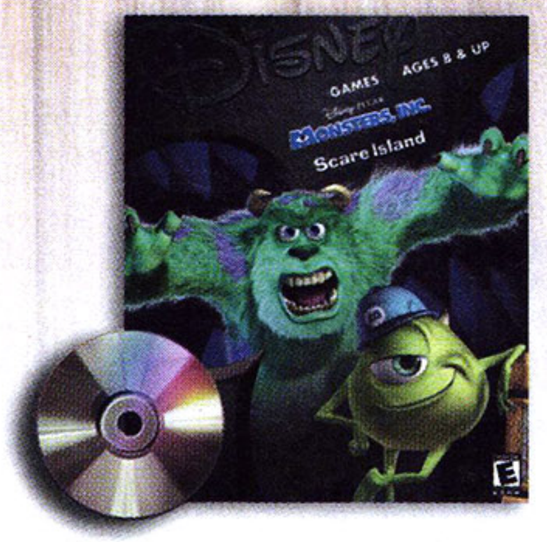
WRECK ROOM ARCADE



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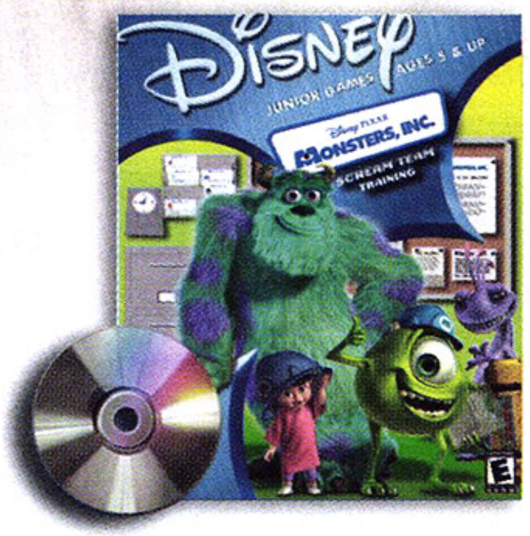
MONSTERS, INC.
SCARE ISLAND



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EVERYONE
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PROreviews

BY UNCLE DUST

- Developed by Game Freaks/Creatures
- Published by Nintendo
- $29.99
- Available now
- Action
- 1 player

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

IF YOU'VE STILL got the fever to catch 'em all, then Pokémon Crystal delivers the goods yet again. Unfortunately, this newest game in the popular franchise offers precious little to Gold and Silver owners.

PROTIP: New to the Gold/Silver/Crystal versions is the ability to use items–keep a supply of berries ready to cure your Pokémon during battle.

Pokémon Crystal Version

GIRL, YOU KNOW IT'S TRUE

Just about everyone, whether they're a fan of the series or not, should be familiar with the gameplay of this handheld phenomenon. Much like the games before it (Red, Blue, Yellow, Gold, and Silver), Pokémon Crystal features the same excellent combination of collection and RPG elements that turns gamers into addicts, looking to score the next rare Pokémon. Crystal, however, is not an entirely new adventure: It's like Yellow was to Red/Blue—basically the same game with a few tweaks.

The Crystal additions include different puzzles to solve, all-new Pokémon animations, and the ability to play as a boy or girl trainer. But these additions are inconsequential and don't really affect the gameplay or story line.

The biggest invention Crystal adds to the Poké-world is the ability to play as a girl–which will make 51% of the population happy.

PROTIP: Be sure to listen to Buena's password radio show daily, and be prepared to head to Goldenrod City to collect cool prizes.

PROTIP: Bulbosaur, Charmander, and Squirtle can't be found in Crystal–import them from your other games if you want to use them.

TOMB OF THE UNKNOWN UNOWN

As Crystal marks the sixth core Pokémon adventure on the Game Boy, its looks and sounds are starting to get old—especially after the release of the Game Boy Advance. The same simple sprite characters and backgrounds aren't impressive, and the minimalist soundtrack—filled with familiar music and Pokémon chirps and beeps—gets downright tiresome.

If you haven't made the jump from Red, Blue, or Yellow yet (or you just gotta have 'em all), then step right up to Crystal—it's a fun, challenging, and engrossing game. But there's not a real compelling reason to get it if you have already played Gold or Silver.

Klonoa: Empire of Dreams

BY FOUR-EYED DRAGON

- Developed and published by Namco
- $39.99
- Available now
- Platform/adventure
- 1 player

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5

RIDING THE COATTAILS of his success on the PlayStation 2, Namco's furry, long-eared hero makes a welcome appearance on the Game Boy Advance. In this new adventure, you guide Klonoa through five colorful worlds filled with wondrous creatures and challenging puzzles. While the game's quest is completely new, Klonoa: Empire of Dreams' gameplay is the same basic, easy-to-learn setup as its predecessors': You can flap your ears to gain some air, grab helpless enemies and use them to solve puzzles, and glide on a hoverboard for a thrilling ride.

The graphics and sounds are as sharp as those of any other Game Boy Advance game: Bright, kaleidoscopic levels fill every inch of the screen, while the music and sound effects play nicely with Klonoa's game style. Klonoa: Empire of Dreams is a straightforward platformer with enough gameplay variety that will make you want to play to the very end.

PROTIP: To find out what part of the ground the boss of the Jiobob world will be coming from, look for the arrow.

PROTIP: Even while you hoverboard, you can grab enemies to use them for higher jumps.

X-Men: Reign of Apocalypse

BY IRON MONKEY

- Developed by Digital Eclipse Software
- Published by Activision
- $39.99
- Available now
- Action
- 2 players

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	2.0

IN CASE THERE was any doubt whether X-Men: Reign of Apocalypse would break the tradition of dismal handheld X-Men side scrollers, rest assured it won't. Sure the graphics are appealing—the decapitated Sentinel peering into the burning remnants of Xavier's mansion and Wolverine's feral skulking look fantastic—but the gameplay mantra of advance, stop, button mash, advance, stop, button mash (think Final Fight minus the fun) gets crushingly repetitive. The generic environments are devoid of platforms, weapons, or anything else to interact with and keep boredom at bay, while clusters of frustrating enemies hit you from behind or run away. Besides, what kind of X-Men game doesn't enable you to switch team members when things get a little bit hairy? Even the pathetic X-Men: Mutant Wars for the Game Boy Color did. Skip Reign of Apocalypse.

PROTIP: At the Department H stage, lure your enemies toward the mines. They will walk right into them, making your work a little easier.

◀ PROTIP: If Juggernaut gets his hands on you, he'll pummel you–so use Storm as her weather attack works from a safe distance.

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BY UNCLE DUST

- Developed and published by Namco
- Target release date: To be determined

GAME BOY ADVANCE

FIRST LOOK

Tekken

IF YOU WERE impressed by the launch titles for the Game Boy Advance, wait till you get a load of the second-generation games—they'll knock you out. The GBA will enter the 3D fighting arena (or something quite like it) with this upcoming handheld version of Namco's butt-kickin' franchise Tekken. While details from Japan are scarce, we do know that the GBA version will feature gorgeous 2D graphics that scale and move like a 3D game.

BY UNCLE DUST

- Developed by id Software
- Published by Activision
- Target release date: November

GAME BOY ADVANCE

HANDS-ON

Doom

ACTIVISION IS REVIVING id's classic first-person shooter and bringing it somewhere it's never been before: gamers' back pockets. Even in an unfinished preview version, Doom for the Game Boy Advance was a surprisingly strong port of this seminal game. While the graphics were quite blocky, you could still recognize all of your favorite monsters, weapons, and levels, along with the awesome sound effects. This could turn out to be a revolutionary take on a classic shooter.

BY UNCLE DUST

- Developed and published by Konami
- Target release date: November

GAME BOY ADVANCE

HANDS-ON

Gradius Galaxies

KONAMI IS BRINGING its beloved Gradius series to the Game Boy Advance with Gradius Galaxies, an all-new 2D side-scrolling shooter. Galaxies' eight original levels and 14 awesome weapons promise to keep gamers' thumbs moving. The preview version showcased fast gameplay, and the little 2D powerhouse Game Boy Advance created nice graphics with vibrant colors—but be sure to get a light so you don't miss all the action.

BY IRON MONKEY

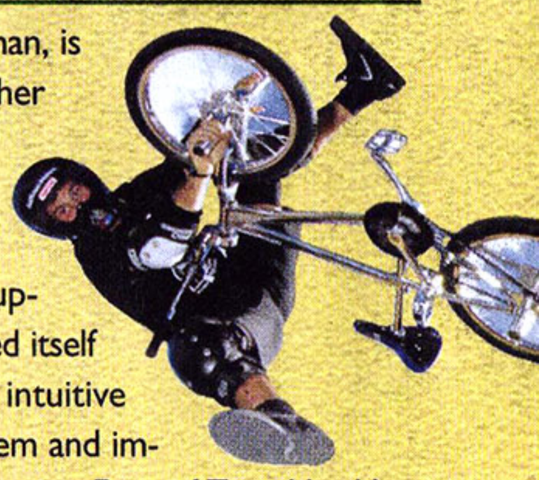
- Developed by HotGen Studios
- Published by Activision
- Target release date: Fall 2001

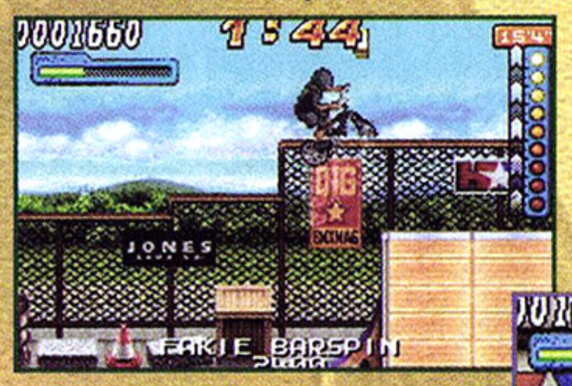
GAME BOY ADVANCE

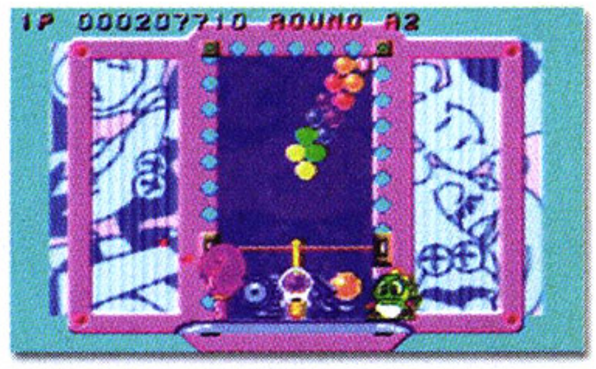
HANDS-ON

Mat Hoffman's Pro BMX

THE SULTAN OF stunts, Mat "Condor" Hoffman, is soaring onto the GBA accompanied by seven other BMX pros, six beautifully detailed street and competition courses, and enough 360-degree aerial tricks to make you confuse your handheld for handlebars. Besides the obvious graphical upgrade, the unfinished preview version distinguished itself from the Game Boy Color effort with a more intuitive trick system and improved physics. Fans of Tony Hawk's Pro Skater 2, however, may find that the 2D Pro BMX doesn't live up to the Birdman's 3D GBA outing.







BUST IT

The addictive hit puzzle game is back – bustin' loose on Game Boy® Advance. Shoot through walls of bubbles by matching up the colors in threes. Sound simple? Think again. You'll need tight aim and mad skillz to bust moves through Normal, Classic, and 2 player Battle Modes!

SUPER BUST-A-MOVE

GAME BOY ADVANCE

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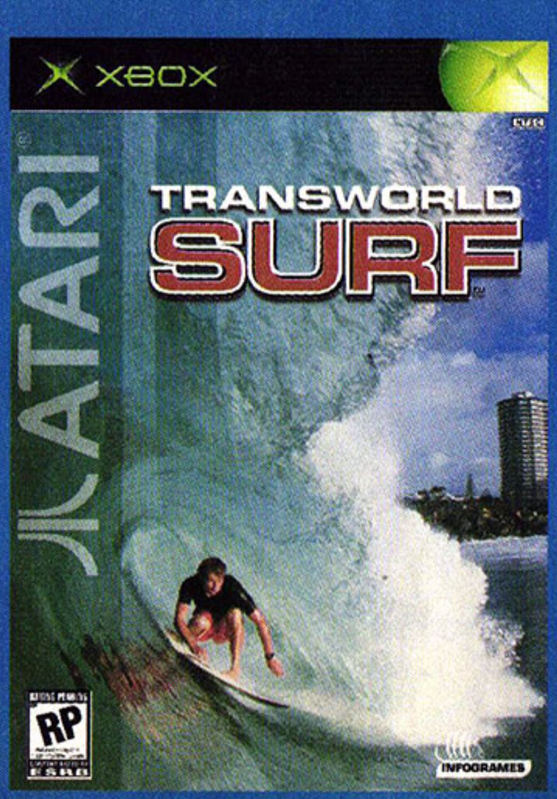

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XBOX

Angel Studios

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TEEN
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VIOLENCE
BLOOD AND GORE

BUNGiE Microsoft

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Super Monkey Ball

BY FOUR-EYED DRAGON

- Developed and published by Sega
- Target release date: November

GameCube

HANDS-ON

Get ready to have fun with your primal GameCube instincts in Super Monkey Ball, a port of Sega's addictive coin-op.

MONKEYING AROUND

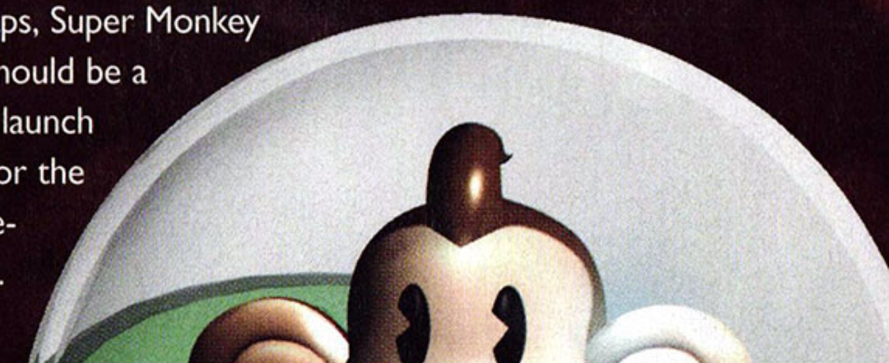
In case you missed Sega's addictive coin-op game Monkey Ball, here's the deal: You guide a chimp that's trapped inside a clear plastic ball through more than 100 complex boards. In this test of nerves, you have to manage tight turns, narrow paths, and wide-open holes; collect bananas; and then get to the goal as fast as you can roll.

Thankfully, Super Monkey Ball will be more than just a simple arcade port—the "Super" refers to the crazy, console-only multiplayer modes. Up to four players will be able to compete in such fun challenges as miniature golf, billiards, bowling, racing, and a no-holds-barred boxing match.

MONKEY SEE, MONKEY DO

A hands-on version of Super Monkey Ball played with panache. The simple pick-up-and-play setup—just the analog stick and the A button were needed—was a big plus, and all of the mini-games were excellent, especially when played with friends.

Super Monkey Ball's visuals looked astounding: Sharp, vivid levels were complemented by eye-popping effects, a super-smooth frame rate, and ingenious character animations like the monkeys' hilarious dances. Barring any mishaps, Super Monkey Ball should be a great launch title for the GameCube.



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Maximo: Ghosts to Glory

BY FOUR-EYED DRAGON

- Developed and published by Capcom
- Target release date: January 2002

PLAYSTATION 2

FIRST LOOK

The Ghost of Capcom's Past

Capcom's past is coming back to haunt us—in a good way—with Maximo: Ghosts to Glory, an homage to the fabulous old-school series Ghosts 'N Goblins. The name may be different, but the gameplay will be almost identical to the legendary platformer's—except in 3D. You'll take on the role of Maximo, a prince who has returned home to find his kingdom consumed by evil. Of course, you'll have to defeat all that is bad, plus rescue four beautiful sorceresses and save your beloved from the guy who ruined your land in the first place.

Capcom revisits the glory days of the NES with this fresh take on its legendary adventure Ghosts 'N Goblins.

Boxers or Briefs?

The gameplay of Maximo will be highlighted by tons of moves, weapons, and special abilities. Throughout the game, you'll acquire power-ups that will enable you to perform powerful sword combos, awesome magical feats, and more. And thanks to quirky features reminiscent of Ghosts 'N Goblins, you may mysteriously transform into a "baby Maximo" or "old man Maximo" or find yourself stripped down to your underwear after losing your armor.

Bringing Back the Glory

Action was bountiful in an early demo of Maximo. Beautifully animated zombies, ghosts, flaming skulls, and birds of prey kept battles intense, while the splendid visual effects shined at every turn.

Although Maximo's gameplay will be linear and straightforward—mirroring much of Ghosts 'N Goblins'—Capcom is hoping the new look for its famed franchise will appeal to both old-school gamers and anyone looking for a simple action-platformer for the PS2. So far, it seems Capcom is on the right track.

11.08.01

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CONTENT RATED BY ESRB

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VIOLENCE

Microsoft

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ONLY ON XBOX

Shrek

BY FOUR-EYED DRAGON

- Developed by Digital Illusions Canada
- Published by TDK Mediactive
- Target release date: November

XBOX

HANDS-ON

BASED ON THE hilarious hit CG movie of the same name, Shrek will thrust you into the whimsical follies of a fairy-tale world. Playing as the big green ogre, Shrek, you must complete good deeds that give power back to the magic mirror. These actions range from rescuing Mother Goose's eggs from the wicked French Humpty Dumpty to corralling Little Bo Peep's sheep.

The preview version displayed a mix of wonderfully vivid visuals and comical gameplay. The colorful world was populated with smoothly animated characters and rich environments, while Shrek looked and acted like the hapless lug you know from the movie. His tools of destruction included grotesque farts and burps along with the usual jump, kick, and crouch moves. So far, Shrek seems likely to be an exciting action/adventure that any fan of the movie should enjoy.

Dark Summit

BY UNCLE DUST

- Developed by Radical
- Published by THQ
- Target release date: November

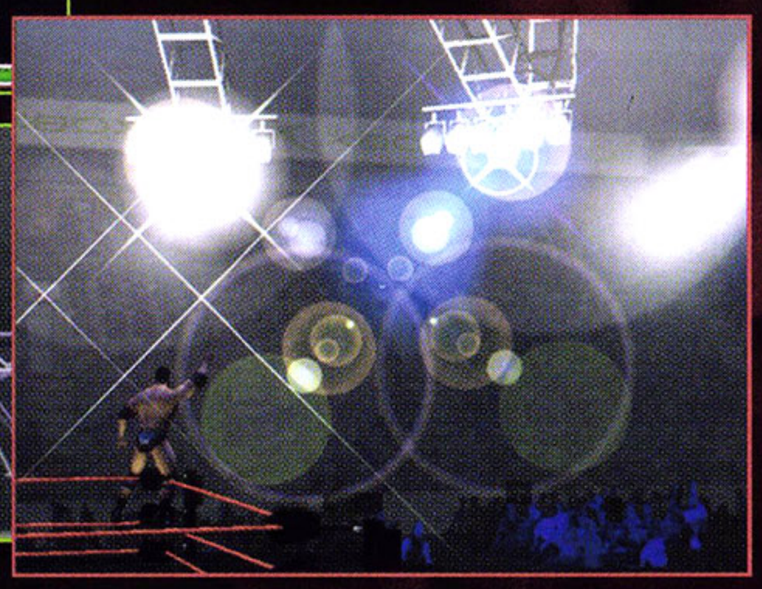
XBOX

HANDS-ON

THQ AND RADICAL will tear up some fresh powder in their new action/adventure game, Dark Summit. Players will take on the role of Naya, a stylish snowboarding punk who is attempting to solve the mysterious metamorphosis of Mt. Garrick from pleasant ski resort into—haven of evil. Naya will explore the huge mountain in a series of nearly 50 missions that open up several runs. Players will also receive special points for pulling off tricks that can be used later to upgrade Naya's equipment.

The preview version showcased immense, futuristic landscapes filled with plenty of obstacles to jump and grind. Controls were set up like those in Tony Hawk's Pro Skater, so they quickly felt natural—even though the bulky Xbox controller did not. While the A.I. wasn't quite finished yet, Dark Summit provided myriad tricky challenges to navigate. With its unique take on a popular extreme sport, its multiplayer games, and the Xbox's graphical power, Dark Summit could surprise early adopters of Microsoft's new system.

WWF Raw Is War



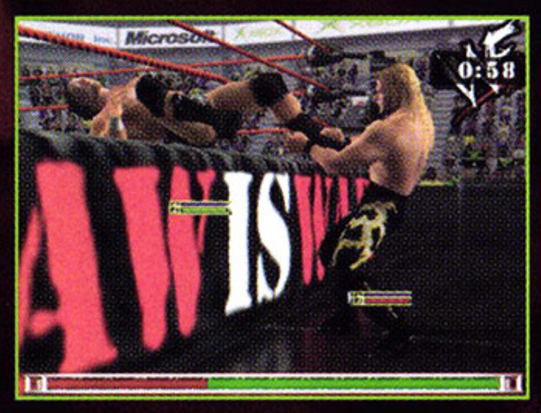
BY UNCLE DUST

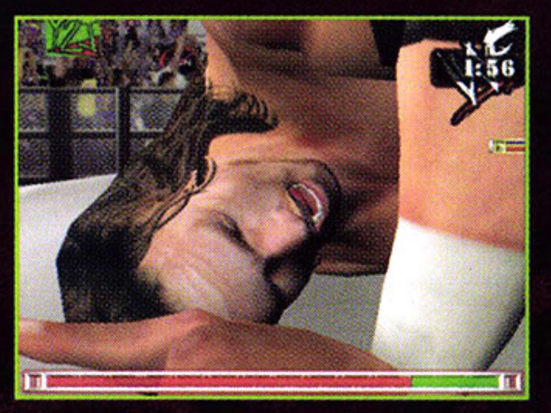
- Developed by Anchor
- Published by THQ
- Target release date: November

XBOX

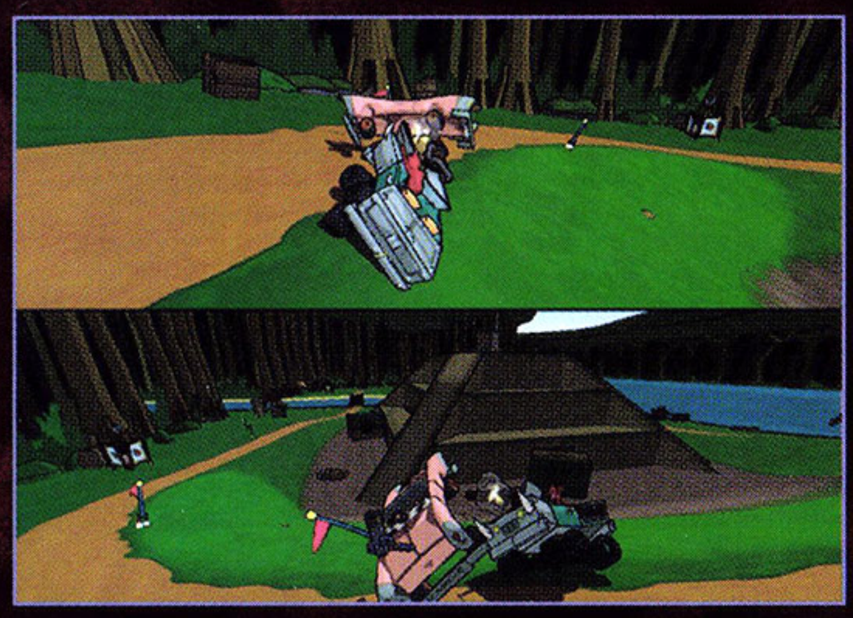
HANDS-ON

THQ IS ABOUT to lay the smack down with its upcoming Xbox launch title, WWF Raw Is War. The latest version's most noticeable improvement over the early build was the wrestler entrances—while not yet complete, they showed off the many cool lighting effects and the incredible details of the player models. Eventually, opposing wrestlers will be able to interfere during these grand entrances, taking the battle out of the ring and into the 3D crowd. The gameplay was faster and even smoother than ever, with four big brawlers taking it to each other in the ring at the same time—and the number of grapplers will increase to six in the final version, thanks to the power of the Xbox. Whether you're looking to fill the shoes of the Rock, Triple H, Stone Cold, or the other 30 superstars in the game, WWF Raw Is War should give you the most realistic brawl to date.





Cel Damage



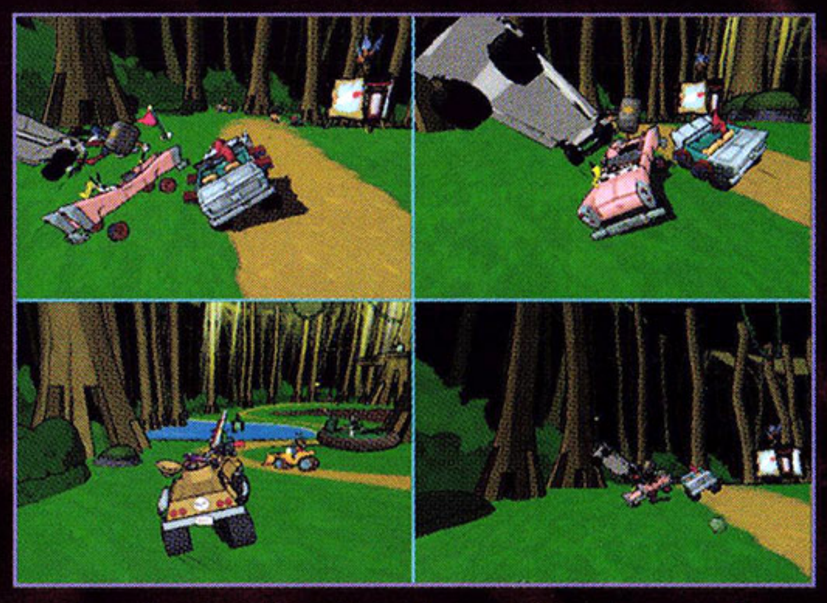
BY DAN ELEKTRO

- Developed by Pseudo Interactive
- Published by EA Games
- Target release date: November

XBOX

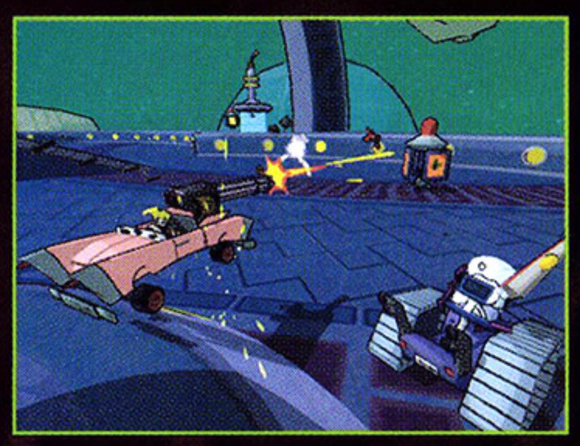
HANDS-ON

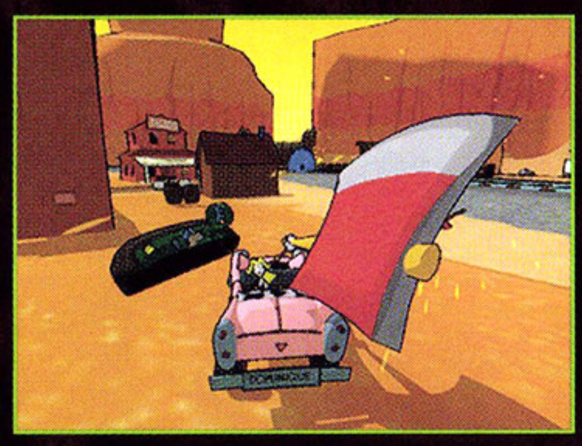
WHAT DO HYPERVIOLENT cartoon characters do when they're not working? Why, they enjoy some hyperviolent leisure activities, of course. Cel Damage is what happens offscreen when animated stars have some time to kill between takes at their studio. Jumping into cars outfitted with wacky weapons like giant axes, shrinking rays, and spring-loaded boxing gloves, these guys tear into each other in ways only cartoons can.



In an early playable version, the animated, cel-shaded look was bright and striking. Plus, the vehicles deformed in real time, reacting to the cartoon rules of physics. Control might take a little getting used to for newbies, but Twisted Metal vets will have it down in no time. The all-violence, no-bloodshed gameplay was refreshing, too.

Up to four players will be able to duke it out in split-screen games of Flag Rally and Smack Attack, swinging baseball bats and flinging portable black holes at each other with wild abandon. Car combat is going to get a whole lot sillier with the launch of the Xbox.





DAY 20:

Weak. Tired. Fought noreths all day by mixing fire and earth elements. Smell like crap. Need shower.

DAY 23:

Had run-in with sleeth. Killed him with axion. Boots ruined. Damn.

DAY 30:

Discovered "fire" realm today. Hot. Sweated out 5 pounds. Still haven't showered.

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SSX Tricky

BY TOKYO DRIFTER

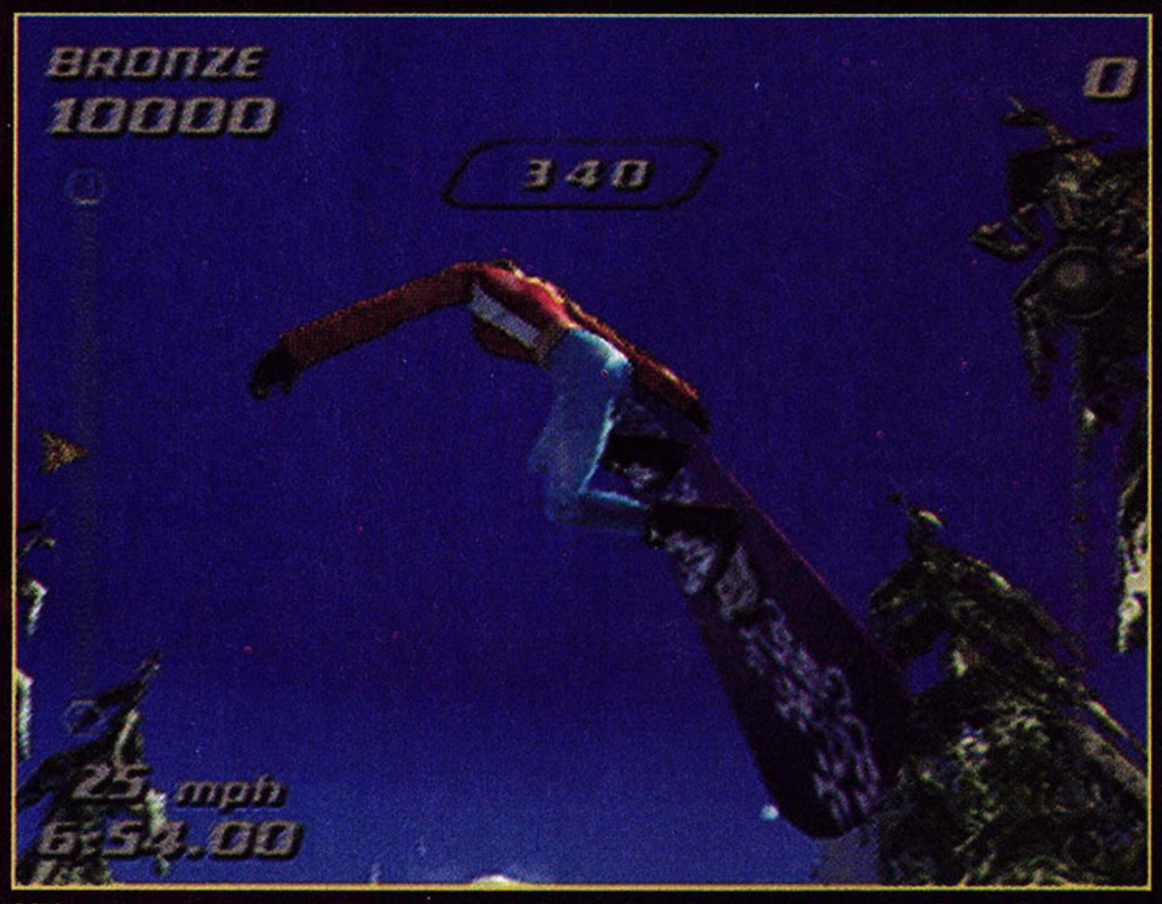
- Developed by EA Canada
- Published by Electronic Arts
- Target release date: November

PlayStation 2

HANDS-ON

GO BIG OFF THE LIP

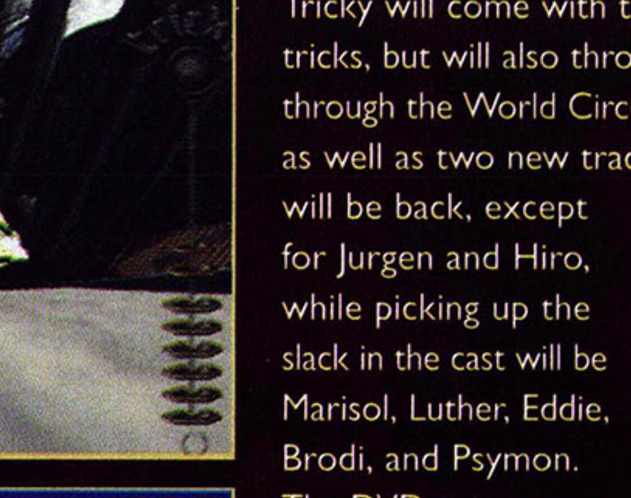
It's time to go big again as the snowboarder that started the over-the-top EA spin-off brand is returning for more than just a director's cut. The preview version of SSX Tricky already had almost everything implemented: The upgraded character models were noticeably improved, and new facial animations were impressive. The tracks had more outrageous jumps and steep drops, replicating the thrill-ride feeling of the original. There were more branching paths, plus you could bust tricks off various obstacles in creative ways. The controls have been tweaked slightly—but with such spot-on handling in the first game, there's no reason to mess with them. Navigating a character was smooth, while performing the new Ubertricks was a snap: You just fill up your adrenaline meter by busting out normal tricks, then unleash one of four Ubertricks per rider with 12 moves in all. The music featured an all-star cast and worked well with the onscreen action. The Run DMC sample of "It's Tricky" playing over and over when you fill up your trick meter could get too annoying if it's not toned down in the final version.



SSX is returning with a brand-new bag, and it doesn't shy away from flash—as the reflective textures on Elise demonstrate here.

BONUS, BONUS, BONUS

Tricky will come with the standard unlockable new characters, tracks, and tricks, but will also throw in a host of new elements to discover. Progressing through the World Circuit will reveal the revamped courses from the original as well as two new tracks: Garibaldi and Alaska. The original SSX boarders will be back, except for Jurgen and Hiro, while picking up the slack in the cast will be Marisol, Luther, Eddie, Brodi, and Psymon. The DVD extras may be the nicest bonus—with behind-the-scenes footage of the creation of Tricky, a look at the characters and their voice talents, featured music, and more.



Star Wars Rogue Leader: Rogue Squadron II

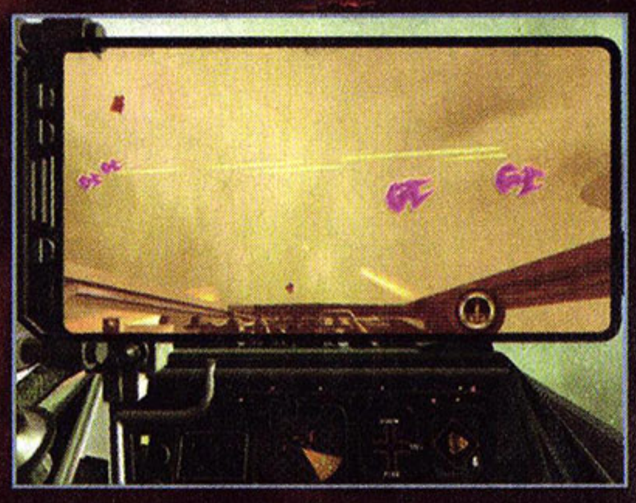
BY UNCLE DUST

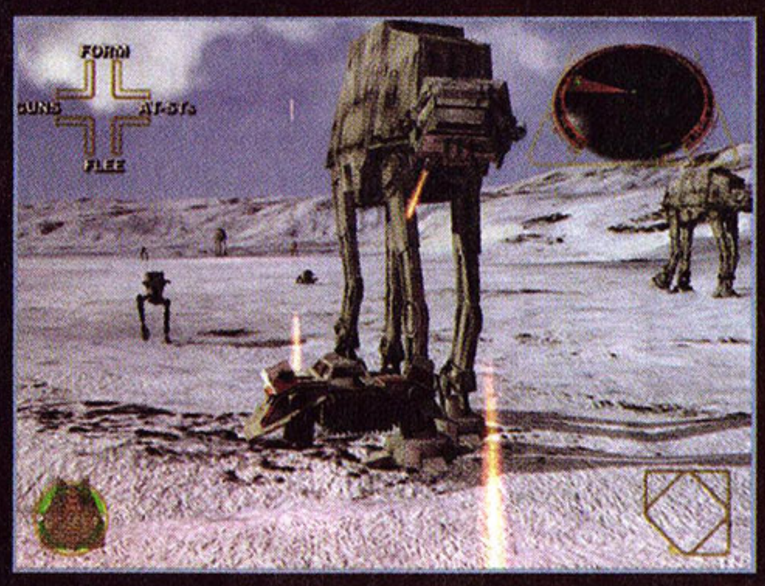
- Developed by Factor 5
- Published by LucasArts
- Target release date: November

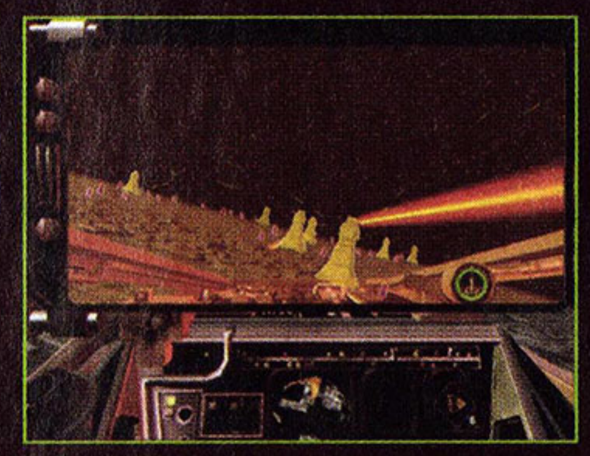
GAMECUBE

HANDS-ON

THE FORCE REMAINS strong with the latest game from LucasArts and Factor 5, the upcoming GameCube launch title Star Wars Rogue Leader: Rogue Squadron II. An extended session with the latest preview build—including the impressive Hoth level—revealed very polished graphics, including complex shadows and light reflections. The details of the dogfighting ships, along with the terrain and buildings, were simply awe-inspiring. Add to this more onscreen enemies than ever seen in a console game before (including fully animated ground troops), and it looks like arcade-style space combat is going to reach a new level of mayhem and excitement. As the GameCube launch date approaches, and a strong lineup of third-party games assembles—led by Rogue Leader—it looks as if Nintendo may again overrun the video game world like so many Imperial Walkers stomping the rebel base on Hoth.







James Bond 007 in Agent Under Fire

BY BAD HARE

- Developed and published by EA Games
- Target release date: November

PLAYSTATION 2

HANDS-ON

RISING FROM THE ashes of the aborted PlayStation 2 version of The World Is Not Enough, Agent Under Fire will offer fans a completely original James Bond adventure. Agent 007 is out to stop Artaud Malprave from building an army of clones for his terrorist organization, and players will get to help. As Bond, you'll go on more than 10 international missions, mixing action, stealth, and driving gameplay. In a preview version, controls were complex but configurable, and while there were less Q-lab toys than in The World Is Not Enough, those gadgets had multiple functions. Racing fans will be happy to hear that the producer for the Need for Speed series is helping create the right amount of realism for Bond's BMW Z8 and Aston Martin DB5.

James Bond 007 in Agent Under Fire is shaping up just fine graphically and will run at 60 frames per second when it's complete. With a heavily modified Quake III engine under the hood and the classic combination of spy gear, shootouts, and sexy sirens, Bond looks like he'll be ready for action in November.

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Soul Reaver 2

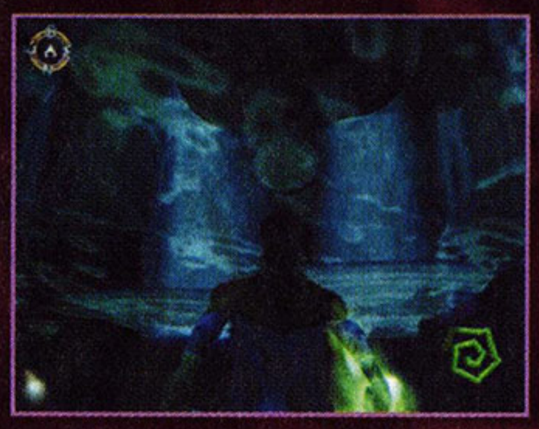
BY STAR DINGO

- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: September

PlayStation 2

UPDATE

WHEN LAST WE met jaw-less Raziel, Nosgoth was shaping up to be a beautiful place—in a hideous, moldering sorta way—with glorious textures and environments where nearly everything ran at 60 frames per second. Block-pushing puzzles were a thing of the past. Now, with that big stuff outta the way, it's time to hone in on the finer points.



It's clear from the latest preview that Crystal Dynamics aims to eliminate the little gameplay rough spots that stained the otherwise awesome original Soul Reaver. While the preview's combat still played a little loosely, there was a variety of new moves, weapons, and even cool juggling combos.

Time-shifting will also play as huge a part in the game's ambitious story as it will in the gameplay. Early on, Raziel encounters a priest who knows many creepy details about the blue brooder's brighter past—and not-so-sunny future.

Mad Dash Racing

BY JAKE THE SNAKE

- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: November

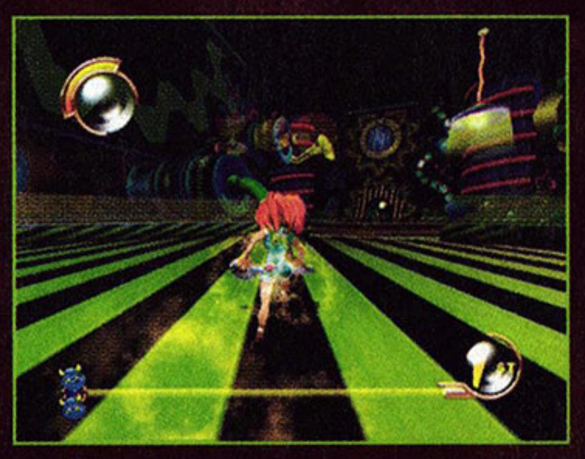
Xbox

HANDS-ON

DON'T LET THESE cute characters deter you. Whatever else the Xbox brings to gaming, with Mad Dash Racing, it will usher in the first cartoon racer that strives to be hip. The game's cutting-edge soundtrack will include Moby, Fatboy Slim, Propellerheads, and others. And who better to do the voice work for an edgy cartoon game than Billy West, voice of *Ren and Stimpy*.

The music and voices weren't yet integrated into the preview version, but it was already clear that Mad Dash will be a raucous run. Gameplay was fast as your character ran, jumped, and stomped through the huge, varied, beautiful tracks.

Characters will specialize in bashing, dashing, or gliding, and for each skill, there will be three special shortcuts per track, plus a few anyone can use with skill. To vary the action, you'll have to perform special moves to get past certain obstacles, like swirl the analog stick to swim and alternately push up and down on the dual analogs to climb. Plus, you'll be able to escape your enemies' power-up attacks by pressing random button combinations. Mad Dash Racing could be a surprise hit when the Xbox launches.



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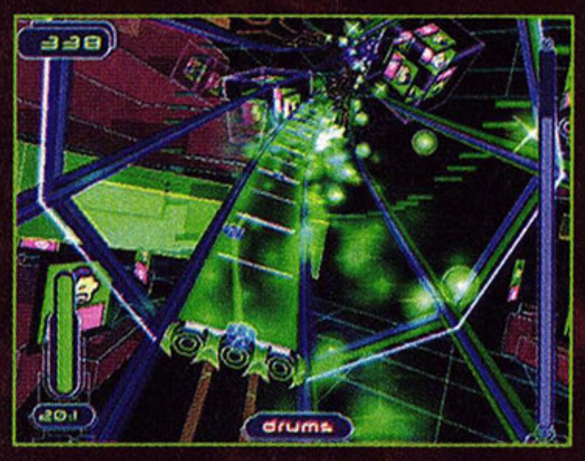


Frequency

BY DAN ELEKTRO

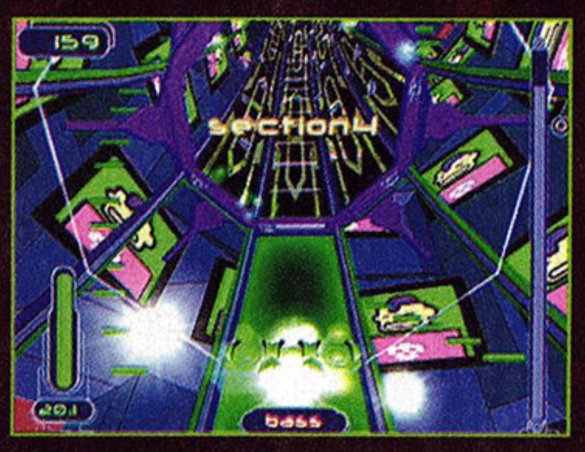
- Developed by Harmonix
- Published by Sony
- Target release date: November

PlayStation 2

HANDS-ON

ONE OF THE sleeper titles from this year's E³ is finally starting to make a little noise—and considering the gameplay, that's only appropriate. Frequency will challenge players to "capture" different tracks of songs—bass, vocals, guitar, drums, synth—by pressing buttons in the proper sequence. Those tracks, however, will be represented as different panels of a long wireframe tunnel, twisting through a video landscape—think musical Tempest. You'll have to rotate the tunnel and tap along to some increasingly complex beats in order to assemble the songs.

While the eye candy in the preview version looked nice—trippy, abstract, and colorful—the audio was the true star. The game will feature over 20 songs, including material from Fear Factory, Crystal Method, and DJ Qbert. The focus will be squarely on house and electronica, and the three-button controls will be super-simple—it will play like DDR for your fingers. Plus, this will be one of the first online PS2 games: Using the Network Adapter, PS2 owners will be able to hold jam sessions and trade homemade remixes over the Internet. Both the adapter and Frequency should be ready in November.



Ace Combat 4: Shattered Skies

BY FOUR-EYED DRAGON

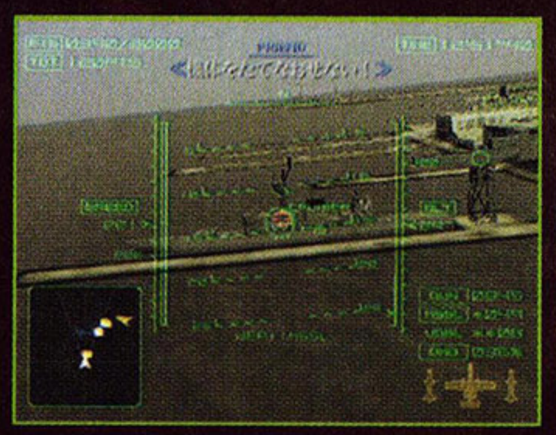
- Developed and published by Namco
- Target release date: November

PlayStation 2

HANDS-ON

NAMCO'S LATEST VERSION of Ace Combat already looks poised to have air superiority on the PlayStation 2. The highlight of the preview version was the incredible amount of detail: Sharp-looking planes whisked over colorful landmasses populated by animated ground forces at a speedy frame rate. And staying true to the venerable series, the game's simple controls enabled players to perform twisting barrel rolls, kamikaze dives, and intense dogfighting maneuvers with ease.

Ace Combat 4: Shattered Skies will have all the usual flight accouterments. In 18 missions, you'll fly sorties that range from destroying hidden bases and defending allied troops to annihilating all enemy aircraft. You'll be evaluated after each mission, and depending on how well you fulfilled your objective, you'll receive a particular amount of cash to spend on weapon upgrades or new planes. There will be a total of 20 planes to purchase—ranging from the A10 Warthog to the Mig-29—each with their own strengths and weaknesses.



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Splashdown

BY AIR HENDRIX

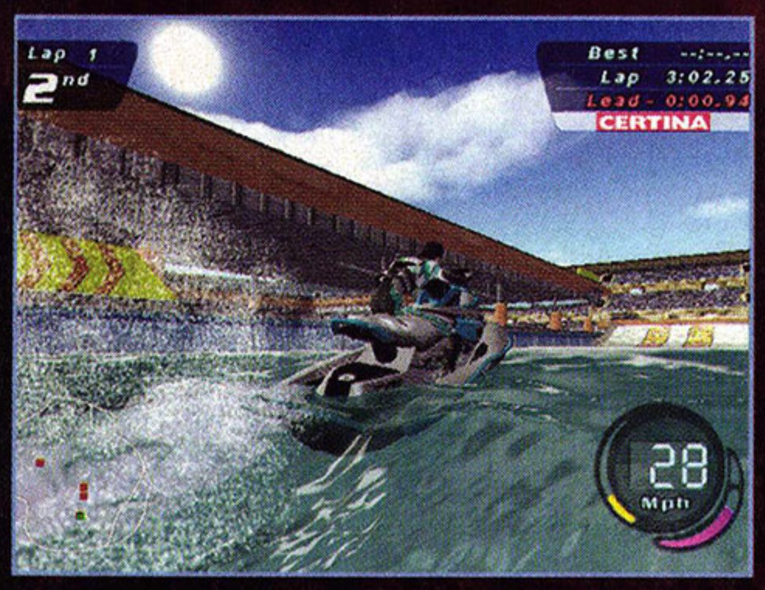
- Developed by Rainbow Studios
- Published by Infogrames
- Target release date: November

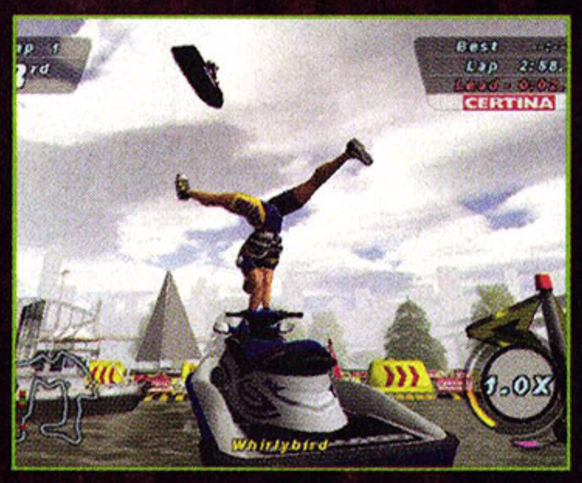
PlayStation 2

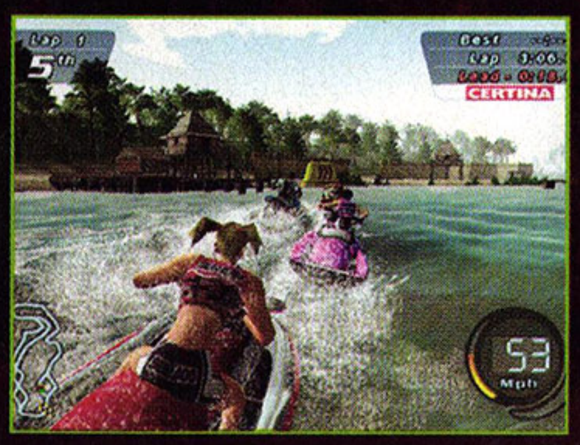
HANDS-ON

JET-SKIING GAMES HAVEN'T shined since the venerable Wave Race, but Splashdown for the PS2 is primed to deliver the first worthy "personal watercraft" racing game since the N64's salad days. Starring a lineup of licensed Sea-Doo craft, Splashdown's 36 races will traverse 18 environments ranging from Maui to Loch Ness and will include an in-depth Career mode.

A dazzling early preview version showed why Splashdown could become one of the PlayStation 2's sleeper stars: The build sported some of the best-looking, most realistic water ever seen in a game. The craft already handled beautifully, and their interactions with the water were convincingly real in a glue-you-to-the-controller way. Better yet was Splashdown's unique dynamic for handling tricks and the slalom buoys you swerve around to stay on the "track." Correctly passing buoys or performing one of each rider's 20-plus tricks temporarily pumps up your speed, which nicely integrates them into the gameplay without making them a mandatory chore. As long as Rainbow Studios, which also developed ATV Offroad Fury, has a strong stretch run with Splashdown, you can look for this game to grab headlines come November.







TransWorld Surf

BY AIR HENDRIX

- Developed by Angel Studios
- Published by Infogrames
- Target release date: November

Xbox

FIRST LOOK

REMEMBER HOW BEFORE Tony Hawk, skateboarding games were uninspired and dull? TransWorld Surf has the potential to pull off the same transformation for surfing, a sport that hasn't yet been successfully converted into a fun game. Showcasing impressive environments that sparkle with both eye-catching water and shores, TransWorld Surf will span 10 world-famous surf spots ranging from Huntington Beach, CA, to Todos Santos in Baja, Mexico, to Witches Rock in Costa Rica. You'll be able to ride as one of 13 pros (Cory Lopez, Andy Irons, Rochelle Ballard, and more), and jet skis will tow you around to each level's sweet spots.

Once you're up on your board, you'll be able to perform both realistic surfing moves and some fantastical grinds, grabs, and other skate-inspired moves. You'll face obstacles like sharks, piers, bodyboarders, and more as you bust stunts and complete objectives like freeing dolphins from a tuna net—all part of your quest to get the photographers to put you on *TransWorld's* cover. If you're making a list of what will be worth buying when the Xbox launches, TransWorld Surf will likely deserve a spot near the top.

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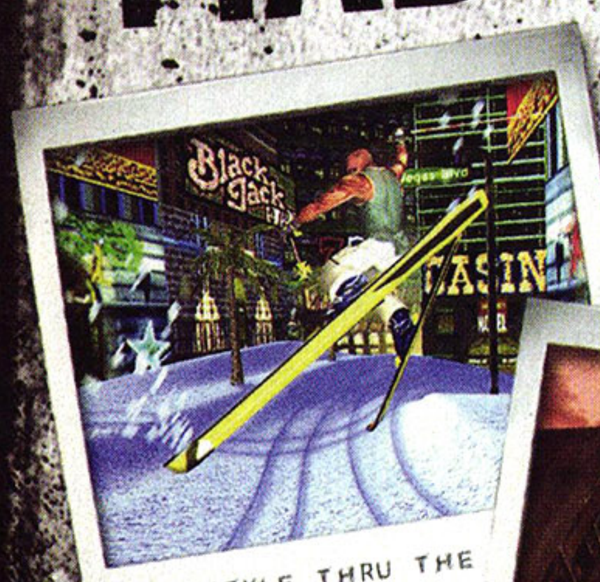

Actual screenshots from the PlayStation®2 computer entertainment system.

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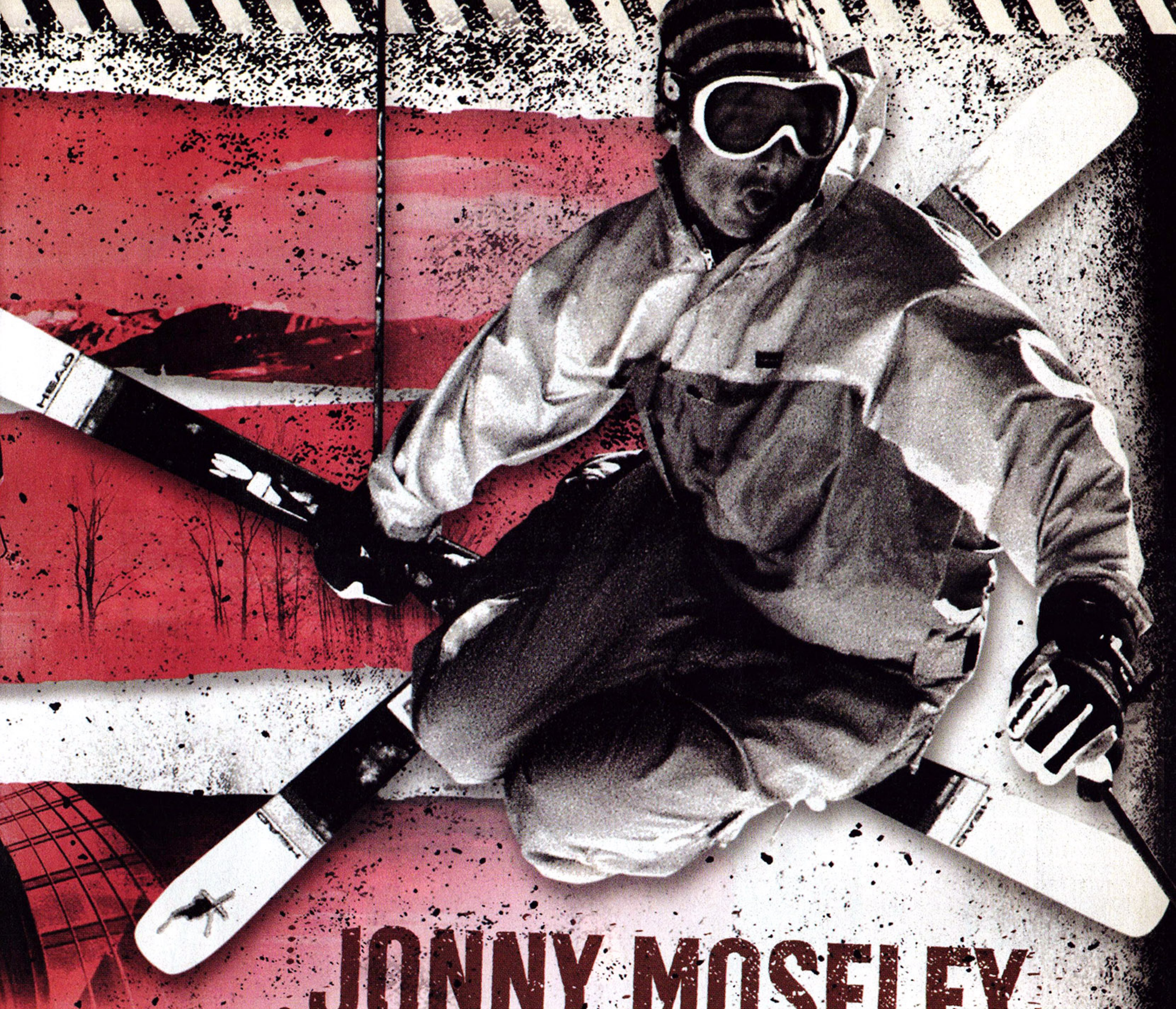

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Luigi's Mansion

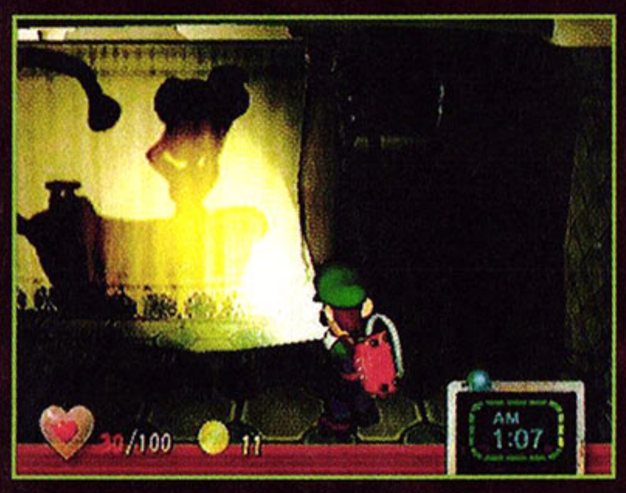
BY FOUR-EYED DRAGON

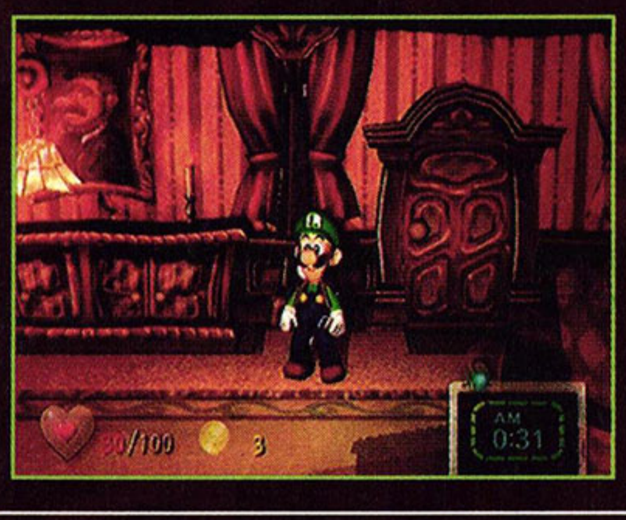
- Developed and published by Nintendo
- Target release date: November

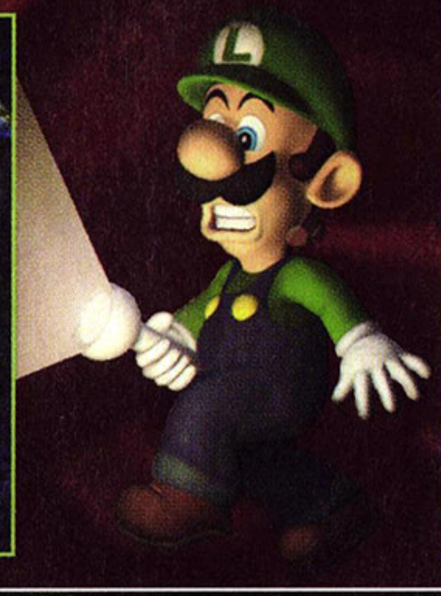
GameCube

FIRST LOOK

IN LUIGI'S MANSION, the brother of Nintendo's famed plumber finally gets his own adventure. In this take on the *Ghostbusters* theme, you'll guide Luigi through a haunted mansion which he must cleanse of its unwelcome visitors. To capture the spirits, you'll use an ingenious contraption that enables you to vacuum them up. But you can expect the poltergeists to be nothing but unruly as they try to scare Luigi out of his wits at every corner.







Eternal Darkness

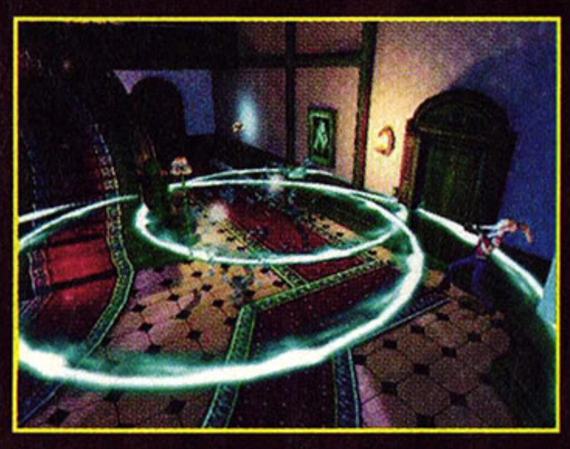
BY FOUR-EYED DRAGON

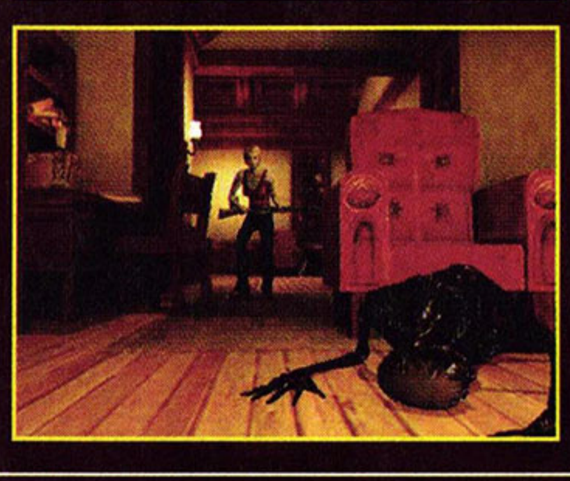
- Developed by Silicon Knights
- Published by Nintendo
- Target release date: December

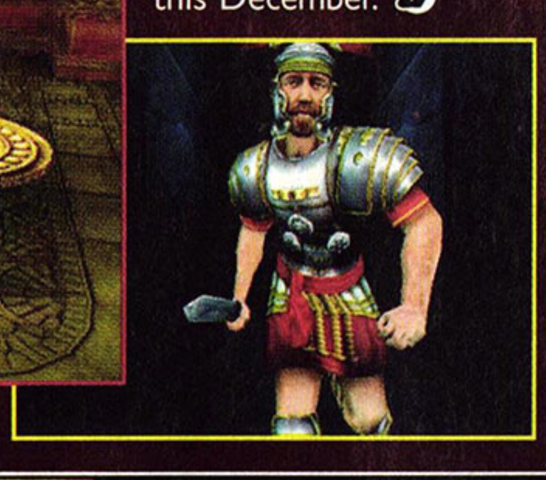
GameCube

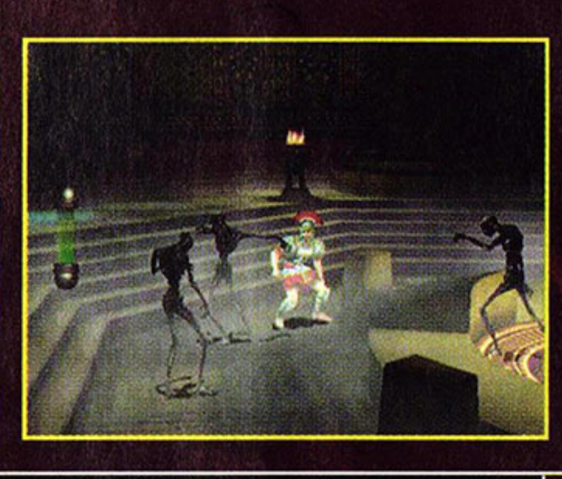
FIRST LOOK

IF CONSTANTLY QUESTIONING your mental health in real life isn't enough, Eternal Darkness gives you a chance to risk your virtual sanity by chasing an evil force through time. You'll take control of 13 characters in eras ranging from 100 B.C. to the present, and experience such dark historical events as the Inquisition and the two world wars. Your sanity level will be affected by how well you play, so if you perform poorly, the meter will decrease and you'll begin to hallucinate until you lose all contact with reality. The madness begins this December.









Super Smash Bros. Melee

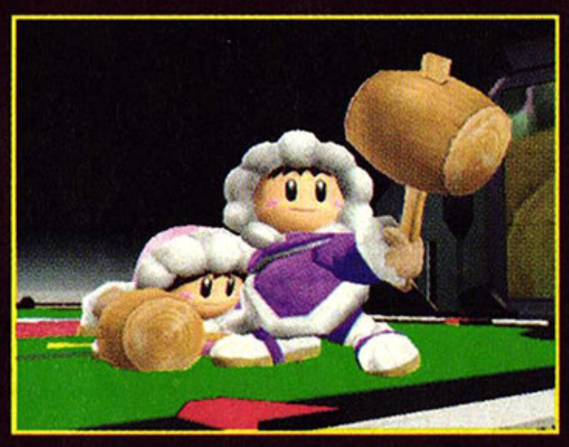
BY FOUR-EYED DRAGON

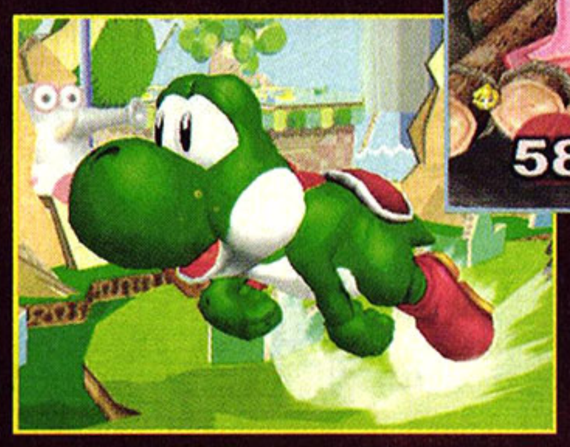
- Developed and published by Nintendo
- Target release date: November

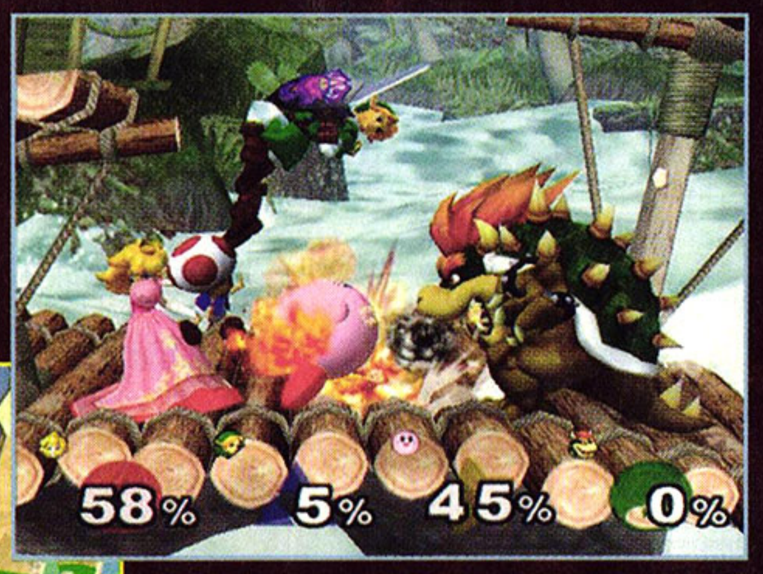
GameCube

FIRST LOOK

SUPER SMASH BROS. was a "smash" hit on the Nintendo 64 with its fun, brainless multiplayer havoc. The GameCube version will expand on this formula with new characters, new moves, and new visuals; there will also be a side-scrolling one-player game and a training mode where you'll be rated on your fighting ability and attack skills. Up to 30 new offensive and defensive items will be available for use in battle, too.







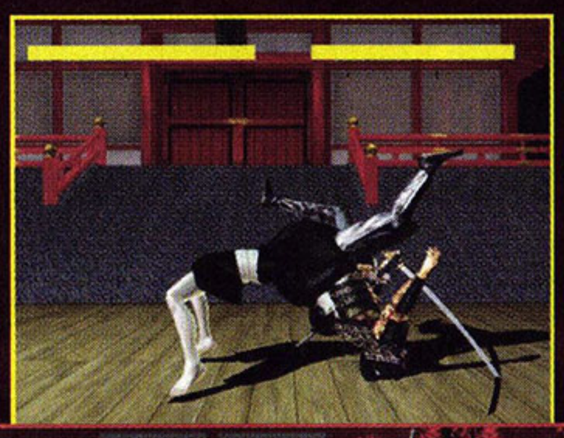
BY TOKYO DRIFTER

- Developed and published by Crave Entertainment
- Target release date: November

XBOX

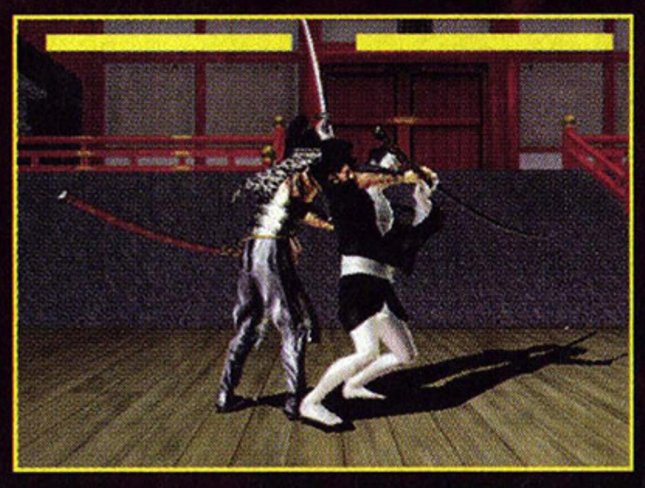
FIRST LOOK

Kabuki Warriors



IN KABUKI WARRIORS, you'll travel around Japan as part of a performing troupe, defeating other theatrical groups in order to become number one. The game's "popularity bar" will be a unique twist: Once full, it will enable you to unleash devastating moves that will both shock and delight. A total of 24 characters will be featured in Kabuki Warriors, all with their own unique weapons and attack characteristics. Cool-looking dudes with swords will be chopping into stores and butchering historical accuracy shortly after the Xbox launches this November.

www.gamepro.com FIND OUT MORE ONLINE



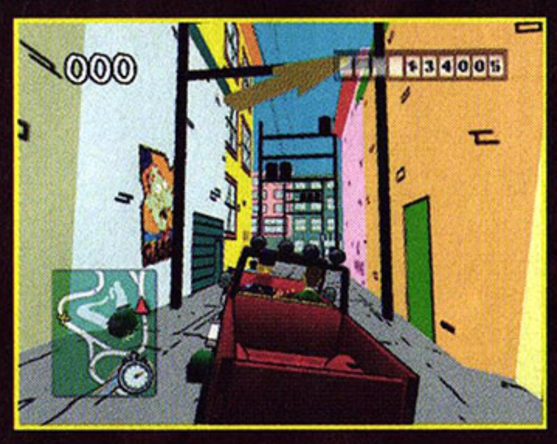
BY FOUR-EYED DRAGON

- Developed by Radical Entertainment
- Published by Electronic Arts
- Target release date: November

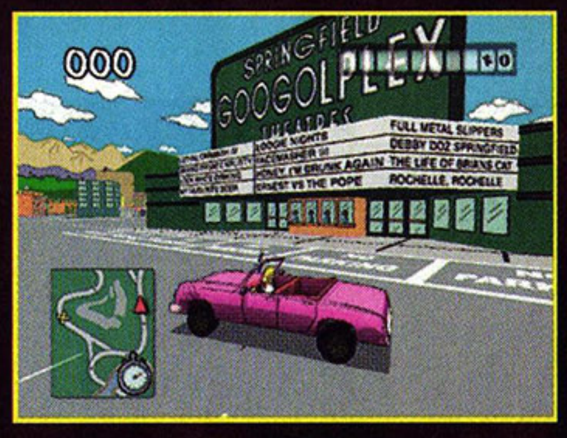
XBOX

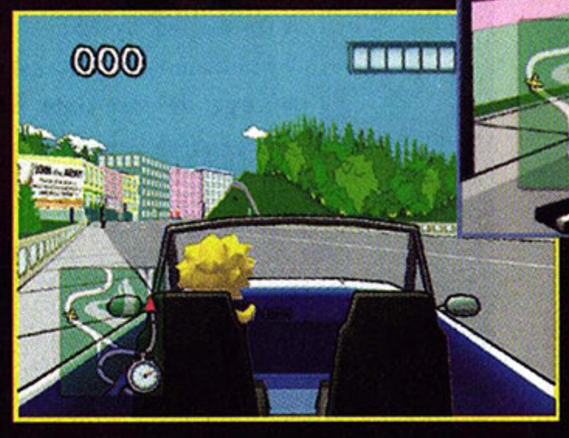
FIRST LOOK

The Simpsons Road Rage



ROAD RAGERS HAVE overtaken the crazy world of *The Simpsons* and you're right in the middle of it. You'll drive through bustling Springfield as any of 22 *Simpsons* characters—such as Apu, Barney, and Marge—picking up and dropping off passengers in order to make money. Sound familiar to another *crazy* driving game? The déjà vu doesn't stop there: Be prepared to make stunt-like jumps, partake in driving mini-games, and constantly dodge traffic.





BY FOUR-EYED DRAGON

- Developed and published by BAM! Entertainment
- Target release date: October

PLAYSTATION 2

HANDS-ON

Driven

BASED ON THE mediocre movie of the same name, Driven will put you in the driver's seat of an Indy car. But unlike other racing games, this speedster will drive with an arcade tone: An integral part of the racing will be getting into "the zone"—a blurry state where you'll be able to go faster and corner easier. So far, Driven doesn't seem to have the sharpness of other PlayStation 2 racers, but the controls in the preview version were solid and handled well. Let's just hope Driven doesn't crash and burn on the PlayStation 2 like it did in the theaters.

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NO PURCHASE NECESSARY. Open only to legal U.S. residents. Game void in Puerto Rico and where prohibited by law. Game starts on or about September 15, 2001 and ends on December 17, 2001. Game pieces may be found printed inside specially marked 1.7 ounce, 4 ounce and 7ounce packages of Cornnuts Original Flavor, Cornnuts Barbecue Flavor, and Cornnuts Ranch Flavor. If you find a winning game piece printed inside a specially marked package, you win the prize indicated thereon, subject to verification. **Non-winning specially marked packages will not contain a game piece/message. ALTERNATE METHOD OF PARTICIPATION. To participate without purchase at the same odds of winning,** handprint your name, complete address, date of birth, and daytime phone number on a postcard and mail to: "Cornnuts Get In The Game" Game Piece, P.O. Box 5551, Maple Plain, MN 55593-5551. **An independent judging organization will play for you and notify you by mail ONLY if you are a winner.** Requests must be postmarked by December 17, 2001, and received by December 26, 2001. No mechanical reproductions or photocopies of requests will be accepted. One game play by judges per request; one request per outer mailing envelope. **PRIZE CLAIMS. Grand Prize Winner:** Type or print the following information on a 3"x5" card/paper: your name, complete address, date of birth, and day time phone number, then mail the 3"x5" card/paper along with original game piece to: "Cornnuts Get In The Game" Prize Claims, P.O. Box 27172, Golden Valley, MN 55427-0172. Grand Prize claim must be mailed via certified mail (return receipt requested) and received by December 26, 2001. **First Prize Winners:** Type or print on a 3"x5" card/paper the same information as for a grand prize claim and mail along with original game piece to: "Cornnuts Get In The Game" Prize Claim, P.O. Box 6606P, Maple Plain, MN 55593-6606. Retain a photocopy of your game piece for your records. All prize claims must be received by December 26, 2001. Upon verification, winners will be notified by mail. **Second Prize Winners:** Redeem coupon at store, subject to restrictions stated thereon. Coupons may not be mailed by winners for redemption. **PRIZES/APPROXIMATE RETAIL VALUE (ARV)/ODDS OF WINNING. Grand:** (1) 3 day/2 night trip for winner and one guest to an Electronic Arts Studio and the opportunity for the winner's likeness to be digitized for use in an EA SPORTS™ video game in January 2002, the actual video game to be determined at the sole discretion of Sponsor. Trip consists of: round-trip coach air transportation for Winner and one (1) guest from the major commercial airport near winner's residence to an Electronic Arts Studio; 3 day /2 night hotel accommodations (one room, double occupancy), $1,000 spending money awarded in the form of a check and three day car rental. The precise date, location and actual time of the event will be verified with winners at a later date. The final Studio destination is to be determined at the sole discretion of Electronic Arts and is contingent on Studio availability and scheduling. Winner and guest must travel in January 2002 as specified by Sponsor. A Saturday night stay is required. (ARV) $5,100. Odds of winning Grand Prize 1:9,338,976. **First Prize:** (1,000) EA SPORTS™ Supercross 2002 video game. (ARV) $49.95 each. Odds of winning a first prize, 1:9,339. **Second Prize:** (100,000) Coupon on inside of package that is redeemable for a free 1.7oz bag of Cornnuts. (ARV) $.70 each. Odds of winning a second prize, 1:94. ARV of all prizes, $125,050. Approximately 9,338,976 specially marked packages will be distributed. Unclaimed prizes will NOT be awarded. Grand Prize winner is solely responsible for all expenses not specifically set forth herein including, but not limited to, meals, gratuities, alcohol and any other incidentals. Prize will be awarded by mail after verification. Car rental component of prize is conditioned on winner and if winner is a minor, the winner's parent or legal guardian, complying with terms and conditions of the rental car company's standard car rental agreement. Winner and guest must travel together on same itinerary. If Grand Prize winner cannot accept or utilize the prize on the dates as specified by the Sponsor, the prize will be forfeited. For Grand Prize, scanning of winner's likeness into an EA SPORTS™ video game is subject to availability including but not limited to production exigencies and production schedule for the EA SPORTS™ video game. 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Grand Prize winner, and if Grand Prize winner is a minor; the parents or legal guardian, will be required to sign an Affidavit of Eligibility, Liability Release, and a Publicity Release (where legal), to be returned within 5 days of receipt of prize notification. If Grand Prize winner is a minor, parent or legal guardian must accompany minor on the trip. Winner's guest must execute a Release of Liability and a Publicity Release (where legal) prior to issuance of travel documents. In the event of noncompliance with these requirements, prize may be forfeited. If prize/prize notification is returned as undeliverable, such prize will be forfeited. If guest of Grand Prize winner is a minor, guest's parent or legal guardian must sign release for guest and guest's parent or legal guardian must accompany guest on prize trip. Prizes are not transferable. No prize substitution or cash equivalent of prize except at sole discretion of Sponsor, for a prize of equal or greater value, due to unavailability of prize for any reason. Winners are solely responsible for any state, local and/or federal taxes on prize. **VERIFICATION.** All game pieces are subject to verification. Game pieces are void and will be rejected if not obtained through authorized, legitimate channels or if any part is illegible, mutilated, altered, counterfeited or tampered with in any way or if materials contain printing, production, typographical, mechanical or any other errors. If through printing or production errors or for any other reason, more game pieces or winning game pieces than indicated in these Official Rules are printed, distributed or redeemed in the first or Grand Prize category, the actual number of winners in such prize category will be selected in a random drawing from among all eligible prize claims received for such prize category. 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BY BROTHER BUZZ

- Developed and published by Nintendo
- Target release date: November

GameCube

FIRST LOOK

Pikmin

HERE'S ONE FOR all of you who believe plants have feelings. In Pikmin, you play a space explorer who's stranded on a world of mobile flora. You have to grow a living lawn of little sprouts called Pikmin and then guide them, either individually or a hundred at a time. If you do it right, the Pikmin will help you overcome obstacles that are preventing you from finding missing ship parts. Nintendo game god Shigeru Miyamoto is the master gardener here—can he grow another franchise with these quirky, creative seeds?

BY ATOMIC DAWG

- Developed by NST
- Published by Nintendo
- Target release date: November

GameCube

HANDS-ON

Wave Race: Blue Storm

THE WORLD'S FLASHIEST, splashiest water-based racing game is making a return run on the GameCube. Yes sir, jet skiers, it's Wave Race, and it looks prettier than ever. You can make waves against seven A.I. riders or ride against three pals in multiplayer split-screen mode. Even in the preview version, the water effects, reflections, and motion of the ocean looked and felt so real that it made you wanna…urp! Who cares that the gameplay was cloned from the Nintendo 64 version? It's Wave Race, man, Wave Race!

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BY TOKYO DRIFTER

- Developed by Team Ninja
- Published by Tecmo
- Target release date: November

XBOX

HANDS-ON

Dead or Alive 3

WITHOUT A DOUBT, one of the highest-profile launch games for the Xbox will be Dead or Alive 3 from Tecmo. The preview build already included many of the impressive features the developer (Team Ninja) had promised, such as meticulously detailed textures on the fighters' clothes, enhanced character models, and vast, immersive environments. The gameplay was already very polished, even though animation had only recently been added to smooth out the characters' movements. Dead or Alive 3 looks to be living up to gamers' high expectations, and should only be better in its final form. You can look for this premiere brawler in November.

BY FOUR-EYED DRAGON

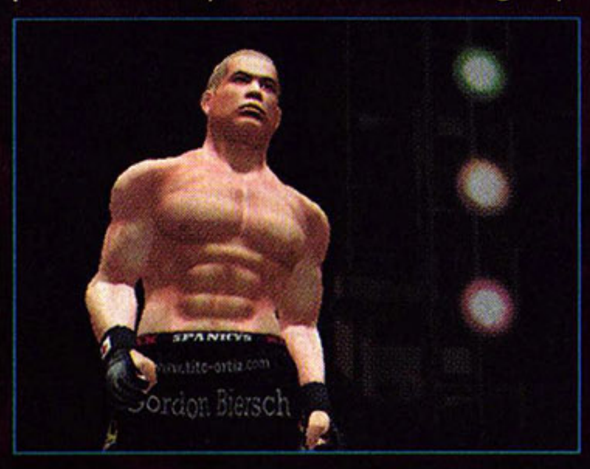
- Developed by Dream Factory
- Published by Crave
- Target release date: November

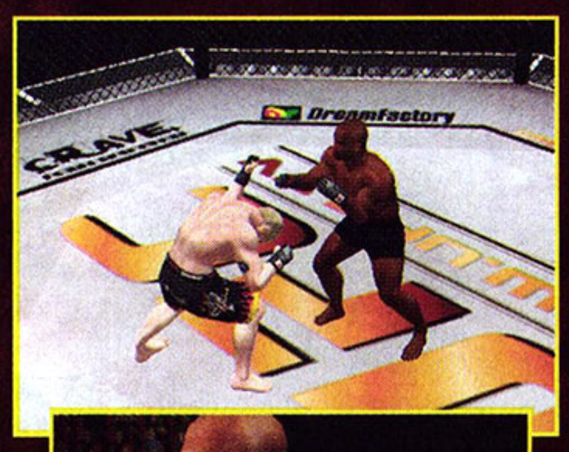
XBOX

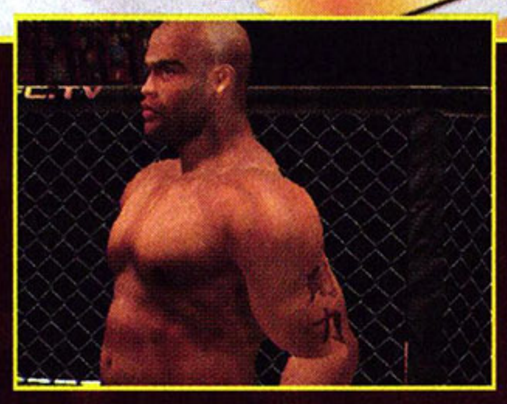
FIRST LOOK

Ultimate Fighting Championship: Tapout

ULTIMATE FIGHTING CHAMPIONSHIP, which first captivated fighting enthusiasts with its bone-crushing realism on the Dreamcast, promises to pack an even stronger punch on the Xbox. Tapout will feature sharper visuals, including more detailed muscle flexes and smoother animations. As in the previous UFC, you'll be able to perform realistic moves that encompass a variety of fighting styles ranging from kickboxing and jujitsu to sumo and wrestling. You'll also be able to select from a whole roster of both classic brawlers and today's champs, and fight in a variety of modes like eight-player and 16-player tournaments.







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Jonny Moseley Mad Trix

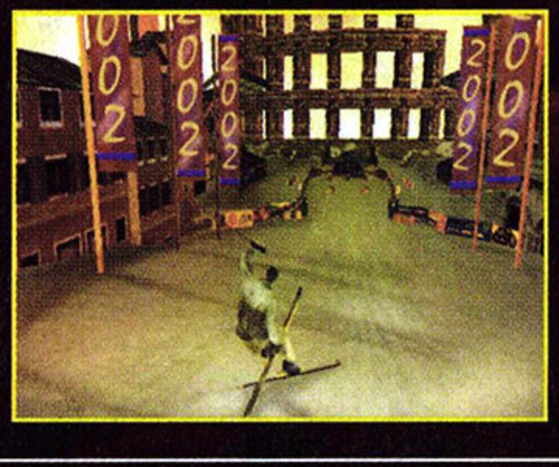
BY BEEFCAKE

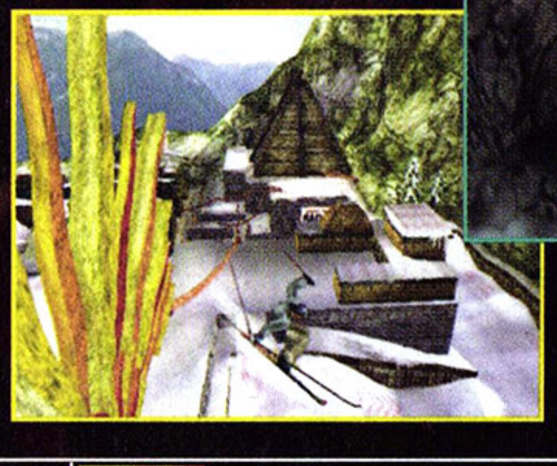
- Developed and published by 3DO
- Target release date: December

PlayStation 2

FIRST LOOK

SNOWBOARDING IS SOOOO '90s...make room for the duel-plankers! That's right, 3DO is taking a crack at bringing freestyle skiing to the PlayStation 2. This trick-heavy ride will feature tons of courses, including snow-covered San Francisco, Las Vegas, Rome, and more. In addition to the man-made jib courses, Jonny Moseley Mad Trix will also feature Big Mountain mode, which offers you a helicopter lift to more realistic terrain. In these environments, there will be no boundaries, so every skier will be free to duck the gates and huck, slide, and ollie everything in sight. It's 2001, dude—skiers are back.





Shifters

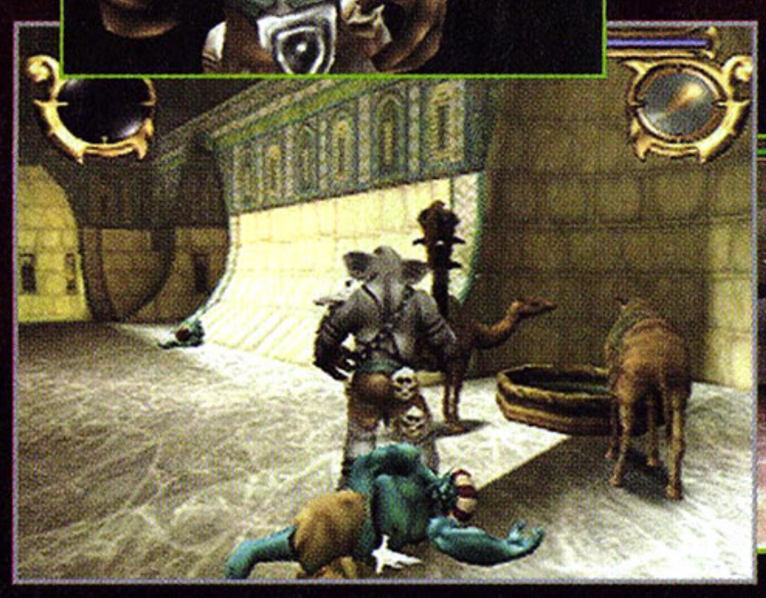
BY FOUR-EYED DRAGON

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

PlayStation 2

HANDS-ON

AFTER A SO-SO stint in Warriors of Might and Magic, the mighty Alleron is back again to star in Shifters—another three-dimensional action/adventure taking place in a medieval world where you must fight a lot of menacing monsters and cast a bunch of spells. This time, however, you'll be able to shape-shift into 24 ominous creatures, ranging from hairy behemoths and tusked giants to magical genies and enigmatic mages. An early preview version featured the familiar Warriors of Might and Magic gameplay style, but the ability to turn into other beasts added an intriguing spin.



Harry Potter and the Sorcerer's Stone

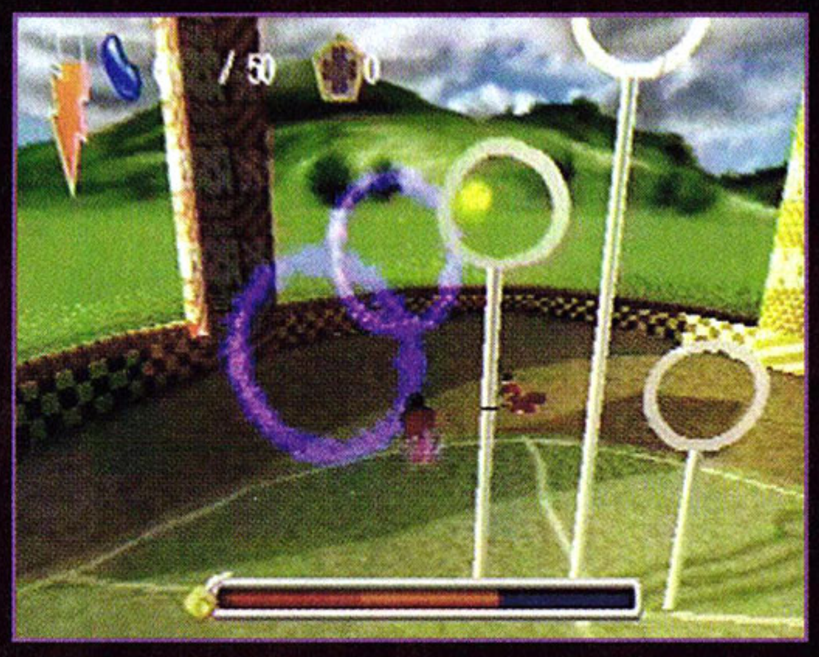
BY DAN ELEKTRO

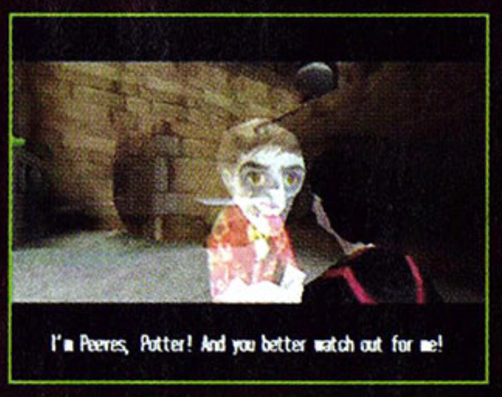
- Developed by Argonaut Games
- Published by EA Games
- Target release date: November

PlayStation

HANDS-ON

STEP ASIDE, MERLIN and Gandalf—the literary world's shortest wizard is getting his due on the PlayStation. The 3D action/adventure Harry Potter and the Sorcerer's Stone will give fans a chance to step into the young hero's diminutive sneakers. The gameplay will involve a fair bit of platform-style jumping, but also PaRappa-like button presses, stealthy sequences, and, of course, broomstick flying for the Quidditch games. Controls in the preview version felt comfortable, and the graphics looked respectable on the aging 32-bit system. The game is not based on the film, but both will debut on the same day: November 16.





BY MAJOR MIKE

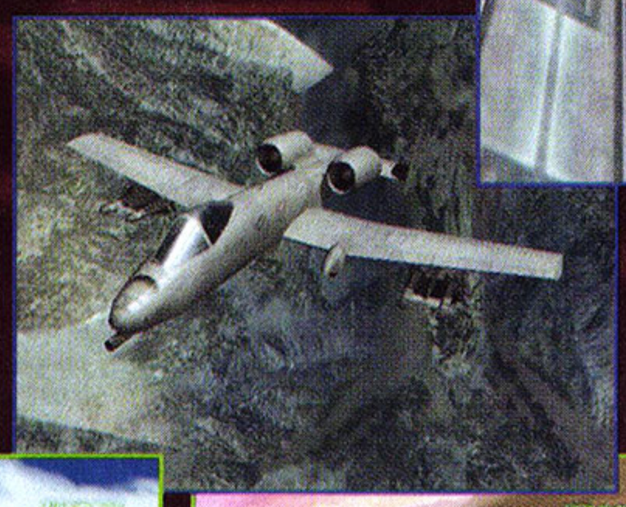
- Developed and published by Konami
- Target release date: November

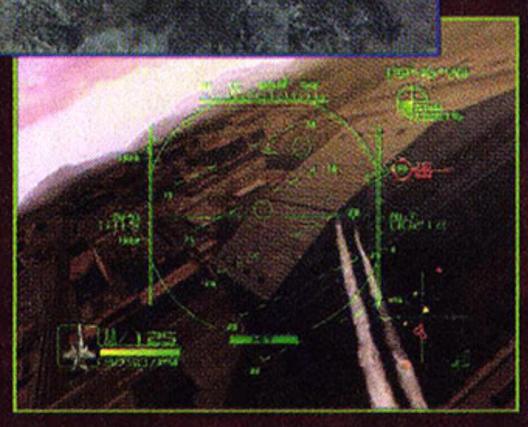
XBOX

HANDS-ON

Air Force Delta Storm

IN KONAMI'S XBOX launch offering, Air Force Delta Storm, you'll choose from over 50 real and fantasy planes for more than 40 missions, ranging from dogfighting to low-level bombing and strafing to pinpoint missile strikes. Arcade-trained pilots should feel right at home with Storm's simple, responsive control scheme. The graphics in the preview version showcased a host of flashy visual effects, including lens flares, translucent clouds, and colorful explosions.





BY MAJOR MIKE

- Developed and published by Bandai
- Target release date: Fourth Quarter 2001

PLAYSTATION 2

HANDS-ON

Mobile Suit Gundam: Zeonic Front

IN THE SECOND Gundam PlayStation 2 offering, Zeonic Front, you'll command up to three Mech platoons in your mission to conquer the Earth. The preview version's colorful graphics boasted a smooth frame rate and were joined by a workmanlike soundtrack. Effective controls kept the various actions on a tight leash, but the vast array of diverse functions and button configurations could easily become confusing. Nevertheless, Zeonic Front's looks good enough to attract real-time strategy gamers who may not be sold on the Gundam name alone.

PlayStation.2

SMUGGLER'S RUN 2
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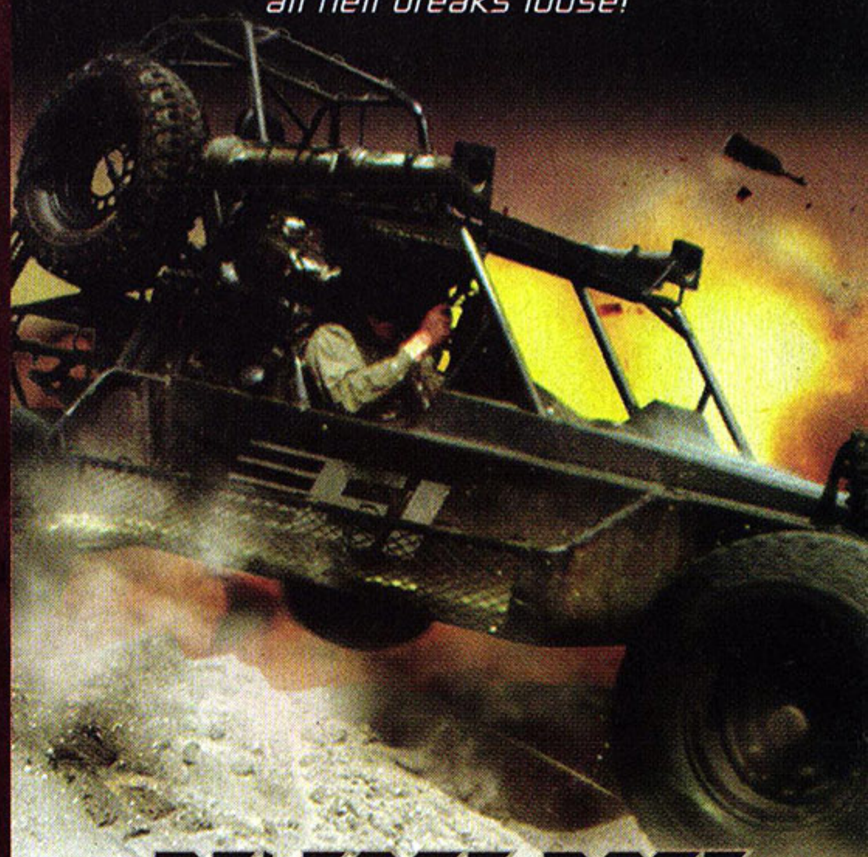

RELEASE DATE
FALL 2001

www.rockstargames.com/smugglersrun2

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RATING PENDING RP CONTENT RATED BY ESRB
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THE GAME HAS ARRIVED

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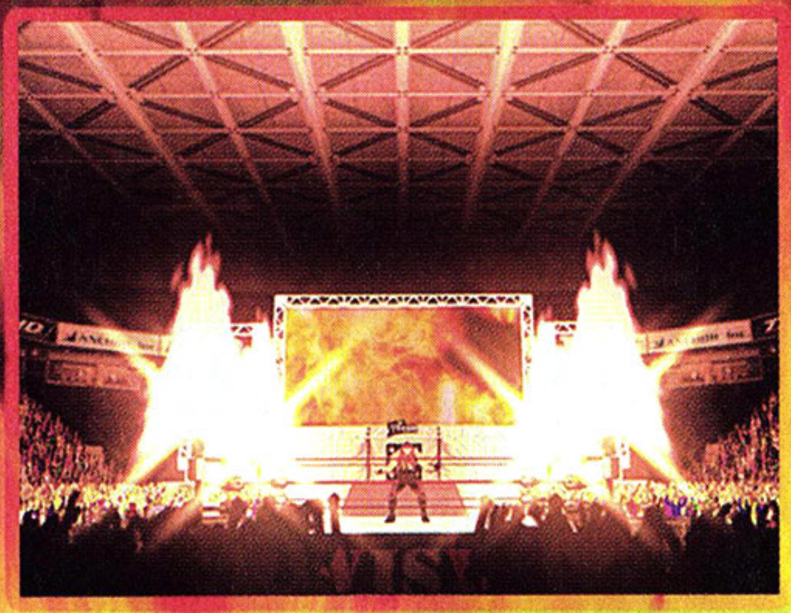

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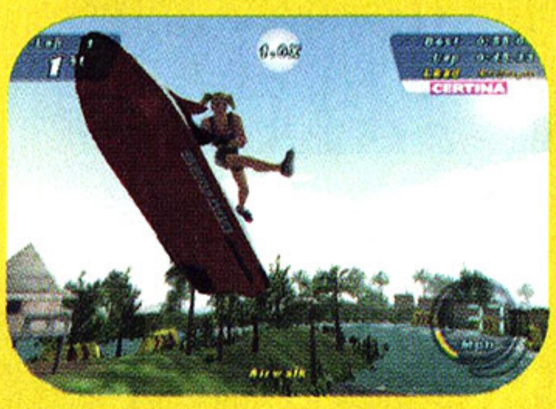
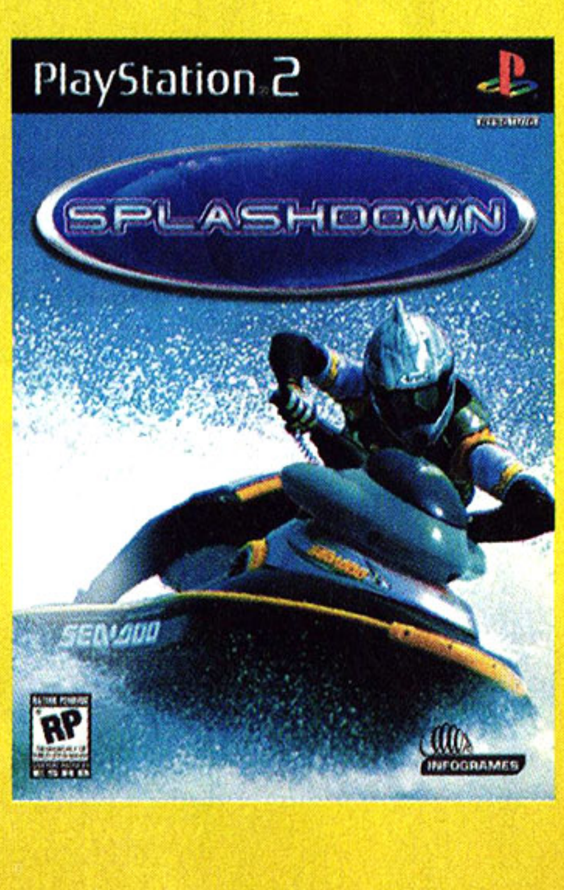
ACTION





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RATING PENDING
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PlayStation 2

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PlaySmart

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

The ESRB Ratings Guide

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

Titles rated **Early Childhood (EC)** have content suitable for children ages three and older and do not contain any material that parents would find inappropriate.

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

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

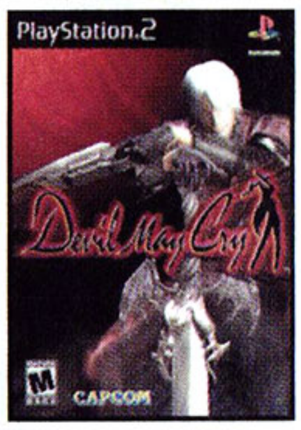
Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

Titles rated **Adults Only (AO)** have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

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

Devil May Cry
By Capcom

Devil May Cry is loaded with gunfire, bloodshed, and cinematic sequences of monsters meeting their bloody demise at your hands along with a fair amount of harm inflicted on the game's main character, Dante. Devil May Cry also comes with a scantily clad female character, while the game's dark tone and atmosphere has a good chance of frightening younger gamers.

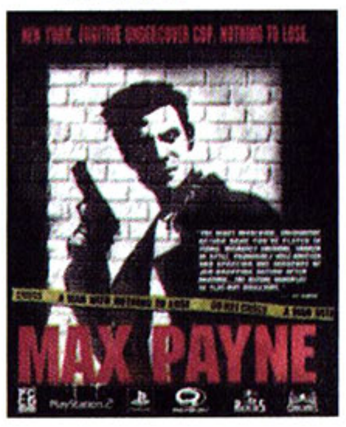


Legacy of Kain: Soul Reaver 2
By Eidos

This gothic horror game involves evil vampires, demons, and other such occultish subjects. Buckets of blood are spilled in battle, and every duel ends with a brutal "fatality"—such as a head being severed, or a body being impaled on a spike. The character you play is a vampire antihero, and the game encourages survival through the consumption of human souls.

Max Payne
By Gathering of Developers

The primary gameplay in Max Payne involves shooting people—often in up-close, slow-motion sequences—making violence a centerpiece of the game. Except for spraying blood, however, the violence isn't overly graphic. References to sex and drugs make this one for the kids to avoid, though a parental lock feature can exclude the mature material.



Silent Hill 2
By Konami

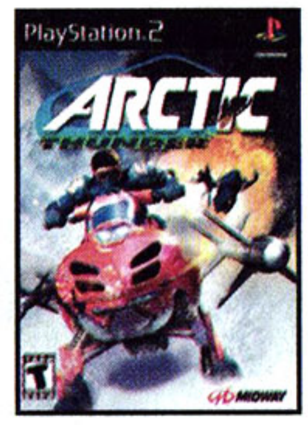
The kind of game that breeds weeks of nightmares, Silent Hill 2 earns every letter of its ESRB Mature rating. This game is more twisted, dark, intense, realistic, and downright disturbing than most R-rated horror movies these days, as it's filled with lots of blood, indescribably gruesome creatures,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

Syphon Filter 3
By Sony

Syphon Filter 3 puts you in the combat boots of a commando fighting against virus-wielding terrorists. Gameplay focus is on combat as you fire at hordes of terrorists, and the violence is realistic but not excessive, though sprays of blood are common. This game is definitely suited for Mature audiences only.

Arctic Thunder
By Midway Games

Extreme snowmobiling combined with cartoony violence covers pretty much all of the "risky" content in this game. In Midway's Arctic Thunder, competitors shoot wildly exaggerated weapons—such as flaming missiles and other unrealistic weapons—at their opponents in order to temporarily slow them down without actually killing them.

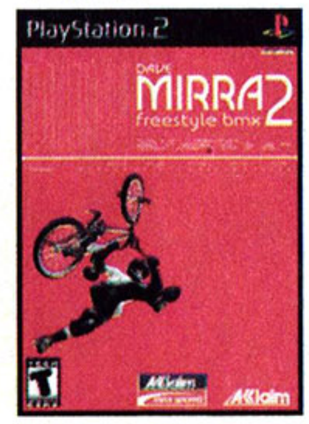


Castlevania Chronicles
By Konami

Castlevania Chronicles' 2D sprite graphics have minimal bloodshed, yet monsters and other supernatural creatures do get sent back to the grave. The opening cinema does contain blood and frightening imagery.

Dave Mirra Freestyle BMX 2
By Acclaim

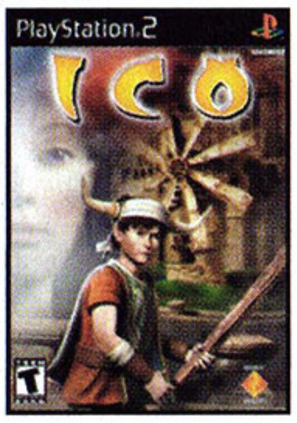
Be cautioned: Unlike the previous Dave Mirra Freestyle BMX game, the sequel doesn't have any of the riders wearing helmets—making the pain on seeing you scrub on a rail or follie a stunt in midair much more painful. Otherwise, it's just a fun BMX freestylin' game, and as long as you don't copy the aerial tricks in real-life, you'll be just fine.



Ico
By Sony

TEEN — CONTENT RATED BY ESRB

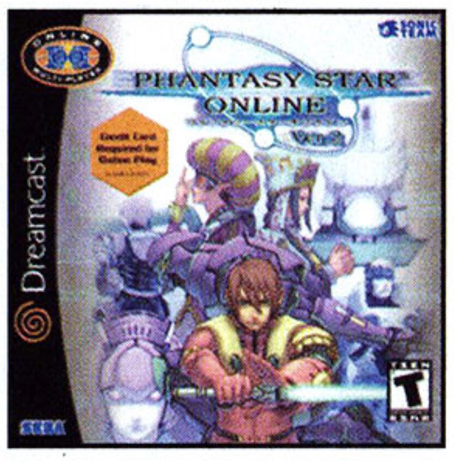
The only violence in Ico is when you strike floating shadowy figures with a wood stick. However, combat is far from what the actual gameplay is all about in this game. You must solve myriad puzzles using wit, logic, and some common sense, while saving a mysterious woman from dark entities. There isn't even an ounce of violent graphic content in the entire game.



Phantasy Star Online Ver. 2
By Sega

TEEN — CONTENT RATED BY ESRB

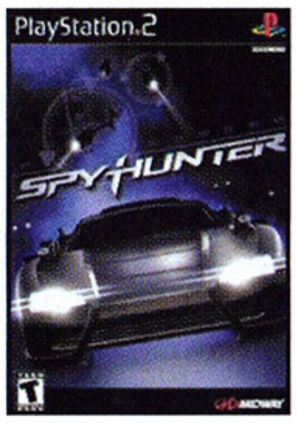
Standard monster battles are about the most violent thing in this one. None of these fights are graphic as enemies just disappear after being defeated. Player conduct online is structured to prevent abuse, but it's possible to run into inappropriate conversations and players trying to get around the language filter.



Spy Hunter
By Midway Games

TEEN — CONTENT RATED BY ESRB

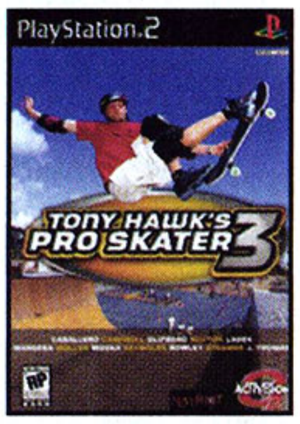
Based on the popular arcade game from the 1980s, Spy Hunter features high-tech espionage action with plenty of explosions and gunfire. There is some violence connected to innocent bystanders, but nothing more graphic than what you'd find in a James Bond movie. There isn't really anything terrible or offensive in this retro game update.



Tony Hawk's Pro Skater 3
By Activision

TEEN — CONTENT RATED BY ESRB

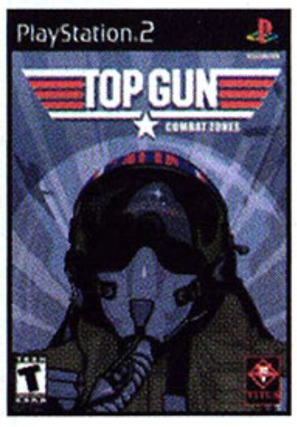
The master of skateboarding is back and a bit bloody: i.e., when skaters fall, they now leave a good-sized streak of plasma on the pavement. In multiplayer games, skaters can reach out and hit each other, and one of the modes is strictly a knockdown competition. Shoving and bleeding is as bad as it gets; core gameplay is nonviolent.



Top Gun: Combat Zones
By Titus

TEEN — CONTENT RATED BY ESRB

In Top Gun: Combat Zones, you fly modern jets against a range of enemies. The gameplay consists mainly of targeting enemy planes, ships, anti-aircraft guns, and other objects, and then blasting away at them. The game's violence is all pretty remote, though, as the enemies appear mainly as small vehicles surrounded by target icons.



X-Men Mutant Academy 2
By Activision

TEEN — CONTENT RATED BY ESRB

X-Men Mutant Academy 2 is a one-on-one fighting game, pitting 3D comic book heroes versus villains. While there is nonstop violence, it is stylized in a cartoony manner and contains nothing more than what appears in the televised cartoon version of this comic. There is no blood or gore in this game.

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

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Devil May Cry	M	Extreme G3	E
Max Payne	M	Gran Turismo 3 A-spec	E
Silent Hill 2	M	Kessen II	E
Syphon Filter 3	M	Klonoa: Empire of Dreams	E
Arctic Thunder	T	Mat Hoffman's Pro BMX	E
Castlevania Chronicles	T	NASCAR Thunder 2002	E
Dave Mirra Freestyle BMX 2	T	NBA ShootOut 2002	E
Ico	T	Ooga Booga	E
Phantasy Star Online Ver. 2	T	Pokémon Crystal Version	E
Spy Hunter	T	Portal Runner	E
Tales of Destiny II	T	Spider-Man 2 Enter: Electro	E
Tony Hawk's Pro Skater 3	T	World Series Baseball 2K2	E
Top Gun: Combat Zones	T	X-Men: Reign of Apocalypse	E
X-Men: Mutant Academy 2	T	Yanya Caballista: City Skater	E

GAMEPRO EXPLAINED

Our Rating System

GamePro evaluates every game in four categories: Graphics, Sound, Control, and Fun Factor. Ratings range from 5.0 (the ultimate) to 0.0 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.

Graphics: Judges the overall artistic quality of the animation, cinemas, and scenery.

Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

GamePro.com Connection

Whenever you see this symbol within an article, that means you can go to gamepro.com to find late-breaking information on the subject of that article—from additional game coverage, special strategies and codes, to...who knows?! Check out gamepro.com!

WHERE TO FIND THE ESRB RATING

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

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

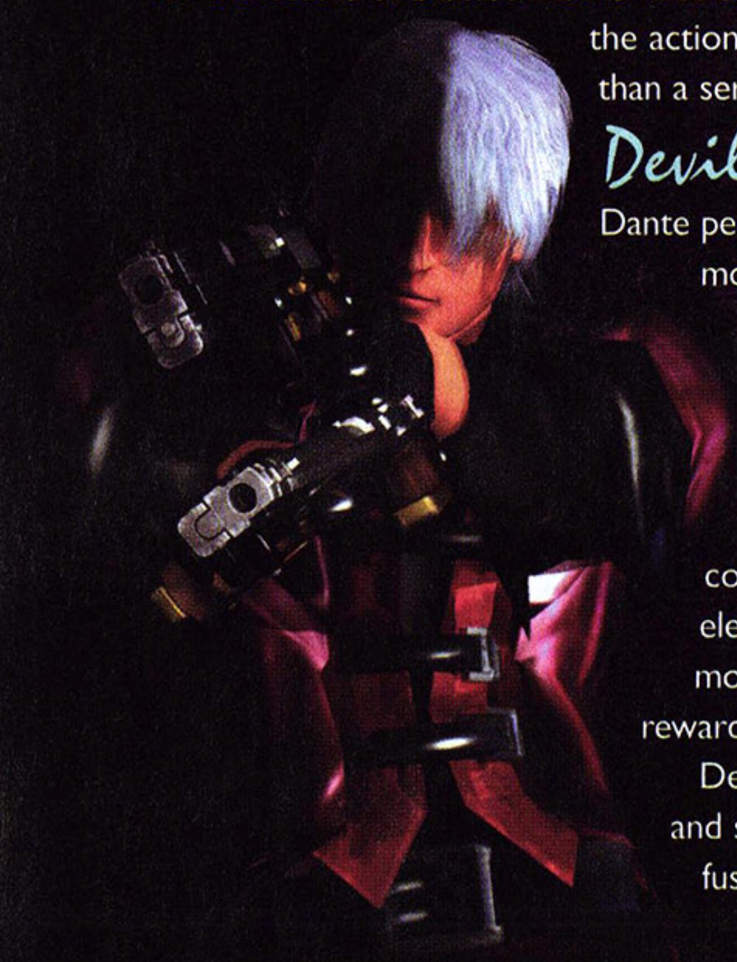
Devil May Cry

ACCIDENTS DO HAPPEN, and what originally began as the first Resident Evil title for the PlayStation 2 has evolved into one of the strongest games of the year, Devil May Cry. Devil is more than an offshoot of the RE series. It doesn't just put new characters in familiar situations—quite the contrary. This unique game has style, technique, and beautiful looks to match. Simply said, it's fantastic.

PROTIP: When dealing with Blade monsters, use a Stinger or High Time attack to smash their armor first, then go in for the kill.

Resident Devil

Devil May Cry is a 3D supernatural action/adventure that follows Dante, a devil hunter for hire who runs a business that has the same name as the game. A femme fatale struts into the noir setting and puts Dante on the trail of the demon responsible for the deaths of Dante's mother and brother. Devil's skeletal story is quickly forgotten, however, once the action kicks in and the bodies start piling up—it's really little more than a series of boss battles strung together.



Devil in the Flesh

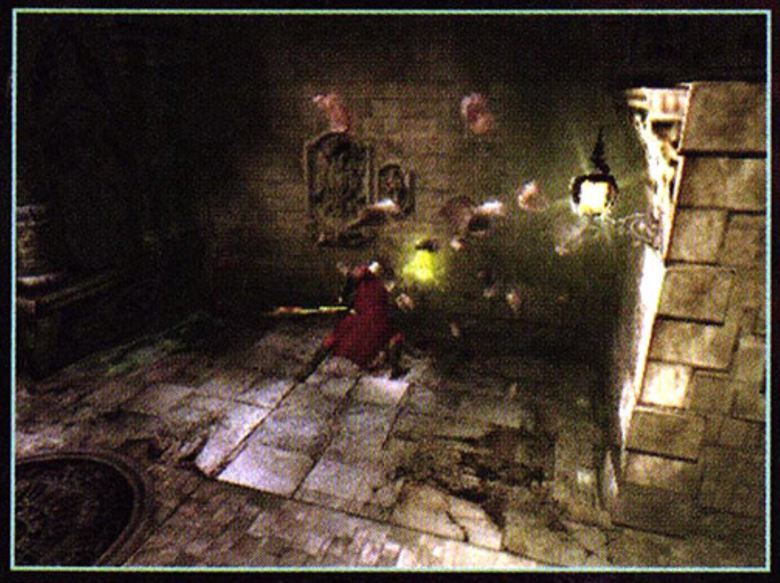
Dante peels off better one-liners than Duke and handles twin pistols with more finesse than Lara Croft. The game's true hook is the variety of moves, techniques, and spontaneous combos at Dante's disposal—there are lots of them, and they're some of the most original ever created. Simultaneously armed with a sword and a firearm, Dante can swat enemies into the air and juggle them with hot lead or sword swipes, go hand-to-hand with punch-kick combos, or transform into a demon and unleash a brain-frying electrical storm. These thumb-taxing moves are very cool to watch and quite rewarding when executed successfully.

Devil isn't entirely consumed by fighting and streaming lead: You also navigate confusing mazes, swim via a first-person view, solve puzzles, and perform precision platform-hopping. The game maintains a fast pace that makes similar genre offerings, such

PROTIP: Beware of the blob: To make the blob vulnerable to attack, complete the circle on a nearby combination lock first.

PROTIP: You can find valuable power-ups hidden throughout the castle, so be sure and look behind tombstones and up in the ceiling.

Devil May Cry is an excellent showcase for the PlayStation 2's graphical power, with awesome lighting and sharp special effects.



PROTIP: Go ahead and destroy decorative objects–such as suits of armor and furniture–to obtain hidden power-ups.

PROTIP: To defeat Sin Scissors and Sin Scythe, equip the shotgun, jump toward them, and deliver blasts at point-blank range.

PROTIP: To defeat the saber-toothed Shadow, perform an Air Hike and then rain lead on the feline with pistol fire during your descent.

PROTIP: You can charge up ordinary weapons. Press and hold R1, and hold the attack button, and then release the attack button. The longer you charge, the more powerful your shot.

PROTIP: When you find a red-orb-generating fountain, hit it with a Round Trip attack and then shoot the fountain as fast as you can with pistols.

BY MAJOR MIKE

- Developed and published by Capcom
- $49.99
- Available October
- Action/adventure
- 1 player

MATURE M — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	4.5

as Onimusha, seem snail-paced by comparison. One caveat: Devil May Cry's steep learning curve may quickly discourage novice gamers, and even seasoned pros will spend a lot of time repeating tough missions.

As in Dino Crisis 2, it's to your advantage to be merciless to your enemies. At the end of each mission, not only are you awarded a rank, which is determined by how you dispatched your foes—"Dull" to "Stylish!"—but you net red orbs, which you use as currency to purchase new abilities, new items, and weapon upgrades.

The game takes a different approach from the usual linear epic and slices the action into 20-plus missions anchored by save points. A treasure trove of secret missions and hidden areas—too numerous to discover in a single playing—add excellent replay value. Devil's marred by a few cliches, though: The predictable triggering of a boss battle when you obtain a key item becomes tiresome, and the forced happy ending is cheesy.

Apocalypse Pow

In addition to practical niceties like a free-moving camera and vantage points that never conceal adversaries or important items, Devil has atmosphere to spare. Ornate gothic castles comprise the architecture, and beautiful ambient effects—such as shadows, smoke, fire, and fog—pack the screen. An army of detailed monsters inhabits the surroundings, and none are more impressive than the bosses, which vary in size from screen-filling griffons to smaller, blade-toting marionettes. With all these monsters to banish, you can bet buckets of blood are going to be shed—especially by the bosses, who meet their ends in a variety of nasty ways (hence the Mature rating).

The soundtrack delivers a constant barrage of fright-inducing, tortured screams and jarring bursts of gunfire—punctuated by the squish of enemies being hacked or blasted apart. The music also serves an important function by changing from mellow to rousing hard rock when an enemy appears onscreen.

Despite Dante's daunting number of attacks, straightforward controls keep slashing, shooting, and transforming manageable. Menu navigation is easy, too, and being able to switch between key weapons with a single button is a huge plus over having to interrupt the action to do it in the weapon inventory.

Sympathy for the Devil

Devil raises the PlayStation 2 bar, so it will be interesting to see how other releases fare in comparison—especially the upcoming Metal Gear Solid 2: Sons of Liberty. The Devil May Cry, but gamers will weep if they pass on this one.

PROTIP: In Mission 8, after using the trident, activate your demon powers, run downstairs to the room directly below you–1F–and go through the gate before it closes.

PROTIP: Don't have a dino crisis in Mission 17; use your sword to bat incoming fireballs back at the dinosaur statue.

Devil-Hunting Weapons

Here are descriptions of all the firearms that you can collect in the game and how they compare in effectiveness and range.

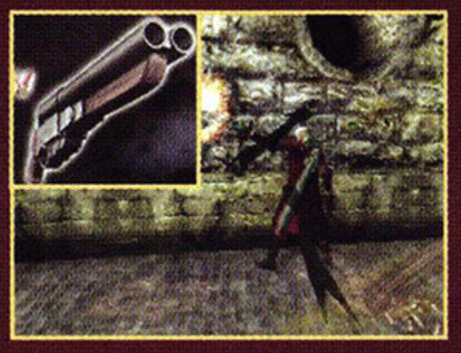
Handgun

A pair of pistols that do little damage but have excellent range. They are best used for air-juggle combos with a sword.

Nightmare-β

One-handed weapon that fires a laser blast that ricochets off walls. It's most effective when fully charged up.

Shotgun

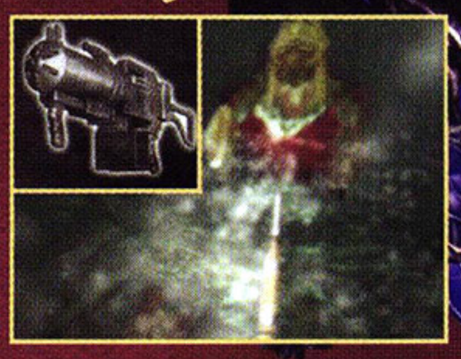


A double-barreled shotgun, best used for up close and personal business. It's ineffective against long-range targets.

Grenadegun

Fires a grenade that explodes on impact; the most powerful firearm in the game. It has a slow firing rate, however, and cannot be used while jumping.

Needlegun

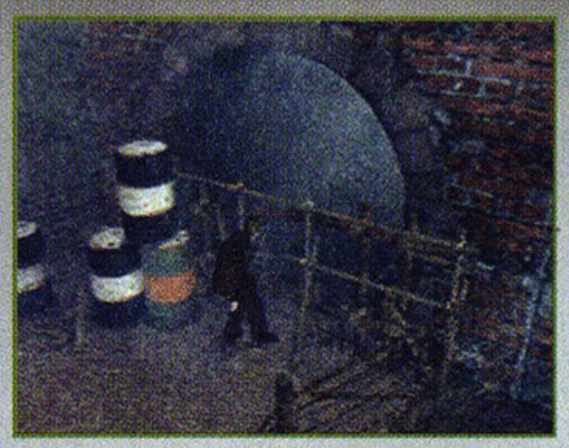


Can be used only during first-person swimming sequences. It fires a steady stream of needle-like projectiles.

GRAPHICS 5.0	SOUND 5.0	CONTROLS 4.5	FUN FACTOR 4.5
Devil's graphics boast awesome visual effects and creepy details that pull you into the game. The lighting strikes a solid balance between light and shade, and, despite the multiple camera angles, you never lose sight of your character.	The awesome audio track is composed of excellent sound effects and fitting music that bring the action to life. For a real kick, play the game through a stereo system.	The control scheme feels right, and once you're familiar with Dante's techniques and abilities, destroying the undead becomes second nature. The lack of a custom controller configuration, however, hurts the overall score.	Devil May Cry is an intense action/adventure game where technique is king and the challenge level is high. Throw in fantastic graphics and intuitive controls, and you've got one of this year's strongest PlayStation 2 titles.

SILENT HILL 2

When the ESRB slapped a big, fat Mature label on Silent Hill 2 for blood, gore, and sexual themes, it wasn't kidding around. This sequel to Konami's cult horror hit is intensely disturbing, filled with images that shock, moments that leave stains on your subconscious, and nauseating abominations that defy description in mere words. Silent Hill 2 appalls more effectively than most Hollywood horror movies made in the last 20 years, and makes Resident Evil look about as menacing as Ms. Pac-Man. Silent 2 is a terrific, terrifying experience, though previous Silent Hill residents may feel a slightly sickening sense of déjà vu.



PROTIP: Find your first weapon and the monster-detecting radio at the end of Vachss Road.

PROTIP: The lead pipe is on the hood of the car at the Texxon station near the bowling alley.

This Is a Dark Ride

Silent 2 is proof positive that game designers are truly starting to think like moviemakers, fully aware that what you don't see (or hear) is often just as important as what you do—even if it means hiding your photorealistic textures and best character models behind curtains of darkness and layers of grime. When you shine your flashlight on a mucus-covered almost-human, its skin briefly glints with sickening realism; the enormous, twitching shadows these monstrosities cast on the walls are even creepier than the grotesques themselves. The music and sound—a Dolby Surround–enhanced collection of unsettling screeches and sickening silences—never fails to burrow under your skin. Flashlights, shadows, and very sinister effects are nothing new to gaming, but it's not often that they're used as effectively as they are here.

PROTIP: As you finish levels, voices are progressively added to the opening CG movie that fill you in.

Not all in SH2, however, is so unsettlingly excellent. While the dialogue isn't nearly as awful as that of other games from the Resident Evil School of Bad Voice-Acting, it occasionally takes a tone-breaking detour into Stupidtown. And the graphics in the outdoor scenes—aside from some nifty fog—don't look much better than those in the PlayStation version. Thankfully, you spend most of the game in the great indoors.

With its haunted hotel and plethora of psychological weirdness, Silent Hill 2 plays a bit like Stanley Kubrick's *The Shining*.

PROTIP: Don't be alarmed when the world whimsically rearranges itself—because it will.

PROTIP: The Apartment Building's third coin is stuck in the garbage chute, so throw something heavy down there to dislodge it.

PROTIP: Save before you attempt to open the box based on the elevator announcer's three questions. You'll have only one chance.

PROTIP: A couple shotgun blasts are your best bet to take out the...uhhh... table/dog/mouth things that lurk in the hotel hallways.

Ancient Evils

So what would happen if you removed the art from the Silent 2 equation? Suddenly, you'd be left with a game about a stupid,

PROTIP: What is the taunting Angela? Who knows. Quietly take out your shotgun and make it go away.

PROTIP: In the Apartment Building, you'll find the flashlight on the second floor, in Room 205.

Silent Hill 2 lets you choose the difficulty level of the puzzles as well as the action.

BY STAR DINGO

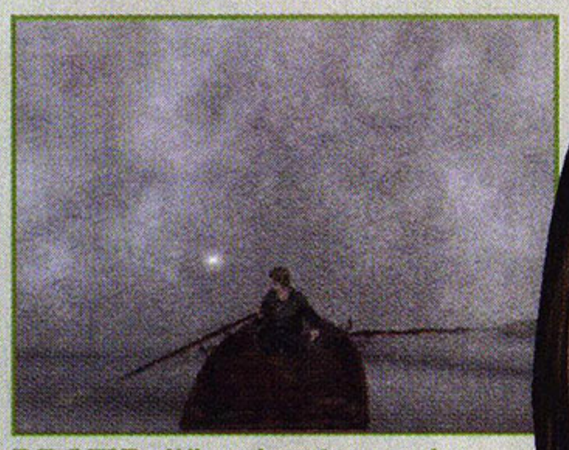
- Developed and published by Konami
- $49.99
- Available now
- Adventure
- 1 player

MATURE M CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	3.0	4.5

SH2 boasts multiple endings, and you'll undoubtedly want to see them all–though you probably won't want to play through again to do so.

PROTIP: Because killing enemies earns you nothing but the satisfaction of seeing them dead, flee instead of fighting whenever you can.



PROTIP: When boating on the lake, look for a light in the fog and head in that direction.

out-of-shape man with severe vision problems forced to wander blindly around mazes solving brainteasers stolen from cereal boxes. For all its style, Silent Hill 2's gameplay mechanics are no different than those of any other game ever slapped with the "survival/horror" tag. You know the drill: Retrieve Medallions A, B, and C; place them in Statue D, which unlocks Door E; then whack legions of the same four enemy types, using the usual array of blunt objects, pistols, and shotguns.

PROTIP: In puzzles like this one involving the six hanging bodies, what you do in one room will inexplicably affect what happens in another.

PROTIP: Sometimes they come back again...and again. Just because you killed a thing once, don't expect it to still be dead when you return.

As in the previous Silent Hill game, the focus is on slow, clumsy melee combat, and you'll fight awkward camera angles as much as freaky bad things. A relatively responsive real-time camera and the ability to choose between 2D and more traditional 3D, Resident Evil–style controls are more than welcome, though.

Until the End of the World

Silent Hill 2 takes about 12 game-hours to complete, just enough time to satisfy before wearing out its welcome, and the endgame fulfills the story's promise, shocking more in what it implies than in what it says. Gamers who crave closure, however, should know that much of Silent Hill 2 is just weird for the sake of being weird, and surreal without much justification aside from, "Boy, this sure is one crazy town."

Silent Hill 2 is more an "experience" than a game, fun in a masochistic "I need a bath" way rather than in the traditional butt-kickin' sense. Honestly, you'll probably dig this game more if you've never played the original. Silent Hill 2 feels more like a remake than a sequel—more like the survival/horror game Konami wished they could've made the first time, before technology caught up with their deeply messed-up vision.

PROTIP: Descend to the octagonal chamber near the beginning of the labyrinth to find the creepiest–and most unwieldy–weapon in horror history.

The graphics are filtered through a fuzzy, static haze, giving SH2 the grainy look of a VHS home video.

GRAPHICS 5.0

There are no flashy 10-minute summoning sequences, but SH2 still qualifies as ungodly gorgeous. Some credit goes to the PS2's graphical techno-potential; more credit goes to the artists who knew how to use it.

SOUND 4.5

Wails, screams, clanks, music, and radio static are all implemented with startling mastery, though the voice acting—while above average for a survival/horror game—is still too silly for the subject matter.

CONTROL 3.0

Operates nearly identically to the first Silent Hill, with more emphasis on awkward melee combat than the usual survival/horror game's. A real-time camera helps as does the ability to choose 2D or 3D control.

FUN FACTOR 4.5

Fantastic, if your idea of "fun" is turning off the lights and permanently scarring your own psyche. Silent Hill 2 is an amazing piece of dark, interactive art, mildly marred by ancient survival/horror mechanics.

ICO

BY FOUR-EYED DRAGON

- Developed and published by Sony
- $49.99
- Available now
- Puzzle/ adventure
- 1 player

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.0	4.0

ORIGINAL IN CONCEPT and design, Ico is one of those games that can't be placed in just one category. It craftily combines mind-teasing puzzles, enigmatic storytelling, and some surreal battles to produce a riveting adventure.

Children of the Horn

Ico's tale is as exotic as its gameplay. You play as Ico, a 12-year-old boy who is born with horns and, following the village's tradition, is brought to a deserted castle to be sacrificed so the community can be thoroughly cleansed. Soon after he's left to die, Ico escapes from his tomb, only to find himself thrust into a great quest to save a mysterious girl named Yorda from the dark secrets of the castle.

PROTIP: Outside the castle walls, grab and move every torch until all the torches light up.

PROTIP: In the Graveyard, have Yorda stand on the floor switch to enable you to go inside.

You must guide Ico and Yorda through a variety of perplexing situations as they attempt to escape the castle grounds. Each part of the dilapidated building contains a wide range of cerebral puzzles that test your wits, though simple jump-and-climb tactics come in handy. You also have to contend with shadowy figures who periodically materialize out of thin air in an attempt to snatch Yorda away. Fortunately, it's easy to control Ico using straightforward button actions, whether he's playing bodyguard or trying to find an answer to a puzzle.

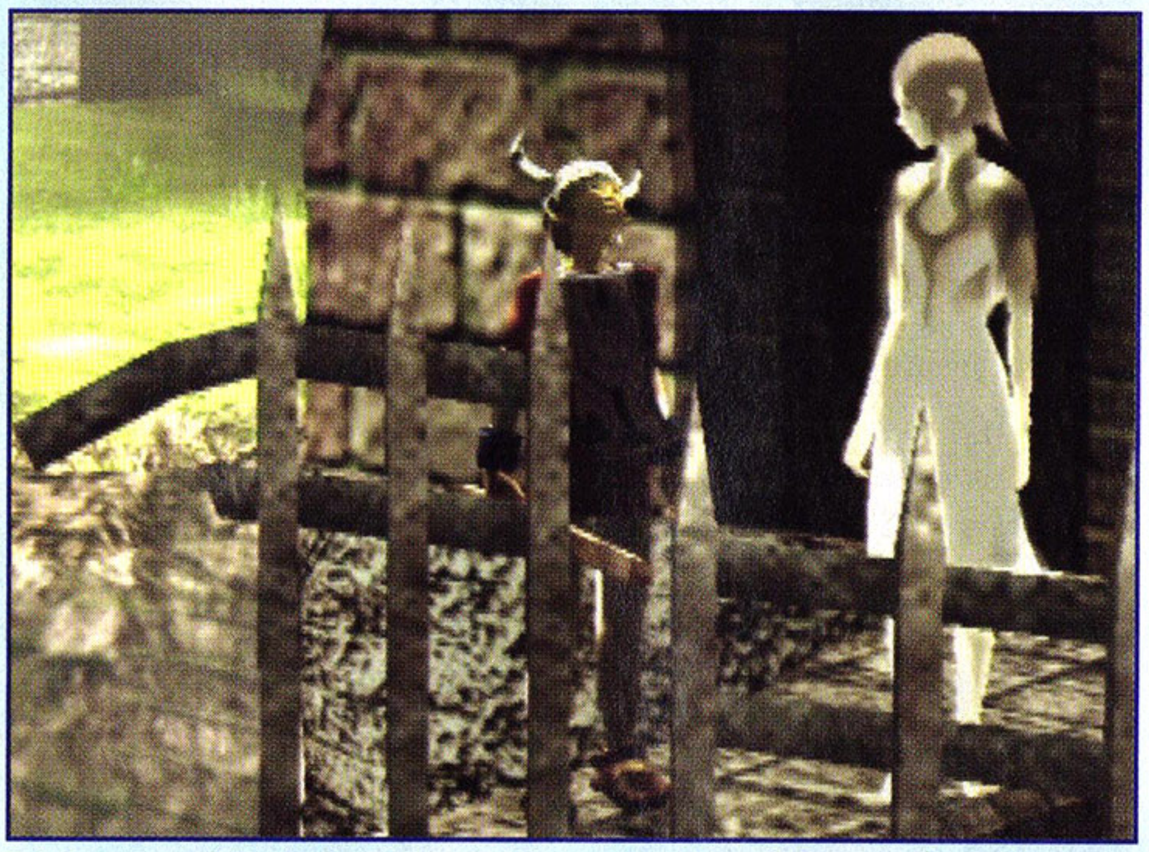
Intellectual Impressionism

The most striking feature of Ico is the splendid visuals, which nicely complement the bewildering story. You'll get a sense of vertigo when you stand on top of the fabulously detailed structures that tower into the clouds, and your eyes will constantly be amazed by the amount of detail, from character animations and the shadows they produce to the vivid scenery in the background.

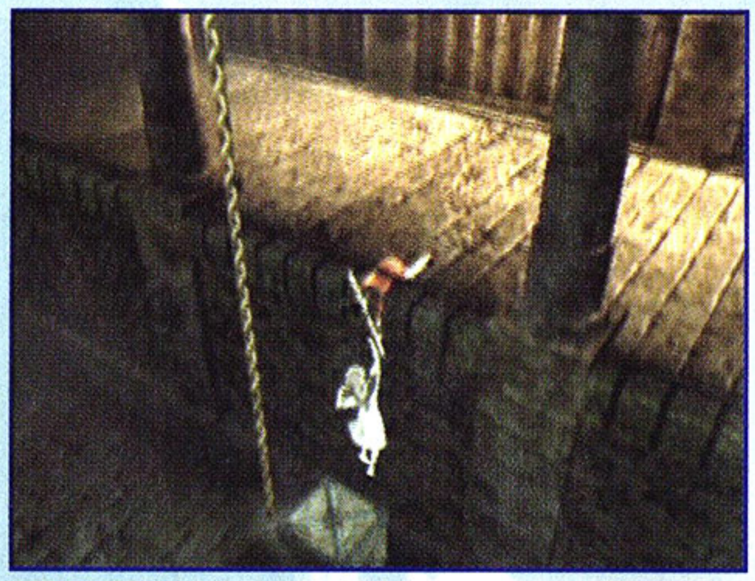
The audio score is also impressive, albeit sparse. The few sounds—chirping birds, wind blowing, echoing footsteps, and eerie music when the shadows appear—add nicely to the aura of the game.

No Brains, No Glory

Ico is definitely not for everyone. There's no fast action, the puzzles can be extremely frustrating, and the story unfolds more slowly than those of most adventures. Still, Ico is unique and engaging in every respect—and for highbrow types who crave a challenge, this is as good as it gets.

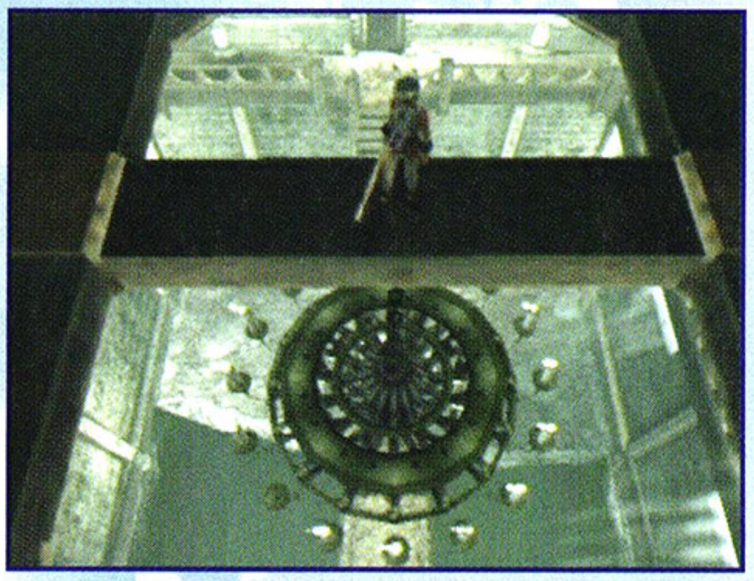


Subtle expressions on the characters' faces superbly tell the game's story.

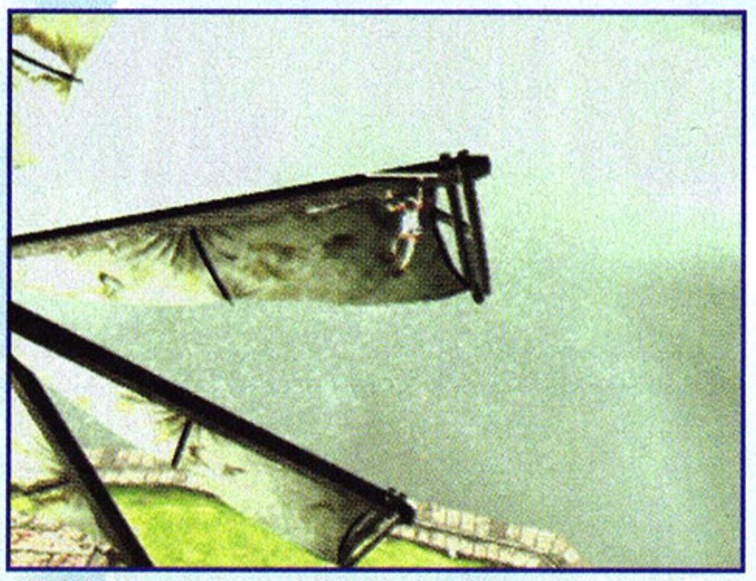


PROTIP: Yorda can't climb ropes, so you'll need to help her up ledges by grabbing on to her hands.

PROTIP: When fighting the shadows, hold on to Yorda as much as possible. The closer she is to you, the better chance she has to survive.



PROTIP: Remember to look everywhere, including up, for clues.



PROTIP: Jump and grab the edge of the windmill to get to the top of the tower.

GRAPHICS 5.0

The Myst-like visuals are simply amazing, from picturesque backgrounds to spirited, vividly detailed characters. Ico's structures are architectural masterpieces.

SOUND 4.5

Sounds are sparse, but what you do hear conforms beautifully to the game's ambiance. Echoing footsteps, blowing wind, and Ico's yell to Yorda are music to the ears and help set the pace of the adventure.

CONTROL 4.0

The button layout is a breeze to master. Some camera views, however, won't reveal everything unless you're standing in the right spot, which can be aggravating.

FUN FACTOR 4.0

Don't expect fast-paced action in this adventure. Instead, Ico teases your mind with challenging puzzles and an ambiguous story line. The game's impressionist-influenced graphics will help keep you playing until the very end.

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PlayStation.2

XBOX

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ENIX

PlayStation ®

TEEN
T
CONTENT RATED BY ESRB

Mild Language
Mild Violence
Suggestive Themes

In the world, only this island is...

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SPY HUNTER

BY UNCLE DUST

- Developed by Paradigm Software
- Published by Midway Games
- $49.99
- Available now
- Vehicular combat
- 2 players

TEEN T CONTENT RATED BY ESRB

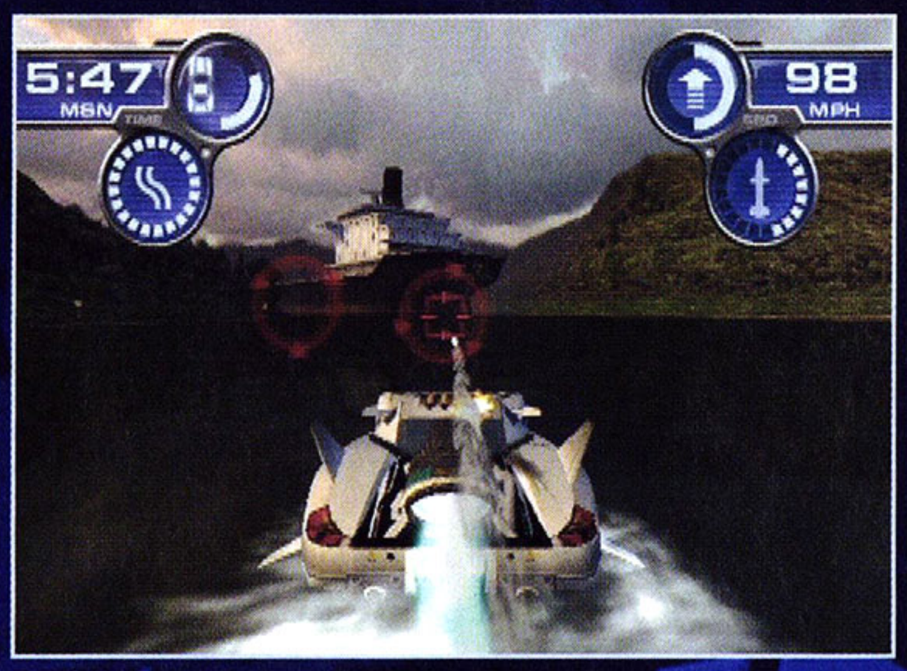
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	4.0

WITH ITS COOL steering-wheel peripheral and killer gameplay, Spy Hunter ruled the arcades in the 1980s. Now Midway is bringing back this gem in 3D on the PS2.

IT'S A CAR...

Updating a classic is dangerous ground to travel, so Midway has trod carefully upon the hallowed earth of Spy Hunter. You start by manning the famed Interceptor—an international spy's ultimate car/boat/motorcycle—and hit the training ground before you head around the world on various objective-based missions. Fans of the old game will immediately recognize many enemies, from the blue gangster-style cars with side blades to mine-dropping boats and helicopters, as well as the famous weapons truck.

What's new that works is the Tony Hawk–style level advancement where you earn points through objectives to open up later levels. This gives replay-ability to a game that could've been sorely lacking it. As you progress through the game, mission objectives become trickier and bad guys meaner. But goals don't accumulate like in the skateboarding game, so you must do a "perfect" run to obtain them all, which can be a little repetitive.



PROTIP: Hit these tanker ships with missiles to open up their cargo decks and find the targets that you must destroy.

PROTIP: Be careful on the French Riviera because there's lots of pedestrian traffic and your enemy will smoke-screen heavily.

PROTIP: You have plenty of time to complete missions, so turn around and go back for missed shortcuts.

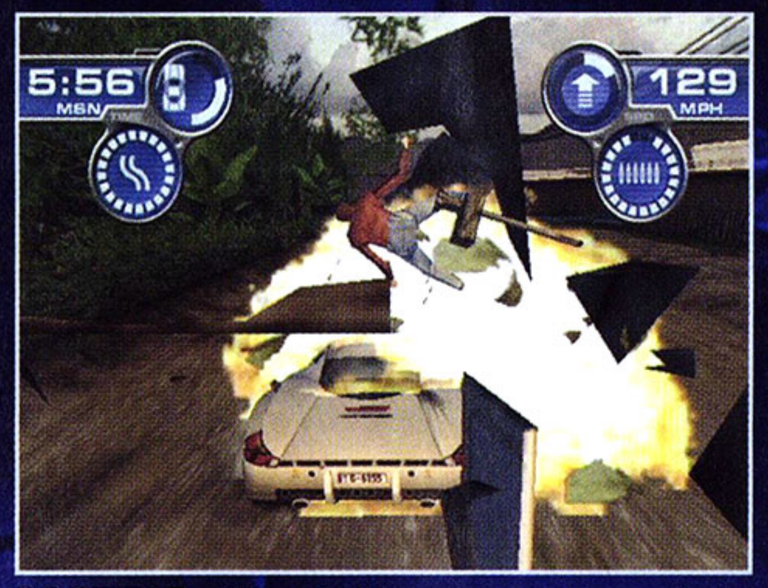
PROTIP: To escort this truck to safety, zoom past with a turbo boost immediately and take out the towers.

IT'S A BOAT...

Spy Hunter's graphics are fast and smooth, with plenty of crazy explosions and effects. The frame rate is high and the sense of speed exhilarating. The variety of mission locations keeps the game visually interesting, even though you're basically doing the same thing on every level. Gamers will immediately recognize the classic theme song to Spy Hunter, which is used throughout the game, and which is joined by some rather mediocre new music. Sound effects and voice-overs are effective but not outstanding.

The Interceptor is a little unwieldy at first, yet as you progress (and accumulate more high-tech weaponry), you'll become more and more comfortable with everything that the car can do. The Interceptor is responsive, and with a little practice you'll get the hang of using its myriad weaponry.

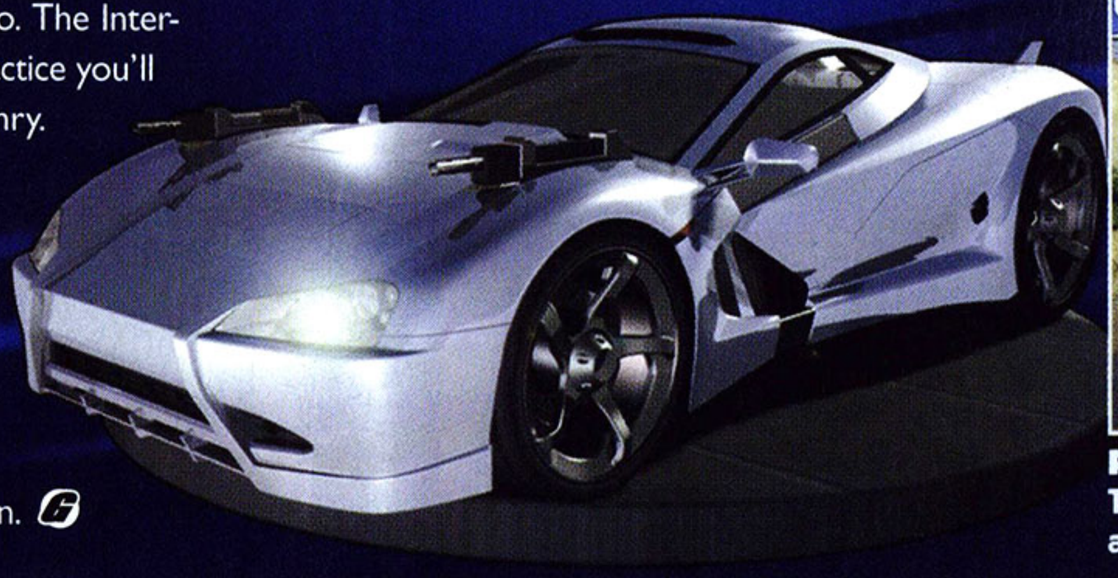
PROTIP: You must find all the shortcuts in a mission–like taking a right turn at this truck in the Florida Keys–to activate the SATCOMS.



PROTIP: Don't be afraid to use your car as a battering ram to take out damaged opponents.

NO, IT'S AN ARCADE RELIC!

It may be a little repetitive and not very deep—but the PlayStation 2 version of Spy Hunter will supply a great ride to retro-gamers and those looking for some fast, arcade style action.



PROTIP: Complete all objectives on the IES Training Ground levels–they have many and are the easiest to do a "perfect" run on.

GRAPHICS 4.0

The visuals in Spy Hunter are smooth and fast, just like the Interceptor. The updated spy vehicle and the many enemies—some old, some new—are all well designed.

SOUND 3.5

The soundtrack is not outstanding—except for the famous *Peter Gunn* theme—but it's good enough to keep you in the action without becoming distracting.

CONTROL 3.5

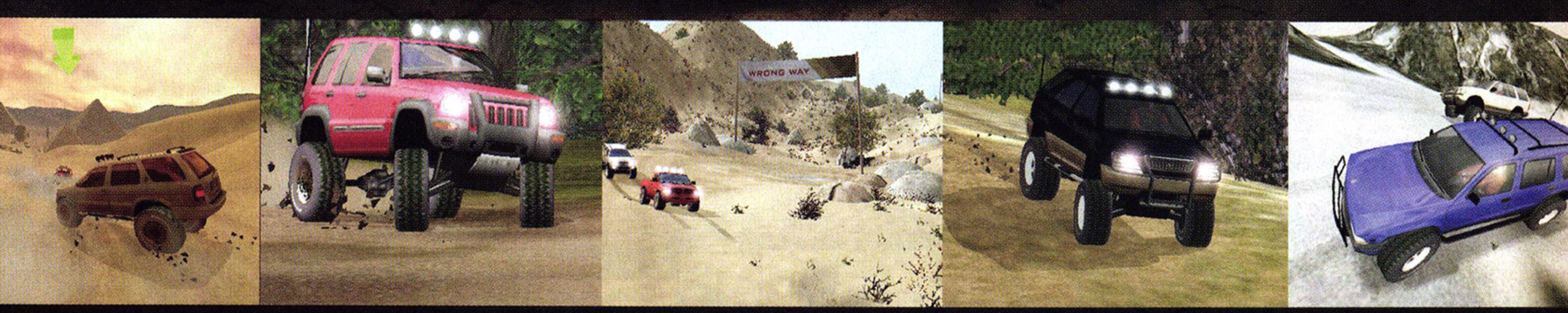
The Interceptor can do so many things, it's almost overwhelming at first. But the car is very responsive, so once you get the hang of switching weapons and targeting, you're good to go.

FUN FACTOR 4.0

Those who enjoyed the game way back when will enjoy Spy Hunter on the PS2. It's not overly complex and keeps enough of the retro feel in 3D to be an enjoyable game today.

XBOX

EVOLUTION ONLY WORKS IN THE WILD



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BY BROTHER BUZZ

- Developed and published by Koei
- $49.99
- Available September
- Strategy
- 1 player

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.0	3.0

KESSEN II 決戦

ONCE UPON A time in China, two warriors—Liu Bei and Cao Cao—made a pact to take down an evil empire. Unfortunately, C. Cao went all dark side on Liu, and the two ended up fighting. Their epic struggle is the stuff of Chinese legend and is recorded in a famous tome called *Romance of the Three Kingdoms*.

Veteran strategy gamers know that Koei just loves *RTK*—the company has dipped into *Romance* more times than Madonna to make its fortune. Koei's latest take on the legend, Kessen II, is a historical strategy game that's more show than go…but what a show!

Liu Bei Watch

Kessen II's visuals are primarily a spectacular display of CG cinematics. As in an awesome DVD trailer, you witness titanic clashes between armies, awesome elemental magic attacks, stunning ninja fights, and ingenious Asian instruments of war. Things trail off dramatically, however, once you get into the gameplay.

Workmanlike controls don't ask you to do much, but they help you adequately oversee 30 campaigns. It's easy, though tedious, to position battle units via an overhead-view map. The pacing is very slow as you select and then move multiple units. A few simple button presses enable you to zoom in on battles to bust magic attacks or fight with weapons, yet moving around with the joystick is sluggish and imprecise. Hard-nosed, patient battlefield commanders are probably the best ones to be messin' with Kessen.

Strategically Speaking

On the plus side, Kessen II gets pop from nicely synched music and dramatic dialogue. Because it's been translated from Japanese and is so movie-like in its presentation, however, it sometimes suffers from dubbing with voices that don't quite fit the appearance of the characters.

On the whole, Kessen II comes off as unbalanced. It's a decent strategy challenge that marches steadily along surrounded by major cinematic fireworks. But the difference between the sheer energy in the cinemas and the painstaking gameplay is so striking that it feels like you're fighting battles less to win them than to see the next visual treat.

PROTIP: If an officer like Guan Yu has Duel, use it as soon as possible against the enemy commander. You might score a quick victory.

PROTIP: For best use of magic, your commander position is critical. Adjust it from the magic targeting radar screen.

PROTIP: When selecting a battle plan, choose troop positions that protect your storehouse.

PROTIP: Train troops regularly, and your commanders might pick up special skills, too.

PROTIP: During sea battles, double- and triple-teaming enemy vessels is the way to victory.

PORTAL RUNNER

BY IRON MONKEY

- Developed and published by 3DO
- $49.99
- Available now
- Action/adventure
- 1 player

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.5	2.5	2.0

VIKKI GRIMM and Leo the lion take the leads in Portal Runner, 3DO's attempt to give its Army Men franchise a shot in the arm by yanking the action from the battlefield and hurling it full force into fantastic worlds that bend time, space, and reality. The concept of travelling through futuristic, medieval, and Jurassic worlds is a hackneyed one, however, and with rough textures and flat prerendered backgrounds, Portal Runner looks like a late-generation PlayStation title rather than a second-generation PS2 effort. It plays even worse, due to sludgy control and an obstinate camera that doesn't re-center after panning, making it burdensome to steer Vikki around while surveying her surroundings. Mercifully, Portal Runner's missions are short, and even incompetent gamers will have no problem conquering the easy "puzzles"—a good thing since players will quickly tire of Portal Runner's tinny in-game music and Vikki's raspy-voiced one-liners. Stay away. Stay far away.

PROTIP: In the canyon, use Leo to attack the dinosaurs while you destroy their nests with explosive arrows.

PROTIP: Normal arrows are useless against the evil dragon. Shoot the shields mounted on the walls of the castle to unlock the more powerful trident arrows.

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PlayStation.2

TEEN T CONTENT RATED BY ESRB — Violence

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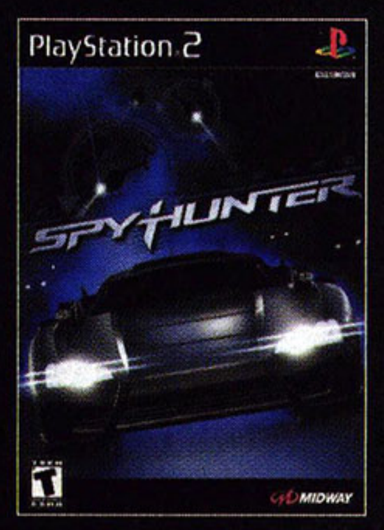

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DAVE MIRRA freestyle bmx 2

BY FOUR-EYED DRAGON

- Developed by Z-Axis
- Published by Acclaim
- $49.99
- Available now
- BMX
- 2 players

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	4.0

THE SEQUEL TO Acclaim's flawed BMX rider is actually a refreshing surprise—indeed, it puts the "miracle" back into the Miracle Boy's reputation by being a topnotch freestylin' cyclist for the PlayStation 2.

MODIFIED GAMING

New to Mirra 2 is a set of crazy stunts called modifiers. Known as technical tricks, modifiers like bar spins and seat grabs are ornamentation for the big-air shows, and you can perform them before, during, or after each trick—which means the game has a whole mess of aerial combinations. While the controls are reminiscent of the first Dave Mirra's—a bit sluggish and often unresponsive—the ability to execute this glut of aerial acrobatics is joyfully finger numbing.

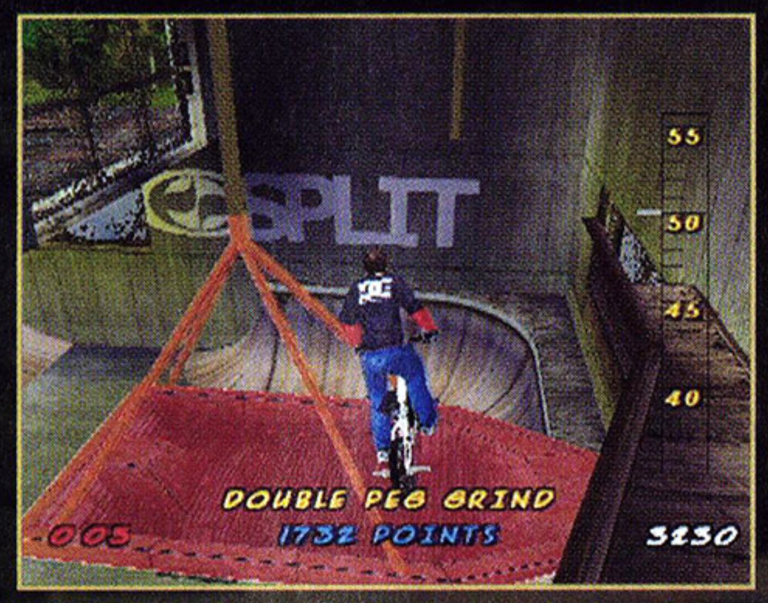
PROTIP: Quickly add in a modifier when performing a normal trick to rack up big points.

SUBLIME TO THE EYES AND EARS

The new visuals make riding with Mirra even more pleasant. Huge, colorful courses that cleverly mix street and vert obstacles into natural environments are beautifully designed with depth and creativity. Periodically, however, drops in frame rate occur, and the camera angle can get screwy at tight turns or when you're under a raised platform. Still, there's enough diversity on each track to enliven your ride.

The eclectic mix of songs nicely adds to the BMX flavor. You'll want to turn up the volume—from A Tribe Called Quest to Sublime, the upbeat tunes constantly create rhythm for the gameplay.

Dave Mirra 2 mixes a wealth of features to make it worth your time. Even though it's the only BMX game for the PS2 to date, it's much better than any other freestyle biking game for any other system.



PROTIP: In Swamp Trails, destroy the hanging boats by jumping onto them from above rather than hitting them from below.

PROTIP: Go through the "Do Not Enter" gates in Commercial District to find a slick mini-area.

PROTIP: Use the base of the cranes as the jumping-off point to get on the ship's flatbed.

XG3 EXTREME G RACING

BY IRON MONKEY

- Developed and published by Acclaim
- $49.99
- Available now
- Futuristic racing
- 2 players

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.0

THE EXTREME G racing series thrusts over to the PlayStation 2 in Extreme G3, which boasts sizzling speeds and enough thumb-crushing intensity to keep futuristic racing fans satiated until Wipeout Fusion arrives.

Tripping the Light Fantastic

Acclaim has eradicated the heavy fog and slowdown that hampered previous Extreme G games—an improvement that is more than just cosmetic, as it generates a searing sense of velocity. The frame rate maintains a fluid 60 frames per second as you corkscrew through blazing light-trails and tortuously twisting courses, steep vertical drops, and immense loops. Real-time lighting and the sure-to-become-ubiquitous "raindrops beading on lens" effects are dazzling. The game's fully customizable controls are precise. As in previous series entries, each bike has its own futuristic engine sound, and the air cracks with throbbing if generic techno beats. XG3's coolest feature is the sonic boom that occurs when you hit about 750 mph.

PROTIP: Try not to bump your enemies from behind—it gives them a boost that leaves you in the dust.

Breaking Sound If Not Ground

XG3 also features a revamped weapons system: Instead of scooping them up while racing, you have to purchase weapons between races, which enables you to stockpile an arsenal suited for myriad situations. Cycling through the menu for an appropriate weapon while trying to bank terrifying twists, however, is extremely difficult to do without shredding your bike against the barriers and missing your target. Yet this is a minor drawback in an intensely addictive, if not particularly innovative, racer.

PROTIP: Using your weapons while maneuvering breakneck turns is difficult, so wait until you're on a straight strip for better accuracy.

PROTIP: Utilize short, intermittent boosts to keep your speed at optimum levels while preserving shield strength.

PROTIP: Enemy racers will fire from behind, so use your turbo right after passing them to outrun their attacks.

MIDWAY
www.midway.com

START

FINISH

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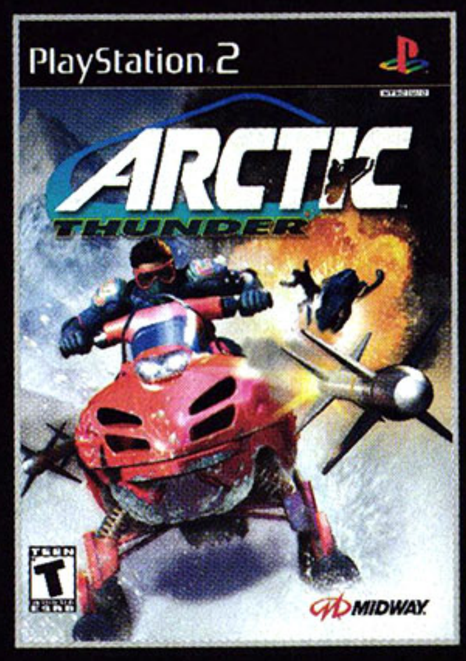

Sneak Preview @ www.arcticthunder.midway.com

ARCTIC THUNDER

PlayStation 2

XBOX

TEEN
T
CONTENT RATED BY ESRB
Mild Violence

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TEEN
T
CONTENT RATED BY ESRB

Violence

PlayStation.2

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PlayStation 2

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Jeremy Jones casually tweaks a switch 1440 stalefish over a 70 foot+ cliff band.

Amateur rider Trent covers huge distance with this late 180 tail grab in Canada.

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Blinding speeds and endless combinations are Tara Dakides key to boardercross.

Cool Boarders® 2001. Ride massive arcade style courses against real world class pros like Todd Richards, Tara Dakides, Kevin Jones and Michele Taggart. Rest up. It's gonna be a long season.

CoolBoarders 2001

Todd Richards gets big style points with this inverted backside 180 in the Highland Half Pipe.

Kevin Jones grabbing stalefish over powder transitions.

BY AIR HENDRIX

- Developed by Eidetic
- Published by Sony
- $39.99
- Available now
- Action
- 2 players

MATURE M CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	4.5

syphon filter 3

PROTIP: If you know enemies are lurking around a corner, go to the sniper view. Carefully use the Strafe buttons to peek out around the corner, and then fire a few rounds while remaining protected.

THE EXCELLENT SYPHON FILTER 3 shows that there's plenty of love left for PlayStation gamers as Sony's latest black-bag operation preserves the series' now-familiar style and quality. While the third installment offers little innovation, it also offers little reason to complain—the setup is as familiar as the gripping excitement of playing commando once again.

PROTIP: Use strafing (hold L2 or R2) to maneuver around blind corners and to evade incoming fire.

IT WAS A DARK AND STORMY NIGHT

Syphon 3 finds Gabe and Lian facing congressional hearings on the Syphon Filter virus. As they recount their missions that preceded the first Syphon game, you play through them, building toward a big current-day finale at the end. This flashback approach makes the plot feel a little strained, but at least the developers didn't stoop to having Gabe wake up to learn it was all a dream....

More importantly, the gameplay still delivers thrilling combat that's focused less on stealth and much more on action. Sneaking still has its rewards, but if you develop some decent, twitchy aim, you can charge full-tilt through the skirmishes. Occasional scripted events change your objectives on the fly, injecting an organic, more realistic feel—though an element of "die until you memorize the patterns" remains. Fortunately, you can save at checkpoints, which minimizes the tiresomeness of replaying levels.

PROTIP: When entering unknown territory, hold × to sneak, which reduces your chances of alerting any enemies ahead.

PROTIP: If your Danger meter is filling up, start rolling (tap ○) to get your butt out of Dodge.

A SHOT RANG OUT

Syphon 3's only big new feature is the mini-games that complement the two-player split-screen deathmatches. But a big part of Syphon's fun is that feel of being on an important mission—part of a grand plan. When that's replaced with a Mario Party–like approach, it feels pretty hollow, and it's definitely not as interesting as the one-player mission.

Syphon's superb controls return to make the game a blast to play. Gabe and Lian pack some cool new weapons, maneuver as elegantly as always, and deal plenty of lead with the excellent targeting systems. And given the capabilities of the now-lowly PlayStation, topnotch graphics and sound (both on par with Syphon 2's) help make the action exciting and appealing.

PROTIP: Use target locking (hold R1) to shoot at enemies while moving in unpredictable patterns to avoid their fire.

THE MAID SCREAMED

Syphon 3 is really more of an add-on level pack than a whole new game, which is hardly a bad thing. Pros will comfortably stride right into the fray, while newbies should start with Syphon 1 to avoid being lost. Either way, Syphon 3 is a riveting mission that no self-respecting commando wannabe should skip.

GRAPHICS 4.5

For a PlayStation game, Syphon 3's visuals put on a great show—especially the sweet animations. An awesome third-person camera that always picks the right perspective nicely completes the package.

SOUND 4.5

The music makes you feel like an action hero—swelling during big conflicts and fading for those quiet moments between the storms. The sharp weaponry sound effects also rock.

CONTROL 5.0

As always, Syphon's controls rank among the best in console action games. A stellar targeting system combines with slick sneaking and evasion moves to get the job done beautifully.

FUN FACTOR 4.5

Although it's less a true sequel than a level pack of new missions, Syphon 3 won't disappoint fans. Polished, absorbing espionage-themed action makes it another must-play mission.

PROTIP: The most important Syphon skill is head shots, which instantly take out enemies–even those in flak jackets. Hold L1 to go sniper and line up the cursor.

PROTIP: Whenever possible, crouch before firing on an enemy–it greatly improves your aim.

Coming November 2001

SHREK™

Easily the most impressive aspect about the game is its graphical prowess.

– GameSpot July 2001

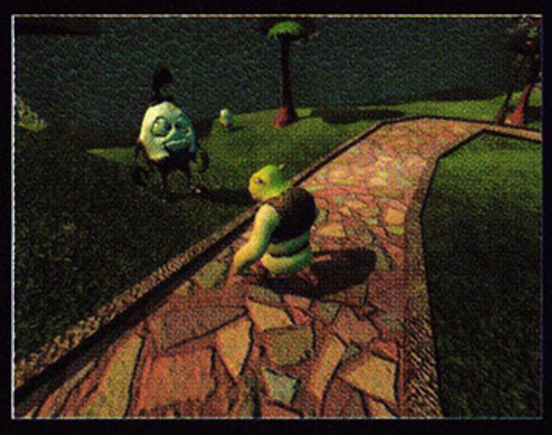
Shrek looks gorgeous and its attention to detail is astounding...

-Expert Gamer September 2001

The production values are movie-like...They'll wonder if you are playing the game 'Shrek', or watching the movie *Shrek*. And people will get hooked.

– cnn.com May 2001

All new environments! Plus, New characters designed by Todd McFarlane!



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CONTENT RATED BY ESRB

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XBOX

TDK mediactive

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ENTER: ELECTRO SPIDER-MAN 2

BY UNCLE DUST

- Developed by Vicarious Visions
- Published by Activision
- $39.99
- Available now
- Action/adventure
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

NEVERSOFT AND ACTIVISION reinvigorated the superhero video game genre last year with one of the PlayStation's better action/adventure games, Spider-Man. Before the PS2 and other next-gen systems squeeze the last bit of life out of Sony's little 32-bit system, Spider-Man is resurfacing in another adventure—Spider-Man 2 Enter: Electro features a new cast of villains (along with some returning baddies) to put the arachnid hero through his paces once again.

A HEROIC RETURN

Mixing bare-fisted brawling with web-slinging and mind-teasing puzzles, Enter: Electro offers the same challenges and rewards as the first game. Players will fight the odds and a ticking clock to save the world from the dangerous schemes of an electrified egomaniac. While innovations are few and far between in this sequel, it successfully keeps you engaged without feeling repetitive.

ARACHNID HOMO SAPIEN

The PlayStation may be showing its age when it comes to graphics, but it can still render a cool-looking comic book world. The short draw-in distance is cleverly hidden in the design and layout of the levels. The characters are again very blocky, but move with a fluid set of animations (especially the webhead himself) that add to the action.

The audio is stellar again, from the awesome voice-overs to the sensational Stan Lee, who introduces each new level. Solid sound effects and music nicely round out the package.

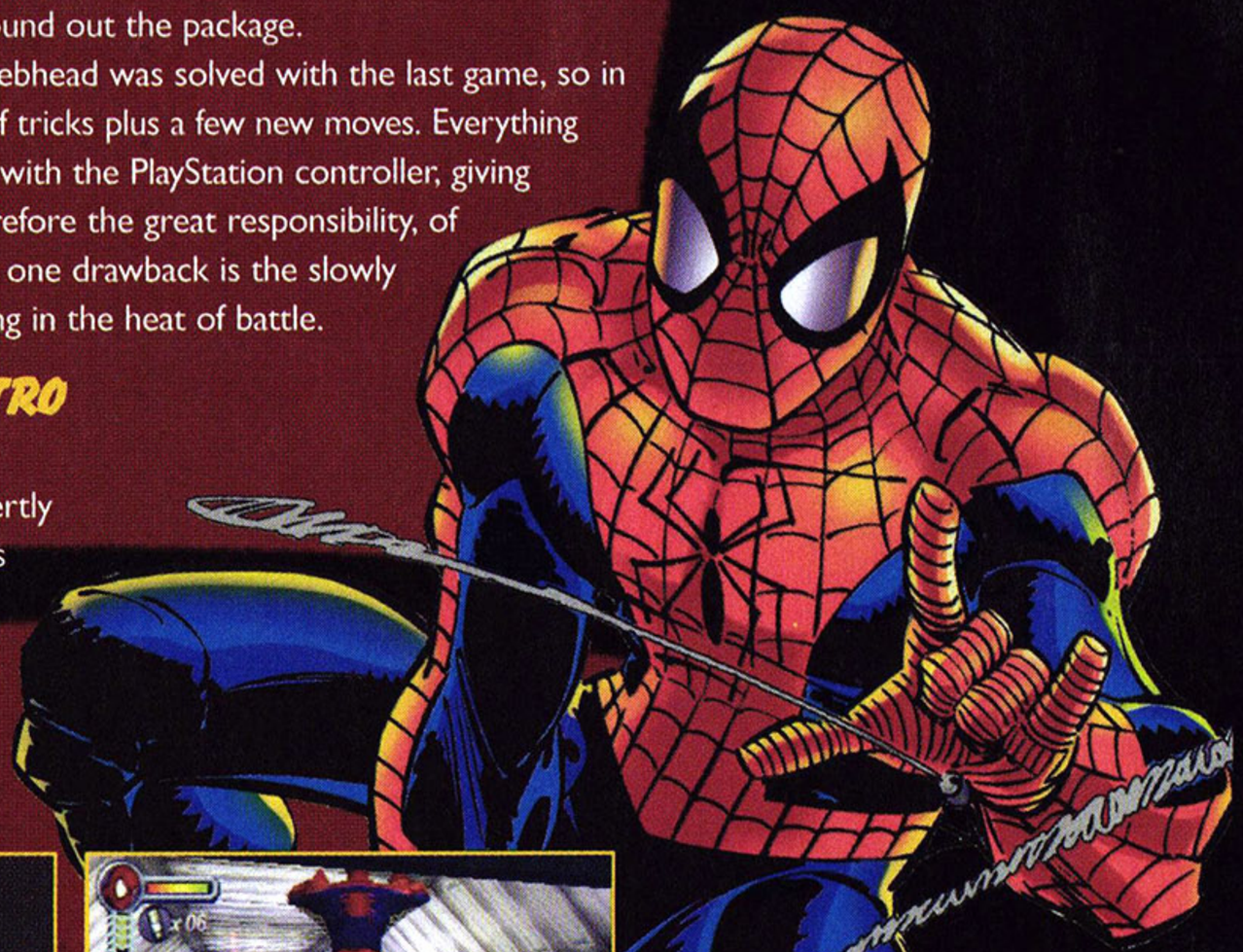
The trick of controlling the webhead was solved with the last game, so in this game Spidey has his full bag of tricks plus a few new moves. Everything that a spider can do, you can do with the PlayStation controller, giving players the great power, and therefore the great responsibility, of the introspective superhero. The one drawback is the slowly rotating camera, which is annoying in the heat of battle.

WILL THE REAL ELECTRO PLEASE STAND UP?

Spider-Man 2 Enter: Electro expertly treads familiar ground, making this sequel worthwhile for anyone who enjoyed the first game and a must for anyone who hasn't moved to the 128-bit gaming world just yet.

PROTIP: When battling Sandman, hit him with every object you can find to stun him, then use impact webbing to damage the giant sand wall.

PROTIP: Clear a path for the airplane until the third hangar; you'll have plenty of room there to web the propellers and stop the plane without it running into anything.



PROTIP: There's a comic hidden up on the scaffolding in the boiler room.

PROTIP: As you chase the helicopter, snipe with impact webbing as you move along from crane to crane for the quickest route.

The Beetle is one of many new faces to appear in Spider-Man's second PlayStation adventure.

GRAPHICS 4.0

The PlayStation has its limits—including blocky characters and a real short draw-in distance—but this game successfully re-creates the comic-book version of Manhattan.

SOUND 4.5

Spider-Man 2 has great audio: Excellent voice-acting, effectively cartoony sound effects, and the ultra-excitable Stan Lee doing narration.

CONTROL 4.0

The web-slinger's many cool powers are easy to control thanks to a smart controller layout. Unfortunately, a dumb camera often forces you to pause in the middle of combat.

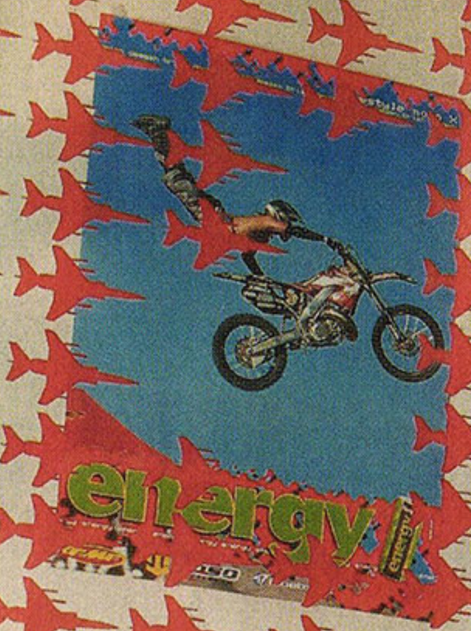
FUN FACTOR 4.0

Spider-Man spins his magic web again in his second PlayStation adventure, Enter: Electro, giving gamers another healthy does of superhero goodness.

PROTIP: To turn on the generator, go back to Area 1 and press both buttons, then head to Area 2 and hit the left button.

PROTIP: Jump to the ceiling and crawl to avoid the laser beams protecting the security room.

GET THE SKILLS TO
MAKE THE KILLS



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CONTENT RATED BY ESRB

MILD LANGUAGE
VIOLENCE

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Castlevania Chronicles

BY MAJOR MIKE

- Developed and published by Konami
- $19.99
- Available October
- Action/adventure
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	4.0

KONAMI'S LONG-RUNNING Castlevania series is resurrected with this revival of the 1986 PC 'vania that never reached the U.S. On the whole, Castlevania Chronicles is a very brief yet worthwhile addition to any Castlevania fan's collection, but the uninitiated may find that the game's platform-hopping techniques are behind the times.

PROTIP: You can find items behind walls and in out-of-the-way places.

Castlevania Redux?

Castlevania is quintessential 2D side-scrolling platform action. As famed vampire-killer Simon Belmont, you'll venture through 24 stages of monsters, which range from skeletons to werewolves. The play mechanics are strictly old-school as you have four moves at your command: whip, jump, crouch, and special weapon. Although the play scheme is reminiscent of Symphony of the Night's, it's much more limiting because you can't upgrade your weapons or use spells, shields, or other items.

There are two modes of play—Original and Arranged—although the only difference between the two is a different-looking Belmont. The game is exciting and entertaining—but nothing that can't be polished off in a little over an hour.

PROTIP: To defeat the last boss, Count Dracula, stay close to him, jump in the air, and give him a good whip snap. Not only does this inflict damage, but it also dissolves any fireballs that he may throw your way.

Visually, Chronicles' decent 2D graphics come complete with colorful backgrounds and no slowdown or breakup. The audio track is in working order, too, and couples unspectacular audio effects with hit-n-miss music that varies from low-key synthesizers to awkward disco-esque techno-pop. Rock-solid controls make movement a breeze, however.

Down...but Not for the Count

Castlevania Chronicles is worth a look for 'vania vets and anyone curious to see one of the first entries in what has since become one of gaming's most respected series. Interested parties should act fast, though: Only 25,000 copies will be available.

PROTIP: In Stage 7, when giant birds drop hunchbacks from above, whip the monsters as soon as they hit the ground; otherwise, they'll start hopping around and cause all kinds of trouble.

X-MEN 2 MUTANT ACADEMY

FIND OUT MORE ONLINE www.gamepro.com

BY UNCLE DUST

- Developed by Paradox
- Published by Activision
- $39.99
- Available now
- Fighting
- 2 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.5	2.0	2.5

MUCH LIKE A reckless Hollywood studio capitalizing on a summer-movie franchise, Activision is releasing a sub-par sequel to its superhero fighting game, X-Men: Mutant Academy.

Check out the Code Vault in the December issue of *GamePro* where you'll find a code to unlock Pool Party mode.

PROTIP: Playing as Professor X, back away and use his deadly projectile attacks; he is ineffective when in close.

Battle of the CTBs

Mutant Academy 2 suffers from all the same problems that the first game did, and it also lacks any real innovation or worthwhile additions (besides a few new characters and fighting arenas). The A.I. in this 2D fighter is still annoyingly single-minded— it either corner-traps or repeatedly flings projectiles. Character balance is still awful, cheap characters are still cheap, and aggravating characters are even more so the second time around.

The controls are still the most frustrating part of the game: They're sloppy, inexact, and derivative of Street Fighter's with a dash of Tekken's thrown in. The counter move is more difficult in the sequel (two buttons instead of one), but it's still too easy to pull off.

You Wouldn't Hit a Guy in a Wheelchair, Would You?

The game's graphics and sounds are identical to the original's—better-than-average 3D character and level visuals, but lackluster and irritating voices and sound effects. There isn't enough new material added, however, in either of these categories.

As in the original, the best part of Mutant Academy 2 is all of the extras you can unlock, including new costumes, movie art, and cool secret characters. It's too bad the gameplay is too tedious to make it worth the effort. Let's hope the second *X-Men* movie isn't this unoriginal of a sequel.

PROTIP: Find each character's attack that launches the opponent into the air. These different attacks can start deadly air combos.

PROTIP: Secret character Spider-Man has a dangerous array of kick attacks; combine them for some dangerous attacks.

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MAT HOFFMAN'S PRO BMX

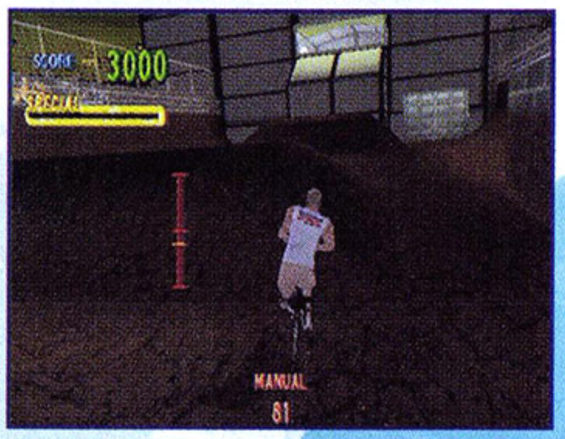
BY DAN ELEKTRO

- Developed by Runecraft
- Published by Activision
- $44.99
- Available now
- BMX
- 2 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.5

IT TOOK A little while for Mat "The Condor" Hoffman to touch down on the Dreamcast. Yet now that Activision's BMX trick master is finally ready to go, what do Sega gamers get for their patience? Um, the honor of playing the same game.



PROTIP: Performing a manual (tap ↑, ↓ or ↓, ↑ while riding on flat ground) is a little tougher here, but it's still the crucial skill for linking moves for big combos.

PROTIP: As you might expect, traction is lousy on NYC's skate rink. Don't even try to manual there; grind its walls instead.

SECOND RUN

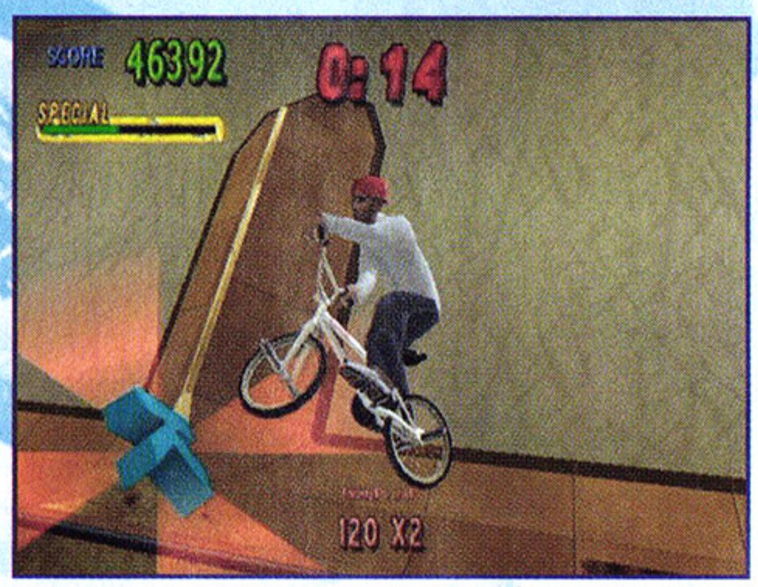
If you're a dual-platform gamer who passed on the PlayStation original and waited for the Sega version, you've neither lost nor gained. This one is a carbon copy of the Tony-Hawk-engine-based game, down to the player animations, level goals, and rock/metal/rap/hip-hop soundtrack. Players must perform wicked stunts around eight levels, collecting magazine covers for achieved goals. The only noticeable changes are higher texture quality and the fact that you're holding a Dreamcast controller instead of a Dual Shock.

Those higher-res graphics are cleaner but not amazing. The jittery camera sometimes makes landings awkward and a bit unpredictable. Controls are comfortable enough, but the mushy directional-pad response makes manuals tricky, while the skill upgrade system seems limiting compared to its Dreamcast counterpart, Tony Hawk's Pro Skater 2.

NO MORE, NO LESS

There's nothing terribly wrong with MHPB—its greatest asset, the sheer joy of performing death-defying stunts, is still intact. But gamers who were hoping for an enhanced gameplay experience won't find one. MHPB is an adequate port of a decent game, and as the Dreamcast software pool dries up, beggars can't be choosers. It's a shame nothing was done to take advantage of the Dreamcast specifically, but Mat Hoffman's Pro BMX stands as a fine game worth renting.

PROTIP: Check out the August issue of *GamePro* for a complete Mat Hoffman's Pro BMX ProStrategy Guide. All the PlayStation tips work here!



PROTIP: Landing fakie (backward, rolling freely on the bike's back wheel) will dramatically boost your special meter. The longer you coast fakie, the higher it goes.

Ooga Booga

BY STAR DINGO

- Developed by Visual Concepts
- Published by Sega
- $29.99
- Available now
- Action/ party
- 4 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.5	4.0

MAKE NO MISTAKE: Ooga Booga is very much a party game. Like Mario Party, Chu Chu Rocket, Bomberman, and Super Smash Bros. before it, the amusement level in this ridiculous frenzy increases exponentially with the number of people in the room.

The Gods Must Be kRaZy

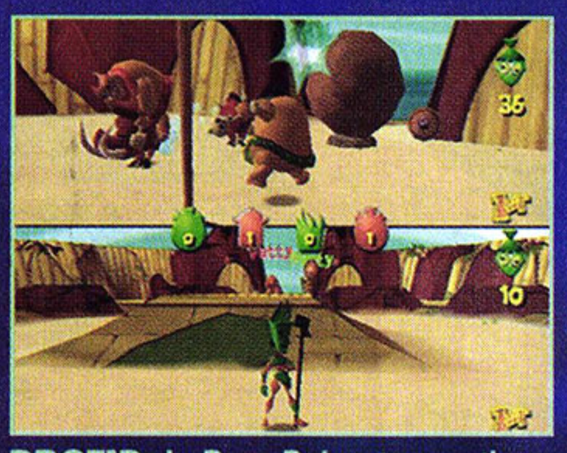
The main four-player deathmatch mode involves hurling shrunken heads, magic spells, and other tropical nonsense at one another to score the most points, and while it doesn't quite have the polish or variety of those other party classics, two multiplayer modes help make up for that loss. The best of these is the two-on-two team sport, Boar Polo.

The one-player mode is essentially a glorified tutorial and "unlock stuff" ladder. You can play Ooga Booga online, but the sheer ridiculousness of the game lends itself more to the game's offline, split-screen mode that has everyone involved sitting on the same couch—thank the volcano gods, the split-screen frame rate is solid.

The Tribe Has Spoken

Ooga Booga's graphics are simple but loaded with colorful Retro-Tiki Polynesian funk personality. The sound effects are appropriately silly, and the voice-overs—while sounding strangely like they were recorded on the world's first Gramophone—are hilarious. The controls are mostly fine, though minor annoyances like clunky head-hurling tend to embargo the fun.

Ooga Booga's spell unleashes more chaos than strategy, yet the sheer cartoonish energy of it all could easily turn these island festivities into a regular tribal custom.



PROTIP: In Boar Polo, stay on the boar to get the boulder to approach the goal; then hop off the boar and hit the boulder with a shrunken head for better control.

PROTIP: It's cheap (and may ruin friendships), but you can rack up big points if you hurl heads at enemies while they're struggling desperately to get out of the water.

Four-player split-screen mode doesn't quite run as smooth as single-player mode, but the frame rate is clean.

PROTIP: Save your lightning spells for when enemies are bunched.

...Are you receiving this?...

encrypted the frequency
in this message,
you must decode

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TEEN
T
CONTENT RATED BY ESRB
Animated Violence

Dreamcast.

ONLINE MULTI-PLAYER

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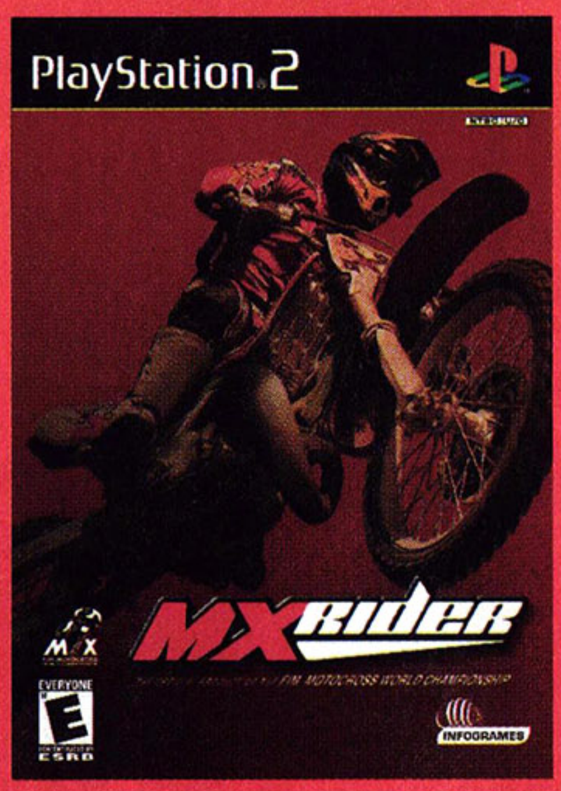
ATTACK



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EVERYONE
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CONTENT RATED BY ESRB

Mild Language

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PlayStation 2

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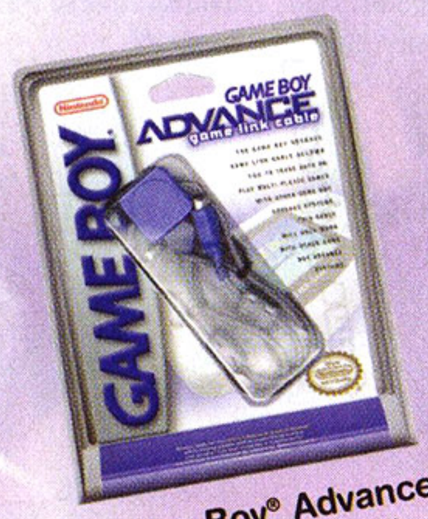

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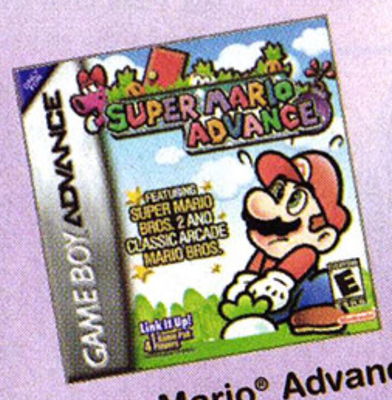

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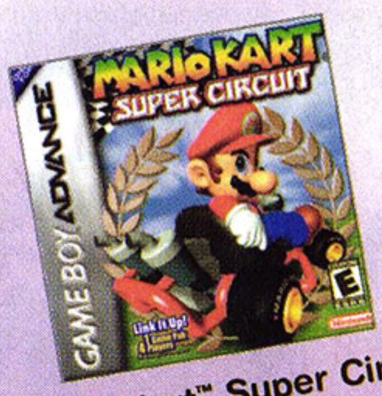

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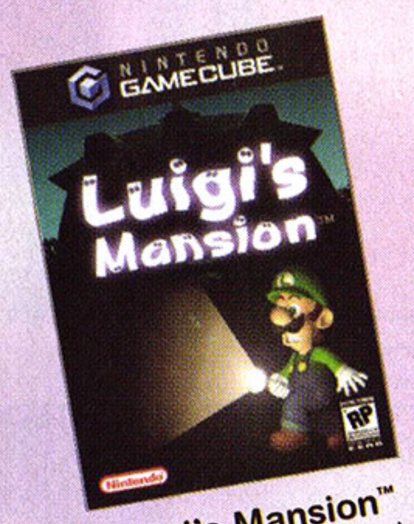

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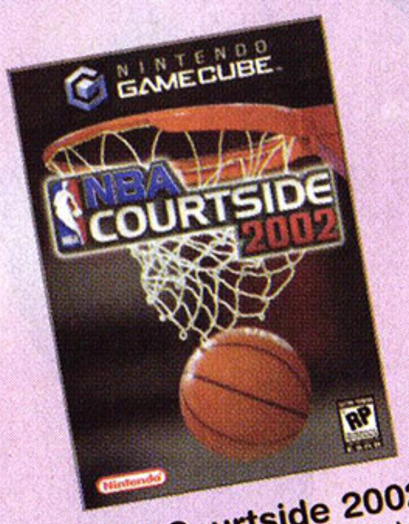

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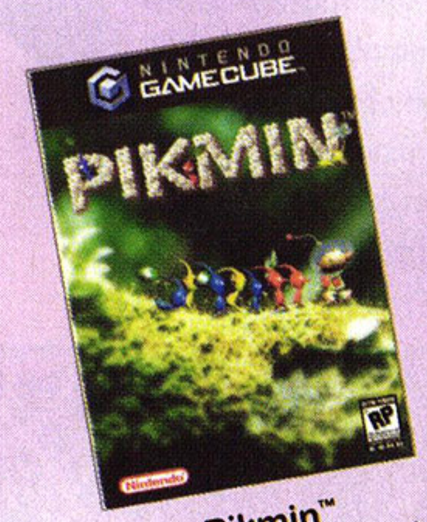

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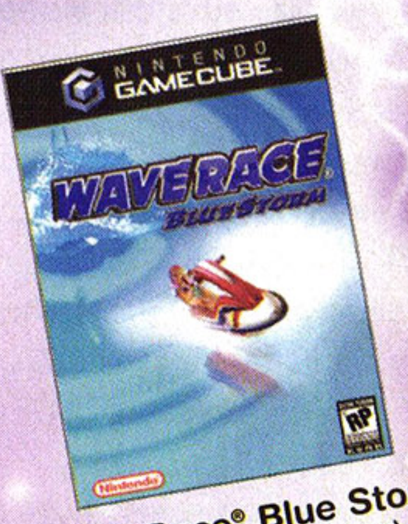

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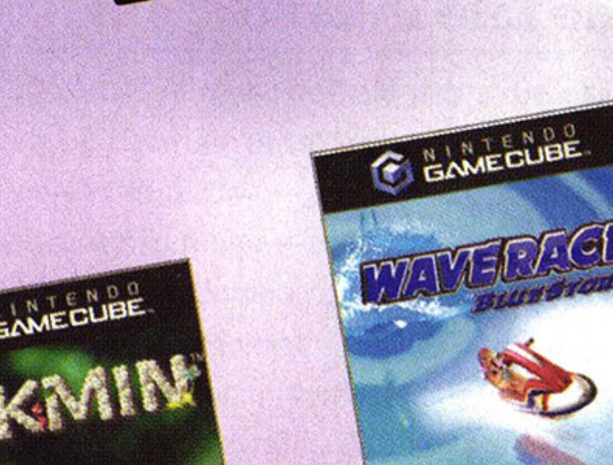

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NBA Live 2002

BY UNCLE DUST

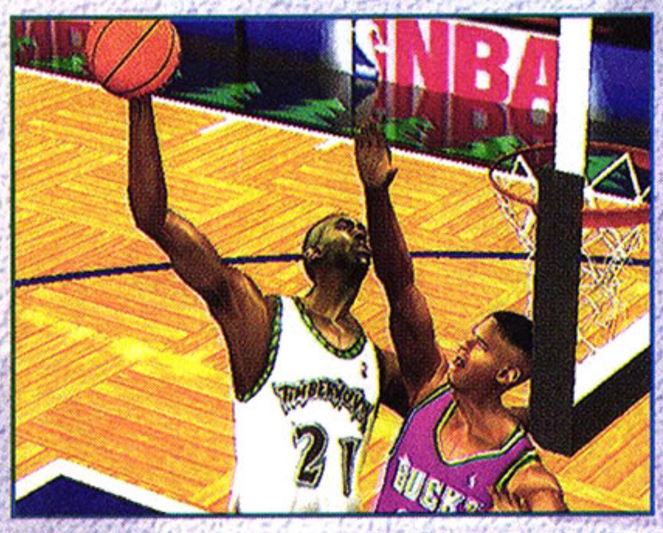
- Developed by EA Canada
- Published by EA Sports
- Target release date: Winter 2001

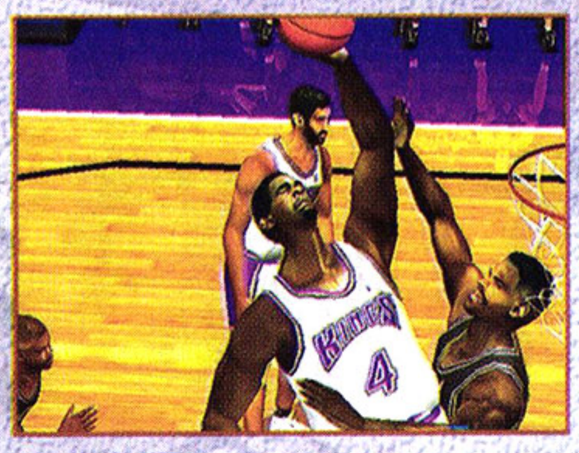
PS2 PlayStation 2

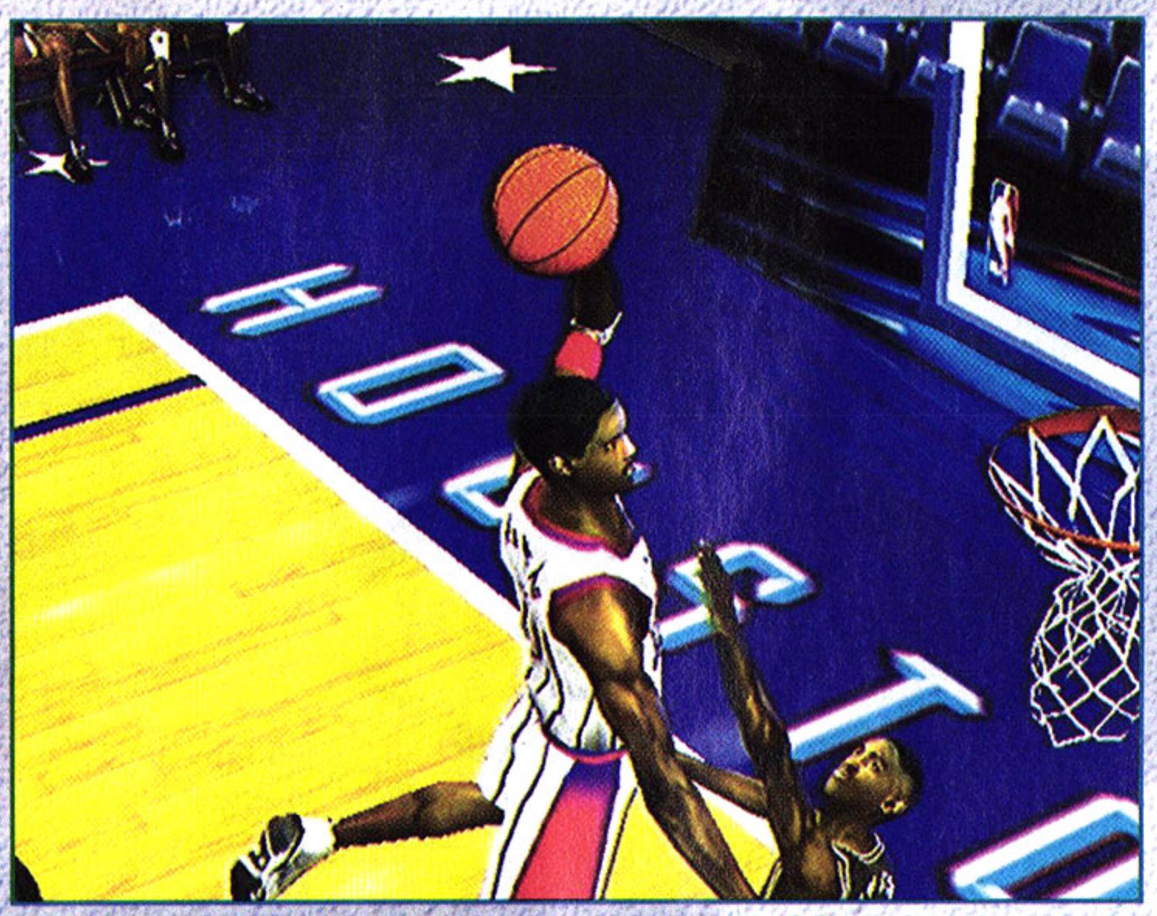
FIRST LOOK

Return to Glory?

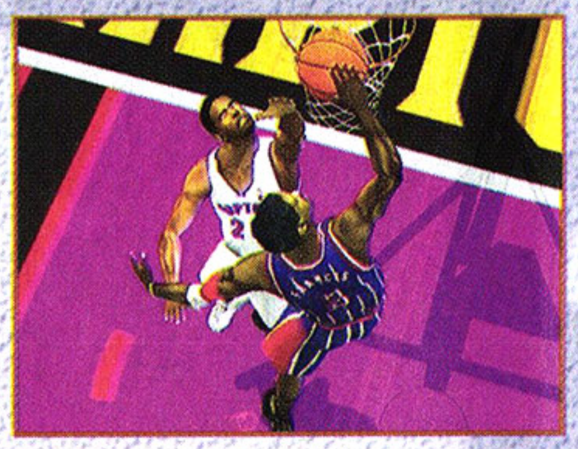
EA Sports' monster hoops franchise, NBA Live, put up a brick last year in its rookie debut on the PS2, but hopes are high this year for Live to regain its former glory. First, Live 2002 will get a visual upgrade, featuring smoother animations from all-new motion-capture sessions and an improved frame rate. There will be more cut-scenes showing players interacting with each other and the referees. And the player models will be more detailed and realistic than those in last year's game, thanks in part to a complex facial animation system.

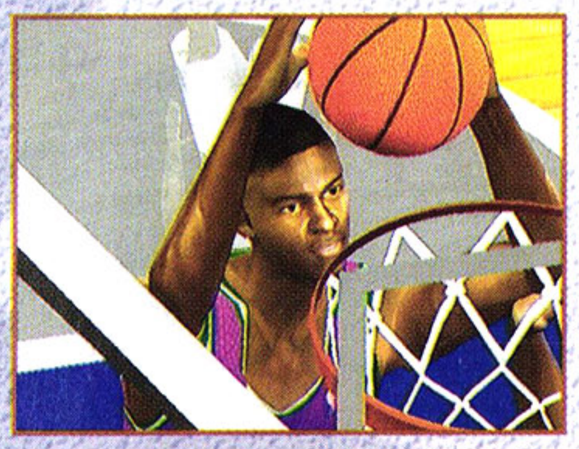






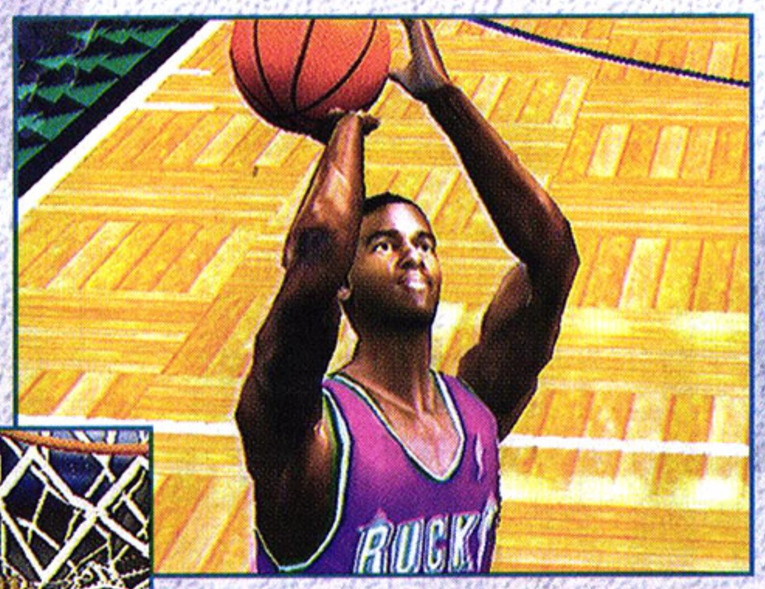
Can NBA Live 2002 redeem itself from a disappointing PS2 showing last year as it takes on even tougher competition this season?

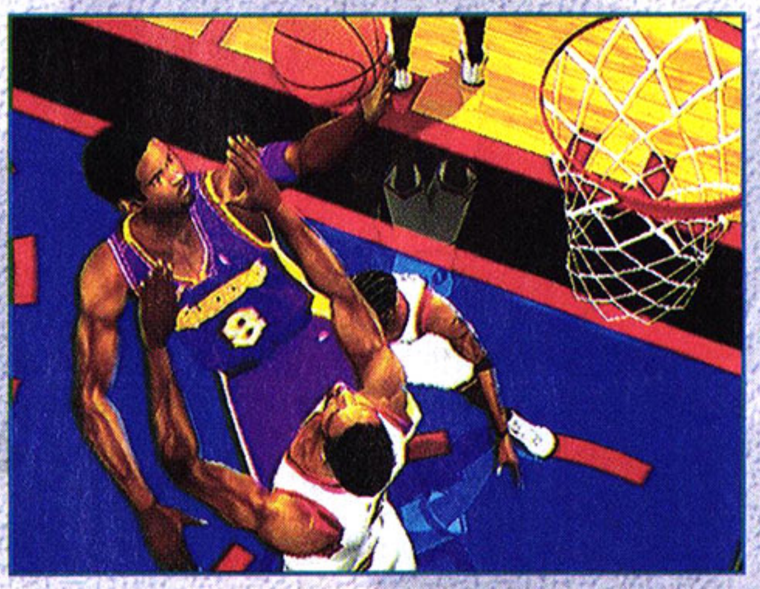


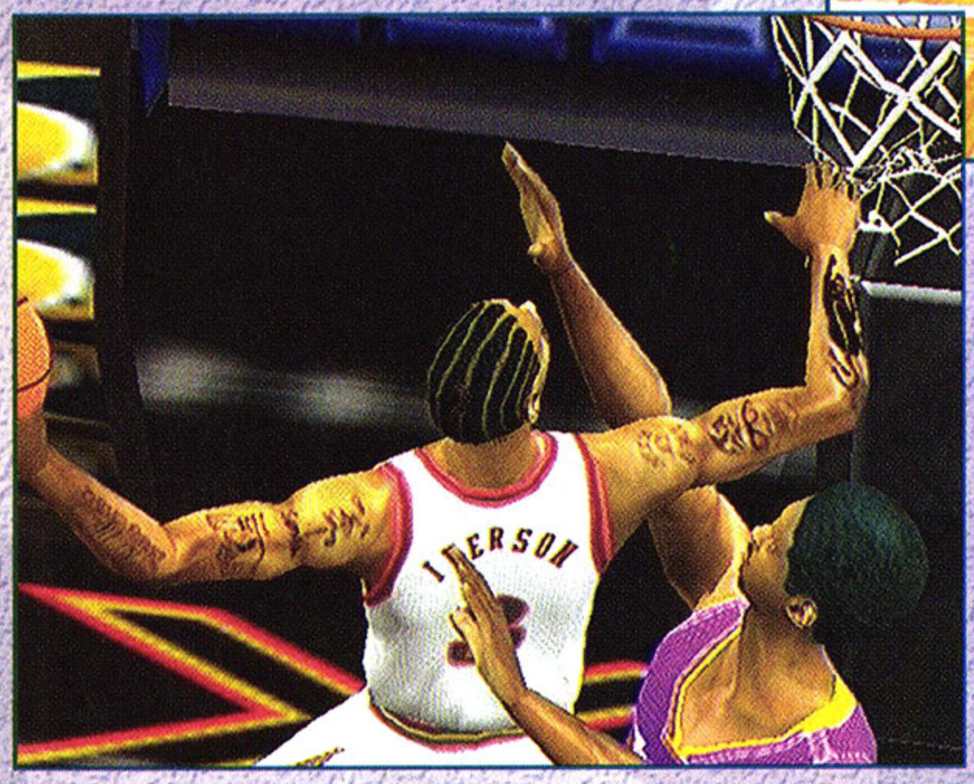


Live the Life in Live

It wasn't the visuals that let down fans in Live 2001—it was the fact that the gameplay didn't live up to the series' heritage. So the 2002 version will feature a greatly enhanced inside game—with tons of new post moves, lay-ups, and dunks—and more responsive defensive and rebounding controls. Additionally, NBA Live 2002 will feature a franchise mode that enables players to be the general manager for up to 10 years in the life of an NBA franchise—scouting and drafting rookies, as well as making the blockbuster trades.

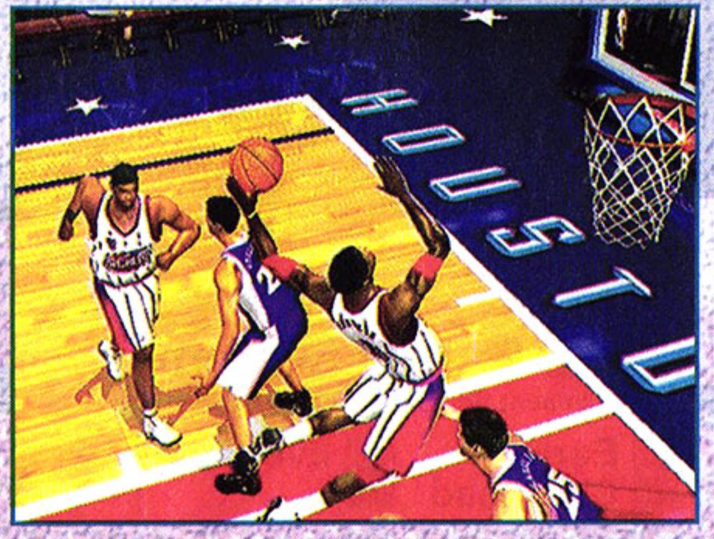


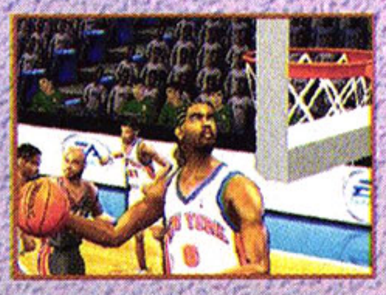


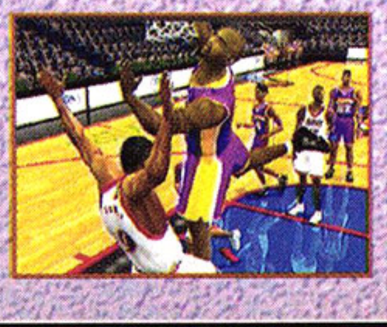


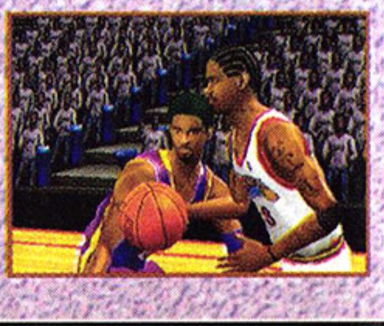
Heatin' Up the Courts

As Sega's impressive NBA 2K franchise moves to the PlayStation 2 and Live takes its hoops action to the Xbox and PlayStation as well, it's shaping up to be a great year for video game ballers. Hopefully, the NBA Live team is working as hard as MJ in the off-season to improve its weaknesses and help the series try to regain its championship trophy from some serious competition.









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NBA 2K2

BY ATOMIC DAWG

- Developed by Visual Concepts
- Published by Sega
- Target release date: November

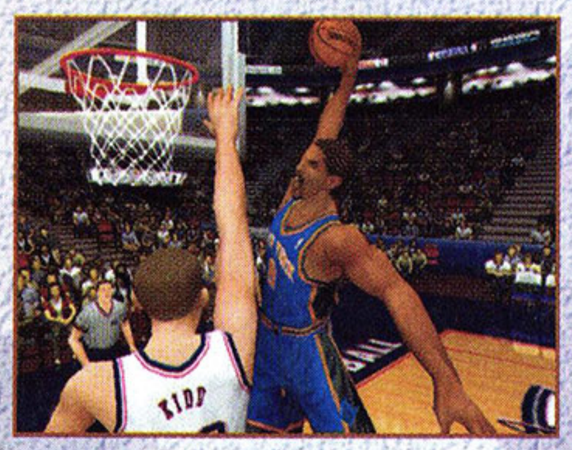
DREAMCAST

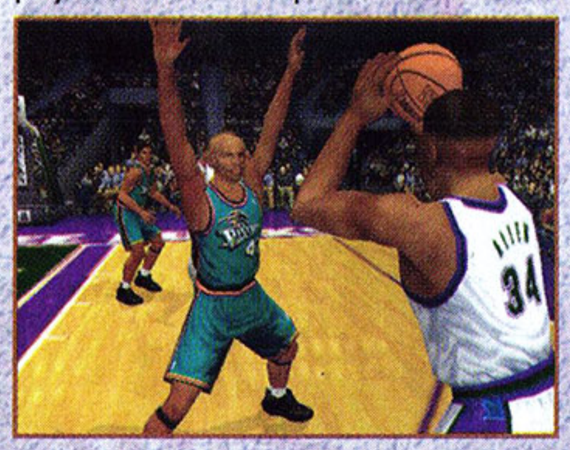
FIRST LOOK

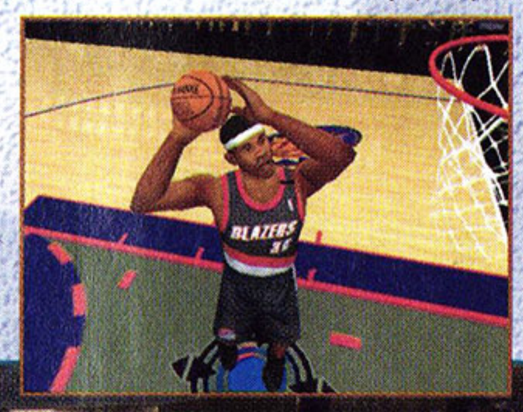
OH, SURE, THE NBA is all about showtime—hanging slam dunks, three-pointers from downtown, and the rest—but any student of the sport of basketball will tell you that the name of the game is defense. This season NBA 2K2 is out to balance 2K1's emphasis on offense with an improved defensive scheme.

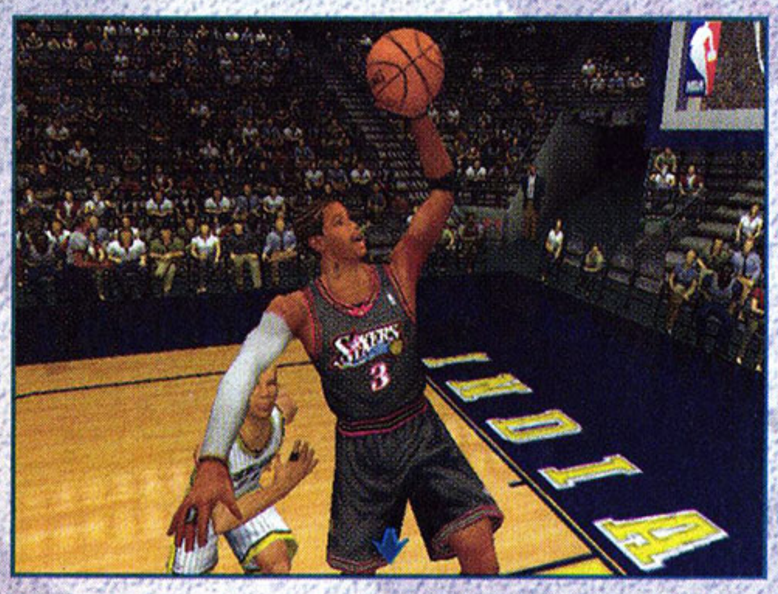
In 2K1, stealing the ball meant you blocked it with your body and then picked it up. With 2K2, codes and animations will enable you to actually make a move to steal the ball; also, a slight tweak of the collision detection will let you block shots more easily. But the best innovation might turn out to be improved defensive side-stepping that gives players full lateral speed, so watch out for D-dawgs like Gary Payton!

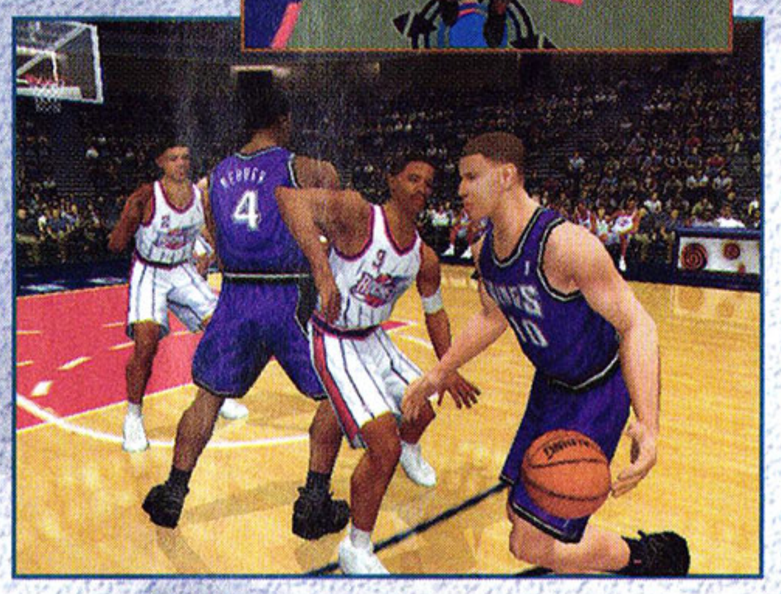
Don't worry, the offense is receiving some boosts, too. A very slick drop-step move for low-post players is in the works, as is a sweet fadeaway jumper for medium-range shooters. You'll even be able to hone your game with some playground ball on Oakland's legendary Mosswood Park courts. NBA 2K2 may be a Dreamcast swan song, but this bird should sing.











NFL 2K2

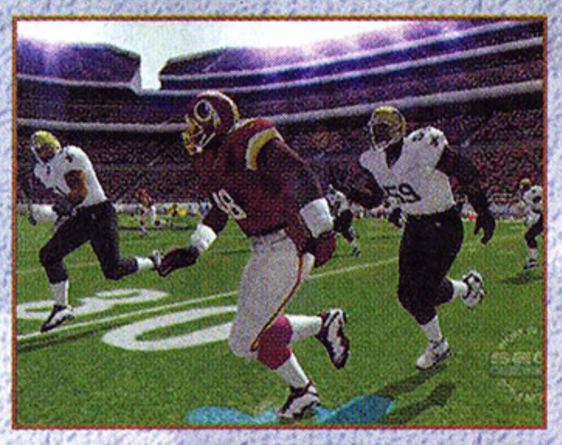
BY ATOMIC DAWG

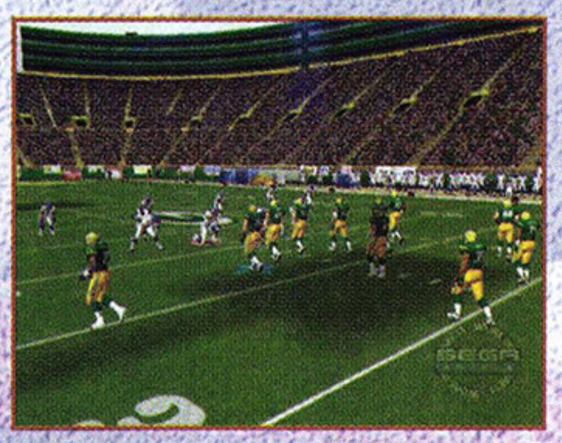
- Developed by Visual Concepts
- Published by Sega
- Target release date: November

PLAYSTATION 2 XBOX DREAMCAST

FIRST LOOK

LOOK OUT, JOHN MADDEN, a triple threat is coming right at ya! No, not Al, Dan, and Dennis—NFL 2K2 is rushing full speed to the PlayStation 2, Xbox, and even the Dreamcast.



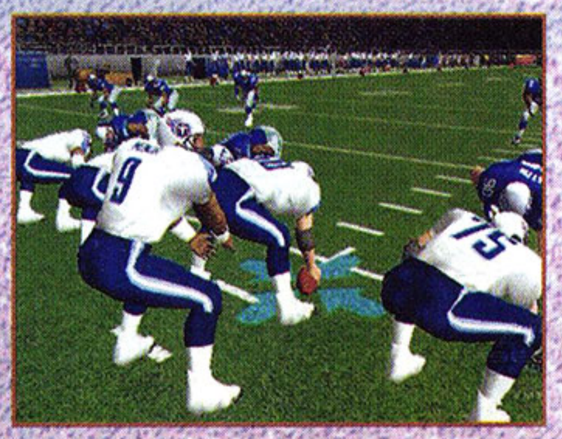


Sega is planning to include many nifty details in all three versions. For instance, you'll be able to run any play out of any formation. What's more, plays will be based on videotape of the NFL teams, so they'll look exactly like the real thing.

The PS2 and the Xbox versions will turn up gameplay a notch by allowing ballcarriers to react to contact: i.e., they'll bounce off tackles or wait until they're hit, and then spin away in the opposite direction. You'll see running backs turn their shoulders to squeeze past linemen (no more running in place when a hole closes up). And in a completely innovative move, the PS2 version will enable you to control the four button actions through the second joystick.

As if that weren't enough, Sega Sports has something else in the works for true fanatics: full 3D visuals on the sidelines, including film of cameramen, cheerleaders, and a full squad of 40 players. Whoa!

Note: All screens shown here are from the PlayStation 2 version.



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NASCAR Thunder 2002

BY AIR HENDRIX

- Developed by Tiburon
- Published by EA Sports
- Target release date: October

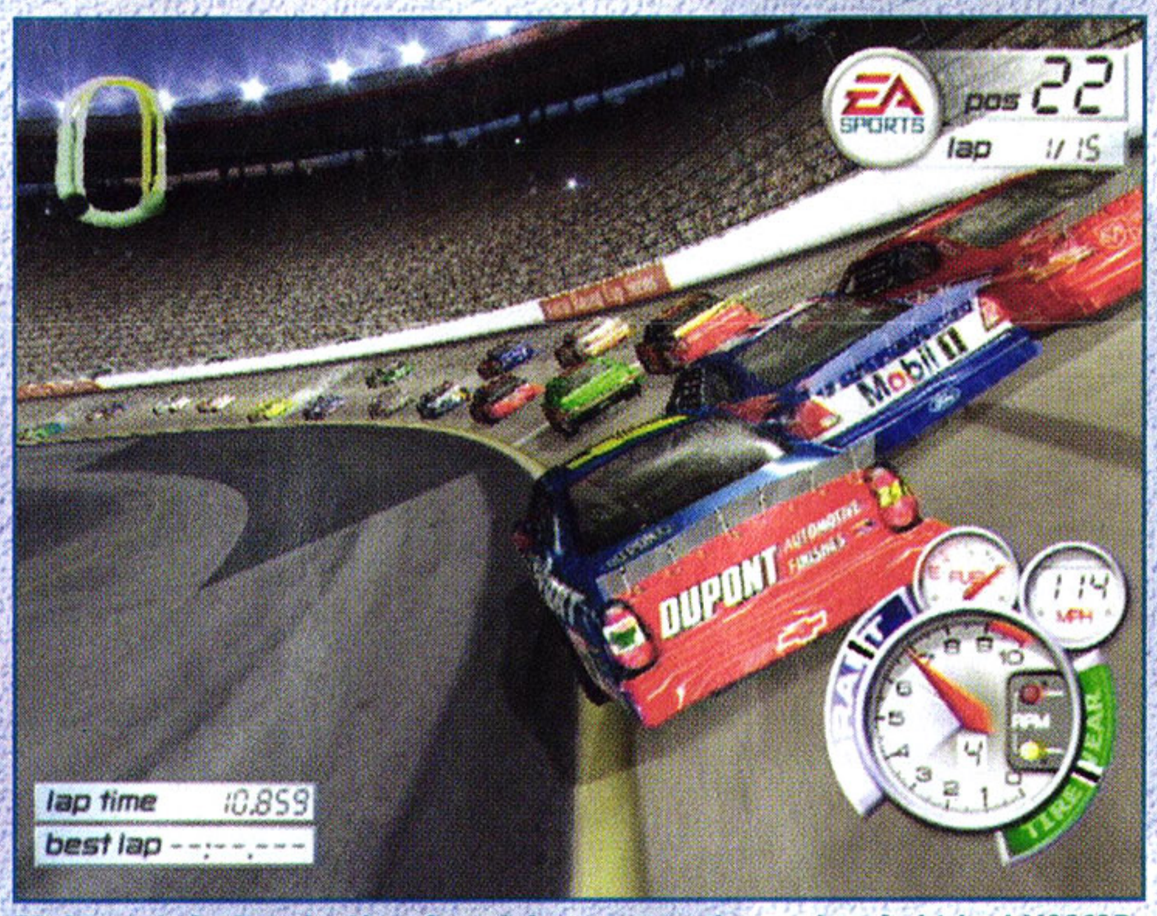
PlayStation 2

HANDS-ON

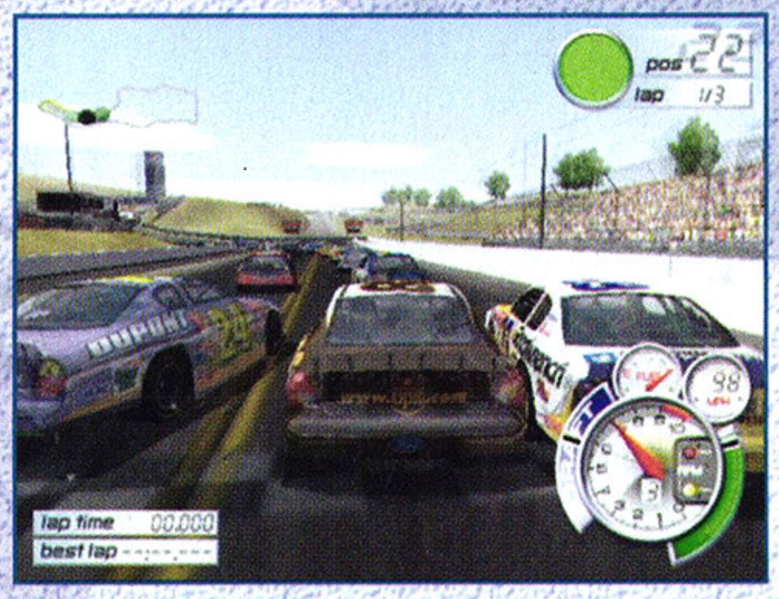
Thunderous Re-start

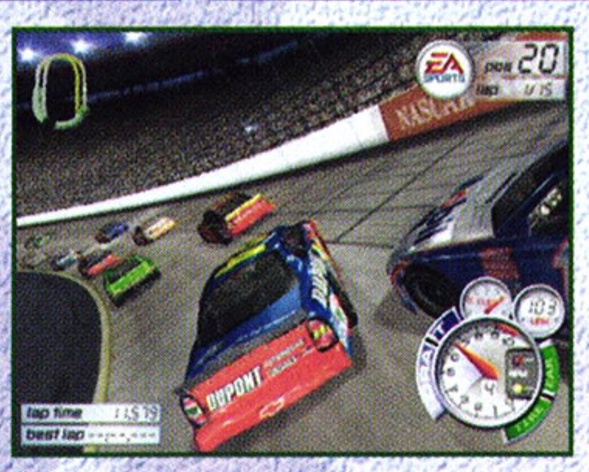
In recent years, EA Sports' NASCAR franchise hasn't performed as strongly as the company hoped—especially while the popularity of the sport itself was exploding. Enter Tiburon, the renowned developer behind Madden. And while football and NASCAR don't logically go hand in hand, the early preview version of NASCAR Thunder 2002 showed that quality is what Tiburon does best.

This top-to-bottom overhaul looks like it will really pay off for stock-car fans. Thunder will sport all 23 Winston Cup tracks, a slew of Winston and Busch drivers, and, best of all, a 43-car pack rubbing fenders on the track. While Tiburon still plans to tune the "pack racing," the feel of competing in a huge crowd was already good, and the cars' handling and responsiveness was much better than it had been in previous years. Visually, the game smoked with impressive details in the pits and tracks, sharp cars, and a respectable frame rate.



EA Sports is feeling the Heat from Infogrames as the newly refurbished NASCAR Thunder prepares to trade paint with the summer's top rookie, NASCAR Heat.

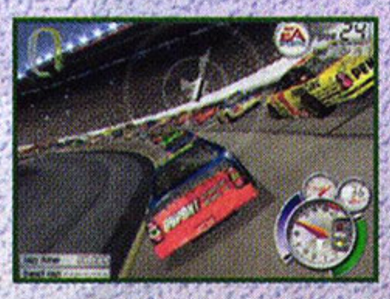


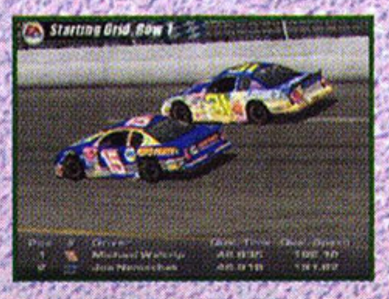


Championship Career

Perhaps the coolest new feature in Thunder will be its in-depth Career mode. While NASCAR Heat earned serious props with its array of addictive mini-games, Thunder is trying to bring the NASCAR experience to fans with a Career mode that goes deeper than console stock-car racers have before.

Starting as a rookie driver, you'll design and create your own car, then choose from an array of sponsorship offers to start earning cash. Over 20 years, your goal will be to win eight championships as you try to meet specific goals to impress your sponsors, earn better offers, and use the winnings to upgrade your ride and crew. You'll even be able to transfer to high-profile rides when a driver retires. If Career mode succeeds in bringing to life the behind-the-scenes soap opera of NASCAR, Thunder should win a place in the hearts of stock-car racing fans.





PlayStation®2

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DYNASTY WARRIORS 3

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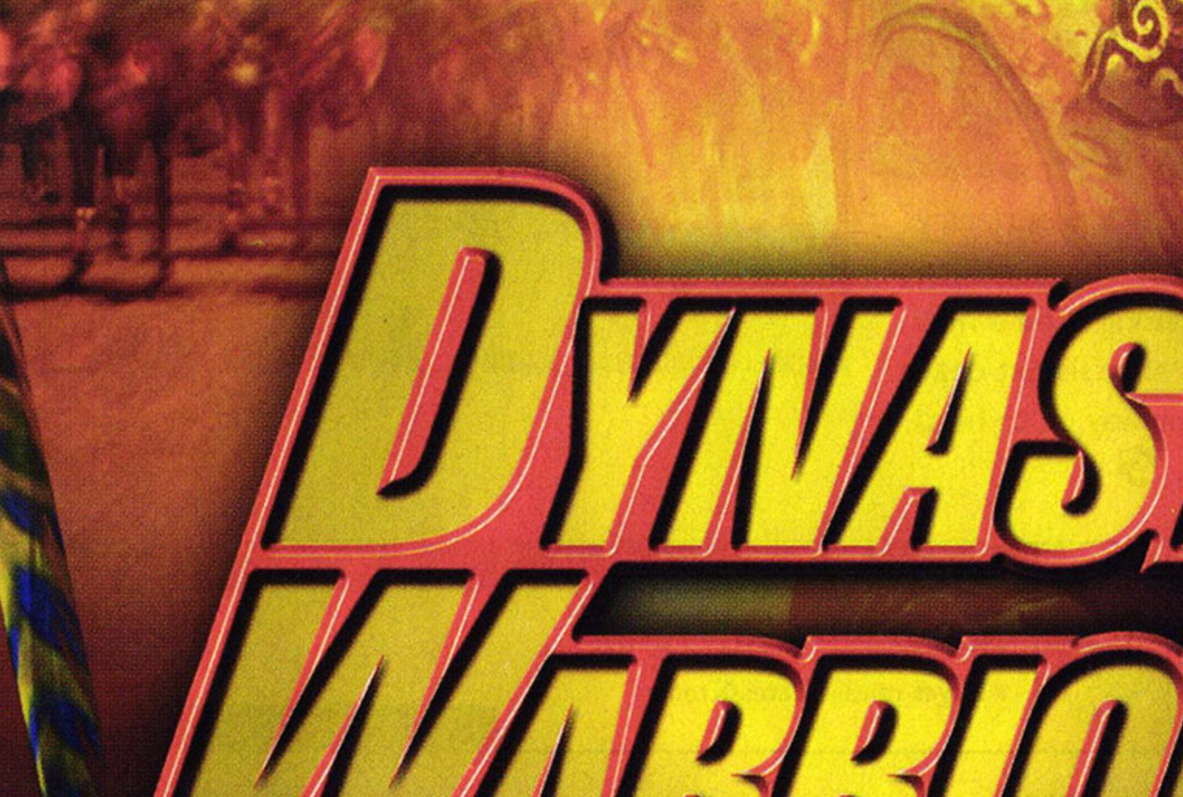

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NFL GameDay 2002

BY JAKE THE SNAKE

- Developed by Red Zone
- Published by 989 Sports
- Target release date: October

PS2 PLAYSTATION 2

FIRST LOOK

TRAINING CAMP IS over, and it's almost time to find out if NFL GameDay will finally beat out the Madden series—console football's reigning superstar—or if it will be relegated to another year on the bench. To improve its chances, NFL GameDay 2002 for the PlayStation 2 will boast some bulked-up features: The game will include all-new motion captures, including bobble catches, one-handed catches, diving catches, dragging tackles, and gang tackles. New A.I. will help linemen perform trap blocks and receivers adjust to coverage. And the commentary, with the voices of Dick Enberg and Dan Fouts, should be topnotch.

NCAA Final Four 2002

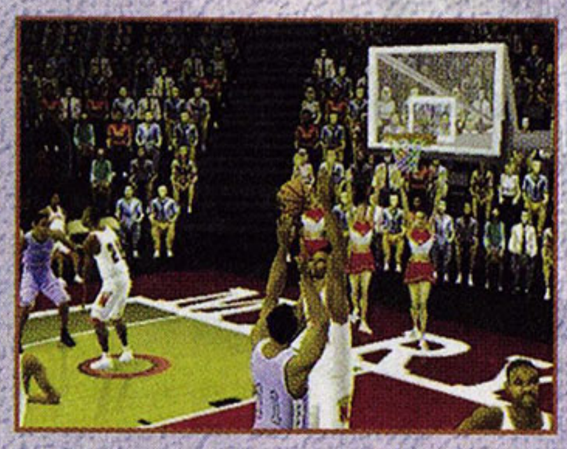
BY JAKE THE SNAKE

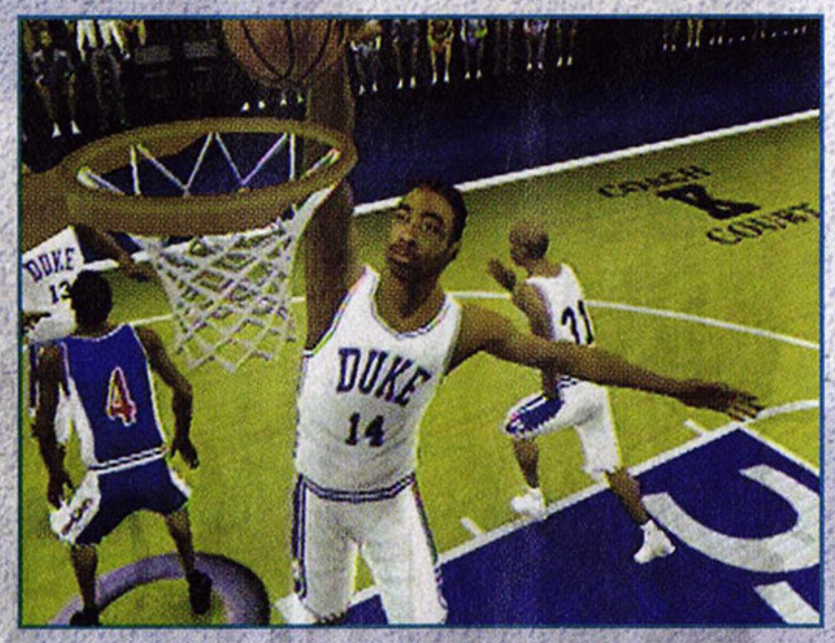
- Developed by Killer Game
- Published by 989 Sports
- Target release date: September

PS2 PLAYSTATION 2

FIRST LOOK

AFTER A DISAPPOINTING freshman season on the PlayStation 2, NCAA Final Four is doing some work in the off-season to keep its scholarship. The player graphics are being totally revamped: Ten player models should cover the whole spectrum of body types, and faces will be animated using a proprietary photo application. Twenty-five dunks, plus no-look and behind-the-back passes, will keep the action exciting. And a new dynasty mode will enable you to start as an assistant coach at a backwater state school and work your way up to head man in charge at a major hoops program.





ESPN NFL PrimeTime 2002

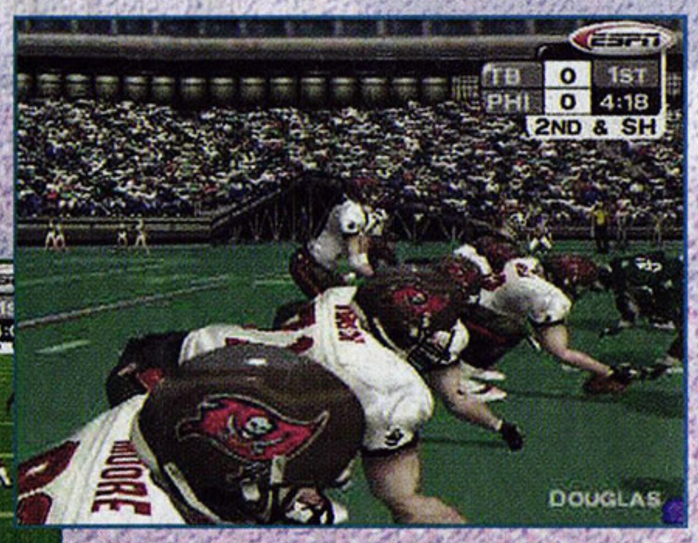
BY ATOMIC DAWG

- Developed and published by Konami
- Target release date: October

PS2 PLAYSTATION 2

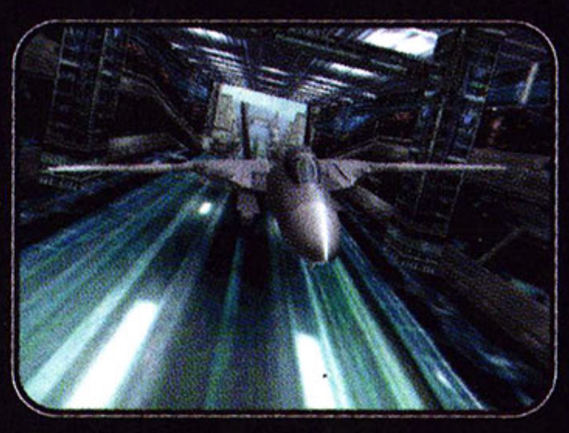
HANDS-ON

CHRIS BERMAN OR John Madden? That could be what your call comes down to when ESPN NFL PrimeTime 2002 from Kona(gotta-be)mi runs onto the football field. In addition to replicating ESPN's flair for pigskin presentation, PrimeTime will have all the pieces of flair: team-specific playbooks, create-a-player, real-time JumboTron replays, shifting DBs to bump-and-run, even cheerleader animations and audio replay that can actually recognize your name. Gameplay will be key, however, and the preview disc played shades-o-Tecmo-Bowl fast and furious. And speaking of T-Bowl, PrimeTime's side-view visuals looked cool, too!



AIRFORCE DELTA STORM™

If it gets too insane, eject.



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

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CONTENT RATED BY ESRB
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XBOX

www.konami.com

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World Series Baseball 2K2

BY UNCLE DUST

- Developed by Visual Concepts
- Published by Sega
- $39.99
- Available now
- Baseball
- 2 players

ESRB: E — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	2.5	3.0	3.0

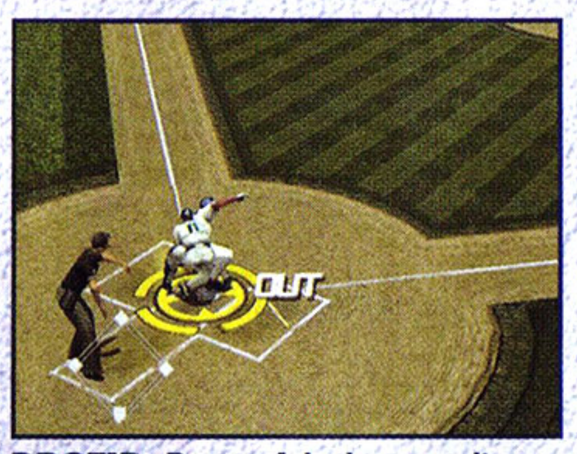
PLATFORM
Dreamcast

SPORT
Baseball

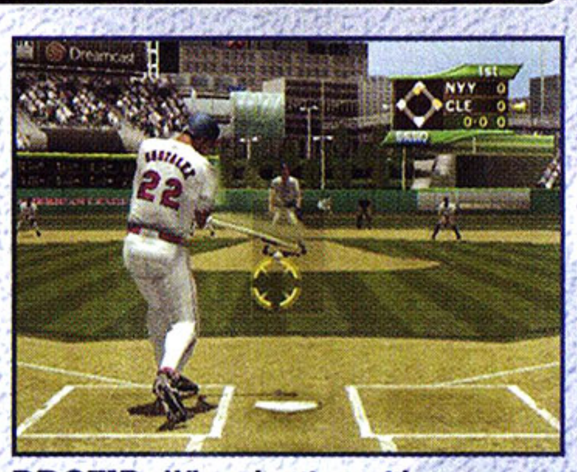
SEGA PASSED CONTROL of its baseball series over to super-developer Visual Concepts in hopes of rebounding from last year's disastrous outing. Unfortunately, World Series Baseball 2K2 doesn't live up to VC's other stellar 2K sports games.

WSB2K2 doesn't quite have the same shine as last year's title. Player animations are gorgeous—but the fielders make certain plays tough with their sloth-like speed. The re-tooled pitcher/batter interface has some cool options, yet the defensive controls—this year's big addition—are infuriatingly hit-and-miss. The soundtrack, especially the horrendous commentary, continues to be a problem for the series, but the crowd noise is pretty strong. Also, there are occasional A.I. and stat bugs.

Although the season mode is rather robust with options and the game delivers on last year's promise of a home run derby, the online play is crippled by lag. WSB2K2 lacks the polish of its NBA and NFL counterparts. It's a decent game for Dreamcast-owning baseball fans.



PROTIP: Be careful when sending runners home, throws from the outfield travel faster to home plate than to the other bases.



PROTIP: When batting with a power hitter, position your cursor slightly below a pitch to increase your chances of hitting it out of the park.

SEGA SPORTS WORLD SERIES BASEBALL 2K2

NASCAR Thunder 2002

BY JAKE THE SNAKE

- Developed by Tiburon
- Published by EA Sports
- $39.99
- Available now
- Stock-car racing
- 2 players

ESRB: E — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.0

PLATFORM
PlayStation

SPORT
Racing

EA SPORTS NASCAR THUNDER 2002

EA SPORTS HAS added some Thunder to its venerable NASCAR series, resulting in the same solid racing game as last year, plus some good new mini-game challenges. These include such feats as finishing a race with no body damage or staying in first place for more than half the race. The tests take talent and add some flair to the usual qualify-race-repeat routine of career mode.

As for the racing, the controls are tight and the car physics are realistic—oversteering at high speeds will send you flying. Besides most of the Winston Cup tracks, there are a handful of fantasy courses—such as New York City and Treasure Island—plus the historic Daytona Beach track, complete with sand. The tracks look very good, as do the cars, but the sound consists of weak music or bland comments from your crew chief. NASCAR Thunder 2002 has all the realism most gamers will want, plus plenty of mini-games to keep you challenged.

PROTIP: When going fast, you wipe out if you turn quickly in one direction and then the other. If you start skidding, turn into the skid, not away.

▶ PROTIP: A little bumping is okay, but don't rely on it or you'll get into a pileup.

NBA ShootOut 2002

BY TOKYO DRIFTER

- Developed and published by 989 Sports
- $39.99
- Available now
- Basketball
- 8 players (with multitap)

ESRB: E — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.0	3.5	3.0	2.5

PLATFORM
PlayStation

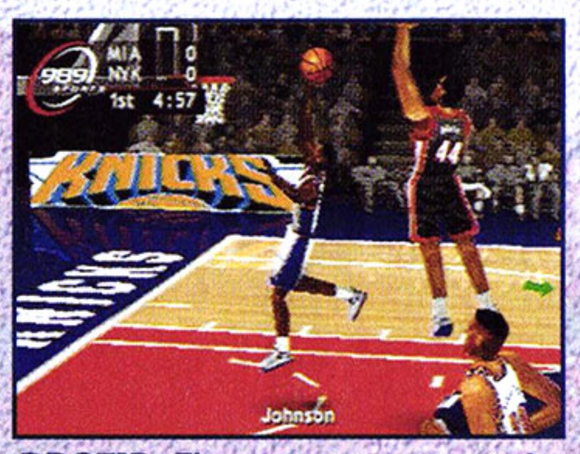
SPORT
Basketball

NBA SHOOTOUT 2002

WONDERING HOW SHOOTOUT fares in its final PlayStation season? Unfortunately, the scouting report is grim—think Clippers.

NBA ShootOut 2001 had graphics that were, to put it kindly, outdated, and they certainly have not aged gracefully. Aside from the opening movie and menu interfaces, ShootOut 2002 looks nearly identical. Actually, the graphics look worse since the frame rate drops lower this time thanks to the new "faster gameplay." That speed tweak also hampers the overall controls, making it nearly impossible to defend against fast drives to the hoop.

The A.I. of your teammates has been tweaked, making them smarter, more aggressive, and 10 times more likely to commit fouls on their own. The commentary was one of the bright spots last year, and it remains so again—although there are far fewer new phrases. It would be wise to send ShootOut 2002 to the showers unless you simply must have updated player rosters and the questionable touch-shooting feature.



PROTIP: The computer opponent is ultra aggressive and will drive to the basket at every opportunity, so defend the lane at all costs.

PROTIP: A.I.-controlled teammates who follow misses with dunks will often be called for charging, so set the foul level option very low.

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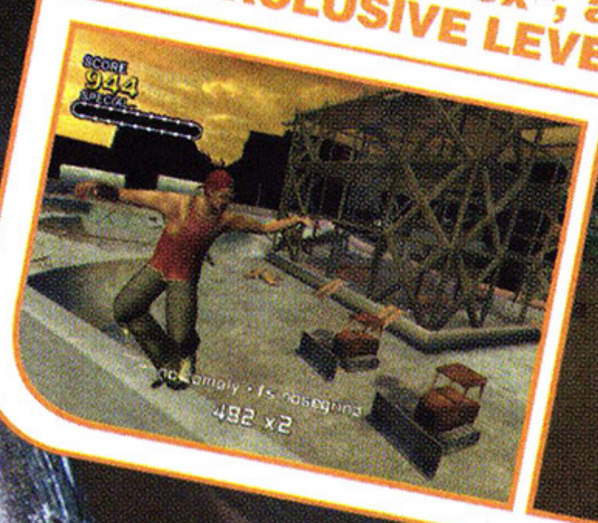

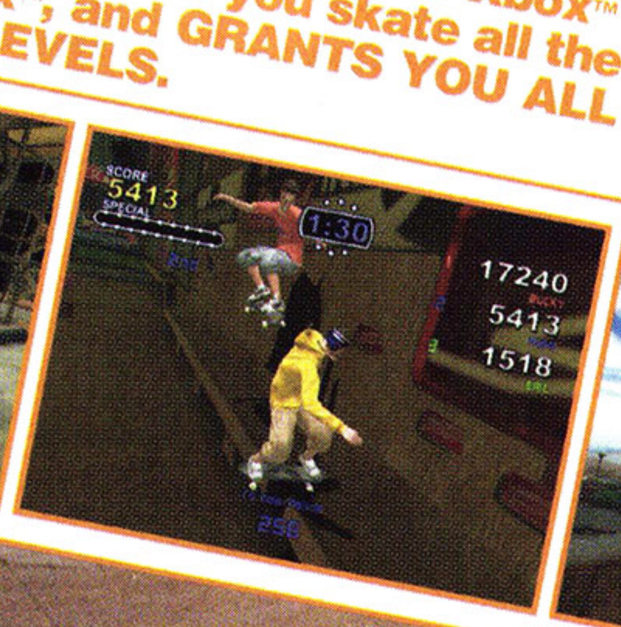

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Quiet, please. Match in progress.

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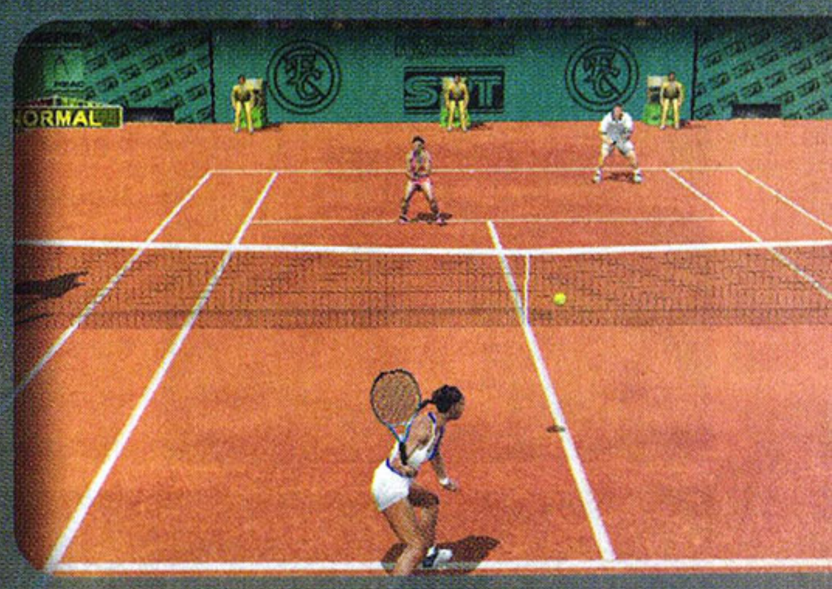
SEGA SPORTS

segasports.com

TENNIS 2K2

Moya? Venus or Serena? Who will you take into battle?



Pick a partner and spank friends in doubles or mixed doubles.

Stun opponents with new slices and better cross-court control.

Create your own champion to play against the world's best.

Dreamcast

Baldur's Gate: Dark Alliance

BY UNCLE DUST

- Developed by Snowblind Studios
- Published by Black Isle Studios
- Target release date: November

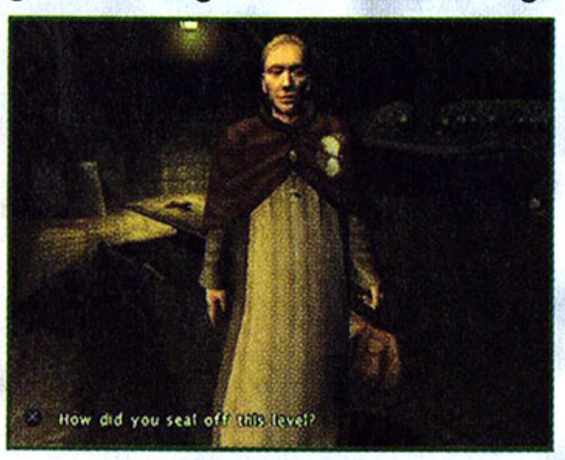
PlayStation 2

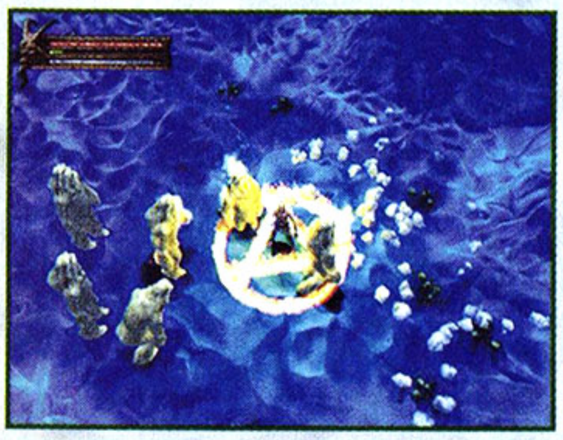
HANDS-ON

Baldur's Gate is finally coming to the console world, and the preview version of Dark Alliance boasted fast and fun RPG gameplay.

Open the Flood Gate!

Baldur's Gate: Dark Alliance is looking to impress RPG fans not only with its fantastic graphics—including stunningly realistic environments and insane particle effects—but also with its action-oriented gameplay. The preview version featured only the first of three acts of the story, but the classic Dungeons & Dragons world of the Forgotten Realms was vividly brought to life: Lip-synched characters populated the town and a myriad of beasts straight from the Monster Manual skulked around the subterranean levels. The only major change from the impressive earlier versions of the game was the story, which was streamlined from its original conception—but this change won't be noticeable to many.





Remember the Forgotten Realm

Players will be able to choose from three characters—a human ranger, a dwarven warrior, and an elven sorceress—to begin the quest at Baldur's Gate. In the preview version, playing as the sorceress was a special treat—you could battle with hand-to-hand weapons (except the heavy two-handed ones), and you had access to an awesome array of spells—from Magic Missile to Flaming Hands. Third edition D&D rules worked seamlessly in the background during battle and were accessible if you entered the menus or when you leveled up.

The gameplay was very reminiscent of the Diablo series, but BGDA was filled with stunning 3D characters and backgrounds. The controller layout was well-suited to all the hacking and slashing, with the R2 and L2 buttons used for quick access to potions (like Diablo's belt system). So far, BGDA is shaping up to be the first kick-ass RPG to make its way to the PlayStation 2.

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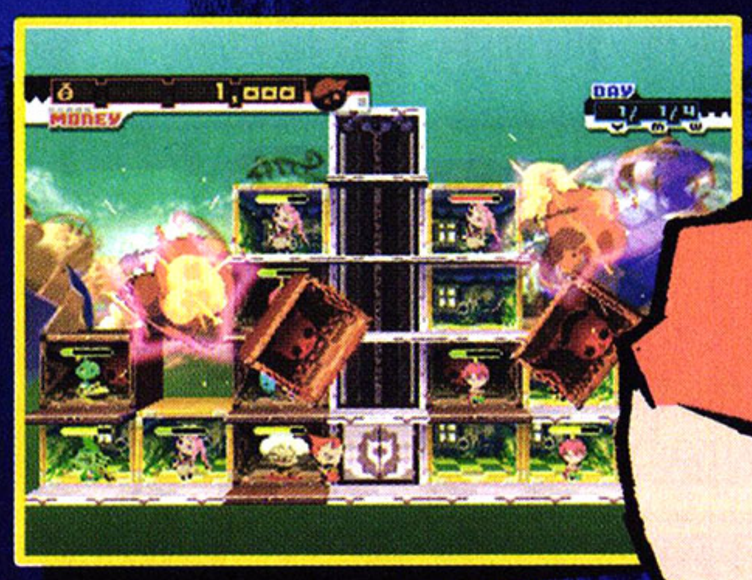
THERE GOES THE NEIGHBORHOOD!

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

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

Wacky Gameplay that Will Leave You Frantic!



A Puzzle Game Full of Crazy Tenants!

PlayStation®

EVERYONE E CONTENT RATED BY ESRB — COMIC MISCHIEF

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Okage: Shadow King

BY BROTHER BUZZ

- Developed by Zener Works
- Published by Sony
- Target release date: October

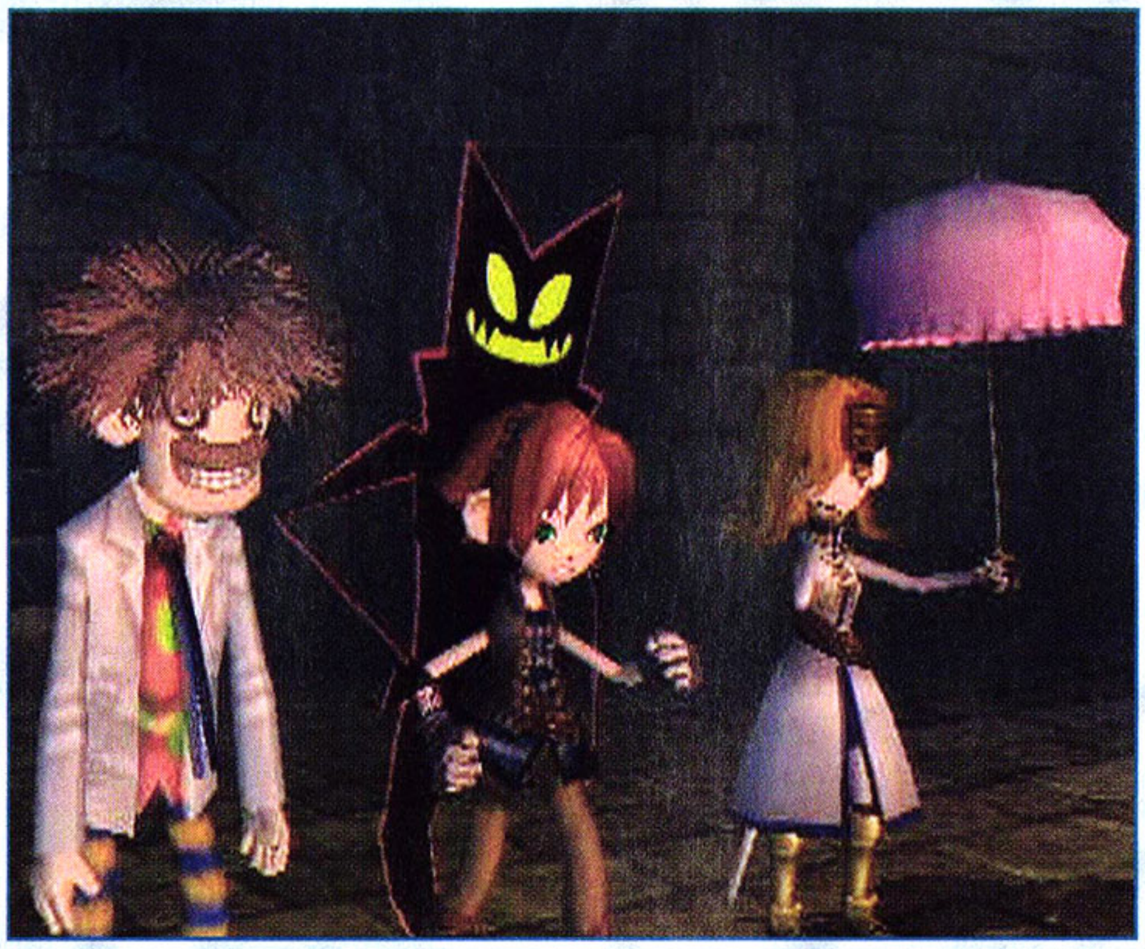
PS2 PlayStation 2

HANDS-ON

A SHADOW SHOWDOWN

What do you do when your shadow is evil? That's the conundrum facing Ari, a young kid saddled with a sinister shadow named Stan. Okage (pronounced "oh-kah-geh"), loosely translated from Japanese, means "shadow king," and this solidly crafted role-playing game is all about Stan's quest to become just that.

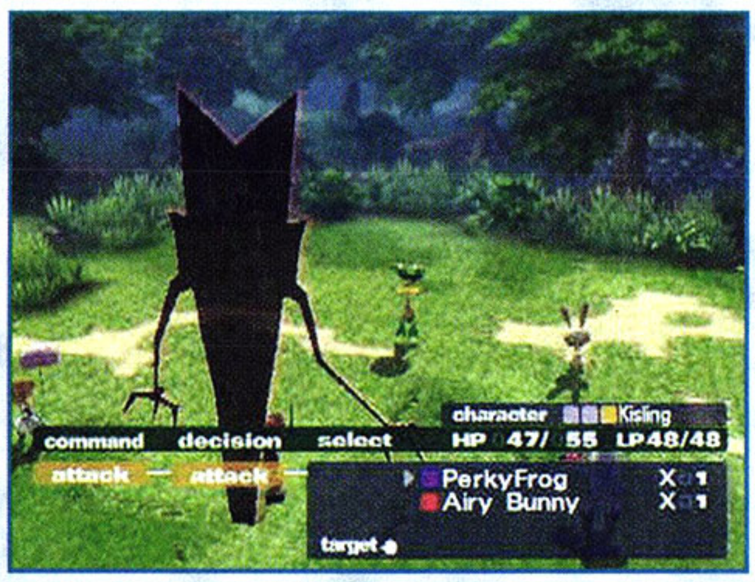
If you think Okage is starting to sound a little strange, don't worry…it gets stranger. Ari becomes "attached" to Stan in order to relieve his sister of a weird curse: Her shadow is pink. Moreover, the entire game will be rendered in an abstract, stylized polygon look that admittedly pays homage to Tim Burton's *The Nightmare Before Christmas*. Want more?

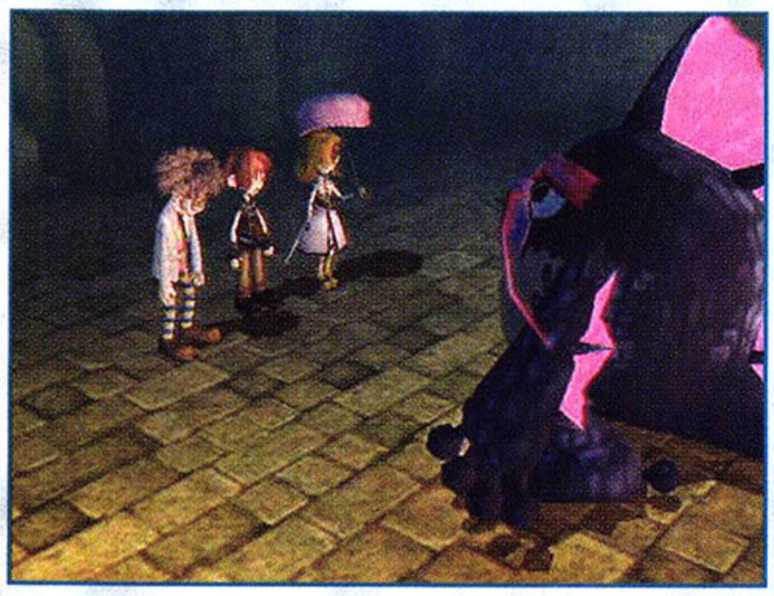


Okage: Shadow King will feature unique character graphics, an homage to Tim Burton's *The Nightmare Before Christmas*.

WHEN LIVESTOCK GO BAD

Mad cow, move over! In early versions of Okage: Shadow King, creature combat included encounters with such "ferocious" fauna as Chicken Chicken, Airy Bunny, and Fierce Goat. Harvest Moon gamers are no doubt shakin' in their booties, but the preview version revealed some interesting twists to the turn-based combat system: You could recruit a six-person party and then use three at any one time. For certain magic attacks, the first-string trio could pool and share magic points, which added flexibility to your offense. Also, prior to some confrontations, Stan will ask you three questions. Depending on how "evil" he perceives your answers to be, he may allow you to launch preemptive strikes.

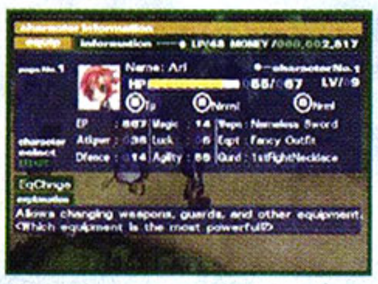




THE EVIL KING AND I

Okage looks like a by-the-numbers role-playing game with a wacky sense of humor. Your main compadres will be a female knight who wears a dress and carries a parasol, and a geezer professor who whomps enemies with a book. The running gag will be Stan-the-wannabe-Shadow-King's continual, power-mad rants against humans…who find him very entertaining.

You may never look at your shadow the same way again.



Play as One Eye Jack and grind, board, shoot and scratch to keep the Punkazz Aliens from gettin' phat!

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Comic Mischief
Mild Violence
Mild Language

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BY TOKYO DRIFTER

- Developed and published by Sega
- $39.99
- Available now
- RPG
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	3.5	4.0

PLATFORM
Dreamcast

PHANTASY STAR ONLINE ファンタシースターオンライン Ver.2

www.gamepro.com FIND OUT MORE ONLINE

PHANTASY STAR ONLINE is the killer app that Sega wanted for the Dreamcast's Internet gaming push, but persuading folks to keep coming back for more is the real challenge. Just as players have started to fall off, Phantasy Star Online Ver. 2 arrives, introducing as many new elements as possible without beginning all over again.

Phamiliar Phantasy

Returning PSO vets could find Ver. 2 too familiar. Just as in the original, you choose from three character classes to fight real-time battles against mean creatures as you investigate the mystery of Pioneer 1. The main draw is new items, monsters, and one additional level to explore. Nothing has changed on the graphics or audio fronts, although there are minute differences in character animation and spell effects. The optional harder difficulty level and Battle mode are the most meaningful gameplay additions, but Challenge mode is utterly disposable as is the Go Go Ball mini-game.

PROTIP: If you're a hunter, don't wait for the cursor to lock-on to a target–determine when the enemy will be within range and start your combo before it can interrupt you.

PROTIP: To make a quick retreat or to run through a minefield without slowing down, go to the menu and use the analog stick to keep running.

PSO's workmanlike original controls also remain intact. Basic skills such as trading items with other players or working in tandem against a boss have not changed at all. The new monsters and areas look great, offering up challenging strategies and team tactics, but they require no fancier planning than before. The whole experience feels more like a dedicated group of fans got hold of a level editor rather than a fully equipped second effort.

PROTIP: Don't overuse the symbols. It takes up a huge chunk of the screen that your party members will need in a fight.

PROTIP: When you're overmatched, try using an ice weapon in order to force an enemy out of your hair for a few seconds. You can get in a few free hits, too.

PROTIP: You should feed your mag at every opportunity. The higher its level, the more stats you earn and the more often it casts invincibility, Shifta, and Deband.

Ver. 2.0 or 1.2?

Phantasy Star Online Ver. 2 is kind to newcomers by making it easier to progress through the levels, and it also includes everything that was in the first game, making it a great proposition for anyone who was on the fence about delving into PSO. For those in the upgrade camp, many more weeks—or even months—of game play await you, but it's important to weigh the new fee structure against the number of "new" features.

PLATFORM
PlayStation

Tales of Destiny II

BY E. COLI

- Developed and published by Namco
- $39.99
- Available September
- RPG
- 1 player

TEEN T CONTENT RATED BY ESRB

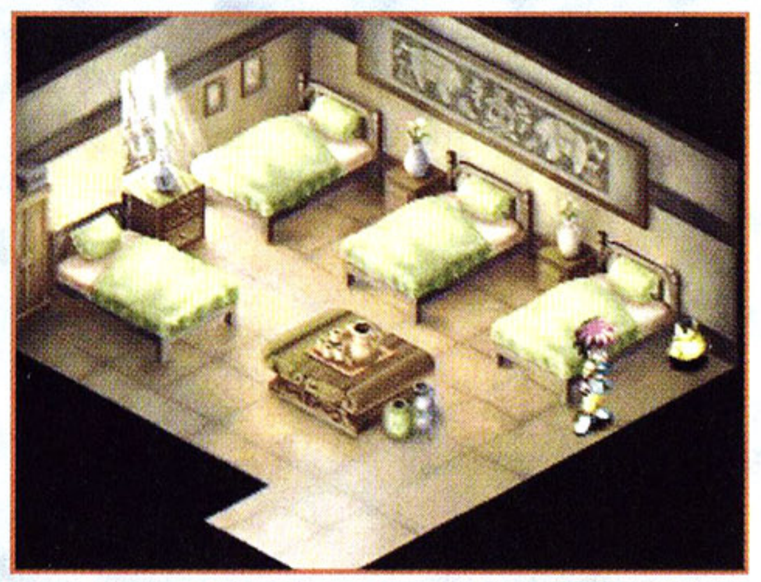
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

IN TALES OF DESTINY II, two alternate worlds—Inferia and Celestia—face certain destruction unless an ancient puzzle is solved. Enter Reid, intrepid protagonist, and his band of clueless heroes, ready to embark on an epic quest in search of the puzzle pieces that spans not only both worlds, but time itself.

PROTIP: Check the skills menu often to see if a new one is available.

With its huge realms, side-quests, quirky characters, enchanted items, and powerful magic, this real-time action RPG could easily be dismissed as standard fare—if not for its intricate battle system. Each combat is a whole lot more than just endless random encounters, since characters learn special skills (fighting combos) as experience points based on the strategy you used are awarded after each battle.

An engaging story, colorful graphics, a fine soundtrack (including solid voice-acting), and responsive controls means this sequel easily delivers the kind of solid adventure that fans of the genre crave.



PROTIP: In each new location, look for obviously out-of-place items to find the Wonder Chef.

In this game of survival you're not voted off the island, you're zapped, run over and blown away.

Ooga Booga

Multi-player combat with a tropical punch

As one of four tribal witch doctors trying to win the heart of goddess Ooga Booga, you'll arm yourself with shrunken heads, fireballs, tornadoes, traps and mines for a fun, fast and hilarious battle of survival. Summon meteor showers, grab a bird and launch an airborne attack or hop on a wild boar and mow down your foes. Offline or online, up to four players can put their survival instincts to the test in this ultimate grudge match vacation package.

EVERYONE E CONTENT RATED BY ESRB — Violence

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Syphon Filter 3

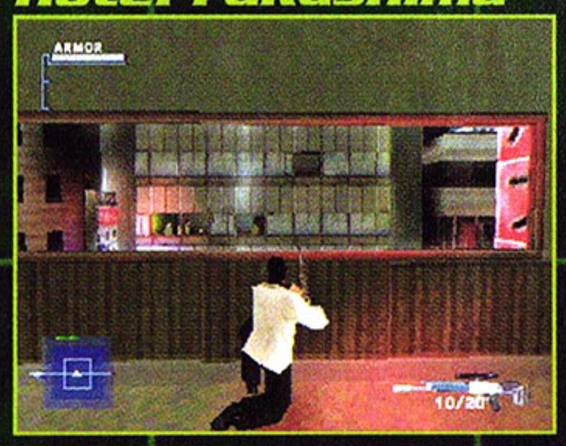
Secret agents Gabe and Lian are armed to the teeth and ready for their rousing PlayStation finale. This ProStrategy Guide will help you steer them through those tough moments and hot spots. By Air Hendrix

Before We Begin...

Spoiler alert! This strategy guide includes the last few levels of Syphon 3 where a surprise is uncorked. Also, because Syphon 3 is much more action-focused than previous missions, this ProStrategy Guide doesn't walk you through the game step-by-step—it jumps around to cover the key points that'll help you complete the objectives with your skin intact.

If you ever can't figure out what to do next, pause the game, open the map, and use the directional pad to cycle through the locations of the objectives—a lot of important info is conveyed this way.

Hotel Fukushima



When you begin sniping from the window of Room 413, first crouch and focus on the enemies on the top floors of the hotel—crouching prevents you from taking fire from the lower floors of the hotel. When the upper floors are clear, stand up and mop up the lower floors.

The Falcon might seem like a wee little pistol, but its one-shot kills make it a huge help in mowing down this level's enemies as you descend the stairs and battle through the hotel's basement.

Rhoemer's Hidden Plantation

All the automated turrets that you have to disable with grenades have a conveniently positioned tree nearby. Use the tree for cover while you line up a grenade lob.

To disable the enemy chopper, stand in front of its nose and tap △ when the "Helicopter Engine" text tag appears.

After you collect the plant sample transport kits, grab the mine detector on the other side of the same room—you need it to exit the level. For the next objective, the locations of the three plant samples vary each time you play the level. The eight possible locations are marked by red dots on the map above.

When you get to the general region marked by the red dots, look for an area of fern-like plants covered overhead by netting, which we'll call "gardens." Each dot may have as many as three gardens—the gardens without any fires burning are where you collect the samples.

When you're ready to use the alternate exit, watch the indicators on your radar screen and use the directional pad to maneuver through the minefield—it enables more precise control over your movement.

Rhoemer's C-5 Galaxy Transport

When Rhoemer runs by you, don't follow him. Instead, go up the stairs he came down and into the cockpit.

Kill the copilot but not the pilot, and then pull the cargo door switch, which is located on the instrument panel in the corner. Descend the stairs, grab the UAS-12 from the crate, and then pursue Rhoemer to the tail of the plane.

If you beat Syphon 2, this battle will be most familiar. Rhoemer's armor makes him invincible, so the only way to get rid of him is to use the UAS-12's powerful blasts to knock him out the tail door of the plane.

Approach Rhoemer from an angle such that your shots propel him back through the door. Wait until you get reasonably close to him, then charge in, firing on full auto until he's knocked out of the plane.

Pugari Gold Mine

You're parachuting in directly over a crane. Land atop it, take out the enemy there, and run to the edge of the crane. You'll automatically jump across to the ledge where the explosives are located in a crate.

When you're ready to climb down after collecting the explosives, look for the text tag that reads, "Climb Down," and carefully lower yourself over the edge there; try it anywhere else, and you'll die. Then just use the map to proceed toward Mine 411 and set the charges. Even though they're listed as objectives, don't worry about freeing the second group of slaves or interrogating Foreman Jones—you handle that in the next level.

Pugari Complex

Don't mess around—dash over to the mine cart and pull the switch to ride it to safety. Crouch atop the cart to avoid getting clunked in the head. As you're flung from the cart at the end, be prepared to be immediately attacked by one enemy.

Use the map to locate and interrogate Foreman Jones. Afterward, it's smarter to let him live—killing him causes a horde of enemies to attack ferociously.

Head off after the remaining slaves. When your objectives are updated just after exiting the basement, return to that basement and pull the transmitter power switch to activate the transmitter for Smith.

After transmitting the codes, you meet up with Dejesus, and he leads you over to an elevator. As it opens, crouch, go sniper, and use headshots to take out the three enemies—they're wearing vests.

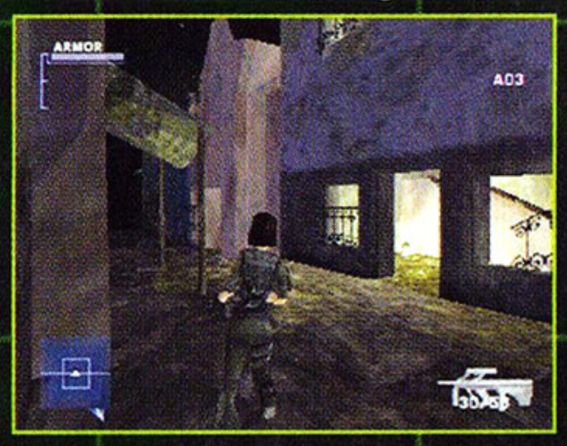
Shirpur District

Stealth pays off in this level—move slowly and pause to look everywhere. The main objective, the snipers, are positioned up high and are often accompanied by a guard (all seven are labeled by numbers on the map below). If you track them down in the order listed on the map, you'll usually approach them from behind.

To progress in the order listed on the map below, you often have to locate holes in the walls to step through and holes in the ceiling to jump up to.

After you kill Sniper #2, stand where he was standing and take out Sniper #3, who's across the open space on the roof of the bus.

After you kill Sniper #5, collect the prototype weapon from the crate nearby. The prototype, the AU300, both sees and shoots through walls, and is immensely useful throughout this level. After you kill Sniper #7, make your way to the trapdoor marked "T" on the map, which drops into the tunnels underneath the city. There are three other trapdoors in the level, but it's best to ignore them.



To reach "T," enter the door marked "D" on the map, go through the hole in the wall, climb up one level, and then run down the hall to "T."

Drop through the trapdoor down two levels into the tunnels and photograph the troop-movements map, which completes an objective.

Battle through the tunnels to the spot marked "C" on the map, which is the location of one of the weapons caches (our map doesn't show the tunnel level, but "C" is still located correctly). Blow the cache, which also blows up all the other caches and causes a distraction for Gabe. As soon as the timer starts on the cache, run back to the troop-movements map and climb up—you have to exit the tunnels to survive the blast.

Battle out to "E," the extraction zone, which is on the roof of the bus where Sniper #3 lurked.

Take out the four RPG enemies—one is back along the route to "T," but all can be spotted by the trails of their rockets in the sky.

SS Lorelei

Use the in-game map to locate the spots where you need to plant the three explosives. Plant the charge in the aft hold last, and then head out to plant the decoy explosive as indicated on the in-game map. Continue up the stairs next to the decoy to the middle level of the ship.

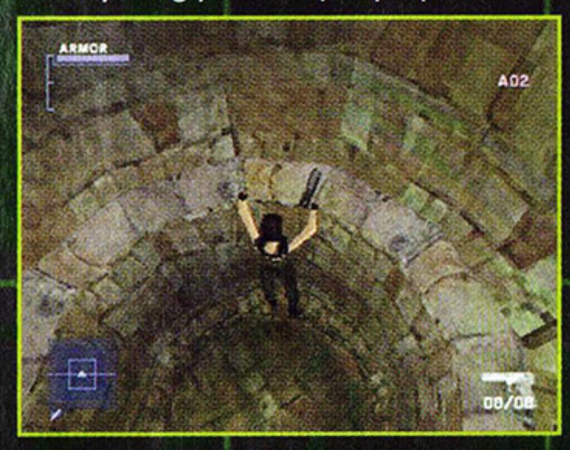
After the cut-scene with the cook, use the map again to locate the dumbwaiter and climb in.

Once inside the captain's quarters, kill the captain and collect the shipping manifest, which is on a coffee table.

Then locate the stairs and descend a level to grab the video—it's located in a small room off the red-colored conference room. After that, this level's all about combat—battle back to your starting point and expect plenty of attacks from behind. Cover Maggie while she lowers the crane—the Spyder or the sniper rifle work best.

Aztec Ruins

This level is a maze, especially because there's no in-game map. As in Shirpur District, keep your eyes open for anything you can jump up to.



To ascend out of the level you begin in, locate the circular room (pictured above) and jump up.

When you reach the corridor where you can see the first scientist in the lab below (pictured above), descend the stairs after it and turn right. After the cut-scene, return to the stairs and take the left fork.

~Shenmue II~™

12.04.2001

TEEN
T
CONTENT RATED BY ESRB

Gambling
Use of Tobacco and Alcohol
Violence

SEGA-AM2

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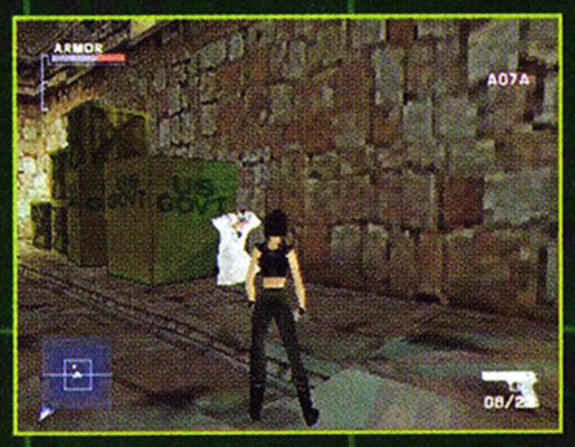
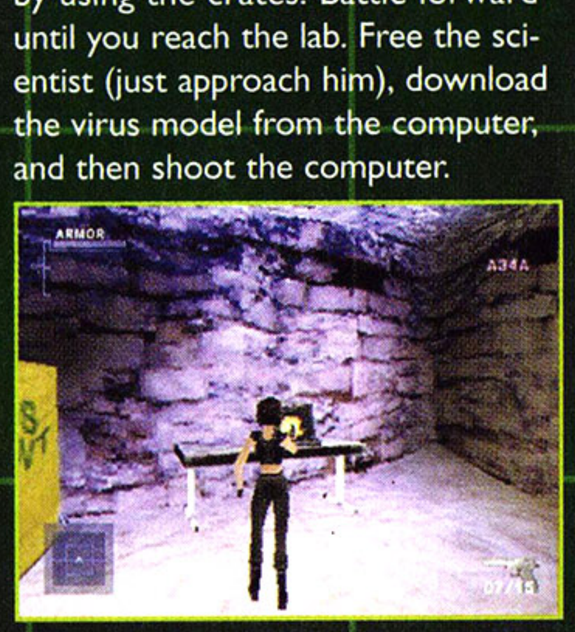
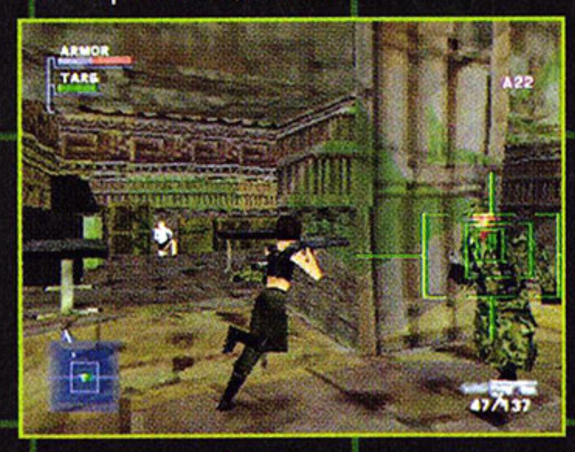


When it dead-ends, jump up a level by using the crates. Battle forward until you reach the lab. Free the scientist (just approach him), download the virus model from the computer, and then shoot the computer.



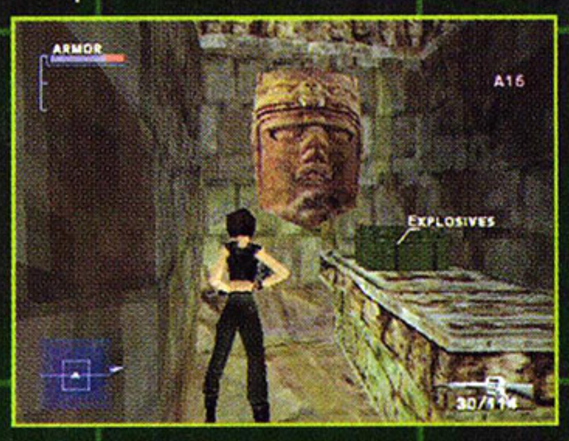
Continue forward, looking for the remaining scientists to free and computers to destroy.

When you reach the courtyard, you should have four scientists and five computers left. The courtyard is a tough battle. Stay in the doorway and snipe as much as possible, then move to another covered position and repeat. As you cross to the other side of the courtyard and exit, you'll find two scientists in cells. Ignore them—you can't free them until you collect the explosives later on.



Move on until you encounter Dr. Weissinger just ahead and then kill the soldiers threatening her before she's killed. If the Doc keeps kneeling, there are more soldiers out there. Once she runs off to the evacuation point, shoot the computer in her lab before moving on.

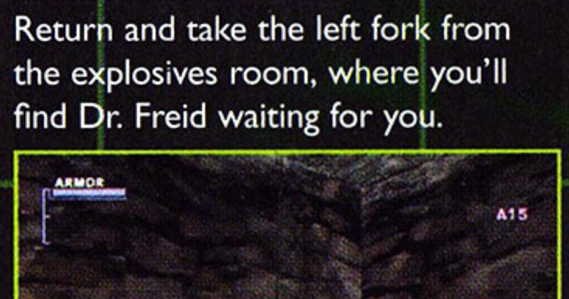
You'll pass two more scientists in cells (who you can't free yet) and will shortly reach a room with three computers—trash them all.



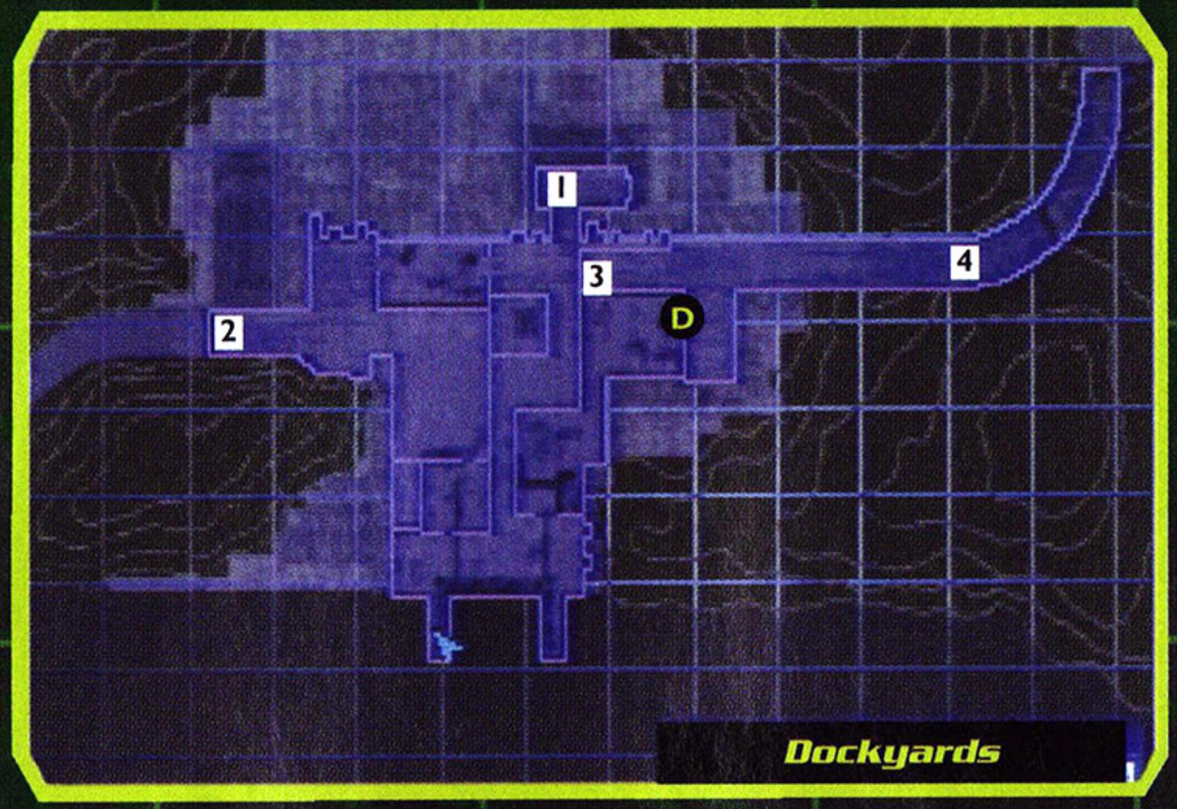
Immediately after that is a room with the explosives—grab them and backtrack to free the remaining four scientists by planting explosives in front of their cell doors. Expect some light resistance along the way.

When you're done, return back to the room where you collected the explosives and head to the right, where you'll find the final computer to destroy and the virus sample in a crate in the same room.

Return and take the left fork from the explosives room, where you'll find Dr. Freid waiting for you.



Approach him to free him, then drop down into the hole into the room below to get his artifact.



Dockyards

Battle forward until you meet up with Maggie.

While she attacks the sniper tower, run ahead and don't shoot back—Maggie's got you covered.

Plant the explosives on the roof of the truck—the four trucks are marked by numbers on the above map in the order you find them.

Then follow Maggie to safety in the warehouse past the sniper tower, rolling repeatedly to minimize the damage you take.

After you're locked in, follow Maggie and shoot the barrels just beyond the spot where she kneels—this will blow open an exit to the warehouse. Outside, you'll meet up with three British agents—don't shoot them. Refer to the map above to locate the second truck, blow it, and then let one of the agents escort you to a warehouse; inside, you'll meet Maggie and Russell.

Follow Russell to a locked door, kneel behind him, and provide cover while he picks the lock. Repeat for the safe inside.

Fight your way to the door marked "D" on the map and blow it open by shooting the barrels again. Outside you'll find the third and fourth trucks, which are marked on the map, but expect fairly heavy resistance.

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Upper Dockyards

Time is too tight for exploring—locate Nigel's position on the in-game map and run over to meet him. After that, it's sheer run-n-gun action as you follow/protect Nigel and shoot everything that moves until he leads you to the final truck.

After Nigel turns traitor, run after him and take him out with a head shot—he's wearing a flak jacket.

Army Ranger Munitions Truck

Fight off the first ambush of the truck—first go for head shots on the pair on the left, then deal with the enemy who tries to flank you from the right. Next, immediately run ahead to the ruins on the right, which is where the mortar fire emanates from.

There's no door to the ruins. Instead, run to the left of the road and look for an awning that conceals a tunnel underneath the road—this enters the ruins.

Take out the three enemies inside and battle back through the tunnel to the truck.

Clear out the pair of enemies at the roadblock and let Ellis demolish the first fence.

When it blows, run past and set the charges to demolish the next fence. Run in front of the truck until the sniper attacks from the left.

Drop down off the bridge, head left until you're in range of the sniper, and take him out.

Return to the area underneath the bridge and defuse the explosive—first climb the rock, then the wooden strut, to reach the explosive. Continue along the road, pausing to cover Ellis while he defuses the next mine.

When you reach the valley sniper, don't pursue him down the road. Climb one of the ridges alongside the road and take him out from above.

Afterward, dash back to the truck to defend it, then stay with it through the valley, where you'll be fighting off attacks from all sides. This battle is really tough. Stay in the middle on the road and don't crouch—you'll target the enemies up high better if you remain standing.

When that fight's won, stay with the truck as it approaches the final fence. When all the enemies there are down, you'll get the signal to blow the fence, which ends the level.

Square in Eastern Part of City

Leaving the truck behind, fight your way down the street until Lian radios in the location of the explosives.

Check the in-game map, then battle your way to the garrison and collect the explosives.

Once you have the C-4, the tank will quickly appear. Its shots kill you instantly, so be sharp. Unlike the other explosives in the game, you have to select the C-4 as though it were a weapon and use the Shoot button to place it on the tank. Circle the tank, placing all five C-4 charges at regular intervals.

Next, switch over to the transponder, flee to a safe distance, and blow the tank to smithereens by "shooting" the transponder.

GIANTS™
CITIZEN KABUTO

PREPARE TO GET BLOWN AWAY.

— DAILY RADAR

PlayStation®2

TEEN
T
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Blood and Gore
Violence

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Consortium Viral Testing Compound

Lian is armed with the AU300 in this level, so put that to good use by shooting through walls while taking cover.

Enemies respawn regularly, so expect lots of resistance. Stick to the outskirts of the camp if you're running into too much trouble.

Use the in-game map to locate and disable the dish…

…and to locate and photograph the mass grave.

Then approach Dr. Weissinger's position and take out the four soldiers (in flak jackets) who are guarding her. One is in the tower, two are in front of the gate in the fence, and the last one is inside the gate.

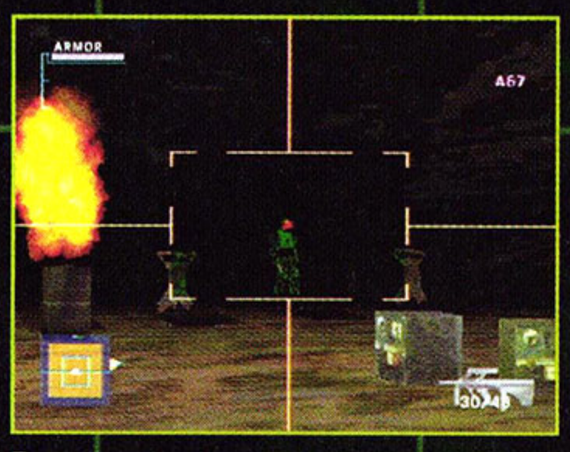
After talking to the Doc, use the map to run around the camp again and collect the three biological samples she needs. When you return to her tent, three more enemies are skulking inside—use the AU300 to get them before you enter the tent.

Then escort her to the chopper—you face moderate resistance along the way.

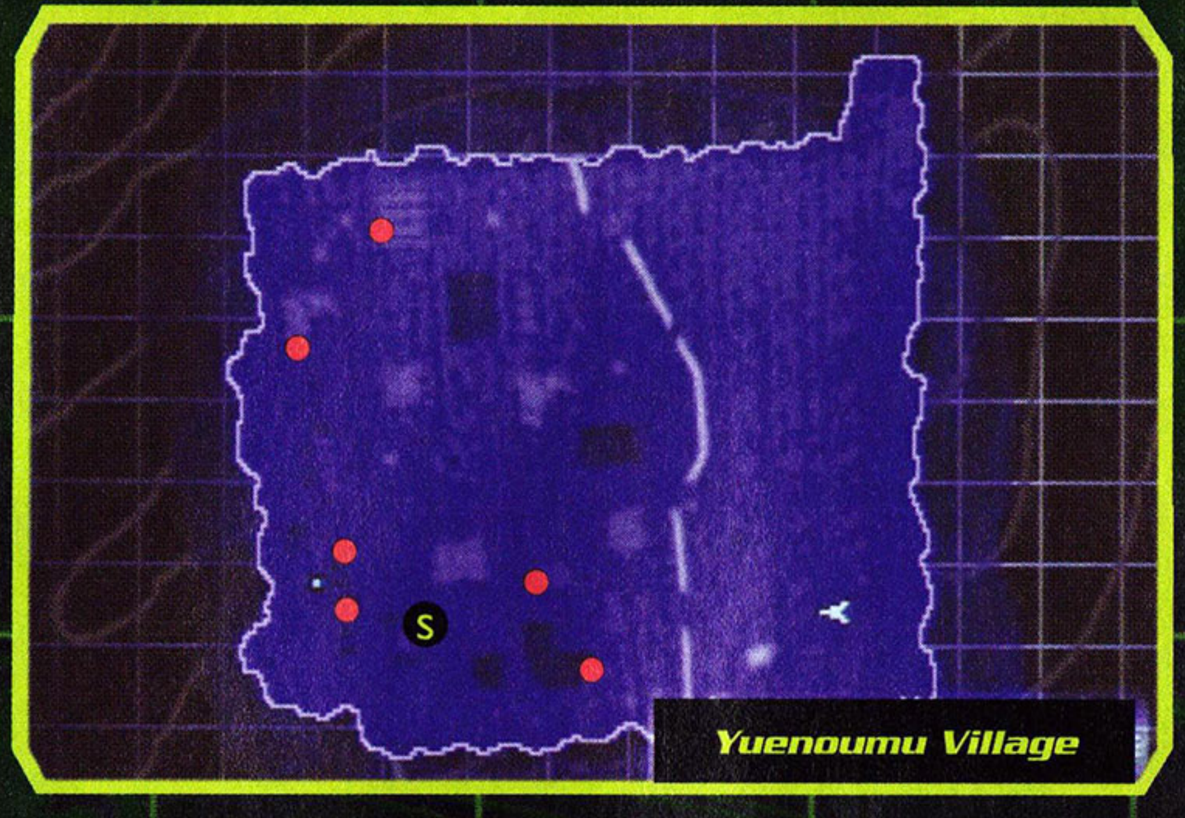
Yuenoumu Village

Some enemies are now wearing flak jackets, and until you take out Silvers, stealth matters, so move slowly and use that AU300 to snipe.

The locations of the six aborigines that you need to give the antidote to are marked by red dots on the map above. However, your first priority is to assassinate Silvers. His location is marked on the in-game map, but he's accompanied by a guard. If you don't kill Silvers and the guard simultaneously, then the survivor will kill the aborigines before you can get another shot off.

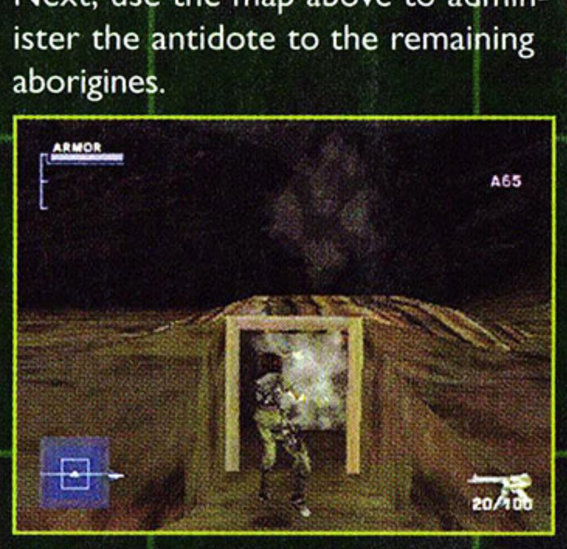


Fortunately, there's a spot where you can kill both with one round. Position yourself on the right rear corner of the building that's leftmost if you're



facing Silvers (marked as "S" on the map above). Go sniper, wait until the guard's pattern takes him back to stand in line with Silvers, and get them both with one shot.

Next, use the map above to administer the antidote to the remaining aborigines.



To find one of them, you have to go underground as pictured above. After you cure the last of them, use the in-game map to locate the truck and return to the LZ. Handle the group of enemies at the LZ (the K3G4 works great) to end the level.

Paradise Ridge

Surprise! Teresa's alive! Anyway, to take out the two snipers in the towers, hide behind the pillar-like rock, go sniper, and lean out to either side to pick them off (it's best to take the sniper on the left first). Expect a surprise attack after you kill each one. Also, additional flak jackets are very rare in this level—it's worth restarting at your last checkpoint if you take too much damage.

As you move ahead to free DeMarco, you're actually walking into an ambush, so be ready for a firefight. And don't mess with the agent who gives you "your only warning"—he'll kill you, but you can't kill him.

Expect another attack after you plant the homing beacon on the power lines. Move on to the cut-scene at the crash site and then return to remove the homing beacon—remember, your targets are now the "agents" only—you can't shoot the militia even if they shoot at you.

When you reach the cottages, start sneaking. Use your crossbow to stun

UNTAME THE BEAST WITHIN

Bungee jump.

Water ski.

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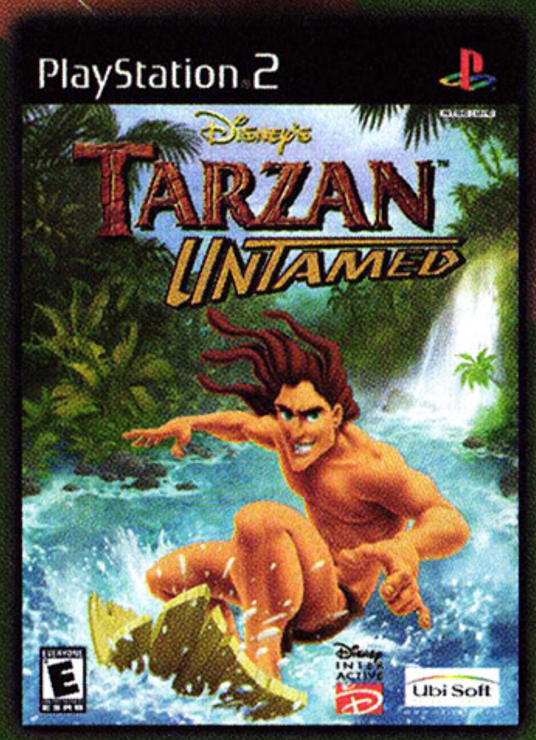
Get untamed.



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EVERYONE
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Mild Violence

Disney INTERACTIVE

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NOVEMBER 2001

Ubi Soft ENTERTAINMENT

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the five militiamen in the area. Make every shot count—you have only five. Continue up the hill past the cottages.

When you see the text tag "This Way to the Dakton Compound," you're about to be ambushed by three enemies. Take them out and continue on. You'll encounter a swarm of militiamen battling a lone enemy, whom you should take out.

Then just run past the militiamen, rolling when appropriate, until you reach the wall pictured above, which ends the level.

Dakton Militia Compound

As you make your way forward into the barn, you can't save the first two militiamen you encounter. But as you drop through the trapdoor into the barn's basement, you'll come across the scene pictured below.

As in aborigine village, wait for the right moment to kill both enemies with one extended burst of fire—when their heads are close together, quickly swerve your sniper cursor from one enemy's head to the other's. The rescued militiaman tells you the location of one of your objectives. Afterward, drop into the ventilation shaft below the basement via a second trapdoor.

After you emerge from the shaft, you'll come upon a familiar scene—two enemies threatening two militiamen. Line up the same "one burst, two kills" shot to save the militiamen, who will tell you the location of your other two objectives—check the in-game map.

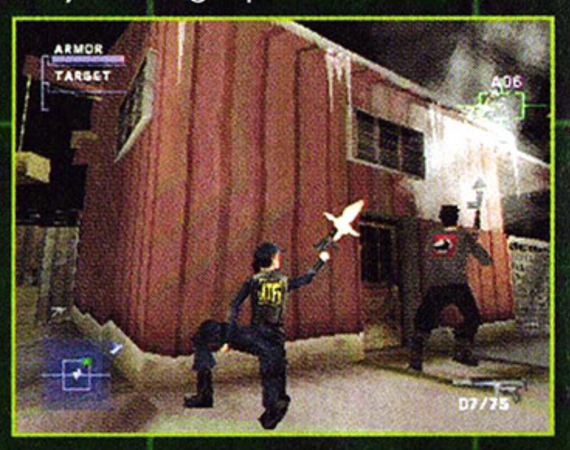
Once you're done talking, kick open the door on the other side of the trailer. This next bit is tricky—move quickly but quietly.

Climb atop the gray trailer below the "Jump Here" text tag, then jump across the gap to the catwalk.

Sneak up behind Silvers—try to approach him when he's kneeling and is on the radio. Plant the homing device on him. Rather than worrying about getting out, creep back into a corner and kneel. Silvers will soon run off to respond to a radio call.

Use the map to move forward and free Agent Kelly—he's tied up outside in a nook beneath the stairs and behind some trees.

Fight off the subsequent attack, then drop down into the well next to Kelly's "hiding" spot.



Join forces with the two militiamen you meet there, and in the subsequent battle, ensure that at least one survives—it makes the next sections much easier.

Use the map to enter the house and get the satellite data from its hiding place in the mounted moose head.

Continue on and meet up with the militiamen pinned down by three snipers. Behind them in a crate is an M-79—use that to kill the snipers.

Follow them into the building, clear out the pair of enemies, and reach the Daktons by pulling back the mattress.

Underground Bunkers

Stick tight with Dusty, defend him, and follow his advice until he leads you to his mother.

To find Debbie's medicine, turn left as you exit her room. Go down the tube-like hall, turn right, descend the ramp, and kick open the metal double doors—the first-aid kit is inside. After that, escort Debbie out and don't worry about Dusty—he'll back up the F.I.S.T. files on his own.

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Senate Hearings Building

Most of the enemies are now in flak jackets, so lean out around corners and snipe for head shots.

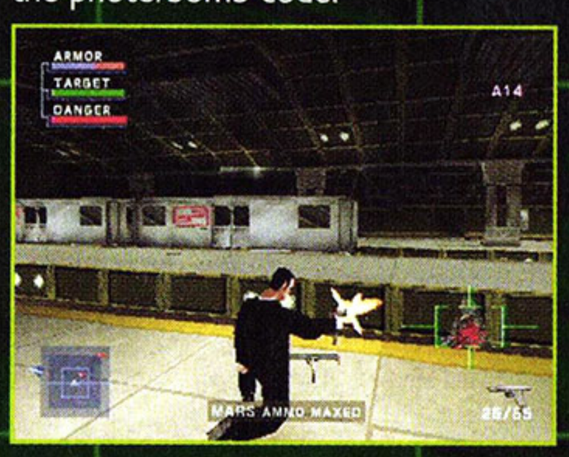
You can't access the lobby to rescue the agents at first, so find the men's room, shoot out the vent, and climb into the ventilation shaft.

Drop down into the room at the end of the shaft and use the gate-control panel to open the gates.

The ventilation shaft in the ladies' room leads you to an office where you can find the cancellation code for the bombs by examining the photo on the desk.

Return to the lobby and kill the five enemies inside to rescue the agents.

Battle over to the elevator—it's just down the hall from the office with the photo/bomb code.

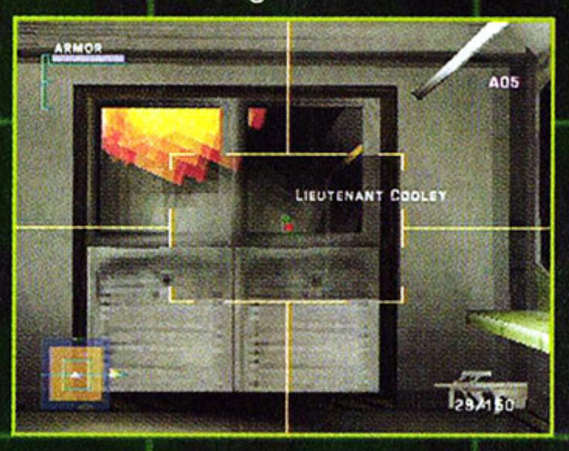


Quickly fight your way over to the subway car and enter it. Don't dally—the enemies won't stop swarming, and trying to take them all out only costs you health.

Senate Subway System

Run-n-gun your way through the subway cars. Expect an attack every other car, and when the fourth attack starts, expect some grenades to be thrown at you.

When you reach the first hostage, ignore the warning to not come any closer. Enter the car, go sniper, and target the enemy who isn't approaching you. Take him down and then quickly swerve your targeting cursor to get the other enemy coming at you. Free the hostage and move on, repeating this tactic to rescue the other two hostages.

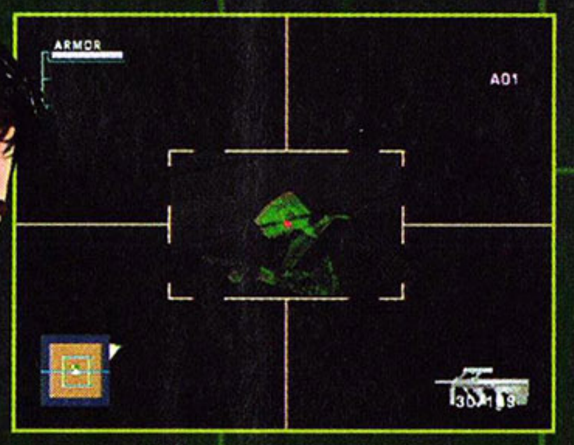


After the explosion that signals that one of Mara's men is trying to separate the train, make sure you get the AU300 from a crate. Creep forward and use it to take out Cooley before he finishes his demolition work.

Once he's down, grab the explosives from the crate in the next car and place them in that same car. Quickly run back at least two cars to survive the explosion.

Up ahead, Mara is holding a hostage, but she's behind bulletproof glass. Don't enter the car Mara is in, or she'll kill the hostage instantly.

Instead, jump up onto the roof of Mara's subway car and walk forward.



Use the AU300 to shoot Mara—aim down through the roof of the car at her head. Then sit back and watch the ending. Be sure to wait through all the credits for a tantalizing peek at how the Syphon story will continue!

Win an exclusive GamePro T-shirt!

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or mail it (or a copy) to *GamePro* by November 30, 2001. Or go to **gamepro.com** and enter online! You'll be entered in a contest to win the prizes listed.

Name _____ Age _____

Address _____

City _____ State _____

Zip _____ Phone ( ) _____

E-mail _____

November '01

20 WINNERS!

HOW TO ENTER

To be eligible to win, please mail your completed survey (or a copy) to:

November GamePro Survey
P.O. Box 193712
San Francisco, CA 94119-3712

Or fax it to:
415/975-2609

Or e-mail your survey to:
letters@gamepro.com
(Please enter "November GamePro Survey" in the subject line.)

Or enter online at:
www.gamepro.com

1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful." Thanks!

Cover	All / Some / None	A	B	C	D	F
Table of Contents	All / Some / None	A	B	C	D	F
Editor's Letter	All / Some / None	A	B	C	D	F
Head2Head	All / Some / None	A	B	C	D	F
Art Attack	All / Some / None	A	B	C	D	F
Buyers Beware	All / Some / None	A	B	C	D	F
ProNews	All / Some / None	A	B	C	D	F
Cutting Edge: PS2 Add-Ons	All / Some / None	A	B	C	D	F
Cover Feature: THPS3	All / Some / None	A	B	C	D	F
Special Feature: System Showdown	All / Some / None	A	B	C	D	F
Special Feature: E^3 Showstoppers	All / Some / None	A	B	C	D	F
Hot at the Arcades	All / Some / None	A	B	C	D	F
PC GamePro	All / Some / None	A	B	C	D	F
Game Boy Advances	All / Some / None	A	B	C	D	F
Sneak Previews	All / Some / None	A	B	C	D	F
PlaySmart	All / Some / None	A	B	C	D	F
PlayStation 2 ProReviews	All / Some / None	A	B	C	D	F
PlayStation ProReviews	All / Some / None	A	B	C	D	F
Dreamcast ProReviews	All / Some / None	A	B	C	D	F
Sports Pages	All / Some / None	A	B	C	D	F
Role-Player's Realm	All / Some / None	A	B	C	D	F
ProStrategy: Syphon Filter 3	All / Some / None	A	B	C	D	F
Driver's Edge: Gran Turismo 3	All / Some / None	A	B	C	D	F
Code Vault	All / Some / None	A	B	C	D	F

2. What game systems do you currently own?

- ☐ Dreamcast
- ☐ Game Boy Advance/GB Color
- ☐ Macintosh G3/G4/iMac
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC
  - ☐ Windows 98
  - ☐ Windows 95
  - ☐ Windows 3.1
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ Super NES

3. What game systems do you plan to buy in the next 12 months?

- ☐ Dreamcast
- ☐ Game Boy Advance/GB Color
- ☐ Game Gear
- ☐ Macintosh G3/G4/iMac
- ☐ Microsoft's Xbox
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ Nintendo GameCube
- ☐ PC/Windows
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ PS one

4. Please indicate which of the following publications you purchase or read at least six times per year:

- ☐ Electronic Gaming Monthly
- ☐ *GamePro*
- ☐ Gamers Republic
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Official PlayStation Magazine (OPM)
- ☐ PSExtreme
- ☐ PSM
- ☐ Tips & Tricks

5. Would you like to see more editorial on the following:

Anime	Yes	No
Arcade Games	Yes	No
Board Sports	Yes	No
Clothing/Fashion	Yes	No
Comic Books	Yes	No
Console Games	Yes	No
Consumer Electronics (DVD, MP3, etc.)	Yes	No
Entertainment News (Music, Movies, TV Shows, etc.)	Yes	No
Handheld Games	Yes	No
Online Games	Yes	No
PC Games	Yes	No

6. How did you get this copy of *GamePro*?

- ☐ Subscribed
- ☐ Purchased at the newsstand
- ☐ Other _____

7. Have you ever visited the *GamePro* Web site (www.gamepro.com)?

☐ Yes ☐ No

8. If yes, please rate each of the following from 1 to 5 ("1" meaning very good, "5" meaning very bad):

Chat Rooms	1	2	3	4	5
Cheats and Strategies	1	2	3	4	5
Entertainment Channel	1	2	3	4	5
Navigation	1	2	3	4	5
Reviews and Previews	1	2	3	4	5
Site Performance (Load Speed)	1	2	3	4	5

9. If yes, please indicate how much you would like to see the following ("1" meaning very much, "5" meaning not very much):

Art Attack Online	1	2	3	4	5
Custom Home Page	1	2	3	4	5
Free E-mail	1	2	3	4	5
Instant Messaging	1	2	3	4	5

Tell us what you THINK!

GRAN TURISMO 3 A-spec

EVERYONE E CONTENT RATED BY ESRB

The long-awaited Gran Turismo 3 has finally been released, with tons of hidden cars to unlock and tracks to race them on. This brief strategy guide takes you through some of the toughest license tests and shows you how to unlock the hidden cars. For the in-depth strategy guide, look for the Official Perfect Guide, on sale now.

Presented by VERSUS BOOKS

R LICENSE

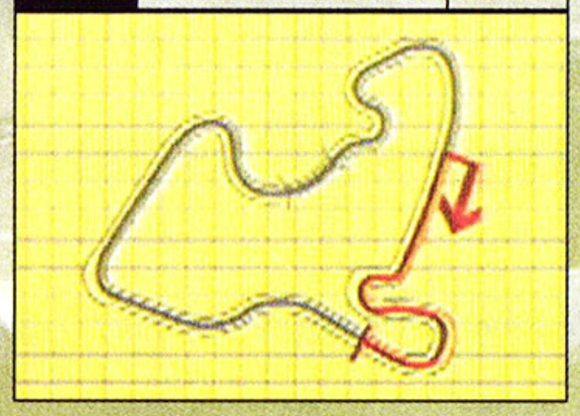
R-5

Practical Rally Driving II

DIFFICULTY: MODERATE

MITSUBISHI LANCER EVO VI T. MAKINEN

4WD



Curriculum

Here's a quick breakdown of the test:

1. Begin this test at 87 MPH.
2. **Reach the middle of fifth gear and hit 110 MPH before you begin to brake.**
3. Downshift to second gear, and your speed should be down to 30 MPH as you slide through the turn.
4. Hold 110 MPH through the second (and easier) turn.
5. Cross the finish line at 90 MPH and you're doing very well—if not perfect.

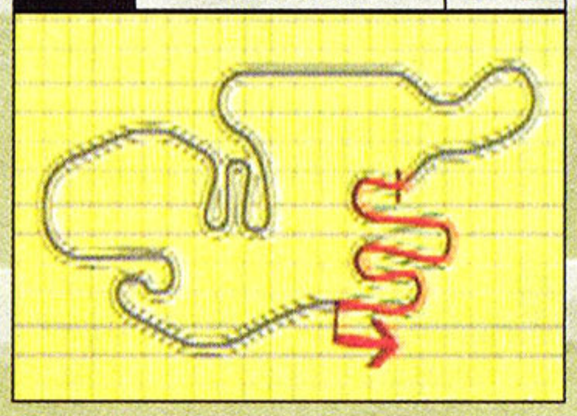
R-6

Drifting Techniques I

DIFFICULTY: MODERATE

LANCIA DELTA HF INTEGRALE

4WD



Curriculum

This test is the first real hard one, mainly because you'll need to grasp the concept of full opposite lock before you can even begin to take a run at the gold. **Opposite lock is when your car is sliding one way, and your wheels are turned in the complete opposite direction.** If nothing else, this test is just four consecutive very low speed turns with gobs and gobs of induced oversteer (or opposite lock) to get you through the curves with maximum speed. Look to hold between 30 and 50 MPH throughout the entire series of turns.

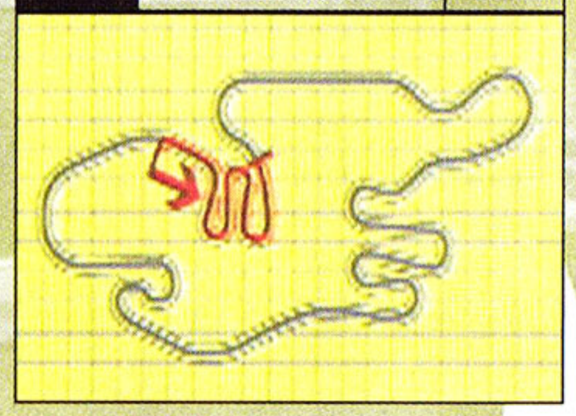
R-7

Drifting Techniques II

DIFFICULTY: MODERATE

SUBARU IMPREZA RALLY CAR PROTOTYPE

4WD



Curriculum

This set of 180-degree hairpins requires the same technique used in B-6, but in a greater degree due to the speed and sharpness of the turns. Start off at 75 MPH before braking ever so slightly as you poke through the kink at 62 MPH. **Immediately following the kink, bring your speed down in the safety range of 20 to 40 MPH** for the remainder of the hairpins. Remember, full opposite lock for the gold—nothing else works.

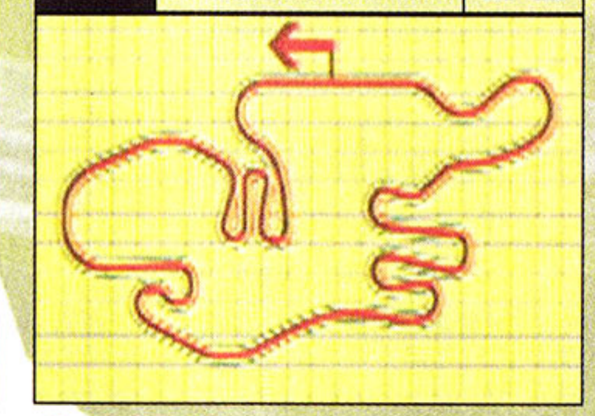
R-8

Rally License Final Exam

DIFFICULTY: VERY HARD

MITSUBISHI LANCER EVO VII RALLY CAR PROTOTYPE

4WD



Curriculum

Here are some itemized tips:

1. If you have golds on the two previous tests, then you have the hardest parts of this track mastered. If not, we highly recommend you go back and earn those first.
2. **It's critical to hit at least 90 MPH in fourth gear on the main straight before braking into Turn 14.** Attaining this type of speed means you're really carrying exit speed very well.
3. If all else fails, refer to our main strategy on the Tahiti Maze and maybe you'll pick up a few helpful hints.

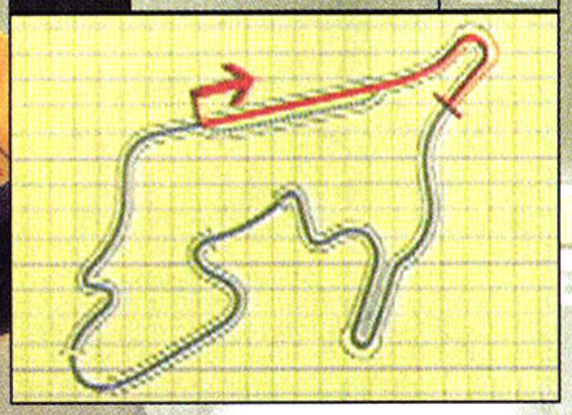
A LICENSE

A-1

Practical Cornering I

DIFFICULTY: EASY

HONDA NSX TYPE S ZERO — MR



Curriculum

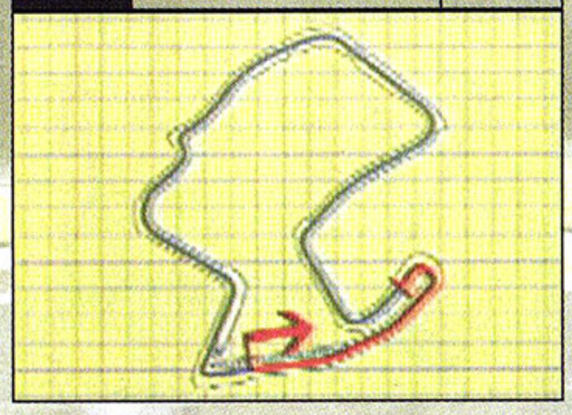
If done correctly, **you should be peaking fourth gear at exactly 8000 RPM before you get on the brakes hard** and enter the corner. And as you cross the finish line, you should be peaking at third gear and just about ready to shift into fourth.

A-2

Practical Cornering II

DIFFICULTY: EASY

NISSAN SKYLINE GT-R V SPEC II — 4WD



Curriculum

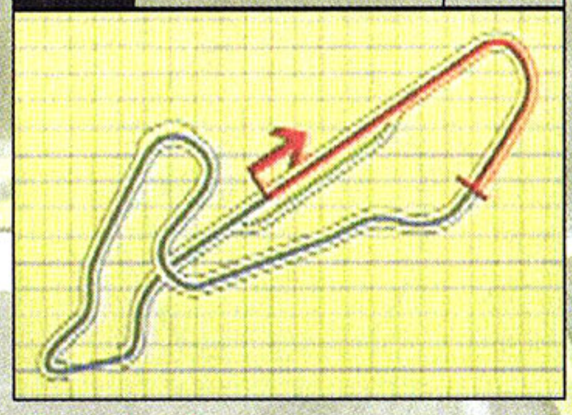
A good launch is important for building up speed on the front half of this test. In fact, **you should hit 110 MPH if only for a millisecond before you brake for the corner**. You'll stay on the brakes for only about a full second, then glide to the left for another half second, followed immediately by full throttle as you complete your exit from the corner. For the gold, you'd like to be between 78 and 80 MPH when you cross the finish line.

A-3

Practical Cornering III

DIFFICULTY: EASY

HONDA S2000 — FR



Curriculum

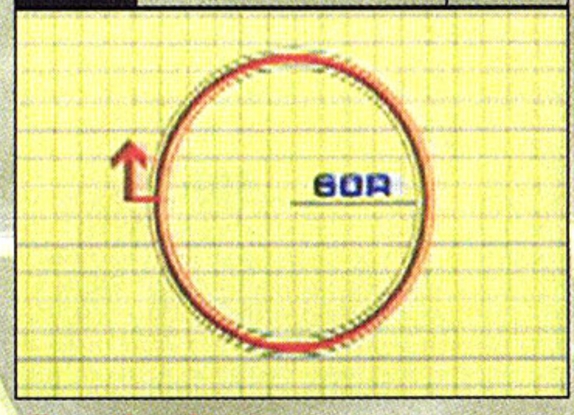
You're looking to hit 105 MPH right before you downshift and begin braking for the turn. Much like in A-2, you'll only brake for a second, then glide for a half second—but this time followed by 50 percent throttle up toward the end of the turn. Unlike in A-2, you'll need to delay your full throttle exit for just a second longer. **As soon as you hit 85 MPH (post-apex), get on the accelerator full force** and leave the corner with maximum speed. If everything goes well, you should be crossing the finish line at precisely 100 MPH, and the gold cup will be yours.

A-4

Circle Track: 60R, Dry Road

DIFFICULTY: EASY

MAZDA RX-7 TYPE RZ — FR



Curriculum

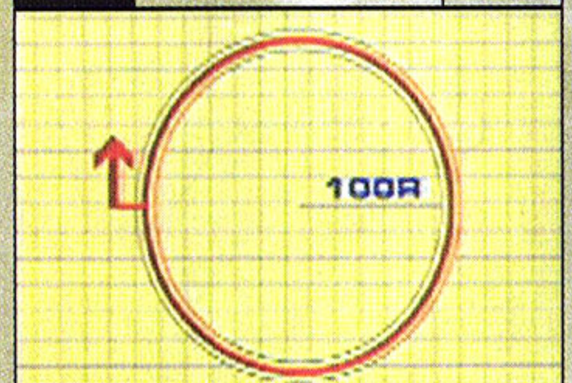
Set up like a skidpad, A-4 is just a really basic test of throttle control and steering correction. **Push the rotary engine up to about 60 MPH in third gear and leave it there**. For best results, follow the very inside corner of the track—along the thin white and red line—and try to keep your speed between 60 and 70 MPH. No braking is necessary during this test, just focus on keeping your car from losing its tail and your speed in the "green zone" listed above. You'll know if you're giving a little too much gas because your car will lose rear traction and break into a 180-degree spin.

A-5

Circle Track: 100R, Dry Road

DIFFICULTY: EASY

MAZDA RX-7 TYPE RZ — FR



Curriculum

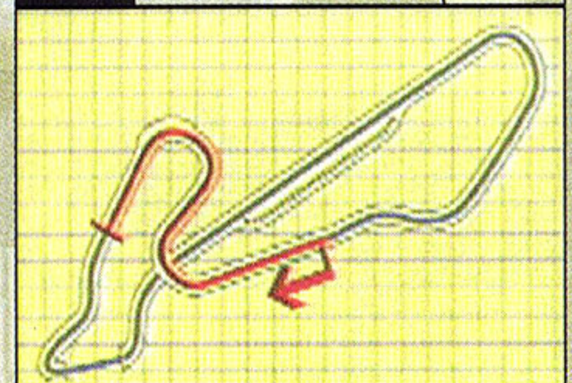
A much larger version of A-4, A-5 is the same exact test with even more speed and more steering control. Because of the larger turning radius, it's actually much easier to keep your car in line. **It's best to hover precisely between 84 and 88 MPH to earn the gold**. If you're having trouble keeping your car on the track at those speeds (which is very likely the first few tries), try staying around 78 to 80 MPH for the bronze.

A-6

Long Corners

DIFFICULTY: EASY

JAGUAR XKR COUPE — FR



Curriculum

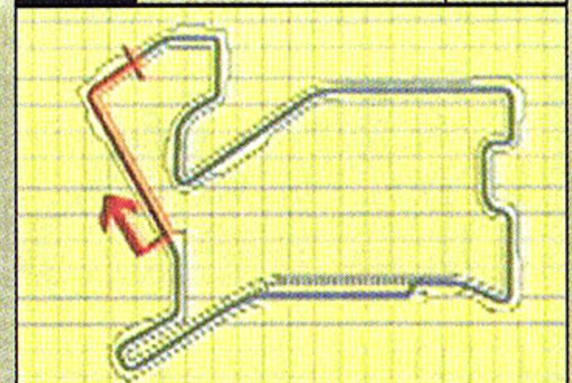
This is the first test that starts your car in motion around 95 MPH. **Stay on the throttle until you hit 119 MPH (just into fourth gear), then immediately downshift into third and brake**. You're on the brakes for only half a second at these speeds, at which point you quickly switch to pure acceleration as you punch out of the first corner. Apply the same technique to the second curve, but you should be entering at 84 MPH and leaving at about 78 MPH. You should cross the finish line at precisely 116 MPH in third gear.

A-7

Blind Corner

DIFFICULTY: EASY

CHEVROLET CAMARO Z28 — FR



Curriculum

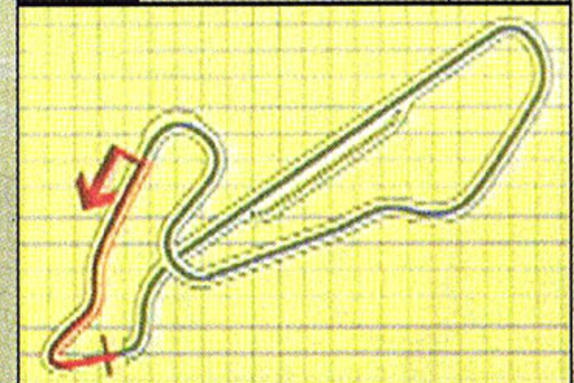
You cross the starting line at around 73 MPH. **Aim to hit 92 MPH at the top of the hill before you get on the brakes**. (And before you ask about the jumps, there is NO way to avoid them if you want the gold.) Instead of braking hard and actually steering through the turn, the Camaro Z28 does a better job power-sliding right over the little blue and white bumper on the inside corner of the turn. You should come through with enough speed to just graze the outside wall as you head for the finish line at roughly 78 MPH.

A-8

A License Final Exam

DIFFICULTY: MODERATE

MITSUBISHI LANCER EVO IV GSR — 4WD



Curriculum

You'll take control of the Lancer Evo IV GSR at 100 MPH. In just a few seconds, you should be able to build up to 110 MPH. **Hold that speed through the first chicane and all the way up through the sharp 45-degree turn thereafter**. Brake steady and hard to kick out your rear end, then get on the throttle and you should be right around 45 MPH as you exit the corner. If you exited and took this turn correctly, you should be able to cross the finish line at 78 MPH or greater.

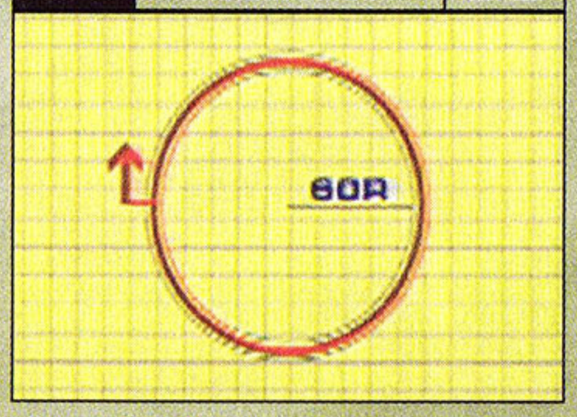
IB LICENSE

IB-1

Circle Track: 60R, Wet Road

DIFFICULTY: VERY HARD

CHEVROLET CORVETTE Z06 — FR



Curriculum

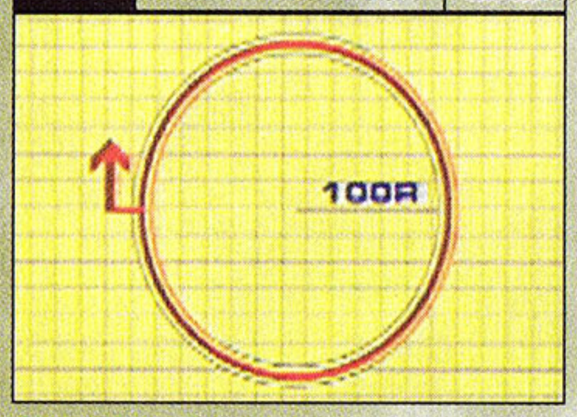
Pop the Corvette into second gear and run the entire circle with the right side of your car actually riding on top of the red-and-white curb. **Keep your speed no lower than 50 MPH and no higher than 60 MPH**. If you have to brake or correct a serious spin, just start over as you've already screwed the whole test up. Top off everything by giving a major accelerator boost when you see the finish line in sight. This last step alone will be the difference between silver and gold.

IB-2

Circle Track: 100R, Wet Road

DIFFICULTY: HARD

CHEVROLET CORVETTE Z06 — FR



Curriculum

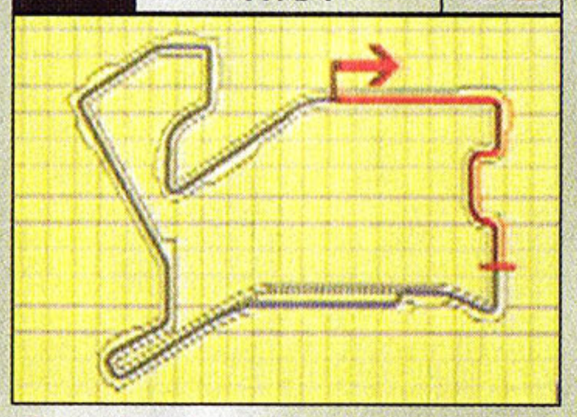
For the gold, you're literally going to need to knock over the cones with the air from your front fender. In other words, **ride the center curb as much as possible to gain traction**. Do it without actually knocking over the cones with your car, however, or you'll fail. Throughout the entire test, your speed should drop no lower than 72 MPH and climb no higher than 82 MPH. And don't forget about your little "turbo boost" when the end is near.

IB-3

Braking & Cornering I

DIFFICULTY: MODERATE

HONDA S2000 TYPE V — FR



Curriculum

Here's a new system that should make things a little easier for you:

❶ Things start off at approximately 90 MPH.

❷ At the very end of the straight, you should hit 115 MPH before you begin to brake.

❸ Carry a minimum of 60 MPH through the first S-curve. You should be at 65 MPH at the beginning of the second S-curve.

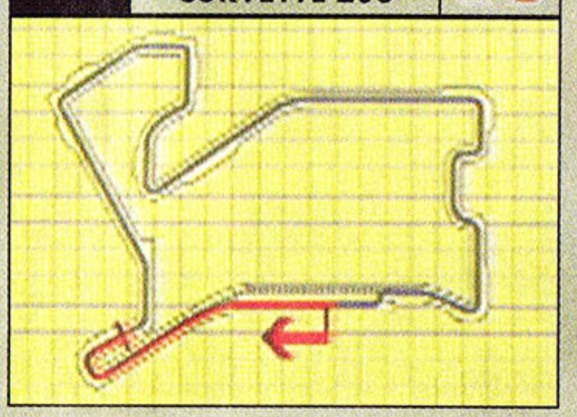
❹ If you exit the last turn at the correct angle, you should cross the finish line at 84 MPH.

IB-4

Braking & Cornering II

DIFFICULTY: MODERATE

CHEVROLET CORVETTE Z06 — FR



Curriculum

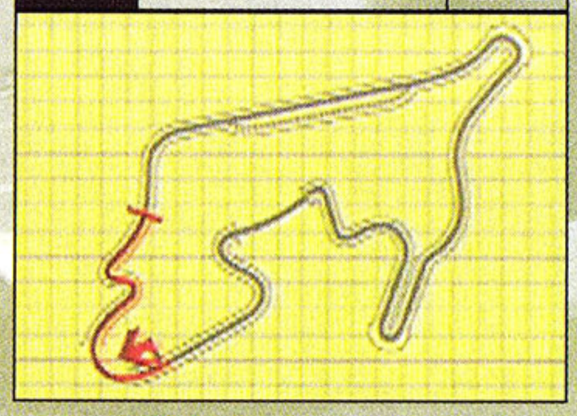
You'll start things off at 65 MPH, **quickly building up to an insane 119 MPH before you slam on the brakes** and begin your fierce right-hand turn. Averaging about 47 MPH through the turn, make sure to follow everything you've learned thus far. If all goes well, you should be crossing the finish line at either 68 or 69 MPH.

IB-5

Turning Acceleration & Weight Shift

DIFFICULTY: HARD

RUF 3400 S — MR



Curriculum

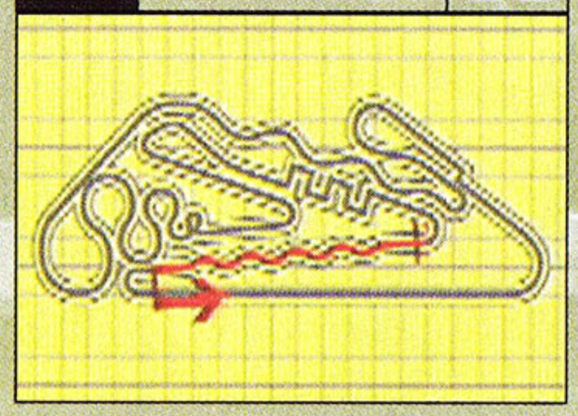
Hug the inside (right) wall under full acceleration throughout the entire tunnel, then look to get this bad boy up to the 97 MPH mark before you brake hard and enter Turn 2. Try to hold at least 50 to 53 MPH through Turns 2 and 3 (the hardest part of the test), and you should be able to cross the finish line at around 80 to 82 MPH.

IB-6

Fast Slalom I: Assist On

DIFFICULTY: HARD

RUF R GT — MR



Curriculum

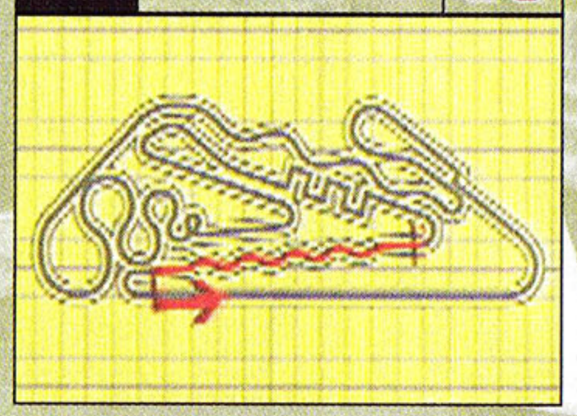
This test can be a joke if you **get used to the controlled high-speed body roll of the R GT and harness it**. You'll start off this test cruising at an already speedy 56 MPH. Going into the first couple of chicanes, your speed should be ever increasing until it builds up to 110 MPH. Hold that speed throughout the last few chicanes and cross the finish line at 122 MPH for the gold.

IB-7

Fast Slalom II: Assist Off

DIFFICULTY: HARD

RUF R GT — MR



Curriculum

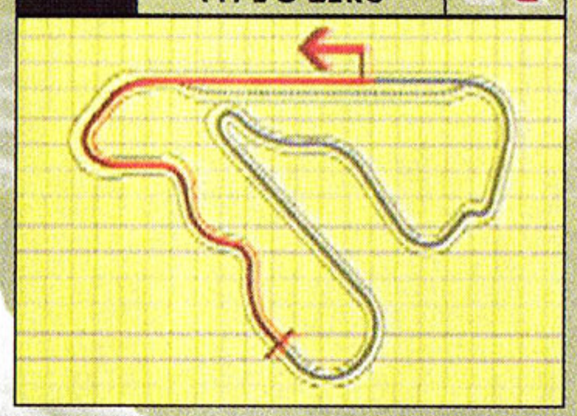
Again, you're starting at roughly 56 MPH, which quickly builds to 103 MPH through the first two of the wider chicanes. Once past the second chicane, **get on the throttle hard and you should hold a steady 110 MPH through the last set of turns**. Much like in IB-6, you'll cross the finish line at 122 MPH if you've done everything correctly.

IB-8

International B License Final Exam

DIFFICULTY: VERY HARD

HONDA NSX TYPE S ZERO — MR



Curriculum

For the gold, here's a step-by-step breakdown:

❶ You'll start at an insane 122 MPH!

❷ As soon as you hit 140 MPH, brake hard and head into the first turn. At around 115 MPH, get back on the accelerator and exit Turn 2.

❸ Hold about 85 to 87 MPH through Turn 3.

❹ Hold about 94 to 95 MPH through Turns 4 and 5.

❺ Cross the finish line at exactly 100 MPH.

PlayStation.2

Arcade, Training and exculsive
Special mode for non-stop action.

Become the ultimate Vampire Hunter
with more than 15 wild training stages.

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simultaneously — in two player mode.

The all new Guncon™2 and the
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Hunters' weapons of choice.

Don't fire until you see the whites of their fangs.

Listen. Can you hear your heart pounding? They can.
Deep in the darkness, the beating stirs their ancient hunger. Only your will
to survive and sweaty trigger finger can keep you from their bloodlust.
From ahead. From above. From behind. The beasts shall come.

Vampire Night™

TEEN
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CONTENT RATED BY ESRB
Blood Violence

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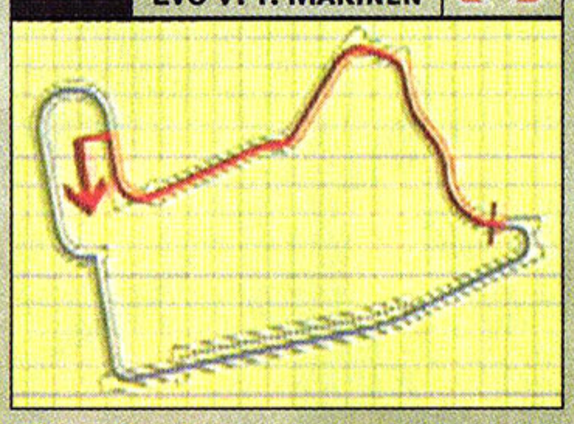
IA-1

Fast Complex Corners I

DIFFICULTY: HARD

MITSUBISHI LANCER EVO VI T. MAKINEN — 4WD



Curriculum

Here's your step-by-step:

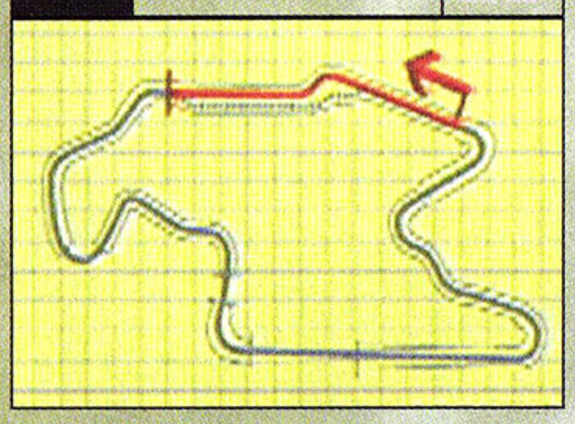
1. Begin the test at 94 MPH.
2. **You should hit 128 MPH in sixth gear before you brake for Turn 1.** Downshift, reduce your speed to 105 to 110 MPH, and continue through the turn.
3. You'll want to hit at least 120 MPH before you brake for the last little kink and roll past the finish line at 100 MPH. If you don't apply the brakes in this section, you'll hit the wall and fail, 100 percent guaranteed.

IA-2

Fast Complex Corners II

DIFFICULTY: HARD

HONDA S2000 — FR



Curriculum

Here's your step-by-step:

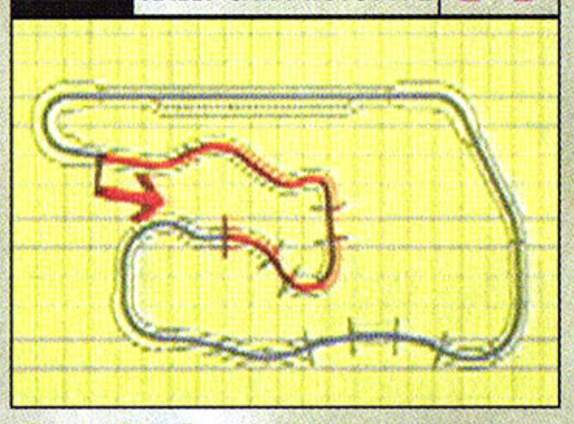
1. Start things off at 69 MPH.
2. Ride high on the outside edge above the white line and **aim to carry 110 MPH through the chicane**. The best angle to take is a very straight one, almost going out of bounds because your tires are getting all the way up on the curbs. (Remember that when your tires are off the ground, you have no steering.)
3. If all went well, you should be passing the finish line at 125 MPH in fourth gear, just about ready to shift into fifth.

IA-3

Fast Complex Corners III

DIFFICULTY: HARD

SUBARU IMPREZA RALLY CAR PROTOTYPE — 4WD



Curriculum

Here's your technical step-by-step:

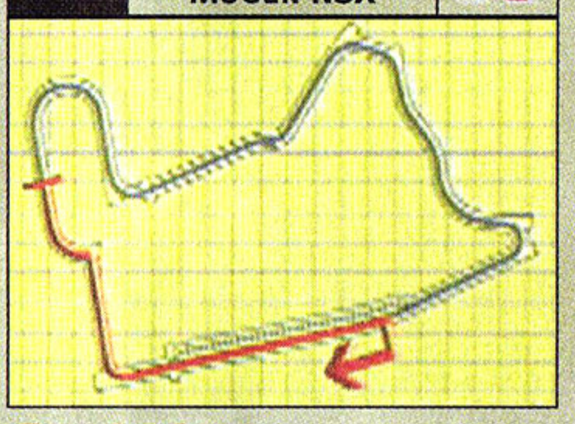
1. You'll get out of the starting gate at 78 MPH.
2. Hit 97 MPH through Turn 1, then accelerate and hit 103 MPH into Turn 2.
3. Immediately brake and downshift into third gear on your exit. **You should be right around 80 MPH, slowing to 68 MPH for Turn 4.**
4. Boost out of this corner and build up to 84 MPH going into Turn 5. Cross the finish line at about 94 MPH.

IA-4

Braking & Cornering III

DIFFICULTY: HARD

CASTROL MUGEN NSX — MR



Curriculum

Here's your technical step-by-step:

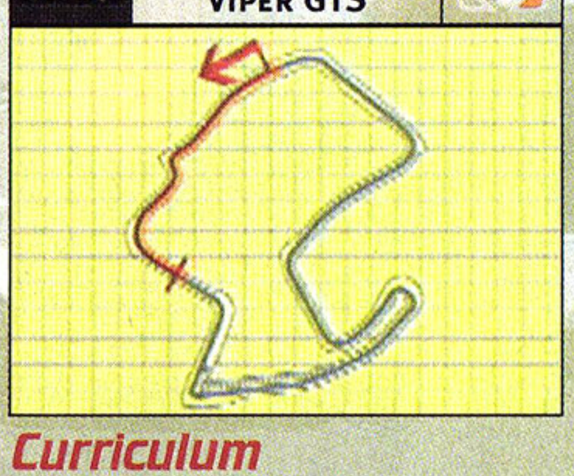
1. Another rolling start, but this time at 93 MPH.
2. You will approach a staggering 155 MPH before you begin to brake for the 90-degree Turn 1. **Drop down into third gear at about 72 MPH and carry this all the way through Turn 1.**
3. Ride the outside (right) wall and quickly build up your speed back to 109 MPH. You should carry no less than 99 percent of that speed through the chicane, all without even scuffing the wall.
4. Cross the finish line at 128 MPH.

IA-5

Corkscrew

DIFFICULTY: HARD

DODGE® VIPER GTS — FR



Curriculum

Here's your step-by-step:

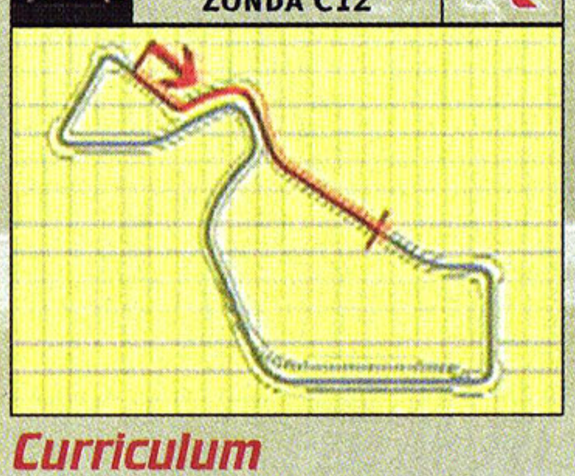
1. Rolling start at 90 MPH.
2. By the top of the hill leading down into The Corkscrew, you should be at precisely 112 MPH.
3. **Downshift into third gear and apply threshold braking** until you start to slide out over the top. (You should be at about 45 MPH on your way in.) Ride the red-and-white curb with your right-side tires and apply 100 percent throttle on the way out.
4. Pull at least 84 MPH through Rainey Curve and cross the finish line at precisely 109 MPH.

IA-6

Fast Complex Corners IV

DIFFICULTY: HARD

PAGANI ZONDA C12 — MR



Curriculum

Here's your step-by-step:

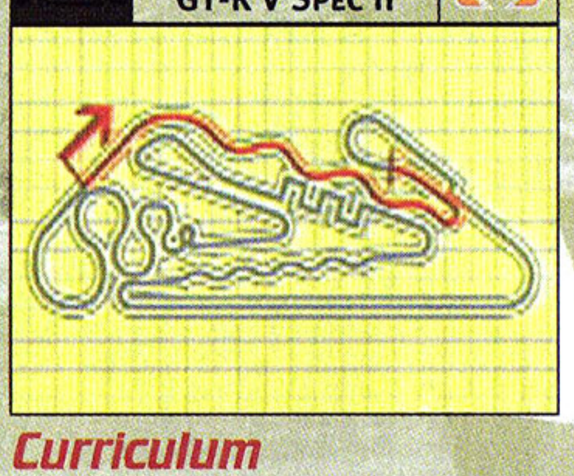
1. You start at 71 MPH.
2. You should get up to around 80 to 84 MPH (in fourth gear) through Turn 1.
3. Throughout Turn 2, you should be up in fifth gear at 100 MPH or even slightly faster. **Accelerate all the way through the chicane and continue to hold full throttle** until you cross the finish line at 131 MPH in sixth gear.

IA-7

Undulating Corners

DIFFICULTY: HARD

NISSAN SKYLINE GT-R V SPEC II — 4WD



Curriculum

Here's your step-by-step:

1. Start things off at 87 MPH as you cross the starting line.
2. Hold 112 MPH through the first turn and **carry about 115 MPH through all six chicanes**. Remember to get all the way up on the red-and-white curb markers, and use 100 percent steering at these speeds.
3. Slide through the hairpin at about 40 to 45 MPH, then exit at full throttle as you straighten out your car.
4. Cross the finish line at 93 MPH.

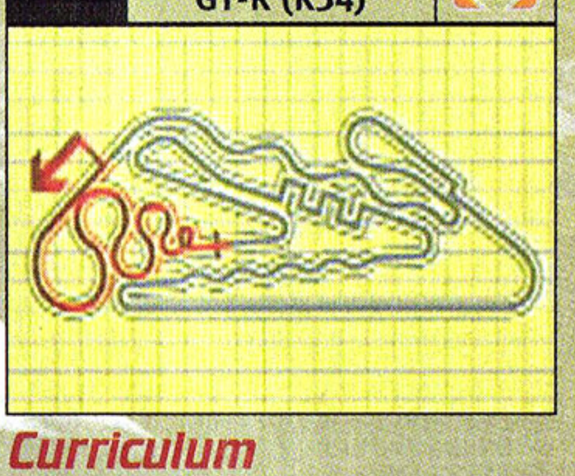
(Note: You should NOT use any braking throughout Chicane Alley. Only the hairpin that follows requires it.)

IA-8

International A License Final Exam

DIFFICULTY: VERY HARD

MINE'S SKYLINE GT-R (R34) — 4WD



Curriculum

Here's your step-by-step:

1. Jump out of the box at 100 MPH.
2. Hit 128 MPH before you brake and follow the inside white line. **Keep at about 108 MPH and just inside the white line.**
3. Turn 2 is between 78 and 85 MPH.
4. Turn 3 is between 65 and 71 MPH.
5. Turn 4 is between 56 and 62 MPH.
6. Turn 5 is between 43 and 50 MPH.
7. Turn 6 is between 28 and 31 MPH.
8. Hit the throttle and kick the rear of your car around for the last 90-degree turn.

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GAME BOY ADVANCE

PlayStation.2

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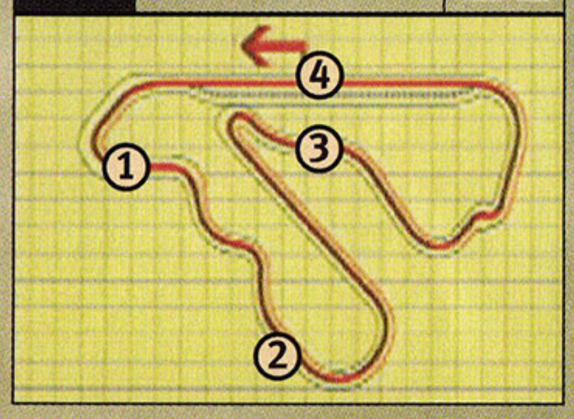
S LICENSE

S-1

Apricot Hill Time Trial

DIFFICULTY: HARD

OPEL SPEEDSTER



Curriculum

Luckily, the time requirements for any of the three cups aren't very difficult to achieve.

Gold Checkpoint Times

1. 0:17.25
2. 0:33.90
3. 1:07.92
4. 1:40.25

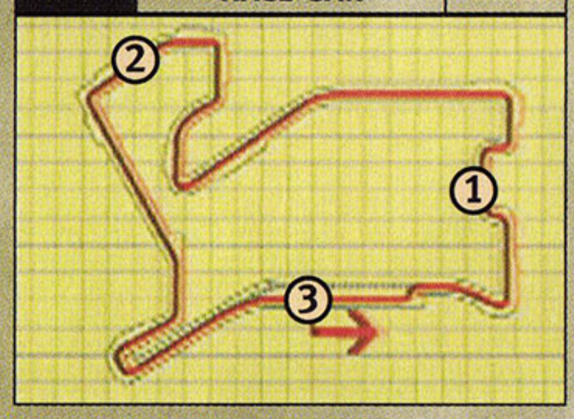
If you don't hit the above checkpoint times, just start over and save yourself the rest of the two minutes.

S-2

Seattle Circuit II Time Trial

DIFFICULTY: HARD

FORD GT40 RACE CAR



Curriculum

If you get to checkpoint #1 in under 19 seconds, you're well on your way to the gold. This could be the hardest part of the course, and if you hit the goal below, you're set.

Gold Checkpoint Times

1. 0:18.960
2. 0:57.408
3. 1:31.175

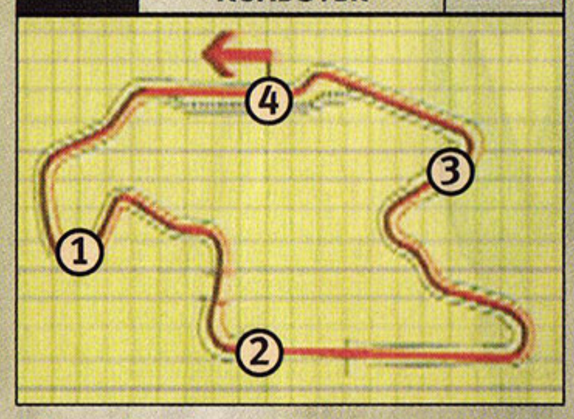
If you don't hit the above checkpoint times, just start over and save yourself the rest of the two minutes.

S-3

Trial Mountain Time Trial

DIFFICULTY: HARD

MAZDA EUNOS ROADSTER



Curriculum

The most important part of this test is making sure you maximize speed through the straight past checkpoint #2. Unfortunately, **you really won't know if you have the gold until you get past checkpoint #3**, because this will let you know how well you did on the main straight.

Gold Checkpoint Times

1. 0:24.215
2. 0:49.047
3. 1:25.794
4. 1:52.177

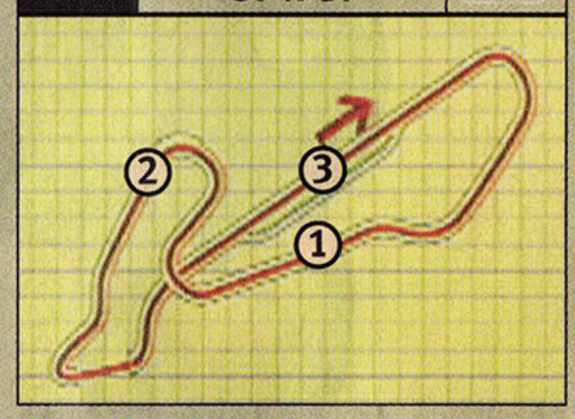
If you don't hit the above checkpoint times, just start over and save yourself the rest of the two minutes.

S-4

Mid-Field Raceway Time Trial

DIFFICULTY: MODERATE

PENNZOIL NISMO GT-R GT



Curriculum

Focus on your speeds through the straights near checkpoints #1 and #3. The most difficult part that everyone seems to screw up is the chicane that leads into Turn 10, past checkpoint #2.

Gold Checkpoint Times

1. 0:22.851
2. 0:43.771
3. 1:10.915

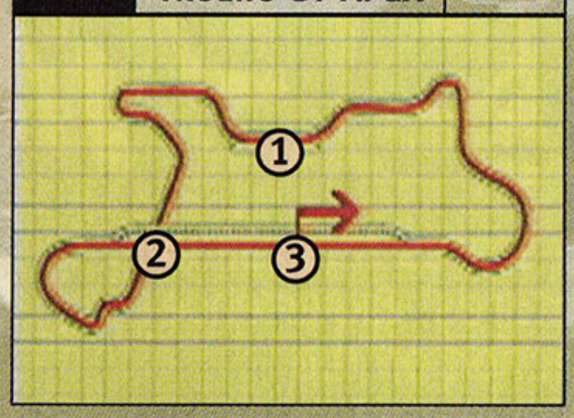
If you don't hit the above checkpoint times, just start over and save yourself the rest of the minute.

S-5

SS Route 5 (Wet) Time Trial

DIFFICULTY: HARD

TOYOTA SPRINTER TRUENO GT-APEX



Curriculum

The good thing is that **the car's power and handling limit the overall speed of the test considerably**. In other words, you can go only so fast. The track is slick, and this car gets a lot of traction problems at even moderate speeds, so stay ready with your countersteer techniques.

Gold Checkpoint Times

1. 0:46.209
2. 1:19.350
3. 1:58.799

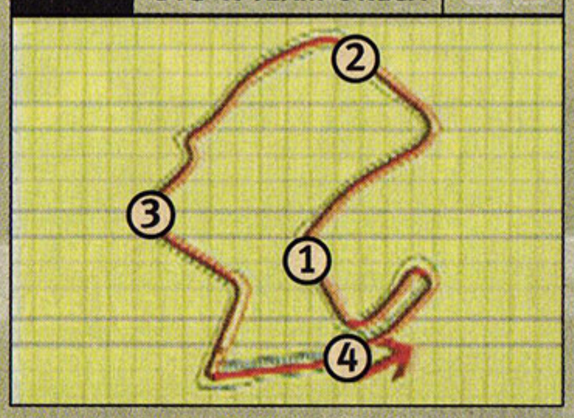
If you don't hit the above checkpoint times, just start over and save yourself the rest of the two minutes.

S-6

Laguna Seca Raceway

DIFFICULTY: VERY HARD

DODGE® VIPER GTS-R TEAM ORECA



Curriculum

By now **you should have both the car and the track pretty well under control**. If you forgot how to take The Corkscrew or Rainey Curve, please refer to our detailed track strategy and it should answer all of your questions.

Gold Checkpoint Times

1. 0:20.739
2. 0:37.417
3. 0:56.284
4. 1:16.735

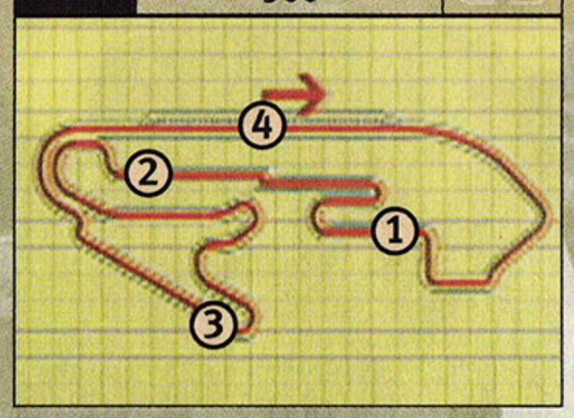
If you don't hit the above checkpoint times, just start over and save yourself the rest of the minute.

S-7

SS Route 11 Time Trial

DIFFICULTY: VERY HARD

TVR GRIFFITH 500



Curriculum

The Griffith has a severe case of oversteer (losing its rear end is common), so keep your countersteer skills handy. Again, the checkpoint times are tough, but critical for making the gold.

Gold Checkpoint Times

1. 0:29.432
2. 0:57.194
3. 1:42.382
4. 2:09.871

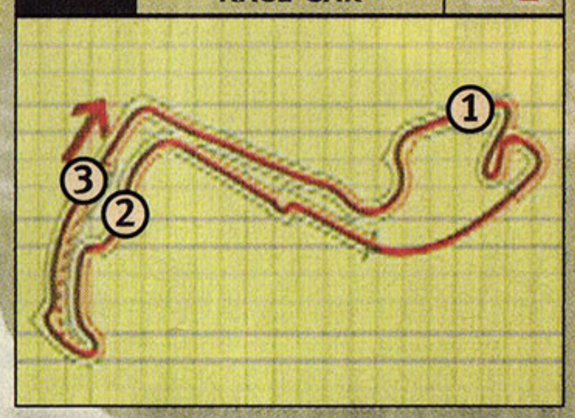
If you don't hit the above checkpoint times, just start over and save yourself the rest of the two minutes.

S-8

Super License Final Exam

DIFFICULTY: INSANE!

TOYOTA GT-ONE RACE CAR



Curriculum

It's best to just sit down and **run consistently better and better laps racing against your own ghost car**. In previous tests this was also helpful, but not quite as much as in this one.

Gold Checkpoint Times

1. 0:24.139
2. 1:06.542
3. 1:30.995

If you don't hit the above checkpoint times, just start over and save yourself the rest of the two minutes.

PlayStation 2

Smash!
Hit!

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BONUS CARS

Below is the complete list showing you how to unlock ALL of the secret cars in GT3. Listed first is the name of the league, followed by the individual race, then concluded with the car you win. If you see more than one car listed for any race, that means you'll have to race it many times to earn all of the secret cars. Which one you unlock at any given time is purely random.

Beginner League

- ❒ **Sunday Cup:** Sprinter Trueno GT-APEX
- ❒ **Clubman Cup:** MX-5 Miata
- ❒ **FF Challenge:** Vitz RS 1.5
- ❒ **FR Challenge:** Silvia K's 1800cc
- ❒ **MR Challenge:** MR-S S Edition
- ❒ **4WD Challenge:** Alto Works
- ❒ **Lightweight K Cup:** Cooper 1.3i
- ❒ **Stars & Stripes:** Camaro SS
- ❒ **Spider & Roadster:** MX-5 Miata RS
- ❒ **80s Sports Car Cup:** RX-7 Infini III
- ❒ **Race of NA Sports:** CR-X Del-Sol SiR
- ❒ **Race of Turbo Sports:** Mira TR-XX Avanzato R
- ❒ **Tourist Trophy:** TT 1.8 Turbo
- ❒ **Legend of Silver Arrow:** SLK 230 Kompressor
- ❒ **Altezza Race:** Celica SS II ('97), Celica SS II ('99)
- ❒ **Vitz Race:** Vitz RS 1.5
- ❒ **Type-R Meeting:** Acura RSX Civic 3 Door Si
- ❒ **Evolution Meeting:** Lancer Evo. VII GSR
- ❒ **Beetle Cup:** Beetle RSi
- ❒ **GT World Championship:** Lancer Evo. VI GSR, MX-5 Miata, GT-FOUR Celica, Skyline GT-R V-Spec II
- ❒ **Complete Beginner League:** Lancer Evo.V GSR

Amateur League

- ❒ **Japanese Championship:** Lancer Evo. IV GSR, FTO GP Version R, RX-7 Type RZ, WRX STi Wagon
- ❒ **American Championship:** Camaro LM Race Car, WRX STi Sedan, TT 1.8T Quattro, RX-7 Type RS
- ❒ **European Championship:** Skyline GT-R V-Spec, Vertigo, Cooper 1.3i, Elise 190
- ❒ **GT World Championship:** Z Concept, GT-ONE Road Car, RX-8, C-West Razo Silvia
- ❒ **German Touring Car Championship:** Astra Touring Car, Lupo Racer, New Beetle Cup Car, RUF 3400S
- ❒ **FF Challenge:** TRD Celica Sports M
- ❒ **FR Challenge:** GT-APEX Shigeno Version
- ❒ **MR Challenge:** NSX Type Zero
- ❒ **4WD Challenge:** Lancer Evo. VII GSR
- ❒ **Stars and Stripes:** Spoon S2000 Racer
- ❒ **Boxer Spirit:** Legacy B4 Blitzen
- ❒ **80s Sports Car Challenge:** Skyline GT-R S-Tune
- ❒ **Race of NA Sports:** RX-8
- ❒ **Race of Turbo Sports:** Mine's Lancer
- ❒ **GT All-Stars:** GT40 Road Car, Raybrig NSX, Mine's Skyline, Nismo Skyline GT-R R-Tune
- ❒ **GT All-Japan:** DENSO Sard Supra GT, Calsonic Skyline, Arta NSX, Loctite Zexel GT-R
- ❒ **Tourist Trophy:** S4
- ❒ **Race of Red Emblem:** Nismo 400R
- ❒ **Legend of Silver Arrow:** CLK Race Car
- ❒ **Altezza Championship:** Tom's X540 Chaser, Vitz RS 1.5, Altezza LM Race Car
- ❒ **Type-R Meeting:** NSX Type R, Honda S2000, Spoon S2000, Mugen S2000
- ❒ **Evolution Meeting:** Lancer Evo. VI Rally Car
- ❒ **Dream Car Championship:** Impreza LM Race Car, RX-7 LM Race Car, FTO LM Race Car, S2000 LM Race Car
- ❒ **Complete Amateur League:** Viper GTS-R Team Oreca

Professional League

- ❒ **British GT Car Cup:** Vanquish V12
- ❒ **GT World Championship:** GT40 Race Car, R390 GT1 Road Car, XJ220 Race Car, Calibra Touring Car
- ❒ **FF Challenge:** Spoon Civic Type-R
- ❒ **FR Challenge:** Nismo GT-R LM Road Car
- ❒ **MR Challenge:** ZZII
- ❒ **4WD Challenge:** Lancer Evo. VII Rally Car
- ❒ **Spider and Roadster Race:** Shelby Cobra
- ❒ **Boxer Spirit:** RUF RGT
- ❒ **Race of Turbo Sports:** RUF CTR2
- ❒ **Race of NA Sports:** Zonda C12S
- ❒ **GT All-Stars:** R390 GT1 Race Car, Viper GTS-R Concept, GT-ONE Race Car, Impreza WRX STi Sedan
- ❒ **All-Japan GT Championship:** Nismo Pennzoil Skyline GT-R, Castrol Mugen NSX, Super Autobacs MR-S
- ❒ **Italian Avant Garde:** Zonda Race Car
- ❒ **Race of Red Emblem:** Calsonic Skyline
- ❒ **Vitz Race:** Supra RZ, Vitz RS 1.5, Altezza LM Race Car, Tom's Castrol Supra
- ❒ **Elise Trophy:** Elise 190
- ❒ **Clio Trophy:** New Beetle Cup Car
- ❒ **Tuscan Challenge:** Griffith 500, Speed 12
- ❒ **Dream Car Championship:** GT-ONE Road Car, Esperante GTR-1, FTO LM Race Car, F090/s
- ❒ **Polyphony Digital Cup:** Speed 12, F094/s, Escudo Pikes Peak, GT-ONE Road Car
- ❒ **Like the Wind:** 787B
- ❒ **Formula GT:** F686/m, F687/s, F688/s, F090/s
- ❒ **Complete Professional League:** F686/m

Rally

- ❒ **Tahiti Challenge:** Celica Rally Car
- ❒ **Tahiti Maze:** Escort Rally Car
- ❒ **Smokey Mountain Rally:** Focus Rally Car
- ❒ **Rally of Alps:** 206 Rally Car
- ❒ **Tahiti Challenge II:** Corolla Rally Car
- ❒ **Tahiti Maze II:** Impreza Rally Car
- ❒ **Smokey Mountain Rally II:** Lancer Evo. VI Rally Car
- ❒ **Rally of Alps II:** Lancer Evo. VII Rally Car
- ❒ **Super Special R5 Wet:** Xsara Rally Car
- ❒ **Super Special R5 Wet II:** Impreza Rally Car
- ❒ **Complete Rally League:** Escudo Pikes Peak Version

Endurance Races

- ❒ **Grand Valley 300km:** Spoon S2000 Race Car, R390 GT1 Road Car, Impreza LM Edition, F090/s
- ❒ **Seattle 100M:** ZZII, Esperante GTR-1, F687/s
- ❒ **Laguna Seca 200M:** Calsonic Skyline, Altezza LM Race Car, F686/m, F687/s
- ❒ **Passage to Colosseo:** Vertigo, Zonda Race Car, Lancia Delta HF Integrale, F688/s
- ❒ **Trial Mountain 2 Hours:** Mine's Skyline, Storm V12 Race Car, S2000 LM Race Car, F094/h
- ❒ **Special Stage Route 11:** Super Autobacs MR-S, C-West Razo Silvia, Arta NSX, F687/s
- ❒ **Roadster Endurance:** MX-5 Miata, MX-5 Miata 1.8 RS, MX-5 Miata LS, F688/s
- ❒ **Tokyo Route 246:** GT-ONE Road Car, RX-7 LM Race Car, C-West Razo Silvia, F094/h
- ❒ **Mistral 78 Laps:** Acura RSX, XJ220 Race Car, FTO LM Race Car, F686/m
- ❒ **Super Speedway 150M:** Falcon XR8, Clio Sport Race Car, Corvette C5R, F090/s
- ❒ **Complete Endurance League:** F094/h

Extra Secrets

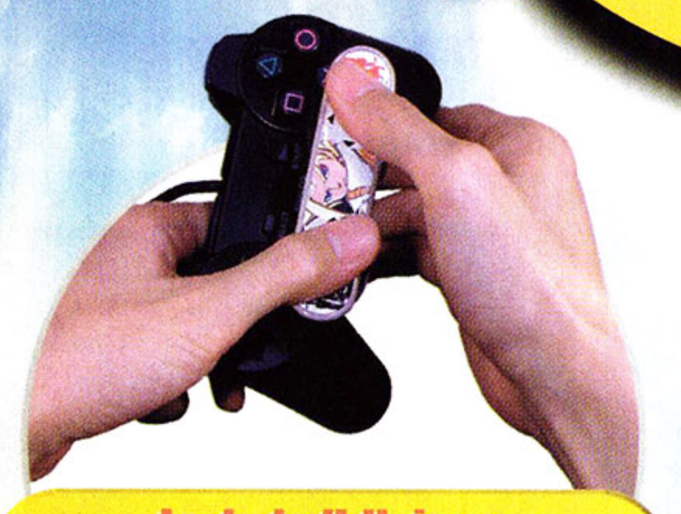
- ❒ **All Golds, B License:** MX-5 Miata RS
- ❒ **All Golds, A License:** Mazda RX-8
- ❒ **All Golds, IB License:** Nissan Z Concept
- ❒ **All Golds, IA License:** Vanquish V12
- ❒ **All Golds, S License:** Viper GTS-R Concept
- ❒ **All Golds, R License:** Impreza Rally Car
- ❒ **Complete GT Mode:** F688/s
- ❒ **Complete Time Trials:** Esperante GTR-1
- ❒ **50% Game Completion:** Corvette C5R
- ❒ **75% Game Completion:** Mazda 787B
- ❒ **100% Game Completion:** F094/s

Want to know more? Check out the full-length Gran Turismo 3 Official Perfect Guide from Versus Books, on sale now!

PlayStation®2

Welcome to the Funky World!

Yanya Caballista
City Skater



Included! Unique "fingerboard" controller!

- Unique skateboarding/adventure game that pits you against mysterious alien creatures!
- In addition to the 10-stage Street Mode, practice tricks and combos in the Skill-Up Mode!
- Unlock different parts of the City using 8 wacky characters!
- Lay music tracks in the Live Mode, or challenge a friend in the Versus Mode!

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CONTENT RATED BY ESRB
Mild Violence

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READER TIP OF THE MONTH

BLOODY ROAR 3

Sudden Death Survival Mode, Unlock Kohryu, and More

Highest Difficulty: Successfully complete Arcade mode without continuing once to unlock the Highest Difficulty level.
Note: This works only in Survival mode.

High Speed Battle Mode: In Arcade mode, win 100 battles with the same character, then rank in with the same character in Survival mode to unlock High Speed Battle mode.

Hyper Beast Battle Mode: In Arcade mode, fight 10 battles with the same character, then rank in with the same character in Arcade mode to unlock Hyper Beast Battle mode.

Knockdown Battle Mode: Successfully complete Survival mode in first place after unlocking Sudden Death Survival mode.
Note: This works only in Survival and Vs. modes.

Low Speed Battle Mode: In Arcade mode, fight with every character at least once, then rank in with any character in Arcade mode to unlock Low Speed Battle mode.

No Guard Battle Mode: Finish Arcade mode in first place to unlock No Guard Battle mode.
Note: This works only in Survival and Vs. modes.

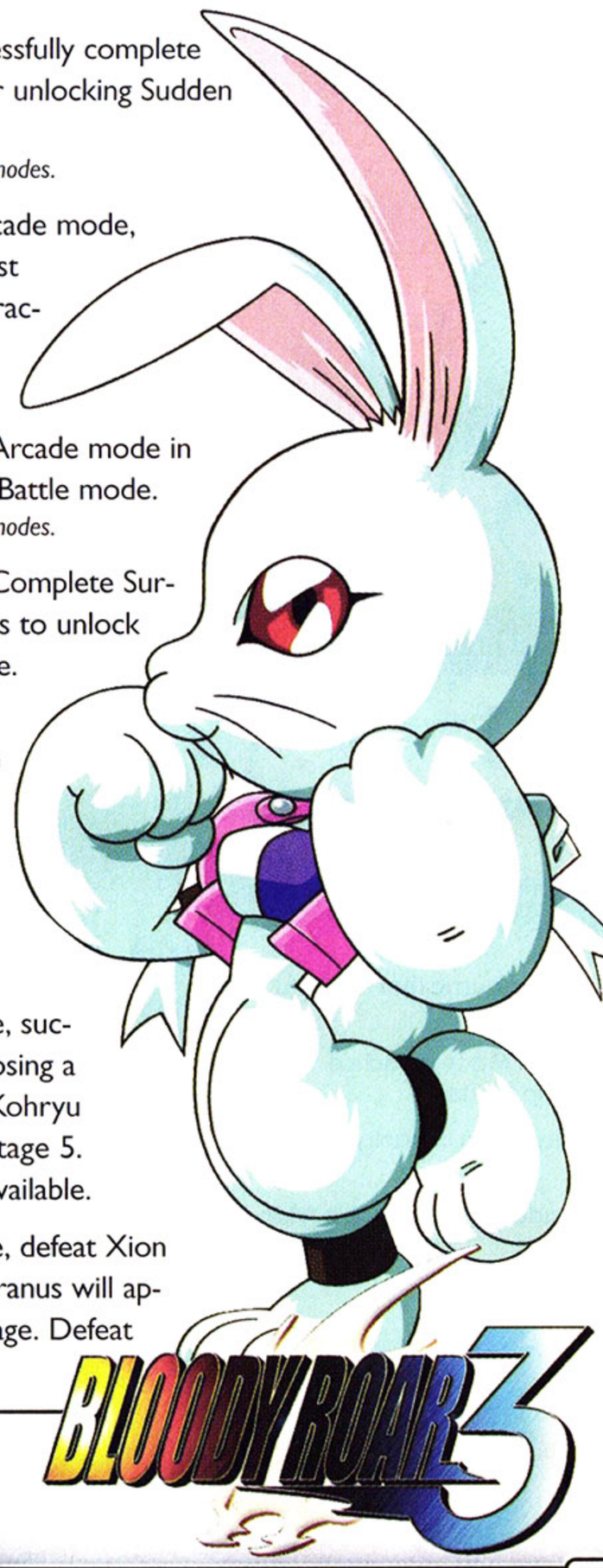
Sudden Death Survival Mode: Complete Survival mode by winning nine fights to unlock the Sudden Death Survival mode.
Note: This works only in Survival mode.

Sumo Wrestling Battle Mode: In Arcade mode, fight 20 battles with the same character, then rank in at Survival mode with the same character to unlock Sumo Wrestling Battle mode.

Unlock Kohryu: In Arcade mode, successfully clear Stage 4 without losing a single round. If done correctly, Kohryu will appear as your enemy in Stage 5. Defeat Kohryu, and he will be available.

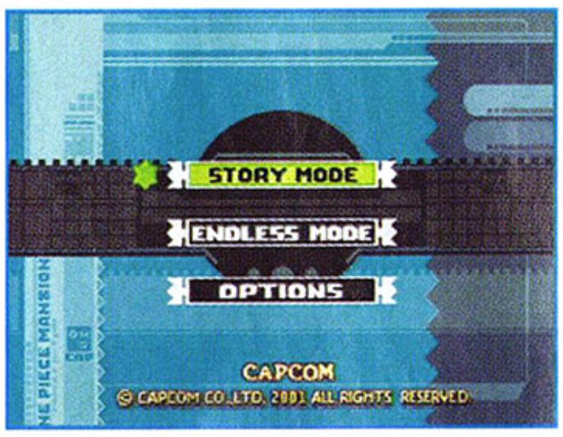
Unlock Uranus: In Arcade mode, defeat Xion without continuing once, and Uranus will appear as an enemy in a special stage. Defeat Uranus, and he will be available.

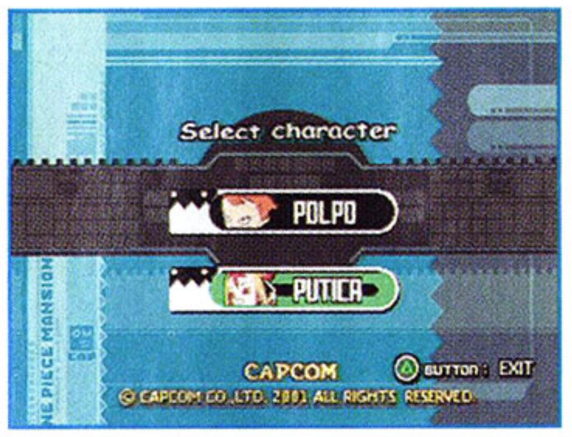
Alex Craig—Charlotte, N.C.



ONE PIECE MANSION

Play as Putica

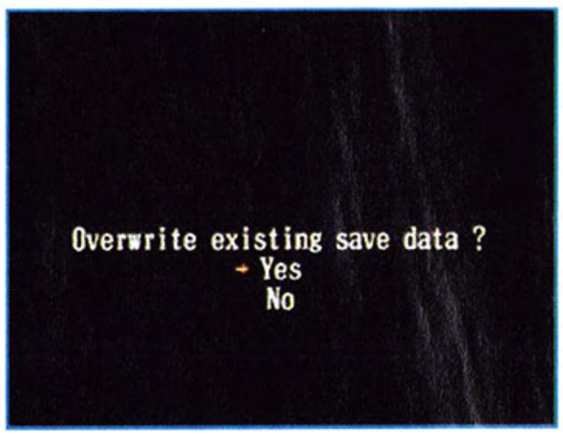




Finish all seven stages of Story mode and save the data to a memory card. Load the saved data and start a new game in Story mode. If you did everything correctly, you'll be taken to a new Select Character screen where you can choose a second character: Putica.

CASTLEVANIA CHRONICLES

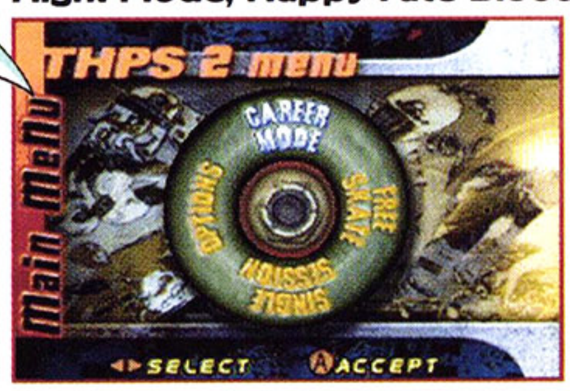
Time Attack Mode in Arrange Mode



Finish the game in Arrange mode and save the data to a memory card. At the main menu for Arrange mode, a new option should be available: Time Attack.

TONY HAWK'S PRO SKATER 2

Flight Mode, Happy Face Blood, and Play as Mindy



At the Main Menu, **press and hold R**, and then enter any of the following codes to unlock these cheats. If you entered the code correctly, the wheel will spin 360 degrees.

Flight Mode: Press Left, A, Start, A, Right, Up, Start.

Happy Face Blood: Press Start, A, Down, B, A, Left, Left, A, Down.

Play as Mindy: Press A, Left, Left, Up, Right, B, A, Start.

FRUIT FRENZY

CHERRIES, LEMONS AND ORANGES WAY HARMED

IN THE MAKING OF THIS PRODUCT.

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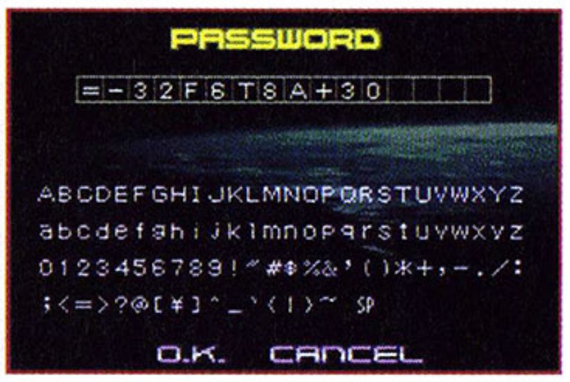
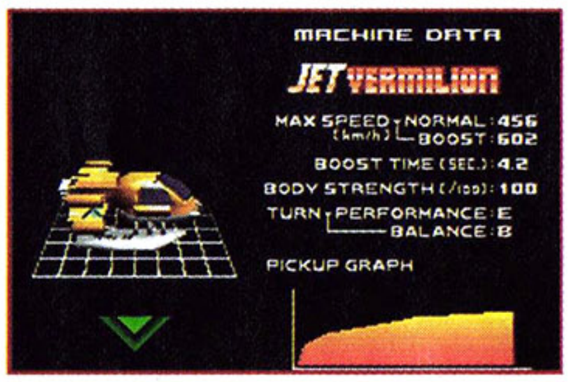
F-ZERO: MAXIMUM VELOCITY

Secret Tutorial and Unlock Jet Vermilion

Secret Tutorial: At the title screen, press Select to view the secret tutorial.

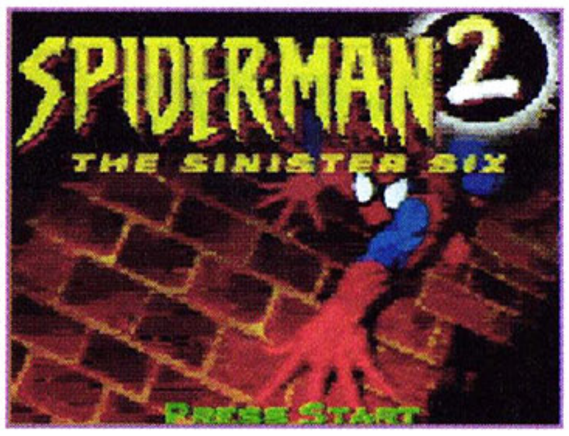




Unlock Jet Vermilion: At the name entry screen, enter the name `ALEX`. At the mode selection screen, choose Grand Prix. At the vehicle selection screen, **press L, R, Start, R, L, Select** to unlock the Password screen. At the Password screen, enter `=-32F6T8A+30` as a password, then select O.K. If you entered the password correctly, you'll hear a chime, then automatically go to the vehicle select screen where Jet Vermilion will be available.

SPIDER-MAN 2: THE SINISTER SIX

Infinite Webbing, Nightmare Difficulty, and More



At the title screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll hear laughing and go to the next screen, or the cheat will be enabled when you start a game.

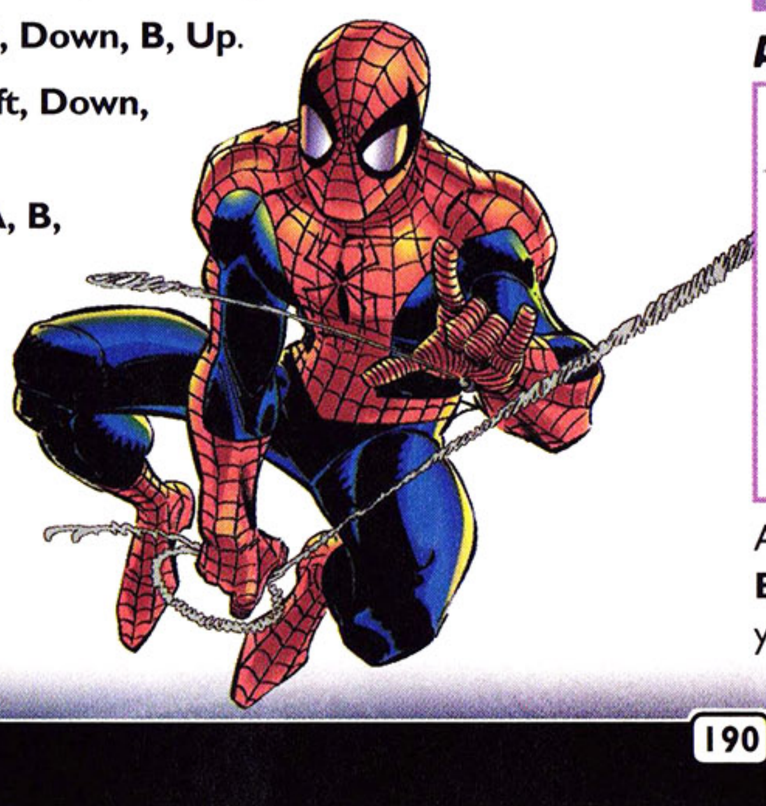
Infinite Webbing: Press Left, Down, B, Up.

Level Select: Press B, A, Left, Down, Up, Right.

Nightmare Difficulty: Press A, B, Select, Up, Right, Down.

One Hit Kills With Web Ball: Press Down, A, B, A, A.

Teddy Bear Mini-Game: Press A, B, A, B, Down.



TOKYO XTREME RACER ZERO

Creature Decorations

Blue Mosquito Decoration: At the Course Select screen, after choosing the Shift Assist option, **press and hold L2** until the race is loaded. If done correctly, you'll see a hanging blue mosquito decoration when you switch to first-person view mode.

Creature Decoration: At the Course Select screen, after choosing the Shift Assist option, **press and hold L1** until the race is loaded. If done correctly, you'll see a hanging creature decoration when you switch to first-person view mode.

Genki Gremlin Decoration: At the Course Select screen, after choosing the Shift Assist option, **press and hold R2** until the race is loaded. If done correctly, you'll see a hanging Genki Gremlin decoration when you switch to first-person view mode.

CART FURY CHAMPIONSHIP RACING

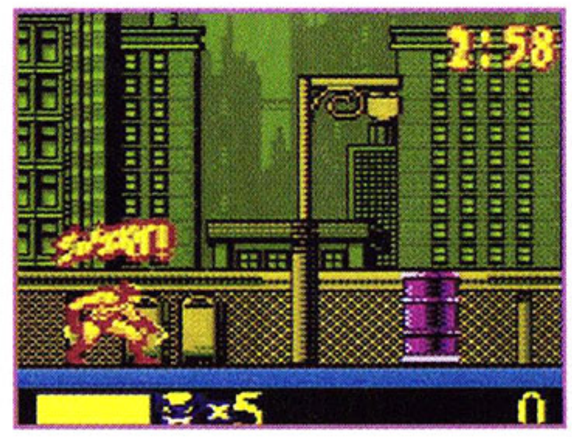
All Cars, Death Cars, and More

At the main menu, choose Options, and at the Options screen, select Cheats. At the Cheats screen, enter any of the following codes to activate these cheats. If you entered the code correctly, you will hear a sound or the name of the cheat will appear. To access the unlocked cars, **press L1** at the Select Driver screen.

All Cars:	△ × △ □ L2 △
All Tracks:	R1 △ × × R2 R1
Death Cars:	L2 □ L1 R2 R2 ×
Death Wall:	× □ R2 △ R1 R2
Player Death Car:	L1 □ R1 R2 L2 L1

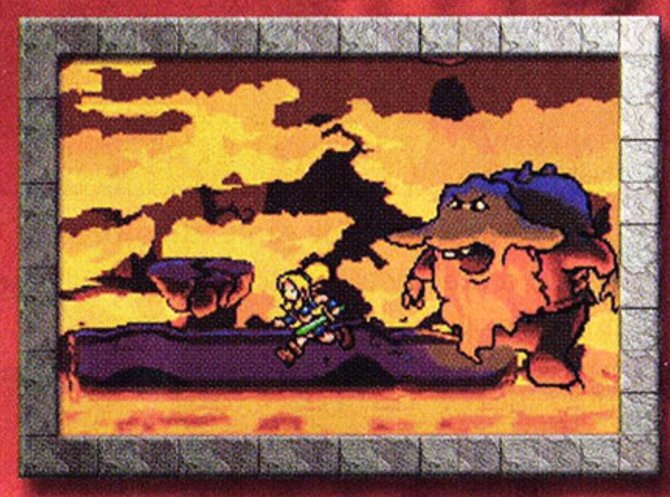
X-MEN: WOLVERINE'S RAGE

Alternate Costume



At the title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If you entered the code correctly, you'll hear, "Snikt!" Start a game, and you'll have an alternate costume that enables you to heal faster.

Lady Sia™



She Lives For Adventure
She Fights to Save Her Kingdom
She Needs You to Watch Her Back

Lady Sia, bold defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'soas. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.

- **36 magical maps across 4 unique worlds.**
- **32 bizarre enemies, including voracious Chameleonmen, sword-wielding Waspmen, the Giant Walrus and the Foxwoman**
- **Multiple in-game puzzles and secret levels waiting to be discovered**
- **Lady Sia morphs into a giant Sasquatch to battle enormous boss sprites**
- **A riveting storyline, dynamic animated sequences and awesome anime-style art**

RATING PENDING
RP
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CONTENT RATED BY ESRB

RFX Interactive

GAME BOY ADVANCE

www.ladysiagame.com

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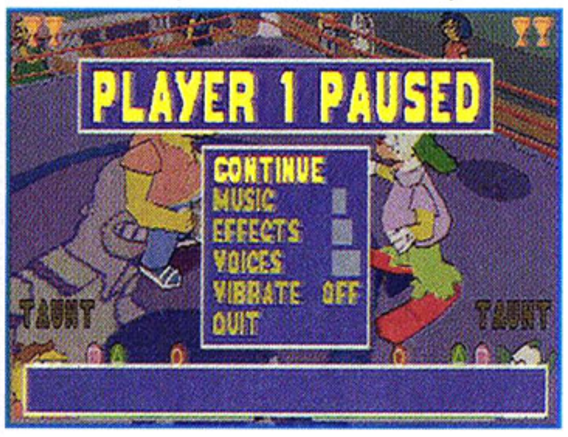
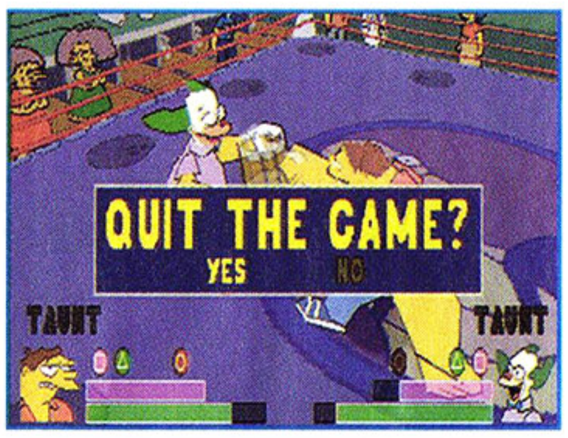
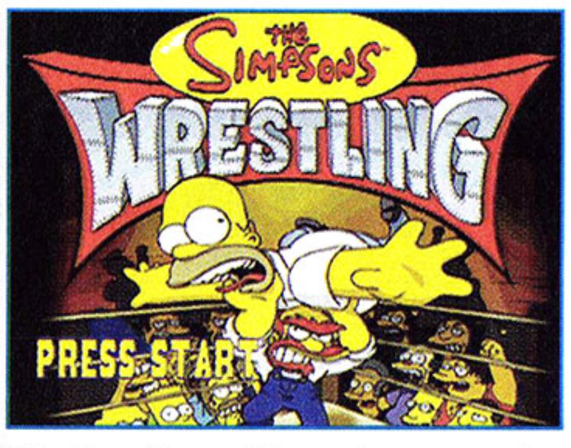
THE SIMPSONS WRESTLING

Ape Arms, Big Ape Arena, and Unlock Bonus Match Mode

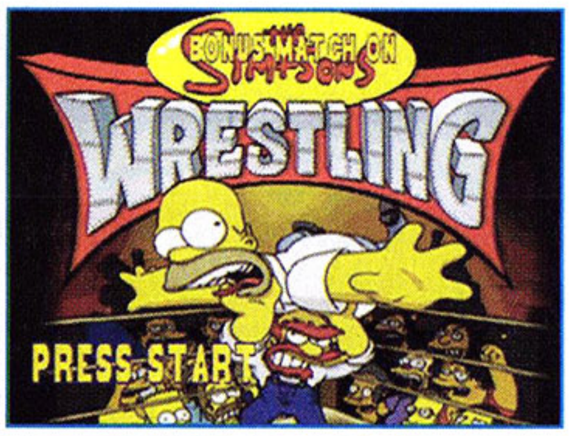


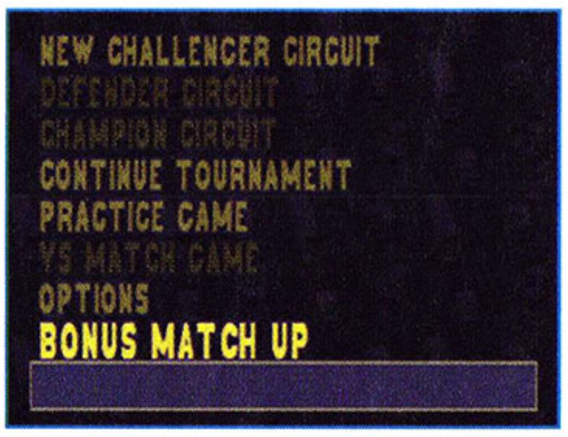
Ape Arms: Pause the game, then **press** ○, **L1**, ○, **R1**, ○, **L2**, ○, **R2**. If you entered the code correctly, you'll hear the bell and both wrestlers will have long, ape-like arms.





Big Ape Arena: Pause the game, then **press** ○, **R2, R1,** ○, **R2, R1**. If you entered the code correctly, you'll hear the bell and "Big Ape Arena On" will appear. Quit the game, start a new one, and you'll now fight in the Big Ape Arena.

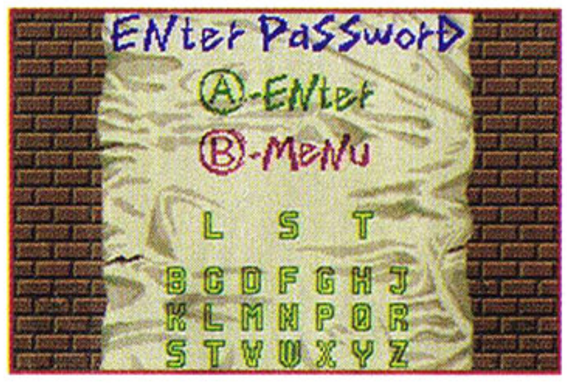


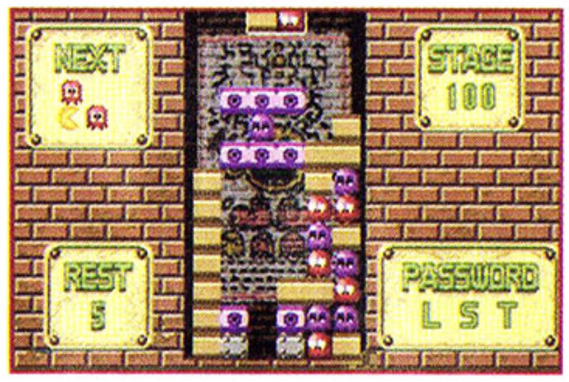


Unlock Bonus Match Mode: At the start screen, **press** ○, **Up, Up, Down, Down, Left, Right, Left, Right**. If you entered the code correctly, you'll hear a bell and "Bonus Match On" will appear at the top of the screen. **Press Start**, and, at the main menu, select Bonus Match Up. At the Bonus Match Up screen, you'll be able to choose any arena and any character.

PAC-MAN COLLECTION

Level Passwords



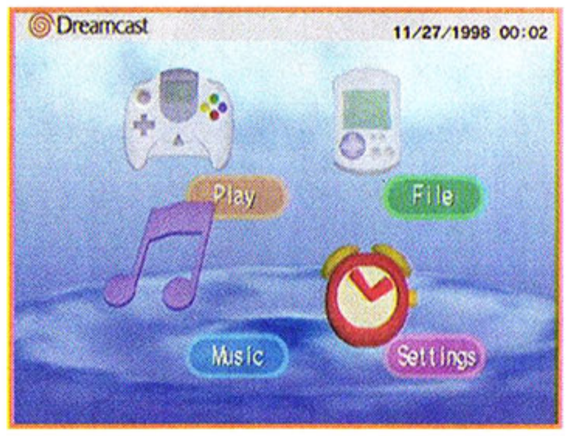


At the main menu, select Pac-Attack. At the mode selection screen, select Puzzle Mode, and a menu will appear. Select Password and, at the Enter Password screen, enter any of the following passwords to unlock these levels. If you entered the code correctly, you'll automatically start a game at that level.

Level 83:	MMT
Level 84:	DNK
Level 85:	HPN
Level 86:	DCR
Level 87:	BNS
Level 88:	SCD
Level 89:	MRH
Level 90:	BTF
Level 91:	NSM
Level 92:	QYZ
Level 93:	KTT
Level 94:	FGS
Level 95:	RRC
Level 96:	YLW
Level 97:	PNN
Level 98:	SPR
Level 99:	CHB
Level 100:	LST

RAINBOW SIX: ROGUE SPEAR

Hidden Music and Voice-Overs



Turn on the Dreamcast without a disc inside. At the Dreamcast main menu, choose Music to access the CD player. Insert the game disc and close the lid. If you do it correctly, an image of the game disc will appear on the screen. Tracks four through 97 are music and voice-overs from the game.

Tom Clancy's RAINBOW SIX ROGUE SPEAR

f a m i l y

MY ANTI-DRUG.

I LIKE WRESTLING.

I LIKE WRESTLING.

I THINK CARTOONS ARE FOR KIDS.

I THINK CARTOONS ARE FOR KIDS.

I GRIND HANDRAILS.

I GRIND HANDRAILS.

I DON'T SMOKE WEED. IT'S NOT MY THING.

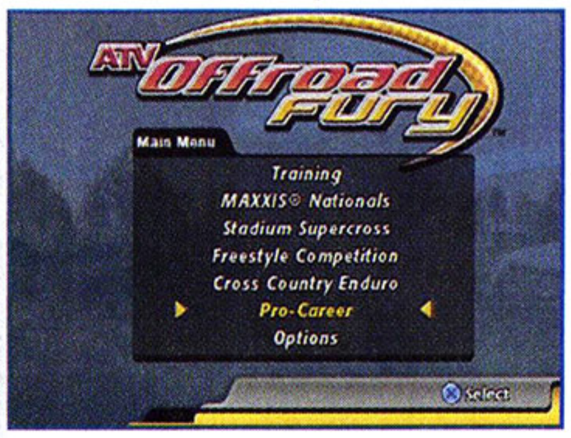
I DON'T SMOKE WEED. IT'S NOT MY THING.

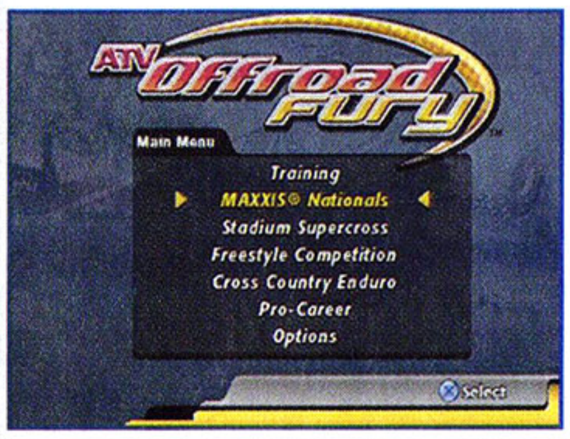
He's your little brother. Don't do anything you wouldn't want him doing.

Office of National Drug Control Policy/Partnership for a Drug-Free America®

ATV OFFROAD FURY

All Tracks and Expert Mode



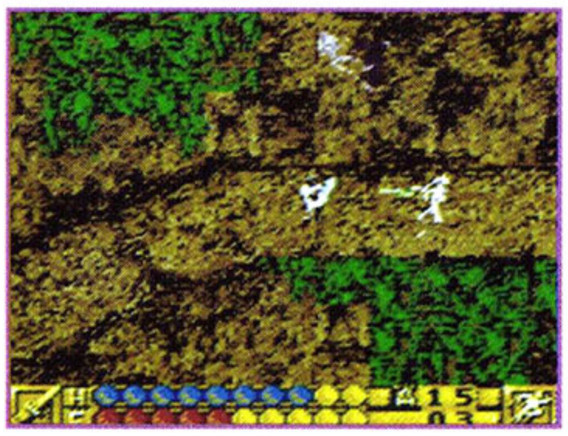


At the Main Menu, select Pro-Career. Choose a new career and, at the Enter Name screen, enter any of the following codes as a name to unlock these cheats. If you entered the code correctly, you'll automatically return to the Main Menu.

All Tracks:	WHATEXIT
Expert Mode:	ALLOUTAI

STAR WARS EPISODE I: OBI-WAN'S ADVENTURES

Level Passwords

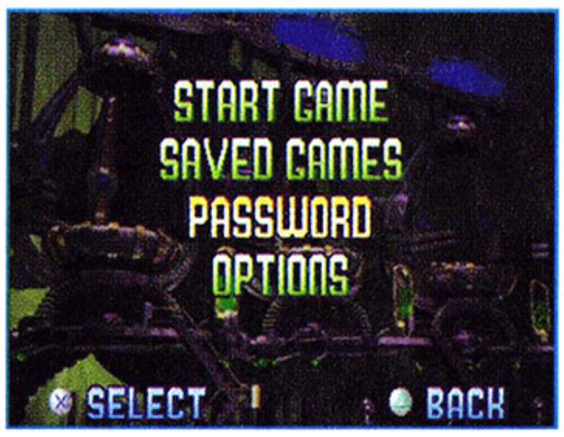


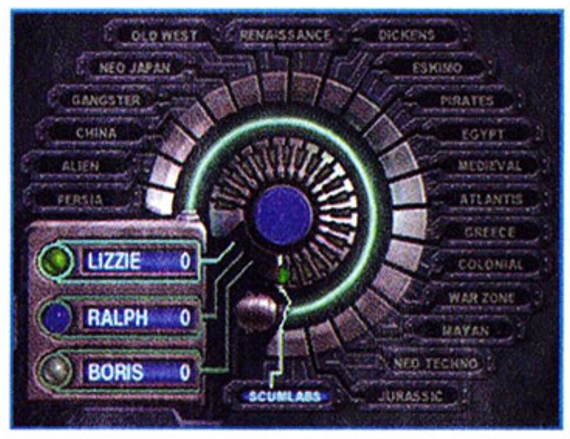
At the main menu, select Password. At the Password screen, enter any of the following passwords to unlock the corresponding level. If you entered the code correctly, you'll automatically begin that level.

Level 2:	BQVQK
Level 3:	WNLRM
Level 4:	SDGNK
Level 5:	CNLML
Level 6:	BXGTG

RAMPAGE THROUGH TIME

Unlock Boss Levels in Challenge Mode





At the main menu, select password. At the Password screen, enter `J0M3L` as a password, and you'll return to the main menu. Start a game in Challenge mode, and, if you entered the code correctly, the last three levels will be available.

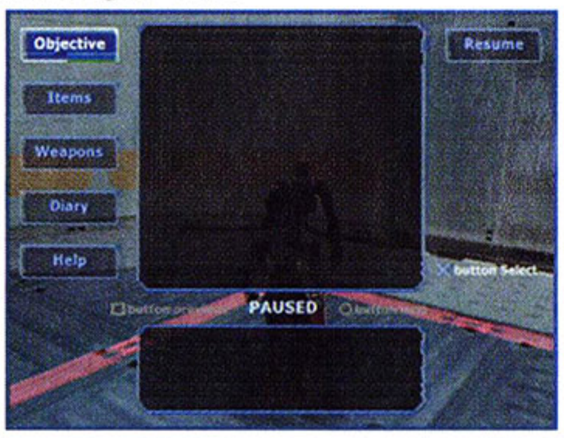
IRIDION 3D

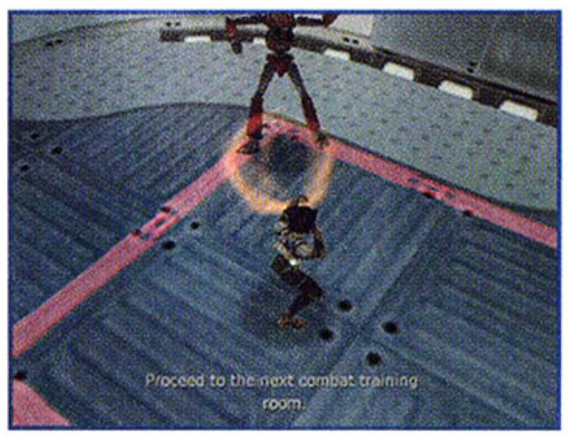
Infinite Lives and Upgraded Weapons

At the main menu, select Password. At the Password screen, enter `*1NV1S4BL3*` as a password. If you entered the code correctly, you'll automatically begin a game with infinite lives and upgraded weapons.

ONI

Stronger Hits





During a game, press Select, highlight "Help," and then **press L2, L1, L2, □, ○, □, R3, L3, ○, □**. If you entered the code correctly, you'll hear a sound.

Get ready, party animals!

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- 3 extra Nintendo GameCube controllers

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Get Super Monkey Ball™ for the Nintendo GAMECUBE™ at Launch!

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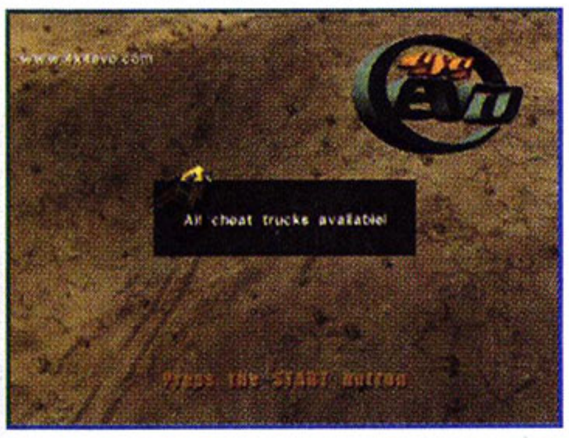
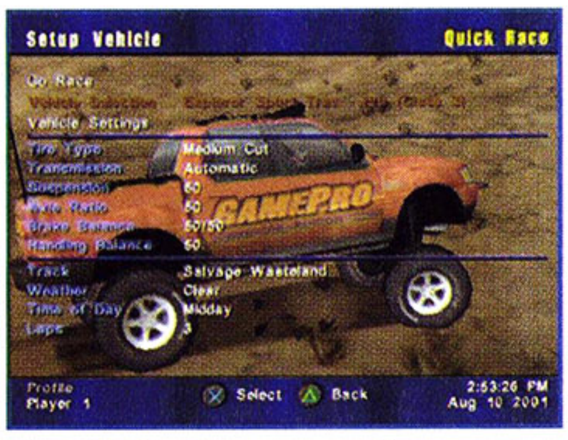
SEGA®

4X4 EVOLUTION

Unlock All Cheat Trucks





At the title screen, **press L1, L2, R1, R2, L1, R1**. If you entered the code correctly, the screen will read, "All cheat trucks available!" Start a game, and all of the cheat trucks will be available at the Select Vehicle Type screen.

RUMBLE RACING

Unlock Cars

At the main menu, select Game Options. At the options screen, highlight "Load and Save," then select Password. At the password screen, enter any of the following passwords to unlock the corresponding car. If you entered the code correctly, you'll be asked, "Do you want to continue?" Select Yes, and the unlocked car will be available at the Car Selection screen.

Blue Devil:	LEAITEPUC
Buck Shot:	UBTCKSTOH
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Vortex:	1AREXT1AR
XXS-Tomcat:	NALDSHHSD

Chris Hart—Reno, NV

THE MUMMY

All Weapons, Cairo Level, and More

Pause the game and select Quit Game. When asked if you want to quit the game, choose Yes, and, at the next screen, select Replay Level. At the Select Level screen, select Bonus Game Modes. At the Bonus Game menu, select Enter Code, then enter any of the following codes to unlock these cheats. If you entered the code correctly, the screen will read "Bonus Code Accepted." To activate the cheat, highlight it and **press** ×.

All Weapons:	○□○××△△□
Cairo Level:	△×△○□△○×
Infinite Ammo:	×△×□○△□△
Infinite Lives:	○○△○×□□×
Invincibility:	△×○○□×△□

BUFFY THE VAMPIRE SLAYER

Unlock Levels

At the main menu, select Load Game. At the password screen, enter any of the following passwords to unlock the corresponding level. If you entered the password correctly, you will automatically start at that level.

Level 2:	9MD1WV
Level 3:	XTN4F7
Level 4:	5BVPL2
Level 5:	9D6F0S
Level 6:	TSCNB4
Level 7:	CSJTQZ
Level 8:	BNPXZ9

Justin Staley—Columbus, OH

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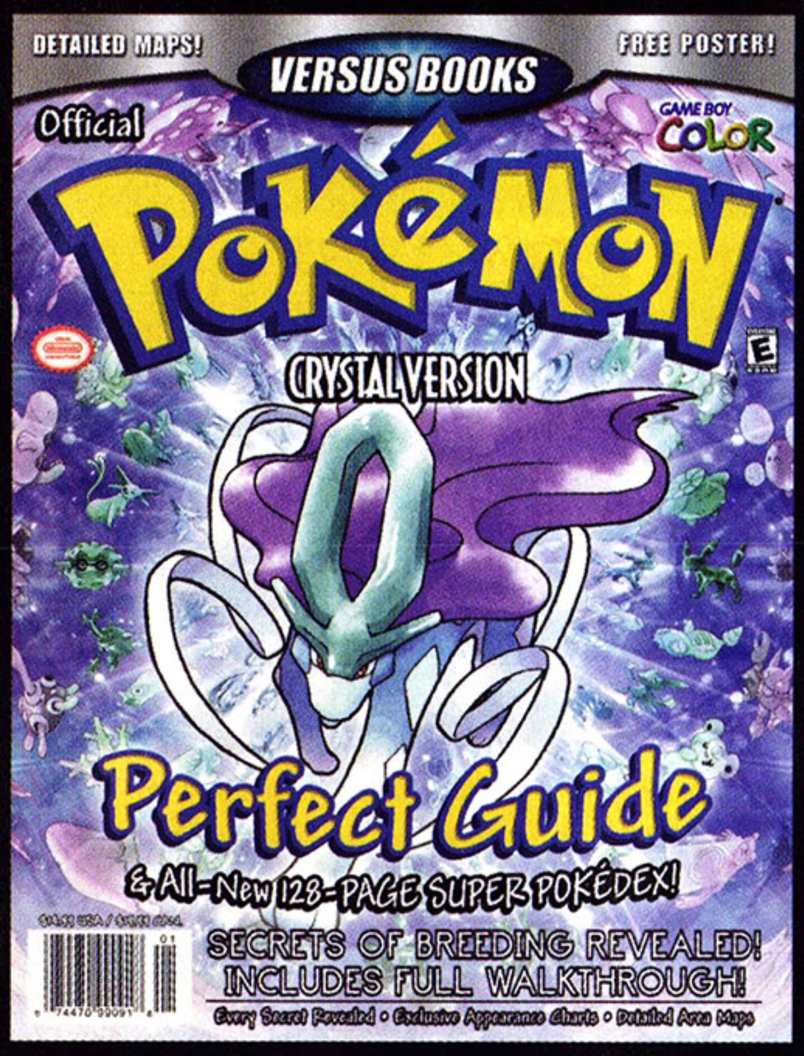

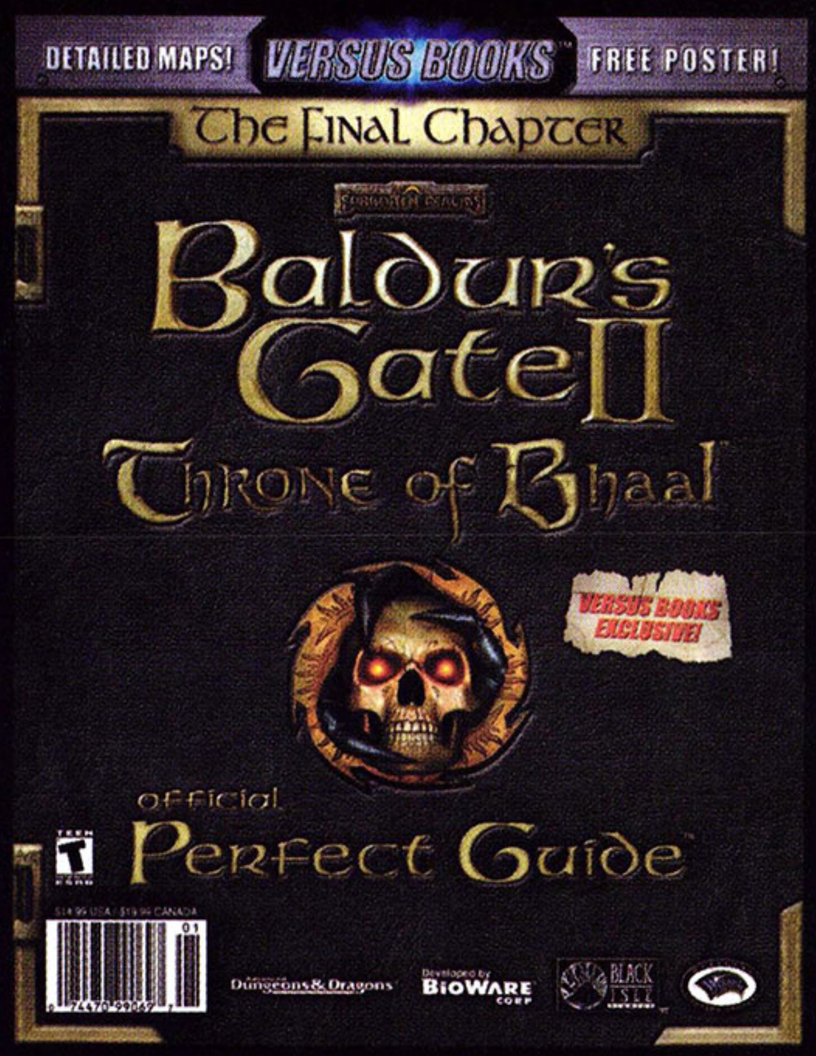

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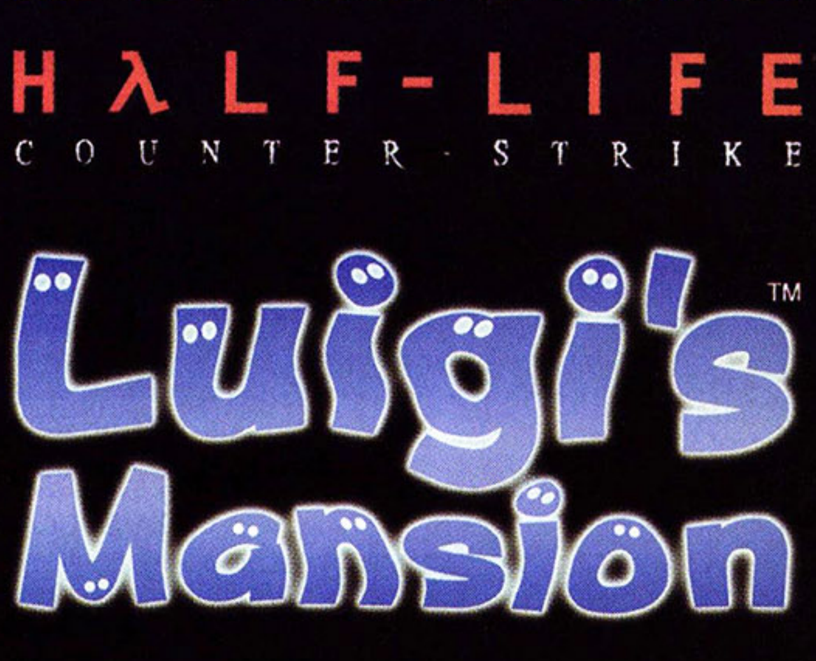

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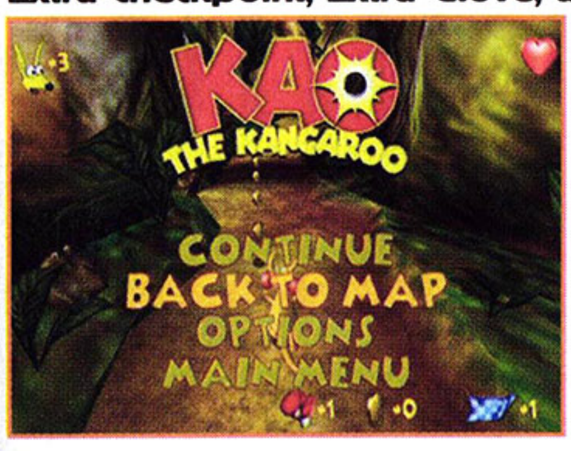
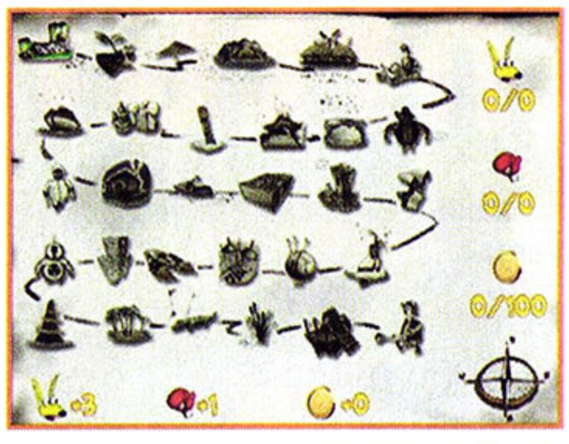
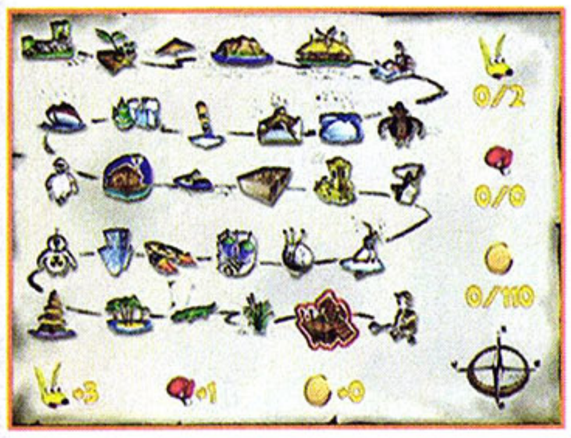
KAO THE KANGAROO

Extra Checkpoint, Extra Glove, and Unlock Levels







During gameplay, **press Start** and choose Back to Map. Simultaneously **press and hold L and R. While still holding L and R, press the following buttons** to unlock these cheats.

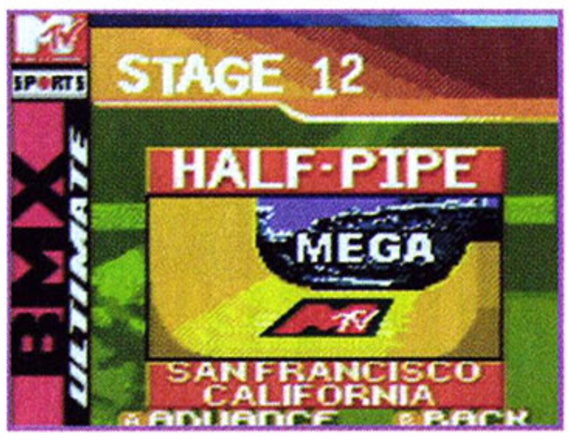
Extra Checkpoint: Press Up, Up, Left, Down, X.

Extra Glove: Press Down, Right, Left, Down, A.

Unlock Levels: Press Up, Down, Right, Left, Up, X.

MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX

Stage Passwords

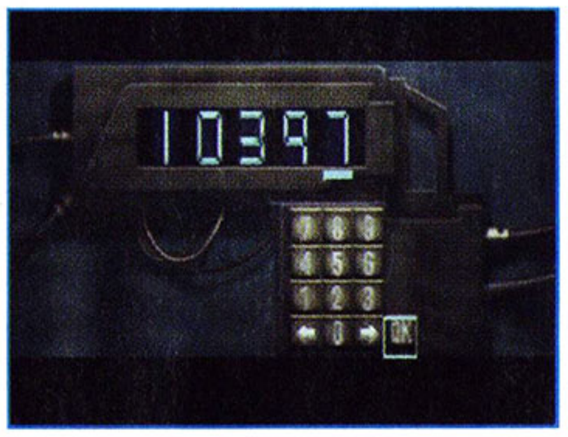


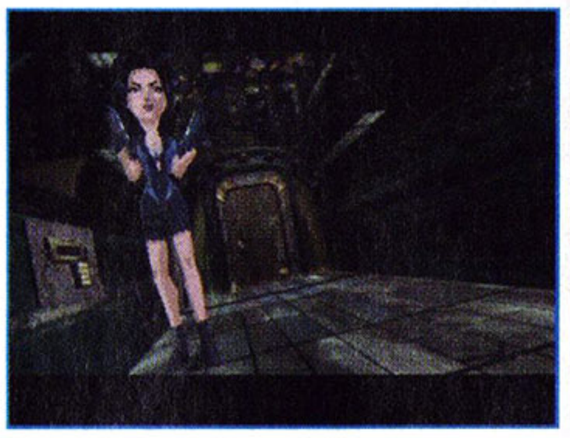
At the main menu, select Password. At the Password screen, enter any of the following passwords to unlock the corresponding stage. If you entered the code correctly, you'll hear a sound and automatically go to that stage.

Stage 3:	VBBCWBBBCX9
Stage 5:	4BBCRBBBCX+
Stage 6:	GHBFLBBBCX9
Stage 7:	ZYBBHBCDFX7
Stage 8:	QHBBNBCGYX5
Stage 9:	8DVDBBCGYX7
Stage 10:	DBBDZBCGYX+
Stage 11:	XZBFWBCGYX4
Stage 12:	N+BDMBC4YX7

FEAR EFFECT 2: RETRO HELIX

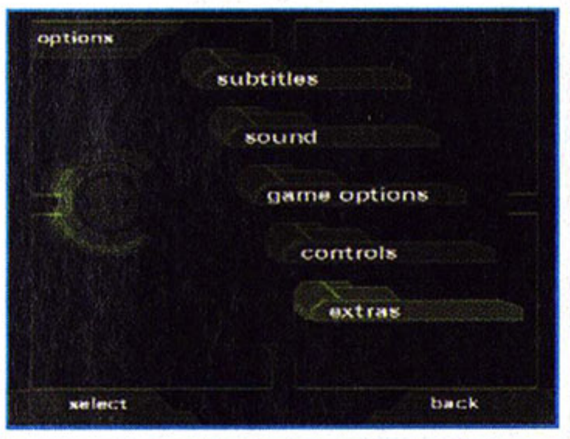
All Weapons, Big Head Mode, and More

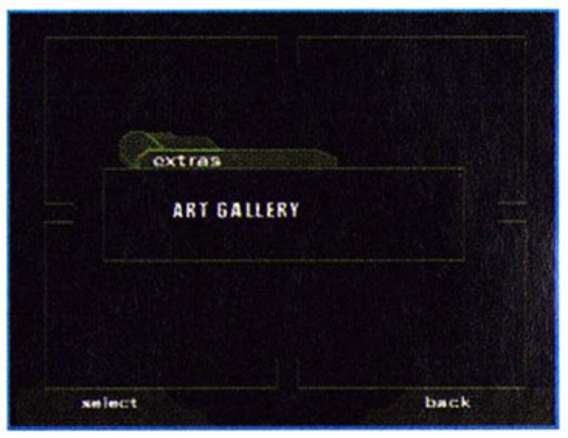


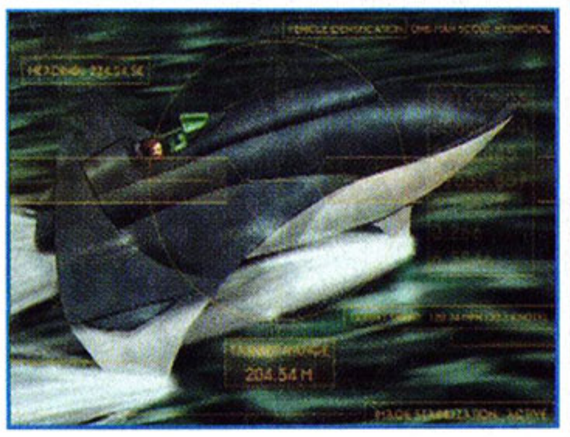


Successfully complete and save the game. Load a new game from the saved game file. When the opening cinema sequence ends, Rain will walk off and you should see a small control panel on the left wall. Walk over to it, then choose the Use option. Enter any of the following codes to unlock these cheats. If you entered the code correctly, you will hear beeping.

All Weapons:	11692
Big Head Mode:	10397
Infinite Ammunition:	61166







Hidden Artwork in Disc 1: At the title screen, **press Left, Right, Up, Down, Down,** ○. If you entered the code correctly, you'll hear a sound and the screen will flash. **Press Start** and, at the main menu, select Options. At the Options menu, choose Extras and then select Art Gallery.

Hidden Artwork in Disc 2: At the title screen, **press Up, Up, R1, R1, R1,** □. If you entered the code correctly, you'll hear a sound and the screen will flash. **Press Start** and, at the main menu, select Options. At the Options menu, choose Extras and then select Art Gallery.

Hidden Artwork in Disc 3: At the title screen, **press L1, R2, L1, R2, L1,** □. If you entered the code correctly, you'll hear a sound and the screen will flash. **Press Start** and, at the main menu, select Options. At the Options menu, choose Extras and then select Art Gallery.

Govindra Poonai—Queens, N.Y.

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