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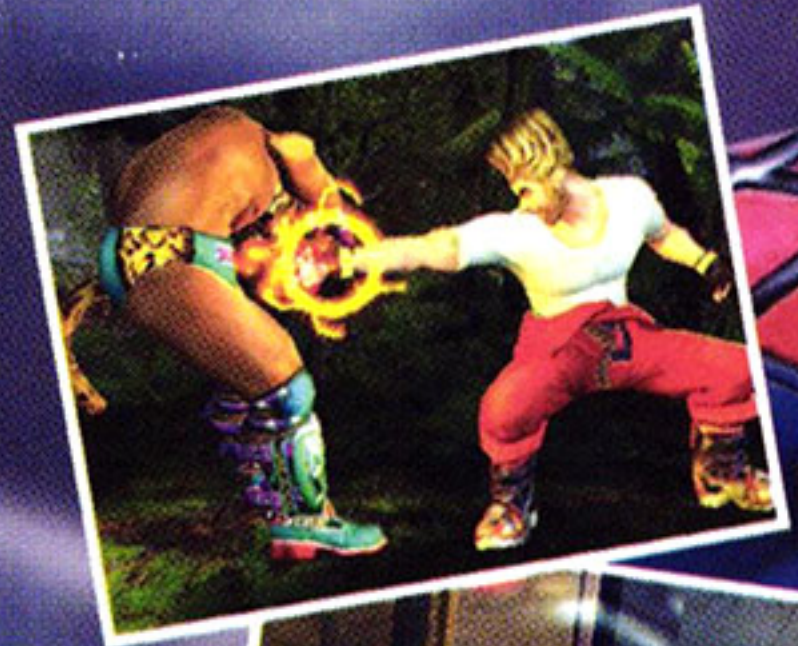
## SPIDER-MAN

**EXCLUSIVE FIRST REVIEWS FOR PS2 & XBOX!**

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PlayStation 2 • GameCube • Xbox • PlayStation • Game Boy Advance • Dreamcast • PC • Arcade

**TOE JAM & EARL III**

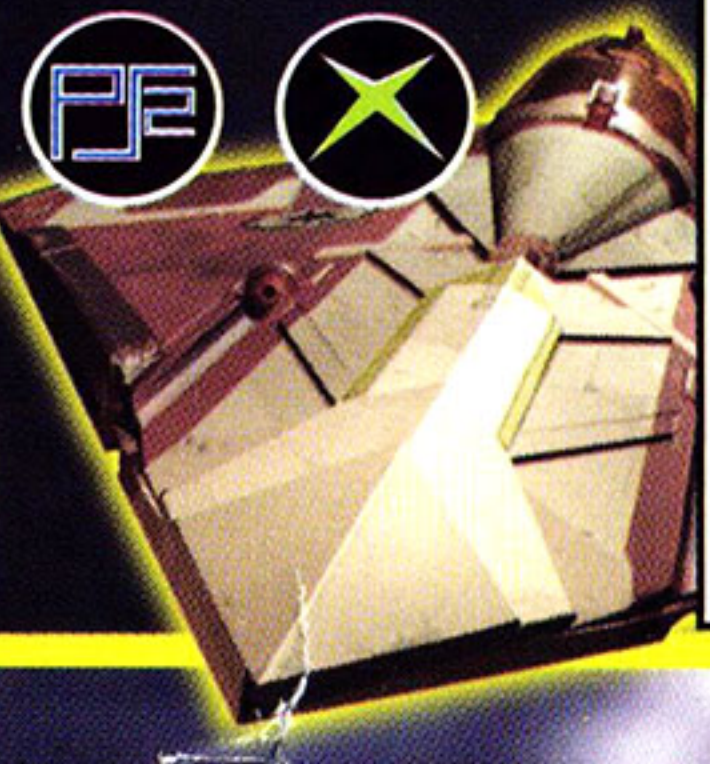


**TEKKEN 4!**

**PROSTRATEGY GUIDES**

**STATE OF EMERGENCY**

**STAR WARS JEDI STARFIGHTER**



**120+**  
**GAMES INSIDE!**

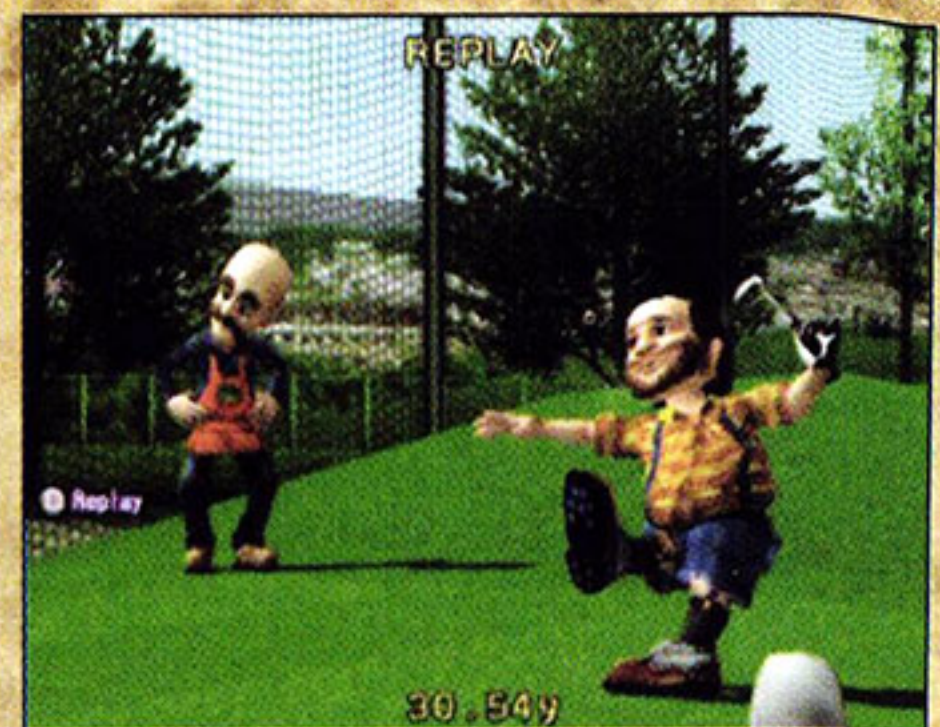
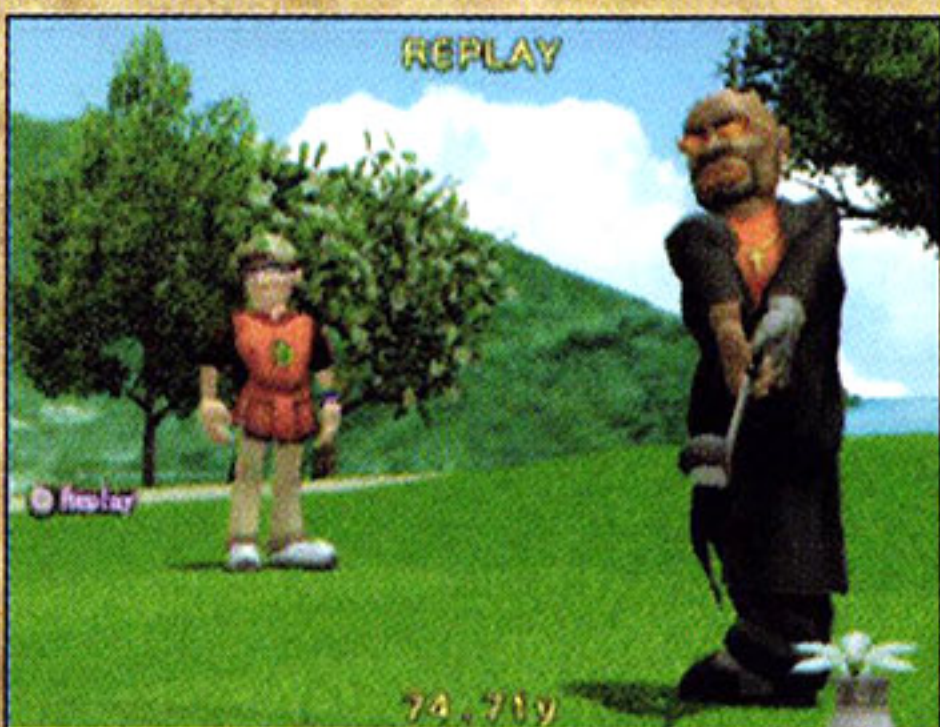
- Blood Omen 2 (PS2, Xbox)*
- Mortal Kombat: Deadly Alliance (PS2)*
- Star Wars Jedi Knight II: Jedi Outcast (PC)*

**E3**  
**Sneak Peek!**



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PlayStation 2



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PlayStation 2

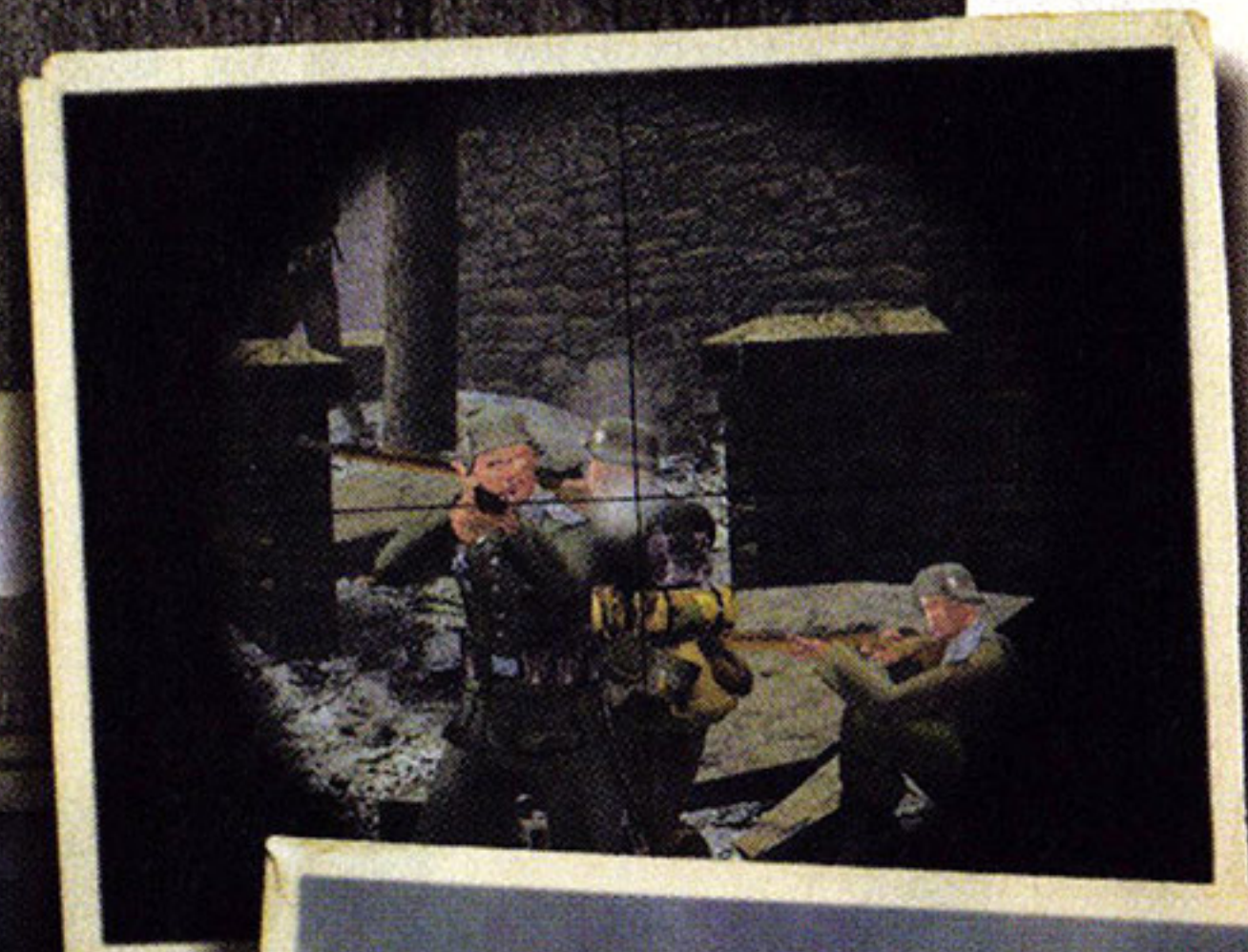
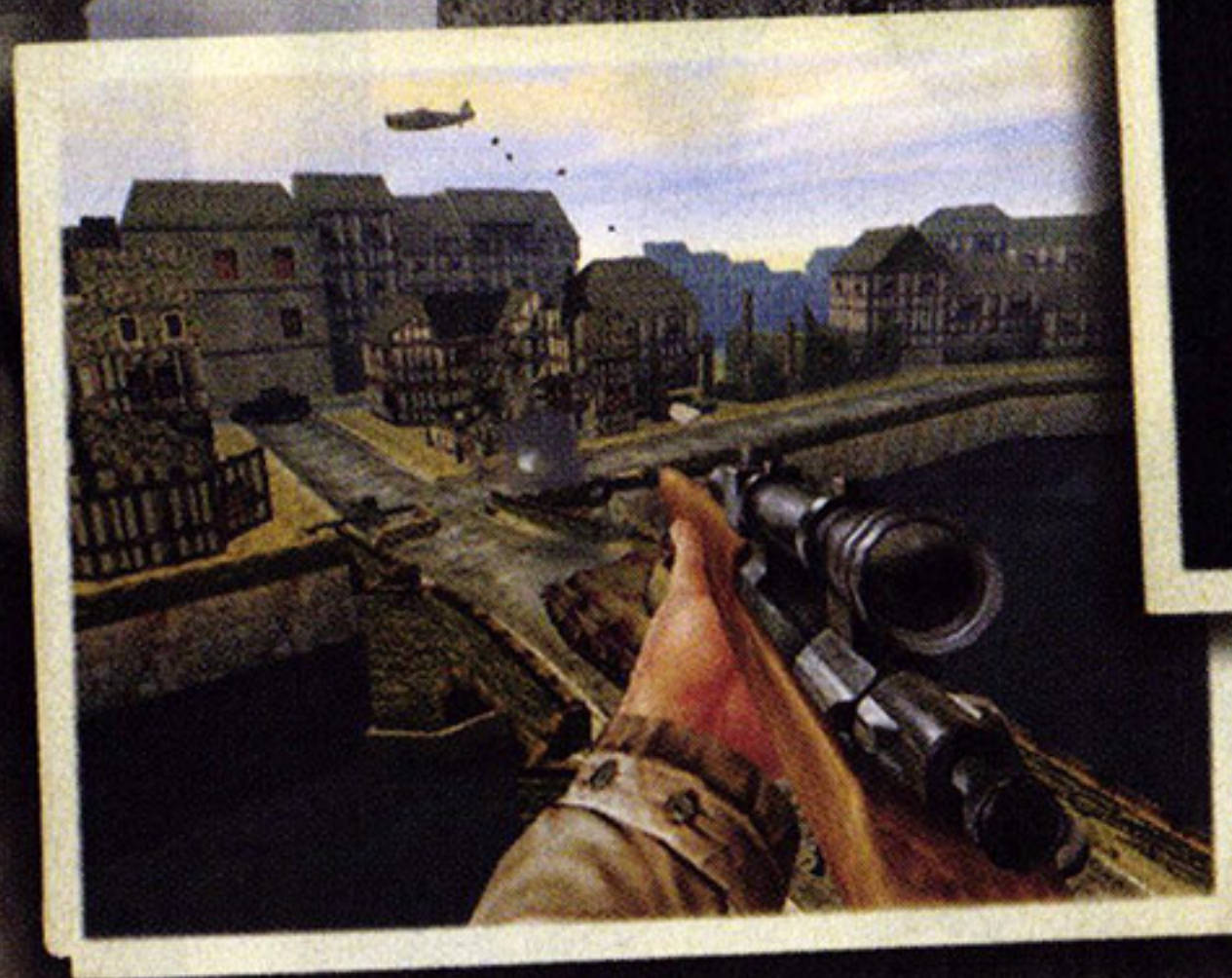
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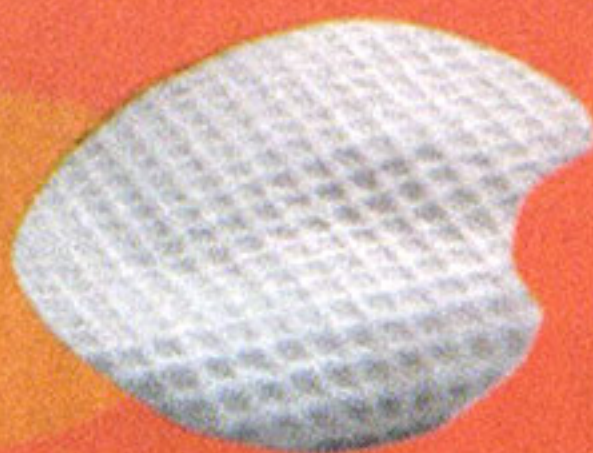
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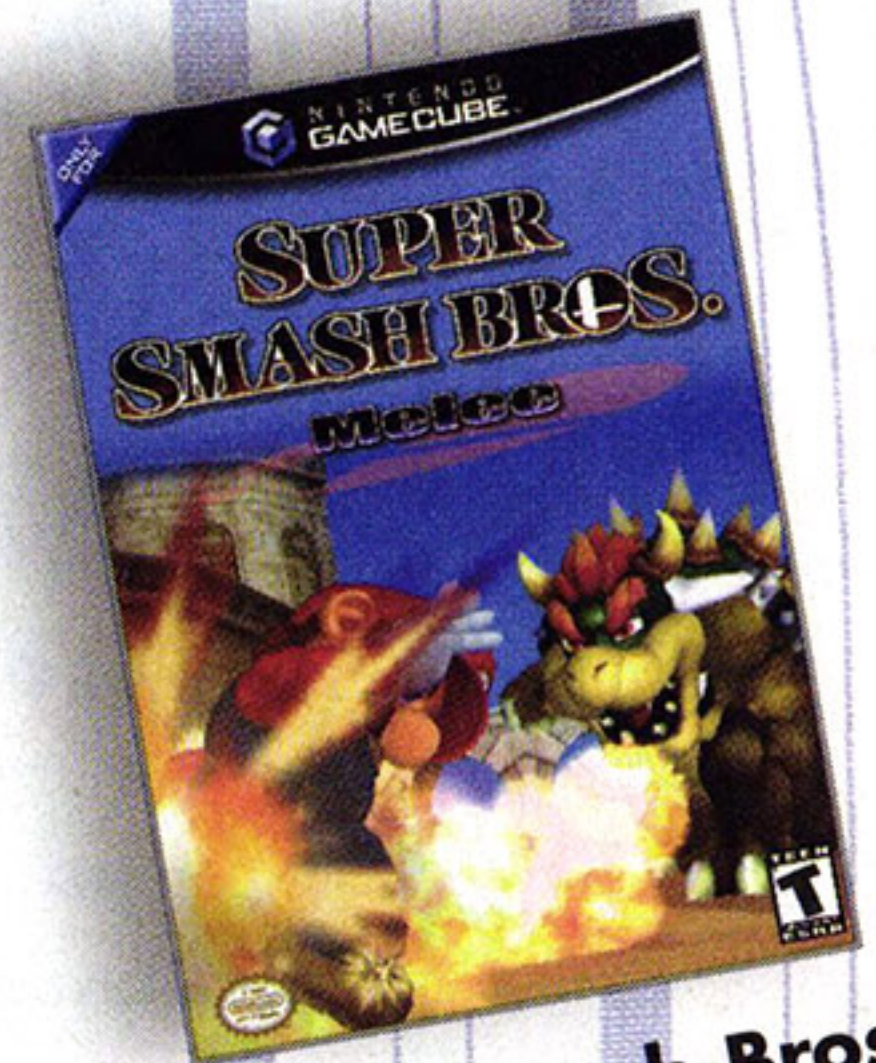




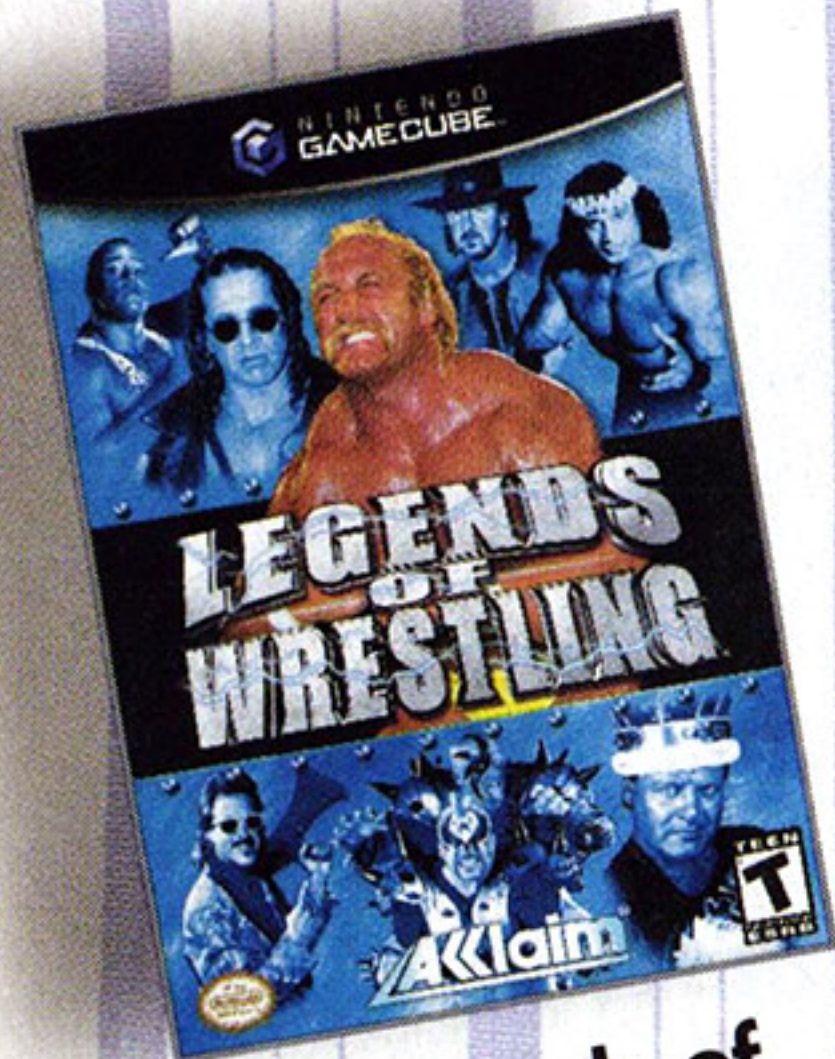
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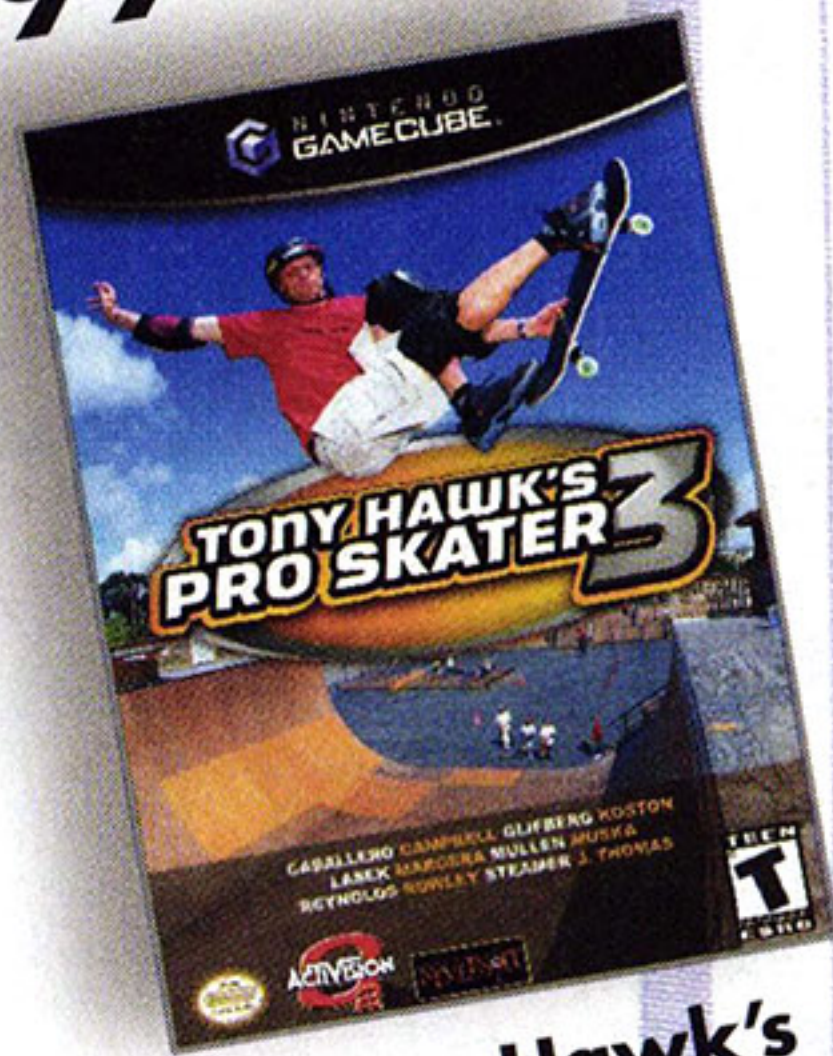
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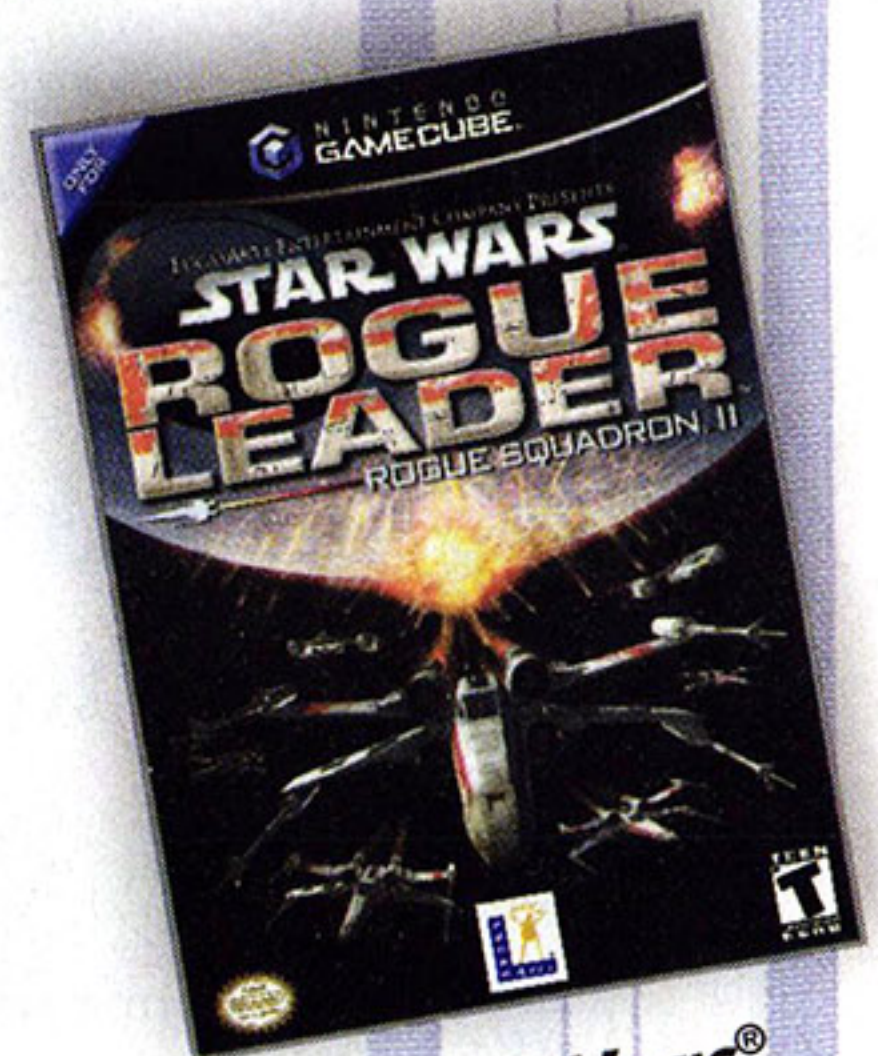
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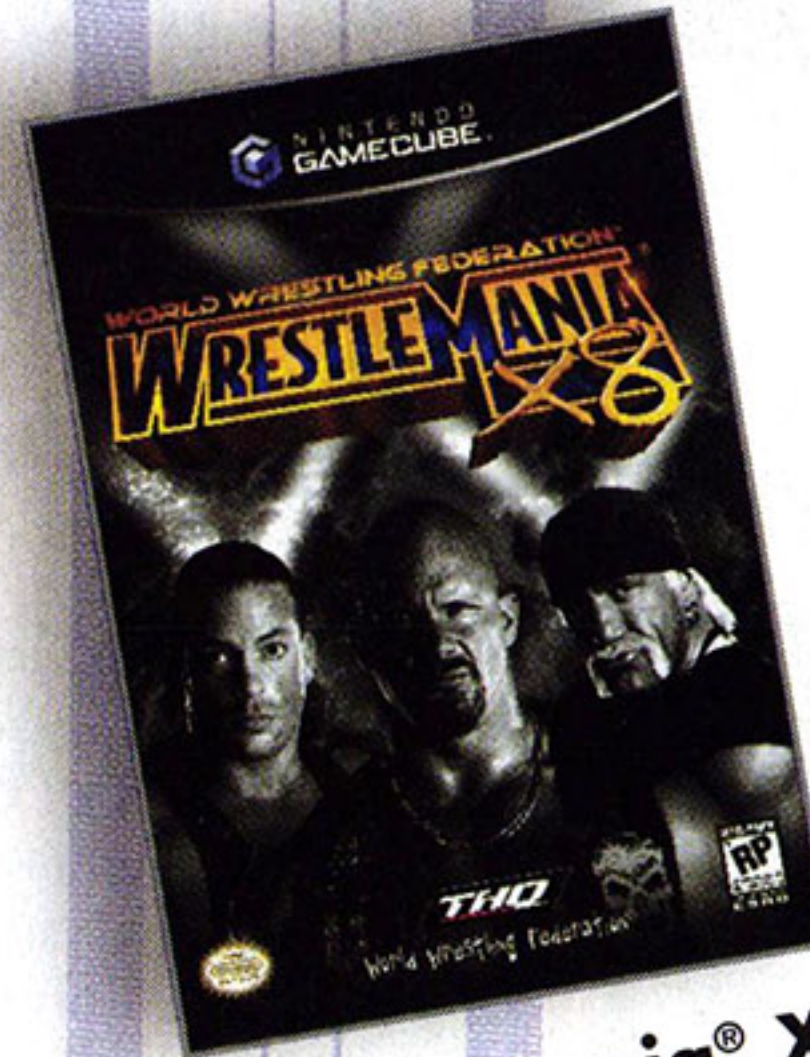
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# New Yankee Skipper Manager, GM

By FELIX COATES

## Yanks staff up with veteran coaches

By Matt Johnson  
WS TODAY

THURSDAY, DECEMBER 13, 2001

## Yanks Slow Out of the Gate

Fans question off-season moves

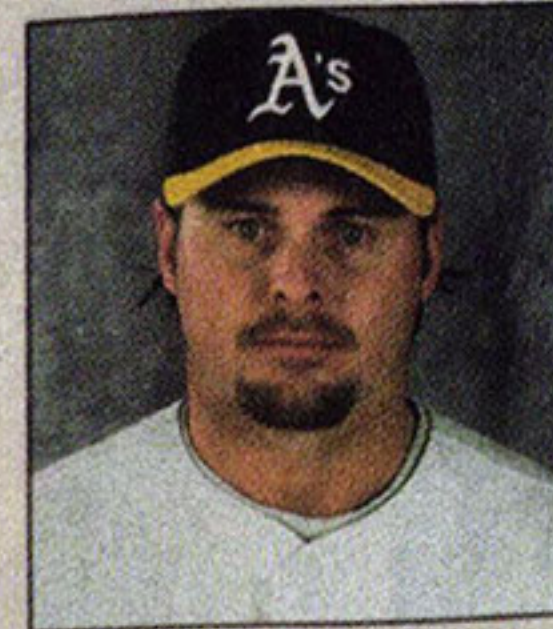
ASSOCIATED TIMES

After losing five of their first seven games

SPORTS WEEKLY

## Pitching woes plague struggling Yankees

## NY signs Giambi to be 'cornerstone' of franchise



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

## Posada sidelined for 2 weeks with foot injury

Associated Times

## Yanks snag Big Unit in blockbuster trade

By M. Yeung

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

## Retoiled lineup excites fans, management

By Owen Bly

## Top prospects called up to fill holes

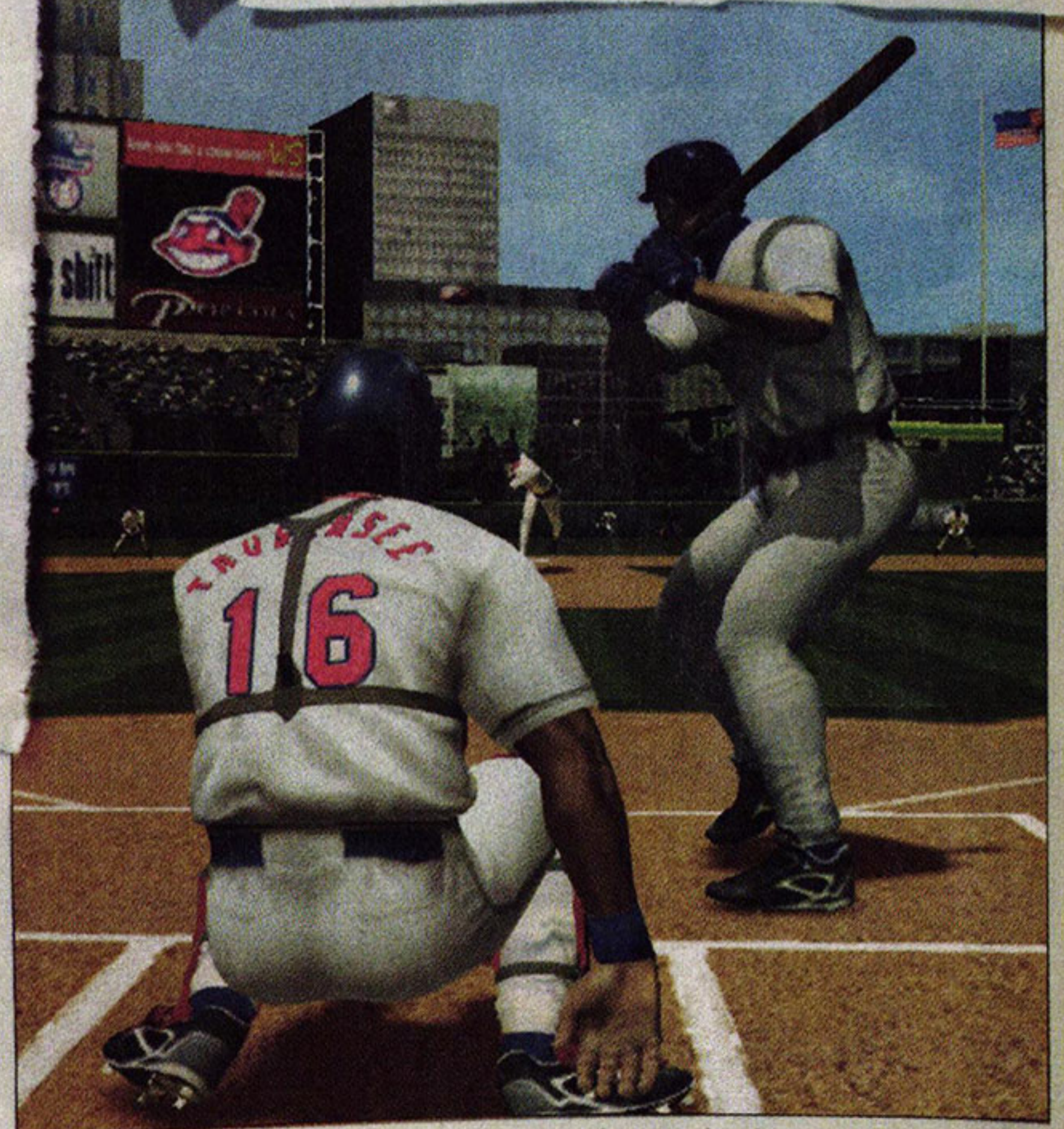
With the advice of scouts and coaches, the Yankees' GM has called up two promising prospects from the minors to help plug the holes created by recent injuries. Management hopes these youngsters will not only



Have a Seat. T

## Big Unit fires one-hitter as Yanks' streak continues

By Marisa Ramsdell  
SPORTS WEEKLY



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

## Giambi and Co. Starting to Roll

By H. Willoughby  
Staff Writer

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





# Doubles as

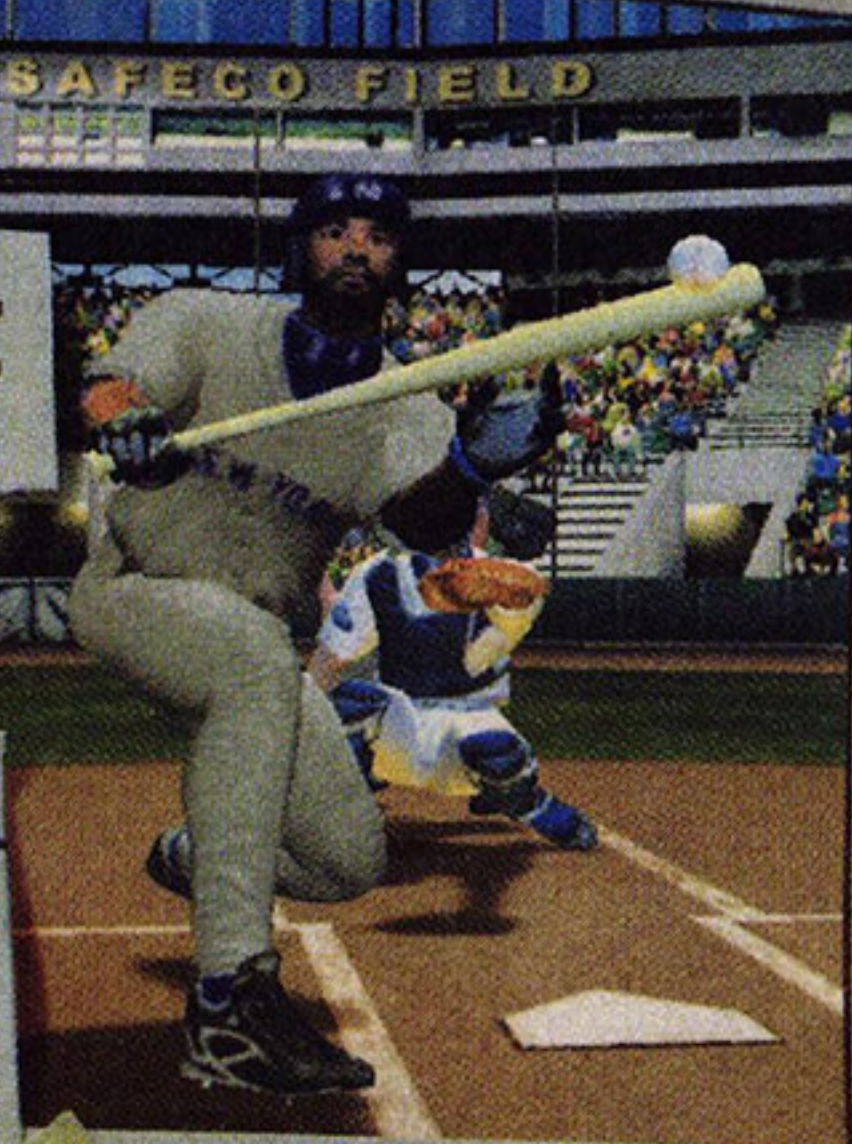
**Giambi's 2 homers end drought**  
Heroics fitting tribute as Yanks honor Yogi, Whitey, and Reggie on Legends' Day

**Clutch hitting secures Wild Card**

**Pinstripers roll to 6th straight win**  
▶ BASEBALL

**New York rides Giambi's hot bat to World Series**

▶ Game 1 Tuesday in New York



**Rookie manager makes right moves, Yankees advance to ALCS**

By KENNY

**Cards steal first 2 in NY**

▶ BASEBALL

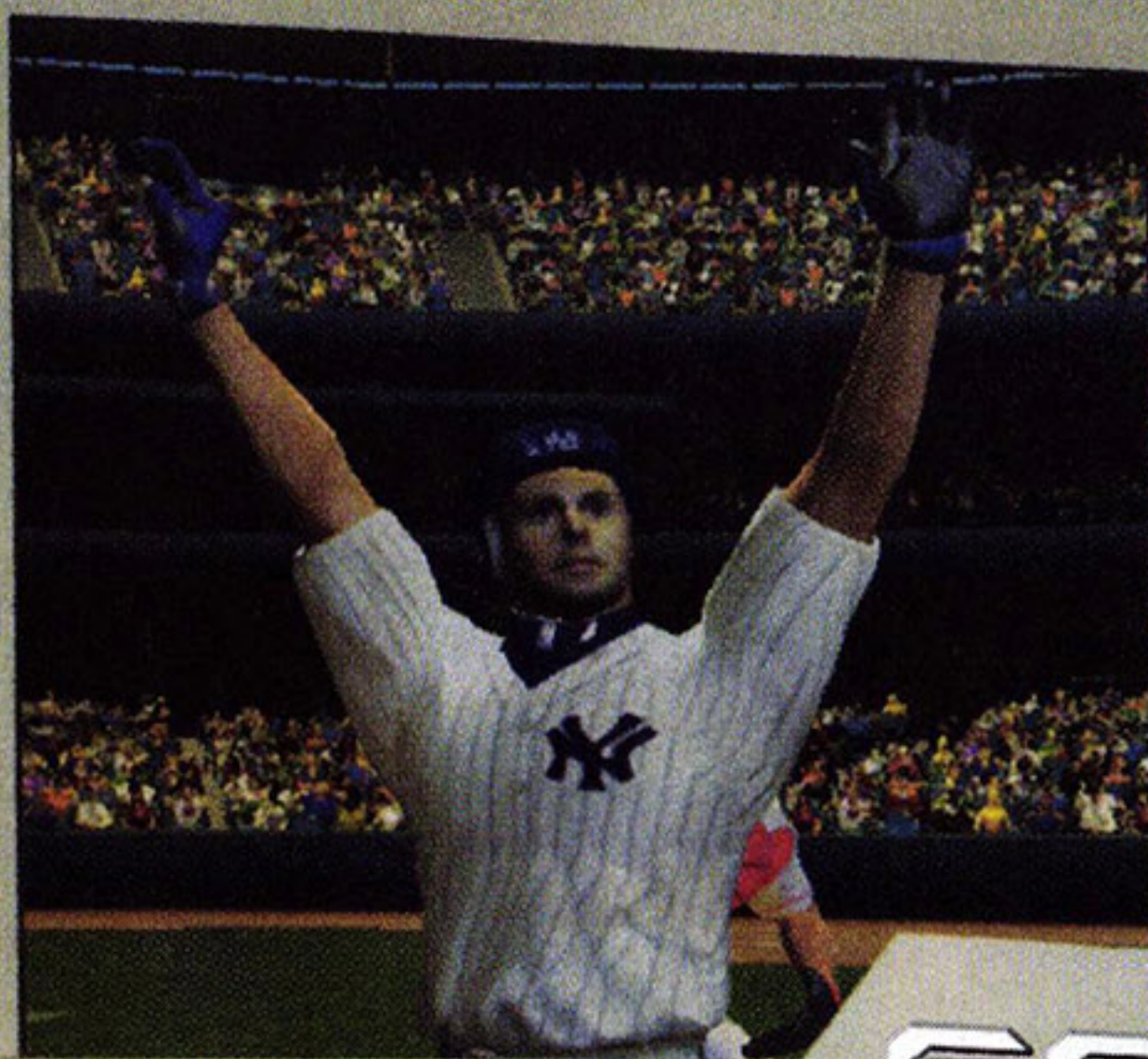
# Yanks storm back to force game 7

*Pressure on shoulders of first-year Bronx boss*

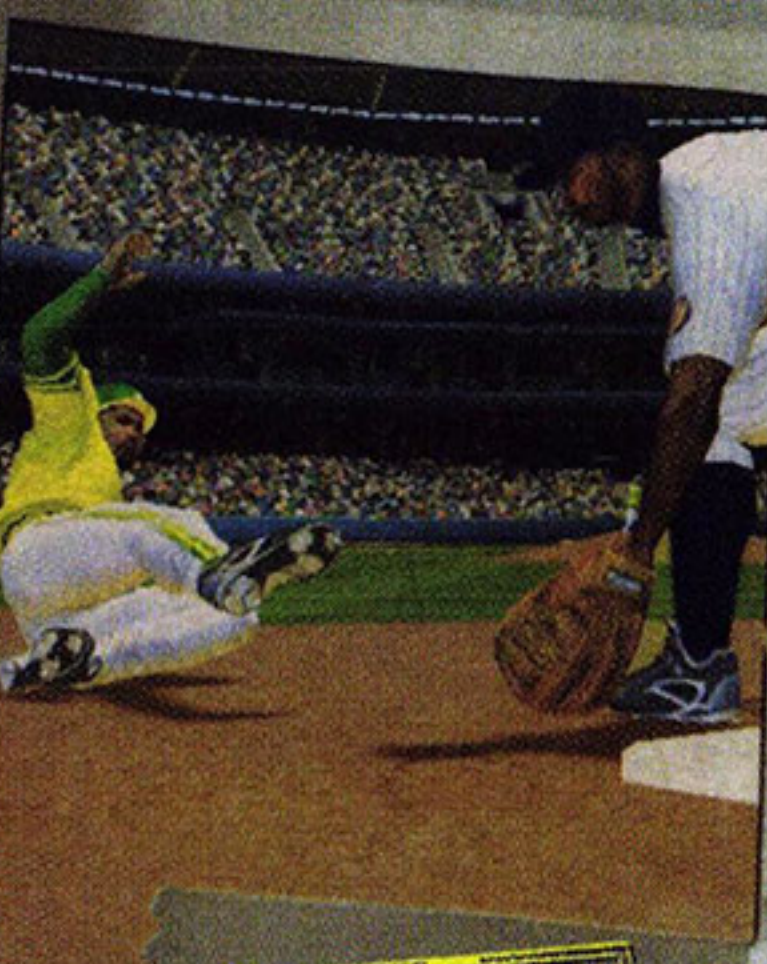
▶ **BASEBALL** From Page B2

By T. Lyons

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



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



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### FEATURES

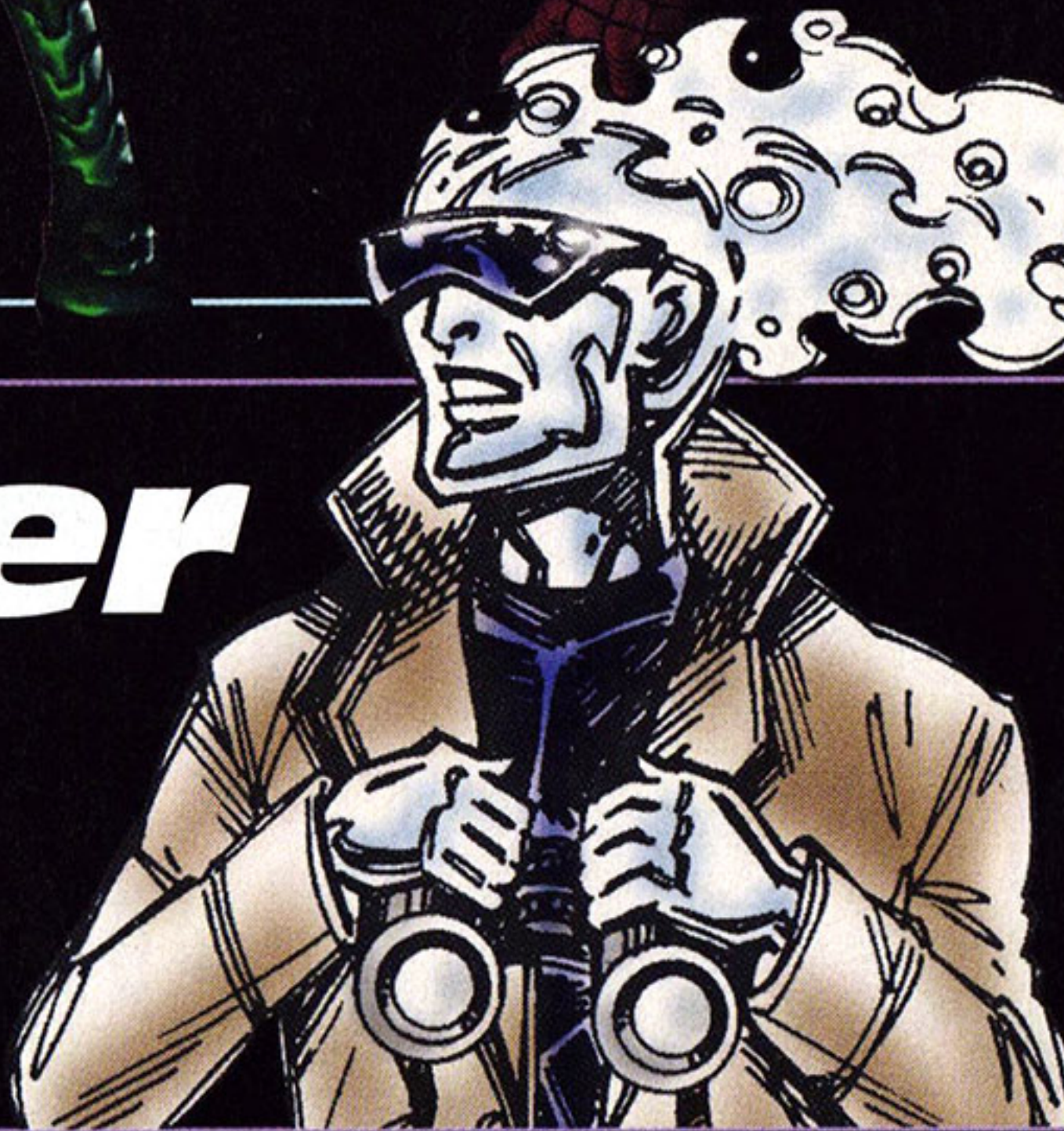
## 34 SWING SHIFT

Spider-Man is ready to chase the bad guys out of the PlayStation 2, Xbox, Game Boy Advance, and GameCube. Here are some exclusive first reviews, just in time for the movie!



## 39 The GamePro Inquirer

Prepare to enter that dark and seamy underworld known as Electronic Entertainment Expo previews. The *GamePro* editors prodded and probed game companies for their E<sup>3</sup> secrets, and here's what we discovered.



### PROSTRATEGY SECTION

## PROSTRATEGY GUIDE

**102 State of Emergency (PlayStation 2)**  
If you're going to survive this vicious game, you need to play dirty and develop some antisocial behavior. Here are some mean tips and tactics for beating the toughest levels.



**106 Star Wars Jedi Starfighter (PlayStation 2)**  
Here's how to master the Force and more to rule space as the Jedi Starfighter. You'll learn how to uncover the hidden objectives and use some cool cheats, too.



## CODE VAULT

**112** Warning: Once you use these codes, you'll never play Star Wars Rogue Leader: Rogue Squadron II (GameCube), Pirates: The Legend of Black Kat (PlayStation 2), Sonic Advance (GBA), and a bunch of other cool games the same way again.

### Cover art courtesy of Activision

Cover artwork including Spider-Man, the character, TM & © 2002 Marvel Characters, Inc. Spider-Man, the movie, © 2002 Columbia Pictures Industries, Inc. All Rights Reserved.

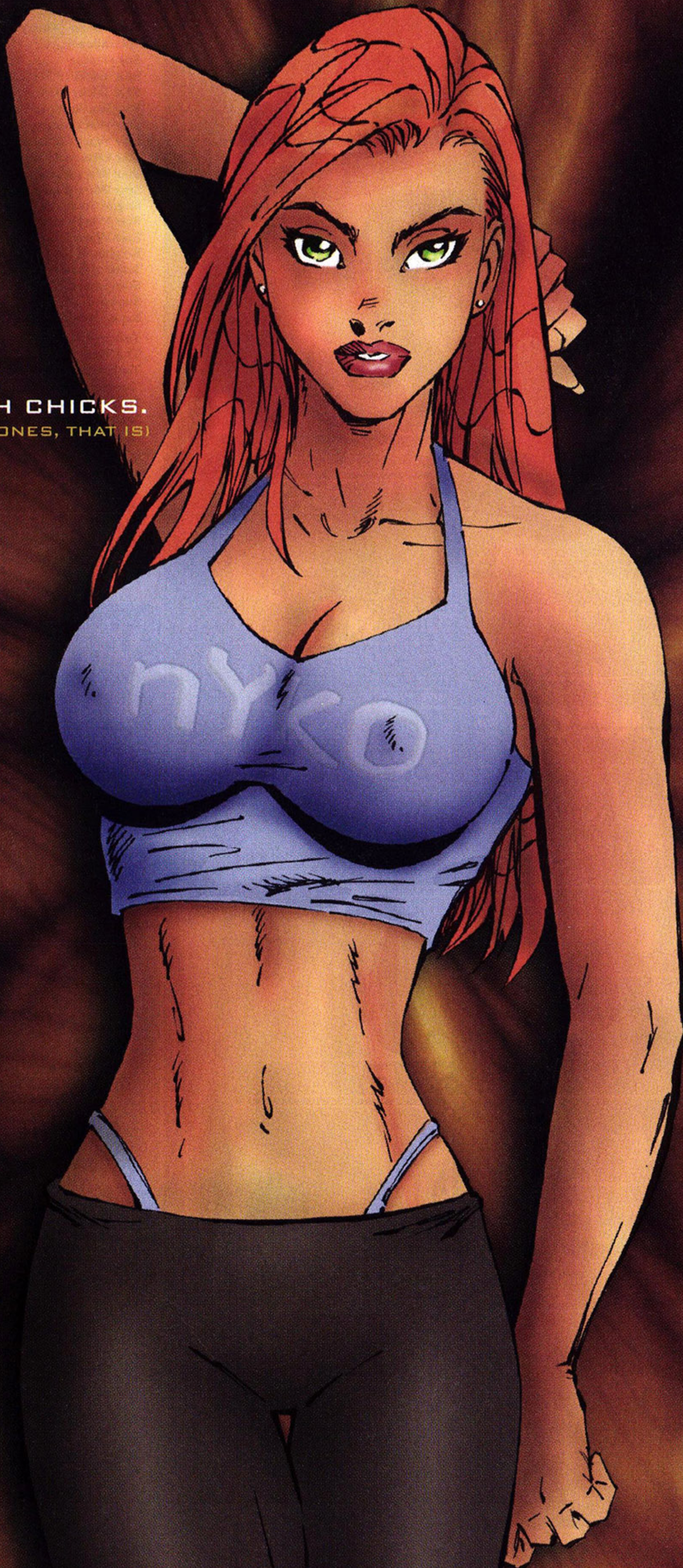
### Game Finder

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WITH CHICKS.  
(DIGITAL ONES, THAT IS)

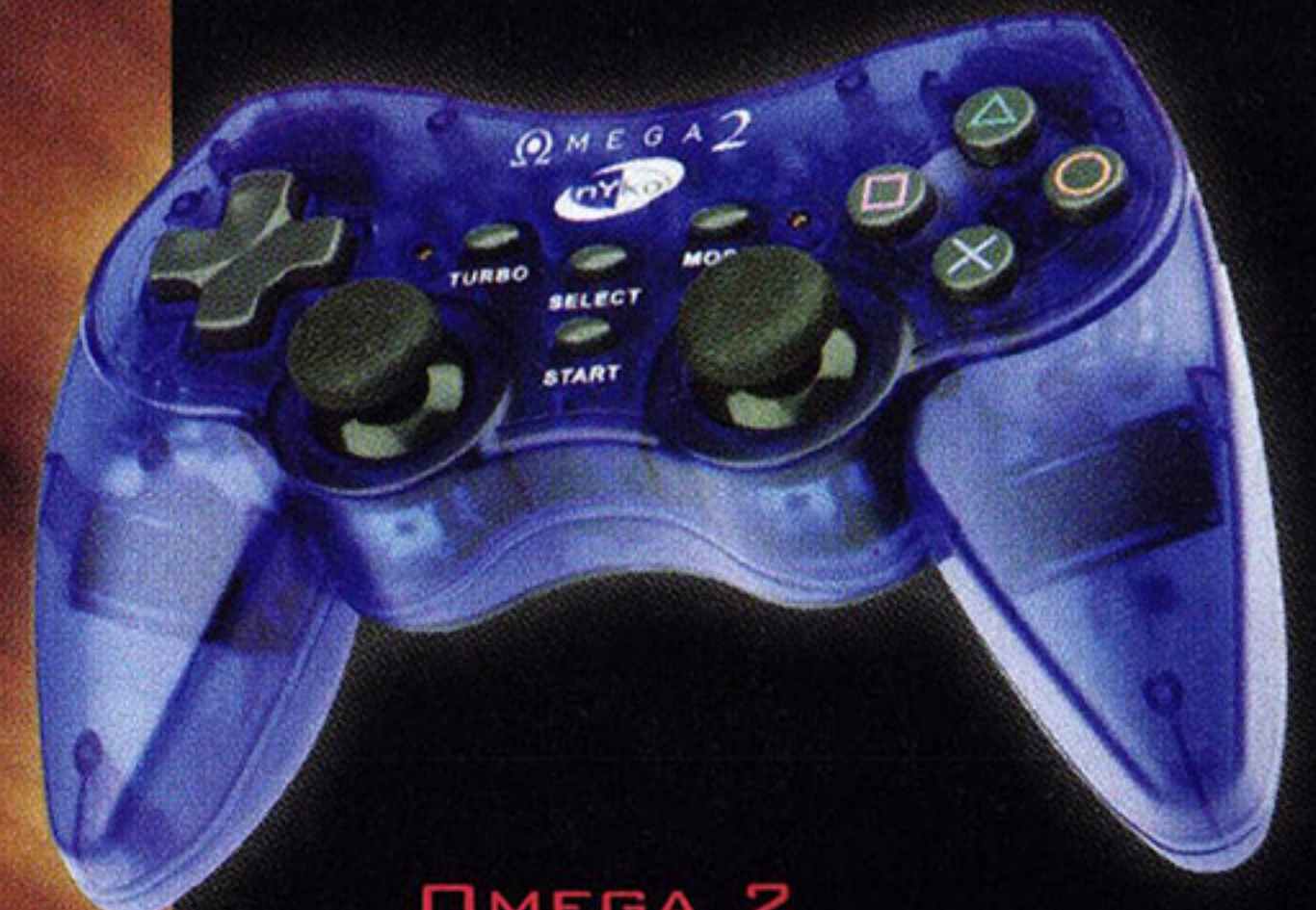


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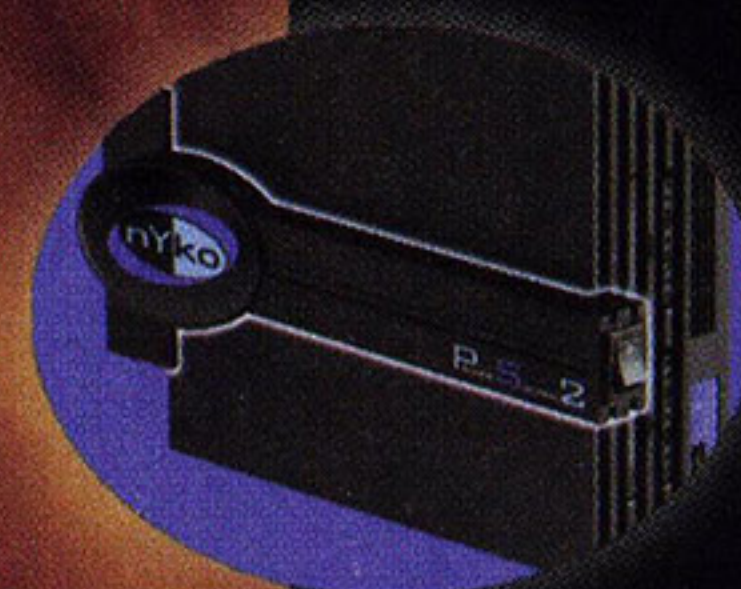
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## SNEAK PREVIEWS & PROREVIEWS

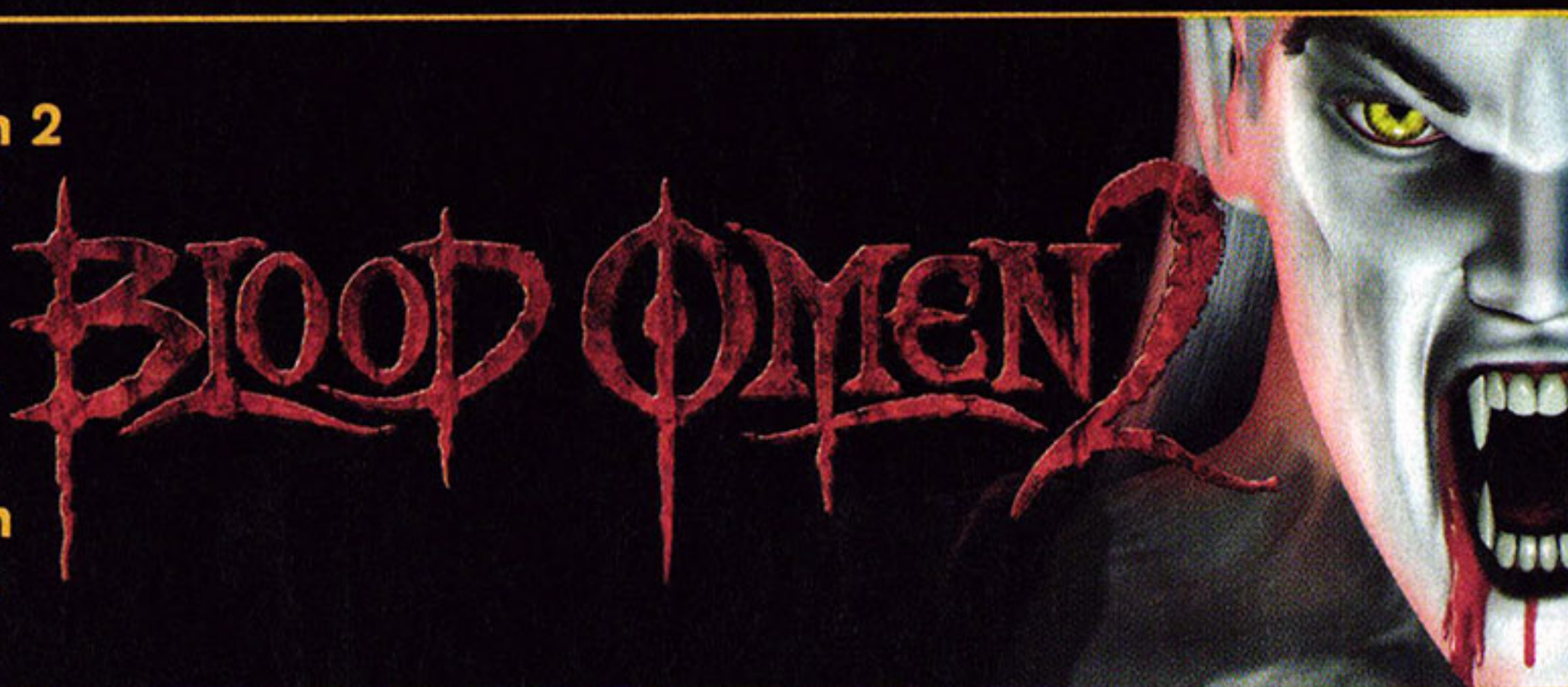
### 60 Sneak Previews

Resident Evil (GameCube), Onimusha 2 (PlayStation 2), Tekken 4 (PlayStation 2), ToeJam & Earl III (Xbox), Lara Croft Tomb Raider: The Angel of Darkness (PlayStation 2), Mortal Kombat: Deadly Alliance (PlayStation 2), Way of the Samurai (PlayStation 2), and more!

**76**  **PlayStation 2 ProReviews**

**86**  **Xbox ProReviews**

**88**  **PlayStation ProReviews**



## PC GAMEPRO

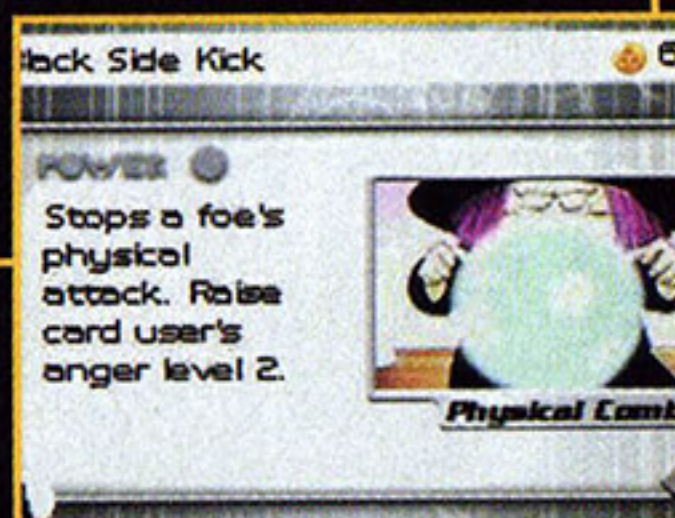
**48** Here's the final word on Star Wars Jedi Knight II: Jedi Outcast, Freedom Force, and Global Operations. Now you can look forward to Unreal Episode II, Warcraft III, and Soldier of Fortune III!



Star Wars Jedi Knight III! Page 48.

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**52** Dragon Ball Z: Collectible Card Game (GBA) and Resident Evil Gaiden (GBC)...oh, boy! Coming soon to the GBA: The Lord of the Rings: Part One, Mega Man Battle Network 2, and much more!



DBZ: Collectible Card Game! Page 56.

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**90** Sega Sports is readying NFL 2K3, NBA 2K3, Virtua Striker 2002, Home Run King, and World Series Baseball. EA Sports is prepping Madden NFL 2003, NCAA Football 2003, and NASCAR Thunder 2003.



NBA 2K3! Page 90.

## ROLE-PLAYER'S REALM

**96** Here's the latest info on Final Fantasy XI (PlayStation 2). Also, check out Star Wars: Knights of the Old Republic (Xbox), Grandia Xtreme (PlayStation 2), and Phantasy Star Online Version 2 (GameCube).



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## Games

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

## This Month

- Resident Evil (GameCube)
- Soldier of Fortune II (PC)
- Buffy the Vampire Slayer (Xbox)
- Dragon Ball Z: The Legacy of Goku (GBA)
- UFC: Throwdown (PlayStation 2)

## Entertainment

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

## This Month

- Movies—Star Wars Episode II: Attack of the Clones
- Anime—Spriggan
- Movies—Spider-Man
- Anime—Neon Genesis Evangelion: Death & Rebirth





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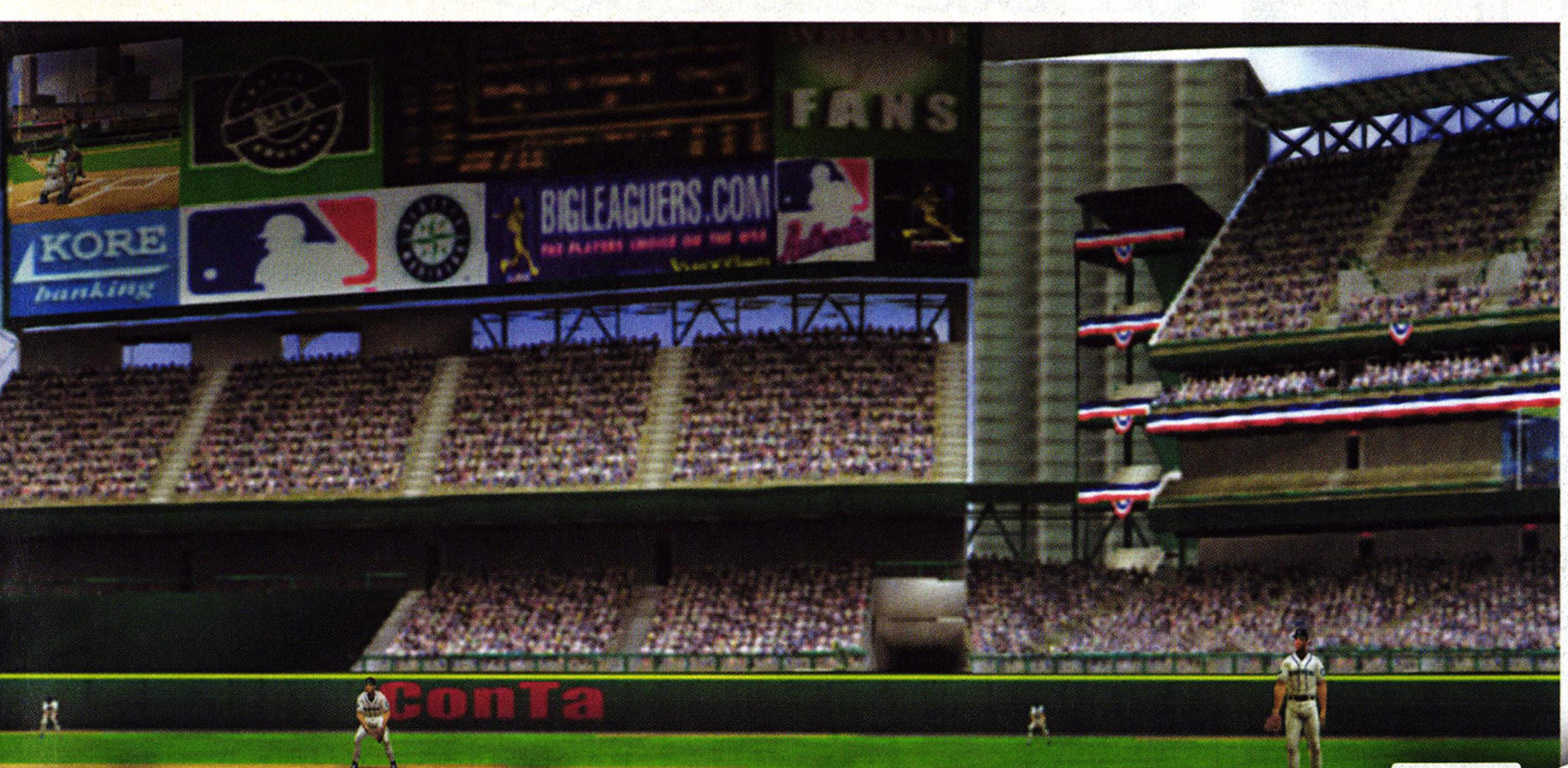
PlayStation®2

GAME BOY ADVANCE

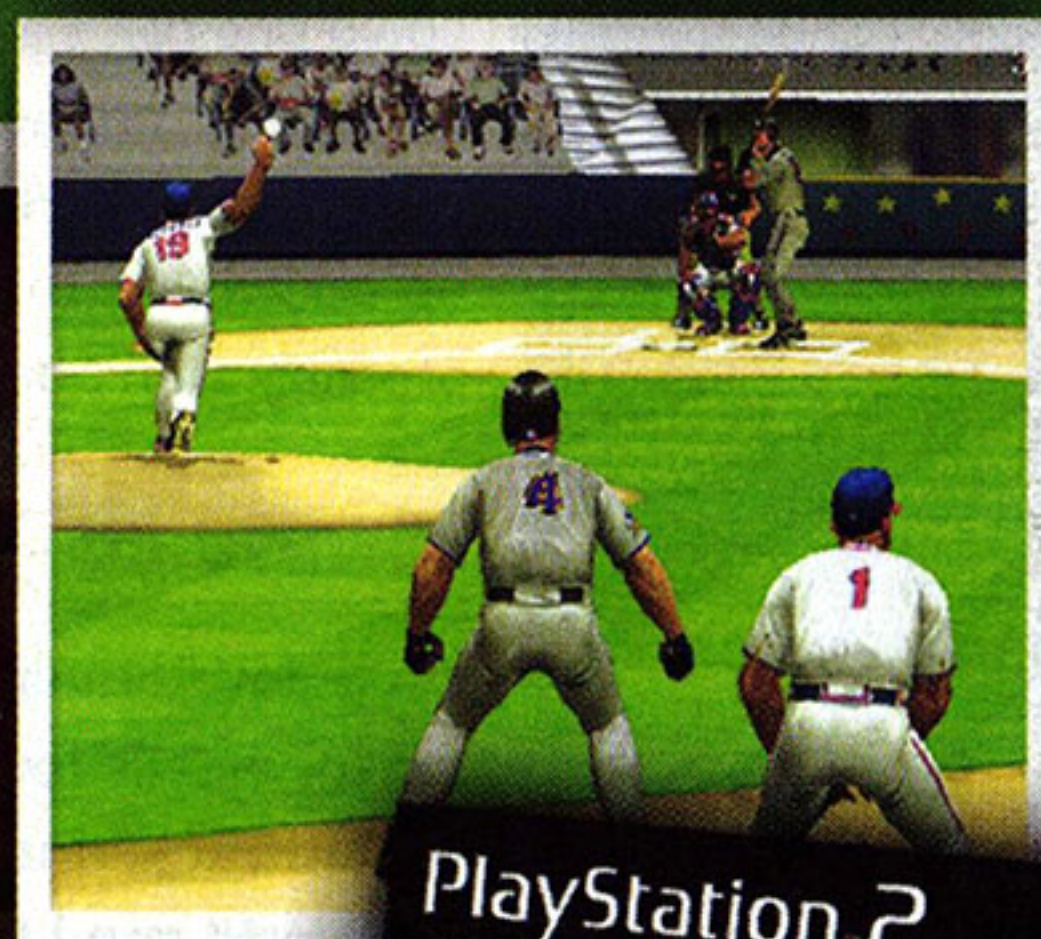
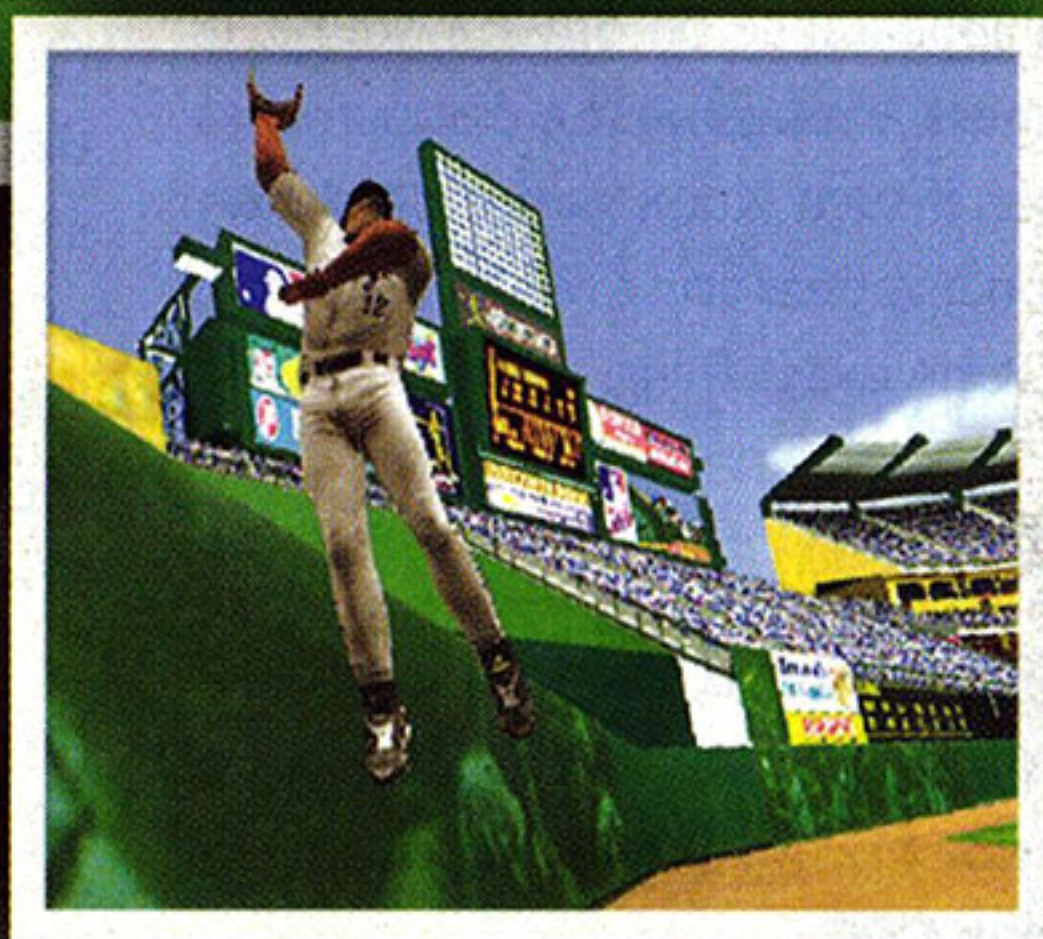
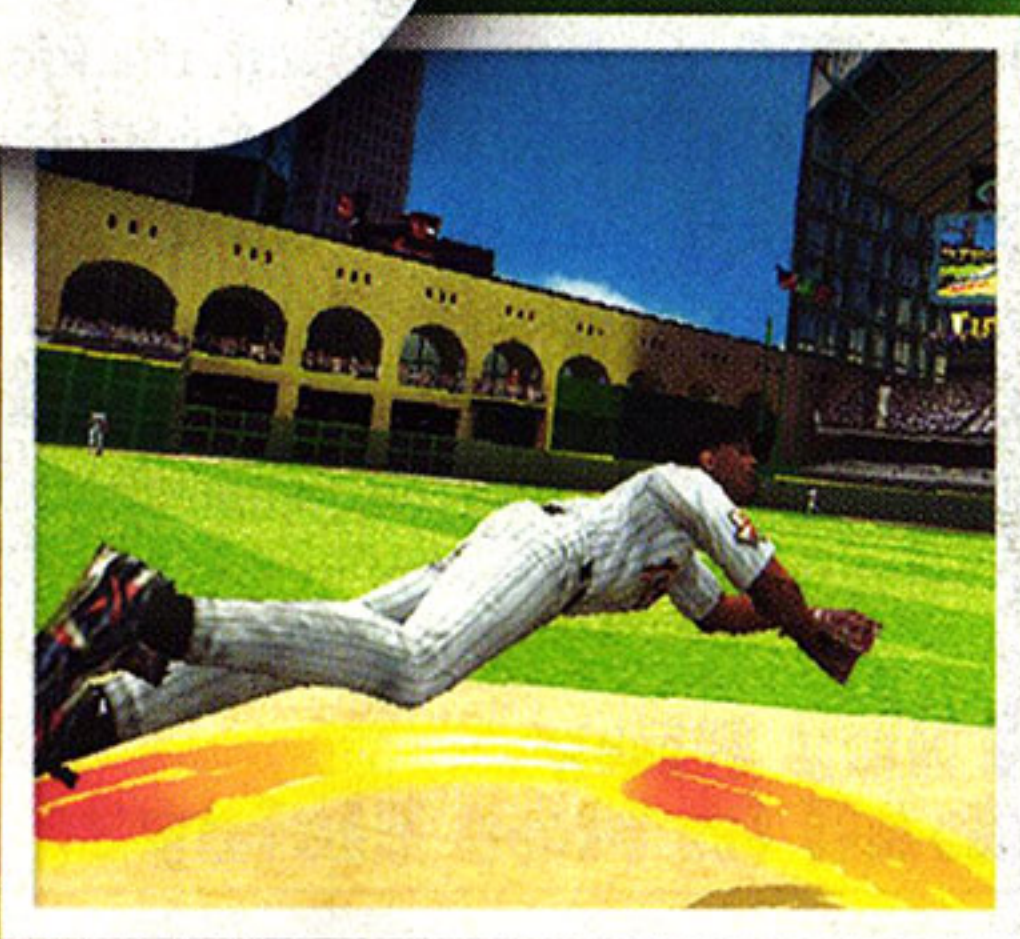


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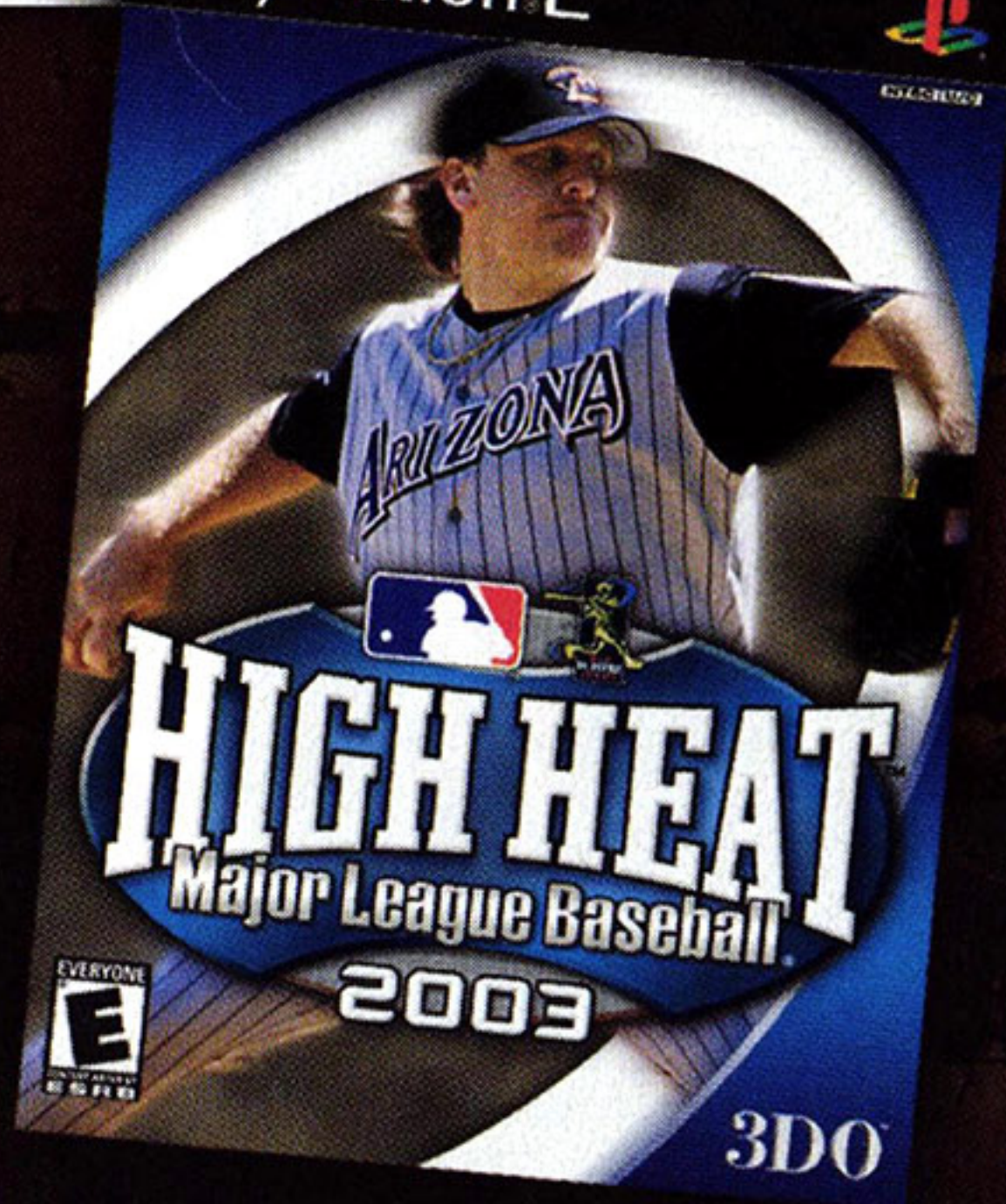
— GamePro, March 2002

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— Official PlayStation Magazine, April 2002

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# Editor's Letter

## From Your Friendly Neighborhood Spidey-Fans

In 1962, high school chemistry geek Peter Parker was bitten by a radioactive spider in a science lab mishap... and a new superhero was born! Spider-Man has since become one of the most beloved comic book characters of all time, and now a cool new movie is hitting theaters.

Of course, every Spider-Man fan knows that there's more to his story than webbing and tights. Petey boy's struggles with teen angst, identity crises, lost love, and family obligation have become almost as famous as the web-head's epic battles against the Vulture, the Green Goblin, and even [fill in your favorite Spidey villain here].

In time for the film's release, the folks at Activision have enabled *GamePro* to bring you exclusive first reviews of Spider-Man for the Xbox and the PlayStation 2. And because they like you so much, they tossed in the Game Boy Advance game and a few screens of the upcoming GameCube game, too.

Despite the gameplaying muscle in these new game machines, though, there's no more powerful visual apparatus than the human imagination... and none more critical either. Kudos to the fearless game designers at Treyarch for taking up the daunting challenge of satisfying generations of loyal comic book readers who've formed their own mental pictures of Spidey's amazing web-slinging and gravity-defying aerial moves!

Was Treyarch able to accurately re-create the wall-crawler's super-human moves? Could it capture the drama and the heartbreak that plagues the life of Aunt May's favorite nephew? Keep flipping the pages, true believers, *GamePro's* resident Spider-Maniacs reveal all.

The GamePros  
Oakland, CA  
letters@gamepro.com



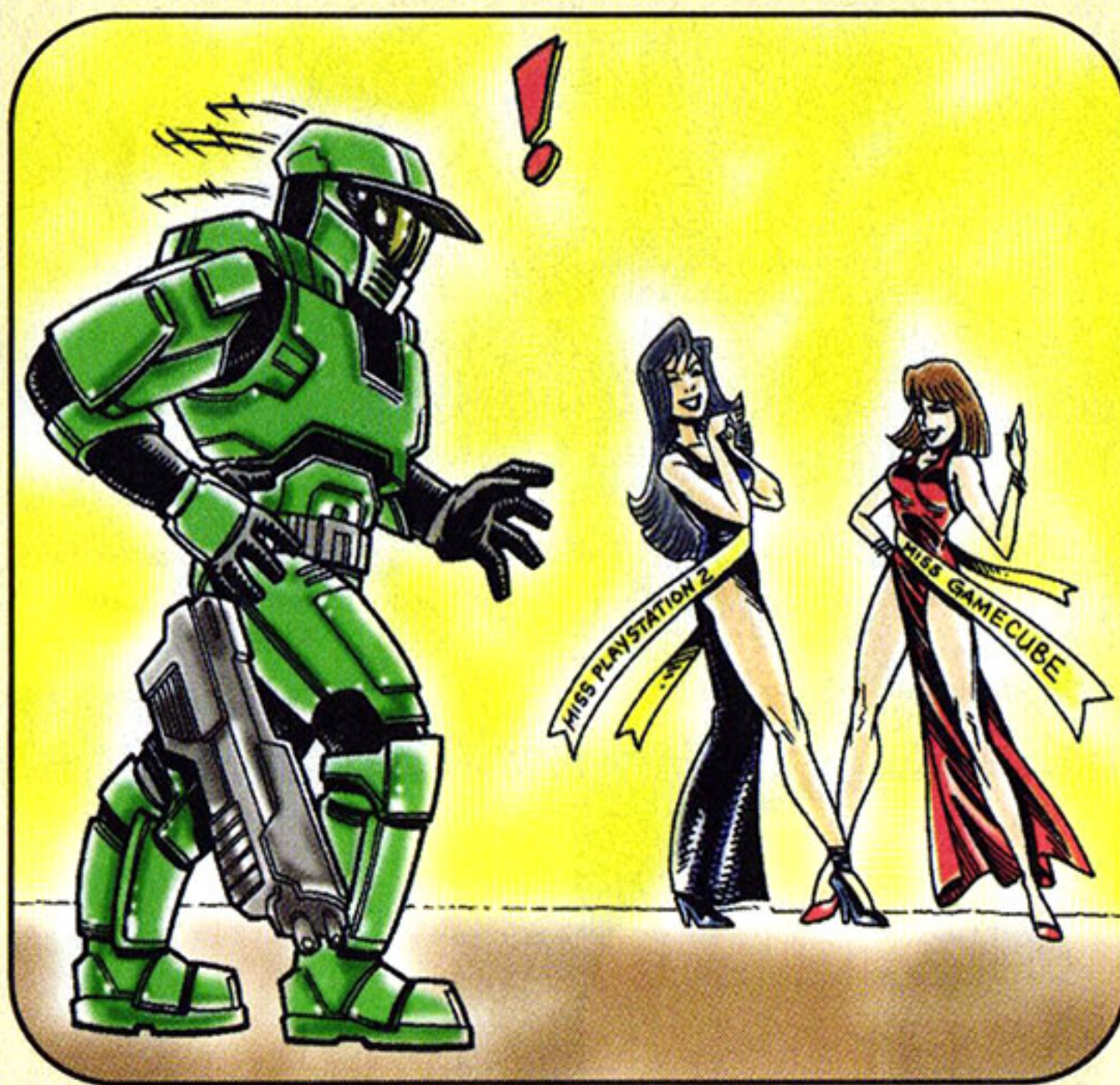
# HEAD2HEAD

## X-clusive...for How Long?

I just wanted to know if there's any chance that games for the Xbox that say, "Only for Xbox," like Halo, will ever be made for other systems?

► Jesse3789—Via Internet

Well, Halo won't show up on the PS2, but it might appear on the PC. Microsoft, which owns Halo's developer Bungie, won't want to see the game on systems that compete with the Xbox. But generally, if a game is exclusive to one system, it may stay that way for a certain amount of time, then appear on other systems in a slightly different form. Remember when *Mortal Kombat 3* was exclusive to the PlayStation? *Ultimate MK3* came out the following year



for pretty much every system on Earth. So don't expect Microsoft games to stray to other game machines, but any exclusives that are created by third-party companies could one day make an appearance on other systems. It all depends on the business arrangement a company has with Microsoft. However, if such Xbox games do show up elsewhere, they won't appear for a while and they probably won't be the same exact thing.

## Music to Your Ears

Oh beloved masters of *GamePro*, I've been searching for weeks for the *Final Fantasy VII Original Music Soundtrack*, and I'm not having any luck. Where in the world can I find this CD?

► José Alvelo—Toa Alto, Puerto Rico

Since you're writing to us from sunny Puerto Rico, your best bet is to look online. Have you tried [www.ebay.com](http://www.ebay.com)? This all-powerful auction Web site usually has several listings for FFVII soundtracks. If that fails, you can check out [www.gamesoundtracks.com](http://www.gamesoundtracks.com), a German site that ships internationally—it's easy to browse and features a good selection.

## SNK Previews

We read in *GamePro* that SNK went out of business. What happens now to *King of Fighters*, the best fighting game ever? With SNK gone, is the company selling

off its old stuff, and if so, where? Will the company ever come back?

► Dario & Matthew—Los Angeles, CA

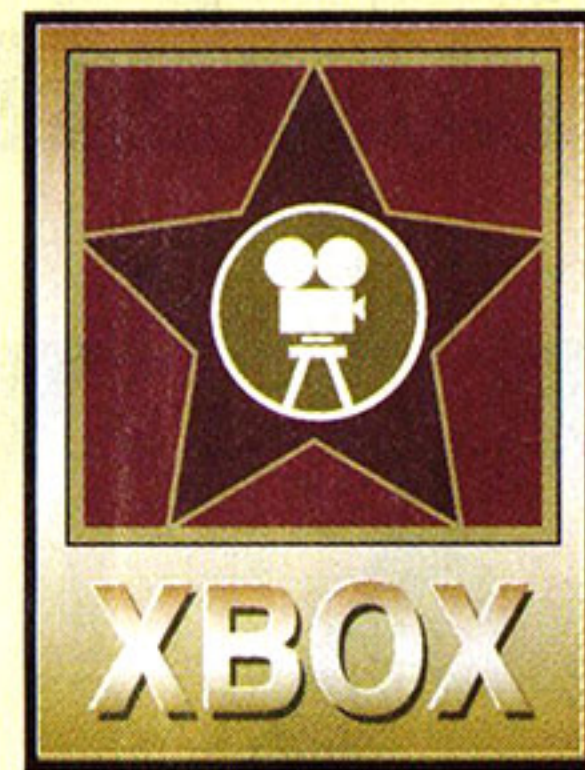
Usually, when a company goes out of business, that's that—there ain't no comin' back. SNK, however, is not your average company. After the Japanese and U.S. divisions went under, the assets were sold off, and now the whole mess is being restructured under a new company run by SNK's old chief executive officer! The new company will be known as SNK Neo-Geo. The American wing will handle only arcade releases, and all home carts will come from either Japan or Korea. As for *King of Fighters*, you can find *KOF 2001* in arcades if you search for it, and the home version, which came out in March, will run you about \$300 from [www.neo-geo.com](http://www.neo-geo.com).

## Lights, Pixels, Action

Is it true that you can record Xbox games? A friend of mine says that with the right connection, you can record your game action and even add MP3 music to it to make a sort of music video. What do you need to have in order to do this—other than an Xbox and a game, of course?

► Daniel Powell—Via Internet

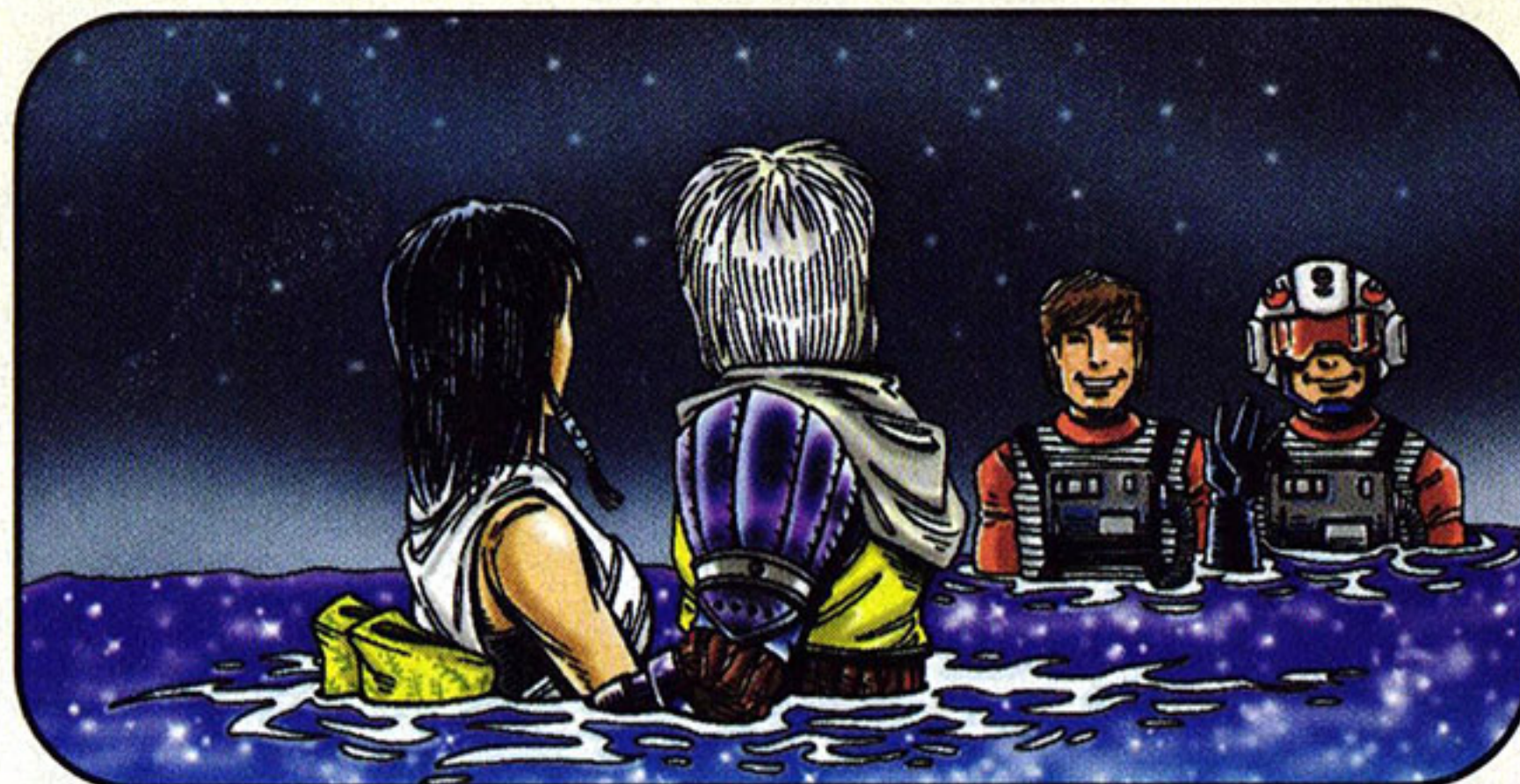
You can do this with any video game console, Daniel, not just the Xbox. Instead of connecting the video cables to your television, plug them into the inputs on a VCR. Ta da! If you want to make a digital video project out of it, you can plug the video into a capture card in your computer and create a QuickTime, MPEG, or AVI movie with the footage that you capture. If you have a Mac, try Apple's iMovie—it's free. If you want to see a sample of just what kind of fun you can have, check out the hilarious Halo "Warthog Jump" movie, available for download at <http://halo.bungie.org/misc/warthogjumpmirrors.html>. Then go and make your own mini-masterpiece.



## Did They Play Blitzball in Mos Eisley?

In every *Final Fantasy* game I've played, there have always been two characters named Biggs and Wedge. Why the heck is there a Biggs and a Wedge in each one?

► Zach Waldree—Florence, AL





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As any self-respecting *Star Wars* fan can tell you, Biggs Darklighter was Luke's best friend and idol growing up on Tatooine; he died piloting an X-Wing in the attack on the Death Star at the end of *A New Hope*. Wedge Antilles was Luke's right-hand man in *Rogue Squadron* and is the only other X-Wing pilot to appear in all three of the original films. So what are Biggs and Wedge doing in *Final Fantasy*? It's just Square paying tribute to one of the most successful film franchises ever.

## Ree-dur Kwest-shun

**My friends and I have been arguing about how you pronounce the last word in Super Smash Bros. Melee. My friend and I have been saying it like it is in the dictionary, "may-lay," but when we got the game it sounded like "mee-lee," and my other friend says it like that, too. Could you tell us how this word is pronounced?**

► **Mark Zegarra—Vienna, VA**

Always trust Noah Webster. The dictionary pronunciation is correct, of course, so you've got it right. Speaking of Nintendo characters, *Metroid*'s hero is Samus Aran ("Samm-us Air-an"). That's the tip of the video games tongue-twisting iceberg: *Eidos*'s big hit about cyborgs and conspiracies is *Deus Ex* ("day-ooos ex" from the Latin phrase *deus ex machina* for "god in the machine"). Sony's critically lauded action/puzzle game for the PS2, *Ico*, is "ee-koh" not "eye-koh." Similarly, Sony's *Shadow King*, *Okage*, is pronounced "Oh-kah-gay"—it's not "oh-cage" because that would make him an Irish ninja. The hero from the *Street Fighter* series is Ryu ("ryoo," one syllable—not "rye-yoo"), and when he fights the big Russian Zangief ("Zahn-jiev"),

he uses his shoryuken attack (not far off from "sure you can"). Oh, and those tasty Greek sandwiches are "he-rohs," not "jeye-rohs."

## Life Way Before Mario

**I heard that Nintendo has been around for 112 years. Is this true?**

► **Brian Morgan—Point Mugu, CA**

Nope—it has been around for 113! Nintendo was founded in 1889 by Fusajiro Yamauchi, the great-grandfather of the company's current president, Hiroshi Yamauchi. In the beginning, the company successfully sold playing cards, including the first plastic-coated cards in Japan, and signed its first licensing deal with the Walt Disney company, producing cards with Mickey Mouse on the backs. By the 1970s, the company had transitioned into making indoor light-gun shooting ranges and eventually its first breakthrough electronic product, the Game & Watch. You can learn more about Nintendo's history by reading David Sheff's book, *Game Over*—it's really good.



## OopsPro

Stealing is bad, mmmkay? Seems the letter attributed to J.J. Postier in the April 2002 issue was in fact written by Will Herring. J.J. ripped it off since Will's letter originally appeared in another gaming magazine published earlier. *GamePro* regrets the unwitting error and would really like to spank Postier on the posterior for being a thief.

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

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Illustrations: Francis Mao

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# ART ATTACKS!

Pick of the Month!



Elizabeth Johnston—Glendora, CA



Sun Park—Diamond Bar, CA



Neo Vasquez—Compton, CA

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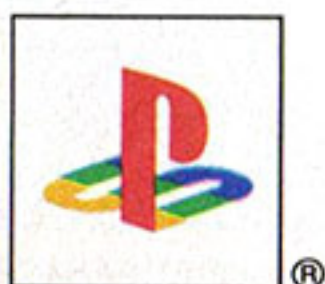


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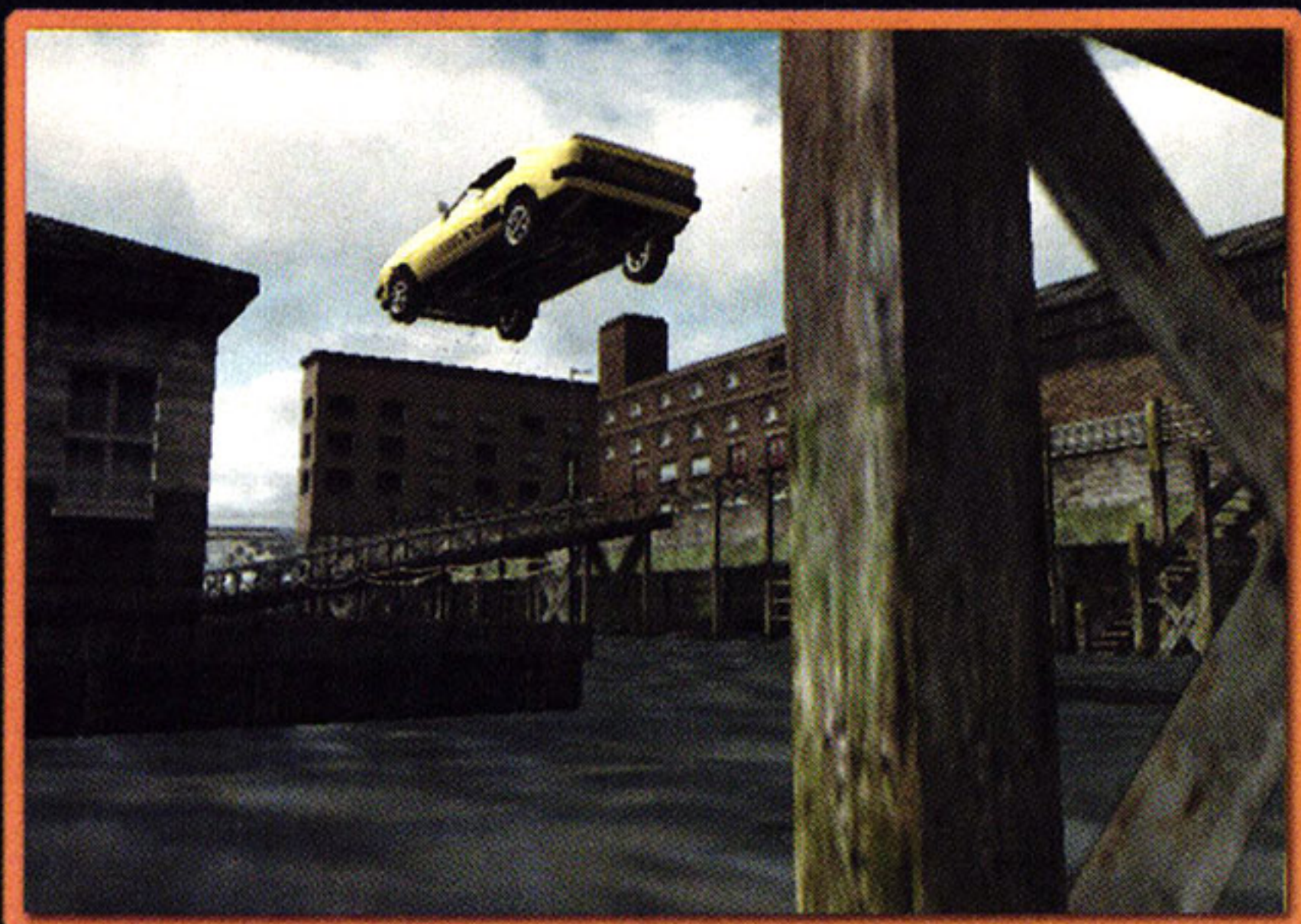
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## BY THE WATCH DOG



This month, the Watch Dog shows you how to clean out your old Super NES games and initialize your graphics card for Medal of Honor: Allied Assault, and offers a deep, insightful analysis of CD extras playing on next-generation consoles.

**Q** I recently bought a copy of Mega Man X<sup>2</sup> for the Super Nintendo. When I put it in the Super Nintendo, however, nothing came on the screen. Since this game is rare, I doubt I can exchange it for another copy. I want to know what options I have to make my game work.

**QUINTIN COLEMAN—HOUSTON, TX**

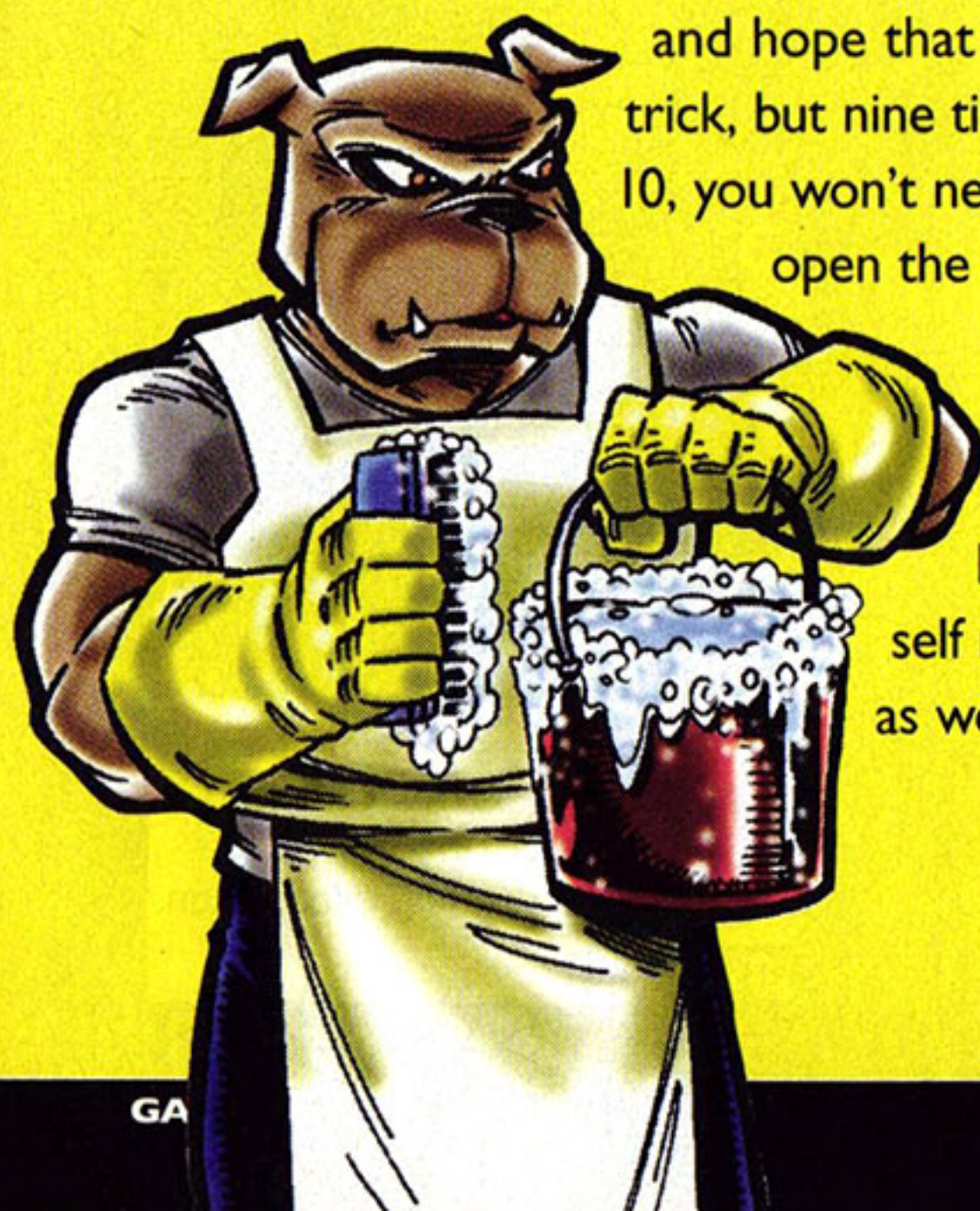
**A** Usually, when a cartridge game fails to work properly, it's because the contacts are dirty or contaminated—a common problem. If you look at the open end of a game cartridge, you'll see a thin board with metal contacts (they look like piano keys). If they're discolored or if there's foreign or "gunky" material present, you should clean the contacts. To do this, you'll need the following:

- Rubbing alcohol (Isopropyl Alcohol)
- Q-Tips/cotton swabs
- A clean piece of cloth
- A Phillips or gamebit screwdriver (optional)

Dip the Q-Tip in the rubbing alcohol and rub it over the metal contacts until they are clean. The Q-Tip should turn gray. Then, use the cloth to wipe away any alcohol residue or just let the excess evaporate by letting it sit for about 10 minutes. You may also want to clean the plastic casing by rubbing it with alcohol as well and wiping off any residue with the cloth. Some people like to dilute the rubbing alcohol with water to cause less damage to the connectors, but doing so will not only increase the risk of short-circuiting your cartridge, but also of corroding the metal contacts. If you find that cleaning the contacts doesn't do the trick, you can try radical surgery—opening the cartridge itself by unscrewing the front and back pieces. A Phillips screwdriver will suffice for most games. Others may require a gamebit screwdriver, which can be purchased on the Internet for about \$8 to \$10. Clean the innards with alcohol

and hope that does the trick, but nine times out of 10, you won't need to crack open the case.

The connectors of your Super Nintendo itself may be dirty as well, and if so,



you can clean the actual unit. Cleaning out the console is a little trickier, so we recommend purchasing the Super NES cleaning kit from Nintendo's Web site. It will run you \$9.95 plus shipping and handling charges. You may find a console cleaning kit at your local Radio Shack, too.

**Q** I was really looking forward to playing Medal of Honor: Allied Assault, but when I got it home and installed it, I got an error message. I was hoping you could help me figure out what it means. The message said, "GLW\_StartOpenGL()—Could not load OpenGL subsystem." I have a GeForce 2 video card, and the game says it supports that card.

**CLOUDSQUALL099724—VIA INTERNET**

**A** According to EA's Web site: "This error indicates a trouble initializing the 3D graphics card. The first thing to check would be to ensure that the computer meets the games requirements for at least a 16 MB video card with support for OpenGL. To find out what type of video card the computer has: Go to Start, select Run, type dxdiag, and press Ok. Along the top of the tool, click on the tab that says Display. On the left side near the top it will state the name. Also note the Aprox. Total Memory a couple lines below the name.

"Next, ensure that the latest drivers for the video card are installed. Check the card manufacturer's Web site for any updates and follow any directions that they provide. If the computer is running Windows XP, make sure that it is using the video card manufacturer's drivers and not those supplied with the operating system.

"Also, OpenGL does not work with multiple monitor setups. If the computer has a dual-display, it will be necessary to disable the secondary monitor. Follow these steps to do so:

1. Right click on the Desktop background and select 'Properties.'
2. Click on the 'Settings' tab.
3. Click on the monitor that is labeled with a number '2.'
4. Uncheck the box that says, 'Extend my Windows desktop onto this monitor.'
5. Click 'Apply' and 'Ok.'
6. The game should now run properly.

## SUBMISSIONS

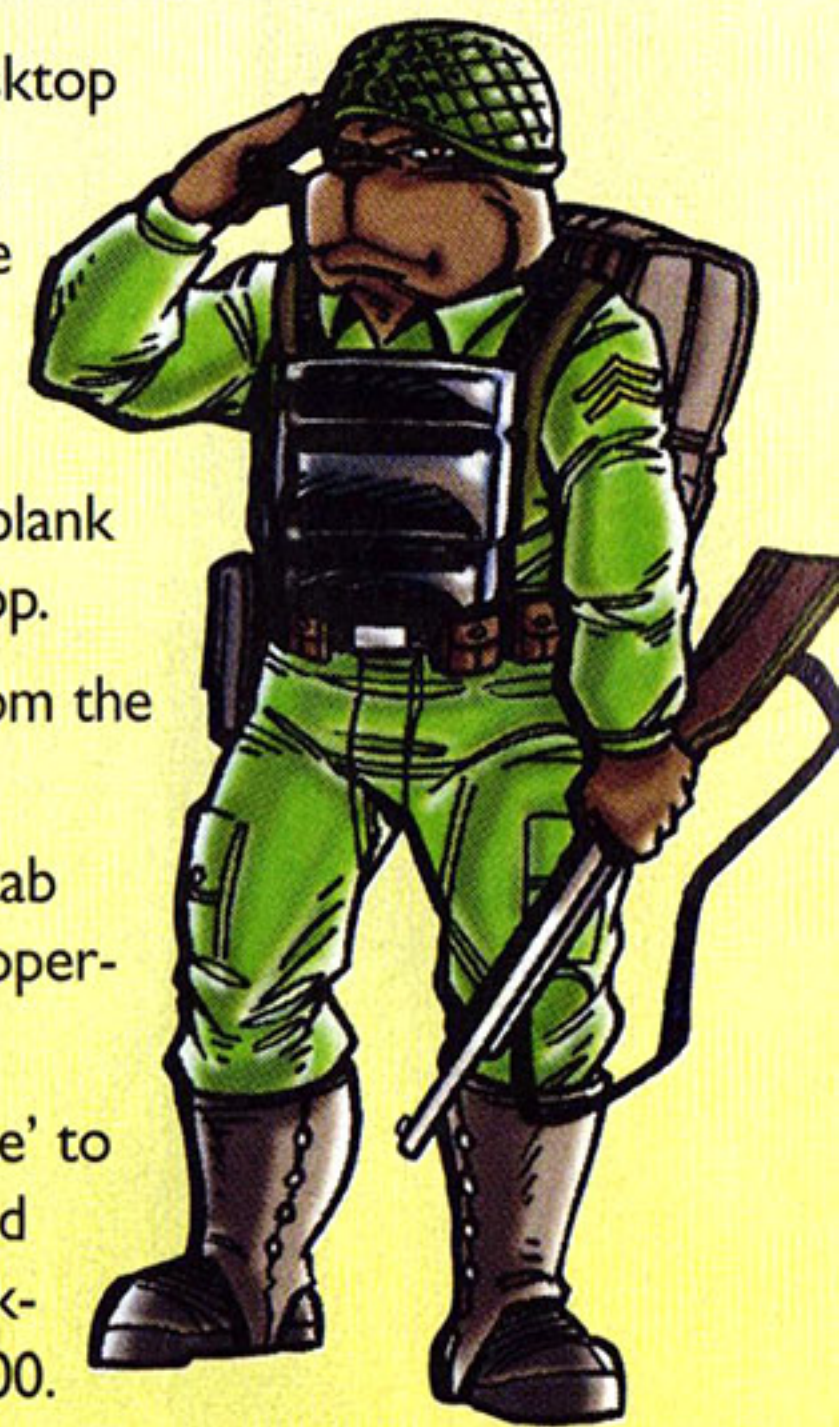
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"Also, change the desktop resolution settings to be most compatible with the game:

1. Press the right mouse button on a blank area on your Desktop.
2. Select 'Properties' from the menu that appears.
3. Select the 'Settings' tab from the 'Display Properties' window.
4. Set the 'Color Palette' to 16 Bit High Color and the 'Display' or 'Desktop Area' to 800X600.



*Note: If you are unable to change these settings, please contact your computer manufacturer for assistance."*

**Q** Why won't my burned CDs work on my Xbox? Regular (store-bought) CDs work fine, but when I insert a burned one, my Xbox won't recognize it as an audio CD. Burned CDs work fine on my PlayStation 2, but not the Xbox. What's going on?

**MICHAEL DOONE—VIA INTERNET**

**A** Well, Michael, it's quite simple: The Xbox will not play non-copyrighted CDs. It checks the copyright protection layer and verifies whether it is a copyrighted CD or not. If it is, then it will play. If it isn't, it won't. Sucks huh?

**Q** I was wondering: Since the PS2 can play DVDs and music CDs, can it play CD extras from music CDs?

**MIKE GUZMAN—LAKE ELSINOR, CA**

**A** No.

## YOU MAKE THE CALL

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

**Sony: 800/345-7669**

**Nintendo: 800/255-3700**

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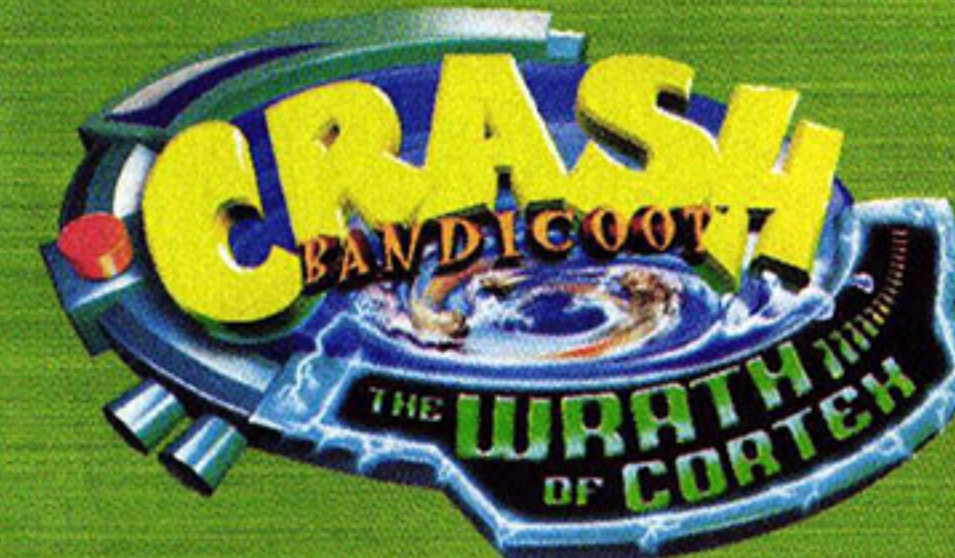
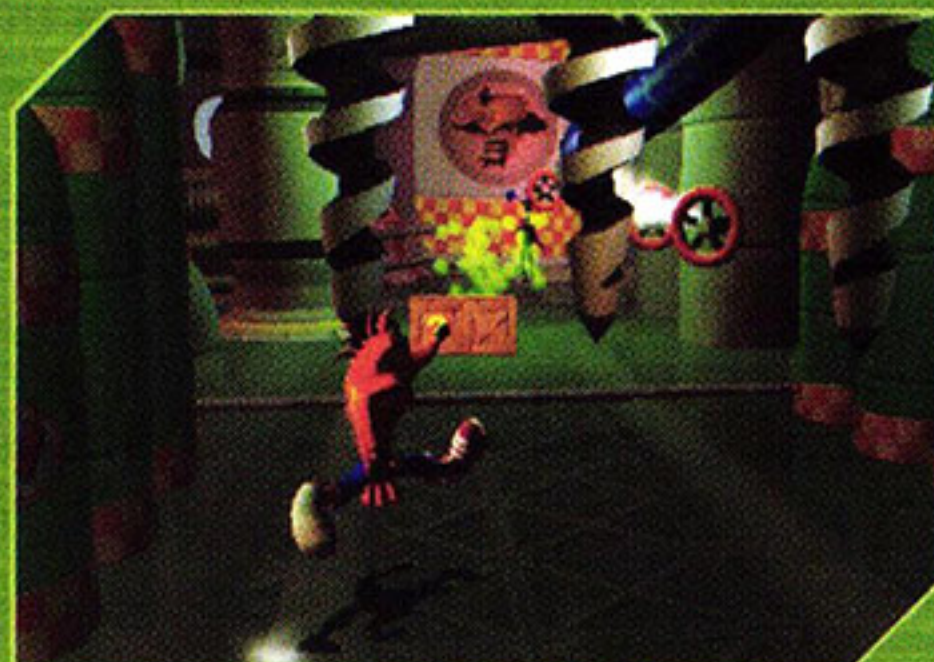
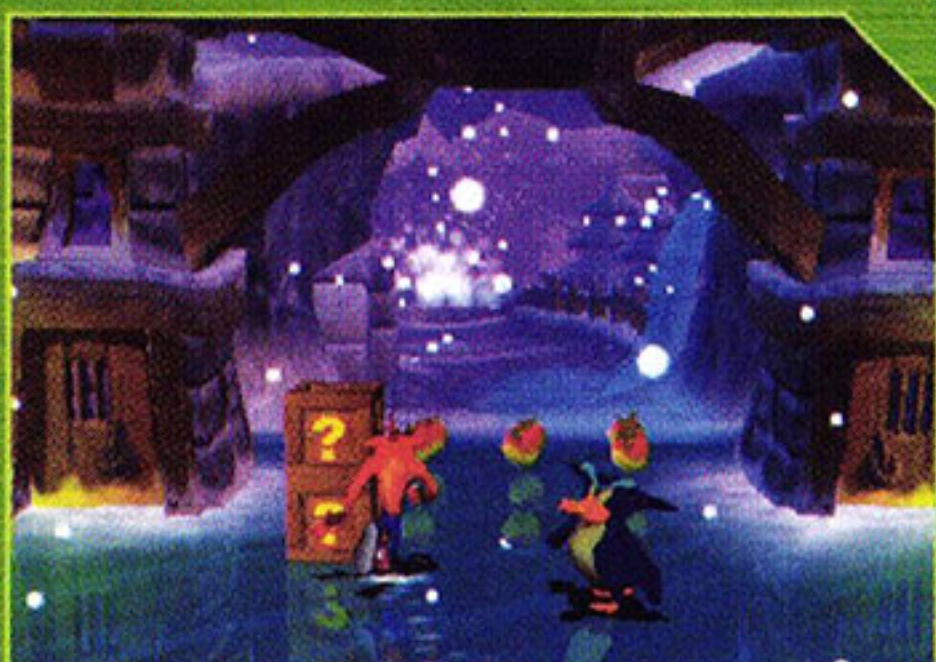
Illustrations: Francis Mao



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

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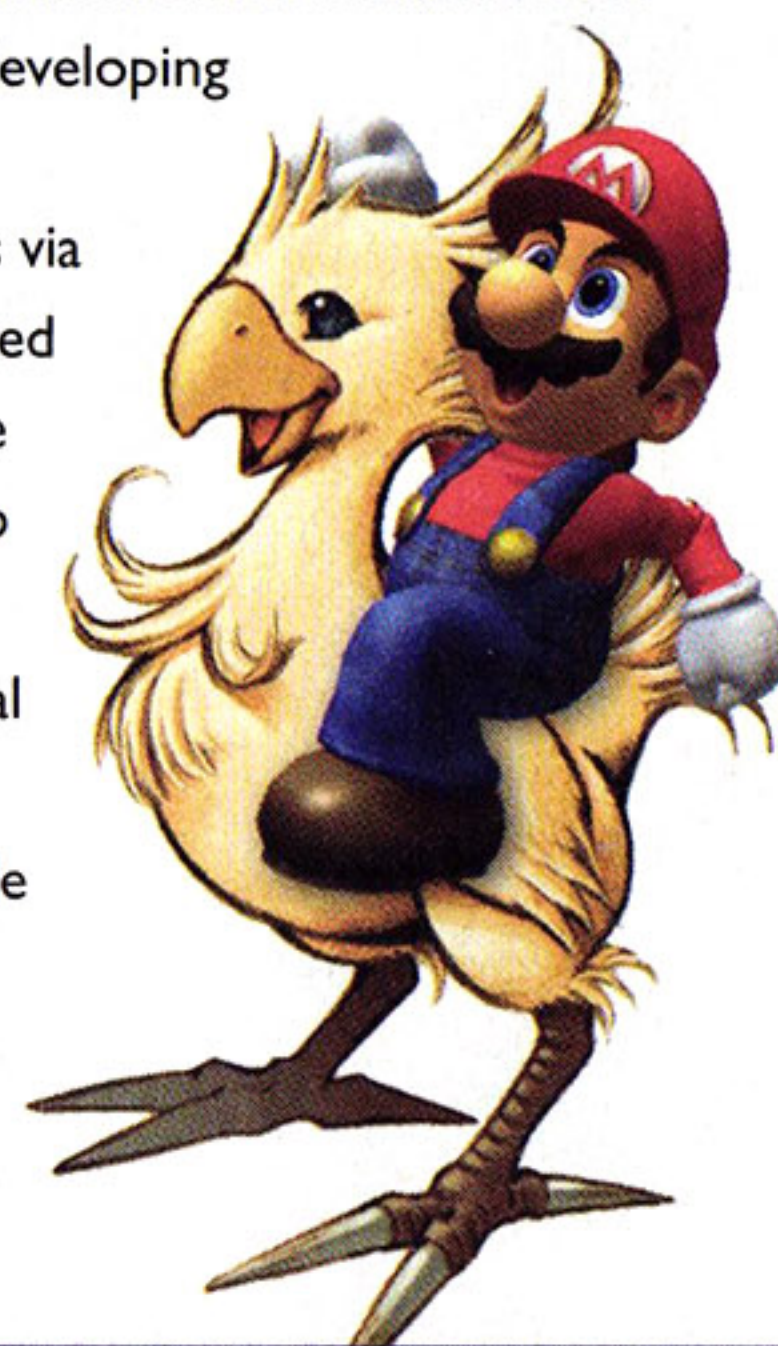


## NINTENDO & SQUARE: TOGETHER AGAIN

The Final Fantasy series will return to Nintendo platforms after a six-year absence. It's the reunion that role-playing gamers have been hoping, wishing, and begging for. In early March, Nintendo announced that Square will produce games for the GameCube and Game Boy Advance systems. The announcement thawed a six-year freeze-out between the companies, which started in 1996 when Square began developing Final Fantasy VII exclusively for Sony's then-new PlayStation.

Reuters reports that Square will develop new Final Fantasy titles for Nintendo platforms via a new subsidiary, which will be financially backed by Fund Q, a development fund created by Nintendo president Hiroshi Yamauchi. A Nintendo spokesperson told Reuters that the company expects the first Game Boy Advance and GameCube Final Fantasy titles to ship by the end of this year.

With this new agreement in place, the opportunity for a multiplatform version of Final Fantasy XI now looks more promising than ever. Since it's the first version of Final Fantasy to incorporate Internet play, it's in Square's best interest to line up as many online-capable consoles as possible and thereby increase the potential user base. The PlayStation 2 should be online by the end of the year (see following story), but Nintendo and Microsoft are expected to reveal their full online strategies at this year's Electronic Entertainment Expo (May 22-24). For an update, check out [www.gamepro.com](http://www.gamepro.com).



### NEWS BITS

#### PlayStation 2 Greatest Hits

If you're looking for big games for small prices, check out the impending Greatest Hits series from Sony, which will repackage and reprice previous PS2 big sellers for \$24.99. The first wave of games will include Gran Turismo 3 A-spec, Twisted Metal: Black, Dark Cloud, and ATV Offroad Fury. Watch for more games to join the series every few months.

#### Columbine Lawsuit Dropped

The highly publicized lawsuit that blamed Sony, Activision, and id Software for the violence of the Columbine school shootings has been dismissed. U.S. District Judge Lewis Babcock said that the game makers could not have foreseen that their products would cause the violent acts. In his dismissal, Babcock wrote, "Setting aside any personal distaste, as I must, it is manifest that there is social utility in expressive and imaginative forms of entertainment, even if they contain violence."

#### DOA3 Expansion Disc

Bummed that the Japanese version of Dead or Alive 3 on the Xbox had more goodies? Don't be. Tecmo confirmed that it would bring out a "Booster Disc" for the popular brawler, which will feature a new movie and new player outfits. In related news, Dead or Alive has been optioned for a live-action movie by Mindfire

Entertainment (Free Enterprise); the film is expected to be completed by 2003.



## PS2 ONLINE IN AUGUST

Sony Computer Entertainment America made it official in early March—the company will be launching a PlayStation 2 online service by the end of August.

Beginning this summer, SCEA will begin selling the long-awaited PS2 network adapter for \$39.99, which will be able to accommodate both low-speed (dialup) and broadband Internet connections. (No announcement was made regarding the planned PS2 hard drive.) The network adapter will come with a configuration disc for use with EarthLink, SBC, and other major Internet service providers, but Sony assures users that the adapter will work with any ISP. Although the company's Japanese online plan allows ISPs and game makers to set their own usage fees (see last issue's ProNews), U.S. users will have to pay only standard connection fees and the original cost of the game to get online.

Online beta testing was to begin in March with a group of about 1000 players across the country. Sony spokesperson Molly Smith would not reveal all the online games that will be ready for the August launch, but said that the first-person shooter, SOCOM: U.S. Navy SEALs, is one confirmed title, and online versions of Frequency and Twisted Metal are currently part of the beta test program. If the Japanese online title list is any indication, gamers may have to wait until Christmas and beyond before a wide range of net-compatible PS2 games are available for play.



The PS2 network adapter goes on sale in August for \$39.99; online gameplay is currently in beta testing.

## EXCLUSIVE INTERVIEW: SHIGERU MIYAMOTO

Nintendo's resident creative genius talks one-on-one about GameCube Zelda.

**GamePro:** If the GameCube is capable of gorgeous, life-like visuals, why did you opt for a basic, cartoonish look for the upcoming Zelda adventure?

**Shigeru Miyamoto:** I have to admit I've been hearing that question from a fairly large number of people. I'm just glad most of them are still looking forward to the game (laughs).

At this year's E3, I think we're going to have the game at a point where people can interact with it. Video games aren't something you just look at, after all. If you can't play and feel the game yourself, you're not going to get the complete picture. So I'd like to hopefully talk about the game a little more once everyone's been able to play it.

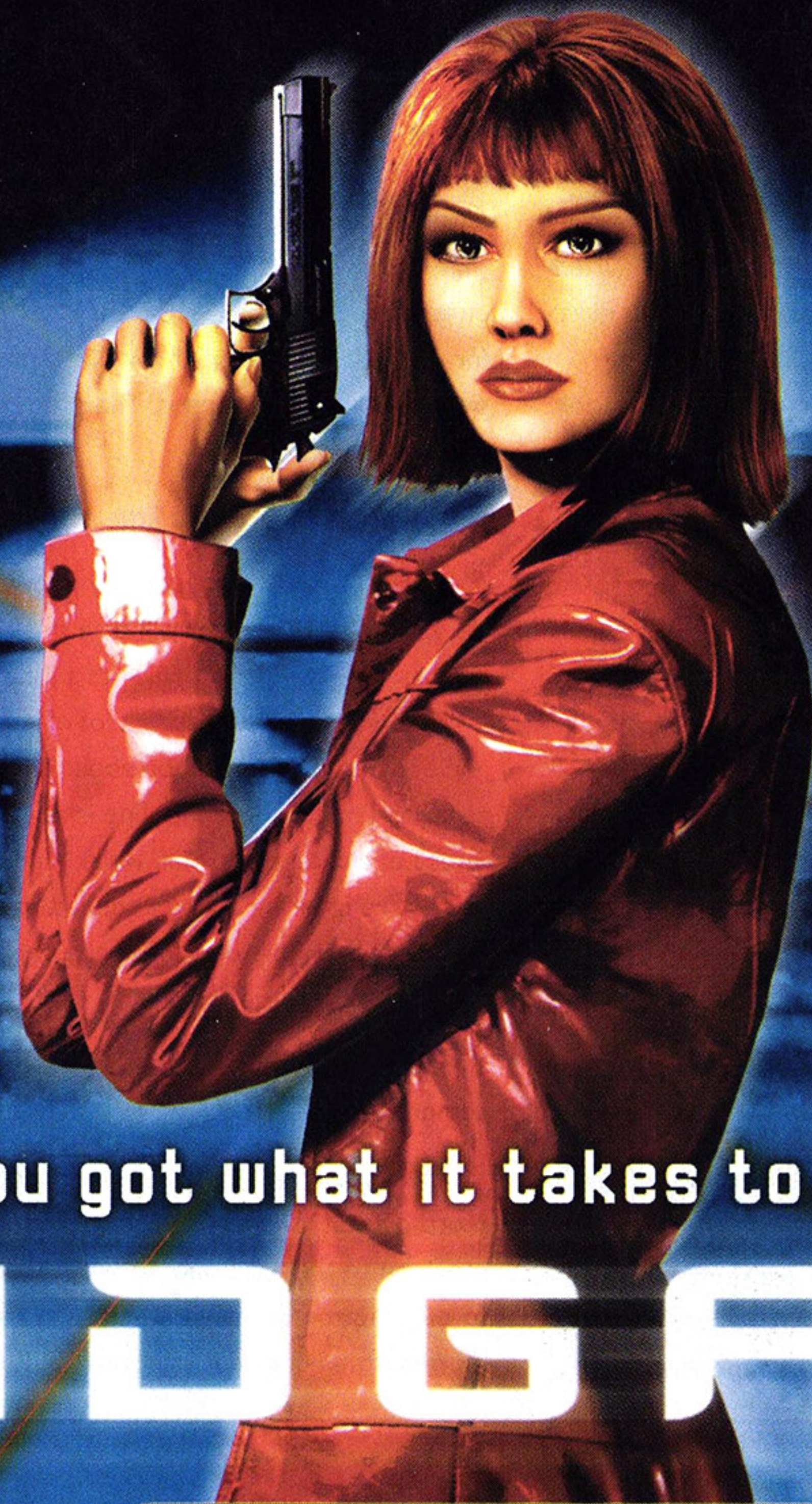


"The general public still hasn't seen what the finished cartoony graphics look like yet," says Zelda creator Shigeru Miyamoto.

**GP:** Many gamers have been vocal about the visual direction partly because they thought the sample footage from last year's E3 was a sample of what the first GameCube Zelda game would look like—more in the style of Ocarina of Time or Majora's Mask. How do you respond to that negative reaction? Does it affect what you do?

**SM:** A lot of opinions have been exchanged over the net about this and I've read a lot of them, but...well, I'd like to have them play the game a little and then start discussing it (laughs). I'm still not convinced that beautiful graphics inherently lead to a fun game. A lot of game artists in Japan are striving for this ultimate graphical goal, and the result is you're beginning to see a lot of games that look exactly like each other.



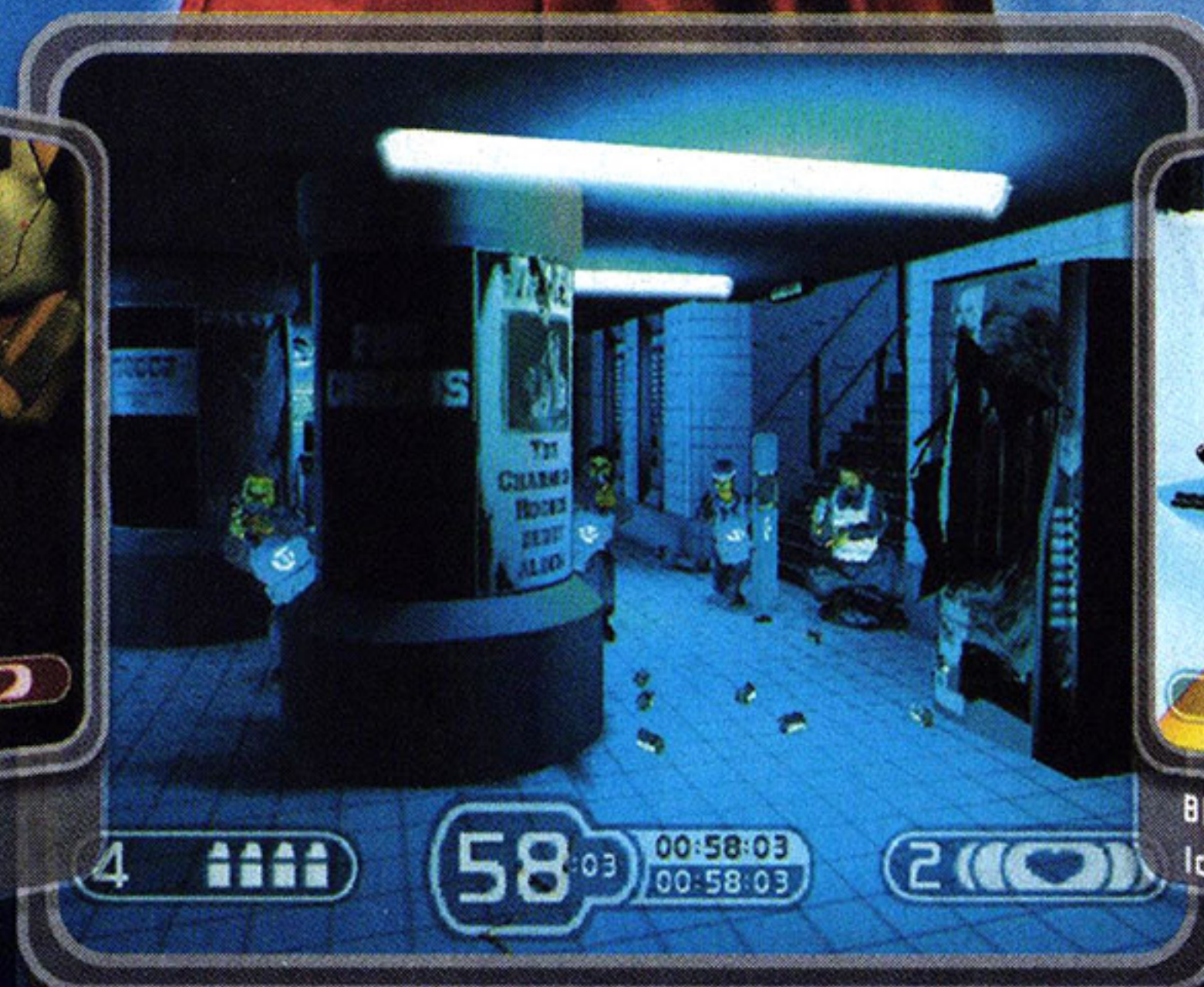


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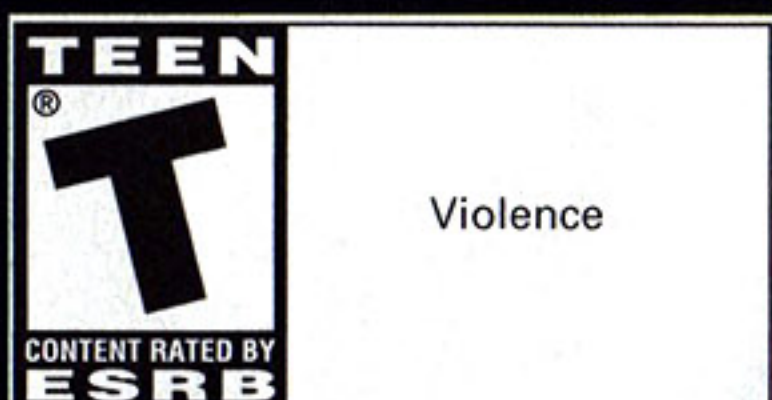
Tons of different modes of play that will keep you coming back for more.



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Blast your way through over 20 locations around the world.



PlayStation 2



Guncon

GUNCON 2





## INTERVIEW CONTINUED

When we first started thinking what the graphics should look like, we realized that Zelda wouldn't be Zelda if it looked like everything else. The rest of the team wanted to keep pushing the series to new fields graphically, and I realized that I agreed with what they had in mind, so that's why we're taking the direction we are.

The general public still hasn't seen what the finished cartoony graphics look like yet, so all I can really say right now is to just look forward to the game.

**“When we first started thinking what the graphics should look like, we realized that Zelda wouldn't be Zelda if it looked like everything else.”**

**GP:** Sony and Microsoft will be announcing online products for their systems this year. What is your view on console online connectivity? Do you believe that online gameplay will appear for the GameCube over the next few years or possibly even sooner?

**SM:** Well, online is popular right now because of the communication factor. Multiplayer games are fun because you're able to interact with other human beings; this is true whether you're dialing up to a network or not. However, that doesn't mean attaching online features to every single game will make all of them more interesting. I don't think every game in the world is suddenly going to be online from now on.

As a company, Nintendo believes that network games are simply another genre in the overall picture. Of course, the GameCube will have networking capabilities that will let you go online easily. We have a lot of experience with

the kinds of games and franchises that are fun over networks, so we can enter the marketplace any time we like without too much fanfare. It's just that Nintendo has an extremely broad audience. We've tried to provide entertainment that appeals to as many people as possible, and the user base for online is still too small for that strategy to work. ISP fees are still a major problem over in Japan, too. The state of Internet connectivity is different in every country.

**GP:** So you think it's still a little early to enter the market on a worldwide level.

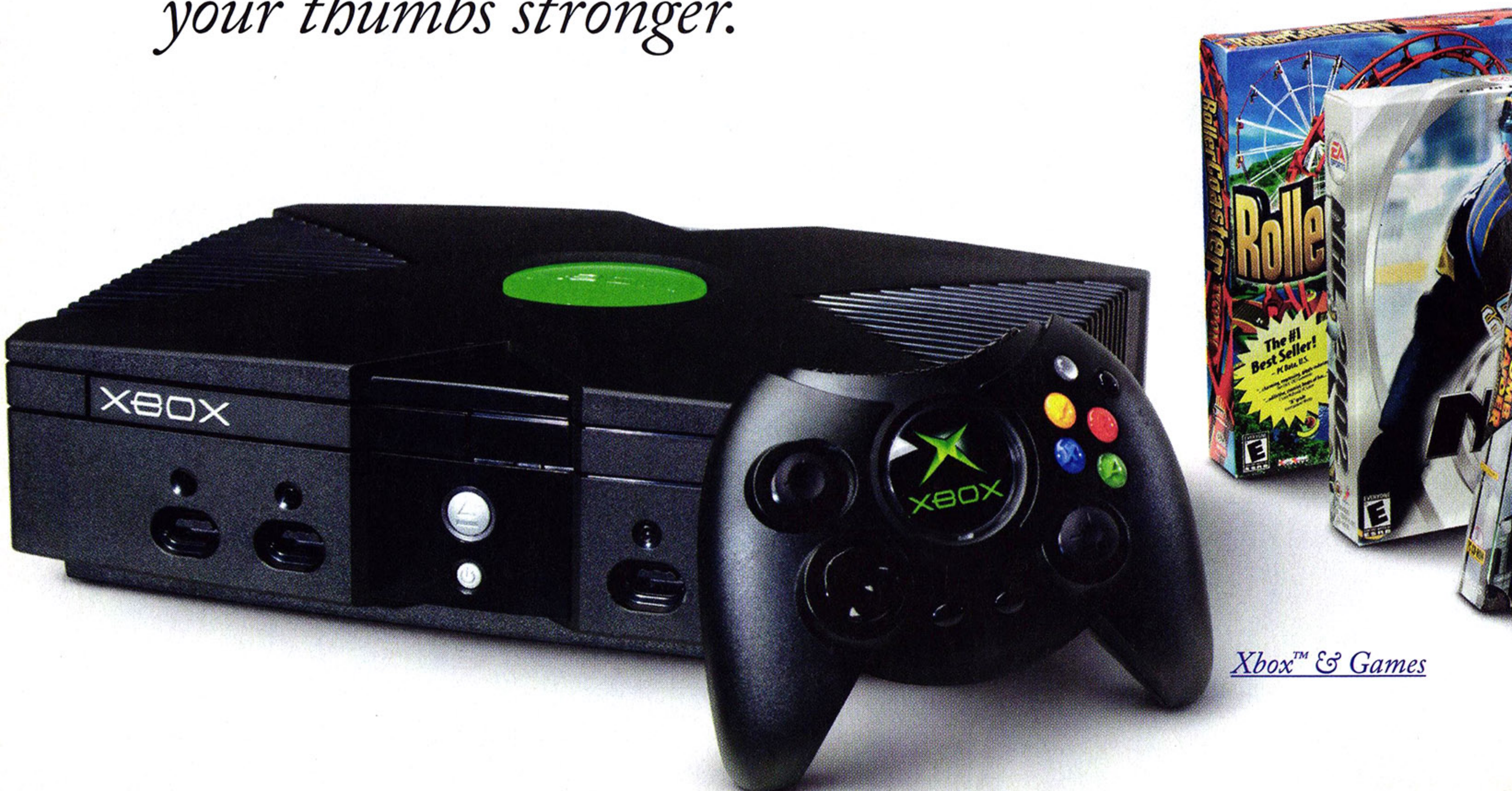
**SM:** Right, right. I want as many people around the world as possible to play my games. So maybe there'll be a small localized-area project here and there, but basically, Nintendo thinks it's a little too early yet to go all-out on online.

I know Microsoft is basing a lot of Xbox PR on its built-in network capabilities and Sony is going on and on about online in its efforts to expand its reach, but as far as I'm concerned, online is not the most important issue governing the future of video games. Still, while Nintendo is being conservative here, it's not that we're ignoring online completely. It's just that there are other things that make games fun besides online play, and devoting our time to those things opens up a wider audience for us.

**GP:** So do you think we'll see a Miyamoto-designed online multiplayer game sometime?

**SM:** Well, starting a network game project is simple, but keeping it going is a lot more difficult. The way I work, once I finish up one game, I want to immediately move on to the next one, so when I think about all the time I'd have to devote to online game upkeep and such, I'm not sure that really sounds very fun to do. PR departments love it right now, but for designers it's not the easiest path to

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take. That said, there are people on our team who like online games, and if they want to start a project, I might just join it. But designing an online game is not my top priority right now...not that I'm confirming or denying anything (laughs). I mean, something like Animal Forest, that'd make a great online game, wouldn't it? Sometimes I wonder what that'd be like or what Pikmin Online would be like...not that I'm making them or anything (laughs).

**GP:** Speaking of Pikmin, are you happy with the way the game turned out?

**SM:** I'm happy that it's appealing to a very wide age range, kind of the same way Mario has up to now. There's this general notion that Nintendo's games are all targeted for children, so I wanted to make a set of characters that a wide range of people would enjoy playing with. I'd like to keep on using them, and besides, there really isn't any game on the market now competing with it, so the game has a lot of long-term appeal.

These days, the problem for a lot of games is that nothing sells anymore except for the first few weeks after release. Right from the GameCube's release, we wanted to produce nothing but long-sellers. We aimed for that with Pikmin, and by extension of that, we definitely want to keep it going as a series.

**GP:** What can gamers look forward to seeing in Mario Sunshine that they haven't seen in a Mario game before?

**SM:** We're planning to reveal the full details with the playable version at E3, so I can't say too much right now. It'll be very similar in structure to Mario 64. Mario has something like a water gun on his back, and he'll be using it to clean up places and so forth. He'll be doing a lot of stuff he's never done before. We've been trying to tackle some new ideas without losing what makes Mario games fun. The GameCube is much more powerful than the N64, too, so the game will be a lot

livelier than Mario 64 ever was. There's tons of stuff moving around all the time.

**GP:** Fans are very eager to see Metroid make its return to Nintendo platforms. What can you tell us about Metroid Prime?

**SM:** Well, everyone who's asked me about it thinks it's going to be just another first-person shooter (laughs), but essentially our aim is to keep everything that made the old Metroids great. The Metroid series is interesting because of the exploration aspect; you really get the feeling that Samus is exploring these dark, abandoned corridors in space. Turning this into a shooter with a straight first-person perspective would completely destroy this feeling, so we're experimenting with camera angles to re-create the Metroid atmosphere. Taking a look at the screens available, it's easy for people to pigeonhole it into the FPS genre, but the game will definitely focus on exploration.

You'll notice this in the screenshots, but there's a visor, right? The player can select all sorts of abilities using Samus's visor, and using them you'll be able to discover secret doors and things.

**GP:** So there's a lot more to do than in your typical PC-style FPS.

**SM:** Exactly. I'd say "typical" shooter aspects comprise only about a third of the game. Samus will spend most of her time running around labyrinths, discovering secrets, that sort of thing. I think that balance is closest to the original thrust of the Metroid series.



Miyamoto says "typical" shooter aspects comprise only about a third of Metroid Prime.

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# GAMEPRO LABS

## Innovation GBA TV Converter

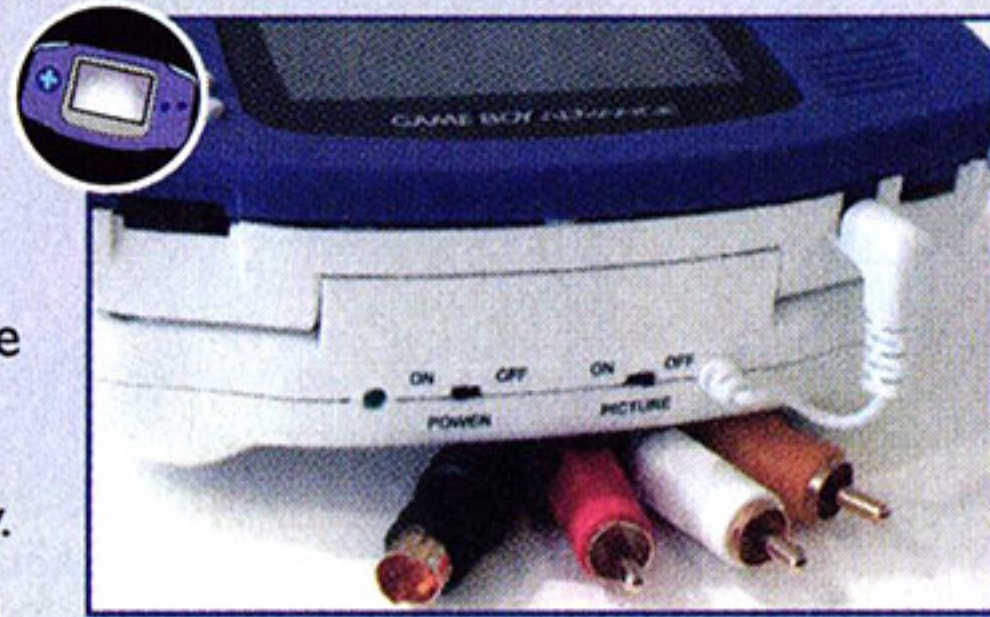
Rating: 2.5

The good news:

You really can play Game Boy Advance games on your TV with this accessory.

The bad news: You

have to disassemble your handheld to do it. The kit comes with special screwdrivers and a new backing plate, which connects to a battery-pack-sized unit with an AC power input and an RGB/S-video AV cable. Plug the cable into your TV like any other console, and you're in business. Trouble is, the picture quality is low in both graphic modes, the TV/power adapter runs a bit hot, and the whole thing doesn't really seem like it's worth the hassle.—*Bad Hare*

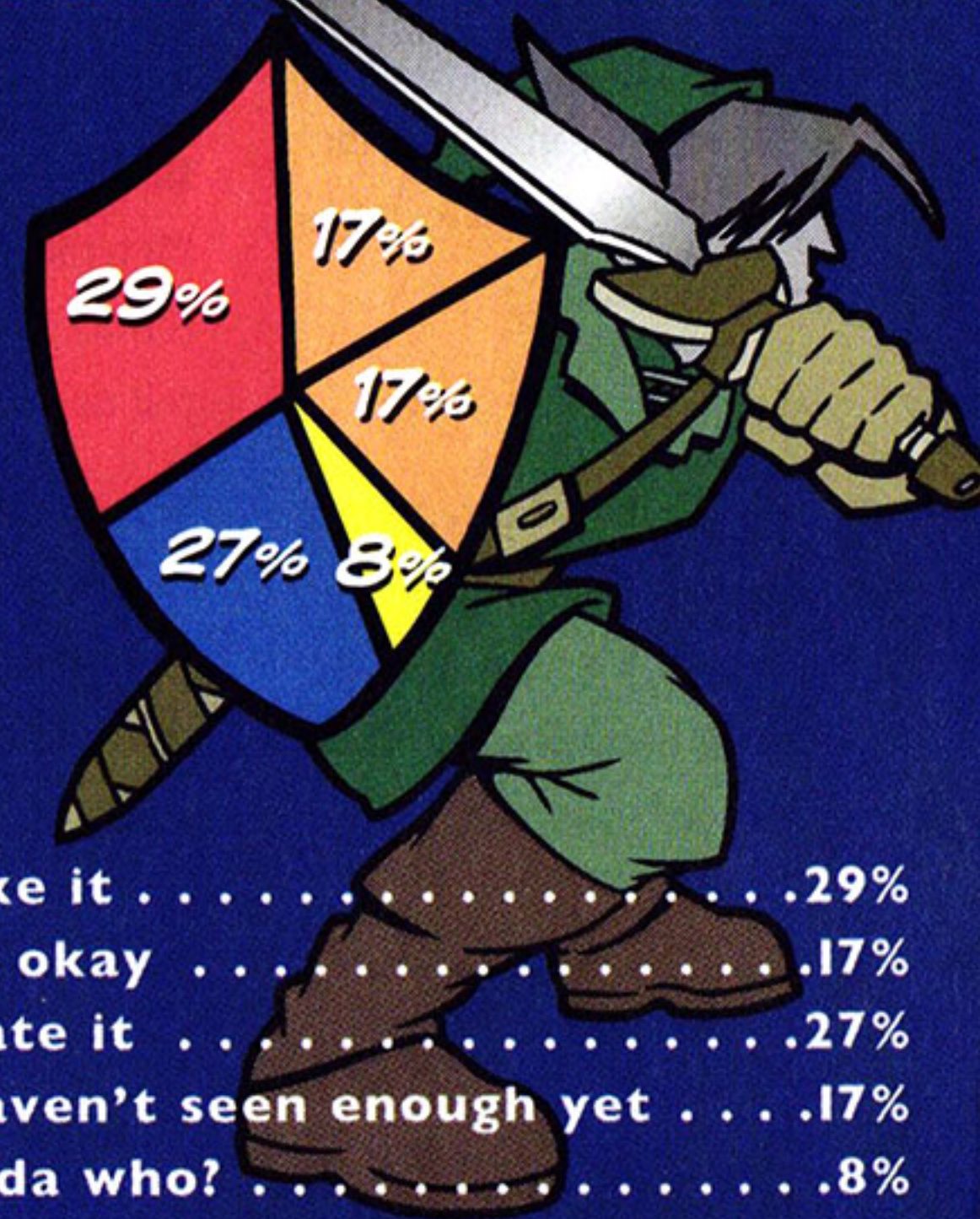


Price: \$79.99

Contact: Innovation, [www.innovationl.com](http://www.innovationl.com)

# POLL VAULT

What's your opinion on the look of Zelda for the GameCube?



Source: GamePro.com poll

### STATIC

Resident Evil GameCube...  
 Resident Evil GameCube...The search engine Yahoo says that "PlayStation 2" topped its list of most popular search phrases from last year, making it bigger than Britney Spears. Wow...we didn't think anything was as big as Britney Spears. • Speaking of which, we really wish we'd stop getting her mail. Seems our post office box is close enough to that of her fan club, The Britney Beat, that we wind up getting perfumed letters from the Philippines addressed to her. No kidding. Knock it off. • So Nintendo and Square finally decided to play nice together and make a few wheelbarrows of money in the process. There's hope for world peace yet. • Congrats to Four-Eyed Dragon and Tokyo Drifter, who placed first and second in a recent Rayman Arena press tournament. They mopped up the other mags! Read all about it in Inside GP, which is part of The Hub on [www.gamepro.com](http://www.gamepro.com). • Mattel recently re-introduced its LED-based handheld baseball game, which was all the rage in 1977. There's no truth to the rumor that it includes a coupon for half-off admission into your local disco. And if you can pull your old LED games out of mothballs, Mattel, we have three words for you: Bring back Intellivision! • Dead or Alive has been optioned as a live-action film. In case you're keeping count, after Resident Evil's release, that makes at least eight game-to-movie projects floating around in development hell. • Auto Modellista...Auto Modellista...Auto Modellista...Auto Modellista...Auto

## INTERVIEW CONTINUED

**GP:** When will we see the first Nintendo-designed games that use the GBA/GameCube link?

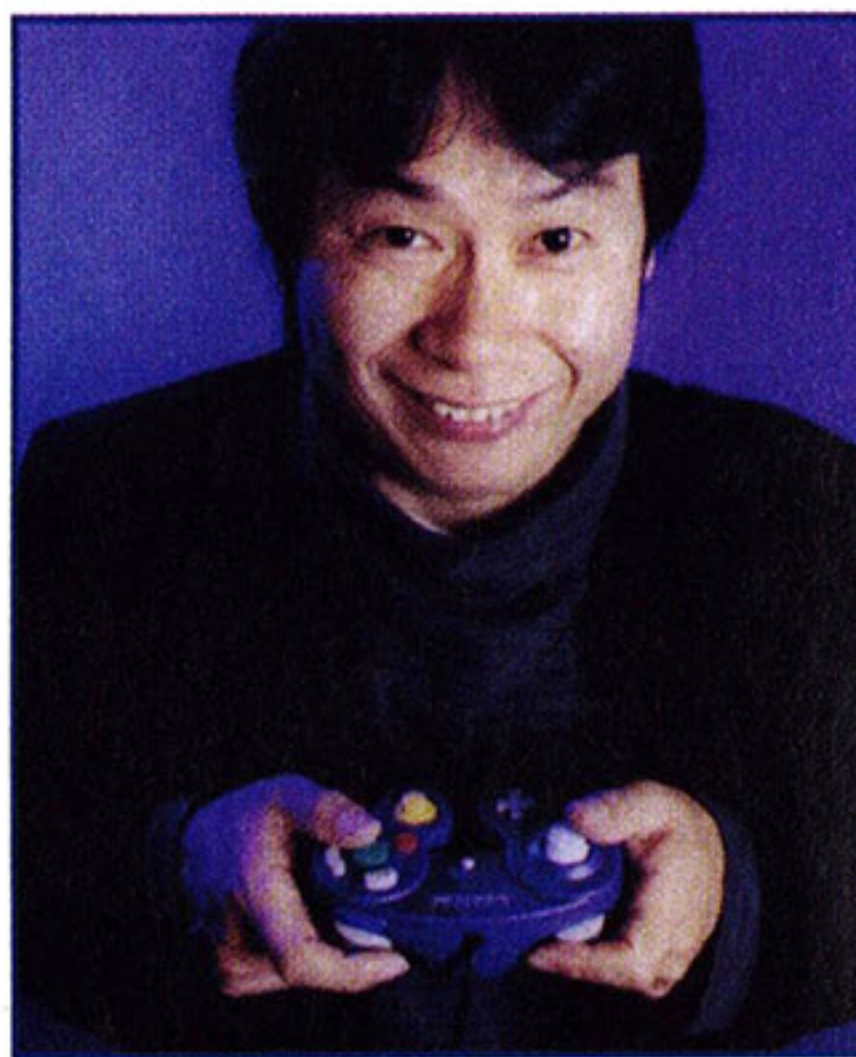
**SM:** You'll be seeing a lot of them soon. Animal Forest supports it over in Japan, but it's going to take a little while to complete the American version, so we don't have a date for it yet. Also, there will be another Kirby Tilt 'N' Tumble—the title will probably be different, but there will be a new Kirby cartridge with GameCube support. You'll be able to use the tilt-sensor technology on the cart to change the tilt of the GameCube's screen. We'll be seeing a lot of games like that in the future, games that use the connection to create entire new genres of gaming.

Also, if things like the tilt-sensor cart sell well enough, third parties will be able to support it in their GameCube games. We've gotten a lot of interest from third-party designers about new hardware like that. So that sort of software will begin to become a bit more prevalent closer to the end of this year or the beginning of next year.

**GP:** Have there been any recent games that impressed you or made you say, "Man, I wish I'd come up with that"?

**SM:** Hmm...not too much recently, actually. I didn't do too much work on Animal Forest; that was mostly done by newer members of the team, but I think that game turned out surprisingly well. And that's about it (laughs).

I think a game doesn't have to be completely astounding in presentation to be good; as long as everyone can have fun playing it, that's great, especially if people who aren't really good at games can get into it. I kind of wish there were more games nowadays that pursued that route.

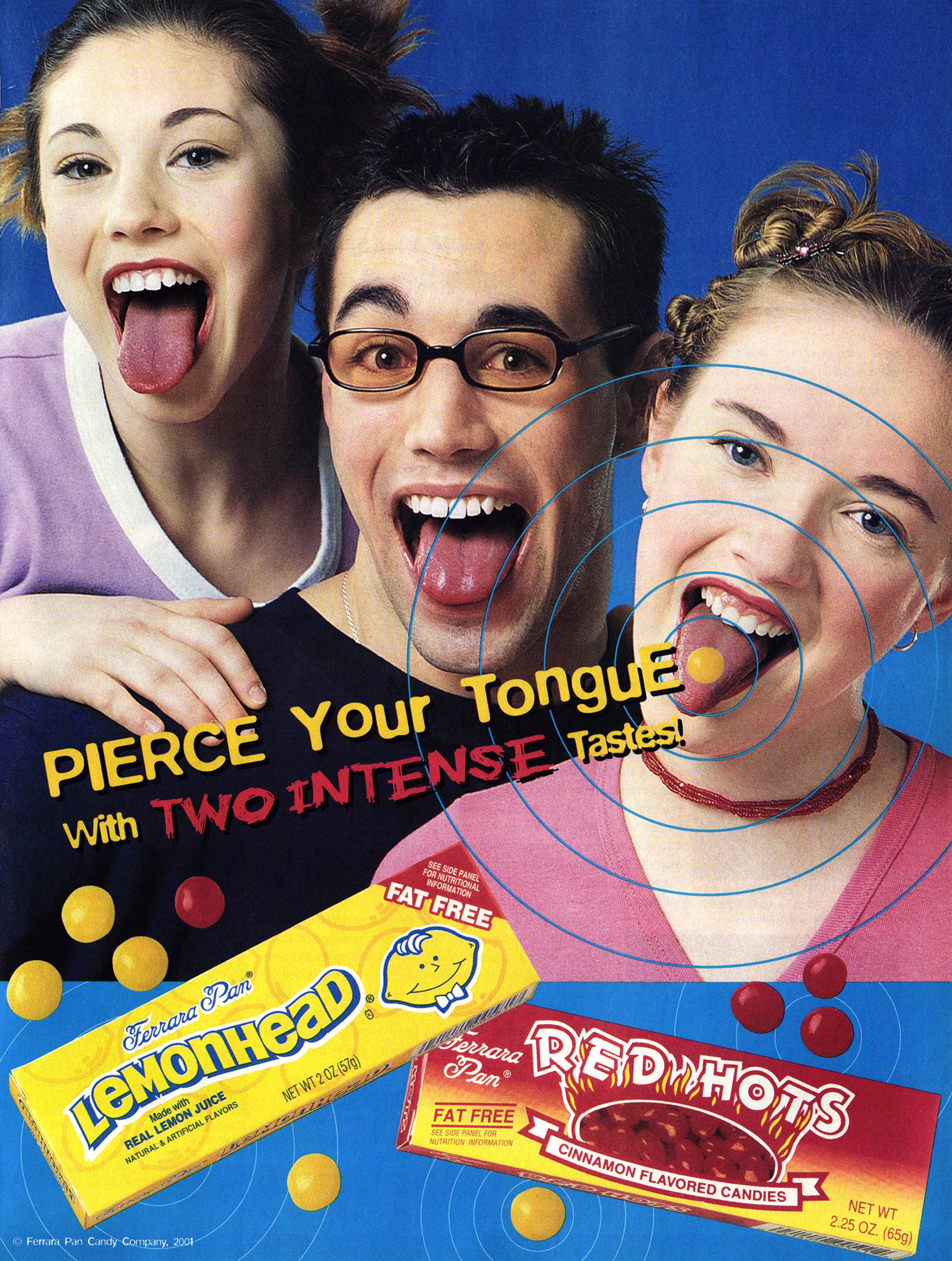


# HIDDEN CHARACTERS "SPIDER-SENSELESS"



Babble: Auch 'n Amrich Doodles: Mao





**PIERCE Your Tongue**  
With **TWO INTENSE Tastes!**





# The Console 'Quest

**EverQuest Online Adventures plans to monopolize your free time—and drag the PlayStation 2 onto the Internet in the process.** *By Dunjin Master*

**I**F YOU HAVEN'T heard of EverQuest, you might want to refinance the mortgage on the cave in which you've been living. It's only the hugest and most popular online RPG out there, and it's about to lay its claim on your PlayStation 2.

## EverQuest Online Adventures LFG

Sony Online Entertainment has taken EverQuest and remodeled it from the ground up for the PlayStation 2. Dubbed EverQuest Online Adventures, this new EQ should take consoles places they've never been—specifically, this (along with Final Fantasy XI) will be among the first online-only games for any console. Unlike Final Fantasy XI, however, EverQuest Online Adventures' PC cousin already has hundreds of thousands of devoted users, many of which have reached the limits of what they can currently do with the PC version. You can bet a large number of these players will look into the PlayStation 2 version when it hits.

For those just joining us, EverQuest is a massively multiplayer online role-playing game (MMORPG), meaning that you play in a world filled with thousands of other players, who are all trying to make their own way by participating in quests, killing creatures, discovering new gear, and socializing. While EverQuest Online Adventures will exist as a separate entity from the PC version, it will keep that backbone and modify it to make sense for consoles. The world will be continuous, so there won't be loading between zones, and control will be streamlined for use with the PlayStation 2 controller. EQOA will also feature unique quests and dedicated console servers to make sure that your PC buddies don't get the monopoly on kewl adventurez.



The human city of Qeynos (Sony EQ backwards) is being remodeled and optimized for the PlayStation 2.




The character designs are getting a major makeover from the PC version. Here's a troll from the PC version (Left) and one from EverQuest Online Adventures (Right).

## WTB PS2 Network Adapter

Of course, this will all depend on the availability of the PlayStation 2 network adapter, a piece of equipment with a bit of a sketchy future. Planned for an August release, the network adapter will herald the launch of Sony's online PlayStation 2 services, but some wonder how widespread the PlayStation 2 modem will be when it's released. If 2 million people want to buy EverQuest Online Adventures, but only 100,000 people have the right hardware, then only 100,000 people will buy the game. EverQuest's success depends so much on the success of the network adapter that Sony Online's marketing will hype the modem along with EQOA.

EverQuest is also known for its dynamic content, enabling Sony Online to make sweeping changes to the game at will, from balancing EQ's 13 classes to creating whole new continents and dungeons to explore. Will this be possible on the PlayStation 2? Sony is still researching its plans for dynamic content, and some think EQOA might require the PlayStation 2 hard drive, another piece of hardware that will cost ya. Sony Online is saying it plans to do everything it can to avoid that and still deliver the great content that PC users have enjoyed for years now.

## LOADING... Please Wait...

The bottom line is that EverQuest is an addictive online experience, and EverQuest Online Adventures should have you tying up your PlayStation 2 (and your phone line) for hours on end as you fight, explore, and quest. It will be interesting to see how Sony Online pulls it off for the PlayStation 2, but if early samples are any indication, it should all work out, and work out well. 



Enemies like this ebon drake will give you and your friends some real challenge—and some decent loot to boot.



There are no transitions between zones, so the world of Norrath should feel larger than ever before.



This froglok stands alone in front of what appears to be a froglok town. EverQuest Online Adventures occurs 500 years before the PC EverQuest, so you'll see civilizations that no longer exist in the PC version.



# REPRESENT...







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A promotional poster for the game Rayman Arena. The background features a 3D-rendered arena with a stone archway, a crowd of spectators, and a bright green energy burst. In the foreground, a large, stylized character with a large orange nose and a purple body is shown. The text is arranged in a hierarchy from top to bottom: a large slogan, the game title, a secondary slogan, and a descriptive paragraph with a website URL.

**OR GET SMOORED**

# RAYMAN ARENA

**RACE TO THE FINISH. BATTLE TO THE END.**

This is multiplayer mayhem Rayman style. Race and battle across 15 obstacle filled racecourses and 15 blistering battle zones. You wanna represent in this arena? Here's a tip: keep one eye on the finish line and the other on your back and you just might smoke'em all.

[www.raymanarena.com](http://www.raymanarena.com)



# SWING SHIFT

**GAMECUBE AND  
GAME BOY ADVANCE  
ON PAGE 38!**

As Spider-Man makes his PS2 and Xbox debuts, Activision changes the gameplay focus from land to air—and the result is a breathtaking joyride through the skies.



**SPIDER-FANS KNOW THAT** with great power comes great responsibility.

Treyarch and Activision have shouldered both for Spider-Man's debut on the PS2, and the results are, well, super.

**EXCLUSIVE PS2  
FIRST REVIEW!**



**PRO TIP:** When battling the Vulture, position yourself above him then free-fall down on top of him. When he shakes you off and lands nearby, follow and start punching.



Keep an ear tuned for the amazed civilians who spot Spidey as he swings by their offices.



**PRO TIP:** Hide in the shadows and cling to the ceilings for security breach missions and sneak attacks.



The only thing Spider-Man for the PS2 lacks is a free-roaming mode. Swinging around the city is just that much fun.

## SPIDER SENSE & SENSIBILITY

Based on the long-awaited big-budget film that hit theaters in May, Spider-Man combines aerial races and chases, hand-to-hand combat, and stealth in a thrilling mix that you simply won't find in another game. The truth is that no other comic-book superhero moves, fights, or cracks wise quite like Peter Parker, cub photographer for the *Daily Bugle* by day, web-slinging crime-fighter by night. The game preserves those unique qualities and, like Activision's earlier Spidey titles, gives gamers an immersive feeling of stepping into the red and blue tights and whipping around New York City by a thread. Spider-Man's power, predicaments, and personality are not just well-represented—they're downright celebrated.

Like the movie, the game offers a glimpse into Peter's life as he evolves from radioactive accident victim to high-flying hero. You'll play the first few levels in an early Spidey costume, busting heads as you track down the man who murdered your uncle, before earning your proper costume. It's not long before the game deviates from the movie's plot, however, and classic villains like Shocker, the Vulture, and Scorpion warm you up for battles with the game's and the film's main nemesis, the Green Goblin. The game does feel a bit linear in this regard—once you beat one bad guy you're on to the next, while waiting for Goblin to show up—but each encounter features new environments and techniques, so it's never boring. It also offers a lot more gameplay than if the programmers had stayed completely faithful to the script.

## THE AIR UP THERE

In fact, the gameplay itself seems to be constantly changing. From beating up thugs and sneaking around alarm systems to whizzing around on webs and chasing bad guys through the city, there's just so much to do. Brawling, racing, stealth, and



**PRO TIP:** If you need a break against the razorbats, land on a rooftop and take a few out hand-to-hand.



**PRO TIP:** Listen for enemies to reload, then swoop in with an attack before they finish.

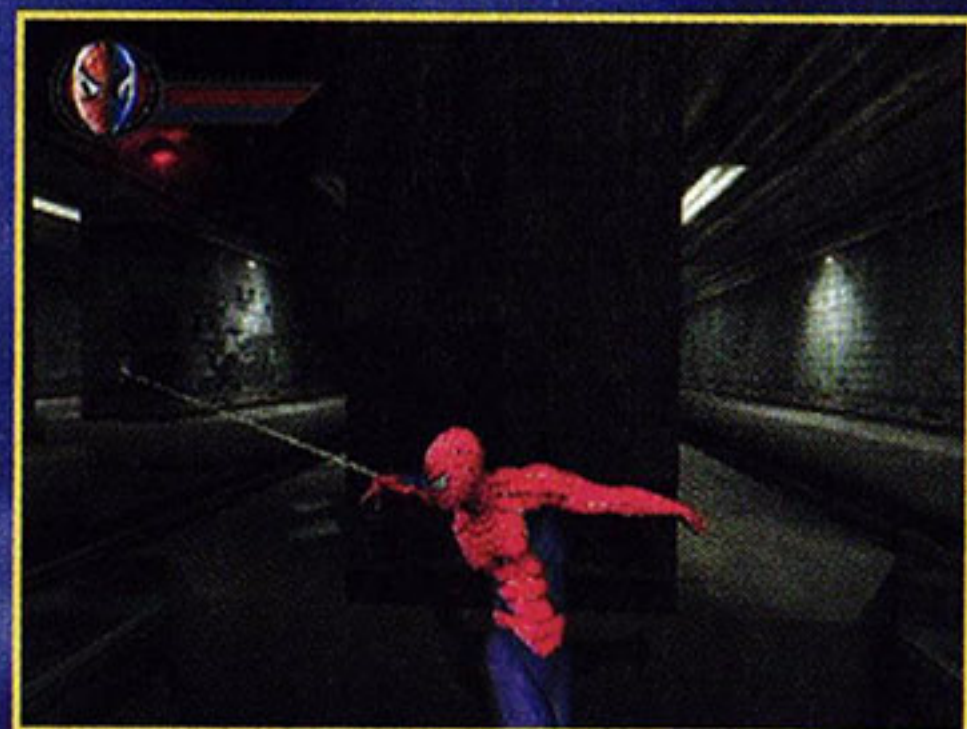


**PRO TIP:** To quickly change direction in mid-air, jump out of your swing, rotate to the new direction, then hit L2 again to resume swinging.





**PRO TIP:** You can knock out punks with two punches instead of four if you use the web gloves.



**PRO TIP:** When tracking Shocker through the subway, use your Web Zip to zigzag through the breaks in the tunnel walls. If you try to run, you probably won't make it.



**PRO TIP:** During the Shocker show-down, mix web balls with hand-to-hand combat and thrown objects to bring him down. When you need a refill of web fluid, check the ceiling corners.



**PRO TIP:** The Web Dome (press  $\Delta$  and Right) is especially useful against gangs of three enemies or more. You'll want it while you're chasing Shocker through the sewers.



**PRO TIP:** You can't trap bosses in your webbing for long—but they are vulnerable to web balls, punches, and swing attacks.

the game's biggest improvement, aerial combat, help spice up the usual fare like locating switches and beating the bits out of robot guards.

The mid-air fights against the Green Goblin and Vulture are easily the game's high points. Whereas earlier Spider-Man games forced you indoors an awful lot, this game lets you get outside and play, jumping on enemies from above and frantically trying to keep up as they zoom around your airspace. As you progress, you'll also collect icons that enable you to unleash new combination attacks. The responsive and logical control setup makes it all easy; moving, swinging, and being Spider-Man feels great all the way through.

## TOBEY OR NOT TOBEY

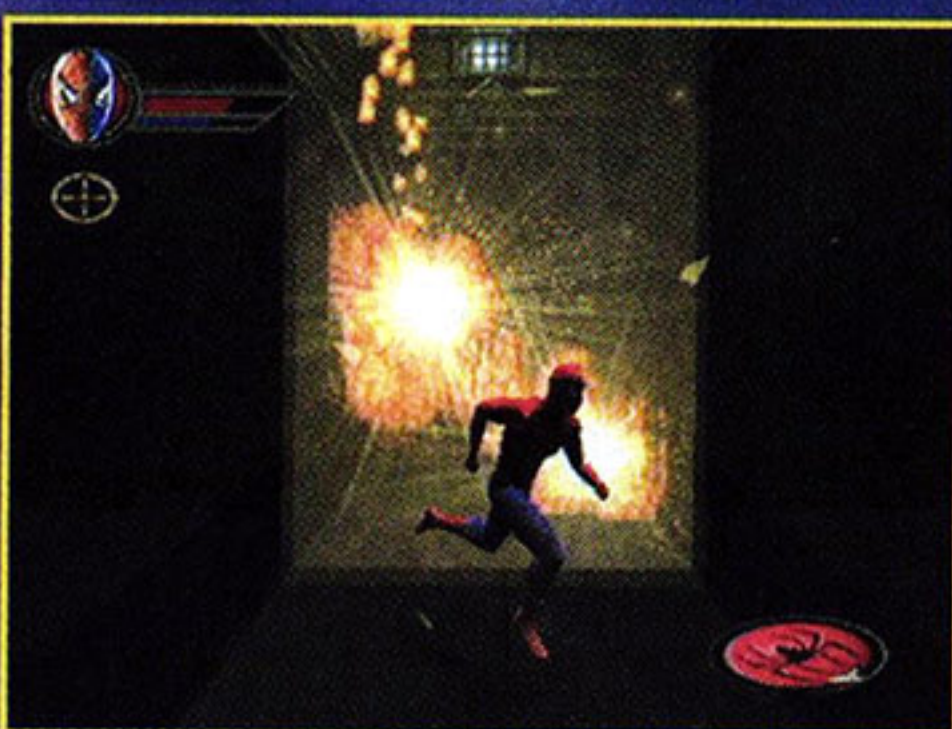
Spider-Man benefits from the jump in graphic resolution that the PS2 provides, too. Spidey simply flows, all sinew and athleticism, as he swings between skyscrapers and gives goons a good smack-down. Thanks to increased draw distance, the sense of scale for the aerial city sequences is much larger than it was in previous games. Even when there are multiple characters onscreen—such as when you're fighting robotic spiders in a parking garage and battling razorbats while airborne—you won't spot slowdown. Special visual effects like explosions and the reflective lenses on Spidey's mask only make the game sweeter.

The audio is a treat. Not only is there copious use of bold music composed for the game and some sharp sound effects, but film stars Tobey Maguire and Willem Dafoe also reprise their roles for the voice-overs. Maguire is a low-key actor, so his lines sound a bit lackluster at times—but Peter Parker's trademark sarcasm is still evident. Dafoe is downright sinister as the Goblin. Fan-favorite actor Bruce Campbell narrates the training missions, and his smart-aleck tone is a welcome addition.

## EVERLASTING GOBLINSTOPPER

Spider-Man doesn't redefine superhero games the way its predecessors did, but it does expand their scope a bit further and offers giddily satisfying gameplay in the process. Spider-Man could have been a cheap Hollywood cash-in; instead, it's a rich PS2 game that rewards fans of the franchise. **G**

CONTINUED  $\blacktriangleright$



**PRO TIP:** Throwing explosive or incendiary objects too close to similar stuff will set off a chain reaction. Use them wisely.



Levels like the Vulture's Lair force you to think in 3D as you avoid bombs and robots while criss-crossing through a booby-trapped clock tower.

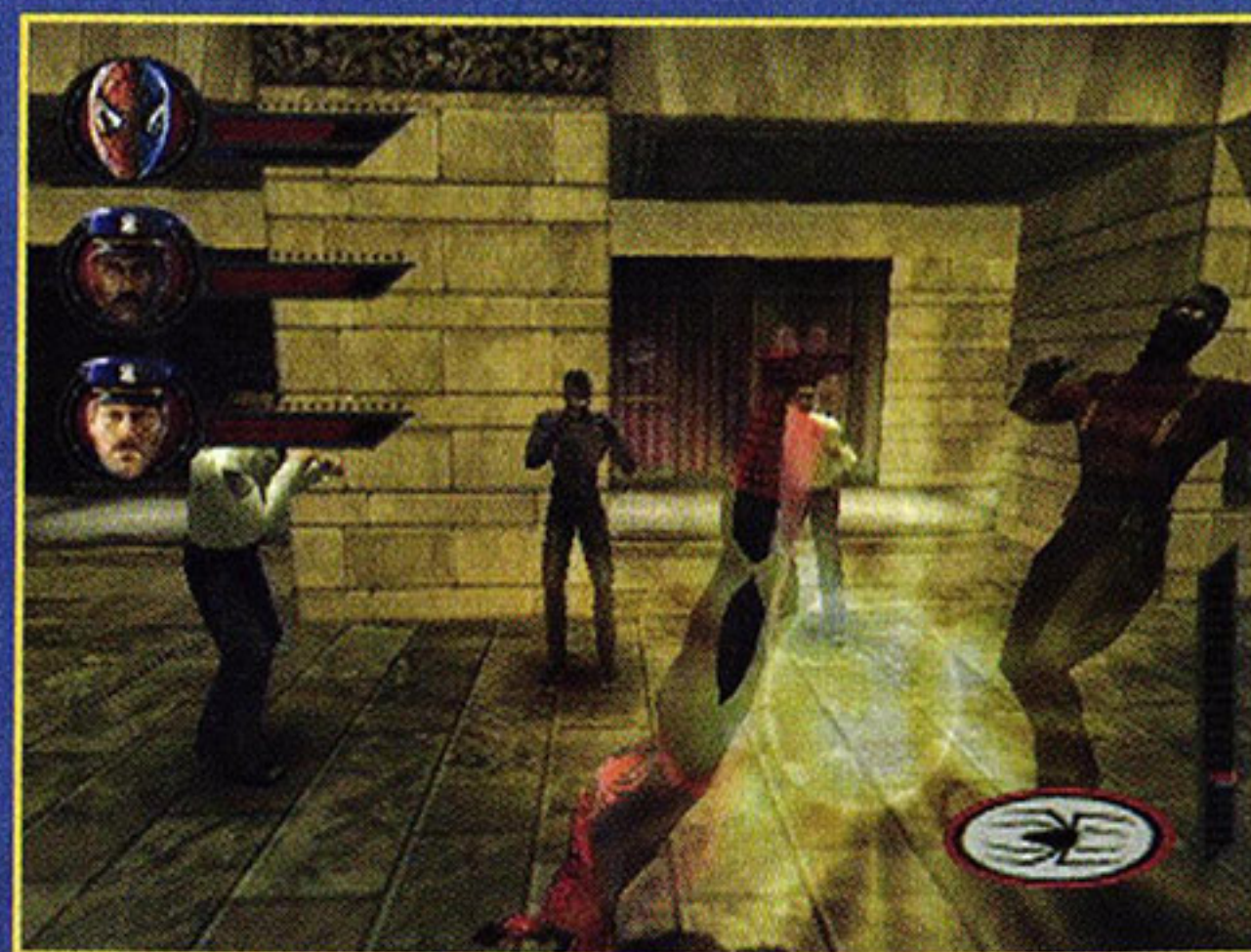


BY DAN ELEKTRO

■ Developed by Treyarch  
■ Published by Activision  
■ \$49.99  
■ Available now

■ Action/adventure  
■ 1 player

| EVERYONE | GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|----------|-------|---------|------------|
| E        | 4.5      | 4.0   | 4.5     | 4.5        |



By collecting gold spider icons, Spidey can add cool and devastating melee combos to his arsenal.



**PRO TIP:** This advanced move can get you out of some jams: Swing forward with L2, then tap L1 to go immediately into a Web Zip.

**GRAPHICS** 4.5

The Green Goblin is loose, but traditional PS2 foes like pop-up and slowdown are nowhere to be seen. Smooth character animation and cool visual effects give Spider-Man a heroic look.

**SOUND** 4.0

Tobey Maguire's slightly sleepy voice-over makes Spider-Man a mellow fellow, but Willem Dafoe as the Green Goblin is simply scary. The cinematic music, crisp sound effects, and funny verbal asides bring the energy level back up.

**CONTROL** 4.5

The camera lock feature takes a little getting used to, but by and large, it's easy to make Spider-Man do whatever a spider can. Even the rotating camera behaves itself most of the time (plus you can override it).

**FUN FACTOR** 4.5

The previous Spider-Man titles set the pace; the first PS2 game expands the scope. There's a lot of gameplay to match the eye candy, and Spider-fans will likely love it all.



EXCLUSIVE XBOX  
FIRST REVIEW!

**YOUR FRIENDLY NEIGHBORHOOD** Spider-Man brings his latest daring exploits to the Xbox. Based on the upcoming movie by Sam Raimi, this may just be the best comic book-based game ever.

## COME FLY WITH ME

If you're thinking of the two Spider-Man games for the PlayStation, stop it right now. Treyarch outdid itself this time with new gameplay, stages, and villain battles that make the PlayStation games look like Game Boy Color carts. The introduction of aerial combat alone (see sidebar, "Aerial Acrobatics") makes this a whole new game—the tie-in to the movie is just icing on the cake.

In keeping with the movie's story line, you are Peter Parker, and you have learned that with great power comes great responsibility. At first, your personal quest is to find the man who killed your Uncle Ben and exact revenge, but over time your goals become much loftier as you face off against Spidey's meanest foes. Of course, it all leads to Oscorp and the Green Goblin as the game seamlessly weaves together the movie's plot and its own original story.

## SPIDER-MAN VERSUS THE XBOX

Spider-Man translates to the Xbox very well. The power of the next-generation system allows for all sorts of fun bells and whistles, but it also gives the developers the strength they need to really refine the wall-crawling gameplay you've come to expect. The Xbox makes it possible for city levels to be so huge that you can travel them in any way you want, including leaping from rooftop to rooftop and swinging among the buildings.

Treyarch was blessed with the movie tie-in, which gave the company access not only to the plot of the movie, but also to some of the actors themselves. Tobey Maguire, Willem Dafoe, and Bruce Campbell lend their voices to the games, as does Dwight Schultz (*The A-Team's* Mad Murdock). Fearing that the movie's plot wasn't enough on which to base a game, however, the developers worked some classic Spidey villains, such as Shocker, Scorpion, and Vulture, into the story. It all works so well that Sam Raimi reportedly asked Treyarch, "Where were you when we were doing re-writes?"

## SPINS A WEB, ANY SIZE

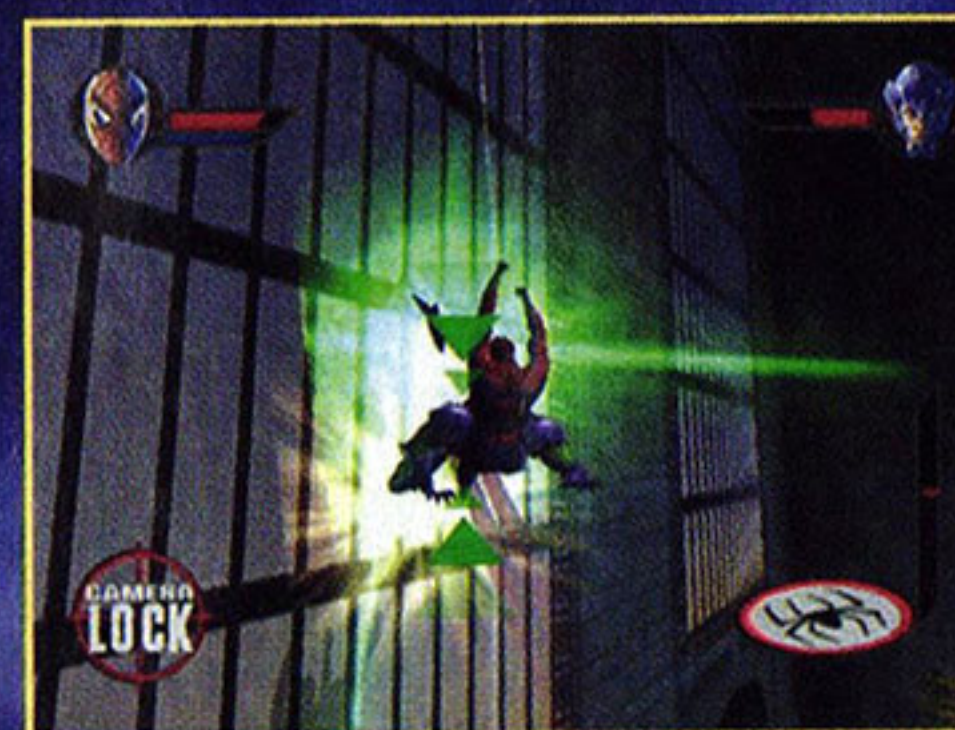
All movie hype aside, what really makes and breaks this game are its controls. There are little weird bits where you press one way and Spidey heads off in the opposite direction, but these mostly happen when the camera shifts angles, and you can easily compensate for them. The game really shines when you're in the air—you'll be swinging like Tarzan at a Big Bad Voodoo Daddy concert. This game is very good



Spider-Man features some simply amazing visuals. This fight with the Vulture looks like a publicity still.



**PROTIP:** During ground battles, jump toward the enemy and hold the jump button to land on them. You can get in a few free hits, and other foes won't attack you as readily.



**PROTIP:** When fighting Scorpion, be patient and look for openings. Wait for him to climb the wall, and try to hit him with a swinging cannonball.



The city just seems to go on forever in the Xbox version. Simply marvelous.

# AERIAL ACROBATICS



Controlling elevation is vital in aerial battles. Thankfully, it's as simple as pressing up or down on the left stick while swinging. Watch the elevation meter as you go.



The many airborne chase scenes require mastery of aerial agility. Hold down the right trigger to gain speed, but let it go for more maneuverability when the enemy tries to attack.

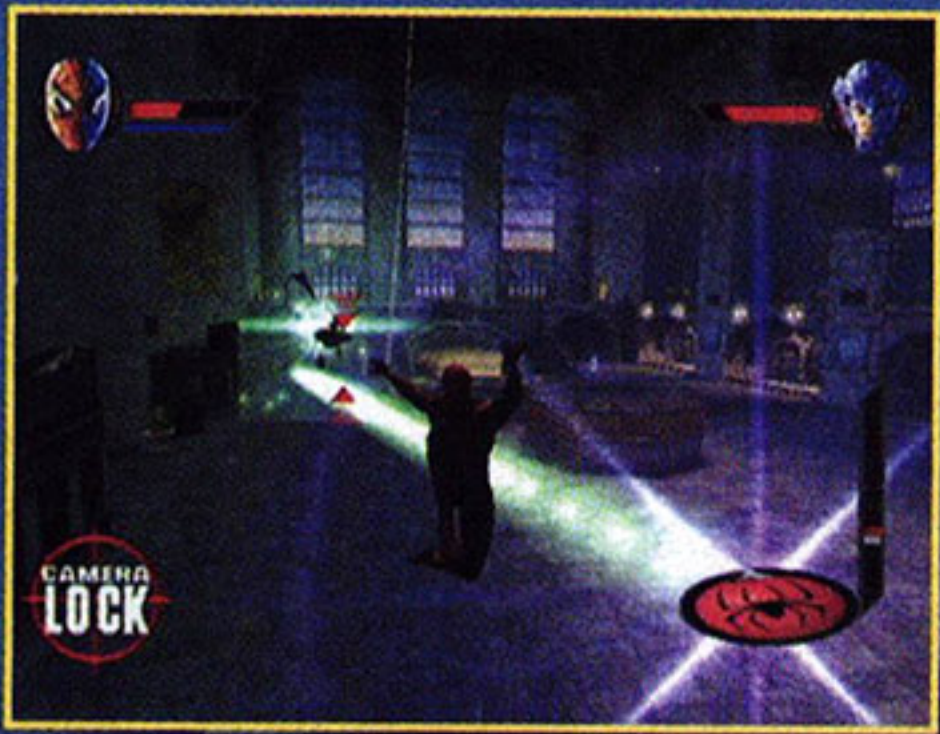


Pressing kick while swinging toward an enemy will make Spidey perform his Cannonball Kick. Oddly enough, that move will take out swarms of minor aerial enemies, like these razorbats.



Line up the enemy from above and hold the jump button to land on top of them. Do it right, and you'll get in a few extra punches before they shake you off.






**PRO TIP:** You're much harder to hit when swinging, so keep moving and keep your eyes open for health power-ups during boss battles.

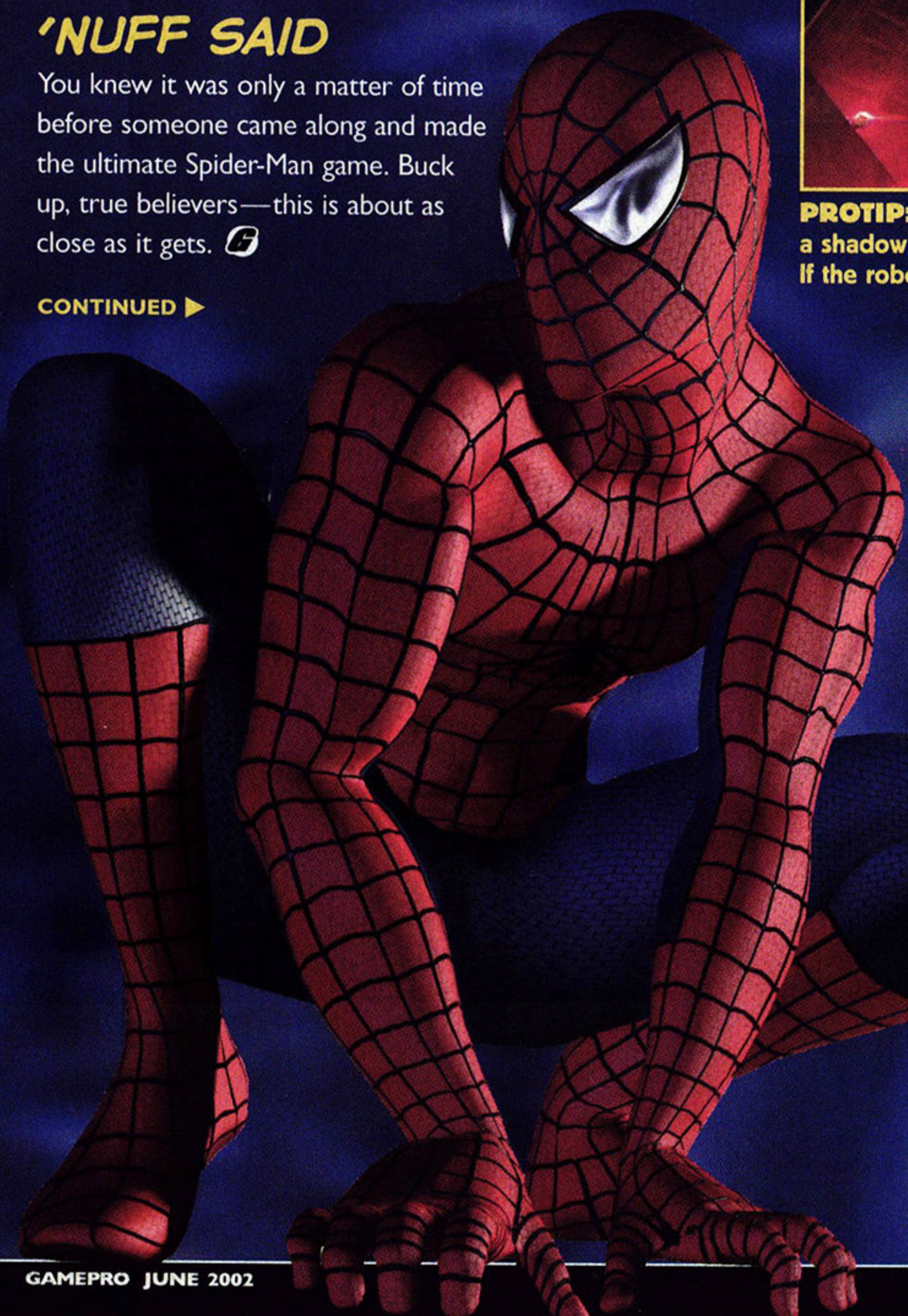
at making you feel like Spider-Man, down to the cool web-slinging moves and mad aerial battles. Even simply crawling along the ceiling brings across the feeling that you are Spider-Man, not simply playing as him.

Spider-Man has always been defined by his enemies, something that never really worked out in previous Spidey games. This time, however, the bosses are more than just memorize-the-pattern puzzles; they're all real characters with an array of deadly moves and plenty of space to perform them. This game's boss fights are among the most memorable of all since you'll have to employ patience, skill, and attention to win. Each boss has strengths and weaknesses, but if you're looking for a pattern to exploit, you're going to fail.

## 'NUFF SAID

You knew it was only a matter of time before someone came along and made the ultimate Spider-Man game. Buck up, true believers—this is about as close as it gets. 

CONTINUED ►

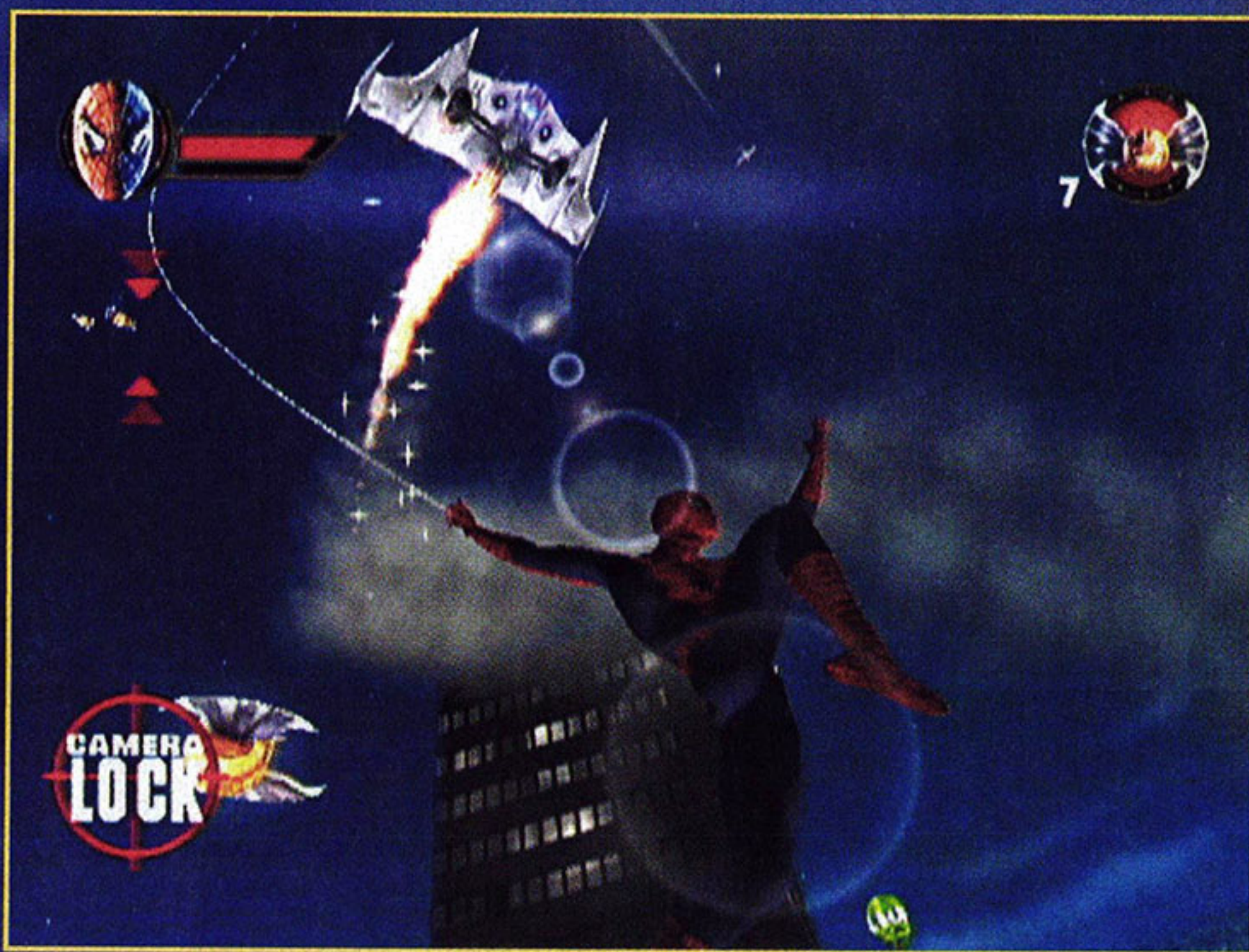


BY D-PAD DESTROYER

Developed by Treyarch  
Published by Activision  
\$49.99  
Available now  
Action/adventure  
1 player



| GRAPHICS  | SOUND   | CONTROL   | FUN FACTOR  |
|---|---|---|---|
|  4.5 |  4.5 |  4.0 |  4.5 |



**PRO TIP:** Don't worry about fighting the Green Goblin until you've killed all of his razorbats. Don't let him distract you, or the 'bats will cut you to bits.



**PRO TIP:** If you're seen in the sneaking levels, find a shadow to hide in until the commotion dies down. If the robots don't see you, they won't attack.

### GRAPHICS 4.5

Spider-Man's world looks as amazing as he is, but jaggies and some murky textures keep the wallcrawler grounded.

### SOUND 4.5

Movies and music from the movie make this game sound great, and even the characters that don't appear in the film are professionally voiced. All that's missing is a little polish.

### CONTROL 4.0

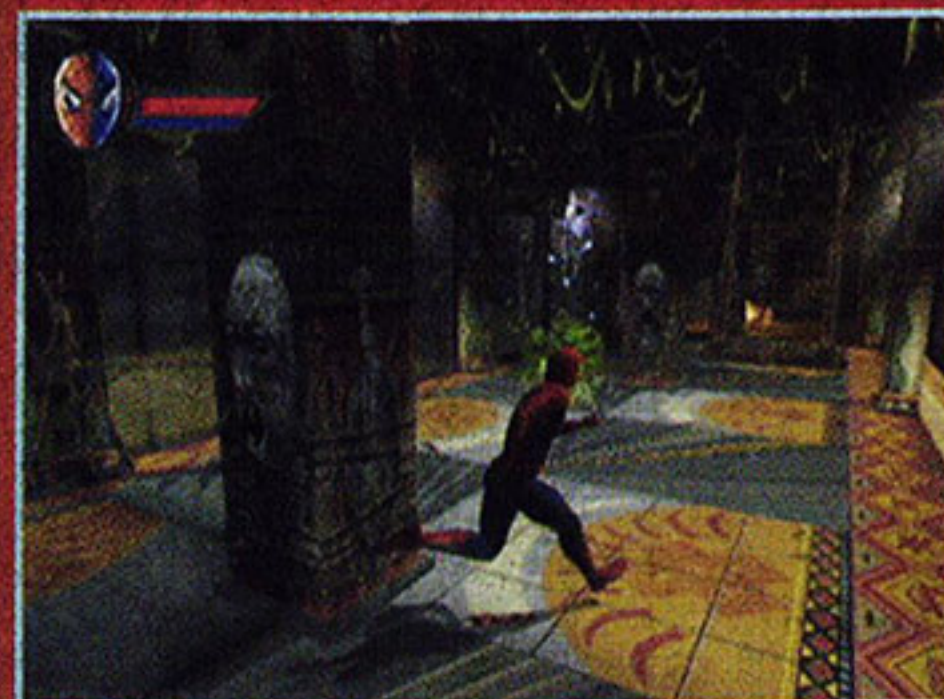
The controls really make you feel like Spider-Man. Swinging through the city is a breeze, but defects in minor controls will frustrate you on foot.

### FUN FACTOR 4.5

Minor problems aside, this game really makes you feel like a superhero. You'll be hooked after your first battle on the rooftops; you'll miss the feeling when it's all over.

# THE HUNTER HUNTED

The Xbox version features an exclusive level dedicated to none other than Kraven the Hunter. In this level, Spider-Man finds himself fighting his way through Kraven's gauntlet to face the hunter himself.



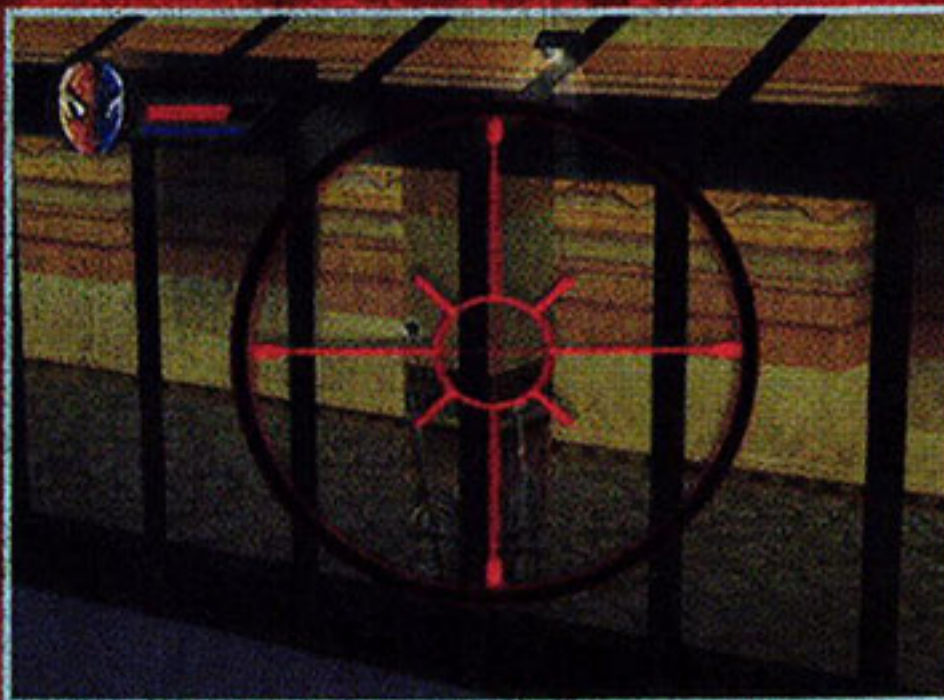
Kraven's level is filled with challenges and traps to catch impatient wallcrawlers.



Not only do you have to get past all the traps, but you have to do it quickly because you've been poisoned.



Trust your Spider-sense to tell you when you're in trouble. Go slowly and look before you leap.



When Kraven attempts to hit you with his rifle, hide behind a column until you hear a gunshot.



Wait for Kraven's strength potion to wear off, then smack him. Watch out for the snakes in this room, too.





WITH FANTASTIC graphics and enhanced web-swinging abilities,

Spider-Man for the Game Boy Advance is a big step forward from last year's *Mysterio's Menace*, despite oversensitive controls and easy boss battles. The graphics are beautifully crisp, while the backgrounds are rife with surface details. There are some moments of slowdown and occasional



**PROTIP:** Chase Kraven and hit him from behind while he runs toward the light switch, then avoid his attack, chase him, and hit him again.



BY PONG SIFU

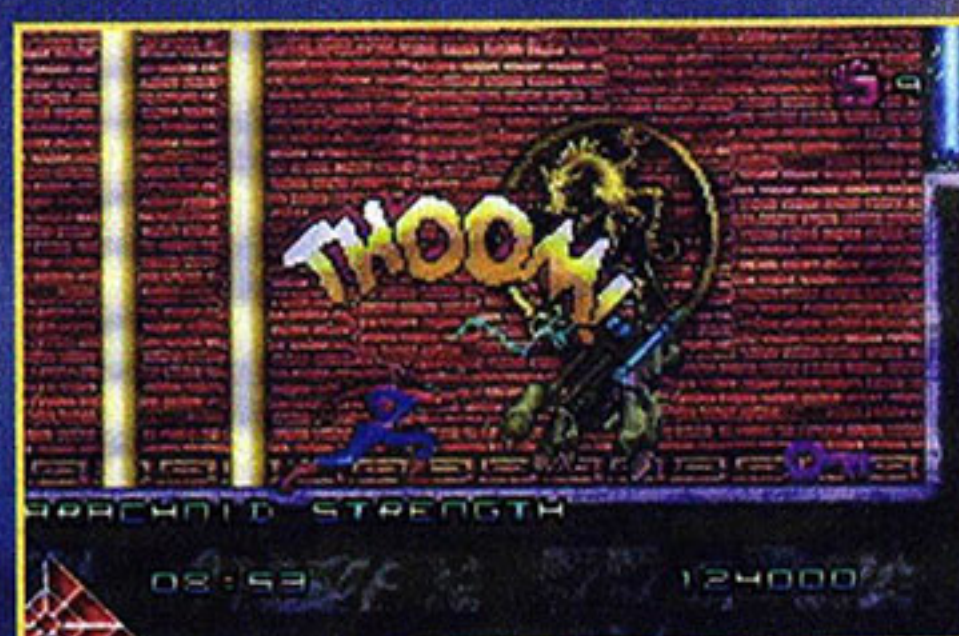
- Developed by Digital Eclipse Software
- Published by Activision
- \$39.99
- Available now
- Action/adventure
- 1 player



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.5      | 4.5   | 4.0     | 4.5        |



Though they're a little tricky and will probably end before you know it, the pseudo-3D web-swinging sequences boast some of the coolest animation seen on the GBA so far.



**PROTIP:** Pick up the Arachnid Strength power-up before going up against the giant killer droids.



**PROTIP:** The Vulture can be easily beaten if you turn your back on him, and then sock him as he tries to sneak up on you from behind.

## LIVE FAST, LOVE HARD...

The levels in Spider-Man games are usually designed to allow you freedom of mobility, and this game is no exception. You can crawl, swing, or zip-line almost anywhere, and well-placed traps, enemies, and obstacles will keep your fingers taxed. The game's bosses, however, use simple attack patterns, making them too easy to beat, and having to trade one special web ability for another is annoying. Instead, you should be able to collect multiple power-ups and toggle between them.

## ...AND DIE WITH YOUR MASK ON

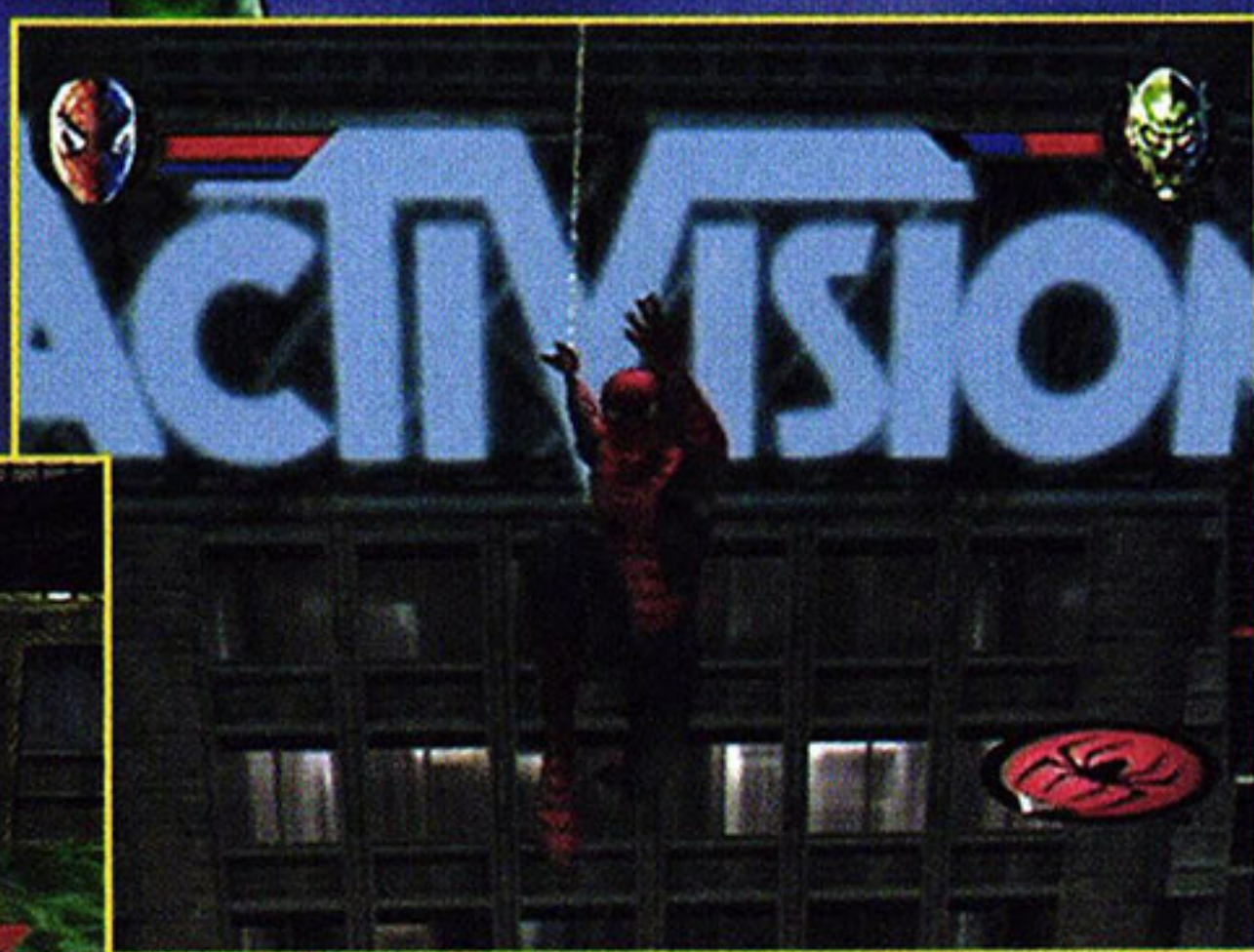
Spider-Man also features awesome in-air maneuverability—now you can quickly switch directions while swinging and zip away from enemies and traps by using multidirectional web-lines. However, Spidey will often move too much at the slightest touch on the directional pad, which is especially aggravating when you're trying to navigate tight spaces and corners.

It's too easy to crawl right into a hail of bullets, exposed electrical wires, or other deadly traps. Thankfully, health power-ups and extra lives are plentiful.

Despite these control issues, Spider-Man for the GBA is an excitingly action-packed, senses-shattering romp that stays closer to its comic book roots than any other handheld game before it. **G**

## SPIDER-MAN ON THE GAMECUBE!

Fear not, Nintendo fans—Spider-Man is swinging over to the GameCube, too. The same adventure found in the PlayStation 2 and Xbox games will be in the GameCube version, which should be available at about the same time. Here are some sneak peek screens.



## WEB DESIGNER

Treyarch's Gregory John, Senior Producer for Spider-Man, talks about his great responsibilities.

**GamePro:** Many called the PlayStation Spider-Man game one of the best superhero video games ever made—if not the best. How do you approach handling its legacy?

**Gregory John:** We made it a priority to bring the Spider-Man experience to an unprecedented level with our first-hand knowledge of classic Spider-Man and the new feature film *Spider-Man*. Add to that our development abilities with next-generation platforms, and we have the power to create incredible visuals and challenging gameplay, resulting in a realism not yet seen in Spidey interactive entertainment products. Additionally, knowing that the core of a good game is the gameplay, we sat down at the beginning of this project to set goals as to how we could raise the game's fun factor with a large variety of gameplay and all-new, very interesting encounters.

**GP:** Spider-Man is coming out for all three big consoles. How many of the assets can be shared between them?

**GJ:** Cross-platform development definitely has its good and bad points. You gain a lot in the sharing of code and data, but you have to be smart since each platform has its own strengths and weaknesses. You have to go beyond making the game just for the lowest common denominator and give something special to each platform according to its strength.

**GP:** How does Treyarch juggle resources between multiple projects?

**GJ:** Our company grew from a very close-knit group of friends, so trading resources has always been relatively easy. As a company, our success or failure is dependent on the success and failure of all our projects—and we're very driven to succeed with every one of our games.

**GP:** What's your favorite Spider-Man comic book story?

**GJ:** Oh, that's easy. *Amazing Spider-Man* #121 & #122, "Death of Gwen Stacy" and the following issue when the Green Goblin gets it. Also, I'm definitely partial to Todd McFarlane—he's Canadian, eh.



The annual **Electronic Entertainment Expo** holds its share of secrets, but *GamePro's* expert team has the scoop before the show. What can you expect to see at this year's E<sup>3</sup>? Start the presses....

# The GamePro INQUIRER

## TRENDSPOTTING

The big picture is shaping up. Here's what will likely be the hot topics of this year's show. *By Dan Elektro*

**CONSOLE ONLINE GAMING:** Sony has talked a good game for two years, and it's time to show what the PS2 will really be able to do when it connects to the Internet in August. Microsoft is expected to announce a strong online slate, too, and right now, the Xbox is the only console that's ready to go broadband out of the box. And if we're lucky, maybe we'll even hear what Nintendo has planned for the GameCube...but don't hold your breath.

**MORE THAN MEETS THE EYE:** The PS2 will have a zillion add-ons to turn it into a small PC, while there are rumors that the Xbox may be upgradable to an all-purpose HomeStation machine. Congrats, everybody—you just bought a Trojan horse, and the mini-PC elements might start leaping out of your console to take over your home this year.

**LESS PALTRY PORTS:** Many PS2 publishers jumped on the Xbox bandwagon with a quickie port of existing game code, not really taking advantage of the Microsoft console's abilities. Now that the programmers have learned more, expect some tweaks for each specific platform.

**MORE CONSOLE EXCLUSIVES:** At the same time, Microsoft, Nintendo, and Sony have all shown that they're willing to pay for exclusive games. We'll likely see the fruits of some serious back-room wheelin' and dealin' this year. And if those games are going to be exclusive for only a limited time, nobody will dare mention it.

**"M" IS FOR MONEY:** The industry watched the runaway success of *Grand Theft Auto III* and *State of Emergency* intently—they make a strong case that a market exists for video games with adult themes. Mature-rated content will likely be quite evident as a result.

**GAME BOY MEETS GAMECUBE:** The technology is here, the cable is for sale, and Sega has tested the waters. Now it's time to see what all the other companies can do with GameCube-to-Game Boy Advance connectivity. Especially Nintendo...

**TESTING... IS THIS THING ON?** Sega proved that voice communication during gameplay was possible. With the Voice Commander headset, Microsoft looks to prove that it's not only feasible but fun, too.

For live E<sup>3</sup> coverage, check out [GamePro.com](http://GamePro.com)!



Look inside!

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# PLAYSTATION 2

**N**OBODY DOUBTS THAT the PlayStation 2 is the current market leader. This year's E3 will determine how long it holds that lead.

## LIGHTS, CAMERA, ACTION!

The PlayStation 2 will see plenty of movie-based games this year. Gamers got their first peek at LucasArts' **Star Wars Bounty Hunter** via a Jedi Starfighter trailer in March. Universal makes movies anyway, so its slate is particularly packed with games like **The Scorpion King**, **Jurassic Park: Project Genesis**, and a survival-horror game based on **The Thing** that is enjoying some advance buzz. EA will chime in with its two fantasy franchises: **Harry Potter and the Chamber of Secrets** (Harry's PS2 debut) and **Lord of the Rings: The Two Towers**. Watch for the tentatively titled **James Bond 007 in Phoenix Rising** from EA as well. Infogrames will be back with a **Terminator** title, while Titus boots up his celluloid cyborg counterpart, **Robocop**. For more recent sci-fi, BAM! will have **Reign of Fire** and Infogrames is betting on **Men in Black 2**, while Activision is probably filing a **Minority Report**. And, while not official from THQ yet, watch for Ash to once again battle the **Evil Dead**.

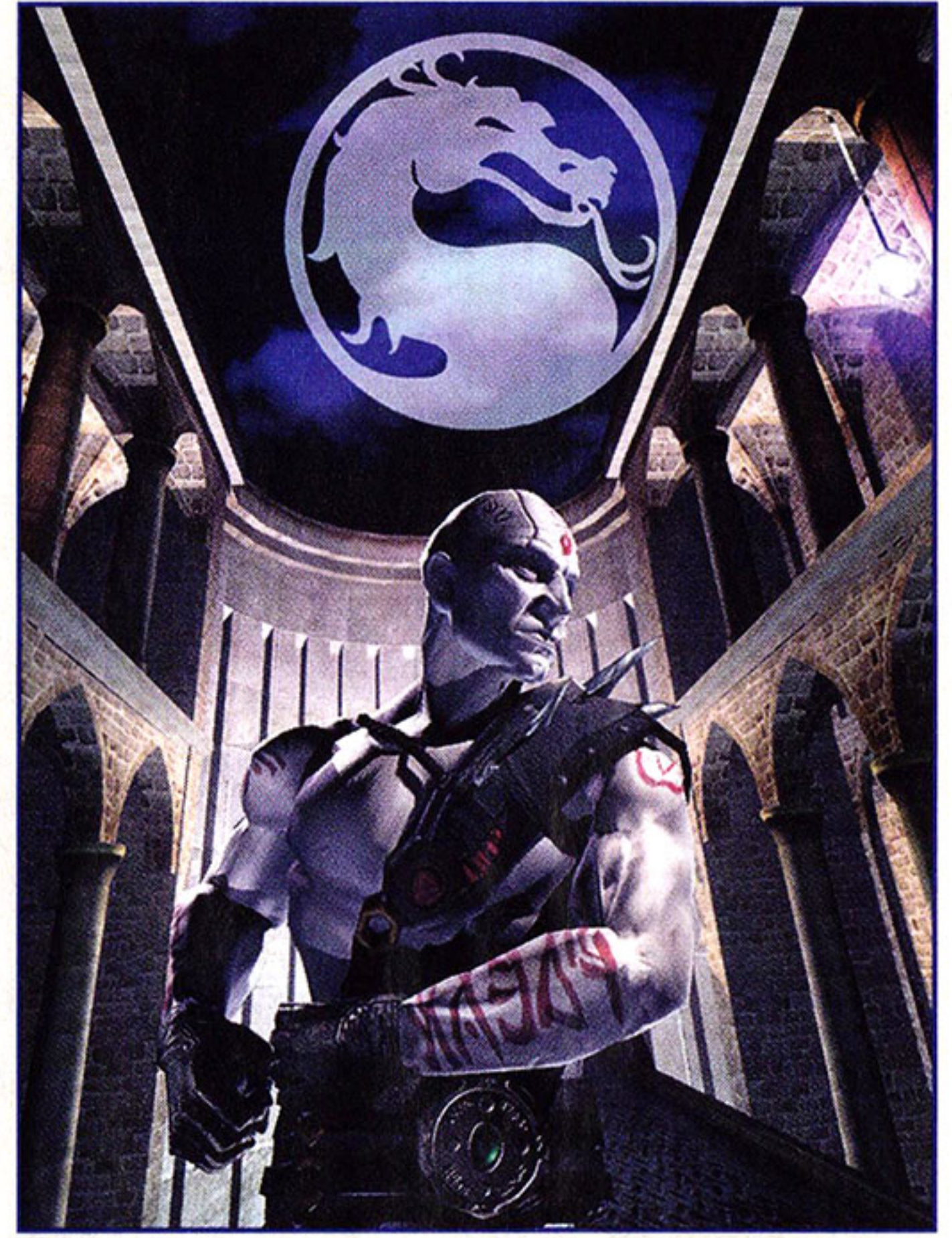
After the success of *X-Men* and *Spider-Man*, comic-book crusaders are big in theaters, too—not to mention in gaming. Encore has the rights to **Daredevil**, and while a PS2 version hasn't been confirmed, it looks likely. Activision will have the vampiric **Blade 2**, as well as two mutant titles: **X-Men: Next Dimension** and **X-Men: Wolverine's Revenge**. Infogrames will attempt to repair The Man of Steel's reputation with **Superman: Shadow of Apokolips**; TDK Mediactive will hope **Aquaman's** not all wet; and Universal may reveal its plans for **The Incredible Hulk**.



**THE THING** *Universal Interactive*



**STAR WARS BOUNTY HUNTER** *LucasArts*



**MORTAL KOMBAT: DEADLY ALLIANCE** *Midway*



**SUPERMAN: SHADOW OF APOKOLIPS** *Infogrames*



**THE SCORPION KING** *Universal Interactive*



## OH SAY CAN YOU SEQUEL

If it's better the second time around, how about the third or fourth? Due for a *deux* are **Deus Ex 2**, **Devil May Cry 2**, **Onimusha 2**, **Oni 2**, **Red Faction 2**, **Need for Speed: Hot Pursuit 2**, **Hitman 2**, **Midnight Club 2**, **TimeSplitters 2**, **Summoner 2**, **Space Channel 5 Part 2** (maybe), and the Dreamcast refugee **Marvel vs. Capcom 2**. The third time may be the charm for **Rayman 3**, **V-Rally 3**, **Armored Core 3**, **Dave Mirra Freestyle BMX 3**, and the tentatively titled **Tenchu 3: Wrath of Heaven**. **Tekken 4** and **Tony Hawk's Pro Skater 4** should be lurking around as well (the latter, despite being obvious, was accidentally announced in Activision's 2001 fiscal summary). And if it weren't for **Final Fantasy XI**, the PS2 sequel crown would go to Koei's **Romance of the Three Kingdoms 7**, which long ago saw the number of its sequels surpass the number of its realms.

Of course, several established franchises are due to return without numerals. Watch for **Mortal Kombat: Deadly Alliance**, **Turok: Evolution**, **Spyro: Enter the Dragonfly**, and Lara's triumphant return in **Lara Croft Tomb Raider: The Angel of Darkness**. There's even talk that **Sonic the**



**AUTO MODELLISTA** *Capcom*

**Hedgehog** may find his way to the PS2, but only after stopping at another platform first. And if that's not enough, look for retrofitted classics like Midway's **Defender**, Encore's **Dragon's Lair 3D**, and according to our sources, a new incarnation of Tecmo's immortal **Rygar**.

What about new ideas? Yeah, some of those will be on display, too. Keep your peepers peeled for Capcom's cel-shaded racer **Auto Modellista**, Majesco's **BloodRayne**, Crave's **The Lost**, Ubi Soft's **XIII**, and Sony's only offline first-party title, **The Mark of Kri**. All look like they'll be fresh takes on old themes.

## GOOD SPORTS

If you're looking to get physical with your PS2, there will be plenty of athletic action for you—not to mention some down-and-dirty fisticuffs.

EA Sports will no doubt have the 2003 editions of **Madden NFL**, **NASCAR Thunder**, **NHL**, **NBA Live**, and **NCAA Football** up and running. We might also see a sequel to **NBA Street** if we're lucky, and word has it that the next original EA Sports Big title will be a take on mountain biking from the developers of **SSX**. Sega will come ready to play with **NFL 2K3**, **NBA 2K3**, **NCAA Football 2K3**, **NHL 2K3**, and hopefully some online announcements. Midway's sports brand will get a boost from **NHL Hitz 20-03**, **NFL Blitz 20-03**, **MLB Slugfest 20-03**, and **NBA Ballerz**. And what about the beleaguered 989 Sports? Your guess is as good as anyone's.

If your taste for sports runs a little more aggressive, **Kelly Slater's Pro Surfer** and **Shaun Murray's Pro Wakeboarder** will join Tony and Mat in Activision's lineup, and rumors suggest a two-wheel sport will rev up **O2**, too. Acclaim will get Chris Edwards' **Aggressive Inline** in line with its Mirra and McGrath games. And if you prefer even more aggression than *that*, there's always the brawling of **UFC: Throwdown** and **Pride FC**—not to mention the clay carnage of **Celebrity Deathmatch**.

## GO QUEST, YOUNG MAN

Fans of lengthy RPGs should have plenty to seek out at E3. **Kingdom Hearts** and **Final Fantasy XI** will be the hot spots of Square EA's booth. Sony's online plans are critical for **FFXI** and Sony's own **EverQuest Online Adventures**, which won't be just a port of the PC client (see this issue's NetPro for details). Namco is readying the Xenogears prequel **Xenosaga**, while Midway's troubled **Legion: The Legend of Excalibur**, which was one of the first PS2 games announced before the machine even launched, is nearly ready for its big debut. And if none of those sound like your kind of adventure, Agetec will offer **RPG Maker 2** for folks who prefer to make their own fun.

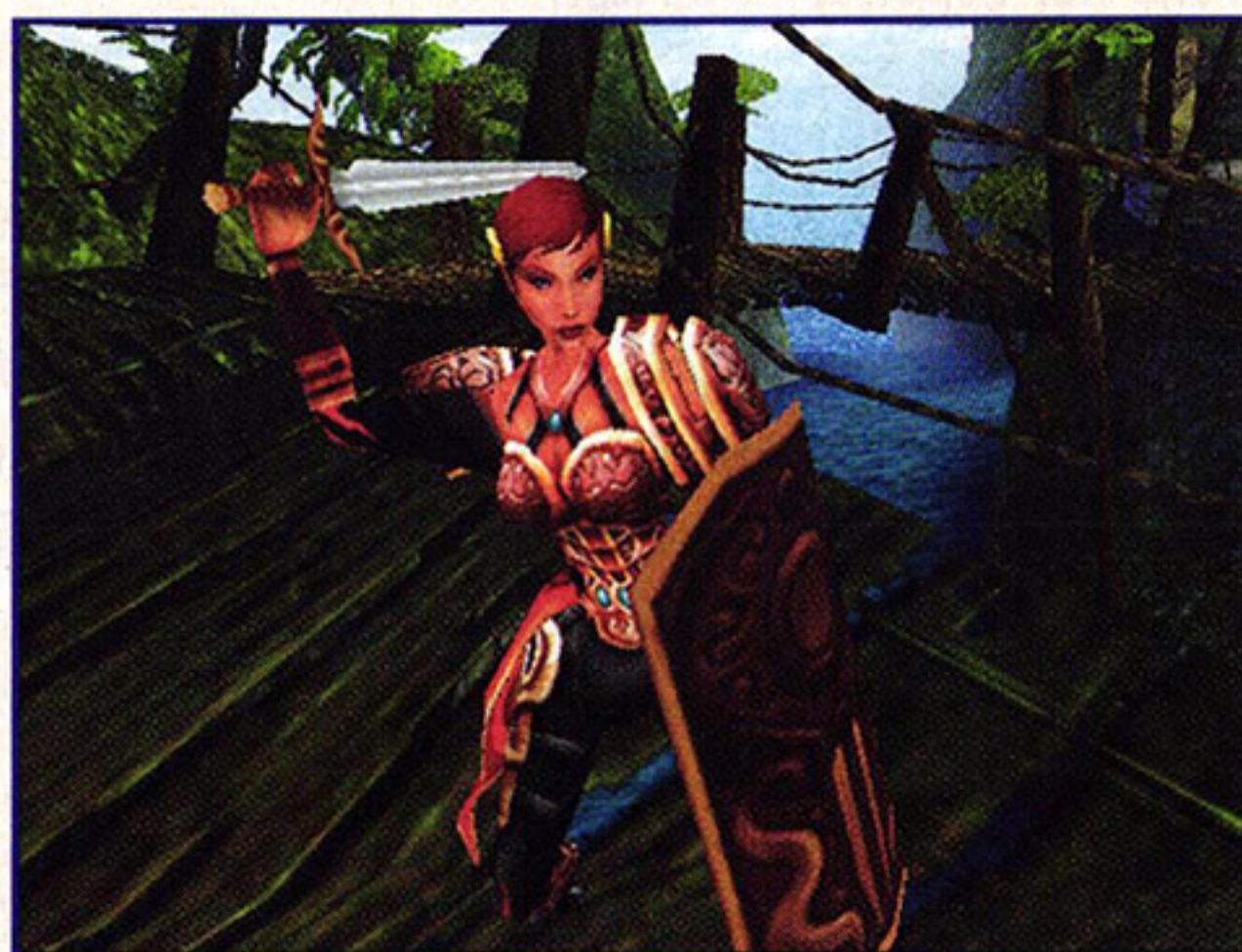
—Dan Elektro



**NEED FOR SPEED: HOT PURSUIT 2** *EA Games*



**SHAUN MURRAY'S PRO WAKEBOARDER** *Activision*



**SUMMONER 2** *THQ*



**XENOSAGA** *Namco*

**DEVIL MAY CRY**  
*Capcom*



# GAMECUBE

**N**INTENDO IS IMPLEMENTING its stingy E3 strategy again this year: It won't reveal anything about its games until the show, thereby forcing attendees to rush to its display area to see what's up with the popular Nintendo franchises. However, you can't argue with success...or an attention-grabbing lineup of GameCube titles.

## NINTENDO STYLE

Nintendo is already on the record as far as **Star Fox Adventures: Dinosaur Planet** and the M-rated **Eternal Darkness** are concerned; they are due in the fall and summer, respectively. **Mario Sunshine**, slated for an August release, will be in attendance, as will **The Legend of Zelda**. Zelda's controversial new look will no doubt draw crowds. Also expected from Nintendo are games based on some established franchises, including **1080° Snowboarding 2**, **Donkey Kong Racing**, **Mario Golf**, **Mario Tennis**, and **Mario Kart**. **Metroid Prime**, however, is the big question mark: Will Samus Aran make her appearance at last?

## HOORAY FOR HOLLYWOOD

Fresh from its high-profile run in theaters, **Resident Evil** by Capcom will likely enjoy a massive blitz on the show floor and be joined by the prequel, **Resident Evil Zero**. Infogrames is set to unveil **Godzilla**, a city-leveling monster fighting game starring Godzilla's classic foes. Universal will likely sneak a preview of **The Scorpion King**. Animation buffs will be treated to **Robotech** by TDK Mediactive, and there's also an outside chance that Infogrames' **Dragon Ball Z** GameCube game will materialize. But **Scooby Doo** by THQ and **Batman: Dark Tomorrow** by Kemco will be there for sure.

## SECOND TIME AROUND

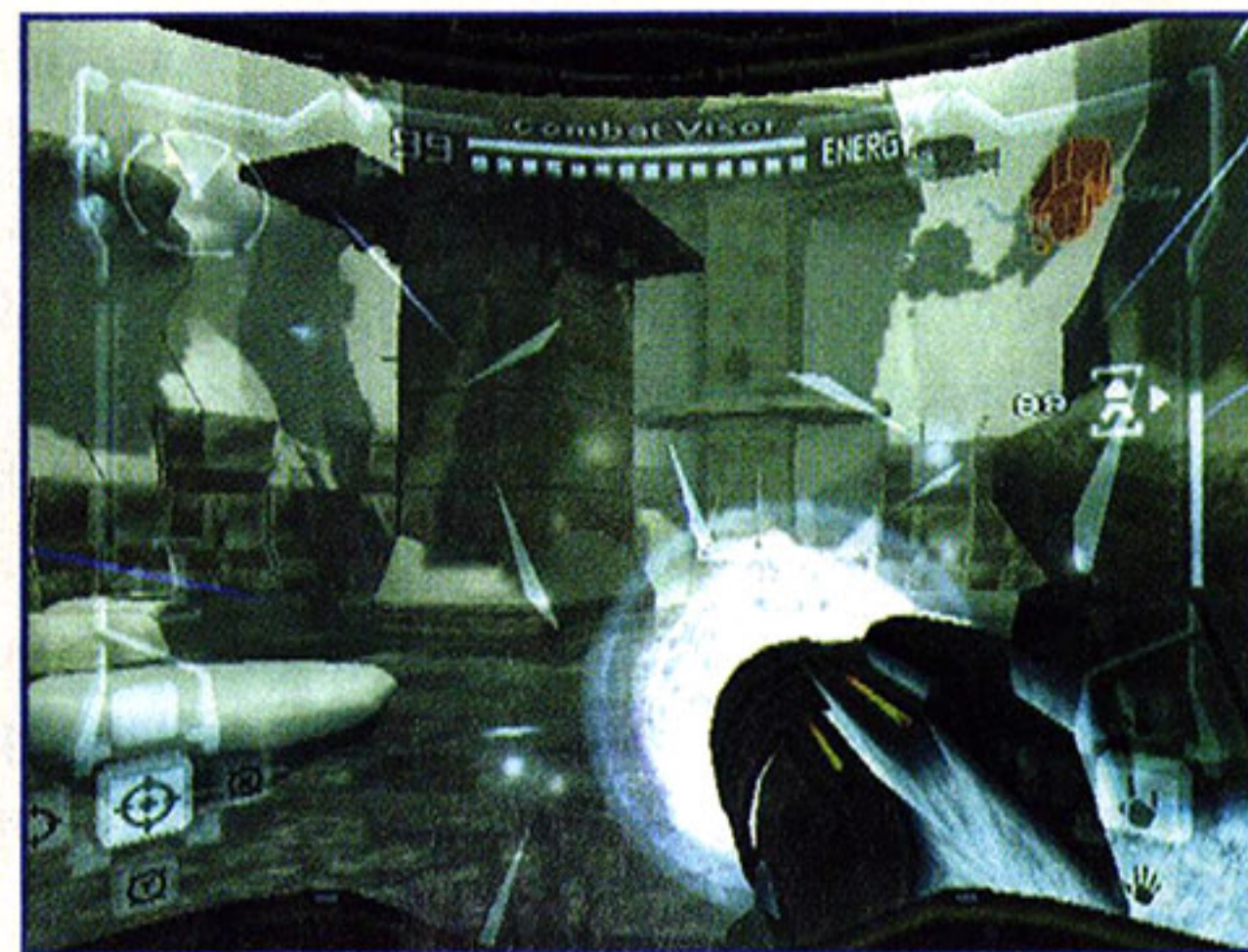
Popular sequels will be led by **Super Monkey Ball 2** from Sega; **Turok: Evolution** by Acclaim; and **James Bond 007 in Phoenix Rising** (tentative title), **Harry Potter and the Chamber of Secrets**, and **Need for Speed: Hot Pursuit 2** all from Electronic Arts. Fighting game fans will have to be content with **Mortal Kombat: Deadly Alliance** by Midway and **WrestleMania X8** from THQ because Namco isn't ready to talk about **Soul Calibur 2**, which it announced last year for the GameCube.

Sports-with-an-attitude will include '03 versions of **NHL Hitz** and **NFL Blitz**, plus the new **NBA Ballerz** from Midway. 3DO is hoping that **Jonny Moseley Mad Trix** will cause a snow flurry, and Sega is going for vicious volleyball action with **Beach Spikers**. Among "real" sports games, EA Sports will field its usual suspects, including the 2003 editions of **Madden NFL**, **NCAA Football**, **NASCAR Thunder**, and probably **NBA Live**. Most show-goers are also hoping that an **NBA Street** sequel steps onto the court. Not to be outdone, Sega Sports is prepared to roll out **NFL 2K3**, **NBA 2K3**, and **NCAA College Football 2K3**.

—**Brother Buzz**



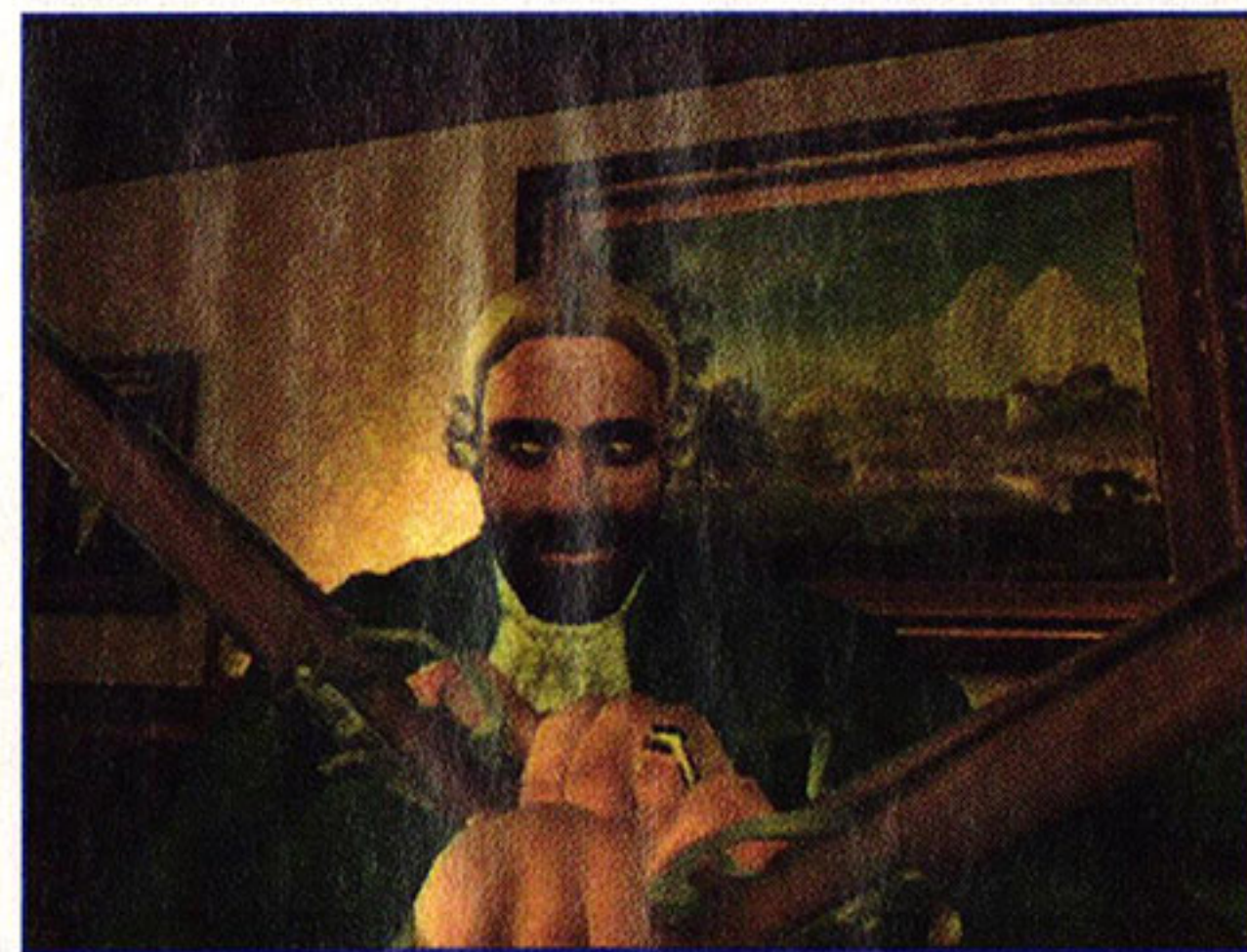
**GODZILLA** Infogrames



**METROID PRIME** Nintendo



**MARIO SUNSHINE** Nintendo



**ETERNAL DARKNESS** Nintendo



**STAR FOX ADVENTURES: DINOSAUR PLANET** Nintendo



**WRESTLEMANIA X8** THQ

## AND WHAT ABOUT...?

At press time, some companies were just not ready to talk about their E3 lists, but Activision will likely show a new **Tony Hawk's Pro Skater**, and LucasArts might have another **Star Wars Rogue Squadron** installment. Additionally, the big GameCube news of the year so far is likely to be a no-show at E3: Square is bringing **Final Fantasy** to the 'Cube, but it's highly unlikely that a version will be on display at the show.





# XBOX

**M**ICROSOFT HAS BIG plans to back up last year's big launch. Can the Xbox convince the doubters this year? See for yourself....

## PLAYING OUTSIDE THE BOX

Leading the charge to support the unveiling of the Xbox's online component will be Microsoft's own giant robot action game **Mech Assault** and the much-anticipated **Halo 2**. But count on third-party publishers to take full advantage of online playing, too. Ubi Soft's Tom Clancy universe will be in full force with **Ghost Recon** and **Rainbow Six: Raven Shield**. And, of course, gamers will be happy to see Infogrames' legendary **Unreal Championship** and Sierra's early version of **SWAT: Global Strike Team**.

## THE LAST ACTION HERO

Beyond online games, the Xbox will also have its share of offline hits. Capcom will lead the way with three exclusive games: **Steel Battalion**, **Dino Crisis 3**, and **Brain Bots**—a mech game that's rumored to use a 40-button controller. LucasArts may be unveiling an **Indiana Jones** game, while its next **Star Wars** title, **Knights of the Old Republic**, has already received a lot of buzz (see this issue's Role-Player's Realm). And not to be confused with LucasArts' Jango Fett game for the PS2, Crave will be showing **Mace Griffin Bounty Hunter**, a super-cool space and first-person shooter. Microsoft's version of Final Fight will come in the form of **Kung-Fu Chaos**, but the game will have stiff competition from a legendary martial arts expert in **Bruce Lee: Quest of the Dragon** by Universal. Sega's classic duo, **ToeJam & Earl**, is expected to make an appearance,

while Sierra's hammer-wielding heroine, Kat, will turn heads in **Malice**. The pesky undead will have their hands full once they meet Majesco's

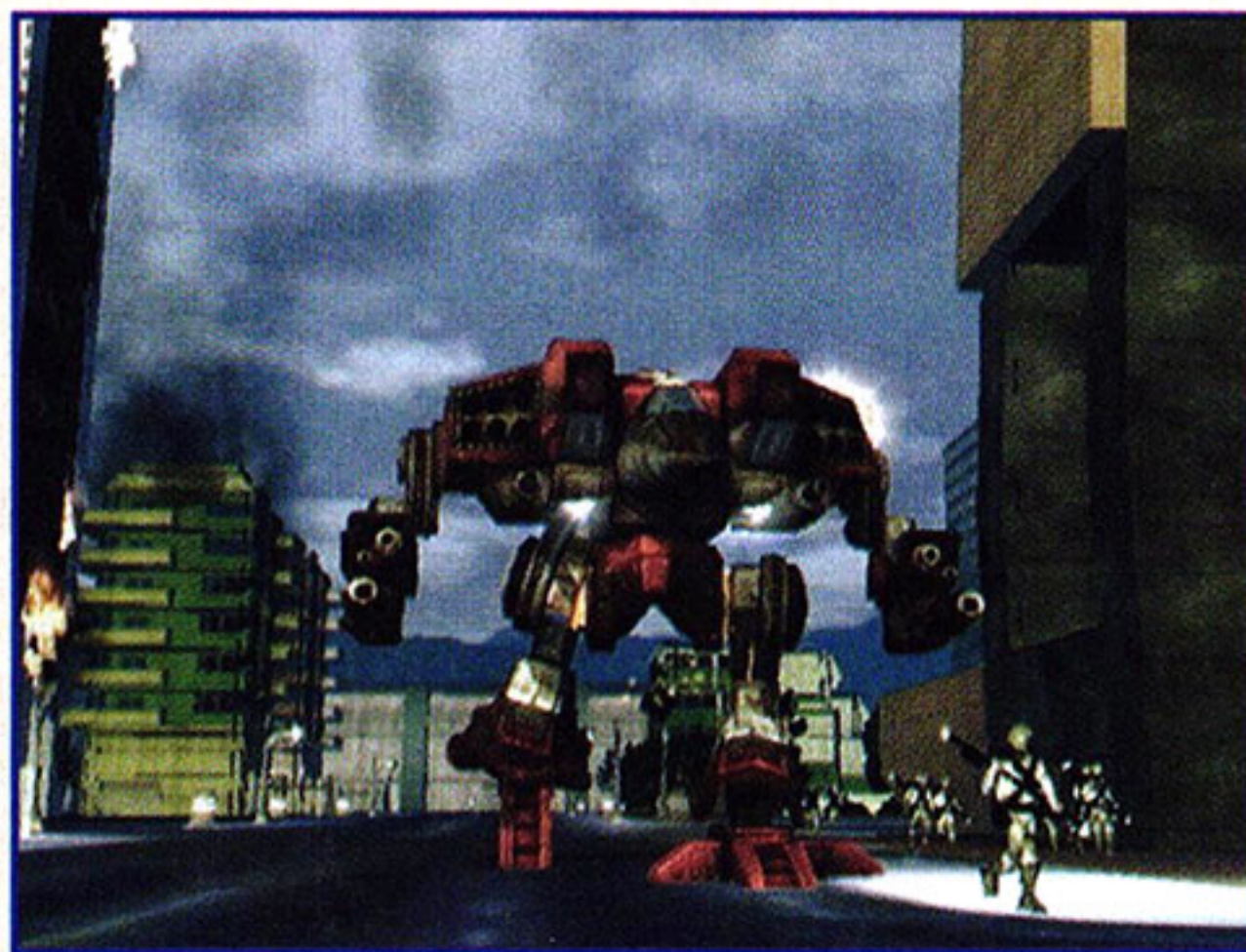
female vampire in **BloodRayne**. Interplay's **Hunter: The Reckoning** will also have you battle against haunting beasts, but you'll be able to fight cooperatively with a few friends, too. Besides displaying **Rayman 3**, Ubi Soft will also show off its newest hero in **Project 3rd Echelon** (working title), which will blend Metal Gear stealth with Syphon Filter action. Expect some stealthy moves from Infogrames' **Mission: Impossible—Operation Surma**, as well.

## IN THE RING WITH THE XFL?

It's definitely the year of the extreme-sport genre. Activision's lineup will include games featuring Mat Hoffman, Kelly Slater, Tony Hawk, and Shaun Murray. On the more traditional side, Microsoft's only sports title will be **NFL Fever 2003**.

For baseball fans, Sega will have **World Series Baseball** exclusively for the Xbox. In the ring, Tecmo will show its add-on disc for **Dead or Alive 3**, and there should be a playable version of **Mortal Kombat: Deadly Alliance** in Midway's booth.

—Four-Eyed Dragon



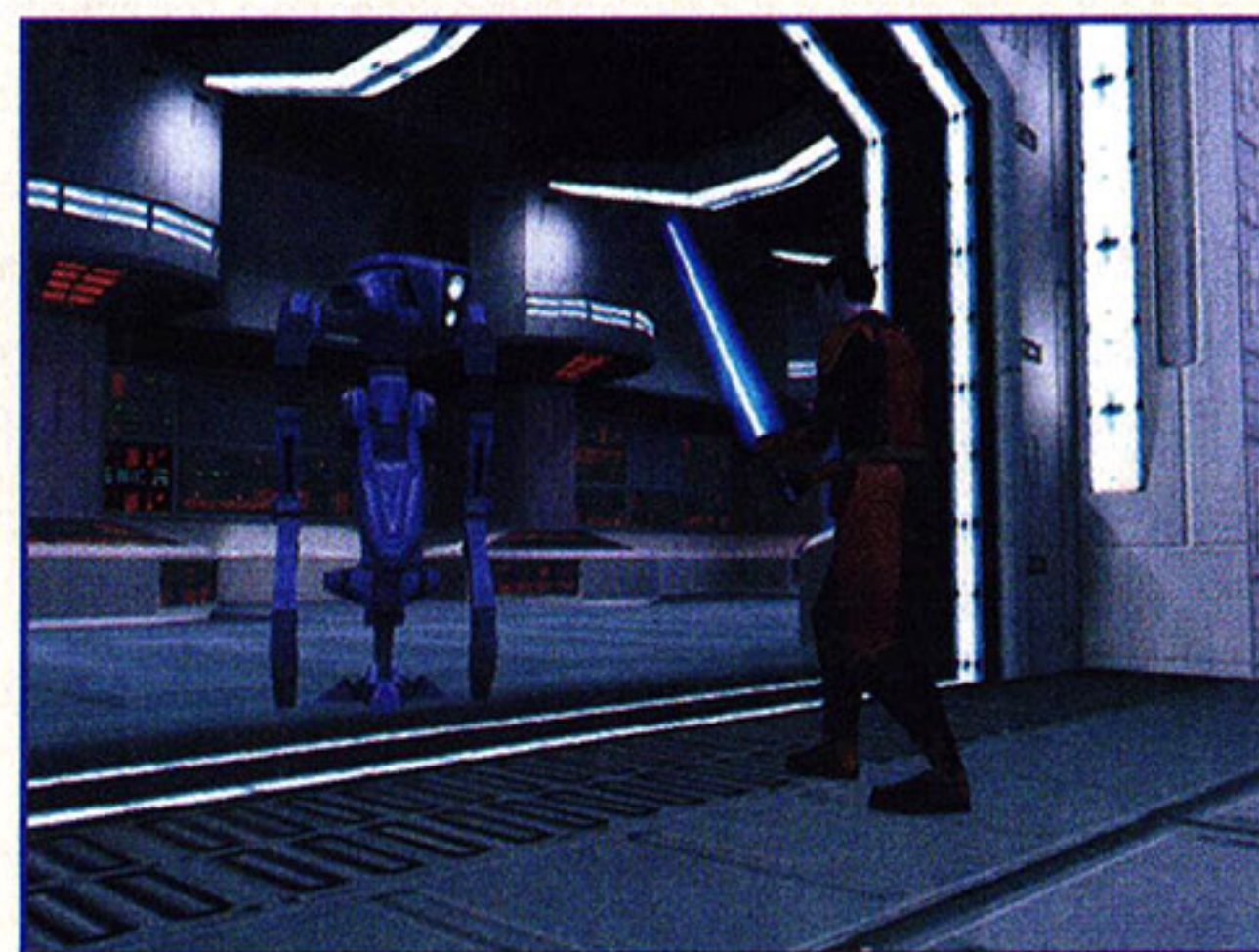
**MECH ASSAULT** Microsoft



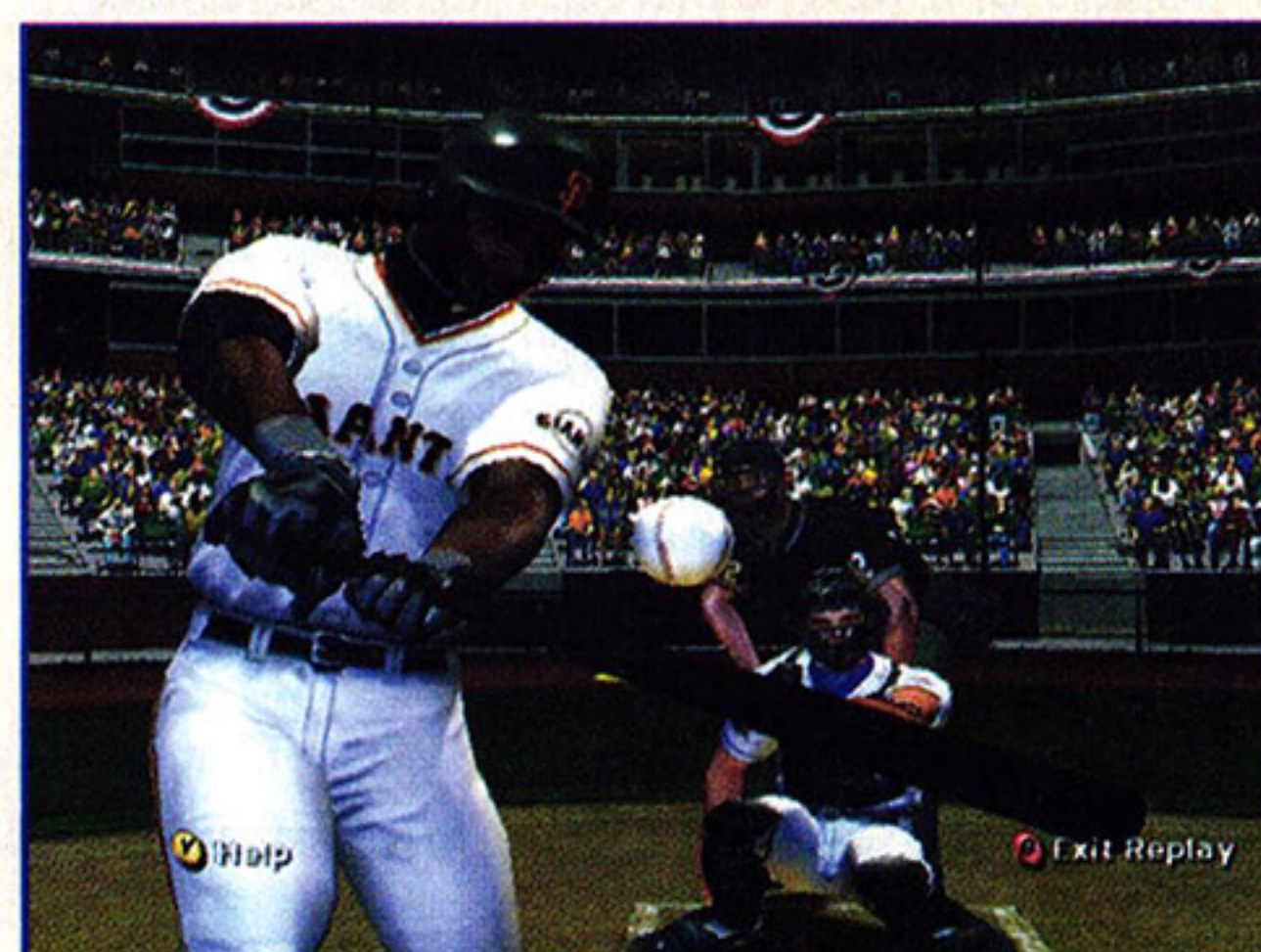
**BLOODRAYNE** Majesco



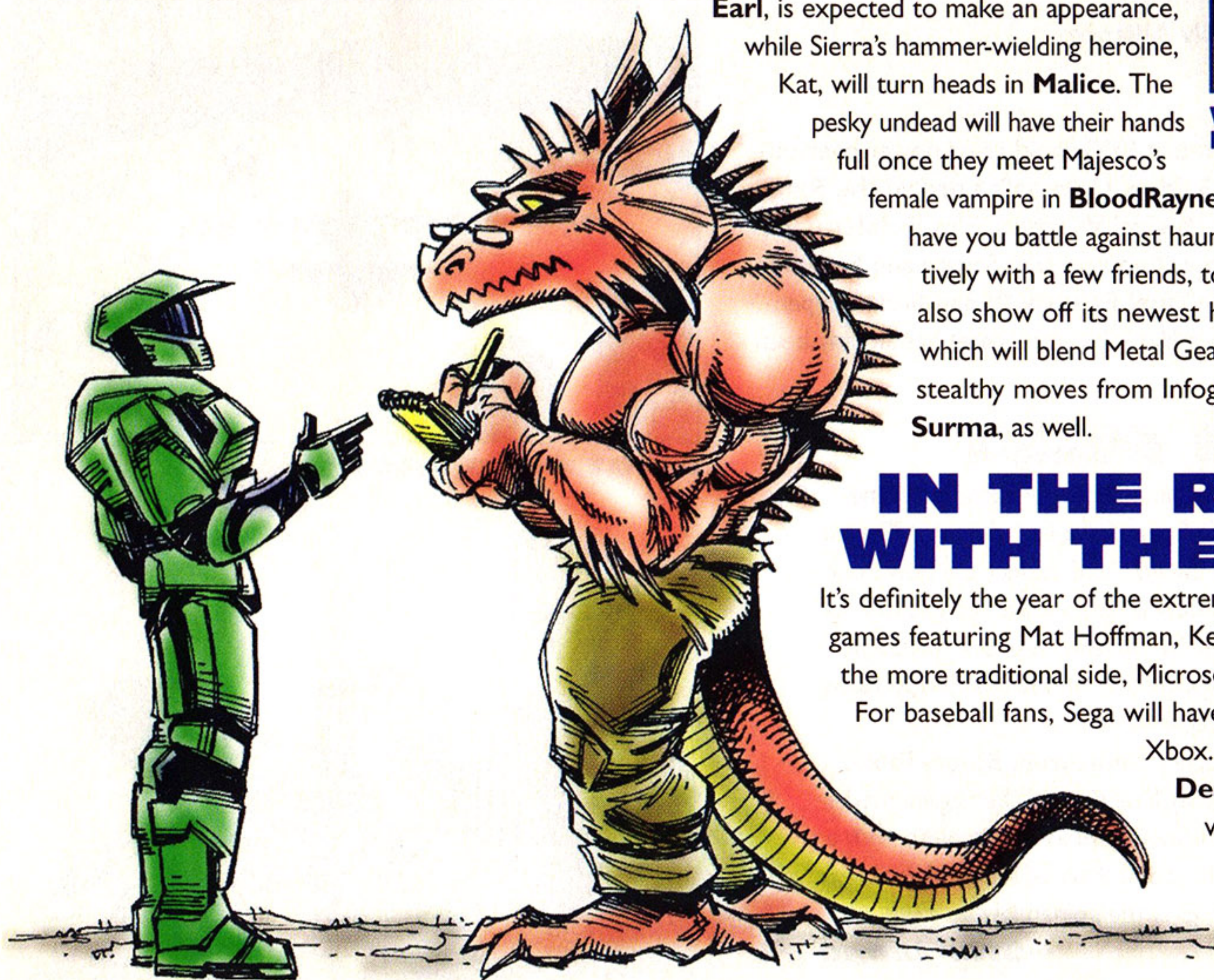
**PROJECT 3<sup>RD</sup> ECHELON (WORKING TITLE)** Ubi Soft



**STAR WARS: KNIGHTS OF THE OLD REPUBLIC** LucasArts



**WORLD SERIES BASEBALL** Sega





# GAME BOY ADVANCE

**T**HERE'S NO XBOY. There's no PocketStation. If you want a handheld system, this is it, folks...and Nintendo knows it has you in the palm of its hand.

## OLD IS THE NEW NEW

For some mysterious psychological reason (currently attributed to an excess of Nostalgia Hormone in the nation's milk supply), retro arcade collections and remakes of established SNES classics like **Super Mario World** are all the rage. This year ain't gonna be any different. THQ will show a **Sega Smash Pack** with **Golden Axe**, **Ecco**, and **Sonic Spinball**; Majesco will have **Earthworm Jim 2**; Capcom will have **Super Ghouls 'N Ghosts**; and even the old "what if 007 was a fish?" Genesis game, **James Pond**, is resurfacing. Some companies are even going the extra mile with all-new titles in the "old-school spirit" like **Mega Man Zero**, a new **Castlevania**, and whispers of a new **Contra**. Maybe Nintendo—masters of the Ninja Art of E<sup>3</sup> Surprise—will have the long-rumored port of **The Legend of Zelda: A Link to the Past** (or even **Metroid Advance**) stuck in a corner somewhere. Or maybe not.

Another trend in GBA-land is pseudo-ports—games that bear striking resemblances (even if it's only in title) to popular next-gen faves. Expect to see **Grand Theft Auto III**, **Medal of Honor Underground**, and **Baldur's Gate: Dark Alliance**, as well as a GBA version of **Mortal Kombat: Deadly Alliance**.

## SUB-QUESTS

Since **Advance Wars** and **Golden Sun** have proven that RPGs hold great power over on-the-go gamers, expect to see Natsume's **Lufia: Gaiden**, Universal's **Lord of the Rings**, Sega's **Shining Soul**, and possibly even Nintendo's **Magical Vacation**, **Fire Emblem**, and inevitable **Golden Sun** sequel make an appearance. And now that Square and Nintendo are friends again, ports of Square SNES classics like **Final Fantasy III** may finally happen—some form of GBA **Final Fantasy** (**FF Tactics** is a likely first candidate) has already been confirmed for the future.

## A LINK TO THE PAST

Wondering when you're gonna be able to use that GameCube link cable for something other than turning 3D Chaos into 2D ones in **Sonic Advance**? **Animal Forest** will be one of the first Nintendo titles to support the link, and expect the new **Pokémon** (late 2002, rumor has it) and one of Square's new titles to make full use of it as well. Miyamoto plans on having the new **Kirby Tilt 'n Tumble** support the GameCube link, too (tilt the GBA, and the GameCube world tilts!), and Rare's **Diddy Kong Pilot** is on hold 'til this crazy "tilt" technology becomes a reality.

And what of Rare's other titles forever in limbo, like **Sabrewulf**, **Banjo-Tooie**, and **Donkey Kong: Coconut Crackers**? Maybe they'll be there...then again, maybe they won't. Rumors swirl, too, of a **Game Boy Advance Advanced**, complete with a backlit screen—though that's just speculation at this point. Part of Nintendo's power lies in its ability to keep secrets. Its lips are locked; E<sup>3</sup> is the golden key.

—Star Dingo



MEGA MAN ZERO *Capcom*



MAGICAL VACATION *Nintendo*



SHINING SOUL *Sega*



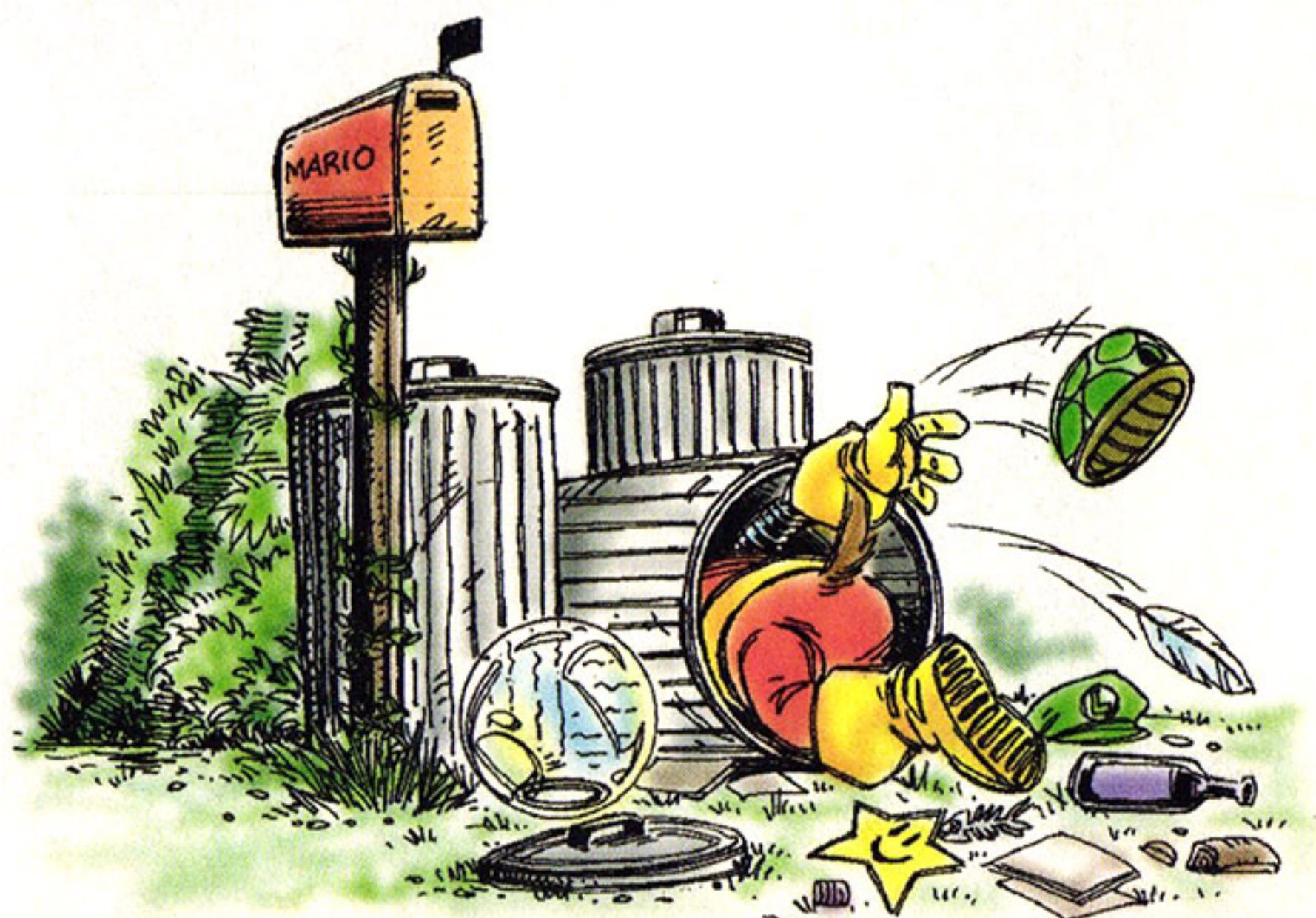
LORD OF THE RINGS *Universal*



SABREWULF *Nintendo*



DIDDY KONG PILOT *Nintendo*





# PC GAMES

**T**HE PC GAMES market has always been about doing things the consoles could not. But with the gap between the PC and consoles narrowing month to month, PC developers are scrambling for something new to set themselves apart. This year's E3 will feature the return of some big-time players and the rise of some new contestants. Violence, fantasy, and multiplayer gaming still rule the roost this year, but the magic word this time is customization—an area where the consoles still fall short.

## COMIN' RIGHT FOR US!

This year's E3 should remind you of a time when rocket-jumps, quad-damage power-ups, and red keycards dominated the world. Activision is likely to show some form of **Doom III**, the latest in id Software's lineup, and Infogrames should have Epic Megagames' **Unreal Episode II** and **Unreal Tournament 2003** ready for action. If high-tech überviolence isn't your thing, look for **Medal of Honor: Team Assault**, which will add Counter-Strike-style, multiplayer gameplay to EA's World War II juggernaut. Of course, all of these games will be highly customizable; mod wizards are already working on Wolfenstein conversions, and you can bet Doom III and Unreal II will feature level editors and custom skins as well.

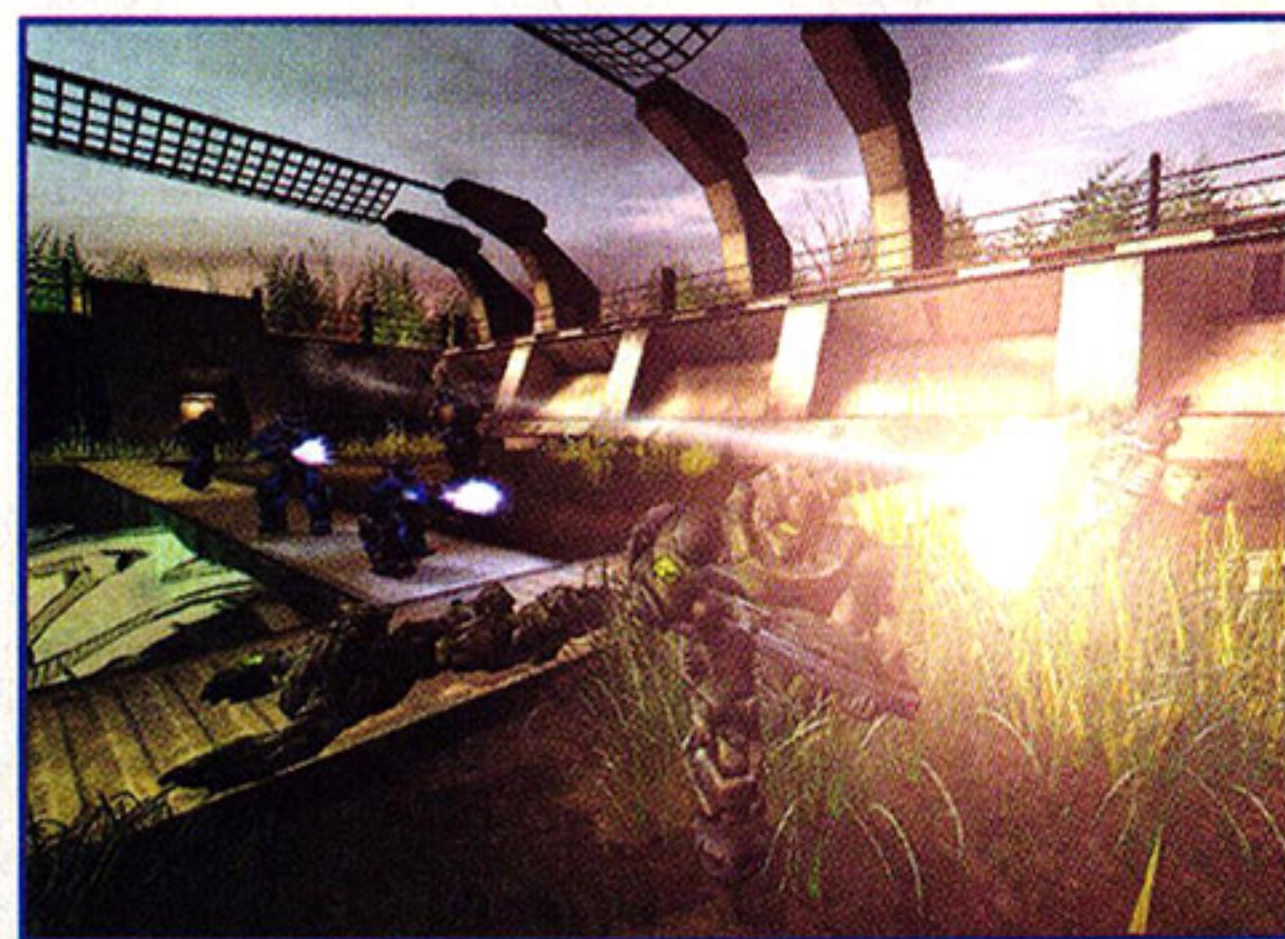
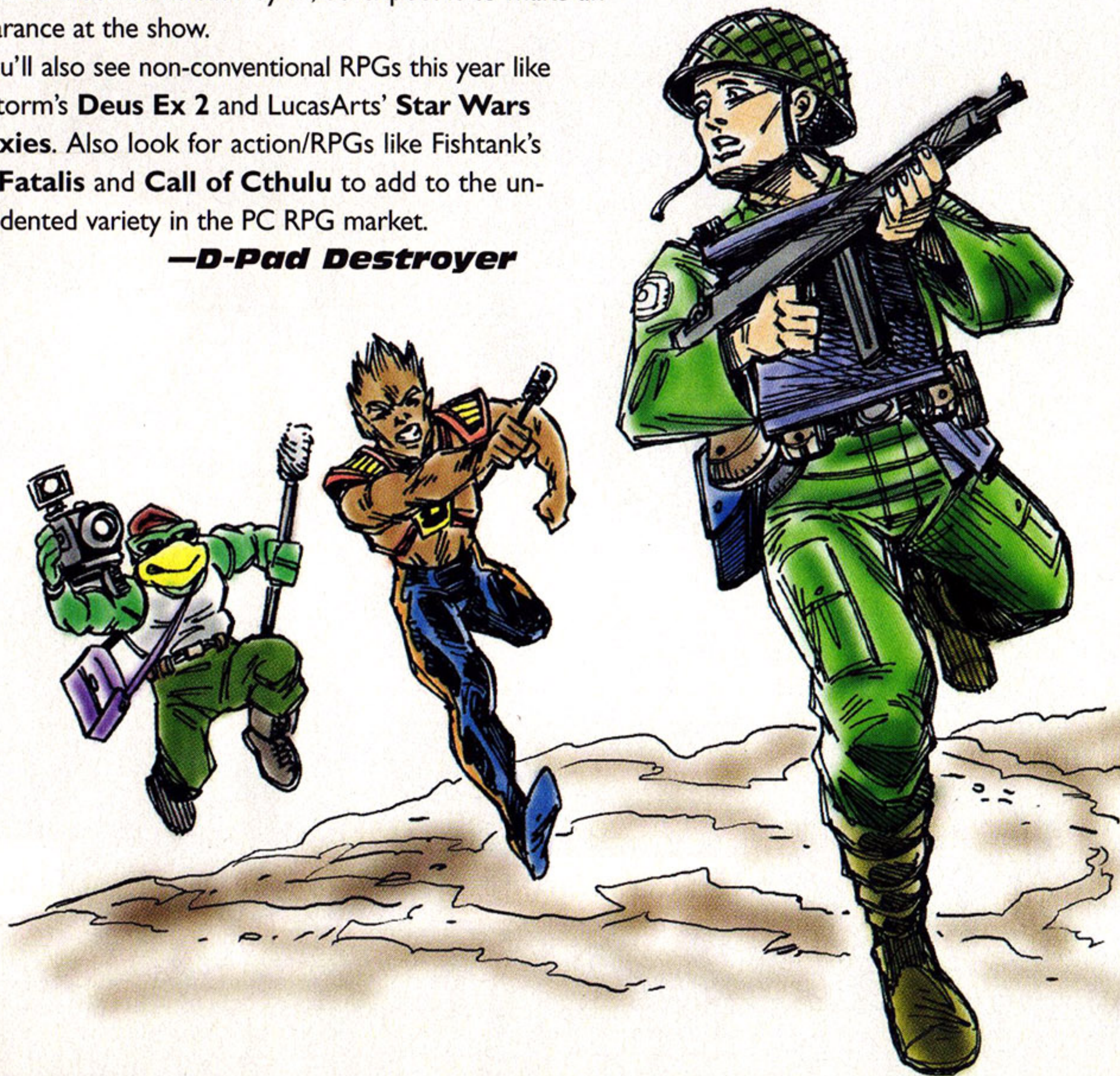
On the other side of the shooter genre, we'll see a lot of realistic Tom Clancy-style military sims. From Infogrames' **Tac Ops** to Majesco's **Mobile Forces**, it looks like everyone's trying to taste the Rainbow this year. There will even be two new Tom Clancy games: **Rainbow Six: Raven Shield** and an action-oriented Clancy shooter (tentatively titled **Project 3rd Echelon**) that already looks interesting.

## SOMEWHERE OVER THE LONGBOW

The BioWare-dominated PC RPG genre will get an infusion of new blood this year, mostly in the form of MMORPGs like the player-vs-player **Shadowbane**, Cryptic Studios' comic-book inspired **City of Heroes**, and Westwood's outer-space shooter-RPG **Earth & Beyond**. BioWare will still show up strong with **Neverwinter Nights** (a modular, customizable RPG) and **Star Wars: Knights of the Old Republic**, which has magically become an Xbox-first title. Interplay will have **Icewind Dale II** ready to show, and newcomers like Simon and Schuster's space MMORPG **EVE: The Second Genesis** should keep the genre alive for another year. **Warcraft III** will bring fantasy back to the RTS genre; it should be close to release by E3, so expect it to make an appearance at the show.

You'll also see non-conventional RPGs this year like Ion Storm's **Deus Ex 2** and LucasArts' **Star Wars Galaxies**. Also look for action/RPGs like Fishtank's **Arx Fatalis** and **Call of Cthulu** to add to the unprecedented variety in the PC RPG market.

—D-Pad Destroyer



UNREAL EPISODE II *Infogrames*



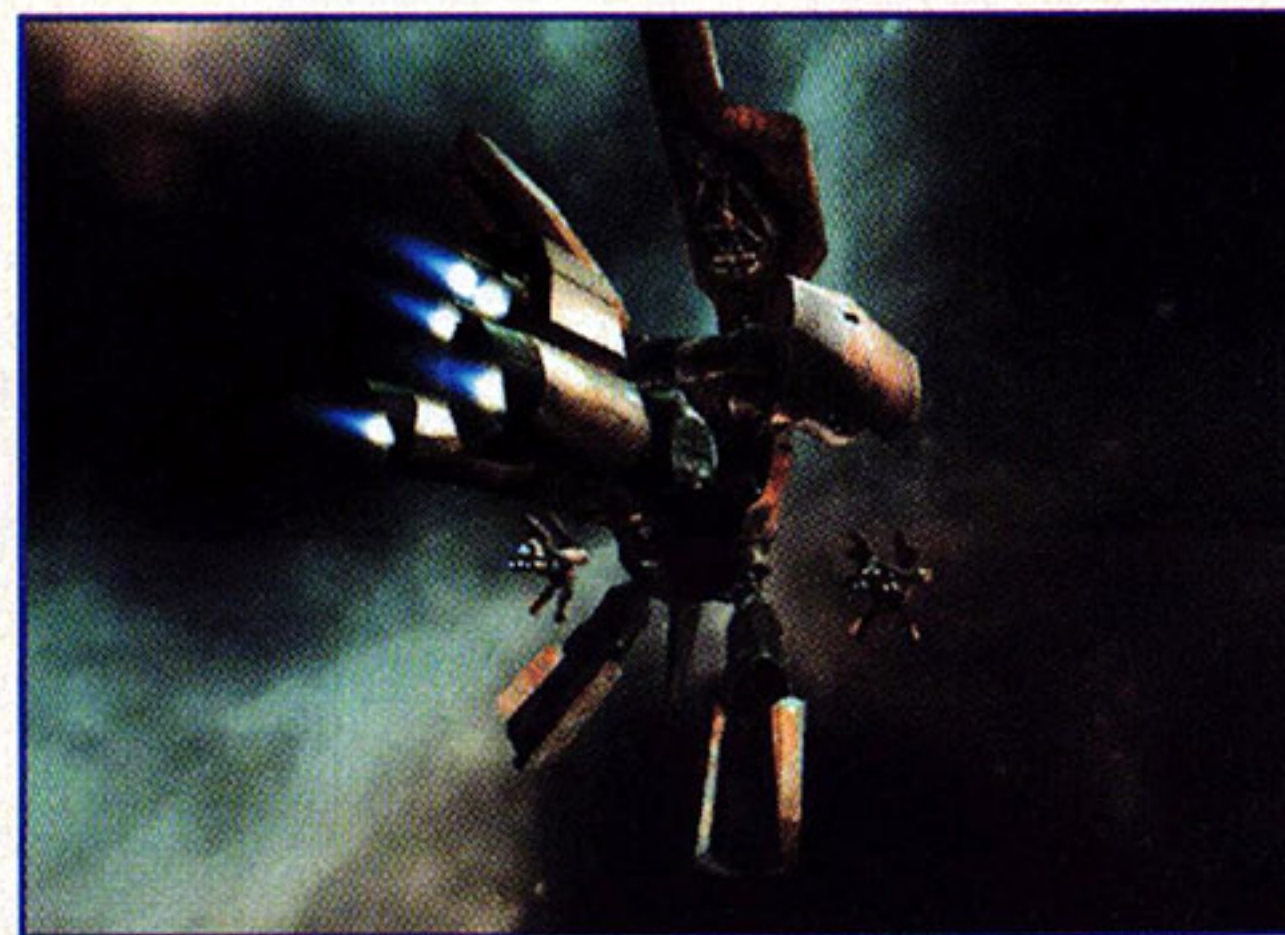
CITY OF HEROES *Cryptic Studios*



RAINBOW SIX: RAVEN SHIELD *Ubi Soft*



STAR WARS GALAXIES *LucasArts*



EVE: THE SECOND GENESIS *Simon and Schuster*



# SHAKE RATTLE



PRODUCTS RANGE FROM  
RATING PENDING TO EVERYONE  
**RP-E**  
CONTENT RATED BY  
**ESRB**

Mild Violence

PlayStation 2



CLEAR CHANNEL  
ENTERTAINMENT

GAME BOY ADVANCE

Ubi Soft  
www.ubisoft.com

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## MAXIMUM VEHICLES!

Drive over 50 of your favorite Monster Jam trucks through interactive, action-packed arenas across the world.



## MAXIMUM POWER!

Race through arenas, grabbing powerful weapons and power-ups that'll turn metal monsters into hunks of junk.



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**SIT DOWN,  
STRAP IN,  
AND STEP ON IT.**



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BY DARTH DESTROYER

■ Developed by Raven Software  
 ■ Published by LucasArts  
 ■ \$49.99  
 ■ Available now  
 ■ Action  
 ■ 32 players

|              |          |       |         |            |
|--------------|----------|-------|---------|------------|
| TEEN<br>ESRB | GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|              | 4.5      | 5.0   | 4.0     | 4.5        |

**Recommended System Specs**

Windows 95/98/ME/  
2000/XP

Pentium II 350

128 MB RAM

665 MB on HD

**S**TAR WARS JEDI KNIGHT II: JEDI OUTCAST is a balance of license and gameplay that brings honor to the *Star Wars* name and real Jedi action to your PC.

**KNIGHTS OF THE NEW REPUBLIC**

Jedi Outcast has one of the tightest stories of any FPS today. You are Kyle Katarn, the hero (and villain) of the original Jedi Knight and a mercenary for the New Republic. The game takes place years after *Return of the Jedi*, so only remnants of the Empire remain. After checking out an Imperial Remnant base with your partner Jan, you

get embroiled into a deep plot filled with intrigue, loss, and betrayal, and along the way, you regain your lost Jedi powers.

Adding Jedi powers to an already-great FPS engine is a stroke of genius. Imagine if in *Quake III* (the game engine on which Jedi Outcast is based) you could hit a button and yank your opponent's weapon out of their hands, or wave a hand and throw five enemies against the nearest wall. Then there's the lightsaber battles—oh, the lightsaber battles—which will have true *Star Wars* fans drooling on their keyboards and cackling with delight. Unbelievable. And... surprise! It all controls rather well with only the chaos of the lightsaber duels to detract from a feeling of total control.

**QUAKE IN YOUR BOOTS**

Visually, Jedi Outcast looks amazing. Everything is as *Star Wars* as it should be; you'll recognize TIE fighters in their hangar and grin with satisfaction at a realistic-looking Lando Calrissian. Only little flaws hurt the graphics, like the fact that blaster bolts don't light up dark areas. Other than such tiny nit-picks, though, the game is simply gorgeous. Outcast's sound is perfect, but with this being a *Star Wars* game, you knew that already.

Playing Jedi Outcast is a pleasure in and of itself. Raven has displayed great creativity in this title, especially in level layout and puzzles. Jaded gamers will find exception, however, with many of the obstacles in the game. Jump puzzles, when they occur, are often frustrating in execution, and clichés like running through the air ducts and the now-ubiquitous "stealth level" are disappointing.

**YOU TRULY BELONG AMONG THE CLOUDS**

Jedi Outcast looks and sounds great, and it makes you feel like a *Star Wars* hero. No matter what planet you're from, that's gotta rock. **G**

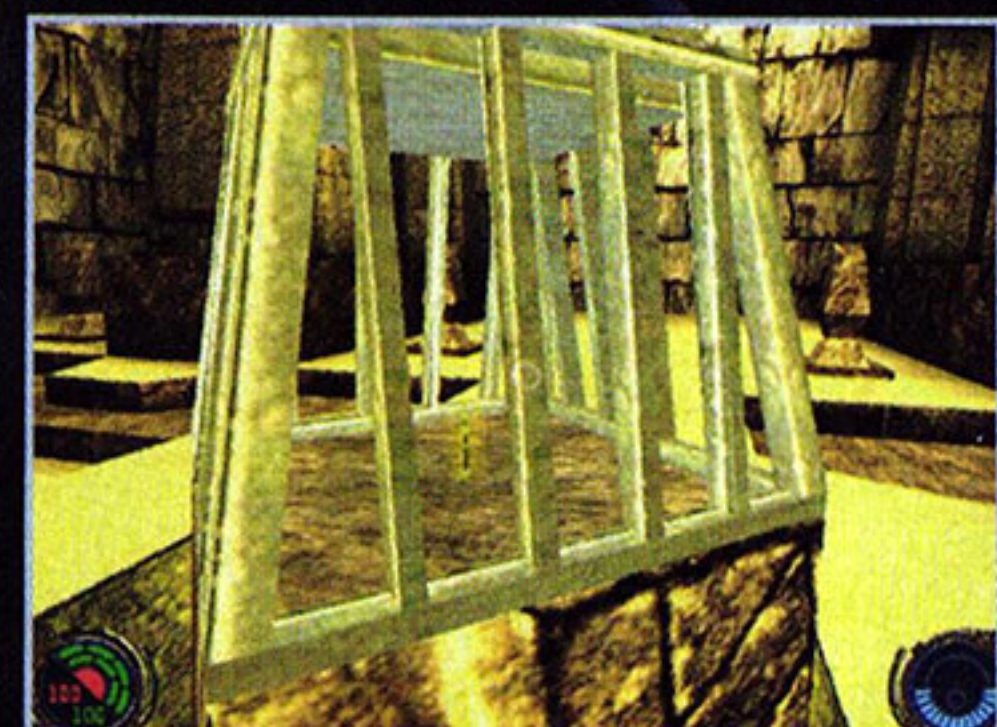
**STAR WARS**  
 JEDI KNIGHT II: JEDI OUTCAST



**PRO TIP:** Use Force Push to knock over enemies, and then just walk up and gank 'em. It doesn't befit a Jedi, but hey, you're a Jedi Outcast.



**PRO TIP:** These guys sure look scary up close, but don't worry, you always have the power to beat them. Think giant cannons or Force Speed—or both.



**PRO TIP:** If you can get this cage open and get to it before it closes again, you can Force Pull your lightsaber out while the cage is up.



**PRO TIP:** Once you get Lightsaber Defense at level 2, you can deflect lasers with confidence. Often you can use enemies' own attacks to defeat them.



**PRO TIP:** Tired of an enemy? Use Force Push to send him flying over a ledge. It saves ammo, kills with one hit, and just looks cool.



**PRO TIP:** Lightsaber battles are fast and furious. Gain the edge by using Force Speed; it will slow your enemy down so you can make attacks that are too fast for him to deflect.



**PRO TIP:** If you have Force Grip level 2, you can move while choking someone. Tie up one enemy with a Grip and evade the other while the first guy passes on.

**GRAPHICS 4.5**

Not as polished as *Castle Wolfenstein's*, Jedi Outcast's graphics get the job done by giving you the unmistakable feeling of being involved in *Star Wars*.

**SOUND 5.0**

If there's one constant among LucasArts' games, it's that they all feature amazing sound. The music, dialogue, and sound effects all scream *Star Wars* from the beginning.

**CONTROL 4.0**

As Jedi Outcast's weak point, the controls are still almost perfect. A little more precision for jumping puzzles and a little less chaotic lightsaber control would've helped.

**FUN FACTOR 4.5**

They almost had it, but the jumping puzzles and sheer difficulty of some parts of the game take away the gold. Good job, but just a smidge more creativity in the gameplay would have worked wonders.





GREETINGS, FREEDOM FANATICS! Welcome to Patriot City, circa 1962, where a sinister plot is unfolding. Lord Dominion has unleashed the Energy X on the populace, turning some citizens into superheroes...and others into supervillains. You must help Freedom Force stop evil and preserve justice...for Patriot City!



**PROTIP:** Toss cars to take out multiple enemies at once. Just be careful—cars can cause lots of property damage, costing you valuable Prestige.



**PROTIP:** Use Mentor's Instinct Dominance to "enrage" foes. They'll fight among themselves, taking each other out while you watch from safety.

### Right Makes Might!

Freedom Force is a high-concept tactical RPG that relies on its audience's sense of irony and nostalgia. The look, sound, and presentation of the game is completely old-school; you'd swear that Jack "King" Kirby returned from the grave to do the art for Freedom Force. If you like superheroes (and who doesn't?), this is right up your alley.

Combat in Freedom Force happens in real time, but you can pause the action to give orders to your heroes. The coolest thing is that you get to control superheroes who can toss cars, uproot trees, leap tall buildings, and shoot lasers from their hands. For a comic-book fan, it doesn't get much cooler than that.

Freedom Force suffers only from a handful of faults. For one, selecting characters to give them commands is difficult, as is targeting enemies. Also, if you don't appreciate the often-silly nature of Silver Age comics, you likely just won't get it. The characters are stiff and overwritten, just as they should be, but fans of modern comics might not think it's cool.

### Marvelous

Thankfully, the game stands as a great tactical RPG in its own right, and if you love Kirby and Lee, you'll love Freedom Force. Finally, you get to live a comic-book adventure without worrying about creasing the cover.



BY "GOLDEN AGE" D-PAD DESTROYER

- Developed by Irrational Games
- Published by EA Games
- \$49.99
- Available now
- Tactical RPG
- 4 players

| TEEN | GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|------|----------|-------|---------|------------|
| T    | 4.5      | 4.5   | 4.0     | 4.5        |



**PROTIP:** Nuclear Winter's minions hate El Diablo for obvious reasons. Use his fire attacks from afar to melt the ice soldiers.

Recommended System Specs

Windows 98/ME/2000/XP

Pentium III 600

128 MB RAM

570 MB on HD



**PROTIP:** To defeat Shadow, you must shine some light on her. Destroy the four huge columns and light will pour in from above, making her vulnerable. Hit her with everything you've got.

GLOBAL OPERATIONS HAS successfully combined the frantic fire-fights of Counter-Strike with the strong team strategy of Return to Castle Wolfenstein—it's a multiplayer utopia for first-person shooter fans. And the single-player mode ain't half bad, either.



### De Opresso Liber

Today's army consists of small squads with a big punch. That's what Global Operations is all about: You team up with five other members to form a highly specialized modern-day commando unit. Each of the six elite soldiers has their own specialty, ranging from recon and demolitions to medic and sniper. Before you engage the enemy, you choose your specialty and buy weapons, then it's off to the field for a gun battle with an opposing force that consists of the same number of talent.

Objectives are simple: If you're on the government-funded side, you'll need to overrun an encampment or escort a VIP to safety. If you're on the most wanted list, you'll have to defend the encampment or assassinate the VIP. Gameplay is fast, even when you're playing by yourself. The only gripe is that weapons still need to be better balanced for accuracy and power, but that can be easily fixed with a patch.

### Who Dares Wins

Visually, levels like the cargo ship and a drug cartel's mansion are imaginatively designed, plus the skin models look great. Even better, the gunfire rings in your ears with blissful realism.

Modern-warfare gaming has rarely been so enjoyable. Global Operations is pure, unadulterated fun, especially when you're playing the game with other people.



BY FOUR-EYED "COMMANDO" DRAGON

- Developed by Crave/Barking Dog Studios
- Published by EA Games
- \$39.99
- Available now
- First-person shooter
- 24 players

| MATURE | GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|--------|----------|-------|---------|------------|
| M      | 4.5      | 5.0   | 4.0     | 4.5        |



**PROTIP:** Take hostages to a dark area so the rescue team won't be able to see them.



**PROTIP:** To make fast cash, start off with just a pistol and pick up the heavier weapons on the battlefield.

Recommended System Specs

Windows 98/ME/2000/XP

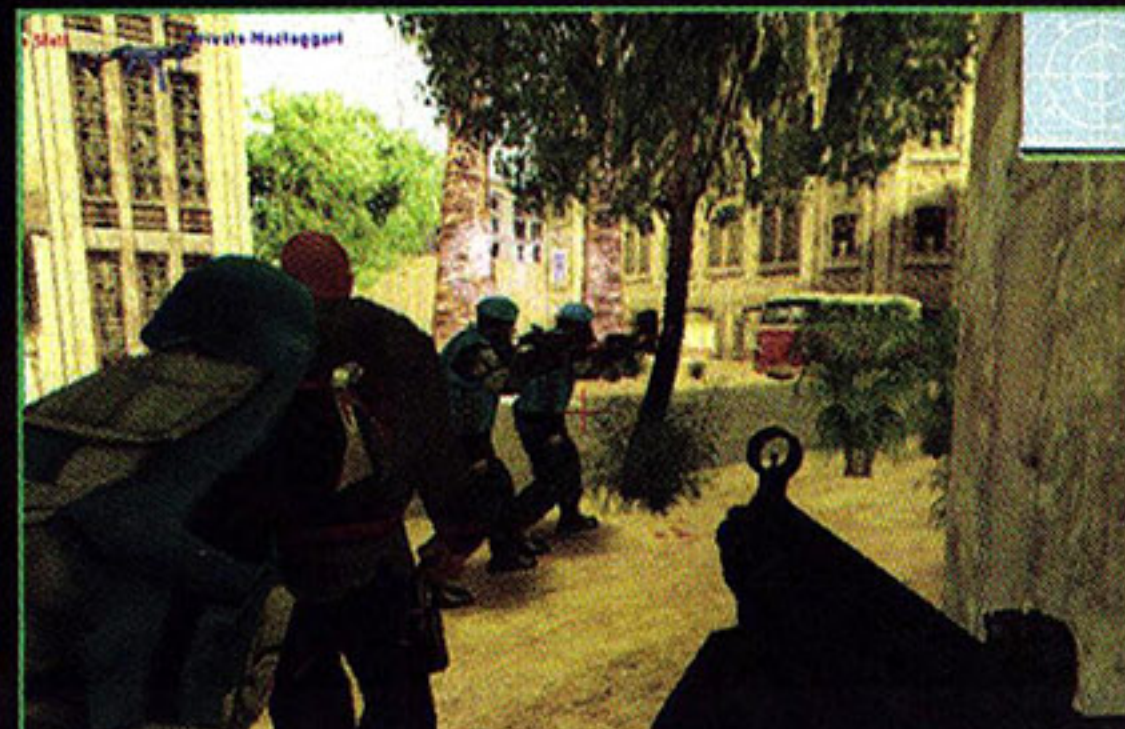
Pentium III 800

128 MB RAM

800 MB on HD



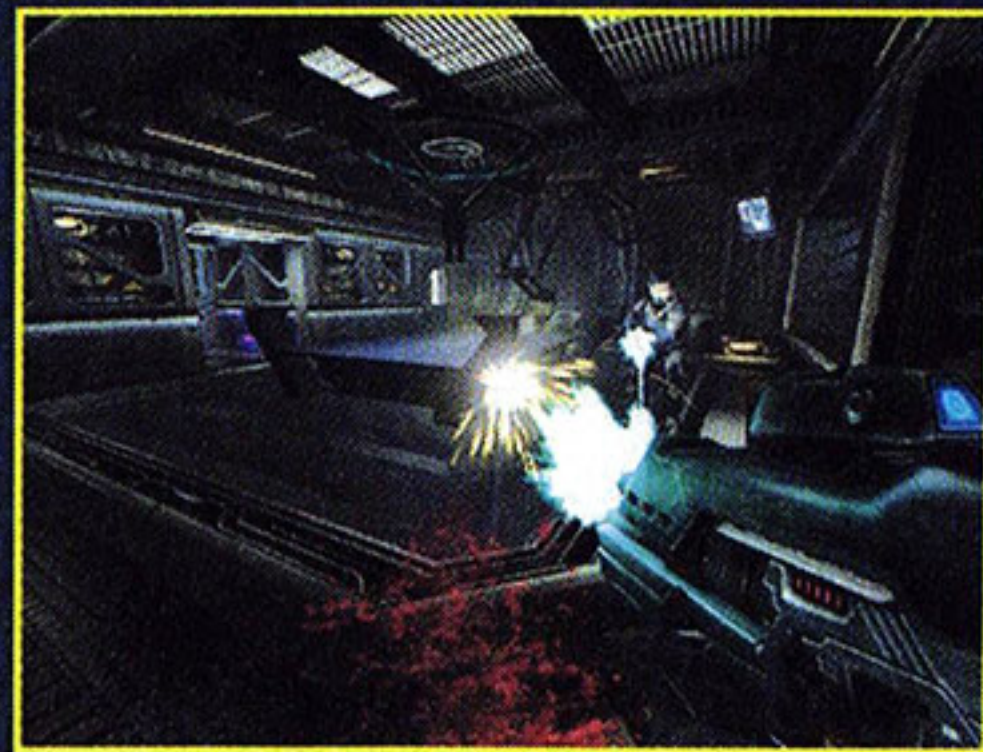
**PROTIP:** Surprisingly, the most rounded guns are any of the Heavy Gunner's weapons. They're extremely accurate long range and can cripple groups at a time short range.



**PROTIP:** You'll never succeed if you go at it alone. Run with the pack. Shoot with the pack. Die with the pack. Teamwork equals winning.



## Unreal Episode II



THE ORIGINAL UNREAL set the night on fire when it first came out, and Infogrames is betting that the sequel will do the same. Unlike Unreal Tournament's fully deathmatch-based gameplay, Unreal Episode II will feature 10 unique worlds and a slew of story-based missions. Between the levels, you'll be able to return to an orbiting ship where you can talk to other crew members and restock on weapons and ammo. If Episode II is nearly as groundbreaking as the original, the new Unreal should have id Software quaking in its boots. **G**



BY D-PAD DESTROYER

- Developed by Legend Entertainment
- Published by Infogrames
- Target release date: Third Quarter 2002



WINDOWS 95/98

FIRST LOOK

## Warcraft III: Reign of Chaos

WARCRAFT III: REIGN OF CHAOS takes place roughly 15 years after the epic war between the humans and the orcs has ended. Two new races,



the Night Elves and the Undead, are now entwined in the conflict. The preview version displayed many of the best gameplay advances from Blizzard's Starcraft series and featured new Hero characters who can gain new spells and level-up through experience points. The game's move to 3D looks great so far with well-animated battle units that can be viewed close up or at a distance. **G**



BY TOKYO DRIFTER

- Developed and published by Blizzard
- Target release date: June



WINDOWS 95/98

HANDS-ON



## Soldier of Fortune II: Double Helix



THE ORIGINAL Soldier of Fortune caused a ruckus with its gory graphics; the Quake III-powered sequel is toning it down a little in favor of gameplay and realism. Make no mistake—there will be plenty of realistically violent ways to dispatch the terrorists, drug lords, and biochemical madmen you face, and combat in the early version worked great. Per-pixel hit detection means that you'll be able to shoot strategically—head, knees, stomach—and have it matter. In addition to varied globetrotting missions—Soviet-era Prague, a prison in Hong Kong, terrorist camps in Colombia—the still-in-development random mission generator will set up excellent instant scenarios. **G**



BY DAN ELEKTRO

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



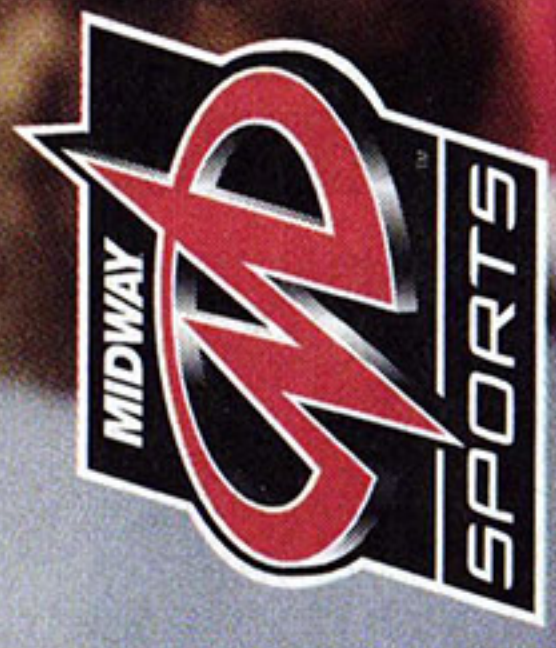
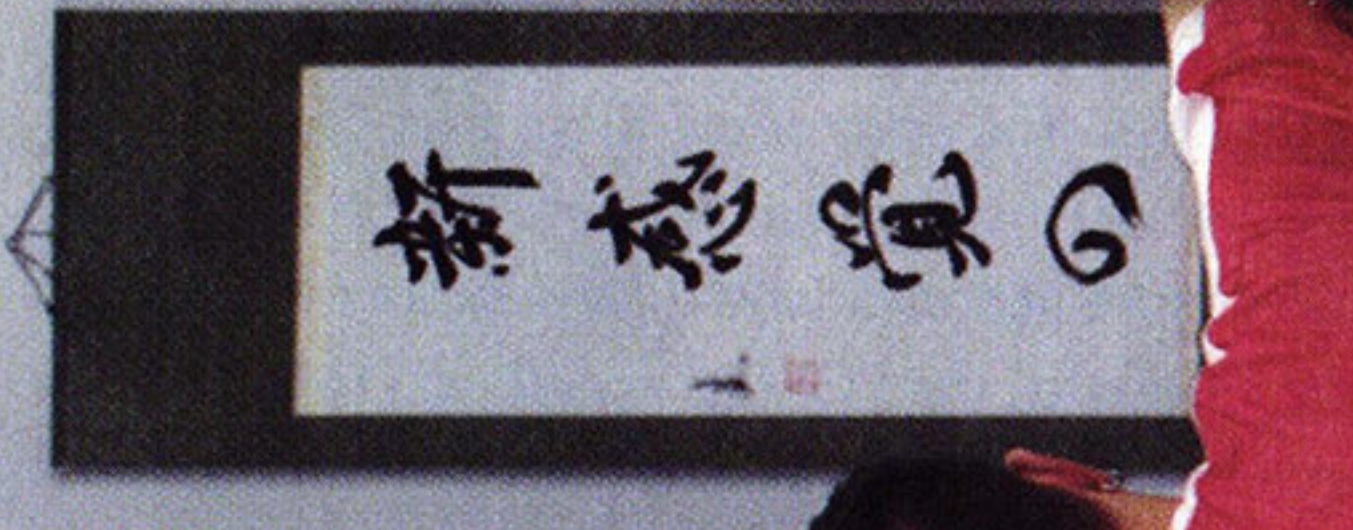
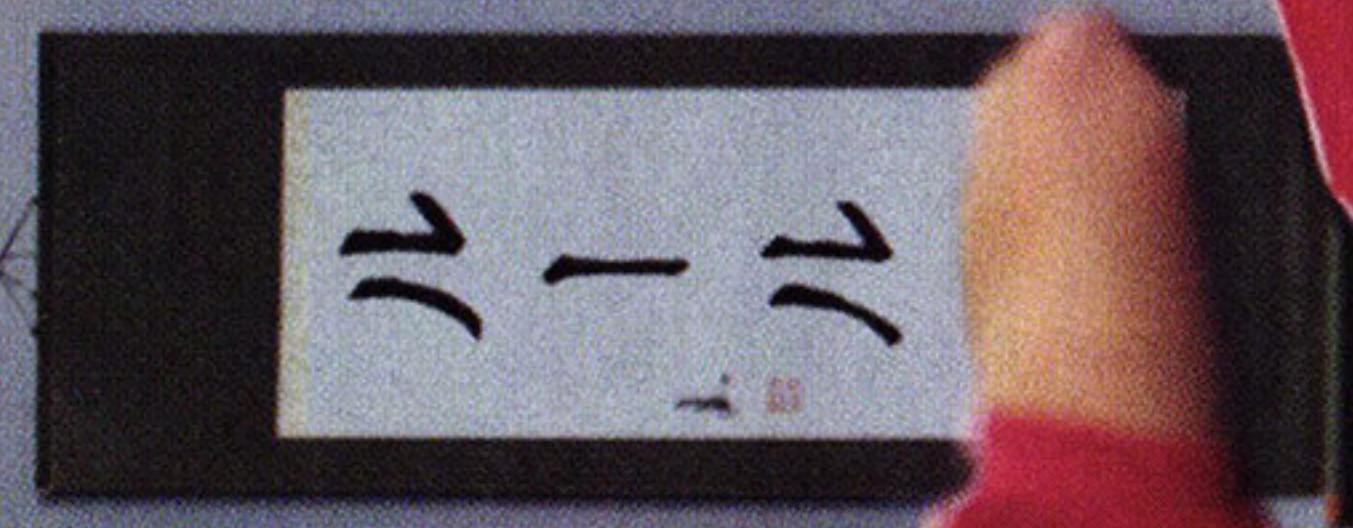
WINDOWS 95/98

HANDS-ON





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**Different Game. Different Rules.**

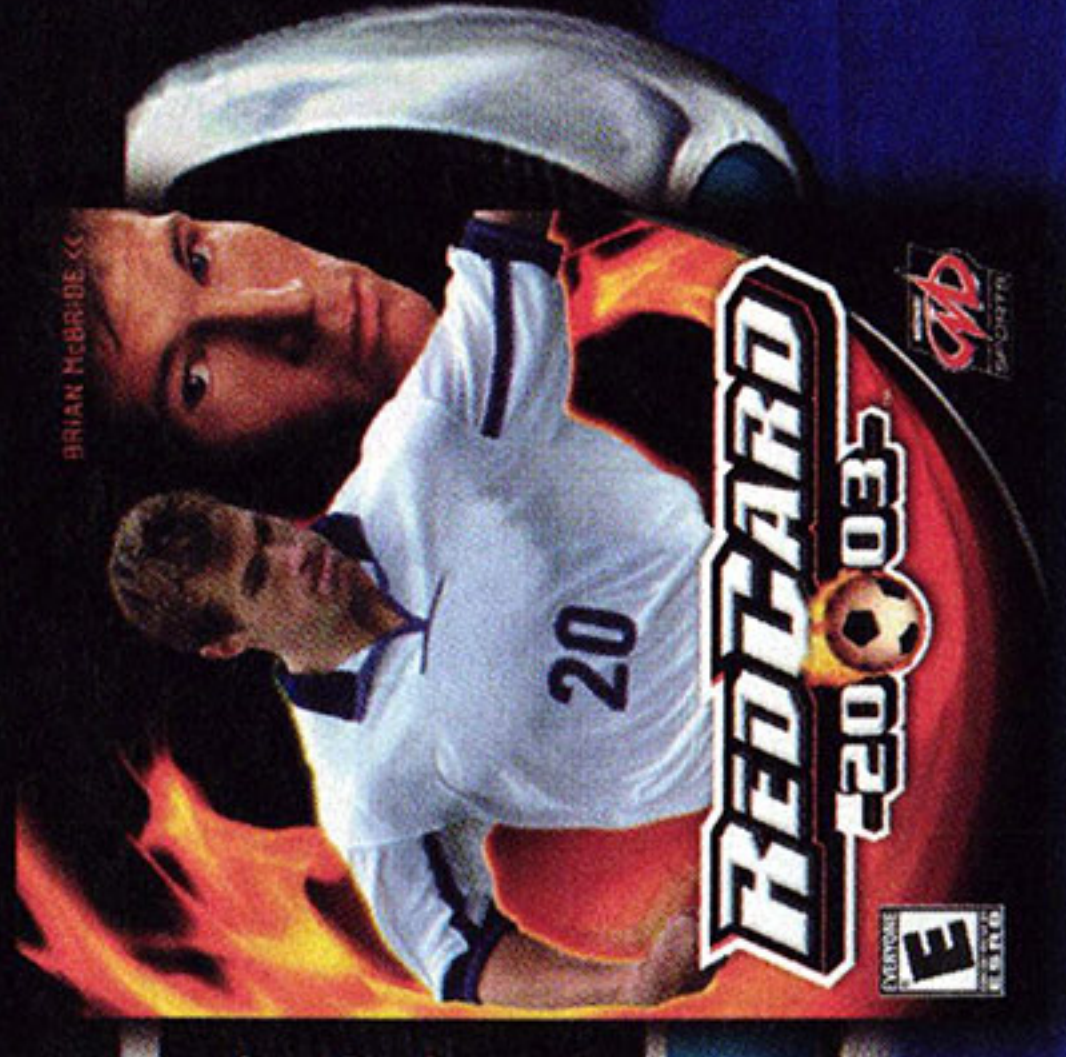


Finally, a videogame that understands soccer really is a contact sport. RedCard 20-03's unique adrenaline-style gameplay lets you kick, score, celebrate and tackle your way through 50 international teams all vying for the Cup Championship. So all you Soccer Moms cover your eyes, RedCard 20-03 - Different game. Different rules.

Game details at [www.redcard.midway.com](http://www.redcard.midway.com)



PlayStation 2





## The Lord of the Rings: Part One



BY STAR DINGO

- Developed by Pocket Studios
- Published by Universal Interactive
- Target release date: December



GAME BOY ADVANCE

FIRST LOOK



Gandalf attacks Orc.

COME SING ALONG! *O lo-de-ba-bilde-ba-de-ba-bee, the Nazgul whistle far and wee!* Even though it's magically timed-lo-dee-do to coincide-lo-dee-dee with the theatrical release of *The Two Towers*, Universal's hobbit-sized take on the *Rings* saga is based on



[Gandalf] This is the one ring that he lost many ages ago. He greatly desires it, but he must not get it.



the book license, not the

movie—a subtle difference that basically means no digitized portraits of Ian McKellan's head and a second chance for Tom Bombadil to get the screen time he deserves. The *Lord of the Rings: Part One* will be an RPG that covers events through the first half of *The Two Towers* and features more action-oriented battles (sorta similar to those of *Baldur's Gate* for the PC) that enable you to choose whether to exercise control over all nine of the Fellowship yourself or let the A.I. handle the Balrog-down-into-pit casting for you. Pass the test, and you will diminish, and go into the West, and remain Galadriel. **G**

## GT Advance 2: World Rally

SO WHAT IF it's not so much a sequel as it is an "official rally cousin" of the original—GT Advance 2 is still power-sliding down the dirt road to



Tremendous, Wisconsin. The preview build featured super-smooth graphics and fun arcade rally handling, and even came complete with the over-enthusiased "HARD LEFT! EASY RIGHT!" voice-over instructions that rally racers rely on. While GT Advance 2's slightly more arcade-ian approach will mean fewer cars (15 from six real-life manufacturers) and less tweaking options, it will make up for it with more tracks (42, enigmatically enough), wilder courses with rolling terrain and leaps, climate and time controls, and—best of all—the battery-save feature so glaringly missing from the loved/hated original. So put your Rosetta Stone away—you won't be scribing any quadruple-encrypted passwords this time. **G**



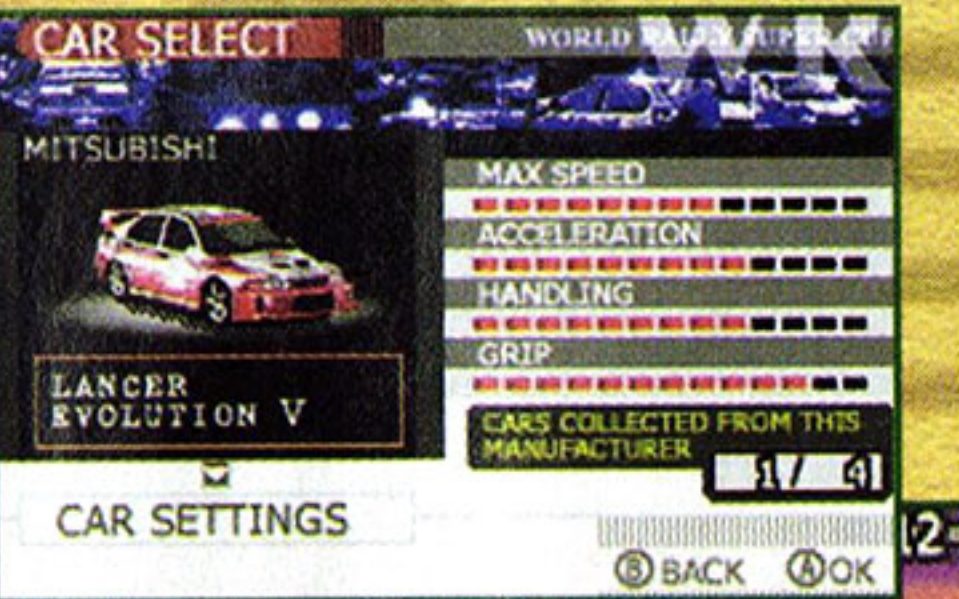
BY STAR DINGO

- Developed by MTO
- Published by THQ
- Target release date: Summer 2002



GAME BOY ADVANCE

HANDS-ON



## Mega Man Battle Network 2

CAPCOM IS JUST about done with Mega Man Battle Network 2, the sequel to one of the coolest Game Boy Advance games of 2001. The preview version was even more enthralling than the original with battles taking place at a frenetic pace—a noticeable improvement over those in the first game. The only really new battle feature will be the Style Change option with which Mega Man can evolve and gain new elemental moves based on what strategy you use the most. Otherwise, you can expect more battle chips (250 of them), more enemies, and a less open-ended story to keep you from frequently getting completely lost in the net. **G**



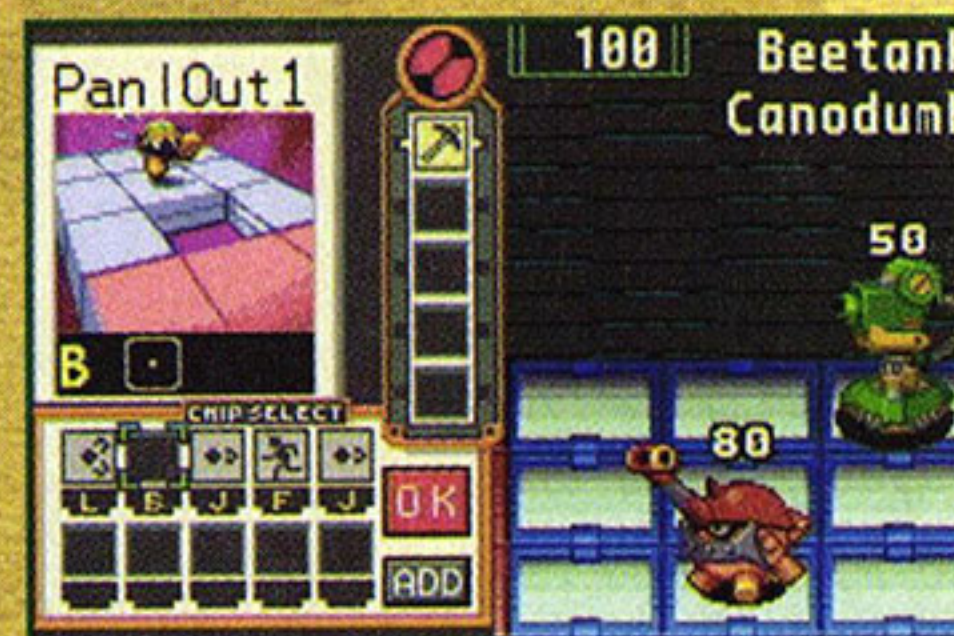
BY FENNEC FOX

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



GAME BOY ADVANCE

HANDS-ON



QuickMan! You're not sending that detonation program!





Gotta Have Sweet?





BY PONG SIFU

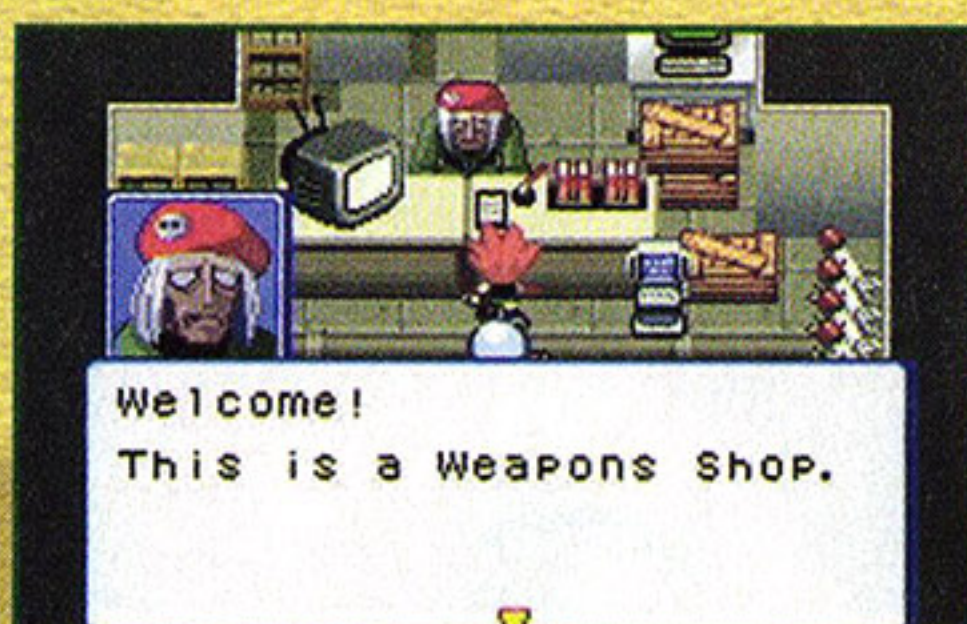
- Developed by Ancient
- Published by Natsume
- Target release date: May



**HANDS-ON**

## Car Battler Joe

**CAR BATTLER JOE** will combine Mad Max-style vehicular combat with an RPG story line to offer GBA owners a unique gameplaying experience. As the punky titular character, you'll perform various jobs and missions, and use the money you earn to create and customize a gun vehicle, which you'll pilot in ferocious car battles. The preview version showcased delightful graphics, and though more emphasis had been placed on the RPG aspects of the game, the car battles were fast paced and brutal. **G**



BY STAR DINGO

- Developed and published by Natsume
- Target release date: Summer 2002



**FIRST LOOK**

## Wizardry Summoner

**THE LONG-RUNNING** Wizardry series stands as one of the earliest landmarks in PC RPG history. 'Twas one of the first of the infamous first-person "dungeon crawls," an RPG realm where only the hardest of the hardcore dared tread. This GBA version will feature complex, randomly generated levels and, in grand Wizardry tradition, will enable you to build your own custom party from five races and nine character classes—including a new Summoner class that calls forth your defeated foes to do your bidding. **G**



BY DJ DINOBOT

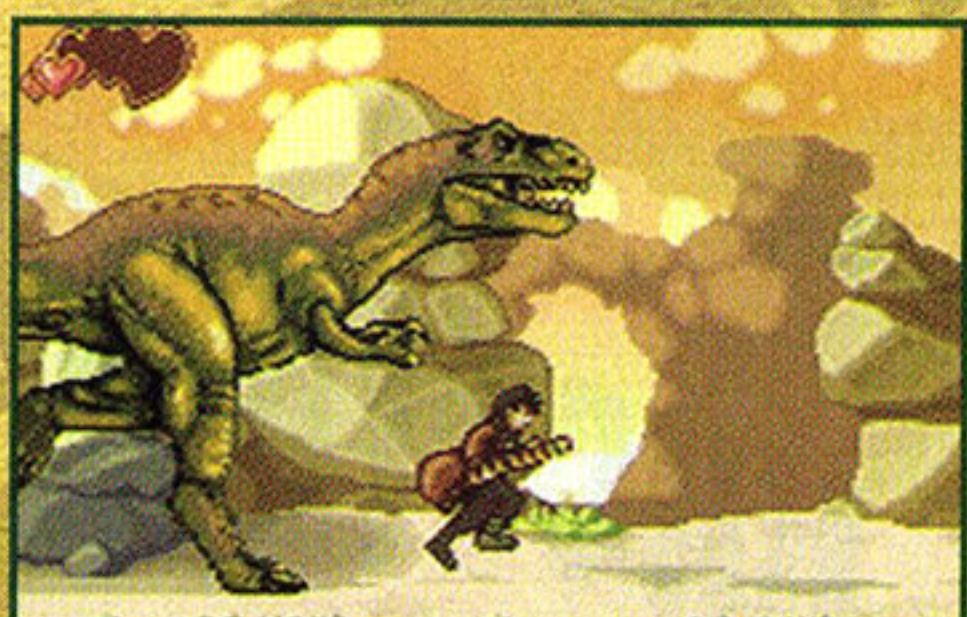
- Developed by RFX Interactive
- Published by TDK
- Target release date: May



**HANDS-ON**

## Dinotopia: The Timestone Pirates

**TDK HAS ANOTHER** major license under its belt with the acquisition of the interactive rights to Dinotopia, the popular fantasy world created by James Gurney and the subject of a big TV mini-series coming to ABC this May. The first release will be Dinotopia: The Timestone Pirates for the GBA. As Clayton, you'll have to stop a gang of pirates from stealing Tyrannosaurus eggs and acquiring the Timestone artifact. The preview version showcased rich backgrounds, polished graphics, and plenty of Dinotopians at every turn. It's time to get ready for some Mesozoic mayhem! **G**



BY STAR DINGO

- Developed and published by TDK
- Target release date: September



**FIRST LOOK**

## Robotech: The Macross Saga

**NOSTALGIC U.S. GAMERS** have been teased with the prospect of a Macross/Robotech game a few too many times... and maybe now, at long, long last, their hopes won't be sucked into the Evil Black Hole of Vaporware. TDK's GBA version of Robotech will be a 2D side-scrolling shooter of the old-school kind with a plethora of pilots (including Rick, Roy, Max, and Miryia), each with their own fortes and foibles, as well as upgradable Veritech Fighters that can switch between fighter, guardian, and battloid modes. **G**





### Dragon Ball Z: Collectible Card Game



THE WIDELY POPULAR Dragon Ball Z card game has been faithfully translated onto the Game Boy Advance. Now, you can play the card game without spending countless bucks on booster packs. There are over 300 cards available for you to choose from, including cards from the Saiyan, Frieza, Trunks, and Androids sagas. Each digital card has been faithfully re-created to look exactly like its real-life counterpart with the same illustrations (accurately drawn with just the right colors and sharpness) and the same text. Oddly unlike the real cards, however, these virtual cutouts



**PROTIP:** Pack your deck with Black Side Kick in order to quickly raise up your anger.

don't have the cool character quotes (taken directly from the show scripts) printed on them. And while the game's limited soundtrack can be eerily addicting with its drumming music, don't expect any Dragon Ball Z voices to lend you a hand.

Rather than having to read the thick instructional booklet that's normally found in a starter deck, newbies can use the game's easy-to-follow tutorial to understand and use the cards right away. In no time, you'll flip over cards with confidence. Indeed, you can have just as much fun with this electronic version of DBZCCG as you can with the real deal. But without the ability to play with more than two people, you'll eventually have to resort back to playing the actual card game to get the full DBZCCG experience. **G**

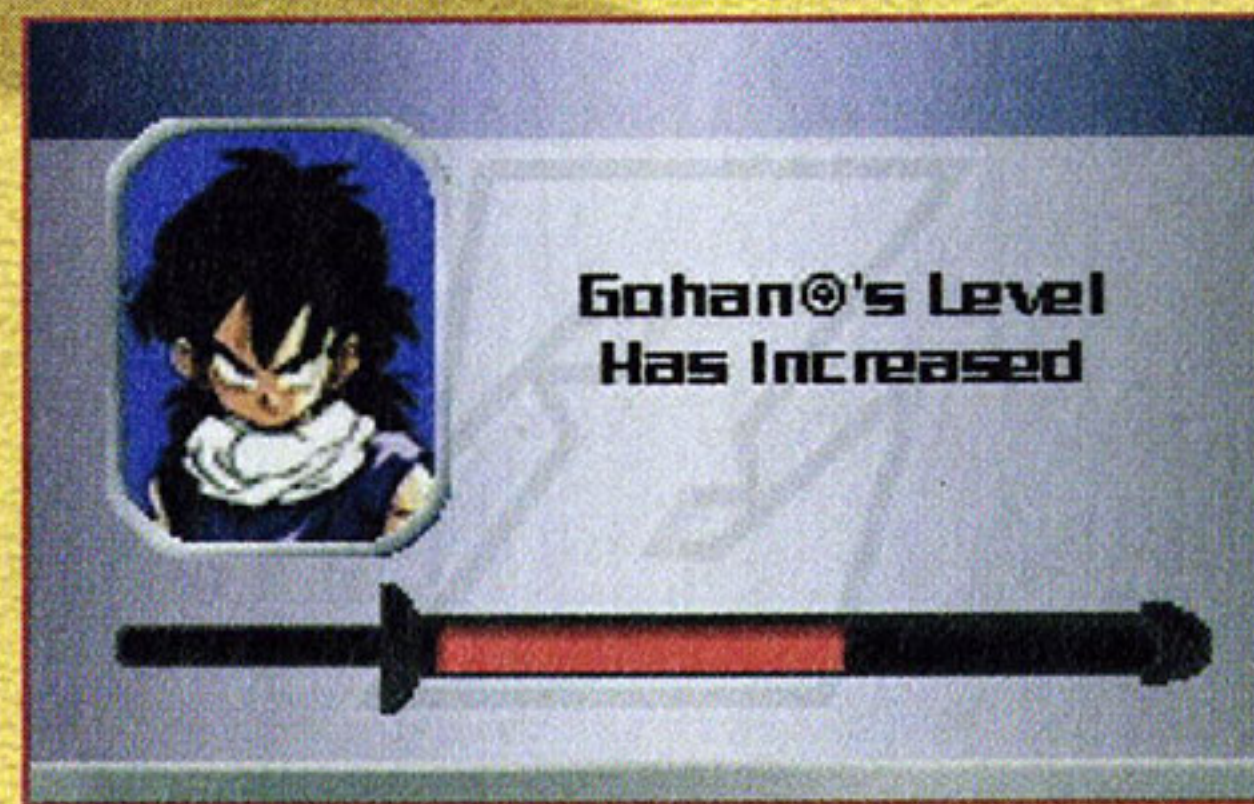


BY FOUR-EYED DRAGON

- Developed by Screaming Games
- Published by Infogrames
- \$39.99
- Available June
- Strategy card game
- 2 players



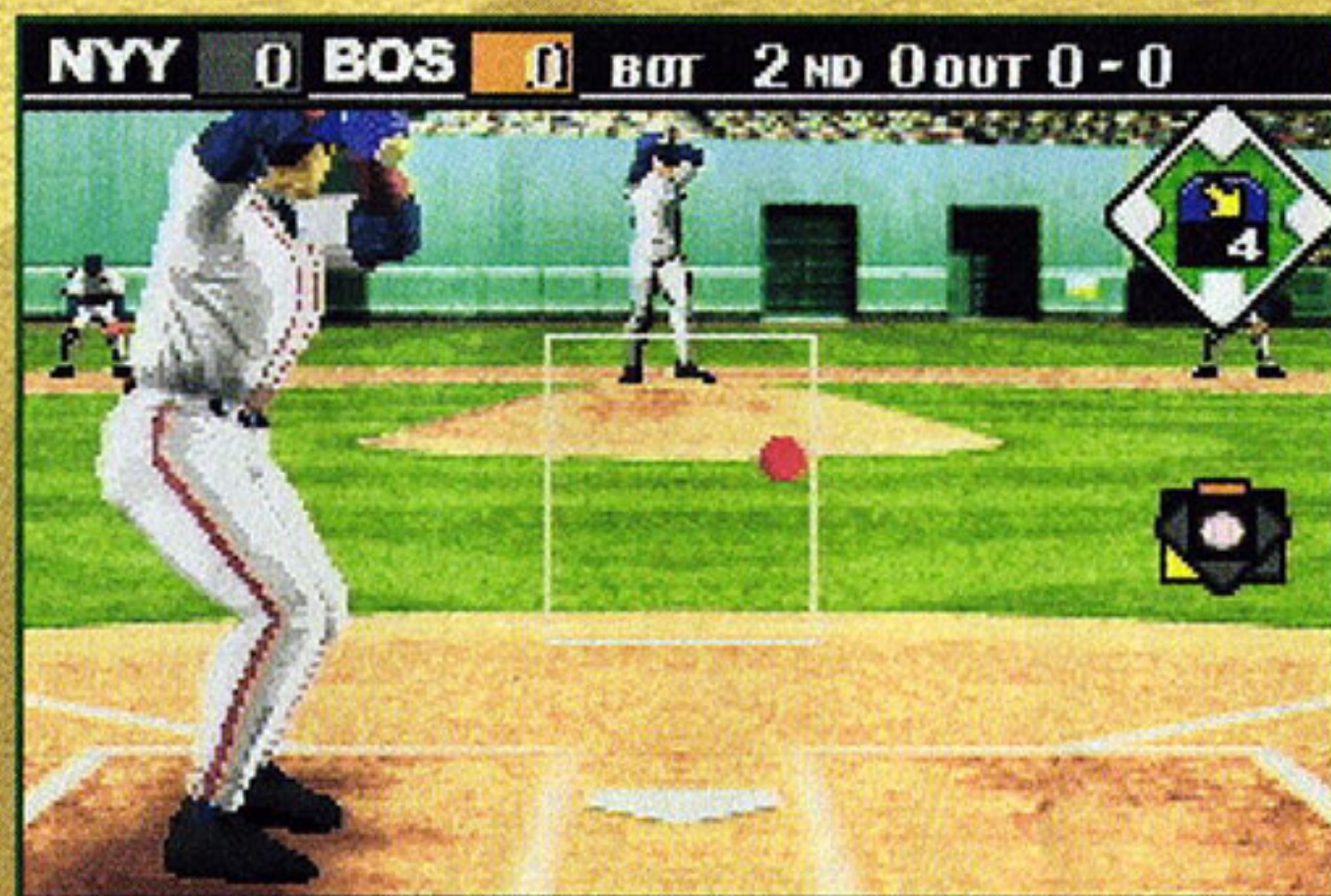
| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.5      | 2.0   | 5.0     | 3.0        |



**PROTIP:** Gohan's deck is stacked to build his power level quickly, so customize your own deck to counter his strategy.

### Baseball Advance

BASEBALL'S LAZY PACE, coupled with the intense concentration required to play, make this cart the perfect way to kill time on a bus or while waiting around for your friends. Baseball Advance tries to be that buddy that lights up your Game Boy Advance like a nighttime game at Wrigley Field, and it certainly comes close. A big, well-animated batter crowds most of the view, but doesn't obscure any important screen real estate. The fielders move fluidly and control with the type of zippy precision needed to turn tight double plays or run down a two-out bunt. The batting/pitching interface is challenging and requires practice, but is ultimately a lot of fun.



**PROTIP:** Try not to move the cursor too much after throwing or you'll risk a wild pitch.

Unfortunately, the graphics eat up a lot of the space on this cartridge, leaving little room for sounds effects, and only four major league ball parks made the cut. The major drawback, though, is the lack of a mid-game save, which means you must either finish or simply turn off the game. That's a big no-no for a handheld, but it's a credit to how much fun the game is that you can manage to deal with it. Baseball Advance could use a bit more finesse, deeper features, and a mid-game save option, but it still certainly warrants a spot on your GBA roster. **G**

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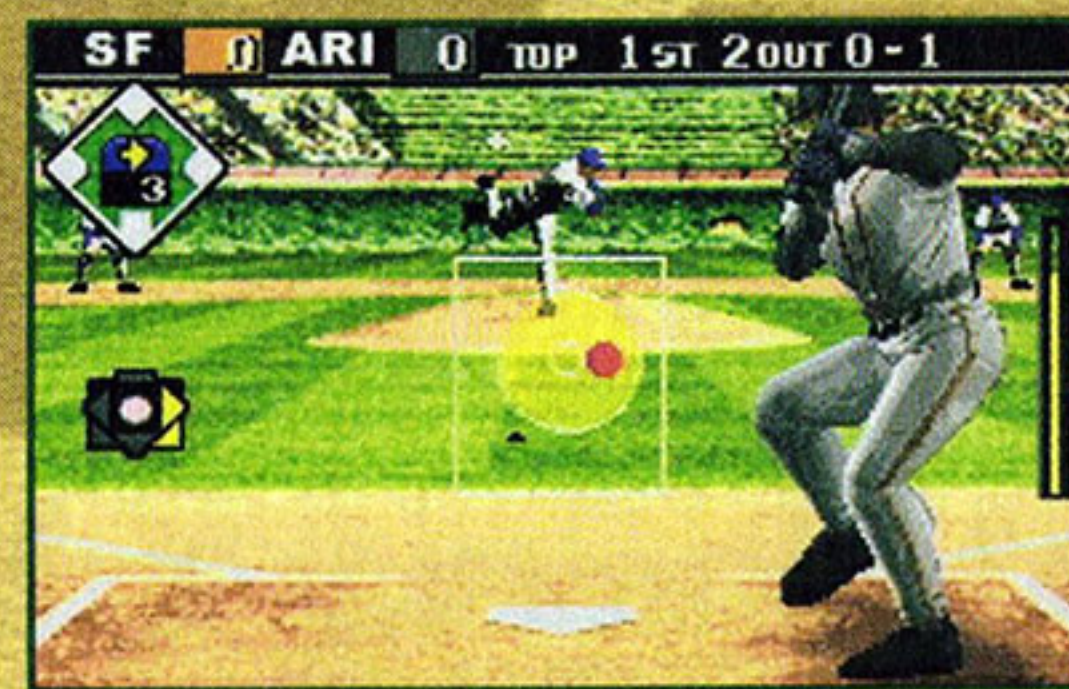


BY TOKYO DRIFTER

- Developed by Sega
- Published by THQ
- \$29.99
- Available now
- Sports
- 2 players



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0      | 3.0   | 3.5     | 4.0        |



**PROTIP:** Each batter has a slightly different power meter, so memorize the unique timing for their swings.

### Resident Evil Gaiden

RESIDENT EVIL BRINGS its tried-and-true terror to the small screen with the suffix Gaiden. However, the series' heritage of creepy effectiveness and jolting shocks doesn't hold up in handheld form as Gaiden quickly becomes a formulaic adventure, leaving you bored, not scared.

Not that Gaiden lacks innovation. Via an overhead view that changes to first person during combat, you guide three characters through a cruise ship overrun by a trademark assortment of Umbrella-spawned bio-terrors. Sure, the familiar one-against-an-army-of-evil Resident theme has thrived before, but Gaiden's aesthetic presentation and redundant play objectives drain the suspense. It's nearly impossible to distinguish monsters from furniture, character movement is clumsy, and the monotonous music quickly sets nerves to "grind." Plus, the narrative dictates a repetitive chain of events—find the key (wow!), unlock the door (gasp!), destroy the monster (ah!), repeat (snore)—which will tire even the most dedicated Evil fans. The game's story line is consistent with that of other games in the Evil series, and the 2D first-person combat is an interesting way to take down monsters, but those are the only pluses. Gaiden isn't a Resident Evil disaster of Survivor's proportions...it is, however, an episode that would have been better off dead. **G**



BY MAJOR MIKE

- Developed by Virgin Interactive
- Published by Capcom
- \$29.99
- Available May
- Action/adventure
- 1 player



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.0      | 3.0   | 4.0     | 2.5        |



**PROTIP:** You can find items scattered across the ship—in recesses, dark closets, and other innocuous places.



**PROTIP:** When you go into battle, center your target—that way, you can inflict more damage on your enemy.






DOG WASTE  
PLEASE CLEAN UP  
YOUR DOG'S WASTE  
OR YOU WILL BE  
FINED \$50  
NO FEEDING OF ANIMALS

TOBACCO CONTAINS  
RADIOACTIVE LEAD





Knowledge is contagious. How you spread it is up to you. **Infect** 





Once upon a time,  
there was a happy little place,  
with happy little creatures.



Comic Mischief  
Mild Language



PlayStation®2

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



[easportsbig.com](http://easportsbig.com)



# Resident Evil



BY MAJOR MIKE

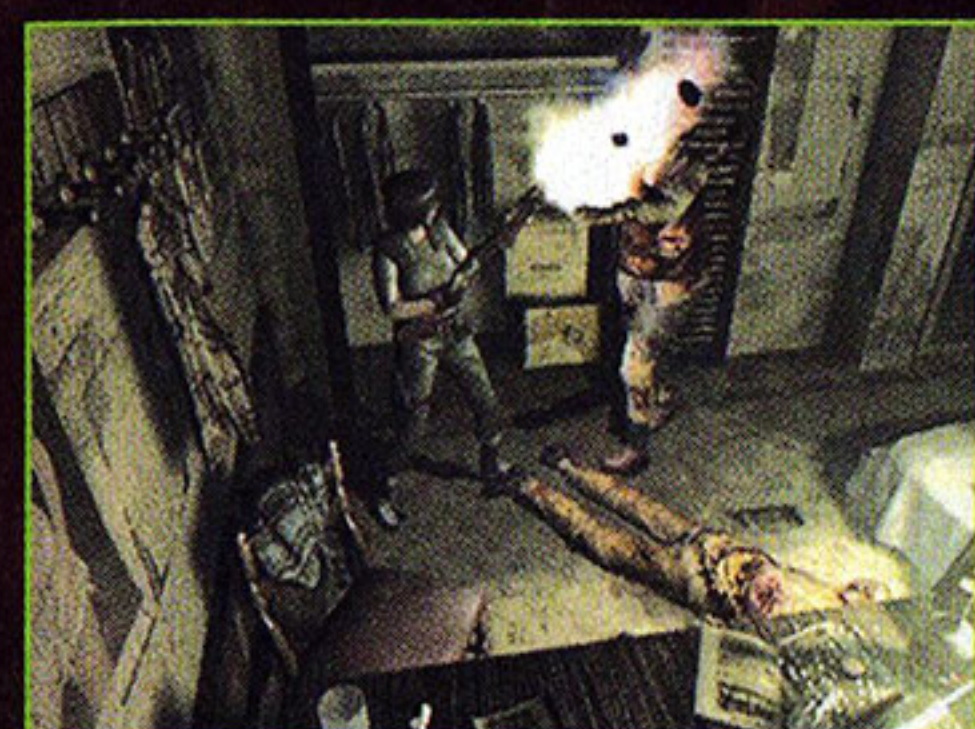
- Developed and published by Capcom
- Target release date: April



HANDS-ON

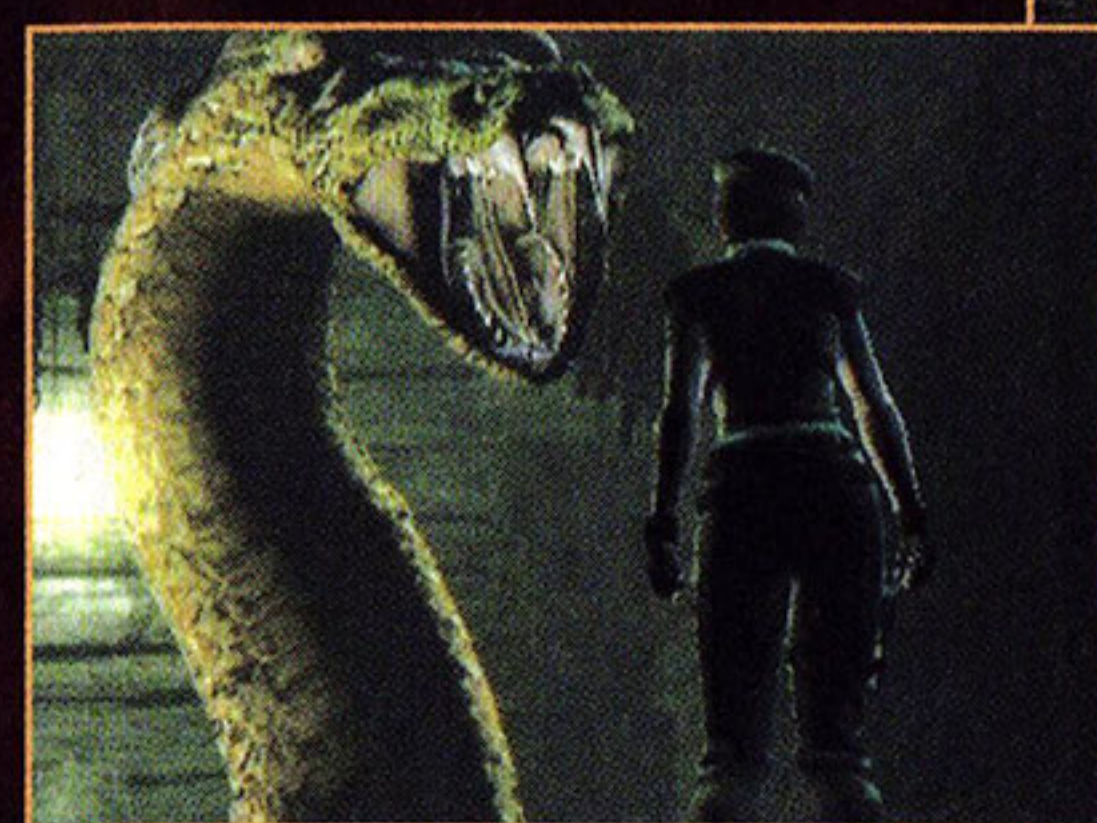
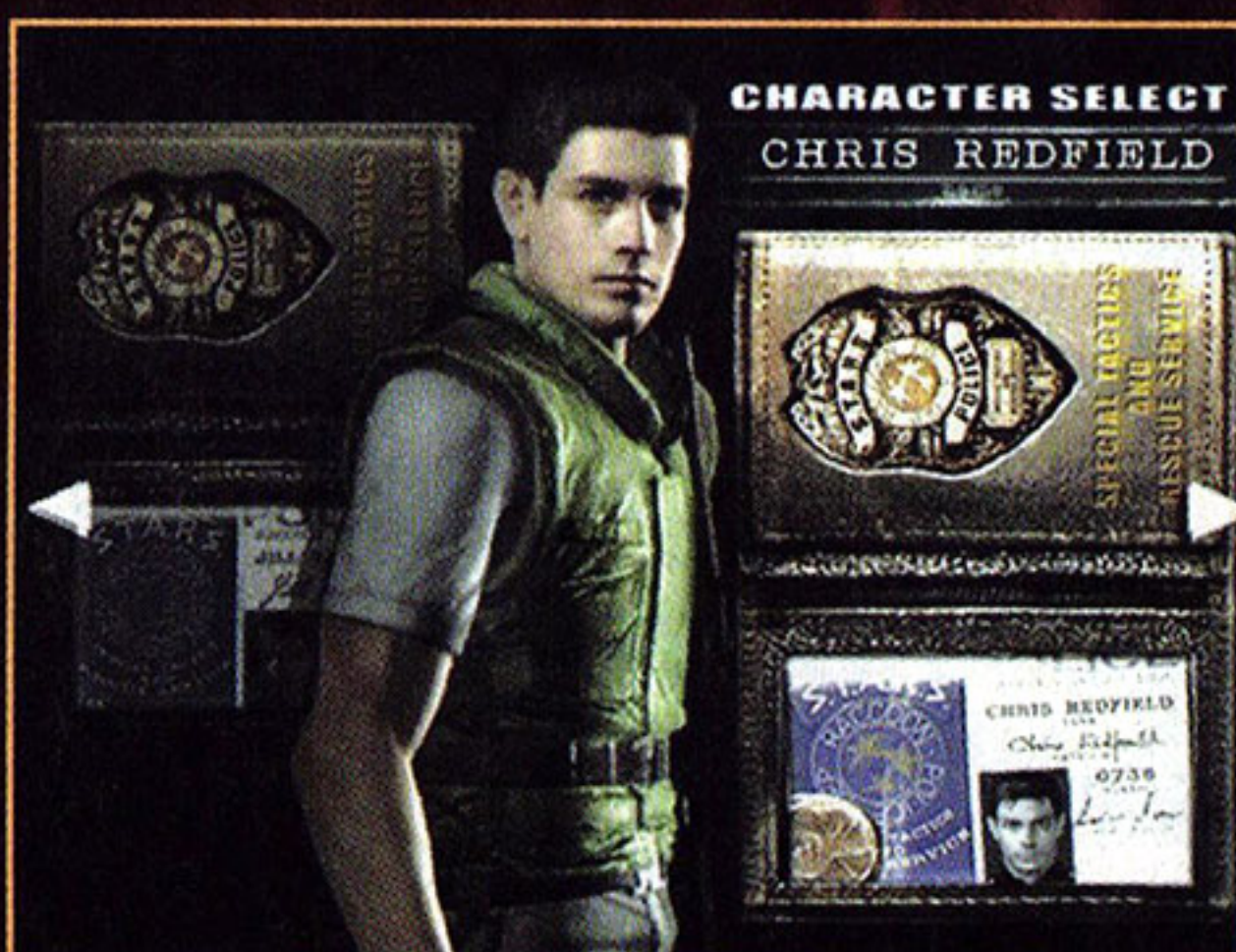
## NO MERE REMAKE

Nintendo scored one of the sweetest exclusives ever when Capcom decided that the future of Resident Evil would be played out on the GameCube. As a primer, the first Resident Evil game for the Nintendo console will be completely rebuilt with new graphics, sounds, voice-casting, and play techniques (see sidebar, "No Ammo? No Problem!"). The premise, however, will remain unchanged: Playing as one of two characters—Jill Valentine or Chris Redfield—you'll test your wits and reflexes against zombies, mutated dogs, and other monsters that inhabit the infamous mansion from previous incarnations. Yet the mansion will undergo serious architectural changes—with rooms, traps, and puzzles you didn't face in the PlayStation version—and include new and nasty surprises (running zombies, anyone?). The difficulty is also being upped a notch, so even seasoned Resident vets will find this fright night to be a steep challenge.



## "JILL SANDWICH!"

Playing Resident Evil with the GameCube controller will take practice, but once past the initial awkward learning stage, you'll be shooting, stabbing, running, and—sorry, Star Dingo—pushing crates with ease. This preview is based on the Japanese version of the game called Biohazard; the only thing that's slated to change for the U.S. release is the on-screen text. Capcom plans to release the prequel to this game, Resident Evil Zero, before the end of 2002.



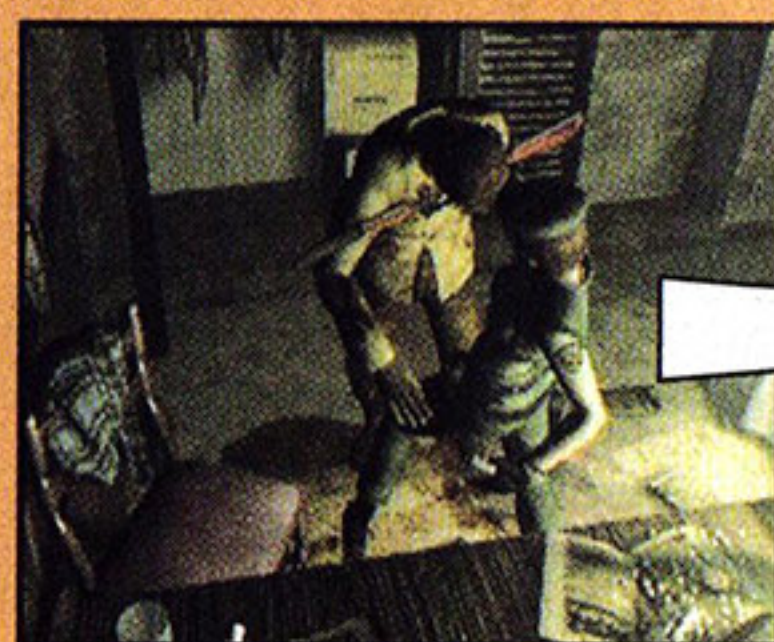
It's time to get scared all over again! Resident Evil haunts the GameCube with a re-creation of the original PlayStation game.

## EVIL À LA 'CUBE

Sure, you've heard about the GameCube's processing power, but Resident Evil will really show you what the system can do. Filled with awesome flashes of lightning, detailed shadows, and other fancy lighting effects, Evil on the 'Cube will make you jump, shudder, and perch on the edge of your seat—even if you've played the PlayStation version to death. In the preview build, even the characters looked sharp: Eyes moved, individual strands of hair flowed, and zombie body parts flew through the air after being hit by a round from a high-powered weapon. Plus, striking new cinematics have replaced the—unintentionally—humorous FMV sequences of yesteryear.

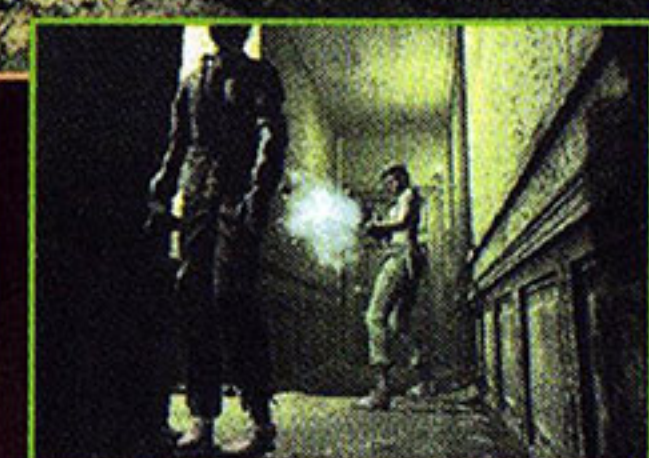
## NO AMMO? NO PROBLEM!

In previous Resident Evil games, being grabbed by a monster meant you were guaranteed to take damage. However, the GameCube version's new "defense" system will give you one last chance to escape. Here's how it works:



In the item menu, place a weapon (here, a tazer gun) in the Defense Items box. When a monster grabs you, repeatedly tap the action button...

...to free yourself from its clutches and inflict some damage on the attacker. Unfortunately, you'll lose the defense item in the process.





# Onimusha 2: Samurai's Destiny



BY MAJOR MIKE

■ Developed and published by Capcom  
■ Target release date: Now (in Japan); August (in U.S.)



PLAYSTATION 2

OVERSEAS PROFILE

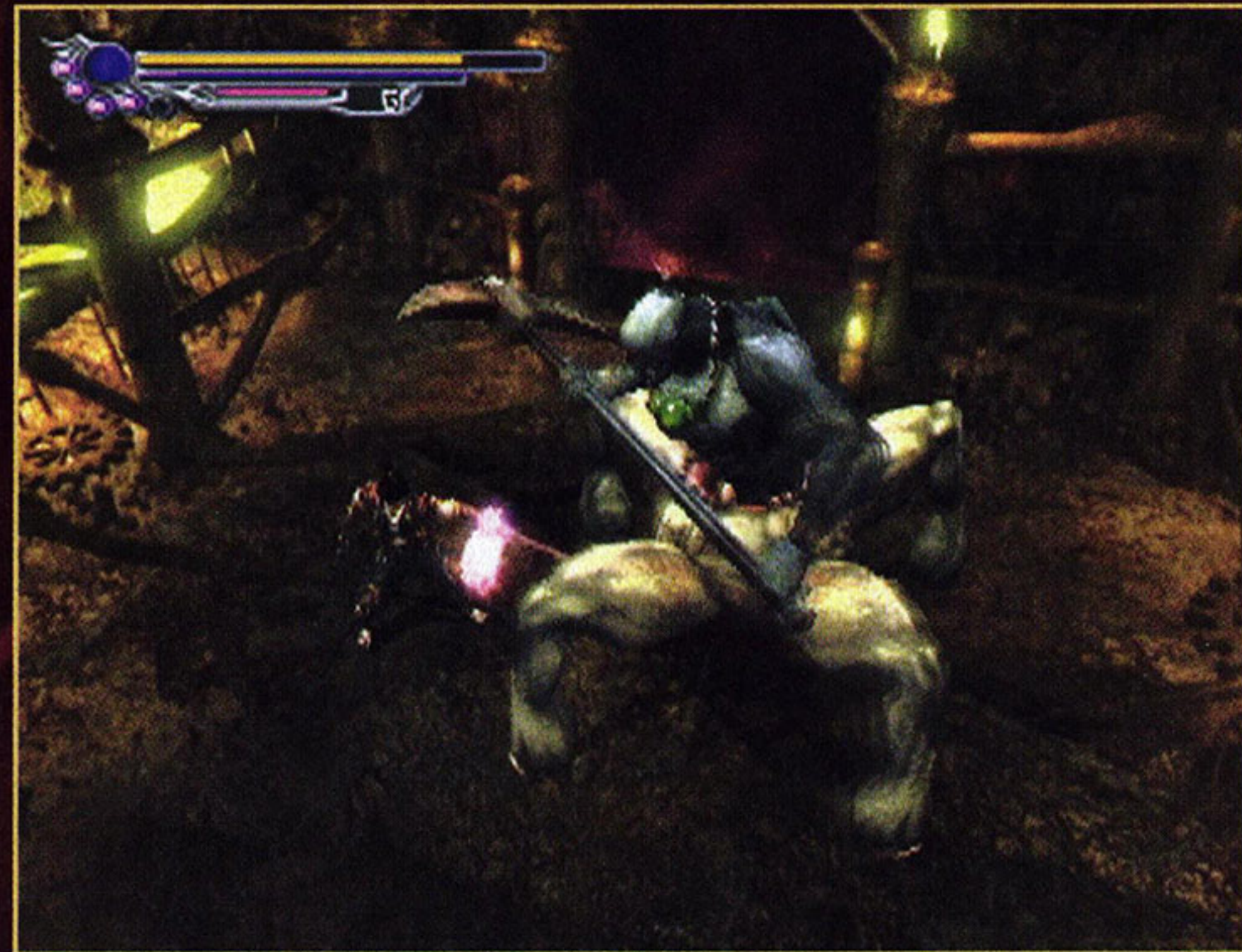
## “It Is Your Destiny...”

The sequel to last year's hack-n-slash action/adventure hit for the PlayStation 2, *Onimusha 2: Samurai's Destiny*, has hit shelves in Japan. And if a play through the import version is any indication, fans of the first *Onimusha* will be more than satisfied with *Destiny's* epic quest and cool new tweaks to the gameplay engine.



## A New Hero

*Onimusha 2* takes place 10 years after the events of the first game with a new lone samurai warrior, Jubei Yagyu (see sidebar, “Imitation of Life”). Jubei vows revenge on Nobunaga following the evil warlord's attack on a peaceful village. As Jubei, you'll collect weapons, acquire magic abilities, and team up with other characters, including a marksman and a ninja, during your quest. If you trade “favorable” items with these colleagues during an encounter, they'll help you out during a tough fight or provide useful information. This interaction will also carry over to several towns and villages, where you can purchase valuable items from various peddlers.



The *Onimusha* saga continues: Meet Samanosuke's successor, Jubei Yagyu—another samurai warrior with a cause.



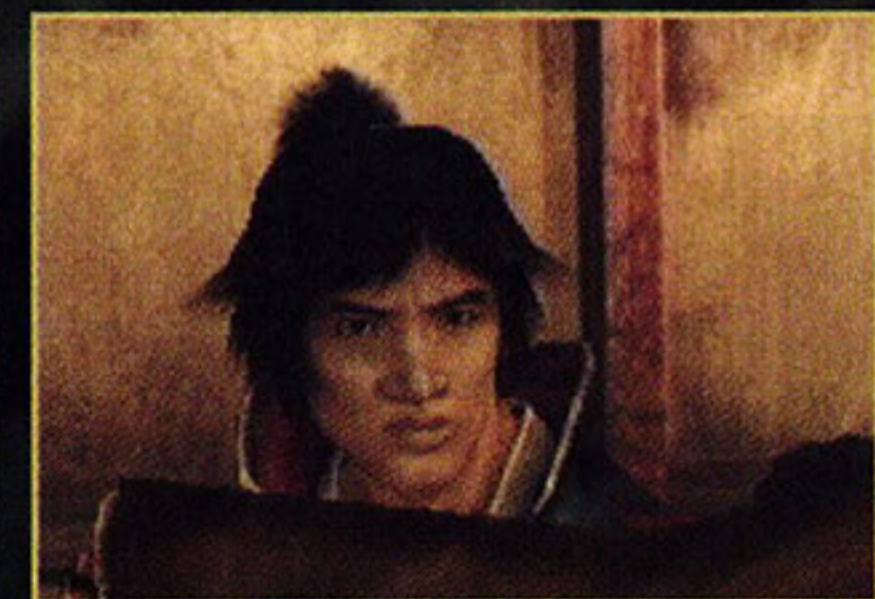
## Hammer Time

*Onimusha 2* keeps the core elements from the first game and throws in a host of new features. While the control scheme remains relatively unchanged from that of the original, new weapons, techniques, and magic are introduced. Among the new armaments is a staff that can freeze enemies (so you can then shatter opponents into pieces with a single blow) and a giant hammer. Another key element is the improved visual scheme. The prerendered environments are packed with more activity and finer detail than before, such as running water, burning candles, and knockout pouring water and rain effects. There's also scrolling within some hi-res backgrounds, which lessens the jarring transition as you travel between screens. And if you thought the cinemas in the first game were fantastic, wait until you see what *Destiny* has to offer.... *Onimusha 2* should hit U.S. shores in late August.

## Imitation of Life

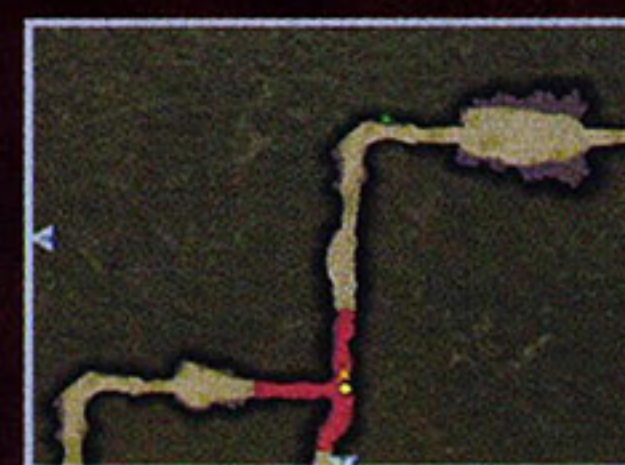


Yusaku Matsuda in real life...



...and as he appears as Jubei in *Onimusha 2*.

Just as *Onimusha: Warlords* featured a digitized famous Japanese actor for the main character, so does the sequel, *Samurai's Destiny*. The main character, Jubei, features the likeness of the late Yusaku Matsuda, who American audiences will most likely recognize from Ridley Scott's 1989 film *Black Rain*.





# Tekken 4



BY TOKYO DRIFTER

- Developed and published by Namco
- Target release date: April (in Japan); September (in U.S.)



UPDATE

## A TALE OF FISTS ETERNALLY RETOLD

The Tekken story line boils down to the struggle between a power-hungry father, Heihachi, and his wronged-but-not-entirely-innocent son, Kazuya. Family matters went from bad to worse when Kazuya was thrown into a volcano after being defeated by his dad. In Tekken 4, 20 years have passed and Heihachi is trying to harness the Devil Gene in order to increase his power. The only person he can steal it from, however, is Kazuya, who has miraculously survived his lava bath. To lure out his son from hiding, Heihachi announces the fourth Iron Fist tournament. Kazuya gladly enters for a chance to defeat his evil daddy, and thus the saga continues.



Tekken 4 offers one prediction for players everywhere—pain! Sharp graphics and fast fighting action will also make cameos.



## IRONCLAD FIGHTER

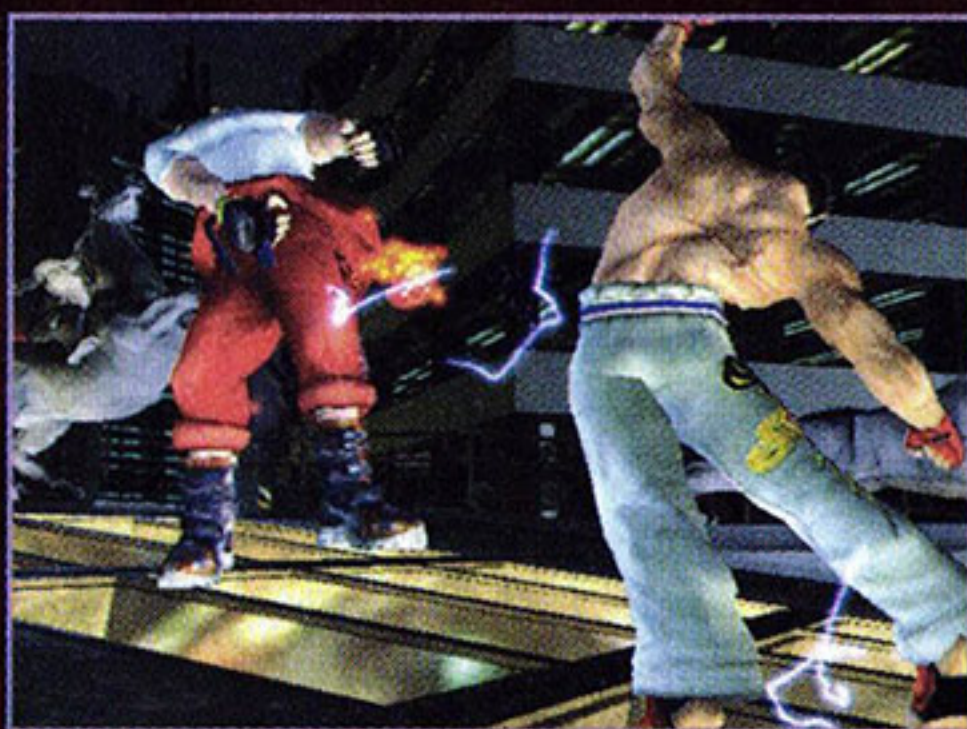
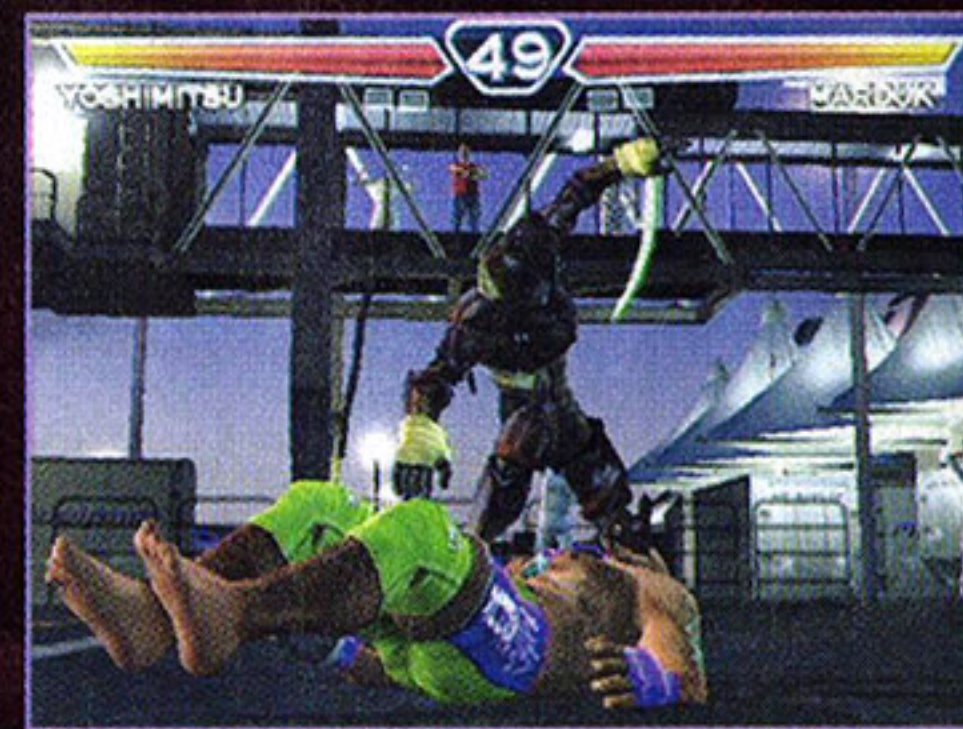
Tekken 4 will continue the patented formula of dynamic gameplay and impressive visuals, which is a perennial crowd pleaser. The characters are being totally revamped with all-new animations and fresh outfits. The preview version featured the first 20 characters from the arcade with brief glimpses of hidden fighters and alternate outfits.

There will be no shortage of slick gameplay, either. The cool Force mode, where you battle waves of thugs through side-scrolling levels, was still very rough in the early build, but even at this stage, it showed huge promise and should add many hours of play time. The controls felt solid and should only get better as the game undergoes the necessary tweaks.



## HOME COURT ADVANTAGE

Tekken's symbiotic relationship with the PlayStation has been extremely beneficial. The original installment debuted in arcades on what was essentially a PlayStation with more RAM, which resulted in a quick and flawless conversion to the home. Tekken 4 will be the first game to exploit the higher specs of Namco's new PlayStation 2-based arcade hardware, which the company is betting will give it an edge against the latest encroachers on its console turf.





# ToeJam & Earl III



BY M.C. STAR DIDDY

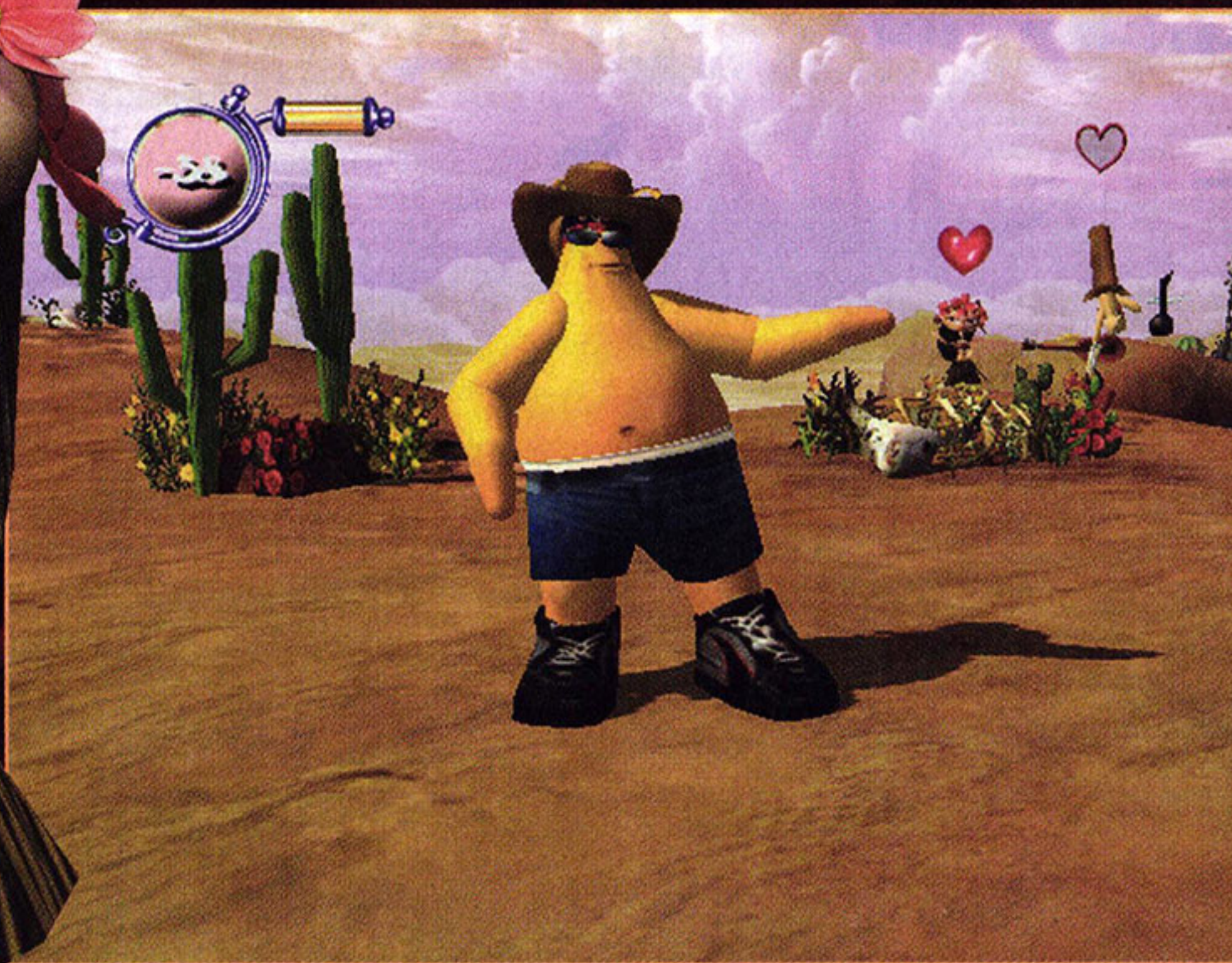
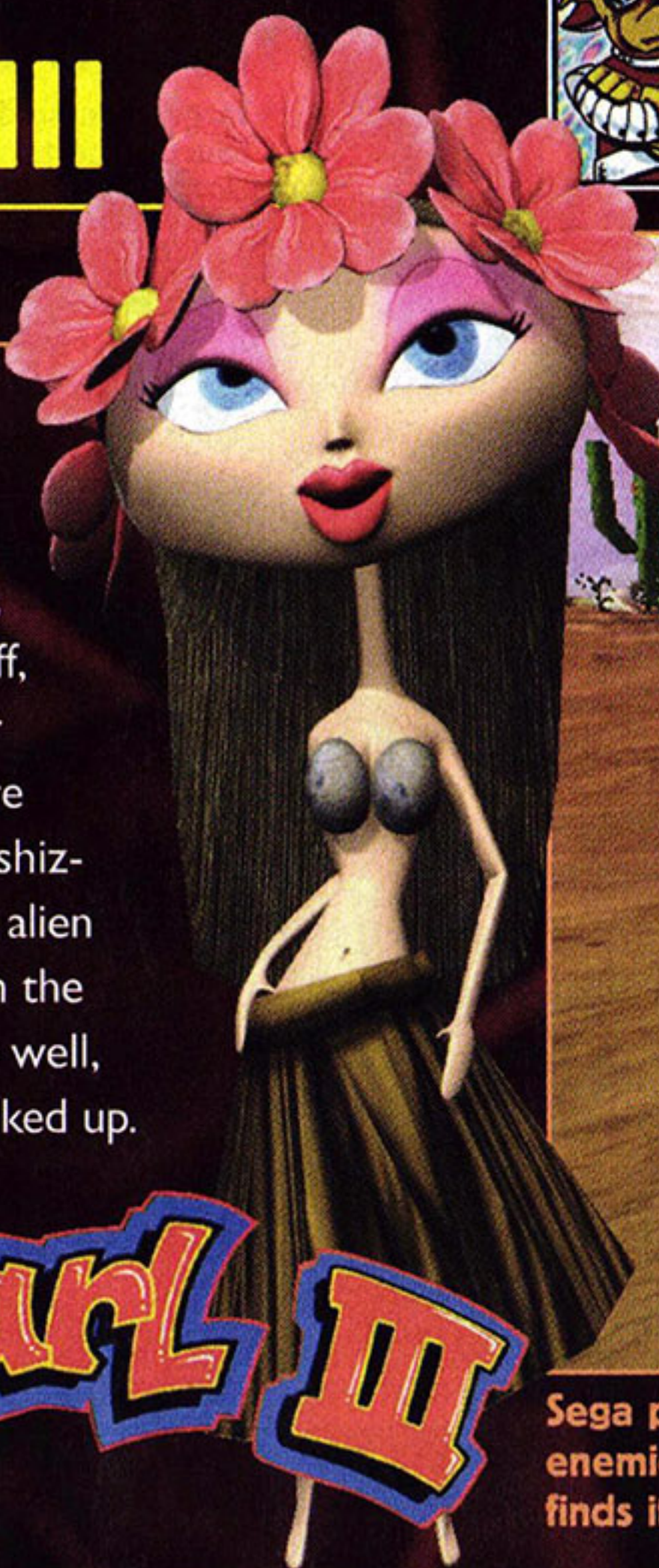
- Developed by Visual Concepts
- Published by Sega
- Target release date: October



FIRST LOOK

## SHOUT OUT

A'ight, so some bunk earthling contingency done up and stole the Grand Funkopotamus's 12 Sacred Albums of Funk, scattering them all across that terminally un-chill so-called planetoid, Earth. *Ce n'est pas funky*. Sho' nuff, Big Earl and ToeJam (Remember them? 'Course you do, foo.) are comin' out of the retirement shiz-ack to retrieve them. A new alien girl named Latisha will be in the hudak, too—and things, well, they about to get all funky up.



# ToeJam & Earl III

Sega plans to release downloadable content (which could include new levels, enemies, presents, and mini-games) for TJ&EIII once the Xbox online network finds its groove.

## X-FUNK ALL-STARS

Truly, the name of the new game is just ToeJam & Earl III, but it might as well be called "ToeJam & Earl & Latisha: Doin' So Much Crazy Crap Yo' Head Finna Explode in a Big Mess" on account of all the variety. Visual Concepts is reconstitutatin' and then super-multiptylin' the original TJ&E flava with randomly

generated levels that will threaten to squash your silly jerk face, over 60 power-up presents from Santa Funk (some dope, some bunk), and mini-games that will have you doin' crazy-fool things like racing on Rocket Skates or using alien rhythm to turn ordinary poultry into funky, Afro-havin' Foster Farms chickens. There will even be a cooperative two-player spliz-it scriz-een mode so you and your homeboy/girl/thing can kick it together.



## TWO PLANETS, UNDER FUNK...

'Course, in addition to the mission of fishin' out the vinyl, TJ, E, and L will make it their own personal funkupation to convert any ridiculous earthlings they see (like the Yeti who fronts as a human but then ganks you with a pencil) to the ways of the Funk, filling their hearts with soul using powers such as Funk-Fu and a rhythm-matching weapon that has you tapping buttons in time with music. So funky-fresh



is this weapon, it could make even PaRappa and Ulala fall into 2 million tiny pieces each—4 million total—from the shock of being so stupefyingly outfunked. Yo, that is punch-you-in-tha-mouf insaaaane.



# Lara Croft Tomb Raider: The Angel of Darkness



BY D-PAD DESTROYER

- Developed by Core Design
- Published by Eidos
- Target release date: Fourth Quarter 2002

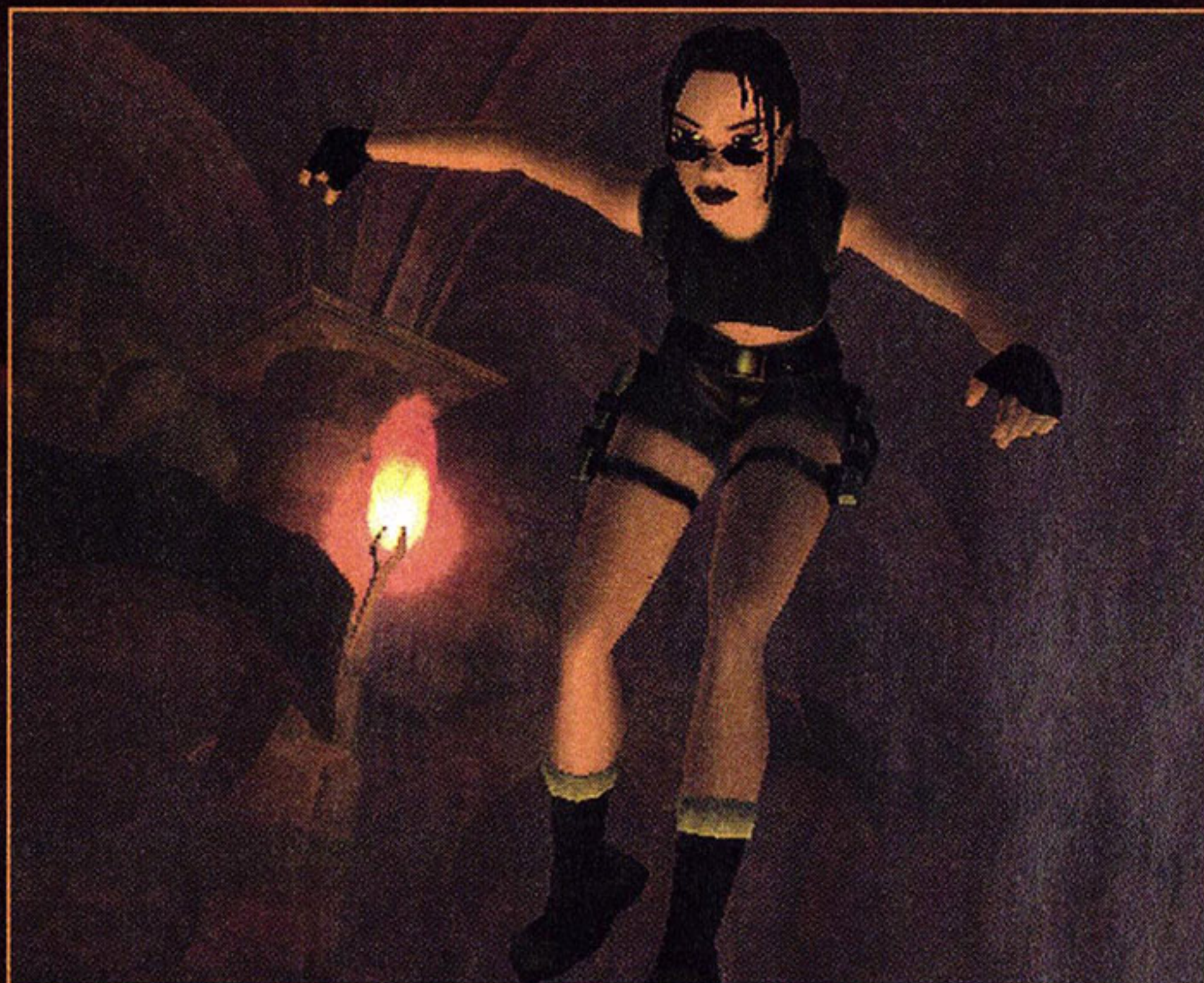


PLAYSTATION 2

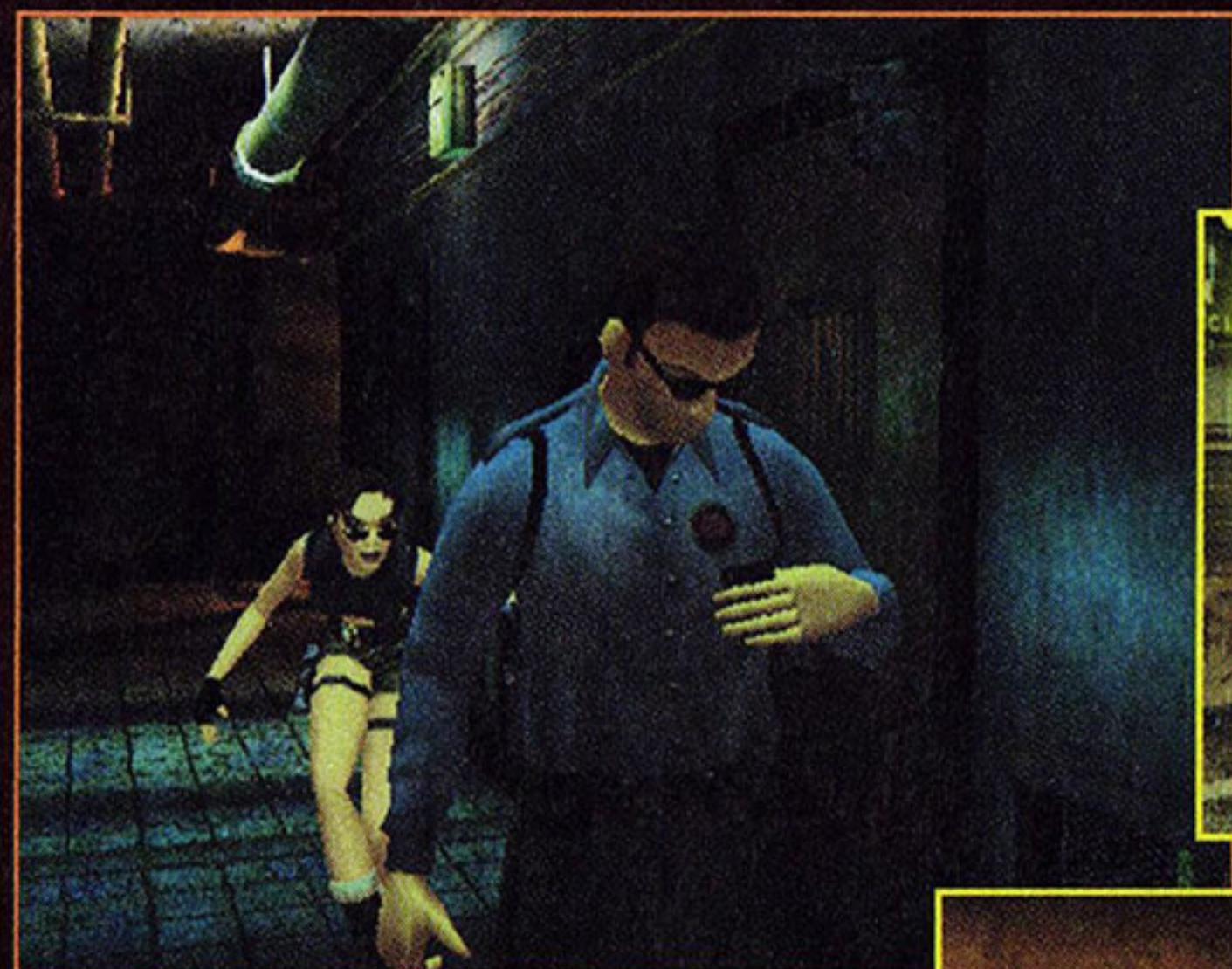
FIRST LOOK

## Darkened Tomb

What's worse than being dead? Lara Croft is about to find out in the latest Tomb Raider game, *The Angel of Darkness*. If you're used to watching Lara run around in short-shorts and a tight, turquoise T-shirt, you're in for a surprise. Her former mentor has been framed for murder, sending Lara into hiding and forcing her to resort to extreme measures to find out what really happened. Along the way, she'll get involved in underworld deals, gruesome murders, alchemy, and a centuries-long conspiracy of blood, betrayal, and intrigue. This is definitely not your father's Tomb Raider.

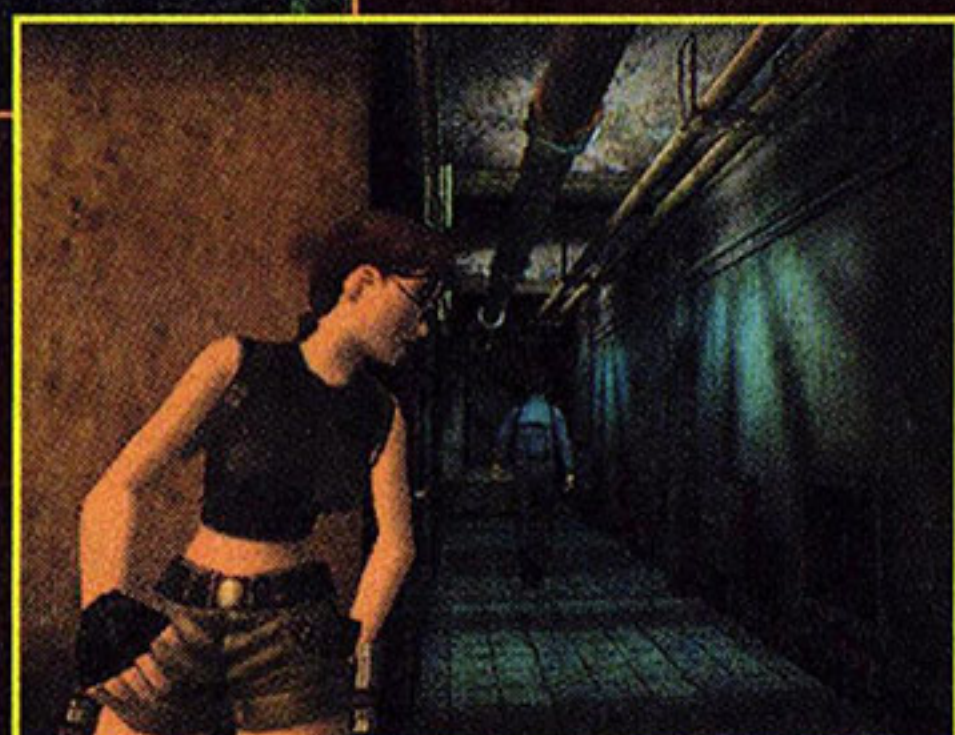


Lara is back and looks better than ever in *The Angel of Darkness*!



## Lara Croft Solid

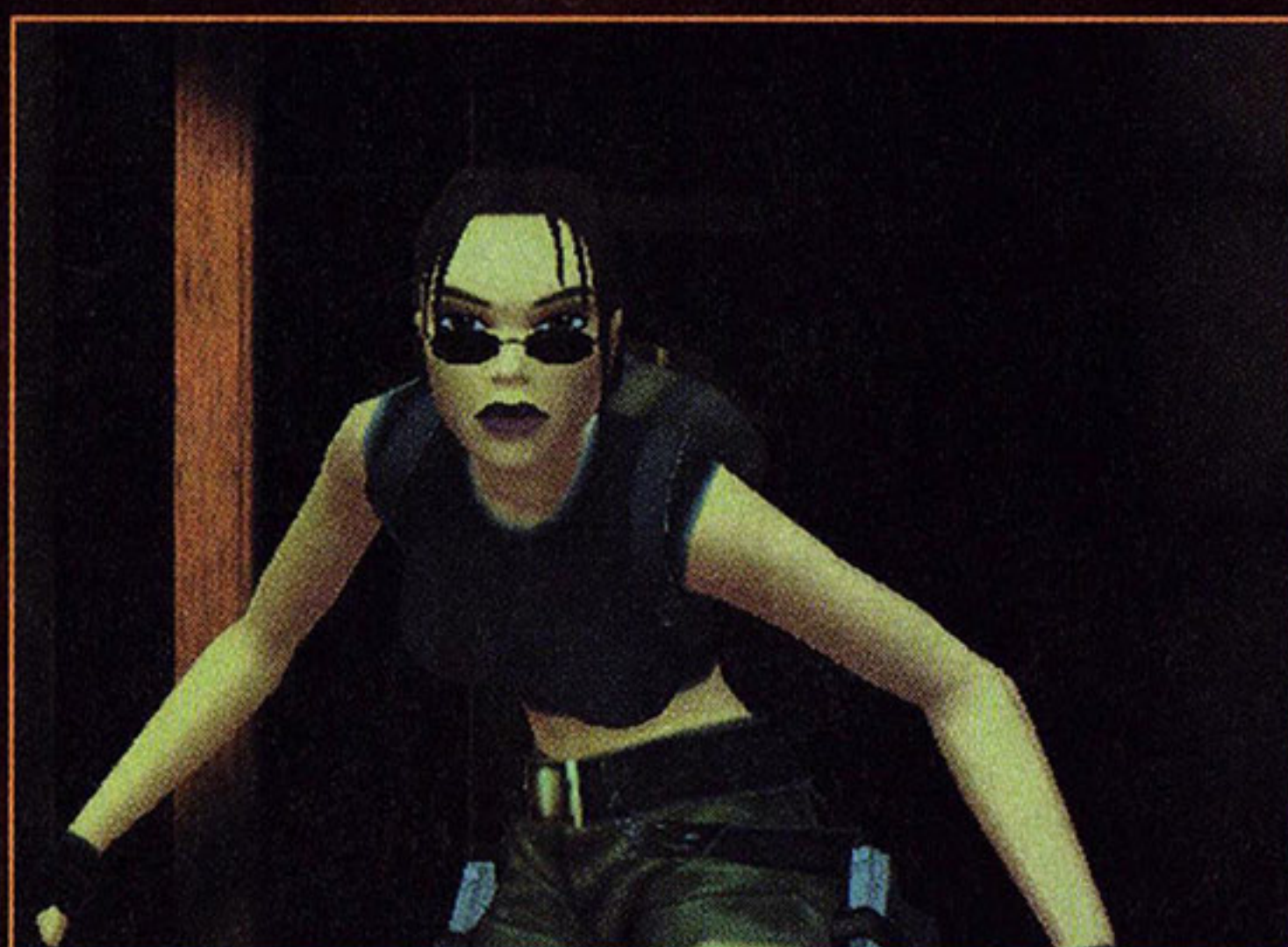
Judging from these early screenshots, Lara Croft won't be the only thing different with this title. *The Angel of Darkness* will feature new situations and characters that require a brand-new—and not always morally kosher—kind of problem-solving. According to Adrian Smith, Core Design's operations director, "It's no longer a clear-cut case of good and evil—this is a more complex tale that will ask more complex questions of the player." The early screens show a bit more of a stealth-based emphasis, at least in part. It seems like there's more that's different here than just Lara's darker eye shadow—the gameplay itself seems darker, as well.



## Technology of Darkness

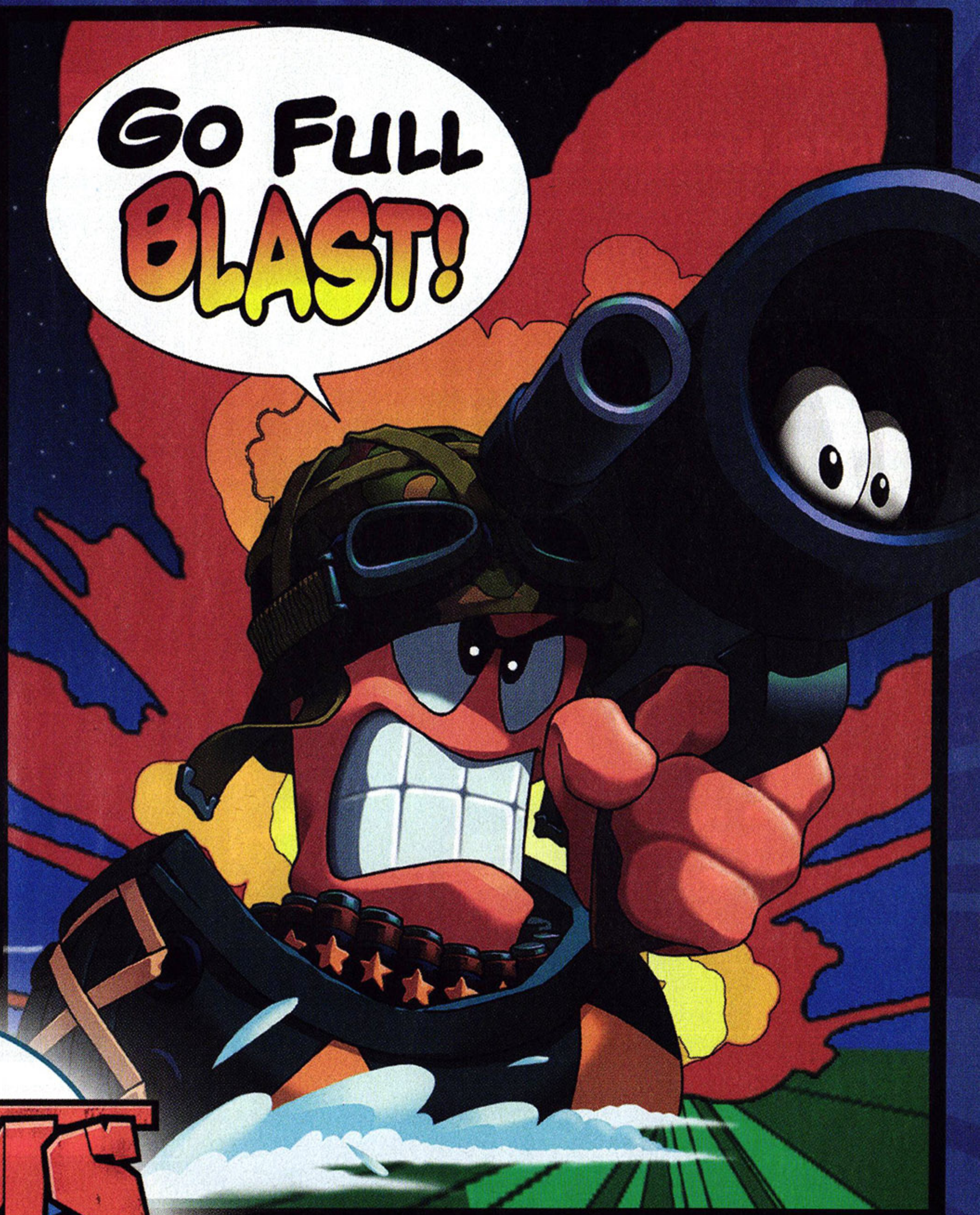
Core Design has created a new graphics engine from the ground up for the newest Tomb Raider adventure, one that should tax the PlayStation 2 and

produce a much richer world than that of previous Tomb Raider games. Graphically, Lara will be composed of 10 times as many polygons as before (over 5000 polys, versus the previous 500). In addition, you'll be able to interact with other characters and choose which direction the story's plot will take. Eidos hopes that these changes will make Lara Croft a more complex, and therefore more compelling, heroine.



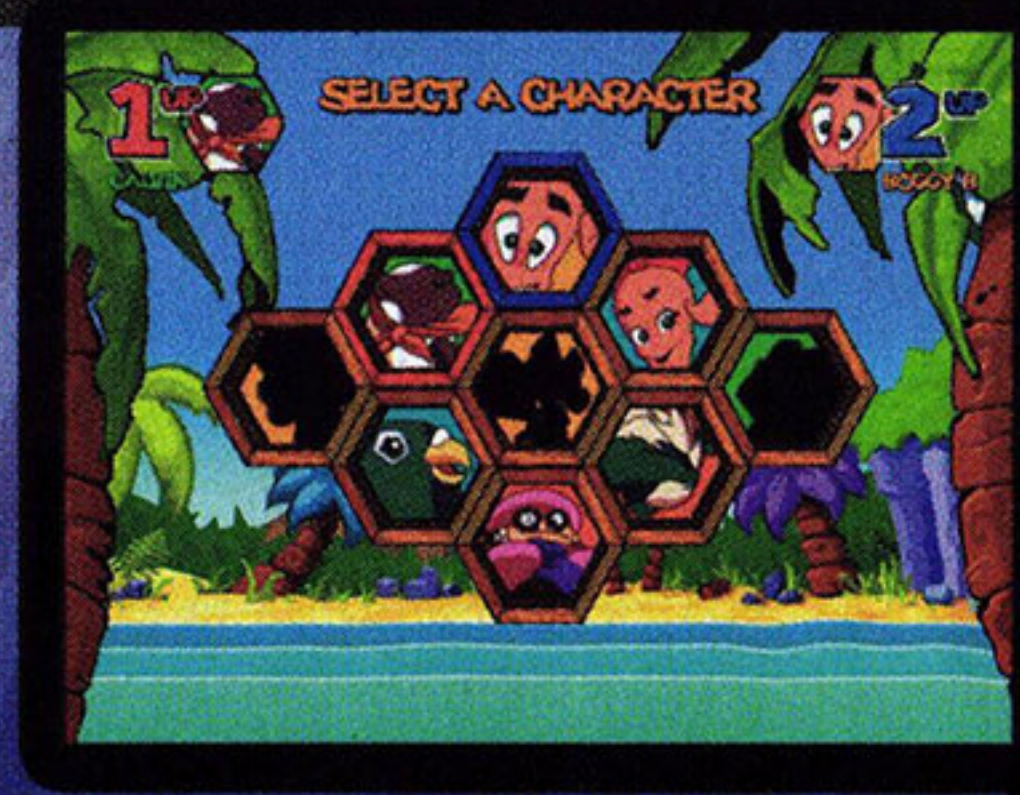


GO FULL  
BLAST!

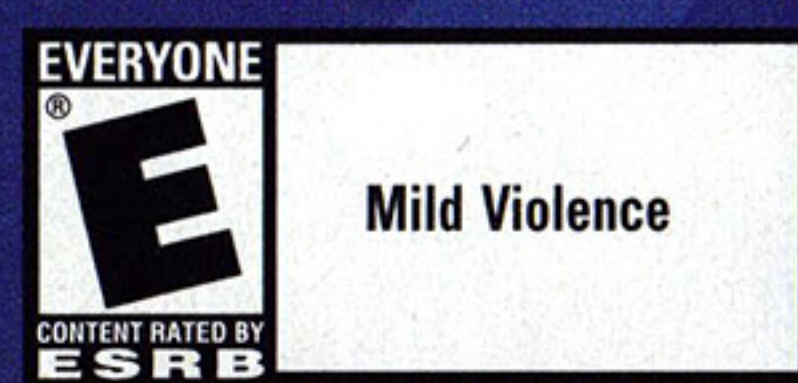


# WORMS BLAST

**YOUR MISSION:**  
LAUNCH YOUR WORM MARINE INTO  
HOSTILE WATERS AND BLAST YOUR WAY TO  
SURVIVAL. GO HEAD-TO-HEAD WITH A FRIEND IN A  
BARRAGE OF GAMEPLAY MODES AND MINI-GAMES.  
PUT YOUR METTLE, REFLEXES, AND BLASTING  
SKILLS TO THE ULTIMATE TEST!



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# Mortal Kombat: Deadly Alliance

IT HAS BEEN almost four years since the last Mortal Kombat game, MK4, and since then fighting fans have been left to ponder the fates of Scorpion, Sub-Zero, and the series' other well-known kombatants. The wait, however, is nearing an end as the latest Kombat, *Deadly Alliance*, will hit the major consoles this fall. Alliance will feature a brand-new fighting engine and a host of new features and fighters. Ten "classic" characters—Rayden, Scorpion, Sub-Zero, Quan Chi, Cyrax, Kitana, Sonya, Jax, Reptile, and Shang Tsung—will reappear, and several newbies will debut, including Blind Kenshi, a warrior without sight, and Drahmin, a sadist who excels in brutally torturing opponents. Characters will bruise and bleed, and their clothing will become ripped as blows are exchanged. Play-wise, the fighting system will enable full 3D movement, and characters will be able to switch between several distinctive fighting styles during a match. We'll have more on *Mortal Kombat: Deadly Alliance* in future issues of *GamePro*.

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



BY MAJOR MIKE

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



PLAYSTATION 2



GAMECUBE

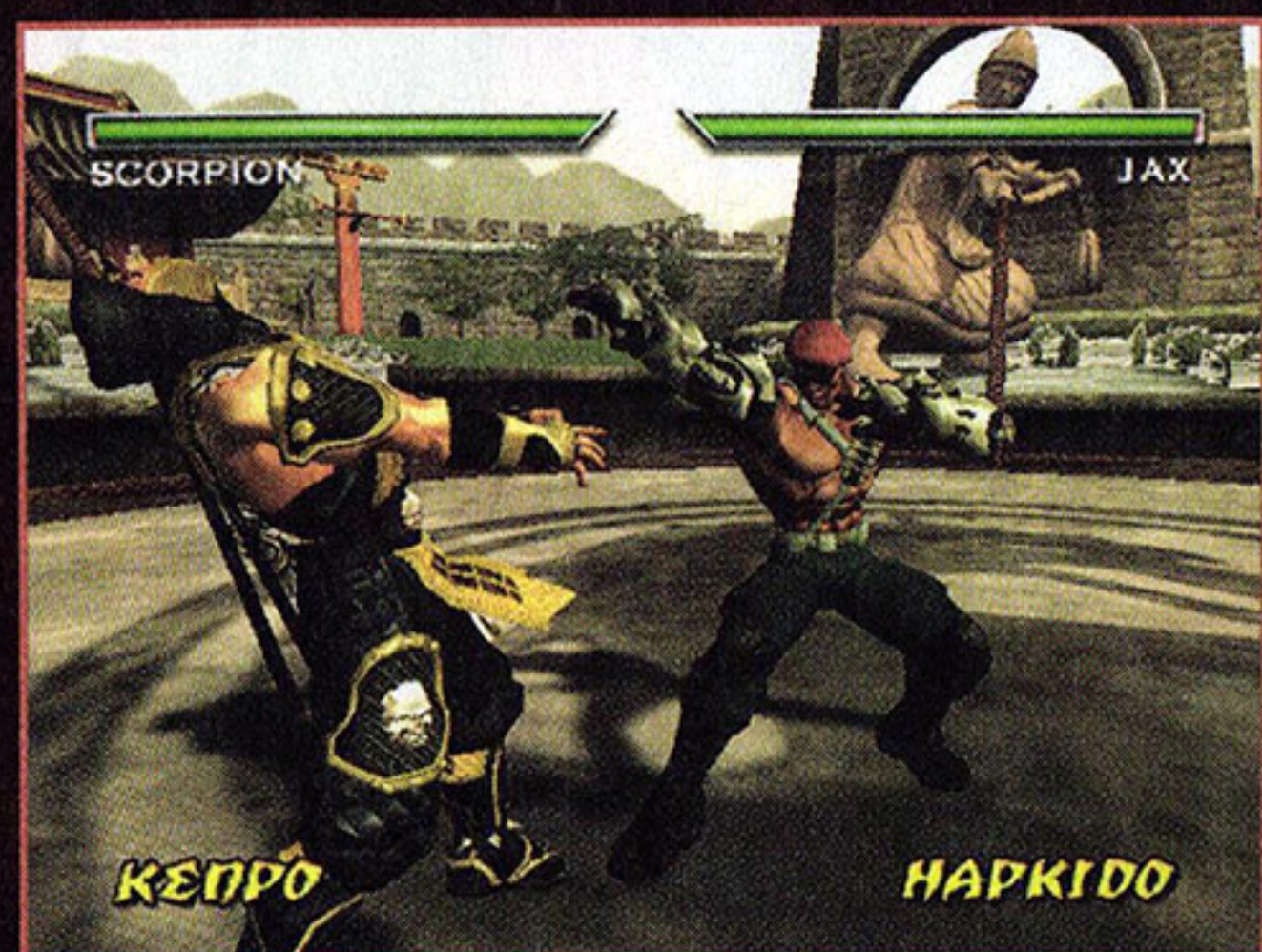


XBOX



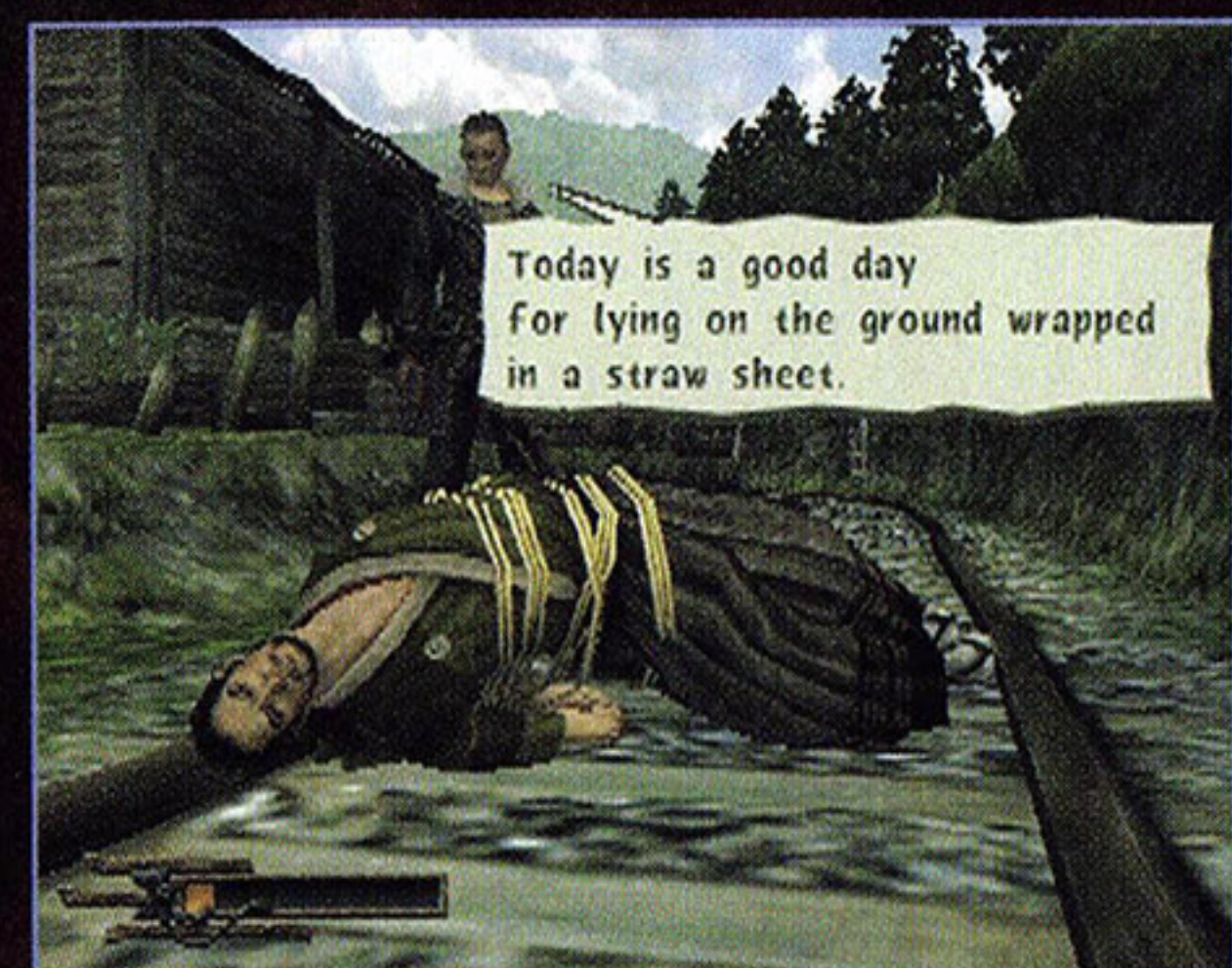
GBA

FIRST LOOK



# Way of the Samurai

WAY OF THE SAMURAI wants to be the definitive video game version of Akira Kurosawa's *Yojimbo* with you in the Toshiro Mifune role of the central-wandering ronin. If "Yojimbuh? Toshirwho Mifuwat?" is what's running through your head right now, just think "Clint Eastwood Western" with a Wild Eastern slant.



The story: While drifting through the countryside, you come upon a beautiful girl being accosted by a gang of thugs. Her fate—and the rest of the plot—is completely up to you as your actions (and inactions), victories (and defeats), and choice of words (and moments of stoic silence) will determine where the story goes and which people in this troubled li'l country town become your friends or foes. In fact, every play through the preview build made for a totally different game; it was about as close to an "interactive movie" as you could hope to get. And, in case you're worried that it's all about "story," rest assured that the battles were furious and fun with dozens of different swords with their own vast set of unique moves and combos. Post-battle victory sake not included.



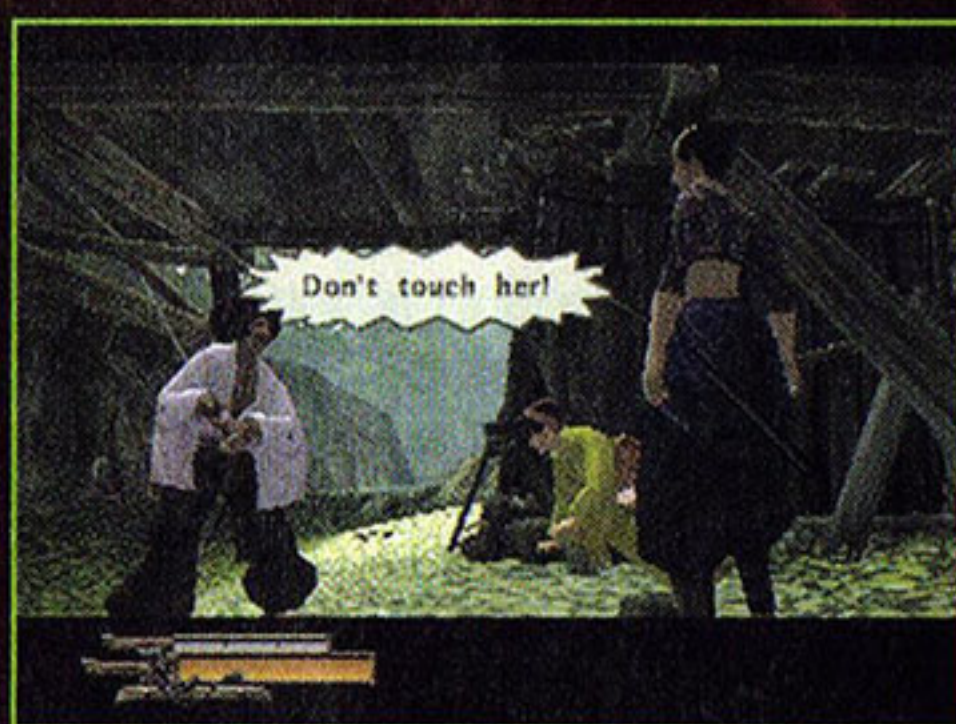
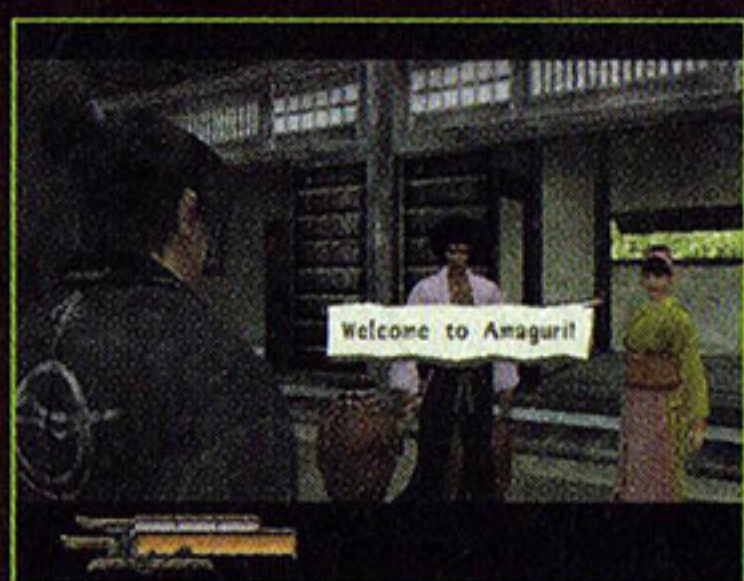
BY STAR DINGO

- Developed by Acquire
- Published by BAM! Entertainment
- Target release date: June



PLAYSTATION 2

HANDS-ON





## Hunter: The Reckoning

YESTERDAY, THE WORLD was normal, but now you're seeing zombies and vampires everywhere. Are you insane? No, you're just imbued.

A mysterious force has given normal humans the power and drive they need to fight back against the forces of darkness. Like the tabletop RPG by White Wolf on which this Xbox game is based, Hunter will feature dark, gritty visuals to match the apocalyptic horror of the setting.

Think Gauntlet with guns, and you'll know what Hunter is all about. The left analog stick will control your movement, while the right analog stick will control your aim. The controls in the preview version were efficient and simple to grasp, making fighting evil that much more fun. Each of the four characters (Avenger, Defender, Judge, and Martyr) had unique spells, or "Edges," and every character was better at a certain method of kicking ass.

Hunter: The Reckoning will enable you to wield swords, shotguns, machine guns, and more against churning hordes of the undead through 25 levels. Four-player simultaneous action will keep you and your friends busy making the world safe for humanity. **G**



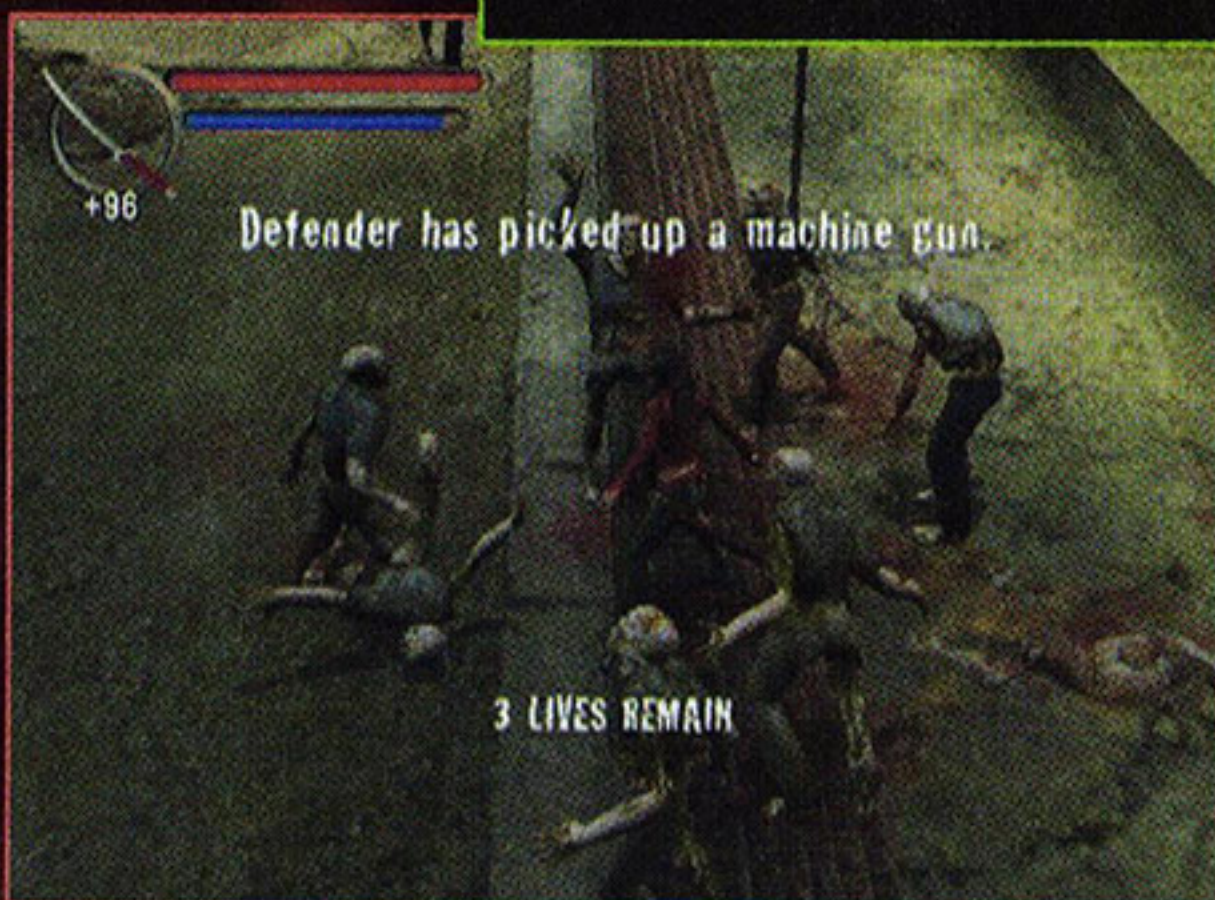
BY D-PAD DESTROYER

- Developed by High Voltage Software
- Published by Interplay
- Target release date: June

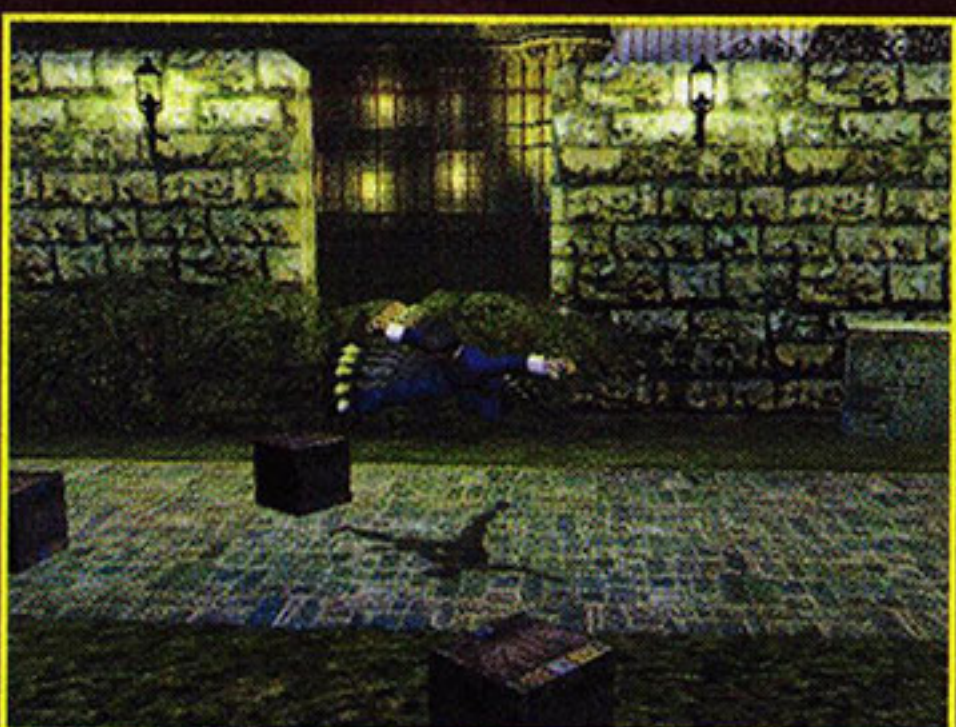


Xbox

HANDS-ON



## Bruce Lee: Quest of the Dragon



THEY CALLED HIM Bruce, and this summer, they'll call you Bruce, too, when Ronin Entertainment's Bruce Lee: Quest of the Dragon is released on the Xbox. As the legendary actor/martial artist, you'll unleash your fists of fury on over 30 types of enemies, each with his own intricate A.I. routine, using the master's inimitable fighting style. You'll also be able to upgrade your repertoire of attacks by purchasing moves with tokens you earn from defeating opponents.

The game's fantasy-based story line will not follow any of the Little Dragon's films—instead, you'll travel through more than 30 levels set in various cities, such as Hong Kong and San Francisco, while trying to rescue Bruce's father and retrieve the mystical Golden Relic. No, you won't go up against Chuck Norris or Kareem Abdul-Jabbar—hell, not even Bob Wall, for that matter—but you will get to sport Bruce's bad-ass yellow tracksuit from *Game of Death*, which alone should justify the \$50 price tag for legions of die-hard Lee fans. **G**



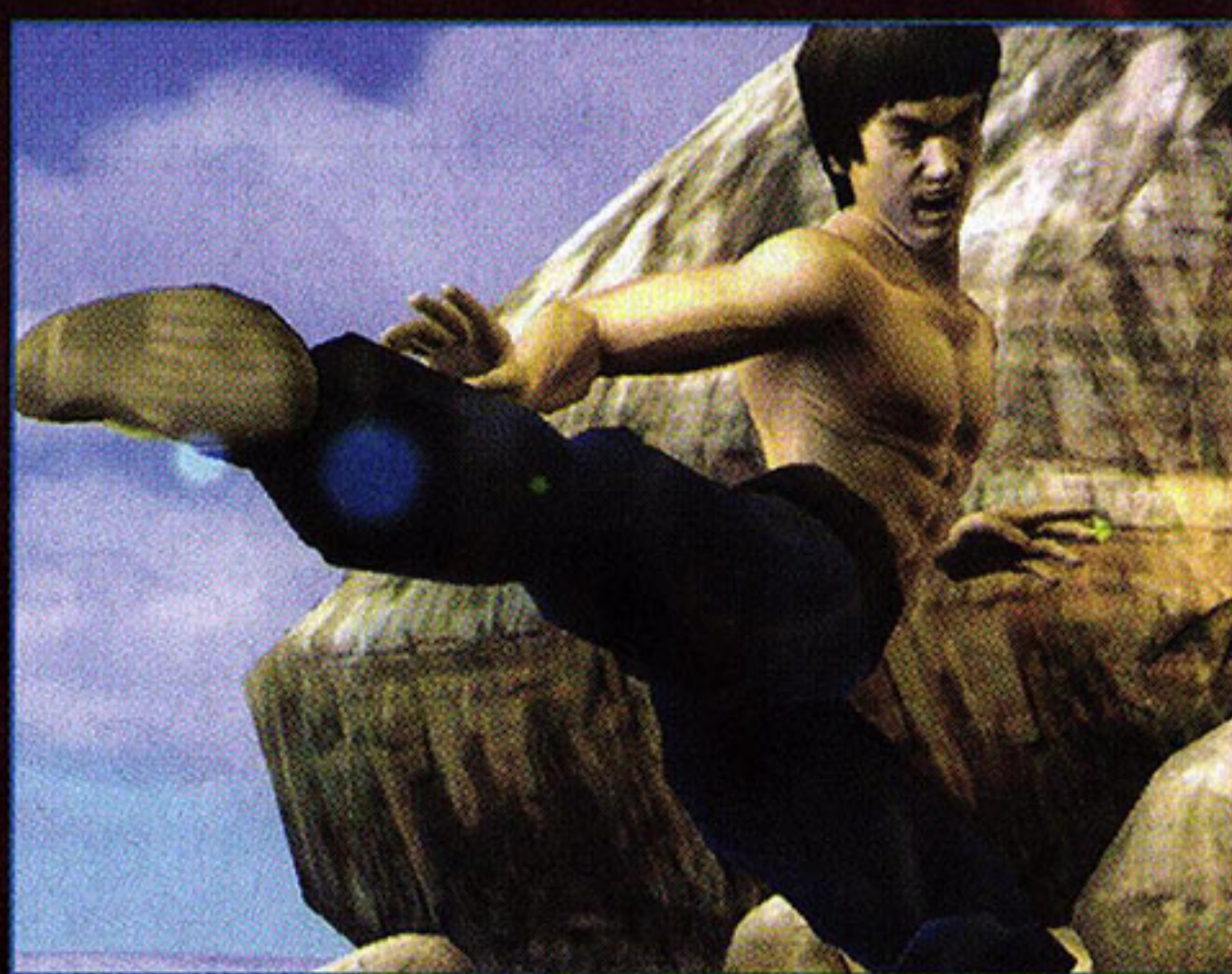
BY PONG SIFU

- Developed by Ronin Entertainment
- Published by Universal Interactive
- Target release date: July



Xbox

FIRST LOOK





# WWF WrestleMania X8



BY STAR DINGO

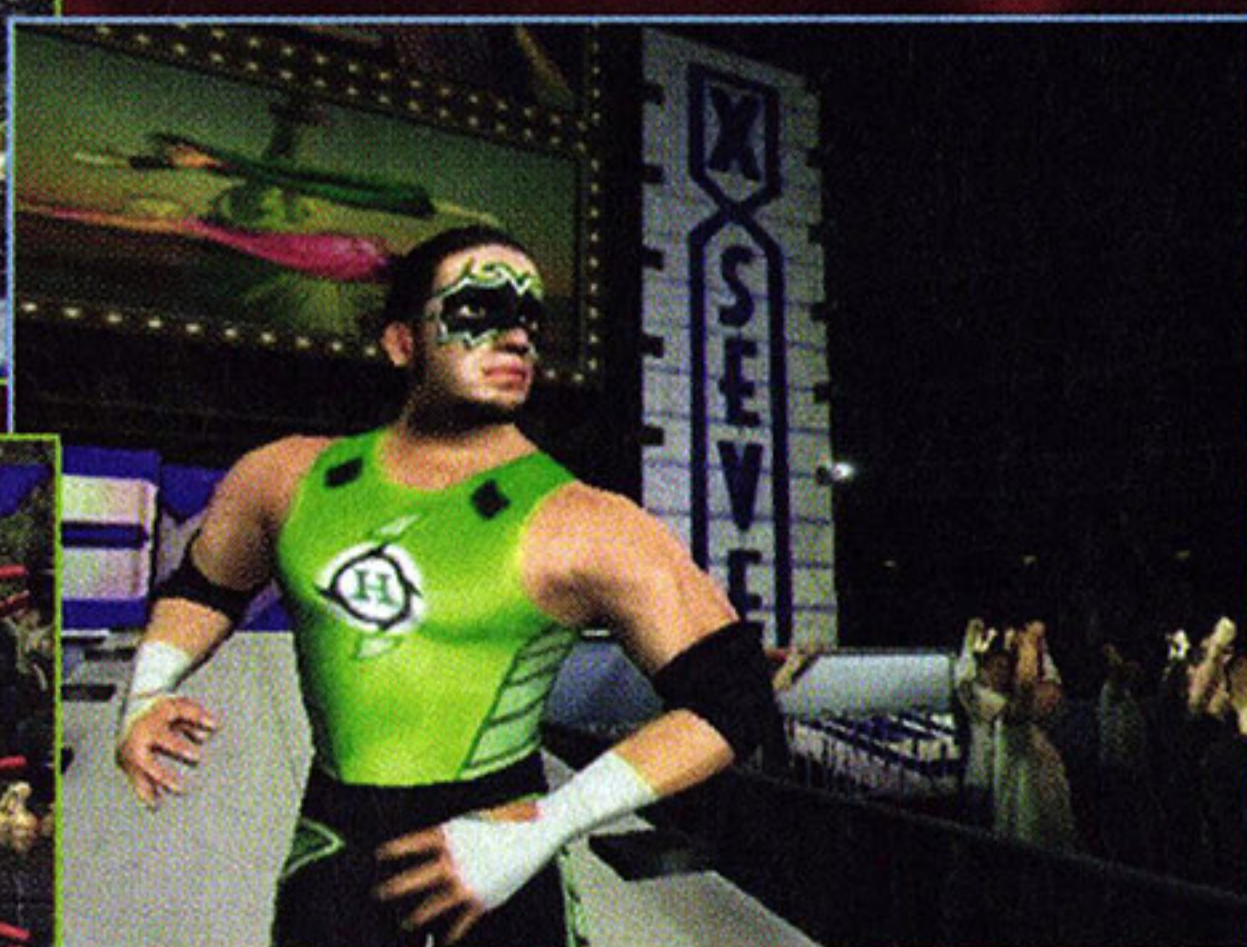
- Developed by Yuke's
- Published by THQ
- Target release date: Summer 2002



HANDS-ON

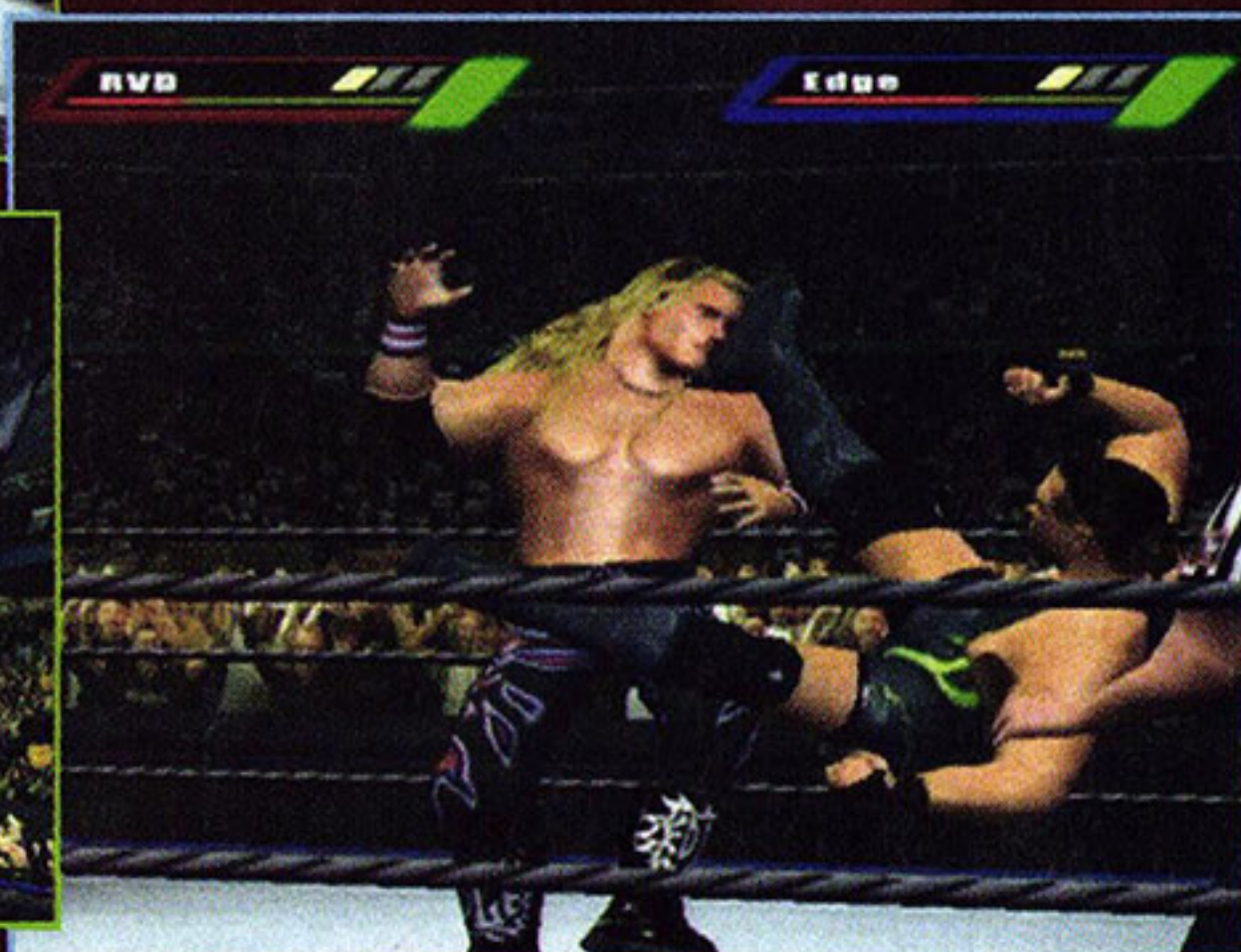
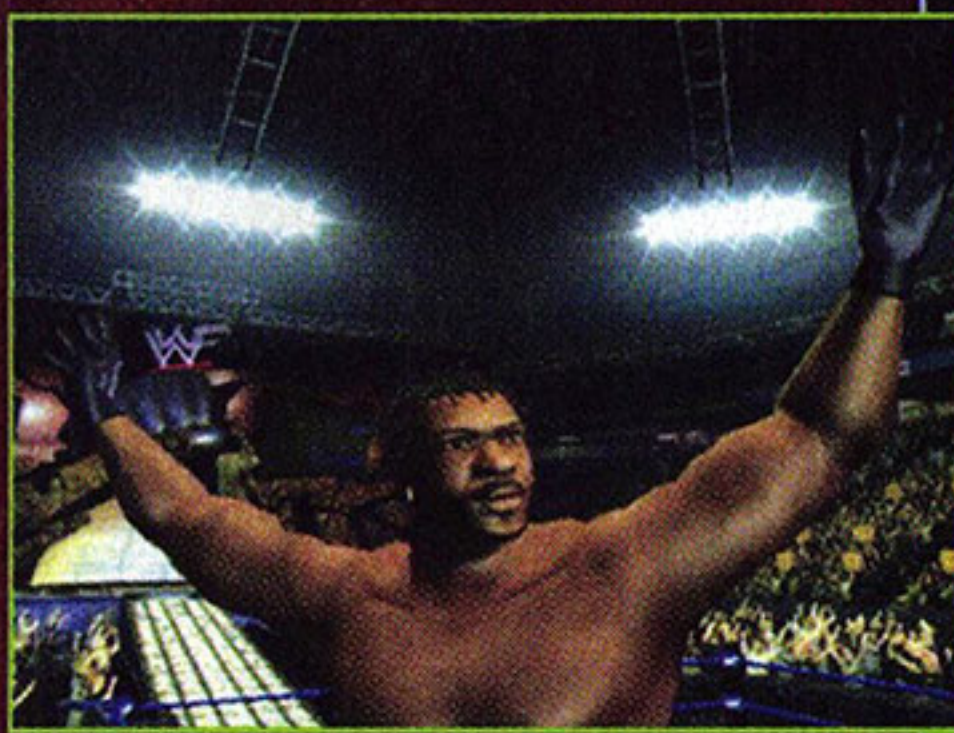
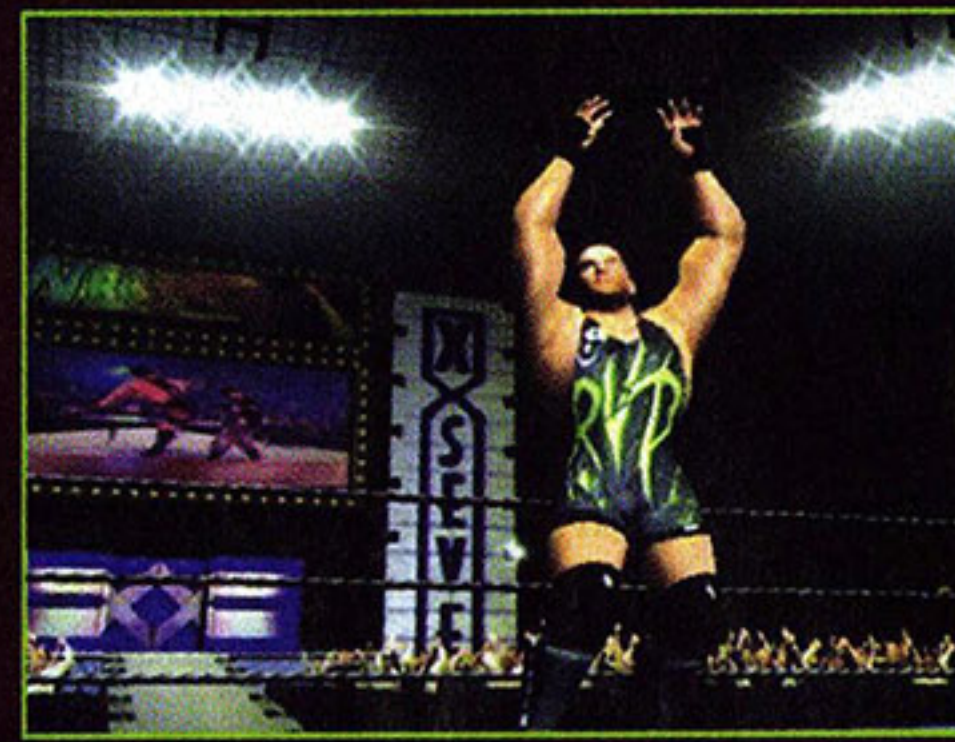


**JABRONI! 3:16! SMELL ROCK COOKIN'!** Now that that's out of the way, let it be known that *WrestleMania X8* could very well herald the return of the "wrestling game glory days" associated with N64 grapplers like *WWF No Mercy*. While the first GameCube wrestling game also happens to be the

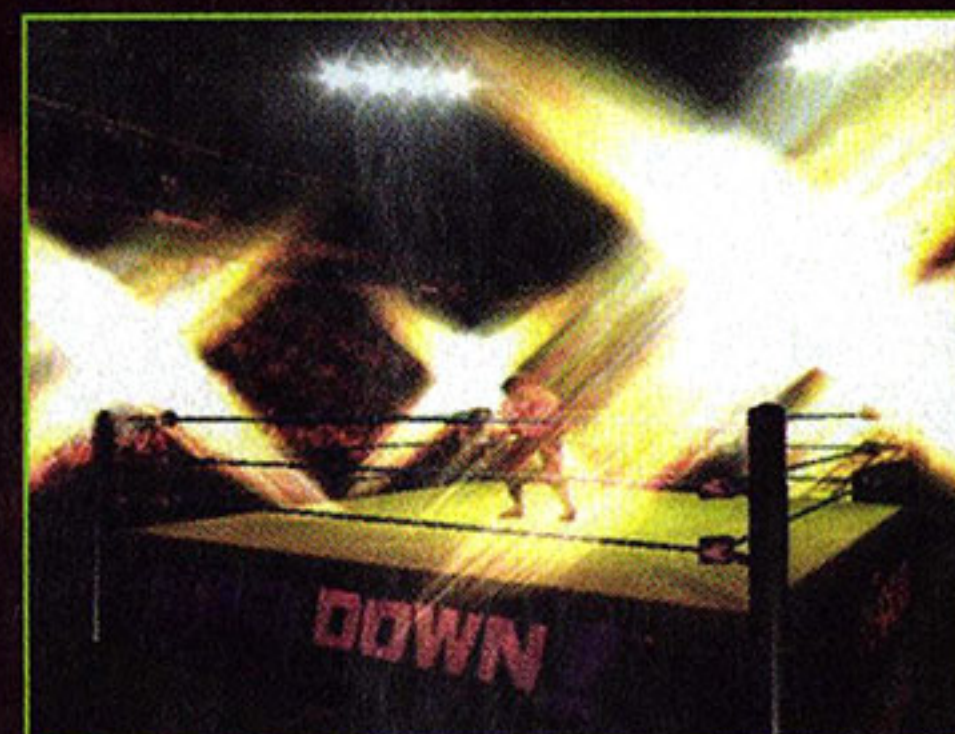


first to "unite" members of the *WWF*, *WCW*, and *NWO*, the potential goodness gets even, um, "gooder" than that.

The unfinished build of *WrestleMania X8* showed off great-looking wrestler models, detailed animation, and full-on, theatrical, *TitanTron*-tastic signature entrances. More importantly, the nearly lost art of grappling, counters, and reversals is ready to make a triumphant comeback in Yuke's brand-new game engine—which is good news for wrasslin' fans who found *WWF Raw* way too skewed toward button-mashing.

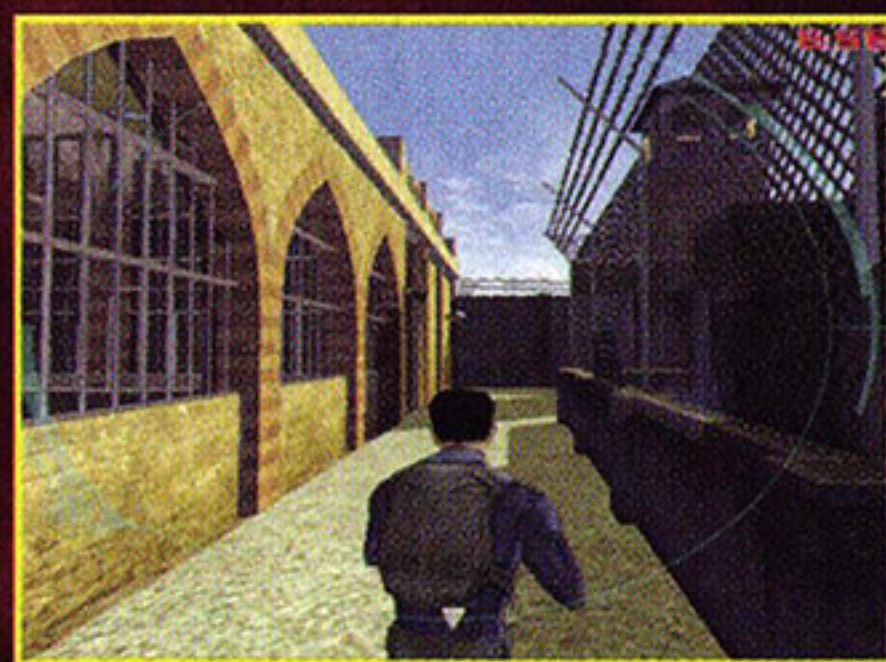


Two sticky points: The crowd (a sea of pixelific 2D people) proved to be a bit of a distraction from the good stuff, and since Yuke's is busy concentrating on good gameplay (shame on you), don't expect *X8's* "Champion Road" to delve as deeply as some of the more meaty Season modes out there. Still, unfinished games are called unfinished games for a reason...and there's plenty more ground to cover on the road to *WrestleMania*. **G**



# Mission: Impossible—Operation Surma

INFOGRADES' FIRST TWO stabs at the *Mission: Impossible* franchise weren't exactly a success, but based on a promising early demo, the third time might just be the charm for Ethan Hunt and the IMF. This latest adventure, which follows an original plot that's not based on a movie, will put Hunt and other IMF team members on the trail of a computer worm that's disabling key security systems around the world...and the *Surma* Corporations seems to



be the puppetmaster behind the curtain.

The third-person-perspective gameplay will focus heavily on stealth as you tackle seven large levels (with 10 or so regions each) set in locales ranging from Rome to the Middle East to Eastern Europe. As you handle



objectives like infiltrating a prison, you'll disable hidden security devices, sneak up on guards, conceal their bodies after taking them out, and the like. Rather than finding keys, you'll have to impersonate or con guards, and that famous IMF stable of gadgets, such as the face mask, will lend a helping hand. The game already sports fantastic lighting, and sticking to the shadows will be a vital part of the gameplay. If development stays on track, you can expect *Mission: Impossible* to be one of this holiday's leading titles. **G**

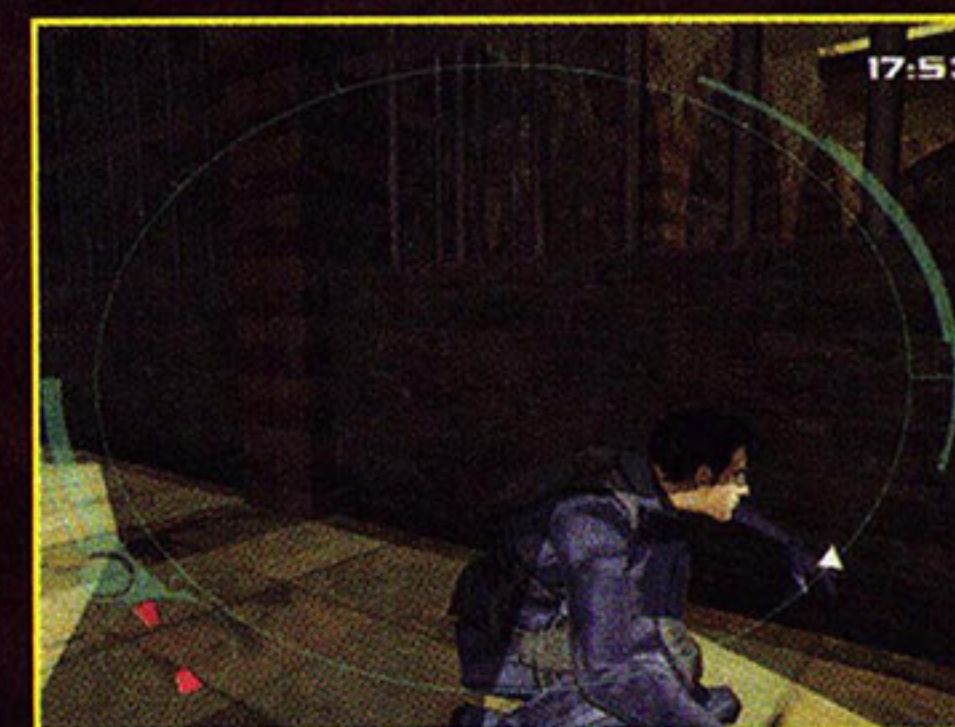


BY AIR HENDRIX

- Developed by Paradigm
- Published by Infogrames
- Target release date: November



FIRST LOOK





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about your life, would  
anyone want  
to read it?


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## Shinobi

THE LONE NINJA who turned into a legendary success is sharpening his sword for the next generation. Sega is revitalizing Shinobi, an action/adventure starring Hotsuma, a ninja who must destroy a mysterious evil force that's haunting the streets of a post-apocalyptic Tokyo. As Hotsuma, you'll be armed with a sword and shuriken and be able to run along walls, scale buildings, and chain together attacks by using a stealth-dash technique. Using magic will also be a key component to defeating foes. The deadly arts of the ninja will begin this fall. 



BY FOUR-EYED DRAGON

- Developed and published by Sega
- Target release date: Fall 2002




PLAYSTATION 2

FIRST LOOK



## Crimson Skies: High Road to Revenge

ONE OF THE most addicting flight games for the PC has put its sights on the Xbox. Crimson Skies: High Road to Revenge will enable you to fly 10 fantasy 1930s-style warplanes equipped to the teeth with guns, missiles, and a lot of turbo boost. You'll soar high into the clouds for serious dogfighting and swoop down to just a few feet above ground to trigger landslides or collapse bridges. Crimson Skies will also enable up to four aces to fly at once in split-screen multiplayer mode. 



BY FOUR-EYED DRAGON

- Developed and published by Microsoft
- Target release date: Fall 2002

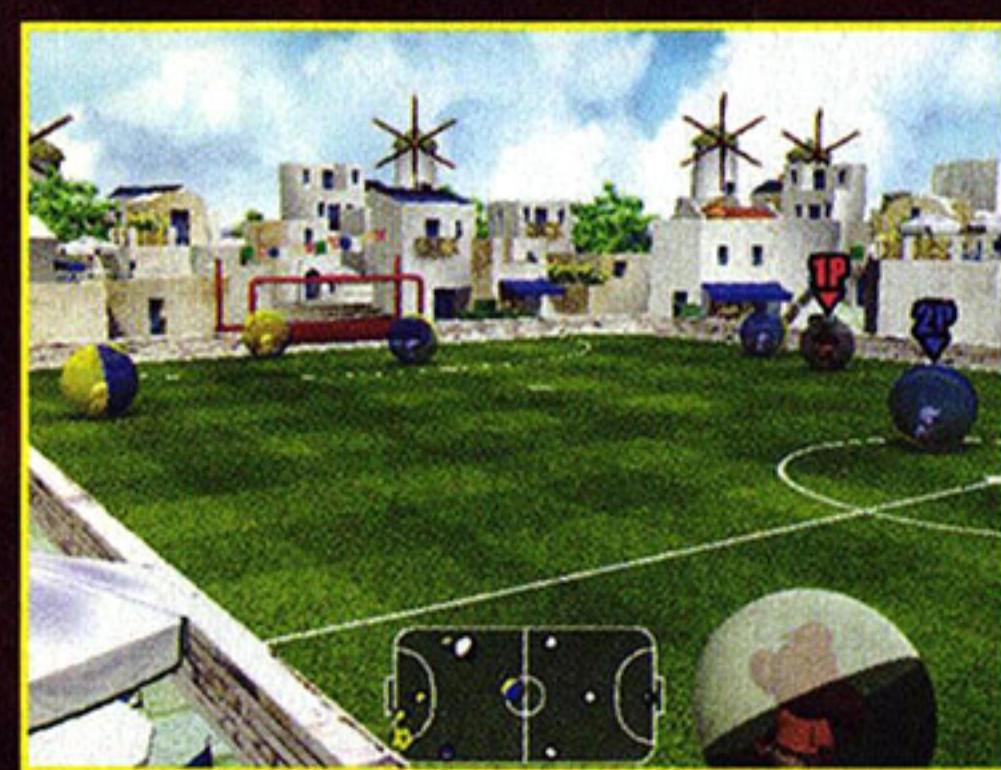



XBOX

FIRST LOOK



## Super Monkey Ball 2



IT'S TIME TO go ape again as the crazy antics of the spherically encased monkeys are about to roll to a GameCube near you. Super Monkey Ball 2 will feature more than 150 new stages, a unique Story mode filled with crazy challenges, and—of course—plenty of multiplayer havoc with enhanced mini-games of billiards, bowling, and golf. The game will also include six brand-new party games that up to four fun-loving primates can play at once. It will be monkey business all over again this fall. 



BY FOUR-EYED DRAGON

- Developed and published by Sega
- Target release date: Fall 2002



GAMECUBE

FIRST LOOK





265  
MPH

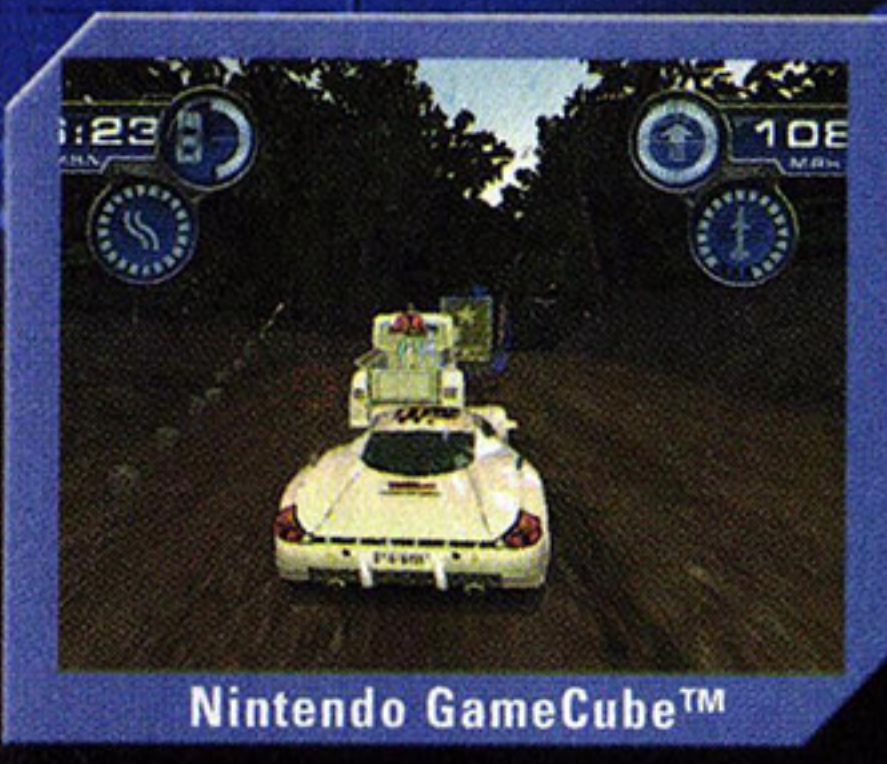
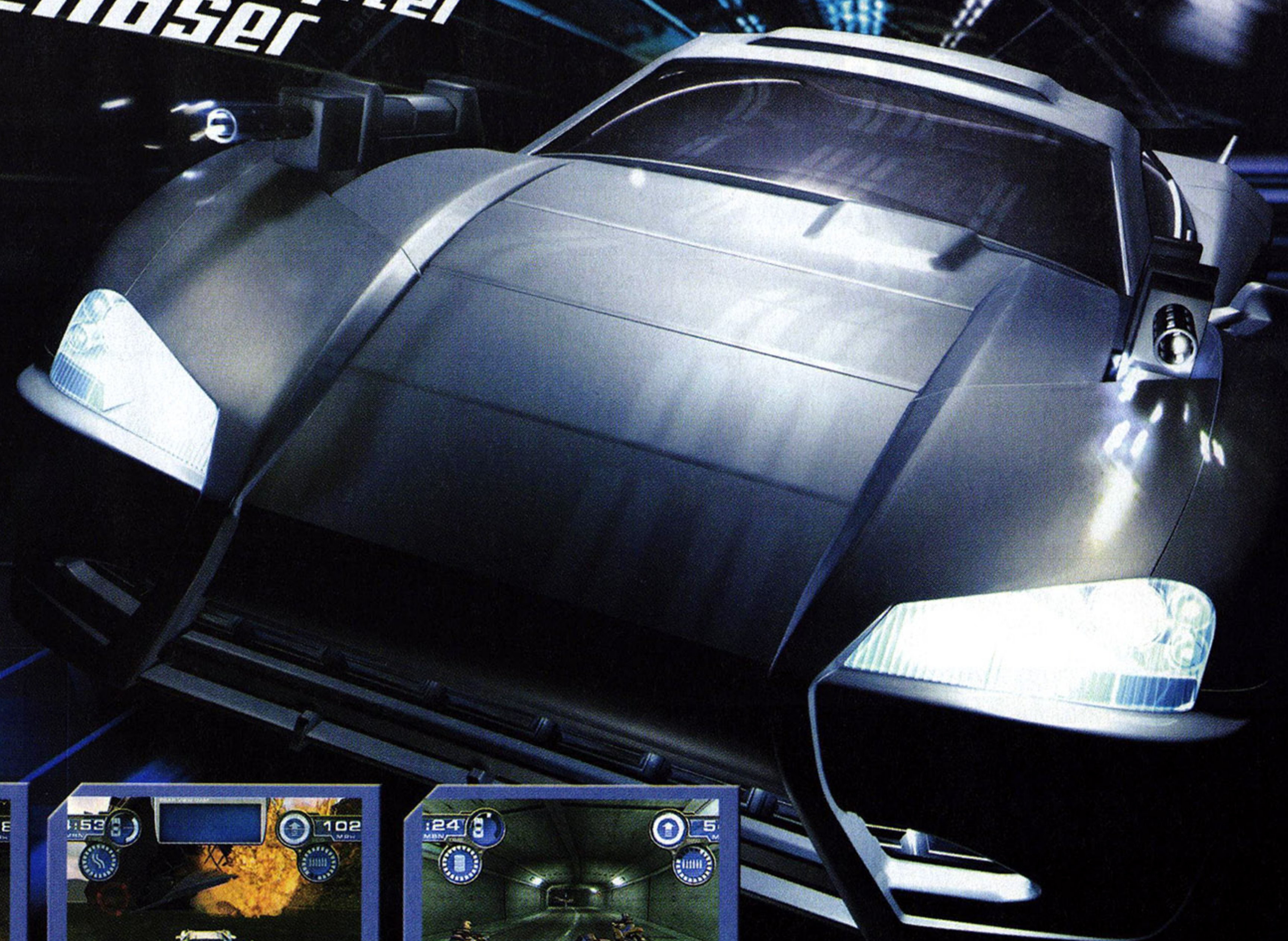


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-Electronic Gaming Monthly



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# SPY HUNTER

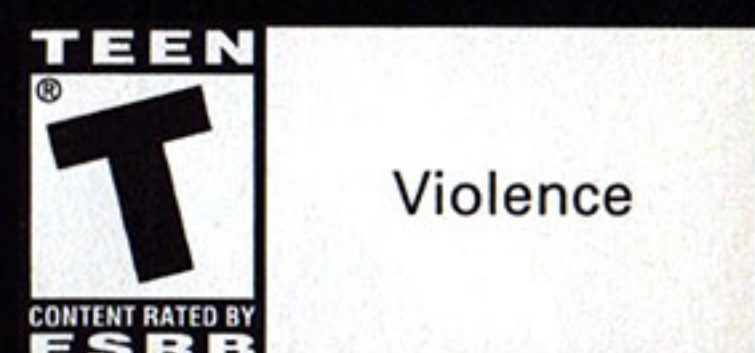
Top secret info at [spyhunter.midway.com](http://spyhunter.midway.com)

PREPARE TO BE HUNTED MARCH 2002



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PlayStation®2

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# Crazy Taxi 3: High Roller



BY MAJOR MIKE

- Developed by Hitmaker
- Published by Sega
- Target release date: Summer 2002



FIRST LOOK



AFTER BURNING RUBBER across the East and West Coasts, Crazy Taxi is bringing its renowned brand of racing action to Sin City in this Xbox-exclusive title. The objective will remain the same: collect as many fares as possible before time expires. Rules of the road? Forget 'em—they still don't exist. In addition to the Las Vegas course, Crazy Taxi 3's other new features will include four original drivers, revised Little Apple and West Coast areas from previous Taxi games, several mini-contests to torture...er, test your skills, and a cast of colorful passengers who dish out abuse...or big money. **G**



# Quantum Redshift



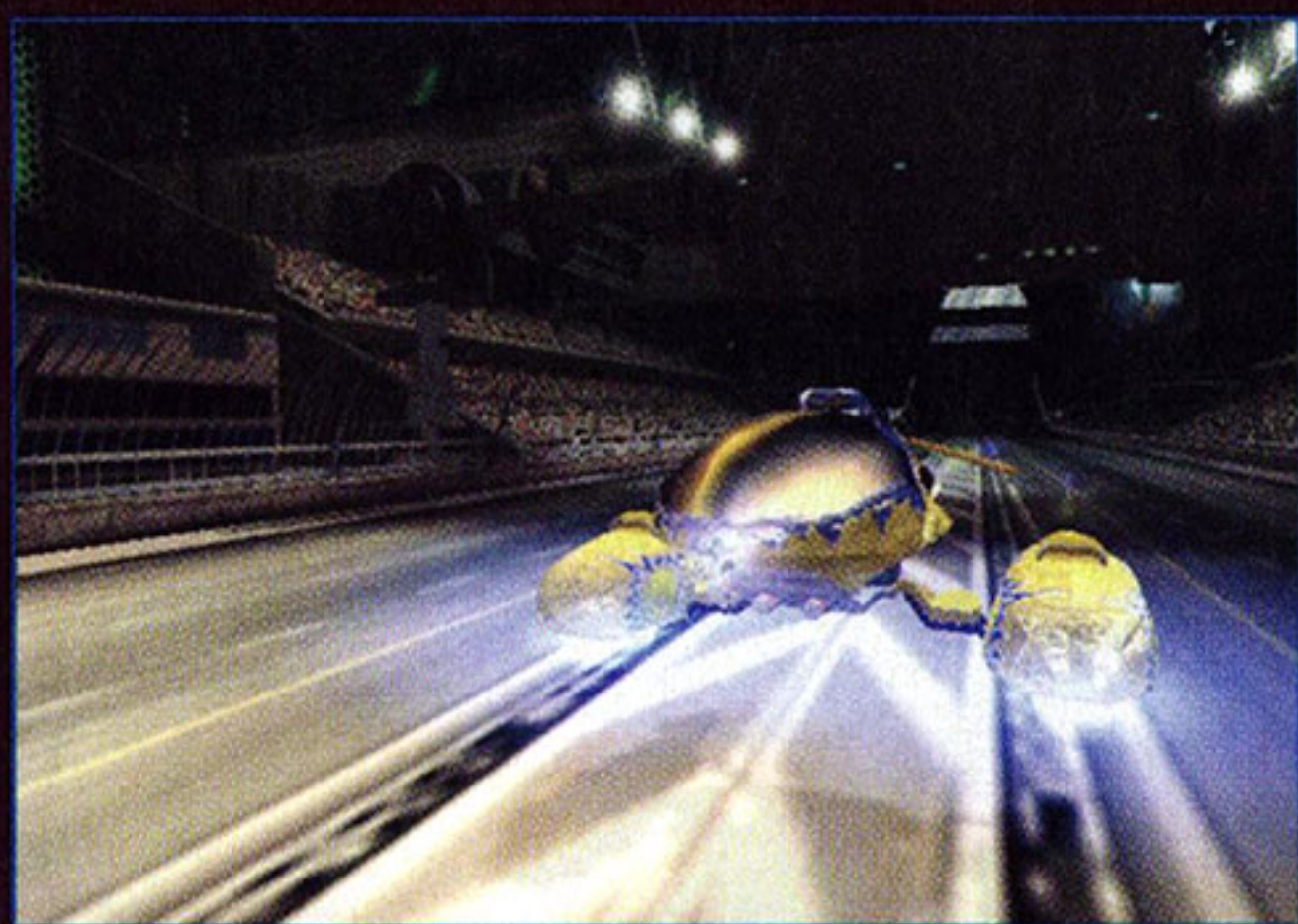
BY MAJOR MIKE

- Developed by Curly Monsters
- Published by Microsoft
- Target release date: Fourth Quarter 2002



FIRST LOOK

WIPEOUT TOOK THE PlayStation by storm with its unique blend of futuristic racing and combat, and Quantum Redshift is hoping to do the same for the Xbox. In this game, you'll race on 16 tracks in as many vehicles at speeds that exceed 900 mph while using weapons like simple plasma bolts and extreme nuclear blasts. Redshift hopes to add spice to its racing engine with detailed narratives and events that unfold via cut-scenes for various drivers. Additional features will include a split-screen multiplayer mode where up to four racers can battle it out. **G**



# Kung Fu Chaos



BY BROTHER BUZZ

- Developed by Just Add Monsters
- Published by Microsoft
- Target release date: Fall 2002



FIRST LOOK

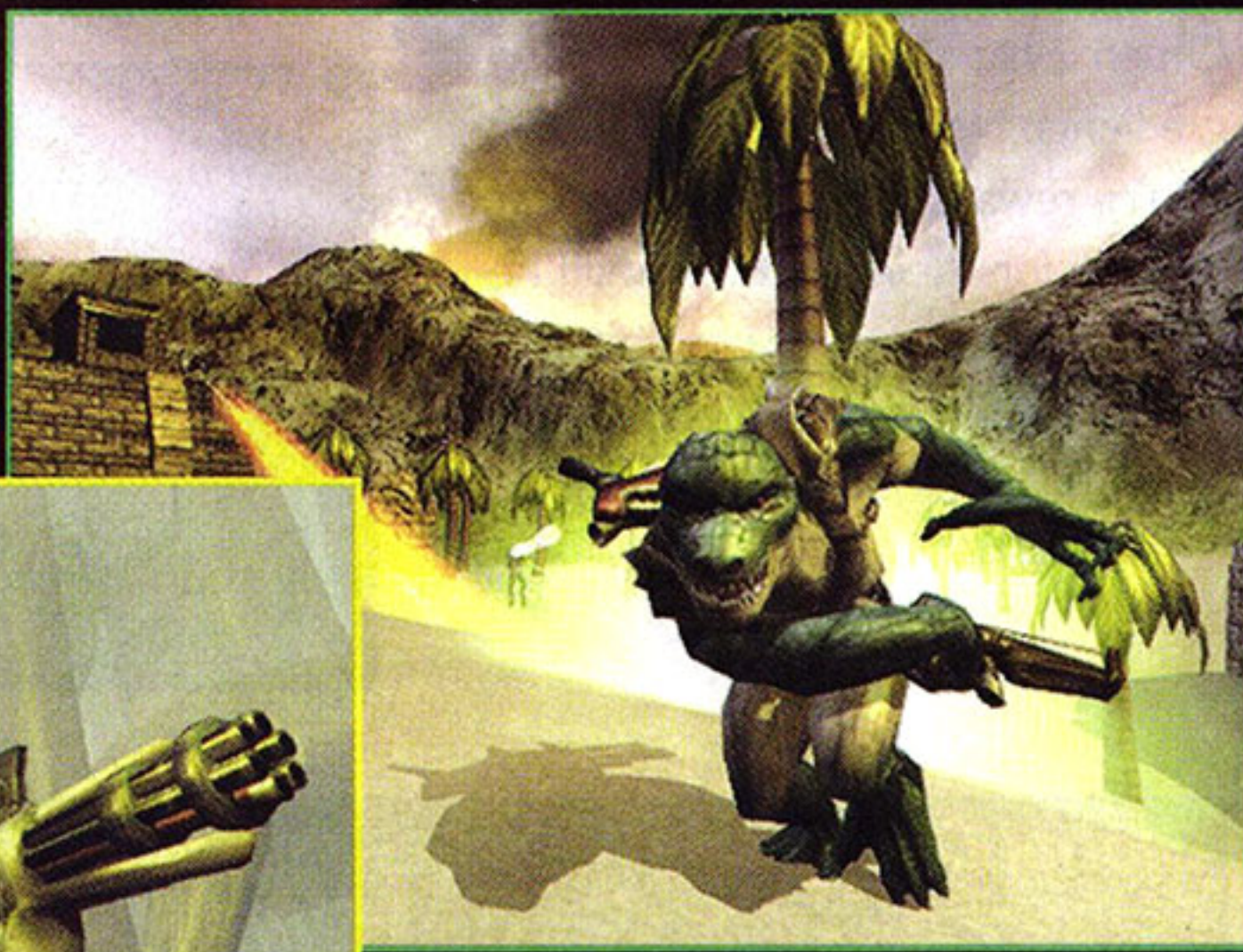
KUNG FU CHAOS will be a goofy, chop-socky, schlocky brawler. You'll vie to become the lead actor in an incredibly low-budget, 1970s-style martial arts action flick. To reach your goal, you'll have to battle four other would-be stars (using third-person perspective) across six movie sets to literally knock them off the screen. The eight selectable fighters will sport cartoony looks, and the sets will rip-off blockbusters like *Titanic*, *Gladiator*, and *Jurassic Park*. With characters like Chop and Stix, intentionally gawdawful dubbing, and even the theme music from *Enter the Dragon*, Chaos promises kung fool fighting supreme. **G**





# Brute Force

THE XBOX MADE a huge splash thanks in no small part to the shooter Halo. Brute Force is hoping to duplicate that success with squad-based gameplay and—based on these screens—stunning visuals. You'll take command of a team of four mercenaries and guide them through four diverse worlds, including deserts, swamps, and volcanoes. Of course, there will be several weapons to collect and enemies to blast, but Brute will also feature a unique play system where characters develop specialized abilities depending on the battle tactics that you employ. **G**



BY MAJOR MIKE

- Developed by Digital Anvil
- Published by Microsoft
- Target release date: May



FIRST LOOK



# XIII

XIII (i.e., "13") will be a first-person shooter based on the popular comic-book license from Belgium author Jean Van Hamme. Powered by the Unreal II game engine, XIII will add a cool visual twist to the tried-and-true first-person shooter genre with cel-shaded graphics (à la Jet Set Radio Future) and striking flashback sequences that should help fuel the narrative. In addition to a one-player story mode, XIII will provide several diverse multiplayer games, including four-player split-screen deathmatches on the PlayStation 2 and GameCube, and multiplayer online play for the Xbox and PC versions. **G**

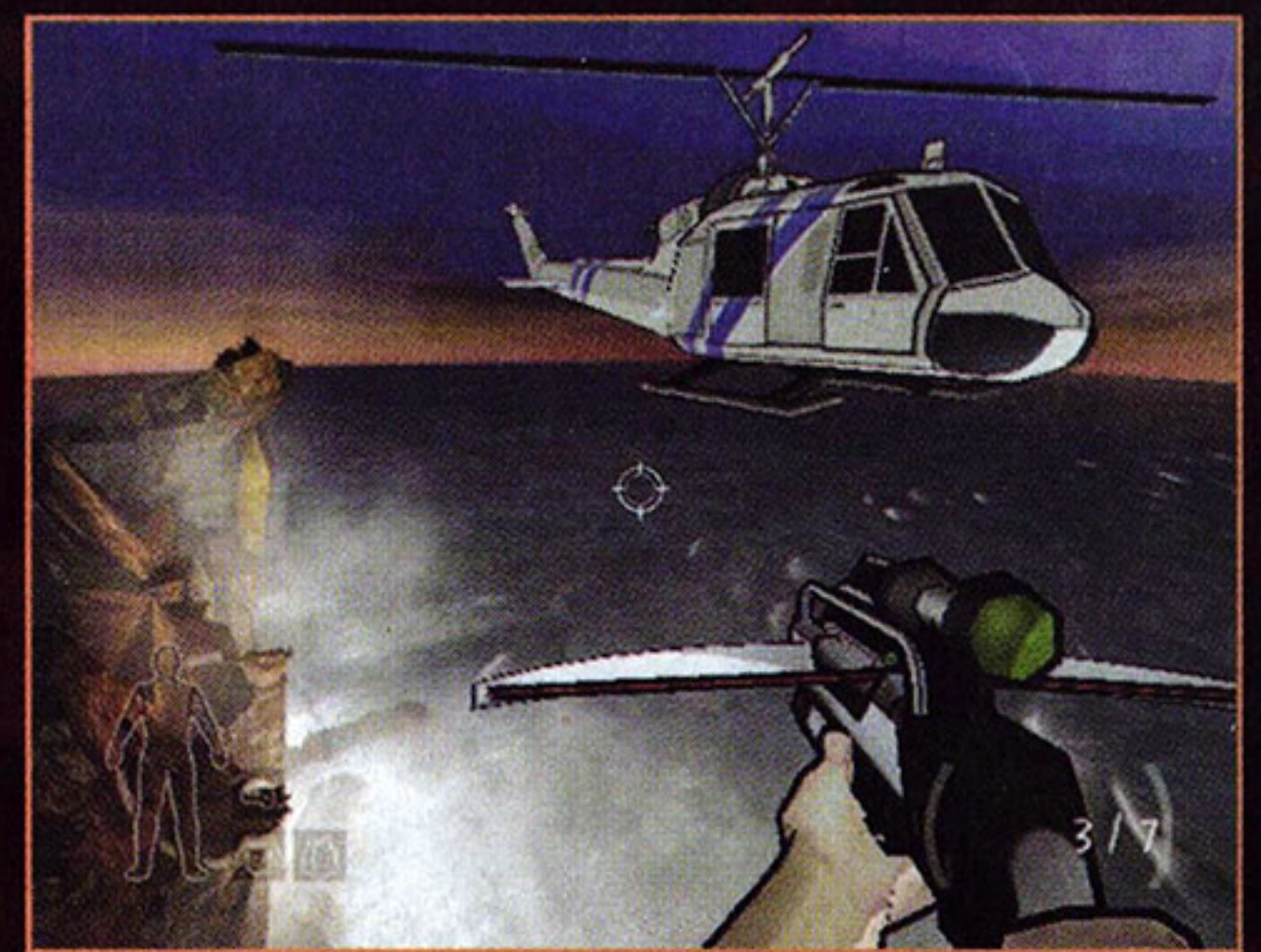


BY MAJOR MIKE

- Developed and published by Ubi Soft
- Target release date: First Quarter 2003



FIRST LOOK

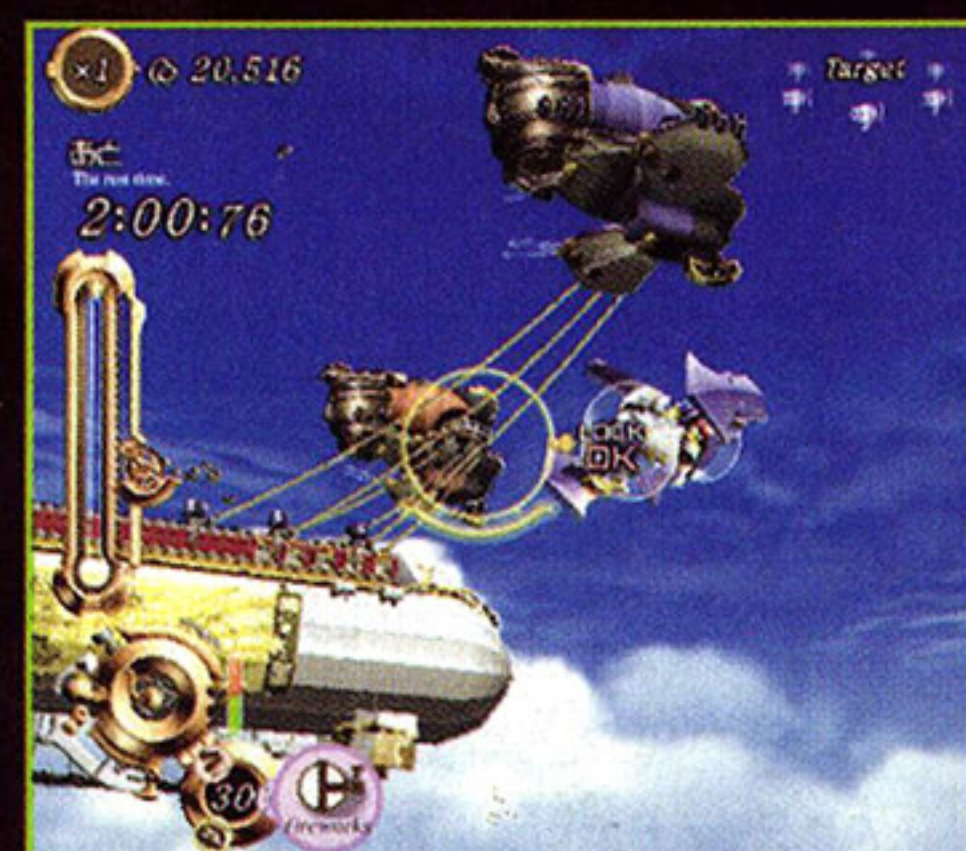


Note: All screens shown here are from the PlayStation 2 version.

# SkyGunner

WITH ITS CUTESY anime characters, colorful visuals, and user-friendly controls, SkyGunner is obviously geared toward younger gamers. Flying as

one of three pilots, you'll take on several challenging missions—from protecting precious cargo to dog-fighting skilled enemies with pumpkin bombs and other creative weaponry. You'll also unlock hidden play modes and other secrets, depending on your score. In the early build, controlling the various aircraft was simple and intuitive, and the graphics were clean and featured a consistent frame rate—qualities that will hopefully be present in the final version of the game. **G**



BY MAJOR MIKE

- Developed by Sony
- Published by Atlus
- Target release date: Summer 2002



HANDS-ON





# 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](http://www.esrb.org) or call 800/771-3772 for more information.



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



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



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



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

### Blood Omen 2

By Eidos



As the title implies, *Blood Omen 2* has three main ingredients: blood, blood, and blood. You're rewarded for killing innocent civilians for their blood: Human beings are health power-ups and tools in this game, which will no doubt turn off less bloodthirsty gamers.

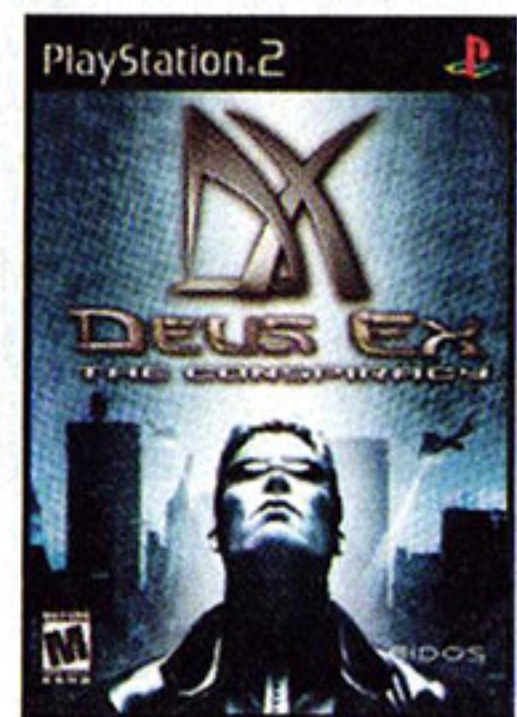


### Deus Ex: The Conspiracy

By Eidos



*Deus Ex* is a futuristic adventure revolving around an antiterrorism cop who uncovers a vast, disturbing conspiracy that stretches deep into hallowed institutions like the UN. This gritty, edgy game is aimed squarely at adults. The frequent combat involves plenty of spilt blood, and the mature language and story lines definitely aren't suited for youngsters.

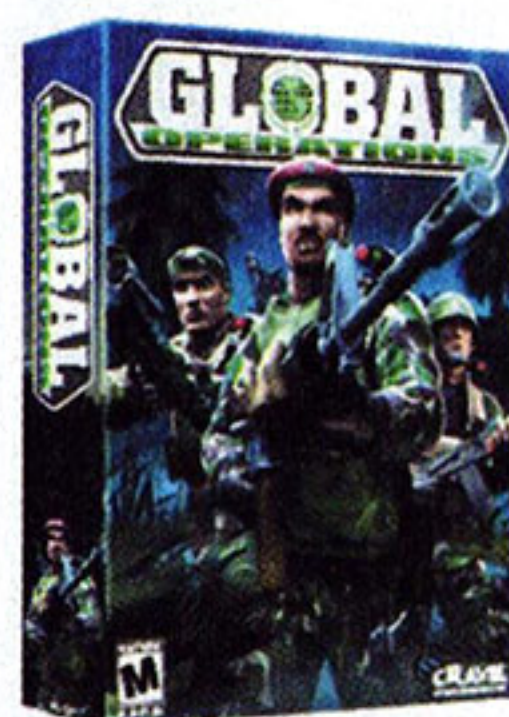


### Global Operations

By EA Games



*Global Operations* mirrors what our Special Forces are doing in today's violent world: taking out bad guys with the latest weaponry. In the game, it's up-close and personal with fanatical extremists, complete with lifelike death animations. This shooter certainly earns a Mature rating for its violent content and gameplay objectives.



### Headhunter

By Acclaim



In a future where law enforcement has been privatized, *Headhunter* puts you in the role of a bounty hunter for hire. You earn your keep by tracking and killing criminals in a grimy urban landscape, so there's plenty of combat, but no blood. Factor in the occasional sexual innuendo, and *Headhunter* bags a Mature rating.

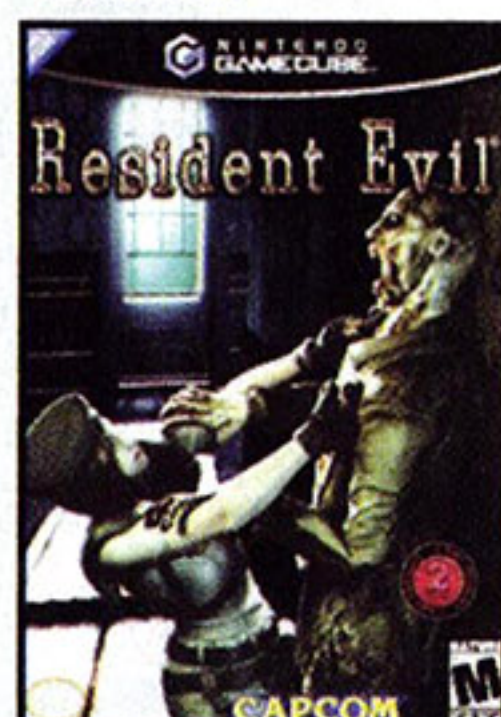


### Resident Evil

By Capcom



Just because it's on the system that's best known for Mario and other cute family characters, *Resident Evil* isn't for younger players. This game has a substantial quantity of blood and gore. Most of the plasma that's spilled, though, is that of your adversaries, who consist of monsters and other unreal creatures. Nevertheless, this game—similar to others in the series—would be very scary for the younger or more impressionable gamers.



### State of Emergency

By Rockstar Games



*State of Emergency* earns a solid Mature rating with its offbeat theme and vivid depiction of inner-city riots. The game features a hefty share of onscreen blood and violence as you must utilize a variety of exotic weapons in order to achieve various goals and objectives. Various mission objectives and dialogue also feature occasional profanity.



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

## ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

|  |   |   |   |
|--|---|---|---|
| Blood Omen 2.....                            | M | Baseball Advance.....                         | E |
| Deus Ex: The Conspiracy .....                | M | Dance Dance Revolution Konamix.....           | E |
| Global Operations .....                      | M | Dragon Ball Z: Collectible Card Game.....     | E |
| Headhunter .....                             | M | Ecco the Dolphin: Defender of the Future..... | E |
| State of Emergency.....                      | M | Herdy Gerdy .....                             | E |
| Agent Under Fire .....                       | T | Home Run King .....                           | E |
| Freedom Force .....                          | T | Mad Maestro! .....                            | E |
| Mister Mosquito.....                         | T | NFL Blitz 20-02.....                          | E |
| Spy Hunter .....                             | T | Resident Evil Gaiden .....                    | E |
| Star Wars Jedi Knight II: Jedi Outcast ..... | T | Smash Court Tennis Pro Tournament .....       | E |
| Star Wars Jedi Starfighter.....              | T | Spider-Man .....                              | E |
| TransWorld Surf .....                        | T | World Rally Championship .....                | E |
| All-Star Baseball 2003.....                  | E |   |   |

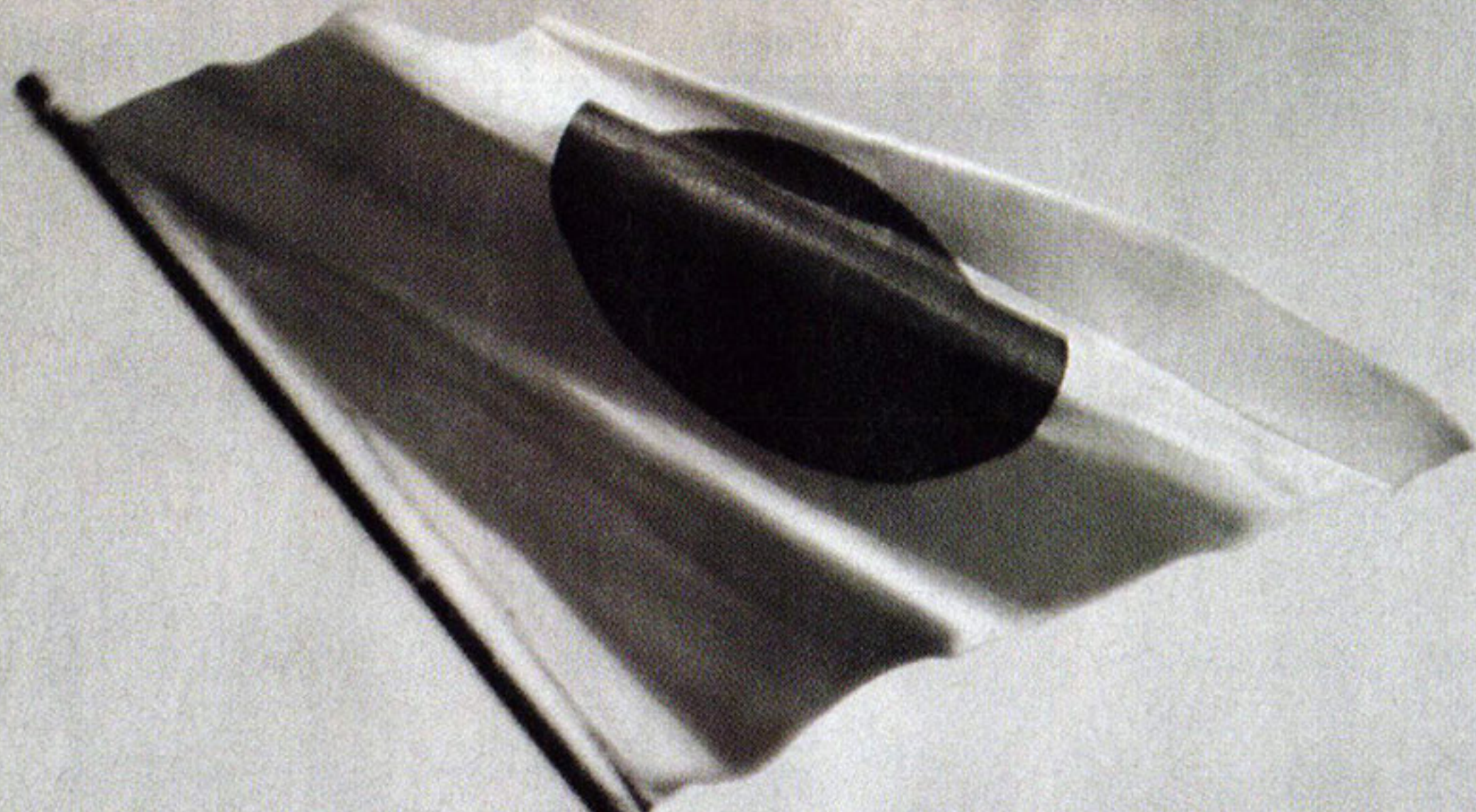
## WHERE TO FIND THE ESRB RATING

*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.

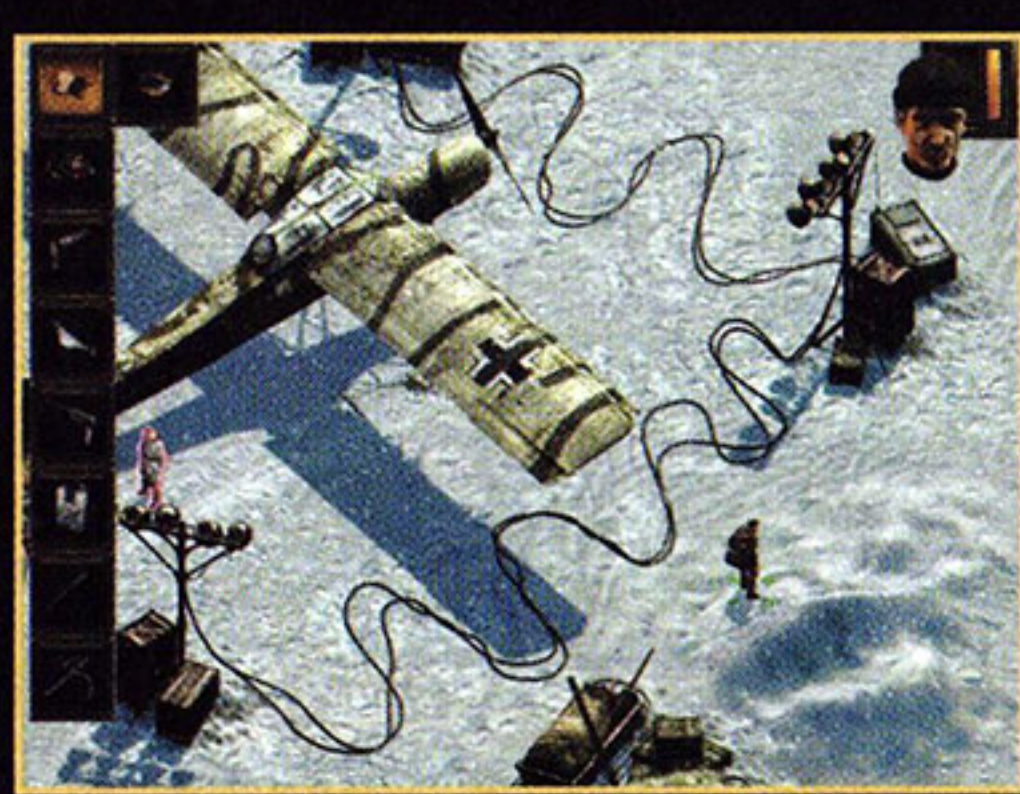




**HISTORY IS IN YOUR HANDS.  
DON'T SCREW IT UP.**



**EIDOS**  
INTERACTIVE  
GAMES WITH CHARACTER



**COMMANDOS**  
**2**  
MEN OF COURAGE

**IT'S WWII ALL OVER AGAIN.**

**TEEN**  
**T**  
CONTENT RATED BY  
**ESRB**  
**Blood**  
**Violence**



**PlayStation 2**

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BY AIR HENDRIX

- Developed by Ion Storm
- Published by Eidos
- \$49.99
- Available now
- Action/adventure
- 1 player

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.0      | 4.5   | 4.5     | 5.0        |

**I**F YOU MISSED this fascinating game when it first came out on the PC, don't make the same mistake twice.

Deus Ex masterfully weaves a gripping story with excellent first-person-shooter, adventure, and RPG gameplay. The captivating result guarantees weeks of sleepless nights glued to the controller.

## A Vast Conspiracy

In a troubled future on the verge of collapse, you play as JC Denton, a cyborg rookie in the UN's anti-terrorism unit. A lethal virus is sweeping the globe, and as you hunt the terrorist group that stole a shipment of the cure, a shadowy conspiracy involving the UN, secret societies, and even JC's brother gradually emerges.



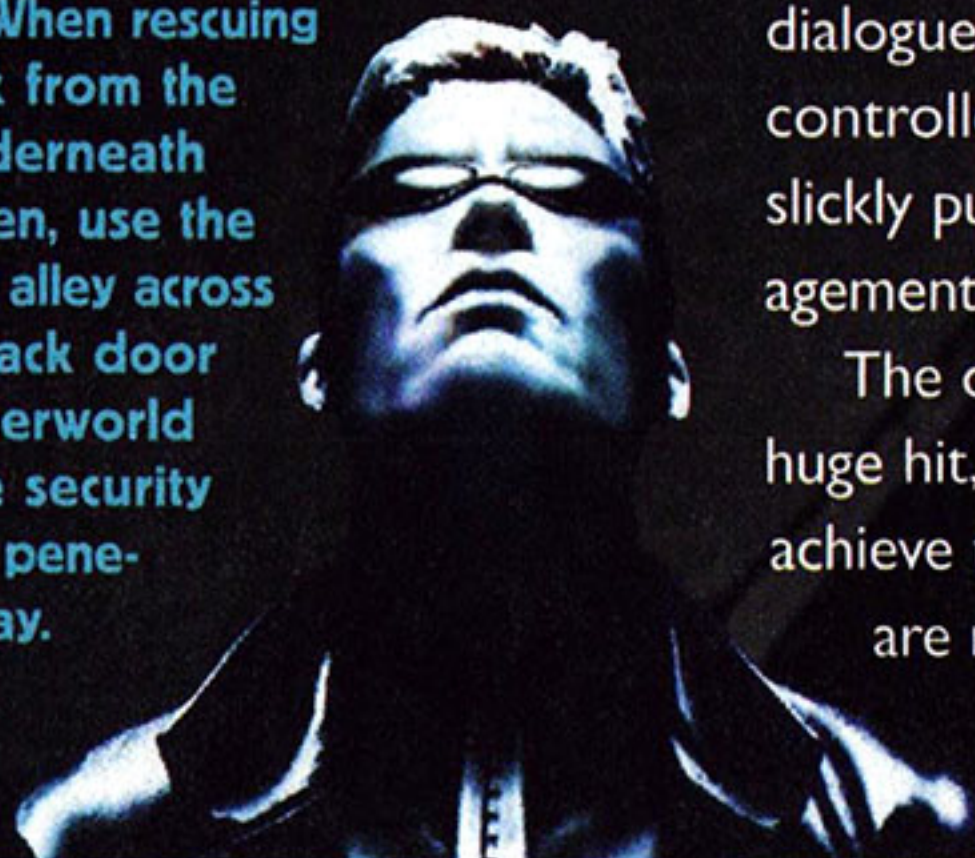
**PROTIP:** To shoot without being seen, hold L2 to plant your feet, then use the right analog stick to lean out and line up a target.



**PROTIP:** The sunken boat underneath the docks where you meet Harvey Filben is worth spending two lockpicks on—it contains a shotgun and two weapon mods.



**PROTIP:** When rescuing Ford Schick from the sewers underneath Hell's Kitchen, use the grate in the alley across from the back door of the Underworld Tavern—the security is easier to penetrate that way.



# DEUS EX THE CONSPIRACY

The involving gameplay mixes first-person combat with quest-style adventuring. A strong RPG component adds another layer as you build up JC's skills (hacking, lockpicking, weaponry, and so on) and nanotech augmentations (muscular strength, lung capacity for swimming, radiation resistance, and more). You also manage a sizable inventory of weapons and gadgets.

## Reaches the Highest Levels

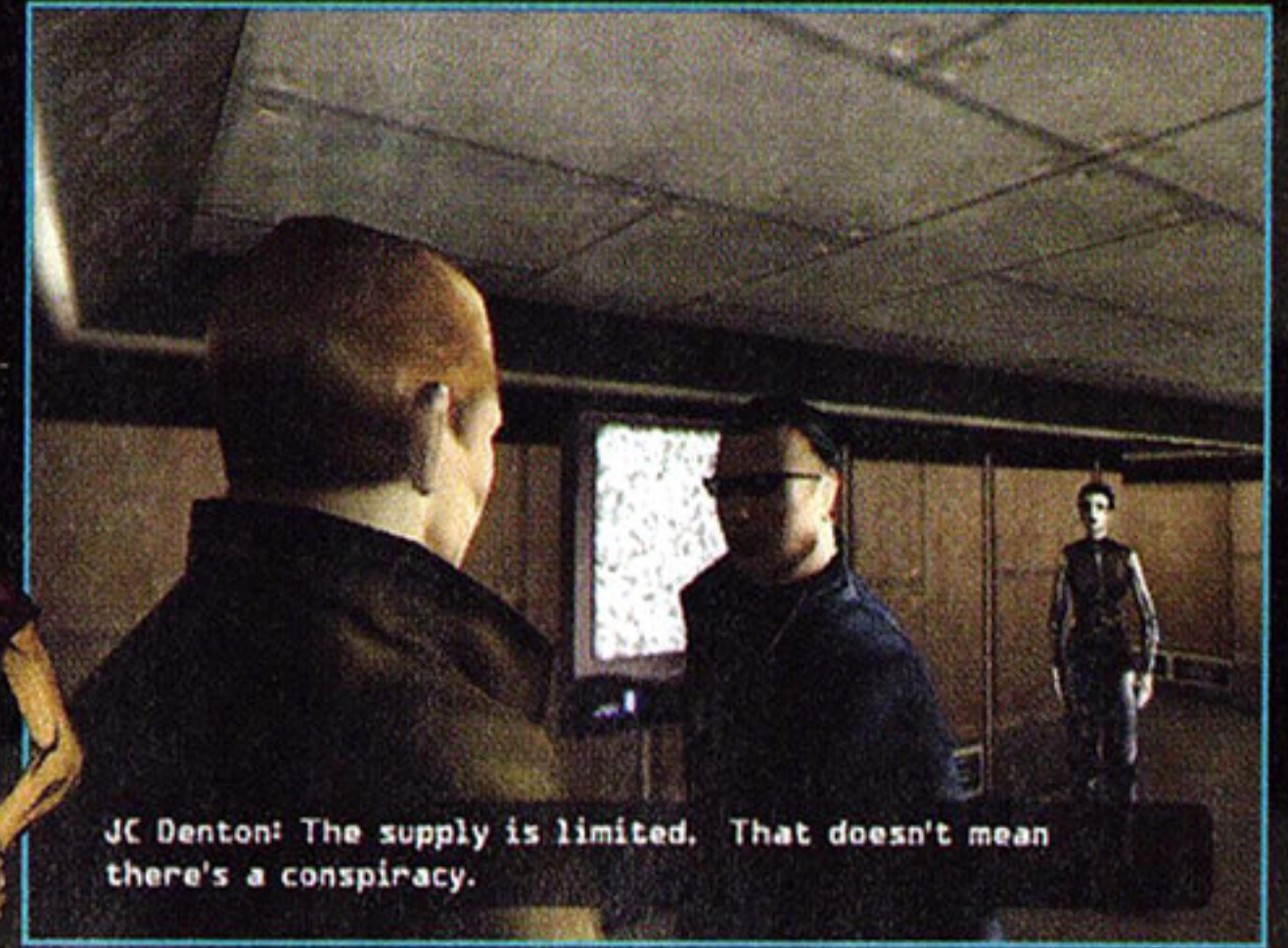
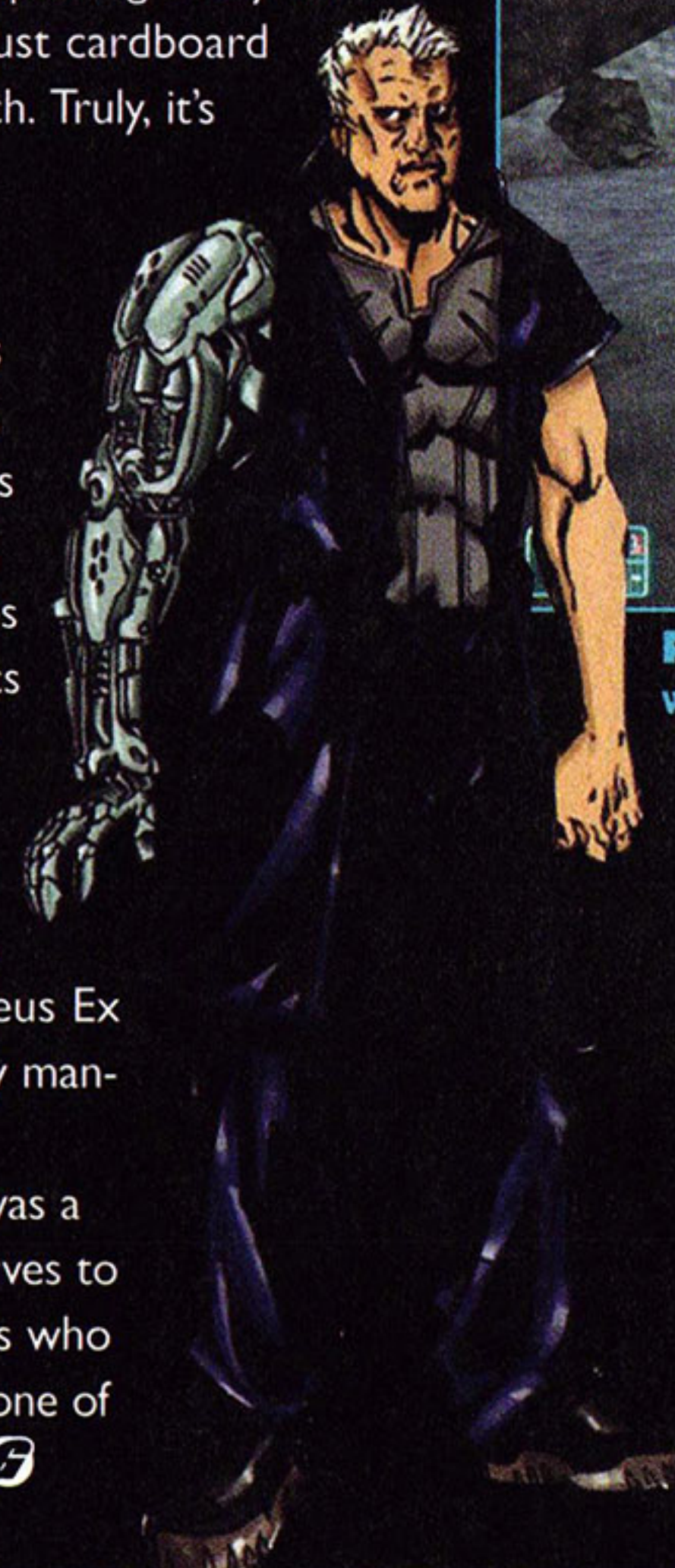
Deus Ex's startling depth is a huge part of what makes it so compelling. There are tons of different paths through this game, and depending on which skills you develop and how you approach each mission, you can wade through with guns blazing, slip quietly through the shadows, or even become that rarest of creatures, the master hacker/swimmer.

The world you interact with is also dazzlingly deep. The briefest conversation or interaction can have implications that affect you later, you're rewarded for exploring every nook and cranny, and the characters aren't just cardboard dummies with one or two lines of speech. Truly, it's a big, long game.

## Sunglasses at Night

While Deus Ex certainly isn't without its flaws, none are even remotely crippling. As in Red Faction, the tedious load times as you move between areas are a mild annoyance, and lame A.I. sometimes makes combat ring false. The serviceable graphics miss a golden opportunity to make this game unstoppable, but the audio scores big with a massive amount of well-acted dialogue. Condensing a keyboard into a controller is never an easy task, but Deus Ex slickly pulls off everything from inventory management to strafing.

The original PC version of Deus Ex was a huge hit, and this outstanding port deserves to achieve that same status. For PS2 gamers who are new to the series, it's absolutely one of this spring's must-play games. **E**



JC Denton: The supply is limited. That doesn't mean there's a conspiracy.

**PROTIP:** Cheap trick of the day: Save before key moments with branching paths, re-load the game to check them all out, and pick your favorite.



**PROTIP:** To survive this gauntlet in NYC Airfield Tunnels, first relocate the TNT crate, then equip thermoptic camo and race across.



**PROTIP:** A scambler grenade is a great way to take out a pair of security robots.



**PROTIP:** Be sure to watch for wall-mounted grenades, which can be lethal booby traps.

**GRAPHICS** 3.0

The visuals suffer from a bland, outdated look. They're hardly horrible, but the PS2 is capable of much, much more.

**SOUND** 4.5

The extensive, sharply delivered dialogue steals the show, but ho-hum weapon effects and repetitive music are the downsides.

**CONTROL** 4.5

Deus Ex literally uses every possible button on the PS2 controller. It takes a bit of practice to master, but it definitely pays off.

**FUN FACTOR** 5.0

Tremendous depth, great story line, original gameplay—Deus Ex is the kind of game that almost shocks you with how good it is.

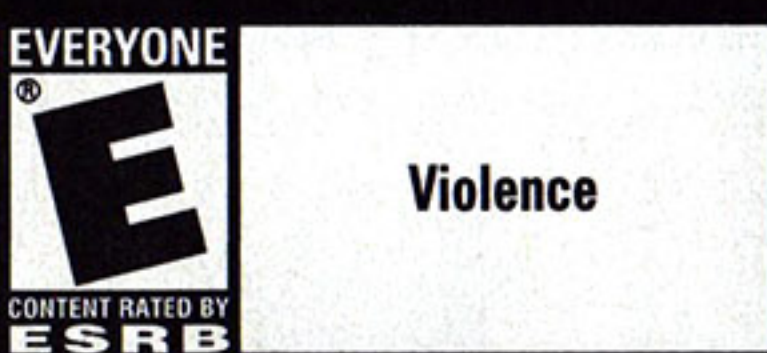




**IN ANCIENT EGYPT THERE EXISTED A FORCE SO POWERFUL,  
IT HAD TO BE LOCKED AWAY FOR A MILLENNIA.  
NOW ONE BOY HAS RELEASED THAT POWER!**

# YU-GI-OH!

## FORBIDDEN MEMORIES







BY STAR DINGO

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

|          |       |         |            |
|----------|-------|---------|------------|
| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
| 4.0      | 4.0   | 3.5     | 4.0        |

# BLOOD OMEN 2

**Y**AMPIRES ARE HIP. Vampires are with it. And sucking the life out of innocents as they plead for their lives—and then laughing maniacally about it to no one in particular—is cool enough to distract you from your job as a manual labor specialist. At least, that’s the theory behind Blood Omen 2.

## je suis le Vampire Kain

Blood Omen 2 shirks the original PlayStation game’s action/RPG structure in favor of a much simpler, linear, level-based 3D action format—not an inherently bad thing, except that Kain, evil lord of undead damnation, is relegated to pulling switches and pushing crates to solve puzzles. Yes, pushing crates. Even Soul Reaver 2 was wise enough to abandon that most heinous of ancient gameplay mechanics.

Luckily, there’s great grim satisfaction to be had in walking up to a friendly fishmonger and listening to him say, “G’day guv’ner, I hear there be vampires about!” right before you slash his chest, pick him up by the neck, hurl him against a wall, and suck the life out of his twitching almost-corpse. You do that a lot in Blood Omen 2...and by the time the novelty of Kain’s cruelty wears off, you’ve collected yourself a spiffy array of vampire abilities (like mind control) that make all the crate-pushing a lot more bearable...fun, even.

## Ah, this Crimson Charade Called Existence

Kain’s PS2 presentation is polished, if not overly complicated. Graphical high points include gorgeous urban architecture, super-clean textures, and dramatic camera angles. Low points include oversimplified human character models and frame rate jitters. Ultra-effective screams and eerie theme music lend mood, and there’s plenty of the vastly entertaining pretentious Anne Rice dialogue that remains the series’ trademark. Kain’s controls aren’t immediately friendly, though the “spot rotation” and limited camera controls work just fine once you adjust. Battling is Spartan with a single attack button, though you’ll find that combat remains fun despite the fact that nearly every skirmish works the same.

## A Scarlet Cyst on the Pustule of Mine Antipathy

You’ll probably wish there was more behind BO2’s bloodily amusing façade than just another 3D action/adventure...but there’s not. A solid story and high frequency of wholly immoral acts of horrifically violent fun are what ultimately lift Kain above his crate-pushing heritage. Just suck it up and move on with your unlife.



**PROTIP:** If you walk into a room and see people fighting against one other, just stand back and watch, then suck up the rewards.



“Ahhh, my greatest nemesis. I see you have found a way to stack yourself.”



**PROTIP:** Charm a peasant, walk him into some mist, and then have him call for help (△). Nearby guards will come running into the mist to investigate, leaving them open to a stealthy Mist Form attack.



**PROTIP:** Employ a block-dodge-attack strategy. To beat these Sarafan guards, block five times (L1), dodge to avoid a potential power attack, and then strike while they’re recovering.



### GRAPHICS 4.0

Cool animation, some rather gorgeous cityscapes, and super-clean textures combat simple-looking character models and frame rate problems—especially during certain boss battles.

### SOUND 4.0

The sound effects get the job done, and some effective (if not particularly memorable) mood music sets the tone, but the voice-acting is the star of the show. Overblown, pompous fantasy vampire blather at its finest.

### CONTROL 3.5

Controlling Kain’s rotate-in-place walking style and limited camera are a little annoying at first, but you’ll quickly adjust. Combat is simple and repetitive, but manages to never really get old.

### FUN FACTOR 4.0

Linearity and stupid block-pushing puzzles aside, this latest dark chapter in the Kain saga delivers—mostly because Kain’s modus operandi of grim human slaughter is so distressingly delightful.



**PROTIP:** Magnus likes to hide on the circular platforms while invisible. Use your Jump power to attack him from the platform on the opposite side.



**PROTIP:** Blocking fills your Fury meter, but it also damages your weapon. If you’re a Fury-holic, pick up a fresh weapon after defeating every foe.



**PROTIP:** If you see two people conversing, eavesdrop for a while to gain information...then eviscerate them and consume their precious lifeblood.





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adventure that started it all...

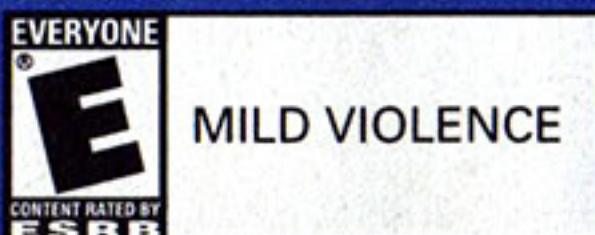
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**CAPCOM**  
www.capcom.com





BY AIR HENDRIX

Developed by Amuze  
Published by Acclaim  
\$49.99  
Available now

Action/  
adventure  
1 player



GRAPHICS SOUND CONTROL FUN FACTOR



**W**ITH ITS SLICK graphics and intriguing combo of gameplay styles, *Headhunter* is the kind of game that you really, really want to like. But like an unruly brat throwing tantrum after tantrum (and that's exactly how *Headhunter*'s camera behaves), this game abuses your good intentions until you surrender in disgust.

## Headache Hunter

Hunting down felons as a bounty hunter? Rocketing down city streets on a motorcycle? Sounds like a great premise, and truly, it is. But only the most dedicated gamers will be able to unearth a scrap of fun when faced with the oppressive burden of *Headhunter*'s atrocious camerawork and flawed controls.

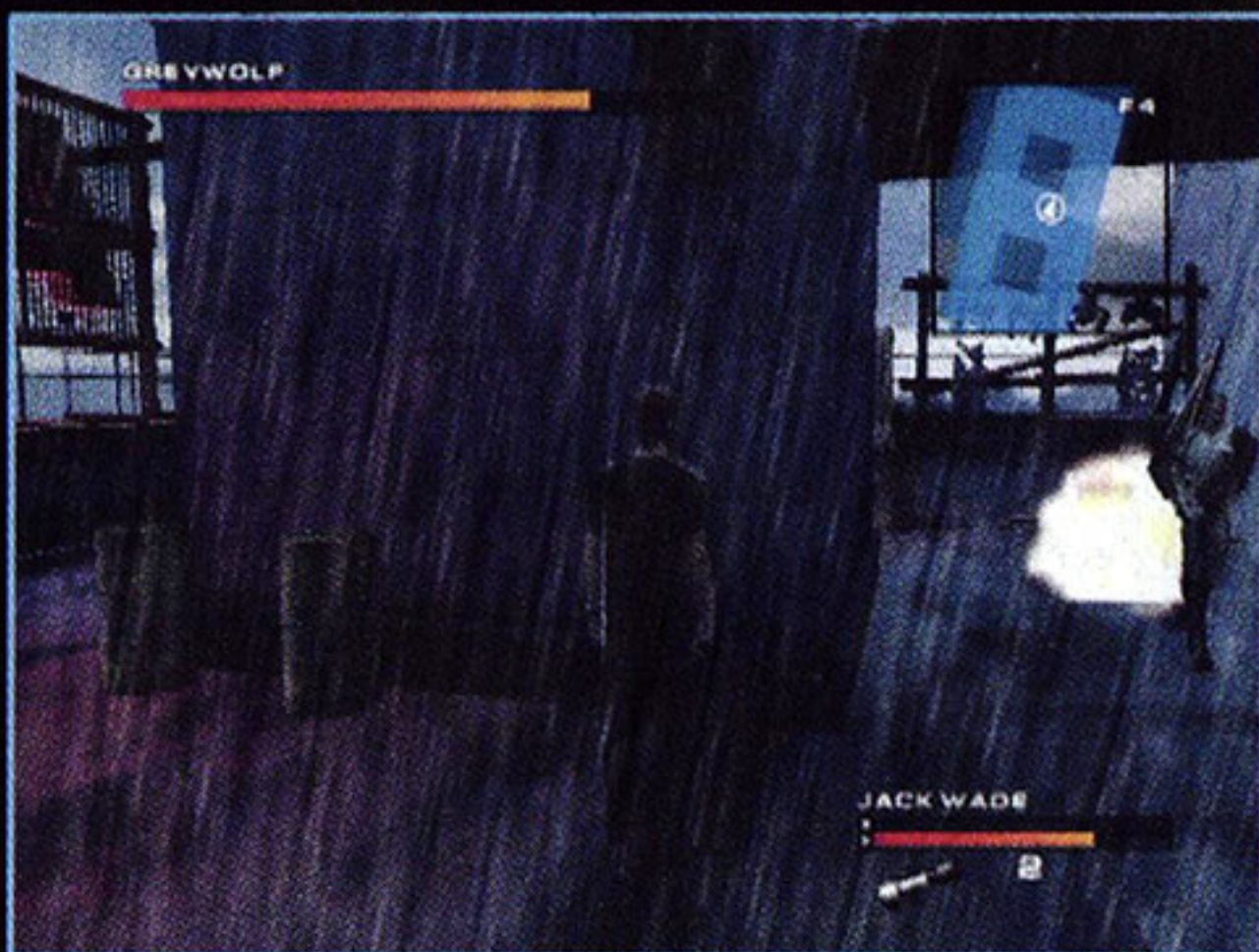
But first, the bright side: Playing as Jack Wade, the aforementioned bounty hunter, you'll delve into an intriguing tale involving crime lords, your own amnesia, and creepy government conspiracies. Loaded with highly detailed, colorful environments, the sleek graphics make an excellent first impression, and they're backed by solid dialogue, decent sound effects, and thunderous action-movie music.



**PRO TIP:** If you're taking fire, tap **○** to roll, which is a highly effective evasive maneuver.



**PRO TIP:** Sometimes schlepping crates is the only way to progress. Pulling back this one reveals a numerical keycode that unlocks a door.



**PRO TIP:** Greywolf sticks to predictable paths in his boss fight, so position proximity mines along his route to ambush him.

The gameplay serves up an attractive cocktail of motorcycle racing, *WinBack*-style combat, *MGS2*-like stealth, puzzle solving, and bounty-hunter license tests that will give you *GT3* flashbacks. In a typical level, you sneak through a terrorist-infested mall, solve standard puzzles that involve unlocking doors and moving crates, and blaze away at plenty of bad guys.

## Caution: Spleen Vented Below

While those various flavors of gameplay mix together in a fairly appealing way, the motorcycle action is a big letdown—you mostly just commute between levels. But the real crime is the appalling third-person camera, which never keeps up with you as you turn corners or enter rooms. You're often stuck staring at a wall, unable to even see an enemy while he gets to take his sweet time busting caps in your sorry backside.

The controls only raise the price on this game's head. Absurdly, there's no way to manually control the camera, and basic moves like strafing are MIA. The targeting system is also pretty unreliable—taking out one bad guy requires more rounds than were fired in an average *A-Team* episode.

## Pass the Aspirin

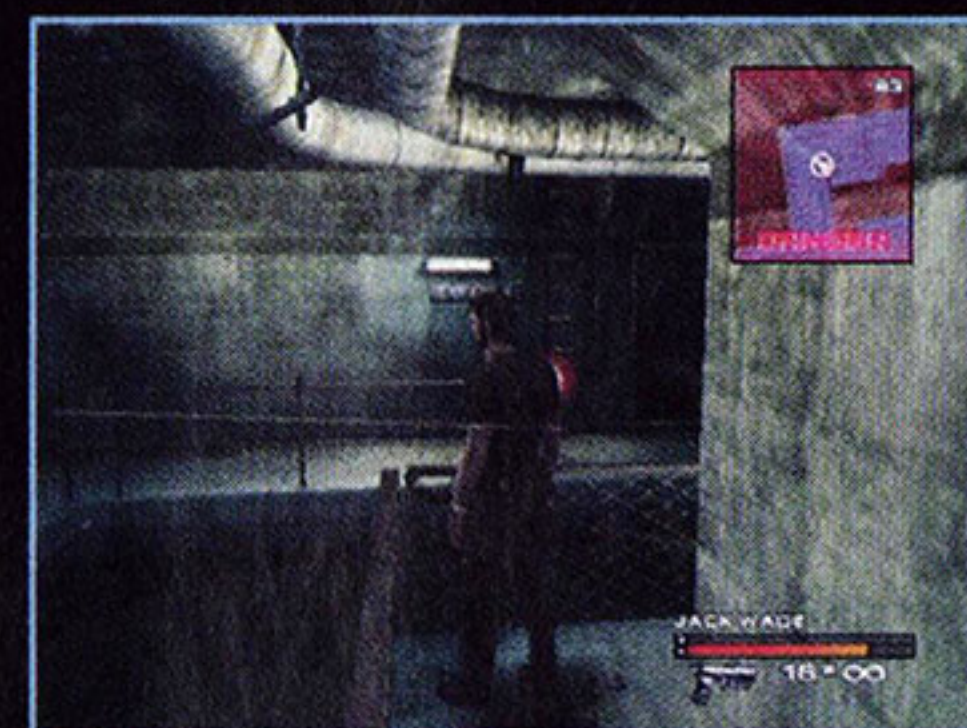
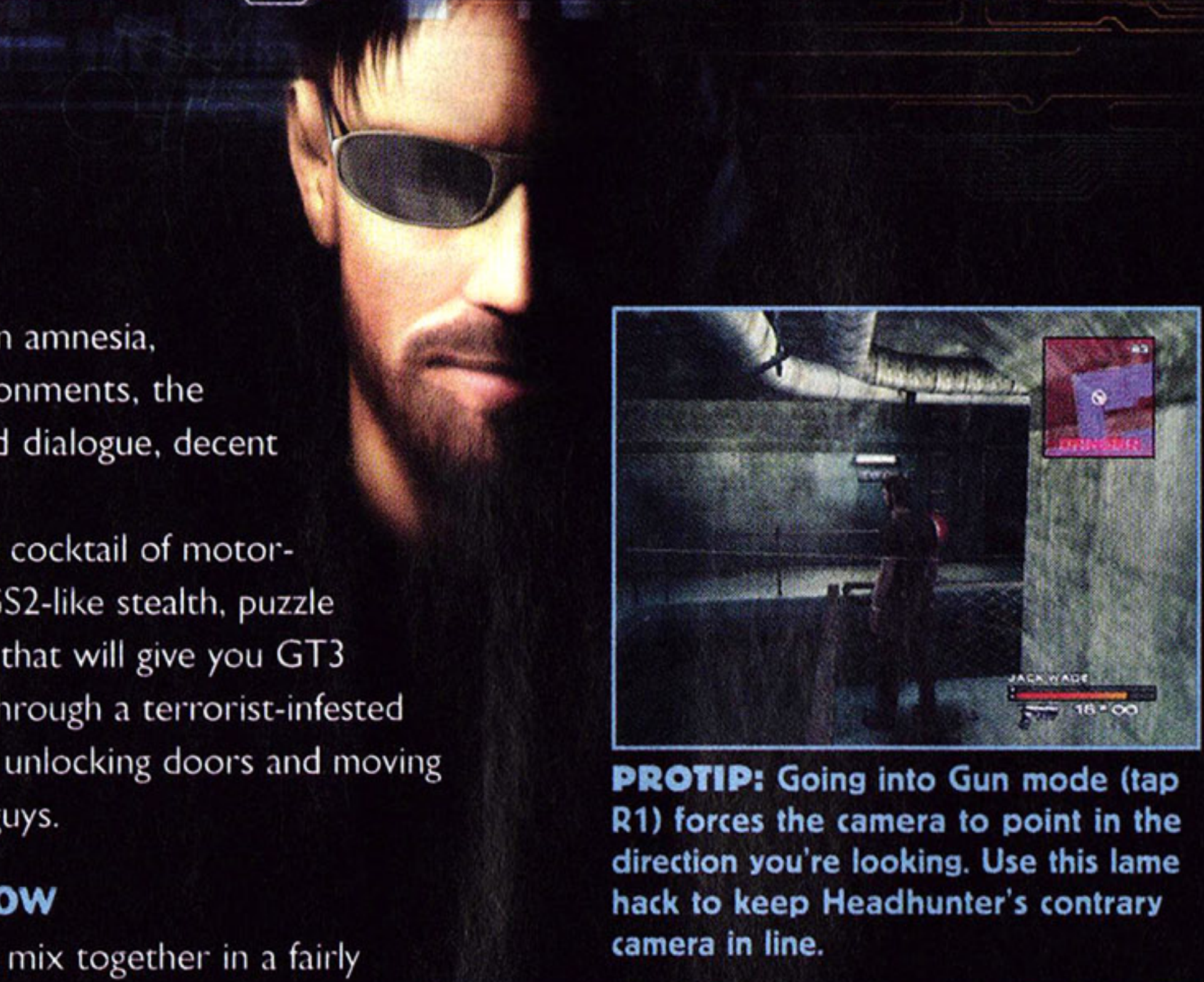
If you're the patient sort and you loved the *WinBack* series (which *Headhunter* resembles in a lot of ways), try renting this

game to see if its rewards outweigh its many frustrations. If not, the PS2 has many pastures far greener than this.



**PRO TIP:** Use this pattern to stamp the Wolfpack emblem.

# HEADHUNTER



**PRO TIP:** Going into Gun mode (tap **R1**) forces the camera to point in the direction you're looking. Use this lame hack to keep *Headhunter*'s contrary camera in line.



**PRO TIP:** The best combat tactic is to find a crate or wall to put your back against by tapping **△**. Then hold **R1** to leap out and fire, and release **R1** to take cover and reload.



**PRO TIP:** To master the twitchy motorcycle, accelerate only in a straight line. Also, acceleration is highly sensitive to the amount of pressure you put on **X**.

**GRAPHICS** 4.0

The richly rendered levels capture your eye with impressive attention to the smallest detail. The only flaws are the seemingly cloned enemies and the pop-up/fog on the driving sections.

**SOUND** 3.5

The dramatic action-flick music doesn't always suit the mood, but often, it's spot on. Respectably solid voice-acting and sound effects bring up the rear.

**CONTROL** 2.0

Control is truly *Headhunter*'s Achilles heel. A godawful camera that you can't control is the main culprit, but the cumbersome combat causes plenty of grief, too.

**FUN FACTOR** 3.0

This bounty-hunter game shoots itself in the foot. Its cool graphics, story, and gameplay variety are buried by the brutally bad camera and controls.



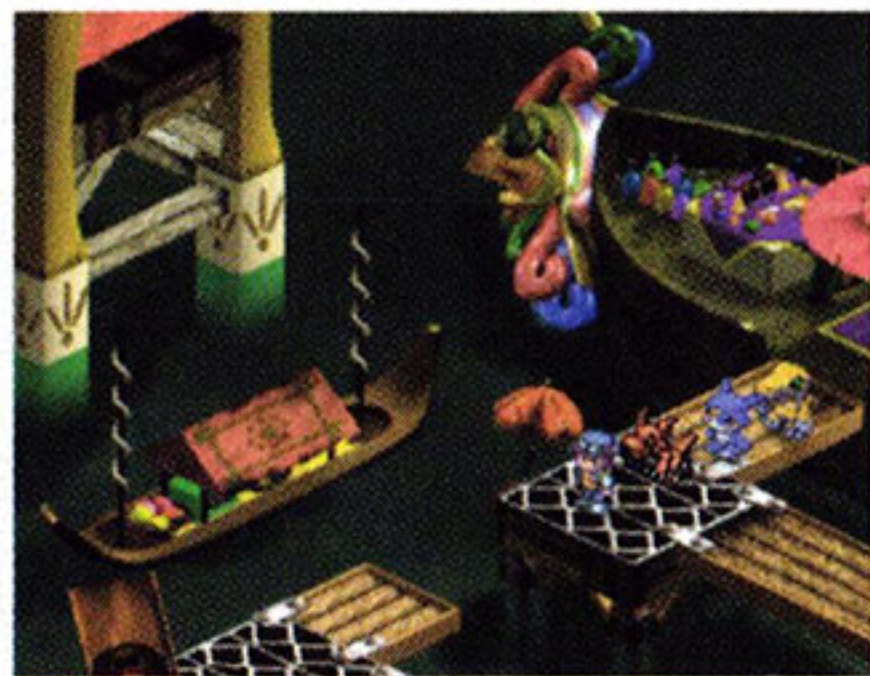
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## ecco THE DOLPHIN DEFENDER OF THE FUTURE



**PRO TIP:** Ecco's new PS2 sonar (hold down  $\square$ ) calls up this new predrawn static map. Look for the yellow circle to show you where to go next.



**PRO TIP:** Charging (O) through the Guardian's "accelerator rings" in Atlantis Lost is counter-productive. Just swim through them normally.

CERTAIN SPECIES IN the animal kingdom put on lavish, crazy displays of color to dazzle their prey before moving in for the kill. Ecco is one such creature—a surreal, original wonder that blinds you of its flaws with a glimmering oceanful of great ideas.

### Is Game Art? Is Art...Game?

Aside from a few minor tweaks, Ecco for the PS2 is a straight-up port of the Dreamcast original. Levels are laid out identically; the same haunting, eerie underwater sound effects still echo through the seas; the awesome story—a surreal, wondrous, bizarrely original sci-fi spectacle by novelist David Brin—remains untouched. Graphically, the PS2 version isn't as prone to slowdown, and some special effects—including Ecco's sonar—have been enhanced, but that's about it.

Luckily, the game has aged gracefully with sheer creative artistry outshining game-engine limitations. The controls are still impressively fluid, accomplishing the feat of making you feel like a dolphin, though the camera still gets stuck, and you sometimes have to fight to get it to show you what you really want to see. Minor quibbles, to be sure.

### Searching for Porpoise

Unfortunately, Ecco's main drag remains unchanged as well. Level objectives are ridiculously vague, accomplished through a frustrating trial-and-error (and error and error and error) methodology. Prepare to die frequently. Prepare to get especially frustrated because you really, really want to see what's coming next. The PS2 version does add an enhanced sonar map and "hint glyphs" to help—though they're only half-bandages to a deeper gameplay wound.

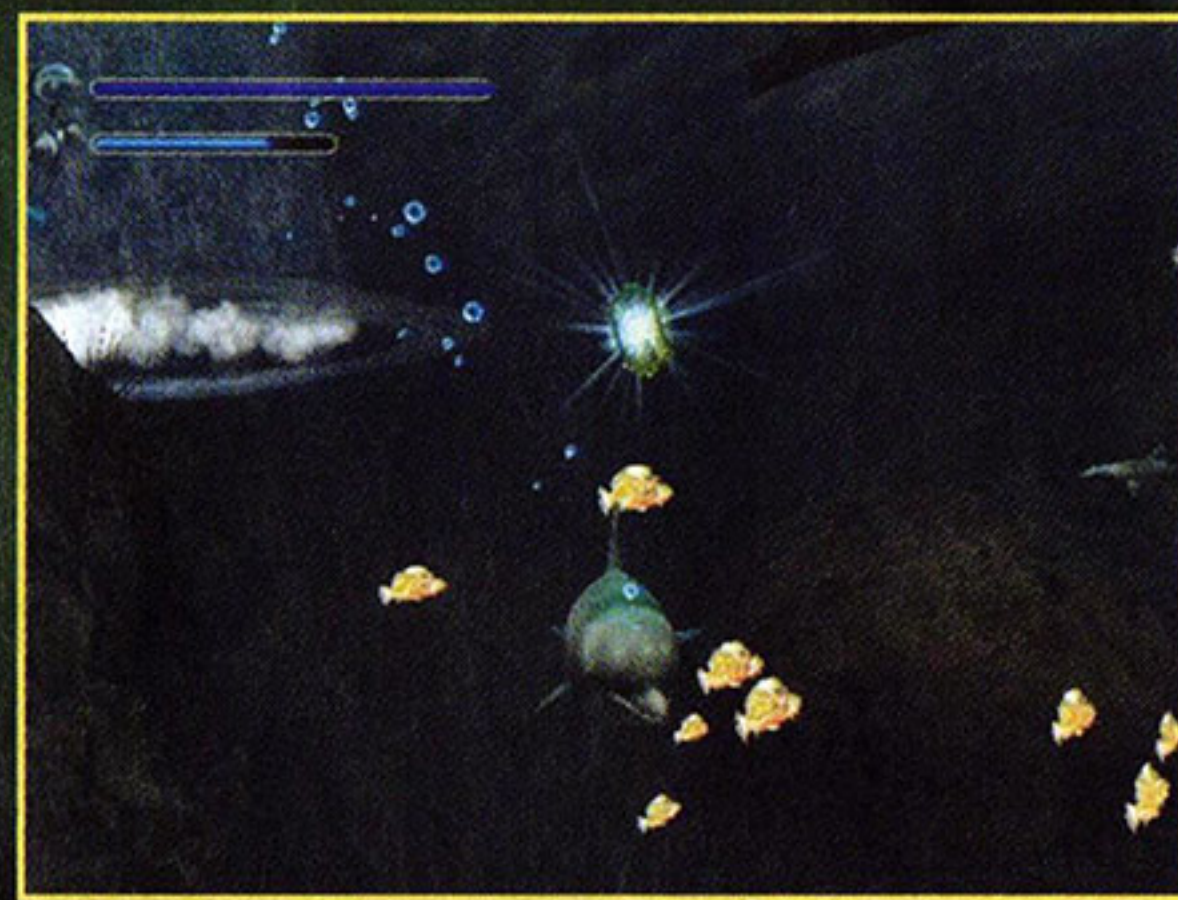
Ecco is an enigma: rewarding, rich, brimming with beauty and creativity, capped in the dorsal fin by vague goals and absurdly difficult *Groundhog Day* gameplay. Oh, how you want to love the dolphin. But dolphin love is a cold, hard love.  $\text{L}$



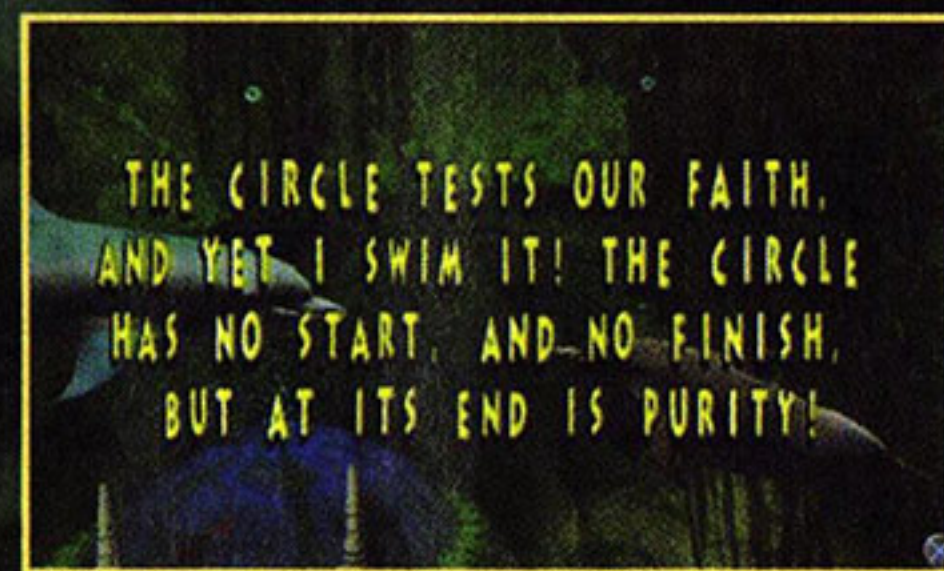
BY STAR DINGO

- Developed by Appaloosa
- Published by Acclaim
- \$49.99
- Available now
- Adventure
- 1 player

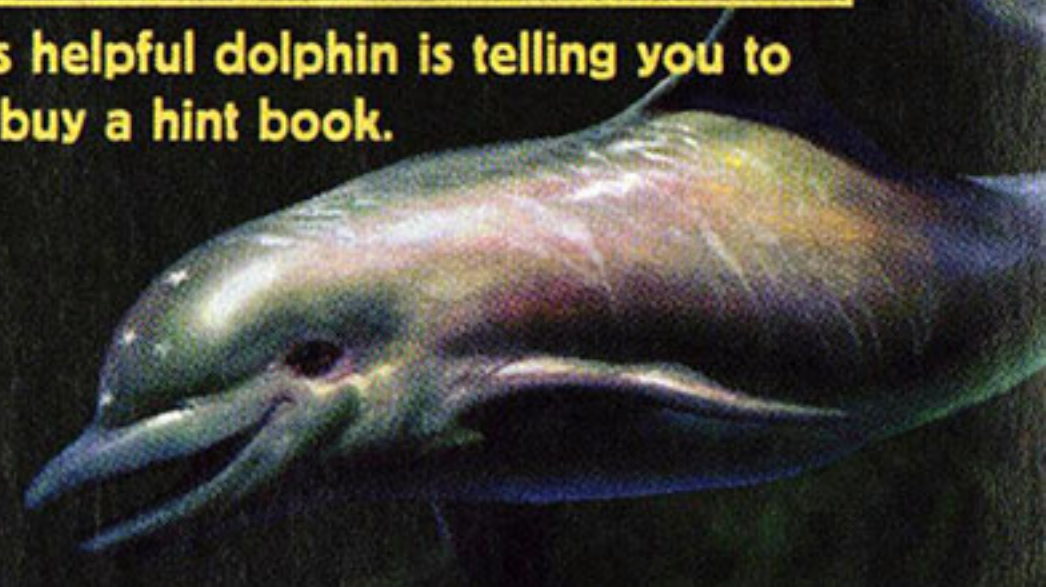
| EVERYONE | GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|----------|-------|---------|------------|
| E        |          |       |         |            |
|          | 4.0      | 4.5   | 4.5     | 4.0        |



**PRO TIP:** Once you learn the Song of the Fish, surround yourself with these poisonous fish if you want to keep predators away.



This helpful dolphin is telling you to go buy a hint book.



THE FABULOUS XBOX surfer that wowed gamers with its visuals now makes a solid run on the PlayStation 2.

### Local Motion

Surfing nuts who can't find a decent ride on the PlayStation 2 will have a wonderful time wave sliding with TransWorld Surf. Like its Xbox predecessor, Surf enables you to ride with top pros like Tim Curran, Fred Patacchia, and Rochelle Ballard in international water spots that include Fiji, San Francisco, and Australia.

This surfing game's unique approach means that each stage contains different wave breaks that vary in speed and height, which makes for true gameplay variety. In fact, it's the actual wave movements that add depth to each surfer's style—you can bullet through a crashing barrel, carve an open-faced wave, or grab your board above the tumbling water. And performing these magnificent stunts feels comfortable to the fingers—it's not too complex, and it's easy to learn.

### The Art of He'enalu

Visually, TransWorld Surf looks darn good on the PlayStation 2. The water effects splash, roll, and move with realism. Even the surfers look sharper and animate smoother than their Xbox counterparts, but occasional slowdown and draw-in prevents a better graphics score. The tunes also rock with a nice combo of head-banging and smooth acoustics playing in rhythm with the movement of the surf.

TransWorld Surf blows away all other surfing games already out. The game is a perfect mix—not too arcadey and not too sim-like—that both beginners and veterans of the sport will thoroughly enjoy.  $\text{L}$

# TRANSWORLD SURF



BY FOUR-EYED DRAGON

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

| TEEN | GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|------|----------|-------|---------|------------|
| T    |          |       |         |            |
|      | 4.0      | 4.0   | 4.5     | 4.0        |



**PRO TIP:** If you ride a wave past the pier in Huntington Beach, sharks will swarm you.



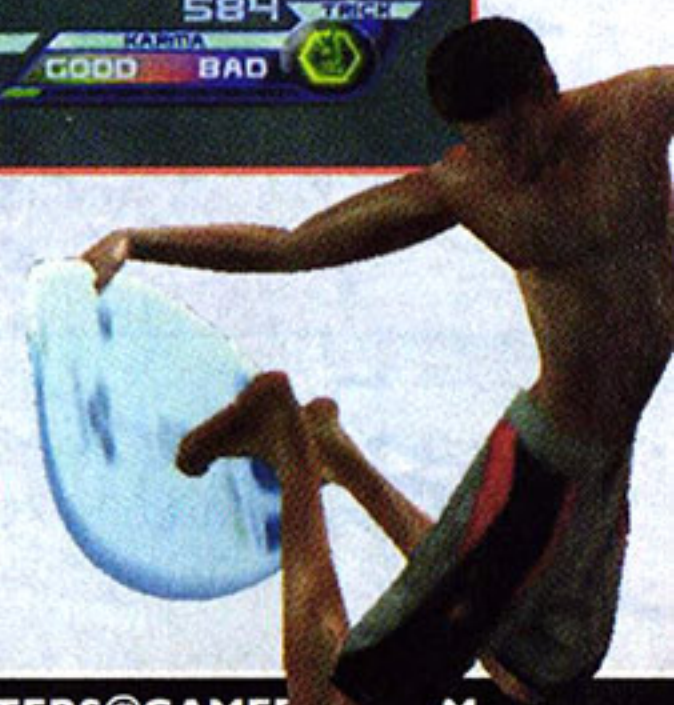
**PRO TIP:** If you think you're going to bail after a crazy air combo, do a floater to finish.



**PRO TIP:** To perform Rochelle Ballard's Alleyoop 540, hold X, motion  $\downarrow \searrow \rightarrow \nearrow \uparrow$ , release X.



**PRO TIP:** Pull off a super air trick at the end of a wave's break since you won't have to worry about sticking your landing.





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## Mister Mosquito

IN THE EYES of the Yamada family, the only thing worse than a hot summer day is an obnoxious mosquito that pesters them in their own home for the entire season.

Welcome to the exploits of Mister Mosquito, a unique adventure full of bites, hand swats, and lots of bug spray. You command the pestering insect in a third-person view, controlling his bite and the amount of blood he sucks out. You must also avoid raging Yamada family members who can go on a rampage if they notice or feel you.

Mosquito's visuals and audio are limited. Each level is a small yet typical furnished room of the Yamada house. There isn't much chattering in the home except during cut-scenes, so all you'll hear during the actual game is the sound of yourself sucking out blood. The sluggish controls make it hard to maneuver Mister Mosquito and avoid hand slaps, insect repellent, and everything else that's thrown at you.

Mister Mosquito is a novel oddity. While it's eerily fun to play as a mosquito, the gameplay gets repetitious and extremely challenging toward the end. Although Mister Mosquito receives points for its originality, the game is still best enjoyed as a rental. **G**



BY FOUR-EYED DRAGON

- Developed by Zoom
- Published by Fresh Games
- \$52.99
- Available now
- Mosquito action
- 1 player



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.5      | 3.5   | 3.5     | 3.5        |



**PRO TIP:** In stage six, you can reveal the bite points only by activating the telephone.



**PRO TIP:** Fly low along the floor to avoid Yamada family members during their battle mode.

## Herdy Gerdy

AT ITS HEART, Herdy Gerdy isn't much more than a glorified slide puzzle in the guise of a Mario 64-style mascot platformer. Herd Duck Contingent A into Pen B. Guide Toothy Black Thing Flock E past Edible Purple Koala Pack F and into Slot G. Quickly, lad, play ye pipe, lest the chickens be filched! Careful planning skills are a must for the occupational herder—be prepared to spend lots of time staring at the level map. It may sound dull, but Herdy Gerding is actually a compelling and rewarding vocation once it "clicks;" kudos to Core for daring something different.



**PRO TIP:** Have a Gromp smack you a few times in Moonlit Peak to crack this ice patch.

The game tries its damndest to look and sound like a big-budget cartoon. The music is charming, the voices are fairly well acted, and the sound effects (especially the animal noises) are superbly amusing. The character designs are disturbingly delightful, and the animation rivals big-budget Disney stuff...seriously. If you have a low tolerance for whimsy, be prepared to puke.

Unfortunately, artistic ambition is waylaid by technical problems. While Gerdy himself handles nicely in open spaces, the camera gets stuck in tight places at crucial moments, making it your greatest foe. Plagues of slowdown strike frequently, meaning you're only gonna glimpse the animation in full glory when you're close up and standing still. 'Tis a bleedin' shame, too...with a little more wrangling, Herdy Gerdy might have been the PS2 answer to Pikmin. **G**



BY STAR DINGO

- Developed by Core
- Published by Eidos
- \$49.99
- Available now
- Herding/adventure
- 1 player



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0      | 4.0   | 3.0     | 4.0        |



**PRO TIP:** There's an easy-to-miss shortcut behind this Doop pen at the foot of the Mountain Pass.

## Mad Maestro!

MAD MAESTRO! IS a challenging concoction of classical music and twitch-finger coordination skills. Yet to call the game "PaRappa does Mozart" is misleading; this is one of the most challenging match-your-fingers-to-the-onscreen-button-presses game since the genre's conception.

As Takt, you conduct an orchestra through several well-chosen classical music pieces. But keeping the tempo and volume of the music alters onscreen events, and Maestro gets an extra round of applause for the clever scenarios. You'll guide a couple to dance, keep a circus act on track, and even zap invading aliens. Conduct well and stop the Martians; perform poorly and the man gets dumped. Cute as these acts are, though, you won't really have time to appreciate them as your eyes will remain fixed on the prompting.



**PRO TIP:** If you lose your place during a piece, position your finger over the  $\Delta$  button and wait for the Cue Ball to cycle back to the top Cue Point.

The challenge is steep. With three degrees of pressure to exert on the buttons and occasional simultaneous directional pad commands, be prepared to be booed by the audience and to make repeat performances. All music pieces are beautifully and cleanly replicated, although the chunky characters leave something to be desired. Classical music fans will probably have a better time, but Maestro is nevertheless a worthy challenge for any music fan. Plus, imagine how pleased your roommates will be with the sweet sounds of Strauss rather than your "usual racket." **G**



BY MAJOR MIKE

- Developed by Sony
- Published by Eidos
- \$49.99
- Available now
- Music/rhythm
- 1 player



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.5      | 4.5   | 4.5     | 4.5        |

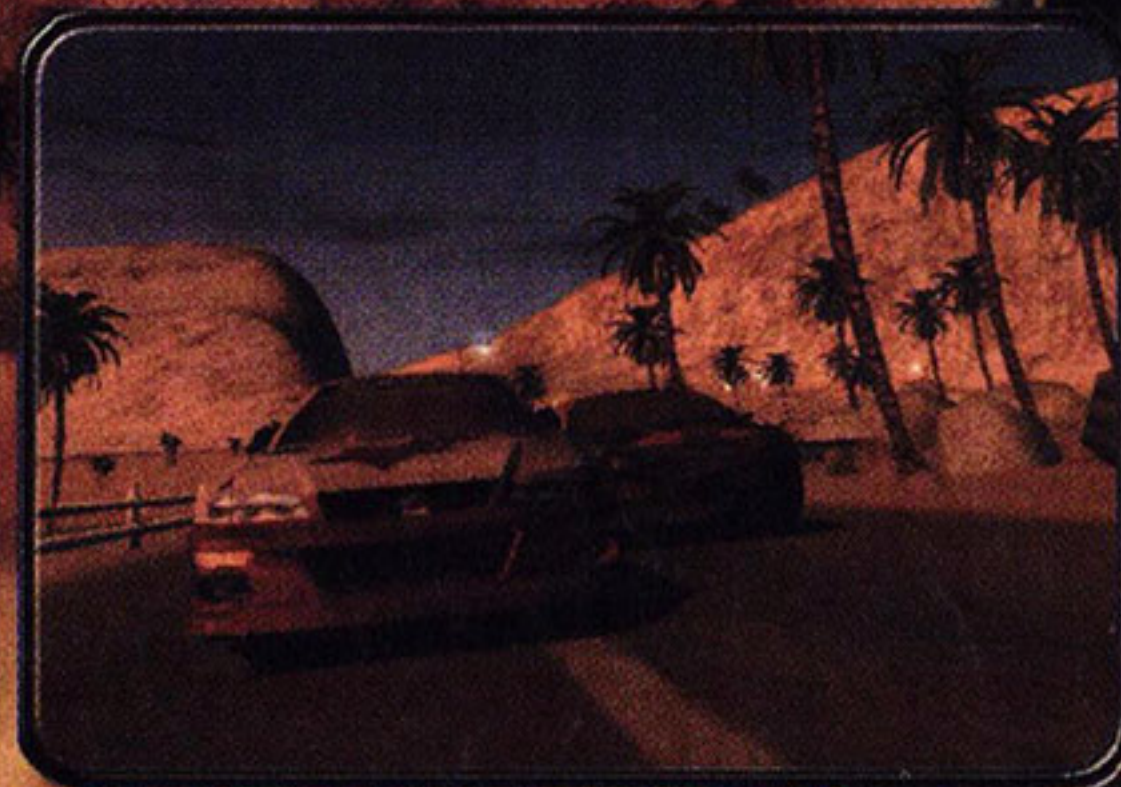
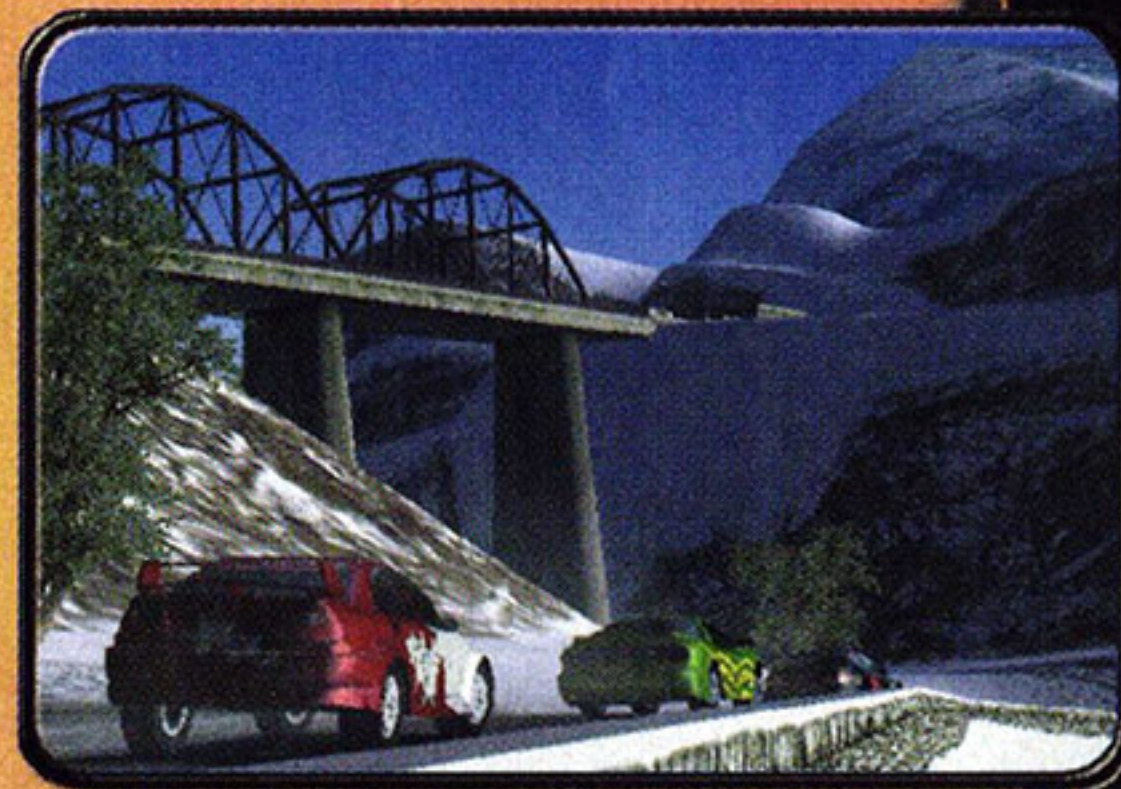


**PRO TIP:** When an arrow appears in a Cue Point, tap in the direction indicated right before the Cue Ball lands on it.



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PlayStation 2

Rage

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[www.majescogames.com](http://www.majescogames.com)





BY D-PAD DESTROYER

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



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0      | 4.5   | 3.5     | 4.5        |

# BLOOD OMEN 2

THERE IS TURMOIL in Nosgoth. The vampire legions once led by Kain have been defeated, and Kain himself, killed. You take control of Kain at his moment of resurrection, charged with regaining his former power and prestige and getting revenge on those who caused his downfall.

## RAISING KAIN

Blood Omen 2 has been a long time coming, and it was worth the wait. While Kain's graphics lack the polish and shine of other Xbox titles, they do a great job of bringing Kain's nighttime world to life. Fine voice-acting lends dramatic credibility to the game, while wonderful music and realistic sound effects give Blood Omen 2 a finely tuned gothic horror feel that's perfect for a tale as dark and immoral as Kain's. Past games in the Legacy of Kain series seem like happy frolics in the park when compared to Blood Omen 2. The game actively encourages you to partake in the slaughter of innocents; humans are essentially walking power-ups in Blood Omen 2 as drinking their blood replenishes your health and makes you stronger. While this may seem less than kosher for many, it works very well in this title, and you'll have to get past your moral convictions to be effective as a vampire.

## YA TAKE THE GOOD, YA TAKE THE BAD

Playing as Kain is a mixed bag of frustration and fun. As in the Soul Reaver titles, combat can get repetitive and stiff as you get further along in the game. Hours of punch-punch-punch, block-block-block fights can get old. When you kill an enemy you can take his weapon, but the attacks all seem to work at the same speed and do the same amount of damage.

Between bouts of combat, you'll run into block-pushing and switch-pulling puzzles that, while clichéd, are challenging without being frustrating, and fine game design keeps Blood Omen 2 from becoming boring by mixing the fighting and brainteasers at a just-about-perfect ratio. Boss battles are a fine combination of combat and puzzle-solving, too, balancing the pros and cons of both play styles.

## ONE BAD OMEGA...BAD AS IN GOOD

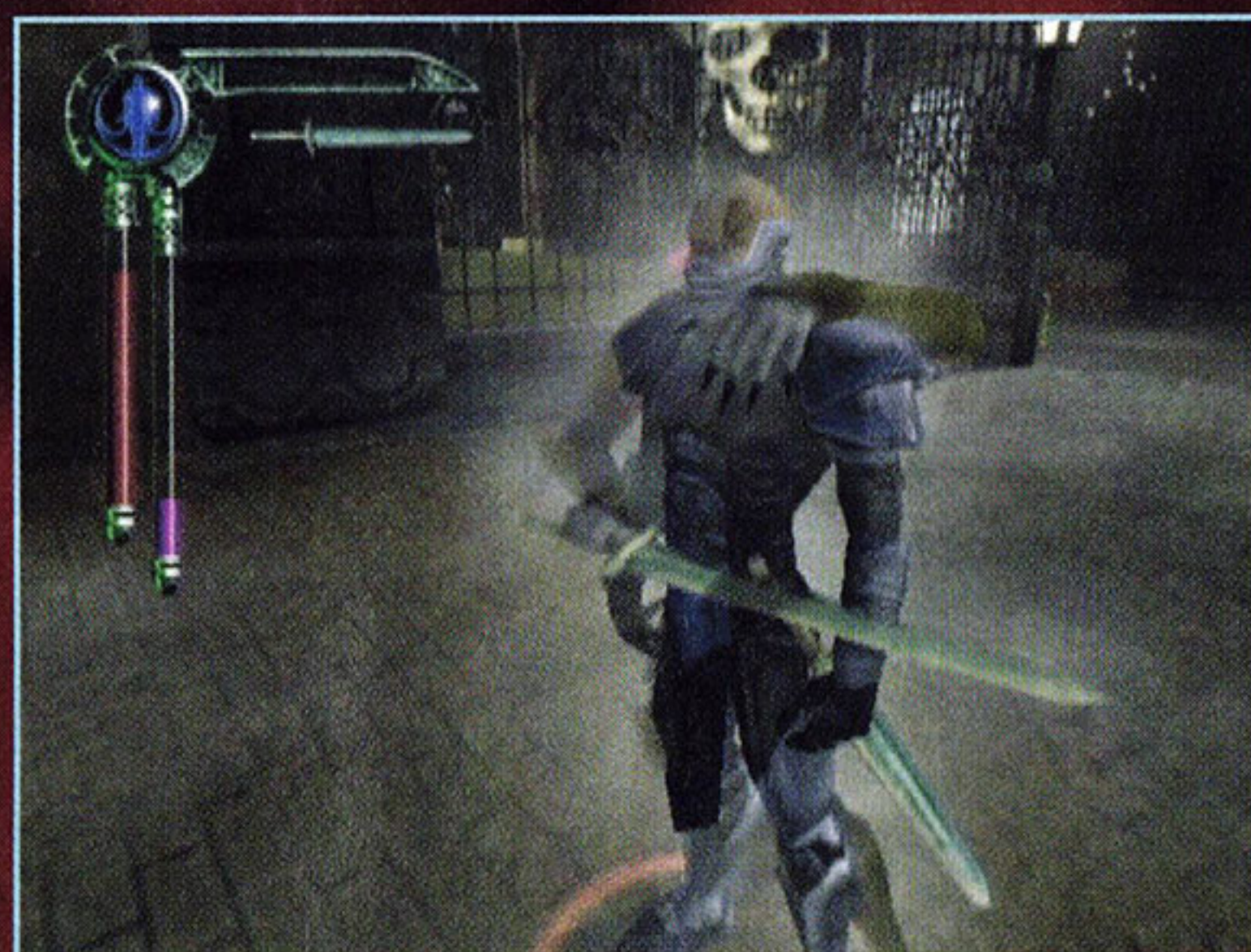
Overall, fans of dark fantasy or edgy adventure would do well to pick up Blood Omen 2, but be warned that this is one of the messiest, darkest, and most amoral titles to come along in some time. If that doesn't bother you, you're in for a treat. **G**



**PRO TIP:** Hide in the mists when facing multiple tough enemies. You won't get easy kills, but you can pick how and when you'll engage foes.



Ten-foot streams of blood shooting from corpses into Kain's mouth? Nah, this game isn't all that gory.



**PRO TIP:** Use the mist to sneak up behind your enemies. If you catch them unaware, you can do a one-hit kill every time.



**PRO TIP:** Use Fury in fights with strong enemies. Charge it up by blocking, then unleash it when your opponent least expects.



**PRO TIP:** Look everywhere for these vampire artifacts. Each one gives you more Lore than 10 or 20 human kills combined.



**PRO TIP:** Charmed humans can do many things you cannot, including walking past guards and through wards.



**PRO TIP:** You can stun Magnus by ringing the church bells. Pull the switches on either side of the sanctuary, and go whack him while he's stunned.

**GRAPHICS** 4.0

Dark and gritty, the graphics get the job done, but they're missing a lot of the polish and shine that you'd expect from the Xbox.

**SOUND** 4.5

Eidos once again delights with wonderful (if overwrought) voice-acting and vivid music and sound effects. A little more tuning would have eliminated the few tiny glitches.

**CONTROL** 3.5

Running, jumping, and climbing all work fine, but Kain doesn't seem to have the fluidity of the mythical vampire. Combat is repetitive, though the blocking system makes it fun.

**FUN FACTOR** 4.5

Many may be turned off by Blood Omen 2's bloody, evil nature, but those who stay will find a great game with smart puzzles and an intriguing story.





## SPY HUNTER

DESPITE ITS FLAWS, Spy Hunter on the PlayStation 2 was everything an update of the 1983 arcade racer-shooter should have been. While the Xbox port has the same niggling control issues as before, it's still more than enough to keep the arcade adrenaline flowing.

### POWER STEERING AND GUIDED MISSILES

In Spy Hunter, you must drive your transformable G-6155 Interceptor super-car across roadways and rivers packed to the gills with evil NOSTRA agents. The game is composed of 14 missions, each with several objectives to complete, and new levels are unlocked only after completing objectives on previous ones. The problem is that these individual tasks aren't saved—to officially "complete" a mission, you must perform every goal in a single run, meaning you're in for lots of replaying until you finally get it right. This little frustration is aggravated by the controls. The Interceptor is a



**PROTIP:** Entering a weapons van completely refills your life and ammo. Enter every one you see, even if it means going out of your way.



**PROTIP:** Weaken this rogue Interceptor with machine-gun bursts, then break out the guided missiles to finish him off. Don't get ahead of him, or he'll pelt you with missiles of his own.



**PROTIP:** Don't waste too many missiles in the Swamp Venom mission. You need at least seven to complete the primary objective.

mobile arsenal of lethal weapons, each with its own button scheme. This wasn't so difficult on the PS2, but the Xbox controller makes it much tougher to get a handle on the mobile espionage. It can be hard to reach the Black and White buttons in time to activate defensive weapons, and targeting guided missiles (done by pressing down the left thumbstick) also requires a little getting used to.

### SPEED RACER'S DREAM CAR

Fortunately for Spy Hunter, the control problems rarely get in the way of a good time, and ramming and blowing apart enemy vehicles is just as fun as it was on the PS2. There aren't many new Xbox features—highlights include a port of the original arcade game and a few "making of" videos—but the game itself should still be worth it to action fans. **G**



BY FENNEC FOX

- Developed by Point of View
- Published by Midway
- \$49.99
- Available now
- Action/driving
- 2 players



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
|          |       |         |            |
| 4.0      | 3.5   | 3.0     | 4.0        |

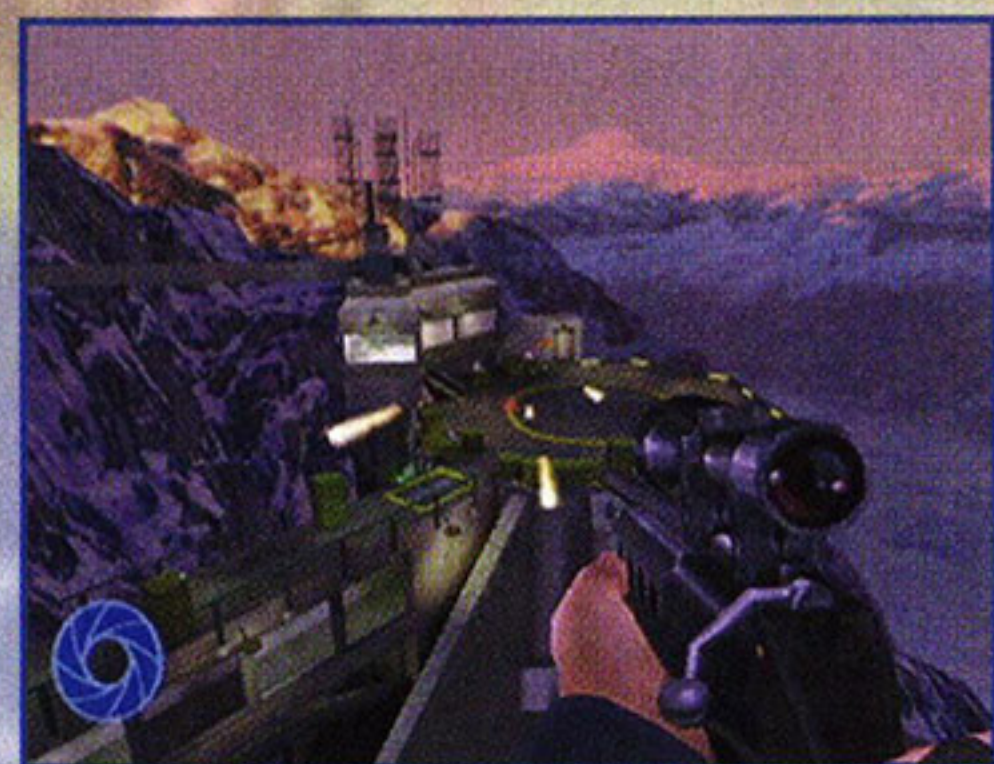
PLAYING AGENT UNDER FIRE is like watching a James Bond flick—the game's full of fiery action at every turn. And if the exploits of Britain's legendary spy grab your attention, then you won't want to miss 007's newest adventure.

## 007 Agent Under Fire

### Bond Save the Queen

In Agent Under Fire, you're equipped with the latest weapons and Q-gadgetry as you travel to international locales in order to solve a mysterious conspiracy that involves cloning world leaders. The gameplay contains excellent variety: While most of it takes place in first-person mode, similar to previous Bond games, you'll periodically take the wheel of one of James' famous roadsters to speed through the streets with rockets and guns blazing... just like in the Bond movies.

The sharp graphics and cool sounds add to the entire Bond theme. The visuals look much cleaner and more vivid than those in the PlayStation 2 version, and the weapon effects are exhilarating to watch. Believable voices from the entire cast and, of course, the 007 theme song only strengthen the entire spy experience.



**PROTIP:** In Evil Summit, don't waste your shots on the troops while you're in the outside watch towers. Enemies will continue to come out, nonstop.

### A Bond-a Fide Thriller

There are, however, some sore points to Agent Under Fire. It's difficult to scroll through the many gadgets and guns in a heated battle. You'll find yourself repeating missions over and over again just because you died while trying to equip yourself with the right stuff at the right moment. Also, there's some frame rate slowdown, which makes it difficult to maneuver out of hot spots.

Still, Agent Under Fire accurately represents the James Bond world, which is full of fast-paced firefights, beautiful women, and international intrigue. **G**



BY FOUR-EYED DRAGON

- Developed and published by EA Games
- \$49.99
- Available now
- Action
- 4 players



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
|          |       |         |            |
| 4.0      | 4.5   | 3.5     | 4.0        |



**PROTIP:** If enemies detect you, let them come to you—don't look for them. That way, you can set up at a spot where you're guaranteed to tag anyone who comes into view.



**PROTIP:** A pistol shoots more accurately than any of the machine guns. If you don't have a sniper rifle for medium- and long-distance shots, the pistol will do just as well.



**PROTIP:** In Cold Reception, don't forget to take pictures of the various model buildings that are scattered around the level.





BY DAN DAN ELEKTRO

Developed and published by Konami  
\$32.99  
Available now  
Dance/rhythm  
2 players



GRAPHICS  
4.0

SOUND  
4.0

CONTROL  
4.0

FUN FACTOR  
4.5

# Dance Dance Revolution KONAMIX



**PROTIP:** Don't keep one foot in the middle of the mat. There's no penalty for leaving your feet on the arrow after a step, and you'll keep your balance better that way.



**PROTIP:** Expect that you'll get lost sooner or later. When you're in trouble, stop, focus on one direction, and jump in again when you see your next cue come up.



**PROTIP:** If you find yourself making three successive steps in three different directions with one foot, chances are a turn would be more effective in that part. Trust yourself and try.



**PROTIP:** If you play with a mat controller (and you should), pick up some cheap particle board at the hardware store and duct tape the mat to it. Nothing's worse than missing steps because the mat's in motion.

KONAMI'S BACK WITH another serious case of boogie fever with Dance Dance Revolution Konamix. If you missed the first DDR and passed on the Disney version, this upgraded update is the ultimate invitation to put on your dancin' shoes.

## Ballroom Blitz

An enhanced port of Dance Dance Revolution 4th Mix in Japan, DDR Konamix picks up roughly where the first game left off. The game offers over 50 songs (20 of which are hidden) from earlier DDR games and a few new ones. The genres range from pop to soul to trance to Latin and well beyond. If it's got a beat and you can dance to it, it's in here. Players have to try to keep up by dancing (well, okay, stomping) on a special mat controller, matching their moves to the onscreen arrow cues. You can use a standard controller and tap the buttons in time with the music, but what's the point? This game is all about getting physical, and the mat controllers are well worth the extra expense. Plus, you can hook up two pads for two-player games or for advanced one-player patterns that cover both mats.

## Disco Lights

The blinding 3D backgrounds that exist to entertain and distract as you attempt to focus on the arrows are back in force. And while you might not think DDR's two-dimensional presentation could be spruced up much, Konami has added a bit of pizzazz to the user menus. You'll see a few more special effects, a bit more animation, and some prettier graphical elements to make the otherwise text-heavy screens more palatable. They're also easier to navigate than those from the first game.

The songs grow on you, not unlike a rash, until you find yourself humming the tunes as you go about your daily life. However, you can't stifle a laugh and a double-take when you hear the way-too-peppy announcer comment

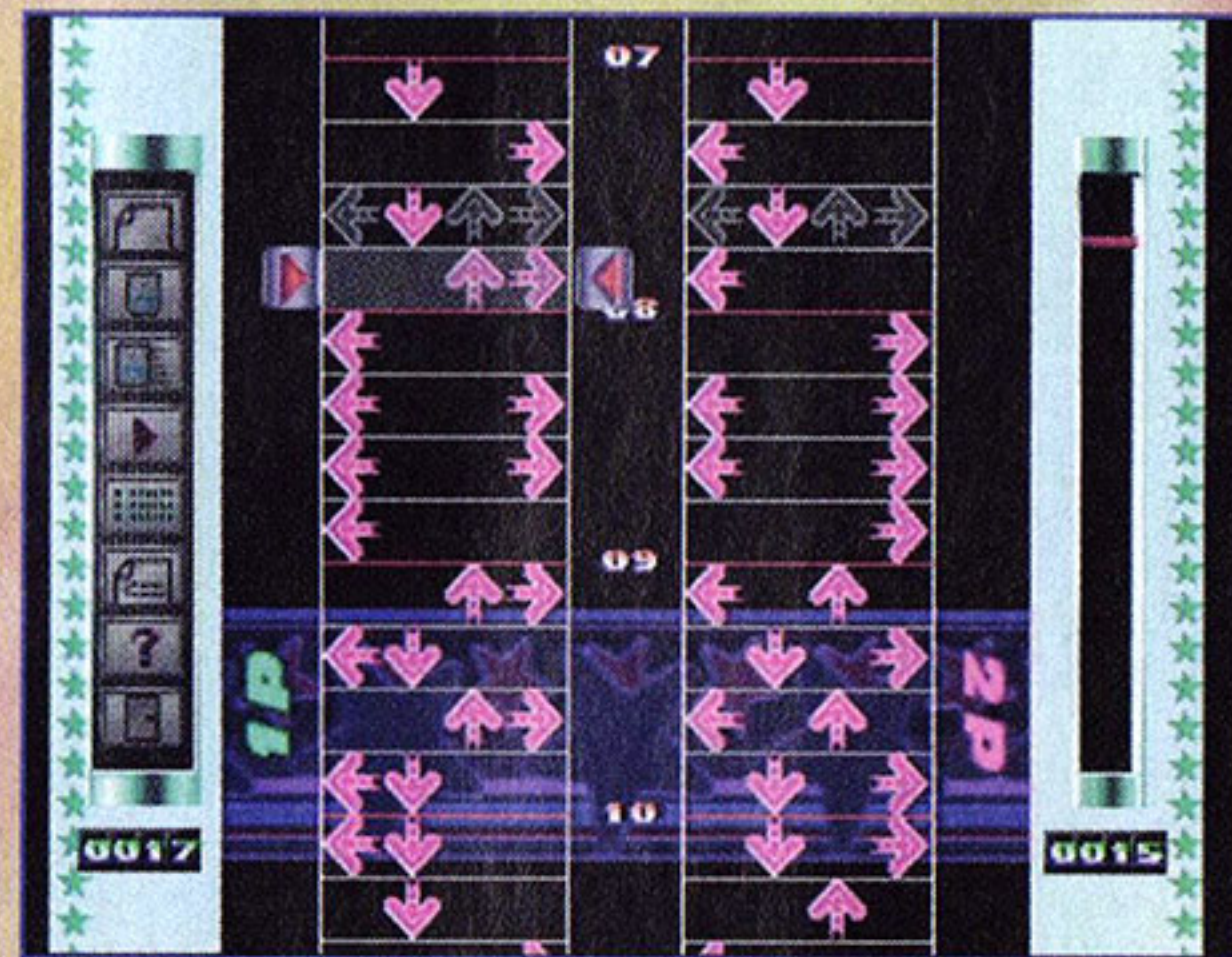
on your moves with quips like, "You've just become a hero!" and "I'm ready to support your next effort!" He may sound stupid, but it just wouldn't be Dance Dance Revolution without him.

## Step Up And Get Down

The workout mode returns, counting calories as you move to the beat, but the wonderful new edit mode—which enables you to create your own custom dance moves simply and easily—will really give DDR fans the ultimate thrill. Get your butt off the couch and your feet on the floor—Dance Dance Revolution Konamix offers unique gameplay with plenty of groove. **G**



Workout mode tracks the calories you burn while dancing, so you know just how much exercise you're getting!



The edit mode gives DDR dancers the ultimate power—creation of custom steps and dance patterns to keep the game's 50-plus songs fresh.

## GRAPHICS 4.0

The once-flat menu screens sparkle a bit more now with some special effects, and the dance sequences are still intentionally blinding washes of colors with polygonal dancers in the background. It's nothing the PlayStation can't handle.

## SOUND 4.0

Music? Groovy. Voice-over? Goofy. The music mix of house, drum & bass, R&B, and more sounds great and it's all fairly catchy, but the announcer's overenthusiastic quips are downright silly. Then again, they're charming, too.

## CONTROL 4.0

If you don't have a mat, don't bother—but if you can spend a few bucks for Konami's official controller (or a high-quality, third-party mat), you'll enjoy the game a lot more. Konamix also supports the advanced six-direction mats.

## FUN FACTOR 4.5

This is Konami's make-good for underestimating the demand for—and hell, the raw power of—DDR in the first place. Jump at the second chance and get this one while you can. There's no other game like it.



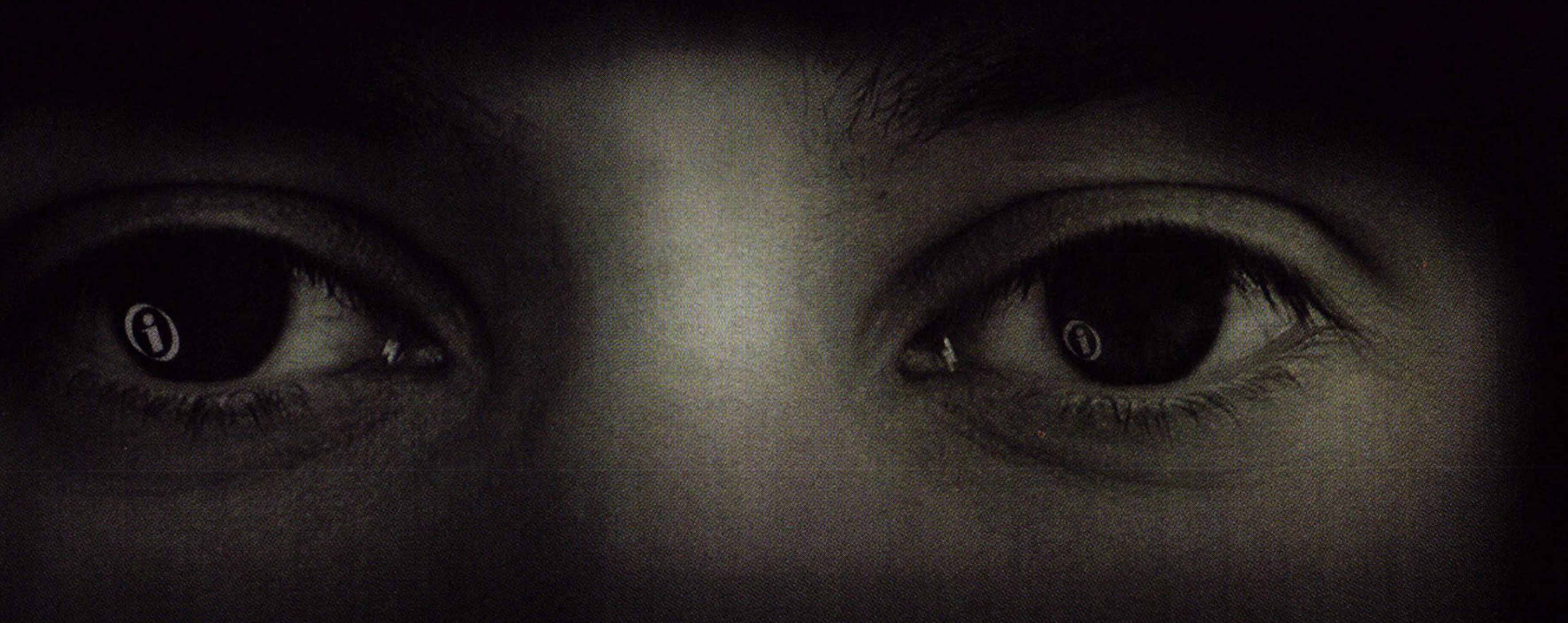


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BY BROTHER BUZZ

- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: Fall 2002



PLAYSTATION 2



GAMECUBE



XBOX

FIRST LOOK

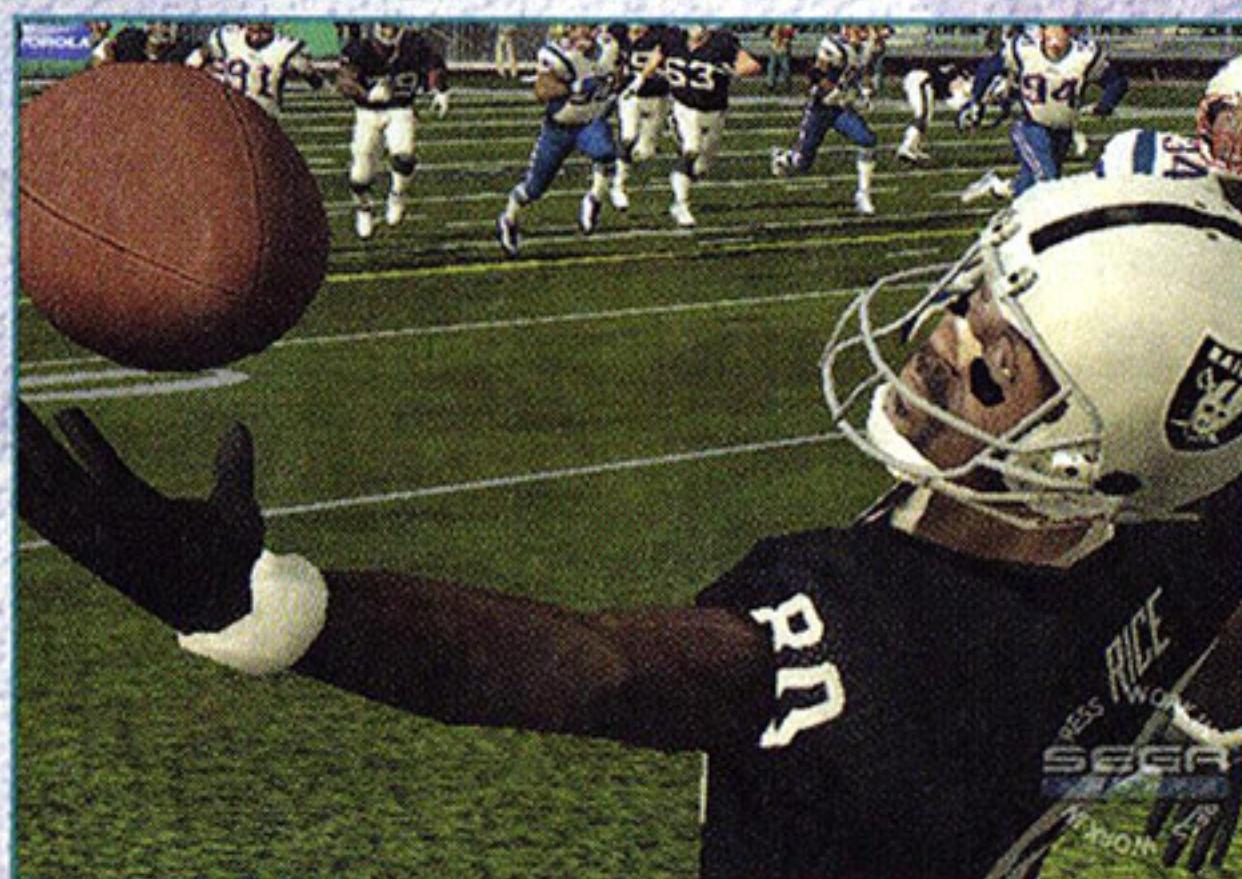
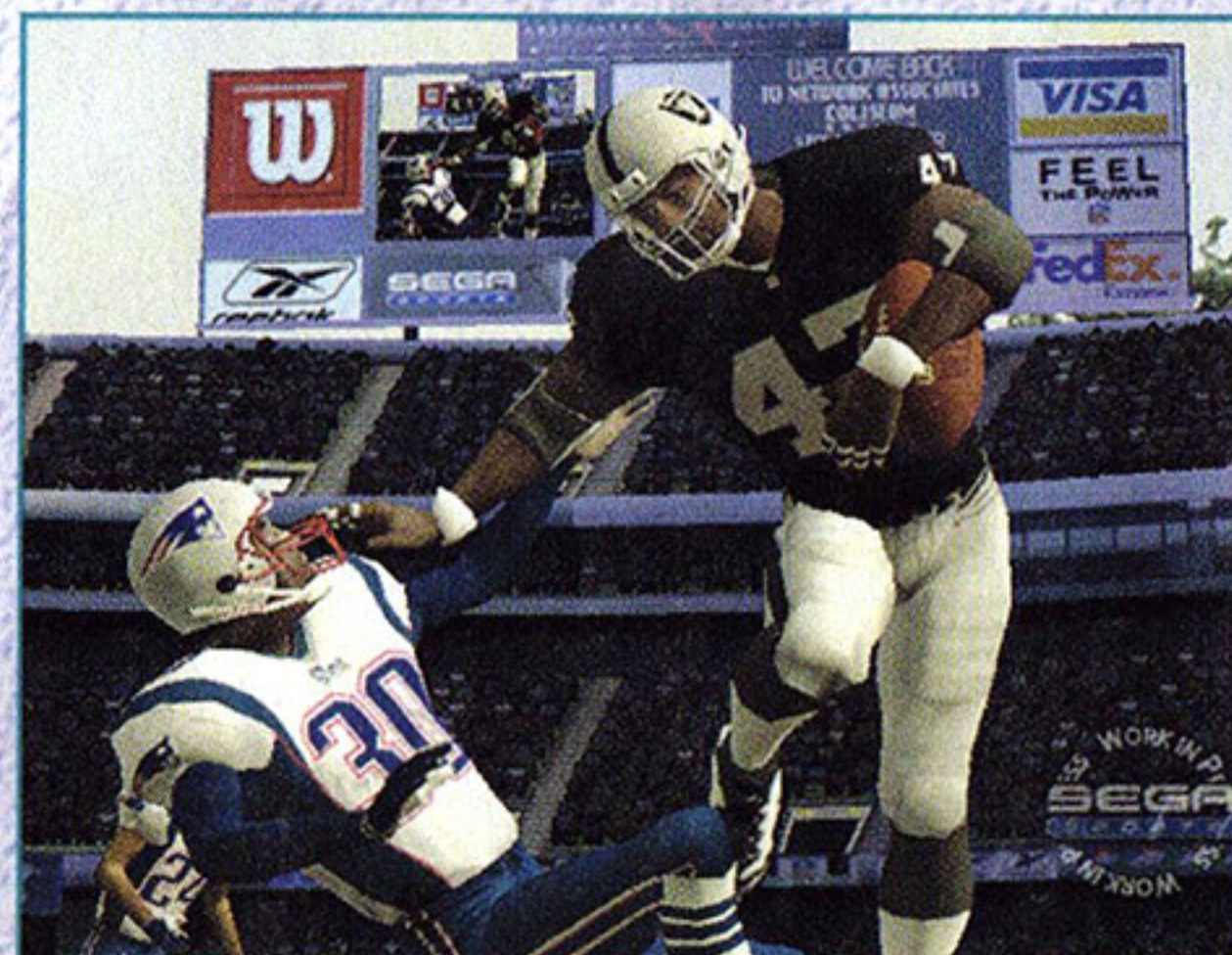
## NFL 2K3

SEGA SPORTS SAYS last year's impressive NFL 2K2 was just a warm-up. Even though NFL 2K3 will feature the same type of gameplay, Visual Concepts is promising to rebuild the game from the ground up. The graphics will feature much more shine, and a ton of

new animations are being added to the already impressive visual show in order to improve sights such as facial expressions, stiff arm moves, and ball-stripping lunges. All 32 NFL stadiums are being redesigned with additional details, including more sideline action by geeked-out teammates and fired-up coaches.

It sounds like the artificial intelligence is also getting a significant upgrade. Of course, teams will run defenses in the style of their real-life NFL counterparts; however, you can expect more aggressive attacks in red-zone situations, and look for the computer D to cross you up with last-minute defensive audibles. If you've done your homework, you'll be able to counter with a new audible system that enables you to change plays at the line of scrimmage. None of these intriguing changes are likely to make it any easier to sneak the Cleveland Browns into the Super Bowl, but they bode well for the upcoming 2K3 season. **G**

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



## NBA 2K3

NBA 2K2 WAS a formidable force last year, but Sega is looking to raise the bar with 2K3. The big question is: Can Sega do anything to save the Warriors? For the rest of the "virtua" NBA, the gym rats at Visual Concepts are laying more animations on top of the existing show, adding new pass-stealing visuals and redesigning all the player models. It's even spiffing up the player interactions by fine-tuning the collision-detection scheme.

Aficionados of the "big man" game should get excited about the new post-up system. You'll be able to perform pivot fakes, take a charge, and make a steal from the post-up position, too. The 2K series' great defensive gameplay will really get insane in 2K3. Sega says Visual Concepts is working on, among other things, new pass-stealing techniques, diving out of bounds for ball saves, and better shot-blocking moves. If it all comes together, NBA 2K3 could be a slam dunk. That "other" NBA better watch out—this almost sounds better than the real thing. **G**

Note: All screens shown here are from the Xbox version.



BY BROTHER BUZZ

- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: Fall 2002



PLAYSTATION 2

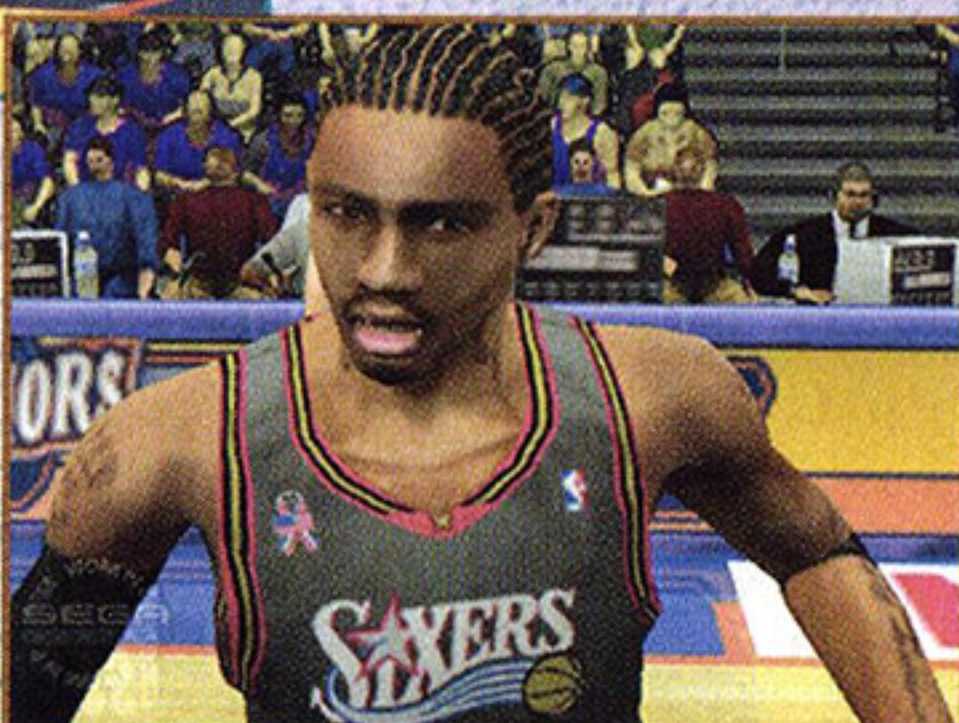
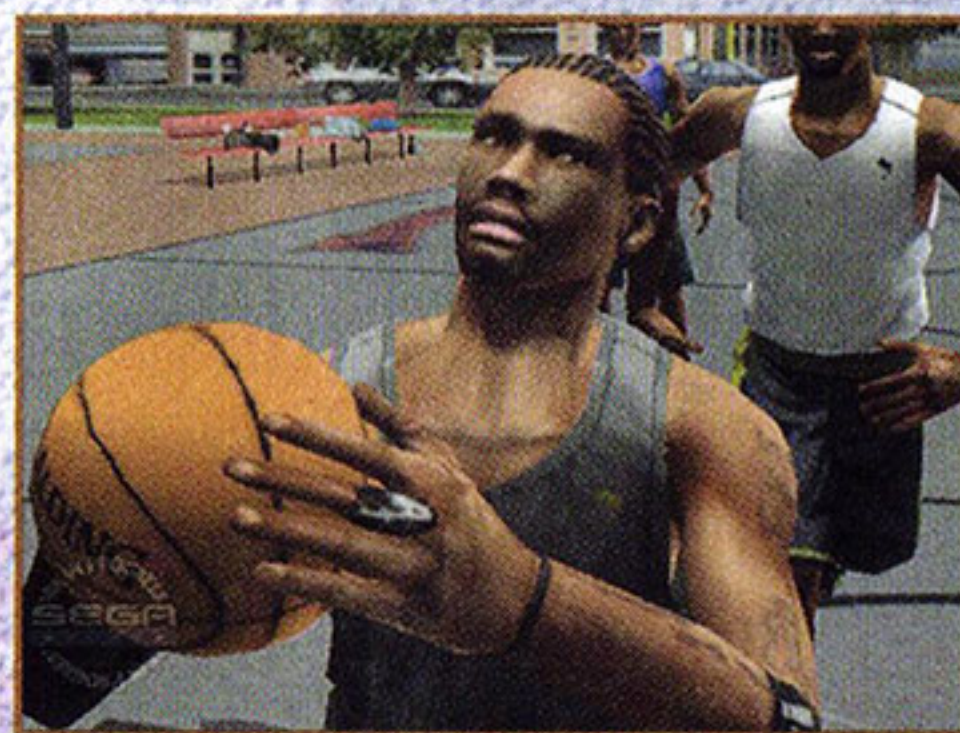


GAMECUBE



XBOX

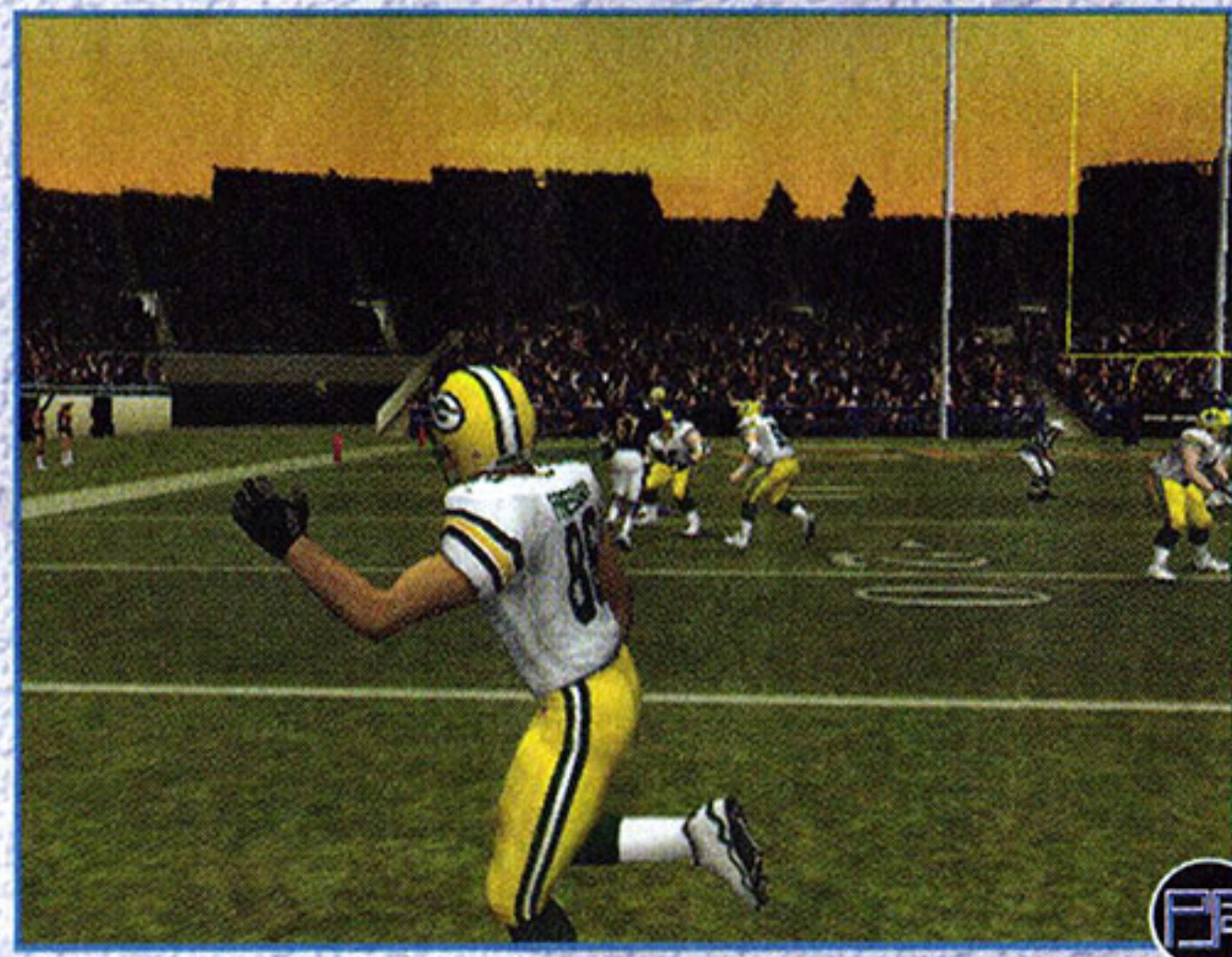
FIRST LOOK





## Madden NFL 2003

THE DEVELOPERS OF last year's Madden managed to improve upon almost every aspect of the 2001 version—especially the graphics and gameplay. This year, Tiburon is looking to repeat that magic for the 2003 edition, which will hit all three next-generation consoles just in time for the new season. The 2002 version's enhanced defense and improved passing system will return, along with the ultra-robust Franchise and Create-a-Team modes. While the visuals will be upgraded with new player animations and improved details and textures, the already impressive gameplay will also be refined.



BY PONG SIFU

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



PLAYSTATION 2

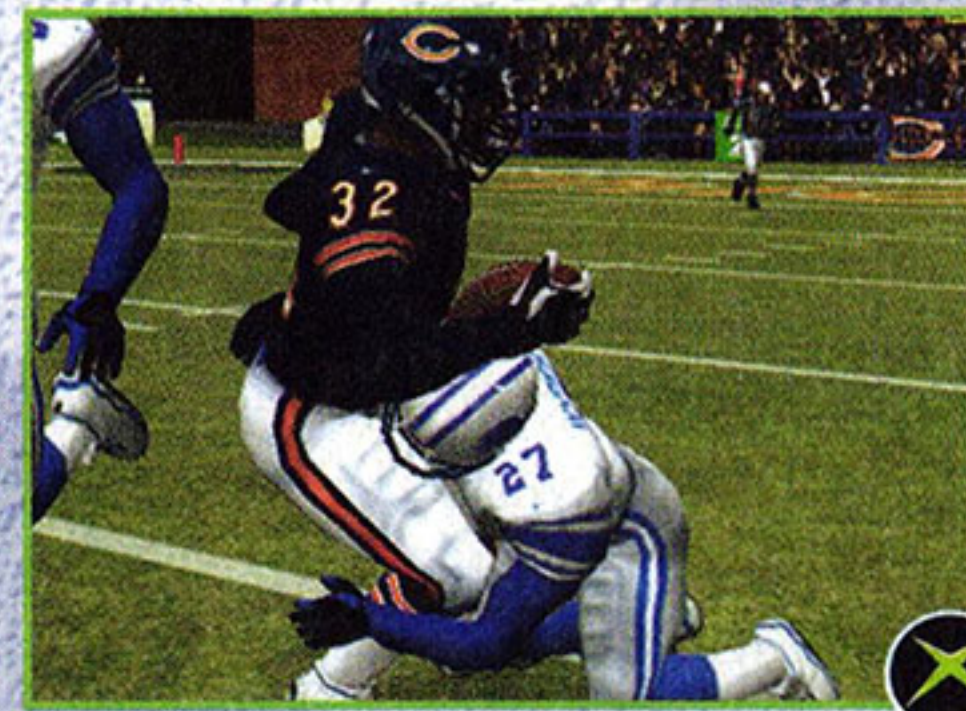


GAMECUBE



XBOX

FIRST LOOK



## NCAA Football 2003

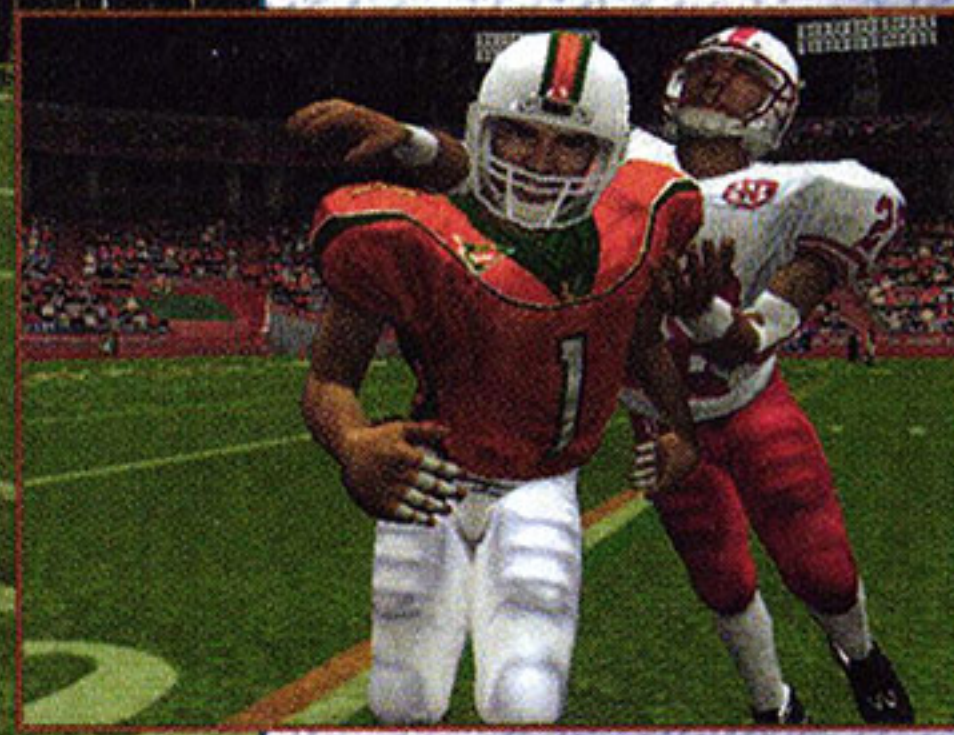
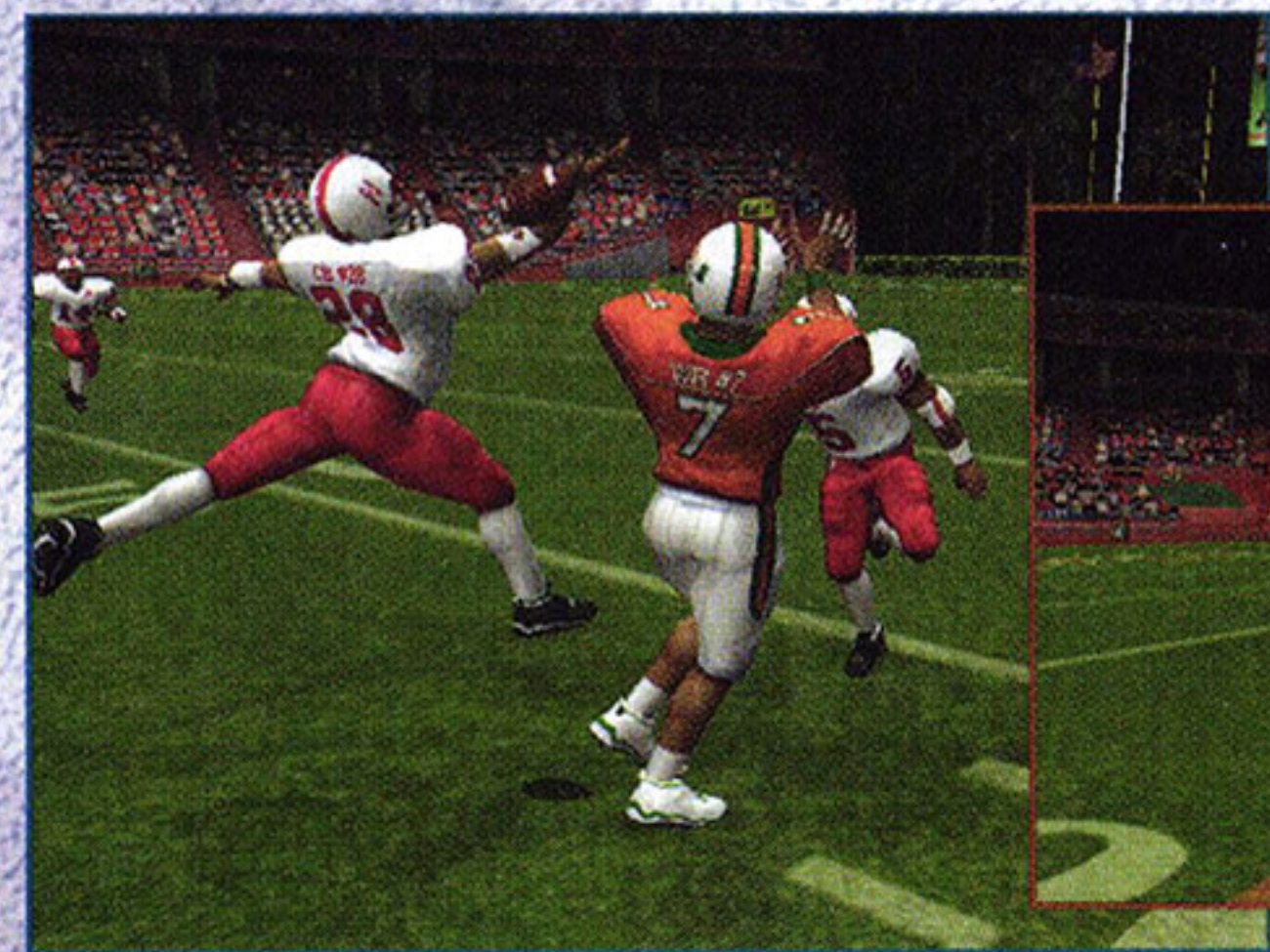


NOTHING IS MORE intense or unforgiving than playing college football...and years of real-life pigskin tradition have transformed the NCAA Football franchise into a staple for true university competition on the console systems.

The next NCAA Football game will enable you to take control of more than 144 Division I-A and I-AA schools, and you'll also be able to use new plays and formations. NCAA 2003 will also feature improved 3D crowds and new mascots, plus you'll be able to hear team-specific chants and fight songs.

The clash of the colleges will begin late this summer.

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



BY FOUR-EYED DRAGON

- Developed by Tiburon
- Published by EA Sports
- Target release date: Summer 2002



PLAYSTATION 2



GAMECUBE



XBOX

FIRST LOOK

## NASCAR Thunder 2003



ONE OF THE biggest boons for NASCAR fans happened last year when Tiburon branched out from making stellar football games...and turned out a remarkable stock-car racer. NASCAR Thunder 2003 is aiming to convert the series' impressive rookie season into a heavyweight franchise, beginning with a new game engine that will improve the A.I., graphics, physics, and handling. A deep new Career mode will be paired with a slew of real-life scenarios that sound a lot like NASCAR Heat's fun mini-games. The starting line will be open for business this summer.



BY AIR HENDRIX

- Developed by Tiburon
- Published by EA Sports
- Target release date: Summer 2002



PLAYSTATION 2

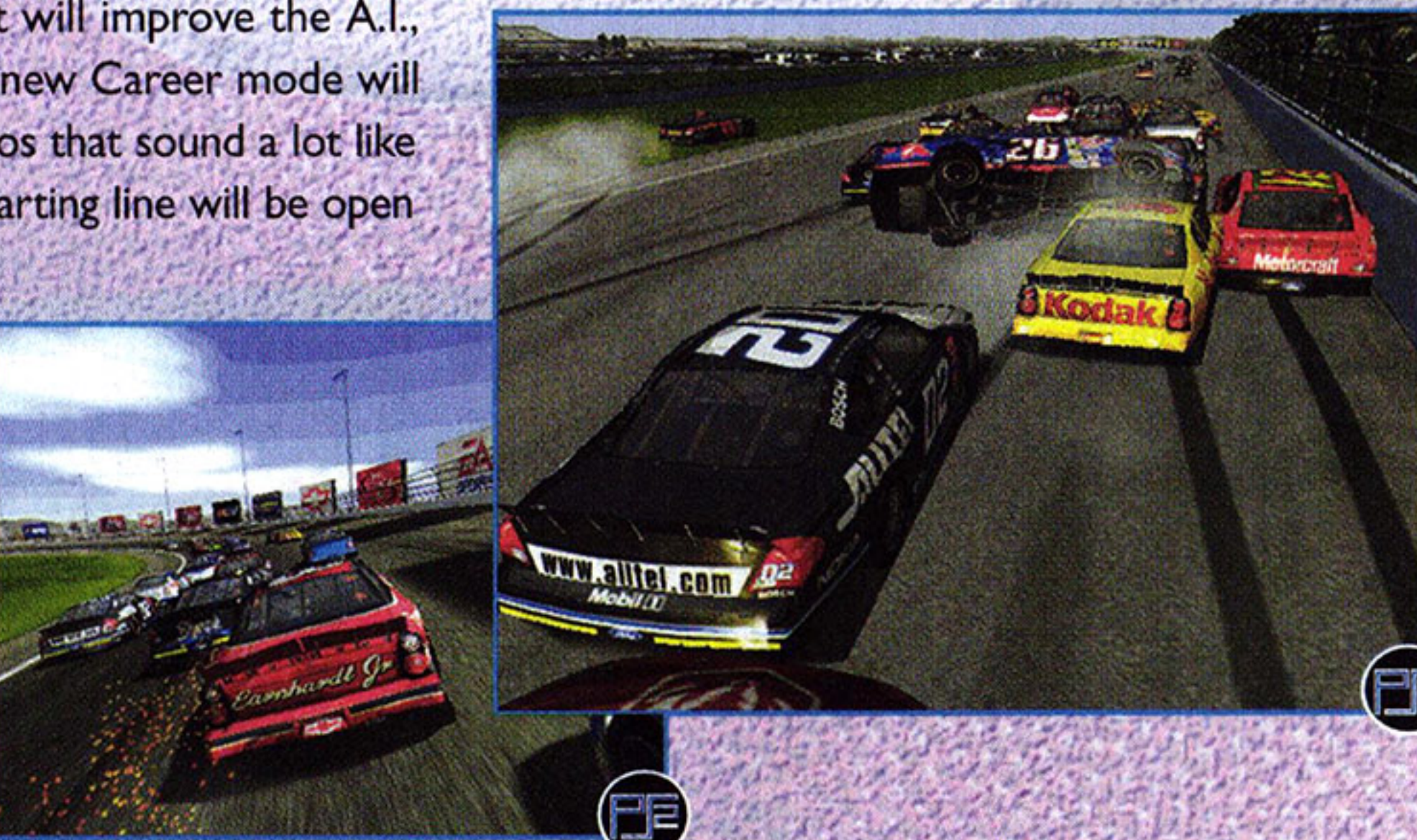


GAMECUBE



XBOX

FIRST LOOK





# NCAA College Football 2K3

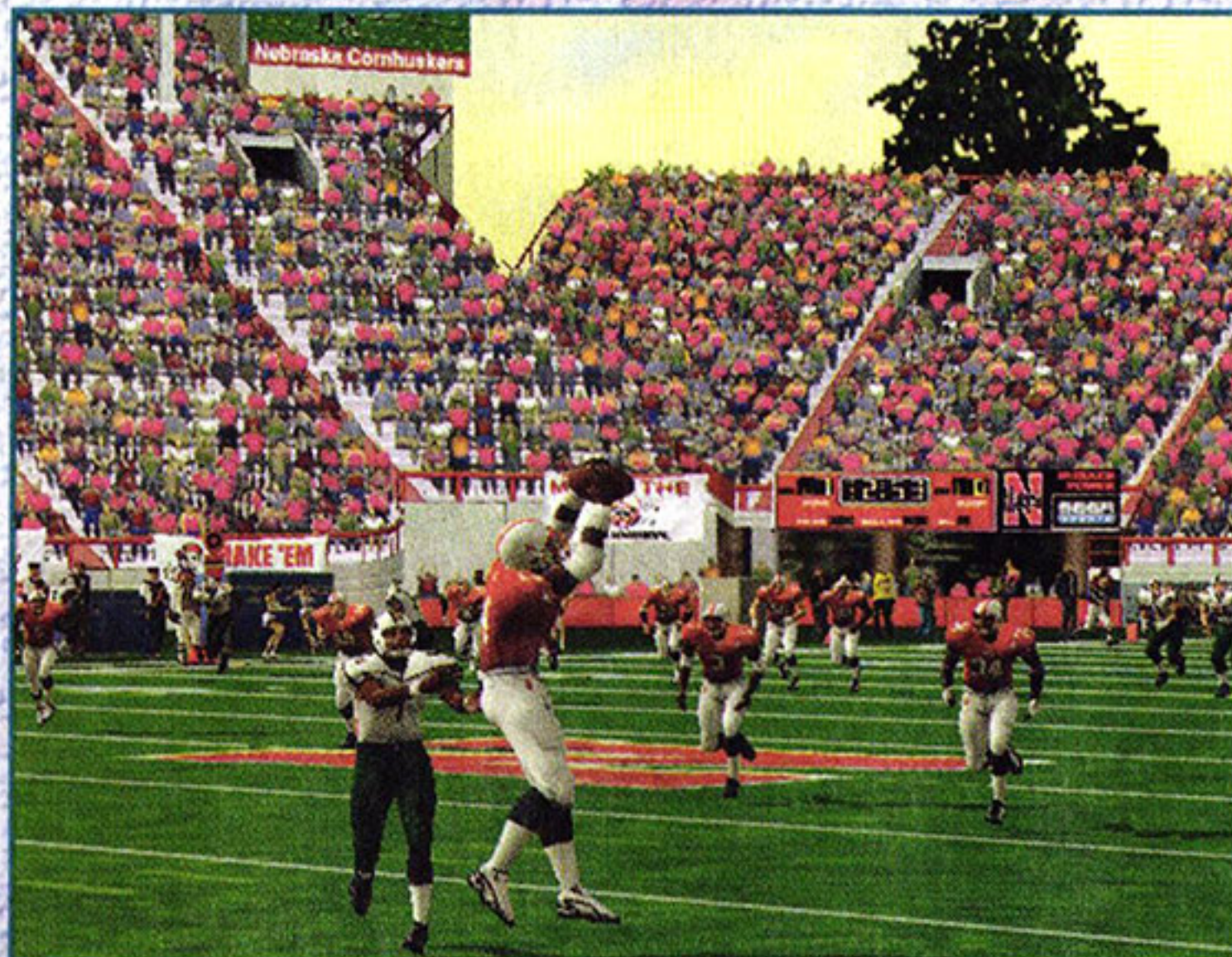
WHAT SPORT WILL Sega unleash next upon the PlayStation 2, GameCube, and Xbox triumvirate? None other than NCAA College Football 2K3, which enters the cross-platform lineup alongside its pro-ball cousins. Developer Visual Concepts is hoping to capture the college game's vastly different look and feel by going beyond its initial effort on the Dreamcast.

Improved character models with smoother animation will do battle in completely redesigned stadiums.

Extra attention will be paid to the specialized helmet decals and realistic facial expressions. The overall feel should still be familiar to anyone who has picked up any of the NFL 2K games, but

the speed and options will have a different vibe. Among the long list of features will be an enhanced Legacy mode, official Bowl games, a comprehensive roster editor, and a team ranking system. Each team's uniforms, rosters, and attributes will be current as of the 2002/2003 season schedule. Look for some big band excitement, wacky foamy #1 fingers, and painted faces come this fall. **G**

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



BY TOKYO DRIFTER

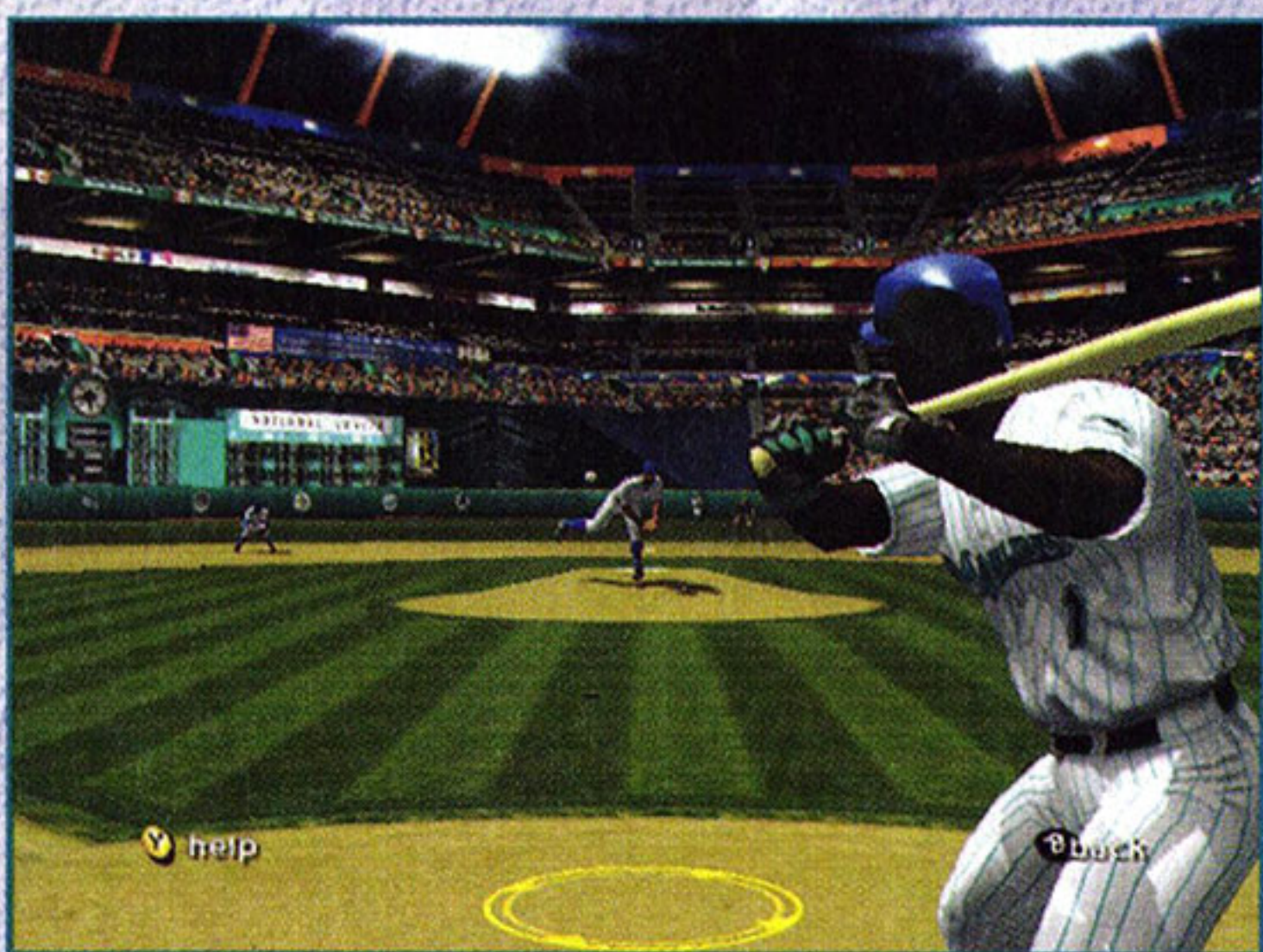
- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: Fall 2002



PLAYSTATION 2 GAMECUBE XBOX  
**FIRST LOOK**

# World Series Baseball

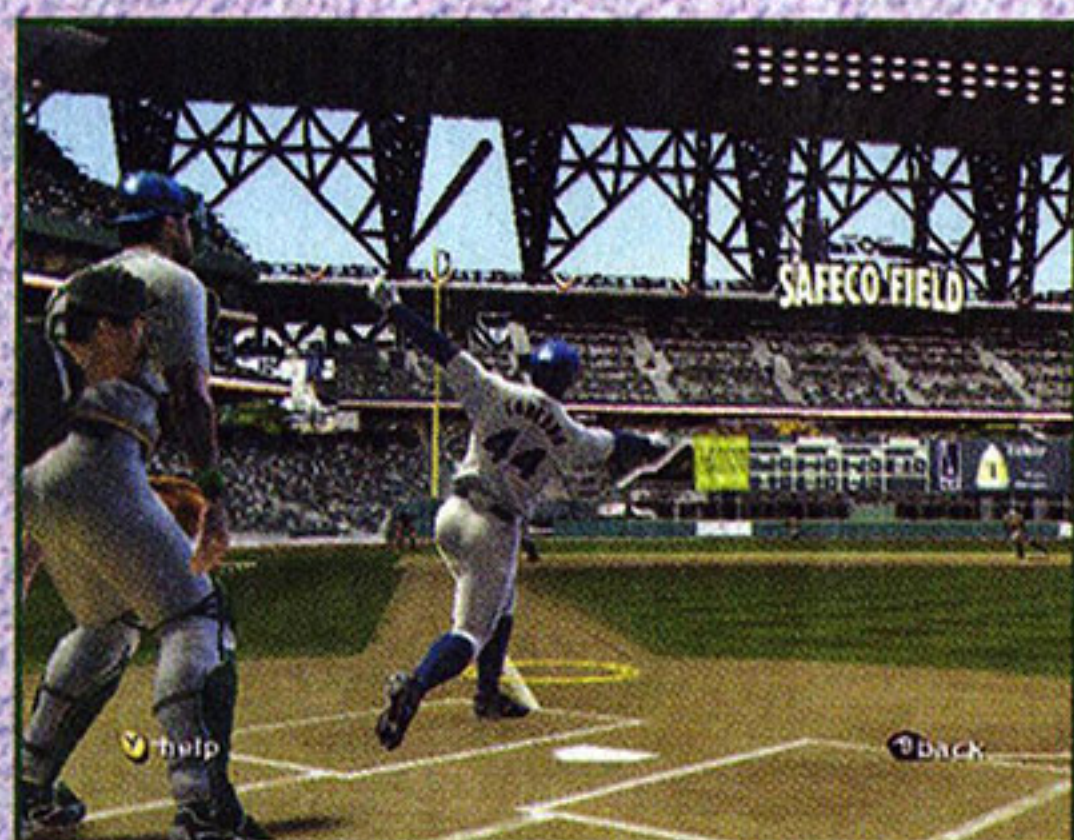
THE SPORTS GURUS at Visual Concepts are in full control of World Series Baseball now, and the game is hitting leadoff for the Xbox. WSB will



use a highly refined version of last year's game engine that seriously jacks up the visuals. As in Sega's 2K3 sports games, player models in the preview version displayed an almost-eerie accuracy, and Sega is promising 50 facial emotions, 100 batting stances, new fielding animations, and even selectable shoes.

The controls in the preview disc were sweet. The pitching interface featured a Hot Zone Box that indicated pitch location versus a batter's hitting tendencies, and you could disguise pitches during two-player games. At the plate, the batting cursor was unobtrusive, enabling you to hone your hitter's eye.

You'll get five modes of play, including exhibition, season, playoffs, and home-run derby, but Franchise mode, in particular, is looking formidable. You'll hire managers, coaches, and scouts, and the money you pay these guys will even affect the quality of your players. During the season, you'll be able to wheel and deal—even orchestrate multiplayer trades. Forget spring training, the World Series is just around the corner. **G**



BY BROTHER BUZZ

- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: May



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Level 3



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# Home Run King

PLATFORM  
 GameCube



SPORT  
 Baseball



SEGA'S FIRST BASEBALL effort for the GameCube has more of an arcade feel than the simulation-based World Series Baseball franchise, which can be either a good thing or a bad thing depending on your preference.

## King as in Baseball, not Burgers

Home Run King's visual package is uneven. Convincingly realistic player animations and details like the shine on their helmets look great. Not-so-good are the polygon clipping issues and the bland stadium crowds. Also, the flashy camera angles when the ball is in play often prevent you from properly assessing your defensive options.

The sounds are noticeably bland. The play-by-play by the two announcers sounds a lot like the commentary from Sega Bass Fishing, complete with jarringly odd speech patterns.



**PRO TIP:** You can turn off this strike camera pan by going to the options screen and turning off auto replay.

## It's Good To Be the King

The pitcher/batter interface, on the other hand, is fantastic. As the pitcher, you select pitch and location with the analog stick. You also monitor pitch power with a power bar, lifted directly from Virtua Tennis. You can't see the pitching-location cursor, which can be tough at first, but it's perfect for games versus human opponents. Batting offers twists on tradition starting with the ability to guess what pitch is being thrown. Your batting target then morphs to the angle of the pitch and changes from blue to red if you anticipate correctly.

Home Run King's quirky, arcade-style presentation and gameplay isn't for everyone, but its engaging charm and addictive pitcher/batter interface make it stand out at the ol' ball game. **G**

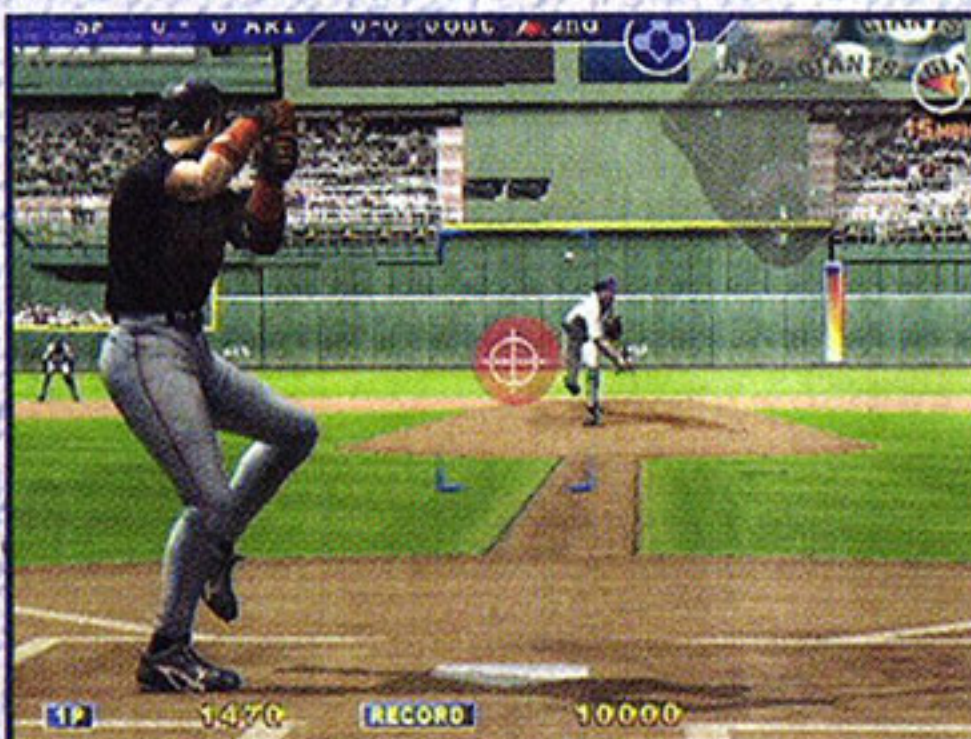


BY TOKYO DRIFTER

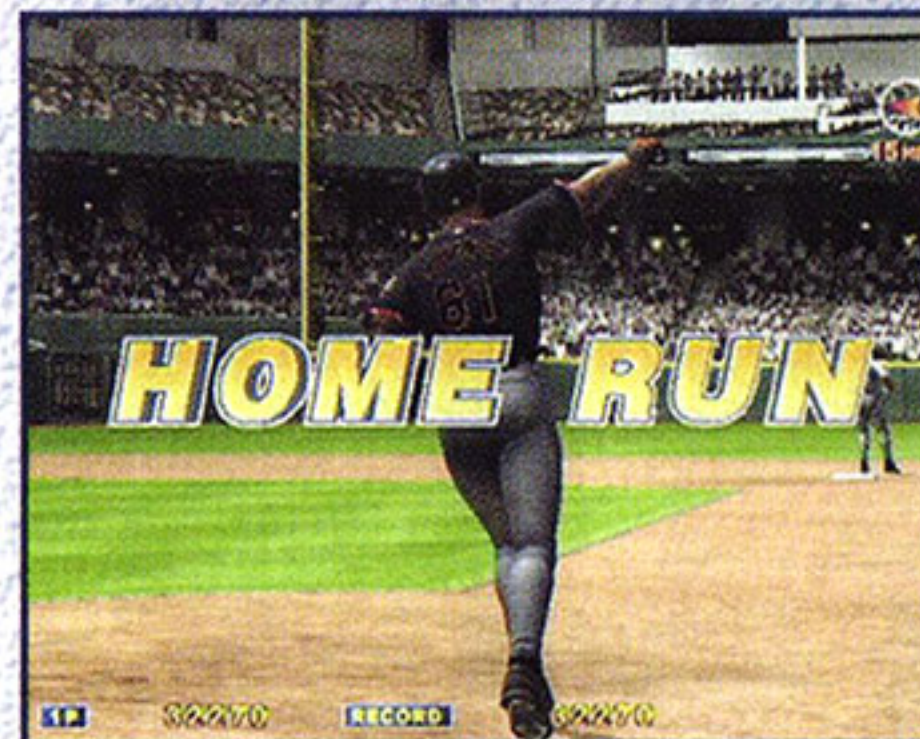
- Developed by Wow Entertainment
- Published by Sega
- \$49.99
- Available now
- Baseball
- 2 players



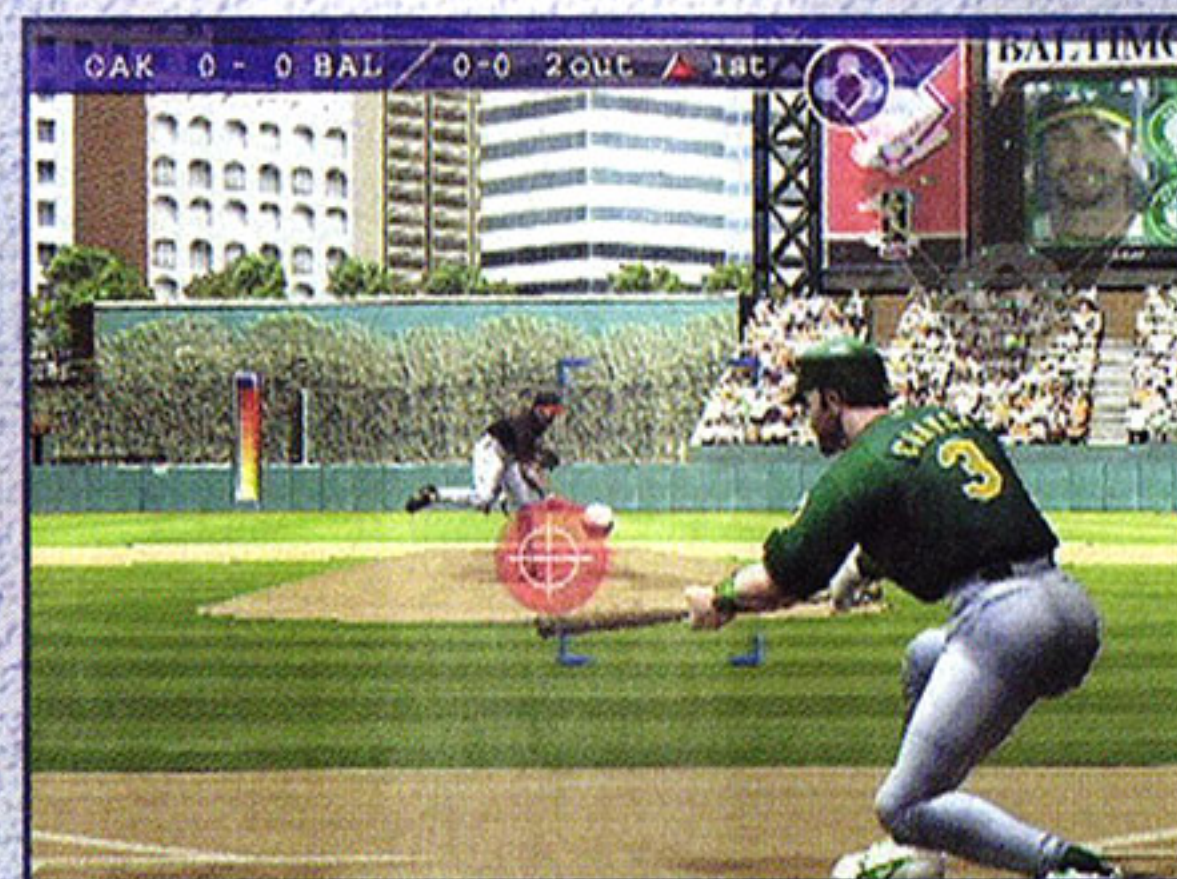
| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0      | 3.5   | 4.0     | 4.0        |



**PRO TIP:** Guessing that the pitcher will throw a fastball is usually a safe general strategy when you can't decide what to do.



**PRO TIP:** You don't need to sub out pitchers since they're equally capable of hitting one out of the park in Home Run King.



**PRO TIP:** Your best chance at bunting for a single is to aim between the pitcher and the first baseman.

# NFL Blitz 20-02

PLATFORM  
 Xbox



SPORT  
 Football



NFL BLITZ 20-02 stays true to its arcade roots, but it's slowly evolving into a deeper experience. This time around, Blitz adds an Impact Player, who can be reassigned on the fly. Player models and animations have been improved upon and field textures look very good...even if the camera occasionally gets lost after the play.

The two-man commentary is goofy but entertaining, and the grunts and comments get repetitive. The controls handle just fine, even with the new Impact Player. That said, there isn't all that much new here, except for a crazy 16-player mode—but even that, like the season mode, just extends the basic gameplay. The series' hallmarks remain fundamentally unchanged.

NFL Blitz is still a ridiculously fun pick-up-and-pummel kind of game. Just don't buy it expecting a revolution. **G**



BY DAN ELEKTRO

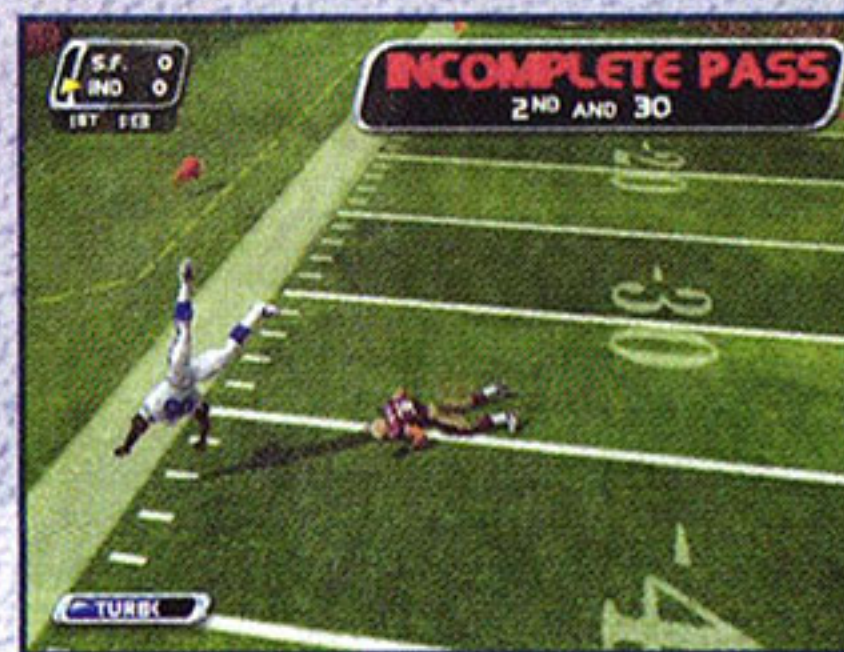
- Developed by Point of View
- Published by Midway
- \$49.99
- Available now
- Action Football
- 16 players (via link cables/hub)



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0      | 3.5   | 4.0     | 3.5        |



**PRO TIP:** If you bobble a pass, immediately send the receiver to the yellow X to save the play.



**PRO TIP:** The key to effective pass defense is simply hitting the receiver before the catch.

# Smash Court Tennis Pro Tournament

PLATFORM  
 PlayStation 2



SPORT  
 Tennis



SMASH COURT SERVES up a decent dose of tennis, but the unusual control scheme doesn't give the game a top seed ranking.

Okay, so Namco gets a half point for getting Anna Kournikova into a tennis game even though she's only a mediocre player in real life. You can, however, play as seven other ranked and better players. Unfortunately, the gameplay doesn't focus on the players' strengths and weaknesses like a tennis game should; rather, hitting the winning shot requires you to press the button at just the right moment to get a strong solid hit. The so-so visual and sound package contributes to the middling quality of the game, too. Rent Smash Court to hold off your tennis craving until Sega's Tennis 2K2 makes its PlayStation 2 debut. **G**



BY FOUR-EYED DRAGON

- Developed and published by Namco
- \$49.99
- Available now
- Tennis
- 4 players



| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.0      | 3.0   | 3.0     | 3.5        |



**PRO TIP:** To get a "Nice!" on your serve, hit the ball just as it starts to fall back down.



**PRO TIP:** Rafter attacks the net right after serving. Return his serve cross-court to get him off balance.

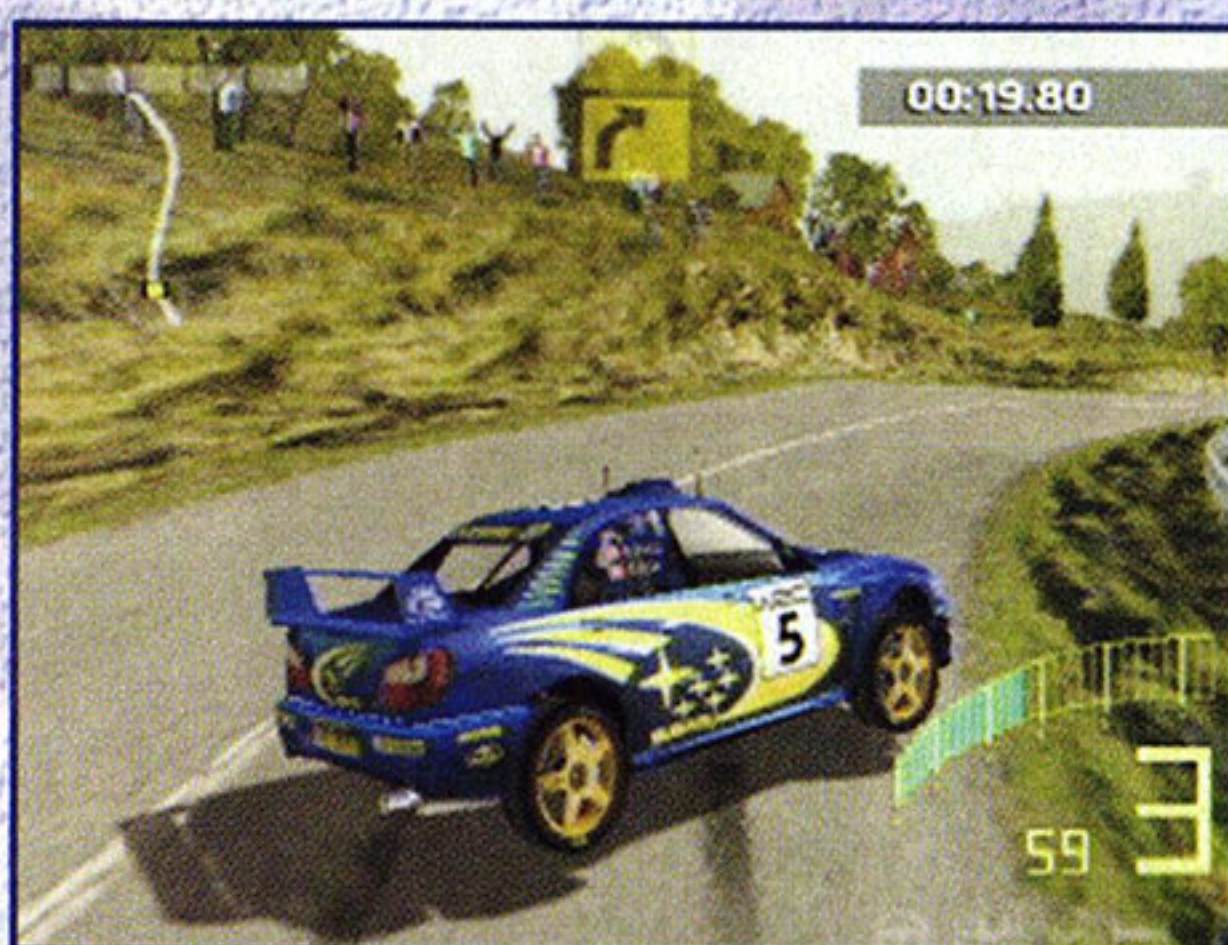


## World Rally Championship

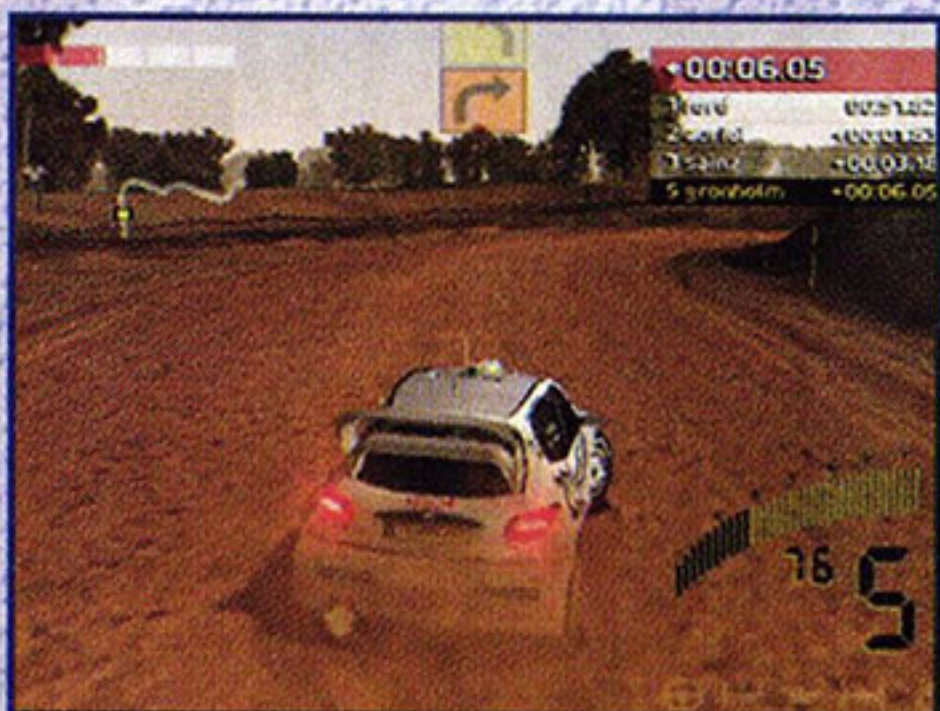
PLATFORM  
PlayStation 2



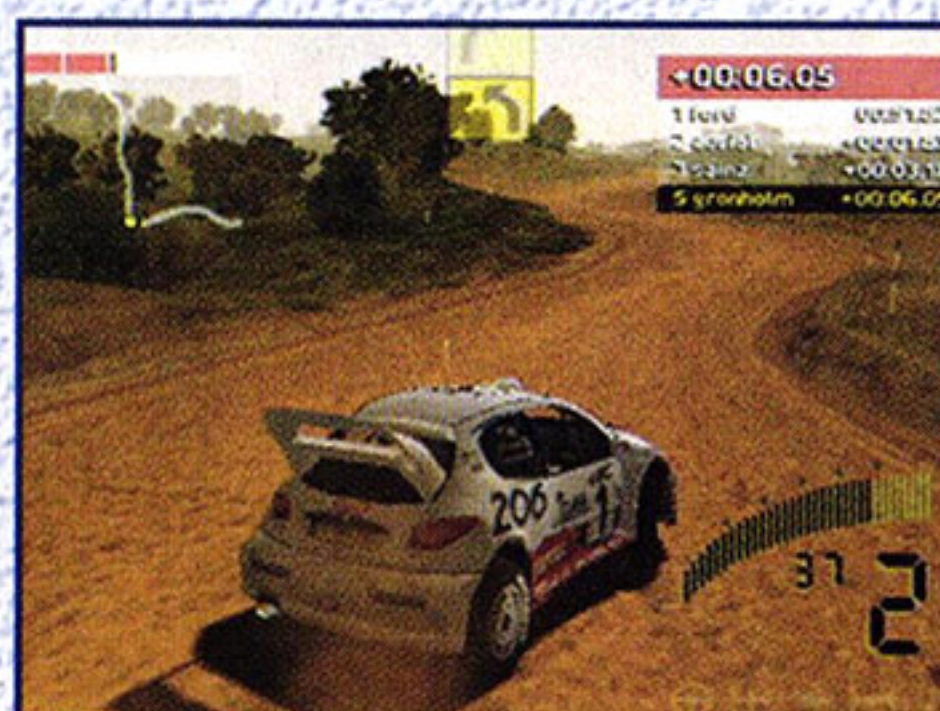
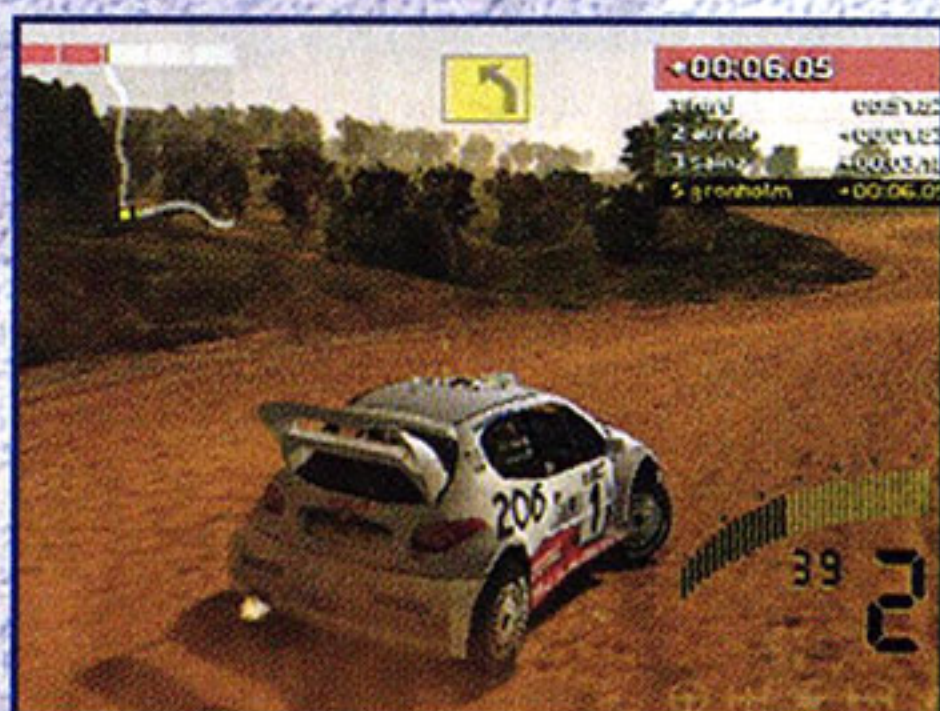
SPORT  
Racing



Enjoy the wonderful sights of WRC as you race through the majestic vistas, hills, and deserts of Europe and Africa.



**PRO TIP:** To maneuver through a sharp curve, start by tapping the brakes as you're entering the turn. As you're making the turn, countersteer slightly. As you're coming out of the turn, keep your wheels pointed in the direction you want to go and accelerate hard.



THERE AREN'T MANY licensed racing games that make you feel like you're in an actual competition when you play, but World Rally Championship is one of those rare exceptions.

### Worldly Traveler

The overall presentation of World Rally Championship is simply amazing. With a slick intro movie and actual film clips of WRC racing intermittently shown in-between stages, rally culture starts to dig into your mind as soon as you start playing. But the visuals go way beyond just FMVs. You can race in every official car and on every official track of the 2001 WRC. Each roadster is sharply painted with its true colors and official sponsors, plus cars get damaged if they stray off road and get dirty when they race on dusty roads.

The level design, however, is the best part of the game. Whether you're climbing the steep slopes of Cyprus or braving the narrow roads of Great Britain, courses are re-created with realism—they even include various road types and unpredictable weather patterns that you need to contend with in every race. The voice of your co-pilot and the sound of revving engines add an extra element of realism, too.

### The Single Scene

The gameplay mirrors genuine rally racing: Instead of speeding along at the same time with a pack of competitors, you must drive solo against the clock. It may sound uneventful, but races happen on all types of terrain, which means you need a lot of concentration to master each course. Controlling your car on these tricky tracks, however, can be frustrating at times due to the loose handling of your vehicle. Still,

navigating through the twists and turns in such diverse environments is exhilarating.

If you've ever wondered what the heck rally racing is all about or if you're a true fan of the extreme sport, play World Rally Championship—it's as close as you'll get to the real thing. **G**



BY FOUR-EYED DRAGON

- Developed by Evolution Software
- Published by BAM! Entertainment
- \$49.99
- Available now
- Racing
- 2 players

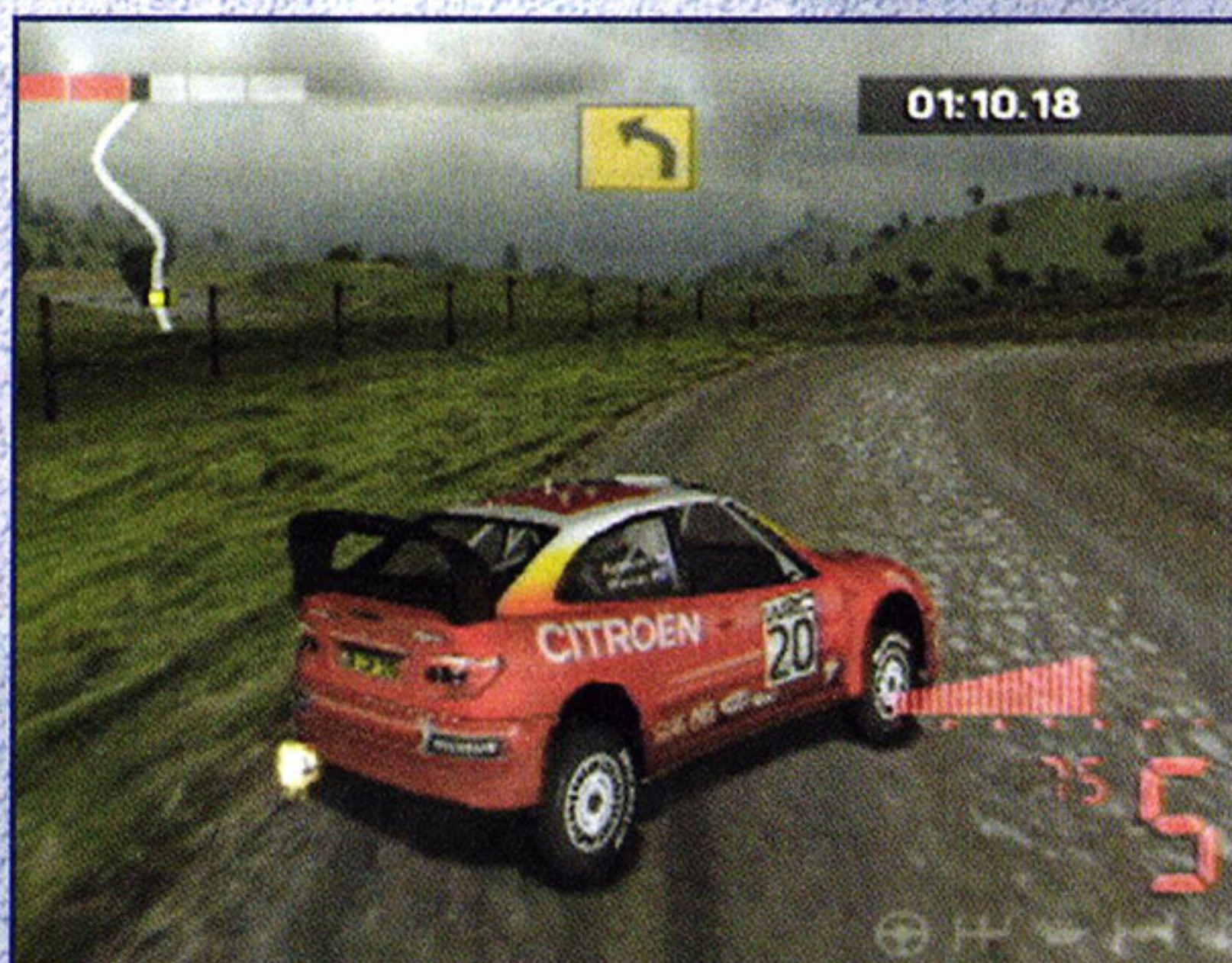


GRAPHICS

SOUND

CONTROL

FUN FACTOR



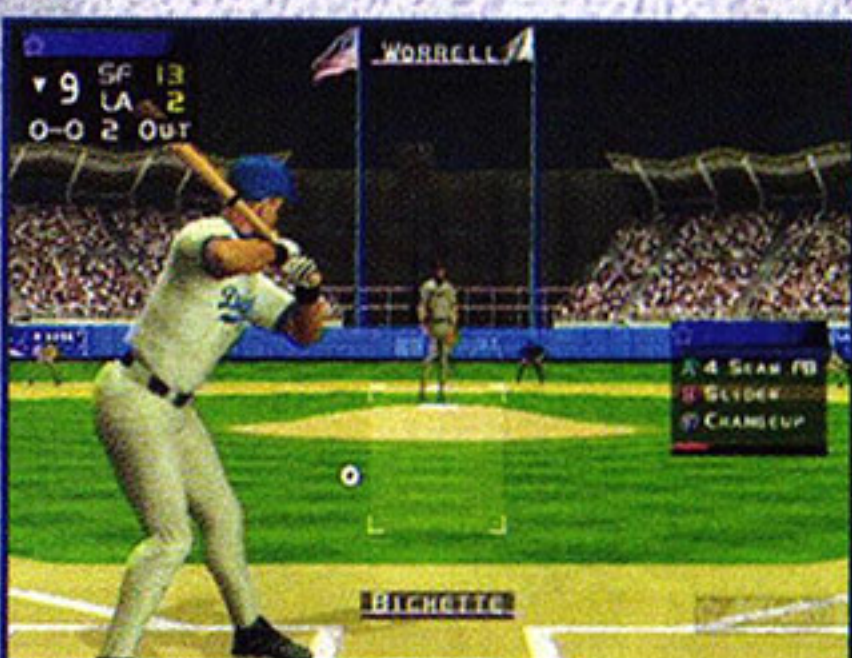
**PRO TIP:** Gravel in New Zealand is like ice, so start your turns really early and slow down on medium curves.

## All-Star Baseball 2003

PLATFORM  
GameCube



SPORT  
Baseball



**PRO TIP:** Recognize the movement on your pitcher's fastball. Then you can aim slightly outside the strike zone to make the pitch tail in for a strike.

The graphics and sounds work hard to put on a good show. Player models make an impressive effort to accurately mimic all big-leaguers, and the gameplay animation is silky smooth. The all-star quality audio deserves kudos for excellent and very accurate calls.

All-Star Baseball 2003 is suited up and ready to play. GameCube ballplayers should look forward to this season with confidence. **G**



BY BROTHER BUZZ

- Developed and published by Acclaim
- \$49.99
- Available now
- Baseball
- 4 players

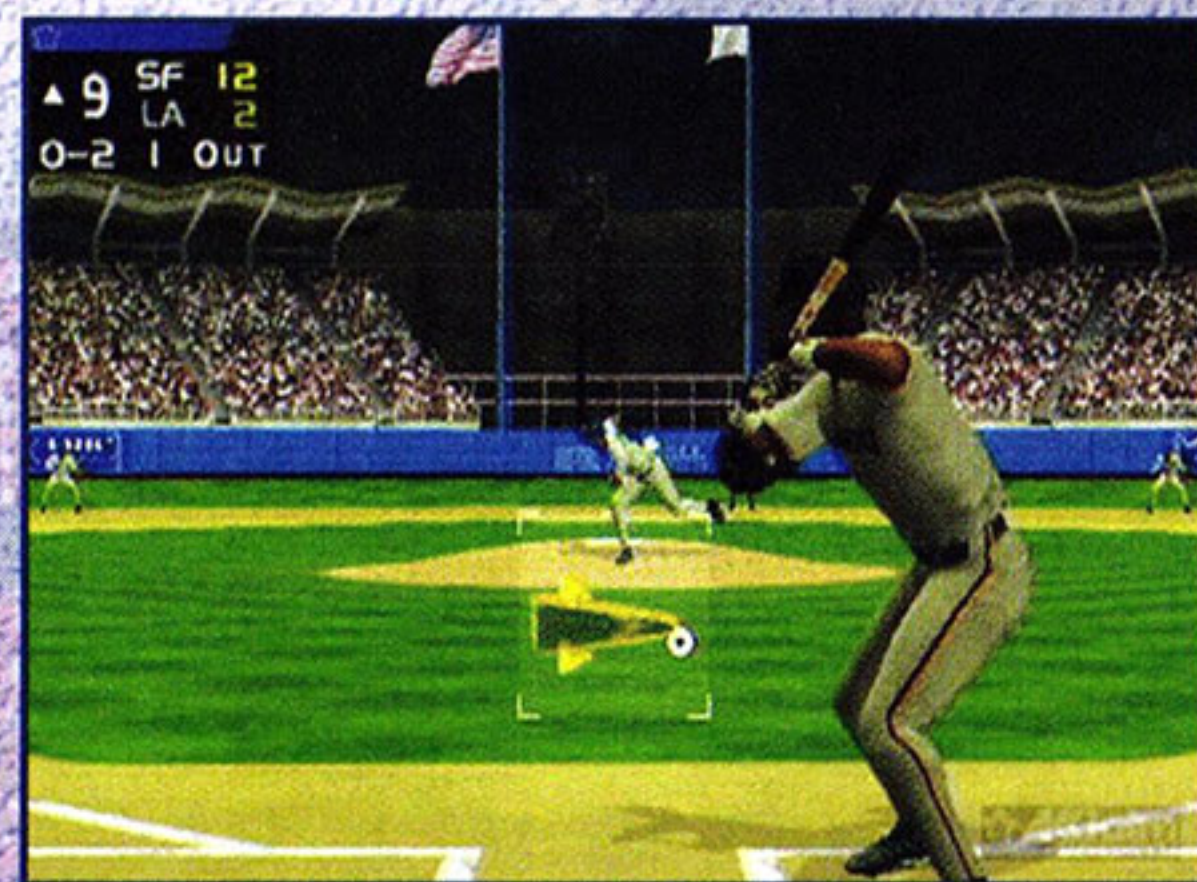


GRAPHICS

SOUND

CONTROL

FUN FACTOR



**PRO TIP:** If you're swinging for the fences, use the C stick to angle the bat slightly up and then swing aggressively by hitting A just before the pitch reaches the plate.



## Final Fantasy XI



IT WOULD BE no exaggeration to say that Square's future lies in the hands of Final Fantasy XI. The company took a financial hit after the *Final Fantasy* movie tanked, but now it is trying to regroup by taking its monstrous RPG series (30 million games sold and counting) into the bold world of online play. Will Square succeed? That depends on a thousand different factors: whether Sony can get its PlayStation 2 online service running soon enough, whether gamers will shell out \$40 for the PS2 network adapter, and so on. Still, if the FFXI public beta test taking place in Japan right now is any indication, Square could have the makings of a great online game in its hands.

### The Screen Layout



From the keyboard-based commands to the great big text window on the bottom, Final Fantasy XI already looks and feels much different from the rest of the series. Although the game may seem a bit overwhelming at first, Square has tried to create an interface that works seamlessly as you spend your days and nights adventuring. Here's a quick guide:

**H** The Help bar will function similarly to the way it did in FFX and FFX's status screens. It will display help messages and show statistics for the currently selected magic or special ability.

**C** Menus will always be displayed on the right-hand side of the screen. Besides the usual business of equipping weaponry and healing your wounds, you'll be able to search for other players online and create link groups (informal player associations) to keep tabs on your friends.

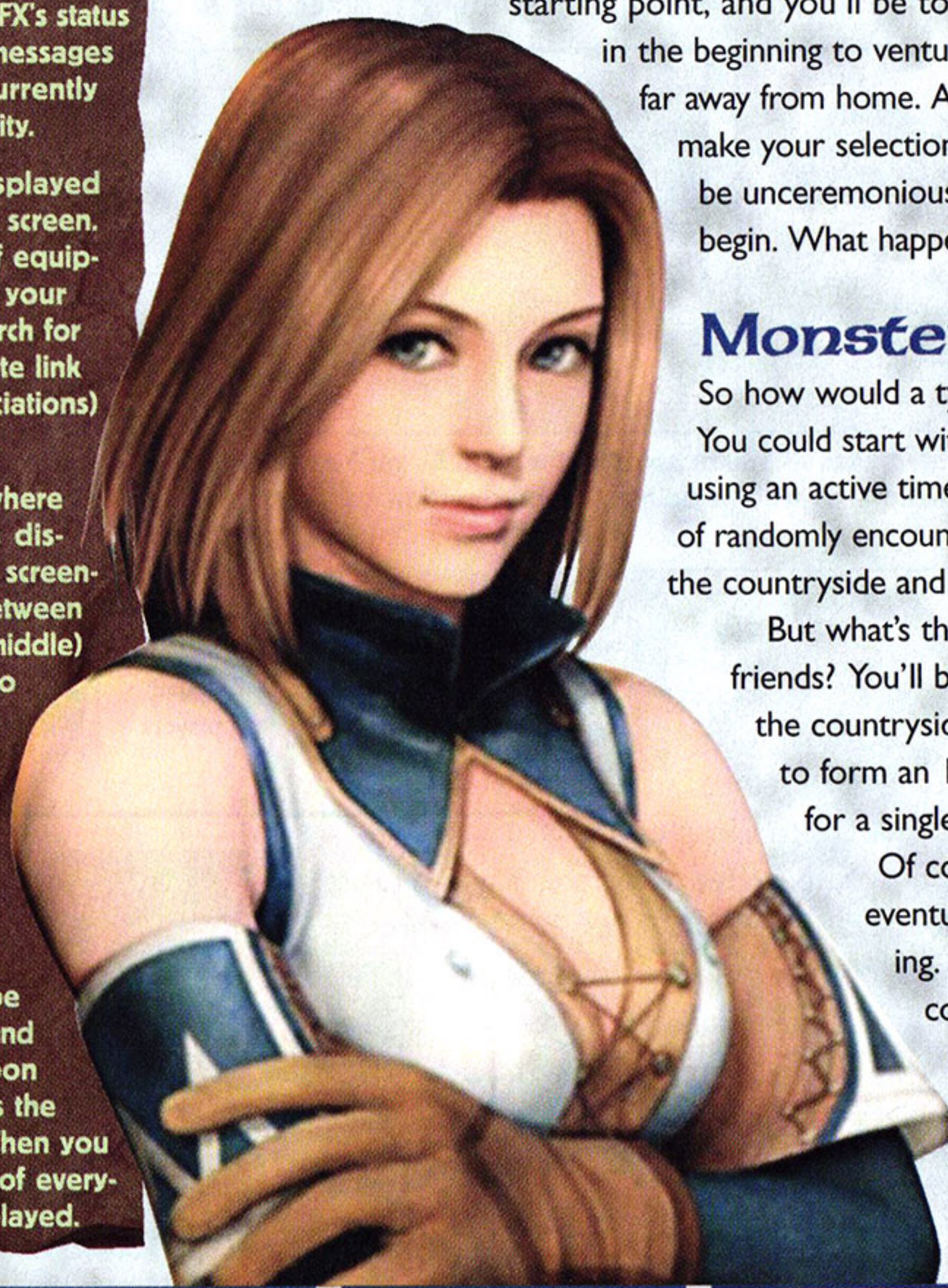
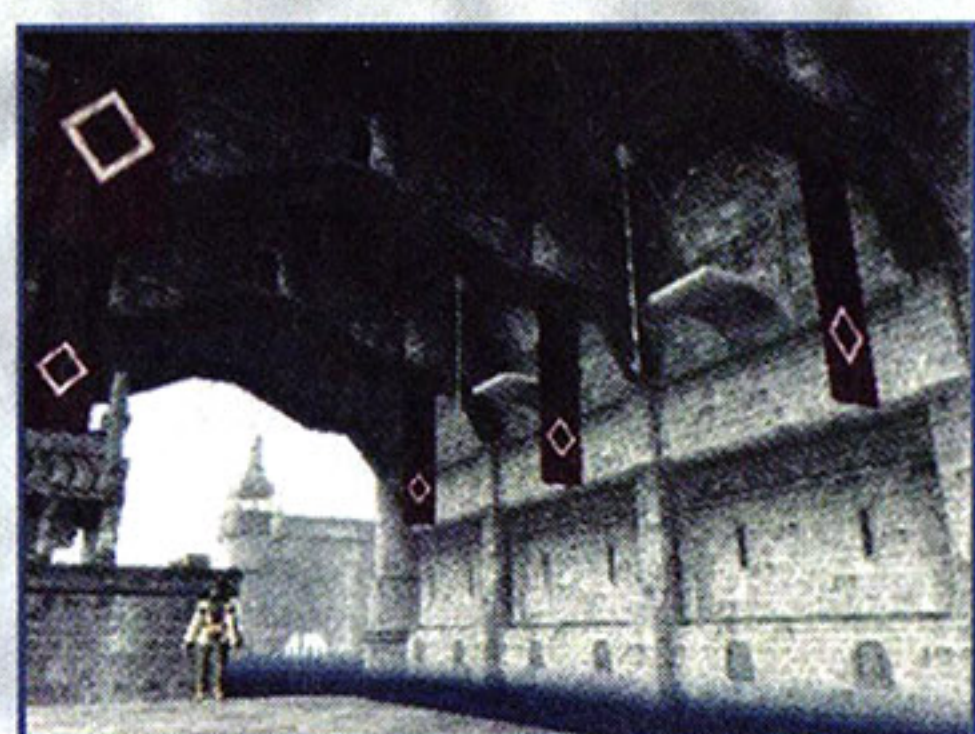
**S** The log window will be where all battle and player text is displayed. The white text in the screenshot is public conversation between Popon (the little dude in the middle) and Rico (the big guy next to him), and the red text is private messaging between the two players. You'll also be able to send instant messages to members of your current party, no matter where they are.

**P** Your party's status will be displayed in the lower right-hand corner. Obviously, since Popon isn't in a party right now, he's the only character shown here. When you join a party, the HP and MP of everyone in the group will be displayed.

### Making Your Debut

Final Fantasy XI will differ from its predecessors in one very obvious aspect—you won't be able to do a thing with it unless you have net access. At the very least, you'll need the PS2 broadband adapter (going on sale this August) and an Internet service provider subscription. A USB keyboard and mouse would also help. Chances are you'll have to pay a fee to access the game; Square has yet to announce anything official, but there will likely be some kind of monthly rate.

Once you're set up online, the first order of business will be naming and building a character. You'll have five races, six jobs, and three home countries to pick from. The homeland you choose will be extremely important as it will dictate your starting point, and you'll be too weak in the beginning to venture very far away from home. After you make your selections, you'll



be unceremoniously dropped into your country's capital city and the game will begin. What happens next will be completely up to you.

### Monsters, Parties, and Missions

So how would a typical player pass an evening in the virtual world of Vana'diel? You could start with a little monster hacking. Fighting in FFXI will be turn-based, using an active time system that should be familiar to Final Fantasy fans. Instead of randomly encountering monsters, though, you'll be able to see them roaming the countryside and attack or evade them at will.

But what's the point of playing an online RPG if you don't play with your friends? You'll be able to have up to six players form a party and rampage the countryside. If this isn't enough, you'll also be able to combine parties to form an 18-man alliance for bosses and anything else that's too tough for a single group.

Of course, with this being part of the Final Fantasy series, you'll eventually want a little story to go with all the slashing and bashing. You'll be able to elicit one-shot quests from the computer-controlled characters you run into in town, but most of the story will revolve around the missions granted by your homeland's government. These will run the gamut from exterminating a hive of orcs to retrieving a lizardman's egg for a government minister with exotic tastes in food to







protecting a group of young sorcerers as they test their spells on real monsters.

The missions you receive will start out simple and without much reward, but as you gain levels and build your name, you'll start getting more glamorous assignments and become privy to the inner sanctums of the government. The three countries in FFXI—the Republic of Bastok, the Kingdom of San D'Oria, and the Federation of Windurst—seem to share friendly relations, but nasty border conflicts break out in the wilderness almost constantly. You'll even be able to conquer new lands for your home country if you're the adventurous sort. What lies beneath the surface of these tensions? The more you play, the more you'll discover.

## Your Chance To Shine

There is no doubt that Final Fantasy XI will require a large chunk of time to fully get into. Japanese beta testers have had nothing but praise for the game, but some worry about how players need to level-up for a while before anything really cool happens—a common problem with online RPGs like this. However, most gamers will probably be too busy building characters, chatting with fellow explorers, and going on monster-hunting excursions to notice. The philosophy of previous Final Fantasies was to build a



story for the player to follow; now, it will be the players' turn to weave their own tales.

Prepare to wait a while for your chance at online stardom, though: This game is coming out in May in Japan, but probably won't hit American shores until 2003.



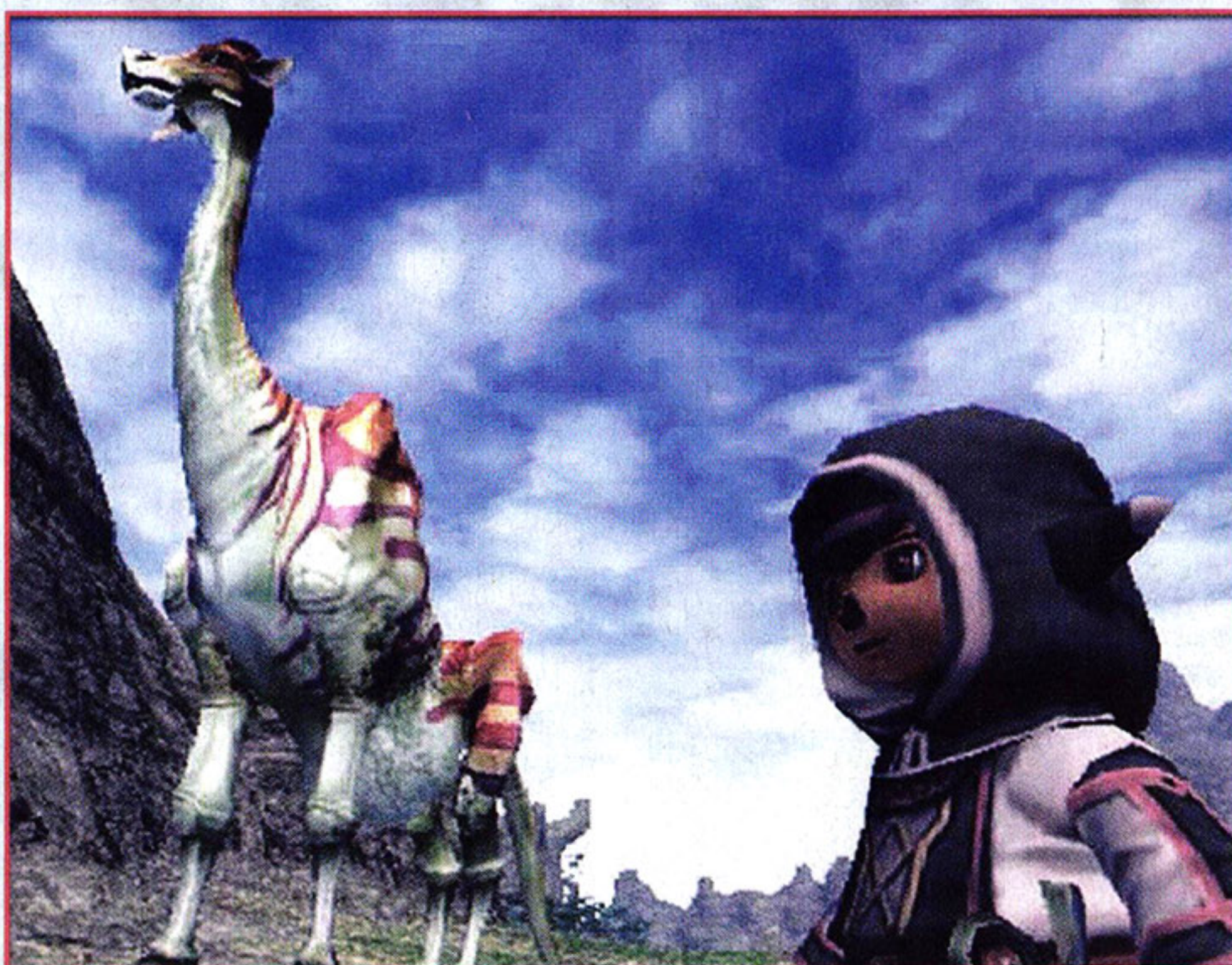
BY FENNEC FOX

- Developed by SquareSoft
- Published by Square EA
- Target release date: May (in Japan); 2003 (in U.S.)



PLAYSTATION 2

OVERSEAS PROFILE



Three countries, five races, hundreds of monsters...the world of Final Fantasy XI will take time to fully explore. Are you up for the journey?

## How Do Battles Work?



Starting a battle will be simple. All you'll have to do is find a monster and target it with the **O** button. Once the monster is targeted, pressing the **O** button once more will bring up a standard battle menu, enabling you to attack, use magic or special abilities, or examine the monster to see how strong it is.

Non-magic users (like warriors and thieves) will be able to perform auto-attacks on their enemies, continually punching or slicing until the battle ends or they're ordered to stop. Things will be more complex with mages: Each magic spell will take a certain period of time to cast and will be automatically canceled if the caster gets hit during the spell.

Beating tougher monsters with a full six-person party will require some major teamwork and perseverance. In most cases, you'll want fighters and monks slashing away in the front lines, and mages casting attack and healing spells from a safe distance. Just make sure you don't die—if you do, you'll lose experience points depending on how far away you are from the next level. Thanks to this system, it will be quite possible to level-down after dying, which is both annoying and will make your friends laugh at you.





# Star Wars: Knights of the Old Republic



BY FENNEC FOX

- Developed by BioWare
- Published by LucasArts
- Target release date: Fall 2002



FIRST LOOK

## HERE GOES NOTHING

When LucasArts announces a new *Star Wars* game, people get curious. When it says it will be an RPG set 4000 years before the first movie, people start paying attention. But when it reveals that the game is being developed by BioWare, the outfit behind *Baldur's Gate* and nearly everything that's good about PC RPGs, that's when gamers start to get really excited.

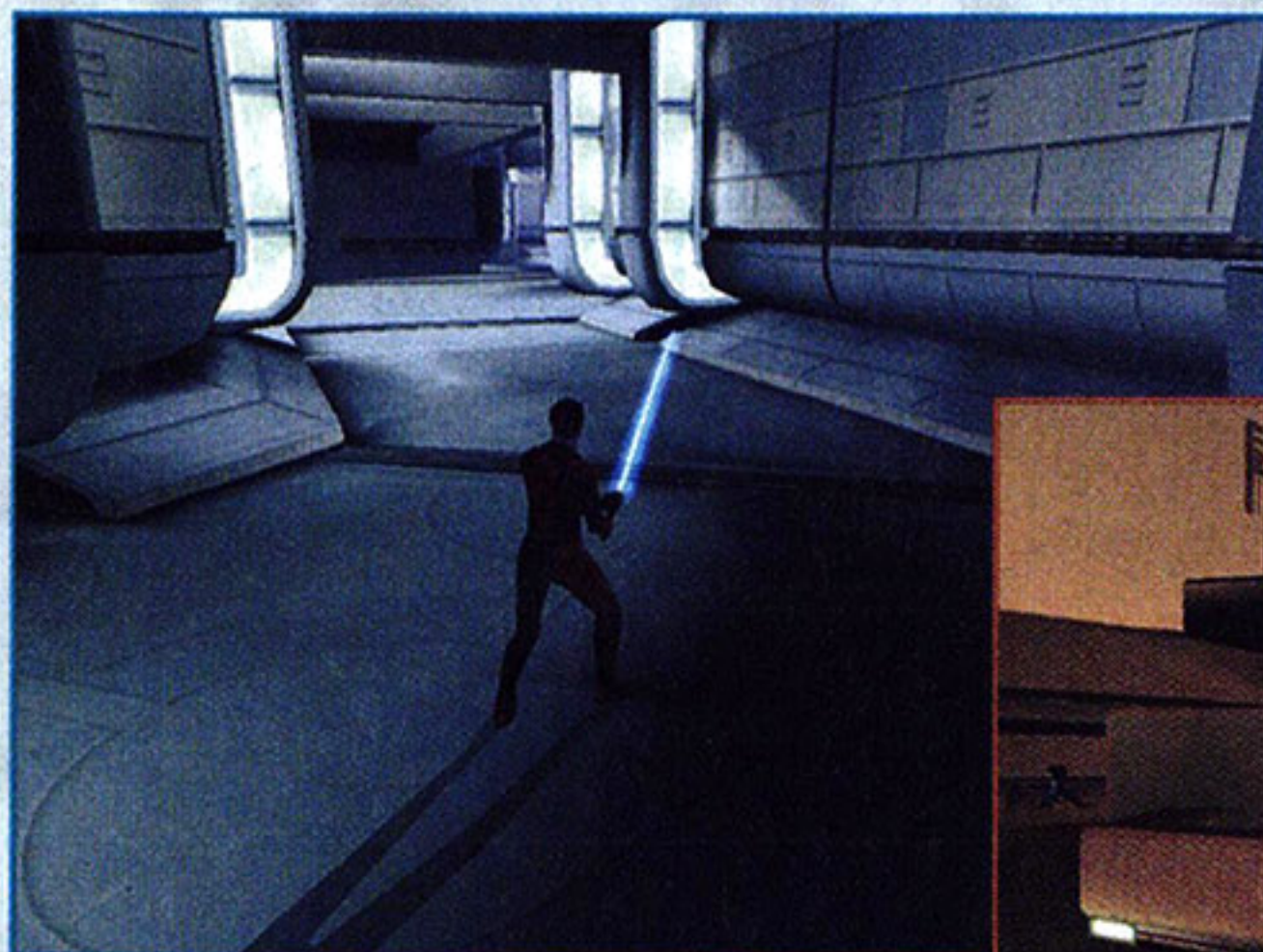
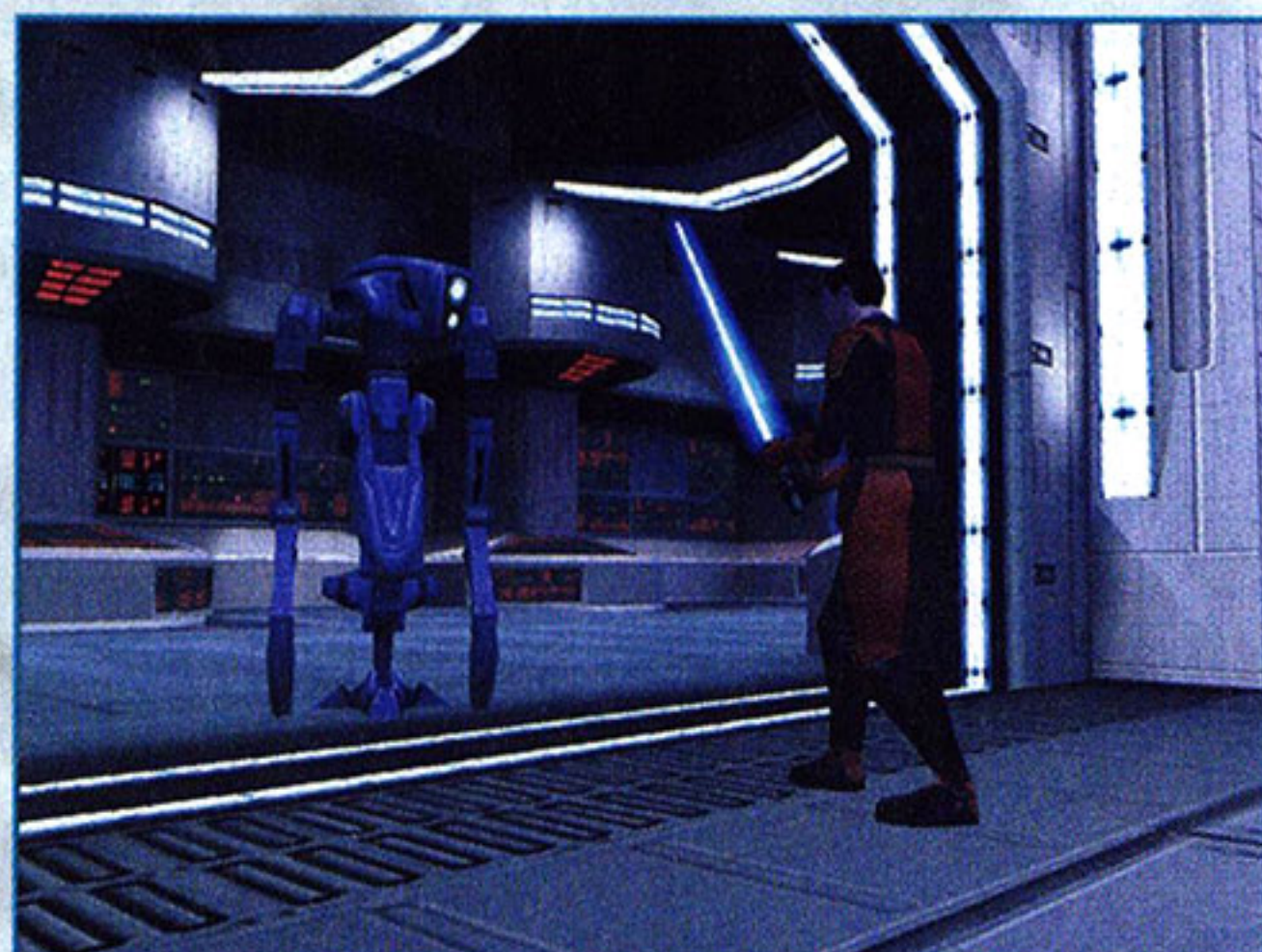


You'll run into humans, droids, and nearly every species in between during your quest in *Star Wars: Knights of the Old Republic*.

## A DISTURBANCE IN THE FORCE

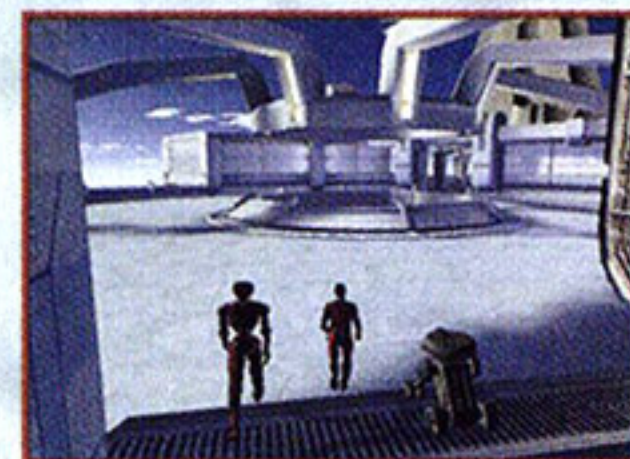
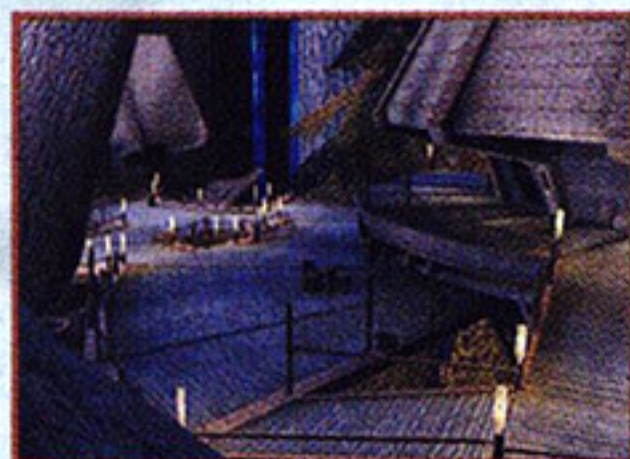
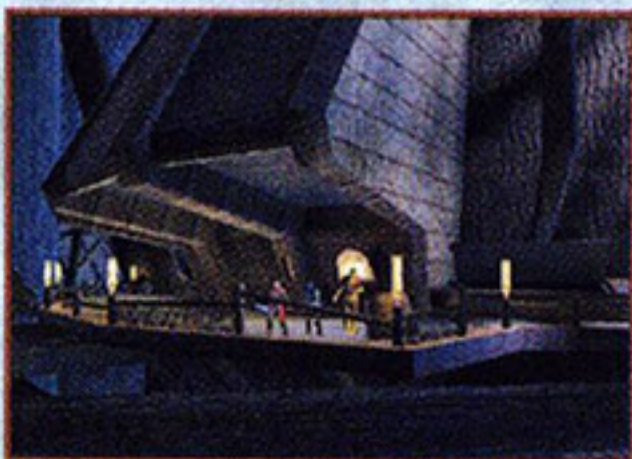
*Star Wars: Knights of the Old Republic* is set at a troubled time in galactic history. The Jedi Knights still number in the thousands, but they have strong enemies in the Sith, masters of the Force who don't bother with the goody-goody righteousness that Jedis take to. Into this conflict enters you, a young Jedi with the power to make or break this interplanetary war.

Your journey will take you across 10 planets, from Tatooine and Dantooine to the Sith homeworld and Kashyyyk, Chewbacca's birthplace. You'll choose two other characters from a group hanging out on your space ship to accompany you. The game's battles will be action-oriented while keeping some of the strategic elements that marked the *Baldur's Gate* interface. System details have yet to be revealed, but LucasArts is promising combat scenes heavily inspired by the films' lightsaber battles.



## THERE'S ONE! SET FOR STUN

*Knights of the Old Republic* will be the Xbox's first major RPG, and BioWare is busy making sure it will be a memorable one. The galaxy you explore will be exquisitely detailed and include thousands of little graphic touches—including realistic shadow and sunlight effects—that bring the saga to life in a way paperback science fiction novels could only hope to. You'll have the freedom to be a good Jedi and work against the Sith or turn toward the dark side and spread chaos across the universe. A host of mini-games, including swoop-bike racing and target practice at your ship's main turret, will complete the picture. You can look for the finished game this fall.









## Grandia Xtreme

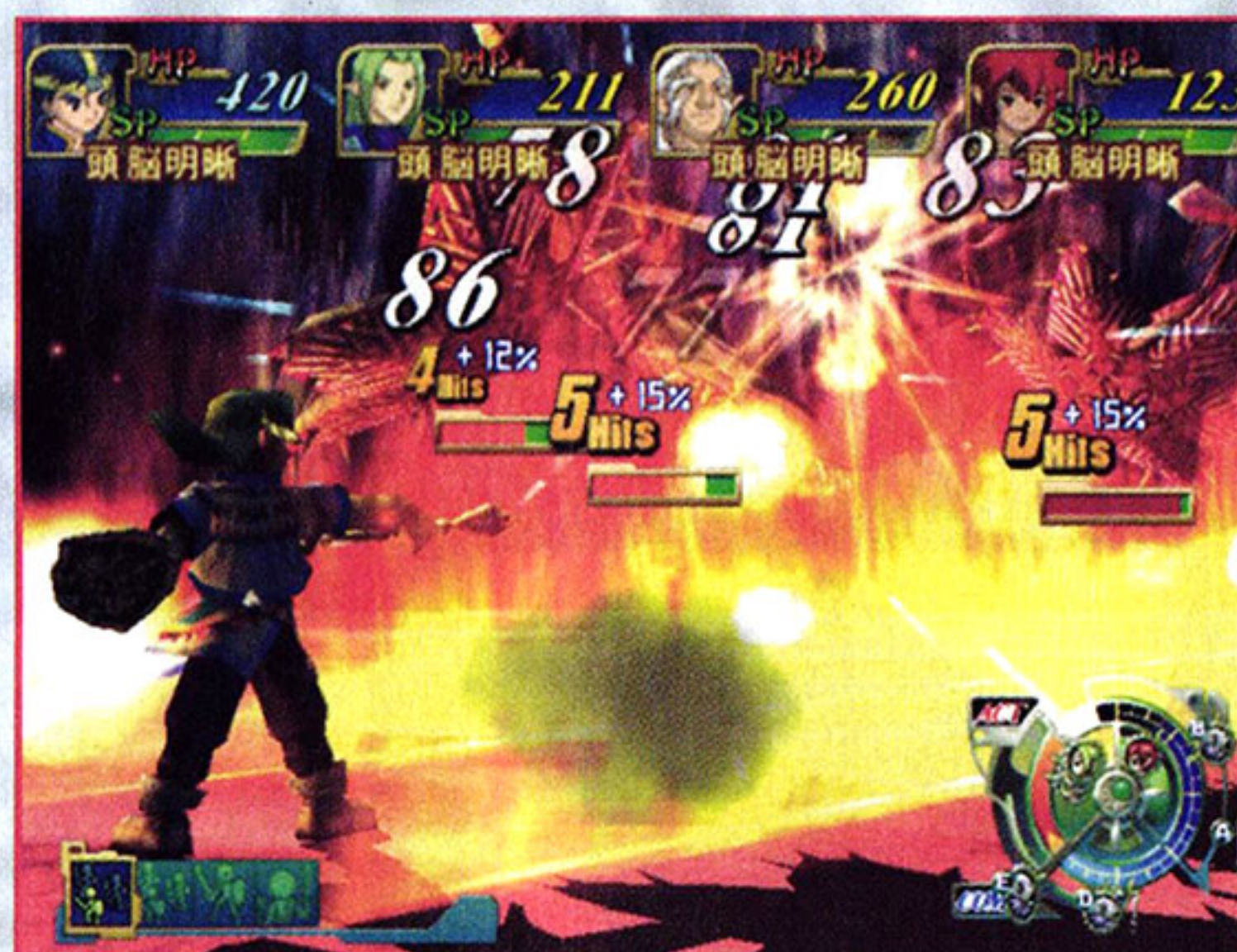


GRANDIA XTREME HAS been out in Japan since January, and with the formidable Japanese RPG duo of Game Arts and Enix also behind the American version, it sounds like a winner. But sorry, Grandia II fans, don't consider this Grandia "III" even though Xtreme draws much from II.

The "Geohound" is now a "Geomancer" named Evann, who has been ordered to investigate a weird disturbance that's tearing apart his planet. Unlike Grandia II, Xtreme will emphasize dungeon exploration with underground areas that randomly generate every time you play the game.

Preview visuals reveal a world that mimics Grandia II's vibrant fantasy environment, though generous face-lifts have been given to most of the same character and creature models. GII fans will even battle bosses that are gigantic-if-not-familiar-looking monstrosities.

Monster fights will again feature weapons and magic governed by Grandia's hybrid real-time/turn-based combat scheme, the Ultimate Action System. This time, however, certain random conditions will enable your four-person party to combine individual attacks into one humongous hit. So far, Grandia Xtreme looks like a nicely baked rehash of a tried-and-true formula. **G**



BY ATOMIC DAWG

- Developed by Game Arts
- Published by Enix
- Target release date: Fall 2002



PLAYSTATION 2

FIRST LOOK

## Phantasy Star Online Version 2

PHANTASY STAR ONLINE VERSION 2 is the next evolutionary step for the series that proved that console gamers will indeed go for an Internet game as long as the experience is compelling. Although Nintendo has said nothing about its online plans, GameCube users should still enjoy everything featured in Version 2 for the Dreamcast, along with several exciting revisions.



Playing Phantasy Star Online will involve wandering through vast mazes and open sections to destroy all monsters, meet other characters, and trade weapons.

Three new character classes—Hucaseal, Ramarl, and Fomar—will be selectable, and there will be many new stages and enemies. Phantasy Star Online vets will appreciate the revamped item-trading window that will ease bartering, so you'll no longer have to drop and pick up needed gear manually. To help players communicate a little easier if and when online gameplay goes live, a specialized controller with a built-in keyboard will be made available at the same time the game hits stores. After casual socializing, you'll be able to fight monsters by yourself or form a party to get much-needed help when you take on the big bosses.

Currently, Phantasy Star Online is scheduled for a U.S. release, but no specific date has been announced. **G**

BY TOKYO DRIFTER

- Developed by Sonic Team
- Published by Sega
- Target release date: Fall 2002 (in Japan)



GAMECUBE

OVERSEAS PROFILE







David and Amy  
Saturday night 10:15  
Beach Bonfire



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## STATE OF EMERGENCY

STATE OF EMERGENCY IS LOADED WITH TOUGH MISSIONS AND DIVERSE COMBAT CONDITIONS. IN THIS PROSTRATEGY GUIDE, WE GIVE YOU THE LOWDOWN ON HOW TO SURVIVE THE GAME'S TOUGHEST CHALLENGES.

BY MAJOR MIKE

## METHODS OF MAYHEM

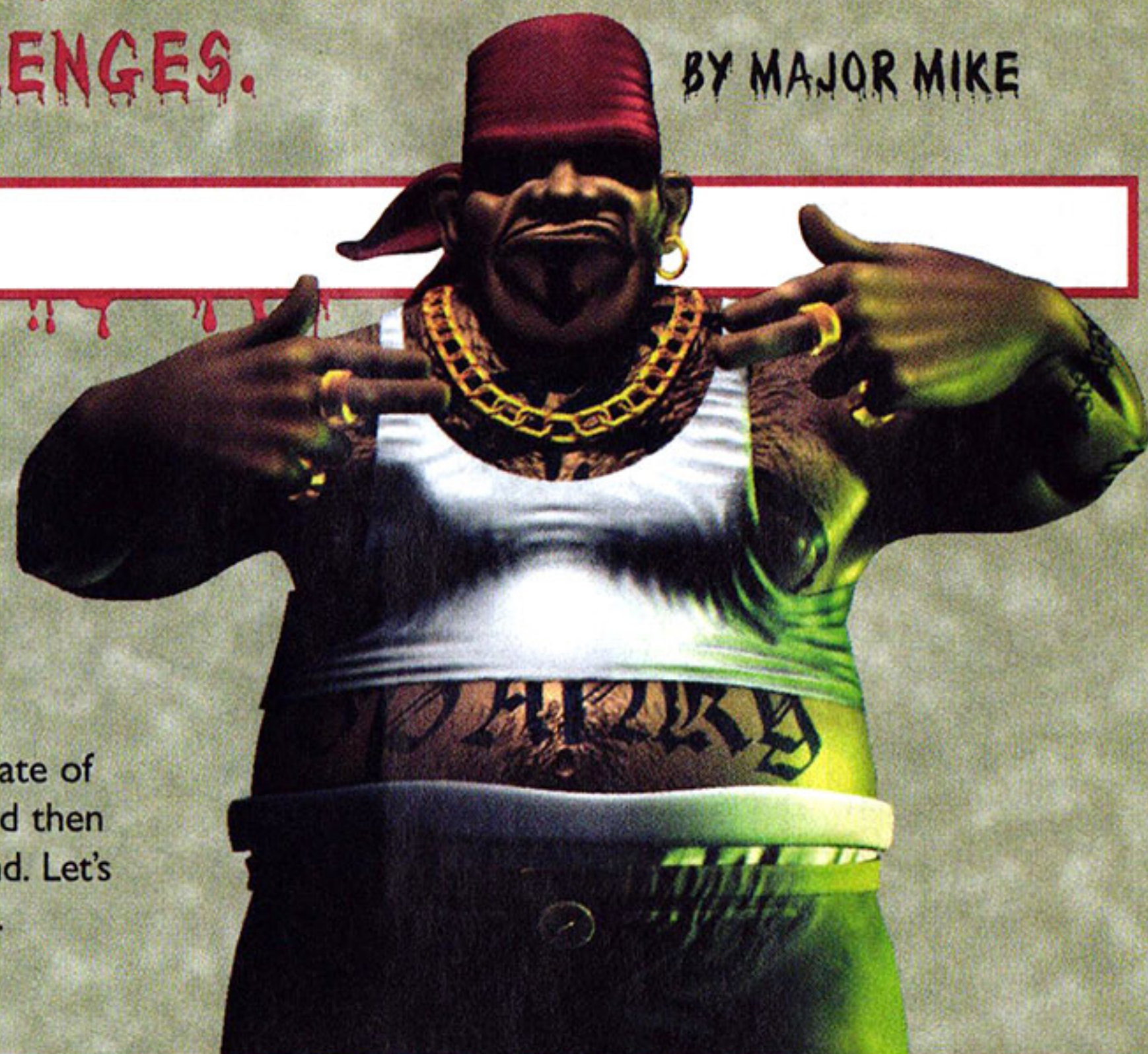
### DIRTY TRICKS AND NASTY TACTICS



Desperate times call for desperate measures, and sometimes you have to fight dirty in order to survive. Here are some techniques that can help you out of a jam.

#### SCOOT-SLIDE-SHOOT

One of the most effective and efficient tactics in State of Emergency is to trip up an enemy, disarm them, and then pummel 'em to defeat while they're still on the ground. Let's call this maneuver "Scoot-Slide-Shoot" (see below).



#### SCOOT-SLIDE-SHOOT IN ACTION



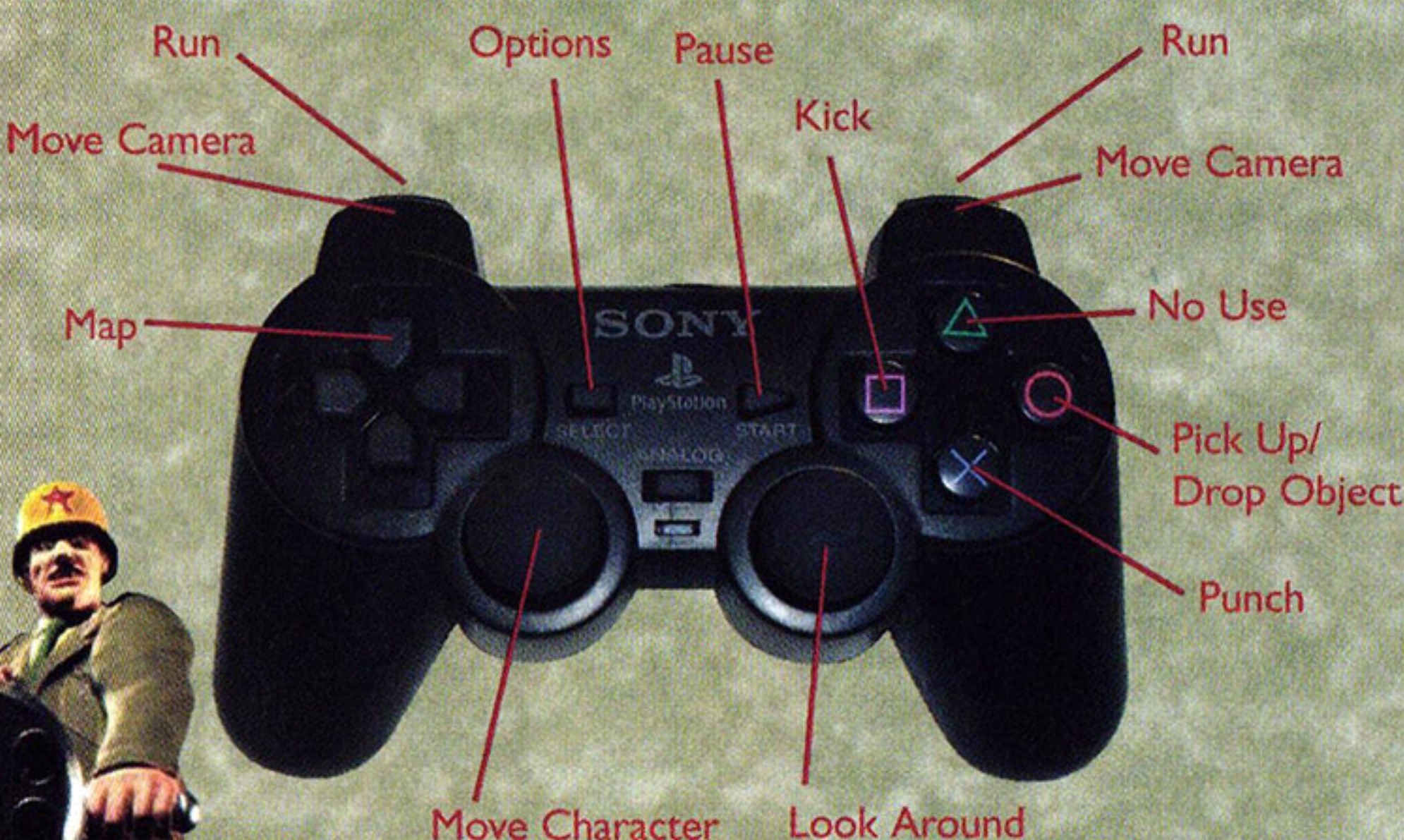
When you see an armed enemy, get close to him and then start running...

...then, when you're close enough, tap  to trip him on the ground.

Quickly press  while standing over the weapon that he dropped to pick it up...

...and then rapidly tap  or  to pummel—or shoot—your fallen foe into submission.

### CONTROLLER LEGEND



### DESTROY CARS



The best way to destroy a car is with an explosive projectile; if one isn't available, shooting a vehicle from behind with a firearm also works—although that method isn't 100 percent reliable. Just remember to stay a safe distance away while you fire—otherwise you could become part of the explosion.

One more thing: If you're running away from gunfire, do not run near any parked cars. Of course, this works to your advantage if Corporation officers are standing near any parked cars....



## KNOCKED DOWN?



If you're ever knocked flat on your back, you can knock any nearby attackers to the ground if you act quickly. While you're on the ground, hold Down on the analog stick while rapidly tapping  $\square$ . You will kick any standing attackers to the ground, where they'll be vulnerable to your beatings.

## CIVILIANS



Civilians do nothing but get in the way, but they have a few positive aspects. First, they frequently carry items that you can knock from their grasp, pick up, and then use. You can also weave through civilian crowds to shield yourself from pursuing gunfire.

## MIX UP ATTACKS



When taking on an opponent hand-to-hand, mix up your punches and kicks; otherwise, you'll be stuck in a clinch. To grapple with an opponent, press into them and then simultaneously press  $\times$  and  $\square$ .



While you're grappling, rapidly press  $\times$  or  $\square$  in order to gain the upper hand against your attackers.



However, be wary of punching an enemy while you're holding a firearm; chances are you'll go into a clinch, drop the weapon, and your enemy will most likely gain the upper hand.

## PROPER USE OF SIGNS



You can pick up various street signs and other objects and bash enemies over the head with them. However, these objects can also deliver a fatal deathblow.



When an enemy is on the ground, stand over him while holding the object and then press and hold  $\times$ . You'll smash the object on the fallen foe for a quick KO.

## ESCAPE BEING SURROUNDED



Getting stuck in a clinch may not be such a bad thing—especially if you're surrounded. While grappling with an enemy, no one else will attack or shoot you—plus, if you can overcome your opponent, you'll inflict more damage and clear a path out of the crowd when you kick your foe away.

## BEST-BET WEAPONS



The best hand-to-hand weapon is the cleaver. Not only do its slices inflict massive damage, but you can decapitate most enemies. The axe is also remarkably effective...and it also has decapitation power.

## GRENADES AND OTHER EXPLOSIVES



Several missions call for buildings to be destroyed, and for that to happen, an explosive must be placed inside a structure. The best way to ensure destruction is to stand right against a building door or window when you throw an explosive; if you chuck an explosive from a distance, it may bounce off the window frame and explode on the ground instead.

## CHAOS MODE



Chaos Mode has its own share of mayhem-based activities. Although you can gain extra time and health by defeating Corporation forces and committing other acts of mayhem, you can also gain huge bonuses by actually completing the few missions that are thrown your way.

## SAFE SPOTS



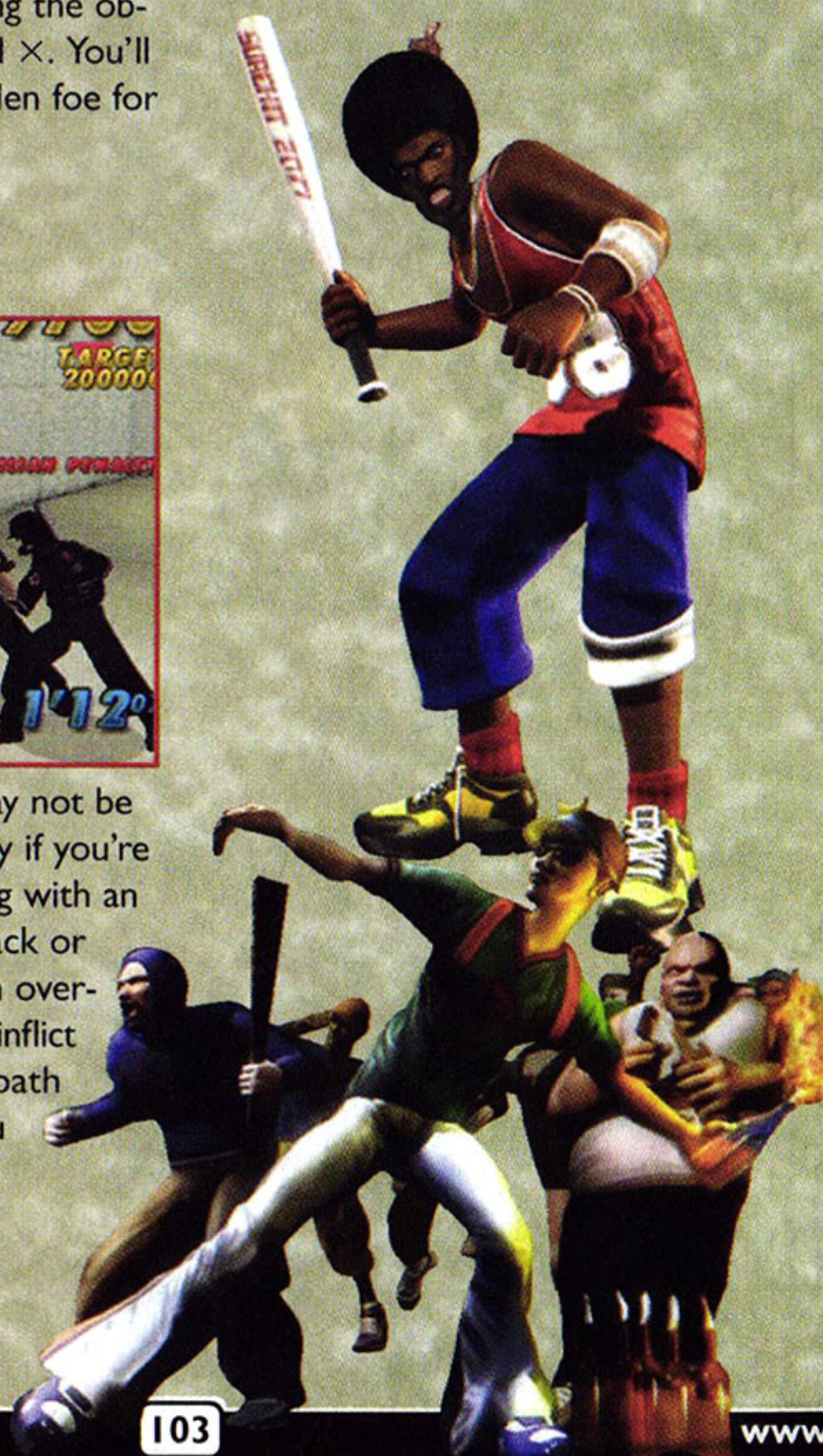
In the Capitol City Mall level in Chaos Mode, you can find two safe spots. One is located on the second floor of the mall.



If you make enough trouble, Corporation officers and other thugs will repeatedly pursue you into this dead-end room where you can blow them away and then take extra time icons that fall out of them. Weapons regenerate in this room, too.



You can find a second safe spot on the ground floor of the mall where enemies always pursue you, and weapons regenerate nearby.







# REVOLUTION MODE



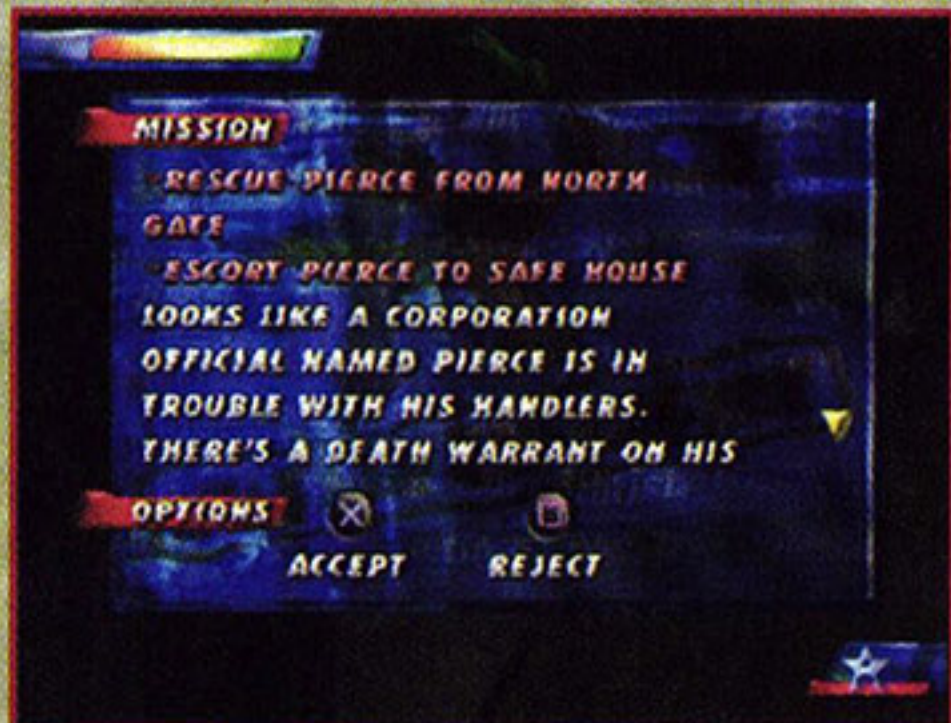
Revolution Mode has several submissions of varying duration and difficulty. Throughout the game, you'll repeat the same tasks.

## PROTECTION JOBS



Not everything in State of Emergency is smash-and-crash mayhem. In fact, much of the game involves protecting and defending people and places from harm or destruction. Here are a few of those key missions and how to survive them.

## ESCORT MISSIONS



Escort missions are a real pain because you have to worry about saving someone's butt other than your own—plus, there's friendly fire to worry about.



While playing escort, the person following you may come under heavy fire or attack. When this happens, immediately attack the shooter and get his attention. Although you'll take damage, it will keep the person you're guarding alive.

## MAD AND INSANE BOMBERS



Among the most hazardous characters in the game are Mad and Insane Bombers—they have a telltale bomb icon over their heads. Whenever you're on a mission that involves a Bomber, look for a firearm and keep it nearby. If there are Corporation forces to contend with, take them out with hand weapons. Save the firearms for the Bombers and shoot them at long distances.



If a Bomber is about to enter a building or take out a target that you must protect, punch him. One caveat: You'll take serious damage (about half your health will be blown away), but if you're about to complete a tough mission and have the health to spare, it's better than having to repeat the entire task.



You can also use enemy gunfire to take out Mad/Insane Bombers; when you're taking fire, simply run to an approaching Bomber.

## GUARDING DOORWAYS



Another trying mission objective is to guard doorways and keep Corporation officers from entering a building. The best way to keep intruders out is to stand in the doorway and beat them away—preferably with a hand weapon, such as a baseball bat. You can also distract an approaching mob of guards by attacking them and diverting their attention.

## ESCALATORS FOR ESCAPE



Sometimes, when a mob of enemies is hot on your heels, you have to make a stand and fight them off. One prime piece of real estate to make a stand is at the top or bottom of an escalator. If things get too hectic, just ride the escalator.



Not only does riding an escalator put some space between you and your pursuers, but it also gives you a chance to take them out one at a time as they ride and depart the escalator. Keep in mind, though, that escalators are only in the Capitol City Mall and Corporation Central areas.

## IF ALL ELSE FAILS...



Of course, if things get too hectic, you can always cheat, and State of Emergency has some spiffy built-in "enhancements." Simply enter any of the following codes during gameplay—not while the game is paused—to activate these cheats. To deactivate any cheat, simply input the code again.

### Big Player:

Press R1, R2, L1, L2, △.

### Infinite Ammo:

Press L1, L2, R1, R2, △.

### Infinite Time:

Press L1, L2, R1, R2, ○.

### Invulnerable:

Press L1, L2, R1, R2, ×.

### Little Player:

Press R1, R2, L1, L2, ×.

### Looting on the Rise:

Press R1, L1, R2, L2, △.

### Punches Decapitate:

Press L1, L2, R1, R2, □.

### Successfully Complete Mission In Revolution Mode:

After you accept a Mission, press Left, Left, Left, Left, △.

### Switch Back to Normal Size:

Press R1, R2, L1, L2, ○.

Start a game in Kaos Mode and enter the following codes during gameplay and not while the game is paused. If you entered the code correctly, the name of the cheat will appear onscreen.

### Unlock Bull:

Press Right, Right, Right, Right, ×.

### Unlock Freak:

Press Right, Right, Right, Right, ○.

### Unlock Spanky:

Press Right, Right, Right, Right, △.



# Get out of the horizontal position... Prepare to go **VERT!**

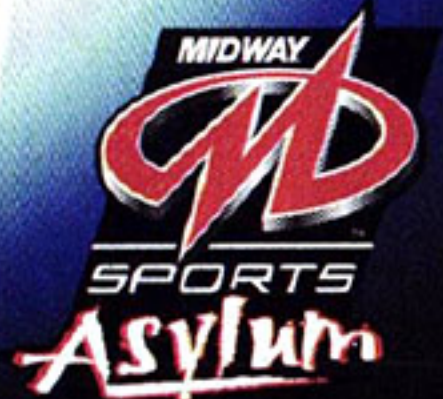
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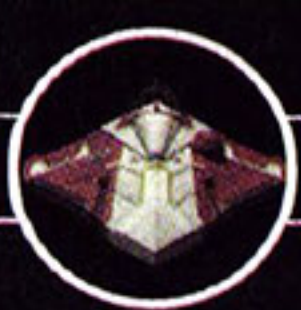
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- Check out the official rules and entry instructions
- Complete the online registration form



PlayStation 2







# STAR WARS



# JEDI STARFIGHTER

Space combat can be a tough gig, so this ProStrategy Guide unveils Jedi Starfighter's hidden objectives, helps you prioritize your targets, and finishes off with some cool cheat codes.

Note: This ProStrategy Guide is based on the PlayStation 2 version.

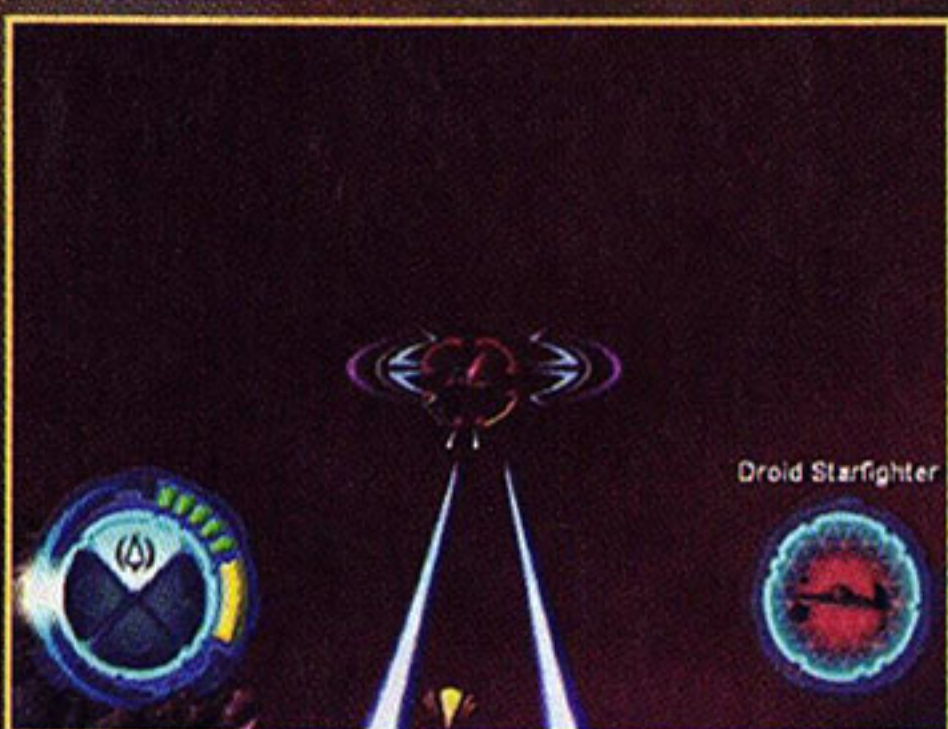
By Air Hendrix

## General Tactics

### Shooting



To lay down fire on a quickly moving target, lead it out by aiming at the spot where the target will be, not where it currently is.



When facing distant targets, press and hold L1 for a sniper view that zooms in more closely.



In every level, look for ways to use Adi's Force powers and Nym's secondary weapons as much as possible—they're usually a key component of a successful mission.



Achieve Force clarity (which results in an impressively boosted Force power) by releasing  $\circ$  right when the Force particles are at their whitest and brightest.



Frequently using wingmates is a vital part of completing missions, especially the later ones. The tasks they're best suited for are attacking large enemy craft or defending a friendly target.

### Targeting

To locate a specific target, repeatedly tap  $\Delta$  to cycle through all possible targets.



Whenever the objective tracker highlights a target—it's the only time a target's marker will be blue—pay close attention because it's always mission critical.



If you're taking fire, figure out who's shooting at you by quickly tapping  $\Delta$ .



To see indicators for all possible targets at once, press and hold  $\square$ .

### Flying



The clutch powerslide turn enables you to rapidly come around on a target. To pull it off, quickly tap R2 and then L2 while turning.



If your craft becomes disoriented on land-based missions, tap R3 to automatically level it.

## MISSION 1: The Informant

### HIDDEN OBJECTIVES

**ONE PLAYER:** Destroy the spy ship.  
**TWO PLAYER:** Complete the mission in under four minutes.

### Target Priorities



Focus on the Trade Federation lander as soon as it appears. Use Force shield to cover your backside since it generally takes some time to blow up larger craft like these.

## MISSION 2: Unlikely Allies

### HIDDEN OBJECTIVES

**ONE PLAYER:** Allow no enemy craft to land on the beach.  
**TWO PLAYER:** Destroy all carriers.

### Target Priorities



At the start of the level, clear out the Scarabs until Nym can lift off. Force lightning works great on them or any other cluster of small craft. Once Nym is airborne, shoot at whatever you like—just keep busy.





TF Troop Transport



Droid Starfighter

If you're going for the one-player hidden objective, first take out the two troop transports, then the 12 droid starfighters, which will come in three waves of four starfighters.



TF Bomber

When Jenkins starts squawking about the bombers originating from the second battleship, make them your top priority. Force lightning dispatches them quickly.

### MISSION 3: Prisoner Break

#### HIDDEN OBJECTIVES

**ONE PLAYER:** Destroy all walking starfighters in the hangar.

**TWO PLAYER:** Destroy all space station doors.

#### Target Priorities



Laser Turret

Start by going after the clusters of capital turrets and laser turrets spread across the space station.



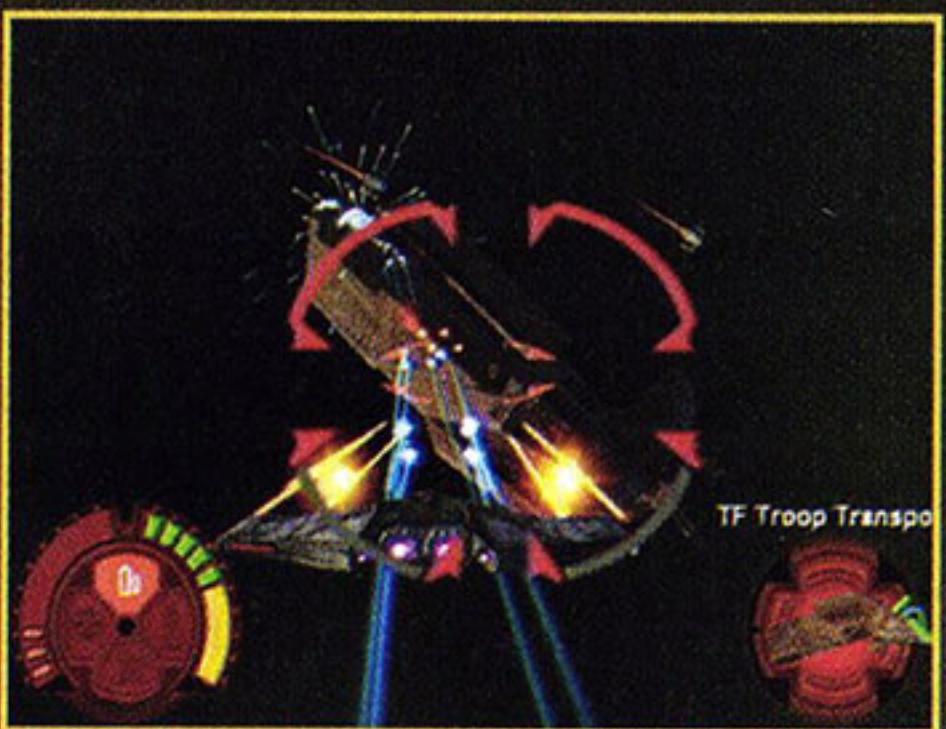
Laser Turret

A blue objective indicator will highlight the airlock door that you need to blow open in order to accomplish the bonus objective.



Laser Turret

For the one-player hidden objective, enter this hangar and take out the droid starfighters.



TF Troop Transport

Focus on the troop transports as soon as they appear. A combo of bombs and lasers is most effective.



Liberator

Lastly, order your wingmates to defend the *Liberator* and focus on enemy fighters until the *Liberator* enters hyperspace.

### MISSION 4: Turning The Tides

#### HIDDEN OBJECTIVES

**ONE PLAYER:** Destroy all tractor-beam towers.

**TWO PLAYER:** Destroy all Trade Federation sub docks.

#### Target Priorities



Mine

At the start of the level, order your wingmates to protect one of the demolition boats, then clear out mines until the subs show up.



TF Bomber

Handle the deadly subs by leading them out with Nym's bombs, but be very careful. If you're flying low, the backblast from the bombs can literally kill you.



TF Bomber

In the subsequent fracas, prioritize your targets in this order: bombers first, mines and laser turrets second, and then tractor-beam towers, sub docks, and droid starfighters when time permits.

When more subs appear, divert and protect the demolition boats from them.



Harro Ruuk

To take out Harro Ruuk, stay high and use cruise missiles or lead him out with bombs. Add plenty of lasers and repeat until he's toast.

### MISSION 5: Poisoned Skies

#### HIDDEN OBJECTIVES

**ONE PLAYER:** Destroy all enemies.

**TWO PLAYER:** Protect all buildings.

#### Target Priorities



Hex Missile

There's little strategy in this level—just don't stop shooting! Hex missiles are your top priority, and use Force lightning every time it recharges (especially on the dangerous Sabaoth fighters). If you're going for the one-player hidden objective, make the second Hex deployer your very last target because taking it out ends the level.

### MISSION 6: Mount Merakan

#### HIDDEN OBJECTIVES

**ONE PLAYER:** Complete the mission in under nine minutes.

**TWO PLAYER:** Destroy all ore containers.

#### Target Priorities



Landing Pad

Order Jenkins to cover you as the mission begins so you can largely ignore the enemy fighters, and take out the pair of landing pads and slew





of ore extractors. Don't blow off the missile launchers, though—they can be lethal.



If you're going for the bonus objective, the freighters launch in three waves: six the first time, and two the second and third times. Listen for Jenkins' verbal warning of their launch and cycle through targets until you locate them. Cruise missiles are perfect for taking them out.

## MISSION 7: Hammer And Anvil

### HIDDEN OBJECTIVES

- ONE PLAYER:** Destroy all Trade Federation freighters.
- TWO PLAYER:** Destroy all Sabaoth craft.

### Target Priorities



When the level opens, cycle through your targets and focus solely on bombers until Nym says the area is secure. Use Force lightning on the bombers every time it recharges.



When the bombers are toast, take out the pair of orbital guns. Use Force shield to cover your butt during the time it takes to blow them up.



Next, mop up fighters and take a run at Jango Fett until Captain Orsai takes out the shields; then demolish the two defense platforms (use Force shield again).

## MISSION 8: Demolition Squad

### HIDDEN OBJECTIVES

- ONE PLAYER:** Destroy all landers and superfreighters.
- TWO PLAYER:** Destroy all defense barracks.

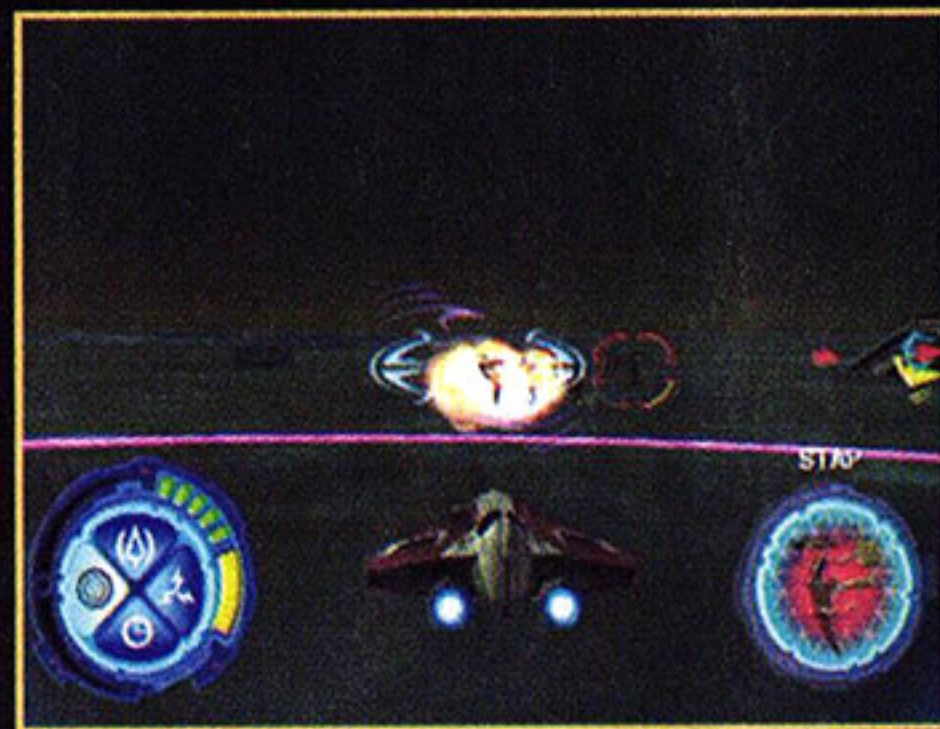
### Target Priorities



From the level's starting point, circle to your left, immediately target a shield bunker, and order your wingmates to attack, which sends the commandos in.



Then focus on providing cover for your commandos. Enemies on the ground are your top priority—especially tanks and defensive bunkers.



Keep busy at all times finding something to shoot and use Force shock wave when the opposition gets particularly fierce.



Working clockwise, order your commandos into the next bunker right after the previous one blows up.

## MISSION 9: The Dragon's Den

### HIDDEN OBJECTIVES

- ONE PLAYER:** Prevent all Hex deployers from escaping.
- TWO PLAYER:** Prevent all dropships from landing.

### Target Priorities



This level is really tough, so if your shields take too much damage, retreat for a spell and let them recharge. At the start, take out the two dropships.



Then circle the landing pad, taking out the laser turrets, Hex bombers,

and battle droids. If you're taking too much fire, go to a higher altitude, zoom in, and snipe.



When the wings of Sabaoth fighters show up, attack them with cluster missiles before they separate. Throughout this level, the Sabaoth fighters are the biggest threat, so when needed, take the time to clear them out.



When the wave of eight dropships arrives, use all your cruise missiles to take out five of them, then shoot down the other three.



Then descend and skim the ground, heading for the partially open hangar. Clear out the battle droids in front.



Inside the hangar, blow up everything before you take out the transmitter, which accomplishes the hidden objective and gives you more maneuvering room. If your shields are low, do a few laps until they recharge, then trash the transmitter and get out immediately.





If you haven't already, order your wingmates to cover you while you take out the control boxes. Approach the control boxes straight-on, not at an angle, and blaze away with lasers. And stay out of the beams of light—they're lethal.



When the control boxes are down, zip past the landing pad and take out the final Hex bomber, which accomplishes the bonus objective.



Lastly, re-enter the hangar and take out the reactor. It's a tough shot—your best bet is to pump bombs at the opening from close range until the reactor blows.

### MISSION 10: Tug of War

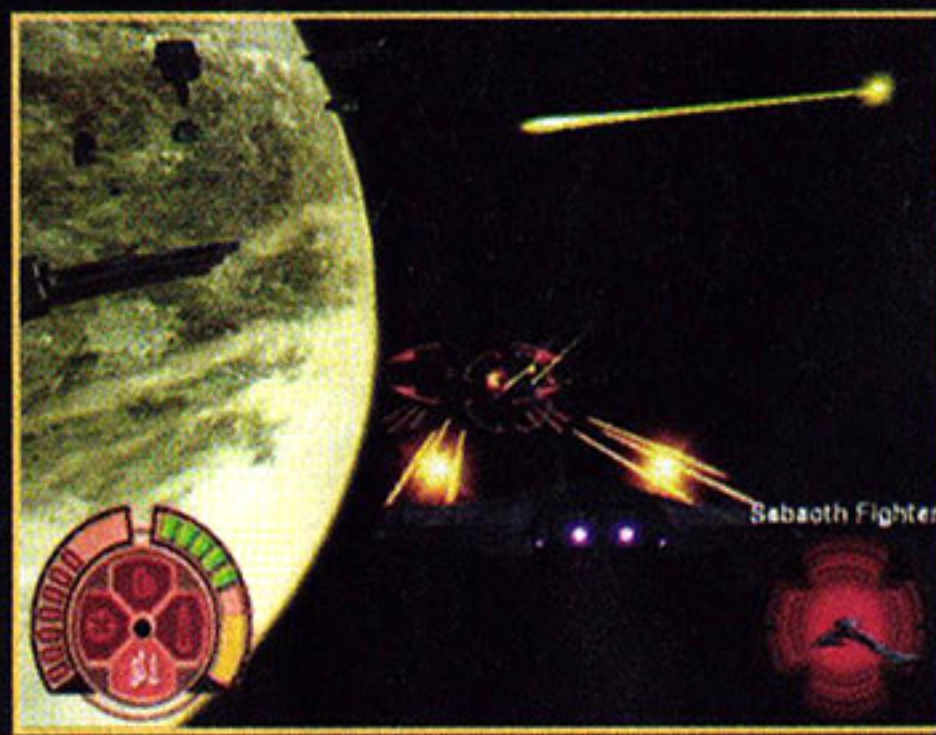
#### HIDDEN OBJECTIVES

- ONE PLAYER:** Lose no friendly tugs.
- TWO PLAYER:** Destroy the Sabaoth destroyer Reaver.

#### Target Priorities



Your main priority in this mission is taking out the waves of enemy tugs.



If the friendly tugs are getting pounded, focus on Sabaoth fighters for a while. Also, keep an ear on the radio—sometimes specific friendly tugs need a hand.



Save your cruise missiles for either the three missile frigates (the bonus objective) or the Sabaoth tractor-beam frigates.

### MISSION 11: Escort to Geonosis

#### HIDDEN OBJECTIVES

- ONE PLAYER:** Destroy all Trade Federation landers.
- TWO PLAYER:** Destroy the blockade.

#### Target Priorities

To succeed in this mission, you have to be conscientious about ordering your wingmates to attack capital ships when they appear and defend the transport the rest of the time. It's also important to use Force lightning on the waves of fighters every time it recharges.



When the pair of Trade Federation landers appears, divide your time between assaulting them and keeping the waves of fighters from inflicting too much damage on the transport.



But when the two missile frigates arrive, they're your top priority.



Once all the capital ships are gone, defend the transport by hunting down the waves of Geonosian fighters.



Once the transport emerges from the asteroid belt, take out two or three missile frigates—the key here is to target frigates that are side by side so that the transport can escape through the resulting gap.

### MISSION 12: Cannon Fodder

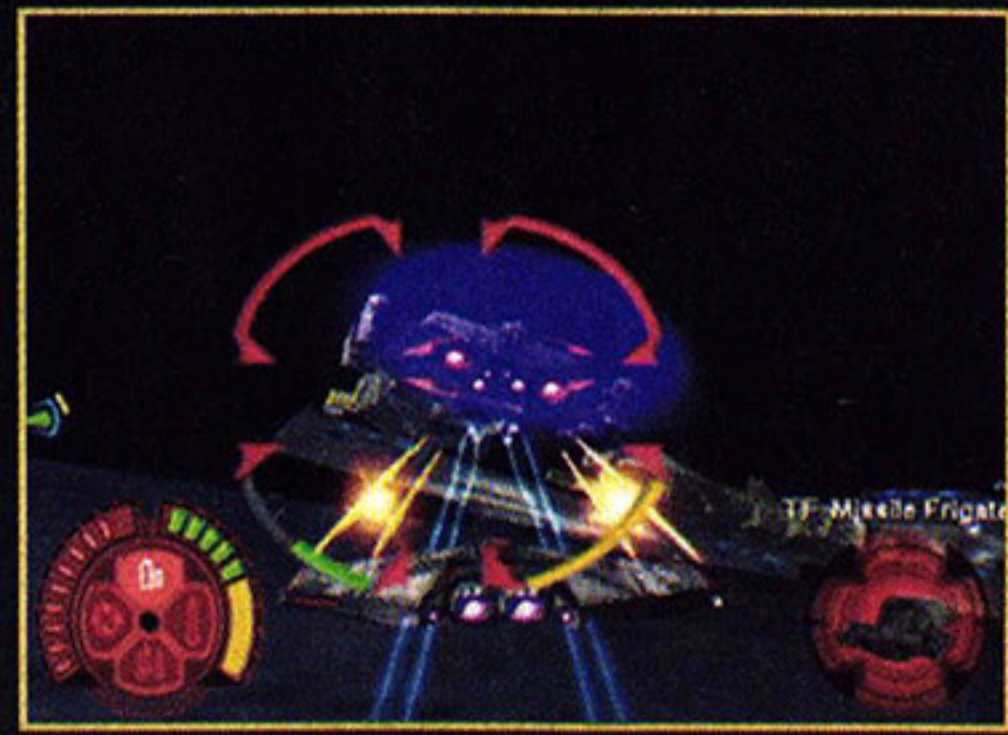
#### HIDDEN OBJECTIVES

- ONE PLAYER:** Destroy all turrets.
- TWO PLAYER:** Destroy the cruiser without using the orbital cannon.

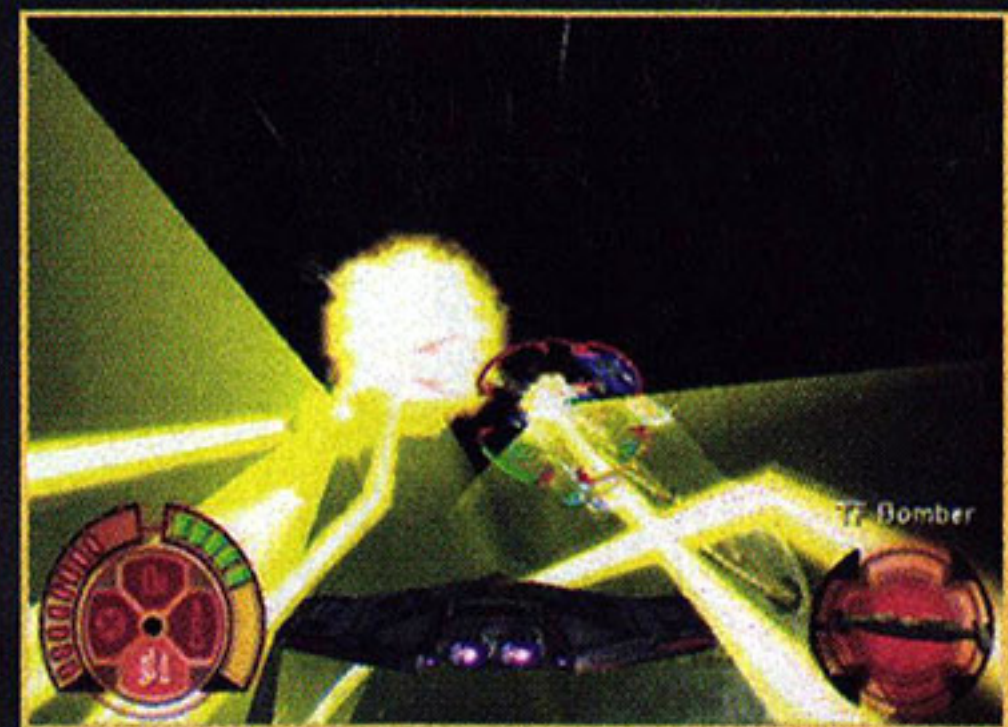
#### Target Priorities



First, sweep the surface of the moon and eliminate the turrets.



Next, clear off the landing pad, which is filled with missile frigates, droid starfighters, and more turrets.



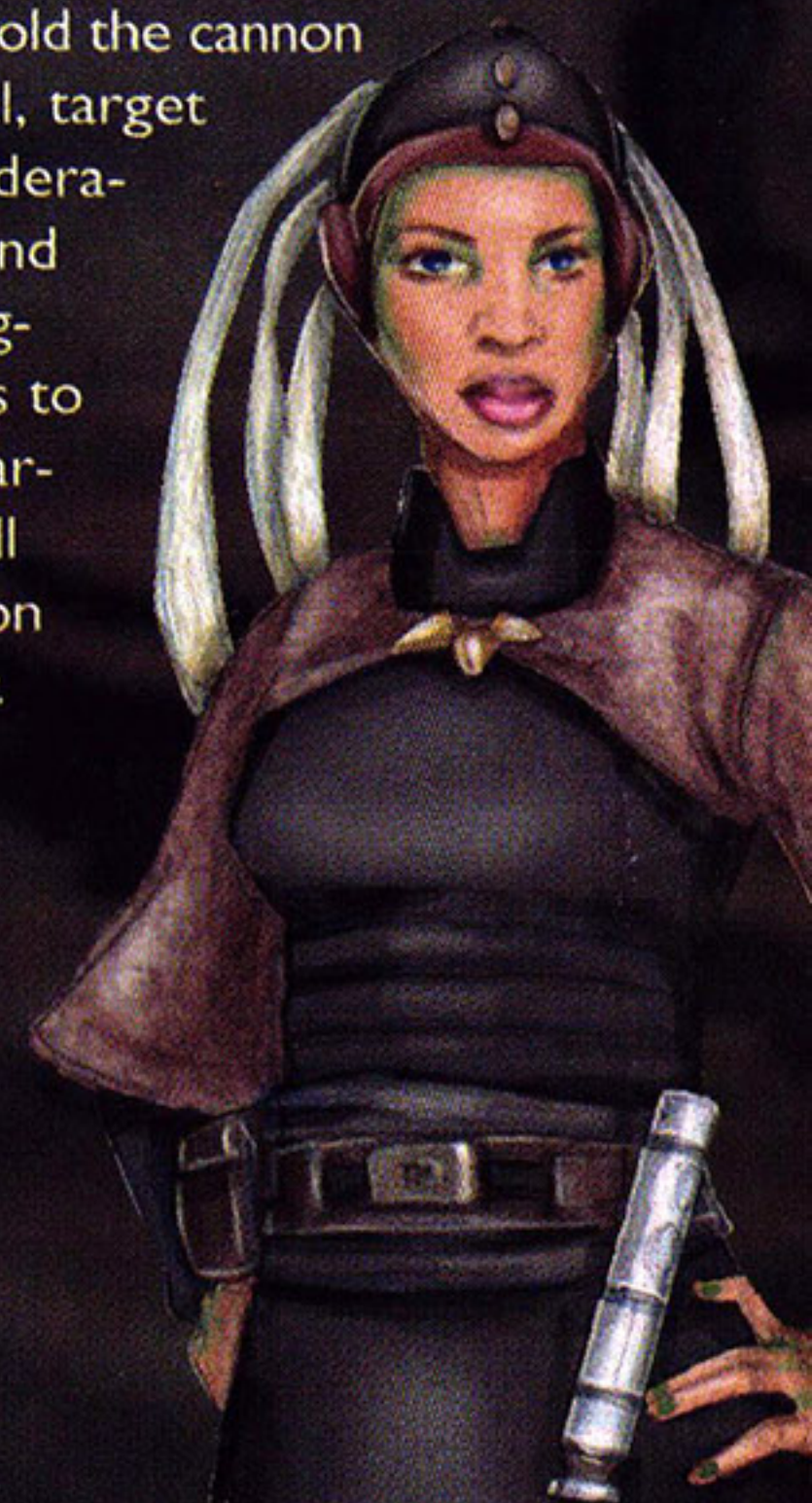
When the bombers show up, focus solely on them. Use cluster missiles to take them out quickly.



Once the bombers are wiped out, mop up the cruise missiles until your crew gets the cannon online.



Once you're told the cannon is operational, target the Trade Federation cruiser and use your wingmate controls to attack your target, which will fire the cannon at the cruiser.







## MISSION 13: Attack of The Clones

### HIDDEN OBJECTIVES

**ONE PLAYER:** Destroy all bunkers.  
**TWO PLAYER:** Lose no clones.

### Target Priorities



The single most important tactic in this mission is taking out defensive bunkers whenever they're open. They release tons of enemy troops, but if you wipe them all out, you'll significantly reduce the opposition. Make them your top priority whenever they're open.



Because they harm your clones the most, your number-two priority is ground forces, especially any type of tank. In any free time, take out fighters, turrets, and other such enemies with Force lightning and, of course, your lasers.



If you're going for the core ship (the bonus objective), it's best to order your wingmates to take it out while you continue to cover the clones.

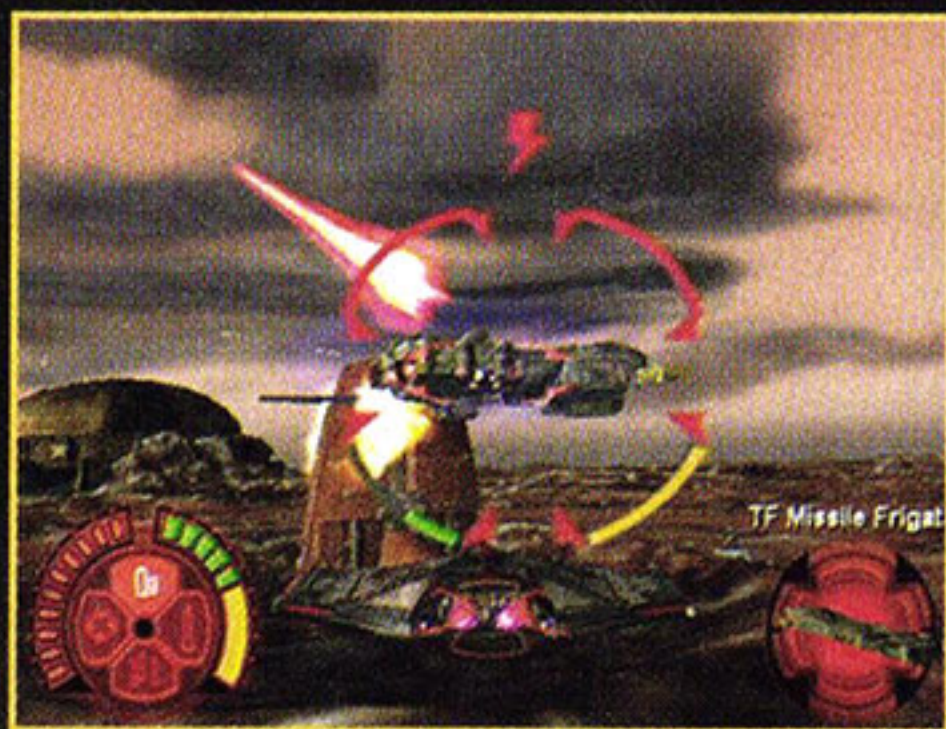


## MISSION 14: Heart of The Storm

### HIDDEN OBJECTIVES

**ONE PLAYER:** All Mere transports must survive.  
**TWO PLAYER:** Complete the mission in under nine minutes.

### Target Priorities



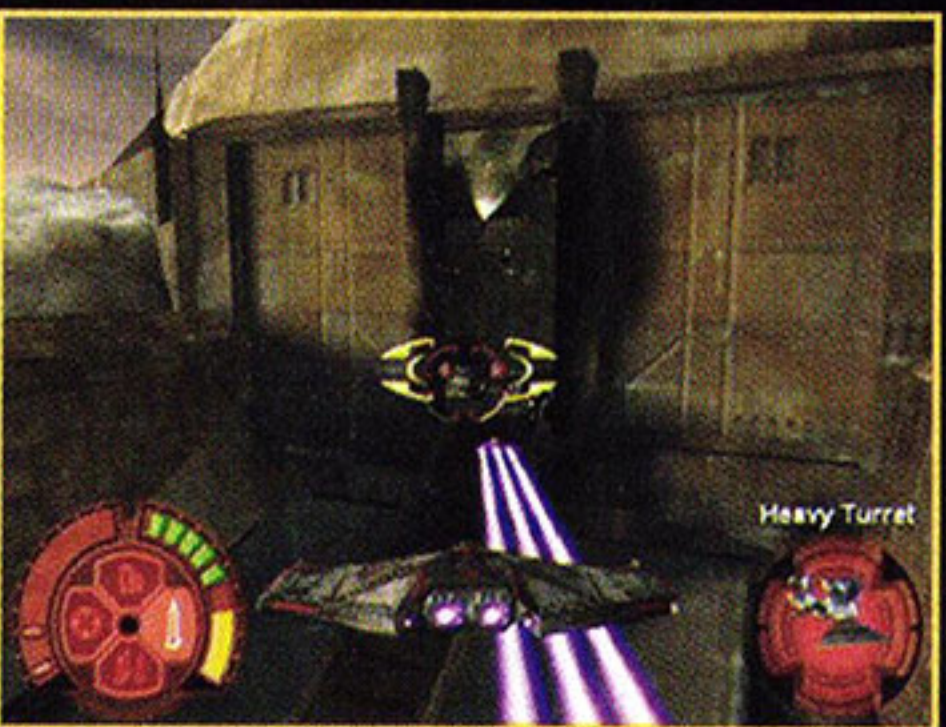
Use the orbital cannon (fire the cannon by selecting a target and ordering your wingmates to attack it) to take out the three dropships and the three missile frigates.



Then mop up the fighters until Toth flees. Once he's gone, hurry back to your convoy of transports and furiously take out droid starfighters—don't make the mistake of lingering near the dome.



Once the speeders are deployed, focus solely on the tanks.



After Sol Sixxa blows open the dome, don't rush inside it; instead, lurk outside the dome's doorway and snipe

as many of the heavy turrets as possible. If you don't, their crossfire will be lethal. When angles prevent you from sniping, head inside, and then quickly take out the remaining turrets and, lastly, the generators.



The final battle against Bella is tough. She flies in very tight circles, so lead out your lasers by a sizable distance and unload all your secondary weapons on her. When she fires her missiles, repeatedly boost and spin to avoid taking too much damage.

## MISSION 15: The Jedi Master

### HIDDEN OBJECTIVES

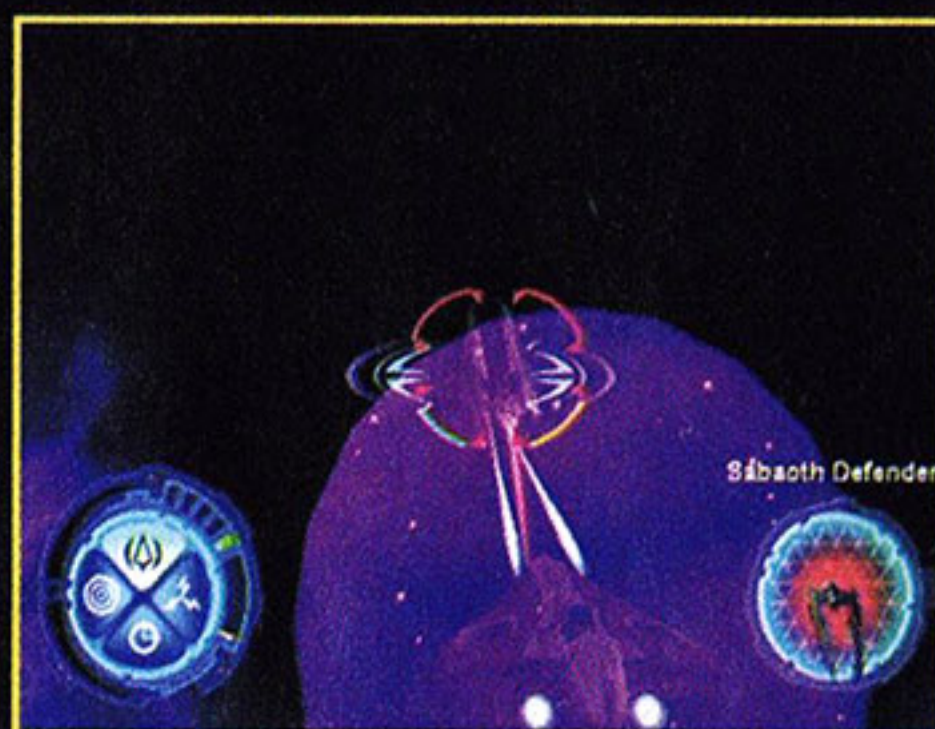
**ONE PLAYER:** All Mere cruisers must survive.  
**TWO PLAYER:** Destroy all turrets on destroyers.

### Target Priorities

This level is stupidly hard—unless you have the patience and dedication of a monk, you'll probably want to use the Invincibility cheat (see sidebar, "Jedi Mind Tricks") or play on the Easy setting.



When the level begins, target a Hex deployer and order your wingmates to attack.



Provide cover for them by taking out Sabaoth fighters and defenders. If you get a free minute, take on some deployers yourself, but mostly focus on providing cover and ordering your wingmates to attack the next deployer as soon as the last one blows. Rely on Force shield and reflex to cover your six during this brutal assault. You can safely ignore the Hex bombers and missiles—Mace Windu will dispatch others to handle them.



When the Sabaoth capital ships appear, focus on taking out their capital turrets. Once those are gone, provide cover for your own cruisers by focusing on fighters.



When Toth gets into his own fighter, your first concern is dodging his deadly missiles. His ship is also much faster than yours, so use Force lightning a lot—it's hard to lead him out enough with your lasers.

## Jedi Mind Tricks

If you're not feeling the Force strongly enough to survive Jedi Starfighter's battles, use these codes to win the day. Enter them in the Codes menu of the Options menu.

|  |          |
|--|----------|
| Unlock Everything:                             | PNYRCADE |
| Invincibility:                                 | QUENTIN  |
| Turn Director Mode On:                         | DIRECTOR |
| Turn Off HUD During Gameplay:                  | NOHUD    |
| Wacky Flight Mode (Flips All the Flight Axes): | JARJAR   |



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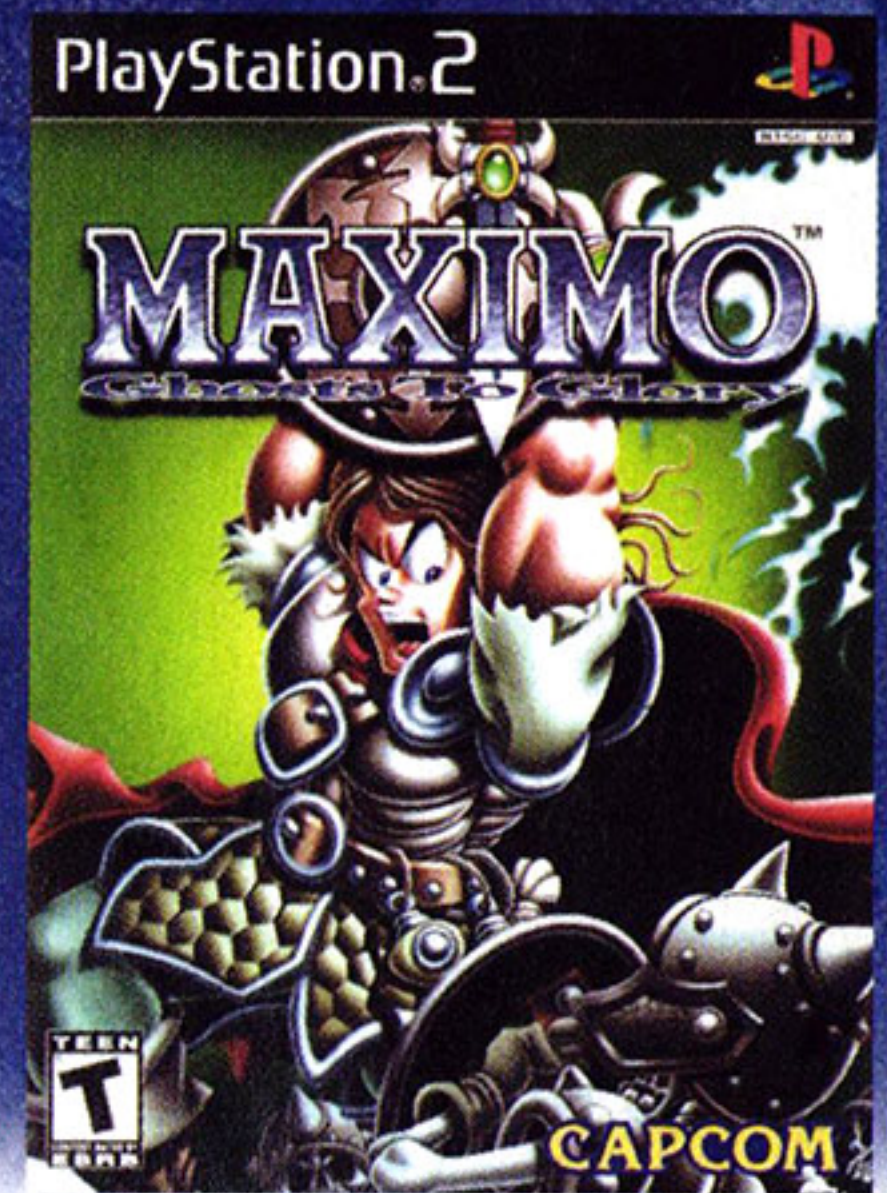
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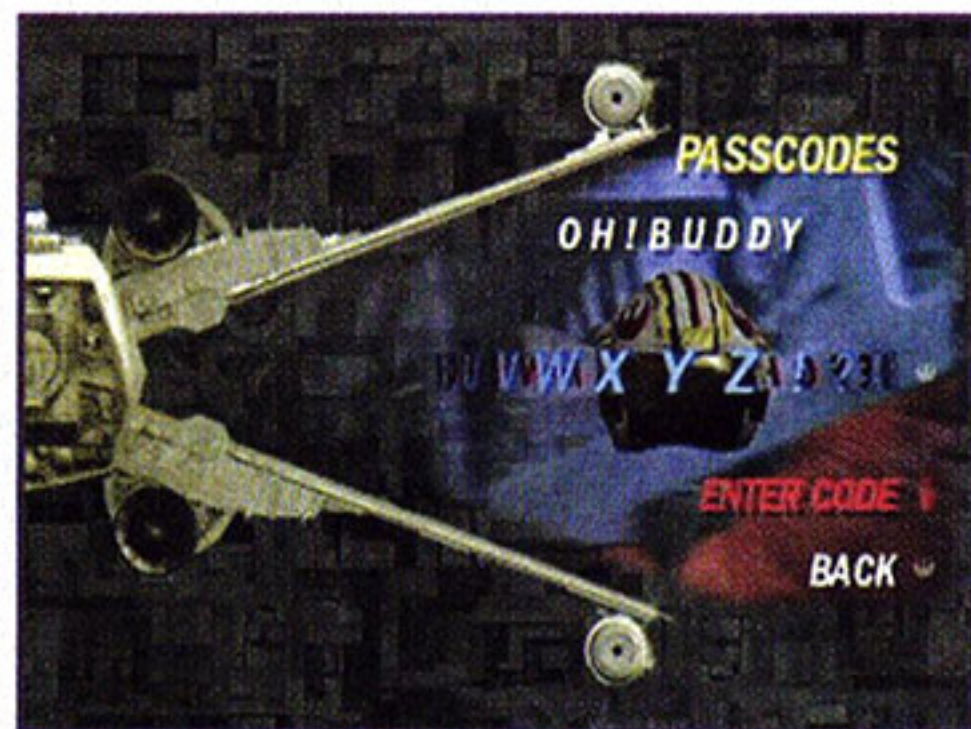


### READER TIP OF THE MONTH

## STAR WARS ROGUE LEADER: ROGUE SQUADRON II



Level Select, Unlock TIE Fighter, and More



**Level Select:** At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter !??QWTTJ, and then select Enter Code. Then, enter CLASSIC as a passcode, and then select Enter Code. If you entered the codes correctly, R2D2 will chirp, and all levels will be available.

**Unlock Millennium Falcon:** At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter MVPQIU?A, and then select Enter Code. Then, enter OH!BUDDY as a passcode, and then select Enter Code. If you entered the codes correctly, R2D2 will chirp, and the Millennium Falcon will be unlocked.

**Unlock Naboo Starfighter:** At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter CDYXF!??Q, and then select Enter Code.

Then, enter ASEPONE as a passcode, and then select Enter Code. If you entered the codes correctly, R2D2 will chirp, and the Naboo Starfighter will be unlocked.



**Unlock TIE Fighter:** At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter ZT?!RGBA, and then select Enter Code. Then, enter DISPSBLE as a passcode, and then select Enter Code. If you entered the codes correctly, R2D2 will chirp, and the TIE Fighter will be unlocked.

Zachary Lowengood—Clarksville, TN

## NHL HITZ 20-02



Big Hits, Bulldozer Puck, and More



Start a game in Exhibition or Championship mode, and at the VS screen, enter the following button presses to activate these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

**Big Hits:** Press X, X, Y, Y, Y, B, B, B, Down.

**Bulldozer Puck:** Press X, X, Y, B, B, Left.

**Disable Previous Code:** Press Y, Down.

**Domino Effect:** Press Y, B, B, Right.

**Hockey Ball:** Press X, Y, Y, Y, B, B, B, Left.

**No One-Timers:** Press X, X, Y, B, B, B, Left.

**No Puck Out:** Press X, Y, B, Down.

**Unlimited Turbo:** Press X, X, X, X, Y, B, B, B, Right.

## SSX TRICKY



Full Stats and Mallora Board



At the title screen, simultaneously press and hold L and R, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

**Full Stats:** Press Y, Y, Right, Y, Y, Down, A, A, Left, A, A, Up.

**Mallora Board:** Press A, A, Right, B, B, Down, Y, Y, Left, X, X, Up.

Note: The Mallora Board only works when you select Elise.

## GONE IN 60 SECONDS (1974)



Hidden Still Frames

At the main menu, go into Bonus Features. At the Bonus Features menu, go into Credits. At the Credits menu, highlight "Main Menu" at the bottom of the screen and then press Up. The words Press Play for Special Film appear at the top of the screen. Press Play and you can watch a condensed version of the movie made up of still frames.



## PIRATES: THE LEGEND OF BLACK KAT



### Invincibility, Upgrade Sword, and More



During a game, **simultaneously press and hold R1 and R2**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a short musical sequence.

**1 Million Doubloons:** Press  $\Delta$ , R3, L1,  $\square$ ,  $\times$ , R3, Select, L3,  $\circ$ , L2.

**All Treasure Chest Keys:** Press  $\circ$ , Select,  $\times$ ,  $\square$ , R3, L1, L3, L2,  $\Delta$ , L3.

**Crazy Voices:** Press R3,  $\circ$ , Select,  $\times$ , R3,  $\Delta$ , L1,  $\square$ , L2, L3.

**Invincibility:** Press  $\times$ ,  $\circ$ , L3,  $\Delta$ , R3, Select, R3, L1, L2  $\square$ .

**Show Buried Treasure:** Press  $\circ$ ,  $\times$ ,  $\square$ ,  $\Delta$ , L1, Select, L3, L2, L3, R3.

**Show Treasure Chests:** Press R3,  $\times$ ,  $\Delta$ , L3,  $\circ$ , L1, Select, L3,  $\square$ , L2.

**SSX Music:** Press L1,  $\times$ ,  $\Delta$ , L2,  $\square$ ,  $\circ$ , L3, Select, R3, L3.

**Unlimited Items:** Press  $\Delta$ , L1, Select, L2, R3, L3,  $\square$ ,  $\times$ , R3,  $\circ$ .

**Unlimited Wind Boost:** Press Select, L1, R3,  $\square$ , L3,  $\circ$ , L2,  $\Delta$ ,  $\times$ , L3.

**Upgrade Sword:** Press R3, Select, L2, L3,  $\square$ ,  $\times$ , L1,  $\circ$ , L3,  $\Delta$ .

**Upgrade Wind Dancer:** Press L2,  $\Delta$ , R3, L3,  $\times$ ,  $\square$ , R3, Select, L1,  $\circ$ .

**Wind Dancer Invincibility:** Press Select,  $\Delta$ , L1,  $\times$ , R3, L2,  $\square$ , R3,  $\circ$ , L3.

## NBA 2K2



### Giant Heads, Monster Players, and More



At the Main Menu, select Options, and at the Options screen, choose Codes. At the Cheat Codes screen, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, a screen will appear indicating that the cheat has been activated.

Note: Passwords are case-sensitive.

|                                     |                      |
|-------------------------------------|----------------------|
| <b>Be the Ball:</b>                 | <b>betheball</b>     |
| Cool Looks:                         | radical              |
| <b>Crazy Commentary:</b>            | <b>whatamisaying</b> |
| Extra Players on Superstar Teams:   | Marrinson            |
| <b>Giant Heads:</b>                 | <b>heliumbrain</b>   |
| Hip Clothes:                        | the70slive           |
| <b>Infected Players:</b>            | <b>tvirus</b>        |
| Monster Players:                    | alienbrain           |
| <b>Players Taunt After Scoring:</b> | <b>sohappy</b>       |
| Superstar Teams:                    | vc                   |

## FREQUENCY



### Autocatcher and Multiplier Captured



At the title screen, **press Down, Right, Up, Left, Left, Up, Right, Down**. If you entered the code correctly, you'll hear a sound. Start a game, and then enter the following codes during gameplay to unlock these cheats.

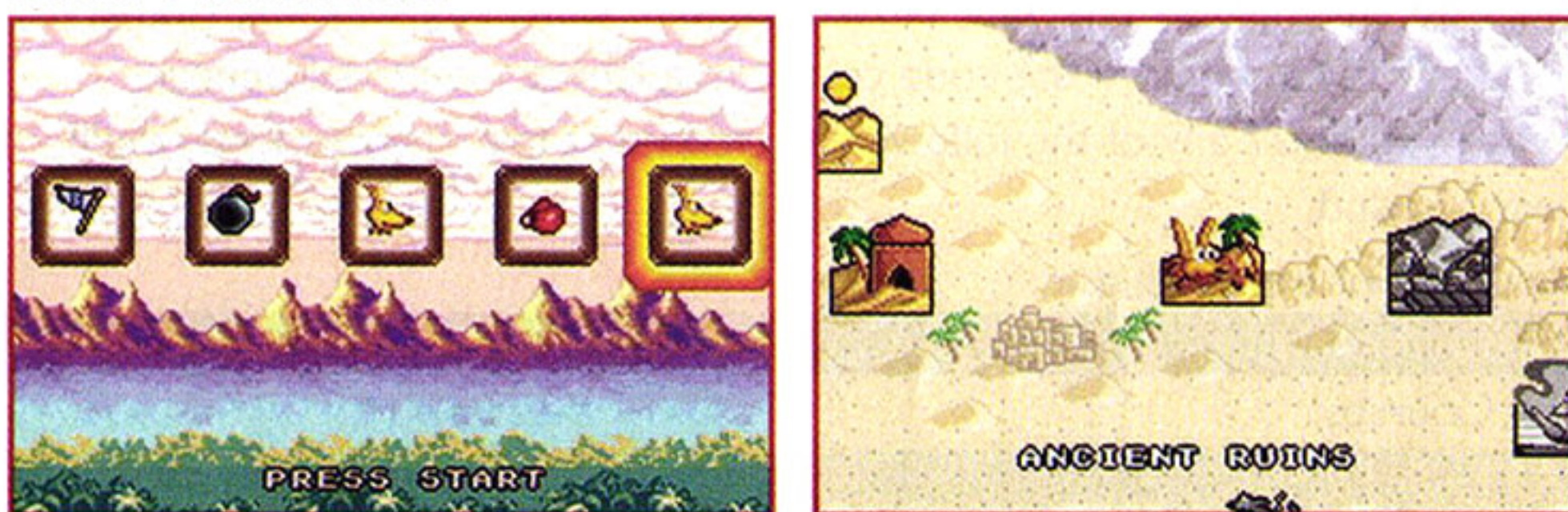
**Autocatcher Captured:** Press Left, Right, Right, Left, Up.

**Multiplier Captured:** Press Right, Left, Left, Right, Up.

## KAO THE KANGAROO



### Level Passwords



At the main menu, select Password, and at the password screen, enter the following icons in order to unlock the corresponding level. If you entered the code correctly, you'll automatically go to that level.

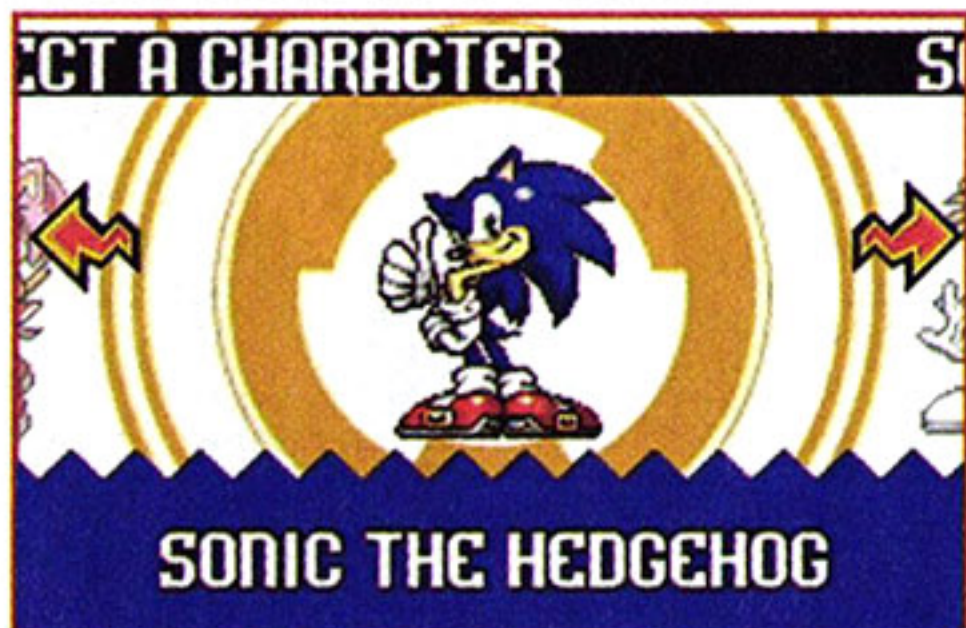
|                              |  |
|------------------------------|--|
| <b>Ancient Ruins:</b>        | <b>Flag, Bomb, Kao, Boxing Glove, Kao</b>                        |
| <b>Bear Peak:</b>            | <b>Frog, Frog, Kao, Boxing Glove, Kao</b>                        |
| <b>Big Blizzard:</b>         | <b>Lamp, Palm Tree, Heart, Boxing Glove, Kao</b>                 |
| <b>Crocodile Island:</b>     | <b>Heart, Palm Tree, Lamp, Boxing Glove, Kao</b>                 |
| <b>Deadly Waterfall:</b>     | <b>Boxing Glove, Mushroom, Evergreen Tree, Boxing Glove, Kao</b> |
| <b>Evil Descent:</b>         | <b>Owl, Butterfly, Bird, Boxing Glove, Kao</b>                   |
| <b>Frozen Lake:</b>          | <b>Bird, Key, Frog, Boxing Glove, Kao</b>                        |
| <b>Holy Temple:</b>          | <b>Bomb, Kao, Boxing Glove, Boxing Glove, Kao</b>                |
| <b>Hunter:</b>               | <b>Palm Tree, Lamp, Frog, Boxing Glove, Kao</b>                  |
| <b>Hypnodjin:</b>            | <b>Bomb, Flag, Coin, Boxing Glove, Kao</b>                       |
| <b>Ice Caves:</b>            | <b>Key, Key, Kao, Boxing Glove, Kao</b>                          |
| <b>Island Shores:</b>        | <b>Coin, Heart, Palm Tree, Boxing Glove, Kao</b>                 |
| <b>Lightning Speed:</b>      | <b>Palm Tree, Heart, Coin, Boxing Glove, Kao</b>                 |
| <b>Little Valley:</b>        | <b>Butterfly, Bird, Key, Boxing Glove, Kao</b>                   |
| <b>Lost Village:</b>         | <b>Evergreen Tree, Fish, Owl, Boxing Glove, Kao</b>              |
| <b>Megasaurus Ferocious:</b> | <b>Fish, Owl, Butterfly, Boxing Glove, Kao</b>                   |
| <b>Mythical Caves:</b>       | <b>Mushroom, Evergreen Tree, Fish, Boxing Glove, Kao</b>         |
| <b>Never-Ending Slide:</b>   | <b>Flag, Coin, Heart, Boxing Glove, Kao</b>                      |
| <b>Peril Desert:</b>         | <b>Heart, Coin, Flag, Boxing Glove, Kao</b>                      |
| <b>Trade Village:</b>        | <b>Coin, Flag, Bomb, Boxing Glove, Kao</b>                       |



## SONIC ADVANCE



### Have Tails as a Partner



At the main menu, select Game Start. At the Select A Character screen, highlight "Sonic" and then **press Up**, highlight "Tails" and then **press Down**, highlight "Knuckles" and then **press L**, and highlight "Amy" and then **press R**. Go back and select Sonic. If you entered the code correctly, you'll hear a chime and Tails will follow you on your adventure when the game begins.

## SPLASHDOWN



### All Characters, All Courses, and More

At the main menu, select Options. At the options screen, **press and hold R2**, and then **press Up, Up, Down, Down, Left, Right, Left, Right, □, ○, □, ○**. If you entered the code correctly, a Cheats menu will appear. When you enter any of the following passcodes at the Cheats menu, you'll hear a sound.

*Note: Passwords are case-sensitive.*

|   |          |
|---|----------|
| All Characters:                           | AllChar  |
| All Courses:                              | Passport |
| All Ending FMVs:                          | Festival |
| All Wetsuits:                             | LaPinata |
| Cannot Be Knocked Off:                    | TopBird  |
| Expert A.I.:                              | AllOutAI |
| Hard Tracks with Normal A.I.:             | Hobble   |
| Maximum Performance Meter:                | PMeterGo |
| Race Against F-18 in Time Trials:         | F18      |
| Race Against Ghost Player in Time Trials: | SEADOO   |
| Race Against UFO in Time Trials:          | IBelieve |

## SSX TRICKY



### Full Stats, Mallorca Board, and Play as Mix Master Mike



At the title screen, **simultaneously press and hold LI and RI**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

**Full Stats:** Press **△, △, Right, △, △, Down, ×, ×, Left, ×, ×, Up**.

**Mallora Board:** Press **×, ×, Right, ○, ○, Down, △, △, Left, □, □, Up**.

*Note: The Mallorca Board only works when you select Elise.*

**Play as Mix Master Mike:** Press **×, ×, Right, ×, ×, Down, ×, ×, Left, ×, ×, Up**.

*Note: To play as Mix Master Mike, select any character after you input the code.*

## STAR WARS STARFIGHTER: SPECIAL EDITION



### Invincibility



At the main menu, select Options, and at the Options screen, choose Code Setup. At the passcode screen, enter **EARCHIPS** as a password. If you entered the code correctly, the name of the cheat will appear onscreen.

## NBA INSIDE DRIVE



### Tiny Players and Xbox Ball



At the Main Menu, choose Options, and at the Options screen, select Codes. Enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

|               |            |
|---------------|------------|
| Tiny Players: | SMALLSHOES |
| Xbox Ball:    | BACHMAN    |

## BLOOD WAKE



### All Boats, Blood Ball Mode, and More



At the title screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll hear a sound and automatically go to the Main Menu.

**All Arenas:** Press **X, Y, Up, Right, Left, Down, Up, Down, L, L, Start**.

**All Battle Modes:** Press **Y, A, X, B, L3, R3, Black, White, R, R, Start**.

**All Boats:** Press **Up, Down, Left, Right, L, B, X, X, R3, Start**.

**Blood Ball Mode:** Press **X, Y, White, Black, B, A, Left, Up, Right, Down, Start**.

**Import Boat:** Press **Y, B, X, A, L, R, Left, Right, L3, R3, Start**.

**Pufferfish:** Press **A, B, Black, White, Y, X, R3, R3, L3, L3, Start**.

**Smack-a-Quack Mode:** Press **R3, L3, R, L, Black, White, Up, Down, Left, Right, Start**.



## E.T. THE EXTRA-TERRESTRIAL



### Level Passwords

At the main menu, select Password, and then enter the following passwords to unlock the corresponding levels. If you entered the code correctly, you'll automatically begin that level.

**Level 2:** Press Up, Up, A, Down, Down, B, L, R.

**Level 3:** Press Left, Up, Right, Down, L, A, R, B.

**Level 4:** Press A, Left, B, Right, L, Up, R, Down.

**Level 5:** Press L, R, R, L, A, Up, B, Left.

**Level 6:** Press L, Left, R, Right, A, A, B, A.

**Level 7:** Press B, R, B, L, A, Up, B, Up.

**Level 8:** Press Up, Up, A, Down, Down, Left, A, B.

**Level 9:** Press Right, B, B, Left, Up, R, R, L.

**Level 10:** Press Left, Left, A, L, Right, Right, B, R.

## PETER PAN: RETURN TO NEVER LAND



### Level Passwords



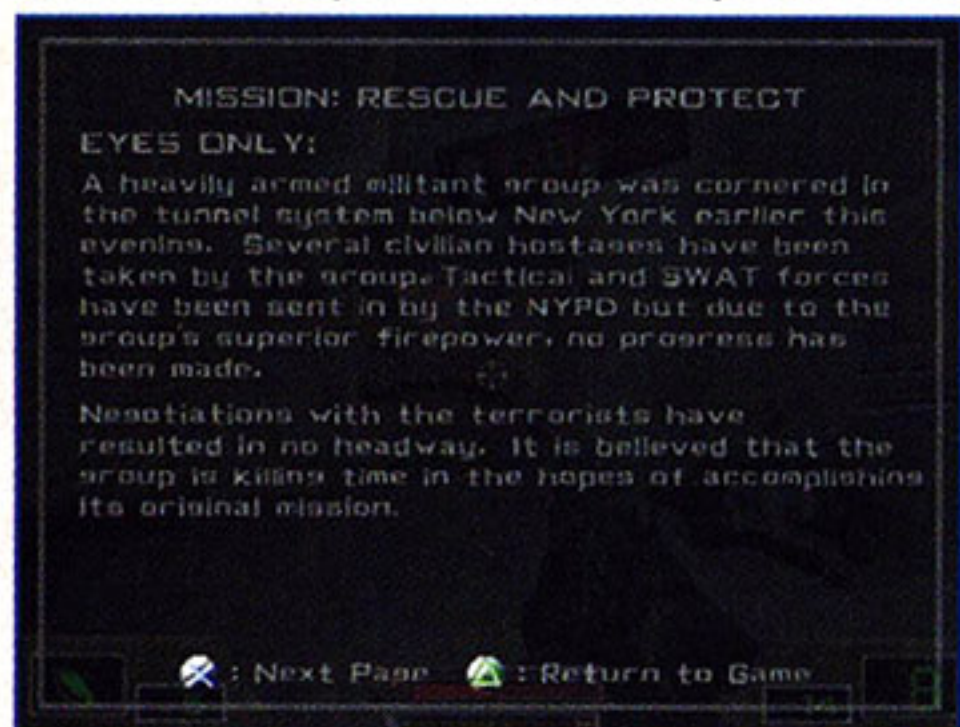
At the main menu, select Continue Game. At the Enter Password screen, input any of the following passwords to unlock the corresponding level. If you entered the password correctly, you'll automatically go to that level.

|         |        |
|---------|--------|
| Beach:  | PGCMMD |
| Forest: | CNCGKG |
| Jungle: | RGCKYD |

## SOLDIER OF FORTUNE: GOLD EDITION



### Invisibility, No Gravity, and More



During gameplay, press **Select** to bring up the mission briefing screen, and then enter the following codes to unlock these cheats. If you entered the code correctly, the cheat will be enabled when you resume the game.

**All Heavy Weapons:** Simultaneously press and hold L2, R2, □, and Left.

**All Standard Weapons:** Simultaneously press and hold L1, R1, □, and Left.

**Invisibility:** Simultaneously press and hold L1, L2, □, and Left.

**Maximum Ammunition:** Simultaneously press and hold R1, □, and Left.

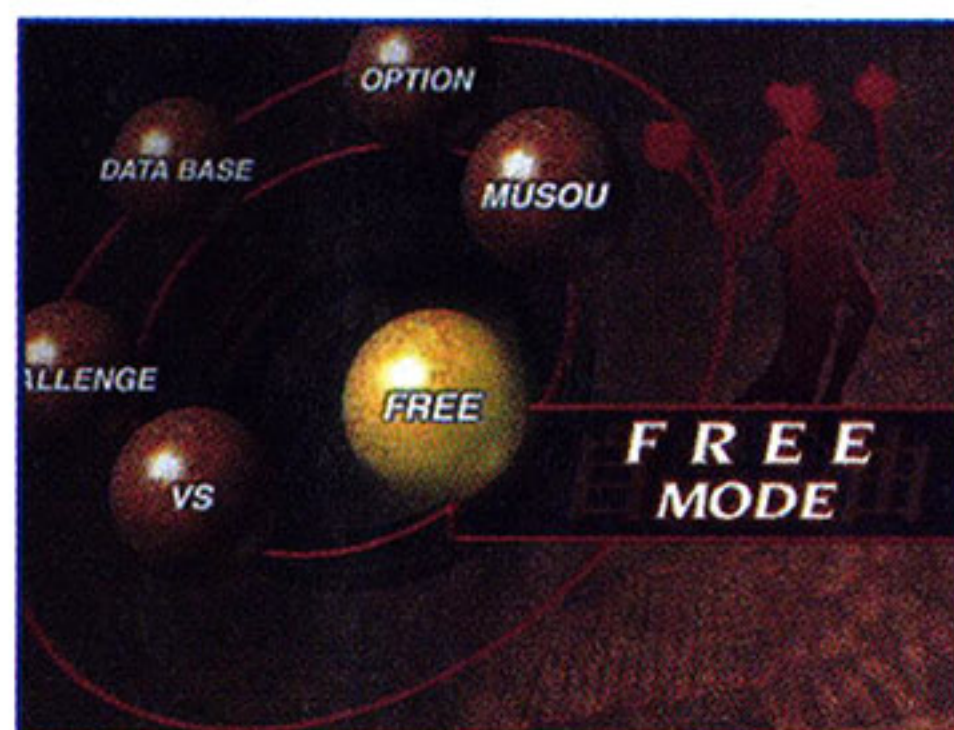
**No Clipping Mode:** Simultaneously press and hold L1, L2, R1, □, and Left.

**No Gravity:** Simultaneously press and hold L1, L2, R2, □, and Left.

## DYNASTY WARRIORS 3



### Select Side in Free Mode



At the main menu, highlight "Free Mode," and then press R1, R2, L2, L1, □, L1, L2, R2, R1, △. If you entered the code correctly, you'll hear cheering and be able to play as any side in Free Mode.

## DRIVEN



### All Cars, All Tracks, and More

At the Main Menu, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear an engine sound.

**All Cars:** Press Up, Down, Right, Right, Left, Up, Up, Down.

**All Tracks:** Press Up, Up, Left, Down, Left, Right, Right, Up.

**Arcade Championships:** Press Right, Left, Up, Right, Down, Down, Left, Left.

**Multiplayer Championships:** Press Left, Down, Left, Up, Right, Left, Down, Right.

**Story Mode:** Press Down, Left, Up, Right, Right, Up, Down, Left.

## MTV MUSIC GENERATOR



### Jester Interactive Skin

When building a song, scroll down to line 999, and select the box next to Labels. When the name entry screen appears, enter JESTER (case-sensitive) as a name. Go to the Skin Selection screen, and if you entered the code correctly, a Jester Interactive skin will be available.

## MOTOR MAYHEM



### Santa Hats



Turn on your PlayStation 2 without a game disc inserted, and select System Configuration. Set the date to 12/25, and then insert the game disc. Start a game, and if done correctly, all racers will be wearing Santa hats.

## TOMBSTONE (VISTA SERIES)



### Hidden Images

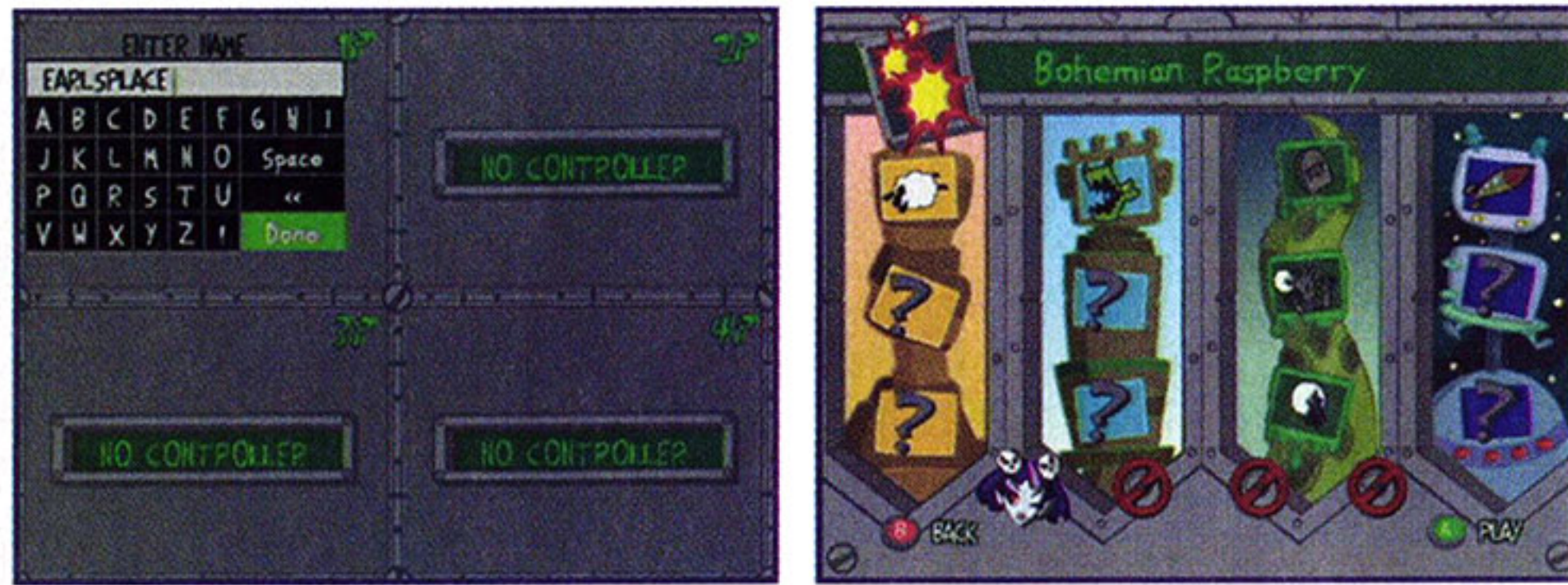
On Disc 2, Bonus Material, press **Right** and a star appears onscreen. Press **enter** and you can browse a hidden Image Gallery: Posters and Set Designs.



## GEL DAMAGE



### Unlock Stages



Create a new file, and then enter any of the following names to unlock these stages. If you entered the code correctly, you'll hear a horn.

|                      |            |
|----------------------|------------|
| Desert Stages:       | WHACKLAND  |
| Jungle Stages:       | TWRECKSPAD |
| Space Stages:        | BRAINSALAD |
| Transylvania Stages: | EARLSPLACE |

## DRAKAN: THE ANCIENT GATES



### Extra Money, Invincibility, and More



Pause the game, press and hold **L1, R2, L2, R1** (in that order), and then enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

- Extra Money:** Press **○, □, Right, Left, ×, △, Down, Up.**
- Full Health and Mana:** Press **△, Down, ○, Left, □, Right, ×, Up.**
- Increase Spell Level:** Press **Up, Down, Left, Right, Right, Left, Down, Up.**
- Increase Level:** Press **□, △, ○, ×, Right, Down, Left, Up.**
- Invincibility:** Press **×, Down, △, Up, ○, Right, □, Left.**

## TONY HAWK'S PRO SKATER 2x



### No Blood and Treyarch Decks



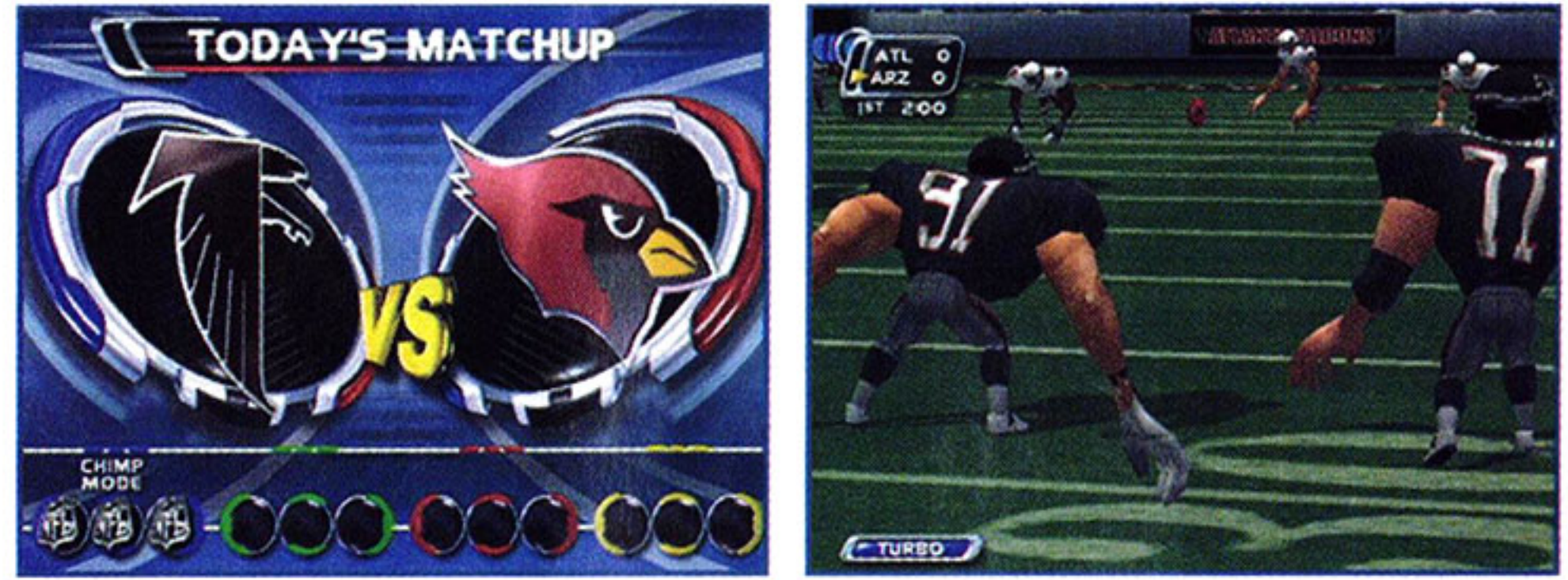
Pause the game, press and hold **L**, and then enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the screen will shake.

- No Blood:** Press **Start, Black, A, B, Start.**
- Treyarch Decks:** Press **White, B, Up, A, Right, Down, Start.**

## NFL BLITZ 20-02



### Today's Matchup Codes



Start a game in Quickplay, Exhibition, Season or Tournament. After you select your team, enter the following codes at the Today's Matchup screen. If you enter the code correctly, the name of the cheat will appear underneath your team's logo.

- Allow Stepping Out of Bounds:** Press **L2, L2, R2, ×, Left.**
- Always QB, Two Humans Per Team:** Press **L2, L2, R2, R2, ×, ×, Left.**
- Big Feetz:** Press **R2, R2, ×, ×, ×, ×, Left.**
- Chimp Mode:** Press **R2, R2, ×, ×, ×, ×, Up.**
- Classic Ball:** Press **R2, R2, Left.**
- Fast Running Speed:** Press **R2, R2, R2, ×, ×, Left.**
- More Fumbles:** Press **L2, L2, L2, R2, R2, R2, ×, ×, ×, ×, Up.**
- More Time After Plays:** Press **×, Right.**
- More Time to Enter Codes:** Press **L2, L2, R2, ×, ×, Right.**
- No First Downs:** Press **L2, L2, R1, Up.**
- No Interceptions:** Press **L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, ×, ×, Up.**
- No Punting:** Press **L2, R2, R2, R2, R2, ×, Up.**
- No Replays:** Press **L2, L2, L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, ×, Right.**
- Power Loader:** Press **R2, R2, ×, ×, ×, ×, Right.**
- Power-Up Defense:** Press **L2, L2, L2, L2, R2, R2, ×, Up.**
- Power-Up Linemen:** Press **L2, L2, L2, L2, L2, R2, R2, ×, Up.**
- Power-Up Offense:** Press **L2, L2, L2, L2, R2, ×, ×, Up.**
- Showtime:** Press **L2, L2, L2, R2, R2, R2, R2, ×, Right.**
- Super Blitzing:** Press **R2, R2, R2, R2, R2, ×, ×, ×, ×, Up.**
- Super Field Goals:** Press **L2, R2, R2, ×, ×, ×, Left.**
- Team-Bilders:** Press **L2, L2, L2, R2, Up.**
- Team-Cowboys:** Press **L2, R2, R2, R2, ×, ×, ×, ×, Left.**
- Team-Gsmers:** Press **L2, L2, L2, L2, L2, ×, Up.**
- Team-Indians:** Press **R2, R2, R2, R2, ×, ×, ×, ×, Left.**
- Unlimited Turbo:** Press **L2, L2, L2, L2, R2, ×, ×, ×, ×, Up.**
- Weather-Snow:** Press **L2, L2, L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, ×, Left.**

## MAX PAYNE



### Slow Motion Voices

Pause the game, and press **L1, L2, R1, R2, △, □, ×, ○**. If you entered the code correctly, characters will speak with slow voices.



## BLOODY ROAR: PRIMAL FURY

### Big Head Mode, Unlock Characters, and More

- Beast Form Only:** Successfully complete Arcade Mode 15 times.
- Big Arms Mode:** Successfully complete Arcade Mode five times.
- Big Head Mode:** Successfully complete Arcade Mode four times.
- COM Battle Mode:** Successfully complete Arcade Mode twice.
- Final Round:** Successfully complete Arcade Mode eight times.
- High Speed Mode:** Successfully complete Arcade Mode 10 times.
- Human Form Only Mode:** Successfully complete Arcade Mode 14 times.
- Hyper Form Only Mode:** Successfully complete Arcade Mode 16 times.
- Kids Mode:** Successfully complete Arcade Mode three times.
- Knockdown Battle Mode:** Successfully complete Arcade Mode 13 times.
- Low Speed Mode:** Successfully complete Arcade Mode nine times.
- Maximum Difficulty:** Successfully complete Arcade Mode 12 times.
- Mini Walls:** Successfully complete Arcade Mode seven times.
- Movie Player:** Successfully complete Arcade Mode.
- No Blocking Mode:** Successfully complete Arcade Mode 11 times.
- No Walls:** Successfully complete Arcade Mode six times.
- Unlock Cronos and Evil Laboratory:** In Arcade Mode, after unlocking Kohryu and Ganesha, defeat Cronos to unlock him.
- Unlock Ganesha and Indian Palace:** In Arcade Mode, defeat Kohryu at Stage 5, and you will go up against Ganesha in Indian Palace. Defeat Ganesha to unlock him.
- Unlock Kohryu:** In Arcade Mode, defeat Kohryu at Stage 5 to unlock him.
- Unlock Uranus and Chaos Laboratory:** After unlocking Kohryu, Ganesha, and Cronos in Arcade Mode, start a game in Survival Mode. Defeat Uranus to unlock him.



PlayStation 2

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## NBA JAM 2002

### Unlock Beach and Street Courts in Jam Mode



At the main menu, select Season Game, and then choose Continue to access the password screen. Enter LHNGGDBLBJGT as a password. If you entered the password correctly, "Courts Unlocked" will appear on-screen. Start a game in Jam Mode, and the Beach and Street courts will be available.

## WAVE RACE: BLUE STORM

### Unlock Dolphin Park and La Razza Canal Tracks

At the Main Menu, select Options. At the Options screen, **simultaneously press X, Z, and Start** to bring up the Password option. Select Password and enter any of the following passwords to unlock these courses. If you entered the password correctly, an indicator will appear onscreen.

Dolphin Park in Stunt Mode: 463YWNX3  
La Razza Canal in Time Attack: MJV8LKL6

## DEAD OR ALIVE 3

### Hidden Helena Sequence

Insert the game disc, and when the introduction sequence begins, **press Start** to go to the title screen. At the title screen, wait for the introduction to begin again, and it will be preceded by a short sequence of Helena swimming in an aquarium.



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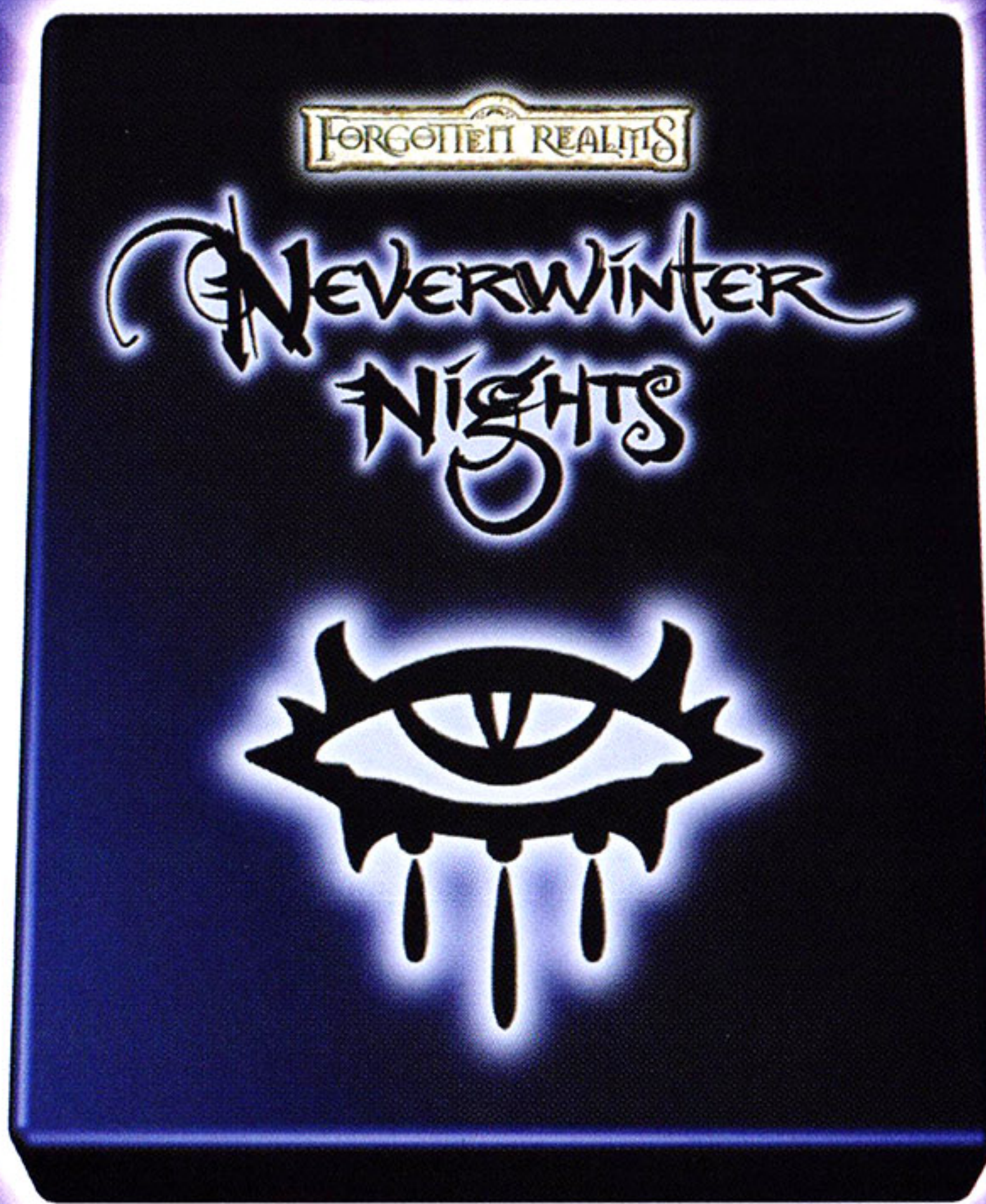
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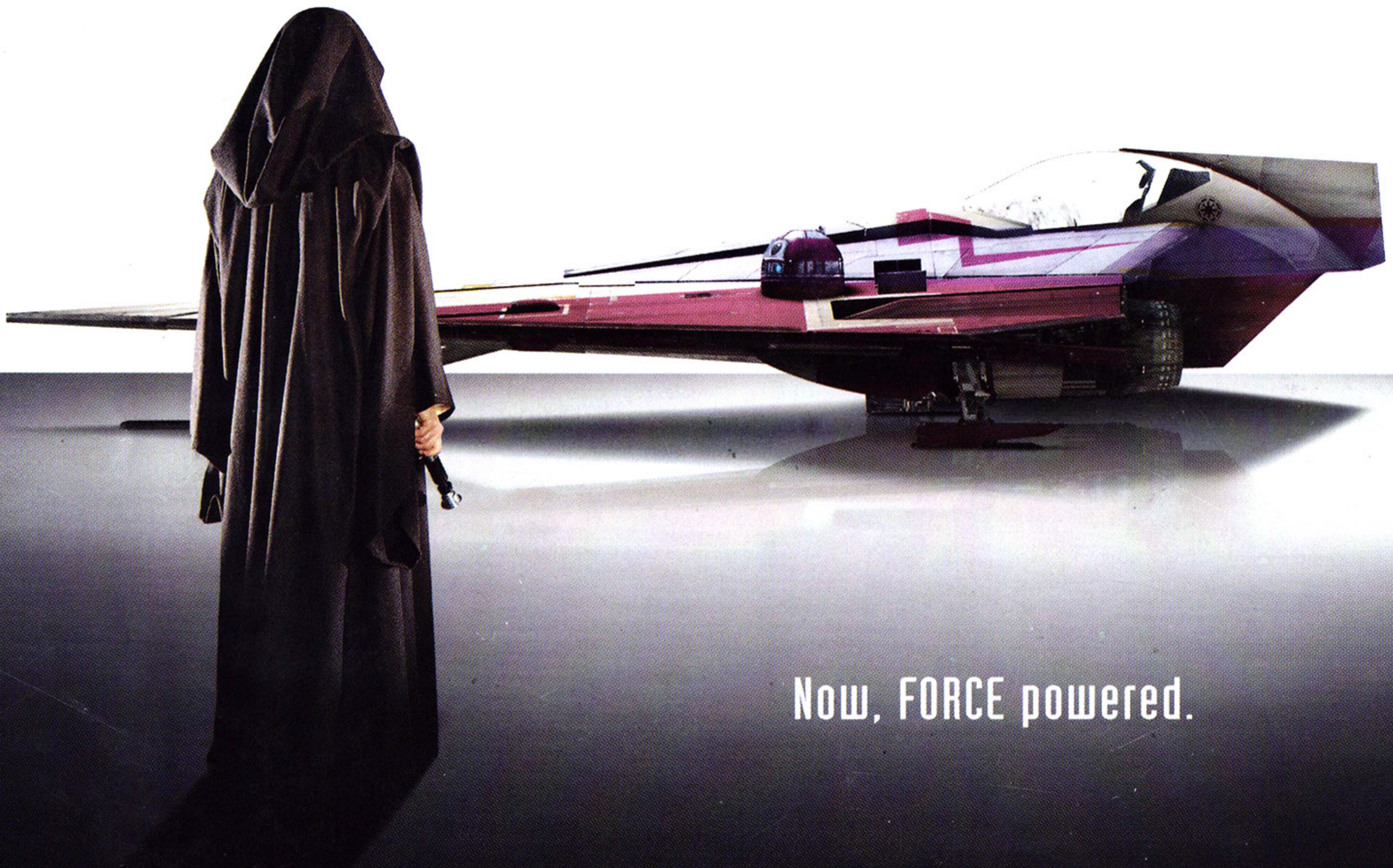
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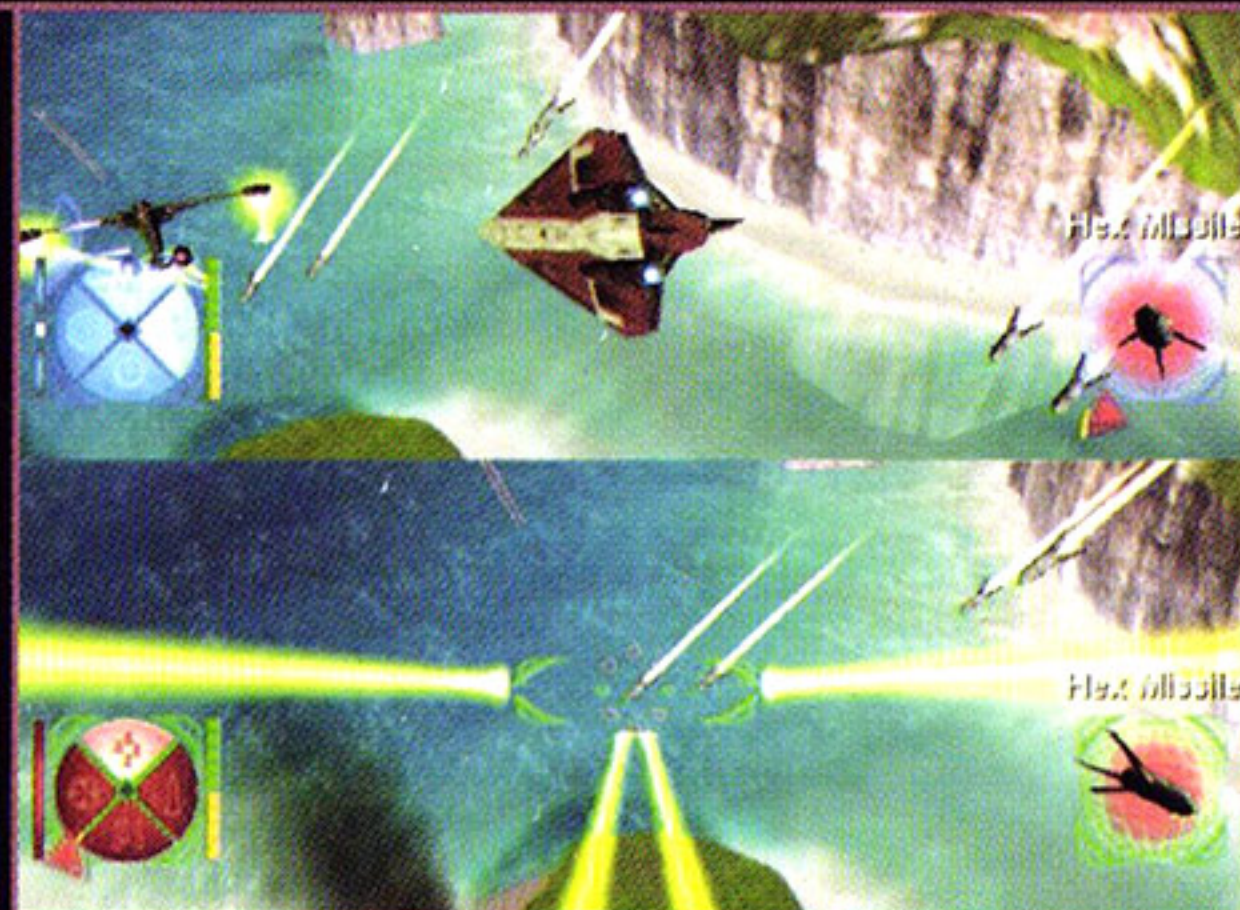


Violence



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Screenshots from PlayStation 2 version

PlayStation®2

