

ELECTRONIC GAMING MONTHLY

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See Page 284

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December 2001 \$4.99/\$6.50 Canada



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OF MATCH TYPES

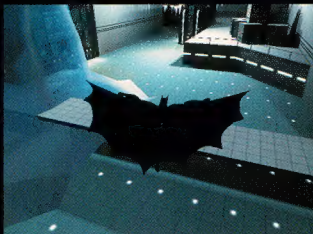




TEEN
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PlayStation 2

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By Dan "Shoe" Hsu • shoe@ziffdavis.com



Photo: © Microsoft

EDITORIAL

Escape from N.Y.

It feels strange to be talking about video games in light of the tragedy on Sept. 11. (This issue is the one we were working on when that black day occurred.) We're all saddened about what happened. At the same time, we realize video games, like movies, are important as a media form in which people take comfort. Games provide an escape for people from all the madness and depressing news, so for EGM, "business as usual" has never been so important, to us and to our readers.

Actually business is most unusual this month. November will see two system launches within the span of one week! By the time you're reading this, you'll be only a few days away from being able to buy one (or both) of the new consoles: Xbox and GameCube. They're arriving just in time to breathe new life into the industry and to provide more hours of "escape" than ever before.

"But I have a PlayStation 2 already," you say. "Are these new consoles worth buying?" you ask. Well, this month, we not only give you all the necessary info on both machines and their games, we actually have the balls to tell you which system to buy. This wasn't easy, trust me. Both consoles are nearly equal contenders for your hard-earned dough. Almost everyone on the staff had a difficult time deciding which is better, and if I didn't force them to choose, we would've declared the Xbox vs. GameCube thing a draw. (I'm practically on the fence myself.) But no one wants to read a wishy-washy magazine that can't take a stand on something so important—well, important to gamers, anyway. So go on and read what we have to say. Then write in and tell us what your thoughts are.

Don't forget to check us out next month, when we celebrate our 150th issue!

Shoe

Contributing Writers



Shane Bettenhausen

A recently converted Harry Potter maniac, Shane divided his time this month between researching at Hogwartz and plowing through Breath of Fire on the GBA.



John Ricciardi

An EGM veteran, John has been writing about video games for seven years. He currently lives in Japan where, thank God, there are no Army Men games.



Gary Mollohan

In addition to his work on EGM, Gary is GameNOW's portable gaming guru, to which he attributes his falling vision. Are you sure it's not the masturbation, Gary?



Christian Nutt

Christian is an avid fan of role-playing games, anime and sleeping. Too bad EGM only has room for articles about one of those subjects.



Matt Wenzel

We pulled Matt from the burning wreckage of his last dot-com job (he's another ex-Gamers.com-er) to help us with this month's THPS+ poster strategy.



Shawn Smith

Since Shawn couldn't snag a hot college girl during his EGM years, he's trying his luck at Ill. State U. (he's getting a B.A. in Fine Arts). He contributes to Packet Games and GameNOW.

Eat My Shorts!

Look around this issue for quotes from The Simpsons or a famous movie. Find one, e-mail it to us at EGM@ziffdavis.com (subject: Eat My Shorts—EGM #149), and you may be one of five lucky winners (chosen at random) who will win a copy of this month's Game of the Month (as determined by the Review Crew).

Some quotes from the issue #149:

- "I...love you one a coke." (Simpsons, pg. 18)
• "...let's call him Chris J. No wall, that's too obvious..." (Johnston... (Simpsons, pg. 64)
• "...sets his phasers on phunt..." (Simpsons, pg. 19)
• "...got your ass to Mars..." (Total Recall, pg. 17)
• "It's a hormonal legal act, all right. We'll need to refer to the case of Finders versus Keepers." (Simpsons, pg. 23)

Winners from the Issue #149:

- Bronn Wieg—Nacogoches, TX
• Carlos—San Vildro, CA
• Javier Alcantar—El Paso, TX
• Andrew Lee—Vancouver, B.C., Canada
• Gabriel Pantuco—El Paso, TX

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see page 284 to enter.



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No parachute, no seat belt.





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Battleboxes Unless your last name is Trump, chances are you can't spare the dough to bring home a GameCube AND Xbox on launch day. So turn to **page 156** to get the lowdown on their strengths, weaknesses, peripherals and full game lineup. And if you still can't decide, we even pick a winner for you.



The Harry Potter Invasion isn't confined to the big screen. If you have a Game Boy Color, Advance or a PlayStation, Electronic Arts has a Harry Potter game for you. Get the full scoop on these magical games and some choice tidbits about the movie on **page 222**.



Devil May Cry Afterthoughts Find out how this horrific blastfest transformed itself from Resident Evil to Dante's Inferno, from the man behind the mayhem on **page 56**.

First GameCube Reviews Switch off your targeting computer long enough to check out our reviews of Rogue Leader and other launch titles that include Luigi's Mansion, Wave Race: Blue Storm, and...Super Monkey Ball? Turn to **page 254** before you spend a dime.



Word to your mutha! If you know what the deal is with Puff Daddy and P. Diddy, then chances are you've been waiting for the sequel to PaRappa the Rapper. Slap on some oversized jewelry and hop on over to **page 114** for the 411.



First Xbox Reviews You want some games to go with that box? See how Madden 2002, 4x4 Evolution 2, Cel Damage, Tony Hawk's Pro Skater 2X and NASCAR Heat stack up on **page 250**.



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Game companies are rethinking violent content in lieu of the Sept. 11 tragedy. Find out which titles are being altered or even scrapped because of the events. Also: new Metal Gear Solid 2 and Soul Calibur 2 screens!

- Gossip** 74



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Have the 2K2 Sega Sports blues? Check out our round-up of NBA and NFL for PS2, and Tennis and NHL for Dreamcast. Also, get the scoop on WWF SmackDown! for PS2, plus Super Mario Advance 2, Jak and Daxter and Grand Theft Auto III.

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Half-Life finally makes its next-generation debut on the PS2, and we tell you if it was really worth the wait. Also, don't miss the much-anticipated Tony Hawk's Pro Skater 3 and why Devil May Cry will make you giddy with joy.

- Tricks** 268

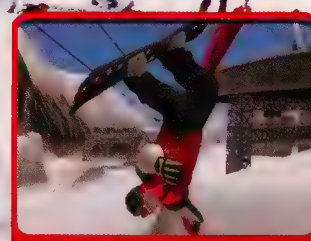
- The Final Word** 282

We've seen the games; the votes are tallied. Eavesdrop on our roundtable argue...erm, discussion on which new console deserves to be in your living room.

SYSTEM KEY	
	PlayStation 2
	GameCube
	Xbox
	Dreamcast
	Game Boy Advance
	Game Boy Color
	Arcade



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

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

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- State where the largest number of letters came from: **Michigan**
- Percentage of letters forwarded to Santa Claus for record-keeping purposes: **35%**
- Pictures of Ronald McDonald statue getting hauled off by police: **1**

Letters to the Editors

LETTER OF THE MONTH

Survival Whorer

I just heard that Capcom will not release Resident Evil 4 for the PlayStation 2, and is instead developing the game for the Nintendo GameCube! I am saddened that Capcom has forsaken its loyal fans and PlayStation 2 gamers in exchange for money (why else?) and promotional promises from Nintendo. I will not be buying a GameCube since I am 23 and have no desire to play with cute little Japanimation critters. I have a cat; that is enough.

Although I will miss the Resident Evil series a lot, that is the price I will have to pay if Capcom makes me choose between Mario, Resident Evil and Zelda on one hand, and Metal Gear, Police 911, Grand Theft Auto, Dead To Rights and Gran Turismo on the other. This decision seems to set up Resident Evil 4 to be (at worst) the least played game since Resident Evil Zero, or (at best) another Resident Evil Code: Veronica that will require a platform port to get it to fans who don't have kiddie consoles. I hope Capcom realizes they are alienating a core part of their target market, a segment of their demographic who plays action, shooting and survival horror. These people have

PlayStations and PlayStation 2s,

not Dreamcasts and GameCubes.

Please, Capcom, at least release a port of the game for PlayStation 2, if only to acknowledge the older gamers with mature tastes who have come to anticipate and love each new game in what could be the best video game series ever.

Mike Davis
New York, NY
djwarhead@rcn.com

It may seem like Capcom is passing your favorite series around to whoever will take 'er, but publishers don't always just jump to a new platform for money or to tick off their fanbase. You've seen the pictures and movies from Resident Evil 1 on the GC (if not, see our coverage on page 30). Didn't you think it looked just a dollop better than the PlayStation version? Aren't you as stoked as we are to see all the Resident Evil titles in action next year? It's true that a lot of Nintendo's games look like they're for a younger audience. But we're gonna toot our horns for a second here and say that we've played everything on the GC until the end of the year, and you might be surprised at how some of these kids' games play. Try getting through a mere quarter of Super Monkey Ball's expert mode, or tripping up AT-ATs in deep water with a tow cable in Rogue Leader. Learn every move, combo and strategy in Super Smash Bros., and see if you still think those tricks are for kids. It's unfortunate that you'll have to spend some extra cash to get the games, but if you can front the extra two bills in November, you won't have to worry about which console your favorite games are on. Well, unless it's Xbox.

Congratulations **Mike Davis**, you win an InterAct GameShark for PlayStation 2, PlayStation 2, Dreamcast, Nintendo 64 or Game Boy Color.

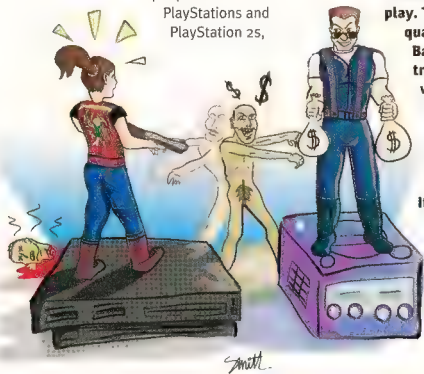


Illustration by Smith

Reader Floored by Catastrophic Error

I recently bought a copy of your October issue and was utterly appalled in your complete lack of professional journalism. One piece of literature in particular caused more offense to one's eyes than the rest. The piece in point was on page 130; there was a photo of Metal Gear Solid 2 creator Hideo Kojima at his desk with a model next to him. You identified this model as Godzilla, but it was obvious that it was, in fact, Gamera. I don't want to get any of your staff in trouble (or sacked) over this incident, but I sincerely hope that you will from now on make sure your employees pay more attention to their work and aim to produce a magazine of more quality, and worthy of my purchase.

Craig Townsend
kraken712@peoplepc.com

Hey Craig. No need to worry about getting anyone fired, as the company is pretty lenient when it comes to honest mistakes concerning petty details. We hope you're just playin' with us, punk. Otherwise we're inclined to think you dig Gamera a little TOO much. To the rest of the readers who enjoyed the story and wrote in to correct us on our error in a non-arrogant fashion: Sorry, we must have just missed it in the rush.

Cell Damage

In regard to issue #147's wireless gaming feature, I sensed from Kevin Gifford's coverage of cell-phone games that he'd like to see it popularized in the United States. I'm a very open-minded person who's always open to suggestions, but not everything that revolves around gaming in Japan has to come to the States. Wireless gaming makes sense in Japan. Almost everyone has a cell phone and takes public transportation because space restraints make owning several cars (like we do in America) impractical, so they have lots of opportunities to play. We already have so many portable gaming devices here. Do we need more?

Jonathan
Chicago, IL

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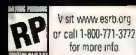
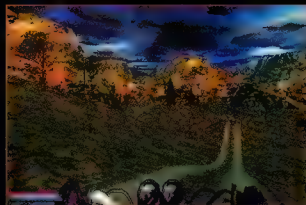
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PlayStation.2



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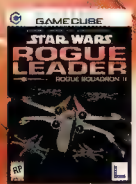
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LETTERS

SHORTS

"Shorts" are longer to adjust for wind resistance.

I just finished reading the Metal Gear Solid 2 article in Issue #147, but there is one thing I need to ask you. Which EGM editor was brave enough to tape himself in an orange box and crawl through the arid ducts of a Japanese office? Silverfleck@aol.com

After a complicated paper-scissors-rock tournament, it was decided that operative Crispin "Raigun Mongoose" Boyer would infiltrate the MGS2 compound. He also weighs exactly as much as a crate of oranges, so it was the part he was born to play.

Why does Mark MacDonald look so much like Johnny Knoxville of Jackass?

Trent Mongillo
Hatboro, PN

Actually, Mark stunt doubles for Johnny on the show. Most of the time when you see Johnny doing something incredibly daring or disgusting, it's actually Mark pulling the stunt. Just check out Mark's Review Crew picture this month for a sample of his latest work.



Johnny K or Mark Mac? We may never know.

Good point, Jonathan. With the GBA, GBC, and assorted Game Gears, Nomads, Neo-Geo Pocket Colors, Turbo Expresses and all those little Tiger Electronics games floating around, do we need cell-phone gaming gumming up the works? As gamers, we'll take a quality diversion in any form, as long as it's done well. But when it comes to whether or not the U.S. will see cell-phone games causing car accidents and distracting commuters while thieves gank their wallets, we imagine it'll come down to the basic economic law of, "If it's profitable, it'll happen." And the way them phones are sellin', you might just be outnumbered.

Old Schooling

Can you please print walk-throughs of Atari 2600 games? You know, games like Space Invaders, Asteroids, etc. NintendoGuyooX@aol.com

Sure.
Space Invaders: Shoot the aliens and try not to get hit.
Asteroids: Shoot the asteroids and try not to get hit.
Hope this helps!

Irate Pirate

After reading the article on the PS2 Hard Disk Drive, and how installing games to the drive can decrease load times, a question came to mind. If you can copy a game like Final Fantasy X to the HDD, then why can't people just rent games, copy them, then return them? I don't think I'm the first to think of this, so what's the deal? What's going on that I'm missing?

Tom Ratliff
Orlando, FL

We'd like to tell you that people wouldn't do that because it's wrong, Tom. Besides, if everybody copied Final Fantasy X, then Square would go out of business and you wouldn't have anyone to maintain your Play Online service for Final Fantasy XI. You've gotta think about the future, man! But while that's good enough

Question of the Moment

What Do You Think of Link's New Look on the Nintendo GameCube?

I actually own all three Zelda games for the Philips CD-I. Right now, they're looking better than the Zelda game on GameCube.
rickettes@hotmail.com

The cartoonish look would be cool if he was cute...but jeez...look at him!
salmonpink@yahoo.com

I remember looking at the art in the old Zelda 1&II manuals and thinking, "If only the game looked like these pictures..." I've been waiting over a decade for this! YES!
juicepols1@yahoo.com

So did Nintendo and 3DO merge? Because there seems to be a molten-yellow army man on Link's head.
jinchbees@mail.com

I don't care how Link looks as long as he lives up to that name in his new, old-school incarnation. I trust Nintendo.
iswallowoursout@juno.com

It only reinforces the notion that Nintendo's systems are only for kids. It scares me to think of what will happen to Resident Evil on their consoles!
gregres@sunflower.com

What have they done to Link? He has beetle eyes!
GoHaNz3@aol.com

I got to thinking, when Ocarina of Time was still in progress, it looked really... well...weird. But by the time it came out, it was OK, way better than OK, in fact. So I'm just gonna let Miyamoto (my hero) have his fun for now and see how it comes out.

TheBucketMouseN@aol.com

Next Month's Question of the Moment:

What is your one, must-have game for GameCube or Xbox this year and why?

Send your short but sweet responses to: EGM@ziffdavis.com with the subject heading: #1

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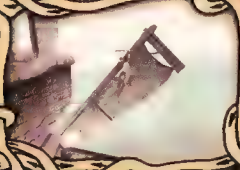


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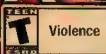
PlayStation 2



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

Also note: Although we can't respond to every letter, as far as you know, we do read them all. Also, everything you send us is ours to keep!

for us, it's not quite good enough for software publishers like Square and Sony. To make sure everyone stays honest, any games that use the drive for caching will have a specific data track on the DVD that has to be read in order for the game to work, like most PC games that run off a hard drive do nowadays. You just won't have to deal with the annoyance of PS2 load times so much, but that's well worth it to us.

The Golden Years

Guess what today is? I've been playing GoldenEye on the N64 for three years, and I finally beat it! It's been my life's work to finish that game. Granted, I didn't play every day since I bought it in 1998, but not more than a month or two would go by without me trying again. It even outlasted Perfect Dark (which I beat more easily)!

Dan Cole
Troy, MI

Wow, that's a drawn-out stretch of gaming to rival the great Greg Sewart Sewer Shark legacy of '91-'94. Most GoldenEye freaks we know (Shoe) cut off ties with everyone (except three close multiplayer friends) to finish that game back in '98. Bond's gettin' up there in his years; was there any pow left in 'ol 007's guns? Sounds like you still got your money's worth out of the game.



Illustration by Steven Smith

MORE SHORTS

...really want to enter your contest for the PS2, GameCUBE and Xbox, but I can't because I'm not a U.S. resident! You guys should consider the fact that a lot of your readers are not Americans. dennis.ewald@t.t.net

We're really sorry Dennis; if it were up to us, we'd enter you in a heartbeat. Our legal department says that once we go outside the U.S., we have to deal with foreign laws, taxes and other policies that would bury us in a never-ending sea of red tape. Don't worry, someday all the continents will float into each other, and we'll all be one big family.

Wrestling With Anger

I am an outraged girl gamer. I enjoy playing video games; it's like an infectious disease. But I feel like every gaming magazine caters to men. I am very disappointed about last month's wrestling feature. You must remember that not all girl gamers like sports and wrestling. The only recent cover story I actually liked was Final Fantasy X.

Maya Henderson
Staten Island, NY

Have you ever heard a guy say that he just doesn't understand women, Maya? Well, it's times like this that we want to agree. You've just painted a picture of the biggest female gamer stereotype in existence: Girl gamers only play RPGs and puzzle games. We've been blasted for insinuating it in the past, so we've been making an effort to blur the line between girl and guy gamers. We've got pictures of castrated choirboys and chicks with moustaches all over the office to remind us that gender lines were made to be crossed. Why can't girls

dig Metal Gear Solid 2 and guys play Barbie: Pet Rescue? It's the 21st century; contemporize, man!

Shell Shocked

In your response to one well-intentioned man who wrote to you in issue #148, talking about how he "shot" a green turtle shell behind him [in the original Super Mario Kart for the Super Nintendo], you guys jumped on the chance to chew him out. I think this man was really trying to say that he "dropped" it behind him, not "shot." Will you editors never give a break to the gamers out there? We're really not trying to pull anything over on you guys.

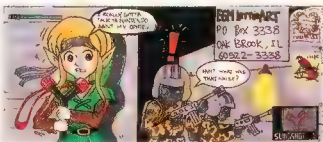
uradityape@lycos.com

OK, so maybe we came across a little tough on our friend with the infamous green shell, but we didn't mean any harm. We know what he meant, but hopefully he (and everyone else who writes in) knows that we were just having some fun. Hey, he got his letter in the mag at least, right?

LETTER ART

Letter Art of the Month WINNER

Nelson Castro • Los Angeles, CA



Congratulations, Nelson Castro! Your prize is on the way—an InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color.



Put your creative skills to the test by decking out a #10 envelope (the long, business type) with your own unique touch. Send your letter art to:

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

Be sure to include a mailing address, and tell us what system you'd like your prize for, in case you win. All entries become the property of Ziff Davis Media Inc. and will not be returned!

Not quite Sharkworthy...

Close, but no cigar. Better luck next time.



Neil Foster
Decatur, GA



Steven Ross
Cedar Rapids, IA

For Letter of the Month and Letter Art of the Month contests, no purchase is necessary. If you're really bored and want to read the complete contest legal-ness, please visit www.epmgames.com or write us at: EGM Contacts, Legal Rules Request, P.O. Box 3338, Oak Brook, IL 60522-3338. After reading the rules, please get a life. Don't forget to tell us what system you'd like your prize for, and don't forget to give us your physical mailing address as well...at this, no prize for you!



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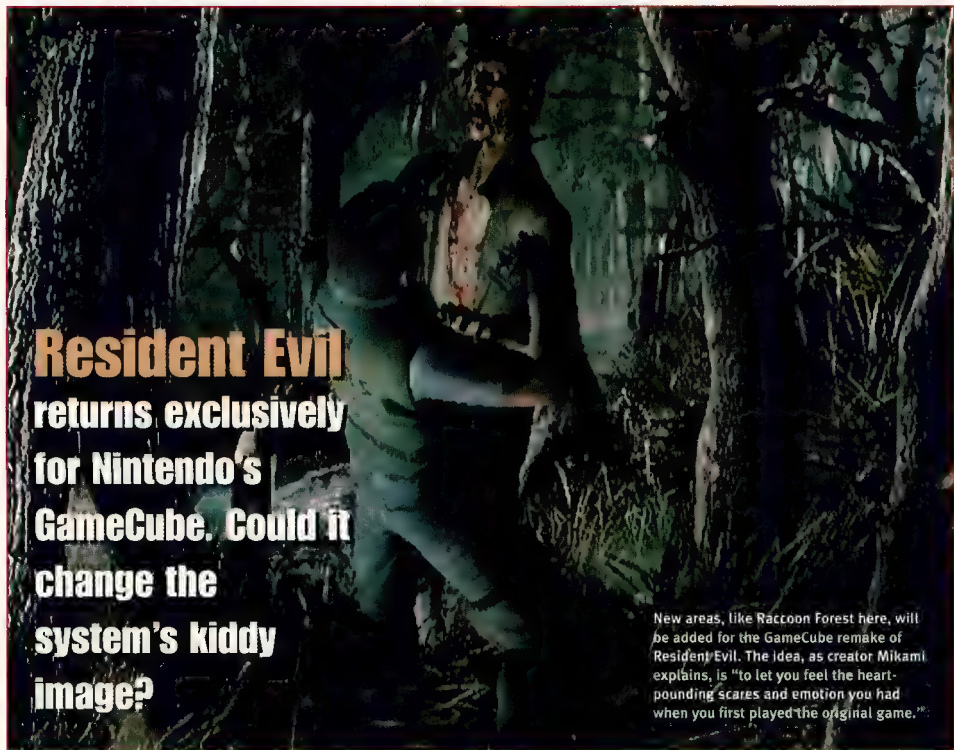


By Chris Johnston chris_johnston@ziffdavis.com
& Jonathan Dudlak jonathan_dudlak@ziffdavis.com

Press Start

The Hottest Gaming News on the Planet

GAMECUBE GETS EVIL



Resident Evil returns exclusively for Nintendo's GameCube. Could it change the system's kiddy image?

New areas, like Raccoon Forest here, will be added for the GameCube remake of Resident Evil. The idea, as creator Mikami explains, is "to let you feel the heart-pounding scares and emotion you had when you first played the original game."



For more screens and an incredible must-see movie of GameCube Resident Evil in action, log on to www.egmmag.com!

Reports that creator Shinji Mikami was working on a remake of the original 1996 Resident Evil (RE) have been floating around for months (you read it in our Quartermann section back in the July issue, right?), so it wasn't too surprising when he revealed the project at a press conference last month in Tokyo. The real news was that the game, and at least five other major RE titles (including three ports of existing games and two all-new titles), will be released exclusively for Nintendo's new GameCube console.

With the same characters and basic gameplay as the original but a much darker, dingy and definitely more frightening look, the RE remake is easily one of the best-looking games we've seen for Nintendo's system so far. Mikami announced that, although much of the game would remain the same (such as the basic floorplan for the mansion), the order you go through the house and about 70 percent of the puzzles will be different. It's due in Japan on March 22 next year, exactly six years after the release of the original PlayStation game.

Nintendo bigwig, Mario mastermind and universally worshiped game designer Shigeru Miyamoto even made an unexpected appearance at the RE remake announcement. Not surprisingly, he was a big fan of Mikami's decision to develop solely for the GameCube. "Multi-platform strategy is fine," he

said, "but as a craftsman, when team members work porting from one console to another—not remaking but just straight copying—it can take energy away from them to make something new. That's something I want to resist. So, as a developer, I applaud Mikami and his team for their choice."



THEN AND NOW: Side-by-side comparison shots of Resident Evil for the PlayStation and the upcoming GameCube version.

Although the backgrounds are still pre-rendered like in the original game and not fully 3D, in the remake they actually appear to be moving video clips with characters laid on top. So the trees in the forest scene can sway in the wind, and flashes of lightning can light up the interiors of the mansion.



The remake not only sports infinitely greater detail, but a much darker, spookier look as well. Brighter colors have been muted and rooms are filled with less light and more shadows. "For this game," Mikami says, "I'm sticking with the idea of making raw fear."

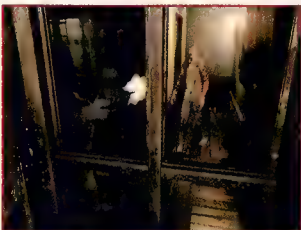
look as well. Brighter colors have been muted and rooms are filled with less light and more shadows. "For this game," Mikami says, "I'm sticking with the idea of making raw fear."

So why a remake? And what about RE4?

Don't worry, new installments in the survival-horror series are still on the way; Mikami decided to start back at the beginning to give GameCube owners a little background before heading into new territory. "If we released RE4 for GameCube first, I realized that there would be many gamers who haven't played the series from part 1," he said. "We think of it as an occasion to re-establish the series as horror entertainment, and lead it to the fourth installment." The planned order of release for the series now starts with this remake, followed by RE Zero (an all-new prequel, originally planned for the N64—see sidebar), then ports of parts 2, 3 and Code: Veronica,

finally culminating in the long-awaited RE4. Other RE games outside of the main series, like RE: Gun Survivor 2 for the PS2 (see page 30), will still be developed for other consoles. Kojima later explained that RE2, 3 and Code: Veronica would be straight ports and not remakes so that the wait for RE4 would be reasonable. It's currently scheduled for release sometime in 2003.

"Everybody's probably a little surprised that (we chose GameCube)," Mikami admitted. "But when I gathered my thoughts (about the future of video games), I realized that my ideas about 'fun' in games and what Nintendo has done over the years are very



RE ZERO: UPDATE

Rebecca teaches a dog to play dead in this shot from the old N64 version of RE Zero.



We've been hearing about this prequel to RE1 since it was announced for the N64 two years ago, but now that Capcom announced it's due soon after the remake, let's go over what we know so far:

Setting

Back in July 1998, the day before the original Resident Evil begins, the S.T.A.R.S. Bravo team is on its way to investigate a series of bizarre deaths outside Raccoon City when they come upon a passenger train. A day later, only two of the six-member team will be alive...

Characters

Rebecca Chambers, who is a controllable side character in RE1, and Billy Coen, an ex-Navy Seal accused of murder. (Call it a hunch, but we're guessing he's actually innocent of the crime.) Billy was aboard the train on his way to prison when the zombies came a'callin'.

Gameplay

Parts of the RE formula are present: Pick up herbs to heal and ammo to fight, plus keys to progress in the levels, etc. But there will be a few interesting differences: One notable feature is the ability to actually drop objects when your inventory gets full. Finally, no running back and forth to storage lockers! Mikami also has mentioned he'll use movies for the backgrounds outside the train to make it look like it's moving. But the most important new feature is you can switch back and forth between both playable characters on the fly, even trading items.



Relax, I'll handle this.



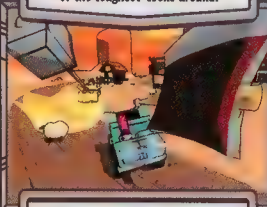
Comio Mischief
Violence



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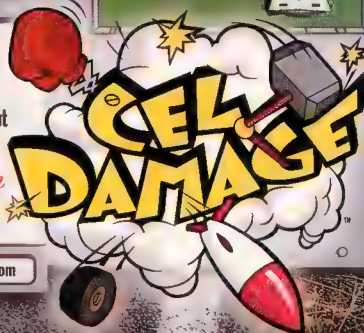


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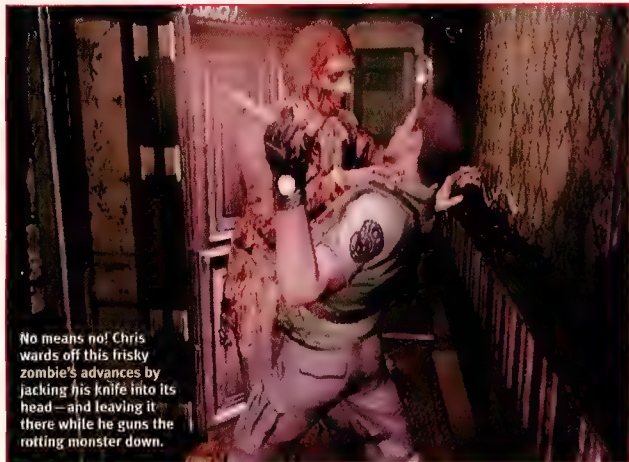
PRESS
START

“We are not limited to Resident Evil games only. We are also thinking about doing new stuff for Nintendo’s console.”

—Shinji Mikami, director of Resident Evil at Capcom



Resident Evil continued



No means no! Chris wards off this frisky zombie’s advances by jacking its knife into its head—and leaving it there while he guns the rotting monster down.

close.” We’re sure there was more to the decision than that, but neither Capcom nor Nintendo mentioned any details of funding, co-marketing or any other kind of sweetheart deal between the two companies in exchange for the series. Nintendo has been critical in the past of other console makers (most notably Microsoft) who are willing to pay for certain games to come only to their console.

As for why he chose to focus on a single system, it seems Mikami’s experience releasing RE Code: Veronica on the Dreamcast taught him a lesson about spreading the series across different consoles. “I heard complaints from some gamers saying, ‘I love the Resident Evil series, but I don’t have a Dreamcast,’” he said. “I don’t want to do that again. Now if you buy one certain console, you can enjoy

all of the main Resident Evil games.”

Of course it’s too early to tell what kind of effect this announcement could have on GameCube sales, but it seems obvious that gaining such a popular adult series exclusively will widen the GameCube’s audience, often assumed to be younger gamers. And don’t think that many developers, who until now have only been planning to bring their more family-friendly titles to the ‘Cube, won’t take notice. It’s possible that this announcement could signal a new, more adult image for the machine, but at least one man would disagree. “I think it takes more than just putting Resident Evil on the console,” says Ed Fries, Microsoft VP of Games Publishing, “to change the fact that the box is a purple cube with a carrying handle on the back.”

—Mark MacDonald

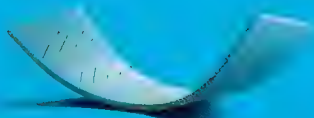
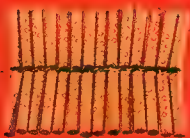


RESIDENT EVIL GAIDEN



We saved the bad news for last: This horrendous-looking new Game Boy Color game was announced the same week as the GameCube remake. Developed by M4 (previous games include...oh god...Mary Kate and Ashley GBC) for Virgin Interactive in the U.K., Resident Evil Gaiden features a storyline that revolves around our old friend Barry Burton, bearded S.T.A.R.S. team family man and sometimes-*traitor*, and Leon Kennedy from RE2. This time the action takes place on a boat that... wait for it...*is overrun with zombies!* Use stealth to avoid being spotted, or else confront evil in first-person combat. We’ll give it a try when it comes to the U.S. (no street date yet), but these screens do not fill us with confidence. At all.





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CARTS ON THE CHARTS

Best-Selling First-Party N64 Games Worldwide (as of 3/31/2001)	
1. Super Mario 64 (9/1996)	9,520,000 copies
2. GoldenEye 007 (8/1997)	7,610,000 copies
3. Mario Kart 64 (2/1997)	7,160,000 copies
4. Zelda: Ocarina of Time (11/1998)	6,040,000 copies
5. Pokémon Stadium (2 in Japan) (3/2000)	4,300,000 copies

Six Sides to Every Story

Observations and opinions from the Japanese launch of Nintendo's GameCube

When the Japanese PlayStation 2 launched in March 2000, massive lines began filling the streets outside Tokyo retailers the night before the system was to go on sale. Likewise, when Game Boy Advance made its debut earlier this year, hordes of anxious gamers turned out to get their hands on Nintendo's next-generation handheld. So one might have expected a huge turnout for Nintendo GameCube's arrival in Japan on Sept. 14. Instead, you could almost hear crickets chirping outside Japanese electronics stores.

The company claims to have sold approximately 300,000 of the 500,000 GameCubes they shipped over launch weekend, but several outside sources put that figure closer to 200,000. Regardless of who you believe, turnout was visibly lower than usual. In Akihabara, Japan's famous electronics district, lines outside game retailers were weak, with the biggest one only about 75 gamers deep. Likewise, Shinjuku's well-known Yodobashi Camera store had plenty of stock leftover after the 150 or so people who showed up walked away with their 'Cubes. Similar scenes were reported throughout Japan.

WHY THE SMALL TURNOUT?

According to Nintendo representatives, their extensive preorder campaign (held mainly through Lawson, Japan's largest convenience store chain) was a big success, accounting for a



And you thought you loved Nintendo. The GameCube's Japanese launch wasn't particularly stellar, but Nintendo can always count on die-hard fans like 23-year-old Hiroyuki Takahashi.

good portion of initial sales and essentially squashing the need for many consumers to wait in line. Another, more somber factor is that most of the world was still reeling from the tragic events that took place only three days earlier in New York, Washington, D.C. and Pennsylvania. "It wasn't a slam dunk," Nintendo of America's Director of Corporate Affairs Perrin Kaplan told us, "but it wasn't a terrible launch by any means considering the circumstances."

But perhaps more instrumental than any of this is the simple fact that there were only three games available at launch, and not a one of them had the word "Mario" in the title.

MARIO IS MISSING

Indeed, the absence of a certain Italian plumber at launch is probably the biggest reason why GameCubes weren't flying off the shelves. Nintendo hasn't launched without a Mario title in Japan since the 8-bit Famicom, and that's the last time they didn't completely sell out of their initial shipment of consoles. Luigi's Mansion may indeed be a Mario spinoff, but it's not the kind of "killer app" that's guaranteed to move systems.

But that crucial system-seller may not be far off, as Nov. 21 marks the release of Super Smash Bros. Melee in Japan, by far that market's most anticipated GameCube title. You

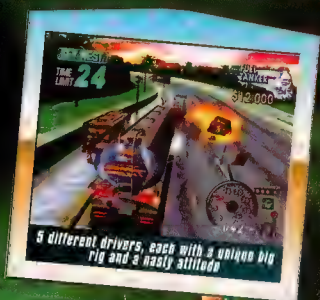
Cont. on page 40



Here they are—the obligatory line shots. Come on, what's a console launch without a 5 a.m. gathering of gamers to set the stage?

THE ARCADE SMASH THUNDERS ONTO PLAYSTATION 2

computer entertainment system



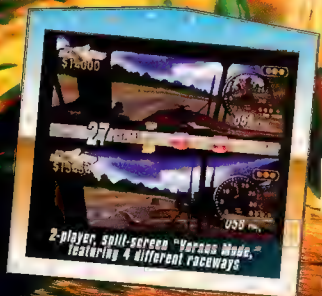
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PRESS
START

cont. from page 38

MORE OPINIONS FROM THE STREET

Hiroyuki Takahashi (23), new GameCube owner

EGM: What do you think about Xbox?
Takahashi: I'm very excited. I heard that Xbox is a very easy console for developers to work with, so I want to see many different kinds of games for it.
EGM: Are you going to buy an Xbox?
Takahashi: Definitely.



NGC Street

What random strangers are saying about Nintendo's magic box.

Tadaaki Umezawa (30) and Masatoshi Umezawa (30)

EGM: Why did you decide to buy GameCube?

Tadaaki: Because my friend told me about it, so we decided to get one.

EGM: Which games did you look forward to the most?

Tadaaki: Super Smash Bros. because we're going to buy Luigi's Mansion.

EGM: Are you going to buy an Xbox?
Masatoshi: No way.



OVER THE COUNTER Tales of Sales



What's popular in Japan and what's popular in the States are often very different things, and video games are one of the best examples of this simple truth. Everybody likes Nintendo, though, right? Well, sort of. The GameCube didn't even sell out on launch day, and probably won't pick up in sales until the sequel to the enormously popular Smash Bros. hits. Until then, wrap your noodle around these figures.

Cube Shipments

Nintendo distributed 4 million GameCube consoles in the U.S. in the first 10 weeks of the year. In Japan, the console has sold 4 million units since its launch in August. By the end of the year, approximately 4 million systems available worldwide.

Software Sales—9/14 to 9/16

As reported by *Daily Famitsu* (www.famitsu.com)
Luigi's Mansion—116,784
Wave Race: Blue Storm—27,751
Super Monkey Ball—16,755

Nintendo's Response

"Famitsu tends to print a lot of numbers, but we don't have a lot of information about the distribution of software. We're not going to disclose any information about the sales of our software."
—Hiroshi Kawano, NPD

Week 1 Hardware Sales (Japan)

Source: *Weekly Famitsu*
PlayStation 2 (3/4/2000) 630,552
Game Boy Advance (3/21/2001) 611,504
Game Boy Color (10/21/1998) 155,774
WonderSwan Color (12/9/2000) 145,975
Nintendo GameCube (9/14/2001) .. 133,719
Sega Dreamcast (11/27/1998) 101,490

could almost say that Sept. 14 was simply a "prelaunch" to the real deal on Nov. 21, because in all likelihood, Nintendo will move nearly as much or more hardware on that day than they did at launch. And when Mario finally does show up this summer in Mario Sunshine—well, who knows what's going to happen. Needless to say, Nintendo and its fans have a lot to look forward to in the next several months. And if Nintendo is worried, they certainly aren't showing it. "Sales continue at a brisk pace," Kaplan says, "and [Nintendo of Japan] has some software coming up that will do really well for the company, particularly Smash Brothers."

COMING TO AMERICA

The next stop for Nintendo is North America, where GameCube is slated to release on Nov. 18, for \$199. With a larger selection of launch titles, as well as 700,000 pieces of hardware on store shelves (that's 200,000 more than PS2 debuted with in October of last year), chances are good Nintendo of America will have no problem outperforming their Japanese parent at launch. The more important question is if Nintendo's huge American fanbase will stay loyal to the big N, with newcomer Microsoft launching the Xbox a mere three days earlier on Nov. 15 at \$299.

—John Ricciardi

Nintendo Family Tree

Japanese System	Release Date	Launch Price	Launch Games
FAMICOM (Nintendo Entertainment System)	July 15, 1983	14,800 yen	Donkey Kong (Nintendo), Donkey Kong Jr. (Nintendo), Popeye (Nintendo)
SUPER FAMICOM (Super NES)	Nov. 21, 1990	25,000 yen	Super Mario World (Nintendo), F-Zero (Nintendo), PilotWings (Nintendo)
NINTENDO 64	June 23, 1996	25,000 yen	Super Mario 64 (Nintendo), PilotWings 64 (Nintendo), Salkyo Habu Shogi (Seta)
NINTENDO GAMECUBE	Sept. 14, 2001	25,000 yen	Luigi's Mansion (Nintendo), Wave Race: Blue Storm (Nintendo), Super Monkey Ball (Sega)



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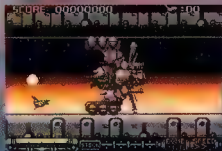
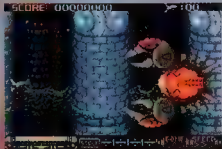
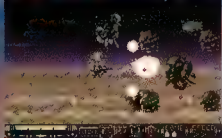
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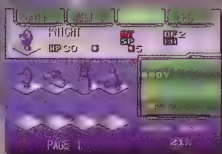
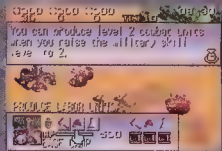
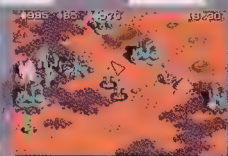
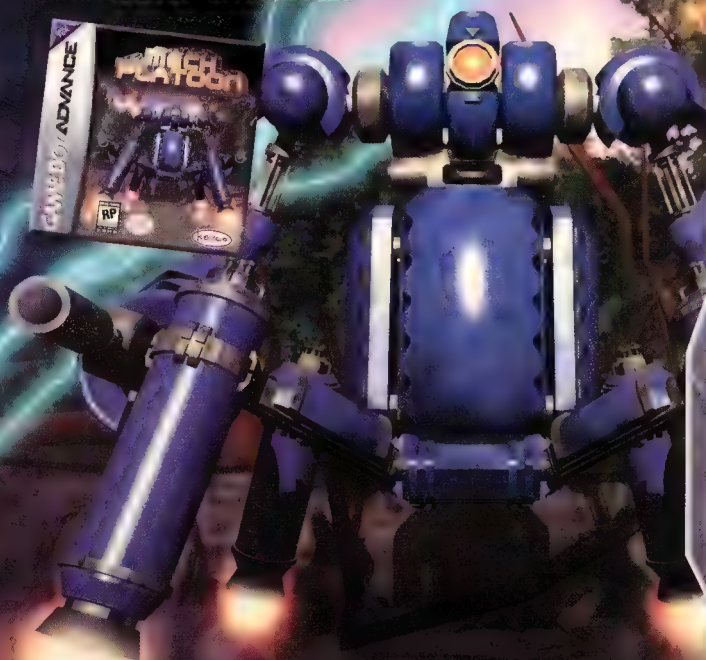


GAME BOY ADVANCE

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GROUNDING

After intense (and unfair) drubbings by the media, Microsoft was forced to pull copies of their PC game, Microsoft Flight Simulator 2002, from store shelves and remove the WTC buildings from future copies. Real-life pilots have commented in various news stories that although the game is good, you could not learn to pilot a real plane from it.

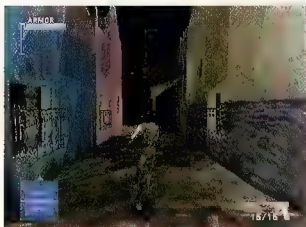
Game Industry Shares Nation's Pain

Fall releases delayed, altered in wake of terrorist attacks

In a business that exists to help people forget the realities of everyday life, we've learned that some things aren't easy to put out of our minds, even for a short time. As the nation tries to recover from Sept. 11's tragedies in New York, Washington, D.C. and Pennsylvania, it is sobering to see how our everyday lives have been changed by the attacks. Entertainment on the whole took a back seat as the entire nation chipped in to work through the damage. Movies stopped production, album releases were put on hold, and radio stations gave up their airwaves to nonstop news broadcasts. Following suit, the video game industry paused to reflect on what it could do to help the situation.

Following the disaster, software titles containing references to sensitive places in New York or otherwise contextually inappropriate material came into the spotlight. People wouldn't normally bat an eye at a terrorist reference or a shot of the New York skyline in a video game, but their perceptions have changed drastically in light of recent events. In response, software companies have had to rethink their product releases.

Some of the most unlikely games came up on the list of affected titles, including the Xbox



This *Syphon Filter 3* level takes place in Kabul, Afghanistan. Sony won't be changing the game, but has delayed the release.



Sega's *Propeller Arena*, a multiplayer air-combat Dreamcast game with modern-day settings, has been put on indefinite hold.

racer *Project Gotham* and Tecmo's *Monster Rancher 3* (PS2). But it's good to see that an industry normally slammed by the media for its content is taking an extra-careful approach toward dealing with this sensitive issue. Rockstar Games is one such company. Based in New York City, roughly two miles from the disaster site, the developer/publisher was impacted both physically and emotionally by their proximity to the attack. Being forced to close their doors for several days also set Rockstar back. A spokesperson told *EGM* that highly anticipated titles like *Smuggler's Run 2* and *Grand Theft Auto III* would be tweaked slightly for content, but would not see any significant gameplay changes: "So far we have come across certain small contextual references [in GTA3] that we are no longer comfortable with, as well as a couple of very rare gameplay instances that felt inappropriate to us." See the sidebar for all revisions to publishers' release schedules.

Companies are also feeling the financial crunch from sagging retail sales. NPD TRSTS reported a 21 percent decline in software units sold for the week of Sept. 9-15, compared to Sept. 2-8. But according to Richard Ow at NPD Group's video game division (the organization that tracks the industry's sales), the slump is not permanent. "Although there has been a slight decrease in sales, the changes aren't that significant," Ow says. "We're still seeing good sales from top games." Despite setbacks, NPD and software publishers are both optimistic for this year's holiday season. "People are getting back to their lives now," Ow explains. "It's a good thing for the industry."

AFTERSHOCKS

New Game Plan

Several console games have been affected by the tragic events of Sept. 11. The following is a brief list of games and noteworthy changes.

Grand Theft Auto III - PS2 - Rockstar

Rockstar is making a few minor edits to scenes the company deemed inappropriate given the circumstances. It will be released in second half of October.

Max Payne - PS2 - Rockstar

Edited for sensitive content. To be released during first quarter 2002.

Metal Gear Solid 2 - PS2 - Konami

Has some inconsequential content edits. Release date unchanged (Nov. 13).

Monster Rancher 3 - PS2 - Tecmo

Unchanged, but shipment was delayed one week in consideration of the attack.

Project Gotham - Xbox - Microsoft

Cover art depicting New York skyline edited for content.

Propeller Arena - Dreamcast - Sega

Postponed indefinitely over concern players could re-create scenes similar to the attacks.

Smuggler's Run 2 - PS2 - Rockstar

Scenarios and story edited because the game takes place in Afghanistan. SR2 will be released in late October.

Spider-Man 2 - PS2 - Activision

Scene edited that takes place on the rooftops of buildings similar to the World Trade Center. New winter release date TBA.

Syphon Filter 3 - PS2 - Sony CEA

Unchanged, but Sony's advertising campaign for the game has been edited for content. Delayed slightly, new release date TBA.



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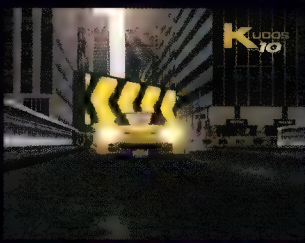
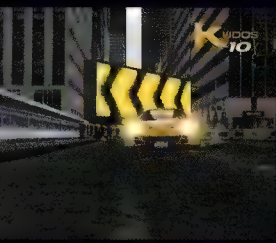
200 Miles Per Hour. 1000 Decisions Per Second. >>



>> Catching air in SF. Looks good, earns style points and offers tasty view of the bay. But you lose lap time and



>> Backing it into a corner. It earns mad style points, but increases risks - A.K.A. crashing. And crashing equals



>> Welcome to NYC. Circus #170. Virgin run and waste off gas. You can earn the title or just go for style points.



microsoft.com/games/projectgotham

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Dragon Warrior Timeline

1986
5/27 - **Dragon Quest**
(Famicom)

1987
1/26 - **Dragon Quest II** (Famicom)



1988
2/10 - **Dragon Quest III**
(Famicom)



1989
August - **Dragon Warrior** (NES)



1990
2/11 - **Dragon Quest IV**
(Famicom)

September - **Dragon Warrior II** (NES)



1992
March - **Dragon Warrior III** (NES)

9/27 - **Dragon Quest V** (Super Famicom)

October - **Dragon Warrior IV** (NES)



1993
12/18 - **Dragon Quest & II** (Remix Super Famicom)

Role-Playing 101: Dragon Warrior

The history and future of one of Japan's most popular RPGs

If you've never heard of Dragon Warrior, you're not alone. The series hasn't had a major release on a home system in the U.S. for nine years. But that all changed on Nov. 1, when Dragon Warrior VII, Enix's latest installment of this Japanese role-playing game mega-hit, landed on American shelves (see our reviews on page 26). So what has made this series, which doesn't push the technological envelope, such a phenomenon in Japan?

It all began with the idea of making RPGs accessible to the average schmo. Yuji Horii, Dragon Warrior's (Dragon Quest in Japan) designer and scenario writer, told us that in the early '80s he logged many hours on early PC RPGs like Ultima and Wizardry.

Although he enjoyed them, he felt they weren't accessible to

the average player. So he set out to create one that was. "I never look at the manual when I play a game myself," Horii told us. "That's why when I make games, you can understand them more or less just by picking them up and trying them out. In the beginning of the first Dragon Warrior, you're locked up in this tiny room, so you press the button and try commands like Talk or Search. By the time you're out of that room, you've already mastered all the possible commands."

In 1986, Dragon Warrior for Nintendo's 8-bit Famicom (the U.S.'s Nintendo Entertainment System) hit Japanese shelves, eventually selling 1.5 million units. Sequels soon followed, overshadowing the original's sales. Each new installment was met with long lines outside game stores. Kids cut school and adults skipped work just to get their hands on the latest adventure. It got so crazy that after the release of Dragon Warrior III, a law was passed in Japan stating that all future Dragon Warrior

Creator Yuji Horii, surrounded by plush versions of the characters from Dragon Warrior.



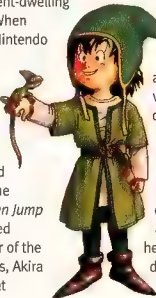
"I don't think that a game is better just because it looks real. Our aim was to make a world you can feel."

games had to be released on a weekend or a holiday (and that law is still on the books today). The fervor was quieter when Nintendo published the games in the U.S., where RPGs were still stereotypically played by basement-dwelling pointdexers with 12-sided dice. When sales didn't meet expectations, Nintendo gave away the surplus of unsold carts as free gifts to new subscribers to *Nintendo Power* magazine.

Simplicity wasn't the only thing Dragon Warrior had going for it in Japan. It just so happened that Horii had been a writer for the Japanese comic anthology *Shonen Jump* before he went to Enix, and shared editors with the artist and creator of the mega-popular *Dragon Ball* comics, Akira Toriyama. When he found out that

Toriyama had been enjoying one of his early Famicom titles (an adventure game called *Portia Serial Murder Case*), Horii approached the artist about providing the art for his new RPG. The rest, as they say, is history.

The final piece of the puzzle, the music, written by Japanese composer Koichi Sugiyama, would also come together by accident. "[Sugiyama] was a really big fan of video games, and he'd filled out the reply card that came with a shogi (Japanese chess) game. This card happened to fall into the hands of Dragon Warrior producer Yukinobu Chida, who recognized Sugiyama's name as a famous composer," Horii recalls fondly. Of course, the tunes had to be simplified for the 8-bit Famicom. "We were all surprised when he gave us classical music back. We really didn't know if it was right for the plain



cont. on page 51



JOSH DIRKSEN

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199512/9 - *Dragon Quest VI* (Super Famicom)**1998**9/25 - *Dragon Quest Monsters* (Game Boy Color)**1996**12/6 - *Dragon Quest III Remix* (Super Famicom)**1999**9/23 - *Dragon Quest I&II Remix* (Game Boy Color)**2000**1/21 - *Dragon Warrior Monsters* (GBC)
8/26 - *Dragon Quest VII* (PlayStation)
9/21 - *Dragon Warrior I&II Remix* (GBC)
12/8 - *Dragon Quest III Remix* (GBC)**2001**7/17 - *Dragon Warrior III Remix* (GBC)
9/25 - *Dragon Warrior Monsters 2* (2 games, GBC)
November - *Dragon Warrior VII* (PS)**WARRIOR**
QUEST
BLUE STORM

cont. from page 48



The Dragon Warriors You Never Played

Dragon Warrior V and *VI* (both for the 16-bit Super Famicom, aka Super Nintendo) were never released stateside. Why? Lack of manpower. The small team of *Dragon Warrior* programmers also has to work on the localizations for other regions. After the success of *Dragon Warrior V* in Japan (which sold 2.8 million copies), it made more sense financially for the team to begin work on *VI* instead.



graphics...but when we all started playing, we thought, 'This is great!'"

The three have worked on the *Dragon Warrior* series ever since. Hori and Toriyama also teamed up on Square's Super Nintendo RPG *Chrono Trigger* (now available on PlayStation as half of *Final Fantasy Chronicles*), but did not lend their talents to its sequel, *Chrono Cross*.

Dragon Warrior VII is the series' first entry on CD-ROM, and the first of the games that didn't appear on a Nintendo system. "If we were going to make it for Nintendo, the subject of cartridges had to be addressed," Hori explains. "At the time, cart sizes were ballooning, so the game would've had to be 10,000 yen (about \$85) or so. A lot of people thought that wouldn't be a valid price for a game."

DWVII's distinct look is very different from games like *Final Fantasy*, which have pushed the visual envelope. Hori told us, "I don't think that game is better just because it looks real. Our aim was to make a world you can feel. We wanted to emphasize freedom, the ability to do anything you felt like, and doing that resulted in the look you see in the game. Graphics you feel instead of look at." Is that why the game hasn't been as popular in the U.S.? "Yeah, it's the graphics, isn't it?" (laughs). [DW is] a lot of fun if you get into it, but it may be hard for some to do that."

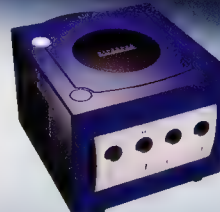
An online version of *Dragon Warrior* isn't in the cards yet, but Hori has some ideas. "You wouldn't have to configure your character; just put in a name and off you go," he said, laughing.

"I like the idea of a world without limits, with all sorts of people involved. In older times, it would be more natural than it is today to say hello to a stranger you met on the road. That sort of thing is possible again in virtual worlds with fewer people, and this world gradually creates its own legends... I think it's a very exciting concept."

The future for the series looks bright. First up is a PlayStation remake of *Dragon Warrior IV* using the graphics engine from VII. And *Dragon Warrior VIII*? "I'd like to release it in about three years, but we haven't decided on a platform yet. Enix would prefer to release it on whatever game system is on top at the time, though. We don't want to force gamers to pay for the hardware just to play the game." Three years? "Well, the *Dragon Quest* team is really pretty small, so the fewer people we have, the longer it takes to develop." Damn. Well, at least it'll be in this decade. —Chris Johnston, John Ricciardi and Yutaka Ohbuchi

Dragon Warrior (U.S.) = Dragon Quest (Japan)

In America, we have *Dragon Warrior*, and in Japan, they have *Dragon Quest*. But they're the same games. Enix America had to change the title to *Dragon Warrior* way back when the first NES game came out, because TSR (makers of the popular pen-and-paper RPGs, *Dungeons & Dragons*) owns the trademark for "Dragon Quest."



EVERETT
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"At the time I thought, 'Wouldn't it be nice if we could do something else with a TV set by tuning to channel 3 or 4 on the stupid thing.'"

—Ralph Baer



Where Are They Now?

Ralph "Odyssey" Baer

The Father of Video Games

Thirty years ago, Ralph Baer came up with the idea for the first home video game system, then spent 20 years in court defending his patents. We catch up with him at his New Hampshire home to play some video Ping-Pong and take a peek inside the magic "brown box" that started it all.

If you think home video games were invented by Atari founder Nolan Bushnell, Ralph Baer won't hold it against you. "I'm too ancient to resent anything these days," says the 79-year-old inventor of the Magnavox Odyssey, the first game console (it launched in 1972, three years before Atari's Pong system hit home). "As long as it's understood who did what and when, I'll let the subject rest."

So, for the record, here's who did what and when: Baer came up with the idea of playing games on your TV way back in the early 1950s, not long after graduating from Chicago's American Institute of Technology. He was working for New York-based Loral, where his first assignment was to design a TV. "At the time I thought, 'Wouldn't it be nice if we could do something else with a TV set by tuning to channel 3 or 4 on the stupid thing,'" Baer tells us, adding that he suggested some sort of game to his bosses at Loral. "Of course, nobody wanted to hear that. They didn't think [the idea] had any merit...."

Baer's plan for a TV game box percolated in the back of his mind until 1966, when it came back to him while waiting for a fellow engineer at a bus station. Baer was division manager and chief engineer for equipment design at New Hampshire-based Sanders Associates Inc., which developed military electronics systems that had nothing to do with consumer stuff like TVs and games. Baer designed a schematic for his game box—a simple device able to generate movable spots on TVs

tuned to channels 3 or 4—and assigned technician Bob Tremblay to build it. The duo modified the device to play a simple chase game. Sanders' director of R&D liked what he saw and allocated more funding to the project. Baer then had technician Bill Harrison take apart a toy rifle and add circuitry, while another Sanders engineer, Bill Rusch, joined the team and helped modify the chase game so it had a ball and two paddles. Both the light gun and video Pong were born.

Baer's game box and gun impressed Sanders' top brass when they saw it in 1967. He was given the go-ahead to refine the prototype and come up with a business plan. After finding lukewarm interest from the cable industry, Baer began shopping his

"brown box" prototype to the TV makers. Magnavox took the bait. The company paid for the full exclusive rights to use and sublicense Sanders' patents. The brown box was mass produced and named the Odyssey, whose circuitry was identical to the prototype and could play the same selection of built-in games—including Ping-Pong, the very first Pong-type title—by fiddling with its 16 switches. The system rolled out in May 1972, but it was only available in Magnavox TV stores, where salesmen gave the impression that it would only work

on Magnavox TVs. About 100,000 units sold that year.

Meanwhile, Bushnell pioneered the coin-op arcade game with Computer Space, which hit—and flopped—in 1971. A year later, his company, Atari, released the coin-op Pong, which was a huge success and actually helped drive sales of the Odyssey, since the system delivered the Pong experience at home. Atari's own home Pong unit didn't come out until 1975. The distinction is clear: Baer invented the game console first; Bushnell's came later.

"[Bushnell] independently came up with the idea of doing a coin-



operated video game," Baer says. "He wasn't thinking of home games.

He was thinking of arcade games, and that's a different thing. It wasn't until he saw my work, the

Magnavox Odyssey game, that he saw [that home games] are a much bigger thing than coin-op games."

Other companies eyed the potential market for video games, too, and unleashed an avalanche of Ping-Pong-playing knockoffs. Magnavox sued Bally, Atari, Mattel and more manufacturers of copycat game systems, who either lost their cases or settled out of court and became licensees. During the mid-'70s, Magnavox licensed about 100 video game makers, including Atari, and collected royalties on Baer's patents.

Today, Baer gives Bushnell credit for establishing the game industry, because Bushnell's Pong coin-op and home system were so overwhelmingly popular. Baer just wants it made clear that he is the original inventor of the home game system—even if giving birth to a new industry wasn't the first thing on his mind when he invented the Odyssey 30 years ago. "The original idea was to build an accessory device that

people could connect to their TV sets," Baer tells us. "That was an ambitious enough concept, never mind starting an industry. Naturally, I'm glad it happened anyway. If it hadn't, what would you be reporting on these days?"

After the Odyssey, Baer stayed with Sanders and helped develop the Coleco Telstar games, designed the first video-poker machine, built 10 arcade machines in an attempt to get Sanders into the arcade business, and worked with Magnavox on the Odyssey 2. He also spent countless hours in court defending his patents, which include everything from the use of a video camera in a home or arcade game machine to instant replays in sports titles. "That patent is being violated all over the place," Baer says. He went on to invent Kid-Vid (an Atari 2600 add-on licensed to Coleco), the mega-popular match-the-color handheld game Simon, and a variety of other electronic toys and games including Maniac, Bike Max—even a talking doormat. Head to www.ralphbaer.com for a complete list of his inventions.

Where is he now?

Baer's work hasn't made him rich, but he lives comfortably, splitting his time between his New Hampshire summer home and winters in Delray Beach, Fla. Friendly and energetic, he keeps busy even today, tinkering with new inventions in his basement lab. "I just licensed Talking Tools to Hasbro," Baer says. "I also just finished developing two toys related to R/C cars and mini-cars that I hope will rouse some interest." Baer is a popular figure within the classic-gaming community, and his brown box prototype is often the star of shows such as Las Vegas' annual Classic Games Expo. Although it's more than 30 years old, his Brown Box still works just fine. 🎮

—Crispin Boyer and Leonard Herman

Gamester Rap:
What makes this
creative mind tick?

Favorite movie?

"I design toys and games, so I'm just a big kid. I like any movie a 12-year-old would like. Naturally, sci-fi movies like *2001* and *Close Encounters* are on my list. I'm also a history buff and a World War II veteran, so history and war movies are also on my list."

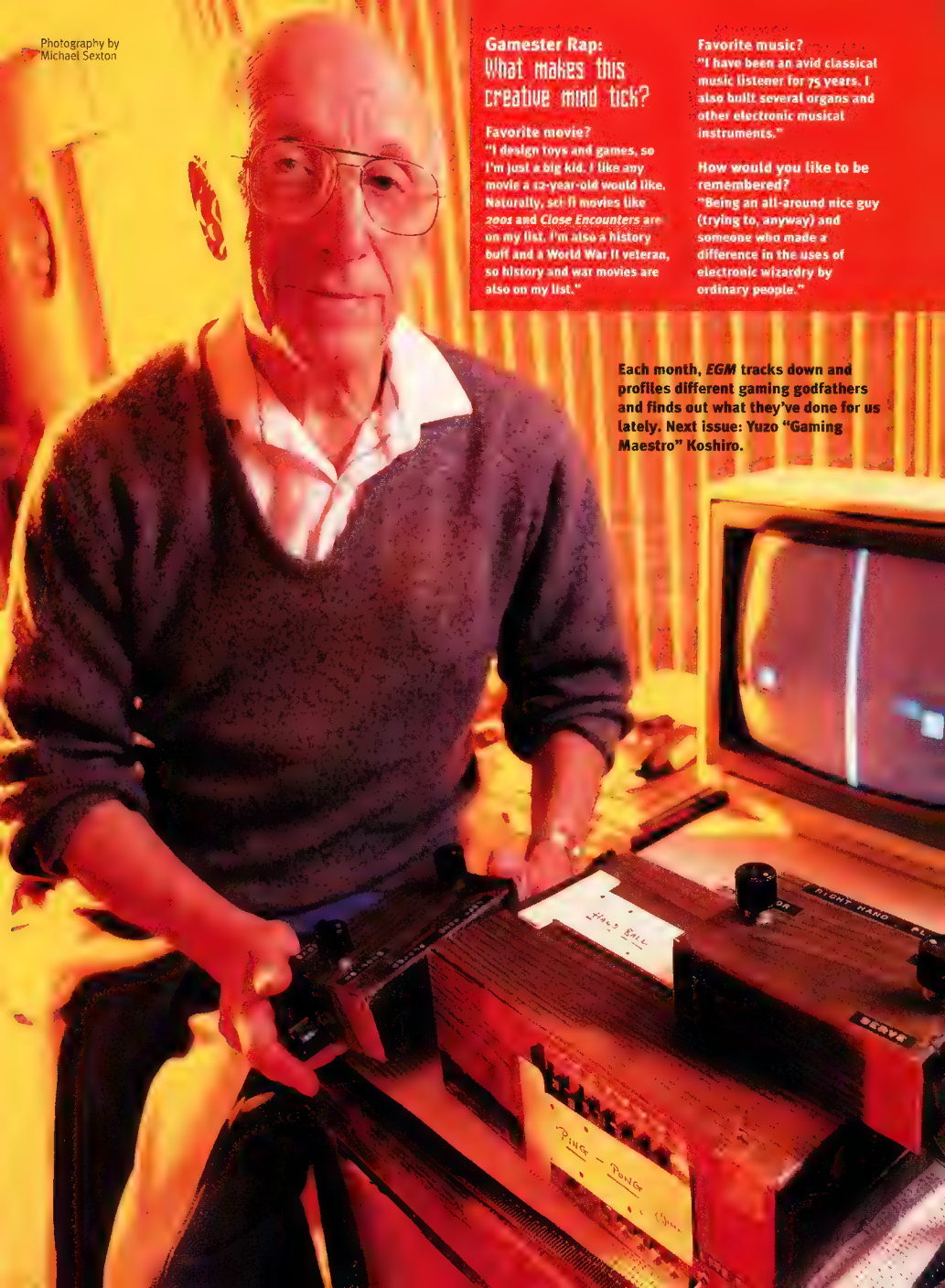
Favorite music?

"I have been an avid classical music listener for 75 years. I also built several organs and other electronic musical instruments."

How would you like to be remembered?

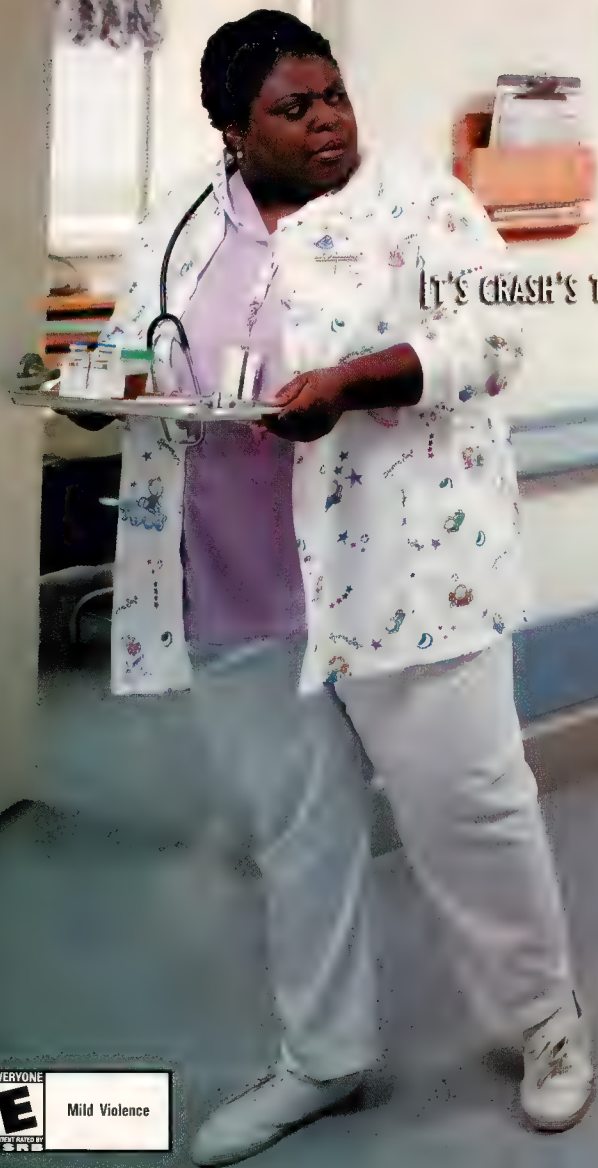
"Being an all-around nice guy (trying to, anyway) and someone who made a difference in the uses of electronic wizardry by ordinary people."

Each month, *EGM* tracks down and profiles different gaming godfathers and finds out what they've done for us lately. Next issue: Yuzo "Gaming Maestro" Koshiro.





PlayStation 2



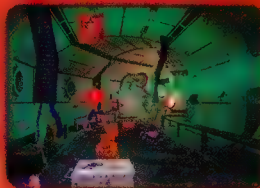
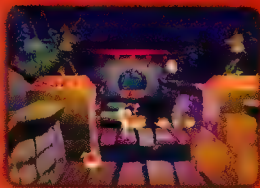
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"I don't like scary movies and usually stay away from them. I was forced to watch them when I was in charge of the Resident Evil titles, though..."



—Hideki Kamiya, Director of Devil May Cry at Capcom

In each installment of **Afterthoughts**,

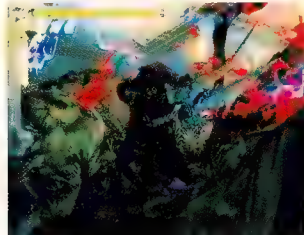
EGM takes a game that's already on store shelves and asks the developers for their thoughts, post-release. This month **Devil May Cry** Director **Hideki Kamiya** sits down with us to talk about finding inspiration from bugs, ideas he had to cut from the game, and a possible sequel.

EGM: Can you tell us about your background?

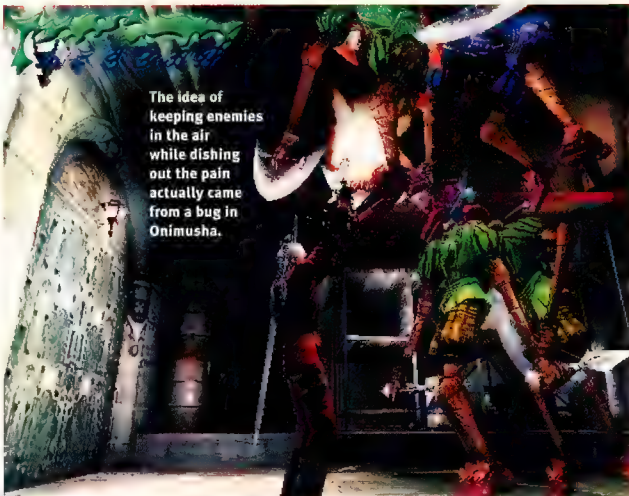
HIDEKI KAMIYA: This is my eighth year at Capcom. As soon as I joined the company, I was assigned to the Resident Evil team and was in charge of game design, including puzzles and demo-scene presentations. Then I worked as a director on Resident Evil 2. It was a hard experience for me because we had to trash a half-complete version (this version is now called Resident Evil 1.5, by the way) and had to rebuild the game from scratch, but after all the trouble I managed to complete the game. My next project was to create a Resident Evil sequel on PlayStation 2...which is now called Devil May Cry.

EGM: Can you tell us more about DMC starting out as an RE game?

HK: At the beginning of the project, DMC was supposed to be a sequel to the Resident Evil series. (RE series producer) Shinji Mikami's instruction was, "Create a brand-new Resident Evil on this new PlayStation 2 platform!" Thus we came up with various new features that break people's traditional impressions about the RE series. Although we succeeded in creating the RE series' overwhelming realism including the graphics, animation and sound effects, we replaced the rest with brand-new features. In the RE series, the main theme was horror, and your goal was to escape from overwhelmingly strong enemies and to survive. On the contrary, the main theme in DMC is coolness, and you go out looking for a fight, defeating strong enemies



Afterthoughts: Devil May Cry



The idea of keeping enemies in the air while dishing out the pain actually came from a bug in Onimusha.

with super-human powers. As a result, the game deviated too far from the RE series, but at the same time its high quality and great potential were recognized. That was when a new title called Devil May Cry was born. After DMC officially became an original title, I then changed the world setting to a demon world and the main character to a super-human being who can transform into a demon, where the enemies are comprised of a variety of demonic monsters. Because I myself have always been involved with the RE series since I joined Capcom, and as the former director in charge of RE2, it's been my strong desire to create something totally different from the RE series. Devil May Cry is the materialization of that strong desire.

EGM: The control system is very unique. How did you come up with it?

HK: Unlike the Resident Evil games, a pure action game like DMC requires more direct instinct-based control. You should be able to move to the direction you want with no confusion. This has been my idea from the start of the project and the basic concept of the control scheme was concrete at that time. I did

try both RE control and DMC control and decided the current control fits the game best.

EGM: Where did the idea for slashing and shooting to keep enemies floating in the air come from?

HK: Actually I got the idea from a bug in Onimusha. The Onimusha team was situated next to the DMC team and I often went there to see the game. One day, when I was test-playing Onimusha, I started slashing an enemy and accidentally kept slashing (the enemy) over and over up in the air. When I said, "Wow! This is so cool!" one of the Onimusha programmers replied, "It's a bug." I realized the move may look absurd in the realistic, history-based environment of Onimusha, but it would look perfect in the colorful world of DMC. I believe the move contributed greatly to enhance the action elements of DMC where you can slash or shoot the enemies as much as you want while keeping them in the air.

EGM: Can you tell us why the dialogue is spoken in English, even in the Japanese version of the game?

HK: Because Dante is not Japanese [laughs]. We



WANT MORE DMC?

For more screenshots, desktop images, links and incredible Devil May Cry artwork (like the piece on the right), check out our Web site at www.egmmag.com.

never fixed Dante's nationality. Not just his nationality but his height, age, where he lives, and his family name are all unknown. I did this on purpose, because I wanted to leave those details to each player's imagination. But going back to the original subject, the reason why I chose English is that it was the only foreign language I could somewhat understand. So if it wasn't English, I couldn't have been involved in directing the voice acting. If we could spend more time or human resources in this area, it might have been a better choice to go with a different language than English to generate a more refreshing impact on Japanese gamers. Japanese people are indeed very familiar with the English language these days.

EGM: What was the hardest part of creating Devil May Cry?

HK: The hardest part was to study this then brand-new PS2 platform since we had no clue what capabilities this new machine actually had. In the case of RE2, I could utilize the know-how already established [with the PS1], and it

was easy to envision what quality of graphics and game system could be achieved. But [for DMC] we had decided to adopt a brand-new environment made of full polygons and also had to incorporate brand-new ideas like jumping, a dodge move, Dante's transformation into a demon, etc. It was pretty hard in the sense that we had to aim for higher quality while studying the hardware capability at the same time. Other than that, it was also hard to have one unified image of DMC's world throughout all of the team members. The game's theme we set at the start was "coolness" instead of horror, but the definition of "coolness" is different for each person. It was hard for me, but it must have been even harder for my team members because they had to build this whole new world from the ground up based on my verbal description of "coolness."

EGM: What was your favorite part of working on Devil May Cry?

HK: Generally speaking, it is fun to create your own original game. Especially after DMC was

His Advice to Players...

EGM: What advice would you give anyone playing through Devil May Cry for the first time on how they should play?

HK: Well... first-time players will have a hard time and may feel, "This game is extremely tough!" However, after playing for a while, they will eventually realize that they can easily defeat enemies they once had a hard time with. DMC is a game that grows with your skill. One tip I would give to the beginners is to watch the enemies' moves carefully. Don't get panicked by their powerful attacks and try watching their moves. You'll see their attacks are executed with certain patterns. Once you master all the techniques and can defeat all the monsters with ease, try finding all the secrets or aim for higher rankings so you can brag about your skills to your friends.

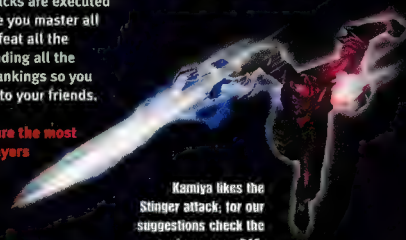
EGM: What do you think are the most useful power-ups that players should make sure to buy?

HK: I would recommend the ability of the Alastor sword called "Stinger" and practice it until

you're confident. The ability is fairly cheap and yet powerful. After that, I always try to obtain purple orbs to extend the magic gauge. This is an effective strategy because "demon transformation" is a key element in the game.

However, the most important thing in DMC is not to power-up Dante nor collect items, but to improve your own skill. Any item/power-ups will not be very effective until you improve your skill and learn to control Dante so he can, "Dance like a butterfly, sting like a bee!"

Kamiya likes the Stinger attack. For our suggestions check the review on pg. 240.



Vazhar
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Brian Germain



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PRESS
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Afterthoughts continued

officially an original title and not an RE sequel, I was released from all the restrictions and bindings and therefore enjoyed every single aspect of my job. If I have to pick one that I enjoyed most, it would be creating storyboards. I loved trying different camera angles and cuts so the scene looks the best from the point of "coolness." Once I started to see my storyboards animated on the TV monitor, I really enjoyed checking the scene everyday. On the other hand, I was sad when the game's bug-testing process started, and it's not because I don't like testing games. At that time, lots of good gameplay ideas came to me, but I couldn't implement them because doing so may have caused another bug. I was so sad. Sometimes even seeing the game in action hurt me.

EGM: Can you give us an example of these ideas you didn't have time to include?

HK: I would have made Trish a playable character. It was in my plan at the start of the project, but I had to cancel it due to the tight schedule. I like the character's design so much, I almost believe I could make a game featuring her as the main character. I could even make a cooler game than DMC with her graceful actions.

EGM: There are very few and much simpler puzzles in Devil May Cry (compared to Resident Evil). Why is that?

HK: DMC is a pure action game unlike the RE series. When players enjoy slashing, shooting or beating enemies or even jumping over obstacles, puzzles only detract from the game's tempo. So, I designed the game map to involve a minimum amount of puzzles. When there *has* to be a puzzle, I designed the puzzle so that it can be solved by doing an action, like slashing or jumping over an object.

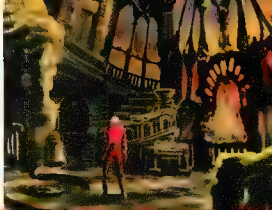
EGM: What will you be working on next? What about a sequel to Devil May Cry? Devil Never Cry perhaps?

HK: I don't think I will be in charge of the DMC sequel if there is any. I might be interested in getting involved with another adventure involving Dante someday in the future, though. What I'm thinking right now is totally different. Unlike the RE series or DMC, I'm currently thinking about non-violent games that even small kids can enjoy. However, no one including myself knows where this will end up. I'm a person whose thinking changes often. Either way I can at least say it will be a game you can't find anywhere...my own style of game. Stay tuned! 🍌

~Mark MacDonald

GAUDI, BUT NOT GAUDY

For inspiration and research, Kamiya sent members of the DMC team to Barcelona to study the works of 19th-century Spanish architect Antoni Gaudi. "I wanted to make the castle a creepy one so people could relate it to the demon world," Kamiya told us. "I thought it would be helpful for our artists to see Gaudi's works since he adopted curved lines. His works give you the impression that they are some sort of organic matter and are about to move."



On His Influences...

EGM: DMC is very stylish. Can you tell us some of the influences (movies, books, comics) for this game? Seems to us there's some Evil Dead in there?

HK: There are lots of different kinds of media that influenced this creation. As for the main character Dante, I was strongly influenced by a Japanese comic-book character named Cobra. Cobra is a character who has no fear and talks with lots of irony and provoking looks, even as he faces immense trouble. I always loved this character and his comic. I also referred to a character in another Japanese comic *JoJo's*



Cobra and one of his hoes

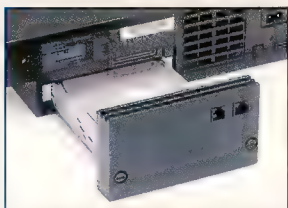
Bizarre Adventure [also a Capcom fighting game]. His name is Joseph Joestar and he's the main hero of the comic's second chapter. He has a very similar personality to Cobra.

There are no specific movies that I referred to for DMC. Personally I like comical action movies versus the dead-serious ones. For example, *The Big Hit* and *Romeo Must Die* are the impressive movies to me. I recently watched *Kiss of the Dragon* and enjoyed it very much. I was almost laughing to see those enemies beaten in such a terrible way in the movie. I don't like scary movies like *Evil Dead* and usually stay away from them. I was forced to watch them when I was in charge of the RE titles, though...

TIDBITS

PS2 Network Adapter a Go, Hard Drive a No

Good news is that the PS2 Network Adapter, a \$40 device that plugs into the back of the system allowing you to connect the PS2 to the Net via either broadband or dial-up connections, is still coming out in November. So you'll still be able to play Tony Hawk 3 and SOCOM online. But the bad news is that the hard drive, which Sony original said would be available at the same time, has been delayed until January. By then, the first titles to use it, one of which is Final Fantasy X, will be available.



The PS2 hard drive slides all the way into the internal expansion bay. When closed up, only the Network Adapter juts out from the back.

House of the Dead Becomes Movie, Xbox Title

Tomb Raider ruined it for everyone. Hollywood is bent on turning just about any video game into a movie. The latest victim is Sega's House of the Dead. Get this: The flick is set on an island off the coast of Florida that is inhabited by zombies (Cuba?). Someone stupidly picks the island as a good location for a rave, and soon teenagers and a Coast Guard officer are fleeing from an army of the undead. The movie will also feature a main villain, a la Freddy Krueger or Michael Meyers, who wasn't in the games. In other news, Sega is planning to release House of the Dead 3 on Xbox in 2002.

MGS2 Premium Pack (aka "Japan Gets All the Goodies")

Collectors' alert! Like with the launch of the original Metal Gear Solid, Konami is planning a limited-edition premium package of Metal Gear Solid 2: Sons of Liberty. It includes a making-of MGS2 DVD, a 70-plus page book and—check this out—a metallic Solid Snake action figure. All this for 9,800 yen (about \$83). We confirmed that just like the first premium package, America won't be getting 'tin' tight li'l' bundle. If you want it, you'd better get those reservations in early at your favorite import-game retailer.

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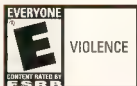
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PREMIUM GEAR

Konami plans to offer two versions of Metal Gear Solid 2 in Japan when it goes on sale there in late November—the standard version (for about \$50) and the deluxe Limited Edition set you see here for a little over \$80. It'll include a special art booklet, a making-of DVD featurette, and a Solid Snake metal figurine. This one has eBay written all over it....

One Last Peek at MGS2

New details and inside info—read at your own risk!



Nov. 13, 2001—the date many PS2 owners are waiting for—is almost upon us. That Tuesday, slap-bang in the middle of video gaming's crazy season, is the day everyone will finally be able to play Metal Gear Solid 2.

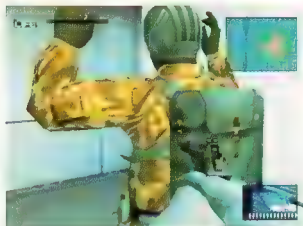
Recently we were lucky enough to spend a significant amount of time with an almost-final build of the game, and we're positively bursting with excitement about the whole thing. You'll have to wait until next issue for our full review, but we wanted to share with you the latest information we had.

First of all, like the last game, MGS2 is something you'll want to sit back and enjoy. Maybe you pride yourself in being able to blast through the demo in a couple of minutes, but the first time through the full version, you'll

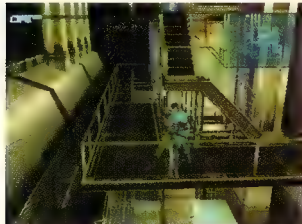
want to savor every moment that Hideo Kojima and his team throw at you. And while the gameplay is mostly what we expected (mostly), it's the execution of a complex and wonderfully crafted story that really sets this sequel apart. If you don't pay attention, you could miss important details.

If you've been a fan of the Metal Gear series since the early days, you'll be pleased to know that most of the loose ends will be tied up nicely by the end of MGS2. Questions remaining from the PlayStation game, and even the Nintendo 8-bit original and Japan-only sequel, are finally answered, providing a definitive conclusion to the story. It's full of twists, turns and deceptions, and like a really great movie, it'll keep you guessing all the way

Cont. on page 63



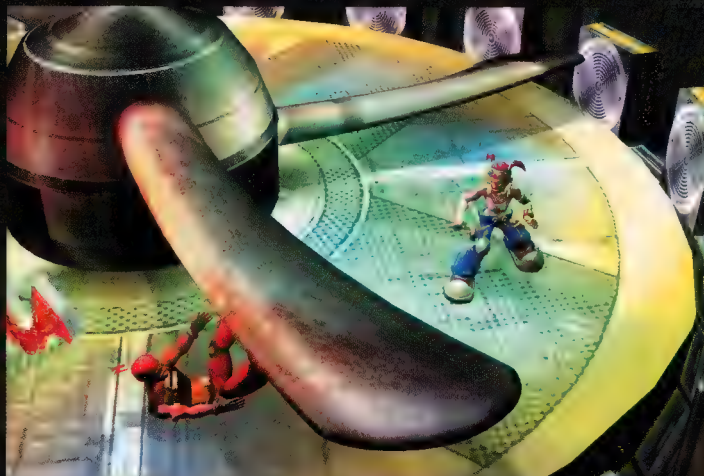
The only way to get guards' dog tags is to hold them up—can you collect all 100?



The playable MGS2 demo that came with Z.O.E showed you some, but not all, of Snake's exploits on the tanker. Don't worry, you'll get off it eventually...



There's a lot more enemy hardware, and you know it's going to come after you.



FAILURE

SECOND PLACE IS REALLY JUST THE FIRST LOSER!



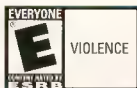
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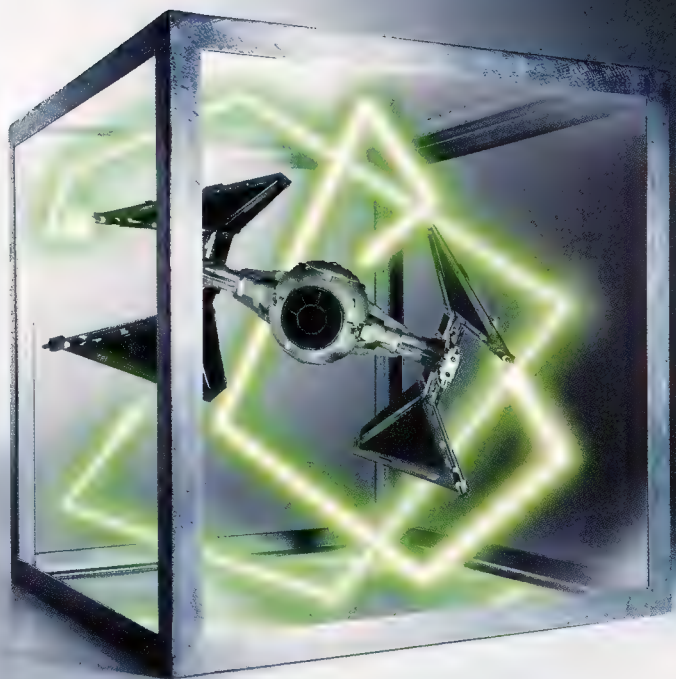


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XBOX





FOR MORE ON MGS2...

...check out our October 2001 issue. What?! You missed it? It has exclusive screens, behind-the-scenes photos of the Konami development offices, plus interviews with Kojima, MGS2 artist Yoji Shinkawa, and the voice of Solid Snake, David Hayter. It's even got the background story you need to be ready for MGS2—go find a copy! Now!

Metal Gear continued

to the end. Some *major* plot developments, even early in the game, will make you scream at your TV in disbelief, and even wonder if someone slipped something "funny" into Hideo Kojima's tea while he was dreaming this one up. Old characters return, new ones appear, and everything we thought we knew is turned on its head. And true to what David Hayter, the voice actor for Solid Snake, told us, there's a lot of humor as well.

Beginning to end, first time through, we figure it'll take a good 15 hours to finish MGS2—roughly the same length of the last game. A few little surprises encourage replay: If you're skillful enough to "hold up" all the bad guys and steal their dog tags (with the names of contest winners, the development team, and the bosses in the game on them) you might just earn something new. 🐶

Special thanks to Official U.S. PlayStation Magazine for these screens.



Do all Marines look like Henry Rollins? Perhaps, but Snake doesn't want to fight.

Haven't We Met?

Many more characters are woven into MGS2 than in previous games, and while some are brand-new, like Olga (seen snoozing on the right) and lucky freak Fortune (far bottom right), expect some surprises in the form of old favorites. Raven and the Ninja are back...but they aren't. Well, sort of. We're starting to sound like a Metal Gear storyline ourselves, aren't we?



STAR WARS ROGUE LEADER ROGUE SQUADRON II



Violence



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PlayStation 2



Dreamcast.



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New Look at Soul Calibur 2

Soul Calibur 2, Namco's follow-up to their critically acclaimed 3D fighter, is shaping up nicely and we've got a bunch of new screens to prove it. A couple issues ago, EGM first broke news that SC2, a game most people expected to see on the PS2, was coming out for Nintendo's GameCube. Shortly afterward, Namco set minds at ease by announcing that SC2 will see a simultaneous worldwide release on all three major platforms (PS2, Xbox and GC). As for when the game will actually see light of day, all we can say is: sometime, 2002.

Namco's been keeping a tight sheath over their new weapon; so tight in fact, that we're only able to figure out some of the tweaks they're making to the Calibur secret sauce. Take a gander at the screenshots here, and you'll quickly spot the most obvious changes to SC's gameplay. Unlike Soul Calibur 1, where all of the fighting takes place on flat platforms, SC2's stages are actual 3D arenas with plenty of walls to slam into (as well as edges for those pesky ring-outs). Combine these enormous levels, with Soul Calibur's intuitive 8-Way Run system that grants you full 3D movement, and you can imagine the strategic importance of positioning on a given stage.

We've been told by inside sources that SC2 will have a total of 16-20 fighters. The roster will largely be made up of beloved returnees such as Mitsurugi, Taki, Ivy, Siegfried (and his alter-ego, Nightmare), Astaroth and Kilik. Any true Soul Calibur player knows that fighters are as good as what they're holding in their hands, so SC2 will also feature at least five newcomers wielding new weapons like rapiers and tonfas. The screenshots you see here were taken from the System 246 (PS2-compatible arcade board) version of the game. Look good, don't they? What this means is that PS2 owners can expect similar graphics when SC2 finally hits home consoles in 2002. 



Astaroth, the only character in fighting game history to have so much love, his heart is literally bursting from his chest. He should be a lover, not a...um, demonic axe murderer.



Notice how Mitsurugi uses his scabbard to deflect Anna Kournikova's brutal forearm.



Cassandra and Mitsurugi coming to blows at an Amish housing development.



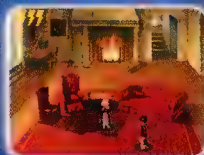
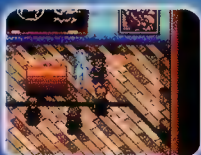
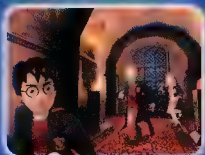
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POKÉMON MINI

What is it? Pokémon Mini, a small, portable system about the size of a Dreamcast VMU.

What can I do with it? Play special Pokémon-themed games (pinball, puzzle and party games are planned) that Nintendo will release on cartridges. (See? They haven't given them up!)

How much is it and when can I buy it? It comes out in Japan later this year, but a U.S. release hasn't been determined.

Ever Wondered?

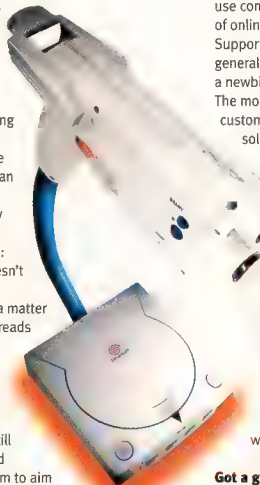
Every month, we dig into our mailbag and yank out your questions about life, the universe and everything. Then we toss those and answer a bunch of Q's about game stuff.

Shoot First. Ask Questions Later

Q: How the heck do light guns work?

A: The full answer here is complicated, involving TV refresh rates and sensors that read your TV's raster scan. So to boil it down to terms we can all understand, we turn to Ralph Baer, the very man who invented the light gun more than 30 years ago (see page 52). "It's simple," Baer says. "Your target is basically a spot generated on the screen, and when you line up the light sensor and lens contained within the light gun—so that the bright white light from the spot gets focused on the sensor—the [gun] then outputs a signal that 'tells' the game electronics that you are lined up with the target. If the player pulls the trigger at the same time, the game will score a hit and do whatever the rules call for. If the trigger is pulled and the gun is not aligned properly—in other words, the spot's light doesn't fall on the gun's sensor—then it's a miss." For example, in Baer's earliest games, the target spot would simply vanish when you scored a hit. Nowadays, shooting games are complicated to the point where you can score hits on particular bad-guy body parts.

So there you go: Your light gun doesn't actually shoot anything—it's all a matter of how its sensor reads what it "sees" on the screen, and then how the game interprets that data. Of course, you can still mess with your kid brother and tell him to aim carefully or he might set the drapes on fire.



Region Restricted

Q: Why do hardware companies put lockouts on their systems that prevent you from playing games from other countries?

A: We can think of three reasons: money, money and more money. Hardware manufacturers like Nintendo and Sony have their own subsidiaries in every major region of the world, where they strike licensing deals with game publishers and even sometimes help market their titles. "Without regional lockouts, people may buy a foreign version instead of the domestic release," says Leonard Herman, author of the definitive *Phoenix: The Fall & Rise of Video Games*. "The net result is a lack of profits for the domestic [game publishers and hardware manufacturers]."

Mod in the USA

Q: But can modifying my console to play import games mess it up?

A: Make no mistake: Inserting mod chips—available for the PlayStation and Dreamcast to bypass their regional lockouts so they can play import titles—will void your manufacturer's warranty. So be sure to "follow directions and use common sense," counsels Peter Mui, owner of online game-import shop National Console Support Inc. (www.ncsx.com). "Mod chips are generally simple to install but daunting if you're a newbie who's never handled a soldering iron. The most common problem we see when customers send in failed mod attempts is the soldering of two or more points that shouldn't be joined, which may cause a short upon power-up. Another common mistake is the use of heavy gauge wire. Thick wire can lift entire solder points and linked traces off motherboards, rendering the board non-functional." So if you take your console's life into your own hands, good luck. Maybe you should just pay to have it done by a professional. Once properly soldered into place, the chips won't hurt your system or shorten its life, and you'll have access to the wide, wide world of import gaming.

—Chris Baker

Got a gaming mystery? E-mail it to EGM@ziffdavis.com with the subject header "Ever wondered?" and we'll solve it for you.

TIDBITS

Ubi Brings RPG to GC

One of the genres the GameCube lacks so far is role-playing games. Fear not, Ubi Soft is scheduled to publish Evolution Worlds for the "Cube in the first half of 2002. Worlds is the third RPG in the Evolution series, the first two of which were developed in Japan by Sting for Dreamcast and later brought to the U.S. by Ubi Soft.

PSO Ver. 2 Comes To PC

You played it on Dreamcast, you'll soon play it on GameCube, and now you can add one more platform to the list that'll have Phantasy Star Online: the PC. It's unknown at this point whether you can play cross-platform games. PSO Ver. 2 for the PC will be out in Japan later this year. A U.S. release is not planned at this time.

This Month on Electric Playground



Looking for something to watch on Friday nights? Check out *Electric Playground*, shown at 7:30 p.m. EST in the U.S. on Discovery Science and in Canada on Space Channel at 12:30 p.m. EST.

There you'll find plenty of good gaming info and reviews with hosts Tommy Tallarico and Victor Lucas. The new season, originally scheduled to begin in October, is postponed until November. Here's what to expect:

Episode 7-01: Head-to-head comparison of NFL 2K2 vs. Madden 2002; Spy Hunter (PS2) and Crash Bandicoot (GBA); and game music composer Tommy Tallarico explains how he got his start.

Episode 7-02: A quick-and-dirty guide to DTS and the use of surround sound in video games; Jet Set Radio Future (Xbox) and Smuggler's Run 2 (PS2); and the latest games in Japanese giant robot series Gundam.

Episode 7-03: EP heads to Dolby Labs in part two of their report on surround sound; the PC titles Real War and Aliens Vs. Predator 2, and Transworld Surf for Xbox.

Episode 7-04: Casper (PS2) and Super Monkey Ball (GC); an interview with Ed Logg, creator of Asteroids and Centipede; and a segment on how creators put real-life cars into games.

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PlayStation 2



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USE OF ALCOHOL

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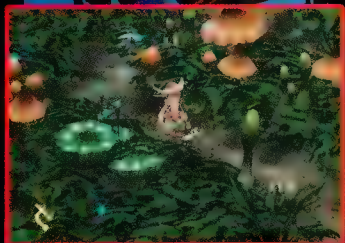
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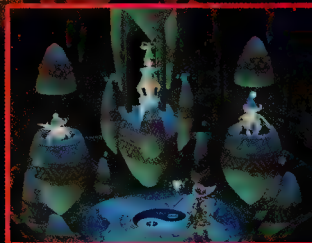
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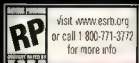
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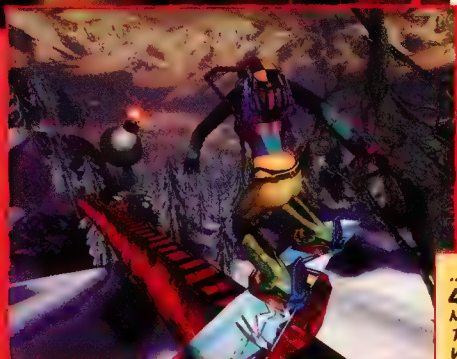


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BOOM!!



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SOMETHING BIG IS GOING ON UP THERE.
SHE FOUND AN ARTILLERY CANNON...**

**...AS WELL AS WHAT HAPPENED TO BE
UNASSEMBLED BOMB PARTS.
NAYA IS CERTAIN THAT THE CHIEF IS UP
TO NO GOOD AND IS READY TO DO
WHATEVER IT TAKES TO FOIL HIS PLANS.**

**YOU CAN'T
SHOOT WHAT
YOU CAN'T
CATCH! THE
CHIEF'S GONNA
BE SORRY WHEN
I GET UP TO
THE
SUMMIT!**



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IT SEEMS.**

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PlayStation®2



www.thq.com



PRESS
START



Front



Back

DOUBLES AS A CIRCULAR SAW

Ben Heckendorn, the guy we told you about in issue #144, who made a portable Atari 2600, has done it again. This time, he's made a PlayStation handheld, called the Psp. He's not selling it, so leave your money in your wallet. You can check out more pictures and video of the Psp in action at <http://www.classicgaming.com/vcsp/>.

DEVELOPER PROFILE



Crystal's *Mad Dash Racing* (Xbox, shown above) will be out in November.

Crystal Dynamics

Year Founded: 1992

Location: Menlo Park, CA

Web Site: www.crystald.com

of people: About 120

Previous work: *Crash N' Burn*, *Total Eclipse*, *Off-World Interceptor*, *Gex (3DO)*; *Solar Eclipse* (Saturn); *Gex 2*, *Gex 3*, *Walt Disney World Racing*, *Akuji the Heartless* (PS1).

Current projects: *Blood Omen 2* (PS2 and Xbox) and *Mad Dash Racing* (Xbox).

Will we ever see another Gex?: We talk about it all the time. We'd love to hear feedback on what people think.

Is it true that one level of Mad Dash can be bigger than all of Gex 3?: In terms of polygons, yes. The levels are huge and have lots of hidden paths.

What's the Blood Omen 2 team's background and composition? Are there lots of people on BO2 who worked on Soul Reaver 1 or 2?: A few are from SR1. Most people are very experienced game makers from all over the industry.

Any movies, books or games that inspired you when working on BO2?: We looked at all the vampire movies we could, plus we watched *City of Lost Children* for a look, *Bram Stoker's Dracula* for art design, some fighting games for the combat, and of course the first *Blood Omen*.

Which system in this generation are you most excited about?: All the current platforms allow us to use thousands of polys, millions of colors, so it really doesn't matter. They really let us create the games we've always dreamed we could make.

What snack foods keep you going on development sessions?: Lots of soda (Coke, Pepsi), gallons of coffee, M&Ms, and assorted other junk food.

Quartermann - Game Gossip & Speculation

No time for pleasantries, rumor-fanatics. The Q's gotta jump in and do his thang:

...Kazunori Yamauchi and the folks over at **Polyphony Digital** are hard at work on a new PS2 game that will no doubt be just as genre-defining as their last effort, *Gran Turismo 3*. No, not GT4. Here's a hint: It's racing on **two wheels**... The Q's sources have heard that the success of the GBA *Circle of the Moon* has made **Konami** decide that the next **PS2 Castlevania** will be 2D (yahoo!)

...Remember how a lot of people were miffed when the GameCube *Zelda* really turned out not to look anything like those lil' demo videos we all oohed and aahed over a year ago? Looks like a similar change may be in the future for **GameCube Mario (Mario Sunshine)**. Be prepared to see something very different from *Mario 64* come next year.... In other GameCube news, we'll be playing Rare's new **Donkey Kong** (not the already-announced DK Racing, but a new game) before Joanna Dark returns to

game screens everywhere in *Perfect Dark Zero*... **Godzilla? On GameCube?** Yes, the big lizard (err, sorry, dinosaur) will stomp his way back into video games next year.

...**EA** will soon revive their **Need For Speed** franchise, bringing it back for most next-gen systems. Now how about a new *Road Rash*, eh? And this time, make sure it's good! On the **Xbox** front, it looks like there will be many more games in the **Oddworld** series. Originally, it was gonna be five games, but that number has changed and now could be as high as 10....



That's all for this month. Now I gotta go grab a lawnchair and camp out 'til they'll let me into the store to pick up my Xbox and GameCube. Got somethin' ta say? E-mail me at quartermann@ziffdavis.com.

—The Q

METAL GEAR SOLID 2 WATCH

After a big con-fab with the Q-Mann and a codec transmission from secret agent Jack Fanshawe, we gleaned a few last-minute surprises about the game we're all waiting for. It's out this month, so we certainly don't want to ruin anything, but if you want some hints about what you still don't know about MGS2 (and believe us, you don't know the *half* of it) read on:

! POSSIBLE SPOILER WARNING! These are only hints, but depending on how anal you are about MGS2 you might not want to read any further. We won't give anything big away (that we haven't already), but these are some good hints. Read on at your own risk!

! Two people in the second trailer are related, and we aren't talking about Olga and Colonel Gurlukovich. Can you figure out which two?

! On an unrelated note, we hear we'll be seeing a relative of Ocelot's at some point as well...

! Seems like everyone's been wondering what other characters will return from the last Metal Gear. Mei Ling? Snake mentioned her in the first demo, didn't he?... Bet we'll be hearing from her

again. The Colonel? He and Snake are old buddies, ya know, and he probably has other friends as well...

! We have been assuming all along that the Ninja was Grey Fox, but after we looked at the footage a few more (hundred) times we aren't so sure. It oh-so-briefly flashes the face inside as he tells Snake, "I'm like you—I have no name," but it doesn't look like old Foxy to us. Besides, Grey Fox got pulverized by the last Metal Gear. Could it be someone else...?

! Kojima told us in our interview his team visited not only a real tanker to research MGS2, but also a nuclear power plant. Now we've seen the tanker, but we haven't seen anywhere else... or have we? What about that long tunnel near the end of the second trailer? So does this mean that Snake gets off the boat?

! And there's one secret so huge, so earth-shattering that...well, so big in fact that we can't tell you about it! You'll just have to wait until Nov. 13!

—Mark MacDonald

THE WORLD NEEDS A HERO AND THERE IS ONLY ONE MAN FOR THE JOB.

007

Agent Under Fire

EA GAMES and MGM INTERACTIVE presents

James Bond 007™ in AGENT UNDER FIRE™

An all-new ACTION-PACKED ADVENTURE. Designed specifically for the PlayStation™2, immerse yourself in 12 PULSE-POUNGING MISSIONS. Intense FIRST-PERSON ACTION. Riveting DRIVING LEVELS in exotic sports cars, including the ASTON MARTIN™ DB5, BMW™ 750iL and BMW™ Z8. Enjoy state-of-the-art GADGETS. World HI-TECH WEAPONRY. Meet STUNNING BOND GIRLS. Journey to EXOTIC LOCATIONS across the globe. Engage your friends in FOUR-PLAYER SPLIT-SCREEN action. The next generation of BOND has arrived.

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An All-new, Original Storyline

Enter the dangerous world of 007 in a brand new thrill-packed adventure created specifically for the PlayStation®2 Computer Entertainment System.

Beautiful Bond Girls

Encounter a new set of beautiful Bond girls. Some want to kiss him, others want to harm him. Either way, none of them can resist him.

Exotic Automobiles

Get behind the wheel of the world's most desirable supercars: the Aston Martin™ DBS, BMW™ 750L and BMW™ Z8. All of them customized to Bond's exacting specifications.

State-of-the-art Gadgets

A supervillain wouldn't be caught dead without state-of-the-art gadgets up his sleeve. Use Q-brain's latest creations to help Bond pull through even the most lethal encounters.

12 Action-Packed Missions

Complete 12 fully-immersive first-person missions, including white-knuckled driving levels. Employ guns and gadgets to survive or go kick-for-leather using Krapower and Uncle Icarus.

Hi-tech Weaponry

Hi-tech hardware and an arsenal of deadly weaponry mean that Bond is fully-equipped when subterfuge fails and serious Krapower is called for.

Devious Villains and Treacherous Henchmen

An evil plot would be complete without a psychotic villain and his henchmen. Defeat them, get the girl and save the world. It's all in a day's work for Bond.

Thrilling Locations

An adventure that spans the globe. From the Swiss Alps to the South China Sea, each exotic location is brought convincingly to life.

Multi-player Support

Four agents for the price of one. Enjoy 4-player split-screen action courtesy of the PlayStation®2's multi-tap facility.

007

Agent Under Fire



PlayStation 2



ESRB
TEEN
Suggestive Themes
Violence





The Top 20 Best-Selling Games of August 2001

It's not hard to tell that football season is upon us, eh? **Electronic Arts** is simply cleaning up with their **Madden** and **NCAA** franchises. And better yet, they kept **Nintendo's** little munchkins at bay. In fact, only one **Pokémon** game of any kind made the charts this month. Somebody call Guinness! Meanwhile the last generation of systems just won't say die, with both **PlayStation** and **Dreamcast** putting up some good numbers. Actually, this is one of the best months we can remember for Dreamcast software, ever. Weird how it took the death of the console to drive software sales up.

1	Madden NFL 2002 Electronic Arts	9.5 Dan L	9.5 Dean	9.0 Kraig	PS2		
2	Pokémon Crystal Nintendo	7.0 Chris	7.5 Jeanne	3.5 Mark	GAME BOY COLOR		
3	Gran Turismo 3 A-spec Sony CEA	10 Che	10 Greg	10 Jonathan	PS2		
4	Super Mario Advance Nintendo	9.0 Chris	8.0 Mark	8.0 Shoe	GAME BOY ADVANCE		
5	NCAA Football 2002 Electronic Arts	8.5 Dan L	9.0 Dean	9.0 Kraig	PS2		
6	Mario Kart: Super Circuit Nintendo	8.0 Chris	9.0 Crispin	8.5 Jonathan	GAME BOY ADVANCE		
7	Resident Evil Code: Veronica X Capcom	9.0 Che	9.0 Jonathan	9.0 Mark	PS2		
8	Madden NFL 2002 Electronic Arts	7.0 Kraig			PS2		
9	World Series Baseball 2002 Sega	6.0 Dan L	6.0 Dean	4.5 Kraig			
10	NBA Street Electronic Arts	9.5 Dan L	8.5 Dean	7.5 Kraig	PS2		

11	Gran Turismo 2 Sony CEA			
12	Spyro: Year of the Dragon Sony CEA			
13	Final Fantasy Tactics Sony CEA			
14	Tony Hawk's Pro Skater 2 Activision			
15	Legend of Zelda: Oracle of Ages Nintendo			
16	Crash Bash Sony CEA			
17	Legend of Zelda: Oracle of Seasons Nintendo			
18	Sonic Adventure 2 Sega			
19	Super Smash Bros. Nintendo			
20	Final Fantasy Chronicles Square EA			

Source: NPD TRSIS Video Games Service. Call Kristin Barnett-von Korff at (516) 625-2483 for questions regarding this list. Chart description written by EGM staff. News Editor Chris Johnston allegedly has a thing for monkeys. Creepy, no?

1	Ace Combat 4: Shattered Skies Namco	PS2	Were it not for Jikkyo Powerful Pro Baseball, this week's Japan chart would've been made up of games that are also coming out in the states. It's rare that the list doesn't have some dating sim that'd never see the light of day in the U.S. All three GC games charted, but none sold enough to nab the top spot during the launch week.
2	Capcom vs. SNK 2 Millionaire Capcom	PS2	
3	Luigi's Mansion Nintendo		
4	Capcom vs. SNK 2 Millionaire Capcom		
5	Gundam 0079 Zeonic Front Bandai	PS2	
6	Wave Race: Blue Storm Nintendo		
7	Jikkyo Powerful Pro Baseball 8 Konami	PS2	
8	Minna no Golf 3 Sony CEI	PS2	
9	Devil May Cry Capcom	PS2	
10	Top Monkey Ball Sega		

Source: Weekly Famitsu, week ending 9/20/2001



PRESS
START

Coming Soon

November

PlayStation 2	
Baldur's Gate—Interplay	Adventure/RPG
Blood Omen 2—Eidos	Adventure
Burnout—Acclaim	Racing
Capcom vs. SNK 2—Capcom	Fighting
Dark Summit—THQ	Sports
Deus Ex—Eidos	Action
Dynasty Warriors 3—Koei	Action
Evil Twin—Ubi Soft	Adventure
Frequency—Sony CEA	Music
Jeremy McGrath Supercross—Acclaim	Sports
Jonny Moseley Mad Trix—3DO	Sports
Legion: Legend of Excalibur—Midway	Action
Metal Gear Solid 2—Konami	Action
NBA 2k2—Sega	Sports
NBA Live 2002—Electronic Arts	Sports
NFL Blitz 20-02—Midway	Sports
Police 911—Konami	Action
Shaun Palmer's Pro Snowboarder—Activision	Sports
Simpsons Road Rage—Electronic Arts	Racing
SOCOM: U.S. Navy SEALs—Sony CEA	Action
SSX Tricky—Electronic Arts	Sports
Test Drive—Infogrames	Racing
Tetris Worlds—THQ	Puzzle
Tsugunai—Atlus	RPG
Vampire Night—Namco	Light Gun
Wave Rally—Eidos	Racing
GameCube	
FIFA Soccer 2002—Electronic Arts	Sports
Luigi's Mansion—Nintendo	Adventure
Madden NFL 2002—Electronic Arts	Sports
Star Wars Rogue Leader—LucasArts	Action
Super Monkey Ball—Sega	Puzzle
Wave Race: Blue Storm—Nintendo	Racing
Xbox	
4x4 Evolution 2—GODGames	Racing
Air Force Delta Storm—Konami	Action
Amped—Microsoft	Sports
Arctic Thunder—Midway	Racing
Blood Omen 2—Eidos	Adventure
Cel Damage—Electronic Arts	Action
Dark Summit—THQ	Sports
Dead or Alive 3—Tecmo	Fighting
ESPN NFL PrimeTime—Konami	Sports
Halo—Microsoft	Action
Kabuki Warriors—Crave	Fighting
Mad Dash Racing—Eidos	Racing
Madden NFL 2002—Electronic Arts	Sports
Max Payne—Rockstar	Action
MX 2002 Featuring Ricky Carmichael—THQ	Racing
NASCAR Heat 2002—Infogrames	Sports
NASCAR Thunder 2002—Electronic Arts	Racing
New Legends—THQ	Action
NFL Fever 2002—Microsoft	Sports
Nightcaster—Microsoft	Adventure
Oddworld: Munch's Rhapsody—Microsoft	Adv.
Project Gotham Racing—Eidos	Racing
Shrek—TDK MediaActive	Adventure
Star Wars: Starfighter SE—LucasArts	Action
Tony Hawk's Pro Skater 2X—Activision	Sports
True Blood Surf—Infogrames	Sports
UFC Tapout—Crave	Fighting
WWF: Raw Is War—THQ	Sports
PlayStation	
Harry Potter—Electronic Arts	Adventure
Hoshigami—Atlus	Strategy-RPG
Twisted Metal: Small Brawl—Sony CEA	Action

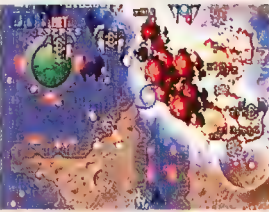
Breath of Fire—Capcom	RPG
Dave Mirra BMX—Acclaim	Sports
Evolution—Activision	Adventure
Golden Sun—Nintendo	RPG
Gradius Galaxies—Konami	Shooter
Harry Potter—Electronic Arts	Adventure
Klonoa: Empire of Dreams—Namco	Action
Madden NFL 2002—Electronic Arts	Sports
Mat Hoffman's Pro BMX—Activision	Sports
Super Bust-A-Move—Acclaim	Puzzle
Spyro the Dragon—Universal	Adventure
Tekken—Namco	Fighting
Wario Land 4—Nintendo	Adventure
WWF Road to Wrestlemania—THQ	Sports

December

PlayStation 2	
Grandia II—Ubi Soft	RPG
Jade Cocoon 2—Ubi Soft	RPG
Jak and Daxter—Sony CEA	Adventure
Rayman Arena—Ubi Soft	Action
Wizardry: Forsaken Land—Atlus	RPG
GameCube	
All-Star Baseball 2002—Acclaim	Sports
Crazy Taxi—Acclaim	Racing
Dave Mirra Freestyle BMX 2—Acclaim	Sports
Eternal Darkness—Nintendo	Adventure
Extreme G III—Acclaim	Racing
Galleon: Islands of Mystery—Interplay	Adventure
Legends of Wrestling—Acclaim	Sports
NFL Blitz 20-02—Midway	Sports
NHL Hitz 20-02—Midway	Sports
Pikmin—Nintendo	Misc.
SSX Tricky—Electronic Arts	Sports
Super Smash Bros. Melee—Nintendo	Fighting
Xbox	
Azurik: Rise of Perathia—Microsoft	Adventure
Batman Vengeance—Ubi Soft	Adventure
Dave Mirra Freestyle BMX 2—Acclaim	Sports
Fuzion Frenzy—Microsoft	Action
NBA Live 2002—Electronic Arts	Sports
NFL 2k2—Sega	Sports
Star Wars: Obi-Wan—LucasArts	Adventure
PlayStation	
Shenmue II—Sega	Adventure
PlayStation	
Mega Man X6—Capcom	Action
Xbox	
Columns—Sega	Puzzle
Shaun Palmer's Pro Snowboarder—Activision	Sports
Sonic Advance—Sega	Action
Star Wars: Jedi Power Battles—LucasArts	Action
PlayStation 2	
Commandos 2—Eidos	Strategy
Final Fantasy X—Square EA	RPG
Eve of Extinction—Eidos	Action
Namco Museum—Namco	Misc.
Star Wars Racer: Revenge—LucasArts	Racing
State of Emergency—Rockstar	Action
The Lost—Crave	Adventure
Xbox	
Duke Nukem—Take 2	Action
Mortal Kombat Advance—Midway	Fighting
Tekken—Namco	Fighting

January

Zanac X Zanac



Import Pick of the Month: In Japan, Compile is best known for the puzzle series Puyo Puyo. But 15 years ago, they created a fun 11l' shooter called Zanac, and they're bringing it back with Zanac X Zanac (PlayStation). It's a compilation that includes the original and Zanac Neo, a souped-up version for the 21st century. The chance of this coming to the U.S. is nil, so if you liked the NES original, better plan to import.

PlayStation
Nov. Zanac X Zanac, Compile (Shooter)

PlayStation 2
11/15 Seigi no Mikata, Sony CEI (Misc.)
11/15 Seaman, Ascii (Virtual Pet)
11/29 Guilty Gear Plus, Sammy (Fighting)
Nov. Gun Survivor 2: Bio Hazard Code: Veronica, Capcom (Shooting)
Nov. Legaia Duel Saga, Sony CEI (RPG)
12/6 Vampire Night, Namco (Light Gun)
12/20 Tokimeki Memorial 3, Konami (Dating Sim)
Dec. Suikoden III, Konami (RPG)
Dec. Xenosaga Episode 1, Namco (RPG)

Dreamcast
11/15 Power Smash 2, Sega (Arcade)
Dec. Sakura Taisen Online, Sega (Action/Dating RPG)

Game Boy Advance
12/7 Magical Vacation, Nintendo (RPG)
Dec. Battle Network Rockman EXE 2, Capcom (Action)
Dec. The King of Fighters Advance, Marvelous Entertainment (Fighting)

GameCube
10/26 Pikmin, Nintendo (Misc.)
11/21 Dairintou Smash Brothers DX, Nintendo (Fighting)
12/14 Animal Forest Plus, Nintendo (RPG)

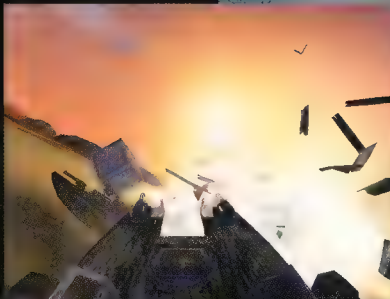
*Schedule subject to change without notice. Consult your local import game store for the latest release info. Some assembly required.

Out here,

amongst the clouds

and the sea,

a chain gun.



Get sail aboard a
torpedo-laden gunboat
and while away your
days destroying Devil
boats, forts and shore
batteries. Paradise
awaits in the Dragon Sea

...
a course
for
destruction.

BLOOD WAKE™

bloodwake.com

STORMFRONT
STUDIOS

ONLY ON
XBOX



THE
HSU AND CHAN
PLAYERS
PRESENT...

GAME NOIR

THERE'S 8,000
PALOOKAS IN
THE BIG CITY
TONIGHT.

EVERY
ONE OF 'EM'S
GOT A
STORY.

GRANTED
MOST OF
'EM ARE
PRETTY DAMN
BORING...

MY NAME'S HARRY
BOOKER, P!

THAT'S PRIVATE
INVESTIGATOR
TO YOU.

SO WHAT'S
YOUR STORY,
DOLLFACE?

WEDNESDAY NIGHTS
ARE GENERALLY
PRETTY SLOW FOR
BUSINESS, USUALLY
ENDING TO THE
FACT THAT THE
OFFICE CLOSES
AT 3 P.M.

I WAS GETTING
PRETTY DEEP IN-
TO CONVERSATION
WITH THE OLD
BUDDY ZACK,
DANIELS WHEN
HE HEARD A
KNOCK AT THE
DOOR.

THIS WAS WHAT I SAW ON THE OTHER
SIDE. IT JUSTIFIED ALL THOSE OTHER
TIMES I OPENED THE DOOR AT NIGHT AND
FOUND ONLY MY BOOKIE'S FRIENDS
HOLDING LOUISVILLE SLUGGERS.

IT'S ABOUT
MY HUSBAND...

HER FACE HIT ME LIKE A SHOT OF BOURBON.
OR MAYBE IT ACTUALLY WAS A SHOT OF BOUR-
BON. DIFFICULT TO TELL, NOW. SHE WAS BEAUTI-
FUL -- A HARD KIND OF BEAUTY, LIKE DIAMONDS
OR... UM... SOME OTHER KIND OF PRETTY ROCK.
SHE WAS ALSO MARRIED, BUT WHEN YOU'VE
SPENT AS LONG IN THE BIG CITY AS I HAVE,
YOU EVENTUALLY STOP BEIN' PICKY.

HIS NAME
IS ZACHARY
DANIELS.

HAVE YOU
HEARD OF
HIM?

DIDN'T RING
ANY BELLS,
BUT I KNOW
HOW TO WORK
MY CLIENTS.

OF COURSE!
WHO IN
THIS BURG
DOESN'T
KNOW OL'
DAVID?

DANIELS.

YEAH,
HUN.

HE'S A MAGAZINE
PUBLISHER -- HIS
COMPANY PRODUCES
ABOUT HALF OF ALL
THE TECHNOLOGY-
RELATED MAGAZINES
YOU SEE ON THE
NEWSSTANDS.

ONE OF THEM
IS ABOUT
VIDEO GAMES.
HE'S IN SERIOUS
TROUBLE, MR. BOOKER.

PF. SMALL
WONDER
THERE.

IT GOES WITHOUT SAYIN' THAT I
TOOK THE CASE -- A GIRL LIVES
THAT DON'T COME BY EVERY DAMN
BESIDES, IF WHAT SHE HAD TOLD
ME WAS TRUE, IT WAS NEARLY
LIKELY SHE'D BE ONE VERY RICH,
ELIGIBLE WIDOW WITHIN A
FORTNIGHT.

ON THE WAY OUTTA
MY OFFICE I RAN
INTO POLICE CAP-
TAIN ACE
KNUCKLES.

HE'S KIND OF A
GOOBY-GOOBY, BUT
HE HELPS OUT WITH
THE PARKING TICKETS
NOW AND AGAIN.

WHEN BOOKER!
WAS THAT THE DANIELS
LADY I JUST SAW
WALK OUTTA THERE?

MAYBE IT
WAS. AM
MAYBE IT
WASN'T.

WHAT'S IT
TO YOU?

DON'T BE A WIDEAKEAR,
HARRY. YOU DON'T
WANTTA GET MIXED UP
WITH THAT DAME --
SHE'S TROUBLE
WITH
CAPITAL 'T'!

WHAT, ACE?
YOU MY
MURDERING
ALLA
SUSPECT?
I CAN
TAKE CARE
OF MYSELF.

DID YOU KNOW
YOU JUST SET
YOUR NERVE ON
FIRE?

YEAH, I
NOTICED THAT
GIMME A
MINUTE.

OW! OW!

I DECIDED TO
TAKE A QUICK
NAP TO CLEAR
THE BROTHERHOOD,
MY SYSTEM AND
REVIEW THE FACTS
OF THE CASE AS
THEY WERE PRE-
SENTED TO ME...

YEAH, I
NOTICED THAT
GIMME A
MINUTE.

OW! OW!

THIS DANIELS GUY PUTS OUT
A VIDEO GAME REVIEW
MAGAZINE. SOME OF THE
CONSOLE MANUFACTURERS
DON'T LIKE WHAT HE'S
WRITING ABOUT 'EM. HE
DOESN'T LET UP, SO THEY
THREATEN TO FULL ADVER-
TISING. DANIELS STILL DOESN'T
LET UP, AND THE NEXT THING
HE KNOWS HIS CAR'S BRAKE
LINE GETS CUT. HE WON'T
GO TO THE COPS, SO HIS
WIFE COMES TO ME TO
FIND OUT WHO PUT A
CONTRACT OUT ON HIM...
AND WHO HAS TAKEN IT.

I DON'T HAVE A LOT OF
CLUES, UNFORTUNATELY...
BUT WHAT I DO HAVE IS
A RELIABLE INFORMANT --
IT WAS TIME TO GO PAY
A VISIT TO SAMMY
THE SQUALER.

SAMMY'S A BARTENDER AT THE CASSABA, A
SEEDY LITTLE DIVE OWNED BY A ONE-
EYED FRANKIE NAMED PHILIP.
THE CLIENTELE HERE TENDS TOWARD THE
SHADY SIDE, SO IT'S A GOOD PLACE
FOR STRATEGIC EYESDROPPING.

HEY
SAMMY!

B-BEEN A
LONG
TIME!

CAN I
GET YOU
SOMETHING
OLD BUDDY?

WOULD YOU
ENTRUST IMPORTANT
SECRETS TO A GUY
NAMED "SAMMY
THE SQUALER"?

CRIPES, MY
OWN WIFE WONT
TELL ME WHERE THE
HIDE-A-WAY IS!

I HAVE
TO GET YOU
MYSELF
IN WITH
BRACKS
NIGHT!

YEAH, I'LL
TAKE AN
INFORMATION
MARTINI,
SHAKEN, NOT
STIRRED.

PH. HEH,
GEEZ,
HARRY,
WHOU WROG
I GOT
OUTTA THAT
SACKET
AGES AGO.
HEH...

WHO'S
TALKING TO
WHAKA ZACK
DANIELS?

IF YOU'RE HAVING
TROUBLE WITH
THE DRINK, SAMMY,
I THINK I CAN
HANDLE THE
SHAKING FOR YA.

(C-COMON,
HARRY,
PLEASE...)

GIMME
A BREAK
HERE...

NOOOO
NOOOO
NOOOO

AAIGH!

STOP!
ENOUGH!

I'LL
TALK!

OKAY, KEEP THIS
UNDER YOUR HAT,
BUT WHAT I HEAR IS
THAT THE DANIELS
CONTRACT HAS SOME-
THING TO DO WITH
GAMES!

THAT'S YOUR
INFORMATION?
I ALREADY
KNEW THAT!
EVERYBODY ALREADY
KNEW THAT!

CRIPES, MY
OWN WIFE WONT
TELL ME WHERE THE
HIDE-A-WAY IS!

I HAVE
TO GET YOU
MYSELF
IN WITH
BRACKS
NIGHT!

AAAIGH!! WHOADVA
EXPECT?
NOBODY TELLS ME
ANYTHING ANYMORE!

WOULD YOU
ENTRUST IMPORTANT
SECRETS TO A GUY
NAMED "SAMMY
THE SQUALER"?

CRIPES, MY
OWN WIFE WONT
TELL ME WHERE THE
HIDE-A-WAY IS!

I HAVE
TO GET YOU
MYSELF
IN WITH
BRACKS
NIGHT!

I GAVE SAMMY A COUPLE
SWIRLIES IN THE PUBLIC
TOILET FOR THE HECK OF IT,
AND WAS ABOUT TO LEAVE
WHEN THE OWNER, PHILIP
STOPPED ME.

EXCUSE ME!
HARRY
BOOKER!

...
THAT'S
"BOOKER"!

I BELIEVE YOU WILL
FIND WHAT YOU ARE
LOOKING FOR AT THIS
ADDRESS.

GO QUICKLY,
THERE'S NOT
MUCH TIME
I'D GO MYSELF
BUT I'M NOT
REAL USED TO
THIS EYE
PUSHES JUST
GET, AND
TEND TO
WALK AROUND
IN CIRCLES.

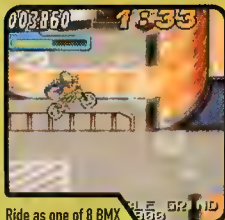
THE ADDRESS WAS
JUST A FEW BLOCKS
DOWN...

WHOA,
I'M GETTING
SICK!

TAKING OVER ALL SYSTEMS

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-gamespot.com, May '01

"...it's a blast and it lures me back time and time again..."

-PlayStation Magazine, June '01

"This is pick-up-and-play at its finest..."

-Official PlayStation Magazine, May '01



DROPPING IN THIS FALL

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Previews

This Month in Previews

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Jak and Daxter is 2002



WARNING:

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

We're sure you've noticed the conspicuous absence of both the Xbox and GameCube logos at the top of this page. No, we haven't sold out to Sony (despite what some Internet message board fanboys might tell you). Rather, all the Xbox and GameCube love has been moved to the massive system launch feature that follows the Previews section.

Some of you might be thinking to yourself, "I just laid out \$300 a year ago for a PS2, now I might have to buy two more consoles?" Well, not really. Don't let the hype surrounding these new systems blind you to the army of great PS2 games coming our way this holiday season. Games like *Jak and Daxter*, *WWF SmackDown!* and *Grand Theft Auto III* (not to mention *Metal Gear Solid 2*) easily hold their own against almost any GameCube or Xbox games we've played.

But the other systems? As you can see by the game directory to the left, the Dreamcast and PS1 are suffering



Given the staff's current fascination with HBO's *Band of Brothers*, is it any wonder we were excited to get new *Medal of Honor: Frontline* shots? Check page 126.

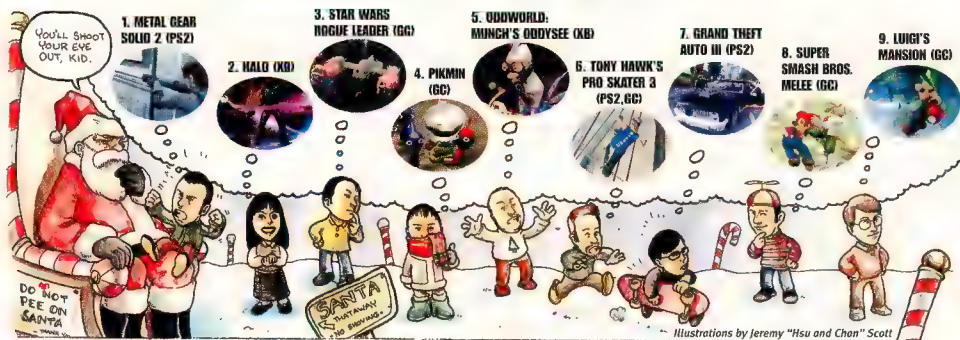
from a major case of slim pickins, especially during what should be the best time of the year for games. If you're still using one of those two consoles for your main gaming fix, it looks like it's definitely time to take that leap into the world of PS2, Xbox or GameCube.

But whatever your system of choice, expect all the info on the hottest upcoming games when Previews gets back to normal next month. 🎮

TOP 5 Preview Picks

- | | |
|-------------------------------------|---------------------------|
| 1. Jak and Daxter | PlayStation 2, December |
| 2. Super Mario Advance 2 | Game Boy Advance, 2002 |
| 3. Grand Theft Auto III | PlayStation 2, October |
| 4. Medal of Honor: Frontline | PlayStation 2, March 2002 |
| 5. Mat Hoffman's Pro BMX 2 | PlayStation 2, March 2002 |

EGM'S HOLIDAY WISH LIST: THE TOP NINE

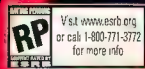




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to protect a young priestess who must participate in a ceremony to
halt the encroaching rebirth of Valmar, the God of Darkness.
Embroiled between the forces of good and evil, Ryudo must follow
his destiny and save the people he detests so much.



FACE THEIR DESTINY.

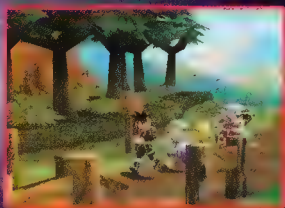
GRANDIA™

グランディア

II

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

Official PlayStation Magazine



Over 100 characters, all with unique personalities, beauty, and next-generation environments.



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



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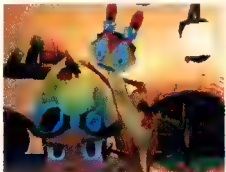


PlayStation®2

Jak and Daxter: The Precursor Legacy

Publisher:	Sony CEA
Developer:	Naughty Dog
Players:	1
Genre:	Action/Adventure
% Done:	75%
Release:	December 2001
Also Try:	Crash Bandicoot: Wrath of Cortex

Web Address: www.scea.com
The Good: Incredibly huge levels that never stop to load...ever.
The Bad: Your quest resembles an overblown scavenger hunt.
And The Ugly: Jak's friendship is strained when he considers cleaning Daxter's litter box.



Meet Jak and Daxter. Jak's the kid who's never watching anime for fashion tips, Daxter is his furry little friend. Any questions?

Jak plans a tasty bat roast for his buddy Daxter. Now if only he could get the damn things to stay still!



FRIENDS 4-EVER?

Will It Last?



Sure, they may be the best of friends now, but will Jak and Daxter's friendship withstand the rigors of fame and fortune? Other famous gaming duos have seen their relationships wither at the cold, cruel hands of success.

For example, look at Mario and Luigi. Back in the '80s these brothers were an inseparable team. Things started to go sour in the mid-'90s, and now they rarely appear in the same room, unless it's to brawl in Super Smash Bros.

A similar cautionary tale can be told of Billy and Jimmy Lee, the stars of the classic Double Dragon. They fought as a team to rescue a hottie named Marian. Once they actually found her, however, a vicious fight broke out over who got to have the girl.

PlayStation 2 gamers desperate for a platforming fix have had few options during the system's first year. Klonoa 2 is a pretty (if short) little romp, Stretch Panic is painfully weird and Donald Duck is, well...let's just move on. Sure, the PS2's popularity cannot be denied, but it sorely lacks a recognizable mascot. Enter Jak and Daxter. This pointy-eared hero and his goofy, furry sidekick have arrived to solve the PS2's run-'n'-jump identity crisis with a game that might even make a certain mustachioed plumber nervous.

Jak and Daxter: The Precursor Legacy comes with a powerful pedigree—developer Naughty Dog created the Crash Bandicoot games, the best-selling PlayStation series in the U.S. Since Universal owns the Crash license, Naughty Dog president Jason Rubin and his developers reached into a whole new bag of platforming tricks to create their first PS2 title once they were acquired by Sony. Crash's gameplay was fairly straightforward action stuff, but Jak and Daxter blends action, adventure and even role-playing elements to forge an entirely different experience. Even if you weren't exactly thrilled with

the Crash games, don't write off J&D yet. Rubin plainly admits, "We didn't want to go into the new system with an old set of rules and characters. Jak and Daxter benefited both from the knowledge of what to do, and what not to do."

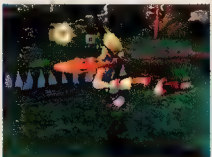
As the game opens, Jak and Daxter are two easygoing lads taking a leisurely stroll until Daxter accidentally falls into a puddle of mysterious glowing goo. The questionable slime is Dark Eco, magically enchanted energy that unfortunately transforms young Daxter into an Otzel, a small yet immensely irate otter/weasel mixture. As a caring friend, Jak agrees to help his buddy regain his humanity. Tragically, the only person who can aid his condition lives far to the north, so a massive quest ensues to return Daxter to his original form.

The dynamic duo's first challenge is a tropical training ground that allows you to familiarize yourself with their many moves. Two standard attacks are available: a Crash-inspired spin move and a powerful punch. Both maneuvers, as well as a smashing dive move that can open stubborn crates, can be executed while jumping. You'll also spy some

Cont. on page 94

BAD MEDICINE

Finding a cure for Daxter's unfortunate condition requires more than just exploration. Jak's going to have to kick some serious monster butt in order to locate enough Power Cells to pay for it. Luckily, his hand-to-hand repertoire is up to the task. Spin kicks, crazy punches and even twirling attacks that use Daxter as a weapon are among Jak's many moves. Crash may have tons of 'tude, but he never had mad skills like these!

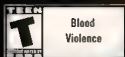


IT'S NOT WHAT THE FUTURE HOLDS, BUT WHAT IT LETS GO.

GUILTY GEAR X

(BY YOUR SIDE TO GEAR)

When magic was finally harnessed, it created an uprising. But when Gear received free will, it created an uprising. Welcome to the 22nd Century where the battle line between human and Gear has been drawn. In an epic tournament that not only tests the skills but also the will of those bold enough to enter, only one face can survive the pain.

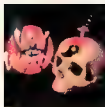


PlayStation 2



Sammy

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Apart from the four Crash Bandicoot PlayStation games, Jak andaxter's developers put out a few other memorable titles, including the awful fighting game Way of the Warrior for 3DO and the RPG Rings of Power for Genesis.



Cont. from page 92

Blue Eco and Red Eco lying about. Unlike the Dark Eco that turned Dexter into a cuddly critter, these energy balls are quite useful. While powered with Blue Eco, Jak can open sealed doors and activate dormant machinery. Red Eco increases his attack strength, allowing you to lay waste to hordes of encroaching foes at once. Once you've mastered the basics, it's time to properly begin your quest for the cure.

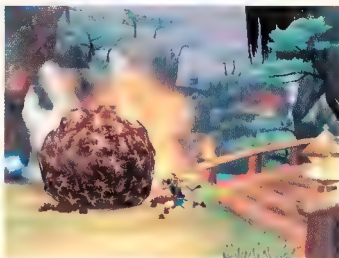
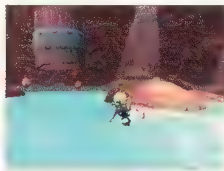
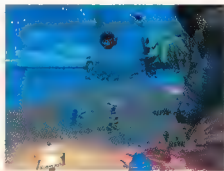
In Crash Bandicoot all you had to worry about was spinning your marsupial to the end of the level, but the goals in Jak and Dexter are very open-ended. The first major task is to collect 20 Power Cells to charge up the AGrav-Zoomer, a hovercraft that will fly your heroes over treacherous lava fields to the north. How you go about finding those Cells is entirely up to you. Chatting with the townspeople is one option; some of them have Power Cells that they just might be willing to cough up...for a price.



You can also begin by simply exploring the vast series of islands on foot. You'll discover that nearby locales like Sentinel Beach, Forbidden Forest and Misty Isle all have tons of Power Cells scattered about.

Although Jak does most of the grueling physical combat, he's not much of a conversationalist. In fact, he doesn't talk at all except for the occasional "ouch." Don't worry though, as motor-mouthed Dexter more than picks up the slack. Perhaps he feels guilty for getting Jak in this mess, so he constantly offers "advice" as you play. He definitely steals the show with a seemingly endless vault of witty quips and wacky one-liners. Every time Jak bites the big one, Dexter is there to offer his condolences with lines like "Heimlich? Stretcher? Yeech...breath mint?" Jason Rubin reveals, "You don't ask him for the info; he offers it to you on his own terms. Think of Dexter as a speaking pet. Your

Cont. on page 98



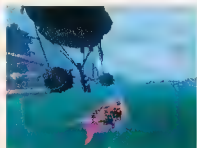
MINIGAMES

Odd Jobs

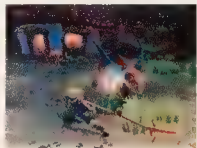
Sometimes Jak and Dexter can engage in some rather odd activities in order to get Power Cells. These mini-game events provide a zany break from the normal gameplay.



A swarthy fisherman offers you a frantic challenge: Try to catch 200 green fish while avoiding any of the evil red fish. If you make it, you'll get a Cell and his boat.



On the Misty Isle you'll find a wacky waterski rocket that zooms you around the bay. If you manage to wipe out all of the enemy zeppelins, you'll be rewarded with a much-needed Power Cell.



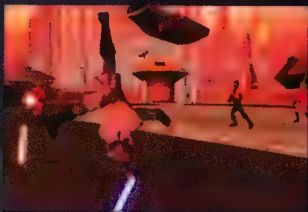
Perhaps the strangest odd job is one offered by a simple cow rancher. If you help him round up his herd (by brutally beating the defenseless cows), he'll hand over the Cell.

Can a single ray of light
really save the galaxy?



it depends on who's holding it.



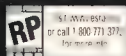


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STAR WARS OBI-WAN

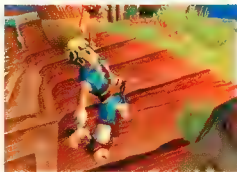
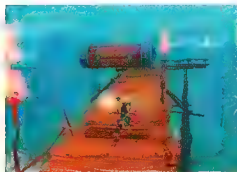
obiwan.lucasarts.com

Official Star Wars website: starwars.com





Don't mourn the loss of your favorite 'tude-filled bandicoot just yet. Universal Interactive's first Crash title, *The Wrath of Cortex* (reviewed on page 238), should be hitting store shelves at the same time as *J&D*.



Cont. from page 94

dog won't do your job, but it would be nice if he could remind you of your appointments!"

Like many of the high-profile PS2 games this holiday season, *Jak and Daxter* sports gorgeous graphics that really showcase the power of the PS2. The visual style is obviously inherited from the

health. If you do succumb to the monsters, however, it's not the end of the world. You'll restart the section after a quick pep talk from Daxter. Saving is also handled in a friendly manner; you can save the game whenever you like with no hassle whatsoever. The pause screen also boasts a nifty list of available

"Jak and Daxter benefited both from the knowledge of what to do, and what not to do."

—Jason Rubin, President of Naughty Dog

Crash games; lush jungles and pristine beaches subscribe to the same tropical vibe. The levels are massive, stretching as far as the eye can see with realistic detail. Actually, the levels aren't really even levels at all, as every area in the game is completely interconnected with absolutely zero loading times between them. (It's all one big stage.) Naughty Dog firmly believes that breaking up the action ruins the atmosphere of the game world.

The game's difficulty curve can be fairly intense depending on the order in which you tackle the islands, but the game is skewed toward helping the player succeed. Jak can only take three hits before expiring, but every enemy drops life fragments that can be collected to regain lost

Power Cells in each stage.

Jak and Daxter is really the first game of its kind for the PS2, but fans of Rare's recent N64 games will feel at home with its scavenger hunt-style adventures. Although this game fuses aspects of many different genres together, one of the main inspirations appears to be Rare's own two-character action/adventure classic, *Banjo-Kazooie*. Fear not—that doesn't mean *J&D* is only for little tykes. Unlike Nintendo's dippy hillbilly bear and bird combo, the humor and charm of *J&D* appeals to a wider, older audience. Perhaps this duo can prove that mascot platformers can be charming, fun and intelligent at the same time. 🐾

—Shane Bettenhausen



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- Enjoy Tetris Worlds together when up to four people play to see who is the best.

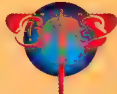
(Two players only on Game Boy Advance)



Deceptively simple,
completely addictive.



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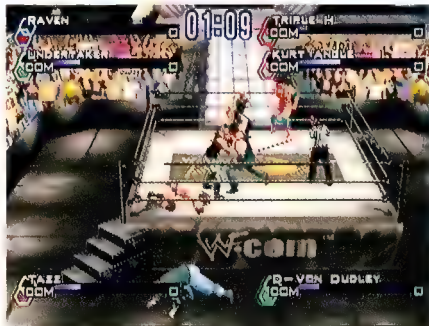
www.thq.com

WWF SmackDown! Just Bring It

Publisher: THQ
Developer: Yuke's
Players: 1-4
Genre: Wrestling
% Done: 85%
Release: Fall
Also Try: Legends of Wrestling
Web Address: www.thq.com
The Good: New play-by-play commentary by Michael Cole and Tazz.
The Bad: WWF Raw Is War for Xbox looks better.
And The Only: Rikishi's fat ass.



Use a weak spot in the cage to create a hole, then climb on top to really raise the stakes. You can even drive your foe through the cage and onto the canvas below, like the Undertaker did to Mankind in their infamous Hell in a Cell match.



HARDCORE TITLE

Watch Your Back!

As in the WWF, challenges for the Hardcore Belt can occur anywhere, anytime. All you have to do is find referee Earl Hebner and tell him to follow you as you look for the Hardcore champ (usually Rhino).

Defeat the Man-Beast, and you unlock his moves, entrance movie and music. In effect, you just gained a brand-new selectable character.

Although pro wrestling has cooled off a bit, wrestling video games remain hot, and none is hotter than THQ's WWF SmackDown! franchise. Aside from their sharp graphics, the series' previous PlayStation installments were hailed for their speedy, accessible gameplay. Unlike other wrestling games, they were easy to learn yet deep enough to satisfy hardcore fans. Just Bring It, the first SmackDown! game for PlayStation 2, continues this tradition.

The game looks better than ever and includes improved wrestler models with moving lips, blinking

"The Story mode is more focused on your Superstar and the path you want to take to reach gold."

—Cory Ledesma, producer

eyes and changing facial expressions. Thanks to the PS2's higher storage capacity, it also has a TV-style presentation with pyrotechnics-laden ring entrances, authentic Titantron movies and picture-in-picture instant replays. "The extra space we have on the DVD will make SmackDown! Just Bring It one of the deepest and biggest games on the PS2 market," says Cory Ledesma, one of the game's producers.

Things have also been improved in the audio

department, one of the series' past weaknesses. The game has gone from having no announcer to a two-man announce team, featuring Michael Cole and wrestler-turned-announcer Tazz, who call all the action from their ringside table. THQ even tossed in prematch introductions by long-time WWF veteran Howard Finkel.

Gameplay, always the series' strongest point, remains largely unchanged, aside from the inclusion of an in-ring referee. In typical pro-wrestling fashion, the ref can be abused, tossed out of the ring, and temporarily dazed, adding a whole new dynamic to

the proceedings. The action can also spill into the crowd, causing the sign-waving simpletons who comprise a typical WWF audience to part like the Red Sea.

Just Bring It is as feature-rich as always and includes 30 different grapplers, 70 match types and more than 1,000 different moves. Tag contests now involve up to six combatants, and Royal Rumble matches pit up to nine wrestlers against one another.

DECISIONS, DECISIONS



At the beginning of Story Mode, WWF owner Vince McMahon may offer you a tag-team match.



Accept his offer, and you'll have to roam the backstage area looking for a new partner.



The Rock contemplates going out for some pie after putting Stone Cold to sleep. Everybody likes pie.

And what would a wrestling game be without crazy gimmick matches? Just Bring It is chock-full of 'em, including Hardcore, Hell in a Cell and TLC (Tables, Ladders and Chairs).

THQ has dispensed with the never-ending Season Mode found in previous SmackDown! titles in favor of a new Story mode that allows you to make your own decisions. You also no longer have to sit through matches that don't involve your grappler. "The Story mode is more focused on your Superstar and the path you want your Superstar to take to reach Federation gold," explains Ledesma.

Don't feel like forming a tag team and going after the tag straps? Then tell Vince McMahon to go stuff it. Rather go for the Hardcore title? Then track down referee Earl Hebner and duke it out with the champ wherever he may be in the arena. But watch out; piss off the wrong guy, and he may jump you from behind. This will have a negative effect on your health meter, putting you at a severe disadvantage

at the beginning of your next match.

The action is seen from a first-person perspective during your arena wanderings. Signs lead the way to such places as the locker room and the parking lot, which is good because you frequently have a limited amount of time to find who you're looking for.

Complete Story mode with a given wrestler, and you'll unlock secret cards similar to those found in Madden NFL 2001. The cards give you access to such items as new match types, hidden wrestlers and venues, and new moves, skins and entrance music for your created wrestlers. There are more than 50 cards in all, adding to the game's already beefy replay value.

On the down side, you won't find in the game any of the WCW/ECW wrestlers who recently "invaded" the WWF. "Maybe someday we'll be able to offer such a stable," Cory predicts. "It certainly would be fun." ♣

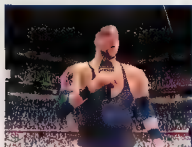
—Gary Mollohan

DIRTY TRICKS

Hey, Ref!

Ah, distracting the referee: probably the oldest gimmick in wrestling. It works like this: Wrestler A engages the ref in a lively discussion about sports, the weather or any other topic of the day. While the man in the zebra stripes' back is turned, Wrestler B uses every dirty trick in the book on the competition.

The refs in Just Bring It can also be thrown out of the ring or temporarily dazed, allowing ample opportunity for more shenanigans of the illegal persuasion.



Decline, and you may be called out by another wrestler at the beginning of the first WWF television program.



At this point, you'll face another decision: Jaw for a while on the mic, or rush the ring to whip some tail. So goes life in the WWF.

So Manning's like,
"Get in the freakin' end zone!"
So very calmly, I said, "Peyton,
if you want me to listen, you'll
speak to me like a human
being." Am I wrong here?





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

mmsver2002.com



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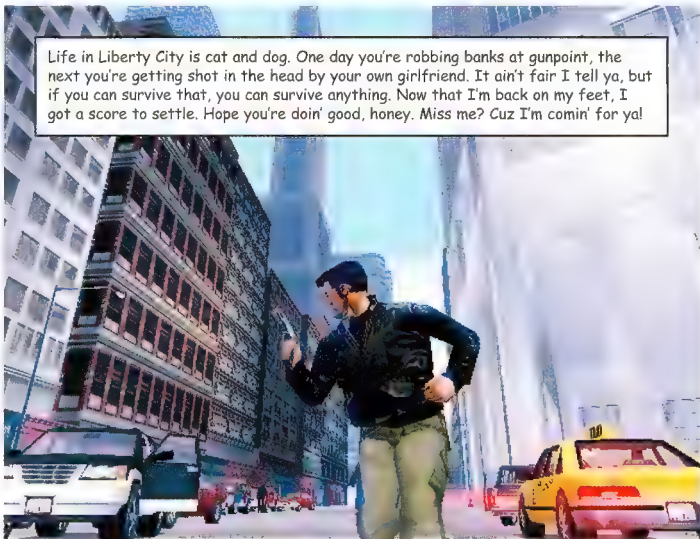
XBOX

"GTA 3 was initially intended to fulfill the dreams of...5 million or so Grand Theft Auto fans worldwide as well as a legion of new fans, and I am happy to report it's a technical masterpiece; stylish, funny, uncategorizable, enthralling and basically f****ing good fun."

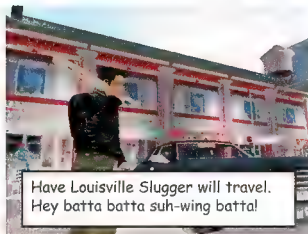
Grand Theft Auto III

Publisher:	Rockstar
Developer:	DMA Design
Players:	1
Genre:	Organized Crime Sim
% Done:	95%
Release:	October 2001
Also Coming To:	Xbox
Web Address:	www.rockstargames.com www.grandtheftauto3.com
The Good:	The jazzy new '70s-era crime-thriller intro sequence.
The Bad:	The Mafia, the Yakuza and the Triad.
And The Ugly:	A five-dollar hooker in good lighting.

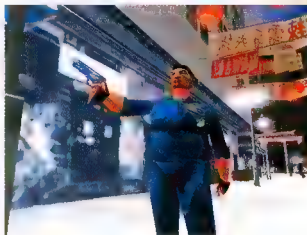
One thing that separates GTA3 from other games set in big cities is that Liberty City is teeming with life. Citizens march to and fro, while cars of all shapes and sizes heed local traffic laws. It's all very comforting to know that people will run when you pull out your piece or drive into crowded areas.



Life in Liberty City is cat and dog. One day you're robbing banks at gunpoint, the next you're getting shot in the head by your own girlfriend. It ain't fair I tell ya, but if you can survive that, you can survive anything. Now that I'm back on my feet, I got a score to settle. Hope you're doin' good, honey. Miss me? Cuz I'm comin' for ya!



Have Louisville Slugger will travel.
Hey batta batta suh-wing batta!



Grand Theft Auto III, *Cliff Notes*-style, is a crime-based action/adventure/driving game that provides mission-oriented thrills viewed from a third- or first-person perspective, and it may very well change the face of action games as we know it.

The last time we checked in on GTA3, the majority of the really important stuff like gameplay was in place, but various odds and ends like character dialogue, music, mission objectives and the opening cinematics had yet to be implemented. Now that these pieces have been fit into the puzzle, is GTA3 to video games as the George Foreman Grill is to cooking? (Read: the next big thing.) With the game in near-reviewable state, we decided to take one last look at it before we

put it on the burner.

Upon firing up the newest build of GTA3, it's apparent that DMA Design has been keeping rather busy. Gracing the front end of the game is a brand-new introductory sequence that is smoky, jazzy and smooth, just like that fine Havana and the Chateau Briand we always kept tucked away in our desks. The opening credits and graphics blend together like a piece of retro '70s crime cinema that offers hints of *Dirty Harry* and *Shaft*.

Adding to the felonious atmosphere are the cut-scenes and voice acting, which propel the storyline via the game's incidental characters who provide you with your mission objectives. Although in-game cutscenes are the de rigeur for most games nowadays, few boast

Cont. on page 120

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PHOTOGRAPH BY JEFFREY M. HARRIS

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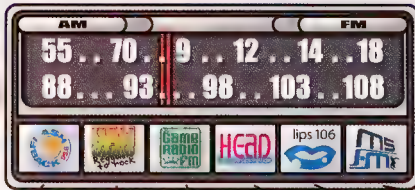
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LAST NIGHT A DJ SAVED MY LIFE

Grand Theft Auto III already has killer gameplay, topnotch visuals and a bad-ass storyline, but it also has a diverse selection of expertly written commercials and music via Liberty City's phalanx of radio stations. Hip-hop, hard rock, pop, classical, opera (featuring Luciano Pavarotti—no, we're serious), house music, electronica and more grace Liberty City's airwaves. What's nifty is that you can switch stations at any time by pressing the L2 button. You've heisted a car but you don't like those Bhangra-beats? Switch that junk to KJAH Radio, and feel the bass as Liberty City's favorite reggae station takes over your cockpit.



Giorgio Moroder, Scarface soundtrack, Debbie Harry tracks.

One-love dub from Kingston Jamaica.

Stretch Armstrong hip hups and ya don't stop.

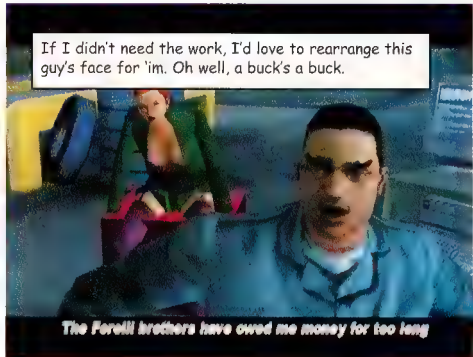
Clichéd top 40 pop stop.

Commercial pop and spoof commercials.

Moving Shadow Records drum-n-bass.



Hello, you Triad punk. Can't see me up here so good can ya? Have a pack of lead fo' breffust! Bwa ha ha!



If I didn't need the work, I'd love to rearrange this guy's face for 'im. Oh well, a buck's a buck.

The Ferrell brothers have owed me money for too long



Desperate times call for desperate measures. Time to jack this taxi.



Cont. from page 106

the vocal talents of heavy hitting Hollywood talent like Michael Madsen (*Reservoir Dogs*), Michael Rappaport (*True Romance*) and Debi Mazar (*Goodfellas*). The voice acting effectively draws you into the game, making you feel as if you've just walked into a Quentin Tarantino flick. Mission objectives are classic Grand Theft Auto (pick this person up, drop that person off, go grab this car, etc.), and now that you actually meet the people issuing these orders, it adds that much more to the experience.

Who would have thought that a former 2D novelty like GTA could reinvent itself in such a startling fashion? Check back in a month to see just how fresh it gets when we review the 100 percent final code.

—James "Milkman" Mielke

Ahhh! So nice to get my hands on some slick wheels after all those crappy domestic rides.



One of the perks of living in Liberty City is that there is always an ample supply of cars to jack. Depending on what kind of car you acquire, certain mini-missions will become available. If you snag a taxi, you can pick up passengers and the resulting fares. Steal an ambulance and you'll have the option of making emergency runs. The most ironic missions kick in when you hijack a police car. Oh, the humanity!

Enemies have a lock on your tail,
you barrel roll at mach 2 and let 'em have it...
ARE YOU READY FOR THIS KIND OF ACTION?



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PlayStation 2



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**SIX-MAN TAG TEAM
WHIPS CROWD INTO
FRENZY**



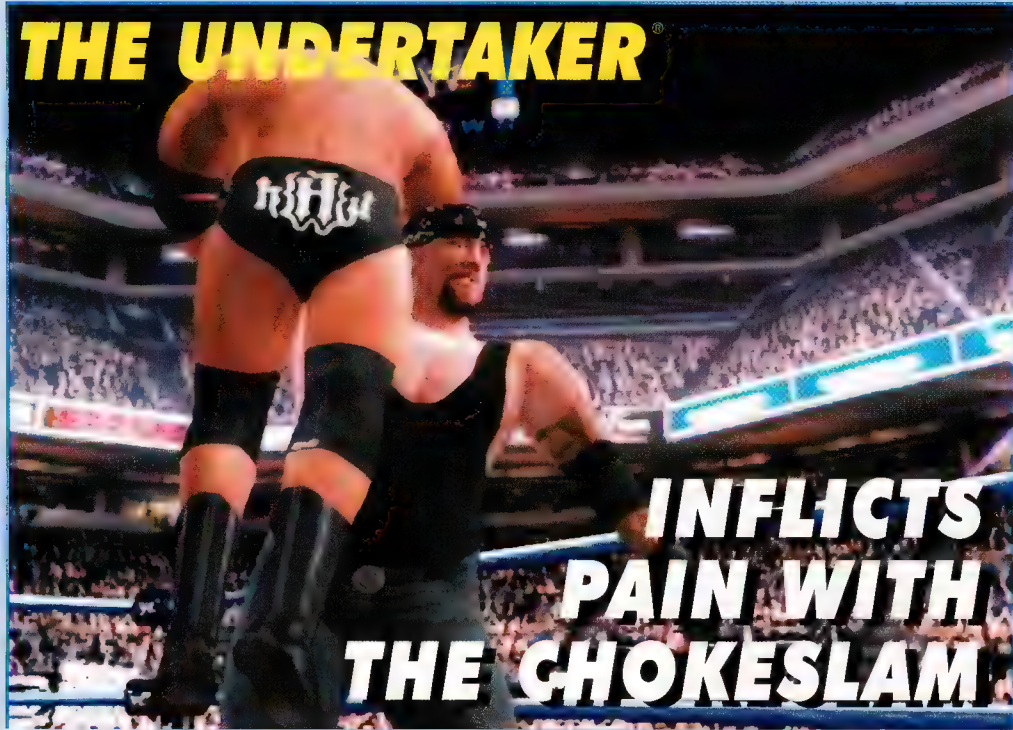
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Mild Language
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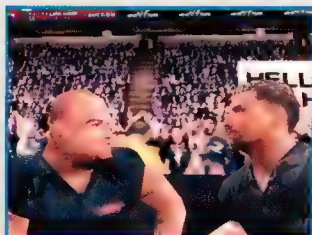
WWE Wrestling Entertainment

PlayStation.2

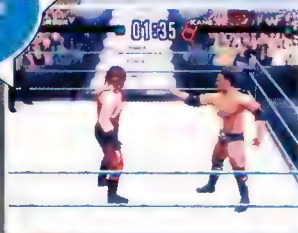


TAZZ™ AND MICHAEL COLE CALL

THE RINGSIDE ACTION



The Rock™ taunts
Kane™ Will be
regret #1



**Chaos
spills
out
onto
the
streets!**



**ALL THIS
AND MORE
IN...**





During July and August of 2001, Japanese McDonald's restaurants offered PlayStation-themed trinkets like the keychains (which included PaRappa) shown at left and a special demo disc.

PaRappa the Rapper 2

Publisher:	Sony CEA
Developer:	NanaOn-Sha
Players:	1-2
Genre:	Music
% Done:	90%
Release:	January 2002
Also Try:	UnJammer Lammy (PS1)
Web Address:	www.scea.com
The Good:	Good music.
The Bad:	Dumb story.
And The Ugly:	Colonel Noodles' suspiciously pubic-looking afro.



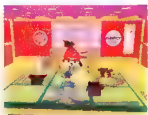
Leave it to Lammy!



In 1999, Sony released a PaRappa spinoff called UnJammer Lammy for the PlayStation, featuring the exploits of an all-girl band called MilkCan. UnJammer improved upon the original PaRappa formula by adding more challenging gameplay, a two-player option, a different kind of music (rock and roll), and a cool, diverse cast of characters (the main character is a guitar-playing lamb, for crying out loud). If you're new to the series or just a fan of music games in general, do yourself a favor and pick up a copy. It's part of Sony's Greatest Hits library now, so if it only cost you a paltry \$20.



(Right) Break the objects Master Onion's pupils hold up as fast as you can in this minigame.



Before Sony's revolutionary PaRappa the Rapper was released for the PlayStation in late 1997, music-related video games weren't very popular, and for good reason. From firing CDs at "anti-fun" terrorists to the tune of Aerosmith's "Eat the Rich" in Revolution X, to directing grainy, cheesy Marky Mark and Kris Kross videos in Sega's Make My Video series, the few music games that did exist were, to put it nicely, garbage.

Then PaRappa came along and changed everything. The game introduced such novel concepts as "fun gameplay" and "good music" to the genre, along with cool characters, a unique visual design and a charming, funny story. Two years later, a spinoff was released (UnJammer Lammy), with slightly improved gameplay and a multiplayer mode.

Now a PS2 sequel is upon us and brings to the table eight new stages with (mostly) new characters, an exciting two-player Battle mode, several minor gameplay enhancements and most importantly, a new soundtrack with all-new tunes, including a groovy new theme song by hip-hop artist De La Soul. Sadly, the sequel's story is far less charming than those of the previous two games. An evil noodle syndicate is turning all the world's food into noodles,



and it's up to PaRappa and co. to de-noodleize the problem and save the day. Aside from some cool cameo appearances, almost the entire story is throw-away nonsense compared to that of the first game. But hey, at least the music's good.

Story gripes aside, everything else about PaRappa 2 is improved. The gameplay retains the "Simon Says" formula of the original—follow the on-screen cues and hit the appropriate buttons when prompted in order to "rap" properly—but with better variety and more complex strings (you also get rated after each line in three areas—Conservation, Ad-lib and Groove). Getting a "Cool" rating is still the ultimate goal on each stage, though it's a bit tougher than in the earlier titles. A practice round before each stage allows newbies to practice their skills, and a new bonus level consists of breaking objects for extra points in Chop Chop Master Onion's dojo. And best of all, in a new two-player Battle Mode players take turns trying to one-up each other's freestyles until one player runs out of points.

Although this new PaRappa isn't exactly groundbreaking, fans of the original will be hard-pressed to stay away. The game can be finished in under two hours (again), but repeated play-throughs offer new challenges and the ability to open up hidden secrets, making for slightly longer replayability. And frankly, we'll take two hours of PaRappa over 10 hours of Kris Kross any day. 🎮

—John Ricciardi



DAY 37:

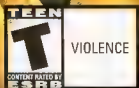
Killed Catalisks this morning by combining water, air and fire elements. Haven't saved the world yet. Really hungry.

DAY 37:

Fighting never ends. Almost marking overtime. Killed grain.

DAY 42:

Spent day in "fire" realm. Got lost. Sure wish I had Backpacker's Guide to Perathia.



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

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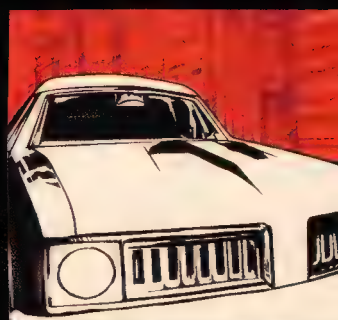
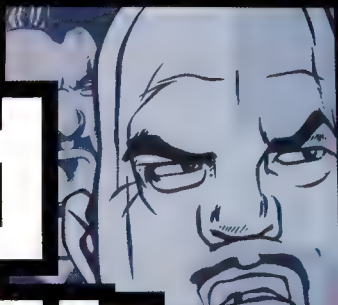
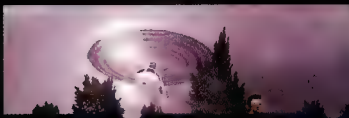


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Grand Theft Auto III



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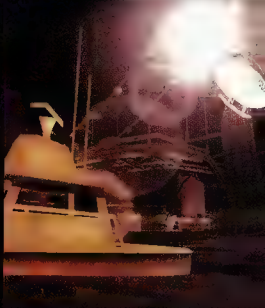
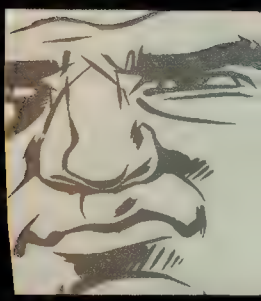


Blood
Violence
Strong Language

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Note: Rockstar will be following IDSA guidelines for M rated games in the marketing of this game.
This game contains violent language and behavior and is not intended for persons under the age of 17. It is a comic interpretation of gangster activity and the story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.

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PlayStation 2

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Jade Cocoon 2

Publisher: Ubi Soft
Developer: Genki
Players: 1-2
Genre: RPG
Done: 90%
Release: December 2001
Also Try: Grandia II

Web Address: www.ubisoft.com

The Good: The beautiful, mysterious and dark art direction gives this game a unique flair.

The Bad: The game's dungeons seem to be on the limited and short side.

And The Ugly: Check out those mutant bug creatures. Eww.



The hero of the original *Jade Cocoon*, Levant offers advice and guidance to Cafu, the main character for *JC2*. Levant also takes requests on his guitar.

Jade Cocoon 2's battle setup feels like a cross between traditional RPG fighting and Pokémon.



Animasters



Katsuya Kondo, character designer of *JC2*, is best known as a contributor to Studio Ghibli, arguably the most famous studio in Japanese animation. Headed up by legendary director Hayao Miyazaki, they've spent almost 20 years creating classics. With a stable of films under their belt including *Castle in the Sky* (1986), *My Neighbor Totoro* (1988), *Kiki's Delivery Service* (1989), *Princess Mononoke* (1997) and more, the studio has gained a reputation among many anime fans as the best studio operating in the medium today. You can find *Princess Mononoke* on DVD and *Kiki's Delivery Service* on VHS in the U.S. Check out www.nausicaa.net for more info.

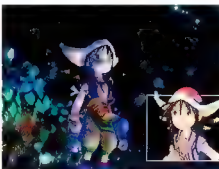
Jade Cocoon doesn't seem to get the respect it deserves. The first game was a solid and imaginative RPG that failed to entice the Pokémon crowd due to its serious and complex world, yet also failed to capture RPG fans due to its monster-raising bent. The second game in the series lightens things up a bit, but still presents a lush and evocative world best described as "Princess Mononokémon," referring to its marriage of a spunky kid hero and its appropriation of stylistic elements from the animated film *Princess Mononoke*. That's because Katsuya Kondo, a key animator on *Mononoke*, handles the game's character designs. If it's all Japanese to you, don't worry; just know that the artistic direction of the *Jade Cocoon* series models itself on modern classics of Japanese animation.

The new game sheds the original PS1 game's unresponsive control and flat backgrounds for a lush, easily navigable 3D world. This time you're in the shoes of Cafu, a sprightly lad with designs on catching his own bug-like monsters. As the game begins, he's trying to get started on his career, and the strange people who man the local branch of the hunters' guild are anything but helpful. To get your start you'll have to go to Levant, the original game's main character. All grown up now, he controls the world of bug hunters, and his directives will shape your destiny. Soon you'll find an egg containing your first monster, a stale cross between Pikachu

and a Marshmallow Peep.

As you traverse the elemental forests where these creatures hail from, you'll get into RPG-style turn-based battles. The sequel changes things quite drastically from the original. Now your character is surrounded by a ring of his monster associates during battles. Cafu's success depends on choosing the right monster for each turn (kinda like Pokémon). Some possess basic attacks, others cast spells. Every attack consumes the monsters' magic points; drawn-out battles force you to bring new monsters to the fore so the original combatants can take needed rests and recharge. Each monster is derived from one of four elements—Earth, Water, Fire, Wind—and the ring formed around your hero provides elemental shielding from enemy damage.

Ultimately, *Jade Cocoon 2* is not a truly original game, but it is shaping up to be more than the sum of its parts. The mixture of elements from *Grandia* and Pokémon is tempered with a style closely modeled on the work of Studio Ghibli (see sidebar). The designers at Genki have taken the world of the original and warped it further, offering a dark and dreamlike environment populated with imaginative and strange characters. The end result looks like it's shaping up to be simultaneously one of the most unusual-looking and staid RPGs on the PlayStation 2. If you're searching for a frolic into the heart of darkness, this could be the one for you.  —Christian Nutt





PlayStation 2

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HALF-LIFE



RUN.THINK. SHOOT.LIVE.

WHAT IS HALF-LIFE?

Deep in the bowels of the Black Mesa Federal Research Facility, a decommissioned missile base, a top-secret project is underway. You are Gordon Freeman, a young research associate of the Black Mesa Laboratory. You have been assigned to investigate a series of mysterious events that have occurred in the facility. How dangerous your job has become until something goes horribly wrong: Is it sabotage? An accident? Or is it something you did?

All you hear is screaming; all you see is space-time shattering. The entire Black Mesa Facility has become a sealed crypt, with sirens wailing and scientists fleeing in terror from the creatures their co-workers have become. Monsters are everywhere. Madness rules.

Save the Earth? Well, maybe. But that's a pretty low priority compared to saving your own skin.

NEW CONTENT HALF-LIFE® DECAY

Exclusive to the PlayStation®2 computer entertainment system, Decay is both a single-player and co-operative multiplayer experience. Step into the shoes of Dr. Gina Cross and Dr. Colette Green, scientists at the Black Mesa Research Facility. As the most disastrous experiment in modern history unfolds, it's up to you to work with Gordon Freeman and other scientists to seal the rift in the space-time portal. The price of your failure is simple: extinction of all mankind. With all new characters, engaging co-operative puzzles, and 10 missions in total, Decay represents a pioneering step forward for console action games.



ENHANCED FOR THE PLAYSTATION 2

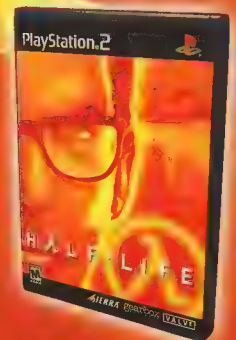
Advanced graphics create smoother characters, gleaming weapons, and explosions so real you'll check your eyebrows for single marks. Characters feature four times the polygonal detail of those found in the PC version and showcase new animations, new textures, facial expressions and realistic eye movements. Upgraded weapons, enhanced environments and more make this the definitive version of Half-Life.

OPTIMIZED CONTROLS

Half-Life has USB keyboard and mouse support, but you won't need it. Not only are there four instinctive controller presets, but you also have the ability to customize the controls to your own liking. We've also included a state-of-the-art targeting reticle system that functions with varying degrees of precision on easy, medium and hard skill levels.



HALF-LIFE

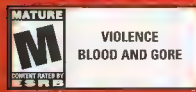


www.gameoftheyear.com

This poster is one in a set of three Half-Life Collector's Edition posters. Keep an eye out for the remaining two in other PlayStation®2 oriented gaming magazines.

NUMBER 02

AVAILABLE OCTOBER 2001



PlayStation 2

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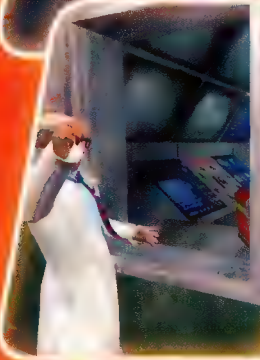


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HALF-LIFE

PlayStation.2

CONTENT RATED BY ESRB
M
Violence
Blood and Gore



VALVE

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SIERRA

If you think the idea for *Project Zero* sounds a little strange, maybe the developers had a little help from popular game site The GIA (www.thegia.com). In 2000, they concocted an April Fools' joke centered around a mythical coproduction of Nintendo and Capcom entitled *Resident Evil Snap*. Sound familiar, Tecmo?

NFL 2K2

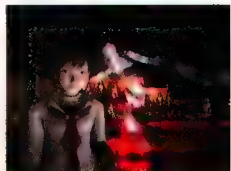
The Madden killah? We'll wait to answer that until after 2K2's release in November, but early signs show promise for at least one more excellent PS2 football game. This title feels a little lighter on its feet than Madden NFL 2002, but don't let that fool you into thinking it's not sim. Sega has the Coach's Edge feature, which allows you to call any play from any formation, just like in the good 'ol NFL.



Project Zero

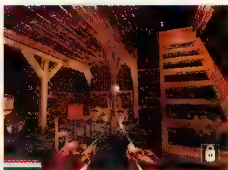
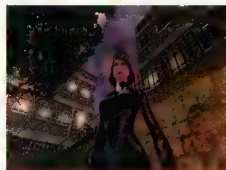
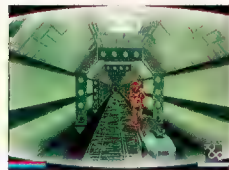
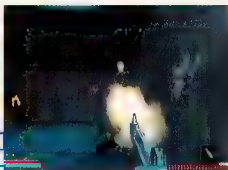
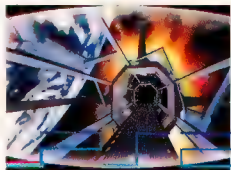
Do you remember Tecmo's somewhat Satanic PlayStation series, *Deception*? Well, the maladjusted folks behind it are back with an equally odd PlayStation 2 adventure game. *Project Zero* is best described as the unholy union of *Silent Hill 2* and *Pokémon Snap*, as it combines creepy exploration with the fun of photography.

You assume the role of Miku Hanasaki, an avid shutterbug who enters a forbidden manor in search of her missing brother. He is the latest victim in a long line of disappearances at the creepy abode. She didn't remember to bring along any rocket launchers or crowbars for protection, but her trusty camera is surprisingly up to the task—taking a ghost's picture will capture it forever. You can later investigate the photographs to unravel clues about the nature of the haunted house. Will it be *Resident Evil* for the bird-watching club or a cool new twist on the genre? Find out when the phantasmagoric photo frenzy begins next spring.



No One Lives Forever

Rock-'n'-roll has *Spinal Tap*. *Star Trek*'s got *Galaxy Quest*. This November, take on criminal masterminds as agent Cate Archer in *No One Lives Forever*. Sierra's hilarious tribute to and satire on all things James Bond. Originally a best-selling PC first-person shooter, NOLF on the PS2 will feature exclusive prequel episodes that let you play as Archer the cat burglar. *Arrow!*





EZ POWER GRIP



GBA Belt Clip

GBA EZ Grip

GBA Advance Pak

The GBA EZ Power Grip brings another level of control and playability to the Game Boy Advance gaming system. The GBA unit attaches easily to the EZ Power Grip. With a "clip on clip off" function, turning the GBA and the EZ Power Grip into one unit. This newly enhanced GBA is easier to control, improving game play. Most importantly the EZ Power Grip puts power where it belongs, in your hands. It has a built in rechargeable battery pak that gives you hours of game play without sacrificing the lightweight comorable feel of the gripper. The EZ Power Grip can also turn your GBA unit into a controller for the soon to be released Nintendo GAMECUBE. Clip your Game Boy Advance into the EZ Power Grip and plug it into the GAMECUBE via a link cable...instant advanced controller, now were talking gaming. The EZ Power Grip comes in 4 colors and has a built in AC adapter slot for recharging the battery pak.

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- Email: _____
- Color Preference (check two)
 Blue, Purple, White, Pink
- Do you want to receive information on upcoming products?
 Yes, No
- Send this cut out with a check or money order for \$-H \$4.99 to Cosmo Interactive, P.O. Box 32520, Los Angeles, CA, 90032. (This offer is good only while supplies last. EZ Grip color not guaranteed)

www.cosmoacc.com

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WHAT YOU WON'T PLAY

Lucky Japanese Suikoden fans are currently enjoying two Suikoden side-story adventure games for the Japanese PlayStation. Genso Suikogaiden volumes I & II follow the story of Nash, a knight from Harmonia. Guest appearances are made by many Suikoden II characters. The games won't be coming out here.

Medal of Honor: Frontline

The secret weapons of the Luftwaffe nearly swung World War II, and in **March** it's your job to steal one of them in EA's first-person shooter. An experimental HO-IX flying wing is hidden behind German lines and to nab it, you'll have to take on tasks that include sneaking aboard a train to capture an operative and disarming bombs. Don't worry, it's not all cloak and dagger stuff—plenty of *Private Ryan*-ish bloodbaths await.



HISTORIC BATTLE OF THE HOS

Not all hos are created equally. Find out if a plus-size model can defeat a vintage German experimental bomber.



CATEGORY

HO-IX Flying Wing

Anna Nicole Smith

ADVANTAGE

DIMENSIONS

18.76 m. wingspan
7.47 m. length
16,558 lbs (fully loaded)

33-27-39. Weight fluctuates depending on mood (always loaded).

ANNA
More bang-bang for the bank.

RISKS YOU RUN

Crash and burn and lose the war for your life!

Crash and burn and lose your estate (and your life!).

PUSH

ARMAMENT

Four machine guns and a rack of 4000 lb. bombs.

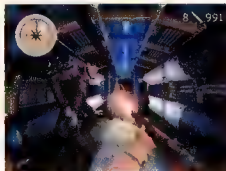
An army of lawyers and a rack of two "man-killer" bombs.

ANNA
Don't underestimate litigation.

WINNER

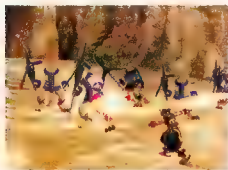
ANNA
She's not fast, she ain't purty, but she sure packs a punch.

HO-IX Photo courtesy of Peter F. Schaefer and Dr. Helmut Herwig



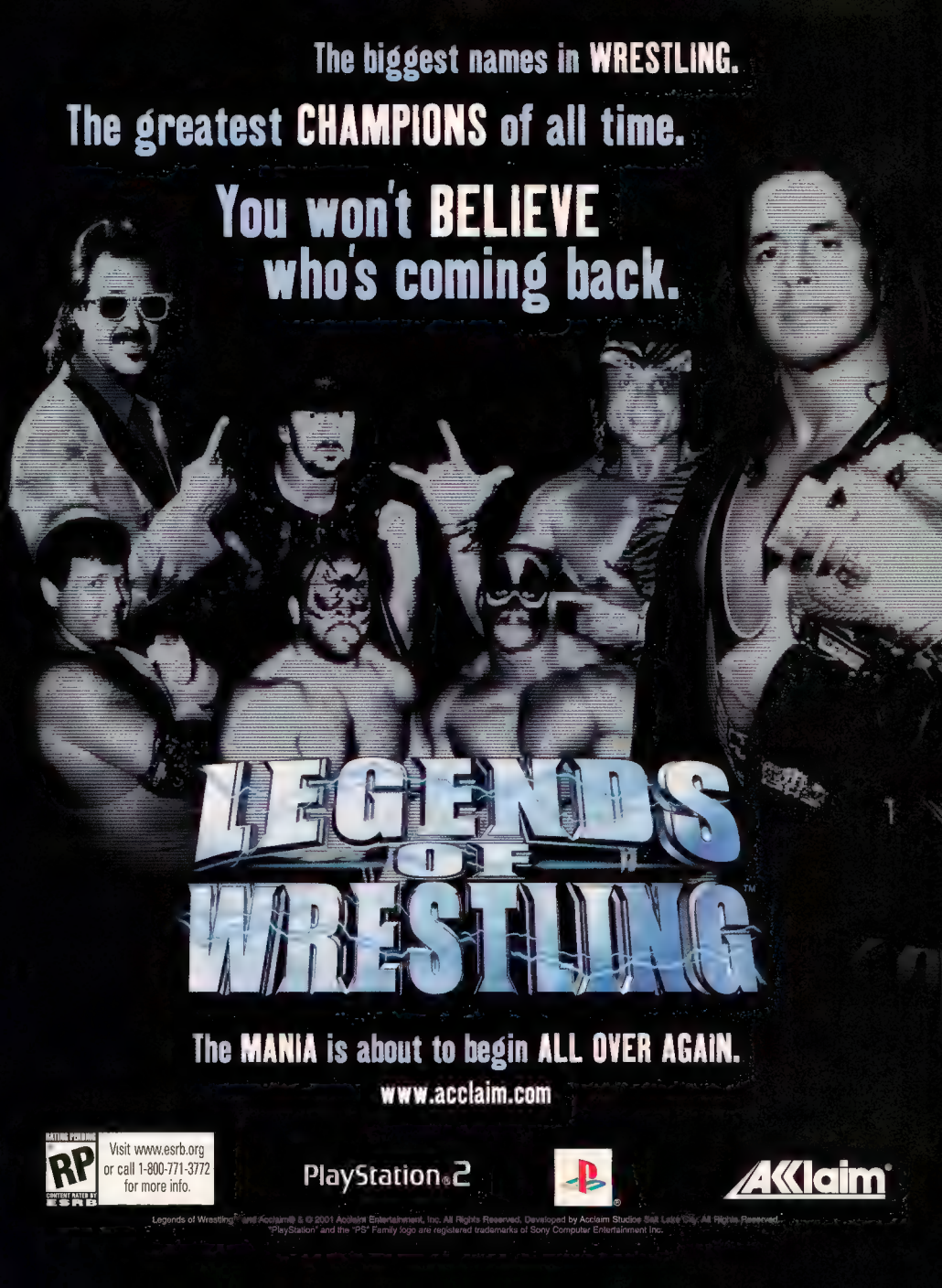
Suikoden III

Considering the limited popularity of this **Konami** RPG series, it's a little surprising that Suikoden III is being looked at for a possible U.S. release. We don't know much about this pretty-looking game, but it should feature 108 playable characters you must search for throughout the adventure. We'll be back with an update on Suikoden III when we learn a little more.



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PlayStation 2



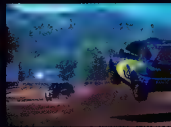
ACCLAIM



PlayStation 2



TAHITI LOOKS A LOT DIFFERENT AT 225 MPH.



Mild Lyrics

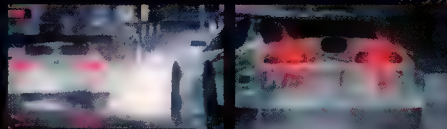


www.scea.com

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





PREVIEW GALLERY



DEFLING DYNASTIES

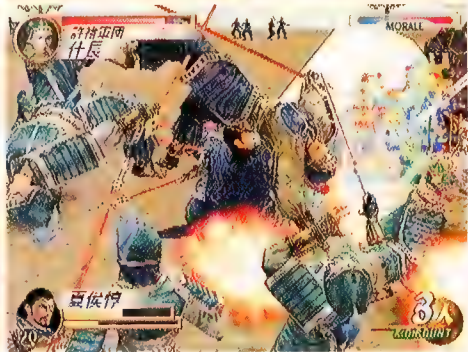
If a game called *Dynasty Warriors* had come out for the Atari 2600, it probably would've been very different. Back in the '80s, *Dynasty* was a prime-time soap opera with lots of intrigue and backstabbing. Sounds like Koei's usual material, actually—replace Liu Bei with Joan Collins and you'd have a surefire hit.

Dynasty Warriors 3

While *Dynasty Warriors 2* was a visual showpiece for the PlayStation 2—it featured dozens and dozens of sword-wielding warriors battling simultaneously—its gameplay was a bit shallow. Koei hopes to remedy this with the series' third installment. Aside from controlling your primary character, you can now direct several bodyguards with squad-level commands. You can also compete against or join forces with a friend in new split-screen, two-player cooperative and versus modes.

The game also has 41 playable characters, 15 stages, 120 minutes of voice acting, and new guard-busting and team attacks. You can even flatten your foes with powerful elephant troops!

The melee begins this **November**.



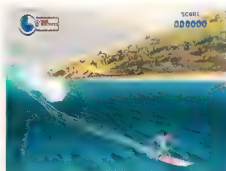
Kelly Slater's Pro Surfer

There hasn't been a really good surfing video game since, well, ever, but **Activision** hopes to change this with *Kelly Slater's Pro Surfer*. In fact, the game's producer promises it'll be "the Tony Hawk of surfing."

Like THPS, the game is packed with nine of the sport's top stars, hundreds of trick combinations, and authentic boards and apparel. It also features 13 of the most popular and recognizable surf spots in the world, including the U.S., Africa, Australia and the South Pacific.

To catch a wave, you'll need to master such techniques as paddling, positioning, making the drop and carving. But don't forget to leave the tube before it closes, or you'll eat major foam.

PS2 owners will be hanging to when **KSPS drops Q1 2002**.



SURF LIKE THE PROS

Suit up as World Champion Sunny Garcia or 7 other World-Class Surfers such as Cory Lopez, Shea Lopez, Shane Beschen and more.



Sunny Garcia Surfing

INSANELY REALISTIC WAVES & MOVES

Harness the power of the PlayStation² computer entertainment system as you surf with exclusive WTS 3.0 Simulation (Wave Technology System) and pull off each surfer's signature moves with sick style through proprietary VMC Technology (Video Motion Capturing).

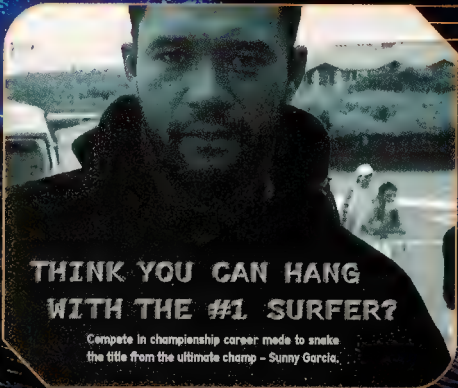


PADDLE OUT SOLO OR WITH FRIENDS

7 modes of gameplay offer up endless hours of single and multi-player action.



RIP IT UP AGAINST THE WORLD CHAMP!



THINK YOU CAN HANG WITH THE #1 SURFER?

Compete in championship career mode to snake the title from the ultimate champ - Sunny Garcia.

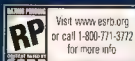
Northwest Swell...6 to 8 Foot...

Off-Shore Winds...Barreling!

It's time to grab your stick and get ready to go off! Sunny Garcia Surfing captures the true essence of surfing as you travel the world in search of the perfect wave. Drop in on a gnarly Fiddlesticks 30-footer or have crazy fun sessions with Sandy Beach's 3 to 4 foot sets. Packed with ultra-realistic moves, you'll be stoked as you link together all of today's sickest surfing tricks including round-house cutbacks, lippers, floaters, barrel rides and unreal airs. SO GRAB YOUR 67" SQUASH TAIL AND RUSH IT!

SUNNY GARCIA SURFING IS THE ULTIMATE SURFER'S DESTINATION.

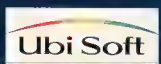
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PlayStation 2



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Rule 4 Section 3 Article 10

The amount of time between plays is not to exceed 40 seconds.



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XBOX

Dreamcast





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PS2

PREVIEW
GALLERY

Grandia II

A PS2 port of this excellent Dreamcast RPG was inevitable (we said so way back in issue #136). Luckily for those of you who never owned Sega's doomed system, **Ubi Soft** has seen fit to bring said port stateside this **December**. Developer **Game Arts** has added very little to this version of the game, but one thing you can expect is a few new cinema scenes, as well as a new opening video.



Armored Core 3

From Software is at work on the third installment of the Armored Core series (not including the numerous add-on discs), due for release next summer in Japan. Few details have been revealed, but we do know that the game will feature an enhanced combat engine and more customization features. (Hopefully they'll throw in full analog controls and online play.) **A U.S. release is likely, but not confirmed.**



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Mat Hoffman's Pro BMX 2

While the original Mat Hoffman's Pro BMX was essentially Tony Hawk with bikes instead of boards, the PlayStation 2 sequel blazes its own trail.

Developed by **Rainbow Studios**, the makers of ATV Offroad Fury, the game ditches the typical career mode found in most extreme sports games in favor of a beefier story. It's essentially one big road trip in which Mat and his BMX buds crisscross the country to achieve multiple tiers of objectives.

Like Tony Hawk's Pro Skater 3, Mat's eight enormous, free-roaming cities come to life with pedestrians, cars, boats and even helicopters. The game's popular course editor has been expanded to allow bigger levels and greater changes in elevation for truly monstrous jumps.

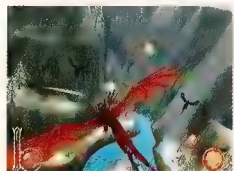
MHPB2 even takes a cue from competitor Dave Mirra Freestyle BMX by adding a trick "morpher" that lets players modify manuals, grinds and air moves to create new tricks on the fly.

Publisher **Activision** says Mat is on track for a **March 2002** release.



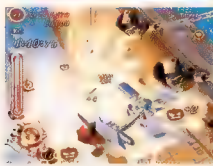
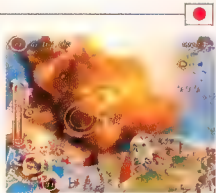
Drakan: The Ancients' Gates

Rynn—**Sony's** dragon-riding debutante—who stars in this PS2 sequel to Drakan on PC, really makes Lara Croft look her age. Living in a ravaged world where humans are spiritually bonded with dragons, Rynn has melee, ranged and spellcasting skills at her disposal, as well as Arohk, her scaly compatriot who carries her into the air and shoots fireballs. Keep on the lookout for this hottie in **January of 2002**.



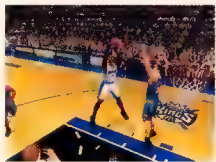
Sky Gunner

Sony's forever-delayed flight-action game, *Sky Gunner*, is finally out in Japan. A free-roaming 3D shooter at heart, SG stands out for its stylish, anime-inspired visuals, unique aircraft designs and hectic arcade-style action. Fans of Hayao Miyazaki's films (*Princess Mononoke*) will appreciate the game's look, while shooter addicts will like blowing stuff up. **No word yet on a possible U.S. release.**



NBA 2K2

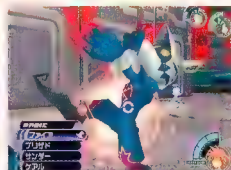
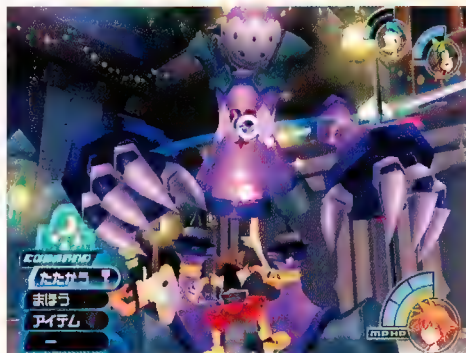
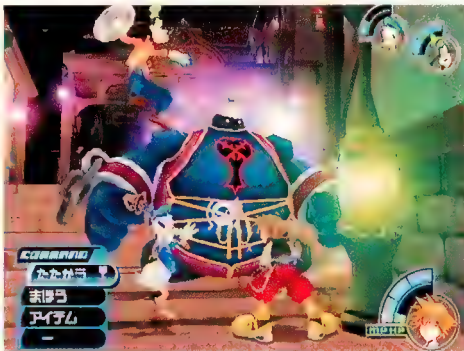
Sega and Visual Concepts will make a few disgruntled NBA Live fans very happy with *NBA 2K2* this **December**. Our hands-on time with 2K2 left us extremely impressed, as there's a great mix of realism with quick and responsive control. Sweet jumpers, resonating dunks and killer crossovers rule the day on offense. Ballers looking to play some D will be glad that the NBA's new zone defense rules are in the game.



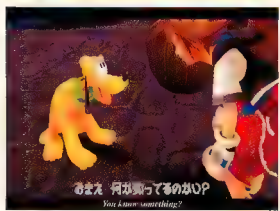
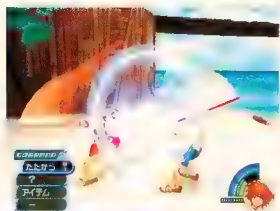
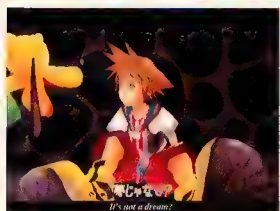
Kingdom Hearts

Although Square's cooperative RPG venture with Disney isn't scheduled to hit the U.S. until **fall 2002**, Kingdom Hearts is already starting to look like a winner. In case you need a little catching up, here's Kingdom Hearts 101: Sora, the main character, teams up with Goofy and Donald Duck to find his friends Riku and Kairi, who have been kidnapped by a race of creatures known as the Heartless. The Heartless are shapeshifters who come from a faraway dimension seeking to steal from others the hearts and souls that they themselves lack. Along the way your intrepid trio will meet and enlist the aid of dozens of Disney characters (as well as Selphie from FFVIII, and Tidus and Wakka from FFX) while traversing nine different worlds, including those of Pinocchio, Tarzan, Aladdin and the Little Mermaid.

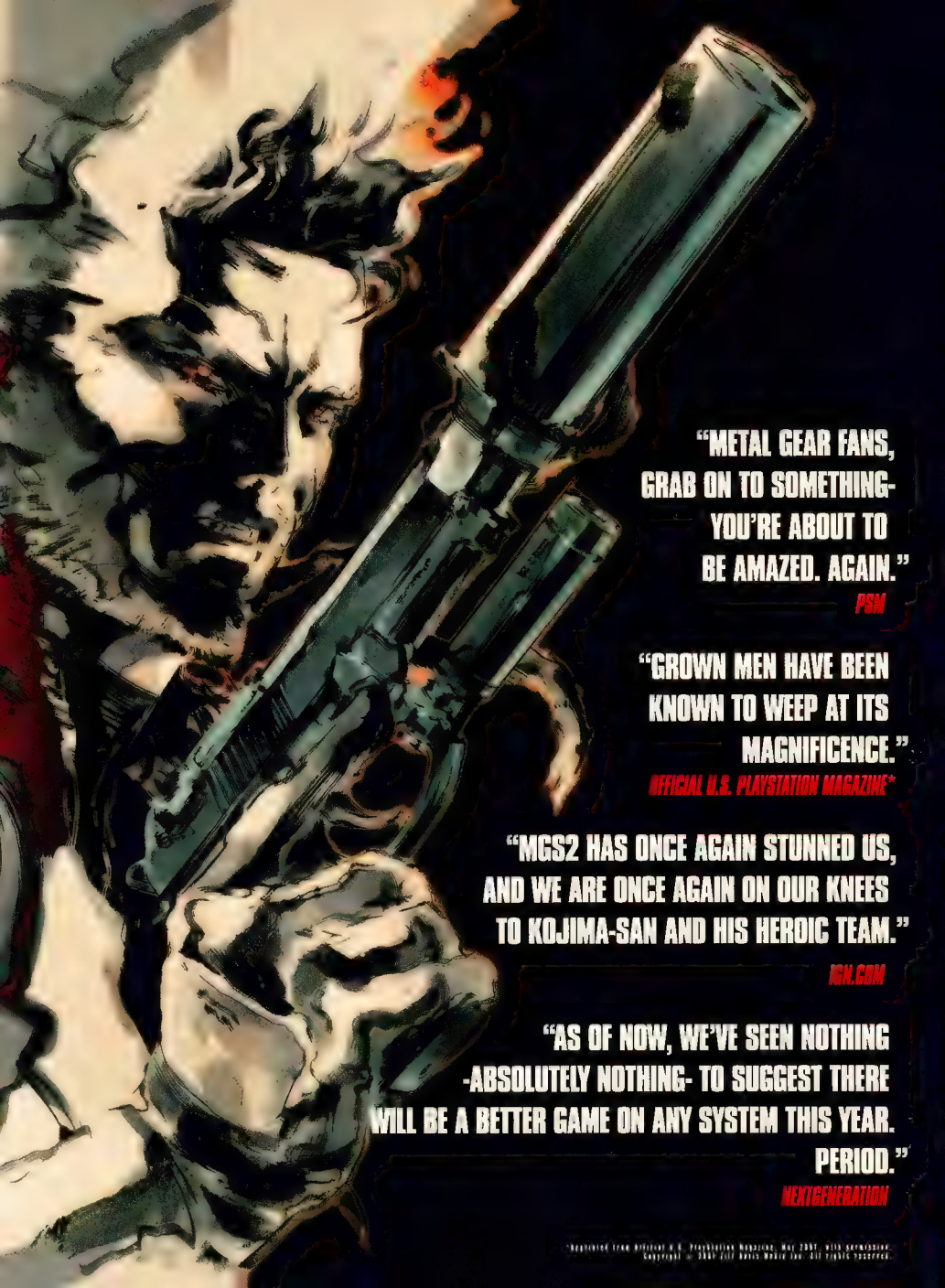
Despite the cheery source material, the footage we've seen thus far is surprisingly epic and carries dark undertones that will most likely culminate in some of the huge boss battles that Square is known for. Kingdom Hearts comes out in Japan this winter, so stay tuned for further coverage.



11.01



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SONS OF LIBERTY™



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GRAB ON TO SOMETHING-
YOU'RE ABOUT TO
BE AMAZED. AGAIN."**

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**"GROWN MEN HAVE BEEN
KNOWN TO WEEP AT ITS
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**"MGS2 HAS ONCE AGAIN STUNNED US,
AND WE ARE ONCE AGAIN ON OUR KNEES
TO KOJIMA-SAN AND HIS HEROIC TEAM."**

IGN.COM

**"AS OF NOW, WE'VE SEEN NOTHING
-ABSOLUTELY NOTHING- TO SUGGEST THERE
WILL BE A BETTER GAME ON ANY SYSTEM THIS YEAR.
PERIOD."**

NEXTGENERATION

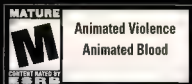
A HIDEO KIJIMA GAME



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PlayStation[®] 2

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PREVIEW
GALLERY



SMASHING DUNES

In Japan, where Tennis 2K2 is known as Power Smash 2, Sega is offering a bonus T-shirt with an original design exclusively through its online shopping site D-Direct. If you preorder the game, for just ¥580 (about \$5) you can get a shirt featuring this pic. The guy is saying, "Power Smash 2." Creative.

Tennis 2K2

The sequel to last year's smash Virtua Tennis, Tennis 2K2 has officially been added to the **Sega Sports** lineup. In development by **Hitmaker**, Tennis 2K2 has broadened its range with some serious, um, broads. The lineup of players has been expanded to the women's circuit, and is being led by cover sisters Venus and Serena Williams. This should improve what already was one of the best multiplayer games on the market, as mixed doubles offers a chance for your lady friends to join in as players they can relate to.

The gameplay, thankfully, hasn't been messed with. Serves are still an art form, as is working your way to the net (where most points are eventually won). We'd like to see a bit more pace on the shots overall, but we'll wait for the final version before passing judgement.

Although it was a huge disappointment to hear that 2K2 will not be online, we'll take a great offline tennis game any day. Dust off the racquet and get ready for 2K2 this **November**.



NHL 2K2

The last sports game to be released for the Dreamcast will be this year's NHL 2K2, which is being developed by **Treyarch**. The game borrows heavily on the physics and momentum skating of NHL 2K1, but even at this early stage, the goalies seem vastly improved. There's been no word about online play, but we're hoping to lace 'em up and throw some body-checks across the country this **December**.



He's Back!

Everyone's favorite bomb-toting Hero returns, delivering the addictive gameplay you crave, along with frantic new modes and online play!

Fast and furious online multi-player mayhem!

New gameplay modes like Hyper Bomber, Ring Match, and more!

Create your very own Bomberman!

Dreamcast.

BOMBERMAN ONLINE



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GOOD

~~VS.~~ Or

EVIL

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



Violence



PlayStation 2



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



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



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



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



THE
MUMMY
RETURNS

www.mummyreturnsgame.com

Twisted Metal: Small Brawl

Publisher: Sony CEA
Developer: IncoG. Inc.
Players: 1-2
Genre: Car Combat
% Done: 60%
Release: November 2001
Also Try: Twisted Metal: Black (PS2)
Web Address: www.scea.com

The Good: The developers behind TM 1 & 2 are back to revive the series on PlayStation 1.

The Bad: The cutesy theme may turn off hardcore Twisted Metal fans, but this game is really meant for kids anyway.

And The Ugly: Ugh...check out those characters in the intro. Are those supposed to be people?

MENTALLY ILLIN'

TM Boycott?



One group that isn't looking forward to new Twisted Metal games is the National Alliance for the Mentally Ill. They claim that Twisted Metal's deranged characters "perpetuate the stigma that prevents people with mental disorders from getting help and impedes recoveries." A full boycott has been ordered.

Seems about as legit as when The National Association of Turtles boycotted Mario back in '85.



Sony's flagship car-carnage series returned in a big way this summer with Twisted Metal: Black on the PlayStation 2. With the original TM creators back at the helm (as opposed to the charlatans behind TM 3 and 4,) the franchise was reborn. Surprisingly, the next step in the brand revitalization skids onto the PS1 with Small Brawl, a kid-friendly take on the series.

Unlike the macabre plots of the previous games, the storyline here is nearly mundane. Bored with simply beating up hapless wimps, the school bully, Calypso, challenges his usual victims to an RC-car demolition derby. You agree to enter, since racing toy cars sure beats a monster wedge. The playable characters include any of the criminally insane Twisted Metal regulars as giggly kids. You'll eventually choose from 18 different RC vehicles, including Axel, Crimson Fury, Mr. Grimm and Sweet Tooth.



However, you must earn money to purchase the better cars by winning the lower circuits. Even though they're just



toys, the vehicles handle with unique, complex physics. Winning with a fast car like Thumper requires some precise maneuvering, but the best strategy for Mr. Slam, a massive bulldozer, is kamikaze violence. Since these aren't real vehicles, the normal TM weaponry has also been put through the toy factory. You'll find model rockets, Roman candles and paper airplanes in your not-quite-deadly arsenal.

Fun arenas are a prerequisite for a good car-combat game. Small Brawl excels in this aspect, as the diminutive vehicles allow for a multitude of creative settings. An obstacle-filled playground, a chilly meat locker and an abandoned movie theater are examples of some of the 11 locales.

In the single-player Survival mode, it's a simple quest to obliterate all of your opponents, but a variety of two-player modes are where the most fun can be had. With Head-to-Head, Co-op, Free-



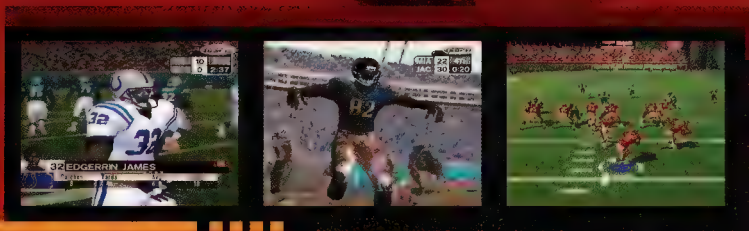
for-All and Tag Team matches, you're best off to tackle Small Brawl with a buddy.
 —Shane Bettenhausen

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PlayStation 2



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Supermans and signature moves



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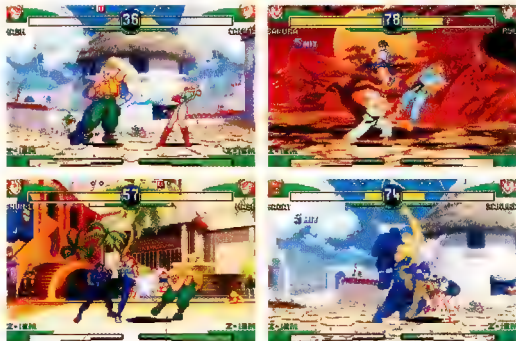
The original SNES version of Super Mario World consisted of clearing 96 different level exits. Once you achieved this feat, your saved game was adorned with a star to denote your success. Beating the optional "Special World" also changes the map's color scheme and reformats some enemies.

Street Fighter Alpha 3

As if **Capcom's** last Game Boy Advance fighter, Super Street Fighter II Turbo Revival (can that title get any longer?), weren't impressive enough from a technical standpoint, they're now giving us a handheld Street Fighter Alpha 3, a much more complex game. Like SSF2TR, SFA3 has excellent graphics, with large and well-animated characters. Incredibly, Capcom is planning on cramming nearly all of the three dozen characters into this GBA cart.

The more advanced features of the PS1/DC/arcade fighting game are in this GBA title, including the Guard Break meter (to take care of those cowardly players who block too much) and the different super-combo types ("i-smms"). The World Tour mode, which allows you to build up your character, and the two-on-one Dramatic Battle will also be in this version.

Street Fighter Alpha 3 for GBA is due out **early next year**.



Super Mario Advance 2

Nintendo follows up the best-selling GBA game worldwide with this port of the decade-old (but still awesome) Super Nintendo platformer Super Mario World. We had the chance to try out the GBA version last month and are happy to report all the sounds, graphics and gameplay are intact. Plus, like the first Mario Advance, there's an added 1-4 multiplayer Mario Bros. game—no word yet on any other additions. It's due in Japan January 2002, and although there's no U.S. date yet, we expect it here soon after.



DEPTH CHANGE

Like quicksand, this Mario game's ordinary appearance hides incredible depth: almost 100 stages, tons of hidden items and secret levels, and a wide array of moves like flying and Yoshi-riding.

King of Fighters

Capcom isn't the only company that'll have a 2D fighter on the GBA this year. **Marvelous Entertainment** has licensed the rights to release SNK's premier franchise for the popular handheld, and the first game is currently scheduled for a **winter 2001** release in Japan. KOF (working title) differs from other SNK fighters released on portable systems in that the characters are "realistic" as opposed to super-deformed. As you can tell from the screenshots, the game already has the classic KOF look down pat. The characters are well-drawn and animated, but the final product will most likely limit all the frills we've come to expect in the genre. Currently, super moves are stored up in a three-part power meter. Marvelous is keeping most other gameplay elements under wraps, though, with the exception of the announced link-cable multiplayer support. Does King of Fighters have what it takes to beat Street Fighter Alpha 3 as the king of the GBA hill? We'll find out this winter.



FOR GAME BOY ADVANCE

BLAST
YOUR
WAY TO
FREEDOM

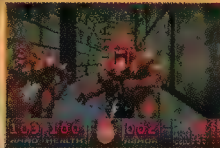
ID'S #1 SHOOTER
OF ALL TIME
IS NOW IN
THE PALM
OF YOUR HAND

DOOM



24 Levels of DOOM!

Ward your way through DOOM's maze-like levels filled with hell-spawned demons!



Blast Outta Hell!

Ward an DOOM's horrific demons with plasma rifles, chain guns and rocket launchers!



Multiplayer Intensity!

Team up with a friend to blast through DOOM in Cooperative mode or link 2 to 4 players together for the ultimate Deathmatch!

GAME BOY ADVANCE



Blood
Violence



Multiplayer games require a Game Boy Advance Game Link Cable and separate DOOM Game Pak for each player (sold separately).



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

A BASIC GUIDE TO THE MOUNTAIN



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



The nice thing about freestyle is that you can huck in the park (fig. A) or boost in the pipe (fig. B) and crack your pelvis either way.

THE MEDIA INTERVIEW

Dos and Don'ts



DON'T:

Forget the shout-out
Act like you care

DO:

Act sullen
Speak incoherently

**POCKET PHRASE
TRANSLATOR**

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

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

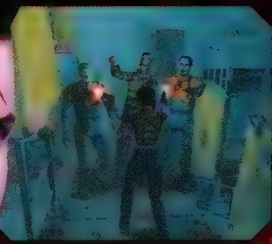
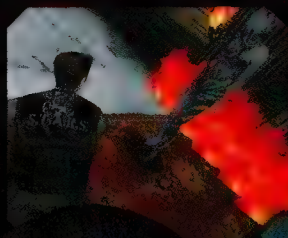
ENGLISH:
"I THINK I'VE
FRACTURED MY
PELVIS."
FREESTYLE:
"DAG."

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JUST KIDDING**

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Some Content May Be Inappropriate for Children Under 17

Blood and Gore
Violence



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DISCOVER THE LEVEL
REGVX.COM

T A L

Celebrate the 5th anniversary of the most terrifying game series ever as it mutates onto the PlayStation®2 computer entertainment system. Join Claire Redfield, as she searches for her missing brother, Chris, and dig deeper into the evil doings of Umbrella Corporation. Flesh eating zombies and bio-tech monstrosities haunt your every move. As an added bonus, this special edition includes never-before-seen cut scenes and an interactive demo of the highly anticipated, Devil May Cry.



RESIDENT EVIL CODE: Veronica

CAPCOM

PlayStation 2

BATTLE

GAMECUBE VS. XBOX

WHICH SYSTEM
IS RIGHT
FOR YOU?

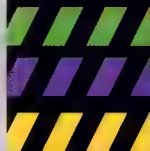


Cue Michael Buffer's booming "Let's get ready to rumble!" Unlock Thunderdome. Just bust out every fighting cliché you can think of, because we're about to witness the biggest all-out console brawl since the Super Nintendo faced off against the Sega Genesis. Microsoft's Xbox hits Nov. 15. Nintendo's GameCube lands Nov. 18. And our first rule of this two-titan fight club is to tell you everything you need to decide which system to buy.

So it's two consoles enter, one console leaves, right? It ain't that cut-and-dry. With preorder bundle deals selling out lickity-split online and prelaunch hype hitting hyperdrive among hardcore early-adopter types, you better believe the initial supply of Xboxes and GameCubes will dwindle quickly. Both battle boxes are scrappy, with dynamo hardware and stellar lineups of exclusive titles. And both systems have enough third-party backing and marketing muscle behind them to guarantee launch-day success.

It makes picking a winner tricky, but we do it for you in the next 34 pages, essentially three features in one. We bring you the ultimate launch guides for both the Xbox and GameCube, then pit both against each other in the categories that matter—everything from controller design to hardware power. Xbox, are you ready? GameCube, are you ready? Let's get it on!

THE PLAN OF ATTACK



- *The Ultimate XBOX Launch Guide—Pg. 158*
- *The Ultimate GAMECUBE Launch Guide—Pg. 188*
- *The Battle Begins—Pg. 212*
- *And the Winner Is...Pg. 221*

BOXES



ILLUSTRATIONS BY
CHARLES ENNST

In This Corner: Xbox

The Ultimate Launch Guide

BIG BAD MOFO: Xbox's price is 100 bucks above GameCube's, but you are getting more for your money here—and, no, we're not just talking about the system's mammoth size. To paraphrase an old Sega slogan, "Xbox got what Nintendo't." The console packs a built-in ethernet port and hard drive, it lets you make your own CD soundtracks, it can...aw heck, just peer at these pages to get up close and personal with Microsoft's mean black-and-green machine.

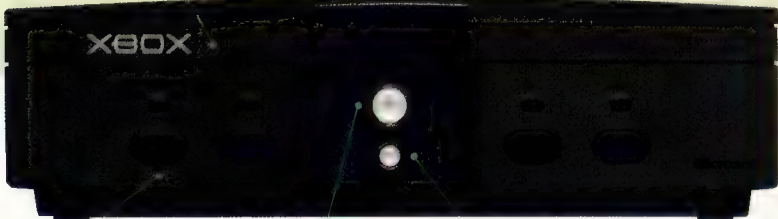
YOUR ODDS OF LANDING XBOX

LAUNCH DAY: Slim if you didn't preorder one.

Microsoft recently delayed the system's launch a week—to Nov. 15—mainly to give their factory in Mexico bonus time

to pump out another 150,000 systems or so. The company's top brass are reluctant to say how many systems they'll ship to stores on day one, but it's a safe bet we won't see anything near the original target number of 600,000. "There will be enough on the first day to fill pre-sale orders," says J Allard, general manager of the Xbox platform. "And there will be enough the first day so there's some on the shelf." Bottom line: Don't expect stores to get many Xboxes above their presale allotments. Fortunately, Microsoft says they'll supply a steady stream of units after launch. Keep checking your favorite game or electronics store for resupply shipments and try to nab a system before the scalpers haul them away for eBay.

DVD TRAY



JOYPAD PORTS

You get four of them, and their high bandwidth is perfect for peripherals like the Game Commander headset mic, which plugs into your pad.

EJECT BUTTON

Hitting this opens the DVD tray and resets the system. You can also tap it to turn the system on.

POWER BUTTON

Jab this to turn Xbox on and off. Although they nixed the idea, Xbox's designers considered making this little knob work like the PS2's reset button, which you hold to power off and tap to reset.



SYSTEM FAN

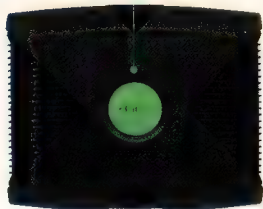
It's not quite as big as big as those fans they use to generate hurricane winds on Hollywood movie sets, but it's still darn large. The system, surprisingly enough, isn't very loud—it's about as noisy as a PS2.

DIGITAL CONNECTOR

This is your one-stop slot for hooking Xbox to a wide variety of TVs and audio gear. The system comes standard with composite cables, but you can upgrade to an S-Video A/V pack for \$15 or a super-duper \$20 component-video pack for high-definition TVs. (The system auto-detects your connection.) This HDTV pack also includes an optical audio input so you can jack into stereo receivers with Dolby Digital 5.1 surround sound.

ETHERNET PORT

Next year, once Microsoft launches its gaming network, this port will be your bridge to broadband online gaming. Right now you can only use it for linking systems (via a standard ethernet cross cable and hub) into a local-area network.



Xbox Vitals

Nov. 15, 2001

\$299

Microsoft

U.S.

8 lbs. 11 oz.

Width: 12 3/4 in.
Depth: 10 1/4 in.
Height: 3 1/2 in.

The most powerful hardware on Earth, built-in ethernet support and the billion-buck backing of Microsoft.

XBOX JEWEL

Peer into this green thing for five minutes and you can see into Bill Gates' bathroom. No, really. Keep staring into it. Dude, you're not looking long enough. Get back over there and keep staring.

THE CONTROLLER

Microsoft's pad is a real handful, no doubt about it, but this two-fisted pound of plastic packs a lot of functionality. See for yourself. Extra controllers sell for \$40.

ANALOG-STICK BUTTONS

Both sticks can be "clicked" in like a button.

CONTROLLER JEWEL

We gotta say, it looks pretty cheap, like something you'd buy out of a gumball machine.

BLACK AND WHITE BUTTONS

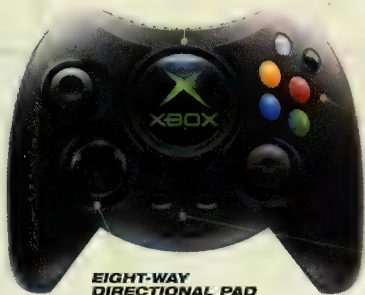
Smaller and a bit out of the way, these buttons will be used for secondary functions, such as turning on your flashlight in Halo, or sending out voice messages with the Game Commander headset mic.

PRESSURE-SENSITIVE BUTTONS

All six of these face buttons are analog and can register 256 degrees of pressure.

BACK AND START BUTTONS

These are used mainly to backtrack through menus and select options, although developers are still letting you step through menus in the traditional way, with the A and B buttons.



EIGHT-WAY DIRECTIONAL PAD



DUAL ACCESSORY SLOTS

Like the Dreamcast, the Xbox has two controller slots to hold memory cards and accessories like the headset microphone.



ANALOG TRIGGERS

These analog buttons are in the same position and have the same travel distance as the Dreamcast shoulder triggers, but they feel much sturdier.

DVD FORMAT

Xbox plays dual-layer DVDs that can hold up to nine gigabytes of data, compared to GameCube's 1.5-gig mini-DVD (shown for comparison). First-party Xbox games will ship with demos of other titles. Try before you buy!

BUT CAN IT PLAY MOVIES?

Yep. But you can only access the Xbox's movie-playing feature if you spring for the DVD remote control, sold separately for \$30.

MEMORY UNIT

Microsoft can call this "unit" anything they want, but it's still a memory card (and at eight megabytes, it holds as much data as the PS2's card and 16 times more than the GameCube's). But why pay \$35 for this thing when you can save games to the Xbox's nearly bottomless hard drive? To carry game data to your buddy's house, you knucklehead.

BREAKAWAY CORDS

Near the tip of your joyypad's nearly 10-foot cord (you read right—10 feet!) you'll see a doohickey that breaks apart easily if you tug too hard. The idea: Your lush of a roommate won't topple the Xbox onto the hardwood floor when he stumbles into the cord after coming home late from the bars.

THE XBOX DASHBOARD

Switch on Xbox without a game and it buzzes to dayglo life with a fancy-pants interface, where you can fiddle with video and clock settings and swap saves. Highlights include...

1) THE CD RIPPER

Pop in a music CD and you can record tracks to the hard drive, then select the tunes you want to jam to in Xbox games. Create custom mixes and name them appropriately. Sick of the music in Tony Hawk 2X? Switch to your Best of Europe mix instead and grind to the "Final Countdown."

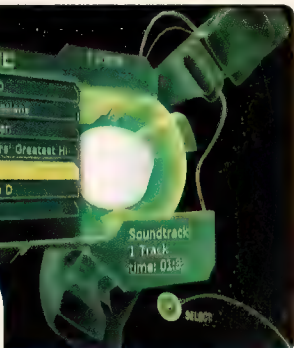
2) THE HARD DRIVE MANAGER

Here you check all your game saves, transfer them to the memory card, and see how much room is left on the Xbox's eight-gig hard disk.



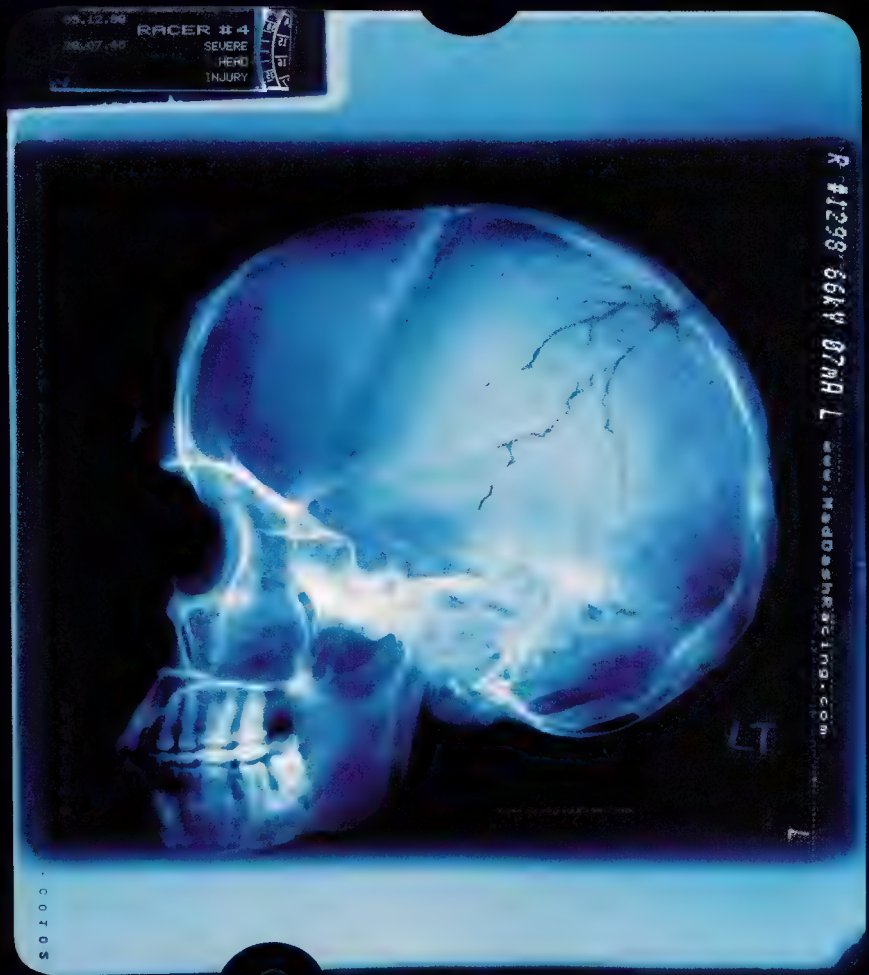
3) PARENTAL CONTROL

Microsoft isn't gearing Xbox for kids, and you parents out there can make sure it stays that way with this screen, which lets you restrict the youngins from playing games above a certain ESRB rating unless they enter a password. Why not lock out your roommates, too?



How does Xbox stack up to Dreamcast? See page 212. Photo by the Top Gear team's James

XBOX



TEEN
T
CONTENT RATED BY
ESRB

COMIC MISCHIEF
MILD LANGUAGE
MILD LYRICS

EIDOS
INTERACTIVE
GAMES WITH CHARACTER



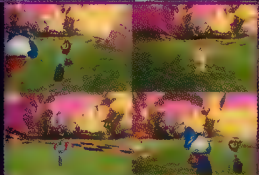
ONLY ON
XBOX



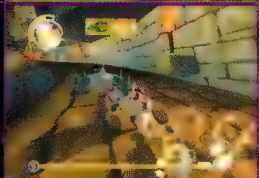
Haul ass in ruthless, multi-player combat racing.



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



Thwart opponents with traps, trickery and explosive attacks.



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



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XBOX HEAVYWEIGHTS: THE TOP 5 XBOX LAUNCH GAMES

"The problem we have now is we have too many games, not too few," says Ed Fries, Microsoft's VP of games publishing. Considering that we barely had room to cram the system's fall lineup into the next 11 pages, we have to agree. But we know you wanna get the most out of Xbox from the get-go, so here are our picks for the top-five titles that are only on Xbox (at least for the time being).

5 CEL DAMAGE

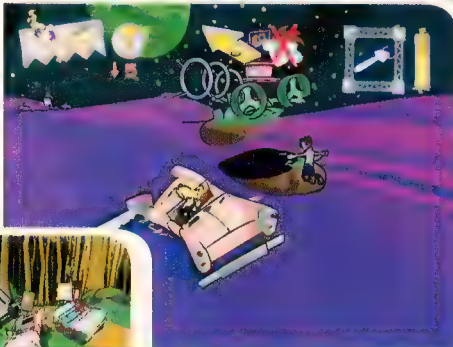
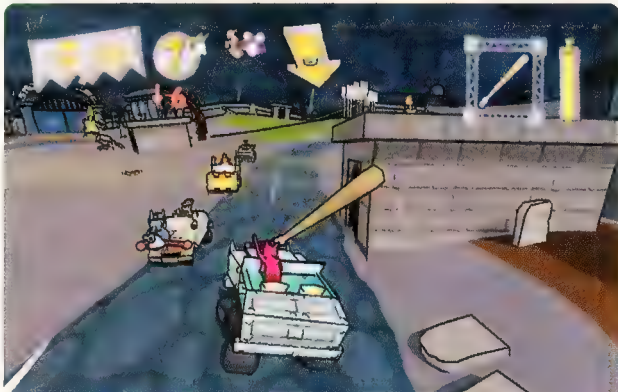
DEVELOPER: PSEUDO INTERACTIVE RELEASE DATE: LAUNCH DAY

WHAT IS IT? If Hanna-Barbera were to try their hand at making a car-combat game, it would turn out to be just like *Cel Damage*. This off-the-wall title is 100 percent cartoon—you can pulverize (and literally flatten) your opposition with a giant hammer, you can buzz-saw 'em in half, or nail them with a shrink ray. You can even ride a rocket around, while E. Coyote-style, until you want to launch it into a group of hapless foes.

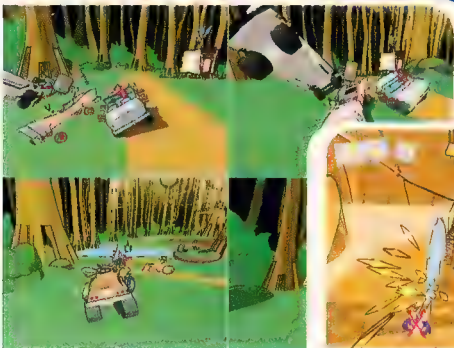
WHY'D IT MAKE THE TOP FIVE? *Cel Damage* is simple, lighthearted fun. You almost can't help but like the thing for its goofy graphics and animations. It really looks and feels like an animated cartoon, more so than any cel-shaded game before it, including *Wacky Races* for the Dreamcast. (Cel shading is the technique that gives these games their Looney Tunes look.) And because *Cel Damage* is not an involving or deep game, a wide range of gamers can easily enjoy this title.

BUT YOU MIGHT NOT LIKE IT IF... you do want that deep gaming experience. *Cel Damage* doesn't offer the expansive levels, the multitude of secrets, the combo attacks or the variety that games like *Twisted Metal*: Black have. This is just simple vehicular combat in simple arenas with simple weapons.

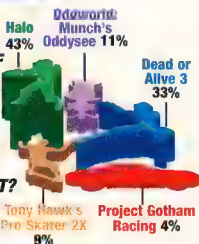
Four-player gaming is perfectly smooth with *Cel Damage*. Gone are the days of choppy split-screen play! Though a larger TV screen is still mandatory...



Cel Damage is so damn cute, you just want to squeeze its cheeks and pick it up and give it big hugs. We would've liked more depth, though—good looks can't get you everywhere in life. The levels are small and simple (no secrets, not many shortcuts). Also, the game only has three straightforward modes. A few more of those, and more stages, would've been swell.



WHICH OF THESE XBOX LAUNCH GAMES WILL YOU BUY FIRST?





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Driving Force™ with
true force feedback



the realistic C focus
in the tires



Feel the Grip of the
tires on the road.



Feel it in your fingers,
your arms. And your gut.



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4 PROJECT GOTHAM RACING

DEVELOPER: BIZARRE CREATIONS RELEASE: LAUNCH DAY

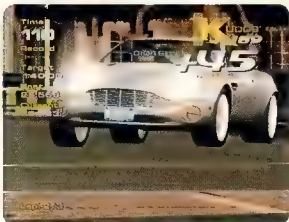
WHAT IS IT? Thankfully, it isn't Batman and his boy Robin tearin' up downtown Gotham in a Bat-kart. Rather, think of Project Gotham Racing as Microsoft's answer to Gran Turismo 3 on the PS2, and you'll get a sense of what's rumbling under its hood. PGR hands over the keys to over 28 autos including, for the first time in a console racer, both Porsches and Ferraris drag racing down the blacktop in the same game.

WHY'D IT MAKE THE TOP FIVE?

The car freaks on our staff go nuts for games as true to life as this. PGR won't let you play bumper cars like you did in GT3; slam into a wall and you'll actually see hoods buckle and fenders bend. The game also gives you the right of way in four major cities—London, San Francisco, New York and Tokyo—and demands that you not only finish first, but also do so with style. Which is why...

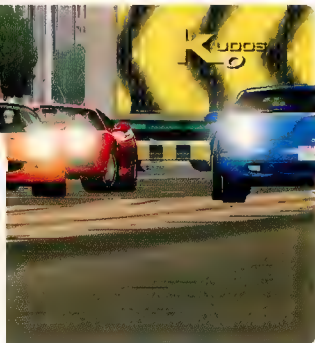
BUT YOU MIGHT NOT LIKE IT IF...

...you're looking for a racer structured similarly to Gran Turismo. Like its Dreamcast brethren Metropolis Street Racer, PGR is governed by "Kudos," a unique goal-based system that rewards you based on how well you drive. Microsoft tells us the Kudos system has been tweaked (it no longer takes Kudos points away for bad driving) to be less daunting than it was in MSR, but we can't help but feel this approach to racing just isn't everyone's cup of tea.



Both PGR and GT3 take place in the real world with you driving real cars. And that's about where the similarities end. "It's down to the gameplay idea that we're offering," Bizarre Creations tells us. "GT3 offers a 'car collect-'em-up' angle that's based simply on skill, whereas the focus in Gotham is combining street racing with style, tricks and other challenges. You have to plan your strategy a bit more—do you go for skill, style or try to balance them both?" Scrubs need not apply.

Let's get superficial for a moment and talk about pretty graphics: PGR will push racers into a new frontier of visual realism by featuring details like reflections, shadows and a photographic obsession with accurate city geography.



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3 DEAD OR ALIVE 3

DEVELOPER: TECMO RELEASE: LAUNCH DAY

WHAT IS IT? When Dead or Alive hit the PlayStation in the late '90s, no one suspected this 3D fighter would achieve notoriety for anything more than the realistic physics of its female fighters' body parts. But now that it's the premiere franchise for Microsoft's first foray into console gaming, it's safe to say that the DOA series has come of age. "As much as I like to tell [Tecmo president Tomonobu] Itagaki that his game is Party Fighter, it really is a cool title," says Seamus Blackley, manager of Microsoft's Advanced Technology Group. Tecmo wouldn't let this game out of their offices except under Blackley's watchful eye, which should tell you something about how highly both parties regard this exclusive property. "After seeing and experimenting with the Xbox hardware, the developers asked us if they could make DOA3 exclusive to Microsoft's console," Seamus says. "The level of detail and fluidity of the gameplay in DOA3 are things gamers just can't get on any other console." It's true, you won't even see this game on GameCube or PS2, so DOA3 might just become Microsoft's killer app for Xbox launch.

WHY'D IT MAKE THE TOP

FIVE? From a gameplay perspective, DOA3 could be likened to competitor Virtua Fighter 4 (which hits PS2 next year), but neither VF4 or Tekken 4 can hold a candle to what Tecmo's baby does graphically on the Xbox. It's as much a visual showcase as it is a no-nonsense fighting game, with every stage sporting interactive elements within its gorgeous backdrops. You'll see icicles shatter into thousands of shimmering shards when smashed by an enemy's body. In another level, you can toss opponents into foot-deep snow and watch them make snow angels as they flail around. Whether you're a die-hard fighting-game fanatic or just a gamer who wants to see what the latest technology can do for video games, you can't pass up DOA3.

BUT YOU MIGHT NOT LIKE IT

IF... you're expecting groundbreaking innovation. Fighters will be fighters, and while the graphics in DOA3 are certainly unparalleled by any other in the console market, the gameplay is still very similar to that of DOA2: Hardcore for the PS2. It's mostly more of the same but much snazzier.

ENVIRONMENTAL DAMAGE

More than half the fun of DOA3 is in all the crazy environmental obstacles that you can mess with. From simple walls to icy stalactites, you can chuck opponents through a hefty variety of objects. And don't forget that the arenas here are enormous and multi-tiered: Knock your enemies off cliffs or through walls and windows, then follow them down.



One of the most vocal proponents of the Xbox, at least from the developer's side of the biz, is Tomonobu Itagaki, creator of the DOA series and top dog over at Tecmo. Word on the street is that Itagaki is a technical perfectionist who just won't settle for lesser hardware when it comes to game development. "Itagaki said that if he knew how powerful Xbox was when he started developing [DOA3], he'd have made the [fighting] areas a lot bigger," Microsoft's Seamus Blackley tells us. Umm, bigger? Frankly, if the stages in DOA3 were any larger, we'd lose all interest in the fight and just go off exploring the big, beautiful levels.





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DEVELOPED BY

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PlayStation 2

A promotional image for the video game Max Payne. The character Max Payne is shown from the chest up, wearing a dark, heavy winter coat. He has a serious, determined expression and is looking slightly to the right. The background is a dark, textured wall with numerous bullet holes. In the upper left, there is a framed sign with some text, including "SOVIET YODKA" and "The GUNNY". The overall atmosphere is gritty and dark.

**NEW YORK. FUGITIVE UNDERCOVER COP.
NOTHING TO LOSE.**

MAX PAYNE

EVERYTHING RIPPED APART IN A NEW YORK MINUTE... MAX PAYNE IS A MAN WITH NOTHING TO LOSE IN THE VIOLENT, COLD URBAN NIGHT. A FUGITIVE UNDERCOVER COP FRAMED FOR MURDER, AND NOW HUNTED BY COPS AND THE MOB. MAX IS A MAN WITH HIS BACK AGAINST THE WALL, FIGHTING A BATTLE HE CANNOT HOPE TO WIN. PREPARE FOR A NEW BREED OF DEEP ACTION GAME. PREPARE FOR PAIN... DEVELOPED BY REMEDY ENTERTAINMENT AND PRODUCED BY 3D REALMS, MAX PAYNE IS A RELENTLESS STORY-DRIVEN GAME ABOUT A MAN ON THE EDGE, FIGHTING FOR HIS JUSTICE WHILE UNCOVERING PLOT-TWISTS AND TWISTED THUGS IN THE GRITTY BOWELS OF NEW YORK DURING THE CENTURY'S WORST BLIZZARD.

MAXPAYNE.COM

SHREK™



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

— **GameSpot** July 2001

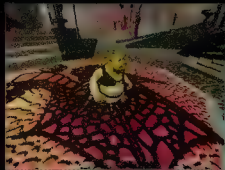
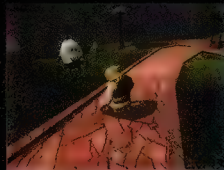
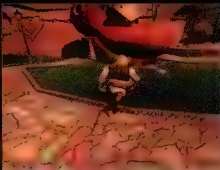
Shrek looks gorgeous and its attention to detail is astounding...

— **Expert Gamer** September 2001

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

— **cnn.com** May 2001

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1 HALO

DEVELOPER: BUNGIE STUDIOS RELEASE: LAUNCH DAY ALSO ON: PC AND MAC

WHAT IS IT? Halo puts you behind the crosshairs of an interstellar roughneck tasked to defend humanity from the Covenant, an alien scourge bent on some very bad deeds. Luckily, you're not alone. Bringing up the rear are handfuls of friendly AI troops who will fire, take cover, flank enemies and shout general obscenities as you chew bubble gum and kick ass. Far from being just another claustrophobic corridor shooter, Halo plays seamlessly between both indoor and huge outdoor areas. But don't worry, even with all this real estate to cover, a compelling story, with plenty of in-game cinemas, means you're never far from the heart of battle. And if you're anything like Charleston Heston, you'll love Halo just for its awesome array of firearms, both exotic and powerful. Just be sure you know where you're pointing that peashooter.

WHY'D IT MAKE THE TOP FIVE?

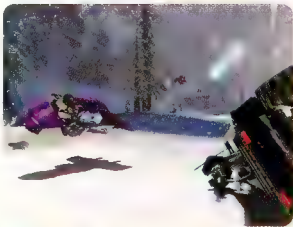
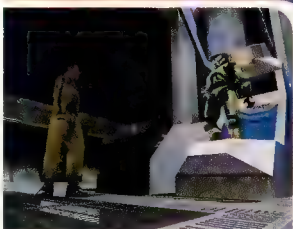
To believe Microsoft's unwavering gospel on Halo, you've got to see the game in action. Ed Fries, VP of games publishing at Microsoft, had to practically pry the melon-sized Xbox controller from our sweaty hands just to get a word in edgewise. "I'm really proud of the things we're doing for launch, but Halo, in my mind, is in a whole other category," he tells us as we run through the game's action-packed prologue. The first level takes place on your mothership, where the Covenant are staging a massive raid. Prescribed events are going off around us like tripwires and we're digging the intensity. Combined with the detailed graphics and dynamic AI of both friendly and hostile units around you, the experience was nothing short of total action-movie immersion. "I honestly think Halo will be remembered as one of the defining games of its time," says Fries. "I think it's that good." Seeing is believing.

BUT YOU MIGHT NOT LIKE IT

IF... you think the first-person shooter genre begins and ends with GoldenEye 007 (N64). The gameplay in Halo is nothing we haven't seen before, except it looks and feels so damn polished. You might also hate Halo because it doesn't let you use a keyboard/mouse.

MOVE OVER GOLDENEYE

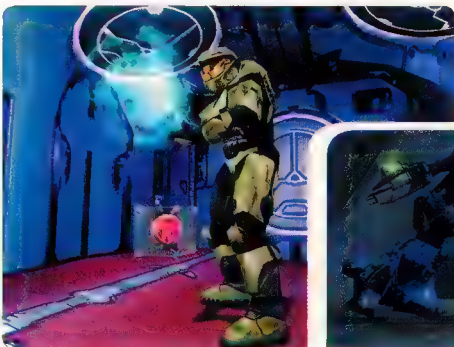
It's not just the graphics that make Halo stand out from the crowd. The game's story is a masterpiece of cinematic storytelling, and the game's AI is so good that you can turn it off and still have a great time. Halo is a game that will make you a better player, and it's a game that will make you a better person. Halo is a game that will make you a better person.



GRAND THEFT AUTO

It's not just the graphics that make Halo stand out from the crowd. The game's story is a masterpiece of cinematic storytelling, and the game's AI is so good that you can turn it off and still have a great time. Halo is a game that will make you a better player, and it's a game that will make you a better person. Halo is a game that will make you a better person.

According to Fries, Halo will steal close to 40 hours of your life. You start as a starship trooper on your mothership before a series of events (read: aliens kicking your ass) forces you down planet-side on Halo. From there, it's your job to find out the true nature behind the ringworld of Halo.





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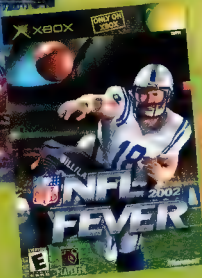
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THE REST OF THE LAUNCH LINEUP...

We went door to door to every game publisher in the biz to find out what games they'd have ready for the Xbox's "launch window"—that crucial first month and a half of play time between the system's Nov. 15 launch and Christmas. We came back with a list of—yikes!—41 games, many of which we got to play. Here's your six-page guide to everything that's supposed to hit Xbox by the end of the year. Of course, launch dates are subject to change, and a few of these titles will surely slip to next year. Oh, and for a look at Madden, 4X4 Evolution 2, Tony Hawk 2X and NASCAR Heat 2002, head to our review section (page 232) for the complete yay-or-nay scoop.

WHAT'S THIS THING?

Since none of the games in this section were ready for review, we've given each a buzz meter to gauge how excited we are about the title. Shouts out to the Devery Institute scientists who made this possible.



MAX PAYNE

DEVELOPER: NEO **RELEASE:** DECEMBER **ALSO ON:** PC, PS2

WHAT IS IT? If Hong Kong action director John Woo were to dabble in video gaming, the result might look something like Max Payne, a gritty third-person shooter set in the seedy underbelly of the Big Apple. What gave MP its buzz when the game debuted on PCs last summer is its unique "bullet-time" mode, a slow-motion feature that lends to some truly breathtaking shootouts. As you're typically outnumbered, bullet-time gives you an edge in combat by allowing you to take aim at normal speed while your enemies (and their bullets) slow to a crawl. Sure, MP is violent, but there's also no denying the beauty in this graceful bullet ballet.



WILL I LIKE IT? If you can look past the spectacularly bad story and voice acting, MP is a must-buy for action fans. At the very least, you can see it as something to tide you over until spring 2002, when Namco's similar crime noir action title Dead to Rights hits the Xbox.

AMPED

DEVELOPER: MICROSOFT **RELEASE:** LAUNCH DAY **ALSO ON:** NONE (XBOX ONLY)

WHAT IS IT? Snowboarding. But it's a little different from most snowboarding games you've ever put to powder before because this one contains real-life mountains. Amped encourages the player to bust out as many tricks as possible, taking the focus off racing and onto individual performance. We liken the experience to a happy meeting between 1080° (on the N64) and Untracked, the last free-for-all down the side of a soft, fluffy mountain in SSX (PS2). Microsoft has packed a lot of real estate into the game for hours of replay, as well as a ton of adrenalinized tunage. "You can play this game for five hours and not hear the same song twice," says Product Manager Eric Duehring.

WILL I LIKE IT? While SSX Tricky and Dark Summit look better at this point, Amped offers gamers a more down-to-earth boarding game.



Check out the view! Amped is one snowboarding game that's not afraid to show off its huge free-roaming tracks. It makes us wanna sit at the peak, clear our minds, and listen to the wind for a while.

MX 2002 FEATURING RICKY CARMICHAEL

PC, POWER & LIGHT "SELECT" MOV, PS2, GBA

WHAT IS IT? A hefty mix of arcade-fueled motocross, supercross and freestyle events that focus more on far-out acrobatics and stunts. If you have the slightest interest in a motocross game, MX 2002 is a safe bet.



FROM THE TOOLBOX

DVD PLAYBACK KIT

Price: \$30
Manufacturer: Microsoft
Release: Launch day

Xbox can't play DVD movies right out of the box—unless you buy this remote-control package that enables the feature. What's more, since this thing is first-party, there won't be any annoying incompatibility issues like there were with third-party DVD remotes for the PlayStation 2.

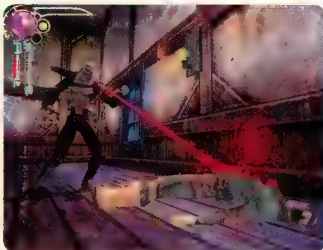


LEGACY OF KAIN: BLOOD OMEN 2

DEVELOPER: CRYSTAL DYNAMICS RELEASE: DECEMBER ALSO ON: PS2

WHAT IS IT? What's essentially the same game as its PS2 counterpart, Blood Omen 2 will take advantage of the Xbox's hardware for more detailed graphics that define the game's unique ambiance. Like the PS2 version, you can expect the same open-ended gameplay that relies on the player's use of stealth and tactical discretion, as well as tie-ins to the first Blood Omen and Soul Reaver titles. And as a tribute to Mortal Kombat, Kain will singlehandedly bring "fatalities" back to gaming.

WILL I LIKE IT? If you find yourself getting bored by hour three in the average RPG, probably not. BO2's gameplay and rich story require some patience to fully appreciate. But if you're easily immersed in adventure games with loads of visceral combat action, you can't ask for much more than Blood Omen 2.



DAVE MIRRA FREESTYLE BMX 2

DEVELOPER: Z-AXIS RELEASE: LAUNCH DAY ALSO ON: PS2, GAMECUBE, GBA

WHAT IS IT? A freestyle BMX game that's loaded to the handlebars with creative tricks and an infinite number of customizable combos. Plus, you'll ride in environments so big they deserve their own zip codes.

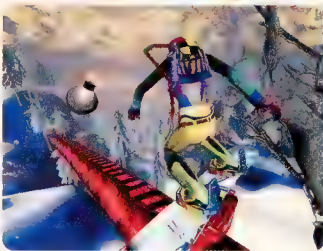


DARK SUMMIT

DEVELOPER: RADICAL RELEASE: LAUNCH DAY ALSO ON: PS2

WHAT IS IT? Think of Dark Summit as a mission-based SSX. Rather than just straightforward snowboarding with your typical lineup of tricks and stunts, this game offers a lighthearted back-story involving some secret government project that takes place on the same mountain where snowboarders are struttin' their stuff. If you want to advance in the game and unearth the mystery, you'll have to score lots of points by clearing objectives that range from the usual ("do five tricks in a minute") to the unexpected ("find this bomb before time's up") to the downright goofy ("insult this skier then get the hell away").

WILL I LIKE IT? It's certainly different. The missions add a lot to the snowboarding genre, but you'll probably find them either really fun or really silly. If you don't want various goals getting in the way of your downhill thrills, then you best stick with SSX Tricky or Amped.



AIRFORCE DELTA STORM

DEVELOPER: KONAMI RELEASE: LAUNCH DAY ALSO ON: PS2 (XBOX ONLY)

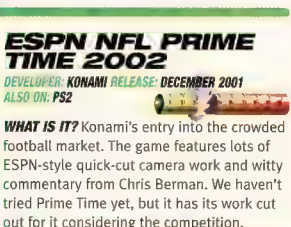
WHAT IS IT? With over 40 planes at your disposal, ADS is light on realism, but chock-full of high-G thrills. Like drag racing fighter jets on your crotch rocket while jamming to Kenny Loggins? Definitely check this out.



BATMAN VENGEANCE

DEVELOPER: UBI SOFT RELEASE: DECEMBER ALSO ON: PS2

WHAT IS IT? Holy PS2 ports, Batman! Gotham's worst criminal minds are back! This game's basically the same as its PS2 counterpart, so head on over to our reviews section to see what we thought of it.



ESPN NFL PRIME TIME 2002

DEVELOPER: KONAMI RELEASE: DECEMBER 2001 ALSO ON: PS2

WHAT IS IT? Konami's entry into the crowded football market. The game features lots of ESPN-style quick-cut camera work and witty commentary from Chris Bernier. We haven't tried Prime Time yet, but it has its work cut out for it considering the competition.

AZURIK: RISE OF PERATHIA

DEVELOPER: ADRENUM GAMES RELEASE: DECEMBER ALSO ON: PS2 (XBOX ONLY)

WHAT IS IT? Azurik is a 3D adventure starring a blue-skinned Soul Reaver wannabe as the protagonist. Elementally inclined weapons and a huge bestiary of monsters come into play, along with some prophecy mumbo-jumbo storyline.



Quiet, please. Match in progress.



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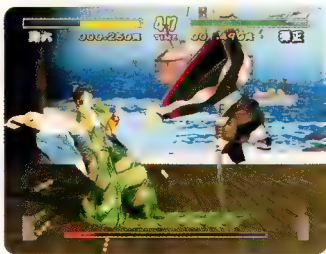
131 AM/PM

KABUKI WARRIORS

DEVELOPER: LIGHTWEIGHT RELEASE: DECEMBER ALSO ON: NONE (XBOX ONLY)

WHAT IS IT? The new sword-swinging game from the folks behind Bushido Blade (PS1) and Kengo (PS2). Kabuki, for those not in the know, is traditional Japanese popular drama performed with highly stylized singing and dancing. In Kabuki Warriors you take on rival troupes and their kabuki samurais. Should you emerge victorious, you'll have the pick of the litter, recruiting the best warriors from the defeated clans. As with most Lightweight games, KW is flavored with a little more history and realism than most other weapons-based fighters. At the same time, the intense blood spray that explodes from your opponents' severed arteries gives new meaning to the phrase "guts and glory."

WILL I LIKE IT? If you love the thought of dancing and fighting, KW should be your cup of tea. Just don't expect anything as good as Soul Calibur.



SHREK

DEVELOPER: SANDBOX STUDIOS RELEASE: NOVEMBER ALSO ON: NONE (XBOX ONLY)

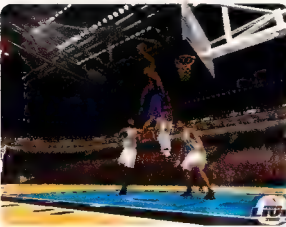
WHAT IS IT? As the flick's ogre, you travel to several fantasy worlds, including Mother Goose Valley and Prince Charming's Castle, to perform simple tasks, some involving Shrek's combustible fart gases. Good for youngsters, but it's not for the hardcore.



NBA LIVE 2002

DEVELOPER: ELECTRONIC ARTS RELEASE: NOVEMBER ALSO ON: PS2, GAMECUBE

WHAT IS IT? A realistic basketball sim that's being spiced up with vivid player facial expressions and over-the-top dunks. NBA Live 2002 may be a little rough around the edges, so your only other option is to wait until NBA 2K2 arrives in 2002.



NHL 2002

DEVELOPER: ELECTRONIC ARTS RELEASE: NOVEMBER ALSO ON: GAMECUBE, PS2, PS1

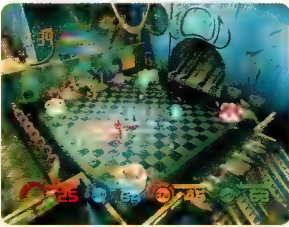
WHAT IS IT? Hockey with amazing flair. The action on the ice is so intense (yet realistic) that it makes real hockey matches seem a little less exciting. If you're an NHL fan, then judging from the PS2 version, this will be something like a religious experience.



FUZION FRENZY

DEVELOPER: BLITZ GAMES RELEASE: LAUNCH DAY ALSO ON: NONE (XBOX ONLY)

WHAT IS IT? A one- to four-player party game with more than 45 minigames to choose from. It's like Mario Party without the board game bits. The few minigames we tried seemed fun, but shallow at the same time. We'll wait and see.

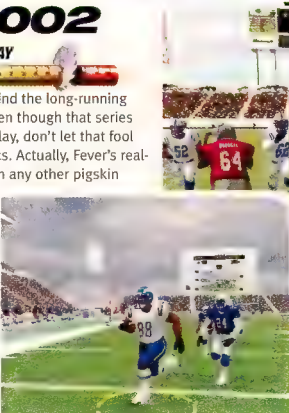


NFL FEVER 2002

DEVELOPER: MICROSOFT RELEASE: LAUNCH DAY ALSO ON: NONE (XBOX ONLY)

WHAT IS IT? The brainchild of the man behind the long-running Front Page Sports Football franchise on the PC. Even though that series was more renowned for its realism than its gameplay, don't let that fool you into thinking this is a PC port mired in statistics. Actually, Fever's realistic action has more in common with Madden than any other pigskin game. Both games have similar controls and fields of view, which makes Fever easy to familiarize yourself with, but hard to differentiate from EA's offerings.

WILL I LIKE IT? Our gut feeling is that this might be one of those "Coke or Pepsi" questions for football junkies. Fever won't be the juggernaut game that will make you forget about Madden; rather, think of it as a worthy alternative. One thing is certain, however: If you like football, you won't be disappointed in the Xbox.



Unless something substantial changes between now and when this game arrives in stores, it might be easier to tell the Olsen twins apart than to distinguish NFL Fever and Madden NFL 2002.

STAR WARS: OBI-WAN

DEVELOPER: LUCASARTS RELEASE: DECEMBER
ALSO ON: NONE (XBOX EXCLUSIVE)

WHAT IS IT? As you may have guessed, this Xbox title centers on the younger, more agile, Ewan McGregor Obi-Wan rather than the more ancient (yet still lovable) Alec Guinness version. The end result is a third-person action/adventure that fills in all the gaps left on the *Episode One* cutting-room floor. The game will feature some fairly large-scale environments and plenty of droids to trash. You basically swing your oversized glow stick through various *Episode One*-inspired venues, kicking the galactic tar out of everything in your way.

WILL I LIKE IT? Hardcore Star Wars groupies are going to buy this game unless George Lucas specifically tells them not to, but for the rest of you, it could still be a solid bet. With so many action/adventure titles invading the Xbox, the one thing that does set Obi-Wan apart from the herd is its long list of satisfying attacks based on using The Force.



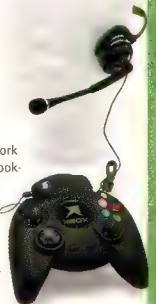
It's an *Episode One* game so you know there's gonna be plenty of skinny-ass droids to junk. Yet, there are still others who must feel the warmth of your saber. Like Guido's grandfather above. He's toast, man.

FROM THE TOOLBOX

GAME COMMANDER

Manufacturer: Microsoft
Release: 2002

Why not reach out and insult someone with this headset microphone, which'll let you talk strategy with your online comrades—or just talk trash. It's poised for release when Microsoft's broadband network goes live next year. "We're looking at potentially doing some bundle deals with it for the online service," says Ed Fries, Microsoft's VP of games production, "like, you'll get it if you subscribe."



WWF RAW IS WAR

DEVELOPER: YKAI ANCHOR RELEASE: NOVEMBER
ALSO ON: NONE (XBOX EXCLUSIVE)

WHAT IS IT? What is there to explain about the WWF? It's a bunch of lubed-up guys and "augmented" women putting on a spectacular show that involves sex, scandal and beating the crap out of each other. And we love 'em for it! While the PS2 gets the much more established SmackDown! series, THQ is turning to Anchor (developers of UFC on the Dreamcast) to be sure Xboxers get a completely different wrasslin' experience on their platform of choice. From what we know, however, none of the ECW or WCW wrestlers who took part in the recent "Invasion" are going to be in Raw on Xbox.

WILL I LIKE IT? That depends. If you don't mind your fighting-game mechanics and extensive moves list taking a backseat to arcade gameplay and the ridiculous storylines the WWF is famous for...then yes. No question, Raw is War looks prettier than SmackDown! on the PS2.



NASCAR THUNDER 2002

DEVELOPER: EA TIBURON RELEASE: NOVEMBER ALSO ON: PS2

WHAT IS IT? It's what NASCAR fans have deserved for years. Tiburon Studios has taken over this beleaguered franchise and turned it into a legitimate sports game. For the first time in this series, NASCAR has some stat tracking of note—average finishes, top 5s, top 10s, poles—and a whopping 43-car field for every race. You can even create a driver and take him through a 20-year career, earning sponsors and upgrading his car and team along the way. This is by far the most ambitious NASCAR title ever to hit home consoles.

WILL I LIKE IT? Yes...if you're into NASCAR. It's true that most race fans turn their noses up at loud, American-made stock cars driving in circles for hours. But for those who "get" the sport, this game is definitely for you. You'll find yourself fighting for position lap after lap, and loving every minute of it. Check out our review of the PS2 version on page 244.



NHL HITZ 20-02

DEVELOPER: MIDWAY LAUNCH DAY
RELEASE: GAMECUBE, PS2

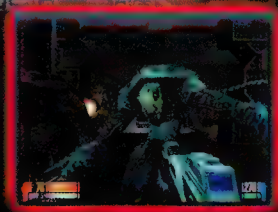
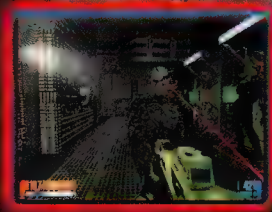
WHAT IS IT? Extreme three-on-three hockey where the slapshots move faster than bullets and successive goals set the puck on fire. Its minigames, customization options, and six-on-six play make this better suited as a party game on the rocks.



STAR TREK VOYAGER ELITE FORCE™



SET PHASERS TO FRAG



PlayStation 2



VIOLENCE



ACTIVISION



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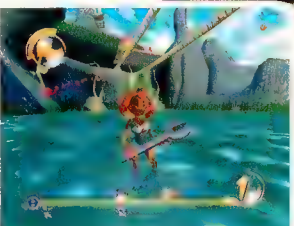
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MAD DASH RACING

DEVELOPER: CRYSTAL DYNAMICS RELEASE: LAUNCH DAY
ALSO ON: NONE (XBOX EXCLUSIVE)

WHAT IS IT? Mad Dash is like most kart games (arcade-style racing with power-ups), only you're running around as an animal on its feet, instead of an animal in a souped-up go-kart. What really separates this game from the pack are the unbelievably large stages. "The volcano level in Mad Dash is bigger than the entire game of *GeX 3* [PS1]," Microsoft's Technical Officer Seamus Blackley told us. These worlds are bigger than anything you've seen, and will provide a different game-playing experience than what typical kart-racers offer.

WILL I LIKE IT? Mad Dash has overly "hip" animal characters with plenty of voices/sound bytes to back up their 'tudes. Ugh. But it's also got huge, cleverly designed tracks with a ton of shortcuts and multiple paths to explore. The actual racing engine, on the other hand, isn't as solid as say, *Crash Team Racing's* (PS1). To answer the original question: We aren't sure yet.



Run, don't walk or kart, through Mad Dash's massive tracks. In each level, you can pick several different routes, depending on whether you want to swim, glide, climb or whatever through the different terrains.

STARFIGHTER: SPECIAL EDITION

DEVELOPER: LUCASARTS RELEASE: LAUNCH DAY
ALSO ON: NONE (XBOX ONLY)

WHAT IS IT? Think of this as Xbox's answer to Rogue Leader on GameCube. Starfighter was a solid, but not spectacular game on the PS2, so we're not expecting this Xbox-enhanced edition to blow us away.



NEW LEGENDS

DEVELOPER: INFINITE MACHINE RELEASE: NOVEMBER
ALSO ON: NONE (XBOX EXCLUSIVE)

WHAT IS IT? It's Hong Kong chop-foey movies meets the action/beat-'em-up genre. You play as Sun Soo, a young warrior who must stand up against an evil dynasty in a mythical, futuristic China. He, however, is no ordinary "young grasshopper." This ambidextrous martial artist can wield two weapons (ranging from staves to guns) at the same time to layeth the smack down on his foes. His complement of magical attacks and special moves easily puts most crouching tigers to shame. You'll get a helping fist from computer allies who fight alongside your warrior, but unfortunately, New Legends is a one-player game only.

WILL I LIKE IT? Beat-'em-ups can range from mindless and fun (like the classic *Final Fight*) to mindless and dumb (think *Fighting Force* for PS1). New Legends has definite potential, but we haven't seen this game since August, so we'll just have to keep our nunchukas crossed.



UFC TAPOUT

DEVELOPER: DREAM FACTORY RELEASE: LAUNCH DAY
ALSO ON: PS2 (UFC THROWDOWN)

WHAT IS IT? Kick, punch, it's all in the mind! Those words of wisdom will serve you well as you pummel (or get pummeled by) opponents inside the Ultimate Fighting Championship's enclosed octagonal ring. Choose one of over 25 martial-arts fighters skilled in mixed styles ranging from standard Boxing to Sumo, and square off in a bid to become the UFC's top bruiser. Success means deftly avoiding submission holds and bashing the snot out of the other bald dude in the ring. The Career and Create-a-Fighter modes from the Dreamcast version have been beefed up, and a new Tournament mode now supports battles for up to 16 players.

WILL I LIKE IT? Fans of the previous UFC games on PS and DC will find plenty to like in the Xbox version. We're expecting similar gameplay, but with way better graphics, plus a better Create-a-Fighter mode and other extras.



FROM THE TOOLBOX

VORTEX

Manufacturer: Gamester
Release: Launch day

Gamester's Vortex controller is one of the few third-party Xbox controllers we've been able to handle, and it's a heck of a lot more compact than the first-party jalopy. Nicer still, since it's licensed by Microsoft, you know the thing won't give you any goofy glitches. We'll be getting hands-on time with more controllers soon, so check back next month for a complete roundup of third-party pad alternatives.



NEW LOWER PRICE!

鬼 ONIMUSHA Warlords 者

"One adventure that all PS2 owners should take"

-PSM

Strength in the physical being is multiplied tenfold by the warrior who practices strength on matters of the mind and spirit.

"A definite must-play"
-Official PlayStation Magazine

Cleverness is as deadly as the sharpest sword when wielded by one with ample fortitude and directness.

Only through unyielding courage can a warrior overcome those obstacles which at first appear overwhelming.

"Easily the best action/adventure for the PS2"
-Game Informer



BEST PlayStation 2 GAME OVERALL

MATURE Blood and Gore Violence

PlayStation 2



CAPCOM capcom.com

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

WR
NO RULES

Get Phat



TEEN
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CERTIFIED RATED BY
ESRB

Comic Mischief
Mild Violence
Mild Language

GAME BOY ADVANCE

game

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TDK

**"Fish are tactical thinkers. You gotta outsmart 'em.
You can't just toss in a lure and expect them to bite."**



**"Hey, Phil. There's a shiny thing over there.
Let's go eat it."**



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Compete in 8 tournament rounds to qualify for the most prestigious event in sports fishing - The BASS Masters Classic.®



Experience "Hawg" heaven in your quest for legendary lunkers and trophy bass.



Follow the action above and below the water with dynamic camera movements.



Select from more than 35 lures, each with their own unique characteristics.



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STRIKE**



IN THIS CORNER: GAMECUBE

The Ultimate Launch Guide

MIGHTY MOUSE: We can give you measurements and size comparisons 'til the cows come home, but still the first thing you'll think when you see the GameCube in person is, "Whoa, it's tiny!" And compared to Microsoft and Sony's big black boxes it is small and...well...kinda cute, too. Everything about the GameCube is compact, colorful and friendly—the system itself, the controller, memory cards, even the discs the games come on. No extras like DVD movie capabilities, hard drives, or modems come packed in, but that keeps it a small, light, and best of all, at \$100 less than Xbox or PS2, cheaper.

YOUR ODDS OF LANDING A GAMECUBE ON LAUNCH DAY: Actually, not too bad. Nintendo moved their launch day back to Nov. 18 so they could have more GameCubes—700,000 to be exact—

in stores the day the system goes on sale. That's more than twice the number of Xboxes many analysts expect Microsoft to have ready on day one, and 200,000 more systems than the PS2 had for its launch last October. Just make sure you get to the store on Nov. 18, or soon after—Nintendo will ship an additional 400,000 units before the end of the year, but the closer it gets to holidays, the harder it'll be to find a GameCube. And if you remember newspaper ads for \$500 N64s the Christmas after its launch, you know how ugly that could get.

As for the official pre-sale program, there isn't one. Some retailers will be setting up their own bundle deals, so if you don't mind spending a little extra cash to make 100 percent certain you get a system on launch day, call your local games or electronic stores and ask 'em what's up.

JOYPAD PORTS

Four are built right in, just like on the N64. This is also where you'll plug in your Game Boy Advance to use as a controller once the GameCube-GBA link cable is re-released.



POWER
BUTTON



RESET
BUTTON

CARRYING HANDLE

The butt of many jokes around Microsoft and Sony, the handle provides an easy way of transporting your GameCube around the house, over to a friend's, or wherever.

MEMORY CARD SLOTS

EJECT BUTTON

Under this lid, you can press down on the little nubbin that holds the GameCube disc inside the drive to pop the game up so you can easily grab it.

OPEN BUTTON

Unlike the PS2 or Xbox, if you open the GameCube lid or remove a disc when the system is trying to access a game, it doesn't screw everything up. It just pauses the action and asks you to re-insert the disc and close the lid. How polite!

DIGITAL A/V OUT

High-end TV owners can spring for the Component Video Cable and get an even sharper image and better color than S-Video. And if the game you're playing and your TV both support it, the GameCube is capable of pumping out a Progressive Scan picture which makes everything look even better.



ANALOG A/V OUT

If you have an S-Video cable for your N64, don't pack it away when you retire the system to your closet; the GameCube has the same A/V-out socket that the N64 (and even the Super Nintendo) had, so it can use the same cord. Never owned an N64? Don't worry, the Cube comes with its own regular A/V cables.

HI-SPEED PORT

Don't expect anything to connect here anytime soon, but it's possible somewhere down the line Nintendo could create a massive storage device like a hard drive to hook up here.

SERIAL PORT 1

This is where you'll fit the upcoming 56k Modem or Broadband Adapter to take your GameCube online. Still no word from Nintendo on when that might be...

GameCube Vitals

Release:

Rev. 18, 2001

Price:

\$199

Builder:

Nintendo

Country of Origin:

Japan

Weight:

2 lbs. 16 oz.

Dimensions:

Width: 8"

Height: 4 1/4"

Depth: 6"

Primary Weapons:

\$100 less than the

competition and an

exclusive deal with

the top video game

developer in the

world: Nintendo.

THE CONTROLLER

The GameCube controller has the same basic analog stick and directional pad placement as the Xbox's, but with a radically different button layout and overall feel. Extra GC controllers sell for \$35. Take a look...

RUMBLE FEATURE

Yup, the controller has the ability to shake, rattle, 'n' roll built right in, just like the PlayStation's Dual Shock.

START/PAUSE BUTTON

X AND Y BUTTONS

These jelly-bean shaped brothers are used for secondary actions or features like camera control. They can't sense different levels of pressure like the PS2 or Xbox's buttons (in fact only the Shoulder buttons can on the GC pad). Also, hold down X along with B and Start to reset the system.

A AND B BUTTONS

These are the main buttons you'll be using. The big A button also takes you forward in menus and such (green for go, get it?), and the little red B one takes you back.

Z TRIGGER

The button made famous by N64, Zelda's "Z-targeting" lock-on system returns, only now it's moved from the back of the controller to up on top here. Its awkward placement is about the only problem most of us have with the otherwise excellent GC pad.

ANALOG L AND R SHOULDER BUTTONS

Indented and curved to hug your fingers, these suckers can be pushed in quite deep until they "click" at the bottom. They're almost like two buttons in one: Push on 'em for various degrees of one action (like to accelerate a car), or jam them all the way in until they click to do something else (say, use a turbo boost).



Xbox

GameCube

PS2

COLOR COORDINATE

At launch you'll only find GameCube systems in two colors—purple and black—but the joy pads will be available in two additional colors: orange and clear purple. Collect all four! Orange GC systems will become available at some later date as well.



GC-GBA LINK CABLE

Attach a Game Boy Advance to your GameCube with this cable (price and U.S. release still to be determined) and use your GBA as a unique controller—complete with its own screen to choose weapons, display health or a football playbook, whatever—or trade information between specially designed GC and GBA titles. The example Nintendo gave was designing a texture on a simple GBA paint program, then sending and saving it as part of your GC game. But we're sure the killer app already being worked on for this cable has something to do with those pesky Pokémon critters...



MINI-DVD FORMAT

Once again Nintendo ignores the rest of the industry and goes with their own format: Their optical discs are teeny (only 3 inches in diameter), but they hold less information too—about 1.5 gigabytes of data. While that's over twice as much storage space as a normal CD, it's about one sixth of the maximum amount an Xbox DVD (shown for size comparison) can hold.

BUT CAN IT PLAY MOVIES? Nope. It can't even play music CDs. And don't hold your breath for future add-ons—DVDs won't physically even fit in the drive. A deluxe-model GameCube from Panasonic that can play DVD movies and CDs is on the way, but we aren't sure when, if ever, it will come to America.

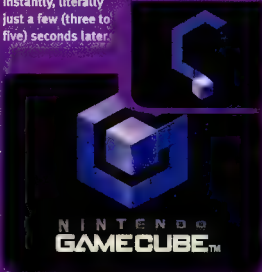
MEMORY UNIT

The GameCube's memory card is also smaller in both actual size and capacity than the competition—its 4 megabits is just 1/16th of what the Xbox and PS2 cards can hold. But it's about half the price, at only \$15. The card is divided up into 59 blocks, with different games requiring different amounts of blocks (Luigi's Mansion takes only three while Wave Race needs 12.) GameCube game cases will include a cozy little spot to hold these memory cards, like most PS2 cases do already.

THE FRONT END

START-UP SEQUENCE

A small cube rolls around the screen, making xylophone noises and leaving smaller squares until it forms the GameCube logo. After that the games are booted almost instantly, literally just a few (three to five) seconds later.



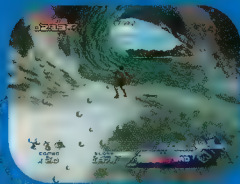
ALTERNATE START-UP SOUNDS

Hold down the Z button when you turn on the power for different sound effects during the start-up sequence. Sounds to us like squeaky clown shoes and a child's laugh. Disturbing!

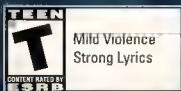
SYSTEM MENUS

You rotate a big cube on screen to get to various menus: Set the system clock, manage the memory cards, set options like stereo or mono sound output and screen position, or start a game. It's all simple and intuitive, just as you'd expect from Nintendo.

ADDICT



Ultimate Surf Action. Drop into 20 of the world's sweetest breaks with 13 of the world's hottest surfers. From Teahupoo to Pipeline to Huntington, use the moves that made guys like Taj Burrow, Andy Irons and Shane Dorian famous to pull off massive airs, blazing tailslides and hundreds of other mind-numbing tricks. Immerse yourself in an endless set of waves that look and feel like the real thing. Keep an eye on your karma meter. Hitch a ride with the Reef Girls. Watch out for hungry sharks. And remember to save your best stuff for the photographers who might put you on the in-game cover of TransWorld SURF. www.transworldgames.com



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4 SUPER MONKEY BALL

DEVELOPER: AMUSEMENT VISION RELEASE: LAUNCH DAY

WHAT IS IT? Wondering what it'd be like to play the old ball-rolling game Marble Madness with monkeys in plastic balls instead of marbles? Apparently Sega shares your strange fantasy life. Super Monkey Ball is a similar, but more evolved approximation, reminding us all that Sega can still come up with some weird-ass ideas and actually make them fun. Rolling high above the terra firma through a series of platform levels, your plastic-housed primate has to make it to each stage's goal without slipping off the edge. Bananas, by themselves or in bunches of 10, are strewn in precarious spots along the way, propagating a common myth about primate fresh-fruit attraction while enticing you to roll edgeward for a tasty reward (collecting 100 for an extra life).

WHY'D IT MAKE THE TOP FIVE? Well, read for yourself in our reviews on pg. 254. Monkey Ball embodies everything that the GameCube is about—simple yet addictive gameplay. You can jump right into the game and bust through the first several levels, but it takes an experienced hand to master the upper, more porous floors of Monkey Ball. And we haven't even mentioned the best part yet: the multiplayer action. Party games for two to four players and unlockable minigames like Monkey Golf and Monkey Bowling (see sidebar) extend the heck out of the already large single-player game. All you need is an extra hundred bucks to drop on extra controllers for your buds...

BUT YOU MIGHT NOT LIKE IT IF... you have moral objections to monkeys in balls without air holes. That or you need fancy graphics or deep play mechanics to keep you satisfied. Also, while it's lots of fun single-player, Monkey Ball gets very frustrating once you get into expert mode, when clearing levels almost becomes a task for perfectionists (or masochists). Whether you'll see this as a challenge or exercise in annoyance is all up to you.

CHIMPS & DIP

Pick up some banana cream pies and call your friends—Super Monkey Ball isn't just about high-altitude balancing acts. Three party games and three unlockable minigames (pictured below) offer satisfying ways to mess with your buddies.



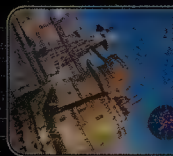
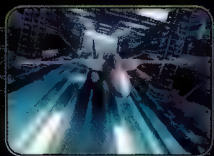
If you're ape enough to finish the 10-, 30- or 50- (yikes!) level stage sets without dying even once, you'll be justly rewarded with some trippy bonus stages. If you can bust through all the levels in Expert mode without tanking once, though, we'll fly out to your house and erect a solid platinum monument in your honor.





AIRFORCE DELTA STORM™

IF it gets too insane, eject.



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



www.konami.com



3 LUIGI'S MANSION

DEVELOPER: NINTENDO RELEASE: LAUNCH DAY

WHAT IS IT? "Mario is Missing" is no longer just the title of an old, super-lame edutainment game—the plumber has disappeared in a mysterious house and it's up to brother Luigi to rescue him. As for the game-play, think Ghostbusters meets Resident Evil: You investigate a giant, haunted mansion, room by room, solving puzzles to make ghosts appear, and then suck 'em up with a giant vacuum strapped to your back.

WHY'D IT MAKE THE TOP FIVE? It's got that Nintendo charm: unique but comfortable controls (one analog stick controls where Luigi walks, the other where he points his vacuum), characters we know and love (including Toad, Shyguys, the Boo ghosts, plus a surprise cameo) and the cool little touches (Luigi hums the theme music as he explores, with his voice becoming more and more shaky as he gets hurt). Plus, as a general action game, it's really the only one of its kind at launch.

BUT YOU MIGHT NOT LIKE IT IF... you're expecting a "real" Mario-style platformer. Because Luigi's is mostly a series of puzzles, there's nowhere near the same level of straightforward reflex-driven action, or the size and scope, as brother Mario would have. Check out our full review on pg. 256 for more details.



GAMEPLAY ELEMENTS

Your vacuum can discharge three different elemental powers: fire, water and ice. Find a source (say a faucet, ice bucket or candle) and suck it in to charge the power, then use it with the L trigger.



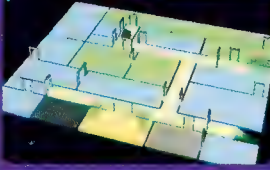
GAME BOY HORROR

Your Game Boy Horror (that's Nintendo's little joke) plays several important roles in your quest through the mansion:



- Acts like a special camera to find ghosts and gives hints on how to capture them.
- Logs items you find, including different kinds of money (which act like points since you never buy anything), ghosts, and pieces of Mario's uniform you come across.

• Contains this handy map, showing your present location, which doors your keys will open, and what rooms you haven't (grey) and have solved (other colors).



ACTUAL...



TRUTH



TACTICAL CLOTHING SOLUTIONS

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ZOO YORK



**The land was eternally dark,
evil prevailed, and there appeared
to be no hope at all.**

And as if that wasn't enough, the young wizard had aged 30 years in a day and a pack of wild hell hounds was trying to devour him. He used his orb and a lava spell to torch the wretched beasts and ran for his life. He continues on his quest to become a master sorcerer, but he still has nowhere near the 45 spells he needs to defeat the darkness.

Not even near the end

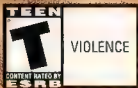
NIGHTCASTER
ULTIMATE DARK EDWARD

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ONLY ON
XBOX



XBOX

2 PIKMIN

DEVELOPER: NINTENDO RELEASE: DEC. 3

WHAT IS IT? As a tiny astronaut stranded on an alien world, your goal is to retrieve the pieces of your spaceship, rebuild it, and escape home. But there are plenty of obstacles in the way, mostly in the form of unfriendly wildlife and harsh terrain. To help, you enslave...er... enlist the aid of the Pikmin, a race of tiny plant-like creatures so cute they would make Hello Kitty throw up.

WHY'D IT MAKE THE TOP FIVE? Mario creator and Nintendo mastermind Shigeru Miyamoto has his hand in plenty of the early GameCube games, but this is the only one that's truly his baby, and you can tell it the second you pick up the controller. The game design is elegant and wonderfully original: Multitasking the Pikmin between attacking enemies, knocking down walls, building bridges, and collecting coins or defeated enemies to grow their ranks is effortless and incredibly fun.

BUT YOU MIGHT NOT LIKE IT IF... you can't get over the fact that Pikmin looks like a *Teletubbies* episode on drugs. OK, even more drugs. We admit, we were just as startled by the simple, kiddy look of the game when we first saw it last May. But trust us — those who can get over it long enough to give Pikmin a shot will find something to enjoy here. Ever since we had a chance to actually play Pikmin ourselves, we've been hooked.



PIKING APART PIKMIN

- The sun moves along this bar up top to keep track of time. Each of the 15 cycles lasted a little over a minute in the version we played.
- Before every day ends you need to return each color Pikmin to its own saucer to sleep. After that you get a full breakdown of the day's events, including data on how many Pikmin you have, how many were alive each hour of the day, and more.
- This is the health for your little astronaut — he can fight and get hurt too.
- The first of these two numbers is how many Pikmin you currently have with you. The second is the total Pikmin alive somewhere on the level.



Just toss your Pikmin at enemies and they do the rest, but there is some strategy involved. For example, waiting until monsters are asleep or their backs are turned will result in fewer casualties.

PIK A COLOR, ANY COLOR

Each type of Pikmin has its own special abilities:

Yellow Pikmin: You can toss them higher and further, over walls and places other Pikmin can't reach.

Red Pikmin: They are flame-retardant, so use them when you're up against fire-breathing enemies.

Blue Pikmin: Can swim. Other Pikmin fall around in the water until you rescue them or they die.

Purple Pikmin, Flower Pikmin, etc.: We don't know how many more species there are or what they all can do, but check out the scary purple Pikmin to the right.



1 STAR WARS ROGUE SQUADRON II: ROGUE LEADER

DEVELOPER: LUCASARTS/FACTOR 5 RELEASE: LAUNCH DAY

WHAT IS IT? The kind of game Star Wars fans would trade their homemade Boba Fett costumes for. "We didn't hold anything back," says producer Brett Tosti.

"Rogue Leader's got amazing visuals, much improved AI, authentic dialog recorded from the movies, and HDTV and Pro Logic II surround-sound support. It's the ultimate Star Wars package." This sequel to the Nintendo 64 hit Rogue Squadron lets you turn and burn through the biggest battles of the original Star Wars trilogy, from the Death Star trench run to Luke Skywalker's AT-AT-toppling exploits over Hoth to the climactic Rebel raid on the second Death Star. You'll also undertake missions set between the movies and inspired by the films' novelizations and radio dramas. "After the first Death Star blew up, you know the Rebels had to eventually move to Hoth," Tosti offers as an example. "So we have a mission where you escort Rebels from Yavin." There's even slick bonus missions and secret ships.

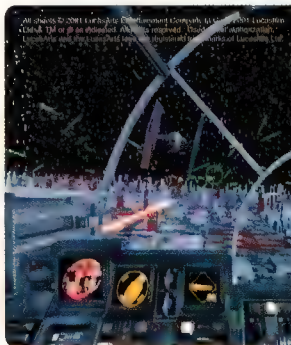
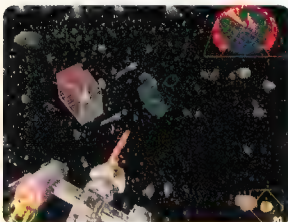
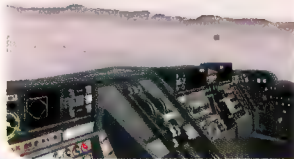
WHY'D IT MAKE THE TOP FIVE? See our review on page 258 for all the details. Suffice it to say, Rogue Leader is the Swiss Army lightsaber of launch titles, in that it does so many things for so many types of gamers. If all you crave is eye candy, no problemo—the gee-whiz effects here showcase the GameCube's graphical power. The well-designed control scheme helps you quickly come to grips with the system's oddball joystick. And Rogue Leader is just plain ol' fun. The developers have made this an easy game to just pick up and play. From the get-go, you're bombarded with enemy TIE fighters and turrets. There is no shortage of stuff to blow up in this game.

BUT YOU MIGHT NOT LIKE IT IF......you've taken this ride before.

Rogue Leader looks stellar, but aside from AI tweaks, nifty wingman options and more robust space battles, the gameplay is essentially what we've seen before in N64 Rogue Squadron and Battle for Naboo. This is the third LucasArts game in six years to feature the Hoth battle. Will those AT-ATs never learn their lesson?



Think Rogue Leader looks great? It sounds even better. Factor 5 encoded the game Pro Logic II surround sound, meaning you'll hear enemy TIEs whizz around you in a true 3D sound field if you have a receiver that supports the mode and five speakers.



SHIP SHAPE

All the cockpits in Rogue Leader are lovingly detailed—even the cockpits for craft you barely use, such as the Millennium Falcon (left) and Imperial shuttle (above). And since they've been rendered in full 3D, you can peer around them with the camera stick.

"The best crashes ever in a video game" - IGN



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MILD VIOLENCE



PlayStation 2



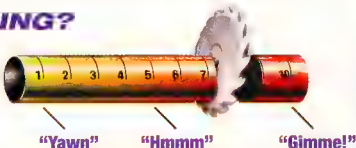
Acclaim
www.acclaim.com

THE REST OF THE LAUNCH LINEUP...

One month after the GameCube went on sale in Japan, how many GC games would you guess were available? Twelve? Ten? Five, for crying out loud? Nope, three. Just so you know that's not a typo, we'll print it again: *Three freaking games!* Pathetic! Luckily, Nintendo and U.S. third-party publishers realize American gamers would likely storm their local Wal-Marts and burn them to the ground if that kind of thing happened over here, so a whole buttload of games are planned for the "launch window" period between the 'Cube's Nov. 18 roll-out and Christmas. Here's a rundown on all the titles in that buttload, along with some of our early impressions. Oh, and if you're looking for Wave Race: Blue Storm, you'll find it in the reviews section of this issue, along with the final verdicts on Luigi's Mansion, Super Monkey Ball and Rogue Leader.

WHAT'S THIS THING?

Since none of the games in this section were ready for review, we've given each a buzz meter to gauge how excited we are about the title. Shouts out to the DeVry Institute scientists who made this possible.



CRAZY TAXI

DEVELOPER: AGCLAM RELEASE: LAUNCH DAY
ALSO ON: DREAMCAST, PS2

WHAT IS IT? Guide one of four Crazy Taxi cab company drivers around two cities that look decidedly like San Francisco, picking up passengers and getting them to their destinations as quickly and recklessly as possible. Make crazy money by sliding through turns, driving the wrong way down one-way streets, and jumping off anything you can find.

WILL I LIKE IT? Only if you've somehow managed to avoid both the Dreamcast and PlayStation 2 versions. With a sequel out on the DC, the original is getting pretty old now, but if you're picking it up for the first time it's still a solid, fun game.



MADDEN NFL 2002

DEVELOPER: ELECTRONIC ARTS RELEASE: LAUNCH DAY
ALSO ON: PS2, XBOX

WHAT IS IT? Don't know Madden? What are you, French? This edition has wide appeal with collectible Madden Cards and the realistic strategy-based play you'd expect. Fans looking for real football will want to pass over Blitz and QBC at launch for this one.



FROM THE TOOLBOX



Manufacturer: Nintendo
Release: TBD

Although your first reaction to this new-fangled thingamabob may be "Who cares?", you should take a second look. After all, the little memory cards you can buy separately and plug into this adapter are the same used by portable music players, cell phones and other hi-tech toys... insert your digital pictures into GC games? Who knows. And since it accepts a 64-megabyte card, you end up with storage space up to 128 times the size of a normal GameCube memory card.

SSX TRICKY

DEVELOPER: EA SPORTS CANADA RELEASE: LAUNCH DAY ALSO ON: PS2, XBOX

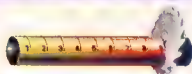
WHAT IS IT? A sequel to last year's PS2 snowboarding racing game, featuring an expanded library of tricks, plus new tracks and characters.

WILL I LIKE IT? If you dug SSX, chances are you'll like Tricky even more. The courses are huge, the speed is fast, and the air is ridiculous. Plus a new Uber Trick system lets you detach from your board in mid-air and perform maneuvers formerly only found in motocross freestyle events.



TONY HAWK'S PRO SKATER 3

DEVELOPER: NEVERSOFT RELEASE: LATE NOVEMBER/EARLY DECEMBER ALSO ON: PS2, XBOX



WHAT IS IT? If you haven't skated with Tony yet, it's not too late to catch up with one of the most popular series of all time with THPS3.

The premise is still the same: Play as one out of a huge roster of real-life skaters and complete various goals (ranging from earning points or finding secret areas to collecting skateboards and videotapes) to unlock further levels and upgrade your skater's abilities. It's all about exploring the environments, catching big air, linking tricks into huge combos, and grinding everything in sight.

WHY WILL I LIKE IT? The gameplay is so intuitive and fun that, chances are, you'll enjoy it even if skateboarding isn't your bag. We certainly love the PS2 version—so much so that it won our Game of the Month this issue (check pg. 246). The only questions we still have about the GameCube version are how much will it suffer from the lack of online play, and how well can Nintendo's pad handle the controls most of us grew up with on the Dual Shock?



DAVE MIRRA FREESTYLE BMX 2

DEVELOPER: Z-AXIS RELEASE: LAUNCH DAY ALSO ON: PS2, XBOX, GBA



WHAT IS IT? Three things stand out: a huge catalog of tricks, massive levels with tons of objects to ride on, and the ability to catch huge air. If you're a fan of Tony Hawk, you'll feel right at home with Dave.



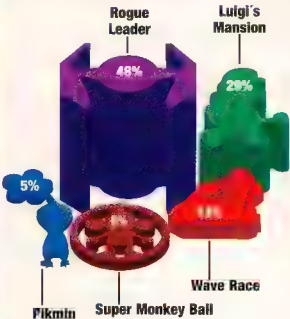
EXTREME-G 3

DEVELOPER: ACCLAIM STUDIO CHELTANHAM RELEASE: LAUNCH DAY ALSO ON: PS2

WHAT IS IT? Futuristic motorbikes, wild corkscrew tracks and vehicular combat: together, we get us all nostalgic for the mid-'90s and WipeOut. As a cyber-racer with lots of nice visual effects, EG3 isn't bad—we gave the PS2 version 4, 5.5 and 5.5 stars.



WHICH GAMECUBE LAUNCH GAME WILL YOU BUY FIRST?



source: GameSpot.com poll

GALLEON: ISLANDS OF MYSTERY

DEVELOPER: CONFOUNDING FACTOR RELEASE: DECEMBER ALSO ON: XBOX

WHAT IS IT? Remember Tomb Raider? You know: Spelunking, shooting dinosaurs, bouncy-bouncy? Well Galleon's the newest offering from Lara Croft creator Toby Gard. "Galleon is really about mystery," explains Gard, "you're uncovering a back-story to this boat and trying to work out exactly where it came from. The main character, Captain Rhama Sabrier, comes across a lot better, because he actually interacts with other people." Right, so the tight-clothed women are where now?

WOULD I LIKE IT? Galleon's epic feel (thanks to a heroic, able-bodied protagonist) and highly interactive environment make it a good bet for adventure gamers. According to Gard, the camera and control issues from the Tomb Raider days are gone, so frustration should be kept to a minimum. Gaming frustration, that is; other frustrations previously alleviated by Lara are your own problem.



ALL-STAR BASEBALL 2002

DEVELOPER: ACCLAIM STUDIOS AUSTIN RELEASE: NOW ALSO ON: PS2

WHAT IS IT? The hardball series with the most realistic pitch delivery we've ever seen, but no longer the incredible game it was on the N64. If Acclaim can clean up the bugs that hurt the PS2 version, ASB could be back in full glory.







In the world, only this island is...



www.enix.com

FROM THE TOOLBOX

WAVEBIRD

Manufacturer: Nintendo

Release: 2002

Cordless controllers are a great idea in theory, but in practice they lead to stuff like falling into a pit 10 times in a row when you were actually pushing jump. Not so with this wireless pad from Nintendo:

Play from more than 30 feet away, even without a direct line of sight between the controller and your system. The secret?

The Wavebird uses RF radio signals, not infra-red rays like most remotes.



UNIVERSAL STUDIOS THEME PARK

DEVELOPER: KEMCO RELEASE: LAUNCH DAY ALSO ON: NONE (GAMECUBE ONLY)

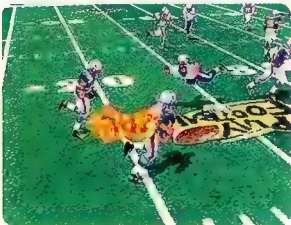
WHAT IS IT? A collection of simple games built around Universal properties, including Woody Woodpecker and *Back to the Future*. The different games (shooting, racing, etc.) look simple, but could be fun.



NFL BLITZ 20-02

DEVELOPER: MIDWAY RELEASE: DECEMBER ALSO ON: PS2, XBOX, GBA

WHAT IS IT? It's the same ol' wacky, arcade action-fortified football, only now with a beefed-up running game and one more player on each team (8-on-8). If you're more into big hits than the finer points of football strategy, Blitz is the game for you.



NHL HITZ 20-02

DEVELOPER: BLACK BOX GAMES RELEASE: LAUNCH DAY ALSO ON: XBOX, PS2

WHAT IS IT? What Blitz is to football, Hitz is to hockey—quick, arcadey action. You can send your opponent through the glass, see players “on fire,” and toss off the gloves for fisticuffs. If you're looking for hockey, you don't have any other choice at launch.



NFL QUARTERBACK CLUB 2002

DEVELOPER: ACCLAIM RELEASE: DECEMBER ALSO ON: PS2, XBOX

WHAT IS IT? The rebirth of an ailing football franchise...hopefully. QBC 2002 adds a package of drills called the Quarterback challenge, but we doubt the main game will be up to Madden's standards...

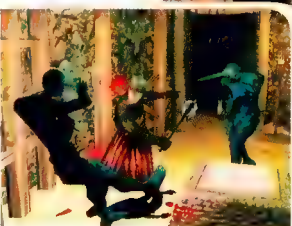


ETERNAL DARKNESS: SANITY'S REQUIEM

DEVELOPER: SILICON KNIGHTS RELEASE: DEC. 3 ALSO ON: NONE (GAMECUBE ONLY)

WHAT IS IT? You play as a dozen different “chosen” individuals, each in his or her own time period spanning several centuries in this psychological thriller adventure. Each persona you assume is part of an overall plan to stop an ancient species in its attempt to overthrow humans as earth's dominant life-form. The gameplay is pretty classic hack-and-slash fare, but one of ED's innovative features is a sanity meter, which is affected by your combat performance. If you do too poorly, the meter drops until you start to hallucinate like you've inhaled virtual model glue, seeing monsters that aren't really there and other strange effects.

WILL I LIKE IT? We only got to play a short demo, but if *Eternal Darkness* stays its course it should at least appeal to the survival-horror crowd. And it could be a refreshing change from Nintendo's mostly G-rated launch lineup, but it's really too early to call this one.



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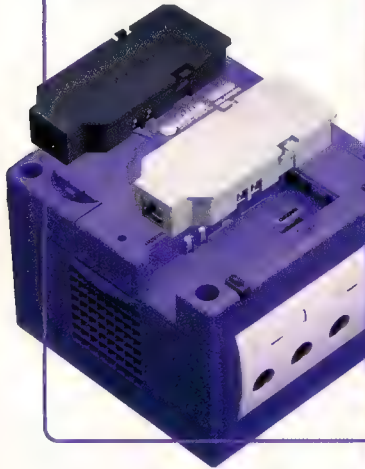
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FROM THE TOOLBOX

MODEM AND BROADBAND ADAPTER

Manufacturer: Nintendo
Release: TBD

Nintendo doesn't have any solid plans for their own network yet, but third parties like Sega are already planning to take the GameCube online with games like Phantasy Star Online. Buy either one of these puppies once they become available and snap 'em into the bottom of your GameCube and connect to the Net at either 56K or however fast your broadband cable modem or DSL connection will allow. They may not ship with the system like the Xbox's broadband adapter, but it's nice to know these are somewhere on the horizon.



FIFA SOCCER 2002

DEVELOPER: ELECTRONIC ARTS RELEASE: DECEMBER
ALSO ON: XBOX, PS2

WHAT IS IT? Every European's favorite long, low-scoring "football" game. FIFA 2002 features an improved passing system, an all-new tackling model, and 75 licensed national teams. But it'll soon face stiff competition from Sega and Konami's games.

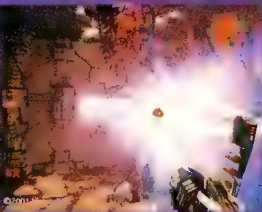


GAMECUBE BOUND IN 2002...

It's no surprise that Nintendo's biggest asset next year and beyond is Nintendo itself. The biggest exclusive titles will all be first-party.



Mario Sunshine: Don't get me wrong, MI isn't even on this top-secret project is an early view clip, but so far it looks exactly as creator Shigeru Miyamoto described it: "The most beautiful version of Mario I've..."



The Legend of Zelda: Nintendo is working closely with Texas-based developers Retro Studios in turning this hallowed franchise into a first-person shooter. What little we've seen in motion looked smooth and detailed, but we have yet to get out ourselves. Keep your fingers crossed.



The Legend of Zelda: Many people are looking forward to this one with a mix of excitement and dread. Two months ago Nintendo revealed an all-new cartoony look for the series; some praised the fluid animation and bold new art direction, while others whined it looks childish and silly. Despite the controversy (or maybe because of it), Zelda remains one of the most anticipated GC titles, due out later next year.

Rare is also already working full steam on the GC, with Starfox Adventures: Dinosaur Planet, Donkey Kong Racing, and a new Perfect Dark. The games sound like the wife.



And as the year proceeds, Nintendo and Sega hit a well-rounded game library make, luckily the third parties are showing more support for the GC than they ever did with the N64.

Capcom is on board in a big way, pledging their *Resident Evil* remake exclusively for GameCube early next year, then followed by *RE Zero*, ports of *RE 2, 3* and *Code: Veronica*, then finally *RE4*—all exclusive (see pg. 30 for the full story). RE Director Shinji Mikami also hinted he might be working on another GameCube title outside of the RE series. As of yet, though, none of Capcom's highly prized fighting series have been announced for the Nintendo system.

But if it's fighting games you want, Namco might have you covered. *Soul Calibur 2* will be coming to the 'Cube. They're also making a new *Ridge Racer* for Nintendo's machine, and a few more projects that we can't talk about just yet....

Sega is supporting all the next-gen systems, but their famed *Sonic Team* is only working on GC titles for now, starting with ports of



Phantasy Star Online and *Sonic Adventure 2*. It's a safe bet we'll be hearing more announcements soon since Sonic creator Yuji Naka is in love with the system. The Sega Sports games are on the way too: *NBA 2K2* next spring, followed by 2K's editions of football (NFL and NCAA), baseball, hockey and basketball.

Speaking of sports, the GameCube won't have to suffer the same "late or never" treatment of EA's games that the N64 did: In addition to Madden Football and *SSX Tricky* at launch, EA's already pledged versions of *NBA Street*, *NHL Hockey*, *F1 Racing* and *FIFA Soccer*.

Last, and certainly not least, we have Konami. The Japanese giant has been quiet—too quiet—on the subject of GameCube. They've only announced *International Superstar Soccer* for Nintendo's machine, the equivalent of bringing a half-eaten candy bar to a potluck dinner. What about *Castlevania*, *Metal Gear*, *Silent Hill*? Nintendo has assured us Konami has some projects in the works, but for now we'll have to just wait and see.

FIGHT!



YOU'VE SEEN WHAT THE CONTENDERS CAN DO. NOW WE PIT XBOX AGAINST GAMECUBE IN MORTAL COMBAT TO FIND OUT WHICH BOX COMES OUT ON TOP.

Let's review what we've learned so far: Xbox hits Nov. 15 for \$300, along with a pile of great exclusive games that sell for \$50 each. GameCube hits Nov. 18 for \$200, along with a pile of great exclusive games that sell for \$50 each. The math here is simple: Either one of these systems'll take a chunk out of your wallet—especially once you toss in the cost of mandatory peripherals like memory cards, souped-up video cables, etc., or if you pre-ordered a pricey bundle.

Now we could cop out and tell you to buy both systems, but we reckon that's out of the

question—unless you're willing to blow the college fund or eat nothing but Ramen noodles for a year. So if you haven't made up your mind already, the time has come to figure out which system you should buy. Let's compare both consoles in several crucial categories to help you make the right decision. Afterward, in the final round, the entire Review Crew weighs in with their opinions and picks. But resist the urge to jump to the end and see which system wins—we're hoping you'll rely on our overall verdict as a last resort and instead use the info on the next five pages to help you make your own decision.

INQUIRING GAMERS WANT TO KNOW...

- Which company has the best gameplan? Pg. 214
- Which is more powerful: Xbox or GameCube? Pg. 216
- Which system has the best games? Pgs. 218 - 219
- What's the final verdict? Pg. 220

ROUND 2: THE GAMEPLAN

In the looming console war, who's got the best plan of attack?

MICROSOFT'S LAUNCH PLANS

Fact of life: There may not be enough Xboxes for everybody on launch day, even though Microsoft delayed the system's debut for a Windows XP anniversary. But the company has a solid plan of attack. "We're going to have a lot of people who are excited about the Xbox," says Microsoft's Ed Fries. "We're going to have a lot of people who are excited about the Xbox." Microsoft's plan is to launch the Xbox in the U.S. on Nov. 15, followed by Europe and Japan. The company is also planning to launch the Xbox in the U.S. on Nov. 15, followed by Europe and Japan. The company is also planning to launch the Xbox in the U.S. on Nov. 15, followed by Europe and Japan.

IS XBOX ONLY FOR GROWN-UPS?

Microsoft is locking its tractor beam on gamers 16 to 25 years old. "These guys buy their own systems and look at them based on the quality of the content and how much ass it kicks," says Seamus Blackley, manager of Microsoft's advanced technology group. "When you see our kiosk running next to GameCube, you'll see 30,000-polygon DOA characters next to Luigi's Mansion. The difference is self-explanatory."

WHEN'S XBOX GOING ONLINE?

Microsoft isn't kicking off its broadband-gaming service—which will involve a single monthly fee to play all of Xbox's online games—until the first half of next year. "The game industry doesn't really know what its online strategy is," says Allard, "and we're trying to bring some leadership. If Nintendo's looking for some tail lights to chase, we don't mind being in the pole position."

DOES IT HAVE STAYING POWER?

This is Microsoft we're talking about. "We're not known to just dabble in an area," says Microsoft's Ed Fries. Although a few publishers are taking a wait-and-see attitude, many game makers are jazzed about the system's potential. "Xbox is not just about drawing a better Mario," Blackley says. "It's enabling totally different kinds of experiences. And if first-generation titles are doing that, the next year and year after that will be explosively innovative. Xbox holds the future of console gaming where no other console can."

NINTENDO'S LAUNCH PLANS

Nintendo's confident it'll ship 700,000 systems on Nov. 18. "It won't be enough," says Perrin Kaplan, Nintendo of America's director of corporate affairs, "but it's certainly better than what Sony did last year. The pain was felt by everybody on that one." Nintendo says it won't have a problem keeping up a steady stream of systems after launch just 'cause 'Cubes are made in Asia and must be shipped across the Pacific. "We have a clean system for distribution and can clear product through the port of Seattle quickly," says Nintendo of America Technical Director Jim Merrick. "And we're not bringing a production line up in the hopes it can satisfy demand. We have a steady flow in the pipeline now."

IS GAMECUBE ONLY FOR KIDS?

"The people who are saying Nintendo is a company that makes games only for kids have generally been our competitors," says Satoru Iwata, Nintendo's director of corporate planning. "We can create games that make younger children happy, but those same games are still going to be popular with older players." And keep in mind that GameCube is nabbing more third-party support than the Nintendo 64, whose pricey cartridge format turned off publishers. "There's going to be a wider variety of games available for the GameCube," Iwata says. "We don't think it's going to be dubbed the child-only machine."

WHEN'S GAMECUBE GOING ONLINE?

"Nintendo's not in a situation where it needs online gaming for it to become a viable company," Iwata says. "The online market hits you with this [bad news], where if they say they're going to make a game you can only play if you have a modem, then they're immediately cutting off about 75 percent of their users." Soon, Sega's expected to announce how Phantasy Star Online Ver. 2 for GameCube will work online, but don't expect Nintendo to unveil its own network until they have a killer game to kick it off.

DOES IT HAVE STAYING POWER?

Nintendo stood by the N64 for five years, and the GameCube is much more promising—its consumer-friendly price alone will likely nab it a bigger user base than Xbox. Still, Nintendo has been slow to hype the 'Cube, while Microsoft has been pushing Xbox hard since February.

NUTS & BOLTS

Xbox	Launch date	GameCube
Nov. 15	Nov. 18	
300,000 to 600,000	Units shipped at launch	700,000
1 million to 1.5 million	Total planned to ship by year's end	1.1 million
By mid-2002	Online when?	Unknown
\$800 million	Marketing budget	\$75 million*

* Not quite a fair comparison, because this doesn't include cash spent by promotional partners

AND THE WINNER IS: NEITHER. IT'S A DRAW!

This one's too close—and too early—to call. It's clear Microsoft is slipping up with the Xbox launch, but we won't know whether they've just stumbled or completely fallen on their face until we see how many Xboxes ship. Nintendo, meanwhile, suffers from a lack of an online plan and the hard-to-kill rep of being a company that still makes kid stuff.



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ROUND 3: HARDWARE HORSEPOWER

Let's peek under the covers' hoods to see which is the real muscle car of gaming...

By Lee Soltz

THE BIG IDEA...

The Xbox is a more powerful machine than the GameCube, but it's also a more complex one. The Xbox's hardware is more complex, with a higher clock rate and more memory. The GameCube, on the other hand, is a more streamlined machine. It's a more compact console, and it's also a more powerful one. The Xbox is a more powerful machine, but it's also a more complex one. The GameCube, on the other hand, is a more streamlined machine. It's a more compact console, and it's also a more powerful one.

THANKS FOR THE MEMORY

With 64 megabytes of double-data rate synchronous DRAM, Xbox has the most memory of any console, although it's not as fast as the 1T-SRAM in the GameCube. "And because we have a unified RAM architecture, all 64 megs are available for textures, animation or whatever developers want to do," says Microsoft's Ed Fries. It adds up to much larger environments and less loading time.

TEXTURE TITAN

The Xbox graphics processor can draw four texture layers in one render pass, while GameCube can do eight and the PS2 can draw one. That means texture effects like bump mapping (which gives surfaces a bumpy, realistic look), environmental reflection and shimmering glisten maps can all be rendered on in-game models without taxing the Xbox CPU. What's more, Xbox can complete two render passes in the same amount of time it takes GameCube to complete just one. "That means the Xbox is much faster at drawing textures on screen," says Dominic Guay, lead programmer of the Xbox version of *Batman Vengeance*. The nVidia-designed GPU also strikes a balance between speed and flexibility. Parts of the graphics pipeline can be reprogrammed via "vertex shaders," which allow for realistic skin and clothing wrinkling, and "pixel shaders," which control effects on a per-pixel level.

SOUNDS GOOD

The Xbox is capable of outputting real-time Dolby Digital 5.1 surround sound, which is currently the most prevalent digital surround-sound standard. This feature is built into the Xbox's sound chip, so it won't cause the rest of the machine to take a performance hit.

NUTS & BOLTS

Xbox		GameCube
733 MHz	CPU speed	485 MHz
250 MHz	Graphics Processor	162 MHz Flipper
nVidia XGP	Total Memory	40 MB
64 MB	Simultaneous Textures	
	Built-in 3D Audio Support	
	Hard Drive?	No
	Built-in broadband adapter	No (sold separately)



Don't expect the launch games to show which system's got more oomph. *Madden*, for instance, looks practically identical.

THE BIG IDEA...

The N64 was plagued with a problematic memory architecture: a tiny texture cache (which contributed to the games' blurry look), and the limitations of using cartridges. So Nintendo's numero-uno design team with the GameCube was developer-friendly.

FAST MEMORY, BUT LESS OF IT

The 'Cube has a smaller main memory of 24 megabytes of MeSys 1T-SRAM, which is a relatively new technology that allows for lightning-quick access without using a large transistor count (more transistors make for a pricier chip). To augment the smaller main memory, Nintendo added 16 megs of auxiliary RAM—basically slower memory intended for use for the audio chip as well as for certain kinds of data that don't require fast access.

TEXTURE WHIZ

The 'Cube's graphics processor, Flipper, handles all texture management automatically, eliminating a gripe developers have with the more difficult to grasp PS2 architecture. But Flipper can render up to eight texture layers in one render pass, as opposed to the Xbox's four. The sea surface in *Rogue Leader's* water-planet level, for example, is rendered with eight layers of textures, including two bump-mapping textures, a layer of environmental reflection, etc. But all this doesn't come for free—each texture stage eats into the 'Cube's fillrate (a measure of how quickly the graphics chip can draw into the framebuffer, which is a special area of memory that's used like a canvas for graphics).

SOUNDS ALMOST AS GOOD

The GameCube's audio chip doesn't deliver the same surround-sound options as the Xbox, but don't underestimate its power. "We haven't disclosed all of what GameCube's audio system is capable of," says Nintendo's Jim Merrick, "because we want to have the games out there to demonstrate it first." So far, the only game to push the chip is *Rogue Leader*, which supports five-channel Dolby Pro Logic II.

"But the GameCube [sound chip] can do anything one programs it for, so, yes, even DTS encoding is possible," says Julian Eggebrecht, president of Factor 5, which co-designed the 'Cube's sound system. (DTS is a 5.1 surround-sound mode already being used by some EA PS2 games. Taking advantage of it requires a digital audio cable, which so far is unavailable for GameCube).

AND THE WINNER IS: XBOX!

And by a fair margin. Still, when you compare Xbox games to 'Cube ones, it's hard to see a difference. "Most people agree Xbox wins in terms of raw power, but it's still a much more level playing field at this point," says Reid Schneider, senior producer of *Batman Vengeance*. Microsoft says many Xbox launch games were rushed and to wait until the next round of titles to really see what the system can do.



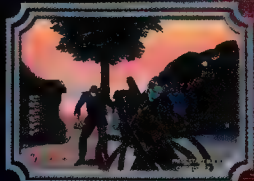
PlayStation 2



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the whites of their fangs.

Listen. Can you hear your heart pounding? They can.

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ROUND 4: THE LAUNCH LINEUPS

Now, the important stuff—*which system's got the most must-have hits at launch...*

XBOX KILLER APPS

"This is the best launch lineup that's ever been created," says *IGN*'s Jeff Labrecque, who's been comparing Xbox and GameCube launch titles for weeks. "We've got a great mix of titles, and it's great to see some of the most fun titles coming to the GameCube. It's a great mix of titles, and it's great to see some of the most fun titles coming to the GameCube. It's a great mix of titles, and it's great to see some of the most fun titles coming to the GameCube." (Note: This text is a placeholder for the actual article content.)

games we'd be willing to buy a system for. Our consensus puts Halo and Oddworld in the killer-app category, followed by a pile of fun stuff—from *Cel Damage* to *DOA3*—that's dazzling but not in the same league. Xbox also faces the hurdle of having few recognizable characters or franchises. Abe, Munch and the *DOA* fighters are the only big names in Microsoft's camp—and none of these guys and gals withstand the star power beaming from Nintendo franchise installments like Luigi's Mansion and Super Smash Bros. Melee.

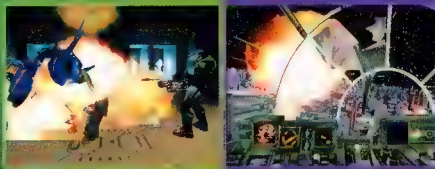
IS THERE SOMETHING FOR EVERYBODY?

If you look at the genres considered crucial—sports, action, racing and fighting—Xbox is there in a big way this year. Wanna fight? Nab *DOA3*, *Raw Is War* or *UFC*. Feel the need for speed? Get *Project Gotham*, *Armchair Jock* or *NFL Fever*, *Madden* and *NFL 2K2*. And Xbox has action games coming out of its cooling vents, from Halo to *Obi-Wan* to *Air Force Delta*. The new toy extreme-sports genre is represented, too, with *Amped*, *Transworld Surfing* and *Tony Hawk zX* (although GameCube's getting the much-better *Tony 3* first). Even fans of adventure games can get their fix with *Azurik* and *Blood Omen II*, while *Morrowind* kinda fits the RPG bill. Bottom line: Even if some of its first-month games get delayed, Xbox will still have an enormous variety of titles. Of course, we spy some stinkers in the mix (let our Buzz Meter in the launch guide give you an idea of which games we're talking about), but there's still something for everyone here.

GAMECUBE KILLER APPS

Make no mistake: The GameCube's launch lineup is solid, but it's missing that certain something.... "We don't have that one single groundbreaking title like *Mario 64* was for the Nintendo 64," Nintendo's Jim Merrick says. "So we don't have something that clearly demonstrates the fourth dimension like *Mario did*." Instead, the only "Cube game we feel confident tagging with the killer-app title isn't even

from Nintendo—it's LucasArts' *Rogue Leader*, Nintendo's launch titles, on the other hand, are a tad disappointing. Just flip to the review section to see what we think of Luigi's Mansion and *Wave Race: Blue Storm*. And from what we've played of it so far, *Smash Bros. Melee* seems like prettied-up rehash of the N64 original. The only standout first-party game is Shigeru Miyamoto's *Pikmin*, which is hard to describe but easily the most intriguing thing in GameCube's first-month arsenal.



Some apps, like our Rogue Leader, will cover a lot of systems in our November...

NUTS & BOLTS

Xbox	Number of 2001 games	GameCube
20	2001 TITLES BY GENRE:	20
10	Sports	6
10	Action	8
7	Adventure	5
3	Racing	2
3	Fighting	3
1	Extreme Sports	3
1	Role-Playing	0
0	Weird Pikmin-style games	0

IS THERE SOMETHING FOR EVERYBODY?

It goes without saying that Nintendo loyalists'll be in fanboy heaven when they boot up Luigi's Mansion and Super Smash Bros. Melee, which overflow with in-jokes and Nintendo touches. But what about the rest of us gamers? Fortunately, GameCube is launching with a wide range of third-party titles, although many are also hitting Xbox at about the same time. GameCube does score bonus points in the extreme-sports department with *Tony Hawk's Pro Skater 3*, due before Christmas. (*Tony 3* won't land on Xbox until next year.) Overall, however, the 'Cube's launch lacks the variety and quantity of Xbox's first-month lineup of games. You won't find nearly as many racing games. You only get one fighting game. Not much on GameCube is geared for grown-ups. Next year, on the other hand, is a different story (peer at the next page).

AND THE WINNER IS: XBOX!

It comes down to simple math: Xbox has two games—Halo and Oddworld—that we feel comfortable calling killer apps, while GameCube only has one: *Rogue Leader* (and we like Halo more). Xbox just has a bigger selection. Sure, a lot of its launch titles look so-so, but we still see more games we wanna play than what's on GameCube.



ROUND 5: THE GAMES IN THE FUTURE

...and which has the best games for 2002 and beyond?

THE EXCLUSIVE STUFF

When you pick a console, you're picking a lifestyle. You're picking a way of playing games. And for Xbox, that lifestyle is one of exclusivity. It's a lifestyle that's been around for a long time, but it's never been so strong as it is now. "We know Microsoft has a lot of Xbox games in the works, in both the U.S. and Japan, including the first wave of online titles. We just don't know what those games are yet," almost all the stuff that my group's doing is focusing on the 45 Xbox projects in development from the first-party studios," says Microsoft's Ed Fries. "These are all unique and original titles—future franchises."

XBOX THIRD-PARTY SUPPORT

Although we hear grumblings from a few publishers not quite sold on Xbox, the truth is third-party support will remain strong for the foreseeable future. "We have 400 games in development right now," says Microsoft's Seamus Blackley. "We could have had 100 launch titles if we wanted." OK, whatever. But nearly all the publishers that matter are on board, including Activision, Capcom, Namco, EA and Sega. It's tough to tell just how "exclusive" many of the third-party games announced for Xbox really are, since some titles are only premiering on the system and may migrate to PS2, which enjoys a user base too large for publishers to ignore. Still, Microsoft is happy with what they got. "Do we have enough developers making games for the Xbox to be successful? Absolutely," Fries says. All that's left is Square, whose gameplan is still up in the air. "I honestly believe Square wants to be on Xbox," says Fries. "The Nintendo solution really isn't an option for them, for some historical reasons you probably are familiar with [Editor's note: Square's relationship with Nintendo has been rocky ever since the Final Fantasy series went to PlayStation.] I think Xbox is inevitable for Square."

THE EXCLUSIVE STUFF

If you're not absolutely, positively jazzed with the GameCube 2001 lineup of exclusive games (and, as you've already read, we're not), just look at next year, when the franchises that practically define video games take flight on the system. Let's start with the big names: Mario Sunshine, The Legend of Zelda, Metroid Prime. And then there's lower-tier hot properties due out next year and beyond, such as Star Fox Adventure, Donkey Kong Racing, Mario Kart and the sequel to Perfect Dark. Better still, "The great thing about GameCube," says Fries, "is that it's so much easier to develop for than the N64, and development cycles will be shorter. You won't have to wait nearly as long between the releases of the big first-party games." But whatever wait there is will be filled with third-party exclusives such as Sonic Team's Phantasy Star Online Ver. 2 and port of Sonic Adventure 2. The biggest gun in Nintendo's arsenal of third-party exclusives, however, is the Resident Evil series, which definitely puts a dent in anyone's argument that GameCube is only for kids.

GAMECUBE THIRD-PARTY SUPPORT

Back when the N64 debuted in '96, Nintendo crowded about support from a Dream Team of third-party developers. Turns out the team wasn't so dreamy—it only had a few big-league members (such as Acclaim and Midway), and many of the dream games took forever to become a reality. Eventually, third-party dwindled altogether, but there is a bright side: Nintendo learned a lot of lessons from the experience. "We're doing a much better job supporting developers this time," says Nintendo's Jim Merrick, "and we've gotten away from the cartridge-based business model, which cost publishers a lot of money in the past." The end result: Don't expect the same dismal third-party support for GameCube. In fact, all the same crucial publishers behind Xbox are backing GameCube, too, and many of next year's biggest titles, such as Soul Calibur 2 and all of Sega's sports games, will arrive on both systems. We've even heard on the downlow that some of Xbox's "exclusive" third-party launch games will make it to GameCube next year, too.

NUTS & BOLTS

THE FUTURE HEAVYWEIGHTS:

Xbox

Jet Set Radio Future

Gunvarkyrle

Panzer Dragoon

Metal Gear Solid 2X

Shoot Hill 2X

Genma Onimusha

Dino Crisis 3

Project-Ego

GameCube

Mario Sunshine

Legend of Zelda

Star Fox Adventure

Metroid Prime

Resident Evil series

Mario Kart

Donkey Kong Racing

Perfect Dark Zero

AND THE WINNER IS: GAMECUBE!

This verdict was actually a closer call than you might think—mainly because GameCube's solid-but-not-quite-stellar first-party lineup has us gungshy about next year's installments in Nintendo's key franchises. Both Wave Race: Blue Storm and Super Smash Bros. Melee ended up being so similar to their N64 prequels that we fear future updates, such as GameCube Mario Kart, might turn out to be rehash, too. And it's still way too early to make any kind of call on Mario Sunshine and the next Zelda title.

THE DECISION

Still with us? By now, you should've soaked up enough info to make your own buying decision. But if you're still iffy on the issue, these last two pages can help. Here, you can see what each *EGM* editor thinks of the two systems. Why should you care? Well, some people call us experts, but we like to think of ourselves as your gaming buddies, who are as into video games as you and more than willing to share our personal opinions on something...whether you asked for 'em or not. So check out what each editor has to say, then see how our votes tallied.

CRISPIN BOYER

Features Editor

HIS PICK: GAMECUBE

WHY HE PICKED IT: GameCube has and will have the exclusive content—stuff like *Rogue Leader*, *Resident Evil* and *Mario*—that I can't live without. And nearly all the third-party titles that matter, from *Soul Calibur 2* to *SSX Tricky*, are hitting both systems. Plus, I get more game-bang for my buck; GC's lower price equals two more games for me on launch day.

WHY HE DIDN'T PICK XBOX: I had a hard time choosing even five must-buy Xbox games. And that joypad feels like a canned ham.



CHE CHOU

West Coast Editor

HIS PICK: XBOX

WHY HE PICKED IT: Xbox launch titles like *Halo*, *Gotham* and *Ampe* resonate far deeper with me than the prettier, redesigned *N64* sequels we'll continue to see on GameCube. The Xbox is also perfect for someone like me who's tired of upgrading his computer just to play the latest PC games. I'll have to buy a third-party controller but I'll live.

WHY HE DIDN'T PICK GAMECUBE: I'd be insane to underestimate the GameCube potential. Will I buy one? Probably—just not this November. What's the rush?



JON DUDLAK

Associate Editor

HIS PICK: XBOX

WHY HE PICKED IT: It was tough, but I have to look forward and say that the Xbox has potential the GameCube doesn't. The Xbox already has a handful of must-buys, and it gives developers almost limitless design headroom, which makes me really excited for future titles.

WHY HE DIDN'T PICK GAMECUBE: Remember those mystery ports underneath the *N64*, *Super NES* and *NES*? Those are Nintendo's failed attempts at growth and evolution, and the GameCube has three of them!



DEAN HAGER

Managing Editor

HIS PICK: GAMECUBE

WHY HE PICKED IT: I'm a sports gamer, and neither system has much to offer me. Yeah, I can get Madden, but what's the point when I already have it on PS2? As crazy as it sounds, *Pikmin* got me stirred up the most. It's one of the most creative games I've ever seen. If Nintendo can keep churning out stuff like that, GameCube is definitely the system to own.

WHY HE DIDN'T PICK XBOX: Munch looks great, as does *Halo*, but it's not enough to make me shell out 300 bucks from my cobweb-infested wallet.



DAN "SHOE" HSU

Editor in Chief

HIS PICK: XBOX

WHY HE PICKED IT: The launch games are better. Simple as that. From what I KNOW and have PLAYED, I'd go with the Xbox. (But I'm still buying both.)

WHY HE DIDN'T PICK GAMECUBE: If I knew for sure the future *Zeldas*, *Marios*, *Metroids*, etc. are going to be good, I would've gone with the GC. But I don't. *Wave Race: BS* and *Smash Bros. Melee* prove Nintendo sequels aren't always fantastic. I'll have to wait to play these future 'N' games before saying the GameCube is a better machine.



CHRIS JOHNSTON

News Editor

HIS PICK: GAMECUBE

WHY HE PICKED IT: The games kick ass (especially Nintendo's), the price is right, and the controller's a comfy fit. It doesn't match the pants-wetting visuals of Xbox, but I've gotten more enjoyment out of the first few 'Cube games than anything on Xbox. The only question is whether there will be a steady flow of new titles.

WHY HE DIDN'T PICK XBOX: No Xbox games grab me and say, "You have to buy this system!" And pretty graphics aren't the only thing that matter to me.



JEANNE KIM

Associate Editor/Art Director

NEI PICK: XBOX

WHY SHE PICKED IT: I'm not a Nintendo fangirl, so, aside from *Pikmin* and *Rogue Leader*, the 'Cube's launch (plus *Zelda*'s new look) doesn't do jack for me. Counter that with *DOA3*, *Halo* and *Munch*, as well as cool games like *Cel Damage*, and Xbox definitely suits my tastes better. Plus, gotta love the hard drive (no memory card saves!).

WHY SHE DIDN'T PICK GAMECUBE: GC would look great with my shiny blue platforms, but it's the games that count for this chick, not the looks.



KRAIG KUJAWA

Senior Associate Editor

HIS PICK: XBOX

WHY HE PICKED IT: It may cost more than the GameCube, but the Xbox gives you more for your money. The epic feel of *Halo* and *Munch*'s drew me into their worlds, and I think either of these games will keep me interested longer than any of the GameCube launch titles. The hard drive and soundtrack ripper are the icing on the cake.

WHY HE DIDN'T PICK GAMECUBE: Games such as *Zelda* and *Metroid* might make this system in the long run, but I don't have the patience. I want to play now.



MARK MACDONALD

Executive Editor

HIS PICK: GAMECUBE

WHY HE PICKED IT: A wider selection of quality exclusives, for \$300 less, plus I love the controller. Both systems have *Sega* games I crave, but *Resident Evil* is a huge deal in my book. I'll buy both, but if I must choose one, it's the 'Cube.

WHY HE DIDN'T PICK XBOX: I must admit, my must wanted game for either system right now is *Halo*, but after that my list of must-play Xbox games that are due anytime soon falls off quick—the near-final versions of *Munch* and *DOA3* look good, but not great, to me.



JAMES MIELKE

West Coast Editor/Web Editor

HIS PICK: GAMECUBE

WHY HE PICKED IT: *Pikmin*, *Wave Race*, *Super Monkey Ball*, *Smash Bros. Melee*, *Rogue Leader*—that's an unstoppage starting five. The GC is also super-cool design-wise. I can fit four of them in the spot my Xbox would occupy. And Nintendo does make great games. Plus, they have this Miyamoto goal pay payroll. I hear he's good.

WHY HE DIDN'T PICK XBOX: Don't get me wrong: I will buy an Xbox, if only for *Panzer Dragoon*. And *Halo* is a must-buy, but not necessarily at this very instant, considering all the GC stuff I wanna play.



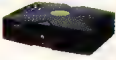
GREG SEWART

Previews Editor

HIS PICK: XBOX

WHY HE PICKED IT: Since I'm sure *Shoe* will give me a raise soon, the Xbox's higher price tag doesn't bother me—I feel like I'm getting my money's worth. And it just seems to me the 'box will be stronger in the genres I care about, particularly racing. In fact, the entire lineup for Microsoft's system seems very well-rounded.

WHY HE DIDN'T PICK GAMECUBE: Nothing outside of *Star Wars: Rogue Leader* has given me that tingly feeling about the GameCube yet. Maybe when *Mario Sunshine* hits...



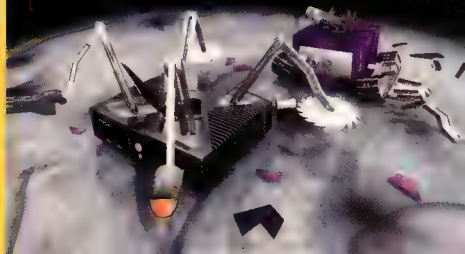
AND THE WINNER IS: **XBOX!**



If you're looking for us right now, or planning for it, there's a madly made-up decision about which system to buy a long time ago. This feature wasn't written for you. And our point in choosing a new system isn't to give ammo to any side of the eternal and impossibly "system" Xbox here! "super-cool?" fanboy battle waged daily in chat rooms and Internet chat rooms. Our goal is to answer a legitimate question many of you have been asking us for months: "Since I only have enough money for one, should I buy a GameCube or Xbox this Christmas?"

Does this mean the Xbox is the absolute right choice for you? No. It's just the system the majority of our editors are recommending (by a close vote of 6-5). The decision is still yours to make, so make it carefully. Check over this whole feature (especially you bastards who skipped ahead to find out the winner!) to gauge each system's potential and more importantly its present and future games. Read these two pages carefully—if there's a particular editor you trust, or an opinion you find matches up with your own way of thinking, it could help. And, since most of our editors' choices came down to their feelings about both systems' launch games, your best bet is get to your local game store to try them for yourself. ♣

For more on the Xbox and GameCube's launch titles, check out this month's Review Crew (page 232). Then visit us again next month when we review even more launch games.



Fantasy



Photography by Dave Robinson.

Star

KID WIZARD HARRY POTTER CONJURED UP ASTRONOMIC BOOK SALES, BUT CAN HE CAST THE SAME MAGIC IN THE GAME BIZ?

WITH THREE TITLES TIMED FOR RELEASE WITH THIS MONTH'S BIG POTTER FLICK, ELECTRONIC ARTS HOPES YOU'RE WILD ABOUT HARRY...

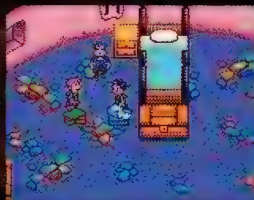
By Shane Bettenhausen

Like it or not, you're just a muggle. And if you don't know what that means, you've either been obliterated by a master wizard or you've never read J.K. Rowling's phenomenally popular Harry Potter books, despite the recommendations of countless kids, fantasy fans and soccer moms. But withstanding Potter's pull is going to be much tougher after Nov. 16, when

Electronic Arts unleashes Harry Potter games on three different platforms: the PlayStation, Game Boy Advance and Game Boy Color, with more games on the way for the new systems. Oh yeah, and don't forget about Warner Bros.' *Harry Potter* movie opening the very same day. It's enough

Pottermania to make Fluffy's heads spin. But then you're just a muggle—an ordinary human with no magical powers—so you probably don't even know that Fluffy is the three-headed dog from the first Potter novel.

The following six-page feature isn't just a primer for the magically uninitiated, however. If you're a Hogwarts veteran who knows the difference between owls and O.W.L.s, you'll find plenty of useful info here. Hardcore fans of the books are already clamoring for both the film and the games, and we're here to reveal how EA is handling everything from Quidditch to Bertie Bott's Every-Flavor Beans. All three games follow the plot of the first book, *Harry Potter and the Sorcerer's Stone*, yet each title is completely different, and true fans will want to investigate all three. So step onto platform 9 and 3/4 and assume the role of a brave first-year student named...well, you know his name.



Potter on Game Boy Color • Pg. 224



Potter on PlayStation • Pg. 228



Potter on Game Boy Advance • Pg. 226

HARRY ON THE GAME BOY COLOR

A Harry Potter role-playing game seems like a total no-brainer, but who'd expect to see it on the rusty old Game Boy Color? Thankfully, EA's No Wonder development team proves that talented developers can squeeze a whole lotta game into one little cart. If you've ever played a classic RPG on the old Nintendo or Super Nintendo, you'll be prepared for this engrossing adventure in which you assume the role of Harry Potter during his first year at

Hogwarts School of Witchcraft and Wizardry.

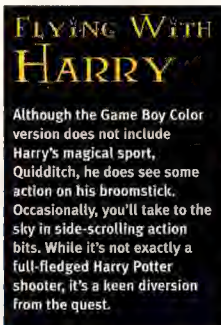
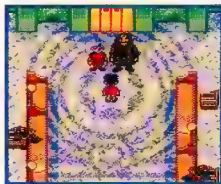
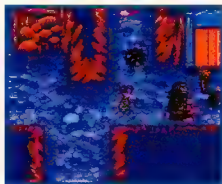
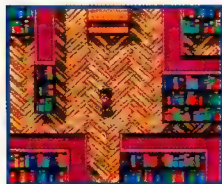
While all three versions do a good job of encapsulating the complex plot of *Sorcerer's Stone*, the GBC incarnation even goes beyond the scope of the original novel to include new subplots and encounters with more than 100 different characters. As the game begins, you take control of Harry in Diagon Alley, a one-stop shopping center for wizard school supplies. While fetching some money from the wizard bank, Gringotts, you notice wild beasts scampering about. You can avoid them if you're quick, but bump into 'em and you'll be thrust into a traditional turn-based RPG battle. Similar to the combat in *Pokémon*, these battles require you to use spells, items and Wizard Cards (see the sidebar below) to defeat your enemies. You'll want



to level Harry up quick for when he faces nastier foes like school rival Draco Malfoy later on in the game.

As you guide Harry through his first year at Hogwarts, you'll make valuable new friends, explore the maze-like castle grounds, and discover sinister secrets. Overall, the entire role-playing experience here is surprisingly complex, rewarding

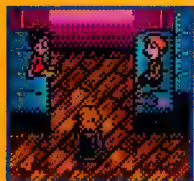
and highly polished. Chalk that up to the fact that the GBC version has enjoyed the longest development cycle of all the Potter games in this feature.



IT'S IN THE CARDS

Lurking inside the wrapper of every Chocolate Frog (a popular wizard snack food) is a collectible Famous Witches and Wizard Card, and adorning each card is a moving image of one of history's most esteemed mages. In the books, Harry and his pals collect them just for fun, but in the GBC game these cards are quite useful.

Harry can combine any two Wizard Cards to create a hitherto undiscovered spell effect (kinda like the cards you collect in *Castlevania: Circle of the Moon* for Game Boy Advance). With 101 different cards to discover, the combinations are nearly limitless. Finding all of these cards won't be easy, but other characters in the game may be willing to trade their cards for your duplicates. You can also use the GBC Link Cable to trade cards with your real-life friends' cartridges.



A handprint is formed by thick, expressive brushstrokes of red and black paint on a white background. The red paint is layered over the black, creating a sense of depth and texture. The fingers are spread, and the overall shape is that of an open hand. Overlaid on the lower part of the handprint is the text "wounds will heal..." in a golden-yellow color. The word "wounds" is in a cursive script, "will" is in a similar script but smaller, and "heal..." is in a bold, blocky sans-serif font. The text is positioned across the palm and wrist area of the handprint.

wounds
will
heal...

HARRY ON GAME BOY ADVANCE

Harry's first year at Hogwarts is a far more action-packed affair on the Game Boy Advance. Unlike the traditional, turn-based GBC role-playing game, this version (by the same development team) is an action-RPG hybrid like *The Legend of Zelda* titles. The game opens with a storybook-style prologue summarizing the first 100 pages of the novel, since Harry's miserable life with his adoptive muggle family would not make for an exciting game experience. You take control of Harry as he arrives

for his first day of classes at the castle-like Hogwarts school. The massive campus will seem overwhelming at first—secret passageways, hidden chambers and a mysterious forest all await your exploration. Eventually, you'll meet up with more than 20 familiar faces, including Potter pals Ron, Hermione and Hagrid, and the not-so-friendly Malfoy, Snape and even the nefarious Lord Voldemort himself.

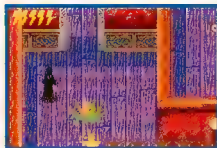
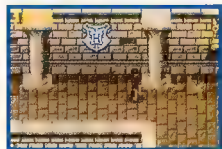
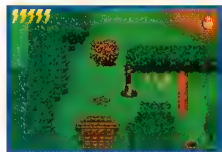
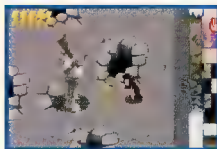
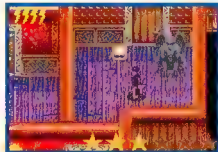
Harry's first magical lesson introduces the unique spell-learning mechanism (see sidebar



below), and you'll quickly put your spells to good use when you discover some nasty gnomes (and far worse) marauding the depths of the school. In fact, the majority of the game focuses on using your various spells to fight monsters and solve puzzles. Skillfully avoiding magical monsters is often the best strategy, but if Harry does get attacked, seek out some Every-Flavor Beans for a quick stamina pick-me-up.

The untapped graphical potential of the GBA shines in this

game, as cool, 3D-like characters (similar to those in *Tony Hawk 2 GBA*), amazingly fluid spell animations, sprawling catacombs and flashy magic effects all help to re-create the complex world of the novel.



As with the GBA and PlayStation games, *Sorcerer's Stone* on the GBC was designed with input from author Rowling and the folks behind the movie, to make sure all three games share the same look and feel.

LEARNING SPELLS: TRANCE TRANCE INCANTATION

When Harry reports to class in the GBA game, he finally gets his first chance to learn some real magic. Apparently, mastering the arcane arts is somewhat like Jazzercise, as Harry must mimic the various movements of his professors exactly. You complete this Simon Says-style exercise by pressing up, down, left or right on the directional pad to mimic the motions of your teacher. The lessons begin on the easy side, but later spells require you to remember unbelievably long strings of commands. Lucky for you, the teacher won't notice if you make a quick cheat sheet in real life.





... but
your
mind
will be
scarred
forever.

SILENT HILL 2



Violence
Blood and Gore



PlayStation 2

HARRY ON PLAYSTATION

Harry's got the handheld market covered, but the only home console he'll be flying onto this year is the PlayStation, courtesy of Argonaut, creators of the Croc series. This take on the first book is definitely the most action-filled of the three—it's a 3D adventure title in the vein of Super Mario 64 that follows the plot of the book very closely.

You arrive at Hogwarts on the first day of school, eager to explore the castle grounds yet determined to get to class on time. En route to your lessons, you'll come across pits, secret passages and other obstacles that threaten to make you late. Professors are quick to punish tardiness by deducting points from Gryffindor House, the group made up of you and your closely knit bunkmates. Just as in the book, all four school houses are competing for the coveted House Cup. Gryffindor may have won the cup in the book, but if you screw up in this game, rival house Slytherin may win it.

Once you've made it to the classroom, Harry and his professor

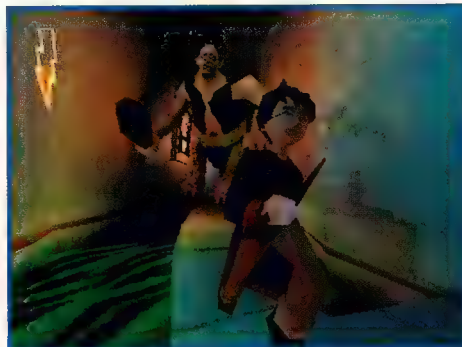
engage in a nifty magic-learning minigame similar to the memory exercises in the GBA game. You must mimic the teacher's motions by pressing the Circle, Square, Triangle and X buttons in the proper order. Later, you'll use the same simple button combos to actually cast the spells as you wander the castle. Much of the game is made up of exploration, and you'll need to master a spellbook full of charms and even use your dad's trusty Invisibility Cloak to get to the bottom of a mysterious plot on campus.

The game re-creates Harry's world with the same style as the film—with ornate architecture, rich colors and lots of subtle details. "The development team worked closely with the film producers and J.K. Rowling to ensure a unified visual for the series," explains product manager David Lee. The audio aspects also received exacting supervision. Almost every character you'll encounter speaks with fully voiced dialog. Although the film's actors were not available, sound-alikes do an admirable job.



DELETED SCENES?

Although most of the game closely follows the book upon which it's based, the developers did have a bit of fun by adding some entirely new scenes. One such sequence, which was nearly cut from the final U.S. version due to its questionable content, has Harry manipulating a group of flutulent Puffskeins (weird, blobby creatures) to locate a missing ingredient for one of Professor Snape's potions. "Explaining to my co-workers the farting sounds coming from my desk was a highly embarrassing situation," says EA's David Lee.



QUIDDITCH: THE WIZARD'S SPORT

Harry Potter fans requested one feature more than any other in the games: playable Quidditch. Gamers get their wish in two of the versions; both the PlayStation and Game Boy Advance games feature this magical mid-air rugby/lacrosse hybrid played on flying broomsticks. Sadly, the developers did not feel that the Game Boy Color could do the sport justice, so that version includes side-scrolling broomstick-flying sections instead.

Quidditch itself is quite complex, as each team has seven members playing four different positions dealing with a total of four different types of balls. There's a lot of mayhem going about on the field, but



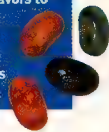
it's Harry's job as the Seeker to do only one thing: grab the Golden Snitch, a tiny fluttering puck that flits through the air. Nab the Snitch and you win mega points for your team.

Although the GBA Quidditch is from a 2D overhead perspective and the PlayStation's is fully 3D, both

feature similar gameplay. You control Harry as he speeds through the clouds in search of the all-important Snitch. When you get within grabbing distance, you'll have to successfully maneuver your way through a series of rings. Make it through about 10 consecutive rings and it's yours.

THE WEASLEY TWIN'S BEAN QUEST

In the Potter books, Bertie Bott's Every-Flavor Beans are a classic wizard treat. These innocuous jellybeans come in every flavor imaginable, and if you're lucky you'll score something like peppermint or strawberry. If you're unlucky, you could end up with a mouthful of earwax or spinach. In the PlayStation game, you can give different flavors to Ron's mischievous twin brothers, Fred and George, in exchange for secret info, cool bonuses and hidden play modes.



TOBACCO

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IF
YOU'RE
A TEEN

THE HARRY POTTER PICTURE SHOW

Potter fans have more than just the EA games to look forward to on Nov. 16. The long-awaited first Harry Potter movie opens in U.S. theaters on that same day. After courting directors like Ivan Reitman (*Ghostbusters, Evolution*) and Steven Spielberg (*Owen Marshall: Counselor at Law, Columbo: Murder by the Book, E.T.*), Warner Bros. hired *Home Alone* director Chris Columbus to helm *Harry Potter and the Sorcerer's Stone*, which was shot exclusively in the U.K., where all the Potter stories take place. A massive casting call went out to fill the myriad roles, but none was harder to cast than that of Harry himself. After six months and countless spunky hopefuls, kid actor Daniel Radcliffe won the part.

To create the Hogwarts School of Witchcraft and Wizardry, Columbus used the exteriors and interiors of famous cathedrals and castles all over England. Of course, many of Hogwarts' inhabitants and aspects cannot be found anywhere, so effects studios such as Industrial Light and Magic completed over 500 special-effect shots. One final hurdle that the production overcame was editing down the tome's wandering story to standard movie length. Columbus' initial cut was said to be over four hours long, so chopping away scenes to get to the heart of the story was required. Hopefully, all of those bits from the cutting-room floor will make it to a DVD release in the future.



Casting: Potter's spell: Radcliffe plays Harry (with kid-wizard pals Ron and Hermione); Richard Harris is Dumbledore (top left); Robbie Coltrane is Hagrid (top right)

THE HARRY POTTER PRIMER

A Glossary for the Magically Challenged

Albus Dumbledore: Hogwarts' sagely headmaster is a just, brilliant man whose wisdom guides the entire school. He's nearly an Obi-Wan figure for Harry, as he's always looking to teach his young pupil how to handle the powerful gift of magic.

Centaur: Creatures that possess a man's body from the waist up and a horse's form below. These noble yet mysterious beings also inhabit the Hogwarts Woods.

Draco Malfoy: This Slytherin first-year quickly becomes Harry's rival at Hogwarts. He's jealous of Harry's fame and tries to embarrass him whenever possible.

Galleon: The gold currency used by Wizards. Smaller denominations are Silver Sickles and Bronze Knuts.

Hagrid: Hogwarts' gameskeeper may look like Street Fighter's Zangief, but he's really quite kind and a friend to all critics. Harry and his friends often confide in Hagrid for advice, but they wisely avoid his cooking.

Harry Potter: He's the easygoing kid through whose eyes we experience the world of magic. The vile Lord Voldemort killed Harry's folks when he was a baby, but Harry miraculously survived the encounter with only a lightning-shaped scar on his forehead.

Hermione Granger: Harry's bookish pal, she worries about school rules and homework. Deep down, she's a caring person who greatly values her friends.

Hogwarts: The magical school that Harry and his friends attend. Its student body is divided into four Houses: Gryffindor, Slytherin, Hufflepuff and Ravenclaw.

Invisibility Cloak: Harry's late father bequeathed unto him this magical artifact, which grants shimmering invisibility powers.

Lord Voldemort: This sinister wizard once ruled the magic community with his dark sorcery, but after failing to kill infant Harry Potter 11 years ago he has not been seen. Did Harry somehow kill him?

Mudblood: A Wizard who has at least one muggle parent and is often looked down upon by snotty, pureblooded wizards. Hermione's parents are muggles.

Muggle: Non-magical folk who are completely oblivious to the magic present in modern society.

Professor Snape: This shady teacher leads the Potions class at Hogwarts. He seems to have it in for Harry, who is sure that Snape is up to something sinister.

Quidditch: A complex blend of soccer, rugby and lacrosse that wizards play while riding broomsticks high in the air.

Ron Weasley: Hot-tempered and full of pride, Ron is Harry's best friend. Ron's family doesn't have much money to spend on him and his six brothers and sisters, so he's often ridiculed by the snobbish, rich students.

Squib: Slang for one born to wizarding parents who has little or no magical ability (opposite of Mudblood). ☹



WHAT'S NEXT? The Future of Harry

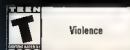
Next year will be another big one for Harry. The fifth book, *Harry Potter and the Order of the Phoenix*, is tentatively set for release in July 2002.

The movie of the second novel, *Harry Potter and the Chamber of Secrets*, is set to begin filming late this year and will likely be released in November 2002. Not surprisingly, Electronic Arts has big plans for games based on *Chamber*. They won't divulge specifics, but you can expect a multi-platform explosion that will include PlayStation 2, Xbox and probably GameCube. Pottermaniacs can start saving their golden Galleons now.

The Legend of Aion + D'Ar



Discovery
Lies Within.



PlayStation 2



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Review Crew

Our Philosophy

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

10 9 8 7 6 5 4 3 2 1 0

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

Our Awards



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



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



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

The Crew



Crispin Boyer Features Editor

Cris couldn't figure out whether to recommend Xbox or GameCube, so he suggested we pick via eeny, meeny, miney, mo. In the end, cooler heads prevailed and the staff decided by playing rock, paper, scissors.

Favorite Genres: Action, Adventure
Current Faves: Tony Hawk 3, Rogue Leader



Dan "Shoe" Hsu Editor in Chief

With this huge console war stealing all the headlines, one tragedy almost went unreported: Jeanne's screaming during heated Bomberman matches has caused Shoe's ears to bleed. It's not pretty.

Favorite Genres: Anything but sports Sims
Current Faves: Halo, DOA3, Bomberman Online



Mark MacDonald Executive Editor

After Mark passed out huffing GameCube bags for "that new Nintendo system smell" and didn't respond to a vigorous stick poking, we took his console and games. He would have wanted it that way.

Favorite Genres: Action, Adventure, RPG
Current Faves: Luigi's Mansion, Half-Life



Che Chou West Coast Editor

Inspired by all the hi-tech movers in the Silicon Valley, Che finally picked up one of them fancy PDAs to help him get organized. Sure, it's a little unwieldy, but it's got an easy carry handle, just like the GameCube.

Favorite Genres: Fighting, Driving, RPG
Current Favorites: THPS3, CvS2, Ultima VII (PC)



Chris Johnston News Editor

Shh...be very quiet. Chris is off playin' Wave Race again, and must have complete silence so he can get in the zone and become one with the water. If only Sewart and Dudlak would stop whining...

Favorite Genres: Adventure, Puzzle, Music
Current Faves: Luigi's Mansion, Wave Race BS



James Mielke West Coast Editor/Webmeister

A native New Yorker transplanted on the West Coast, the Milkman was far removed from the WTC on 9/11/01. Sadly his friend, and fellow DJ, Luke, was not. This space is dedicated to young DJ Gato.

Favorite Genres: Action, Adventure, RPG, Fightin'
Current Faves: CvS2, Mark of the Wolves, GGX



Jonathan Dudlak Associate Editor

The natives are getting restless this month with Xboxes and GameCubes sitting around the office. Jon was held up at airport in a dark corner one night, but it turns out they were only after his Lucky Charms.

Favorite Genres: Adventure, Fighting
Current Faves: Capcom vs. SNK 2



Jeanne Kim Associate Editor/Art Director

Jeanne's delirious from the flurry of GameCube/Xbox twisters that blew through EGM this month. Now all she can think about is how spoiled gamers are gonna get with big wigs fightin' over 'em all the time.

Favorite Genres: RPG, Action, Adventure
Current Faves: Cel Damage, Halo



Greg Sewart Previews Editor

Amid the virtual cornucopia of NASCAR games this month, Sewart took the time to rediscover some Sega CD classics. Nothing beats a game of Sewar Shark at six in the morning during deadline.

Favorite Genres: Racing, RPG, Action
Current Faves: Thunder 2002, Sewer Shark

Team EGM

These are the sports nuts on the Crew, but that doesn't mean they're not into all types of games. It just means you

can be sure that sports reviews are being done by the sports enthusiasts and not by some schmucks.



Dean Hager Managing Editor

Dean finally put NCAA Football down long enough to tackle Tony Hawk 3. Since then, we haven't been able to wrestle the controller away from him. No doubt about it, that man is hooked real bad.

Favorite Genres: Sports, Racing
Current Faves: Tony Hawk's Pro Skater 3



Kraig Kujawa Senior Associate Editor

After pummeling Dan for years in Madden, Kraig has finally found a way to let him win: Use the Atlanta Falcons exclusively. Once Dan gets used to beating crappy teams, it'll be time to bring in the Packers.

Favorite Genres: Sports, Action, Adventure
Current Faves: Madden NFL 2002, Halo



Dan Leahy Editor in Chief, GameNOW

Dan's pretty proud of himself since he won the second round of Team EGM's NCAA Football tournament. He's also wondering when Kraig is gonna stop Dan's undefeated streak.

Favorite Genres: Sports, Action
Current Faves: Madden NFL 2002, NFL 2K2

Game of the Month



Tony Hawk's Pro Skater 3 pg. 246

THPS3's trouncing of heavy hitters from all three systems this month tells you something about the PS2's state-of-the-union going into Christmas. Look beyond the noisy system launches this holiday, and you'll see that when it comes to games, the PS2 wins hands down.



Never try to outrun a sniper. You'll only die tired.



Silent Scope 2 Dark Silhouette brings heart-stopping, single and two player arcade action to the PlayStation 2 computer entertainment system. You'll be armed with the latest hi-tech sniping equipment like the X-Ray Scope in order to thwart terrorist attacks throughout Europe.

With stunning graphics, multiple story lines and four modes of play, Silent Scope 2 delivers hours of sharp-shooting suspense. When there's no place to run all that's left to do is fight.

SILENT SCOPE 2

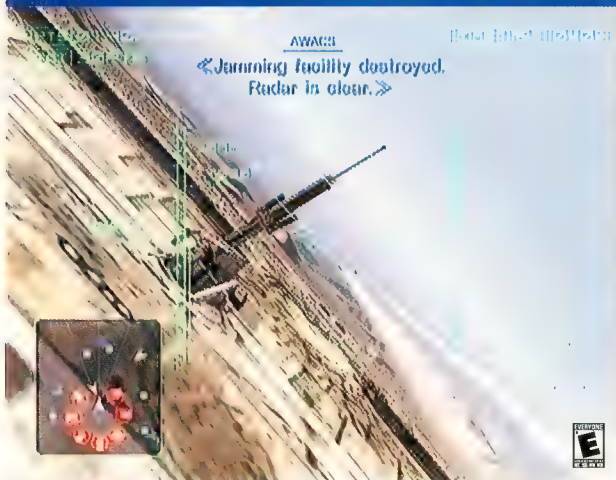
Dark Silhouette™



PlayStation 2

www.konami.com

Ace Combat 4: Shattered Skies



Don't expect to just take down the usual targets. Ace Combat is based in fantasy, and makes full use of it. You'll attack anti-asteroid cannons (left) and do Death Star-like trench runs on bases (below).



Chances are that if you liked *Top Gun*, you enjoyed it for the story as much as the whiz-bang combat scenes. If you didn't realize that movie was basically a soap opera hidden under a veil of screaming F-14s, the song "Take My Breath Away" should have been your first clue. AC4 takes a similar approach to holding your attention by giving you a reason to shoot down jets by the hundreds. Sure, turning SU-27s into fireballs is rewarding, but the game's melodramatic story adds fuel to your fire, even if it often plays out like a cheap Tom Clancy novel. **Inmersive gameplay is Ace Combat 4's strongest suit.** Even buzzing a city (or a control tower, for you Maverick wannabes) at night or zipping through a gaggle of fighters is intense. Especially when you have to worry about anti-aircraft guns and SAMs sites while hearing your enemies' idiotic radio chatter. I don't know how many times I cracked a shy grin when they bitched at me for splashing yet another of their buddies. And the adulation of my co-pilots wasn't bad, either (though I'd like them to help out more, instead of just cheer-leading). These missions are so slick that they make the lack-luster missions seem interesting. Some tasks (such as blowing up stationary blimps) could have put me in a coma if I weren't so taken with the vivid sights and sounds in the cockpit. Suffice it to say, if there's ever a game that can kick back and rely on its looks for a few levels, it's this one. **Kraig**

Its gameplay isn't revolutionary, and a couple of its missions get a tad tedious, but **Ace Combat 4's sure looks pretty**—which is half the reason flying buffs play these air-combat games anyway. Terrain is photorealistic (until you swoop too close to the blurry ground), and the game packs slick effects like billowing clouds and blinding downpours, not to mention loads of authentic radio chatter. That's not to say AC4 dishes out nothing but eye candy. Enemy AI is the best in the series, making for intense dogfights. Most of the missions pack a solid variety of objectives, although you can re-arm and get repairs anytime you want, which makes things kinda easy. **Crispin**

Before you get all immersed in GameCubes' Rogue Leader this November, pick up a copy of AC4 to warm you up. As a guy with a pretty low tolerance for heady flight games, I was relieved to see how accessible AC4 is. At the outset, you're about four menu screens away from flying your first mission—no customization or setups necessary. While simplicity is great, I could see fans of more strategy-heavy, PC-style flight games getting annoyed with AC4's basic gameplay. I'm just glad the game didn't make me re-enact every action scene from *Iron Eagle* just to get a new plane. My hangar was already well-stocked by the first time I had to save the game. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	5	5

Publisher: Namco
Developer: Namco
Featured In: EGM #147
Players: 1-2
Also Try: Air Force Delta Storm (Xbox)
Best Feature: Realistic airplane models
Worst Feature: Repetitive missions
Web Site: www.namco.com

PS2



Think of Ace Combat as dogfighting with all of the boring stuff filtered out. No dials, no takeoff clearance, no problems. Sure, you may not get to tinker with your flaps and landing gear like in PC simulations (the game will do it for you), but you probably didn't want to bother with that crap anyway.

Your quest for air domination is kicked off after you're told of a lad whose family is wiped out by a fighter that crashes into his house by dumb luck. Hand-drawn, narrated pictures tell his tale as he watches your conquests, a campaign that may ultimately give him revenge. These rudimentary comics offer an interesting contrast to the sleek, realistic visuals that otherwise punctuate this game. In fact, the graphics are so exact, that you won't find better replicas in most professional flight trainers.

The first fighter you fly, an old Vietnam-era F-4, isn't the sort of thing you write home about.



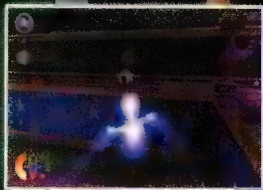
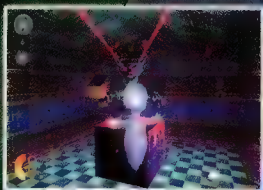
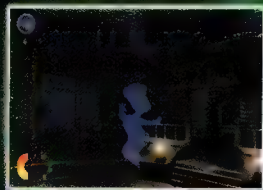
The two-player mode is a nice addition, but like most one-on-one dogfights, it degenerates into endless circles to get a lock-on.

But if you rack enough kills in that clunker, you can purchase up to 19 other warplanes, ranging from the groggy, tank-busting A-10 to the stealthy, angular F-117A. You'll have to fly several of them to stay ahead of the curve of a 20-mission campaign that includes ground support, escort missions and massive bombing runs. Picking the right plane and weapons for the mission is essential. No self-respecting ace wants to get caught with his pants down by engaging in a dogfight with a handful of missiles loaded on a sluggish tin can with wings.

Even if you have the best tools for the job, AC4 still manages to keep you off guard with at least one surprise every mission. Few battles go exactly as planned, despite the huge download of mission intelligence that shows the location and number of expected targets. A few curveballs sit just fine with us, however. A war seldom goes as planned, and that's the kind of exciting realism we welcome. (Unlike the stuff found in high-brow PC simulations that bog you down with endless gauge watching.)

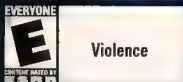


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PlayStation 2

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Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: EGM #147
Players: 1
Also On: Xbox, GameCube
Best Feature: Great gameplay variety
Worst Feature: Game is far too unforgiving
Web Site: www.ubisoft.com



Vengeance is easily the best Batman game in the last decade. Of course, that doesn't say much since most of those games were about as good as the last couple movies. Ubi Soft's been really vocal about bringing the Dark Knight back to his former glory with this game, and by my reckoning they've basically succeeded. It captures the visual style of the Warner Bros. series extremely well. It doesn't hurt that all the official voice actors lent their talents to Vengeance, either. But that's all superficial, since the biggest problems with most Batman games in the past have been the awful control and boring gameplay. In BV, control isn't generally an issue at all, which is a good thing. Batman is very responsive, so you'll never be able to blame the controls for any screw-ups. Gameplay-wise, you have a lot of variety. Every boss battle is entirely unique and almost never a simple kick-and-punch brawl. Plus they threw in some very cool Batplane and Batmobile segments to spice things up a little. But the subdued tone of this review tells you something negative's coming, right? Right. BV, for all it does right, is far too unforgiving. Fall once in almost any level, and you have to start all over again. Hit one obstacle or street car in the Batmobile stage and start all over again. And trust me, this will happen to you with so much frequency, **you'll want to destroy that Dual Shock 2.** Only hardcore Bat-fans should bother enduring this frustration. **Greg**

Batman Vengeance is a classic example of style over substance. On the one hand, it captures the look and feel of the *Batman* animated series to a tee. The Dark Knight is lovingly modeled and animated, and Gotham's environs feel true to the source material. Fans will find little to fault about the presentation. Conversely, the gameplay, while functional, is unspectacular. The level design and objectives are often vague (which will confuse younger gamers), but at other times it's ridiculously obvious. See the Bat-sig? Throw the Bat-hook! Bat-breaks! will find merit in the *Batman Vengeance*, but the unconvicted **Milkman** will remain just that.

As a fan of the *Batman* animated series, I am amazed with what Ubi Soft has achieved. Vengeance perfectly captures the look of the TV show, from the voices and music to the animation and episode title cards. But once you get past that yummy chocolate coating, all that's left is a vanilla center. The average run-and-jump **gameplay doesn't match the intensity or variety of the excellent cinemas.** A nasty side effect of the stark visual style is that it's often more difficult than it should be to determine what to do next and what you can or can't interact with. A Bat-fan like me will love it for the aesthetics, but I wish the gameplay matched those same high standards. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	4	4



Publisher: Capcom
Developer: Capcom
Featured In: EGM #147
Players: 1-2
Also Try: Guilty Gear X
Best Feature: Tons of fighting styles
Worst Feature: Needs a joystick to be appreciated
Web Site: www.capcom.com



I thought the first *Capcom vs. SNK* did a good job of representing the two camps based on their long histories in fighting games, but *CvS2* just puts the Dreamcast's original to shame. It's such a trip to be able to grab a fighter from *Street Fighter III*, slap him into a *King of Fighters '98* groove, and go up against a *Street Fighter Alpha 3* character with a custom combo meter. Don't know what I'm talking about? Well, that's one problem. *CvS 2* is extremely complicated for first-time players. I wouldn't suggest trying to conquer it without the video game equivalent of a Shirpa to guide you. But with complication comes comprehensiveness. **It's like every aspect of 2D fighting history converging on a single screen,** and it's almost mind-boggling. As a result of all the converging combat styles, the game plays differently than its predecessor and takes a lot of getting used to. Those who know how deep these fighters get will want to read up on how each groove handles damage, gauge charging, super moves and character mobility, because they vary greatly. Oh, and this sequel comes without any debilitating glitches, unlike the first game. I did get asked by one of our art directors whether it was a PS1 or PS2 game. And while he only saw a small portion of a less-detailed stage, I took that to mean that the graphics could probably have been better. But what do I care about graphics? **Jonathan**

CvS2 is an improvement on one of the better 2D fighters in recent times, but it's still not balanced enough to be taken seriously. A lot of the weakened SNK folks from *CvS1* are back with higher priorities and restored super attacks. They've also tweaked the overall roster, but there are still too many characters with wack-ass priorities pulling off too many devastating combos. I like the 3D background facility, but miss the hilarious 2D backgrounds from *CvS1*. Plus, the sharp 3D graphics make these old 2D characters look that much worse. If you recognize *CvS2* for what it is—a fun, nostalgic 2D free-for-all—you'll dig the action, and maybe all the inside jokes too. **Che**

This year's *CvS* sequel has me cheering for multiple reasons. The fancy 3D backgrounds and the slew of new characters (Haoamaru, Hibiki, Yun, etc.) make the game a big treat while offering hundreds of potential team combos. Capcom's balanced the game so that the SNK characters aren't nearly as compromised as they were in the first game, and added enough grooves to accommodate nearly any fighting preference. What has me boozing is that the game still features lo-res character graphics, a fact nearly unforgivable in light of *Guilty Gear X's* visual prowess. Still, with such a rich heritage of characters, **this is the game to beat.** **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
6	7	5	8



Publisher: Sammy
Developer: Arc System Works
Featured In: EGM #140 (Dreamcast version)
Players: 1-2
Also try: *Capcom vs. SNK 2*
Best Feature: Super sharp hi-res graphics
Worst Feature: Defense need not apply
Web Site: www.guiltygear.com



If there's one game I wish had been ported to one of the newer consoles, it's *Samurai Shodown 2*, but since it hasn't, I'll take *Guilty Gear X* instead. **GGX is a wicked weapons-based 2D delight that should bring joy to fans of fighting games everywhere.** The game features ultra-responsive control, a rockin' heavy-metal soundtrack (think Satrini, not Slipknot), well-drawn hi-res graphics, flashy special effects and a diverse selection of characters. There are big but slow muclemsun, small and speedy slashers and medium-sized, well-balanced Ken and Ryu types. Anyone worried about the PS2's 2D prowess (stemming from the PS1's poor 2D capabilities) can put those fears to bed. The PS2 throws GGX's characters around the screen as handily as the Dreamcast can. The game has a few nifty options, such as a recording mode that lets you review and refine your skills, but other modifiers (such as speed settings) are notably absent. In spite of its accomplishments, all is not rosy in the *Guilty Gear* garden. As fast and furious as the game may be (it hurts to use the Dual-Shock pad; import an ASCII FT pad instead), a lack of defensive options to neutralize the offensive blunderbuss makes GGX an all-out show of firepower. This may be fine for fans of Capcom's *Vs.* series, but anyone preferring the more balanced ballistics of something like a *Street Fighter Alpha 3* will find *Guilty Gear* a bit one-dimensional. **Milkman**

Like *Marvel vs. Capcom 2* (DC), GGX is almost a visual overload. This may make it difficult for some casual gamers to follow the crazy action, because the screen is always full of blood, smoke, fire and other things you generally associate with the devil. This game also shares other traits with the *Capcom* fighter, like a healthy emphasis on air combos and juggles. In fact, people who enjoy that crazy, flashy style of play, but found *MvC2* too intimidating, may enjoy GGX's slower pace. But while this game has a lot of the right ingredients, such as counters and manual combos, don't be fooled. **It's solid, but it's still a flashy fighter before it's a technical one.** **Shoe**

Normally, when the artwork and overall style of a fighting game get a lot of emphasis, the gameplay suffers, but *Guilty Gear X* is one of the rare cases in which both come out strong. Most of the characters in GGX have several pleasingly unrealistic attacks and ornate personal style. (One dude, ironically named Ax, looks like the lead singer of GNR and carries a bladed chain-whip. What more can you ask for?) It doesn't quite have that hard-hitting, *Street Fighter* feel, and it'll most likely be remembered for its oddities and flowery visuals. But you can mess with the special attacks and combos to make GGX a deep enough fighter to check out. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	7

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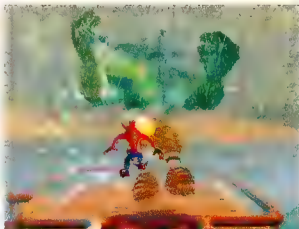
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Crash Bandicoot: The Wrath of Cortex



This rather ingenious boss battle features a transparent baddie that requires some good ol' classic gaming skill to beat. He has a variety of attacks that our hero must negotiate lest he become bandiburger.



As mascot games go, the Crash Bandicoot series (circa Naughty Dog) was derivative enough to begin with. Unfortunately, despite a whole new level of technology at their disposal, this Traveller's Tales-designed adventure does little to distinguish Crash PS2 from the Crash of the past. **Anyone who's played a Crash Bandicoot game before has, in essence, already played the Wrath of Cortex.** Just like the first three games, this one is Crash-tastic. All the "signature" Crash standards are here: the belly-slam, the spin, the vacant stare, the relentless fruit collecting, the TNT, the Nitro, the voodoo masks, etc. It's all here, but what of it? What's been done here has been done better before. For example, the dinosaur-chases-Crash sequence in this game seems to flow in slow motion, rendering it little more than an unthreatening jog in the park. Level design and enemy interaction are uninspired as well. Enemies and pitfalls are usually randomly placed sets of obstacles that one must merely walk around to avoid. Some levels throw a twist at you by having you run toward the screen, where well-timed jumps are nearly impossible since you can't actually see what's coming. Lastly, the one-hit death thing is getting old. Voodoo masks or not, Crash taking a dirt nap each time a wandering duck bumps into him is ridiculous. Traveller's Tales obviously put a lot of effort into this game, but Sonic and Mario need not fear for their day jobs. **Milkman**

Crash fans'll be happy their hunchback hero hasn't departed from his platform roots. But everyone else who may initially be wowed by the new look and level design won't tolerate the hair-pulling long loads and unnecessarily treacherous trial-and-error gameplay. But platforming requires a degree of trial-and-error, you say? **Well, when forced to blindly jump, die, then discover what you missed, where I came from, that's just cheating.** And who cares about a minigame during level load-ups? That just acknowledges the load times are insane! Screw that! I hear a certain Mario character's been turning heads. I'm gonna check him out instead. **Jeanne**

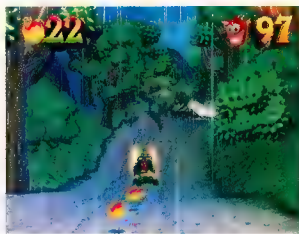
The tunnel-chase gameplay in Wrath of Cortex wears thin very quickly, and I especially despise levels—in any game—where you're running away from something, toward the camera. (If you're supposed to be playing as the character, how come you're not looking at the path ahead of you?) I have to admit that Wrath of Cortex has a few fun bits, namely levels where Crash is in a hamster ball, but it can't completely tear itself from the frustrating shackles of its limited perspective, one-hit kills and silly amount of pits to fall into. **If I see another unmovable stack of Nitro boxes, I'm going to break something.** In my opinion, Crash Team Racing is the only good game in this series. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	2	3

Publisher: Universal interactive
Developer: Traveller's Tales
Featured in: EGM #142
Players: 1
Encourages: Deviant behavior
Best Feature: It's just like old-school Crash!
Worst Feature: Long-ass load times
Web Site: www.universalgames.com

Crash Bandicoot, the orange whirling dervish designed as a marketing-tool mascot for the masses, who went on to become not only the PlayStation's unofficial spokesperson but a huge international video game star, is back for more fruit-collecting shenanigans in his first PS2 adventure. Now that original developers Naughty Dog have hit the high road to work on their Jak and Daxter project, Universal has taken their franchise and handed over the development reins to platform specialists Traveller's Tales (Sonic R, Sonic 3D Blast, A Bug's Life). The results are a mixed bag.

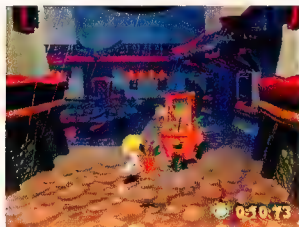
The Wrath of Cortex will be comfortably familiar to those who have followed the mandarin marsupial's exploits thus far; it's apparent that Universal decided to play it safe with their hairy gold mine. The game, despite running on hardware considerably more powerful



Various vehicle-based levels are provided to help add variety to the gameplay, such as this Jeep/Crash/rhino chase.

than the older titles, looks almost exactly like what's come before. While it runs a bit smoother, looks a bit sharper, and has some fancy environments and particle effects, it's still just a gussied-up Crash with very few surprises. Everything else has been scripted from the same set of blueprints as well. Collect 100 fruits, get a new Crash. Jump on the boxes, get more fruit. Stay away from the Nitro and run from whatever chases you. A variety of vehicular excursions spice things up a bit, but even these exercises are rather bland. Ride the mine-cart, fly the plane, shoot down UFOs—it all conveys the feeling that Traveller's Tales either didn't know how to make a better Crash game, or that they were hamstrung by orders to maintain the status quo and not mess around with the established formula.

The real problem is that while Crash and his cronies seem content to maintain a holding pattern, his contemporaries have seen fit to move on to greener, more ambitious pastures. It's time to shake things up.



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Publisher: Capcom
Developer: Capcom
Featured In: EGM #149
Players: 1
Graphics: Holy crap, just look at 'em
Best Feature: Fluid controls
Worst Feature: Laughable dialogue
Web Site: www.devilmaycry.com

PS2

Although Devil May Cry began its life as a new Resident Evil title, it's come a long way since then. In fact, in many ways it's the opposite of what we've come to expect from survival-horror titles.

Forget puzzles and forget the storyline—both are weak the few times they pop up in DMC. Instead, this game concentrates on an area the Resident Evil series has all but forgotten: action. And I don't mean dodging some zombies, firing a couple bullets, and running some more action. I mean rolling under a giant spinning blade, chopping a lizardman into the air, double jumping off a wall and blasting him with a shotgun on the way down—all-out A-C-T-I-O-N. Once you adapt to the controls—which doesn't take long (although why both setups



SECRET MISSIONS



These missions, should you choose to accept them (and have the patience to beat them), can earn you blue orb shards and increased health:

IN MISSION... DO THIS...

- After the boss, go back outside and fall into the water.
- Head back to the room where you fought the spider boss in mission 3, then...
- part 2)...go to the room with the power-up statue at the far end of the corridor from the spider boss room, and finally...
- part 3)...take the elevator down from the room with the airplane after you beat the panther boss.
- After you kill all the bad guys in the hall, check the room with all the pipe openings where you got the key in mission six.
- Turn around at the very start of the mission and go back through the door.
- Search the skeleton of the captain where mission 13 started back on the boat.
- Search the giant skull wall-carving back near the start of the underground area in mission 14.
- Check in the airplane room after beating the big 'blob' boss.
- Go back to the Coliseum.
- At the start of the mission head back through the warp and cross the floating bridge chunks *without falling even once*. If you fall you'll need to reset to access this mission. Yes, this one sucks. Big time.
- Search the wall opposite the power-up statue at the start of the mission.

THE BEST POWER-UPS: OUR ADVICE ON HOW TO MAKE THE DEVIL CRY

With so many different items and special moves to choose from in Devil May Cry, which should you spend your hard-earned orbs on? Well of course everybody has their own favorites, but here are a few all of the reviewers agree are well worth it:



HOLY WATER

Boss almost dead, but you're down to your last bit of health? You don't wanna waste a yellow orb continuing, or reset all the way back to the last save point, do ya? Hell no. Holy water hurts everything in the room and its price tops off at a reasonable 700, so you should always have at least one on hand for bosses and emergencies.

PURPLE ORB

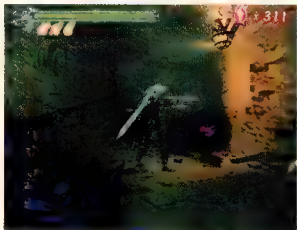
Buy these as you can afford them, starting from early on in the game. They are pretty cheap and increase your magic meter, giving you more time to dish out major damage in Devil mode (plus you take less damage and can even heal yourself by hitting enemies while you are transformed).



set jump to the very unintuitive triangle button is beyond me)—you will be slashing, blasting, frying and otherwise seriously messing up your enemies with such style and grace that it's fun to just sit and watch.

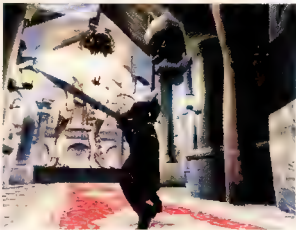
It helps that the game looks so incredible: Explosions, the massive bosses, huge levels (ranging from castles, to a pirate ship, to what appears to be the insides of some giant thing's stomach)...everything is detailed down to the tiniest crumbling brick, while keeping up DMC's blazing speed and fluid animation. The PS2 hardware is finally getting a workout.

And as far as replay value, this game goes above and beyond the call of duty. First of all, you get ranked and rewarded based on your performance in each of the 22 missions, so they beg to be revisited and mastered. Then there are invisible stashes of orbs (money) to discover, hidden rooms to find, and secret missions to conquer (see the sidebar to find all of these excruciatingly tough little bonus stages). Toss in three harder difficulties, and this is not a game you will finish once and put away.



The only complaints most of us had were with the camera, which got in the way now and then against the bosses or during some tricky jumping sequences (more than once I wanted to switch into first-person mode to see beyond the screen), and the goofy storyline, which stays out of the way most of the game but really gets embarrassing toward the finale. But again, taken as a whole, Devil May Cry is of remarkably high quality, and an exciting new direction from Capcom.

This big beastie (below) is the one part of Devil May Cry everyone seems to get stuck on. Here's how you get past him—DON'T READ ANY FURTHER IF YOU DON'T WANT A HINT: Bat those fireballs back at him with a well-timed sword slice. Cheater!



I'm a huge RE fan, but this is an awesome breath of fresh air. Instead of a bullet-counting, puzzle-solving wuss who spends most of his time running from enemies, Devil May Cry has you playing a **smack-talking, one-man bad-ass killing machine**, with a giant sword and unlimited ammo at your disposal. Dante's controls are seamless and intuitive—more like Mario than Chris Redfield—especially in combat: The arsenal of moves (double jumps, rolls, etc.), unlockable special attacks and weapons makes dishing out the pain an utter joy, especially against any of the game's challenging boss encounters. You'll find no notes, very few real puzzles, and only a handful of cinemas (and honestly, what little story remains is quite silly). But who gives a crap? Instead of running around combat to get to the next bit of story, I found myself tapping buttons impatiently during the few cinemas to get back to the action. And forget searching room after room for keys or other necessities—if there's an item you need, it's up on some big altar bathed in a glowing light. The graphics make you proud to own a PS2—they're hopelessly detailed and alive, ranging from realistic castles to surreal innards. Rankings, secret missions, the way "buying" items and special moves lets each gamer customize the game to suit his/her own tastes all add up to brilliance. The first true evolution (Dino Crisis 2 was only a taste) of survival horror. **Mark**

Devil May Cry may have been born out of the Resident Evil series, but you'd be hard-pressed to draw any parallels between the two. **DMC is about action and little else, but does it ever nail that action part.** You're taking on a half dozen monsters at once with a sword in one hand and a shotgun in the other; if that doesn't set up a kick-ass action scene, what does? A battery of satisfying attacks keeps the repetitive fighting from drying up, but even with an arsenal, it's a tough game. The camera and controls always seemed to fail me when I most needed them (obscured view while fighting boss = bad), but it was not enough to ruin my fun with DMC. **Jonathan**



AIR RAID

After you buy a few purple orbs and increase your magic meter a little, check out this special power of Alastor's. It lets you float in the air, raining deadly lightning beams down on your foes below. Makes killing so easy, you almost feel guilty...almost.

AIR WALK

This ability lets you double-jump anywhere, not just off of walls. Not necessary, and a little pricey at 4,000 orbs, but it's damn handy to have against a few of the bosses.

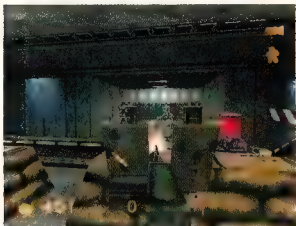
To the point: **Devil May Cry is what Castlevania 3D should have been.** Don't mind that Dante doesn't wield a whip. He kicks most demon ass and looks dope doing it. Wrapped in some of the most luscious environments ever, Dante takes it to the street with fists of fire, bewitches baddies with double-jumps and double-pumps of his sawed-off, and is a real cut-up with his demon-sword Sparda. The camera is your worst enemy at times, but the switch from the usual Resident Evil control to the friendlier Mario 64-flavored setup makes up for it. Crazy-wack dialogue aside, DMC is absolutely electrifying. Savor every hardcore bite. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	8	8



Publisher: Sierra
Developer: Gearbox
Featured In: EGM #148
Players: 1-2
Also Try: Red Faction
Best Feature: Excellent story
Unique Feature: No weapon models in splitscreen
Web Site: www.sierrastudios.com

What more can we say about Half-Life that you haven't already read in one of our many recent previews? How about this: HL kicks freaking ass. For PS2 owners, this game should be required playing, while game designers should learn from its many successes. No, we're not saying every game needs to be in the first-person, but we do hope developers learn from HL's ingenious level designs, or the game's excellent pacing (once it gets going). What, a chorus of snobby PC gamers got you down about how crappy HL will be on the PS2? Screw that. This is, in every way, the genre-bender it was on the PC—except now it looks even better. What makes HL such a classic is that it's both a game and an experience. The enemy AI is hauntingly clever, and at times, even lifelike. And while HL tells a continuous story, it never forgets that this is a game, and that ultimately, you are the action hero.



FRIENDLY FIRE



For many of you, Half-Life is old news. That's why the disc includes Decay, an original nine-level gauntlet you can tackle with a friend via splitscreen co-op. To ensure that Decay wasn't just HL all over again with an extra gunner, Gearbox designed the puzzles with two-player co-op in mind. While Decay, and the concept of a two-player co-op story is a sweet idea, its execution leaves a lot to be desired. For instance, if you play Decay solo, you have to micromanage both characters.

Understandably, you don't want the AI solving puzzles for you, but why can't we give them simple "follow" commands? The other problem is that Decay plays out too self-consciously as a co-op game. Every obstacle is an exercise in two-player coordination. There's also no mid-level save so if one player dies, both of you have to start over. This destroys the flow that was so essential to the original HL. Decay can still be fun with two players, so these are mostly nit-picks. Since Half-Life is worth the price of admission alone, Decay is pretty much icing on the cake. But oh how close both were to greatness!

Kill kill kill! There's no shortage of that going around in HL. But every so often, you're given a break from the action to operate an electric railcar or fiddle with thermal nuclear devices.



Let me tell you a little secret: I never finished Half-Life on the PC. I know it's sacrilegious, but hey, it was the fall of 1998, and my consoles were calling to me with stuff like Zelda and Metal Gear Solid. Now, revisiting HL on the PS2, I'm reminded of just how amazing this game is. Although it's looking a little outdated in the graphics department (even with the upgraded PS2 visuals), HL can still hold its own against prettier newcomers like Red Faction. The saving grace here isn't how good the story is (it's rather cliché actually), but rather how well it unfolds in the context of the game. You're never at a loss for where to go next. Sure, the levels are ultimately linear in design, but none of the areas feel contrived or unnatural. It's also one of those games loaded with a ton of "cool moments." Trust me, no amount of hyperbole on my part can prepare you for the shiver-inducing stuff you'll see in some of the later levels. **Believe it, HL's single-player experience is unrivaled.** In multiplayer, however, HL is a disappointment. Decay, the two-player co-op mode is too short, and with its episodic nature, too stilted. The lack of four-player head-to-head and weapon models in two-player splitscreen only further hampers the deathmatch experience. Despite these heartbreaking shortcomings, I can honestly say I had more fun playing HL on the PS2 this month than I ever did on my PC three years ago. And yes, I finished it this time. **Che**

I guess I have been living under a rock the last few years 'cause somehow I managed to avoid playing Half-Life until now. So what's a rookie's take? Despite a slow start (and this is a huge game so that equates to the first three or four hours), I really started to have fun once the better weapons and smarter soldier enemies started to appear. The lock-on auto-aiming system works great, the levels and objectives stay different and interesting (except for the obligatory crate pushing...ugh), and the graphics are mostly pretty good. Yeah, multiplayer is lame but Decay's two-player co-op makes up for it. If you liked Red Faction, definitely check this one out. **Mark**

It may not be as flashy as newer first-person shooters like Red Faction, but I defy you to find a blaster that gives you more hours of gameplay than this redux of the three-year-old PC game. This isn't just a cheap port. The controls have been changed to work perfectly with the Dual Shock, and the sharper graphics make characters and the environments look more lifelike. Few games have aged this gracefully. In fact, if you've played Half-Life before, it might be worth you revisiting its dark, immersive world. Especially since the additional Decay missions offer an alternate perspective of a brilliant story that already had its fill of twists.

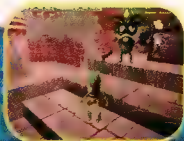
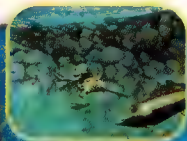
VISUALS	SOUND	INGENUITY	REPLAY
7	8	7	8



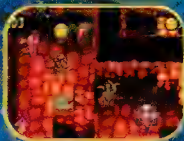
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GAME BOY ADVANCE

PlayStation 2





Publisher: Electronic Arts
Developer: Electronic Arts Tiburon
Featured In: EGM #148
Players: 1-4
Supports: Multi-tap
Best Feature: 43 cars per race, finally!
Worst Feature: Long caution periods
Web Site: www.easports.com



As a guy who'd rather spend his Sundays watching a NASCAR race than doing anything else (well, mostly anything else...but hey, this is a family mag), I'm crazy about this game. Before Thunder, I was never able to run a full, 36-race season in a NASCAR title. Nor was I able to race against 42 other drivers at once. And let me tell you, it makes all the difference in the world. Unlike last year's game, where you could lose contact with the field in a heartbeat and have to run countless, lonely laps around the track, every race in Thunder 2002 surrounds you with opponents. For fans of this sport, **nothing beats better than running door handle to door handle with guys like Mark Martin and Jeff Gordon** (ap after lap). Especially when the game controls as well as this one. You really feel like you're piloting a big, heavy stock car with skinny tires and way too much power. Driving can be a tad frustrating at first, but once you learn how to finesse your way through the turns, it's all good. And if you're still having trouble, Thunder features more setup options than any previous game in the series, so you're bound to find something you like. Topping it off, the Career mode, where you manage all aspects of a race team, even courting sponsors, gives this game some major longevity. While I do have some gripes—AI cars get confused on pit road and cautions should be shorter—I have to recommend this game to all NASCAR fans.

Greg

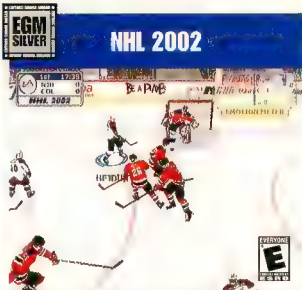
Who would've guessed the same dudes who lovingly craft Madden Football every year could also produce the best NASCAR game I've ever played? Good AI, sharp graphics, a 43-car field...it's all great, but what really lights my fire is the Career mode. Keeping the sponsors happy, customizing your car with wild paint jobs, and rising through the ranks make this more like a personal experience than it ever has before. **Second on my list of great stuff is the sweet control.** It's very responsive, but when you're going four-wide into the corners, that tight control allows you to mingle through the field with precision. There isn't much to bag on. You better buy this game.

Dean

Nothing says NASCAR like Lynyrd Skynyrd, but the biggest problem I found with Thunder was the persistence of "Sweet Home Alabama" in the menu screens. That should tell you that the rest of the game is pretty solid. I especially enjoyed topping Greg Stewart's best times with the Motorola-sponsored, Dodge-powered car from Team DuLak in the Create-a-Car mode. Apart from the inherent danger of the sport, NASCAR's biggest drawback is the monotony of its courses. **If you live for high-speed races on basic oval tracks, or can at least stomach this, this game's for you.** Most racing fans should probably stick with Gran Turismo 3.

Jonathan

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	8



Publisher: Electronic Arts
Developer: Electronic Arts Canada
Featured In: EGM #146
Players: 1-4
Supports: Multi-tap
Best Feature: Great presentation
Worst Feature: Pokey load times
Web Site: www.easports.com



Redemption is a dish best served cold. At least for me it is. I haven't enjoyed too many EA hockey titles since the Genesis retired from the rink, but NHL 2002 stands among the best I've ever played. While last year's offering felt stunted in growth, this one feels developed, in full bloom and mature. Part of my new affection for the series stems from the great, albeit cliché, presentation. The guys in the booth have some serious wit and seem keenly aware of what's unfolding down on the ice. Which brings us to the best part: what's actually happening on the ice. My team's results ranged from the thrilling, to the frustrating, to the maddening, to the laughable. But never were they boring or lacking in fun. **That's because nearly every gameplay element seems finely tuned.** Checking is a gamble that requires perfect timing, while the deke move offers a near-infinite number of ways to beat the defender. Poke-checks, lifted passes (saucers), spin moves...everything's there for a reason. Control-wise there are some minor quibbles. Passing in tight formations is a bit sticky and often leads to turnovers or failed one-timers. Also, switching players on defense, especially after a big hit, seems to bog down control for a millisecond. I'd also like to see more rebounds, but out of the other corner of my mouth I'm thinking EA for good goals. So don't puck around (had to say it). Go buy NHL 2002.

Dan I.

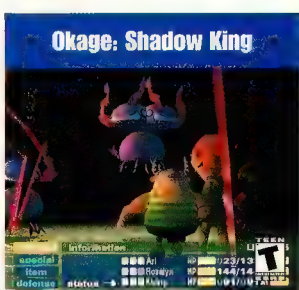
I'm not a big hockey fan, but this might turn me into one. EA's puckfest is so slick, fast and visually tasty that it makes you want to play it even if you think that an icing call has to do with cake. Mmm...cake. I can't stress how much you'll be floored by the presentation. Even the commentary isn't the boring, repetitive crap that normally drags down sports games. It's just priceless when an announcer belows, "I wish I saw hits like that in *The Brady Bunch!*" after you flatten a forward. Those glisters and the flashy graphics kept me glued to the controller. And when I finally put it down, maybe I'll even bother watching hockey on TV now.

Kraig

While it suffers from a few potholes here and there—I'd like more intelligent computer-controlled players and a more conservative amount of stat points in create-a-player—the road to Lord Stanley's Cup has never been so smooth. NHL 2002 is the best hockey game I've played since the Genesis days. The control in particular is really well-done. I especially like the new deke button—you actually take control of the player's stick rather than just see a canned "deke" animation. I really love being able to create a player and take him through an entire career, too. Here's hoping I can do Canada proud by kicking Dan and Kraig's butts in the office hockey league.

Greg

VISUALS	SOUND	INGENUITY	REPLAY
8	9	4	9



Publisher: Sony CEA
Developer: Zener Works
Featured In: EGM #148
Players: 1
Best Feature: Visually attractive character and environment design
Worst Feature: Load times kill story flow and fun
Web Site: www.scea.com



Known in Japan as Me and Satan King, but watered down to Okage: Shadow King for the U.S., Okage drips humor that's so not American. And although that's not "bad," since a mossy, U.S. niche does exist for these Japanese immigrants, one may be hard-pressed to find anyone who'll dig it for its taste because of its problems. **Okage spends too much time trying to achieve a kind of Nightmare Before Christmas-level of cool weirdness, rather than keeping the player playing.** Momentum-killing load times for RPG conventions like entering and exiting rooms and levels, saving, and clicking through after-battle booty screens break up the story so much, it's easy to get stuck or feel like you're getting nowhere. It also doesn't help that the story relies heavily on non-player characters or items that offer either variations of the same cryptic hint or useless quirky info. Moreover, Okage seems to have taken the "crawl" in "dungeon crawl" literally due to its tedious fun-killing dungeons, filled with easy but annoyingly prolific monster battles and the same um-miniboss fights. So although it shines from visual and aural polish, and puts a nice spin on the Final Fantasy real-time/turbo-based battle system by allowing up to three characters to attack simultaneously, overall, Okage's flaws and assumption "weird equals funny," just come off as an awkward interpretation of someone's goofy sense of humor, not a fun romp through the bizarre for curiosity seekers.

Jeanne

I have no problems with games that use a funny or intriguing plot to justify mediocre gameplay. Some games—Monkey Island, for example—do it really well. Unfortunately, Okage doesn't. The story, which admittedly has its funny moments, is nowhere near strong enough to take your mind off the run-of-the-mill RPG you're playing. **Even the battles feel stale** (just tap that X button over and over again) and ultimately unimportant to the game. I will give Sony props for having the balls to release such a quirky title stateside. I'm sure certain gamers out there will find the strange humor and unique look of Okage worth paying for. But I'm not one of them.

Greg

Like the PS1 games Legend of Dragoon and Grandia before it, Okage suffers from Sony CEA's shoddy translation. At first, it doesn't seem too bad because you'll be too busy enjoying Stan's witty banter. Stan's grandiose boasting is hilarious (especially when things don't go his way) and it hits him perfectly. But once other characters come into play, you realize that witiness was either an accident or no one cleaned up everyone else's lines. Despite the translation, I love the story, graphics and simple battle system, but the repetitive music and excessive load times in buildings drag it down. It's worth playing, but don't expect anything more than a simple RPG.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
8	6	3	2

RAYMAN ADVANCE



• **Nintendo.com**

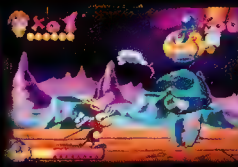
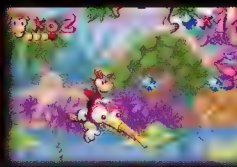
"By far, *Rayman Advance* is one of the most drop-dead gorgeous games we've ever seen on a portable system."

• **Gamespot**

"*Rayman Advance* is one of the most visually stunning Game Boy Advance games we've seen."

• **Rolling Stone**

"*Rayman Advance* is a perfect adaption of the PlayStation action-puzzle classic, with all sixty-eight levels intact -- definitely the best looking GBA game to date."



GAME BOY ADVANCE





Tony Hawk's Pro Skater 3

By [unreadable] and [unreadable]



Publisher: Activision
Developer: Neversoft
Featured In: EGM #147
Players: 1-2 (1-4 Online)
Supports: USB modem or broadband adapter
Best Feature: Easily accessible, infinitely deep
Worst Feature: May be too easy for THPS experts
Web Site: www.activision.com



with one hell of a booster shot, courtesy of the PS2. The game doesn't revolutionize as much as it refines all the key elements that make the Tony Hawk series so damn playable. Put it side-by-side with its 2X cousin on the Xbox and you'll quickly notice that THPS3 packs more than just good looks.

Structurally, the game ditches the cash-earning of Tony 2 and opts for a more incentive-driven goal-based system. So rather than having

to buy upgrades for your skater or purchase new levels, you just focus on finding that elusive secret tape, or helping the LAPD bust some crooks to unearth all the goodies in the game.

The move back to a goal-based system also makes THPS3 much more accessible than its predecessor. Sure, that's great news for newbies looking to get turned on and hooked, but what does it mean for those of us weaned on THPS, hangovers and cold pizza for the past

If it ain't broke, don't fix it. That pretty much sums up developer Neversoft's approach to Tony Hawk's Pro Skater 3 on the PS2. This is essentially THPS as you know and love it, but

Cont. on page 248

STUFF WE LIKE ABOUT TONY HAWK'S PRO SKATER 3

NEW TRICKS



THPS3 brings a ton of new tricks into the fold. For better or worse, you're not actually required to learn any of them to finish the game. For instance, you can now perform freestyle land maneuvers on your deck without having to ollie or grind. The "revert" landing is also a great way to link ramp tricks into manuals and grinds. Thanks to reverts, we can now get a score close to the millions.

ONLINE PLAY



THPS3 isn't just the first skateboarding game to go online, it's also the first ever PS2 title to hit cyberspace. If you want to play on the Net, you'll need your own ISP and hook up a USB dial-up modem or Ethernet adapter to your PS2. It isn't rocket science, but it may require some tweaking. Once online, you can either join a game, or set up your own server to host up to four players simultaneously.

FUN INTERACTIVE GOALS



Besides rounding up video tapes and the letters S-K-A-T-E, you'll also have specific goals to accomplish, depending on the level. If you help the Thin Man find his axe, for instance, he'll let you into a secret area. There are a ton of interactive goals throughout the game. Most of them open up new areas, but even more important, these episodes give THPS3 character and soul.



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Tony Hawk's Pro Skater 3 (Cont.)



Cont. from page 246

two years? Well, on average, playing through all of the stages took us far less time than it did with THPS2. Surprisingly, the game is far easier than what we anticipated.

Hawkheads can expect to beat THPS3 over three to four days of dedicated, hardcore thumb skating. Since the collectibles are scattered differently for each skater (three variations in all), however, there's some replay value here even if you do "finish" the game. Visually,

THPS3 is the first game in the series to finally look as good as it plays. Each of the nine locations kick up plenty of interactivity and wandering bystanders, ranging from pedestrians and hoologans to your fellow skater punk-asses. After playing THPS3 with all its hustle and bustle, there's just no looking back to the older games. Below, we take a look at what's new with THPS3, and tell you why these features make this the best Tony Hawk yet. **🎮**

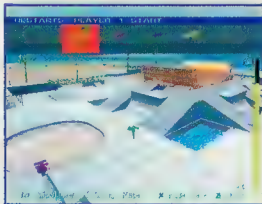
We ventured out and asked real skaters what they think of some of these level objectives. Nine out of 10 people agree: Skating a steel refinery plant probably wouldn't be any fun. And if you grind the molten bucket, well then, you're just asking for trouble.



There was little question, in the months leading up to its release, that THPS3 was going to deliver the goods in a big way. You may just have to convince yourself a little harder if you anticipate THPS3 to be as revolutionary as its older siblings. Unlike the manuals in THPS2, there isn't just one key feature bogging center stage; THPS3 is the sum of all its excellent new parts. If you're one of those players who liked to combo 'til the cows came home in THPS2, the game will still cater very much to your taste. There's a lot of hidden depth and you'll have to experiment to find all the new special moves. That means a lot of you may never get to experience all the branching lip, grind and land tricks unless you hit those strategy guides. Still, that's OK, because the great thing about THPS3 is that it's open-ended enough to allow for any number of playing styles. If you're a grind master, it's possible to go through the entire game doing just what you do best. Other highlights for me include the online mode which is rock-steady and a lot of fun. Hopping online is a snap. But be warned that the game only babysits the setup process so far before you have to cough up the right info. When it works, THPS3 online runs surprisingly well, with little to no lag with four players, even on a modem dial-up. Overall, THPS3 breaks little new ground; it's just the most polished and playable game of the series. Honestly, I couldn't have asked for more. **Che**

MORE STUFF WE LIKE ABOUT THPS3

FINALLY, A USEFUL LEVEL EDITOR



The level editor in THPS2 didn't exactly set your architectural creativity afire. THPS3, on the other hand, gives you an incredibly powerful level editor that lets you build the skate park of your dreams. Instead of just slapping down pieces in grid-like chunks, you now have much finer control over where and how to place your objects. Afterward, invite your friends over for a ride.

ROBUST CHARACTER EDITOR



Being the progressive, equal-opportunity gamers that we are, nothing spoke to us more than the ability to dress our very own skater Betty. As is the case with the level editor, THPS3 pisses all over its predecessor's create-a-skater mode. There are hundreds of costume combinations, and with the ability to create your own skater, the possibilities in THPS3 are nearly limitless.

Aside from the online play, the interactive elements found in each level of THPS3 are what grab me. Causing earthquakes to create new trick lines and knocking guys into vats of water are a hoot. I also like the way each world is teeming with traffic and pedestrians. (Previous games in the series look dull and lifeless in comparison.) And the soundtrack, filled with the usual mix of rap and alternative tunes, is worthy of purchase by itself. **My only problem with the game is the level of difficulty:** the new revert moves are only useful if you've thoroughly mastered the previous game's manuals, and it's a bit too tough to win the trick competitions. **Gary M.**

I can't talk now. I've got to help a guy get his tongue unstuck from a frozen metal pole. Not what you were expecting me to say is it? Tony 3 has taken a turn for the bizarre, but it's just what the doctor ordered. Actually, the zany new objectives are just a small part of the greatness that is THPS3. I love the levels! They're not only huge and well-designed, they're loaded with junk to do. Grinding a high tension wire for three blocks is nothing short of incredible. The revert adds an infinite amount of scoring, and the land tricks are awesome...**whew! Neversoft must've made a deal with the devil, because this series refuses to cool down.** **Dean**

VISUALS SOUND INGENUITY REPLAY

9 8 8 9

SOLDIER OF FORTUNE

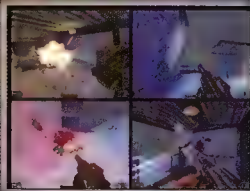
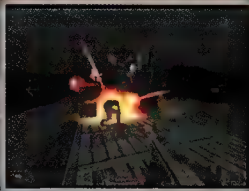
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PlayStation 2



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Kessen II

Publisher: PS2
Koei
Developer:
Koei
Featured In:
EGM #137
Players:
1

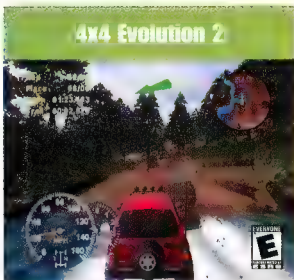
Best Feature: Action-packed, large-scale battles
Worst Feature: Cheesy B-movie acting

Also Try: Ring of Red
Web Site: www.koegames.com

Koei's finally brought some style to feudal China. They've taken the yawn-inducing Romance of Three Kingdoms formula, ditched the boring turn-based combat, and inserted fighting hotties casting magic. The rewarding fighting blends troop management with real-time combat, so you're actually controlling your generals as they impale enemy forces on a spear. **Basically, the gameplay is ironclad; however, a few presentation problems hold the title back.** Graphically, the game doesn't have quite the impact of its predecessor. The copious CG cutscenes are gorgeous, but the in-game visuals seem a tad murky and repetitive. The magic attacks are pretty amazing...the first few times. After the 50th time, I'd had my fill of meteor showers and earthquakes. The voice acting will likely grate on your nerves after a while, too. Some of the characters are well-cast, but others seem more like mallrats than bandit kings of ancient China. Thankfully, the fun battles, intense plot and surprising replayability outweigh the audiovisual missteps.

Shano

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	8



4x4 Evolution 2

Publisher: GODGames
Developer: Terminal Reality
Missing: Ford Trucks
Players: 1-4
Also Try: Test Drive Off-Road—Wide Open
Best Feature: Good variety of vehicles
Worst Feature: Cheap opponent AI
Web Site: www.godgames.com

This series needs to live up to its title and evolve a little. And no, I don't mean by adding a few new vehicles or trucks. What I mean is Terminal Reality needs to get away from the endless stream of frustrating races where five computer-controlled drones use an unfair speed boost to generally make your life miserable. Don't get me wrong, I'm all for heated competition in racing games (it's something most titles never get right), but the competitors in Evo 2 are far too relentless and cheap. I can't count the amount of times one of them has turned across my front bumper only to come to a complete stop, thereby forcing me to back up and drive around him. That's not fun—it's annoying. And then there's the half-assed "Gran Turismo" aspect of the game, where you buy new parts to improve your truck's performance. Of course, once you get out there again nothing you bought makes a lick of difference, thanks to the fact you can't get away from the field for even a split second. **The developers need to decide whether this is supposed to be an arcade game or more of a sim.** As it is, only guys who're dying to race a Chevy Blazer against a Dodge Ram (sorry, no big blue Ford oval in this game) will find much to like here. Even then, the experience is so shallow it's not worth the price of admission. Hopefully Infogram's Test Drive Off-Road will fill our four-wheel-drivin' needs on the Xbox a little later this month.

Greg

Evolution 2 may sport a lot of bells and whistles, but first and foremost, it's a racing game. **Unfortunately the racing just isn't that exciting.** More often than not, the field snakes into a follow-the-leader formation, squashing the opportunity for heated side-by-side competition. The huge environments (and the pretty trucks and extra play modes) become the backbone of the game. I don't know about you, but I can only free-ream a level for so long before my eyes glaze over. The missions are fairly good, but there needs to be more of them. Evolution 2 has all the right ingredients to be fun—it just doesn't put them together well.

Dean

When it comes to off-road racing, few games top this number of name-brand cranks and engines in the gravel grinder. The robust parts list sounds great, but it left me dazed and confused. I didn't know, for example, that I had to buy a separate front bar to make available the option to purchase a winch. This might be common sense to grease monkeys, but to me it was boring micro-management. The Career mode forces you to deal with it to stay competitive because without upgrades, you'll be left in the dust. And that's too bad, because the trucks in the garage-less Arcade mode are too slow to make this fun if you don't feel like getting your hands dirty.

Kraig



Cel Damage

Publisher: Electronic Arts
Developer: Pseudo Interactive
Players: 1-4
Also Try: Wacky Races (Dreamcast)
Looney Tunes (Cartoon Network)
Best Feature: High replay value
Worst Feature: Only three different modes
Web Site: www.celdamage.ea.com

Bash together frantic gameplay, meticulously cel-shaded visuals that give this game its cartoon look, highly interactive *Looney Tunes* environments, insane dog-eat-dog multiplayer (minus loading lags), and you've got an excellent sleeper hit (with a god-awful title) for Xbox. At first, be prepared to get constantly run over, axed in half, blown to bits, or flap-jack flattened by a bunch of maniacal cartoons in rubbery vehicles. But give it a chance. Once you get the hang of that plump Xbox controller, and figure out what's going on, **Cel gets to be a damn good time in no time.** Everything's cel-shaded, down to the last tiny stick of lit dynamite, and works extremely well with the cartoony look. Cel's levels are some of the most interactive you've ever seen for a shooter-errace, meaning surprises ranging from space-warp tunnels to jungle vines you can swing on await you, as well as a host of level prop objects that react (um, explode rather) when you've crashed through them. Characters, each with their own special weapon, vehicle and taunts to match, also add a lot of personality and humor. So, what's not cool about Cel? Only three match types: racing, deathmatch and capture-the-flag style play. Still, that may be plenty considering Cel's got two- and four-player splitscreen options, and lots of unlockable levels. So there you have it. My only other complaint? Cramping in my left hand from playing too much.

Jeanne

It was odd to see this cartoony road rager in the Xbox's launch lineup because it's not obvious that it flexes the system's muscle. But once you have time to digest its wacky graphics—the way cars are sliced in two precisely where they were chainsawed, impaled with a spear, or flattened with a hammer—you notice **there's something special here.** If only the gameplay was as amazing. Avoiding damage can be a frustrating experience. In some levels, computer opponents sucker punched me relentlessly, and it was hard to see them at a distance. The multiplayer modes are more manageable and fun, though. So if you stick to them, you'll have a blast.

Kraig

Cel Damage is all-out action. No strategy, no thinking and no hardcore skills are necessary. This can be a turn-off to those weaned on Twisted Metal. People may also not like how chaotic this game is. Since most of the weapons "kill" in one hit, the matches are a jumbled mess of death and destruction at every turn. But you'll get used to it. Once you do (and once you start treating this as a blast-everything-in-sight mindless action experience that's not meant to be TM-like), **you'll find Cel Damage is an addictive and charming game.** It could've used a lot more modes and maps, but I enjoyed its simplicity, fast-paced action and great controls.

Shoe



Publisher: Electronic Arts
Developer: EA Tiburon
Featured In: EGM #146
Players: 1-4
Also Try: NFL Fever
Web Site: www.easports.com

Best Feature: Loads of team customization options
Worst Feature: No Xbox-specific features

Months ago, the PlayStation 2 Madden wowed me by giving me the ability to color the stripes on my football player's socks flaming pink. I'm pleased to report that you can do the same here. Whether you want to make the ugliest uniformed team on Earth or assemble the prettiest passing offense, this gorgeous football game has the tools to let you do it. **The list of features is like the encyclopedia of gridiron-tanica.** You can create new teams and manage them under the salary cap, practice two-minute drills, and also have Madden tutor you on how to run plays and make reads. This flexibility is great for easing new players into the world of career-ending concussions, not to mention that the ingenious game modes offer a welcome breather between matches. And trust me, you'll need one. At its default settings, the AI will slap you silly if you don't use your head. There has never been a computer opponent that is this cunning. It even plays smarter than most of my buddies, and perhaps more importantly, it doesn't whine after a loss.

Kraig

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	8

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	8

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	8



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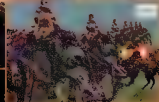
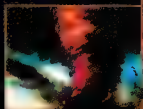
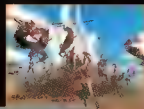
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Tony Hawk's Pro Skater 2X



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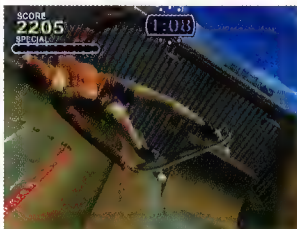
Publisher: Activision
Developer: Neversoft/Treyarch
Featured In: EGM #148
Players: 1-4 (1-8 Link)
Supports: System Link
Best Feature: A lot of game for the money
Worst Feature: Playing through the old levels to get to the new stuff is tiresome
Web Site: www.activision.com



On paper THPS2X is a sweet deal. You get super-clean, updated versions of THPS1 and 2, plus five bonus levels. You won't find any flaws with the mechanics of this hummer. It's as smooth and natural as ever. Treyarch did a fine job of introducing Tony to the Xbox.

People who have never played Pro Skater before will get the biggest bang for their "2X" buck. The problem is, who hasn't played Tony Hawk's Pro Skater in some shape or form? That doesn't mean devoted fans won't eat it up; but for the rest of the world, five new levels may not be a belly full.

Developers Neversoft and Treyarch took care to ramp-up several key features. Say hello to Velvet, a female skater we built using the new-and-improved create-a-skater option. The park editor is deeper as well.



Depending how you approach this game, you'll either be thrilled or a bit let down. I say this because 2X is not a sequel, but more a director's cut or a remix, or something in that vein. Once you peel back the layers upon layers of old Tony, you're left with just five new environments to romp through. Does that equation add up for you? \$50 for five new levels? It's a toss-up for me, but then again, I've had a taste of Pro Skater 3—a game that's worth every penny of \$50. As long as I'm complaining, playing 2X using the elephant-sized Xbox controller takes some getting used to. I can't fault the game for that, but it does suck some of the pleasure out of it. OK, now for the counterpoint. **If you've never played a Tony Hawk game, 2X is a tremendous value.** You get to play the ultra-smooth and prettier incarnations of Tony 1 and 2, plus the expansion levels. On top of that, the manual and a couple other revamped moves are at your disposal. You also have the option to play four-player, or up to eight players using the system link; however, I seriously doubt anyone will take advantage of that feature (except for us here Dean EGM). I guess it all boils down to how much you like this series. If you're a big fan, by all means march right down to your local shop and buy it. Chances are you'll dig wading through the ol' familiar levels on your way to the new and exciting stuff. Casual fans, however, should just rent THPS2X and save their cash for THPS3.

Dean



Has anyone seen my token? One of the five new levels takes place in a subway. It's possible to ollie right into a car and tear it up old school. Too bad there aren't any passengers to harass.



This pseudo-psychedelic environment is actually a hip dance club...well, it would be if there were some sexy ladies in the joint...or anybody at all for that matter. The only way you'll get this place rockin' is with the system link and seven of your Xbox-happy pals.

I'm finally officially fed up with Tony Hawk 2. Now that it's been on every system, chances are most gamers have played through it before. It's likely that this Xbox version will come across as a refresh for nearly everyone who plays it. Of course, it is spectacularly fun rehash—especially since it's padded out with all the levels from Tony 1, a handful of decent bonus arenas, and the option for linked-system play. If you've never touched Tony before, this game is the ultimate treat. Otherwise, **have fun opening all the same ol' level goals again just to get to the good stuff.** Now if only I could use a PlayStation controller instead of the Xbox's titanic and awkward pad.

Crispin

If you got into the Tony Hawk phenomenon a little late like me, THPS2X is the perfect way to discover what you've been missing. The game captures skateboarding culture better than any previous effort, and its insane number of tricks, levels and secrets gives it more replay value than virtually any other Xbox title. While it doesn't contain the new moves and level interactivity found in THPS3, most newbies would be intimidated by all that stuff, anyway. The game looks great; you can see individual blades of grass, and the developer added a new motion-blurring effect. And while I agree the Xbox controller is huge, I was able to pull off tricks with ease.

Gary M.

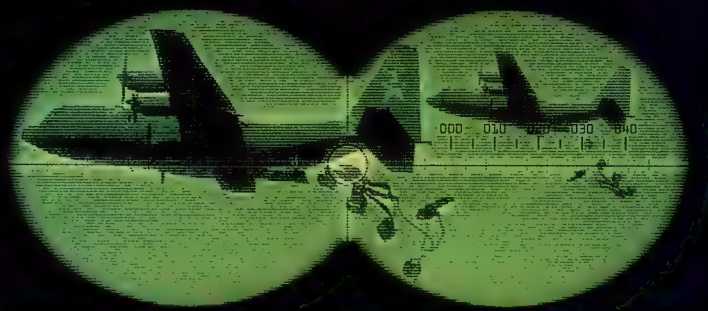
VISUALS SOUND INGENUITY REPLAY

THPS2X vs THPS3

Just so there's no confusion, we whipped up this handy chart comparing THPS2X with the soon-to-be-released THPS3.

THPS2X	THPS3
✓ All the levels from THPS1 and 2, plus five more	✓
100 percent fresh levels, featuring crazy new objectives	✓
✓ Trademark silky-smooth Tony Hawk gameplay	✓
✓ The new revert move	✓
✓ The manual move	✓

PlayStation 2

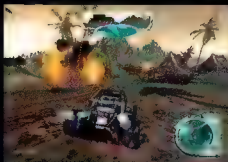


SMUGGLER'S RUN 2 HOSTILE TERRITORY

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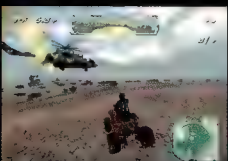
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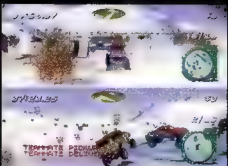
Fully integrated plot increases the adrenaline and ups the stakes



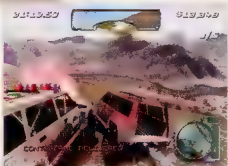
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Violence

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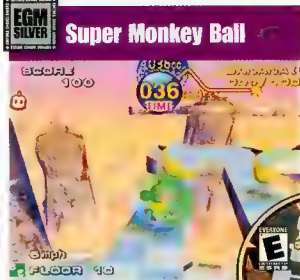


Publisher: Infragames
Developer: Monster Games
Featured In: EGM #148
Players: 1-4 (1-16 Link)
Supports: System Link
Best Feature: 43 cars on track at once
Worst Feature: Too few licensed drivers and tracks
Web Site: www.infragames.com

A year ago I would've been all over this game. Heat features 43-car fields, setup options down to minute details like tire pressures and wedge adjustments, and the Beat the Heat mode I've come to love in this series. Problem is, EA's NASCAR Thunder 2002 is also available on the Xbox, and it's set new standards in the genre that Heat doesn't quite live up to. Yes, the 43-car per race thing is great, but Heat has so few licensed competitors—27 to Thunder's 55—that you're mired in a pack full of fictional drivers. It throws the suspension of disbelief right out the window. Heat also only has 16 tracks, which is still a few shy of the full complement of NASCAR tracks Thunder contains. And while you can race a full season in Heat, it's not nearly as involving or rewarding as Thunder's Career mode. But don't get me wrong, Heat has its share of positives. For one thing, the race weekend setup is much better than Thunder. You go through all the sessions a real driver would—practice, qualifying, happy hour and finally a race—with full timing and scoring on every car in the field. Heat also features a full replay mode, something else Thunder is sorely lacking. But when it gets down to brass tacks, Thunder beats Heat to the finish line pretty handsily as far as this year's NASCAR video game crop is concerned. While it's not necessarily a bad game, **NASCAR Heat is feeling tired. It's time for a major overhaul.** **Greg**

I'd like to say that the Xbox version of Heat blows the PS2 one away, but the graphical improvement is slight if anything. The PS2 version was no hack, though, and this translation does a good job of conveying the speed and realism of a race. Your car is very sensitive to damage and responds willingly to even slight taps on the analog stick. Despite the realism on the track, the selection of racers is anything but. Also, **menus are tricky to navigate.** Sometimes you just want to get started or jump out of a race quickly, and several levels of menus make it a small ordeal. If you're going to buy NASCAR on the Xbox, Thunder's a slightly better buy. **Jonathan**

I like tinkering with my race car as much as the next guy, but navigating Heat's butt-ugly adjustment menu is a major chore. At the very least they could've simplified it a little. The confusing mess they have going now looks like it belongs in a PC game. (I guess that makes sense since the game has strong PC roots.) As far as gameplay goes, **Heat is still a contender.** The races are competitive, and the control—while ultra-sensitive—is accurate. Bottom line, Heat 2002 isn't bad, but I wouldn't touch it unless you're prepared for a deep, and sometimes intimidating, racing game. People looking for a more rounded NASCAR title should check out EA's Thunder. **Dean**



Publisher: Sega
Developer: Amusement Vision
Featured In: EGM #145
Players: 1-4
Also try: Spinning around 'til you pass out
Best Feature: Large variety of games to play
Worst Feature: Some stages are impossible
Web Site: www.sega.com

Forget ChuChu Rocket!, Samba De Amigo, Mario Party and Dance Dance Revolution (Sorry, CJ), because **Super Monkey Ball may just be the best party game ever made.** Not a bad start for Sega's new status as a third-party publisher. SMB's like one of those old-school puzzle games where you try to move a silver ball bearing through a maze, but instead of a ball bearing, you manipulate a monkey...in a ball. Er. It's great fun and completely skill-based, meaning that if you suck, you won't get very far, and considering that there are dozens and dozens of different boards, SMB ends up being a considerable challenge. There's significant reward/replay for your efforts though, as points earned during the one-player mode can be used to unlock a wealth of minigames that support up to four people. Monkey bowling, billiards, racing, golf, etc.—you name it, it's in there. These games aren't merely disposable afterthoughts either. Each one of them is as equally engaging as the single-player mode, and often even more fun. Monkey racing, for example, is better than 99 percent of the kart-racing games on the market today, while billiards is a beautiful set of 9-ball with awesome pool-table physics that have to be seen to be believed. Ditto for bowling and the rest. The graphics, as with the gameplay, are simple in their design, but stunning in their execution. I really don't know how they can better this. **Milkman**

For all its simplicity of design, SMB sure does give you a lot of bang for the buck. The one-player mode is a fiendishly addictive experience that requires both brains and reflexes. It's sort of like the classic Marble Madness meets Irritating Stick (PS3), minus the irritating part. But like a good DVD package, **SMB's best bits are in the bonus features.** Minigames, like monkey billiards and bowling, have surprisingly deep and rewarding gameplay, while the grab bag of party favors hits a nice balance between keeping people entertained, and destroying friendships with heated competitions. A word of warning: Despite its cuteness, SMB gets very hard, very fast. **Che**

What a lovely surprise. **Sega delivers a GameCube launch title, and it's one of the highlights of the system's debut to boot.** What makes SMB truly excellent is all of the multiplayer modes buried in it. Monkey Race shames many dedicated kart games on the market, and Monkey Fight is a blast, along with bowling, golf and more. The single-player game is deceptively simple and highly addictive. The first time I cleared stage 30 on Intermediate, I couldn't resist whopping with joy. This is a truly engaging single-player experience as well as something you'll want to whip out for parties. Sega as a third-party developer is a blessing. **Christian**



Publisher: Nintendo
Developer: Nintendo
Featured In: EGM #149
Players: 1-4
Also Try: Wave Race 64 (Nintendo 64)
Best Feature: Fun and challenging races
Worst Feature: Too short
Web Site: www.nintendo.com

At first I didn't think Wave Race's visuals were much of a leap over what PS2 can do, but little details made me change my mind. Sea life swimming around, racing full speed over still, mirror-like water...the visuals are sweet. The coastline is sometimes a tad glitchy, but you won't care once you're off the starting line. The control takes some getting used to, but I thought it became natural very quickly. The only problem with Blue Storm is that **around the time you get the hang of everything and really start enjoying it, it's over.** The tracks are huge and challenging, with a good amount of secrets and variety, but there aren't enough of them to keep you from finishing the game in a weekend (if that). It's a shame, 'cuz it didn't feel like Expert circuit was the hardest it could get. Races can sometimes be very frustrating; hit a buoy or a wall and in no time flat you'll be in last place, facing the wrong way. You can recover, but knowing how to use turbo and avoid other racers' wakes is the key. Anyone who takes the time to learn each course's nuances in Time Attack will have no trouble. I would've enjoyed multiplayer racing more, if Greg and Jon weren't constantly crashing into things, blaming it on the control. Amateurs! It's too bad there aren't more options to customize your racer. Only two or three of the eight racers handle well enough to be of any real use. I wish there were more to it, but I still thought it was great fun. Arcade racing fans, this one's for you. **Chris**

I quickly lost interest in several of the GameCube's 2001 titles once the novelty wore off. And though Blue Storm's water effects and animation are impressive, it takes the **number-one spot on my list of most forgettable GC games.** If you liked the first WR, you'll love this one, but to me, the gameplay in both is pretty vanilla. The biggest issue I had with this version is that every wave runner handles either like a tuna boat or a unicycle—there's no in-between. And while I got used to the imprecise steering, I never stopped hating it. Add WR to your top five if you've starved for a multiplayer racer, but I'd advise trying some of the GC's more exotic flavors instead. **Jonathan**

Let's forget for a moment that Blue Storm is nothing more than Wave Race 64 with a brand-new coat of paint. That in itself isn't necessarily a bad thing. And I guess that means if you liked the first title you'll be into this one. **Me? I can't get past the touchy, unforgiving control** that plagues this game. The slightest driver error sends you careening into an obstacle or opposing player, which always ends up in knocking you off your waverunner and turning you around. It is possible to compensate a little for this problem if you practice like a madman (read: CJ), but that doesn't make it acceptable in my book. Be prepared for aggravation if you buy this game. **Greg**





PlayStation 2

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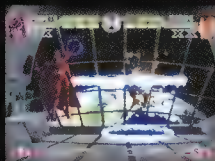
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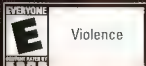


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Star Wars Rogue Squadron II: Rogue Leader



Behold: A shot from the game's best level, the assault on the second Death Star. And, yes, the space station is operational and you do fly into it—if you survive the swarms of TIE fighters. "There's too many of them!"



Rogue Leader isn't a particularly long game. You can whiz through its 11 missions in one weekend if you don't worry about earning medals or opening bonus missions. But heck—this sucker is worth the price of admission for its final two missions alone, which faithfully re-create *Return of the Jedi's* raid on the second Death Star, right down to your high-speed flight into the superstation's tight, winding superstructure. And **that's where Rogue Leader is at its best—when it lets you relive the famous battles from the flicks**, such as the first film's trench run and *Empire's* Hoth scene. For the most part, the levels that fill the gaps between these big battles deliver the same white-knuckle fun. (I learned in my seat a lot while playing this game.) What the non-movie missions lack in scope and familiarity, they make up for in complexity and overall wow factor. One mission, for instance, has you escorting Rebel shuttles over a water world, topping AT-ATs before they can trundle from the sea, and protecting ground troops while they assault a crashed Star Destroyer. No, *Rogue Leader* ain't perfect. One level is disappointing and feels tacked on. And spotting TIEs against the starfield backdrop is tough, forcing you to rely heavily on your targeting computer. But this game is the perfect launch title for GameCUBE. You'll know why once you take that first trip down the Death Star trench and hear Ben Kenobi's voice. **Crispin**

Publisher: LucasArts
Developer: Factor 5/LucasArts
Featured In: EGM #148
Players: 1
Also Try: Watching the first three movies
Best Feature: Battles are right outta the flicks
Worst Feature: Radar is tricky to read
Web Site: www.lucasarts.com



Screw the force: Your targeting computer is essential in helping you find targets, which are often hard to see or spot on radar.

Some of you are probably thinkin', "How can you guys give this game high scores when you beat it in a weekend?" Relax, space cowboy. *Rogue Leader* is one of those titles that keeps on giving even after you beat the Empire. For starters, as in prequel *Rogue Squadron*, you earn medals for completing missions in record time, keeping your wingmen alive, etc. You then spend these medals on bonus missions, such as the Millennium Falcon's flight through the asteroid field.

But these bonus sorties are only part of the equation. Once you beat the game, you can replay missions with different ships, at a different time of day, which means you better come up with new tactics. One mission, for instance, has you scooting low and slow through a canyon in a Y-wing, trying to avoid Imperial radar. Later, however, you'll be able to fly the same mission in a snowspeeder, except now the canyon is filled with fog and you'll

encounter—surprise!—AT-ATs looming in the gloom. And let's just say the final mission's a tad tougher when you try to fly the Falcon into the second Death Star instead of the X-wing.

Really, though, half the replay value here comes from the fun of playing in the Star Wars universe. With visuals this true to the movies, the suspension of disbelief is complete. You are a Rebel pilot. That is a Super Star Destroyer outside your canopy. Whether you achieve the same happy ending as in the flicks is up to you.

In my opinion, *Rogue Leader* is the best GameCUBE launch title by far. I can't remember the last game that got my heart pumping like this one. My hands were even shaking after some missions! I guess it's the combination of classic Star Wars scenarios (you go through all three movies here) and an **incredibly well-designed, beautiful game**. And it ain't no cakewalk, either. If your skills aren't up to snuff in any of the missions—at least all but one exceptionally easy run near the end, anyway—you'll definitely find yourself floating home. But despite the difficulty, it's almost impossible to put *Rogue Leader* down, and that's the sign of a truly great game. **Greg**

It's rather ironic. The best Star Wars game I've ever played is one that simply follows the movies as closely as possible. *Rogue Leader* does just that, and it's aided by some of the most incredible graphics, sound effects and music you've ever seen/heard. Sure, this stuff ain't original—it's ripped straight from the films. But no Star Wars game has ever combined all of the elements so well (thanks in no small part to the power of the GameCUBE). The intense action and sweaty-palm gameplay prove the game's legit as well. **It's not just the fluff and presentation that make this such a killer title.** This IS THE reason to own a GC, not Luigi's Mansion. **Shoe**



Rogue Leader features famous footage from the Star Wars flicks in the background. See the Death Star above? It's a movie clip, while the fleeing ships in front are generated in real time.



VISUALS	SOUND	INGENUITY	REPLAY
9	9	4	7

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Publisher: Sega
Developer: Hudson Soft
Featured In: EGM #147
Players: 1-4
Supports: SegaNet, Jump Pack, Keyboard
Best Feature: Team-playing all the new modes...
Worst Feature: ...except for Submarine Attack
Web Site: www.sega.com



Bomberman. This addicting bastard has stolen much precious time from my life. He was there when should've been worrying about high school girls (Nintendo), studying in college (Super Nintendo) and doing my EGM work (Sega Saturn). Then just when I thought I was out, he pulls me back in to distract me some more. Even after years of relatively unchanged gameplay, Bomberman can still dish out hours of multiplayer fun. This isn't the best edition by any means. (The Saturn and/or Super NES versions are.) Bomberman Online is almost a dud for one reason: the new 3D view. It's the silliest, most ill-conceived idea, ever. When you're playing on a fair, TV screen-sized playfield, why would you want a skewed perspective, so the far half of the stage is smaller than the foreground? Also, because of this angle, your character can block part of your view. And if that part of your view includes a soon-to-detonate bomb, you're dead. It's stupid. But the pros far outweigh the cons. Online, despite its slight lag, is fun. Offline, the new modes are incredible (except for Sub Attack, which simply involves you torpedoing bombs to the other side). Hyper Bomberman is the best. **You and your friends will be laughing and screaming from the antics of players racing to pick up special icons, then trying to make it to the goal, while everyone is trying to stop everyone else.** Try this as a two-on-two team game. You'll be instantly hooked.

Shoe

All it took was some four-player BO sessions starring three rambunctious dudes and one frantic female, and the EGM house exploded into quite a bomb-anz. With adrenaline-busting levels for your couch-potato compadres, challenging computer AI for solo-styling, and of course, online bombing, **BO is literally one big blast after the other.** Keep in the mind, though, that the "Online" in BO is really what you make of it. With high replay value in both single- and multiplayer, online-likes feel like a bonus to the game rather than its defining feature. But who cares? Either way you swing it, BO offers puzzle and party game lovers a lot of bomb for their buck.

Jeanne

If you're planning a get-together with a bunch of friends for some multiplayer gaming, you can't get much better than Bomberman. Online takes what made the older games so addictive and amplifies it with new modes (like Hyper Bomber) and Internet play. **It's about damn time someone woke up and put Bomberman Online on DC.** The only drawback is that you have to wait 'til a match is over and you're back in the chat room to talk some trash. I'm glad the single-player game is all battle and doesn't follow the platform style of the more recent Bombermans. Good to see the DC's still got a lil' bit of life left. Grab three friends and go at it!

Chris

VISUALS	SOUND	INGENUITY	REPLAY
8	5	6	9



Publisher: Sega
Developer: Visual Concepts
Featured In: EGM #146
Players: 1-4 (1-8 Online)
Supports: VMU, SegaNet, Keyboard, Jump Pack
Best Feature: Online play
Worst Feature: Old playbooks
Web Site: www.segasports.com



If there's one thing you can say about Visual Concepts it's that they listen to the gamer. Just about any problem you and your friends may have had with NFL 2K1 has been addressed. Money-out routes? Gone. Arcadey running? Gone. A lack of defense? Not anymore. It's really quite a tribute that VC can completely overhaul so many areas of an already great game without ruining it. NFL 2K2 is another outstanding football game. Don't compare it to Madden, and forget about the Franchise mode, because it's weak in NFL 2K2. But on strict gameplay, NFL 2K2 possesses a feel and fun factor all its own. **Bigger players, a faster pace of play, and a snappy commentary booth all combine to give this game a vibrant feel.** On the field, gameplay is about as realistic as you can get without the trademark momentum physics that Madden handles so well. NFL 2K2 does have some bigger hits, and some consideration of momentum when rolling out to pass, but otherwise players can turn on a dime. Special moves have been toned down greatly from last year and, thankfully, the spin button works properly. Gameplay modes are all de facto standard stuff, except for 2K2's trump card: online play. Now the game tracks your wins and losses so you can brag, or be shamed, coast-to-coast. There could have been more variety to the playbooks (2K1 all over again), but that's tops on a very short list of gripes. Get it.

Dan L.

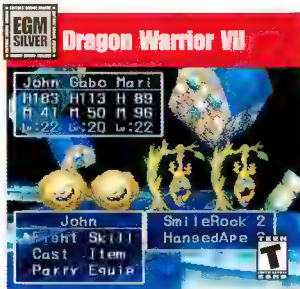
The sun has set on the Dreamcast, and the effort put into this sequel seems to concede that. This is basically last year's game with only a handful of subtle improvements. The playcall screen has been spiffed up. But last year's playbook remains—one of the biggest joys of a new football game is learning new plays, so it feels like I'm getting nothing but underwear for Christmas. The best additions are a spin that rolls through tackles and "get skinny" moves that let your player squeeze sideways through small spaces. Big deal. **It's not enough to justify a purchase** unless you're sticking with the DC, especially since the upcoming PS2 version looks to be better.

Kraig

Just a few years ago, NFL 2K's graphics were considered state-of-the-art. **Nowadays, the game's blocky, out-of-proportion players are showing their age.** But if you don't mind the uglies, the rest of the game is pretty good. In addition to the roster upgrades and bug fixes (GameNOW's Dan Leahy won't be able to pull off the cheap blitz anymore), the defensive AI has received the biggest boost. D-backs swarm to the passed ball with regularity, and the QB shuf is more potent. Straying out of the pocket is futile unless you have a good scrambler at the helm. Bottom line: 2K nuts must buy this title; casual fans who already own 2K1 should just rent it.

Dan

VISUALS	SOUND	INGENUITY	REPLAY
3	7	6	3



Publisher: Enix
Developer: Enix
Featured In: EGM #147
Players: 1
Supports: Dual Shock
Best Feature: Enormous quest
Worst Feature: Dated graphics
Web Site: www.enix.com



At first glance, one might wonder how on earth Dragon Warrior VII ended up being the best-selling PlayStation game of all time in Japan. The graphics, while definitely true to the classic DW style, are just plain ugly, with poorly animated 2D characters, average-at-best 3D environments and laughably bad FMV scenes. (Fortunately they're few and far between.) But appearances can be deceiving, and if you can look past DWVII's vintage outer shell, you'll find one of the deepest, most satisfying RPGs: the PS1—or any other console, for that matter—has yet seen. Like past games in the series, Dragon Warrior VII excels because of its epic quest and involving gameplay. And I do mean epic—this sucker will take the average gamer over 70 hours to beat (I'm not exaggerating), and easily packs over 100 hours in total for completists, with plenty of side quests and diversions. The story, while slow to start, is interesting and well-written, and manages to keep its pace despite the game's massive length. Better still, the constant random battles never get old thanks to a well-designed and hugely addictive Class system that's similar to, but much evolved from, the one found in Dragon Warrior III on the Game Boy Color. Add to all this a fantastic soundtrack, almost no load times (Square, are you reading?) and some cool bonus stuff for those who actually finish the game, and you have what is an absolute must-own RPG.

John R.

Everything old isn't exactly new again. While DWVII offers a long and often original quest, there are serious problems. The first and foremost has to be the game's NES-era battle system, which has barely changed since 1992's DWIV. Also, its 3D backdrops are uniformly hideous; every location is a blocky, shifting morass populated by tiny and indistinct 2D characters. **What saves this game from ignominy is its very lengthy quest focusing on rebuilding a destroyed world and intricate Job System.** The game is lost on innovation, but barring presentation, high on classic quality. If you started your RPG career on PS1, you might want to rent first. 16-bit reborn. **Christian**

The best-selling Japanese PS1 game looks like this? Yep. **In order to appreciate DWVII, you simply must look past the squatly characters and chunky dungeons.** Still with me? Good. Now, look instead at the infinitely complex job system, unconventional storyline and daunting 100-hour quest. That's not a typo. While most RPGs end by the 40-hour mark, in DWVII you're just scratching the surface. If you haven't played older DW games, you'll miss some of the old-time nostalgia, but you'll still enjoy the massive quest. The hardcore difficulty might scare some away, but if you're looking for an RPG that truly feels like an epic adventure, this is it.

Shane

VISUALS	SOUND	INGENUITY	REPLAY
3	7	6	3

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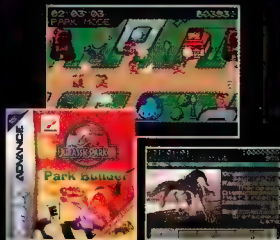
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NOVEMBER 2001

GAME BOY ADVANCE

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Syphon Filter 3



If *Speed and Die Hard 3* have taught us anything, it's that any action film worth its salt will climax on a subway train. SF3 follows suit, with story-driven action scenes to rival performances by Keanu and Bruce.



The Syphon Filter series has become the Volvo of console gaming. It's a safe bet for quality, is dependable gameplay-wise, and gives the buyer no less and no more than he or she is expecting. Gabe and company have access to largely the same weapons, which is disappointing. (I was hoping for something radical, you know, along the lines of an anti-air missile.) Most of your time is spent protecting others (hostages, explosives experts, team members, etc.) from enemy fire, and I got tired of having to watch two or more backs all the time. It didn't leave me much room to enjoy the rest of the game. Despite some replay value added by challenging mini-missions and the return of SF2's two-player mode, the main game probably won't entice you for more than one pass. It's still very linear. Other than having the freedom to complete some minor objectives in a different order, you have to stick to the battle plan. Just once, I'd like to have the option of letting the civilians die in exchange for some kind of penalty. I figure special agents can't be this humanitarian all the time. Nonetheless, I dug SF3 about as much as the first two, though these games aren't for everyone. You'll need the patience to repeat several frustrating mission objectives, but playing every role from sniper to demolitions man is solid fun. Series newcomers: **You may want to test-drive SF3 if Tenchu and Spider-Man were your speed.**

Jonathan

If Syphon Filter 3 existed in a contextless gaming vacuum, this would've rocked my pathetic little world. But the truth is, this game is beat. It's tired. SF3's so-so graphics can no longer be tempered by its once-innovative gameplay and controls. This is a cheap mission add-on pack that's **two years too late.** It's bitter-sweet to think that the PS3's last hurrah came at the cost of SF3, a game that brings the series back on track after its last disastrous installment. If you're a fan, you'll no doubt appreciate the fleshed-out storyline and more-of-the-same-but-still-fun combat. But if you're a SF virgin, pick up SF1 (for cheap) instead. You won't miss a thing.

Che

True to their word, Sony filtered out the more tedious all-stealth missions that bogged down the last game, siphoning in more run-'n'-gun action and a livelier pace for SF3. But otherwise, this is **basically the same game as the last two**—this series just refuses to evolve. Graphics: still serviceable but blocky, with amateurish-looking cutscenes. Gameplay: still fast and often fun but with the same annoying weapon switching system and firing bug. Oh, and the multiplayer still sucks. The new minigames make a nice diversion for a bit, and as a fan I still enjoy more of the same to some degree, but deep down I was hoping for something new besides the story.

Mark

VISUALS	SOUND	INGENUITY	REPLAY
5	6	3	5

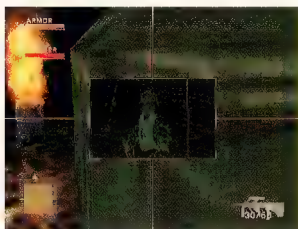
Publisher: Sony CEA
Developer: Sony Bend
Featured In: EGM #144
Players: 1-2
Supports: Dual Shock
Best Feature: Clever story fits well with gameplay
Worst Feature: Dated graphics
Web Site: www.scea.com



It's dish vs. dish as you take control of the lovely Lian Xing in this mission down under. Two of Gabe's other cohorts also make a playable appearance in the game.

often than not, you're charged with protecting or rescuing innocents rather than simply moving down bad guys. Leading unarmed civilians through an underground complex to safety or escorting a truck through a sniper-monitored valley are just a couple of the more challenging tasks you're up against. You'll also have to master the head shot once again in SF3; several missions depend on your marksmanship to take out enemies one at a time from afar.

To many, it seemed logical to take Syphon Filter to the PS2 at this point, given the dated graphical capabilities of the PS1. And while the visuals in SF3 certainly leave much to be desired, the team wanted to finish up the entire trilogy on one extremely popular console before moving on to bigger things. If all goes according to plan for the SF team, we can expect a game tied to the Syphon Filter franchise on the PS2 in the not-too-distant future. Hopefully the move to a new platform will bring the fresh ideas the sequels have been lacking.



Emerging from behind the shadow of Solid Snake shortly after the Metal Gear megastar made his PS1 debut, Gabriel Logan managed to find his own following even next to Konami's poster boy. Syphon Filter 3 may be the gruff-voiced man of action's third and final military tour on the PS1, but ironically, it's more about Gabe's combat buddies than the man himself. You'll spend a good 75 percent of the game tearing up the landscape with Gabe's long-time partner Lian Xing, military cohort Lawrence Mujari, and a third special guest. Who? We won't ruin the surprise for you.

The Syphon Filter series has changed little over the past few years that have defined its brief existence. Anyone who has played either of the first two games will feel very at home playing SF3 thanks to familiar weapons, menus and controls. The missions have, however, gotten larger and trickier in some respects. More

JEREMY McGRATH supercross world

J. McGRATH // BORN 11.19.71 // PRO SINCE 1988
RECORD HOLDER: MOST SUPERCROSS WINS EVER
10-TIME AMA SUPERCROSS WORLD CHAMPION

TRACK LEVEL

LEU 03
INDOOR

LEU 08
OUTDOOR

LEU 12
Baja

LEU 22
FREESTYLE

LEU 26
STUNT



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jeremy mcgrath and freestyle phenom trails



25 super-sized tracks, exclusive ego racing,
indoor supercross, freestyle and outdoor



freestyle mode featuring 24 tricks, no-
nads, supermans, fender grabs, 360s and



innovative "taint" advantage system and
head-to-head split-screen mode



THERE ARE MANY RIDERS.
BUT THERE IS ONLY ONE KING.

AKkaim
MAX SPORTS

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PlayStation 2





Publisher: Activision
Developer: Shaba Studios
Featured In: EGM #148
Players: 1-2
Supports: Dual Shock
Best Feature: New revert move
Worst Feature: Graphics
Web Site: www.activision.com



We ordinarily try to avoid comparing different versions of the same game, but in the case of Tony Hawk's Pro Skater 3 that's damn near impossible. The PlayStation 2 version, with its stellar graphics and online play, is one of the system's most eagerly anticipated games. In comparison, this PlayStation edition—probably the last Tony Hawk game the aging system will ever see—seems like the PS2 version's forgotten kid brother. Its graphics, plagued with texture warping and pop-up, are bad even by PS1 standards. While previous Tony Hawk titles weren't completely devoid of such problems, their level designs held obscure graphical flaws. In contrast, THPS3's huge, wide-open levels (apparently created with the PS2 in mind), only accentuate such flaws. Even worse, the levels lack most of the traffic, pedestrians and interactive elements found in the PS2 version, so you can forget about causing earthquakes or dumping snow on bullies' heads. On the plus side, the game does include the new revert trick to help you extend combos out of vert ramps. It's the one big feature that distinguishes this version as a sequel. Otherwise, it could almost pass for a "mission disk" update to the last game. The gameplay here is still solid and the levels are well-designed, but it's apparent that the franchise has outgrown the PS1 like a paunchy middle-age dude struggling to get into jeans he wore in high school.

Gary M.

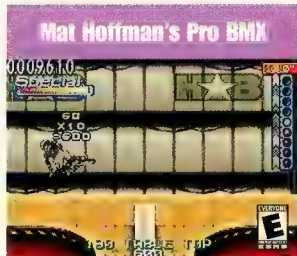
I look at Tony 3 on PS1 this way: if the PS2 THPS3 didn't exist, would this scaled-down version still be a worthy sequel? Not really. It looks more like the first THPS than the spiffier Tony 2. The revert doesn't revolutionize gameplay like THPS2's manual. Course goals are similar to the stuff you did before, although the game abandons Tony 2's money system. This is the first PS1 installment in the series *not* made by Neversoft, and it shows. But the good news is, the game still plays fine. Courses are crammed with extreme heights to explore (the designers seemed keen on keeping you high off the ground). It's fun, just not spectacular like the PS2 version.

Griffin

If the PS2 version of THPS3 has your head up in the clouds, nothing I write here will change your mind. But I think it's great game companies out there haven't forgotten about the ol' PS1. OK, so THPS3 doesn't look very pretty. Still, I'm not sure if the graphics have actually gotten worse than before, or is it that my eyes are just playing tricks on me because I've played so much THPS3 on the PS2. This gripe aside, the game captures the spirit of its PS2 counterpart. The levels themselves are huge and offer up plenty of ways for you to rack up points with that new revert move. Like the PS2 version, THPS3 isn't groundbreaking but fun nonetheless.

Che

VISUALS	SOUND	INGENUITY	REPLAY
5	7	6	8



Publisher: Activision
Developer: Hotgen Studios
Featured In: EGM #144
Players: 1-2
Supports: Link Cable
Best Feature: Insane number of tricks
Worst Feature: A training level that's longer than many games
Web Site: www.activision.com



After the stellar Game Boy Advance adaptation of Tony Hawk's Pro Skater 2—it was one of the best launch games available for the system—we had high hopes for the GBA version of Mat Hoffman's Pro BMX. Unfortunately, it doesn't live up to the standards set by the former title. Unlike THPS2, which utilizes a 3D character and actual motion data from the first PlayStation Tony Hawk game, MHPB is entirely hand-drawn, making it look more like a Game Boy Color title. This would be fine if it scored high marks in the gameplay department, but it doesn't. While the number of tricks found in the game is impressive, the more advanced ones are performed by hand-busting button combinations. Worse, your rider's up and down (or turning) movements are extremely restricted, making it difficult to navigate the game's maze-like levels. The developers wisely spiced up the action by tossing in lots of Tony Hawk-style level objectives, such as collecting letters to spell words, finding secret magazine covers, and racking up high scores, but it's not enough to hold your interest for long. The six patry levels look and play a bit too similarly, using many of the same graphics tiles over and over again. The eight pro riders are also simple palette swaps, making them look and ride like identical twins. Even if you like the GBA adaptation of THPS2, better rent this one before buying.

Gary M.

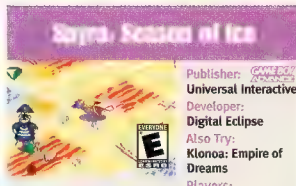
It's hard to ride in the large, obstacle-filled levels in this game and be restricted to just two directions. Instead of 360-degree mobility, Mat and his pals are stuck "tacking" back and forth with only a small amount of variance either way. It's like being on a swing—back and forth, back and forth...blah. That sort of one-dimensional way was fine for the GBC version, but I doubt GBA owners will put up with old-school play mechanics like that. To be fair, the game has some charm. If you focus your eyes just right, you can witness some pretty cool tricks. The graphics are sharp and the sound isn't bad either. But the restricted movement is tough to stomach.

Dean

Pulling off tricks is hard enough without having to do it on a bike that steers like it's attached to the end of a pendulum. Here, your momentum swings you back and forth, left and right, ad infinitum. To make matters worse, many of the levels require that you ride into every nook and cranny of each 2D area in a short period of time to beat them. A feat that would be practical if your bike controlled like, well...a bike. It's a shame because this has a surprisingly large variety of tricks, and it's fun to string together combos when you get big air. If the game focused more on that, and less on tedious exploration, then maybe it would have been a winner.

Kraig

VISUALS	SOUND	INGENUITY	REPLAY
3	3	4	4



Best Feature: Spyro's world is beautifully rendered
Worst Feature: Isometric view, a classic 2D disaster

Publisher: GAMES BY
Universal Interactive
Developer: Digital Eclipse
Also Try: Klonoa: Empire of Dreams
Players: 1
Web Site: www.universal-games.com



The problem when popular properties come to handhelds is that oftentimes the only focus is on creating something that looks as good as possible to capture the feel of the original. What can be left out is the fun, and focusing on making a good-looking Spyro game has handcuffed Digital Eclipse. In this GBA incarnation, Spyro wanders aimlessly around pretty but similar-looking environments, picking up gems and solving inane problems for the denizens of the world. This isn't much fun, and the control is janky. Back in the 16-bit days, we had a word for games presented at a 45-degree angle: isometric. If you remember the term, you're probably grimacing. Although it presents a pseudo-3D world, it's awkward to navigate. The overhead shooting levels starring Spyro's pal Sparx aren't much better. The Space Harrier-style Speedway stages break up the tedium a little bit, though. It's a valiant attempt to give us something like the PS1 games, but it falls flat where it counts: gameplay. It's not bad but it could have been much more.

Christian

VISUALS	SOUND	INGENUITY	REPLAY
6	6	7	6



Best Feature: Wild variety of party members
Worst Feature: Brutally difficult first few dungeons

Publisher: Capcom
Developer: Capcom
Featured In: EGM #144
Players: 1
Also Try: Golden Sun
Web Site: www.capcom.com



This holiday season a few RPGs are finally hitting the GBA, but Breath of Fire is the only classic veteran among them. As a faithful port of a 1994 Super Nintendo title, it undoubtedly subscribes to a host of hackneyed RPG clichés (bunnymen villages, spunky princesses, evil empires and dippy fetch quests abound), yet Breath of Fire's vibrant visuals, charming demi-human characters and speedy battles remind us what's great about 16-bit RPG gaming. This version blows its previous incarnation away with cool, new features; attractive cinema scenes, doubled walking speed, and a redesigned battle interface help to modernize the slightly antiquated gameplay. Also, a much-needed quicksave allows you to simply turn off your GBA while exploring dungeons. You won't find much use, however, for the item-trading link mode. Overall, **BoF GBA exemplifies handheld role-playing done right.** The game's initial difficulty can be a bit daunting and the battles a tad too frequent, but players who stick with it will enjoy a solid, enjoyable and lengthy quest.

Shane

VISUALS	SOUND	INGENUITY	REPLAY
7	8	3	2

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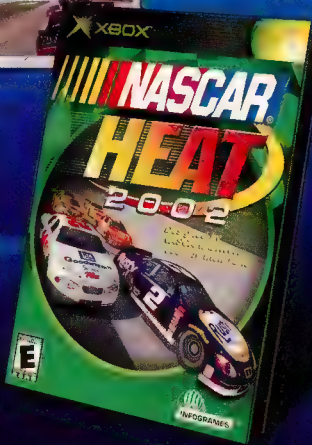
The only NASCAR® game where drivers dare YOU to compete in challenges THEY actually faced!

Key Features:

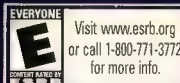
- 1st NASCAR® racing game for Xbox with a 43-car field!
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EGM Awards

- ▲ Platinum
- Gold
- Silver
- ★ RPG Maker Contest Winner

Review Archive

From EGM #139 – 148

Game	Developer	Scores	Issue #
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Arctic Thunder	Midway	3.0 2.0 3.0	148
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Army Men Green Rogue	3DO	2.0 2.0 2.0	143
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ATV Offroad Fury	Sony CEA	8.5 9.0 8.5	141
Bloody Roar 3	Activision	6.0 6.0 5.0	145
CART Fury	Midway	6.0 6.5 6.0	145
City Crisis	Take 2	6.5	146
Cool Boarders 2001	Sony CEA	7.0 7.5 8.0	144
Crazy Taxi	Acclaim	8.0	144
Dark Cloud	Sony CEA	8.0 8.0 9.0	144
Dave Mirra Freestyle BMX 2	Acclaim	8.5 8.5 8.0	148
Donald Duck: Goin' Quackers	Ubi Soft	6.5	140
Driving Emotion Type-S	Square EA	6.0 6.0 5.0	139
Ephemeral Fantasia	Konami	3.5	147
Escape from Monkey Island	LucasArts	9.0	145
ESPN International Track & Field	Konami	6.5 5.0 3.5	148
ESPN NFL ExtraTime	Konami	5.5 7.0 4.5	143
ESPN National Hockey Night	Konami	3.0 4.0 1.5	143
ESPN NBA 2Night	Konami	4.0	140
ESPN Winter X-Games Snowboarding	Konami	7.5 7.0 7.5	139
ESPN X-Games Skateboarding	Konami	7.0 7.0 4.0	146
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Extreme-G III	Acclaim	6.5 6.0 6.0	148
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For Fighters: Viggio's Revenge	Acclaim	6.0	145
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Kengo: Master of Bushido	Crave	5.0 5.5 7.0	140
Klonoa 2: Lunatic's Veil	Namco	8.5 7.5 9.0	146
Knockout Kings 2001	Electronic Arts	7.0 8.0 7.0	141
Le Mans 24 Hours	Infogrames	8.0 8.0 8.0	147
Madden NFL 2002	Electronic Arts	9.5 9.5 9.0	147
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NBA Live 2001	Electronic Arts	5.0 7.0 8.0	140
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NBA Street	Electronic Arts	9.5 8.5 7.5	146
NCAA Final Four 2001	Sony CEA	2.0 5.0 5.0	140
NCAA Football 2002	Electronic Arts	8.5 9.0 9.0	146
NCAA GameBreaker 2001	Sony CEA	2.0 4.0 3.0	140
NHL FaceOff 2001	Sony CEA	7.5 6.0 4.5	141
Oni	Rockstar	3.5 3.0 3.5	141
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RC Revenge Pro	Acclaim	6.5	140
Red Faction	THQ	8.5 8.5 9.0	144
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Rumble Racing	Electronic Arts	8.5 7.5 8.5	143
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Silent Scope 2: Dark Silhouette	Konami	6.0	147
Silphhead: The Lost Planet	Working Designs	7.0 6.0 7.0	139
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Game	Developer	Scores	Issue #
Star Wars: Starfighter	LucasArts	7.0 7.5 7.5	141
Star Wars: Super Bombad Racing	Lucas Learning	4.0 2.5 4.5	143
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Test Drive Off-Road—Wide Open	Infogrames	5.5 4.0 7.5	147
The Bouncer	Square EA	6.0 7.0 6.0	140
Theme Park Roller Coaster	Electronic Arts	8.0	140
Tiger Woods PGA Tour 2001	Electronic Arts	6.5 7.0 6.5	142
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Top Gear Dare Devil	Kemco	6.5 6.5 6.0	139
Triple Play Baseball	Electronic Arts	6.0 7.5 7.5	143
Twisted Metal: Black	Sony CEA	8.5 9.0 8.0	145
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Warriors of Might and Magic	3DO	3.0 2.0 1.5	142
WDL: Thunder Tanks	3DO	6.5 8.0 7.0	140
Winback: Covert Operations	Koei	8.0 8.0 6.0	141
Yanya Caballista City Skater	Koei	7.5	147
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Wii			
18 Wheeler: American Pro Truckee	Sega	6.0 6.5 6.5	144
4x4 Evolution	GODGames	6.0	139
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Bang! Gunship Elite	Red Storm	6.0	140
Bangai-O!	Conspiracy	7.5	140
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Charge 'N Blast	Xicat	6.0 4.5 5.0	142
Confidential Mission	Sega	5.5 6.5 7.0	144
Crazy Taxi 2	Sega	8.0 8.5 8.5	145
Dave Mirra Freestyle BMX	Acclaim	8.0	139
Daytona USA	Sega	9.0 9.0 9.0	142
Dino Crisis	Capcom	7.5	139
Dinosaur	Ubi Soft	5.0	139
Donald Duck: Goin' Quackers	Ubi Soft	5.5	139
Ducati World Racing Championship	Acclaim	4.0	143
ECW: Anarchy Rulz	Acclaim	4.0	140
ESPN NBA 2Night	Konami	2.0	139
Evil Dead: Hail to the King	THQ	4.0	140
Flolan Bros. Episode 1	Sega	1.5 2.0 1.5	146
Giga Wing 2	Capcom	6.5 8.0 6.0	144
Grandia II	Ubi, Soft	9.0 9.0 9.0	139
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Ms. Pac-Man Maze Madness	Namco	8.5	139
NBA Hoopz	Midway	7.5 7.5 7.5	141
NCAA Football 2K2	Sega	8.0 7.5 7.0	148
Ooga Booga	Sega	8.0 6.0 7.0	147
Outrigger	Sega	5.0 6.5 7.0	147
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Phantasy Star Online Ver. 2	Sega	6.5 7.0 9.0	148
Prince of Persia: Arabian Nights	Mattel Interactive	2.0 6.0 4.0	140
Project Justice	Capcom	9.0 9.0 8.5	138
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Record of Lodoss War	Conspiracy	7.5 8.0 9.0	140
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Resident Evil 3 Nemesis	Capcom	8.0	139
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Sports Jam	AgeTec	6.0 5.5 5.5	145
Star Wars: Demolition	LucasArts	7.5	139
Stupid Invaders	Ubi Soft	6.5	143
Super Runabout: San Francisco Edition	Interplay	8.0	139
Surf Rocket Racers	Crave	4.5 3.0 4.5	141
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Game	Developer	Scores	Issue #
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Tomb Raider Chronicles	Eidos	5.5	139
Unreal Tournament	Infogrames	6.5 8.0 7.5	142
Vanishing Point	Acclaim	6.0 5.0 7.0	140
Who Wants To Be A Millionaire	Simon & Schuster	1.0	139
World Series Baseball 2K2	Sega	6.0 6.0 4.5	147
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Nintendo 64

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Conker's Bad Fur Day	Rare	7.0 8.5 9.5	142
Dr. Mario 64	Nintendo	7.5 7.0 6.0	144
Indiana Jones and the Infernal Machine	LucasArts	8.0 6.5 6.0	139
Madden NFL 2002	Electronic Arts	7.0	147
Mario Party 3	Nintendo	8.5 7.0 6.5	144
Mickey's Speedway USA	Nintendo	5.0 6.0 6.0	139
Midway's Greatest Arcade Hits Volume 1	Midway	7.0	139
Paper Mario	Nintendo	9.5 9.5 9.0	140
Pokémon Stadium 2	Nintendo	9.0 6.0 6.5	143
Polaris SnoCross	Vertical	4.0	141
Rugrats in Paris: The Movie	THQ	6.5	139
Star Wars Episode I: Battle for Naboo	LucasArts	7.0 6.0 7.5	139
Tony Hawk's Pro Skater 2	Activision	9.0 9.0 9.0	146

Nuon

Ballistic	Infogrames	5.0	139
Merlin Racing	VM Labs	3.5	139
Tempest 3000	VM Labs	6.5	139
The Next Tetris DLX	Toshiba	4.0	139

PlayStation

007 Racing	Electronic Arts	1.0 6.0 1.0	139
Aladdin in Nasira's Revenge	Sony CEA	3.5 3.5 4.0	143
Alone in the Dark: The New Nightmare	Infogrames	3.5 6.0 7.5	146
Blade	Activision	7.0 4.0 3.0	139
Bowling	AgeTec	8.0	141
Breath of Fire IV	Capcom	8.0 7.5 7.0	139
Bugs Bunny & Taz in Time Busters	Infogrames	7.0 7.5 8.5	141
Castlevania Chronicles	Konami	7.0 7.5 7.0	148
Championship Motocross 2001	THQ	6.5 7.0 6.5	139
Championship Surfer	Mattel Interactive	4.0	139
Chicken Run	Eidos	4.0	139
Dance Dance Revolution	Konami	8.0 8.0 7.0	140
Dance Dance Revolution Disney Mix	Konami	5.5	147
Darkstone	Take 2	1.0 4.0 4.5	141
Dave Mirra: Maximum Remix	Acclaim	8.0	146
Digimon Digital Card Battle	Bandai	3.5	147
Digimon World 2	Bandai	2.0 2.0 4.5	145
Disney's Atlantis	Sony CEA	7.0	146
Ducati World Racing Championship	Acclaim	5.0 6.0 5.0	139
Dukes of Hazard II: Daisy Dukes II Out Evil Dead: Hall to the King	THQ	4.5 4.0 4.0	140
Fear Effect 2: Retro Helix	Eidos	7.5 9.0 9.0	141
Final Fantasy Chronicles	Square EA	8.0 9.0 8.0	145
Ford Racing	Empire Interactive	5.5	142
Gold and Glory Road to El Dorado	Ubi Soft	7.0	140
Gundam Battle Assault	Bandai	3.0	139
HBO Boxing	Acclaim	4.5	139
High Heat Major League Baseball 2002	3DO	5.5 2.5 8.0	142
Junior's Boogie Rhythm 'n' Groove	Ubi Soft	4.0	140
King of Fighters '99	AgeTec	8.0	139
KISS Pinball	Take 2	1.0	144
Lunar 2: Eternal Blue Complete	Working Designs	8.0 7.5 7.5	139
Madden NFL 2002	Electronic Arts	7.0	147
Mat Hoffman's Pro BMX	Activision	7.5 8.5 7.5	144
Mega Man X5	Capcom	6.0 7.5 7.0	139
Metal Slug X	AgeTec	8.0 7.0 8.5	141
MLB 2002	Sony CEA	5.5 6.5 6.5	144
Monster Rancher Hop About	Tecmo	7.0	139
NBA Hoopz	Midway	3.0	141
NBA ShootOut 2002	Sony CEA	4.0 6.0 6.0	148
NCAA March Madness 2001	Electronic Arts	4.0 4.5 4.0	140
NFL GameDay 2002	Sony CEA	4.5 5.5 4.5	147
One Piece Mansion	Capcom	6.5	148
Persona 2: Eternal Punishment	Atlus	8.0 8.0 8.5	140
Point Blank 3	Namco	6.5	143
Power Spike Pro Beach Volleyball	Infogrames	4.5	139
Puzzle: Star Sweep	AgeTec	7.5	141
Racing	AgeTec	2.5	141
Razor Freestyle Scooter	Crave	7.5 7.0 6.5	139
Ready 2 Rumble Round 2	Midway	5.0	139
RPG Maker: Remote Control	David Erwin	8.5 8.0 9.0	143
Saiyuki: Journey West	Koal	8.0	146
Sheep	Empire Interactive	6.0	139
Shooter: Startfighter Savelin	AgeTec	2.5	141
Simpsons Wrestling	Activision	3.5 3.5 2.5	143

Game	Developer	Scores	Issue #
Snowboarding	AgeTec	2.0	141
Spec Ops: Ranger Elite	Take 2	4.0 2.0 5.5	144
Spider-Man 2 Enter: Electro	Activision	6.5 6.5 4.5	148
Star Wars: Demolition	LucasArts	6.0 6.5 6.5	139
Strikers 1945	AgeTec	6.0 7.5 5.5	142
Supercross 2001	Electronic Arts	7.0 4.0 7.0	139
Tales of Destiny 2	Namco	5.5 7.5 8.0	147
The Emperor's New Groove	Sony CEA	7.5	139
Time Crisis: Project Titan	Namco	6.0 4.0 6.0	143
Tomb Raider Chronicles	Eidos	3.5 5.0 4.5	139
Tony Glory Racar	Activision	5.0 4.5 6.0	142
Triple Play 2001	Electronic Arts	5.0 7.0 7.5	142
Vanishing Point	Acclaim	6.0	142
Who Wants To Be A Millionaire 3rd Ed.	Sony CEA	2.0	146
Who's Your Favorite Police Chases	Activision	5.5	145
X-Men Mutant Academy 2	Activision	6.0 4.0 5.0	148
You Don't Know Jack, Mock 2	Sierra	5.5 5.0 5.0	139

Game Boy Advance

Advance Wars	Nintendo	6.5 8.0 7.5	147
Army Men Advance	3DO	4.0	144
Bonneton Tournament	Activision	7.0	144
Castlevania: Circle of the Moon	Konami	1.0 9.5 9.0	144
ChuChu Rocket!	Sega	8.0 8.5 7.5	144
Earthworm Jim	Majesco	5.0 4.5 6.5	144
ESPN Golf	Konami	8.0	147
F-Zero Maximum Velocity	Nintendo	7.0 8.0 7.5	144
Final Fight One	Capcom	8.5 6.0 7.0	148
Firepro Wrestling	bami!	7.5	144
Fortress	Majesco	5.0	139
GT Advance Championship	THQ	8.0 8.5 7.0	146
High Heat Major League Baseball 2002	3DO	8.0 7.5 7.0	148
Indin 3D	Majesco	5.5 2.0 6.0	144
Klonoa: Empire of Dreams	Namco	8.0 8.0 6.5	146
Konami Crazy Racers	Konami	8.5 9.0 8.5	144
Krazy Sia	TDK Mediative	4.5	147
Mario Kart: Super Circuit	Nintendo	8.0 8.0 8.5	147
Namco Museum	Namco	7.0	144
Pac-Man Collection	Namco	6.5 3.5 6.0	147
Pinball: Wings of Adventure	Activision	6.5	144
Pitfall: The Mayan Adventure	Majesco	2.0	141
Rayman Advance	Ubisoft	7.5 7.5 8.5	144
Ready 2 Rumble Round 2	Midway	6.0	144
Spider-Man: Mystério's Menace	Activision	6.0 5.5 6.5	147
Super Dodge Ball	Attus	5.0 7.0 8.0	144
Super Mario Advance	Nintendo	9.0 8.0 8.0	144
Super Street Fighter II Turbo Revival	Capcom	7.0 7.0 6.0	148
Tony Hawk's Pro Skater 2	Activision	9.0 9.0 7.5	144
Top Gear GT Championship	Kemco	3.5 4.5 5.0	144
X-Men: Reign of Apocalypse	Activision	3.0	148

Game Boy Color

3-D Ultra Pinball	Sierra	3.0	141
Batman: Total Chaos	Ubi Soft	5.0	141
Blade	Activision	3.0	139
Cannon Fodder	Codemasters	8.0	138
Chicken Run	THQ	5.5	139
Dave Mirra Freestyle BMX	Acclaim	9.0	139
Donald Duck: Goin' Quackers	Ubi Soft	8.0	139
Donkey Kong Country	Nintendo	5.5 8.5 6.5	139
Dragon Warrior III	Eidos	7.0	146
Face 21	Red Storm	1.0	141
Hoyle Casino	Sierra	7.5	140
Inspector Gadget	Ubi Soft	7.0	140
Kirby Tilt 'n' Tumble	Nintendo	6.5 5.0 7.0	143
Little Nicky	Ubi Soft	8.5	139
Looney Tunes Racing	Infogrames	2.0	141
Mag-Nation	International Imagination	8.0	141
Mario Tennis	Nintendo	8.0 8.5 8.5	140
Marvin Strikes Back!	Infogrames	7.0	141
Mega Man Xtreme	Capcom	7.5 5.0 5.5	141
Mickey's Speedway USA	Nintendo	6.5 4.5 7.0	143
NBA Hoopz	Midway	2.5	141
Pokémon Crystal	Nintendo	7.0 7.5 3.5	147
Pokémon Puzzle Challenge	Nintendo	9.5 9.0 8.5	140
Powerpuff Girls: Bad Mojo Jojo	bami!	1.0	139
Powerpuff Girls: PTV	bami!	1.0	139
Racer Freestyle Scooter	Crave	6.0 5.0 3.0	143
Road Champs: BXS Stunt Biking	Activision	7.0	139
Robotron: Sun Edition	Attus	7.5	140
The Emperor's New Groove	Ubi Soft	5.0	139
The Legend of Zelda: Oracle of Ages	Nintendo	10 9.0 9.5	145
The Legend of Zelda: Oracle of Seasons	Nintendo	10 9.0 9.5	145
Toki Toki	Capcom	7.5 7.0 8.5	142
Tony Hawk's Pro Skater 2	Activision	6.5	139
Ultimate Fighting Championship	Crave	2.0	140
X-Men Mutant Wars	Activision	3.5	139



Tricks of the Trade

By Trickman Terry
tricks@ziffdavis.com

TRICK OF THE MONTH

NCAA Football 2002

CREATE A SUPER PLAYER

On the main screen, enter the Options screen. Choose the Rosters option. Create a player for the game and then save him to a memory card. Then scroll to the right and choose the Edit Player option. Find your created player and choose him. Now move over to the Speed category and press X. On the Edit screen, move down to the Ratings category and press X again. You can now boost up your player's ratings, giving you the ability to create a super player!



Dave Mirra Freestyle BMX 2

MANY COOL CODES

Enter the following codes on the main menu screen.

ALTERNATE OUTFITS

Dave Mirra

Up, Down, Up, Down, Right, Left, Up, Up, Square.

Ryan Nyquist

Up, Down, Down, Left, Down, Up, Up, Down, Square.

Troy McMurray

Up, Down, Left, Down, Right, Left, Up, Left, Square.

Mike Laird

Up, Down, Right, Left, Right, Up, Up, Right, Square.

Tim Mirra

Up, Down, Right, Left, Left, Up, Down, Up, Square.

Leigh Ramsdell

Up, Down, Down, Left, Down, Down, Down, Left, Square.

Joey Garcia

Up, Down, Up, Left, Down, Right, Down, Right, Square.

Rick Moliterno

Up, Down, Up, Up, Up, Left, Up, Square.

Todd Lyons

Up, Down, Down, Right, Up, Left, Left, Down, Square.

1 John "Luc-E" Englebret

Up, Down, Left, Down, Left, Right, Left, Left, Square.

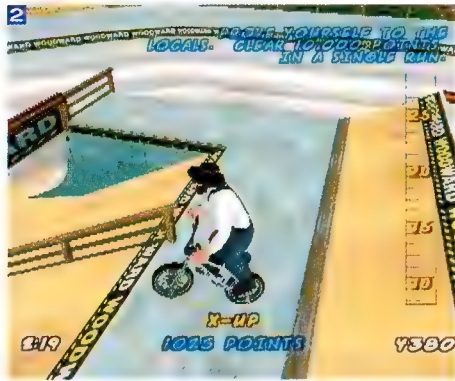
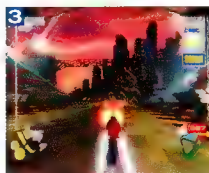
Scott Wirch

Up, Down, Right, Up, Down, Right, Left, Right, Square.

Colin Mackay

Up, Down, Right, Down, Up, Right, Right, Up, Square.

Zach Shaw



Up, Down, Left, Right, Down, Down, Right, Down, Square.

ALL BIKES UNLOCKED

Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square.

HIDDEN RIDERS

Mike Diaz

Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square.

2 Amish Boy

Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square.

FMVS

Ryan Nyquist Movie

Left, Left, Down, Right, Down, Right, Up, Down, Square.

Tim Mirra Movie

Left, Left, Right, Up, Down, Left, Down, Up, Square.

Troy McMurray Movie

Left, Left, Left, Down, Up, Right, Up, Left, Square.

Dave Mirra Movie

Left, Left, Up, Right, Up, Left, Up, Up, Square.

Zach Shaw Movie

Left, Left, Left, Right, Left, Down, Right, Down, Square.

Rick Moliterno Movie

Left, Left, Up, Down, Right, Left, Left, Up, Square.

Leigh Ramsdell Movie

Left, Left, Down, Down, Left, Right, Down, Left, Square.

Scott Wirch Movie

Left, Left, Right, Up, Up, Up, Left, Right, Square.

Colin Mackay Movie

Left, Left, Right, Right, Down, Down, Right, Up, Square.

Todd Lyons Movie

Left, Left, Down, Up, Up, Right, Left, Down, Square.

Kenan Harkin Movie

Left, Left, Left, Left, Right, Right, Right, Down, Square.

Mike Laird Movie

Left, Left, Right, Up, Up, Right, Up, Right, Square.

Extreme G3

SHIELDS, AMMO, ETC.

(Note: You will need to re-enter these codes after each race.)

Infinite Shields and Turbo

From the main menu screen, enter L1+R1, L2+R2, L1+L2, R1+R2. When entered correctly, the message "Cheat Infinite Shield On" will appear. This code will also enable Infinite Turbo.

Extreme Lap Challenge

From the main menu, enter L1, L2, L1, R1, L1, R2, L1+R1, L2+R2.

3 Infinite Ammunition

From the main menu screen, enter L2, R2, L1, R1, L2+R2, L1+R1. When entered correctly, the message "Cheat Infinite Ammunition On" will appear.

Madden 2002

4 CREATE A MAXED OUT PLAYER

On the main screen, choose a Normal game. Go to the Options and then choose the Rosters. Create a player for the game and



Cont. on page 270

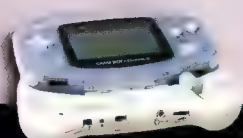
NO GBA
SHOULD GO NAKED!



MAGNI-LIGHT
SCREEN LIGHT AND MAGNIFIER



WORM LIGHT PLUS
PASS-THRU SCREEN LIGHT



SHOCK 'N' ROCK
STEREO SOUND AND BUILT-IN VIBRATION



POWER PAK
7-HOUR BATTERY AND CHARGER



STRONG BOX
PROTECTIVE STORAGE CASE



POWER LINK PLUS
LINK 2-4 GBAs



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NON-SLIP COMFORT GRIPS

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TOP 10 TRICKS

The top 10 games of the last month given the full-on *Trickman* treatment:

1. Gran Turismo 3: A-spec

Inexpensive Upgrades

You must have two memory cards to make this trick work. Make sure the memory cards are in the two slots in the PS2. From the Main Menu screen, choose Simulation mode. On the Simulation mode screen, choose Home. Next, pick the Save Game option and save your game onto both memory cards. Go back to the Simulation mode screen and choose the Car Dealer. Buy a car and then go to the Tune Shop and upgrade it as much as you can. Go to the Home option again and save your game onto memory card 2 only. After you've done this, go back to the main menu and choose Load Game. Load the save-game data from memory card 1. This will be the original save before you purchased anything. Go back to Home in Simulation mode and access the Trade option. Load the data from memory card 2. The name of the car you purchased will be flashing on the Trade screen. Choose this car and you will be able to buy it for the original purchase price, even after you put upgrades on the car! Do this trick when you have a lot of money and you will save yourself thousands of dollars in upgrades!

2. Super Mario Advance

Easy 99 Lives

On Stage 3-3, choose Toad and go through the door that leads outside at the beginning of the level. Travel right through the stage until you get to the door that leads you back underground. Upon entering the door, you will notice three plants to the left, and one to the right. The first is a bomb, the second is a potion, the third is a red shell, and the fourth is a POW block. Move to the left, dig up the shell, and throw it at the two purple enemies. Now run to the right and dig up the POW block. While carrying the POW block, run to the left until you see two spark enemies circling around two square blocks. When you see them, throw the POW block, hold the B button, and run as fast as you can to the left. By doing this, the POW block will hit all the enemies

Cont. on page 272



Cont. from page 268

then save him to a memory card. Then go into the Rosters and choose the Edit Player option. Find your created player and choose him. Now move over to the Speed category and press X. On the Edit screen, move down to the attributes category and press X again. You can now boost up your player's attributes to 99 in each category, giving you the ability to create a super player!

NASCAR Heat 2002

SWEET CHEATS

1 Throw Tires

On the main screen, choose the Single Race and then choose your driver and track. When the Race Day screen appears, press Up, Down, Left, Right, R1, Up, Up. You will automatically be taken to the race. During the race, press Up on the D-pad to launch a tire at the cars in front of you. You will be able to cause a great deal of havoc with this code enabled!

2 Clean Replay Screen

On the main menu, press Up, Down, Left, Right, R1, Down, Up. When you are watching a replay of your laps, press the Circle button for a clean screen, with no



boxes or text.

Hardcore Realism Setting

On the main screen, press Up, Down, Left, Right, R1, Up, Down. Choose the Single Race and then choose your driver and track. When the Race Day screen appears, access the Setup option. Go to the Realism setting and scroll over until you see "Hardcore."



Alien Front Online

3 UNLOCK ALL TACTICS STAGES

Enter %!@?|! as your name during startup (% lowercase L, 2, uppercase i, ?, uppercase i and lowercase l). Choose the Tactics option from the Game Select screen. All of the Army and Alien

5

Lap 2 of 3
Laps 00:21:45.6

Best: 00:31:11.0
Races: 00:52:57.6



Campaign missions will be unlocked, plus bonus missions.

Ducati World Racing Challenge

TONS OF TRICKS

From the main menu, enter the Options screen. Access the "Enter Your Name" option and put in the following codes in all capital letters. You will get a confirmation sound on this screen when they are entered correctly.

Extra Cash in Ducati Life
GREEDYGIT

All Licenses in Ducati Life
BADDRIVER

Foggy 966 Bike in Quick Race
THEODGSNADS

900 SSS FE in Quick Race
TODDMCARTOR

4 **Development Team Drawings**
TEAM

5 **Everything Open in Quick Race**
ITSALLOVER



DESIGN IT» BUILD IT» RACE IT



SUPERCAR

STREET CHALLENGE

- Burn rubber in elite vehicles from the world's premier car manufacturers or design, build and race a supercar of your own creation.
- Go for victory in full-throttle, single-player and two-player, head-to-head racing, featuring in-car and multiple-angle chase perspectives.
- Race the streets in 23 interactive courses, all with alternate routes and shortcuts, in 7 cities, from London to Los Angeles and Rome.



— Build your own dream machine with the Steve Saleen™ Styling Studio, choosing the features and morphing the style for maximum performance.

Saleen® 57™	Lotus® Concept Vehicle M220™	Callaway® C12™	Piranha™ A100™	Zonda® C12-S™	Vision Industries™ CTEK K2™	Batone® Pickster™	PinSpeed® E-Go Rocket™	Pinacol® Concept GT0™
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PlayStation 2



ACTIVISION

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activision.com



TRICKS

TOP 10 TRICKS (CONTINUED)

in your way and give you up to five lives. Do this multiple times to get up to 99 lives!

3. NBA Street **PS2**

Street Cheats

On the Enter Cheats screen, change the four basketballs into other symbols by pressing the buttons the number of times shown, and then press Down on the D-pad. For example, 4,1,3,2, Down would be Square four times, Triangle one time, Circle three times, X two times and then Down on the D-pad.

SummerTime Joe "The Show": 1,0,1,1, Down.

Athletic Joe "The Show": 1,2,0,1, Down.

Springtime Joe "The Show": 1,1,0,1, Down.

Player Names: 0,1,2,3, Down. Less Gamebreakers: 1,3,4,2, Down.

More Gamebreakers: 1,4,3,2, Down.

No Gamebreakers: 1,4,4,2, Down.

No Dunks: 3,0,1,2, Down.

Mega Dunkings: 3,0,1,0, Down. Explosive Rims: 1,2,4,0, Down.

No HUD Display: 1,4,1,2, Down.

Casual Uniforms: 1,1,0,0, Down.

Authentic Uniforms: 0,0,1,1, Down.

Unlimited Turbo: 2,0,3,0, Down.

Harder Distance Shots: 2,2,3,0, Down.

No Juice: 1,4,4,3, Down.

No Auto Replays: 1,2,1,1, Down.

Captain Quicks: 3,0,2,1, Down.

NuFX Ball: 0,1,3,0, Down.

Beach Ball: 0,1,1,2, Down.

Volleyball: 0,1,1,4,0, Down.

EA Big Ball: 0,1,4,0, Down.

ABA Ball: 0,1,1,0, Down.

Medicine Ball: 0,1,1,3, Down.

WNBA Ball: 0,1,2,0, Down.

Soccer Ball: 0,2,1,0, Down.

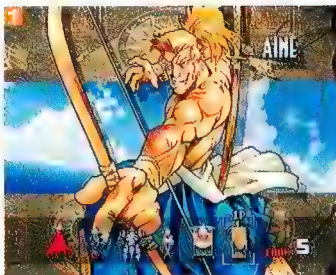
No Cheats: 1,1,1,1, Down.

4. Sonic Adventure 2

Chao's Pumpkin Head

From the Stage Select screen, choose Rouge or Knuckles and go to the Chao Garden. Start digging into the ground until you find a pumpkin. If you give it to a newly hatched

Cont. on page 274



Gunbird 2

SECRET DEBUG SCREEN AND HIDDEN CHARACTERS

Debug Screen

After turning on the Dreamcast, press and hold the START button. Keep holding it until one of two things happen. If you have a VMU in the Dreamcast, a debug menu will appear after a little while. If you do not have a VMU, the game will ask you to insert one, or press START to continue. After pressing START, the debug menu will appear. From here, you can choose your character, starting level, sound test, invincibility and infinite bombs.

- 1** Play as Morrigan and Aine
On the character select screen, move over to the question mark icon and highlight it. Press Up to get Morrigan and Down to get Aine as a playable character.

Mat Hoffman's Pro BMX

COOL CODES

Pause the game during play and hold the L-Trigger button while entering any of these codes. The screen will shake when they are entered correctly.

- 2** Unlock Granny
Pause the game and choose the Retry option 10 times in a row. The game will then tell you that you ride like a Grandma. After that, you will turn into Granny.
- 3** Special Meter Always Full
Left, Down, Y, B, Up, Left, Y, X



Balance Meter
Left, B, X, Y, X, B, A
Extra Time
X, Up, B, A

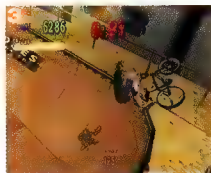


Tony Hawk's Pro Skater 2

AWESOME CHEATS

In the middle of the game, press START to pause. Press and hold the L button. While holding it, enter any of these codes. You will see the screen shake when they are entered correctly.

- 4** Slow-Motion Tricks
C-Up, Down, Left, C-Left, C-Down, C-Up, C-Right
- Super-Fast Mode
Down, Left, C-Up, C-Down, C-Left, Right, Up
- Realistic Mode
Left, C-Right, Right, Down, C-Down, Up, Up
- 10X Points Multiplier
C-Down, C-Down, C-Down, C-Down, C-Left, C-Right, Right
- Very Low Gravity
C-Down, C-Left, C-Right, C-Left,



Up, C-Down, Down, Right, C-Down, C-Down.



Spider-Man 2: Enter Electro

TONS OF TRICKS

From the main menu, access the Special option. On the Special menu, move down and access the Cheats option. On the Cheats screen, put in any of the following codes for the results shown here. You will hear Stan Lee say, "Excelsior!" after each code is entered correctly.

- 5** Big Head Mode
ALIEN
Debug Mode

Cont. on page 274



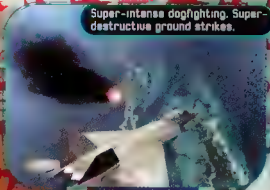
SO MANY BOGIES.
SO LITTLE TIME.



Hundreds of miles of incredibly realistic ground environments.



Super-intense dogfighting. Super-destructive ground strikes.



Just because you can fly doesn't mean you can shoot. And just because you can shoot doesn't mean you can hit a bandit going Mach 2. So if you want all 18 of your missions to end with a frosty cold one rather than a fiery crash, you need to master the weapons and the wings. You got that, flyboy?



From MiGs to F16s—18 frontline fighters to battle with.



ACECOMBAT 4
—the final mission—

PlayStation 2

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MILD LANGUAGE
VIOLENCE

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TRICKS

TOP 10 TRICKS

(CONTINUED)

Chao, it will play with the pumpkin and then throw it. If you give it to a more advanced Chao, it will put the pumpkin on its head!

5. Tony Hawk's Pro Skater 2

Tons of Tricks

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened

Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

Smiley Face Blood

Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

No Blood

Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

Constant Zoom In and Out

Hold the R-Shift button and press Left, A, Right, START, Right, Up, START.

Unlock Spider-Man

Hold the R-Shift button and press Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select

Hold the R-Shift button and press A, START, A, Right, Up, Down, Down, Up, Up, Down.

Level Select and Lotsa Money

Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

6. Twisted Metal: Black

Incredible Tricks

In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability: Up, Down, Left, Right, Right, Left, Down, Up.

Cont. on page 276



Cont. from page 272

DRILHERE

Everything

AUNTMAY

Unlock vv High Scores

WHISCRS

Big Feet Mode

STACEYD

What If

VVISIONS

All Gallery

DRKROOM

All Levels

NONJYMNT

All Training

CEREBRA



Army Men Advance

1. UNLOCK ALL LEVELS

From the main menu, access the Password option. Now, put in this sequence of letters as shown:

NQRDGTBP

You will then be able to access any level in the game.

BackTrack

2. REFILL AMMUNITION

While playing the single-player game, press the SELECT button



to bring up the game menu. On the menu screen, press L-Shift, Right, B, L-Shift, R-Shift, Left to access the BSBODSOM computer. Press the A button to use the password screen and enter the word AMMO. Press the A button again to accept the code, and press SELECT to exit back to the game screen, where you will see your ammunition refilled.

Mario Kart: Super Circuit

3. UNLOCK TRACKS

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the CP screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.



HEY, YOU! WANNA WIN FREE STUFF?

If you are given credit for submitting a trick, you will win a free game. If your trick is selected as Trick of the Month, you will also win a GameShark from InterAct, and a controller from Blaze.

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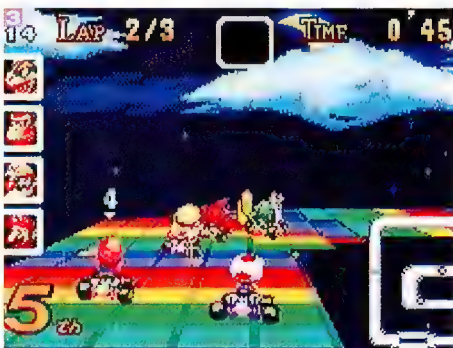
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OFFICIAL U.S. **PlayStation** MAGAZINE



PlayStation Greatest Hits Tricks

TRICKS

TOP 10 TRICKS

(CONTINUED)

God Mode: Up, X, Left, Circle.
Killer Weapons: X, X, Up.
Mega Guns: X, X, Triangle.
Weapons for Health: Triangle, X, Square, Circle.
New View for Weapons: In the game, press Right+SELECT to get a different look for your weapon icons.

7. The Legend of Zelda: Oracle of Seasons

Hidden GBA Area

Using a Game Boy Advance to play this game will gain you access to a new area. In Horon Village, go to the house of the "Know-it-all birds" and the door to the right will be open. Go inside the door and you will enter the 100 Rupee Advance Shop. Everything inside costs 100 rupees. The items include a Gasha Seed, an Advance Ring and a Magical Ring.

Chicken Attack

The old chicken attack method works with this game. Start slashing a chicken with your sword. Continue doing this and you will get a barrage of chickens attacking you! Remove yourself from the area to stop the chickens.

8. Pokémon Gold/Silver



Duplicate Pokémon and Items

WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the Pokémon option. Choose the Pokémon you want to clone and make it hold an item that you also want to clone (such as a Master Ball).

Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the Save option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you

Cont. on page 278

Frogger

MANY COOL CODES

Once you do either of these tricks, you'll see the results next on the bottom of the screen.

All Zones Open

Pause the game, press Right, and press Right, Square, Triangle, Square, Triangle, R, R, L, Circle.

Infinite Lives

Pause the game, press Right, and press Right, Square, Triangle, Square, Triangle,

Expiring R

ICOSIDODEC

Reflecting Shot

GOBLUE

Unlock William's name in Multiplayer

PAYBACK

Unlock Winslow's name in Multiplayer

FINESTHOUR

Unlock the Reptilian Multiplayer

SSPIELBERG

Unlock Wolfgang

HOODUP

Unlock Blam's name

WOOFWOLF

Unlock Otto

HERRZOMBIE

Unlock Noah

BEACHBALL

Unlock Von

ROCKETMAN

The next seven codes are unlockables for the GBA version.

Screen:

Unlock the Making of Level 1 (History)

INVASION

Unlock the Making of Level 1 (History)

BIGGREGA

Unlock the Making of Level 1 (History)

DASBOOT

Unlock the Making of Level 1 (History)

STUKA

Unlock the Making of Level 1 (History)

KOMET

Unlock the Making of Level 1 and 7 (History)

TWOSIXTWO

Unlock the Making of Level 1 (History)

VICTORYDAY

Unlock the Making of Level 1 (History)

OWIMORTWEAVE

Secret Photo Gallery of Staff

DWIGALLERY

A. Henson Picture

COOLCHICK

A. Jones Picture

AIRULES

Mission Log Codes: Press the next two codes, load a saved game, enter the password, then highlight the Mission Log and go to any previous screen. Turn on the options in

The "Secret Codes" screen

Audie Murphy Mode

(Invincibility)

MOSTMEDALS

Wire Frames

FRACERON

Metal Gear Solid

SNAKE'S TUXEDO

To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the base.

Spider-Man

MANY COOL CODES

On the main menu screen, access the "Special" menu, highlight and enter the "Cheats" option. Now go to any of these cheats (shown in caps). On the "Enter Cheats" screen as shown, level select, invulnerability, rustcrust, wabbling, strudel, game camera, allsixcc.

Movie Viewer

WATCH EM

Character Viewer

VIEW EM

Storyboard Viewer

CGOSSETT

What If Content

GBHSRSPM

Ben Reilly's Costume

BNREILLY

Symbiote Spider's Costume

BLKSPIDR

Spidey 2000's Costume

TWNTYNDN

Captain Universe's Costume

S COSMIC

Spidey Ultimate's Costume

PARALLEL

Scarlet Spider's Costume

LETTER S

Amazing Baggins's Costume

AMZBGMAN

Water Park's Costume

Cont. on page 278

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TRICKS

TOP 10 TRICKS (CONTINUED)

want to save the game, choose "Yes."

Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to five Pokémon and items at one time by doing this trick.

9. Mario Party 3

Super Hard Difficulty
Complete Story Mode on Hard difficulty with any character. Once you do this, you will be able to choose the Super Hard difficulty setting in Party and Story Modes.

10. Super Mario Bros. DX

Classic Tricks
Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone
Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

You vs. Boo
You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.



PlayStation Greatest Hits Tricks

THE STUDIO

Quick Change Character
ALMSTPKR
Unlock 1. **100% Bonus**
KULUR

Full Health
BCSTUR

Big Heads
BULUX

Everything
EEL NATS

No Naughty Words
Enter a "naughty" word for a great password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Special Available Enemies
Hold L1 and press X
Triangle, Circle, Down
Up, Right
Set 30X Multiplier
Hold L1 and press X
Triangle, Up, Down
Set 15X Multiplier
Hold L1 and press X
Square, Square, Triangle
Up, Down
Slow Mo
Hold L1 and press X

Tony Hawk's Pro Skater

COOL CHEATS

Enter the following commands

THE STUDIO

If you entered these commands the screen will show

Big Head Mode
Hold L1 and press X

Circle, Up, Left, Left, Go to the main menu and then

to the select player screen, you will see the "Special Available Enemies"

big heads.

Special Available Enemies
Hold L1 and press X

Triangle, Circle, Down
Up, Right

Set 30X Multiplier
Hold L1 and press X

Triangle, Up, Down

Set 15X Multiplier
Hold L1 and press X

Square, Square, Triangle
Up, Down
Slow Mo
Hold L1 and press X

THE STUDIO

Skip To Restart Option
Hold L1 and press Square

Circle, X, Up, Down

Blowout Trick
This trick will blow up your game and give you a new character from the menu.

Access Career Mode, begin a new game and press START to pause.

press and hold the L1 button and enter Circle

Right, Up, Down, Circle

Right, Up, Down, Triangle

the screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode.

Use Officer Dick, all tapes, levels, medals, stats and fully moves will become available.

GameShark Codes



Madden NFL 2002

Away Team Scores 50

800723f00032

Away Team Scores 0

800723f00000

Home Team Scores 50

800703100032

Home Team Scores 0

800703100000

Infinite Time Outs Away Team

e00723f20002

300723f20003

Infinite Time Outs Home Team

e00703120002

300703120003

Infinite Mulligans Away Team

e00723f30002

300723f30003

Infinite Mulligans Home Team

e00703130002

300703130003

Always 1st Down

8006cc280001

Infinite Madden Tokens

8015cccc0270f

All Stadiums

500014010000

3006252c00ff

All Teams

50004c010000

300f5f000ff



Tony Hawk's Pro Skater 2

Skip To Restart Cheat

800e9d000001

Kid Mode Cheat

800e9de40001

Perfect Balance Cheat

800e9de80001

Always Special On Cheat

800e9dec0001

Stud Cheat

800e9df00001

Weight Cheat

800e9df40001

Wireframe Cheat

800e9df80001

Slow-Nic Cheat

800e9dfc0001

Big Head Mode Cheat

800e9e000001

Sim Mode Cheat

800e9e040001

Moon Physics Cheat

800e9e080001

Disc Mode Cheat

800e9e100001

Super Speed Cheat

800e9e140001

1 Million Points

8119054c00ff

8119054e4240



Resident Evil CVX

Code Must Be On

EC8533D01445D97C

Inf. Items/Ammo Pos 1 Claire

3CD6B4A01456E70B

Inf. Items/Ammo Pos 2 Claire

3CD6B4A41456E70B

Inf. Items/Ammo Pos 3 Claire

3CD6B4A81456E70B

Inf. Items/Ammo Pos 4 Claire

3CD6B4AC1456E70B

Inf. Items/Ammo Pos 5 Claire

3CD6B4B01456E70B

Inf Items/Ammo Pos 6 Claire

3CD6B4B41456E70B

Inf Items/Ammo Pos 7 Claire

3CD6B4B81456E70B

Inf Items/Ammo Pos 8 Claire

3CD6B4BC1456E70B

Inf Items/Ammo Pos 1 Chris

3CD6B4E01456E70B

Inf Items/Ammo Pos 2 Chris

3CD6B4E41456E70B

Inf Items/Ammo Pos 3 Chris

3CD6B4E81456E70B

Inf Items/Ammo Pos 4 Chris

3CD6B4EC1456E70B

Inf Items/Ammo Pos 5 Chris

3CD6B4F01456E70B

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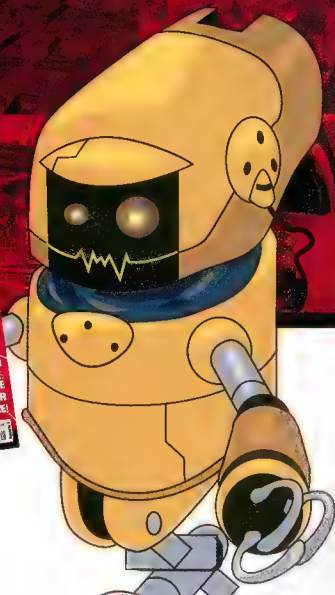
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FINAL WORD

Xbox vs. GameCube: EGM Takes the Gloves Off



Jon Dudlak
Associate Editor

Jon: Man, both Microsoft and Nintendo have some killer, killer stuff on their consoles, and I know now that I have to buy both systems at launch. Halo absolutely blew me away, and DOA3 is a gorgeous way for me to yet again best Shoe's amateur fighting technique. I see so much graphical and gameplay potential on the Xbox, and being prewired for broadband and hard disk saves is a big plus; the audio capabilities are huge; they're going to work wonders for player immersion in games where it really matters (Silent Hill 2, Halo, Munch's). I'll still be right there in line for a GameCube with the phenomenal Roger Leader on Nov. 18 and Resident Evil this spring, but the Xbox will leave serious gamers more satisfied at the end of the day.



James Mielke
WCEB Web Site Editor

James: You think so, hotshot? While my bank account will be drained from buying two new consoles (GameCube, then Xbox) plus games, I'll probably be spending just as much time on my PlayStation 2. I'll be playing the crap out of Metal Gear Solid 2 (yeah, so what!) and Grand Theft Auto III after my fascination with the GC's smallness has subsided, and after my disgust with the Xbox's wretched design (especially the controllers...they suck...I don't care what a bunch of free-lancing focus groups say...) has diminished.



Greg Sewart
Previews Editor

Greg: I don't think it's possible to be as excited about anything as Dudlak up there, but I'm impressed by the stuff we've seen for both systems. Still, I think I'll spend most of this winter playing my PS2. Solid Snake is my kinda guy...and I mean that in the most manly way possible.



Chris Johnston
News Editor

Chris: Awww...Sewart gettin' all cuddly with Solid Snake.



Dan "Shoe" Hsu
Editor in Chief

Shoe: I really had trouble deciding. I'm almost positive the GameCube will have a ton of killer games down the line. But until I've seen and played them, I won't say for sure. That's why I'm voting for the sure thing: Xbox. Well, "sure thing" for this initial launch period, anyway.



Kraig Kujawa
Sr. Associate Editor

Greg: How do we know the GC will pick up a ton of killer games down the line? Do you have some sort of editor in chief crystal ball I'm not aware of? All I know for sure is the GC will have Nintendo franchises. That's hardly a "ton of killer games."

Shoe: The Nintendo games ARE killer titles...usually. But for the first time in my gaming life, I'm a bit doubtful. Seeing



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Wave Race: Blue Storm and Super Smash Bros. Melee didn't exactly fill me with GameCube confidence. I like both games, but they're hardly revolutionary like the Nintendo 64 sequels of Mario, Zelda, Kirby, etc. were. But don't forget about the Resident Evil stuff!

Greg: Would it make more sense if I said I don't give a crap about Resident Evil? **Chris:** If Nintendo turns out the games like they did in the Nintendo 64 days, I'll be more than happy. Nintendo doesn't make bad games very often (shut up Sewart, Wave Race: Blue Storm rules), so you're guaranteed a decent library.

Greg: So the GameCube turns into the N64? One good game a month? Thanks, but no thanks.

Kraig: Right now, I'm willing to roll the dice with the Xbox. Aside from a beautiful (but reshaped) Star Wars, there just ain't anything that does it for me on GameCube. I think once developers learn to use the Xbox's built-in broadband and hard drive, there could be some really amazing games that are technically impossible for the GameCube to touch.

Che: How quickly we forget the lessons learned with the N64. Back in 1996, when in their right minds could have predicted the awful droughts of quality games that would follow in the next three to four years? No doubt, the GameCube will have its day, but I can still taste the ashes of Nintendo's last machine and it ain't going down too easy. As for the Xbox, all I can say is that I'm optimistic.

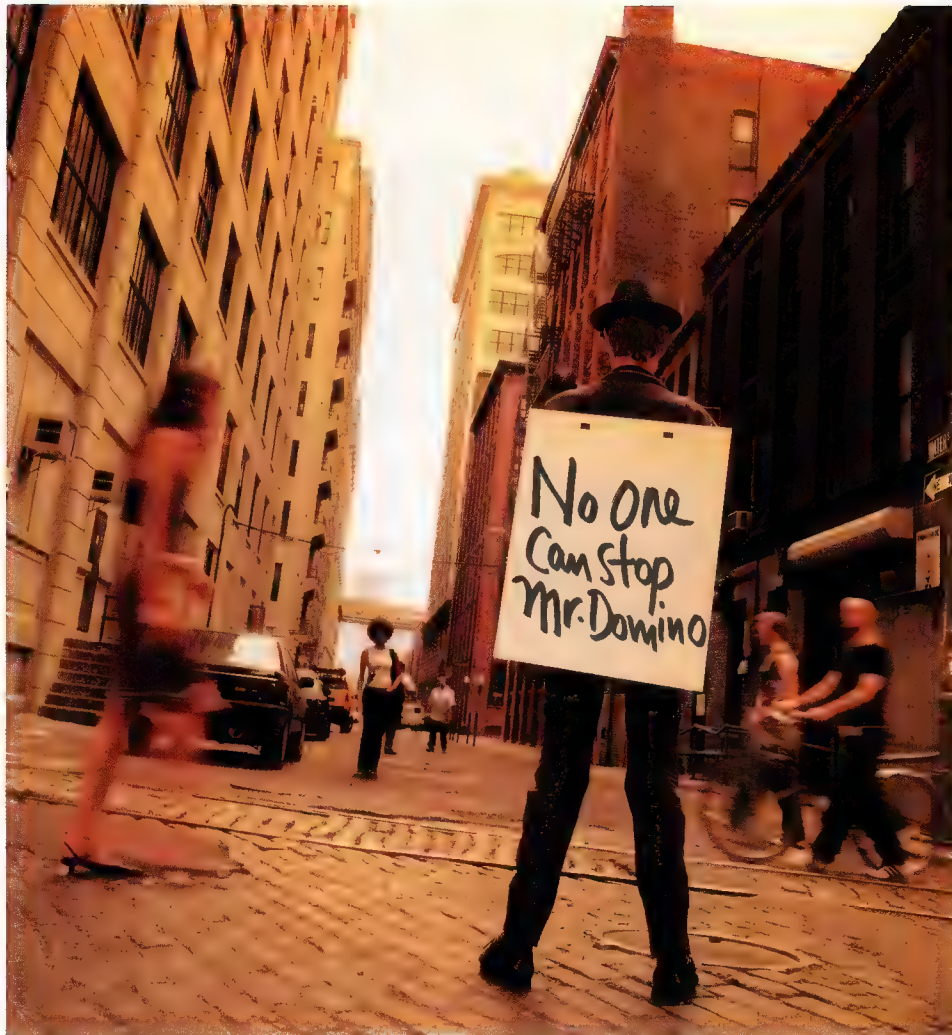
Jeanne: God. Stop with all the "I love Nintendo because they're Nintendo" crap. Yeah, they've got longevity (and Mario) in this business, but why some of you will actually swallow the s**@ that was the N64 can only be out of sheer blind devotion. For once, I'm totally behind Sewart and am sick and tired of Nintendo living off of its already established franchises. Compared to what GameCube's got lined up, Xbox is like a breath of fresh air.

Shoe: I agree. The Xbox is a breath of fresh air. But I think you're getting this "I love Nintendo because they're Nintendo" thing wrong. They have a good track record, that's all. It leads gamers to have high expectations from the company.

Crispin: I've given this a lot of thought, and I think I'm gonna get a Virtual Boy.

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Six (6) Grand-Prize Winners will win the ULTIMATE CONSOLE PACKAGE:

- Nintendo GameCube console
- Microsoft Xbox console
- Sony PlayStation 2 console
- Three (3) GameCube games (our choice)
- Three (3) Xbox games (our choice)
- Three (3) PlayStation 2 games (our choice)

(that's right...the Ultimate Console Package includes ALL of the above)

**And if you don't score one of those bundles, you may have a crack at
winning one of our 15 first-place prizes.**

Five (5) First-Place Winners will win the GAMECUBE PACKAGE:

- Nintendo GameCube console
- Three (3) GameCube games (our choice)

Another five (5) First-Place Winners will win the XBOX PACKAGE:

- Microsoft Xbox console
- Three (3) Xbox games (our choice)

Five (5) more First-Place Winners will win the PLAYSTATION 2 PACKAGE:

- Sony PlayStation 2 console
- Three (3) PlayStation 2 games (our choice)

**Here's what you
have to do:**

<http://contest.egmmag.com>

ROUND TWO Q's:

1. The director of *Devil May Cry* got his inspiration for shooting enemies in the air from a bug in which game?
a. Super Bust-A-Move
b. Onimusha
c. A Bug's Life
2. What system is NOT getting a Harry Potter game in 2001?
a. PlayStation
b. Game Boy Advance
c. Xbox
3. In *EGM* #149's Review Crew, West Coast Editor Che Chou is holding what handheld system in his picture?
a. Speak & Spell
b. Merlin
c. Game Boy Advance: Backlit Edition
4. What Disney pair stars in Square's upcoming *Kingdom Hearts* for PS2?
a. Goofy and Donald Duck
b. Bambi and his dead mother
c. Peter Pan and Smithers
5. *Resident Evil Zero* was originally slated for which system?
a. Super Nintendo
b. Nintendo 64
c. Virtual Boy
6. In the summer of 2001, what Japanese restaurant chain offered PlayStation-themed trinkets, like PaRappa the Rapper keychains?
a. Bennigan's
b. Jack in the Box
c. McDonald's
7. According to *EGM*, what are Anna Nicole Smith's dimensions?
a. 39"-27-39
b. 27"-39"-27
c. 36"-24"-48
8. And what are the Xbox system's physical dimensions?
a. 15" W x 16 1/2" D x 5 3/4" H
b. 12 3/4" W x 10 1/4" D x 3 1/2" H
c. 36"-24"-48

HOW TO HELP.

The September 11th Fund is accepting donations now. And we're directing the money to where it is needed most. From grief counseling and emergency financial assistance to long-term medical care and community rebuilding.

The fund, established by the United Way and The New York Community Trust, will use 100% of your donation to support immediate and longer term assistance to victims, families and communities affected by the tragedy. In a time of immense loss and mourning, please be assured that any gift you give will be distributed efficiently and expertly.

How to donate:

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c/o United Way of NYC, 2 Park Avenue,
New York, NY 10016

PHONE

1-800-710-8002

ONLINE

www.september11fund.org

The September  11th Fund



The New York Community Trust



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Signature	Date	
Charles Hess, Sr. Vice President, Consumer Mktg.	9/25/01	

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PS Form 3526, October 1999 (Reverse)

ELECTRONIC GAMING MONTHLY



NEXT MONTH

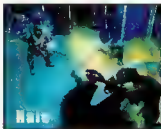
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150th ISSUE!

EGM Selects the Top 50 Games of All Time

Can you believe it's been almost 13 years and 150 issues? Next month, *EGM* celebrates its 150th issue with a bang. We'll take a look at the top 50 games of all time. Come check out what we consider the best video games in history, and see how this list has changed from our top 100 games from issue #100. And just for the heck of it, we'll show you the dark side of gaming as well, with the top 20 worst games of all time. Says who? Says us!



Reviewed Next Month:

- **Dead or Alive 3** (Xbox)
- **Grand Theft Auto III** (PS2)
- **Jak and Daxter** (PS2)
- **Harry Potter** (PS1/GBA/GBC)
- **Smuggler's Run 2** (PS2)
- **NBA Live 2002** (PS2)
- **Frequency** (PS2)
- **Wario Land 4** (GBA)

Previewed Next Month:

- **Max Payne** (PS2)
- **Tekken Advance** (GBA)
- **Buffy The Vampire Slayer** (Xbox)
- **Pikmin** (GC)

*All editorial content is subject to change.

OFFICIAL U.S. PlayStation MAGAZINE

Dec. 2001 **MGS2: Sons of Liberty**
On sale Nov. 6

Demo Disc Video Previews

- **Formula One**
- **Blood Omen 2**
- **Final Fantasy X**
- **Thunder Strike**
- **Jak and Daxter**
- **Kinetica**
- **NBA Street**
- **Gaioop Racer**
- **Extermination**
- **PlayStation Underground**
- **Metreon/FF**
- **NFL GameDay 2001**
- **Jak & Daxter**
- **Enroute**
- **Kinetica**
- **ICO**

Check out the Official U.S. *PlayStation Magazine* for all the latest details on Metal Gear Solid 2: Sons of Liberty, plus their second-ever PS2 playable demo disc. Plus: tricks, codes, memory card downloads and more!



GAMENOW

Dec. 2001
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- **Spyro the Dragon: Sol**
- **NBA 2K2**
- **Capcom vs. SNK2**
- **FIFA 2002**
- **GC launch game reviews**



GameNOW!

Next month is a virtual who's who in gaming, as *GameNOW!* has full coverage of Syphon Filter 3, Tony Hawk 3, Luigi's Mansion, Devil May Cry and Spyro the Dragon: Sol. Not to mention some RPG-style goodness with huge reviews and strategies for Okage and Dragon Warrior VII. Plus: Game Boy Advance coverage, tricks, tricks-to-go cards and more previews.

COMPUTER GAMING WORLD

Dec. 2001
On sale Oct. 30

Shadows of Luclin



Sony Online nearly took over the world with their MMORPG EverQuest. Now they're back with Shadows of Luclin, the biggest and best EQ expansion yet, as well as Planetside, a massive multiplayer FPS—and *CGW* has the scoop on both. Also, be sure to check out our exclusive six-page comic-book feature with comics legend Scott McCloud, creator of the classic *Understanding Comics*.

Reviews

- **Operation Flashpoint**
- **Red Faction**
- **Spider-Man**
- **Majestic**
- **Throne of Darkness**
- **Shogun: Warlord Edition**
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EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

Wanna make the grade?

Jonathan Smith
History

8/8

American History

In what year did the United States enter World War I?

- A: 1917
- B: 1918
- C: 1919

Sacco and Vanzetti were

- A: Migrant workers
- B: Socialists
- C: Anarchists

The novel, *The Jungle*, was written by which socially conscious American novelist?

- A: Ernest Hemingway
- B: Sinclair Lewis
- C: Upton Sinclair

The stock market crash that ignited the Great Depression occurred in what year?

1929

Which of the following Presidents declared "We have nothing to fear but fear itself"?

- A: Dwight Eisenhower
- B: Franklin Roosevelt
- C: Woodrow Wilson

How many times was Franklin Roosevelt elected President?

4 times

Who did John F. Kennedy run against in the 1960 presidential election?

- A: Barry Goldwater
- B: George McGovern
- C: Richard Nixon

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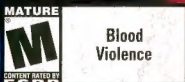
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BUT THERE'S A BULLET
WITH HIS NAME ON IT.

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