

**TONS OF TRICKS, TIPS & CODES INSIDE!**

**ZIFF DAVIS**

**PS2 • GameCube • Xbox • Dreamcast • PSone • Game Boy Advance**

**MGS2  
& HALO  
REVIEWED!  
WHICH SCORES  
HIGHER?**

# **ELECTRONIC GAMING MONTHLY**

**LAST  
CHANCE  
TO WIN**

All 3: PS2, Xbox  
AND GameCube!  
See pg. 240

**GAMECUBE, XBOX, PS2,  
GAME BOY ADVANCE...**

# **TOO MANY GAMES!**

**SORT THROUGH  
THE MESS WITH OUR:**

**2002  
PREVIEW**

**Final Fantasy X,  
Buffy, XenoSaga...**  
Check out next year's  
hottest titles.

**BUYER'S  
GUIDE**

**Still Holiday Shopping?**  
The best gifts for girlfriends,  
"plus-size" gamers and more.

**27 PAGES  
OF REVIEWS!**

**Harry Potter, Pikmin,  
Grand Theft Auto III...**  
Find out what you should  
be playing now.

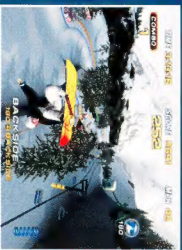
**SPECIAL  
150<sup>TH</sup>  
ISSUE**

January 2002 \$4.99/\$6.50 Canada



DISPLAY UNTIL JANUARY 8

**PLUS: THE 100 BEST GAMES EVER** (and 20 of the Worst)



The forecast calls for whatever your sick little mind can imagine. From falling snow to insane realistic motion captures, we put you on the mountain. Break off gravity-defying tricks and grabs in over 20 massive arcade style courses. Shred deep powder with 10 world class pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Nine killer events, including a wicked Challenge Mode and a shreddin' soundtrack. The weather gods have spoken. Get out and worship.



PlayStation®2

# Cool Boarders 2001

L I V E T O B O A R D



Cool Boarders is a registered trademark of Sony Computer Entertainment America Inc. Designed and developed by Eidos Mobile, LLC. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. WWW.SCEA.COM



Hey, anything's possible.

---



PlayStation®2

**CoolBoarders**  
2001  
L I V E T O B O A R D



<b>Atlanta</b>	Snow 23/15 Tuesday: Snow 33/15 Wednesday: Snow 33/15
----------------	--

<b>Baltimore</b>	Snow 31/15 Tuesday: Snow 42/21 Wednesday: Snow 41/25
------------------	--

<b>Boston</b>	Snow 22/12 Tuesday: Snow 20/8 Wednesday: Snow 22/10
---------------	---

<b>Charlotte</b>	Snow 34/20 Tuesday: Snow 20/12 Wednesday: Snow 20/8
------------------	---

<b>Chicago</b>	Snow 33/15 Tuesday: Snow 20/18 Wednesday: Snow 22/5
----------------	---

<b>Cleveland</b>	Snow 34/29 Tuesday: Snow 27/18 Wednesday: Snow 25/11
------------------	--

<b>Detroit</b>	Snow 21/5 Tuesday: Snow 30/18 Wednesday: Snow 34/22
----------------	---

<b>Houston</b>	Snow 35/25 Tuesday: Snow 42/22 Wednesday: Snow 44/31
----------------	--

<b>Kansas City</b>	Snow 34/29 Tuesday: Snow 39/20 Wednesday: Snow 39/12
--------------------	--

<b>Los Angeles</b>	Snow 33/20 Tuesday: Snow 40/22 Wednesday: Snow 44/31
--------------------	--

<b>Nashville</b>	Snow 23/29 Tuesday: Snow 29/17 Wednesday: Snow 24/18
------------------	--

<b>New York</b>	Snow 31/22 Tuesday: Snow 35/25 Wednesday: Snow 34/20
-----------------	--

<b>Philadelphia</b>	Snow 34/23 Tuesday: Snow 30/25 Wednesday: Snow 32/25
---------------------	--

<b>Phoenix</b>	Snow 29/18 Tuesday: Snow 22/15 Wednesday: Snow 32/14
----------------	--

<b>Portland</b>	Snow 30/8 Tuesday: Snow 25/12 Wednesday: Snow 28/12
-----------------	---

<b>Salt Lake City</b>	Snow 32/10 Tuesday: Snow 27/18 Wednesday: Snow 24/14
-----------------------	--

<b>San Francisco</b>	Snow 20/2 Tuesday: Snow 18/4 Wednesday: Snow 12/2
----------------------	---

<b>St. Louis</b>	Snow 30/18 Tuesday: Snow 29/16 Wednesday: Snow 24/12
------------------	--

<b>Tampa</b>	Snow 30/12 Tuesday: Snow 20/2 Wednesday: Snow 24/6
--------------	--

<b>Washington D.C.</b>	Snow 30/22 Tuesday: Snow 33/15 Wednesday: Snow 29/2
------------------------	---



### HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS

1. ASPEN, CO 114"
2. BEREA AT TAHOE, CA 108"
3. SHIRTON, VT 97"
4. MT. HOOD, OR 91"
5. PALM BEACH, FL 80"

## Weekend sports weather

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational... For the third straight week, football stadium attendance will be significantly lower due to heavy snow... **R e c o r d** crowds should continue at mountain resorts nationwide.



Jones



Dakides

### TODAY'S SNOW QUALITY INDEX (SQI)

**Powder:** A perfect time to use a sick day.

**Hard Pack:** A prime opportunity to work on your half-pipe prowess.

**Icy:** A bad day riding still beats a great day working.



**Today through Sunday outlook:** Mostly awesome amounts of up-to-you-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?





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



# **Agent Under Fire**





CULTURE, **ADVANCED.**



EVERYONE  
**E**  
CONTENT RATED  
FOR ALL AGES

Mild Violence

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

© 2001 Nintendo. CAMELOT™, ® and Game Boy Advance are trademarks of Nintendo.  
© 2001 Nintendo. Game and Game Boy® Advance sold separately.



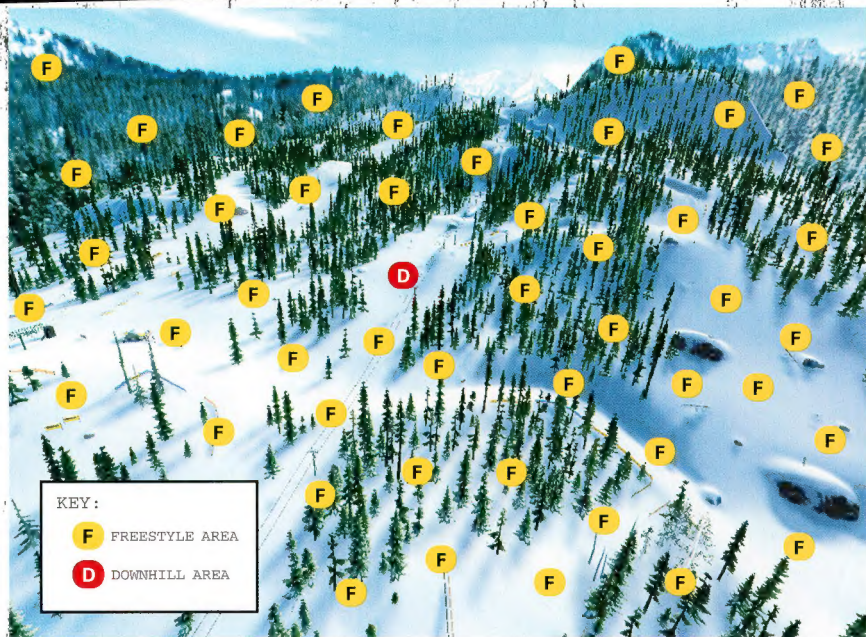


# Golden Sun

The first chapter in a saga of epic scale and beauty descends on Game Boy® Advance. Bend elements of nature to your will as you battle dark forces for the fate of the world in the tale of Golden Sun. | LIFE **ADVANCED**™

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

A BASIC GUIDE TO THE MOUNTAIN



ONLY ON  
XBOX



**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."

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

**amped**  
FREESTYLE SNOWBOARDING

**STYLE ISN'T EVERYTHING...  
JUST KIDDING**



PLEASE WASH HANDS  
BEFORE  
RETURNING  
TO  
REALITY



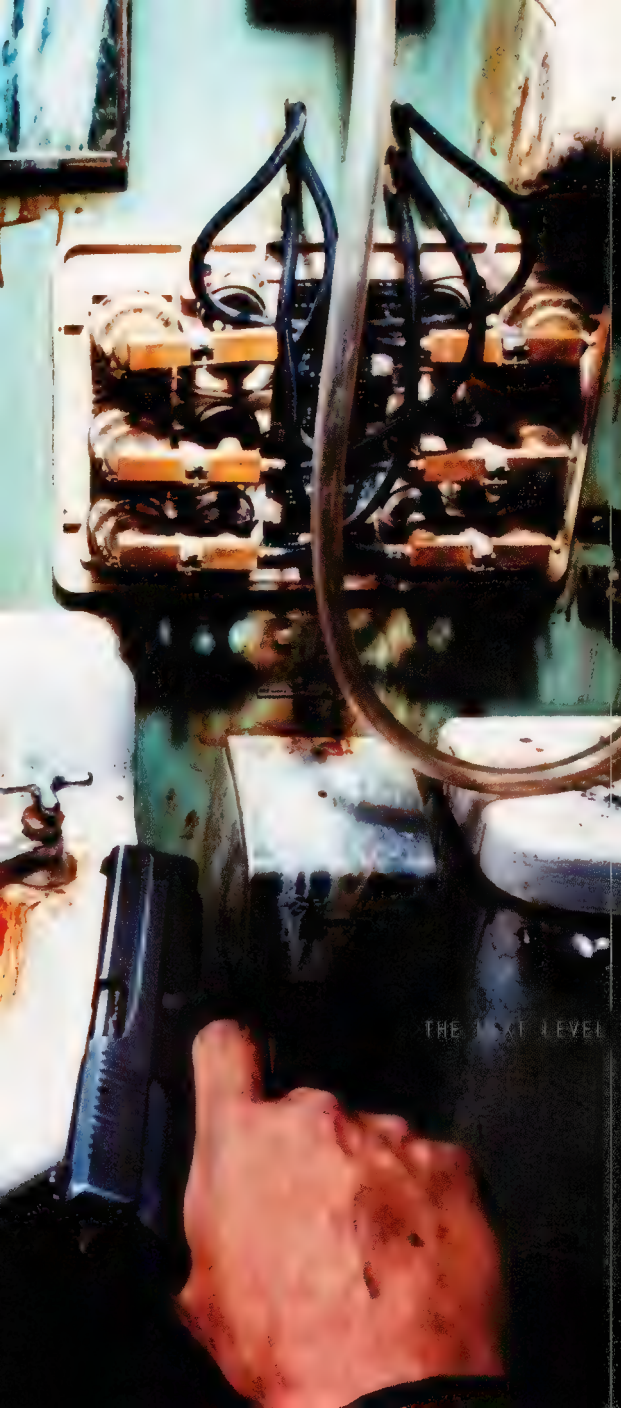
Animated Blood  
Animated Violence



EIDOS  
INTERACTIVE  
GAMES WITH CHARACTER

PlayStation 2





USE STEALTH, STRATEGY, OR SHEER FIREPOWER.  
THE CHOICES ARE YOURS AND SO ARE THE CONSEQUENCES.



WILL YOU BE THE CHARISMATIC MASTER MANIPULATOR, THE SHREWD  
AND STEALTHY TACTICIAN, OR THE DEADLY AVENGING ANGEL?



DEUS EX HAS BEEN VOTED GAME OF THE YEAR BY OVER  
20 MAGAZINES, WEBSITES, AND READER SURVEYS.

THE NEXT LEVEL OF INTERACTIVITY IS HERE.

**DEUS EX**  
THE CONSPIRACY  
[WWW.DEUSEX.COM](http://WWW.DEUSEX.COM)



## Game Directory

## Features

## Departments

231	Airforce Delta Storm
96	Akira Psychoball
108	All-Star Baseball 2002
228	Amped
202	Baldur's Gate: Dark Alliance
114	Brute Force
112	Buffy: The Vampire Slayer
202	Burnout
228	Dark Summit
223	Dead or Alive 3
233	Doom
208	Dynasty Warriors 3
232	Fatal Fury: Mark of the Wolves
86	Final Fantasy X
208	Frequency
228	Fuzion Frenzy
233	Golden Sun
204	Grand Theft Auto III
192	Gun Valkyrie
224	Halo
233	Harry Potter and the Sorcerer's Stone
222	Harvest Moon: Save the Homeland
118	Hoshigami: Ruining Blue Earth
210	Jak and Daxter: The Precursor Legacy
208	James Bond in Agent Under Fire
120	Jedi Power Battles
190	Jet Set Radio Future
108	Kabuki Warriors
108	Legends of Wrestling
229	Mad Dash Racing
112	Maximum Chase
110	Max Payne
94	Medal of Honor: Frontline
212	Metal Gear: Solid 2
120	MotoGP
231	NBA 2K2
126	NBA Live 2002
216	NCAA Final Four 2002
110	Need For Speed: Hot Pursuit 2
216	NFL 2K2
229	NFL Fever 2002
227	Oddworld's Munch's Odyssee
196	Phantasy Star Online
200	Pikmin
196	Pinball of the Dead, The
114	Project Ego
229	Project Gotham Racing
196	Puyo Pop
307	Resident Evil
188	Rez
194	Sega GT 2002
220	Shaun Palmer's Pro Snowboarder
196	Shining Soul
230	Shrek
230	Silent Hill 2: Restless Dreams
230	Simpsons: Road Rage, The
101	Sky Gunner
100	Sled Storm 2
222	Smuggler's Run 2
222	Soldier of Fortune
196	Sonic Adventure 2 Battle
208	Soul Calibur 2
106	Soul Reaver 2
194	Space Channel 5 Part 2
220	Splashdown
222	SSX Tricky
111	Star Wars: Obi-Wan
231	Star Wars: Starfighter Special Ed.
110	Tekken
232	Tennis 2K2
222	Thunderstrike: Operation Phoenix
101	TimeSplitters 2
202	Tony Hawk's Pro Skater 3
222	Top Gun: Combat Zones
231	Transworld Surf
232	Twisted Metal: Small Brawl
300	UFC Throwdown
108	Universal Studios Theme Park
186	Virtua Fighter 4
233	Wario Land Advance
232	Weakest Link, The
112	Wreckless: The Yakuza Mission
223	WWF SmackDown! Just Bring It
300	XenoSaga

# BEST GAMES EVER

We fought, we cried, and we nearly came to blows. But after hours of sweaty deliberation and banter, *EGM's* editors were able to decide on the **100 Best Games of all time**. This isn't about prestige or innovation. It's about sheer, raw fun. Find out where your favorite games landed on **page 124** and see if you agree.



You've seen the best, now smell the worst. We've scoured our endless game vault to find the cream of the crap. Thank your lucky stars that you didn't waste your money on the **20 Worst Games of all time** (you didn't, right?). **Page 154.**



What in the heck do you get for your buddy who can't get away from the ol' bal-anc-chain? We answer that tricky question and more with our handy **Holiday Buyer's Guide** on **page 168.**



Our jam-packed **Yak2 Previews section** couldn't be kicked off by a more deserving game. Flip over to our three-page **Final Fantasy X** blowout on **page 86**. We promise that the game is better than the recent "should have been straight-to-video" movie.



**Sega's Reborn** and we've sorted through the afterbirth to bring you a full report on the impressive and diverse next wave of post-Dreamcast games headed to the Xbox, PlayStation 2 and GameCube on **page 184.**

**Editorial** 16

**Letters** 24

**Press Start** 36

Our worldly editors journeyed to Japan to eat fresh fish, drink saki, and bring you the skinny on the games of tomorrow. Also, find out why it's hip to be Square when it comes to the PS2's first big online RPG.

**Gossip** 65



**Previews** 83

Fight an old war in Medal of Honor: Frontline (PS2) or in a Galaxy far, far away with Star Wars: Obi-Wan (Xbox). Or maybe Soul Calibur 2's mano-a-mano is more your style.

**Review Crew** 198

We became Insnomiacs to deliver this record-breaking 27-page section. Find out why Grand Theft Auto III is criminally addicting, and whether Solid Snake's return is everything we hoped it would be. And just wait until you see our Game of the Month. You might say it runs rings around the competition.

**Tricks** 234

**The Final Word** 241

With all of the GameCube and Xbox hub-bub, let's not forget the current front-runner, the PS2. Come eavesdrop on what we think of this amazing three-way war.







A HERO  
WITH HIS HEART  
IN THE RIGHT  
PLACE.



**MAXIMO**  
Curse of Glory

DON'T GET CAUGHT WITH YOUR PANTS DOWN.  
Reserve Your Copy Now! [www.capcom.maximo.com](http://www.capcom.maximo.com)

CAPCOM

PlayStation 2



Violence

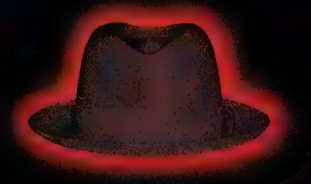






# KID ROCK

**COCKY**  
The New Album  
**IN STORES NOW**



**PARENTAL  
ADVISORY**  
EXPLICIT CONTENT

[www.kidrock.com](http://www.kidrock.com)  
[www.atlantic-records.com](http://www.atlantic-records.com)



AVAILABLE AT  
**BEST  
BUY**

WARNER MUSIC GROUP © 2001 ATLANTIC RECORDING CORP. AN AOL TIME WARNER COMPANY

# WELCOME TO MY WORLD



Tony like you've never seen him before

**RATING PENDING**  
**RP**  
CONTENT RATED BY  
**ESRB**  
Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more info.



Compatible with the PlayStation®3 computer entertainment system

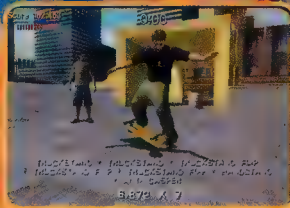




# COME ORLD



## TONY HAWK'S PRO SKATER 3



Use your limited super hero powers to take on the city and the toughest skaters.



Take on the world in all new online play.



Master Tony's favorite trick on ramps, rails, and stairs.

Enter the ultimate skate world. Wave through the most dangerous punishment that I use natural disasters as you speed through 6 massive living levels in the ultimate skating challenge. Skate as the legendary Tony Hawk... or create your own legend with the improved Create-a-Skater feature where you can choose from hundreds of looks. Master new tricks using the same fun THPS2 controls and check your skills by taking it online against your friends across town or around the globe. Welcome to my world.

Featuring songs by Alien Ant Farm, Motorhead, and Cypress Hill.  
Soundtrack available on Maverick Records.

ACTIVISION  
2

SPORTS REVOLUTION

ACTIVISION2.COM

# ZOO



PHOTO BY JONAS HANAUER  
A TIME NEW YORKER

# UNBRE

OUR LOVE AND INDELIBLE THANKS GOES OUT TO ALL THOSE LOST IN THE SEPTEMBER 11 ATTACK ON AMERICA AND TO ALL THE NYC DOCTORS, NURSES, & HOSPITALS . AND ALL THE VOLUNTEERS AT GROUND ZERO, ACROSS AMERICA, AND ALL OVER THE WORLD

★ **Excelsior** ★



# YORK



# AVAILABLE

...MEN AND WOMEN WHO FIGHT ON TO MAKE THE FREE WORLD SAFE FOR EVERYONE . FDNY . NYPD . EMS . RED CROSS . NATIONAL GUARD . FEMA  
...OUR MOST SINCERE THANKS . YOUR COURAGE AND ACTIONS STAND TALL AS A TRUE MONUMENT TO ALL THOSE THAT BELIEVE IN UNIVERSAL FREEDOM.

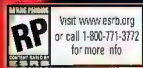
...CELSIOR IS THE NEW YORK STATE MOTTO

...MEANS TO FOREVER MOVE UPWARD . TO ALWAYS KEEP GOING AND STRIVE FOR THE BEST

...D THAT IS EXACTLY WHAT WE ARE GOING TO DO . GOD BLESS AMERICA . LET FREEDOM RING . [WWW.ZOOYORK.COM](http://WWW.ZOOYORK.COM)

# EACH SHALL RISE TO

Born of different worlds, woven together by fate,  
each shall rise to face their destiny. Ryudo has been hired  
to protect a young priestess who must participate in a ceremony to  
halt the encroaching rebirth of Valmar, the God of Darkness.  
Embroiled between the forces of good and evil, Ryudo must follow  
his destiny and save the people he detests so much.



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more info.





FACE THEIR DESTINY.

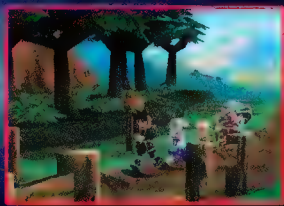
# GRANDIA™

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 1,000 characters to interact with in beautifully varied environments.



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



Customizable skills, spells and special attacks with an amazingly flexible leveling advancement system.



PlayStation®2



## LETTER FACTS

- Number of self-proclaimed gamers on the relative merits of GameCube and Xbox launch games, even though the systems weren't out yet: **126**
- Number of e-mail invitations from porn sites: **14**
- Number of accepted e-mail invitations from porn sites: **14**

# Letters to the Editors

## LETTER OF THE MONTH

### All For One

I keep my mouth shut most of the time. I don't complain about the names of Star Wars movies, or that Solid Snake has a mullet. But some things you just can't overlook. I have to dish out several hundred dollars every time a new system comes out just because of this natural urge that I have. Am I biased

bat? You might end up buying them someday. By the time launch day hits for Xbox and GameCube, it won't be about tech specs or loyalty to a particular brand. It'll be about lots of killer hardware and software becoming available for gamers everywhere.

Will Herring  
j\_koei@hotmail.com

**"Everyone knows that if they had the money, they'd get all three of the big systems on the market."**

Congratulations **Will Herring**. You win an InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color.



toward any next-gen system in particular? Nope. Can I afford any of them? HELL, no. But I know I'm going to end up sleeping outside of Electronics Boutique to get them on their launch days.

Some people spout opinions on message boards or to one another: "GameCube's gonna roxor!!!" or "Xbox isn't getting enough recognition!" It doesn't matter how biased they act. Everyone knows that if they had the money, they'd get all three of the big systems on the market. Folks spend all of their time putting down one new system in favor of another, but I think most gamers would be happy with whatever they can get their grubby gaming hands on. So why bash the ones you can't afford to get right off the

**Right on, brother. Solidarity! We need to ban together as gamers if we're going to make it through this console war. OK, so it's not quite that dramatic. But it's good to hear that at least one guy isn't trying to disembowel all who dissent with his console preference. We should all feel fortunate to be a part of this pivotal point in gaming history.**

**Ain't nothing wrong with loving Nintendo's first-party software or getting wowed by Microsoft's technical prowess, but we find it hard to believe anyone would refuse either console if they had a shot at one for free. We wouldn't advise waiting for that to happen, though. Santa's making cutbacks this year.**

Lindsay Jordan  
Simpsonville, SC

### Pause For Alarm

I just bought a third-party controller for my PS2 that has a "slow" button on it. I was playing a game from a demo disc to try it out, and the screen started going crazy on me. It kept flashing back and forth between the pause screen and the regular game. I pressed Start and it went back to normal. Will the "slow" button work with any game, or should I go to Wal-Mart and get my money back?

**Holy cow, sounds like you found a gateway into some parallel, potentially seizure-inducing dimension. Leave that junk on pause and we'll be right over. No, actually, you've just discovered the secret behind the magic "slow-motion" button. Since the days of the NES Advantage joystick, all slow-mo buttons ever did was rapidly pause and unpaue the game. It worked well for games with clear pause screens in simpler times, but nowadays some games build different features into the Start button besides just freezing the action, so results definitely vary. If you want to return the pad, maybe invest in a few pounds of coffee to speed up your reaction time.**

### Don't Stop Believing

I'm sure some of you remember Michael Jackson's Moonwalker game (in arcades and on the Genesis), which was almost the craziest game ever, but what about Journey? Yeah, Journey, the crap band of the '80s! They apparently had an arcade game, as well. So I got an emulator and tried the game out. Let me tell you, if I could have seen Steve Perry shooting beams of light out of his microphone at rotating sticks, I would have spent at least \$20 in quarters when it was out. This is the most whacked thing to ever be considered a video game.

austin.abrams@hotmail.com

**I think we speak for the population of Earth when we say that's one game we'd all like to see stricken from the record. You gotta give Midway credit for trying, though. It was 1983,**

### Techno Files

I am planning on buying a PS2 in the near future and wanted to know if there would be any difficulty running it on a hi-definition TV. Can the PS2 put out a resolution high enough for my TV? Since the HDTV is widescreen, will that have any adverse effects on the PS2? Will the PS2 image fill the entire screen despite the aspect ratio?

Mark Pawlak  
Mentor, OH

**We asked Ryan Bowling, public-relations manager at Sony Computer Entertainment America, about your concerns. Here's what he said: "The PS2 shouldn't have any trouble holding its resolution on a wide-screen or HDTV monitor. I would**

**recommend using a component or S-video signal for maximum clarity, though." We also called the product-support number listed in the PS2 manual about potential projection-TV issues. The rep told us, "as long as you don't leave the game paused for an extended period of time, you'll be fine. If you have to pause the game for a while, just turn the TV off until you come back to it."**

**We have used a PS2 with a hi-definition TV and had no issues, but don't expect the PS2's image to be hi-def. Games like GT3 are starting to incorporate the 16:9 aspect ratio that you're talking about, but for now, you'll have to play most games with bars on the sides. It's a little annoying, but you can always pop in a wide-screen DVD afterward.**

**"...if I could have seen Steve Perry shooting beams of light out of his microphone at rotating sticks, I would have spent at least \$20 in quarters..."**



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 case. Have a good night, Mr. Manning. See you tomorrow.

[nflfever2002.com](http://nflfever2002.com)



**NFL** **NFL** 2002  
**FEVER**  
It's a living.

© 2001 PLAYERS INC. All rights reserved. Microsoft, Xbox, and the Xbox logo are registered trademarks of Microsoft Corporation in the United States and/or other countries. NFL and the NFL logo are registered trademarks of the National Football League. The PLAYERS INC. logo is a registered trademark of PLAYERS INC. All other trademarks are the property of their respective owners.

XBOX



## LETTERS

and the kids liked their Journey, so it seemed like a good idea at the time. After some nasty backlash from our Axl Rose, um, "analysis," we've decided not to comment on the musical merits or widespread societal impact of Steve and the gang. We're just going to put this totally unbiased and uneditorialized picture of the band here for your perusal.



## Desperately Seeking Hentai

I was looking through my *EGM* during history class and came across a letter someone sent you about a movie called *Evolver*. There was a picture that went along with it of my favorite hentai, the La Blue Girl issue. It's very hard to find, except on eBay, and I don't have an account with them. Do you know I would be able to get a copy and how much does it cost? It would really help me out because the videos are so hard to find around here. Thanks!

Nick Hall  
Culleoka, TN

Oh, That picture...well, it was actually taken in the master bedroom of Greg Sewart's private estate, which houses North America's largest library of "stimulating literature." The mag was on loan from Crispin Boyer's personal collection, which is currently out with the Raunchy Mag European Tour, so you'll have to check it out when it comes through the States in the spring. Both editors were most impressed with your knowledge of the subject, though, and tip their hats in your general direction.

## Control Yourself

Is it me or has the whole gaming world gone insane? I am so sick of all this Xbox controller bashing. I've held it in my hands and I think it's pretty close to perfect. I almost fell over when I saw that picture of Mark holding the GC controller in his hands; it looked like Godzilla taking over Tokyo! You see, I am a 28-year-old female and I have ADULT hands. Does your whole staff have tiny little freak hands? I found your Xbox vs. GameCube article to be very good and informative, but the design and features section was a joke! Come on, GameCube the winner? Your only real reason for picking the GC there seemed to be the controller. I just feel that in terms of design and features, we have to be realistic and give the Xbox its due.

Jennifer Preston  
darktower979@aol.com

As you can see by our final verdict, Jen, we have nothing against the Xbox. That controller has way too much plastic on it, though, and the layout is atrocious. Nintendo's pad is so much easier to hang on to, and we're not going to move on that issue. Do us a favor and really put that Xbox pad through its paces like we did. You'll find out how hard it is to find the melee and grenade-swap buttons in Halo without looking down at the Xbox controller. That's bad news, mi amiga; we don't mess around when it comes to Halo. We're going to hold out for the Japanese version of the Xbox controller, which is smaller and rumored to come out in the good old US of A in the next few months.

## Worth 1,000 Words

Box art on video games has changed dramatically throughout the years. I first started thinking about this when my dad, a huge Atari fan, and I were at Babbage's looking at video games. I was looking in the PS2 section while my dad checked out the old Atari and NES games in cheap plastic wrapping. Eventually, my dad came looking for me and decided to look at some of the PS2 games himself, but said none of

## Question of the Moment

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

Xbox: Halo. GameCube: definitely Super Smash Bros. Melee.

BigDawg50295@aol.com

Super Smash Bros. Melee, of course. What's better than taking the pointy star rod to Pikachu's candy ass?

thomasbuipk@hotmail.com

Pesh...I'm going to have Metal Gear Solid 2. Why do I need Xbox or GameCube???

easedy 69@yahoo.com

HALO! HALO! HALO! HALO! HALO! HALO!  
HAAAAA LOOOOOO!!!!!!

ryohazuki28@hotmail.com

Star Wars: Rogue Leader...It's only reason I'm buying a GameCube. I'll stick with my PS2 otherwise.

Mr-GT3@webtv.net

I must have Pikmin for the GameCube. It is just too weird for me to pass up.

GeneStarwind487@aol.com

Both Microsoft and Nintendo have ignored my requests for a Shaq-Fu sequel, so I'm not looking forward to much of anything.

IAMAMitten@aol.com

Oddworld: Munch's Oddysee. The movies and screens I have seen of it are amazing, the gameplay still looks intact, and it's got more flutulent aliens! What more can you ask for?

tennisdude2005@yahoo.com

Definitely Rogue Leader for GameCube. I remember the Hoth battle in Shadows of the Empire for the N64. If this game is anywhere near that much fun, it's the GC's best.

mranger22@excite.com

I'm a Resident Evil Junkie, so I want all the new GameCube RE games.

NMEChmpin@aol.com

Next Month's Question of the Moment:

Were you able to buy your console of choice, and are you satisfied with it so far?

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

## SHORTS

May the Shorts be with you.

I found that I do not recognize anybody who writes for *EGM* anymore except for Crispin, the Q, and Shoa. Why the turnover? Also, can you track down Sushi-X when a new Capcom or SNK 2D fighting game comes out and have him review it?

pinoneers11@  
nome.com

Truth is, we just can't find anyone who wants to work for a video game magazine. You know anybody? Actually, most of the staff has been here for at least a year or two, some a lot longer. If games like *MGS2* and *Halo* keep coming out, we all may never leave!

Ryo Hazuki of *Shenmue* walks, talks and fights, but how come he doesn't ever bathe or change clothes?

Devin Norris,

Aurora, IN

'Tis a question for the ages, to be sure. *Shenmue* is supposed to be ultra-realistic, but we're not sure if watching Ryo take a steamy shower would be all that appealing. Maybe if it were its own quick-time event...

If you put in Osama bin Laden as a name at the *MGS2* codename Web site, ([www.buzzsite.com/goodies/MGSname.gone/](http://www.buzzsite.com/goodies/MGSname.gone/)) it comes up as Lon Donkey. Doesn't sound very threatening, does it?

EatGreenCrays@aol.com

Heh, good old *MGS2*. It can reduce even the most omnivorous worldwide threat to a solitary jackass.



# IT'S PLAY TIME

SEE OUR NEW SELECTION OF  
VIDEO GAMES AND ACCESSORIES.



THE GET-WHAT-  
YOU-WANT CARD

**sam** goody®

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



LETTERS

## You can write EGM at:

EGM Letters  
P.O. Box 3338  
Oak Brook, IL  
60522-3338  
e-mail: EGM@ziffdavis.com

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!

them really interested him, because the box art wasn't very enticing. When we got home, my dad showed me what older game box art looked like. Now those artists used some creative thinking! I guess gamers back then wanted to know what the little dots on the TV screen were supposed to represent. Maybe games are too involved today for the box art to do them any justice.

M2XL@aol.com

**Dude, you obviously haven't seen the sweet box art on Super Bust-a-Move and Ico. Nothing like baby spittle and a horned, timber-wielding Jake Lloyd to paint a picture of the game within. Yeah, box art has definitely gone from making a game look deceptively good to being just plain weird at times. But some older boxes are still good for a laugh. Feast your eyes on this box art from the original Mega Man on the NES. If the awkward-looking, middle-aged man in the homemade yellow armor doesn't make you want to play that game, box art may as well not exist at all.**



Box art from Ico and Super Bust-a-Move continues to leave gamers wondering: "What the %\$#@?"

## Judge Not Lest Ye Judge For Nintendo

I was reading through your monstrous 34-page Xbox vs. GameCUBE article, enamored by the attention to detail and the fact that you left absolutely NOTHING out. It actually taught this old Nintendo fanboy a thing or two about Xbox. What I hate is the last page.

## MORE SHORTS

Is there a place I can find good video game music? I'd love to have all the Sonic The Hedgehog BGM clips; they were the best. (Ice Cap zone from Sonic 3 is my fave!) Do you know where I would be able to find or get myself a copy of these songs? Is there an Internet site or an import shop somewhere? angel\_dust67@hotmail.com

We usually visit gamemusic.com or soundtrackcentral.com for our game music needs, but older and more obscure stuff might take some more digging online. Your best bet is to hit the streets of Tokyo, but that may get a tad expensive...

Thirty-four well thought-out pages and you still felt the need to declare a "winner." We both know lots of kids will skim through your magazine, see the big "And the Winner is: Xbox!", and follow your lead with open wallets. I've worked at Wal-Mart during Christmas and have seen happy kids with their parents picking out systems on the fly, so don't think you won't have that kind of impact. You should be challenging your readers to make a decision based on your information, not giving them a definite answer. It's not that simple.

Adam Tierney  
salstadx@hotmail.com

**We can appreciate your view, Adam, but we have received tons of inquiries over the past few months asking us which system we recommend. Rather than sit on the fence for the sake of playing it safe, we felt obligated to give our readers an educated opinion—it's nothing more than that. We wouldn't expect anyone to just take our verdict at face value, especially not "old Nintendo fanboys." (Would you even**

**be writing us had Nintendo "won"? If more of the staff prefers Xbox, why should we lie to you and call it a draw? We know both systems will kick ass this holiday. Hopefully our feature will help parents, kids, and hardcore and mainstream gamers make an educated purchase at the end of the day.**

## Oops

In Issue 149, as a result of our mass preoccupation with MGS2, we slipped Kojima's name into the Resident Evil article on page 31. It should have said "Mikami," in reference to Shiji Mikami, the creator of the Resident Evil series.

The build of Crash Bandicoot: The Wrath of Cortex we received was released by Universal as a reviewable version, but at the last minute, the publisher removed the loading-screen minigame that we referenced in our reviews. We believe this change to be negligible, and our scores remain unaffected.

## LETTER ART

### Letter Art of the Month WINNER

Jesse Martinez • Austin, TX



Congratulations, Jesse Martinez! 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.



Ryan Genovese  
Ventura, CA



Jose Lebron, Jr.  
Buffalo, NY

For art 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 rules, please visit www.egm.com or write us at: EGM Contests Legal Rules Request, P.O. Box 3338, Oak Brook, IL 60522-3338. After receiving the rules, please put a \$10 target to hit in your mail system and in your prize for, and don't forget to give us your physical mailing address as well as an e-mail, so you be cool!



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



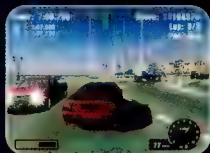
The most spectacular real-time crashes. Ever.



The more reckless you drive, the more power you score.



Force your friends into oncoming vehicles.



Drive like a madman through everyday traffic.

YOU GOTTA RISK IT ALL TO WIN IT ALL.

# BURNOUT™

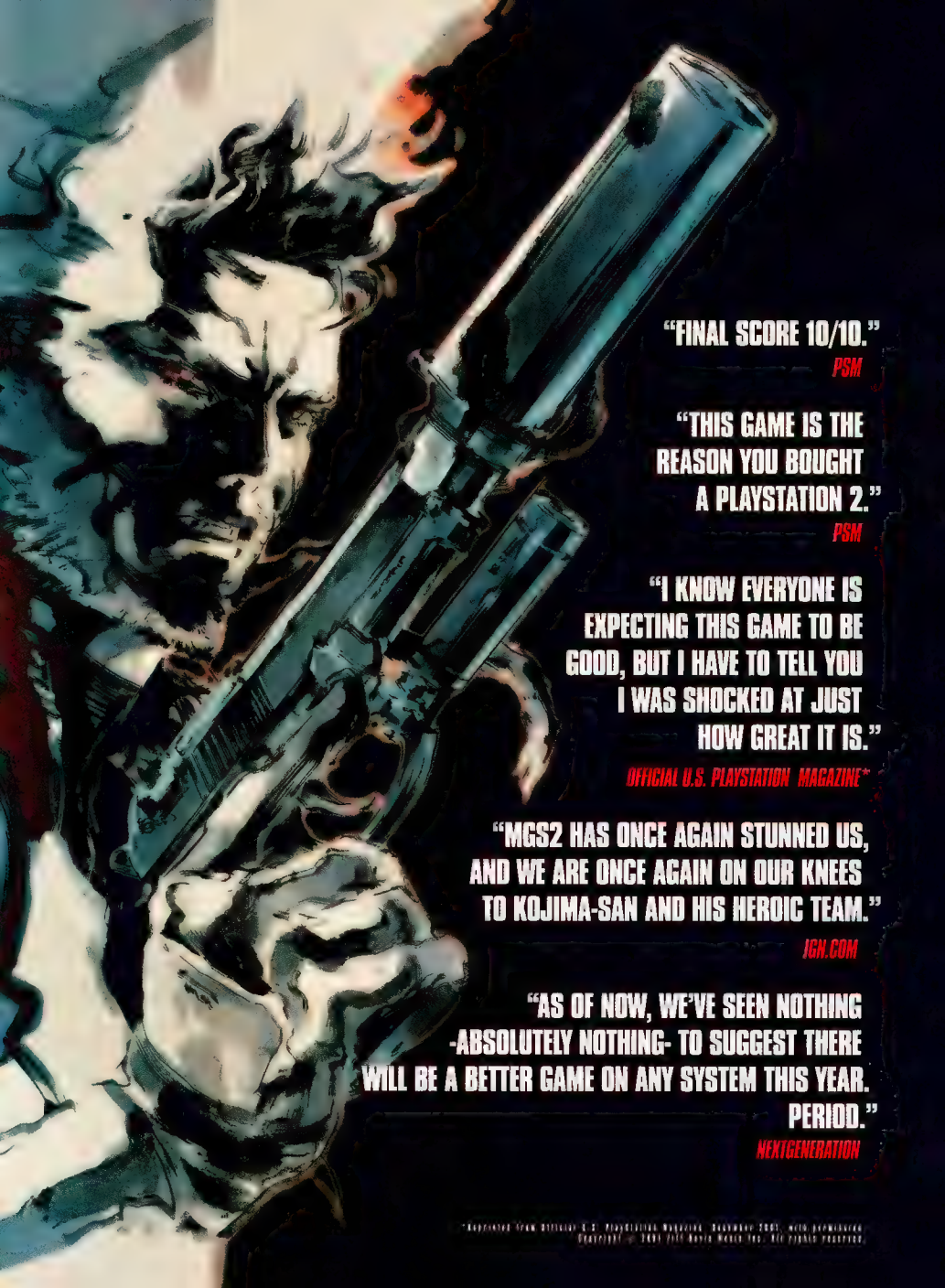
WIN A RACING SCHOOL GIFT  
CERTIFICATE AT [ACCLAIM.COM](http://ACCLAIM.COM)  
[RACINGSCHOOL.COM](http://RACINGSCHOOL.COM)



PlayStation®2



**Acclaim™**  
[www.acclaim.com](http://www.acclaim.com)



**"FINAL SCORE 10/10."**

*PSM*

**"THIS GAME IS THE  
REASON YOU BOUGHT  
A PLAYSTATION 2."**

*PSM*

**"I KNOW EVERYONE IS  
EXPECTING THIS GAME TO BE  
GOOD, BUT I HAVE TO TELL YOU  
I WAS SHOCKED AT JUST  
HOW GREAT IT IS."**

*OFFICIAL U.S. PLAYSTATION MAGAZINE\**

**"MGS2 HAS ONCE AGAIN STUNNED US,  
AND WE ARE ONCE AGAIN ON OUR KNEES  
TO KOJIMA-SAN AND HIS HEROIC TEAM."**

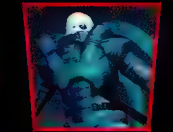
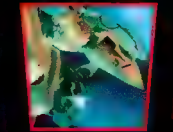
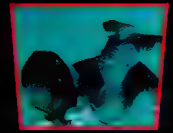
*IGN.COM*

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

*NEXTGENERATION*



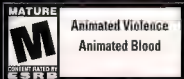
A HIDEO Kojima GAME



TACTICAL ESPIONAGE ACTION

# METAL GEAR SOLID<sup>®</sup> 2

## SONS OF LIBERTY™



PlayStation<sup>®</sup> 2

METAL GEAR<sup>®</sup>, METAL GEAR SOLID<sup>®</sup> and SONS OF LIBERTY™ are either registered trademarks or trademarks of KONAMI CORPORATION (KONAMI) in JAPAN, THE U.S.A., CANADA, AUSTRALIA, EUROPE, AFRICA, SOUTH AMERICA, ASIA, and other countries. © 2002 KONAMI CORPORATION. ALL RIGHTS RESERVED. KONAMI and PLAYSTATION<sup>®</sup> are trademarks of KONAMI CORPORATION and SONY CORPORATION, respectively. THE PLAYSTATION 2 logo is a trademark of the International Digital Entertainment Association. [WWW.KONAMI.COM](http://WWW.KONAMI.COM)



# **RUN.THINK. SHOOT.LIVE.**

HALF-LIFE IS THE MOST  
FRIGHTENING, INTENSE  
ACTION EXPERIENCE  
AVAILABLE AND ALSO  
**INCLUDES  
HALF-LIFE:  
DECAY**  
AN EXCLUSIVE NEW  
SPLIT-SCREEN  
COOPERATIVE GAME.

© 2001 Valve, L.L.C. All Rights Reserved. Valve, the Valve logo, the lambda logo and Half-Life are trademarks and/or registered trademarks of Valve, L.L.C. Sierra and the "S" logo are trademarks of Sierra On-Line, Inc. Gearbox and the Gearbox logo are trademarks of Gearbox Software, L.L.C. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.



EXTRAORDINARY HEALING.

SECURE  
ACCESS

DANGER  
CONFINED SPACE  
NO ADVERTISING  
HERE

"The 'best action game  
ever made' gets even  
better on the PS2®"

— Electronic Gaming Monthly

INCREDIBLE ACTION.

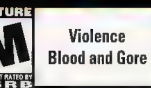
UNPARALLELED AI.

ADVANCED GRAPHICS AND ANIMATION.

Available  
Now!

# HALF-LIFE®

## PlayStation 2



VALVE

gearbox  
SOFTWARE

SIERRA™







Day 11:

Went for a swim.

Electrocuted a golem.

Mixing elements is firing.

Must sleep.

Day 19:

Saving the world is hard. A wizard from  
Haven for Paul. Fairy Ball.

**AZURIK**  
GO ELEMENTAL

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

XBOX



By Chris Johnston [chris\\_johnston@ziffdavis.com](mailto:chris_johnston@ziffdavis.com)  
& Jonathan Dudlak [jonathan\\_dudlak@ziffdavis.com](mailto:jonathan_dudlak@ziffdavis.com)

**Press Start**

The **Hottest Gaming News** on the Planet

# Sega Brings Noise



**Sega's lineup and Xbox's Japanese debut make the loudest splashes at Tokyo Game Show**

**T**ake a walk through Tokyo Game Show, Japan's über gaming festival, and you'll wonder why we don't have anything like it in America. What a concept—a gaming convention where the public's invited and the trinkets are free and plentiful.

Between exhibit halls, diehard gaming otaku (that's Japanese for super-geek) gather, dressed up as their favorite game characters. Other fans, who we suspect may have left their costumes at home, line up like paparazzi to take their pictures for posterity. And as you stroll the aisles, ultra-cute booth babes hand you the same flier you've been given at least 10 times already for yet another ultra-cute dating simulator. That's when you enter stage two—playing the games.

Two things made the Fall 2001 Tokyo Game Show, held Oct. 12-14, exciting: First, it marked Sega's return to the hallowed halls of the Makuhari Messe convention center after sitting out the last two shows. And second, it was the first chance the Japanese public had for hands-on play with the Xbox.

This picture was taken before the pack of monkeys overpowered this unlucky Sega employee and dragged her back to their lair. Below, Sega COO Tetsu Kayama outlines Sega's plans for 2002 and beyond.





# TOKYO DAME SHOW

Our TGS coverage just wouldn't be complete without showing you a few pictures of the booth babes. From left to right: Atlus, Genki, Square and Microsoft.



Sega's airport-themed TGS booth

Evidence of the GameCube launch a few weeks before was nonexistent, its presence more or less limited to two games in Sega's booth (Phantasy Star Online and Sonic Adventure 2 Battle). And while PlayStation 2 was clearly the dominant platform of the show, Sony's small lineup of niche games left a lot to be desired. But more on that later.

## Everyone Gets A Piece of Sega

The biggest shocker of TGS was just how many games Sega's bringing to every conceivable system in 2002. That includes ports of Dreamcast hits like Skies of Arcadia and Space Channel 5, sequels to Dreamcast games like Jet Set Radio Future, and originals like Gun Valkyrie (see complete list to the right). Sega COO Tetsu Kayama explained at a special conference held during the show that this is just the beginning. In the near future, Sega'll dust off even more of its catalog of older games for next-generation updates. Too bad the one sequel everyone wanted to hear about, Panzer Dragoon (announced last spring for Xbox), was barely acknowledged. The only mention of it was a 20-second teaser that had no game footage—just ancient writing on weathered stone that crumbled away to reveal a plain, typewritten logo. It left those who witnessed it wondering why Sega bothered if they weren't going to show anything of substance.

The news wasn't all focused on home consoles though. On the coin-op side of



Shenmue II, now headed to Xbox

things, Sega's got an arcade board based on Xbox hardware in the works for a 2002 debut. And the company plans to bring even more content to cell phones and PDAs in Japan.

## Shenmue II: DC No More

Sega also pushed more of its support behind Xbox. Sonic Team's Phantasy Star Online will be one of the first network titles for Xbox when it goes online in 2002. And Shenmue II, well, that's another story entirely. The U.S. Dreamcast version, originally scheduled for this holiday season, has been cancelled. Instead, Microsoft is bringing it exclusively to Xbox, but only in the U.S. "Microsoft loves the original, and they want to make sure that it lives on through the next generation of platforms, so that was the deal that we made," Peter Moore, Sega of America CEO told EGM. "It's a short-term bitter pill for some SHENMUE fans to swallow, and I've had my share of death threats and angry consumers, but I think that in the long term everyone will understand that it was the best decision for Sega and it was the best solution for AM2, [creator] Yu Suzuki and Shenmue." If you're still craving Shenmue II on Dreamcast in English, there's still some good news. It's still being released in Europe, and it'll work on a U.S. system as long as you have a converter that lets you play import games.

One thing is clear: Sega fans have a lot to look forward to in 2002, assuming they own a PS2, GameCube or Xbox.

cont. on page 38

# Sega Games Coming in 2002

Here's a list of the new games announced at the show. For more on these and other Sega games (including Jet Set Radio Future and Gun Valkyrie), check out our Sega Reborn feature, starting on page 184.

**Aero Dancing 4, PS2** - Perform aerial acrobatics in this latest installment of Sega's stunt-flying simulator.

**The House of the Dead 3, Xbox** - Rid the world of an onslaught of the angry undead in the latest version of this gun game.

**Hundred Swords, PS2** - A medieval online real-time strategy game for 1-4 players.

**Phantasy Star Online, Xbox and GameCube** - Conversions of Sonic Team's addictive online RPG.

**The Pinball of the Dead, GBA** - Classic pinball gameplay with a horror theme from Sega's House of the Dead series.

**Sakura Taisen 4, DC (March)** - Fourth installment in this RPG starring a motley crew of female mech pilots and you.

**New Sakura Taisen game, PS2** - Sega's popular series makes the jump to PS2.

**Sega GT 2002 Append Disc and Sega GT Online, Xbox** - Update discs with new cars/tracks for Sega GT 2002.

**Shakatto Tamborine, PS** - Music game similar to Samba de Amigo, where you shake a tamborine to the on-screen commands.

**Shenmue II (USA only), Xbox** - The sequel to Yu Suzuki's epic Dreamcast adventure game, coming exclusively to Microsoft's console in the U.S. in 2002.

**Shining Soul, GBA** - An action-oriented portable take on the famous Shining Force RPG series.

**Skies of Arcadia, GameCube and PS2** - Port of the critically acclaimed Dreamcast RPG. Where's the sequel?

**Space Channel 5 Part 2, DC and PS2** - Ulala returns to save the universe through music once again.

**Switch, PS2** - Remake of an obscure, slapstick-filled Sega CD game (called Panic in the U.S.) where you activate humorous events by pulling switches.

**Phantua Fighter 4, PS2** - The latest installment of AM2's awesome arcade fighting series comes home.



## Now That's A Controller

If you thought the six-button version of the Atari Jaguar controller was big, check this out. It's Ascii's GameCube keyboard controller, specially designed for Sega's Phantasy Star Online. It's big, but the keyboard portion itself is only slightly wider than the front of the GC itself.



PRESS  
START

# TOKYO GEEK SHOW



Tokyo Game Show continued

## Xbox Struts Its Stuff

If the booth babes didn't already guarantee that you'd spend a lot of time wandering the Microsoft booth, the amount of Xbox games inside did. With Nintendo absent as always and Sony showing a rather dismal lineup of games, Xbox was sittin' pretty in Tokyo.

Because their booth was located in a prime spot next to the show's entrance, it was many gamers' first stop. On show for the first time were Microsoft's first-party Japan titles, awaiting finishing touches before the system's Feb. 22 launch there. These included the rodent turf-war game *Nezumix* (with its cheezy sub-title, "Have a Mice Day") and a looping video of Dream Factory's first fighting game since *The Bouncer* for PS2, *Kakuto Chojin* (which translates to the so-bad-it's-good title of "Fighting Superman" in English). Some previously announced titles, like Sega's *House of the Dead 3* and *Panzer Dragoon* were absent, but nobody seemed to miss them. Well, nobody except for us, of course. We want a new *Panzer Dragoon*!

Microsoft confirmed that a few of their Japanese first-party-developed games will come to the U.S., but which ones hasn't been decided yet. We're guessing the horse-racing game and dating sims won't be among them. ♣



Kakuto Chojin (Fighting Superman)

## Japan's Xbox Arsenal

Here's just a sampling of the titles debuting in 2002 for the 'box in the land of the rising sun:

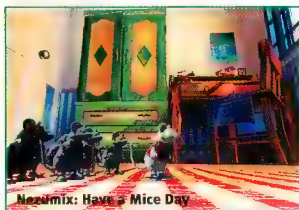
**Nobunaga's Ambition: Chronicles of Chaos (Koei)** - A real-time strategy sim featuring feuding warlords against the backdrop of feudal China.

**Murakumo (From Software)** - An impressive prerendered movie was all that was shown of this mech-combat game from the makers of *Armored Core*.

**Gaia Blade (From Software)** - This medieval real-time strategy title lets you monitor each battle up-close in up to 16 separate split-screens. Sixteen?!

**Myst III: Exile (Mipic)** - One of the best-selling series of all time (on the PC) that none of us ever gave two craps about. Can a new sequel change that?

**Phantom Crush (Genki)** - Genki throws their hat into the Xbox ring with this city-based mech action/battle title.



Nezumix: Have a Mice Day



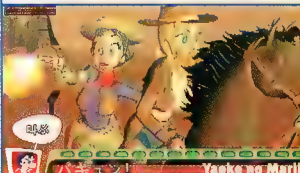
Murakumo



## Sony. The Quiet Giant

Sony's slogan for its booth was simple: "You Need New Game," but most of the PS2 excitement was generated elsewhere—Capcom's *Maximo*, Square's *Final Fantasy XI* and a new demo of Konami's *Metal Gear Solid 2*. With the exception of Japanese versions of *Ico* and *Jak and Daxter*, Sony's lineup of niche games was less than impressive, like the do-it-yourself voice-acting/karaoke game *Yaeke no Mariko* (with character designs by *Ren 'n Stimpy's* Spumco) and the mediocre classical music game *Bravo Music*. Maybe they could interest you in a colored PS2 unit instead? They're available for the low, low price of \$500.

Only 666 of each color Limited Edition PS2 will be made available for the U.S. market.



Yaeke no Mariko

Camping out with the PS one LCD monitor









PRESS  
START



**HELP THE VICTIMS OF SEPT. 11**  
Here's how you can, while enjoying a cool puzzle game at the same time: Download a copy of the new PC title Puzzle Patriot at <http://www.puzzlepatriot.com>. For the meager price of \$10 (all proceeds go to the Red Cross of America), you get single-player Campaign and Mission modes, plus Bomb Bliss, Marathon Battle and Marathon Leisure multiplayer contests. Give it a try.

## DEVELOPER PROFILE



Rayne, star of Terminal Reality's PS2 actioner Bloodrayne, strikes a pose.

## Terminal Reality

**Year Founded:** 1994

**Location:** Lewisville, TX

**Web Site:** [www.terminalreality.com](http://www.terminalreality.com)

**# of People:** 50

**Previous work:** On console: 4x4 Evo 1 (PS2 and DC) and 2 (Xbox). On PC: Monster Truck Madness 1 & 2, Nocturne, Blair Witch Volume One: Rustin Parr, Fly!, Fly!zK, Fly! II, CART Precision Racing, Terminal Velocity, Hellbender, Fury 3 and F-Zone.

**Current Projects:** Bloodrayne, a monster-hunting action game on PS2 that will be released by Majesco, and co-development with Kameleon Entertainment Inc. on Guardian City: The Forgotten.

**Will you ever do another Monster Truck Madness?** We had a blast doing the series and would love to attack it again with newer ideas and technology, but Microsoft owns the rights to Monster Truck Madness.

**You've created games for the PS2, DC and Xbox; which one did you enjoy developing for the most?** The PS2 is the most enjoyable right now because it is a very low-level system and that forces us to be more creative with our programming ideas.

**Which system in this generation do you think will be the most successful?** All of the systems are great and offer something for everyone, but in our honest opinion the PS2 has the biggest installed base and will probably do very well with the mainstream market.

**What kind of music do you listen to at the office?** Right now the office favorite is from Tenacious D, but we can't repeat the name of the song here.

# Sony Gets Square Deal

In early October, Sony CEI invested \$124 million into Square, making them the second-biggest shareholder and making the RPG maker's multiple-platform future hazy. What does this mean to you and me? Let's answer a few of the more pressing questions you might have:

## Does this mean that if I want to play Square's new games, I need a PlayStation 2?

Square President Hisashi Suzuki said, "We are not necessarily obligated to Sony because of this deal. But we can gauge the situation in the future and offer software to the best-selling hardware maker, and at this time there is no doubt that Sony is the best."

## Is it too much to hope that Square will ever develop for Xbox?

Ed Fries, vice president of Microsoft's Games division told us, post-Sony/Square announcement, that "They've been very interested in developing for the 'box, and they're still interested. The deal with Sony did not include online properties they're creating." Does that mean that bringing an original game to Xbox is out of the question? "I'd hate to say out of the question. Online is what we're exploring," says Fries.

## Will they ever get back with Nintendo or develop for Game Boy Advance?

"Portable systems have different demographics from consoles," Suzuki points out. "Unless Sony is going to release a portable system, we are willing to provide games for WonderSwan Color and Game Boy Advance." GBA announcements have yet to be made, but that last statement sure sounds like a confirmation, doesn't it?



Square Goes Online in 2002 with Final Fantasy XI.

# Network News

## Updates from Sony, Sega and Microsoft on their plans for online gaming

### Era of Free SegaNet Gaming Over

Free Internet gaming on SegaNet, Sega's Internet gaming service, is officially over. Since Nov. 1, if you want to play Sega's new games online, you have to cough up \$9.95 a month. This affects both new and old releases on Dreamcast, with the exception of some older Visual Concepts-developed games and the original Phantasy Star Online. PSO Ver. 2 players will still have to pay the Hunter's License fee on top of the \$9.95 a month. Future online titles on PS2 and GC are expected to follow the same model. To entice players to sign up, Sega has added some goodies. For full details, drop by [sega.com](http://sega.com).

### Microsoft Makes Intangible Plans

J Allard, platform general manager for Microsoft's Xbox, spoke briefly with EGM about the company's plans to take their console online. "We want to create an Xbox world where you sign up once and it works

across all games," Allard said, "and we're going to buy a lot of servers and online acreage to create this world." Allard also assured us that people will be able to use their existing broadband connections with Xbox servers and store personal information on them to create an online persona. Microsoft plans to have five or six games up and running by the summer of 2002, and 20 online titles (including a new Halo if we're lucky) by year's end.

### Sony Plans Off To Shaky Start

Originally slated for a November release, Sony's network adapter has hit some delays. "We haven't announced a new date for it yet," Sony PR Manager Charlotte Panther said of the adapter's release. Until then, Tony Hawk 3 players can use a USB modem, but games like the forthcoming Twisted Metal Black Online and SOCOM: US Navy SEALs may need the adapter to get online.



# In racing, you're only as good as your equipment

"Just when I thought NASCAR® Heat couldn't get any better, the Xbox™ comes out and takes it to a whole new level!"

— Rusty Wallace

1989 NASCAR Winston Cup Champion

Get the most out of your Xbox video game system with NASCAR® Heat™!

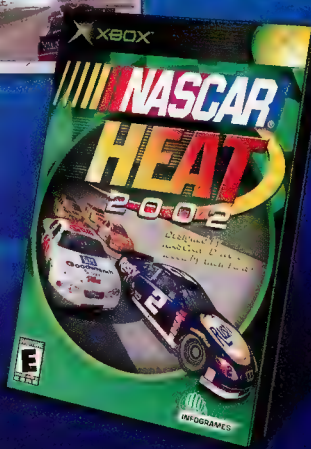
The only NASCAR® game where drivers dare YDU to complete challenges THEY actually face!

#### Key Features:

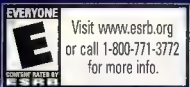
- 1st NASCAR® racing game for Xbox with a 43-car field!
- DVD quality photo-realistic graphics!
- Supports Xbox system for up to 32 players! (4 per video game system)
- Booming Dolby Digital 5.1 Surround Sound!
- Intense 4-player split-screen racing!

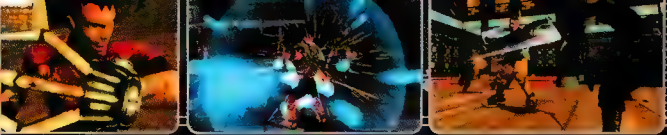
#### EXCLUSIVE!

Challenges and track descriptions given by Dale Earnhardt, Jr., Kevin Harvick and other top drivers!



Designed by  
NASCAR® Drivers,  
Raced by their Fans!





the **FUTURE** of China

FRHS

DESTINY

ONE

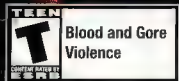


The Force Of One Man...

# NEW LEGENDS

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

*Official Xbox Magazine*







...Can Change a Nation.



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

© 2002 Infinite Machine, Inc. Exclusively licensed to and published by THQ Inc. New Legends, Infinite Machine and its logo are trademarks of Infinite Machine, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



PRESS  
START



## WHAT WOULD YOU DO FOR A GAMECUBE?

Nintendo ran a month-long contest to find out, offering whoever came up with the most interesting answer (read: humiliated themselves the worst) a Game Boy Advance, a handful of games, \$5000 cash, and of course, a U.S. GameCube system before its official launch here Nov. 18. Texan Corey Oltsvary (19, left) earned the top prize and no one's respect by shaving his head, stripping down to soccer shorts and painting himself blue, all while munching on "Pikmin food" consisting of live worms and crickets. Congratulations Corey, you're king of the freaks!

## Nintendo Throws Cube Party

On Oct. 3, Nintendo threw a massive Hollywood party in L.A. to celebrate the opening of Cube Clubs nationwide. Celebrities turned out in droves, making it difficult to turn around without rubbing elbows with tinseltown's new generation of actors. In addition to those pictured on this page, other guests included *Spider-Man's* Kirsten Dunst and Tobey Maguire; *Resident Evil's* Milla Jovovich and Michelle Rodriguez; Leonardo DiCaprio, Vin Diesel and *The Wonder Years'* Fred Savage. Do these celebrities game? Heck yeah. Over the course of the evening we spied DiCaprio fightin' the Empire in *Rogue Leader* and Mandy Moore bustin' through wakes in *Wave Race*.

Jason Biggs, star of *American Pie* and...uh...*American Pie 2*.



Tara Reid, from *The Big Lebowski* and a bunch of crappy teen movies not worth mentioning.

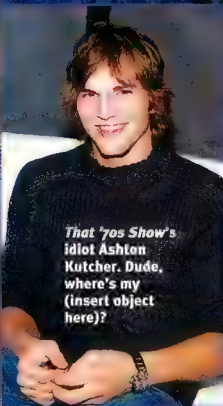


Lead manna bands with Shannon Elizabeth (center) and Shane West (right).

Two of *Playboy's* Dahn triplets with Backstreet Boy or 'N Syncer (does it really matter?) Joey Fat One. Er, Fatone.



*Mad TV's* Debra Wilson.



*That '70s Show's* idiot Ashton Kutcher. Dude, where's my (insert object here)?



Singer Mandy Moore.



As the first center established outside of Japan, the "Pokémon-hattan" store (note: Nintendo's pun, not ours), located at Rockefeller Center, allows gamers the chance to play new Pokégames, buy exclusive Pokégoods, and do other assorted crap that involves a "Poké" prefix. Also promised are life-sized, robotic Pokémon characters, sure to fuel the nightmares of children for years to come.



Still alive: Charles in Charge's Nicole Eggert.



Jason Biggs?! Again?! Can't a guy throw a video game party without him showing up?

## Sony Has Popular Kids Over

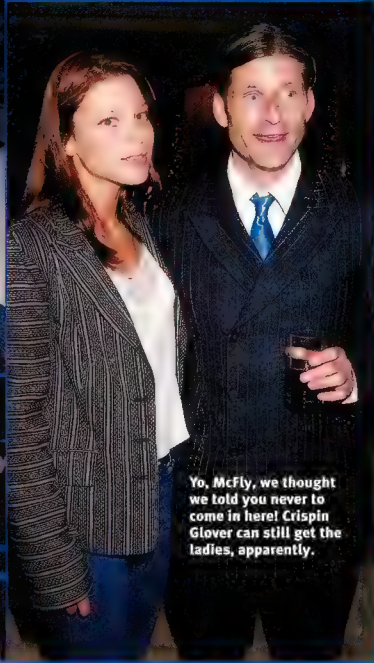
Sony celebrated the PlayStation 2's first anniversary on Oct. 18 in typical entertainment industry fashion: by inviting a ton of people who don't know jack about it. No one who wants to come to a party and see Johnny Multitap beat the giant spider in Devil May Cry. Parties like these are for purlier, more anorexic folk. Besides, it was good for us to see some of our old friends again: David and Courtney, Tara and Jason, that Dude, Where's My Car? guy... Come to think of it, it was pretty much just the cast of American Pie with some fringe actresses and models sprinkled in. (What is it with those actors/actresses and video game parties?) And to think, this was probably one of the tamer Hollywood parties going on that night. Feeling hopelessly fat in our size 32 jeans next to women with legs as big as our arms, we decided to pound as much of the free eats and drinks as we could, spend a few minutes snickering geekishly at thespians devising awkward new ways to hold a PS2 controller, and book on out of there.



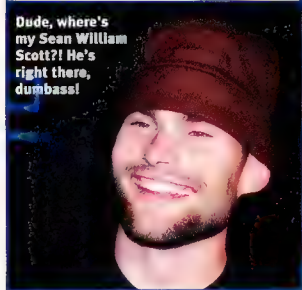
Hmm, Roswell's Majandra Delfino, eh? Seems nice enough, plays video games.... Tell us, is that cell phone set to "vibrate?"



Jessica Hahn at 7th Heaven gets lost the like screen.



Yo, McFly, we thought we told you never to come in here! Crispin Glover can still get the ladies, apparently.



Dude, where's my Sean William Scott?! He's right there, dumbass!



Tara Reid dressed up as that gal from S.S.X.



PRESS  
START

# Afterthoughts: Ace Combat 04

**"We were given permission to record a parked F-15 with one afterburner on. We asked them to hit the second engine, but they told us they couldn't or the plane would start moving, even though all the wheels were locked in place!"**

—Hiroyuki Ichiyanagi, Producer, Ace Combat 04

Now that gamers have had a chance to warm their afterburners on Ace Combat 04, EGM looked to Namco Producer Hiroyuki Ichiyanagi for some thoughts on fights, flights and the fine art of piloting a Mirzoo.

**EGM: Tell us about your trip to the Defense Force (Japan's equivalent of the Air Force) base to record sound effects and other data for the game. What all was involved in that process? Any harrowing moments?**

**Hiroyuki Ichiyanagi:** In order to apply realistic sound effects to the game, we recorded actual engine sounds from jet fighters. We visited a number of air bases and were given permission to record a parked F-15 fighter with one afterburner on. While we were recording, we asked them to hit the second engine as well, so it would sound as though the plane were actually flying. They told us they couldn't or else the plane would start moving, even though all the wheels were locked in place! After that, we really came to respect the fighter's engine power.

**EGM: What other kinds of things did you do to give the game a realistic feel? Have you had any feedback from Defense Force pilots?**

**HI:** We had a lot of cooperation from the Defense Force. To collect data for the game, we observed the Fuji Synthesis fire-power exercise for explosion sounds, U.S. forces at Atsugi Base for performance and aesthetic properties of the fighters, and visited several other Self Defense forces at bases throughout Japan. Also, the radio chatter heard during the game was created with the advice of actual United States Air Force pilots. AC04 is not a simulator, but more of a 3D flight/shooting game, so our top priority was to make it easy to play.

**EGM: What are some of your personal favorite aircraft and weapons to use in the game? Do you have a favorite mission?**

**HI:** My favorite fighter is the R-M01. The bodylines seem organic and its appearance is sleek and speedy. The way the canard wings [Ed. note: Canard wings are stabilizers mounted directly behind the cockpit] move is awesome. For weapons, I like the rocket launcher, which you can only use on the F-5, Mig-29 and the F-2. Though it is a little more difficult to use than

other weapons, it allows skilled pilots to perform an exciting, explosive attack that is very effective. As far as missions, I like Mission 9: Operation Bunker Shot. You can actually hear the intensity of the ground troops through your radio. We were able to illustrate atmospheric conditions very accurately in that scenario.

**EGM: The game has a ton of planes and missions, but are there any more unlockable aircraft or secrets you can share with us?**

**HI:** I don't want to give away too much at this time. What I can say is that after you finish the game, you can open up missions that we've included to help you hone your skills as a pilot.


**EGM: Is there anything you wanted to put in the game but didn't have the time or resources for?**

**HI:** We pretty much included everything we wanted to at this time. However, we intentionally did not include any "crazy" controls or outlandish functions since that would detract from the realism and 3D-shooting-game concept.

**EGM: You can definitely feel the arcade roots in Ace Combat 04. Are you going to make any more Ace Combat coin-op games?**

**HI:** We made this game so that the player can take his time and enjoy playing it at home. Since we just finished developing the Japanese and U.S. versions, we haven't thought about our future plans. However, I feel that it would be quite fun to play this game in a cockpit-style arcade machine.

**EGM: Do you see the Xbox or GameCube as potential platforms for a port of AC04 or future Ace Combat titles?**

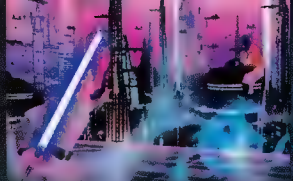
**HI:** We have not made any plans for taking Ace 04 to other platforms right now. Personally, if we do develop Ace Combat on other consoles, I would like to create an entirely new title which would utilize the performance specs of the new hardware. I'm not sure there's a controller out there with enough buttons for my liking, though... 



**M:** Ichiyanagi likes the R-M01 for its sleek bodylines and general... 

The niche Mirzoo fighter 





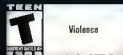
Can a single ray of light really save the galaxy?



# STAR WARS OBI-WAN™

[obiwan.lucasarts.com](http://obiwan.lucasarts.com)

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



official *Star Wars* website: [starwars.com](http://starwars.com)

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









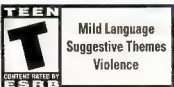
OH, MARGE,  
ROADS ARE JUST  
A SUGGESTION.  
LIKE PANTS!



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



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



PlayStation 2





PRESS  
START

**“We wanted to stay as close as possible to the official storyline. Our inspiration was derived from the three classic *Star Wars* movies and from the radio dramas.”**

—Brett Tosti, producer, *Star Wars Rogue Squadron II: Rogue Leader*



## Afterthoughts: Star Wars Rogue Squadron II: Rogue Leader

One of the GameCube's most impressive and sought-after titles is also one of the trickiest games on the little purple giant this year. LucasArts Producer Brett Tosti takes us inside *Rogue Leader* for some development insights and tips on winning those elusive gold medals.

**EGM:** We hear a lot of lines from the movie in the game. Han Solo and Ackbar's lines sound like the real deal, but Lando comes across as a sound-alike. Which voices are the real deal and which ones did you rerecord?

**Brett Tosti:** We used the original voices from the movie whenever appropriate, but the majority of the characters had hundreds of new lines not featured in the movies. We had to be careful which old lines we used because mixing new lines with old would have caused an unacceptable inconsistency. We did use a number of lines from the movies for Han Solo, Darth Vader, Biggs, the Echo Base commander and a variety of other incidental characters. We also used Denis Lawson for the voice of Wedge.

**EGM:** Enemy TIEs can get pretty tenacious in this game. How did you make them so smart?

**BT:** It certainly helps to be developing on a more powerful machine. In the past there was always a trade-off between good AI and



An example of *Rogue Leader's* many subtleties: The number of guns left on this crashed Star Destroyer depends on how many you take out battling it in the previous mission.

trying to maintain decent performance. An enemy's intelligence is directly related to how much CPU power you dedicate to the AI. We made a huge commitment to AI by assigning a single programmer to work exclusively on the enemy and friendly behavior.

**EGM:** What ships and missions are your personal favorites?

**BT:** The X-wing & Y-wings are probably my

favorite ships! I just love bombing those Imperial bases! My favorite mission, without a doubt, is the Endor Battle. Make no mistake, it's a tough level. Once you actually complete the mission, however, you feel like you're an elite member of *Rogue Squadron*. The level contains two Star Destroyers, five capital ships, about 50 Tie Fighters, dozens of Tie Bombers, and over 16 Rebel ships. It's an incredibly epic space battle.

Cont. on page 54

## Factor-y Talk

**EGM** gets the inside scoop from Julian Eggbrecht, president of developer Factor 5 and director for *Rogue Leader*.

**EGM:** Can you explain how the internal clock affects mission environments? Are other treats we should look for?

**Julian Eggbrecht:** One of the hardware's cool features is the real-time clock, so we thought about using it somehow right from the outset of the project. The way our system works is the game reads the current time of day when you start certain levels. Depending on that

you will either see different times of day in those levels or a completely different version of the mission. In addition to that, the sun also moves on the landscape levels, changing the light and shadows around you. Another subtle feature deals with the turrets on the Star Destroyer in the Razor Rendezvous stage. Any turrets you take out will still be destroyed in the following Kothlis level. So if you have problems in Kothlis with the Star Destroyer shooting too much, just go back to Razor and kill more of the guns.

**EGM:** Did you guys buy any niche *Star Wars* fanboy goodies, etc. in the game that we should look for?

**JE:** There are a few well-hidden things you should try to complete every single bit on Tatooine in every time zone of that level. You will be rewarded.

**EGM:** What's the next development step for Factor 5? How do you top *Rogue Leader*?

**JE:** We have already started work on the next projects and have a bit more time with the [GameCube] launch pressure gone. *Rogue Leader* might seem to do a lot, but we look at it as the bare minimum. You can do so many things in a second-generation game, and everybody here is really excited about pushing the GameCube hardware.

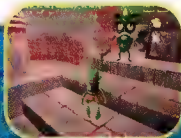
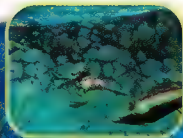




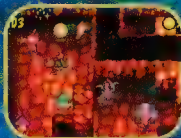
# Frogger's back!\*



\*also available in convenient travel size.



Full 3-D gameplay on PlayStation®2.



Classic Frogger action on Game Boy® Advance.

# Frogger

Frogger's hopping into stores this fall in two new magical adventures! Experience full 3D platform action on the PlayStation®2 computer entertainment system and classic Frogger gameplay on Game Boy® Advance. Everybody's favorite amphibian is back and better than ever!



GAME BOY ADVANCE

PlayStation 2



"Frogger," "Frogger's Back," "Frogger's Back!" and "Frogger's Back!" are trademarks of Konami Corporation. © 1981-2001 Konami Corporation. Game Boy Advance is a trademark of Nintendo. © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The dragon logo is a trademark of MacIntyre Software Association. All rights reserved.

# EBG

WHERE THE  
WORLD SHOPS FOR  
INTERACTIVE GAMES!



\$52.99

AIRFORCE  
DELTA STORM  
XBOX  
KONAMI  
#209959-6



\$49.99

SILENT HILL 2  
PLAYSTATION 2  
KONAMI  
#201549-3

METAL GEAR  
SOLID 2:  
SONS OF LIBERTY  
PLAYSTATION 2  
KONAMI  
#2008071-2



\$49.99

SILENT HILL 2  
PLAYSTATION 2  
KONAMI  
#201549-3



FROGGER: THE  
GREAT QUEST  
PLAYSTATION 2  
KONAMI  
#201577-4

\$52.99



\$52.99

SILENT HILL 2:  
RESTLESS DREAMS  
XBOX  
KONAMI  
#212501-1



\$52.99

ESPN NBA  
2 NIGHT 2002  
PLAYSTATION 2  
KONAMI  
#201575-8



\$52.99

ESPN NFL  
PRIME TIME  
2002  
PLAYSTATION 2  
KONAMI  
#182060-4

Game Boy  
Advance Games  
Your Choice!  
\$39.99 EACH



FROGGER'S ADVENTURES: TEMPLE OF THE FROG  
GAME BOY ADVANCE  
KONAMI  
#2053892-5



JURASSIC PARK III: ISLAND ATTACK  
GAME BOY ADVANCE  
KONAMI  
#2053884-1



CASTLEVANIA: CIRCLE OF THE MOON  
GAME BOY ADVANCE  
KONAMI  
#201124-5

WWW.  
EBGAMES.COM

Prices valid in U.S. only. Typographical errors are not the responsibility of Electronics Boutique. Not all items may appear at our outlet locations. Prices may vary by location. At time of printing, all products are expected to be available. Some packaging, pricing, and special offers may differ. Canada. Prices and availability are subject to change. Manufacturers' delays are not the responsibility of Electronics Boutique. ©2001 Electronics Boutique.



# BEYOND FANTASY

**EB** electronics boutique®

**GUARANTEE YOUR COPY TODAY!**



**\$49.99**

FINAL FANTASY X  
PLAYSTATION 2  
SQUARESOFT/  
ELECTRONIC ARTS  
#182336-8



**SAVE 20% OFF**  
the strategy guide  
when purchased with  
the game!

\*See sales associate for details.



**\$14.99**



FINAL FANTASY X  
OFFICIAL STRATEGY GUIDE  
BRADY GAMES  
#212943-5

Call **1.800.800.5166**  
for the store nearest you! or  
Call **1.800.800.0032**  
to place your order now!



PRESS  
START

Afterthoughts: Rogue Leader (cont.)



**EGM: What's the best way to take down a Star Destroyer (should we attack from above, below, the rear)? Which is the best ship for the job?**

**BT:** My personal preference is to use an X-wing for the job because it is quick and maneuverable. Additionally, it's great to have that R2 unit repairing your ship. I prefer to approach the star destroyer from the rear and then take out the shield generators with my proton torpedoes.

**EGM: Any hidden Episode I ships in this game? If so, can you give us a hint on how to get to them?**

**BT:** Absolutely. Doing well on the various missions and earning medals is the key to unlocking most of the bonus ships and all of the secret missions.

**EGM: How about some advice on surviving the final Death Star mission with the Millennium Falcon? That thing doesn't fit in the new Death Star's tunnel/vent/shaft very well...**

**BT:** It takes a great pilot to navigate that thing, especially in the Millennium Falcon. Try using the Z button (roll) to rotate your ship; that should help some.

**EGM: What does George Lucas think of the game?**

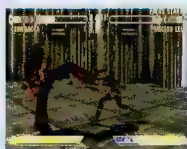
**BT:** Apparently he is quite pleased with the final product. That isn't surprising since our core premise was to stay true to the movies. All the gameplay and missions are based around the events seen in the original movies (Episodes 4-6).

**EGM: So where's the mission that lets you blast apart the Ewok village, or haven't we found that one yet?**

**BT:** The Ewoks are allies with the Rebel Alliance. Why would you want to blast apart an Ewok village? Don't answer that. 🗡️

# Wars Games

Star Wars has had a checkered past in gaming, to say the least. Any series with over two dozen console offerings is bound to have a few screw-ups. But Star Wars is just so damn popular, people just bought 'em all. So we brought out the truth serum droid to see what people really thought of these games and awarded them accordingly.



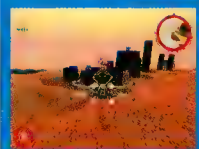
**Masters of Teräs Käsi (PlayStation)**  
LucasArts, 1997

It's always fun to see movie characters you respect and revere exploited for a buck. Teräs Käsi forced awkward punch-and-kick fighting moves onto everyone from Chewy to Boba Fett for some epically uninspired and demeaning gameplay. It gets slapped with our Makeshift Garbage Can Droid Award for Lazy Execution.



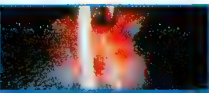
**The Empire Strikes Back (Atari 2600)**  
Parker Bros., 1983

It was basic, but ESB was pretty damn fun at the time. All you had to do was shoot down the AT-ATs that advanced on your base. You could repair your speeder and use The Force for a power boost if you got on an Imperial-bashing roll, which is strikingly advanced for an Atari game. This plexily ancient wins the Obi-Wan "Old But Classy" Award.



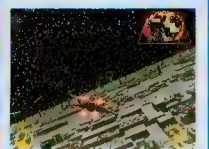
**Rogue Squadron II: Rogue Leader (GameCube)**  
LucasArts, 1998

Factor 5 comes back from the FMV hedgepodge that was Rebel Assault II with a sweet PC-style flight-combat game on the N64. Rogue Squadron showed us that the right mix of a Memory Expansion Pak and X-wings can produce some quality gameplay, kind of like what Rogue Leader is doing with GameCube. Squadron earns the Han Solo Mark of Exemplary Execution.



**Rebel Assault II: The Hidden Empire (PlayStation)**  
LucasArts, 1996

We can thank the Sega CD for launching the live-action FMV adventure genre, and RAI! for furthering it on the PlayStation. High-school level acting and laughable action scenes with card-board-cutout stormtroopers win this irrelevant quest our Jar Jar Binks "Terrible Idea from the Start" Award.



**Rogue Squadron II: Rogue Leader (GameCube)**  
LucasArts, 2001

No drop-kicking Wookies or cheesy acting here. Its killer visuals and classic gameplay make RL the most stylish, most addictive Star Wars title by about 30 parsecs. Let's hope things only continue to get better from here. The decided cream of the crop, Rogue Leader gets the coveted Boba Fett Award of Exemplary Bad-Assery. Aw yeah.



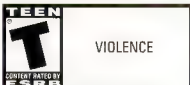
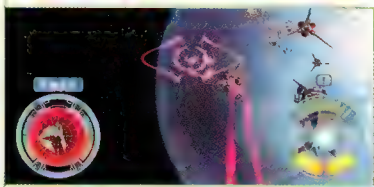
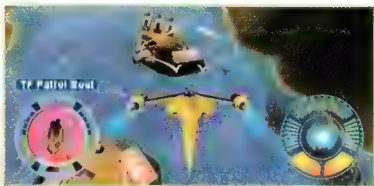




It's coming.

Are you ready?

*Star Wars Starfighter Special Edition* is the most exciting racing game ever. You'll be flying through space in a sleek, futuristic starfighter, dodging asteroids and enemy ships. The game is packed with over 100 levels, including the new Star Wars planet, Tatooine. Available on PlayStation 2, Xbox, and Game Boy Advance. Get it first at [swstarfighter.lucasarts.com](http://swstarfighter.lucasarts.com)



**STAR WARS**  
**STARFIGHTER**  
SPECIAL EDITION



PRESS  
START



SNK 1978-2003

On Oct. 29, after 23 years of kickin' out memorable games for both the arcades and consoles, SNK of Japan finally closed their doors and called it quits. Best known for their long-running Neo-Geo arcade and home titles, SNK was the darling of the hardcore gaming crowd with trademark series like Metal Slug, Fatal Fury and Samurai Shodown. The King of Fighters 2001, their last Neo-Geo game, will be completed with help from Korean developer Eolith. So long SNK, and thanks for the memories!

# Ever Wondered?

Some questions are better left unanswered—that's what we tell people when they ask about the funky stain on our office couch. But when it comes to game-related mysteries, we're all about digging deep and seeking the answers you crave. Here's a hot batch of solved mysteries to get you all excited this holiday. But not too excited—don't you go ruining your couch, too.

## Damn Skippy

**Q: Why do games played on my old PlayStation get all skippy and choppy, and why does the problem go away when I turn my system upside down?**

A: Gamers hoping for a long and happy life with their original PlayStations were stymied by several hardware hardships that led to ch-ch-choppy gameplay. For starters, some batches of the very first PlayStation unit that debuted in '95 (model 1001) suffered from overheating problems, and the CD-ROM drives inside all PSs are really low-cost items not built for the rigors of a four-hour-a-day gaming habit. These factors eventually lead to the CD drive—particularly the plastic track on which the CD lens glides back and forth—just plain of' wearing out, a glitch that manifests itself in the form of skipping game audio and movie clips or extra-long load times. Or the more wear the CD mech gets, the more instances you get of the signal data degrading," says Dan Kramer, an independent contractor for NYKO peripherals who repairs PlayStations in his spare time.

One short-term solution is to turn your PlayStation upside down. "That makes it so the CD mechanism is riding on the opposite side of the track that's not worn out yet," Kramer says. Of course, this side of the track will eventually wear out, too, leaving you with a system that skips no matter which way it sits. Getting the thing fixed will run you at least \$50, so if you're stuck with a bum system you're best off just buying a new PS one or just springing for the backward-compatible PS2.



Look familiar? Sony's shoddy craftsmanship created the need for this home remedy for the PS1's skipping problems.

## Cable Confusion

**Q: What the heck's the difference between all the console video cables?**

A: Game-to-TV connections have come a long way since the A/V stonage of the TV/game switchbox (you know, that little thingie that hooked to your Atari 2600 or Intellivision and let you switch between "game" or "TV"). Nowadays, fancier TVs and video inputs require fancier cabling. Tune into our rundown to find out what's what...

- **Composite cables**—These standard connectors come tucked in the boxes of all new systems, and they pump the color and brightness signals separately from the sound signal (hence the video, left-channel and right-channel "RCA" jacks). The composite signal is far from perfect, however: colored objects on the screen suffer from dull edges, making for an overall lack of sharpness in a game's graphics.

- **S-video cables**—The next step up in visual pizzazz, S-video carries the color and luminance sources separately, reducing signal degradation and saving game graphics from nasty artifacts and soft edges. Most TVs larger than 27 inches offer an S-video input.

- **Component cables**—By far the most preferred means of connecting a console to your TV, component cables break the video signal down to its basic bits, which gives you a better image than S-video. The difference here is not as great as going from composite to S-video, though—unless both your game console and TV support progressive scan. In a nutshell, this stunningly clear video mode is twice as sharp as a normal non-interlaced TV signal. The Xbox supports progressive scan, while only certain GameCubes games are compatible with the feature. A component cable is also the only way you can hook your console to dazzling HDTV, a digital television format that's becoming more affordable everyday.

—Crispin Boyer

**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

### Deluxe GameCube Not Coming to America

Panasonic has announced that the "Q," a special GameCube capable of playing DVD movies, will not be coming to America, much to the chagrin of collectors and others with way too much money on their hands. The Q will go on sale in Japan on Dec. 14 as planned, for about \$330.



### 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. EP gives you plenty of good gaming info and reviews with

hosts Tommy Tallarico and Victor Lucas (and maybe a familiar face or two from EGM). Here's what to expect in December:

**Episode 7-06:** Mr. Hawk skates into his third game: Tony Hawk's Pro Skater 3. NHL Hitz 20-02 makes an impact, Devil May Cry kicks some Satanic butt, and a look at Comic-Con.

**Episode 7-07:** EP takes a gander at Konami's highly anticipated Metal Gear Solid 2. Skateboarding champ Bob Burnquist talks to EP about his sport and his love of video games. Final Fantasy X readsies itself for 2002, and *Final Fantasy: The Spirits Within* comes to DVD.

**Episode 7-08:** Dragons of medieval times thrive in the world of *Draikan 2*, EP gets on Sony's Frequency, and ghouls 'n' ghosts emerge in Capcom's *Maximo*.

**Episode 7-09:** In EP's Star Trek episode, they celebrate the release of three new Trek games: *Shattered Universe*, *Borg Assimilator* and *Star Trek Bridge Commander*. Then they head to Naughty Dog's offices to explore the endless world of Jak and Daxter.



# THE MANIA IS ABOUT TO BEGIN ALL OVER AGAIN.



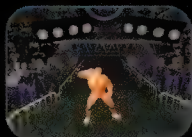
## LEGENDS OF WRESTLING™



42 of wrestling's greatest including: Hulk Hogan, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam and many more!



Dominate your foes with the all-new ISP system for lethal one-button combos!



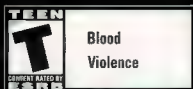
First-ever interactive wrestler entrances with announcer introductions!



Never-before, in-depth career guidance by Captain Lou Albano and "Mouth Of The South" Jimmy Hart!



Hulk Hogan, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam, Jimmy "Superfly" Snuka, Road Warrior Hawk, Road Warrior Animal, Jerry Funk, George "The Animal" Steele, Iron Sheik, Greg "The Hammer" Valentine, King Kong Bundy, Ricky "The Dragon" Steamboat, Ted DiBiase, "Sagorstar" Billy Graham, Mr. Fuji, Captain Lou Albano, The Sandman, The Sheik, Ivan Koloff



Blood  
Violence

PlayStation 2



Acclaim  
www.acclaim.com

Legends of Wrestling™ and Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved.  
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



IT'S JUST A  
**HARMLESS**  
 LITTLE TOY.

1 of 10  
 collect the  
 all!

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

LAUNCH  
 STUFF  
 LIKE...

BOTTLE  
 ROCKETS  
 FLAMING  
 PUMPKINS  
 CHERRY  
 BOMBS

WRECK **11**  
 NEIGHBORHOOD  
 HANGOUTS LIKE...

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

WARNING  
 THIS IS FUN

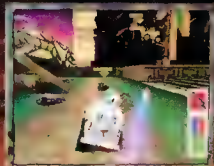


from the makers of **TWISTED METAL**  
 and **TWISTED METAL 2**



**TEEN**  
**T**  
 COMIC MISCHIEF  
 VIOLENCE  
 CONTENT RATED BY  
 ESRB

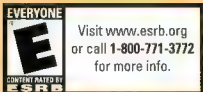




**TWISTED  
METAL**  
small brawl

# Tetris® is back.

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



GAME BOY ADVANCE

PlayStation®2







# TETRIS WORLDS



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



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



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

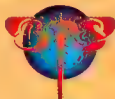
(Two players only on Game Boy Advance)



Deceptively simple,  
completely addictive.



[www.tetris.com](http://www.tetris.com)  
[www.tetrisworlds.com](http://www.tetrisworlds.com)



**THQ**  
[www.thq.com](http://www.thq.com)





PRESS  
START



## BUILT FOR LAUGHS

POD isn't the only car that has feelings. Enter the genuine article, Herbie the Love Bug, star of 1967's live-action Disney feature, *The Love Bug*. The plot follows the growing relationship between Jim Douglas, a hapless race-car driver (played by Dean Jones) and Herbie, the rust-bucket Volkswagen with a mind of its own. It spawned three sequels, a TV series and a 1997 TV movie.

# Gran Turismo's New Concept



This looks suspiciously like Gran Turismo 3. BUT, wait a second: What kind of cars are these?

## The Cars of Gran Turismo Concept 2001 Tokyo

Make	Model
<b>Daihatsu</b>	Coopen
<b>Honda</b>	Civic Type R NSX-R Dual Note
<b>Mazda</b>	RX-7 Type R Batnurst R RX-8
<b>Nissan</b>	Atenza 5HB R34 Skyline GT-R M-spec GT-R Concept Fairlady Z Skyline 3-GT Premiera 20V
<b>Subaru</b>	Impreza WRX STi Prodrive Style
<b>Toyota</b>	Altezza Gita AS200 Soarer 430SCV Willer VS POD RSC

Thanks to Polphony Digital's new installment of Gran Turismo, now you can get behind the wheel of all those cool, futuristic concept cars you see at auto shows. GT Concept Tokyo 2001 is a scaled-down version of GT3, featuring only the Arcade mode (sorry sim fans) and a collection of 20 concept cars from Japanese manufacturers. Because of the lack of Simulation mode and the smaller number of tracks (five) and cars, Sony will offer it for a lower price: 3200 yen (about \$26) when it's released in Japan on Jan. 1, 2002. A U.S. release has not been announced as of press time. This may not be the last mini-GT we see—designer Kazunori Yamauchi commented at the game's unveiling that he'd like to make more manufacturer-specific or historical installments in the future.



## POD: Finally, A Car That Smiles Back

A mere 33 years after the release of Disney's madcap racing comedy *The Love Bug* (see the top of the page), technology has finally birthed a car that feels emotions. POD, jointly developed by Toyota and Sony, can "feel" happy, angry, sleepy or sad, and features joystick controls (no steering wheel), swivel seats and a tail that wags. POD's Chief Engineer Naoto Kitagawa says it "was developed to be a reliable partner that would grow with you." The longer one drives it, the better it responds. This kind of car becomes much more than just a machine to



drive." In GT Concept Tokyo 2001, driving a POD is like riding an emotional roller coaster. Crash into anyone or anything, and the car gets mad at you (indicated by the front lights turning red). Stay in first place and you'll stay happy as a clam.



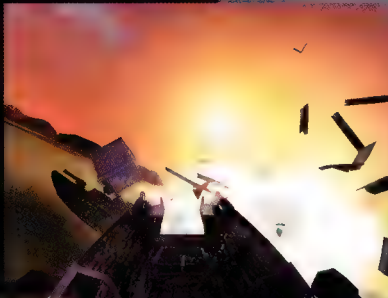


Out here,

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.

Set

a course.

for

destruction.

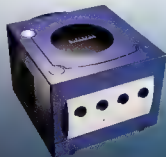
**BLOOD WAKE™**

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

XBOX



STAR WARS  
**ROGUE  
LEADER**  
ROGUE SQUADRON II



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



Violence



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







PRESS  
START

# The Top 20 Best-Selling Games of September 2001

For the second straight month, the **PS2** version of **Madden 2002** is at the top of the charts. In fact, five football titles grace the top 20, including two of the final **Dreamcast** releases. Speaking of final releases, the lone **Nintendo 64** game that made the cut this month, **Tony Hawk's Pro Skater 2**, is also the last game for the dead system. The big surprise, though, is how quickly and completely **Gran Turismo 3** fell out of the top 10 this month. With all the major releases in November and beyond, who knows what kind of staying power it'll have going into 2002?

<b>1</b>	<b>Madden NFL 2002</b> Electronic Arts	<b>9.5</b> Dan L	<b>9.5</b> Dean	<b>9.0</b> Craig	PS2	EGM SILVER	
<b>2</b>	<b>Mario Kart: Super Circuit</b> Nintendo	<b>8.0</b> Chris	<b>9.0</b> Crispin	<b>8.5</b> Jonathan	GAMEBOY ADVANCE	EGM SILVER	
<b>3</b>	<b>Pokémon Crystal</b> Nintendo	<b>7.0</b> Chris	<b>7.5</b> Jeanne	<b>3.5</b> Mark	GAMEBOY COLOR	EGM SILVER	
<b>4</b>	<b>Silent Hill 2</b> Konami	<b>7.5</b> Che	<b>9.0</b> Jonathan	<b>8.5</b> Shoe	PS2	EGM SILVER	
<b>5</b>	<b>NHL 2002</b> EA GAMES	<b>8.5</b> Dan L	<b>8.0</b> Dean	<b>7.0</b> Craig	PS2	EGM SILVER	
<b>6</b>	<b>Tony Hawk's Pro Skater 2</b> Activision	<b>9.0</b> Crispin	<b>9.0</b> Dean	<b>9.0</b> Greg	PS2	EGM SILVER	
<b>7</b>	<b>Super Mario Advance</b> Nintendo	<b>9.0</b> Chris	<b>8.0</b> Mark	<b>8.0</b> Shoe	GAMEBOY ADVANCE	EGM SILVER	
<b>8</b>	<b>Madden NFL 2002</b> Electronic Arts	<b>7.0</b> Craig			PS2	EGM SILVER	
<b>9</b>	<b>Resident Evil Code: Veronica X</b> Capcom	<b>9.0</b> Che	<b>9.0</b> Jonathan	<b>9.0</b> Mark	PS2	EGM SILVER	
<b>10</b>	<b>Driver 2</b> Infogrames	<b>8.0</b> John D	<b>7.5</b> Milkman	<b>7.5</b> Ryan	PS2	EGM SILVER	

<b>11</b>	<b>Tony Hawk's Pro Skater 2</b> Activision	PS2	EGM SILVER	
<b>12</b>	<b>Dave Mirra Freestyle BMX 2</b> Acclaim	PS2	EGM SILVER	NEW!
<b>13</b>	<b>NHL 2002</b> Electronic Arts	PS2	EGM SILVER	NEW!
<b>14</b>	<b>Spy Hunter</b> Midway	PS2	EGM SILVER	NEW!
<b>15</b>	<b>NCAA Football 2K2</b> Sega	PS2	EGM SILVER	NEW!
<b>16</b>	<b>NCAA Football 2002</b> Electronic Arts	PS2	EGM SILVER	
<b>17</b>	<b>Gran Turismo 3 A-spec</b> Sony CEA	PS2	EGM SILVER	
<b>18</b>	<b>Advance Wars</b> Nintendo	GAMEBOY ADVANCE	EGM SILVER	NEW!
<b>19</b>	<b>Gran Turismo 2</b> Sony CEA	PS2	EGM SILVER	
<b>20</b>	<b>Spyro: Year of the Dragon</b> Sony CEA	PS2	EGM SILVER	

Source: NPD TRISTIS Video Games Service. Call Kristin Barnett-von Korff at (516) 625-2481 for questions regarding this list. Chart description written by EGM staff. You can't expect to wield supreme executive power just because some watery tart threw a sword at you!

JAPAN TOP 10			
<b>1</b>	<b>Sangoku Musou 2</b> Koei	PS2	Sitting pretty at number one this week is Koei's Sangoku Musou, known in the U.S. as Dynasty Warriors 3. According to the sales charts, in the month since its release, it's sold over 500,000 copies. Further down the chart at number nine sits the bare bones, cheap (350 yen, or \$10) version of the classic puzzle game Tetris. Elong 4 Ever!
<b>2</b>	<b>Time Crisis 2</b> Namco	PS2	
<b>3</b>	<b>Bravo Music</b> Sony CEA	PS2	
<b>4</b>	<b>Gyakuten Saiban (Reversed Trial)</b> Capcom	GAMEBOY ADVANCE	
<b>5</b>	<b>Formula One 2001</b> Sony CEA	PS2	
<b>6</b>	<b>Luigi's Mansion</b> Nintendo	PS2	
<b>7</b>	<b>Evergreen Golf 3</b> Sony CEA	PS2	
<b>8</b>	<b>Ace Combat 4</b> Namco	PS2	
<b>9</b>	<b>SuperLite 1500 Series: The Tetris</b> Taitoh	PS2	
<b>10</b>	<b>Ilouge 3</b> Altus	PS2	

Source: Weekly Famitsu, week ending 10/21/2001



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

3099 97220 3F5 0F505 20998



WWW.JAKANDDAITER.COM

# UNIVERSAL STUDIOS THEME PARKS

## ADVENTURE



© 2001 KEMCO. © 2001 Universal Studios. All rights reserved.

Jurassic Park is a trademark and copyright of Universal Studios and Amn Entertainment, Inc.; Woody Woodpecker and Friends and related characters are trademarks and copyrights of Walter Lantz Productions, Inc.; Back to the Future is a trademark and copyright of Universal Studios and U-Drive Joint Ventures; E.T. The Extra-Terrestrial is a trademark and copyright of Universal Studios. Licensed by Universal Studios Licensing, Inc. All Rights Reserved. TM, © and the Nintendo Gamecube logo are trademarks of Nintendo. © 2001 Nintendo.



NINTENDO  
GAMECUBE

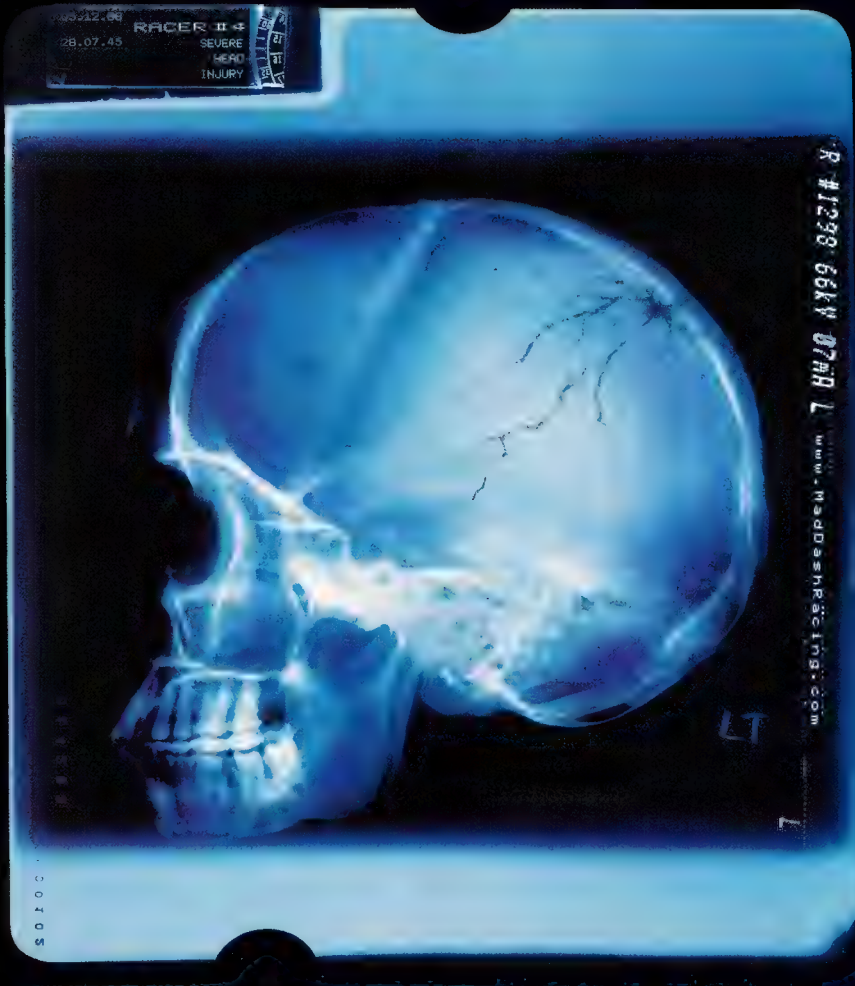




winner  
**ects\***  
Interactive Entertainment  
Awards 2001

**BRING THE ADVENTURE HOME.**

XBOX



03.22.98  
28.07.45  
RACER II  
SEVERE  
HEAD  
INJURY

R #1298 66K 07MR L www.maddashnpsc.lm3.com

S O T O S

TEEN  
T  
CONTENT RATED BY  
ESRB

COMIC MISCHIEF  
MILD LANGUAGE  
MILD LYRICS

EIDOS  
INTERACTIVE  
GAMES WITH CHARACTER



ONLY ON  
XBOX

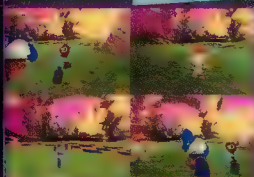




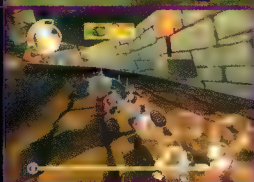
Haul ass in ruthless, multi-player combat racing.



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.



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



Whatever it takes to win.

# MAD DASH™

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

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



PRESS  
START

## Coming Soon

### December

PlayStation 2	
ESPN NFL PrimeTime 2002—Konami	Sports
Giants: Citizen Kabuto—Interplay	Action
GoDa!: Elemental Force—3DO	Action
Grandia II—Ubi Soft	RPG
Hidden Invasion—Conspiracy	Action
Jade Cocoon 2—Ubi Soft	RPG
Jak and Daxter—Sony CEA	Adventure
Jonny Moseley Mad Trix—3DO	Sports
Legend of Alon D'ar—Ubi Soft	RPG
Namco Museum—Namco	Misc.
NFL Blitz 20-02—Midway	Sports
NFL GameDay 2002—Sony CEA	Sports
NHL FaceOff 2002—Sony CEA	Sports
Rayman Arena—Ubi Soft	Action
Tetris Worlds—THQ	Puzzle
Wizardry: Forsaken Land—Atlas	RPG
GameCube	
All-Star Baseball 2002—Acclaim	Sports
Crazy Taxi—Acclaim	Racing
Dave Mirra Freestyle BMX 2—Acclaim	Sports
Extreme G—Acclaim	Racing
NFL Blitz 20-02—Midway	Sports
NFL Quarterback Club 2002—Acclaim	Sports
NHL Hitz 20-02—Midway	Sports
Pikmin—Nintendo	Strategy
SSX Tricky—Electronic Arts	Sports
Super Smash Bros. Melee—Nintendo	Fighting
Tetris Worlds—THQ	Puzzle
The Simpsons: Road Rage—Electronic Arts	Racing
Tony Hawk's Pro Skater 3—Activision	Sports
Xbox	
Azurik: Rise of Perathia—Microsoft	Adventure
Batman Vengeance—Ubi Soft	Action
Bloodwake—Microsoft	Action
Dave Mirra Freestyle BMX 2—Acclaim	Sports
NBA Live 2002—Electronic Arts	Sports
NFL Blitz 20-02—Midway	Sports
NFL 2k2—Sega	Sports
NHL 2002—Electronic Arts	Sports
Nightcaster—Microsoft	Action
Silent Hill 2: Restless Dreams—Konami	Adventure
SSX Tricky—Electronic Arts	Sports
Star Wars: Obi-Wan—LucasArts	Action
UFC Tapout—Crave	Fighting
WWF Raw Is War—THQ	Action
PlayStation	
Hoshigami: Ruining Blue Earth—Atlas	RPG
Mega Man X6—Capcom	Action
Game Boy Advance	
American Bass Challenge—Ubi Soft	Sports
Breath of Fire—Capcom	RPG
Columns—Sega	Puzzle
Crazy Chase—Kemco	Action
Kao the Kangaroo—Titus	Action
Shaun Palmer's Pro Snowboarder—Activision	Sports
Sonic Advance—Sega	Action
Star Wars: Jedi Power Battles—LucasArts	Action

### January

PlayStation 2	
Deus Ex—Eidos	Action

Downforce—Titus	Racing
Drakan II—Sony CEA	Adventure
Final Fantasy X—Square EA	RPG
Eve of Extinction—Eidos	Action
Gitaroo Man—Koei	Misc.
Hot Shots Golf 3—Sony CEA	Sports
Mat Hoffman's Pro BMX 2—Activision	Sports
Maximo: Ghosts to Glory—Capcom	Action
Monsters Inc.—Sony CEA	Action
NBA 2k2—Sega	Sports
NBA ShootOut 2002—Sony CEA	Sports
Rez—Sega	Action
Salt Lake 2002—Eidos	Sports
Star Wars Racer II: Revenge—LucasArts	Racing
The Lost—Crave	Adventure
World of Outlaws: Sprint Cars—Infogrames	Racing

GameCube	
18 Wheeler American Pro Trucker—Acclaim	Racing
Dark Summit—THQ	Sports
Legends of Wrestling—Acclaim	Action
NBA Courtside 2002—Nintendo	Sports

Xbox	
Genma Onimusha—Capcom	Action
Thunderstrike—Eidos	Action
Game Boy Advance	
Street Fighter Alpha 3—Capcom	Fighting
Tekken—Namco	Fighting

### February

PlayStation 2	
Aliens: Colonial Marines—Electronic Arts	Action
Caesar's Palace—Take 2	Gambling
Commandos 2—Eidos	Strategy
Conflict Zone—Ubi Soft	Strategy
Dune—Dreamcatcher	Strategy
Herdly Gem—Eidos Interactive	Puzzle
Legacy of Kain: Blood Omen 2—Eidos	Adventure
Mobile Suit Gundam: Zeonic Front—Bandai	Action
No One Lives Forever—Sierra	Action
Pac-Man World 2—Namco	Action
Pirates of Skull Cove—Electronic Arts	Adventure
RLH: Run Like Hell—Interplay	Action
Shifters—3DO	Action
SOCOM: U.S. Navy Seals—Sony CEA	Action
Star Trek: Shattered Universe—Interplay	Action

GameCube	
Eternal Darkness—Nintendo	Adventure
Phantasy Star Online—Sega	RPG
WWF Wrestlemania 2002—THQ	Action

Xbox	
ESPN NBA Tonight 2002—Konami	Sports
Gun Valkyrie—Sega	Action
Jet Set Radio Future—Sega	Action
Legacy of Kain: Blood Omen 2—Eidos	Adventure
New Legends—THQ	Action
Transworld Snowboarding—Infogrames	Sports

Dreamcast	
NHL 2k2—Sega	Sports
Game Boy Advance	
Duke Nukem—Take 2	Action
Pocky and Rocky—Crave	Action
RoboCop—Titus	Action
Super Mario Advance 2—Nintendo	Action
Top Gun—Ubi Soft	Action

Compiled By Jonathan Dudlak jonathan\_dudlak@ziffdavis.com  
and Kraig Kujawa kraig\_kujawa@ziffdavis.com

## IMPORT CALENDAR

# Bomberman 64



**Import Pick of the Month:** It's old-school 2D Bomberman and the last Nintendo 64 release in Japan. How could we not pick it? Importers/collectors, get on this one.

**PlayStation**

12/20 **Goemon: A New Generation**, Konami (Action)

**PlayStation 2**

12/6 **Yoake no Mariko**, Sony CEI (Karaoke Voice Acting)

12/20 **Bomberman Kart**, Hudson (Kart Racing)

12/20 **Tokimeki Memorial 3**, Konami (Dating Sim)

1/1 **Gran Turismo Concept Tokyo 2001**, Sony CEI (Driving)

1/31 **Grandia II**, Enix (RPG)

1/31 **Grandia Extreme**, Enix (RPG)

1/31 **Virtua Fighter 4**, Sega (Fighting)

**Dreamcast**

12/20 **Sakura Taisen Online**, Sega (Action/Dating RPG)

12/20 **Shiren's Mysterious Dungeon: Asuka's Quest**, Sega (RPG)

**Game Boy Advance**

12/7 **Magical Vacation**, Nintendo (RPG)

Dec. **Super Mario Advance 2**, Nintendo (Action)

Dec. **Battle Network Rockman EXE 2**, Capcom (Action)

Dec. **The King of Fighters Advance**, Marvelous Entertainment (Fighting)

12/20 **Sonic Advance**, Sega (Action)

12/21 **Breath of Fire II**, Capcom (RPG)

**GameCube**

12/14 **Animal Forest Plus**, Nintendo (RPG)

12/20 **Sonic Adventure 2 Battle**, Sega (Action)

**Nintendo 64**

12/20 **Bomberman 64**, Hudson (Action)

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



watch

your

back

Syphon

Filter3





# Hsu and Chan

## Game Designers Are... "Squares"

SPOKE TO YOU THE INHERENT SON OF CONSOLES MANIPULATED AFTER GEOMETRIC FIGURES!

VENTS BLOCKED— CHANCE, BREATHE

HELLO, VIDEO GAMERS!

I'M HSU TANAKA, THAT'S MY BROTHER CHAN, AND I'VE BEEN OUTSIDE RECENTLY— WHICH, ADMITTEDLY, GIVES YOU GAMER STUPID, STUPID ONLY AT A 40% LIKELIHOOD— YOU KNOW THAT WE'RE CURRENTLY IN THE BUSIEST PART OF THE HOLIDAY BUYING SEASON: THAT STRETCH OF LAST MINUTE PANIC WHERE YOU HAVE TO DO ALL THE SHOPPING YOU'VE BEEN PUTTING OFF, AND YOUR LOVED ONES ALL MANNER OF RIDICULOUS AND UNHEALTHY DINKY JUST TO HAVE THE HASSLE DONE WITH!

IT'S BLESSED TRADITION! LOOK! HAND-WOVEN GERBIL SWEATERS! PERFECT FOR GRAMMAS!

THE GIFT-GIVING SEASON IS ESPECIALLY STRESSFUL ON THE GAMING POPULATION— IN ADDITION TO THE STANDARD SHOPPING WAYS, THERE'S ALSO THE OVER-FREQUENT DANGER OF RECEIVING WORDS OF UTTER CRAP ON THE BIG DAY JUST BECAUSE WELL-MEANING RELATIVES FOUND THEM TO BE VAGUELY GAME-RELATED...

SUPPOSE IT TO SAY THAT THE COMPANIES PROFIT FROM THIS STUFF ARE NOT GENERALLY SPEAKING, GOING TO ANY EXTRA-ORDINARY LENGTHS TO MAKE THE BURN OF DINKY, SO PATTERS MUST BE TAKEN INTO YOUR OWN HANDS— YOU WOULD'VE SEEN THE ANCIENT ART OF 'HEAT DROPPING'!

YOU KNOW, STUFF LIKE NOVELTY CONTROL ROLLERS, GOOFY MEMORIB CARDS, WOODEN 'TOMB RAIDER' IT IS THAT THERE UP TO RIGHT NOW...

IS HINT-DROPPING DIFFICULT?

AH, THAT'S AN SPLENDID AND HIGHLY UNSCRIPTED QUESTION, MY BROTHER!

I AM GLAD YOU ASKED! CERTAINLY, TO THE UNTRAINED, HINT-DROPPING PSES MANY DANGERS!

ALLOW ME TO FETCH THE CHARTS!

THE PURPOSE OF DROPPING HINTS IS, OF COURSE, TO STEER YOUR LISTENER'S THINKING TOWARD DESIRED OUTCOMES WITHOUT ACTUALLY COMING RIGHT OUT AND STATING WHAT IT IS YOU DESIRE

WE DON'T KNOW WHY THIS IS CONSIDERED 'TADPOD, EXACTLY! MAMES IT ANGERS THE GODS, DOING

AT ANY RATE, THERE ARE A NUMBER OF TECHNIQUES ONE CAN EMPLOY IN THE HINT-DROPPING FIELD...

FOR A START THERE IS WHAT IS KNOWN AS THE STRAIGHTFORWARD HINT— THIS CONSISTS OF BASICALLY TELLING SOME-BODY WHAT YOU WANT IN AS MUCH VIVID DETAIL AS POSSIBLE WITHOUT MAKING A DIRECTED STATEMENT OF IT. SOME EXAMPLES:

GOLLY, THE REMOTE-CONTROL MODEL ZERO'S ROBOT WITH REALISTIC KUNG-FU ACTION SURE WOULD MAKE A GREAT GIFT!

SURE WOULD'VE BEEN THE XID WHO GETS THAT!

YOU KNOW, THE WORLD WOULD BE A BETTER PLACE IF MORE PEOPLE SETTLED OUT OF COURT...

NICE, PLEASE YOU ARE HERE

SURE WOULD BE A SHAME IF SOME-THING WAS TO HAPPEN TO IT BEFORE SOME-BODY WAS ALL PAID UP ON THEIR INSURANCE!

WINK WINK!

INTERESTINGLY, WE DON'T WANT ANYBODY SHOULD GET THAT!

AND THAT'S JUST THE TIP OF THE ICEBERG! THERE'S THE SIBELING HINT! THE SUBOPTIMAL HINT!

THE HINT OF ONE-THOUSAND POST-IT NOTES PASTERED TO THE INTERIOR OF ONE'S CAR!

BUT WAIT, HOW... WHAT GOOD DOES DROPPING HINTS DO IF YOU YOURSELF DON'T REALLY KNOW WHAT IT IS YOU WANT?

ANOTHER GOOD QUESTION, BROTHER CHAN! YOU'RE ON A ROLL!

FOR MANY ITEMS, ONE CAN FIGURE OUT WHAT ONE DESIRES THROUGH SOME SIMPLE RESEARCH AND INFORMED DECISION-MAKING. THIS WORKS FOR AUTOMOBILES, REAL ESTATE AGENTS, COOKWARE, ETC.

HOWEVER, FOR THE THINGS IN LIFE THAT REALLY MATTER, LIKE, OH, SAY, VIDEO GAMES, YOU MAY WANT TO CONSULT THE ADVICE OF SOME-ONE MORE SAGACIOUS THAN YOUR OWN PITIFUL SELF...

...IN WHICH YOU NEED THE OFFICIAL HSU AND CHAN HOLIDAY SHOPPING GUIDE! AVAILABLE NOW!

BUY STUFF!

SURE, THERE ARE OTHER SHOPPING GUIDES OUT THERE, AND IF YOU'RE TREASONOUS, THAT YOU MAY EVEN PICK ONE UP. BUT WE ASSURE YOU VIDEO GAMERS, OURS IS BETTER!

CONSIDER THIS COMPETITOR'S SHOPPING GUIDE: RATINGS FOR QUALITY, VALUE, LONGEVITY... ALL FINE AND DANDY, BUT IN THE END, THE SHOPPING DECISIONS ARE STILL LEFT UP TO EVEN MORE STRESS WHEN YOU NEEDS IT!

OUR SHOPPING GUIDE ELIMINATES ALL THE GUESS-WORK BY TELLING YOU IN PLAIN ENGLISH WHICH PRODUCTS YOU HAVE TO BUY, AND DOESN'T TAKE ANY GUFF FOR IT!

ALL YOU HAVE TO DO IS FORK OVER TO THE CASH WHEN YOUR WORRIES ARE OVER!

BUT YOU NEEDN'T TAKE OUR WORD FOR IT. WE'LL SHOW YOU!

TELL ME, CHAN— WHICH TWO GAME SYSTEMS ARE ALL THE RAGE RIGHT NOW?

OH, WELL, I SPENT A COUPLE HOURS LAST NIGHT TRYING TO GET MY OLD NINJA HOOKED UP...

XBOX AND GAMECUBE, YOU SAID YOU'RE CORRECT! YOU'RE CORRECT!

THESE TWO CONSOLES ARE GOING HEAD-TO-HEAD ON A LOT OF WASH LISTS THIS YEAR—

COUNTLESS ARTICLES HAVE BEEN PUBLISHED COMPARING AND CONTRASTING THE TWO, BUT IN THE VIDEO GAME RACE, NEITHER IS YET EMERGING AS THE CLEAR-VICT WINNER!

SOME WOULD ASK, 'IS IT EVEN POSSIBLE THIS EARLY IN THE GAME TO DETERMINE WHICH WILL BE THE BETTER OVERALL CONSOLE?'

THAT ANSWER, VIDEO GAMERS IS A RESOUNDING "NO, OF COURSE NOT." IF ANYONE KNEW A SYSTEM WAS GOING TO COMPLETELY BOMB, THEY'D HAVE NEVER RELEASED IT IN THE FIRST PLACE.

THIS, WE DECIDED TO BASE OUR DECISIONS ON HOW THE XBOX AND GAMECUBE STACKED UP AGAINST ONE ANOTHER IN VENUES OUTSIDE OF GAMING!

CHAN?

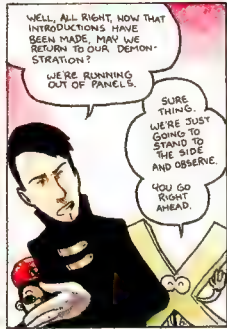
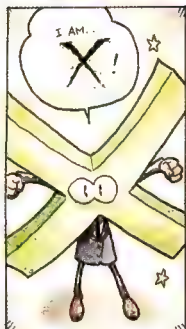
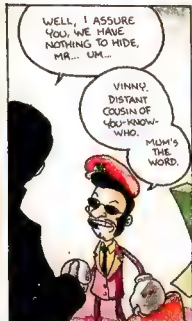
TEST PRO 40

THANK YOU, HSU. WE STARTED WITH THE PAPERWEIGHT AND DODGE SYSTEMS, WHERE THE GAMECUBE EMERGED ITS UNLIKELY VICTOR, DESPITE BEING HEAVILY MANEUVERABLE THAN THE UNWELDED XBOX.

THE XBOX WAS NOT SOON TO BE DEFEATED HOWEVER, AND PULLED FAR AHEAD AFTER THE THIRD TRAIL, DUE TO THE CONVERSION INTO TINY-YET-EXPENSIVE CHARCOAL CARILLS.

SPEAKING OF WHICH, LET ME DO A CHECK ON THE FRANKS...

WHAT ARE YOU DOING?!



**LOOKING FOR A GREAT GIFT IDEA?**

READY TO SPEND CASH ON WHATEVER, JUST TO HAVE IT DONE WITH?

Visit the official **HSU AND CHAN** ONLINE SHOP!

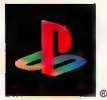
SHIRTS! HATS! UNMENTIONABLES! MORE!

OFFERS YOU CAN'T REFUSE!

<http://cafepress.com/hsuandchan>

DO YOUR GIFTY PROUD!





PlayStation 2



**G-STRING MEETS G-FORCE**



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



Mild Violence  
Suggestive Themes

Kinetic is a trademark of Sony Computer Entertainment. Area 51 is a trademark of Sony Computer Entertainment America Inc. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc.

# TRIPLE H

ADMINISTERS PAIN  
WITH HIS SIGNATURE  
PEDIGREE MOVE.



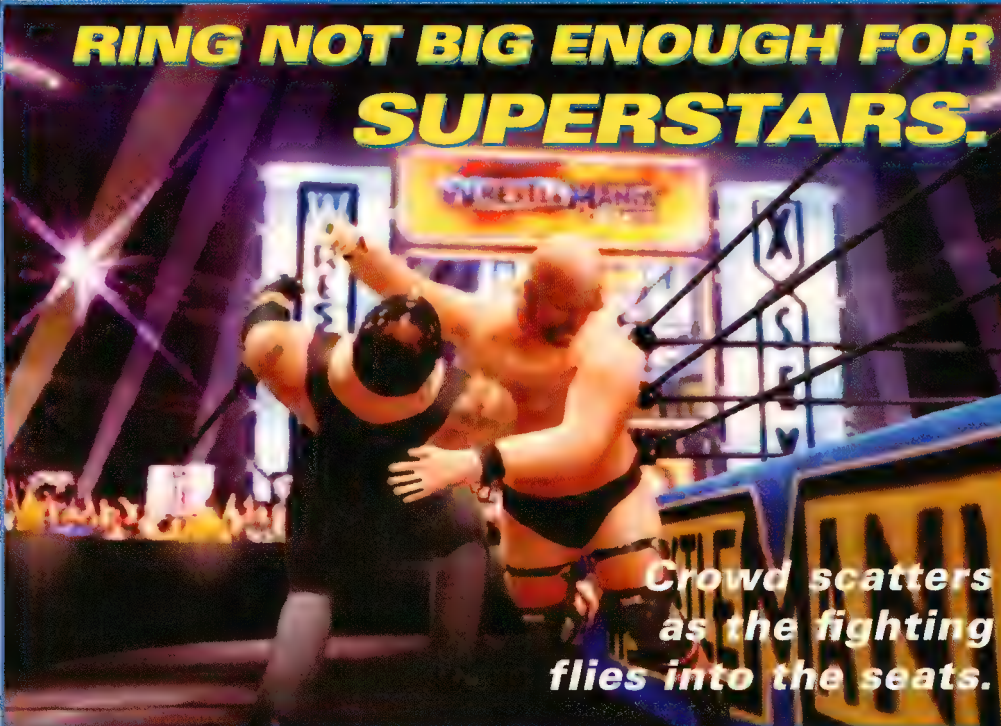
THE

Vol. II

## SMACKDOWN! NEWS

Where Anything's Possible

### RING NOT BIG ENOUGH FOR SUPERSTARS.



*Crowd scatters  
as the fighting  
flies into the seats.*



Mild Language  
Violence



The THH logo are trademarks and/or registered trademarks of THH Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo is registered trademarks of Sony Computer Entertainment Inc.



**The Rock  
settles the  
score with  
Stone Cold.**



**OLD FRIENDS NO MORE.**



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



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



WHERE THE  
WORLD SHOPS FOR  
INTERACTIVE GAMES!

EBG

\$299.99

XBOX GAMING SYSTEM  
XBOX  
MICROSOFT XBOX  
#210081-6

Limited  
Availability  
\*See sales associate for details.

\$39.99



XBOX CONTROLLER  
XBOX ACCESSORY  
MICROSOFT XBOX  
#209489-4



\$34.99

NFL FEVER  
2002  
XBOX  
MICROSOFT XBOX  
#209487-8



ODDWORD:  
MUNCH'S ODDYSEE  
XBOX  
MICROSOFT XBOX  
#209486-0

XBOX DVD  
PLAYBACK KIT  
XBOX ACCESSORY  
MICROSOFT XBOX  
#209492-8



\$49.99  
EACH

PROJECT  
GOTHAM  
RACING  
XBOX  
MICROSOFT XBOX  
#209485-2



HALO  
COMBAT EVOLVED  
XBOX  
MICROSOFT XBOX  
#209483-7



WWW.  
EBGAMES.COM

Microsoft \*Microsoft, Xbox and the Xbox logos are registered trademarks of Microsoft Corporation in the United States and/or other countries.

Prices valid in U.S. only. Typographical errors are not the responsibility of Electronics Boutique. Not all items may appear at our outlet locations. Prices may vary by location. At time of printing, all products are expected to be available. Some packaging, pricing, and special offers may differ in Canada. Prices and availability are subject to change. Man, Machine's delays are not the responsibility of Electronics Boutique. ©2001 Electronics Boutique.



# BEYOND REALITY

electronics boutique®

EB3



**SUPER SMASH BROS. MELEE**  
GAMEBOY ADVANCE  
NINTENDO  
#212490-7

**\$49.99 EACH**



**LUIGI'S MANSION**  
GAMEBOY ADVANCE  
NINTENDO  
#212481-6



**PIKMIN**  
GAMEBOY ADVANCE  
NINTENDO  
#212486-5



**WAVERACE BLUESTORM**  
GAMEBOY ADVANCE  
NINTENDO  
#212484-0

**GAME BOY ADVANCE CONSOLE**  
NINTENDO  
FUSCHIA #204856-9  
INDIGO #21794-5  
GLACIER #201798-6  
ARCTIC #201796-0



**\$99.99 EACH**



**WARIO LAND 4**  
GAME BOY ADVANCE  
NINTENDO  
#210379-4

**\$34.99 EACH**



**GOLDEN SUN**  
GAME BOY ADVANCE  
NINTENDO  
#210375-2



**MARIO KART SUPER CIRCUIT**  
GAME BOY ADVANCE  
NINTENDO  
#203475-9



**ADVANCE WARS**  
GAME BOY ADVANCE  
NINTENDO  
#204854-4



**GAMEBOY ADVANCE CONSOLE SYSTEM**  
GAMEBOY ADVANCE  
NINTENDO  
#212447-7

**ALSO AVAILABLE: GAMEBOY JET BLACK CONSOLE SYSTEM**  
GAMEBOY ADVANCE  
NINTENDO  
#212451-9

**Limited Availability**  
\*See sales associate for details

**TRANSPORTER PAK**  
GAME BOY ADVANCE  
ACCESSORY  
BENSUSSEN DEUTSCH  
#201436-3  
\*Contents not included.



**\$19.99**

Call 1.800.800.5166 for the store nearest you or  
Call 1.800.800.0032 to place your order now!







# Previews

## This Month in Previews

### Playstation 2

- 86-90 Final Fantasy X
- 94 Medal of Honor: Frontline
- 96 Akira Psychoball
- 100 XenoSaga



- Sled Storm 2
- UFC Throwdown
- 101 TimeSplitters 2
- Sky Gunner
- Need For Speed: Hot Pursuit 2

### GameCube

- 106 Soul Calibur 2
- 107 Resident Evil
- 108 Legends of Wrestling



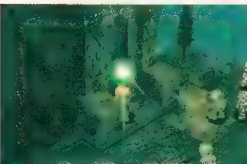
All-Star Baseball 2002  
Universal Studios Theme Park

### Xbox

- 110 Max Payne
- 111 Star Wars: Obi-Wan
- 112 Wreckless: The Yakuza Mission
- Maximum Chase
- Buffy The Vampire Slayer
- 114 Brute Force
- Project Ego

### PlayStation

- 118 Hoshigami: Ruining Blue Earth



### Game Boy Advance

- 120 Tekken
- Jedi Power Battles
- MotoGP



**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.

**W**e need to clarify something right off the bat. We're previewing two GameCube games this month—All-Star Baseball 2002 and Universal Studios—that we should actually be reviewing instead. The reason for this is that Nintendo refuses to help us out by providing us with any way to play said reviewable games. That would explain the severe lack of GameCube coverage in our Reviews section as well. Hopefully the problem will be resolved soon, but until then please bear with us.

Anyway, enough of that. Now that the holiday season is upon us, most of you should be just about finishing up your Xbox or GameCube launch games, or Metal Gear Solid 2 and other hot titles on the PlayStation 2. So what now? Well, start saving your pennies (we're sure you have so many left) for some major games to come.

First and foremost: Final Fantasy X. Square's finally taking this venerable series to the next generation of consoles, and we think you'll agree



The long wait for Final Fantasy X is almost at an end. Use the preview, starting on page 86, to get familiar with the brand-new cast of characters.

that it's looking absolutely gorgeous.

Or if FFX is a little too tame for you, check out Max Payne on the Xbox (also for PS2). It continues Rockstar's legacy of love-and-cuddles gameplay that we've come to feel so good about.

The system wars are about to heat up. Will the PS2 stay strong? Will the GameCube bring Nintendo back to glory? Will people throw their backs out lifting Xboxes? We can't wait to see what happens.

## TOP 5 Preview Picks

1. Final Fantasy X
2. Soul Calibur 2
3. XenoSaga
4. Max Payne
5. Hoshigami

PlayStation 2, January  
Various, TBD  
PlayStation 2, TBD  
Various, November  
PlayStation, December

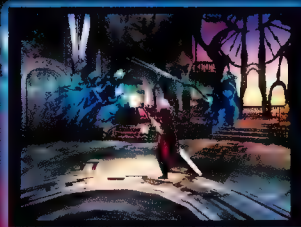
## Which System Are You Buying this Christmas?



Source: Gamers.com poll, 10/26/01

THE DEVIL DOESN'T KNOW IT YET,  
BUT THERE'S A BULLET  
WITH HIS NAME ON IT.

"BY FAR the best action game  
on PlayStation 2! 10 out of 10!"  
-PSM



Blood  
Violence



PlayStation 2





LONG AGO, IN THE DARKEST REACHES OF HELL, A DEMON SWORDSMAN NAMED SPADA  
WAGED A ONE-MAN WAR TO SAVE THE HUMAN WORLD FROM DAMNATION. 2000 YEARS LATER,  
A SHADOWY FIGURE NAMED DANTE FINDS CLUES THAT THE DEVIL WILL RISE UP AGAIN.  
SOMEWHERE BETWEEN A MAN AND A DEMON LIES OUR ONLY HOPE FOR SALVATION.

# Devil May Cry

FROM THE CREATORS OF "RESIDENT EVIL"

DEVILMAYCRY.COM



CAPCOM

# Final Fantasy X

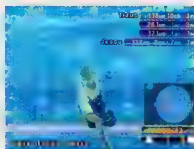
<b>Publisher:</b>	Square Electronic Arts
<b>Developer:</b>	Square
<b>Players:</b>	1
<b>Genre:</b>	Role-Playing Game
<b>% Done:</b>	70%
<b>Release:</b>	January 2002
<b>Also Try:</b>	Grandia II
<b>Web Address:</b>	www.squaresoft.com
<b>The Good:</b>	Gripping storyline, stellar visuals and a 40-hour quest.
<b>The Bad:</b>	No overworld equals one incredibly linear game.
<b>And The Why:</b>	Square just couldn't hustle and have this done by Xmas?



The graphics will immerse your soul in joy, but be warned—not all of the impressive backgrounds are fully 3D. In fact, several of the backdrops are rendered scenes with full-motion video touches (above), much like those seen in last year's FFXI. Still pretty, though.

## WET AND WILD

### Blitz Off!



Instead of having a confusing, dorky card game as its main diversion, Final Fantasy X offers something a bit sportier. Blitzball is an aquatic mix of soccer, football and, well, other stuff that doesn't resemble any sport we're aware of, but it is really easy to get into. All of the action is controlled via turn-based, menu-driven commands, so non-sporting novices will do just fine.

Once you've competed in (and probably lost) the first big Blitz tournament, you'll be able to play at nearly every save point. It's not mandatory, but by succeeding at the game, you will unlock special attacks and hidden items that you cannot get any other way. Jocks and nerds unite! It's like the *Breakfast Club*, only without Molly Ringwald's whining.

RPG aficionados must contend with a bitter-sweet holiday season this year. Even though there are a few quality quests emerging late in 2001, the holy grail of console RPG-dom simply will not make the last sled from the North Pole. That's right—Final Fantasy X arrives in America (in gasp!) January. Not all gamers received this

with a smattering of untested gameplay elements. The game's director, Yoshinori Kitase, compares the venerable yet ever-changing FF series to a strand of DNA, interconnected and infinitely twisting. Don't be scared. Change is good.

The massive renovations begin in the plot department. Kazushige Nojima, the scenario writer

## “FF is a game that continues to evolve within the helix. Bold moves make it interesting...”

—Yoshinori Kitase, director

symbolic coal in the gaming stocking. Nearly 2.5 million Japanese PS2 fans have enjoyed Square's latest blockbuster since its July release in the Land of the Rising Sun, effortlessly making it the best-selling title on the console. Will domestic dwellers meet this series-redefining game with an equally warm reception? American gamers have definitely been warming up to the RPG genre in recent years, but FFX purposefully rocks the Final Fantasy formula

of both FFXVII and VIII, returns to the series with a startlingly different storyline. No moping, disenchanting heroes like Cloud and Squall here—Tidus bursts with enthusiasm, energy and emotion. He's the star Blitzball player of his home team, spirited away to Spira, a mysterious realm suffering under the eternal curse of a monster called Sin. You view this magical world through his innocent eyes, as he struggles to understand the connections between

## FINAL FANTASY'S CLASS OF 2002



**Name:** Tidus  
**Voted:** Biggest Flirt  
**Friends say:** “He’s the best Blitzball player we’ve ever had.”



**Name:** Yuna  
**Voted:** Most Likely to Defeat Sin  
**Friends say:** “She’s so nice, but too serious. Let loose, girl!”



**Name:** Kimahri  
**Voted:** Scariest  
**Friends say:** “He growls a lot, but he’s a loyal friend, too.”





## PLAYING FINAL FANTASY DRESS-UP

In Japan, Square offers realistic renditions of the jewelry worn by Tidus and Yuna in FFX. This swanky silver necklace will only set you back about \$140. Blitzball sold separately. (Seriously. It's \$20.)



## FEAR THE SPHERE

### Griddin'



The winds of change just keep blowin' with FFX. Remember experience points? Well, this game doesn't have any. In place of the traditional experience/level-up structure of most RPGs, FFX has the Sphere Grid. Characters who contribute to the battle get Ability Points that can be spent on a gargantuan table that links spells, skills and attribute enhancements. Each of your characters moves across this symbolic grid, gathering new abilities and becoming stronger as the game progresses. Everyone starts in different sections of the grid, but you can customize their skills in whatever way you see fit if you spend enough time and AP. You want Wakka to be your main healer? Go for it. Want Rikku to be a two-fisted fighting powerhouse? Sure thing. It's all up to you in Final Fantasy X.



from Square's Front Mission series to shake up the stagnant battle system. Don't worry though—this robot-loving mathlete hasn't turned Final Fantasy into a confusing strategy title. The new fights ditch the Active Time Battle system that graced every FF since IV, meaning that now enemies will not strike until after you have taken your turn. A nifty meter in the upper-right corner (see screenshot to the left) shows the exact order of actions, and you can substitute party members on the fly with no penalty. Each of your fighters has a special type of enemy he or she is best suited for, and the game does an excellent job of holding your hand for the first few hours as it explains these nuances.

As in the previous few titles, summoned monsters (aka Aeons) strut their stuff on the battlefield with obscenely beautiful magical attacks. Instead of merely doing an eye-candy flyby, however, these beasts now fight like regular warriors after being called from the heavens. You can even raise their attributes and teach them new spells and skills. Thankfully, a quick visit to the option menu can also curtail their elaborate animations once and for all after you've seen the pyrotechnics a few too many times.

Perhaps the most radically altered aspect of FFX is its presentation. The mixture of 3D characters and flat backdrops shared by the last three games has been discarded in favor of a fully 3D world. Exploring

this world and his own. His cheery outlook lends the game a positive vibe that helps soften the weighty themes of love, death and religion central to the narrative. The plot unfolds through a complex series of twists and revelations, and an older, wiser Tidus frequently chimes in with nostalgic commentary about what's going on during his massive adventure.

A fresh storyline may provide the heart of the adventure, but the battles flesh out the game, making it a true role-playing experience. Once again, shocking changes await seasoned Fantasy fans. Toshiro Tsuchida brings years of strategic experience

Cont. on page 90



**Name:** Wakka  
**Voted:** Most Athletic  
**Friends say:** "He can be a bit dense, but he's really a softie."



**Name:** Lulu  
**Voted:** Best Dressed  
**Friends say:** "Some call her prissy, but they're just jealous."



**Name:** Auron  
**Voted:** Most Mysterious  
**Friends say:** "Anyone who has a flask of liquor is instantly cool."



**Name:** Rikku  
**Voted:** Best Eyes  
**Friends say:** "She's the wackiest foreign-exchange student ever."

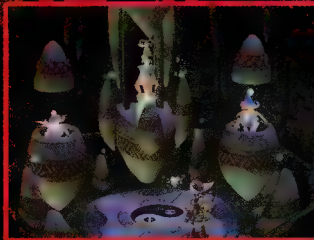
Explore the mystery. Unlock the power.



A full featured RPG set in 4 beautiful and deep elemental forests.



Battle with up to 8 monsters at a time using the innovative combat system.



Capture and cross breed over 200 species of monsters and create over a billion combinations.

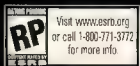


# Become the Master.

Guide Kahu through the ancient and eternal forests of the four elements, to rid himself from the Karma parasite and save humanity from extinction. With his powers of monster magic and his sidekick Nico, he must build an army of monsters, find the four orbs of sacred power and exterminate the Karma from the world.

## Jade Cocoon 2™

A New Breed of Role-Playing



PlayStation®2





ISN'T IT COOL?

Just as FFXVII and IX had vocal themes, FFX takes aim at the Japanese Top 40 with "Suteki da ne," a folksy ballad sung by Rikki, an Okinawan songstress chosen by FFX composer Nobuo Uematsu.

Cont. from page 87

BATTLE OF THE FINAL FANTASY STARS

Which Final Fantasy Hero is Right For You?

How do recent Final Fantasy heroes stack up against one another? Will your dream hero be Tidus from FFX, Cloud from FFXVII, or Aki from the box-office flop, *Final Fantasy: The Spirits Within*?



Tidus

VS.



Cloud

VS.



Aki

**Fashion Sense**

Would you want to be seen with them in public?

Asymmetrical pants and a beach-bum hairstyle give Tidus a stunning look that chicks notice.

Nice clothes, massive sword and spiky hair make a statement. Sadly, so does cross-dressing.

Used to wear form-fitting bodysuits and barely there bikinis. Recently seen at Goodwill.

**Attitude**

Life of the party or a total downer?

Feisty, fun-loving and loud, he's the guy who dares to drink the whole keg at the party.

Dark, moody and bipolar, Cloud is the creepy guy in the corner whom everyone avoids.

She's really sweet, but her terminal illness and recent money troubles are a major downer.

**Square Street Cred**

How important are they to the franchise?

He's the new kid on the block, but he's Square's current star. Look for his Kingdom Hearts cameo.

Once cool, he now looks kinda squatly and simplistic. His career peaked in 1998.

Aki who? Oh yeah, didn't she have a movie last year? No, that was Lara Croft, wasn't it?

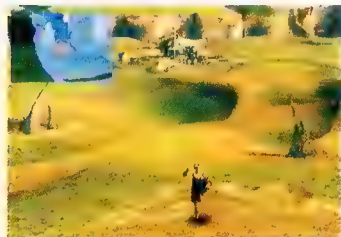
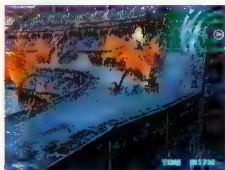
massive plains, creepy forests and crumbling ruins that look convincingly real draws you into the game in ways that walking atop static backgrounds never could. Although most of the game is presented with the PS2's 3D muscle, the occasional CG movie cutscene pops up during exceptionally cinematic moments.

Speaking of the game's cinematic tone, diehard series fans have been waiting with fear and anticipation to hear FFX, the first game in the series to feature voice acting. Square's previous forays into the realm of English dialog

(Xenogears, Brave Fencer Musashi) were enough to make you smash the volume button on your TV, but we can happily report that FFX does not suffer such a fate. Both the casting and the acting are topnotch. Gamers may initially be off-put by Tidus's slightly whiny tone or Wakka's wacky Caribbean drawl, but overall, it's great stuff.

Prepare to ring in the New Year with the latest evolution of Final Fantasy.

—Shane Bettenhausen







*Welcome to*  
**Motor City**  
*The Anytime Online Racing Community*



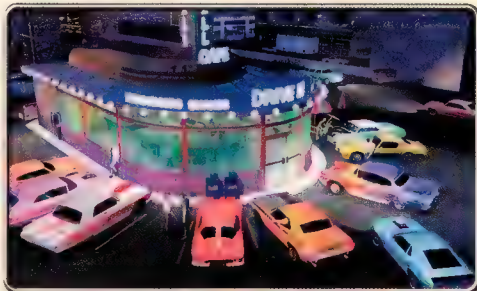


# WHERE THE RUBBER MEETS THE WEB

## Persistent. State Car Community

Enter a place dedicated to online racing and classic American car culture. Earn your rep by forming clubs, fighting for turf, customizing your ride and hanging with your buddies.

Buy, sell, trade and auction cars, parts or your services. Whether you're a racer, mechanic, seller or tycoon, there are many ways to make it big in Motor City.



## The Coolest Cars

### OVER 60 LICENSED AMERICAN CLASSICS:

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

### CUSTOMIZE THE DETAILS:

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

## Intense Racing

### 24 TRACKS IN 4 RACING MODES. (DRAG, STREET, TIME TRIAL AND CIRCUIT)

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

### DRIVING REALISM

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



# Motor City ONLINE™

ENTER THE CITY LIMITS AT [MotorCityOnline.com](http://MotorCityOnline.com)  
America Online Keyword: Motor City Online



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



EVERYONE  
E1  
ESRB INTERACTIVE  
VIOLENCE  
MILD LANGUAGE  
The content of this game may change  
due to interactive exchange



PREVIEW

XBOX M.I.A.?

Interestingly enough, the Xbox version of Medal of Honor: Allied Assault was announced earlier than the PS2 game, but the latter was the first to arrive on our desks. Our sources say that EA would rather focus on sure-fire sellers for the PS2 and PC, and play the wait-and-see game with Microsoft's console.

# Medal Of Honor: Frontline

<b>Publisher:</b>	Electronic Arts
<b>Developer:</b>	DreamWorks
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	50%
<b>Release:</b>	Spring 2002
<b>Also On:</b>	Xbox (diff. version)
<b>Web Address:</b>	www.mohak.ea.com
<b>The Good:</b>	Genuine Nazi-killin' by the dozens.

**The Bad:** Throwing a grenade, only to have it thrown back at you.

**And The Ugly:** Yelling "Dance, bitch!" while shooting at soldiers' feet to make them hop around.



If you've seen the classic movie *A Bridge Too Far*, then you might recognize Nijmegen Bridge (above).



**World War II wasn't won in the halls of hotel rooms, but you'll get up close and personal with a few Nazis who will give you a rude wake-up call (right).**

ACHTUNG!

## Band-Aided Brothers



When you sign up for war lessons from Capt. Dale Dye, bring your first-aid box. The long-time Hollywood military advisor has been known for his rough and realistic training camps since he worked on *Platoon*. Most recently, he put the cast of *Band of Brothers* through the ringer, with *Friends* star David Schwimmer badly banging up his knee during urban-combat training. After being treated, he was sent to climb a 60-foot tower. "I'm 57 and am still that white-haired old fart who outruns them," says Dye of the cast that he is a part of. (He plays Colonel Sink.) And that holds true for the MOH team who learned (painfully) during Dye's paintball field practice that you should stand sideways to present less of a target. That'll leave a mark.

**W**hen you're at allied HQ, the last thing you expect to hear is that your mission is to steal a ho. That's nothing new to many soldiers, but the woman you're after is no ordinary gal. It's the HO-IX, a flying wing that could change the course of the war.

To grab the bird, you slip into the combat boots of Lt. Jimmy Patterson, who is charged with the task of finding this experimental beauty. On your quest for the fabled aircraft, you'll fight 15 missions that require you to disarm explosives on the Nijmegen Bridge, storm Omaha Beach *Private Ryan*-style, and wreak havoc on a U-Boat.

A great deal of work is being put into making the missions immersive. One such example is an ambitious bar scene that Scott Langteau, producer at DreamWorks, seemed particularly proud of. "You have to secretly meet with a contact in a bar, so when you walk inside, some guys are at a bar, some

at tables, some standing. To distract them, you can cue a piano player to play a German folk song so they all gather and sing. Or, in another area of the pub, you can incite a bar fight." While these covert missions offer a change of pace, the bulk of gameplay will involve shooting Nazis whose tactics have been honed by Capt. Dale Dye. This professional war guru recently supervised combat in *Band of Brothers*, including a fiery Operation Market Garden episode that is also a setting for one of the game's levels. Langteau promises that the result will create "the smartest enemies you've encountered." After all, if Dye's planning is smart enough for HBO, then hopefully it's smart enough for your PlayStation 2.

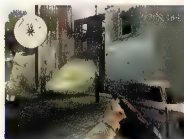
—Kraig Kujawa

## HOT PLANE

Made by the Horton brothers, a German aircraft design team, the HO-IX was comprised of wood (metal was too heavy and scarce) and coated with



radar-absorbing paint. This precursor to the Stealth Bomber flew faster and farther than similar aircraft and was nearly completed when it was captured during WWII. It is currently being restored in the Air and Space Museum at the Smithsonian and is not yet on display.



Of course, no WWII game would be complete without a beach invasion. Here, you take on bloody Omaha Beach on D-Day.





*Dangerous.*



*Defiant.*



*Illegal.*

RATING PENDING

**RP**  
CONTENT RATED  
ES ESRB

Visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3772  
for Rating Information.

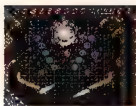
TM and © 2001 Infogrames, Inc. All rights reserved. TM as registered is a trademark of the International Digital Software Association. All other trademarks and trade names are the property of their respective owners. Manufactured and marketed by Infogrames, Inc., New York, NY.

  
INFOGRAMES

  
ATARI



PREVIEW



BEFORE PINBALL WAS PSYCHO

Devil's Crush for the TurboGrafx-16 was and still is one of the best video pinball games around. It even made *EGM's* Top 100. Want to know where it ranks? See the feature on page 124.

# Akira Psychoball

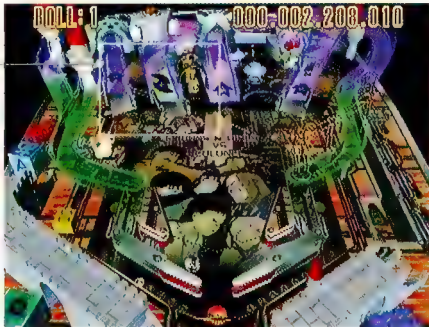
**Publisher:** AIA  
**Developer:** Kaze  
**Players:** 1-2  
**Genre:** Pinball  
**% Done:** 80%  
**Release:** Q1 2002  
**Web Address:** www.aiaogames.com  
**The Good:** Pinball rocks and so does *Akira*, so combining the two can't be bad...  
**The Bad:** Isn't pinball dead?  
**And The Ugly:** The strung-out, 10-foot bunny rabbit that pops up in the video sequences.



If you're wizard enough, you'll launch the ball in all the right ramps and alleys to open up paths to other tables.



**Akira Psychoball controls and operates just like a real pinball game, only on crack.**



## ARCANE GAMES

### Pinwhat Now?

If you're not very familiar with pinball, it's probably because the games haven't been an integral part of arcades for over a decade now. So what happened to this distinctly American treasure? According to pinball guru Roger Sharpe, "The biggest problem is a new breed of location owners and managers who don't know how to take care of a mechanical pinball game. Pinball machines require basic maintenance, just like a car, which takes a certain amount of time, skill and effort that arcades aren't willing to put forth anymore." So where does one go for a good game of pinball? Try the University of Illinois at Champaign-Urbana, where Sharpe's son runs a league of 40 members who play and maintain a battery of pinball games at the student union.



Exactly two years ago, Chicago-based Williams Amusement Co. closed down their pinball assembly line for good, ending several decades of production on some of the most innovative games ever made. Pinball has since given way to the Top Skaters and other buck-a-game novelties that now define American arcades. But Williams' spirit pushed AIA and Japanese developer Kaze to produce a PS2 version of what would have made one hell of a mechanical pinball title.

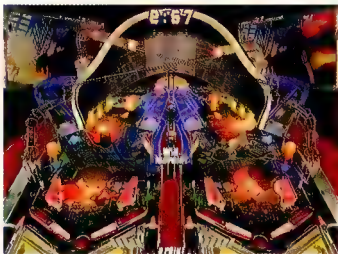
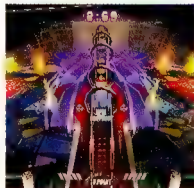
*Akira Psychoball* is the brainchild of pinball godfather Roger Sharpe, who lent his design and production talents to roughly 150 Williams and Midway games during his 12-year stay with the company. "What we tried to do [with *Psychoball*] were the same things we did with mechanical pinball," Sharpe explains. "You take a set playing field and try to convey a compelling storyline with audio and video cues. *Akira* [the animated movie upon which the game is based] lends itself to that model really well; it's a great story." Watching film footage run on twin plasma displays or tracking a giant teddy bear as it lumbers slowly across the playing field may not be your top priority during a frenzied multiball session, but visual goodies like these give *Psychoball* its

signature style.

*Akira* aficionados will recognize table scenarios like Neo Tokyo and Olympic Stadium from the anime, but pinball junkies will also appreciate the continuously evolving playing field, which features complex event triggers and side rooms made possible by the video medium. "We're changing the playing field the same way you would in any action/adventure game," Sharpe continues. "Your environment, tools and skills evolve as you progress through the game. We've also put in a lot of Easter eggs to reward more appreciative players for advancing."

The untimely demise of pinball left a great many gamers unexposed to one of gaming's finest arts. And while *Psychoball* can't match the awesome feeling of a 300-lb. cabinet in its sheer mechanical rawness, its spot-on physics, geometry and realistic table design are as close as you can get.

—Jonathan Dudlak





KOEI™

www.koeligames.com



# GITAROO MAN

*Music tames the savage beast...  
An entirely new type of music entertainment.*

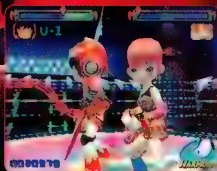
**"Simply put, Gitaroo Man is one of the most entertaining titles yet in the rhythm-action genre." – Next Gen**



Play as the legendary Gitaroo Man and save the planet from the clutches of the evil Grabaren family!



10 colorfully unique stages, each with its own music including reggae, rock, hip-hop, techno, and more!



Musical Deathmatches and Harmonizing Co-op play for up to 4-players!



The Gitaroo is the weapon! Keep with the rhythm as you shoot, duck, and dodge your way to victory!

EVERYONE  
**E** Mild Language

PlayStation®2

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









Enter a world of enchantment. You are ICO a mysterious boy on a quest. Expelled from your village to an isolated castle. You have eerie dreams of rescuing a princess from the evil spirits. Your wits are your only weapon in your crusade. Can you outsmart the evil queen and lead the enchanted princess to freedom?

Solve the puzzles or join the tormented souls forever.





### EBAY FODDER

Japanese gamers can blow their cash on a swanky limited-edition version of XenoSaga. The massive white box houses a special keychain, a figurine of robotic hottie KOS-MOS, and the two game discs with special labels.

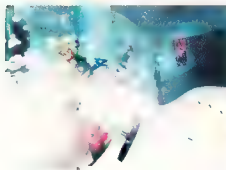
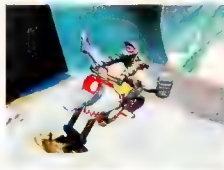
## XenoSaga

Newcomer **Monolith Soft** is hard at work on what is shaping up to become one of the major RPG events of 2002: **Namco's** XenoSaga. Subtitled "Der Wille zur Macht" (The Will to Power), XenoSaga is a space-based fantasy RPG featuring massive mechs, anime-styled character designs and lots of cinematics. If it looks and sounds familiar, it should—it's actually directly related to Square's PS1 classic, Xenogears. But despite sharing characters and storylines (XenoSaga takes place many years before the events in Xenogears), the game is not an official prequel. Instead, the developers at Monolith, who left Square shortly after completing Xenogears, are starting the six-chapter story over from the very beginning. XenoSaga is due out in **Japan in February**, with a U.S. release to likely follow.



## Sled Storm 2

You might wanna slip on the ol' nut cup when you play SS2. The guys at **EA Sports Big** claim driving these sleds is like taking a ride on a mechanical bull (hang on tight). We haven't hit Gilley's lately, but we get the idea. It's all about racing souped-up snowmobiles across rough-and-tumble, snowpacked terrain. Smash stuff, smack the guy next to you, and win races—that's the gist of it. Don't expect a clone of SSX, however; SS2 is a completely different animal. Look for it this **spring**.



## UFC Throwdown

If the thought of watching grown men kick the bullstuff out of each other appeals to you, then **Crave's** newest no-holds-barred, tooth-loosening grapple-fest, UFC Throwdown, should sort you out. Throwdown puts over 25 hammy slabs of man-meat (with names like "Tino") onto the roster to see who can barekneckle their way to the world's most brutal title belt. Customize your character with special moves and techniques (learned at a variety of gyms), and jiu-jitsu that ass this **spring**.





# JUMP START YOUR DVD COLLECTION!



HANNIBAL  
SPECIAL EDITION  
2622801



BLOW  
INFILTRATION  
2637502



UNBREAKABLE  
VISTA SERIES  
2617207



CROUCHING TIGER,  
HIDDEN DRAGON  
2610905



TRAFFIC  
2611101



GLADIATOR (2000)  
SIGNATURE SELECTION  
2520807



THE FAMILY MAN (2000)  
SIGNATURE SELECTION  
2618007



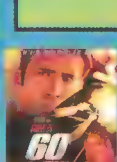
MISS CONGENIALITY  
2596500



SPACE COWBOYS  
2566602



THE EXORCIST -  
25TH ANNIVERSARY  
SPECIAL EDITION  
2230001



THE PERFECT STORM  
2522407



TOMSTONE  
1254200



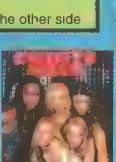
SCARFACE  
COLLECTOR'S EDITION  
1959600



GONE IN  
60 SECONDS  
2539807



SAVING PRIVATE RYAN  
SPECIAL LTD. EDITION  
2411601



THE GREEN MILE  
2467009



MEET THE PARENTS (2000)  
COLLECTOR'S EDITION  
2577906



THE PATRIOT (2000)  
SPECIAL EDITION  
2520302



COYOTE UGLY  
2557601



AMERICAN PIE  
COLLECTOR'S EDITION  
2424307



THE EXORCIST -  
25TH ANNIVERSARY  
SPECIAL EDITION  
2230001



THE PERFECT STORM  
2522407



TOMSTONE  
1254200



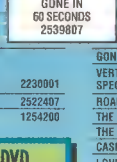
SCARFACE  
COLLECTOR'S EDITION  
1959600



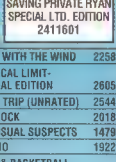
GONE IN  
60 SECONDS  
2539807



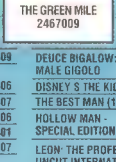
SAVING PRIVATE RYAN  
SPECIAL LTD. EDITION  
2411601



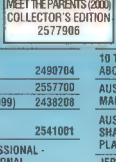
THE GREEN MILE  
2467009



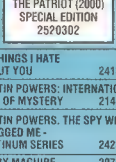
MEET THE PARENTS (2000)  
COLLECTOR'S EDITION  
2577906



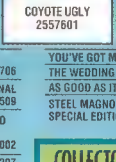
THE PATRIOT (2000)  
SPECIAL EDITION  
2520302



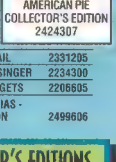
COYOTE UGLY  
2557601



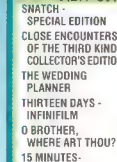
AMERICAN PIE  
COLLECTOR'S EDITION  
2424307



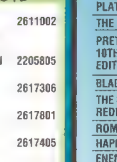
THE EXORCIST -  
25TH ANNIVERSARY  
SPECIAL EDITION  
2230001



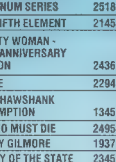
THE PERFECT STORM  
2522407



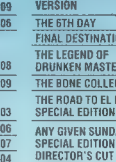
TOMSTONE  
1254200



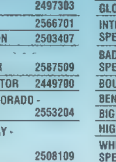
SCARFACE  
COLLECTOR'S EDITION  
1959600



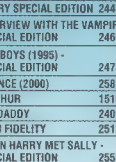
GONE IN  
60 SECONDS  
2539807



SAVING PRIVATE RYAN  
SPECIAL LTD. EDITION  
2411601



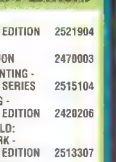
THE GREEN MILE  
2467009



MEET THE PARENTS (2000)  
COLLECTOR'S EDITION  
2577906



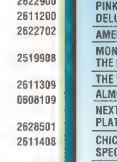
THE PATRIOT (2000)  
SPECIAL EDITION  
2520302



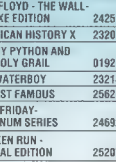
COYOTE UGLY  
2557601



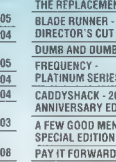
AMERICAN PIE  
COLLECTOR'S EDITION  
2424307



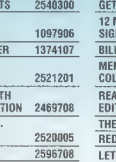
THE EXORCIST -  
25TH ANNIVERSARY  
SPECIAL EDITION  
2230001



THE PERFECT STORM  
2522407



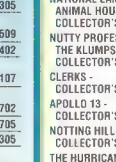
TOMSTONE  
1254200



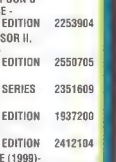
SCARFACE  
COLLECTOR'S EDITION  
1959600



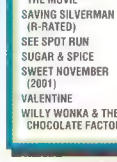
GONE IN  
60 SECONDS  
2539807



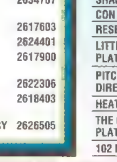
SAVING PRIVATE RYAN  
SPECIAL LTD. EDITION  
2411601



THE GREEN MILE  
2467009



MEET THE PARENTS (2000)  
COLLECTOR'S EDITION  
2577906



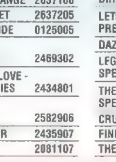
THE PATRIOT (2000)  
SPECIAL EDITION  
2520302



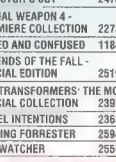
COYOTE UGLY  
2557601



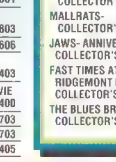
AMERICAN PIE  
COLLECTOR'S EDITION  
2424307



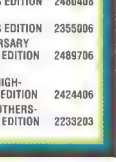
THE EXORCIST -  
25TH ANNIVERSARY  
SPECIAL EDITION  
2230001



THE PERFECT STORM  
2522407



TOMSTONE  
1254200



SCARFACE  
COLLECTOR'S EDITION  
1959600

## 4 DVD'S FOR 49¢ EA.

PLUS 1 MORE AT SUPER SAVINGS!

Details on the other side

### NEW ON DVD

- SNATCH - SPECIAL EDITION 2611002
- CLOSE ENCOUNTERS OF THE THIRD KIND - COLLECTOR'S EDITION 2205805
- THE WEDDING PLANNER 2617306
- THIRTEEN DAYS - INFILTRATION 2617801
- O BROTHER, WHERE ART THOU? 2617405
- 15 MINUTES - INFILTRATION 2622900
- PROOF OF LIFE 2611200
- THE BROTHERS 2622702
- DOGMA - SPECIAL EDITION 2519908
- THE FUGITIVE - SPECIAL EDITION 2611309
- THE GOODIES 2606109
- JOSIE AND THE PUSSYCATS 2628501
- THE PLEDGE 2611408
- POKEMON 3 2634707
- SAVING SILVERMAN (R-RATED) 2617603
- SEE SPOT RUN 2624400
- SUGAR & SPICE 2617501
- SWEET NOVEMBER (2001) 2622306
- VALENTINE 2618403
- WILLY WONKA & THE CHOCOLATE FACTORY 2626505

- GONE WITH THE WIND 2258309
- VERTICAL LIMIT - SPECIAL EDITION 2606806
- ROAD TRIP (UNRATED) 2548007
- THE ROCK 2018406
- THE USUAL SUSPECTS 1479401
- CASINO 1922707
- LOVE & BASKETBALL - PLATINUM SERIES 2518009
- THE FIFTH ELEMENT 2145506
- PRETTY WOMAN - 10TH ANNIVERSARY EDITION 2436608
- BLADE 2294809
- THE SHAWSHANK REDEMPTION 1346503
- ROMEO MUST DIE 2485406
- HAPPY GILMORE 1937507
- ENEMY OF THE STATE 2345304
- PINK FLOYD - THE WALL - DELUXE EDITION 2425205
- AMERICAN HISTORY X 2320604
- MONTY PYTHON AND THE HOLY GRAIL 0192005
- THE WATERBOY 2321404
- ALMOST FAMOUS 2562304
- NEXT FRIDAY - PLATINUM SERIES 2469203
- CHICKEN RUN - SPECIAL EDITION 2520708
- SHANGHAI NOON 2537306
- CON AIR (WIDESCREEN) 2167302
- RESERVOIR DOGS 1108905
- LITTLE NICKY - PLATINUM SERIES 2583102
- PITCH BLACK UNRATED - DIRECTOR'S CUT 2521865
- HEAT 2005809
- THE CELL - PLATINUM SERIES 2545002
- 102 DALMATIANS 2587400

- DEVIL BIALOW: MALE DIGLO 2490704
- DISNEY'S THE KID 2557700
- THE BEST MAN (1999) 2438208
- HOLLOW MAN - SPECIAL EDITION 2541001
- LEON: THE PROFESSIONAL - UNCUT INTERNATIONAL VERSION 2497383
- THE 6TH DAY 2566701
- FINAL DESTINATION 2503407
- THE LEGEND OF DRUNKEN MASTER 2587509
- THE BONE COLLECTOR 2449790
- THE ROAD TO EL DORADO - SPECIAL EDITION 2553204
- ANY GIVEN SUNDAY - SPECIAL EDITION 2506109
- THE REPLACEMENTS 2540300
- BLADE RUNNER - DIRECTOR'S CUT 1097906
- DUMB AND DUMBER 1374107
- FREQUENCY - PLATINUM SERIES 2521201
- CADDYSHACK - 20TH ANNIVERSARY EDITION 2469708
- A FEW GOOD MEN - SPECIAL EDITION 2520005
- PAY IT FORWARD 2596708
- A CLOCKWORK ORANGE 2637108
- FULL METAL JACKET 2637205
- THE PRINCESS BRIDE 1025905
- BOOGIE NIGHTS - PLATINUM SERIES 2469302
- SHAKESPEARE IN LOVE - DIRECTOR'S SERIES 2434801
- THE LEGEND OF BAGGER VANCE 2582906
- THE 13TH WARRIOR 2435907
- SWINGERS 2091107

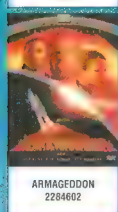
- 10 THINGS I HATE ABOUT YOU 2413706
- AUSTIN POWERS: INTERNATIONAL MAN OF MYSTERY 2144509
- AUSTIN POWERS: THE SPY WHO SHAGGED ME - PLATINUM SERIES 2423002
- JERRY MAGUIRE 2071207
- GLORY SPECIAL EDITION 2448900
- INTERVIEW WITH THE VAMPIRE - SPECIAL EDITION 2469906
- BAD BOYS (1995) - SPECIAL EDITION 2478907
- BOUNCE (2000) 2587608
- BEN-HUR 1510205
- BIG DADDY 2409803
- WHEN HARRY MET SALLY... SPECIAL EDITION 2551406
- GETTYSBURG 1213905
- 12 MONKEYS - SIGNATURE COLLECTION 2035509
- BILLY MADISON 1389402
- MEN IN BLACK - COLLECTOR'S SERIES 2509107
- REAR WINDOW - COLLECTOR'S EDITION (1954) 2561702
- THE PRINCE OF EGYPT 2381705
- RED PLANET 2585305
- LETHAL WEAPON - DIRECTOR'S CUT 2473601
- LETHAL WEAPON 4 - PREMIERE COLLECTION 2273803
- DAZED AND CONFUSED 1186606
- LEGENDS OF THE FALL - SPECIAL EDITION 2519403
- THE TRANSFORMERS: THE MOVIE SPECIAL COLLECTION 2399400
- CRUEL INTENTIONS 2363703
- FINDING FORRESTER 2594703
- THE WATCHER 2554905

### COLLECTOR'S EDITIONS

- U-571 - COLLECTOR'S EDITION 2521904
- THWISTER - SPECIAL EDITION 2478003
- GOOD WILL HUNTING - COLLECTOR'S SERIES 2515104
- DIRTY DANCING - COLLECTOR'S EDITION 2426206
- THE LOST WORLD: JURASSIC PARK - COLLECTOR'S EDITION 2513307
- NATIONAL LAMPON'S ANNUAL HOUSE - COLLECTOR'S EDITION 2253904
- NUTTY PROFESSOR II - THE KLUMPS - COLLECTOR'S EDITION 2550705
- CLERKS - COLLECTOR'S SERIES 2351609
- APOLLO 13 - COLLECTOR'S EDITION 1937200
- NOTTING HILL - COLLECTOR'S EDITION 2412104
- THE HURRICANE (1995) - COLLECTOR'S EDITION 2480408
- MALLRATS - COLLECTOR'S EDITION 2355006
- JAWS - ANNIVERSARY SPECIAL EDITION 2489706
- FAST TIMES AT RIDGEMONT HIGH - COLLECTOR'S EDITION 2424406
- THE BLUES BROTHERS - COLLECTOR'S EDITION 2232303

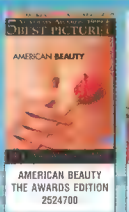
©2000 The Columbia House Company

MORE TO CHOOSE FROM ON OTHER SIDE. →



# 4 DVDs FOR 49¢ EA.

PLUS 1 MORE AT SUPER SAVINGS! Details below.



HALF BAKED SPECIAL EDITION 2223907	THE SKULLS - COLLECTOR'S EDITION 2516904	MAGNOLIA - PLATINUM SERIES 2469401	ANTZ SIGNATURE - COLLECTION 2324507	TAXI DRIVER - COLLECTOR'S EDITION 2338903
STARGATE - SPECIAL EDITION 2410702	THE ART OF WAR 2548200	FIELD OF DREAMS - SIGNATURE COLLECTION 1932300	A BROXN TALE 1221506	THE DEER HUNTER 0212407
PLATON 2497808	LIAR LIAR - COLLECTOR'S EDITION 2411908	FROM DUSK TILL DAWN - COLLECTOR'S SERIES 2539609	101 DALMATIANS 2057503	LIFE 2339202
ROUNDERS (1998) 2318707	ENTER THE DRAGON - 25TH ANNIVERSARY SPECIAL EDITION 2208209	DON'T BE A MENACE TO SOUTH CENTRAL WHILE DRINKING YOUR JUICE 1992106	GROSSE POINTE BLANK FRANK HERBERT'S DUNE (2000) 2553501	PRINCESS MONONOKE 2531705
BLAZING SADDLES 0001206	KEEPING THE FAITH 2537900	BOILER ROOM 2481208	END OF DAYS - COLLECTOR'S EDITION 2452407	DEEP BLUE SEA 2421006
CASABLANCA 2274702	THREE KINGS 2430403	FOR LOVE OF THE GAME BILLY ELLIOT 2573103	BATMAN (1989) 0642504	PATCH ADAMS - COLLECTOR'S EDITION 2346401
THE WHOLE NINE YARDS 2409507	LOCK, STOCK AND TWO SMOKING BARRELS 2383503	NATIONAL LAMPOON'S - CHRISTMAS VACATION 0652507	CONTACT - SPECIAL EDITION 2177400	THE CONTENDER (2000) 2556306
THIS IS SPINAL TAP - SPECIAL EDITION 2340404	MY BEST FRIEND'S WEDDING 2146207	AIR FORCE ONE 2160000	JFK - SPECIAL EDITION DIRECTOR'S CUT 2540102	BACKDRAFT 0559006
STARSHIP TROOPERS 2207306	MENACE II SOCIETY 1200809		EYES WIDE SHUT 2429603	AMERICAN GRAFFITI - COLLECTOR'S EDITION 2223808
CONAN THE BARBARIAN - COLLECTOR'S EDITION 2462408				THE GAME 2176709
CARLITO'S WAY 1229301				THE CROW 1374206
THE DEVIL'S ADVOCATE 2179802				THE MASK OF ZORRO 2281509

Columbia House DVD Club, Dept. 9QC  
P.O. Box 1173, Terre Haute, IN 47811-1173

Yes, please enroll me under the terms outlined in this advertisement. As a member, I need to buy only 4 more selections at regular Club prices in the next 2 years. Send me these 4 DVDs for 49¢ each, plus \$1.99 each shipping/handling (total \$9.92).

**BUY YOUR FIRST SELECTION NOW—AND HAVE LESS TO BUY LATER!**  
I also send me my first selection for \$14.95, plus \$1.99 shipping/handling, which I'm adding to my \$9.92 payment (total \$26.86). I then need to buy only 3 more (instead of 4) in the next 2 years.

**Please check how paying:**  My check is enclosed.  FVG/8VD  
 Charge my introductory DVDs and future Club purchases to  EAXT/1C  
 MasterCard  Diners Club  AMEX  VISA  Discover

Acct. No. \_\_\_\_\_ Exp. Date \_\_\_\_\_

Signature \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_ Apt. No. \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone No. ( ) \_\_\_\_\_ Email \_\_\_\_\_

**NOTE:** Columbia House reserves the right to request additional information, reject any application or cancel any membership. Offer limited to residents of the contiguous United States. Applicable tax added to all orders. P-JAN02-EGM

## OWN THE BEST DIGITAL AUDIO AND VIDEO TECHNOLOGY EVER!

**Build a collection of your favorite movies on DVD!** Just write in the numbers of the 4 DVDs you want for just 49¢ each, plus shipping and handling. In exchange, you simply agree to buy four more DVDs in the next two years at regular Club prices (which currently start as low as \$19.95, plus shipping and handling)—and you may cancel membership at any time after doing so. What's more, you can get still one more movie for the low price of \$14.95 and have less to buy later (see complete details in coupon).

**Free Magazine sent every four weeks** (up to 13 times a year) reviewing our Director's Selection—plus scores of alternate choices, including many lower-priced DVDs. And you may also receive Special Selection mailings up to four times a year. (That's up to 17 buying opportunities a year.)

**Buy only what you want!** If you want the Director's Selection, do nothing—it will be

sent automatically. If you prefer an alternate selection, or none at all, just mail the response card always provided by the date specified. And you'll always have 10 days to decide; if not, you may return the selection at our expense.

**Money-Saving Bonus Plan.** If you continue your membership after fulfilling your obligation, you'll be eligible for our generous bonus plan. It enables you to enjoy more great savings on the movies you want—for as long as you decide to remain a member!

**10-Day Trial.** We'll send details of the Club's operation with your introductory package. If not satisfied, return everything within 10 days, at our expense, for a full refund and no further obligation.

**Over 1,700 titles!** If you want a movie on DVD that you don't see here, just call us and ask or visit our website.



Use your credit card and order 24 hours a day:

**Columbiahouse.com**  
Call: **1-888-CHC-DVDS**

9CCD To ensure you get this great offer, use this Savings Code when ordering.





## HEIR APPARENT

The guys behind TimeSplitters aren't a bunch of nobodies—these guys helped make GoldenEye 007 for the N64, one of the best-selling games of the last decade. Free Radical Design formed when a group of Rare's best and brightest jumped ship a few years back.



## PREVIEW GALLERY

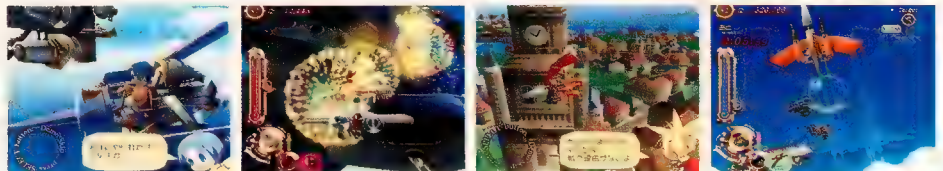
## TimeSplitters 2

The first TimeSplitters sported some nifty multiplayer action, but its sorely lacking single-player mode left all of us disappointed. With TimeSplitters 2, **Free Radical Design** aims to bring both style and substance to this promising fast-paced title. That means more mission goals tied together with a story, and characters we'll actually give a damn about this time. **Eidos** is planning a **spring 2002** release for TS2.



## Sky Gunner

Several U.S. publishers are interested in **Sony's** flashy, eye-catching shooter, and it's easy to see why. Sky Gunner offers high-flying action, aerial dogfights, massive boss battles, and some truly amazing airship designs. If it does make the trip stateside, let's hope they take out the massive slowdown that's so bad it's almost comical. If the wait is just too much for you to handle, Sky Gunner is available as an import **now**.



## Need For Speed: Hot Pursuit 2

All's fair in love and evasive pursuit. So says **Electronic Arts**, who'll happily revisit the world of high-speed chases in **spring 2002**. Over 20 licensed exotic cars such as the Corvette C5R and Lamborghini Diablo are up for grabs. Hi-res, open-ended outdoor environments provide realistic playgrounds while PlayStation 2-powered code brings the simulated velocity. Enhanced audio-visual quality isn't the biggest change, though; bank on a branching mission structure that offers a more discernable path to victory. Meanwhile, the boys in blue, commuter traffic and Sunday drivers aren't exactly keen on seeing grease monkeys realize their oil-soaked dreams (at least, we hope those are oil stains...ahem). You'll just have to deal with them, or forego hidden cars, tracks, vehicle upgrades and a spotless criminal record. Seriously, have fun winging it in Express, Challenge, Ultimate Driver or Hot Pursuit modes...short of a drunken visit to finer, um, gentleman's clubs, you won't find more playful hardbodies around.



...: *ELECTRONICS BOUTIQUE PRESENTS*

# ***XBOX Gamecube PS2***

***GBA PSONE DREAMCAST PC GAMES***

***SPREAD THE WORD***





EB



**EB**games.com

**electronics boutique**

Over 600 stores nationwide

AOL KEYWORD: EBGAMES








**YOU FOOLS!**  
I GAVE STRICT ORDERS TO  
KEEP ALL SNOWBOARDERS  
OFF OF THE SUMMIT!

# BOOM!!



**NAYA HAS OTHER IDEAS. SHE KNOWS  
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!****



## DARK SUMMIT™

**IT'S NOT WHAT  
IT SEEMS.**

[www.darks Summit.net](http://www.darks Summit.net)



PlayStation 2



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



PREVIEW  
GALLERY

## Soul Calibur 2

Namco's highly anticipated fighting game continues to whet our collective appetites with the release of these new screens. SC2 takes place four years after the last game...and guess what? Nightmare (the armored freak you see in the screenshot below) is up to his evil shenanigans once again, and the only way to set things right is to beat him down. We now know the name of three new characters: Tarim, a youngster from southeast Asia who uses dual blades; Phan Yung Tsung, the likely replacement for Hwang from SC1 (right down to the same weapon and style); and Cassandra Alexandra, the perky blonde from Athens who wields a short sword and shield. We've still not seen how the fighters will interact with walls and barriers, but we'll certainly find out between now and **May 2002**.







PREVIEW  
GALLERY

## Resident Evil

If the phrases "you, the master of unlocking" or "hope it's not *Chris'* blood" still bring a smile to your face, you already know why we're so damn excited about **Capcom's** GameCube remake of *Resident Evil*. (The PlayStation original made our 100 Best Games Ever list this month, after all.) But for those of you who don't know your Barry Burtons from your Plant 42s, a quick intro: You play as Chris Redfield (he's the guy sporting the nifty green vest below) or Jill Valentine. Both are members of a special-forces team, sent in to investigate a series of bizarre murders and the disappearance of their comrades in a forest


outside the midwestern town of Raccoon City. When they wind up in an old mansion chock-full of rotting zombies, gun ammo and locked doors, the stuff, so to speak, hits the fan. So how will the controls work on the GC's unique pad? Actually, not even Capcom has an answer for that one just yet. Apparently the team doesn't like the feel of using a single analog stick to move around (a la *Devil May Cry*), but the placement of the D-pad makes it awkward as well. They did mention the second analog may be used somehow. Better decide quick—it's due **March 22 in Japan**, with a U.S. release date pending.



Producer Shinji Mikami promises many more unique zombie types this time around, and now even their eyes and mouths move...creepy.



**RE: THE MOVIE**



...has been canned! No, not the big-screen film starring Milla Jovovich due next year—we're talking about the hilarious, B-actor-filled full-motion video clip that started off the original *PlayStation RE*. It's being replaced with a fully computer-generated sequence for the remake. Hopefully this time around it won't have to be censored for U.S. audiences.

GET 3 OF THIS SEASON'S HOTTEST RPG'S

Just look for this sticker



BUY TWO



GET ONE



FREE!



PlayStation and the PS2 Family logo are registered trademarks of Sony Computer Entertainment Inc. The artwork used in this work of fan-magazine Digital Domain Animation Studios is a trademark of Udon Art Co., LLC. All other trademarks are the property of their respective owners. All rights reserved. Every computer configuration advanced based on compatibility for PC only.

See inside game packages for complete details.

PlayStation 2





PREVIEW  
GALLERY



## UNIVERSAL STUDIOS

The Universal Studios theme park in Japan has been so popular since it opened earlier this year that the park officials had to restrict admission during May and June due to overcrowding.

## Legends of Wrestling

Since we last showed you this game (now a **spring 2002** release) in issue #148, **Acclaim** has signed Hulk Hogan—the definition of a wrestling legend—as the spokesperson for the game. While it might not sport the massive recognition of the SmackDown! series, LoW is sure to find a place in the game collections of many an old-timer weaned on the exploits of guys like Jimmy “Superfly” Snuka and the Million Dollar Man.



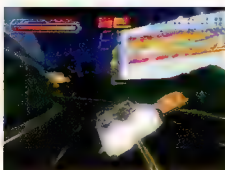
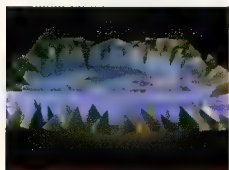
## All-Star Baseball 2002

A smokin' fast slider comes shooting down the pike, only to dive hard as it passes over the plate. You swing...and you miss. ASB 2002 (PS-2) has the nastiest pitching interface we've seen. **Acclaim** brings that same interface, along with two new stadiums, broken bats (hey, that's kinda cool), and enhanced user control to the GameCube version, which should be out by the time you're reading this.



## Universal Studios Theme Park

Woody Woodpecker pops up in the damdest places, and his latest appearance is in **Kemco's** Universal Studios as your virtual tour guide. You have one day to make the most of your visit and play through all the attractions at US. If you do well enough, you'll get access to hidden areas, find secret items, and earn the respect of Woody Woodpecker, which in itself makes it all worthwhile. Universal should be **out now**.





# RZONE

only at TOYS R US

You've never  
played like  
this before...

RZONE is the ultimate gaming experience.

- All the latest systems
- The hottest accessories
- The newest games
- Even test drive select titles before you buy 'em

Enter RZONE at Toys'R'Us ...and play it right.

NINTENDO  
GAMECUBE



GameCube Accessories



Hot GameCube Titles

Controllers



PREVIEW

# Max Payne

<b>Publisher:</b>	Rockstar
<b>Developer:</b>	Neo
<b>Platform:</b>	1
<b>Genre:</b>	Action
<b>% Critics:</b>	90%
<b>Release:</b>	November 2001
<b>Also On:</b>	PS2, PC
<b>Web Address:</b>	rockstargames.com
<b>The Good:</b>	Cinematic gun battles in stylish slow motion.
<b>The Bad:</b>	Complete lack of multiplayer modes.
<b>And The Ugly:</b>	Max Payne looks like he could use some laxatives.



Max welcomes Vinny to the major leagues.



Max Payne rewards the gamer who likes to shoot the crap out of everything in the room with lots of nice explosive debris.

**GRAPHIC NOVEL**

## World of Payne



Rather than render a bunch of fancy computer-generated movies for the in-between story bits of Max Payne, Remedy (developer of the PC version) chose to go with a comic-book approach to storytelling. The graphics for these cutscenes are a combination of digitized photographs and hand-drawn backgrounds for a dark, "noir" aesthetic. Add to that the Raymond Chandler-esque writing and dry wit of Max Payne, and you've got a game hailing from the school of Quentin Tarantino. As for the baby-faced actor behind the Max Payne persona—that's Sam Lake, the game's writer and designer over at Remedy. Hmm, not a bad way to immortalize yourself, eh?

**W**hen it comes down to the all-time, most bad-ass shoot-outs ever put to film, scenes from John Woo's *The Killer* or the Wachowski brothers' *The Matrix* are probably on many an action buff's top 10 list. These movies featured intense firefights shot in exquisite slow motion, so that the combatants seem locked in some dramatic dance of death. Now take that visual technique and apply it to an action-shooter and you've got Max Payne, a third-person romp through a gritty hardboiled wonderland.

It's present day in the Big Apple. You play as the game's namesake, Max Payne, an undercover cop framed for a series of crimes he didn't commit. But they've sold the wrong guy down the Hudson this

time. You see, Mr. Payne isn't just another scapegoat for the mafia or the crooked DEA. After his wife and child were brutally slain by homicidal junkies, Max has been hellbent on getting payback from the drug underworld. He's got his own agenda and a cache of firearms, and he's about to go vigilante on the city of New York. OK, so as a screenplay, this is a straight-to-video flick starring Lorenzo Lamas minus the kinky locks; but hey, as the backdrop for a 3D shooter, we're not going to get too picky about the particulars.

After a few encounters, you quickly realize that the true focus of the game isn't Max, or his desperate plight for absolution. The real star here is the "bullet-time," a feature that slows the action to a crawl while Max is free to target his enemies in real time. If you trigger bullet-time together with a movement direction, Max goes into a graceful "shootdodge," an acrobatic leap where he twists and fires his guns through the air, while dodging the visible trajectories of enemy bullets. The slow-motion tactics are as much a stylish gimmick as they are an intrinsic part of Max Payne's gameplay.

If you've already played the PC version, you'll find nothing new here. The Xbox version runs just as fast, and looks just as good. But if you're a console gamer who just can't get enough Chow Yun-Fat, Max Payne will give your Xbox plenty of ammo to tide you over during winter break. 🍀

—Che Chou







PREVIEW

IN Lucas we Trust  
Enough people named "Jedi Knight" as their religion in a recent U.K. census for it to be added to census processors' official list of faiths, alongside Church of England, Roman Catholic, Muslim, Buddhist and Hindu. Also on the list: Church of Free Love, Wiccan and Divine Lightmission.

# Star Wars: Obi-Wan

- Publisher:** LucasArts
- Developer:** LucasArts
- Players:** 1-2
- Genre:** Action
- ESRB:** 60%
- Release:** December 2001
- Also Try:** Starfighter
- Web Address:** www.lucasarts.com
- The Good:** Having awesome Force powers at your disposal.
- The Bad:** No two-player co-op mode like Jedi Power Battles.
- And The Ugly:** Obi-Wan sounds like a young John Lennon with a cold.



"Original gameplay, a good story, new characters...gamers crave not these things."

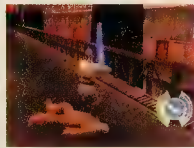
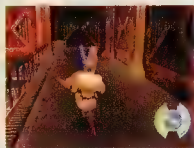
Must be a wardrobe problem on Coruscant. Everyone dresses the same.



## GIVE IN TO DARK!

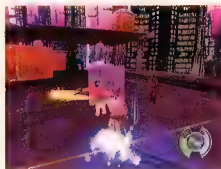
### The Dark Side

Who says Obi-Wan has to be a good guy? This game gives you free reign over the character, so go ahead—take out innocent civilians, Grand Theft Auto III-style. Here, we learn that wookiee kicks are no match for a lightsaber.



Everybody's favorite Jedi-in-training will soon be starring in his first solo adventure. *Star Wars: Obi-Wan*, an Xbox exclusive, takes place shortly before the events of *Episode I: The Phantom Menace*. In the game, the young Padawan is tasked with investigating a criminal organization operating deep within the bowels of the planet Coruscant. As Kenobi journeys to such far-flung locations as Tatooine and the city of Theed, he will uncover an assassin droid project and meet a brand-new enemy, the Jin'ha. He might even run into a familiar foe with lots of horns and tattoos.

The game is a mix of traditional platform action peppered with lots of lightsaber swingin.' The left



analog stick is used to move Obi-Wan, while the right is used to swing his lightsaber. When timed properly, pulling back on the right stick lets you parry blows or deflect laser blasts back at enemies. Pressing down on the right stick lets you hurl your saber like a lethal boomerang.

Obi-Wan can also fight scum and villainy with his burgeoning Force powers. For instance, you can use Force Pull to snatch a blaster from an enemy's hands or Push to shove him off a high ledge. Force Throw can be used to hurl environmental objects at enemies, while Jump can be used to soar across wide gaps.

As if Obi-Wan didn't have enough to contend with, he must also face a series of challenges from members of the Jedi Council, including Mace Windu and Qui-Gon Jinn. These challenges act as in-game tutorials and are designed to help you sharpen your Force skills.

Finally, Obi-Wan includes a two-player battle mode that lets you and a friend face off as your favorite Jedi or Sith Lord. The arenas, which include a Theed palace and the interior of a Trade Federation ship, are large and multi-tiered, allowing for plenty of strategy. Force powers are also active during this mode, so you've got to stay on your toes.

So, what's it gonna be, *Star Wars* fans? GameCube and Rogue Squadron II or Xbox and *Star Wars: Obi-Wan*? Choose wisely, Padawan.

—Gary Mollohan



PREVIEW  
GALLERY



## MIDWINTER MIX

Buffy will be Sarah Michelle Gellar's first game appearance, but we doubt it will be her last. A multi-platform assault is likely in the works for games based on next summer's Scooby-Doo movie, in which Gellar plays Daphne. Consider yourself warned.

## Wreckless: The Yakuza Mission

Developer **Bunkasha** is responsible for one of the Xbox's prettiest and most flavorful titles yet. Through two unique storylines that deal with battling the mafia in Hong Kong, *Wreckless*' gameplay lies somewhere between *Grand Theft Auto III* and *Crazy Taxi*. You and your car together serve as transport, rescuer and instrument of mass destruction through 20 unconventional missions. **Activision** sets it loose in **February 2002**.



## Maximum Chase

Whatever happened to the good 'ol chase movie? You know, early '80s classics like *Smokey and the Bandit 1-3* and *Cannonball Run 1 and 2*? Well, at least **this winter** we get *Maximum Chase* from **Genki**. Race to avoid the bad guys trying to ram you off the road, then turn around, aim the crosshairs at them, and shoot to get 'em off your tail. Add Burt Reynolds and a chimpanzee in a diaper, and you got yourself a movie!



## Buffy The Vampire Slayer

Like the TV show, **EA's** *Buffy The Vampire Slayer* is packed with loads of fighting, humor and teen angst, in addition to hefty doses of exploration and puzzle solving. Buffy will have to rely on her slayer powers as she explores her favorite haunts, including Sunnyvale High, the cemetery and The Bronze nightclub. She's sure to bump into plenty of characters from the show, voiced by the real actors. Look for it in **early 2002**.

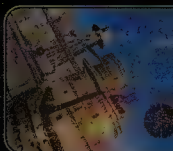
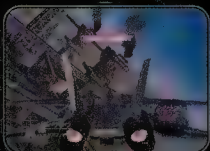
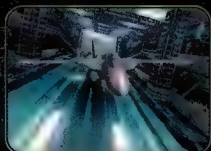






# AIRFORCE DELTA STORM™

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](http://www.konami.com)

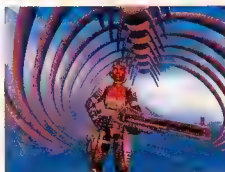




## PREVIEW GALLERY

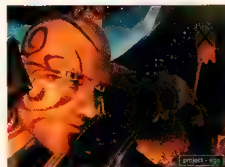
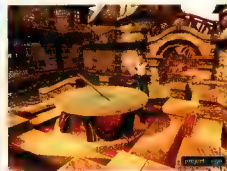
### Brute Force

While using the words Brute Force alongside Bill Gates sounds less kosher than billionaire virgin, they fit. Xbox owners will soon enjoy a third-person, tactical squad-based shooter (from developer **Digital Anvil** and due out **late next year**) that challenges you to eliminate foes with enough prejudice to do Alabama lawmakers proud. Traveling the cosmos on clandestine gigs, your team (which includes assault troops, snipers, and scouts) visits four worlds. From volcanic Shadoon to swampy Ferix, you rock-'n'-sock nasty critters minigun-, sonic canon-, flamethrower-, or psychic blast-style. Commanding allies remotely or switching troops on the fly, dogooders actually grow in power as the game progresses. Expect a gorgeous, detailed adventure that brings the pain like *Method Man*, only with fewer catchy puns.



### Project Ego

Screw the name—this isn't some sort of supermodel (or game journalist) simulation. Instead, think more intellectually stimulating, if less ambitious. Imagine an RPG where your alter-ego lives, grows, ages and occasionally bashes monsters before your very eyes. Such would be the brainchild of Peter Molyneux's (best known for PC god-games *Populous* and *Black & White*) protégé **BigBlueBox Studios**, who've created a virtual world like no other. Choices have permanent, marked effects, so avoid siding with good or evil unless absolutely necessary (like when one of those uppity trolls gets all up in your face or something). As for gameplay, nothing has been written in stone, though you can safely bet the title will push frontiers. Look for this innovative game in **late 2002**.

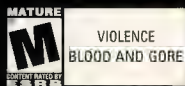




© 2004 Microsoft Corporation. All rights reserved. Microsoft, Halo, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Halo, Halo products and company names mentioned herein are the trademarks of their respective owners.

\*\*\*\*\*  
**THEY SAY THERE ARE ONLY  
A FEW HEROES  
LEFT ON THIS WORLD.  
YOU, SOLDIER,  
ARE ABOUT TO FIND OUT WHY.**  
\*\*\*\*\*

This is no place for subtlety. This is no place for pity. This is a place where aliens want to turn humans into a bad memory. This is a place where strategy matters indoors and out, where your weapons and vehicles are both human and alien. This is a place for carnage. This is HALO.™



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







# MX2002

FEATURING  
**RICKY CARMICHAEL**

THE EVOLUTION OF MOTOCROSS



PlayStation.2



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



# Hoshigami: Ruining Blue Earth

**Publisher:** Atlus  
**Developer:** MaxFive  
**Players:** 1  
**Genre:** Strategy-RPG  
**% Done:** 85%  
**Release:** December 2001  
**Also Try:** Final Fantasy Tactics  
**Web Address:** www.hoshigami.net  
**The Good:** Great character designs, complex and rewarding gameplay, and good translation.  
**The Bad:** Haven't we seen this game before? No, wait, that was Final Fantasy Tactics.  
**And The Ugly:** Hoshigami: Ruining Blue Earth? Say that five times fast.



What RPG would be complete without the smoldering wreckage of the hero's hometown? (left)

Like Final Fantasy Tactics, the battlefields in Hoshigami are kinda small. (left)

**H**oshigami is a strategy-RPG in the tradition of Tactics Ogre and Final Fantasy Tactics. It's so much in this tradition that persistent rumors on the Internet arose, suggesting that disgruntled staff from FFT had left Square to create this game. While these rumors turned out to be false, they're not hard to believe. The game takes many of its visual and gameplay cues from Square's giant of the genre. These references are balanced out with a number of new, innovative systems and a much more cohesive, coherent presentation. This allows for a much less murky story. As in FFT, you'll move a force of soldiers across a battlefield and participate in turn-based battles against a myriad of enemy characters. Strategy and tactical planning are key to succeeding in these battles.

The gameplay innovations set this one apart from other games in the genre. The first is the Ready for Action Points (or "RAP") system. RAP governs everything your character does during battle; walking across the battlefield, casting spells ("Coinfeign"—spells enchanted in special

coins in the Hoshigami world) or physically attacking foes expends RAP. If you have extra RAP left over after an attack, you can even choose to attack again. Hoshigami offers a new level of strategy using the "Session" system. If you correctly position your forces throughout the battlefield, an attacking character can "shoot" an enemy backward with a blow of his sword. The enemy will ricochet into another member of your group, who can also strike the foe and send him toward yet another of your characters. Properly executed Session attacks net you bonuses in gold and items at the end of a battle.

Strategy fans who've dispatched the rest of the slim pickings on PlayStation should pay attention to this one. With a familiar look and feel that emulate the top names in the genre and enough innovation to set itself apart, Hoshigami is at the top of its game. The fact that the presentation is good, the translation is solid, and the character designs absolutely rock don't hurt either. Atlus' probable final PlayStation 1 title appears to be a worthy final chapter to their history of providing some of the most compelling RPGs on the system.

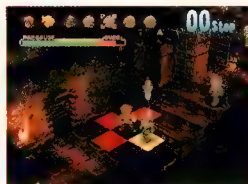
—Christian Tuttle

FANTACTIC

## Not Final...

In July, Sony reprinted Square's classic Final Fantasy Tactics, a game that was clearly an inspiration for Hoshigami. FFT first came out in 1998, and a small print run ensured that it was a premium game available only for high prices on eBay until this summer. Fans of the game will remember its "classic" translation. ("Master of all swords, cut enemy! Night Sword!")

FFT's director, Yasumi Matsuno, went on to create Vagrant Story (PS2) and is now working on FFXII. Fans of Hoshigami should definitely check out Tactics and vice-versa. Either game will give you your fix of strategy, although only FFT provides total incoherence.



WHOSE REGIME REIGNS?

## Clash of the Tacticians

	FF TACTICS	VS.	HOSHIGAMI
Main Dude	The blond-haired star of the game is Ramza, a young knight who's swept up into a burgeoning war.		The blond-haired star of the game is Fazz, a young mercenary who's swept up into a burgeoning war.
Buddies	Ramza's best friend is Delita, a short-haired fellow knight who mysteriously disappears.		Fazz's best friend is Leimrey, a long-haired fellow mercenary who mysteriously disappears.
Gameplay	The gameplay experience most accurately simulates calculus.		The gameplay experience most accurately simulates an anime club.



Exclusively at  
**SEARS**

PlayStation®2

Receive  
**\$5 OFF**  
any of these  
**NEW and  
EXCITING  
PlayStation®2  
games!**



Jak and Daxter: The Precursor Legacy™  
ICO™ • OKAGE: Shadow King™  
Kinetic™ • Gran Turismo™ 3 A-Spec™  
NFL GameDay™ 2002

**\$5 off**

STORE COUPON • EXPIRES 2/15/02



R57727836724500

**\$5 off**

Receive **\$5 OFF** one of these  
**PlayStation®2 games!**



Jak and Daxter: The Precursor Legacy™  
ICO™ • NFL™ GameDay™ 2002 • Kinetic™  
OKAGE: The Shadow King™ • Gran Turismo™3 A-Spec

**SEARS**

Good for \$5 off the purchase of Jak and Daxter: The Precursor Legacy, ICO, NFL GameDay 2002, Kinetic, OKAGE: Shadow King, and Gran Turismo 3 A-Spec at Sears electronics department. Off regular purchase price. Valid 11/12/01 - 2/15/02 only. Offer not good on layaway balances, gift certificates or credit card payments. Not valid with other coupons or offers. Not valid with any other discounts or offers. Limit one coupon per transaction. One per customer. Void if copied or transferred and where prohibited by law. Cash value .120¢. ©2001 Sears, Roebuck and Company. Selection guaranteed on your money back. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc.

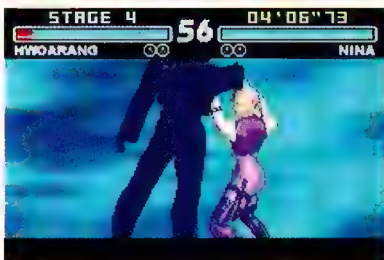
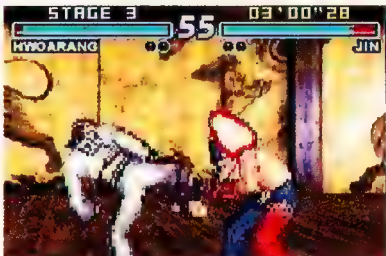
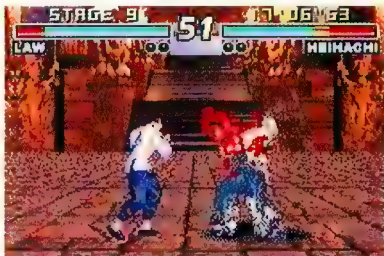


**JEDI POWER BATTLES**

Jar Jar Binks fans will be delighted to see the bumbling Gungan's debut on the Game Boy Advance as a helpful guide on level 2. Of course, most other people will be unhappy to discover that your lightsaber is totally ineffective at cleaving him in two.

**Tekken**

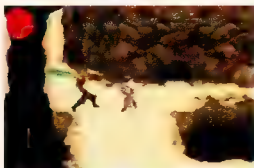
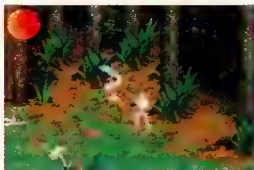
Namco's portable fighter landed in our office this month, and it looks damn good on the GBA hardware. It's pretty much what we've seen in Tekken 3 with no frills or bonus modes beyond Time Attack and Survival. But the mock-3D perspective is surprisingly easy to see and play with, and the two-player link mode will certainly make Tekken GBA earn its keep. It even features little cutscenes to call out especially potent attacks (lower-left screen) and make you feel extra stupid for falling into them. Tekken is out this **November**.



**Star Wars:  
Jedi Power  
Battles**

This **December**, we suggest you pack extra batteries for your lightsaber...er, Game Boy Advance, while fighting the Dark Side as Obi-Wan Kenobi, Qui-Gon Jinn or Mace Windu. Other Star Wars characters from *Episode I* make an appearance, along with 10 levels of droid-bashing, Sith Lord-ass kicking, and Trade Federation-busting fun.

THQ's handheld Star Wars adventure, which is a remake of an older Dreamcast title, will arrive just in time to coincide with the theatrical debut of *Episode II*'s trailer. Now at least you'll have something to play while you wait in a cold, cold line to see it.



**MotoGP**

THQ continues their aggressive GBA support with a two-wheeled speed demon of a game based on Namco's cool PS2 title of the same name. MotoGP features all three professional 125cc, 250cc and 500cc classes. Twenty real-world tracks, varying weather conditions, and a dozen bikes "supplied" by Honda, Suzuki and Yamaha flesh out the options. But the best part is the four-player support, which will stoke your competitive fires via link-cable action. While the game looks unnerveingly simple, it may provide gamers with a high-speed fix when it ships this **November**.





FOR GAME BOY ADVANCE

# DOOM

BLAST  
YOUR  
WAY TO  
FREEDOM

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



**24 Levels of DOOM!**

Wired your way through DOOM's maze-like levels filled with hell-spawned demons.

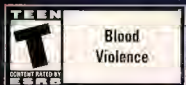
**Blast 'em Out! Well!**

Take on 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+ players together for the ultimate Deathmatch!

GAME BOY ADVANCE



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



ACTIVISION

©2004 id Software. All Rights Reserved. Published and distributed by Activision Publishing, Inc. under license. Developed by David A. Palmer. id Software, DOOM, the DOOM logo, the id Software logo and all logos are registered trademarks or trademarks of Activision, Inc. in the United States and other countries. Activision is a registered trademark of Activision, Inc. and its affiliates. Electronic Arts, Nintendo, Game Boy, Game Boy Advance and the Official logo are trademarks of Nintendo. ©2004 Nintendo. All ratings are a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



Waiting for your teeth to fall out isn't the quickest way to get rich. If you really want to make mega moola, the tooth fairy is gonna have to work overtime. In Wario Land 4, Wario will do ANYTHING for money; even if it means getting scorched, flattened or frozen.

It's just the price you have to pay to be this greedy. LIFE ADVANCED™

**WARIO LAND 4**



COIN COLLECTING, **ADVANCED.**



EVERYONE  
**E**  
ESRB  
RATED  
FOR ALL AGES

Comic Mischief

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

© 2001 Nintendo.™ and Game Boy Advance are trademarks of Nintendo.  
© 2001 Nintendo Game and GameBoy.® Advertisé sold separately.

By the EGM staff

# THE BEST

**W**hen someone told us this 150th issue was our sesquicentennial anniversary (and after we looked in the dictionary to make sure we weren't being dissed), we figured, "Hey, let's celebrate!" And we focused our fiesta on the games that got us here.

So, after weeks of bitter feuding, ego bruising and even some fisticuffing, the EGM staff unabashedly presents its picks for the 100 best console games of all time. What do we mean by "best"? Simple: These are the games that we still wanna play today. In other words, if we were forced to pack only 100 console titles for a lifelong exile on some deserted island—preferably an island with cable TV and the Hawaiian Tropic Bikini Team to multiplayer with—these are the games we'd crate out to sea. Oh, we had a few rules, too: We could only pick titles released in the U.S., and we couldn't count game compilations (although we could consider individual games within compilations if they were the best version).

Now, we know you're going to have issues with our picks, so we figure we'd head off your angry feedback at the pass with this FAQ...



# 100 GAMES EVER

**Q:** Hey, why aren't Halo, Tony Hawk 3, Metal Gear Solid 2 and all the other games you guys have been yakking about lately on this list?

**A:** Confucius say, "Fool who rank game with fresh shrink-wrap smell make smelly fool of himself." Er, or something like that. Anyway, the point here is we're so hyped up on this holiday's roster of brilliant new games that we're itching to put a few in the top 100 list. But we need some perspective—some time to sit back and consider the merits of fresh-outta-the-box hits like Halo and MGS2 long after we beat them—before we do declaring this or that one of the best games ever. Consequently, we only considered games that hit store shelves before Oct. 31, 2001.

**Q:** Where the heck are Pong, Space Invaders, Doom, and all the other classic and revolutionary stuff?

**A:** Sorry, but this list ain't about the 100

most influential games of all time (although you'll find those titles in a sidebar within the feature). You want nostalgia? Go play Pong. You want a kick-ass game? Go play Virtua Tennis.

**Q:** I remember some of the games on this list getting ho-hum scores back when you reviewed 'em. What's the big idea?

**A:** No conspiracy here. Remember, games are reviewed by only three (and in the old days, four) members of the staff, who are picked to provide a well-rounded trio of opinions of each title. But we have a lot more than three reviewers on staff, and they all have lots of opinions. In the democratic process of putting together this list, every good game got its due.

**Q:** Are you ever going to get on with it?

**A:** All right, all right. We get the message. Just turn the page, you sesquicentennial party pooper.

## DECATHLETE

Sega Saturn  
Sega, 1998

100



Gamers often dismiss them as "button mashers," but track-and-field-style titles still hold a place in our hearts for their simplicity and multiplayer show-downs. DecAthlete represents the best of this breed. The wide variety of events here demand real skill and timing in addition to quick-fingered endurance.

## WIPEOUT XL

PlayStation  
Psynopsis, 1998

99



Throbbing techno beats, futuristic visuals and corkscrewing suspended tracks are commonplace in its genre today, but no imitators top this crown jewel of the WipeOut series. The courses are extremely challenging to navigate. But factor in the well-balanced arsenal and you have one addicting racer.

## QUAKE III ARENA

Dreamcast  
Sega, 2000

98

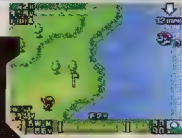


Maybe it doesn't have the involving single-player experience or deep multiplayer options of Perfect Dark (#65), but Quake III has its own ace in the hole: online play. The thrill of killing strangers all over the world, plus great weapons and level design, make up for the four-player limit.

## MARIO GOLF

Game Boy Color  
Nintendo, 1999

97



Take Mario Golf to the can and you're in danger of putting your ass to sleep permanently—it's that good. While most GBC titles only mimic the big boys, Mario Golf is even better than its N64 brother. Highly addictive gameplay and challenging RPG elements come together nicely in this ultra-fun on-the-go golf sim.

## PHANTASY STAR

Master System  
Sega, 1988

96

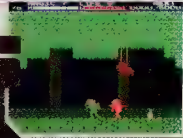


This milestone RPG's 3D dungeon effects—which dropped jaws back in '88—may look positively prehistoric today, but there's no denying that the planet-spanning quest has withstood the test of time. Just when you think you're at the end, it throws you a new twist. The cart cost \$70, but you got your money's worth.

## ZELDA II: THE ADVENTURE OF LINK

NES  
Nintendo, 1988

95

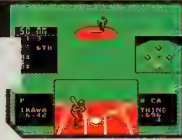


Although quite a departure from the original Zelda, this sequel holds its own as an action-RPG, with great side-scrolling combat, awesome dungeons and a long, hard quest. Despite being the oddball of the series (but not nearly as odd as the awful CD-i Zeldas—see page 166), Zelda II is a must-play for fans.

## BASEBALL STARS

N64  
SNK, 1999

94

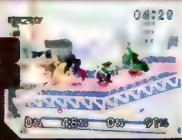


Next-generation baseball games have been so lackluster that it makes us appreciate this old-but-addicting title which emphasizes the basics of the sport rather than the fluff. But it also has features that rival current games. The most notable: Creating and developing players into...well, baseball stars over time.

## SUPER SMASH BROS.

Nintendo 64  
Nintendo, 1999

93



Classic Nintendo characters kicking the crap out of each other? Hell, yeah! We like the fact that the Big N can let their hair down and allow their most treasured franchises to punch, kick, shoot and throw their asses out of the ring in the ultimate multiplayer melee. The GameCube sequel will be even better.

## ICE HOCKEY

NES  
Nintendo, 1988

92



Who needs real teams or players when you get to run the skinny guy into the boards with the fat guy? Topnotch simulation it ain't, but this is the most timeless hockey video game out there. Grab an NES, a friend and two controllers to see what we mean. Just remember, the fat guy hits hardest.

## THE ALMOST-MADE-ITS...

Any big battle is going to have its casualties, and in the case of our weeks-long skirmish to put this feature together, those casualties are the editors' personal faves that nearly made the list but got shot down in the final vote. So in memorial of those classic games gone MIA, we've listed along the bottom of our top 100 each EGM editor's picks that didn't quite make the final cut...

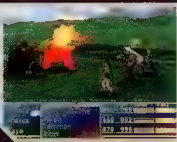


## FINAL FANTASY VII

PlayStation  
Sony, 1997

91

Revolutionary for its previously unmatched CG cinematics that seamlessly blended with amazing prerendered backgrounds, FFVII marked a new generation of RPGs (and spikey-haired dudes) that not only put Square at the top of its game but also upped the bar on what gamers expect from an RPG these days.

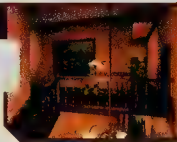


## RESIDENT EVIL

PlayStation  
Capcom, 1996

90

They've improved on the graphics and certainly the dialogue (see Worst Game Lines Ever sidebar) in later editions of the series, but for pure story and genuinely creepy atmosphere, nothing can touch the original RE. Never played it? Just wait for the GameCube remake for an even creepier experience.

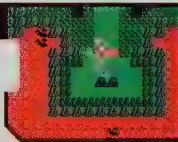


## DRAGON WARRIOR IV

NES  
Enix, 1992

89

This 8-bit epic, with its multi-chapter setup and heavy emphasis on story and character development, was years ahead of its time. Finding out what all the fuss was about is tricky—DWIV is one of the rarest games around, and its two 16-bit follow-ups were never released here. But don't go blowing \$100 on eBay just yet. Enix is readying a PlayStation remake of DWIV for early 2002. And this version will be more than a straight port. Enix has reworked the game from the ground up and given it a 3D facelift, using the game engine of the recently released DWIII. Designer and scenario writer Yuji Horii says Enix originally planned to redo part IV for the Super NES. But by the time they got around to it, the 16-bit era was already over. Can you say, "D'oh!"



## VIRTUA TENNIS

Dreamcast  
Sega, 2000

88

If you think a forehand and a backhand stroke are types of spankings, then this is the tennis game for you. It plays more like Pong than anything else, but has enough smashes and lobs to keep fans of the sport happy. And if not, the zany yet ingenious minigames will win them over. Tennis Bowling, anyone?



## SEGA RALLY 2

Dreamcast  
Sega, 1999

87

The original Saturn Sega Rally is still awesome in our book, but this visually stunning sequel edges it out by retaining the arcade flash while tuning the power-slide-rich physics. The four-fold increase in cars and tracks doesn't hurt, either. And if you're up to the challenge, SR2's 10-year championship will keep you busy for days.

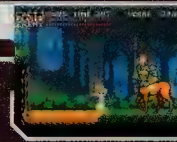


## ACTRAISER

Super NES  
Enix, 1991

86

Take side-scrolling, sword-swinging action and mix it with some light strategy and you've got ActRaiser, which creates an almost hypnotic atmosphere thanks to its lush graphics and beautiful soundtrack. Besides, how many games let you fly around as a naked cherub, bossing around mortals and blowing stuff up?



### BEHIND THE MUSIC

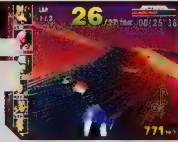
If anyone pushed the Super NES's powerful sound chip to the max, it was Yuzo Koshiro, the maestro behind ActRaiser's orchestral score, as well as the music in Revenge of Shinobi (#73), Shenmue and Streets of Rage. "When I was in grade school, I was hooked on Space Invaders," says Koshiro, the son of a pianist. "And while in high school, I played games from Namco, Sega and Konami. They inspired me to compose music for video games." Koshiro remains an avid gamer who prefers 2D visuals to polygonal graphics—although he has a soft spot for first-person shooters. "I mostly play Team Fortress these days," he says. "Before that, though, I played through every game in the Street Fighter II series."

## F-ZERO X

Nintendo 64  
Nintendo, 1998

85

F-Zero X nixes the flat-as-a-sheet-of-paper courses of the Super NES original and adds stomach-lurching hills, loops and—most importantly—loads of opponents to race against. Plus, you can turn your racer into a weapon by spinning it while in a crowd of other cars. It's fast. It's furious. It's a helluva lot of fun.



WINN "THE MASS SHOOT" NESU gets freaky with:

**BURGERTIME** (multiplatform), **MINE STORM** (Vectrex), **METAL MARINES** (Super NES), **THE DREAMCOURT FACTOR** (Intellivision) and **ROBO: TREASURE OF TARMIN** (Intellivision)

...on the other side.

# DEAD OR



HITOMI

The fastest and

most powerful of the lightest female fighters.



Violence  
Mature Sexual Themes

**TECMO** 100% GAMES

Dead or Alive™, DOA™, Hitomi™ and Dead or Alive® Tecmo, Inc. 1996, 1997, 1998, 1999, 2000. Hitomi is a registered trademark of Tecmo. Tecmo, Inc. P.O. Box 21213-B Hawthorne Blvd., Torrance, CA 90505. p (310) 944-5005 f (310) 944-5344. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation. Similar to other countries, may be used under license from Microsoft. The ratings logo is a trademark of the Interactive Digital Software Association.





Revolutionary  
and stunning  
new graphics

# ALIVE 3

← The most technologically advanced fighting game ever made. →

ONLY ON  
XBOX



The grass is greener @ [www.deadoralive3game.com](http://www.deadoralive3game.com)



## SAMURAI SHODOWN II

NeoGeo  
SNK, 1994

# 84

SamSho's spin on 2D fighting was

simple: Give everyone weapons and randomly toss out bombs and health. But it did this with style, damnit, peaking with part 2. You get characters with personality to spare, atmospheric backgrounds and music, and fantastic gameplay (even if Ukyo is a cheap bastard).

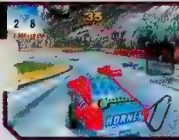


## DAYTONA USA

Dreamcast  
Sega, 2001

# 83

"Try to go easy on the car!" If that line doesn't ring a bell, you don't know what you're missing. Daytona USA takes the best of the coin-op's finely tuned racing and pumps it up with several cool new tracks, cars and four-player online play. And it's the hard-driving competition here that makes Daytona a must-have.



## KIRBY'S AVALANCHE/ MEAN BEAN MACHINE

Super NES, Genesis  
Nintendo/Sega, '95/'93

# 82

Gamers love these two puzzle titles for their simplicity (just match up blobs of the same color). Sadists love them because they allow you to set up massive combos that can choke out an opponent in one fell swoop. The formula works well and is still fun today—watch for a Game Boy Advance edition (Puyo Pop) in March.

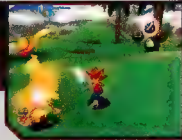


## APE ESCAPE

PlayStation  
Sega, 1999

# 81

More than just a great 3D platform game, Ape Escape uses the Dual Shock controller in clever ways that'll drive you bananas. Twiddle those little sticks to paddle a rowboat, drive an RC car, cruise around in a tank—the control scheme changes all the time. And its chimps out-monkey Monkey Ball in pure personality.



## SKIES OF ARCADIA

Dreamcast  
Sega, 2000

# 80

Who would have expected a barely hyped RPG called Skies of Arcadia to come out and kick Grandia II's ass with its massive quest, high-flying air battles, beautiful ship designs and awesome sense of exploration? Now that the game is heading to the PS2 and GameCube, you have no excuse to miss out on this one.



## MARIO KART 64

Nintendo 64  
Nintendo, 1997

# 79

Despite better graphics, four-player splitscreen play and a reworked power-up system, the N64 version of Mario Kart just doesn't duplicate the ingenious level design of the original, but it's still great. It added more technique to the power-slide (do it right and you can get a mini turbo boost), not to mention rolling hills.



## STAR FOX

Super NES  
Nintendo, 1993

# 78

Star Fox introduced 3D polygonal graphics in a time when 2D was king. Today, these visuals look like they're made from half-melted Lego blocks, but the game itself is still fun, with a grand, Star Wars-like feel and creative stages that remind you that not all space shooters have to be serious to be enjoyable.

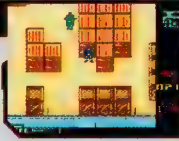


## METAL GEAR SOLID

Game Boy Color  
Konami, 2000

# 77

As a side-story to the Metal Gear mythos, MGS on the GBC is a surprisingly faithful rendition of tactical espionage action—even harder than old NES installments. What's more amazing is all the extras Konami's thrown into the package: tons (150 plus) of VR Missions and two-player link mode action!



## THE 5 MOST INFLUENTIAL GAMES EVER

1. Super Mario Bros. NES
2. Super Mario 64 Nintendo 64
3. Dragon Warrior NES
4. Street Fighter II Arcade
5. Tony Hawk's Pro Skater PlayStation



SEE "WEST COAST APE" CHOU dig:

ATOMIC ROBOTIX (TurboGrafx-16), MAGICIAN LORD (Neo-Geo), ENHÄNDER (PlayStation), TARGET EARTH (Genesis) and CYBERNATOR (Super NES)





Logitech's Cordless  
Controller for PlayStation,  
PS one, and PS2.



Play up to 20 feet  
away. With 50 hours  
of battery life.



2.4 GHz technology  
for instant response  
from any angle.



Play fast and loose.  
Play where you want.

**WIN THE BATTLE. LOSE THE CORD.**



Logitech

[www.logitech.com/cordless](http://www.logitech.com/cordless)

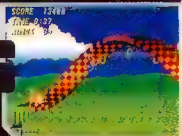
©2001 Logitech, Inc. All rights reserved. Logitech, the Logitech logo, and Cordless Controller are trademarks of Logitech, Inc. in the U.S. and other countries. PS2, PS one, and PlayStation are trademarks of Sony Computer Entertainment, Inc. in the U.S. and other countries. All other trademarks are the property of their respective owners.

## SONIC THE HEDGEHOG 2

Genesis  
Sega, 1992

76

Gamers weary of Mario's plodding pace flocked to Sonic's speedy ways in a flash. This sequel adds sidekick Tails, nicer graphics, a two-player mode, speedier gameplay and even a faux-3D halfpipe. And to think, it eventually became a Genesis pack-in. Still, the level design doesn't top the original's.



## THE REVENGE OF SHINOBI

Genesis  
Sega, 1989

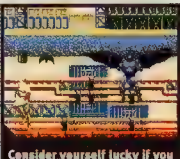
77

While the word "classic" rarely pops into your head when you think of early Genesis games, Revenge of Shinobi definitely falls into that category. This is top-notch side-scrolling ninja action, complete with magic attacks, showers of shurikens and even a little swordplay. Joe Musashi's second adventure remains the best one in the series.

One of the bosses in Revenge of Shinobi is none other than your friendly neighborhood Spider-Man. What's even more surprising, though, is that upon defeating of Webs, he morphs into Batman and continues the fight—but only if you own the very first U.S. version of the game. Since Sega refused to pay DC Comics for the rights to the caped crusader, later versions of Shinobi have

### BATMAN ROBBIN'

Spidey transforming into a more nondescript bat-creature for the remainder of the battle. Of course, you can pretend it's Batman.



Consider yourself lucky if you see Bats in your Shinobi cart.

## LUNAR: SILVER STAR STORY COMPLETE

PlayStation  
Shooting Design, 1999

75

Classic, hand-drawn animation and

wonderful voice acting combine with a great story to make Lunar one of the best RPGs without the words "Final" or "Fantasy" in the title. Guide young Alex as he fulfills his dream of becoming a Dragonmaster and learns how important his girlfriend is to Lunar's future.

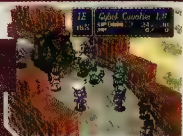


## SHINING FORCE III

Saturn  
Sega, 1998

74

Strategy-RPG fanatics were in tactical heaven when Sega released the first part of SFIII (which actually hit Japan in three parts). Fans subsequently cried bloody murder when Sega failed to bring parts 2 and 3 here, but that doesn't detract from its fast-paced plot, classic Shining Force gameplay and slick visuals.



## ADVANCE WARS

Game Boy Adv.  
Nintendo, 2001

72

Topping even the TurboGrafx-16's seminal Military Madness, Advance Wars takes classic turn-based strategy and soups it up with a killer four-player mode that can make two hours whiz by in a heartbeat. Even the single-player game got us weepy, though it was probably just from staring at the tiny GBA screen.

Advance Wars takes classic turn-based strategy and soups it up with a killer four-player mode that can make two hours whiz by in a heartbeat. Even the single-player game got us weepy, though it was probably just from staring at the tiny GBA screen.



## PHANTASY STAR II

Genesis  
Sega, 1989

71

PSII is the crown jewel of this sci-fi-meets-sword-and-sorcery series (unless you count PSO). It has a huge quest, one of the best final bosses ever, and a main character who dies halfway through the game. What more could you want from an RPG? And the neatest part: That awesome final boss isn't really the final boss.

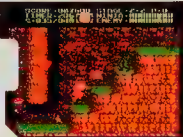


## NINJA GAIKEN II: THE DARK SWORD OF CHAOS

N64  
Tecmo, 1999

70

This ninjafic side-scroller outdices the other two games in the Ninja Gaiden series—and that's saying a lot. Gaiden II features blazing-fast sword-slashing action and some totally cool bosses, not to mention a great story told through nifty cutscenes, which were still a novelty back when this game hit.

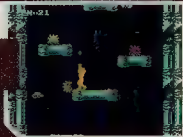


## METROID

N64  
Nintendo, 1987

69

Snatching the prestigious 69 slot from its occupant (Snatcher for Sega CD) on the top-100 list we ran four years ago, the 15-year-old Metroid still rocks our VW van. The spooky space score hooks up seamlessly with the dark alien setting to spawn an adventure game way ahead of its acid-washed time.



**CRIPPLE "FEATURES DUDE" NUMBER 5** Five games that didn't make the list:

**LEGENDARY AXE** (TurboGrafx-16), **G.DARIUS** (PlayStation), **DEVIL DICE** (PlayStation), **CONTRA: HARD CORPS** (Genesis) and **BONK'S ADVENTURE** (TurboGrafx-16)



# THEY'RE REVOLTING!



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



So sorry, they're revolting, uprising against the conniving, corporate clods of Oddworld that are eating an entire species to extinction. And you can join the fight. Be both Munch and his fistulent friend Abe in cooperative game play. Hit some twisted power-ups along the way, and lead the revolution against the misguided power mongers. C'mon. The fate of Oddworld is in your hands.

**ODDWORLD**  
**Munch's Oddysee™**

**POWER-UPS TO THE PEOPLE!**



COMIC MISCHIEF  
VIOLENCE



ONLY ON  
XBOX

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

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

XBOX

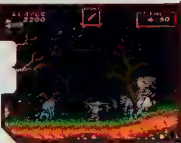
## SUPER GHOULS 'N GHOSTS

Super NES  
Capcom, 1991

# 68

Go back and play Super Ghosts 'N

Ghosts today and you'll probably agree that it's still one of the toughest run-and-jump platform games ever made. But Capcom has sugarcoted this bitter pill with sweet graphics and special effects. Some would argue the Genesis G'N'G is better. To that we say: No, it's just easier.



## STREET FIGHTER ALPHA 3

PS/DC  
Capcom, 1999

# 67

Topping SF Alpha 2 was tough, but the complexity and style added by SFA3's "isms" make it the preferred game of many casual fans and tournament players alike. Frequent players here at EGM and gamers around the world continue to discover new combos and tactics for this fighter. We're ready to take you on.



## DONKEY KONG

Game Boy  
Nintendo, 1994

# 66

Here's the good news:

This handheld hit faithfully reproduces all three levels of the 1981 coin-op. Now here's the really good news: From level four on, Donkey Kong becomes a clever action-puzzle game that'll keep you hooked right up to the last level. It's the perfect ape escape from a long car trip or lame-o class.



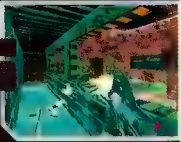
## PERFECT DARK

Nintendo 64  
Rare, 2003

# 65

Rare's GoldenEye was good.

This follow-up first-person shooter is better. It comes locked and loaded with more multiplayer options than any game in history, "simulant" bots, co-op play—everything but the Jimmy Bond license. If it weren't for its choppy framerate, you can bet PD would've placed higher.



## MEGA MAN II

N64  
Capcom, 1999

# 64

Jumping from box art disaster to Capcom poster boy, Mega Man can thank this top-seller for making him a household name. Never mind its endearing bosses and crafty power-ups; the genius musical score alone could get Mega Man II ranked. Even today, platform junkies swoon at the mere mention of this guy.



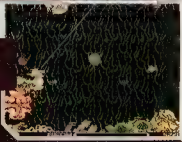
## R-TYPE (R-TYPES VERSION)

PlayStation  
Real, 1998

# 63

It's the side-scrolling shooter,

whose awesome bosses (one so huge it spans several screens), methodical pace and unique power-up system changed the genre forever. Most of us have fond memories of the impressive TurboGrafx-16 version, but there's no denying the PS rerelease comes closer to the arcade.



## THE 5 BEST GAME SECRETS EVER

1. Reaching the castle roof in Mario 64 without collecting all 120 stars—Wall-jump your heart out and it can be done.
2. See Samus without armor in Super Metroid—Beat the game in under three hours and our favorite interstellar heroin shows some skin.
3. Street Fighter II's same-character fights—Tapping a few buttons in the original Super NES SFII let you pit the same characters against each other. It's almost like Champion Edition!
4. The Super Mario Bros. Minus Worlds—Bust through a special wall in world 1-2 and you can access this super secret Mario world.
5. The Konami Code—Up, up, down, down, left, right, left, B, A and Start always led to the good life—and loads of extra lives—in old Konami games.

## RESIDENT EVIL 2

PlayStation  
Capcom, 1998

# 62

This return to Raccoon City doesn't pack the scare tactics of the original, but what it lacks in frights it more than makes up for in raw action and its nifty two-character dynamic. You need to beat RE2 at least twice—once as rookie cop Leon, once as Chris' sis Claire Redfield—to squeeze out every last drop of horror.

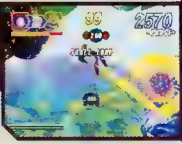


## NIGHTS...INTO DREAMS

Soburn  
Sega, 1998

# 61

Sonic grabs all the headlines, but many folks figure that Nights is the true zenith of Sonic Team's gameography. More of a flying time attack than a traditional platformer, the game's rave-y world packs so much solid gameplay that finding the best path to the highest score takes tons of practice. Awesome.



JOHN "JAPAN BUN" RICCIOPPO'S Specialized Six (minus one):

DRAGON WARRIOR III (Game Boy Color), HIG ICARUS (NES), FINAL FANTASY II (Super NES), WAVE RACE 64 (Nintendo 64) and LUPIN II: RISE OF THE SINISTRALS (Super NES)



# GII

EXTREME G RACING

NOW AVAILABLE FOR  
NINTENDO GAMECUBE™

IN THE FUTURE...  
WHAT'S BETWEEN YOUR LEGS  
IS ALL THAT COUNTS.



Your pulse quickens. Your stomach drops. You feel it in your toes. With an intense 60+ FPS frame rate and speeds over 100 mph, it's a super-charged, gravity-defying combat motorcycle racing that will blow your mind. And it's better than you ever imagined. Make you sit down and talk about it.



12 different super-charged bikes packing serious firepower



9 incredible racing circuits with gut-wrenching loops, twists, spirals & drops



Futuristic, interactive racing environments. city, desert, arctic, ocean & canyon



Mild Violence



PlayStation 2



In-game music by



**Acclaim**  
www.acclaim.com

WHERE THE  
WORLD SHOOPS FOR  
INTERACTIVE GAMES!

XB



XBOX  
accessories



\$24.99

FLASH MEMORY  
8 MB  
XBOX ACCESSORY  
INTERACT  
#210447-1



\$14.99

RFU ADAPTER  
XBOX ACCESSORY  
INTERACT  
#210472-7



\$9.99

S-VIDEO/  
AV CABLE  
XBOX ACCESSORY  
INTERACT  
#210470-1



\$29.99

POWERPAD CONTROLLER  
XBOX ACCESSORY  
INTERACT  
#210462-8



\$29.99  
EACH

COLOR CONTROLLER  
XBOX ACCESSORY  
INTERACT  
#210464-4



NINTENDO  
GAMECUBE accessories



\$29.99

SUPERPAD  
GAMECUBE ACCESSORY  
INTERACT  
#212494-9



\$14.99

RFU ADAPTER  
GAMECUBE ACCESSORY  
INTERACT  
#212503-7



\$9.99

S-VIDEO/AV CABLE  
GAMECUBE ACCESSORY  
INTERACT  
#212498-0



\$149.99

GAMECUBE S MONITOR  
GAMECUBE ACCESSORY  
INTERACT  
#212506-0

ALSO AVAILABLE:  
JET BLACK #212580-5

\*GAMECUBE NOT INCLUDED

WWW.

EBGAMES.COM

Prices valid in U.S. only. Typographical errors are not the responsibility of Electronics Boutique. Not all items may appear at our other locations. Prices may vary by location. At time of printing, all products are expected to be available. Some packaging, pricing, and special offers may differ in Canada. Prices and availability are subject to change. Manufacturers' delays are not the responsibility of Electronics Boutique.

©2001 Electronics Boutique.



# BEYOND THE LIMIT

**SB** electronics boutique®



**\$4.99**

**ADVANCED FUN PACK**  
GAME BOY ADVANCE ACCESSORY  
SJS GROUP LTD.  
#204587-0



**\$7.99**

**SPYLIGHT PROTECTOR**  
GAME BOY ADVANCE ACCESSORY  
SJS GROUP LTD.  
#206122-4



**\$9.99**

**GAMEPAD**  
GAME BOY ADVANCE ACCESSORY  
SJS GROUP LTD.  
#204589-8



**\$29.99**

**ARCADE STICK**  
GAMECUBE ACCESSORY  
SJS GROUP LTD.  
#213038-3



**\$29.99**

**FLIGHT STICK**  
GAMECUBE ACCESSORY  
SJS GROUP LTD.  
#213046-6



**\$19.99**

**4 MB MEMORY CARD**  
GAMECUBE ACCESSORY  
SJS GROUP LTD.  
#213040-9

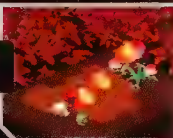
Call **1.800.800.5166**  
for the store nearest you! or  
Call **1.800.800.0032**  
to place your order now!

## SUPER MARIO RPG

Super NES  
Nintendo, 1996

# 60

The result of a dream collaboration between Nintendo and Square, *Super Mario RPG* is one of the finest RPGs to grace the Super NES. Its clever story and hilarious in-jokes will have you giggling like a schoolgirl, while the involving gameplay and excellent battle system will keep you entertained to the very end.



## VIRTUA FIGHTER 2

Sega Saturn  
Sega, 1996

# 59

VF2 packs such deep and complex fighting mechanics that, at the height of its popularity, kids were signing up for VF2 classes in Tokyo, getting the straight dope from certified VF masters. The Saturn version looks sharp, plays timelessly well, and features computer opponents that learn from your techniques.

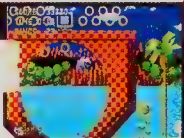


## SONIC THE HEDGEHOG

Genesis  
Sega, 1991

# 58

This classic is known for its 'bitchin' graphics, imaginative levels and nauseating sense of speed. (Remember Sega's "Blast Processing" marketing campaign?) It's also the title that propelled Sega into the mainstream, and gave the Genesis a fighting chance against the Super NES. We still have dreams about that fancy Star Light Zone level.



### STRAINED MOMENTS IN SONIC HISTORY

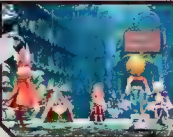
- **Sonic's Three Dads:** In 1990, Sega gave character designer Haoto Oshima, level designer Hirokazu Yashuhara and programmer Yuji Naka 11 months to craft a game and character to rival Nintendo's Mario. Sonic debuted 14 months later.
- **Seniority Rules:** Sonic designer Yuji Naka then quit Sega because he didn't like their seniority-based pay scale.
- **Need For Speed:** Naka was persuaded to come back. Word has it that a Porsche was involved in the negotiations.
- **Made in the U.S.A.:** Sonic 2 was developed by the U.S.-based Sega Technical Institute. Naka became discontent and left before it was completed.
- **Family Ties:** It wasn't long before Naka rejoined Sega and went on to head up top-listers Nights (#61) and PSO (#45).

## FINAL FANTASY IX

PlayStation  
Square SA, 2000

# 57

With its more light-hearted story and cuter characters—including super-lovable Black Mage Vivi—part IX feels like the throwback to the pre-PlayStation era of Final Fantasy most of us were waiting for. We like our Square RPGs chock-full of things like airships, black mages and moogle, and FFXIX's got 'em.

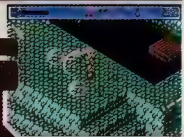


## LANDSTALKER

Genesis  
Sega, 1993

# 56

Landstalker is about as close to Zelda as Sega ever got. It features loads of hack-'n'-slash action along with some complex puzzles. In fact, they're a little too complex sometimes thanks to the isometric perspective that makes jumping a true nightmare in some scenes. Nevertheless, Landstalker's a classic.

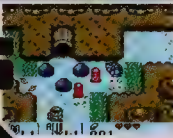


## THE LEGEND OF ZELDA: LINK'S AWAKENING DX

Game Boy Color  
Nintendo, 1998

# 55

Link's Awakening took the best elements of two classic Zeldas (the first one and A Link to the Past, both of which are in this top 100) and combined them to make one of the most incredible portable adventures of all time. DX brings the game into the 20th century by adding some color to the pale GB original.

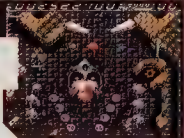


## DEVIL'S CRUSH

Windows/MS-DOS  
Mid, 1990

# 54

Satan-ized with marching demons and spinning pentagrams, Devil's Crush crunches pinball and shooter gameplay into a hell-spawned hybrid any God-fearing gamer will love. It ain't your typical silver-ball sim—your goal is to beat demonic baddies and open tons of bonus tables—but that's exactly why we like it.

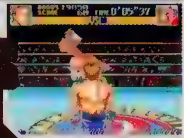


## SUPER PUNCH-OUT!!

Super NES  
Nintendo, 1994

# 53

Nintendo's follow-up to Punch-Out!! (#34), this brawler has nearly identical gameplay but adds a super-attack meter for added "punch." And old faces return with some new tricks alongside new boxers. Unless you're looking for realism, the only boxing game with more heavyweight fun than this sequel is the original.







NOW LAUNCHING FOR Xbox™  
TONY HAWK'S PRO SKATER 2x

TAKE IT TO  
THE NEXT LEVEL  
ON Xbox!

THPS2X LOGO

**TONY HAWK'S  
PRO SKATER 2x**

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



**ACTIVISION**  
**2**

BRAND REVOLUTION  
ACTIVISION2.COM



NEVER SOFT



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more info.

© 1999-2000 Activision, Inc. and its affiliates. Published and Distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Tony Hawk's Pro Skater, Tony Hawk's Pro Skater 2, and THPS are trademarks of Activision, Inc. All Rights Reserved. Developed by Triotech LLC. Licensed by Microsoft Corporation for use on the Xbox. All other trademarks and logos are the property of their respective owners. THPS and the Xbox logos are the registered trademarks of Microsoft Corporation in the U.S.A. and/or other countries and are used under license from Microsoft. All Rights Reserved. The image on is a trademark of the International Olympic Committee. All other trademarks and logos remain the property of their respective owners.

## HERZOG ZWEI

Genesis  
Sega, 1990

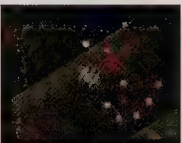


This first-of-its-breed real-time-strat classic puts you behind the stick of a transformable robot that must take over bases by building drones and ordering them to attack. Don't toss out your battle plan if things go awry. Just grab a gun, fly in, and take matters into your own hands.

### HERZOG LIVES

It may have slipped under gamers' radars back in '90, but HZ has a hardcore following online today. Amidst the FAQs and fan sites, the most touching show of affection comes from Arizona gamer Martin Actor, who's resurrecting HZ on PC using the Unreal Tournament engine. "Later games in the genre ignored what made HZ so great—the arcade style, simplicity of unit selection and focus on actual strategy rather than micro-management," Actor

tells us. "So I always wanted to see a sequel, and I figured I could do the original game justice via the UT engine."



See Herzog in 3D at <http://mep.beyondunreal.com/hz>

## CASTLEVANIA III: DRACULA'S CURSE

NES  
Konami, 1989



Released in NES' twilight days, Castlevania III dishes out some of the best visuals on the system, but it's the gameplay that put the game on this list. True to the original (without the RPG bits of part 2), this classic packs solid platform fun, with alternate routes and multiple characters—including SotN's Alucard.

## CONTRA

NES  
Konami, 1988



Kids who wanted to be astronauts suddenly wanted to be commandos in '88. Blame it on this side-scroller's never-ending intensity and wicked power-ups (our fave: the spreadgun). More teens knew the cheat code than knew the capital of Iowa, but it's the elite few who can conquer the aliens with three lives.

## GUARDIAN HEROES

Genesis  
Sega, 1995



Throw Final Fight, a big golden zombie, Street Fighter and all the insane 2D effects you can find into a blender and hit puree. Whip until creamy smooth and you'll get Guardian Heroes. And if the multiple characters and branching storylines aren't enough, the six-player Versus mode puts this game over the top.

## PAPER MARIO

Nintendo 64  
Nintendo, 2001



It may look like Mario Babies and lack the pedigree of Square-developed Super NES prequel Mario RPG (see #60), but Paper Mario offers more depth, side-quests and charm before 10 a.m. than most RPGs dish out all day. And unlike most battle systems, the game's combo-crazy combat is actually fun.

## PANZER DRAGON II ZWEI

Sega Saturn  
Sega, 1996



If the first Panzer Dragon intrigued the minds of gamers everywhere, Zwei captured them lock, stock and barrel. Featuring branching paths, the ability to affect the growth of your dragon, one of the most beautifully designed game worlds ever, and a box full of secrets, PDZ is a landmark shooter.

## POKÉMON GOLD/SILVER/CRYSTAL

Game Boy Color  
Nintendo, 2000



Look past the Poké-type and you're left with a fun and engrossing adventure game that taps a direct line to your inner child. Capturing and battling those cute lil' bastards is just the beginning. The internal clock, wide array of gadgets and a hundred new monsters make this newest Poké-quest the best.

## PHANTASY STAR ONLINE VER. 2

Dreamcast  
Sega, 2001



PSO does for consoles what PCs have been doing for years: bring people together, online. The unwashed gaming masses gather in PSO's lobbies, creating a console watering hole devoid of linguistic barriers. Sure, dungeon exploration gets old after a while, but the quest for rare items keeps you going.

marv "miniboss/suubliminal editor" macdonald likes to sleep with:

**MAGICIAN LORD** (Neo-Geo), **NAM 1975** (Neo-Geo), **SECRET OF MANA** (Super NES), **SONIC IS OVERRATED** (You know it's true), **BUSHIDO BLADE** (PlayStation) and **EINKÄNDER** (PlayStation)



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



>> Calibrated air in 5! Looks good, earns style points and offers faster view. But you lose lap time and possibly your best wheel no good air control?



>> Professional. It earns coins, but increases risks. A K B, crashing. And crashing equals denial. Equals less coins. Equals less. Means bank lost, chris.



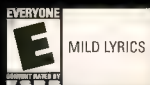
>> Welcome to NYC Circuit 0108. Virgin out and we're off race. You can't learn the line. Or just go for style points. Points. Over 1.3K. Points. And.

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

What's driving you?

**PROJECT GOTHAM**  
RACING™

[microsoft.com/games/projectgotham](http://microsoft.com/games/projectgotham)



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

XBOX

## SUPER MARIO KART

Super NES  
Nintendo, 1992

# 44

If you think we're crazy for listing this old-timer higher than Mario Kart 64 or Kart: Super Circuit, then we figure you never spent enough quality time with this originator of the kart-game species. The shortcut-crammed course design here is the best in the series, and we really miss the Feather-hop power-up in later games.



## FINAL FANTASY TACTICS

PlayStation  
Sony PSP, 2008

# 43

It has one of the most convoluted, poorly written/translated storylines in the history of video games—we still don't know what the plot is about. But FF Tactics took FFV's incredible Job system and turned it into a full-fledged strategy game, with amazing depth of play that can steal hours and hours from your life.



## CONTRA III: THE ALIEN WAARS

Super NES  
Konami, 1992

# 42

Back when the Contra series was still good, Contra III was the series' greatest installment. It overloads our senses with big bosses, incredible backgrounds and scaling and rotation effects, back when "scaling" and "rotation" were a big deal. And the two-player mode lets you share all the intensity with a bud.



## MS. PAC-MAN

Multiplatform  
Midway, 1981

# 41

Ms. Pac-Man is a timeless classic we EGM editors still find ourselves playing today. And did you know two MIT students/hackers in the early '80s reverse-engineered (Mr.) Pac-Man to create the girly version, which Midway bought and distributed? We always knew higher education had a point.

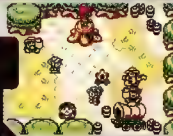


## THE LEGEND OF ZELDA: ORACLE OF SEASONS

Game Boy Color  
Nintendo, 2001

# 40

More action-oriented than Oracle of Ages, Seasons is a phenomenal adventure made even better by its ability to link up with Ages. You take control of the four seasons (no, not them) to solve Zelda-style puzzles and save the land of Holodrum, not to mention the Oracle of Seasons herself.



## THE LEGEND OF ZELDA: ORACLE OF AGES

Game Boy Color  
Nintendo, 2001

# 39

With more puzzles than GBC sibling Oracle of Seasons, Ages is a thinking-dude's action-RPG. The game has you fiddling with the flow of time, jumping back and forth between the past and the present, which totally factors into most of the head-scratching puzzles. Can't figure out what to do in the present? Zip back to the past and look for the answer. And true to the series, the dungeon design and bosses here are cunningly designed.



## R-TYPE DELTA

PlayStation  
Acrid, 1999

# 38

If any game can be forgiven for slowdown during play, it's R-Type Delta. Wave after wave of enemies and bullets pack the screen so tight that when things bog down, it's actually a relief. Three playable ships, a great power-up system and epic boss fights—a shooter that taxes your brains as well as your thumbs.



## RESIDENT EVIL CODE: VERONICA X

PlayStation 2  
Capcom, 2001

# 37

Code: Veronica proved that a demented, cross-dressing villain, assorted twisted bosses and enemies, and disturbing locales on two separate continents make for a damn tasty survival-horror stew. Thanks to its assorted extras, this PS2 port beats out the equally gorgeous Dreamcast version.



## THE THIRD ONE'S NO CHARM

Nintendo and developer Capcom originally slated the Oracle games to be a three-part series, so where's the missing Link? "The third Zelda game is unfinished, but it exists," says Yoshiaki Okamoto, executive producer (and president of Capcom-offshoot Flagship). "It probably won't be released because it's extremely difficult to link between three games. The debugging process takes forever, and it's hard to figure out which game the problems originated from." But don't blame Okamoto—it wasn't his idea to can the third title. "[Mario creator Shigeru] Miyamoto-san told us, 'Let's make the games two instead of three.' We were helped by his suggestion."

CHRIS "MORUS HOUND" JOHNSON still loves:

**Earthbound** (Super NES), **Parappa the Rapper** (PlayStation), **Super Baseball 2020** (Neo-Geo), **Mole Mania** (Game Boy Color) and **Streets of Rage** (Genesis)





wounds will  
heal...

## CHRONO CROSS

PlayStation  
Square EA, 2000

3F

Chrono  
Cross blew  
RPG fans and

Chrono Trigger devotees away by nailing all the elements that make an RPG great. You get a memorable story, endearing cast, traditional turn-based gameplay with some innovative twists, and top-notch soundtrack and visuals. It's enough to give this sucker instant-classic status.



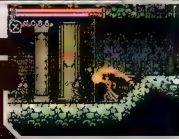
## CASTLEVANIA: CIRCLE OF THE MOON

Game Boy Adv.  
Konami, 2001

3F

Just 'cause  
it's stuck on  
a handheld

doesn't keep Circle of the Moon from being one of the best Castlevania games ever made. It combines classic zombie-spunk action with a clever "card" system that lets you mix elements for different power-ups and weapons—it's everything you need for a great action-adventure.



## MIKE TYSON'S PUNCH-OUT!!

N64  
Nintendo, 1997

3D

Body blow,  
body blow...  
knockout! Ah,

the sweet sounds of victory. With only a few punches in its arsenal and limited defensive moves, Punch-Out!! still tops modern boxing games in heavyweight fun. It took real skill to topple final boss Tyson. We're just glad he didn't come at us with his ear-nibbling finishing move.



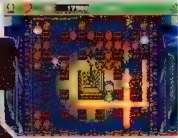
## SATURN BOMBERMAN

Saturn  
Sega, 1997

3F

We've seen  
several  
episodes in

this popular and always-fun series, but none (not even Dreamcast's Bomberman Online) can out-blast this one, an old-fashioned 2D party game that supports up to 10 players (yes, 10!). Once you've tried this, you'll never look at four-player (yawn) Bomberman the same way again.



## NCAA FOOTBALL 2002

PlayStation 2  
EA, 2001

3D

We never  
realized how  
adding it

could be to try to make your favorite college team climb through the rankings to a bowl game until we picked up this fast-paced baller. Whatever it lacks in realism, it makes up for in fun—a fact well demonstrated by the number of work deadlines it caused EGM staffers to miss.



## MADDEN NFL 2002

PlayStation 2  
EA, 2001

3D

Football  
series have  
come and

gone, but the latest in this bellweather franchise continues to impress. A decade of refined computer intelligence makes this the most realistic game on the field. Its graphics are stunning enough to make you overlook Madden and Summerall's zombie-like commentary.



## STREET FIGHTER III: 3RD STRIKE

Dreamcast  
Capcom, 2000

3D

While most  
people con-  
sider Street

Fighter II Turbo as their favorite Capcom fighter, SFIII: 3rd Strike is where many pros go to brawl. This amazingly animated, super-technical fighter rewards skilled players with the deepest 2D fighting action around. Forget about the 3D SF EX series. This is where it's at.



## SUPER MARIO BROS. 2 (ALL-STARS EDITION)

N64/Super N64, Nintendo  
98 (original)/93 (All-Stars Ed.)

2D

Based on a  
non-Mario  
Japanese

game, SMB2 is the freak of the series: You pick up enemies instead of bashing them, and this is the first and last time many of these enemies—including boss Wart—were seen. The version in GBA Super Mario Advance may be flashier, but we'd rather play SMB2 on the big screen.



## THE 5 BEST GAME LINES EVER

- "Why aren't I drinking today? Why don't you shut up before I get so angry I need a drink?"  
—Gusbay From Alundra on the PlayStation
- "Run, coward!" —Siniesta From Siniesta
- "Elf needs food badly!" —Gauntlet
- "I am going deeper into your mind...into your soul. You like Castlevania, don't you?"  
—Psycho Maniac in Metal Gear Solid
- "Thank you, Mario. But our princess is in another castle."  
—Toad in Super Mario Bros.

JAMES "WEST COAST SHORTSTOP" MILLIE gets off on:

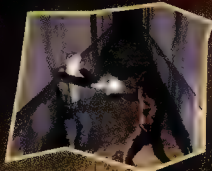
**NINJA SPIRITS** (TurboGrafx-16), **FIGHTING VIPERS** (Saturn), **VECTORMAN 2** (Genesis),  
**SILENT BOMBER** (PlayStation) and **BEETLE ADVENTURE RACING** (Nintendo 64)





... *but*  
*your*  
**mind**  
*will be*  
**scared**  
**forever.**

# SILENT HILL 2



Violence  
Blood and Gore



PlayStation®2

## HOT SHOTS GOLF 2

PlayStation  
Sony, 2000

23

The perfect game to bust out on a laid-back Sunday afternoon (along with a six-pack), Hot Shots 2 takes all the fun parts of golf—the skill, the gear, the crusty dudes with bad toupees—and leaves out the country clubs, real-life courses and golf celebs that most gamers don't give a gopher's ass about.

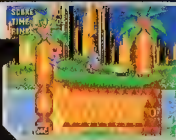


## SONIC CD

Sega CD  
Sega, 1993

27

Those new-fangled 3D Sonic games with all their polygons and extra characters still don't beat out Sonic CD as the best game in the series. SCD boasts good level design, a great soundtrack and a super-cool time-travel aspect that directly affects the game's ending. Sonic Team should mine this old gal for some ideas.

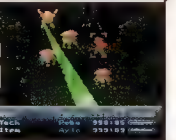


## CHRONO TRIGGER

Super NES  
Square, 1996

26

Time-tripping quest? Check. Unique battle system? Check. Soaring musical score? Check. Sounds like an RPG trifecta to us. And Chrono Trigger—which combos the best aspects of Final Fantasy and Secret of Mana—does deliver nearly everything we want in an RPG (except FF-caliber character development).



## THE LEGEND OF ZELDA

NES  
Nintendo, 1987

25

A classic in every sense of the word, the original *Zelda* is a masterpiece of game design, not to mention the very first game of its kind. Even today, *Zelda*'s perfect mix of action and exploration—complete with two huge quests and loads of secrets—will keep armchair adventurers glued to their TV sets for weeks.

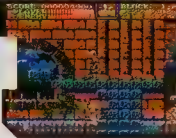


## SUPER CASTLEVANIA IV

Super NES  
Konami, 1991

24

Back before the Super NES was considered super-duper, this sucker put the new system through its paces with big sprites, rotating backgrounds and other nifty effects. Of course, the classic Drac game play that's made this series a hardcore fave was as solid as ever. And who can forget Simon's limp whip?



## THE 5 BEST ARCADE GAMES EVER

5. *Spy Hunter*  
Midway
4. *Tron*  
Midway
3. *Ikari Warriors*  
Tradewest
2. *Daytona USA*  
Sega
1. *Robotron 2084*  
Williams

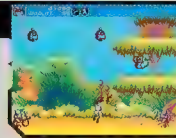


## GUNSTAR HEROES

Genesis  
Sega, 1993

23

No game shows off the Genesis' power like *Treasure*'s rookie effort. It's frantic, with combinable power-ups, unique levels and more things to shoot at than you can, well, shoot at. It's a blast as a two-player game—you can actually use your partner as a weapon by throwing him at enemies. Talk about teamwork!



## HOW 'BOUT A SEQUEL?

Sorry gang, but a *Gunstar* update ain't in the gameplan for *Treasure*, a company with a rep for not making follow-ups. "I want to do it," says *Treasure Prez* Masato Maegawa. "It's just that if we make a sequel, I think it should be done by the guys who made the [first game]. They're all separated and working on different titles now. We're not going to make a sequel just because it would sell. That would be a disaster." So why not a consolation prize, such as a *Gunstar* port for Game Boy Advance? "Every time I meet overseas publishers, they say, 'Please develop *Gunstar Heroes* GBA for us,'" he says. "I think making a new one would be better than just porting the title over to GBA."

SUPER MARIO BROS.  
(ALL-STARS EDITION)NES/Super NES, Nintendo  
'85 (original)/'93 (All-Stars Ed.)

22

It's 16 years old and nearly all of its sequels are better games, but the fact that the original *Mario* is so high on our list should show you how great this series truly is. If you've never experienced it, track down *Mario All-Stars* for the Super NES or *SMB Deluxe* for Game Boy Color. Then thank us by sending cash.







A STORY BEYOND TIME.  
AN ADVENTURE BEYOND BELIEF.

INCLUDES  
PREVIEW OF  
*BLOOD REAVEN 2*  
(Product Not Yet Rated)



THE LEGACY OF KATA SERIES  
**SOUL REAVER 2™**  
IN STORES NOW!



**EIDOS**  
INTERACTIVE  
GAMES WITH CHARACTER™

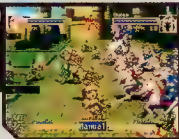
PlayStation 2



Blood and Gore  
Violence

© 2004 Eidos Interactive. Eidos, Eidos Interactive, the Eidos Interactive logo and the Eidos logo are trademarks of Eidos Interactive. Blood and Gore, Violence, and Mature are trademarks of the Entertainment Software Rating Board (ESRB).

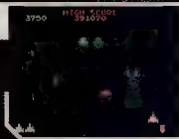
## DRAGON FORCE

Saturn, Working  
Designs, 1998  
**21**Dragon  
Force

defined epic

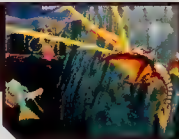
strategy gaming with *Braveheart*-caliber wars (with hundred-man armies!), battle-field-clearing magical attacks and nine different playable generals, each with his or her own storyline. Not even the almighty FF Tactics (#43) can top this one as our favorite strategy-RPG of all time.

## GALAGA

Multiple-Form  
Name, 1981  
**20**Galaga rais-  
es the big  
question:

Should you blow away the blue bugs for big points or let 'em capture your craft and then double your firepower? No matter your decision, this ultimate twitch shooter is a prime example of '80s game design at its purest. How many bonus Challenging Stages can you reach?

## PANZER DRAGON SAGA

Saturn  
Bega, 1998  
**19**Whether or  
not you  
agree that

PDS is the greatest Saturn game ever, anyone who's played it knows it's one of the most engaging and unique RPGs to hit any console. Saga brings the Panzer Dragoon series to a surprising, climactic end, which always left us wanting more. Now how about that Xbox version...

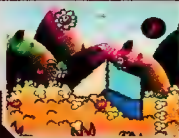
POKÉMON P  
LEAGUENintendo 64  
Nintendo, 2000  
**18**Some poo-  
pooed the  
Big N's deci-  
sion to add Pukémons to this souped-up  
version of Super NES Tetris Attack, but we  
appreciate the removal of the slowdown  
that plagued the 16-bit game. This amaz-  
ingly addictive puzzle title won over casual  
and hardcore gamers alike with its  
simple yet deep combo-crazy gameplay.TONY HAWK'S  
PRO SKATER 2PlayStation  
Activision, 2000  
**17**Store shelves  
creak under  
the weight of  
wannabes (Tony Hawk-style snowboard-  
ing, Tony Hawk-style surfing, Tony Hawk-  
style lumberjack log tossing, etc.), but  
don't hold that against this master of the  
Mountain Dew-sponsored genre. Its easy-  
to-learn free-form gameplay drops you  
into a Zen zone the second you pick it up.

NO PAIN, NO GAME...

You think something like THPS2 happens by accident? Well, it does—lots of accidents. "I dislocated my shoulder," says Neversoft Prez Joel Jewett, listing the injuries his team suffered while boning up to make the world's sickest skate series. "But that doesn't really stand up to associate producer Jeremy Anderson's broken humerus he got trying to air out of a vert ramp. And designer Junki Saita blew out

Jewett takes one for the  
team on his backyard ramp.

his posterior cruciate liga-  
ment from skating too  
agro at our Christmas  
party." Let's  
hope they all  
survive to  
make THPS4.

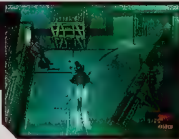
SUPER MARIO WORLD 2:  
YOSHI'S ISLANDSuper NES  
Nintendo, 1995  
**16**Never mind  
the crappy  
N64 sequel;

the original Yoshi's Island is where it's at, man. Beneath the trippy, pastel visuals lies one of the deepest, most enjoyable platform games we've ever played. It's a shame it came out so late in the system's life cycle, but if you missed it the first time, a GBA remake is on the way.

GRAN TURISMO 3  
A-SPECPlayStation 2  
Sony, 2001  
**15**Gran  
Turismo has  
shifted gears

from a mere racing game series to more of an interactive car museum. But that doesn't keep this latest installment from being loads of fun for gearheads and mainstream gamers alike. And in this third game we even get to drive F1 cars! Now if they'd just add the AMC Gremlin...

## METAL GEAR SOLID

PlayStation  
Konami, 1998  
**14**You're pack-  
ing heat, but  
the slightest  
noise will give  
you away. So what's  
a Solid Snake to do? Why, cling to the  
shadows, ferret through ventilation  
ducts, toss chaff grenades, liberate key-  
cards, beat the snot out of bad-ass bosses,  
avoid getting Metal Gear's footprint  
stamped on your face and save the world!

So what's a Solid Snake to do? Why, cling to the shadows, ferret through ventilation ducts, toss chaff grenades, liberate keycards, beat the snot out of bad-ass bosses, avoid getting Metal Gear's footprint stamped on your face and save the world!

Jeanne "Token Female Gamer" Kim has a hating on:

ICO (PlayStation 2), PARAPPA THE RAPPER (PlayStation), CASTLEVANIA (NES),  
NBA 2K (Dreamcast) and BUST-A-MOVE 2 (PlayStation)



- Nothing
- Break stuff
- Eat pancakes at 3 a.m.
- Sleep
- Wrestle for no reason at all
- Refer to strangers as "Slappy"
- Run naked
- Spit
- Stare squeeze cheese for money
- Pea outside
- Draw on friends while they sleep
- Steal goats
- Hang
- Play video games all the time**
- Light poo on tits, then run
- Shave monkeys
- Play sports
- Dump salt in friend's milk
- Watch scrambled TV
- Light their tarts
- Swear
- Tie fishing line to door knockers
- Hoed trip
- Call the sex and hang up

**Best Buy**

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



**we're all over this one.**

**\$5 OFF Any PlayStation®2 EA Sports titles**



**Turn On the Fun™**

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

Cashier Instructions: Verify product qualifies. Scan coupon bar code. Scan product bar code. Highlight qualified item. Press "Item Modify." Press "Item Discount." Press "Tab." Enter "500" and press "Enter." Write "Y010" on coupon and place in register media file.



© 2001 Best Buy

## STREET FIGHTER II TURBO: HYPER FIGHTING

Super NES  
Capcom, 1993



This is traditional old-school Street

Fighter at its best. Sure, you'll find technically superior sequels on the market, but SF2 Turbo's simplistic charm makes it very playable, even by today's standards. No super meters, no 13-hit Super Arts, no parrying—just one-on-one competition. Ultimately, that's what counts.

### THE ART OF FIGHTING

We cornered Street Fighter II designer Akira Nishitani to wax nostalgic about...

• **Blanka's design:** "He had more natural-colored skin at first. Then someone said,

"Let's make him more butt-kicking!" and he ended up becoming green."

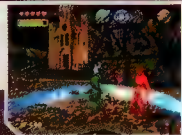
• **When he knew he had a hit:** "Even during development stages, SFII was so fun that we could play it all night long."

• **The invention of special moves:** "Some people can't do [button combos] right, so I came up with the idea of charging and tapping."



## THE LEGEND OF ZELDA: OCARINA OF TIME

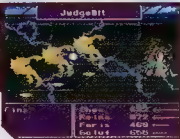
Nintendo 64  
Nintendo, 1998



Like Mario 64 before it, Ocarina is living proof that even the finest 2D games can be as captivating in 3D. Its remarkable gameplay is complemented by a massive overworld, exquisitely designed dungeons and some of the best boss battles ever. And the "Z-targeting" feature made it way easier to fight in 3D space.

## FINAL FANTASY V (FF ANTHOLOGY EDITION)

PlayStation  
Square EA, 1999

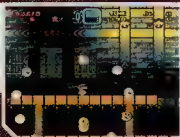


Although the FF series now dresses

in fancy 3D graphics and beautifully rendered cutscenes, serious RPG fans still consider the older, simpler-looking games to be the best. FFV may be old-school and ugly, but it introduced the wonderfully addicting Job system that is still innovative by today's standards.

## SUPER MARIO WORLD

Super NES  
Nintendo, 1991

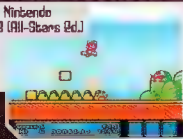


The biggest and best 2D

Mario of them all, this sequel kicked off the Super NES era with a bang. It features more than 70 inventive stages and that legendary Mario gameplay, as well the debut of dino-mighty sidekick Yoshi. Be sure to nab it when it's rereleased as Super Mario Advance 2 for the GBA in February.

## SUPER MARIO BROS. 3 (ALL-STARS EDITION)

NES/Super NES, Nintendo  
'90 (original/'93 All-Stars Ed.)

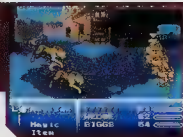


The first time you saw Mario

nab that leaf and sprout a raccoon tail, you knew his series just got a lot more interesting. And the visually dated Mushroom Kingdom got a facelift thanks to the cart's MMC3 chip. Thank God Princess Toadstool can't stop getting kidnapped, 'cuz saving her is so much fun.

## FINAL FANTASY III

Super NES  
Square, 1994



The last 2D Final

Fantasy is also the series' best. Our personal favorite moments: Celes' tear-inducing opera-house performance, Kefka poisoning Doma Castle's water, Gau's backstory and the amazing 20-minute ending. This is Final Fantasy at its most cinematic without relying on actual video cinemas.

## THE LEGEND OF ZELDA: MAJORA'S MASK

Nintendo 64  
Nintendo, 2000



Choosing between this and

Ocarina of Time wasn't easy, but in the end it was Majora's masks that put the second N64 Zelda on top. The awesome abilities they give our Link, plus the completely reworked concept of time, and devious, puzzle-packed dungeons kept this cart in our N64s for weeks.

## SOUL CALIBUR

Dreamcast  
Namco, 1999



To this day, no other 3D

fighting game marries graphics and gameplay the way Soul Calibur does. By adding tech-rolls, 8-way run, air control and guard impact, SC rewrote how 3D fighting games are played. The mission mode, plus all the awesome extras, make it worth owning a Dreamcast for this game alone.



THE VORTEX™  
CONTROLLER:

▶ NICE CURVES. KILLER GRIP.

OFFICIALLY LICENSED FOR Xbox™



THE NEW **VORTEX™** CONTROLLER PUTS THE UNFAIR ADVANTAGE IN YOUR GRASP.

IT'S ONE BAD PAD: ERGO SHAPE, AGGRO RESPONSE, MICRO PRECISION.


VORTEX™ IS READY TO PUSH IT REAL GOOD FOR Xbox™.

**GAMESTER**

THE UNFAIR ADVANTAGE

SEE THE WHOLE  GAMESTER LINE  AT [GAMESTERUSA.COM](http://GAMESTERUSA.COM)  AND GET A FREE MP3 BY UNCLE MUDFISH

JUST FOR SEEING THE LIGHT.

 Rated UNRATED by the Board of Game Play Inc. and the  
National Association of Computer and Terminal Users



## SUPER MARIO 64



5  
 Nintendo 64  
 Nintendo, 1996

It may be five years old, but Mario 64 is guru Shigeru Miyamoto's most recent "real" Mario title (until Mario Sunshine hits GameCube next year)—and it's still the best 3D game around, despite many imitators. The levels pack clever puzzles and give you so much to do, you'll be stuck playing for quite some time.

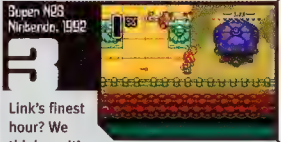
## CASTLEVANIA: SYMPHONY OF THE NIGHT



4  
 PlayStation  
 Konami, 1997

The Belmont family takes a backseat in this decidedly un-Castlevania-like Castlevania game. You explore Dracula's castle Super Metroid-style as Alucard, the evil one's estranged son, armed with a sword instead of a whip. It still draws us in like few other games can. Please, Konami, release another one like this.

## THE LEGEND OF ZELDA: A LINK TO THE PAST



3  
 Super NES  
 Nintendo, 1992

Link's finest hour? We think so. It's tough to pick a best Zelda when they're all so darn good, but on the whole, A Link to the Past offers the best overall package. Two overworlds, fantastic dungeons, incredible gameplay—this baby has it all. Heck, even the music is wonderful. This one's got "GBA port" written all over it.

## TETRIS



2  
 Multiplatform  
 1988

Developed in Moscow and then dumped onto every machine with a display screen, this puzzle-game grandpapa nabbed the numero-uno spot the last time we picked our 100 favorite games 50 issues ago. And if a few more EGM staffers had their way this time around, we'd be raising the Ruskie flag at the top of our list once again. The seven falling blocks here deliver a pure gaming experience that will last forever.

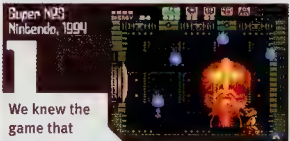
**IN THE BEGINNING...**  
 The blocks from prototype Tetris, created by Alexey Pajitnov in 1986 on his Russian Elektronika-60 computer, were made from simple text brackets and looked like this:



"I remember very well when the falling shapes appeared for the first time on my screen," Pajitnov, who now works at Microsoft, tells us. "I had no score...no [block] accelerations, but I couldn't go and finish these parts of the [game] because I just sat and played with my half-working program. That was great!"



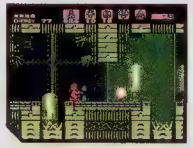
## SUPER METROID



1  
 Super NES  
 Nintendo, 1991

We knew the game that grabbed our top slot would have to be...well, more than just a video game. To edge out all the other masterpieces on our list, it would have to be something that left an indelible mark on our memories and transcended the medium to deliver a timeless, totally immersive experience. That something is, without a doubt, Super Metroid. It's such a satisfying game that only gets better with age—a trick that few others can pull off. Its expanding map inspired Castlevania: Symphony of the Night's elegant layout, but Super Metroid has its own brilliant flavor that no one could duplicate. Cleverly hidden false floors drop rookies into planet

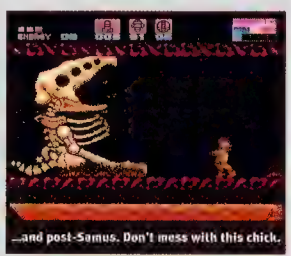
Zebes's baddest neighborhoods. Ominous yet beatable bosses are almost too pretty to pummel. Persistent aliens reward a well-earned kill with just what you're lacking, be it missiles, energy or a power bomb that'll break down a nearby door. A grappling hook and an ice beam that turns enemies into



stepping stones give you access to formerly off-limits areas. Factor a haunting score into this flawless design equation, and you've got the greatest game ever. But it's numero uno in our book not just 'cause it reminds us of getting lost in Zebes, playing through dinner, and falling asleep at the controls eight years ago. It's that we'd gladly wake up face-down on the A button again today.



Nasty Narfair miniboss pre-Samus...



...and post-Samus. Don't mess with this chick.

EGM "TOP MANAGER" MARR has a love affair with:

TEST DRIVE LE MANS (Dreamcast), EXCITEBIKE 64 (Nintendo 64), ROAD RASH (3DO)  
 NEED FOR SPEED: HOT PURSUIT (PlayStation), and QIX (Game Boy)







By Seanbaby

If you've read this issue the "proper" way—i.e., front to back, in your sitting parlor, snug in your smoking jacket and sipping cognac—then you've just gone through our picks for the 100 best games of, like, ever. The nostalgia's got you real warm and fuzzy, huh? Welcome to the flipside, Clyde: 20 titles so bad they're good. And by "good" we mean "so bad that playing them more than once'll make your face explode."

To pick this cream of the crap, we played every stinkeroo title we could think of, got violently ill, then submitted significant workman's comp claims that'll choke our HR department for years. In the end, we got lazy and decided to share the dirty work with freelance writer Seanbaby, a fully licensed and accredited humorist who pokes fun at everything from games to testicular injuries at his Web site, [www.seanbaby.com](http://www.seanbaby.com). You're holding the result of our collaboration in your hands. (And we pray all you're holding is this magazine.)

Before you begin, a warning: This article runneth over with lowbrow humor. If you're insulted by the fart jokes, the dirty sex talk or anything else you read here, blame Seanbaby. If you're insulted that we picked so many Atari Jaguar games, blame Atari—we didn't make that piece-o'-turd system. And if you're so insulted that you can't bring yourself to ever touch a joystick again, contact your employer's HR department. Hey, it worked for us.

## Iconocrap

Want to enjoy our article but don't know how to read? Watch for these icons to get an at-a-glance gander at what makes each game so very, very not special.



SERIES BLACK SHEEP



BORN IN A MARKETING MEETING



FULL-MOTION VIDEO AHEAD



LICENSED SCHLOCK



LEAVES YOU FEELING DIRTY



VAGUELY WHOLESOME



NINJAS KIDNAP THE PRESIDENT



MYTHICALLY BAD GRAPHICS



HAIR-METAL ALERT



ONLY ON JAGUAR



## 20 Extreme Sports with the Berenstein Bears



**System:** Game Boy Color  
**Guilty party:** Ed Magnin and Associates

This sucker packs four events—sledding, kayaking, biking and skateboarding—and all of them contain the same level of what the developers labeled “extreme,” but what we call “a teddy bear slowly moving past rocks in a race to humiliate whoever gets caught playing it.” And the only thing that changes between the four events is the background and the terrible visual of what your bear is riding. Otherwise, all four are the same damn terrible thing. We reckon the



If nothing else, this game delivers the warm satisfaction of ramming the little girl bear's head into trees and screaming, “I'm an extreme teddy beAARRRRGGGGHHH!”

game was designed for blind children—they're the only ones who won't notice that someone

just painted the ground blue and called it kayaking.

Before you race, you can choose to be either Brother or Sister Bear, although there's no difference between them. It's just an option so you can go back and beat the game again in a dress. Of course, if you're the kind of person who would play Extreme Sports with the Berenstein Bears twice, you'd probably have just as much fun playing in an abandoned refrigerator.

**GRAPHICS:** 1 (OUT OF 10)  
Since the developers thought we were dumb, the artist only made

graphics for one fourth of a game. The box should include a note from the artist's doctor giving a medical excuse for that kind of failure.

**FUN:** 0 (OUT OF 10)  
Controlling your bear is almost impossible, the game gets tedious into the third second, and the basic concept behind it would get you shot in most countries.  
**EXTREMENESS:** 0 (OUT OF 10)  
An ugly teddy bear sliding into rocks on an uncontrollable something that looks like a toaster is actually less extreme than most real-life non-extreme sports, such as shuffleboard or lawn darts.

## 19 Bible Adventures



**System:** NES  
**Guilty party:** Wisdom Tree

If there's a God, why does He let bad things happen? Or more to the point, why did He let these idiots involve Him in this video game? You get three adventures to choose from: Noah's Ark, Baby Moses, and David & Goliath. All combine the fun of learning about the Bible with the excitement of monotonous wandering. In Noah's Ark, for instance, you hunt down and subdue unwilling animals, usually by smashing vegetables over their heads. We bet that after an hour of trying to chase down that second pony, you'll kick your

NES off the TV and shout at the sky, “You're just going to have to make some more ponies after the flood, God!”

In Baby Moses, your job is to haul Baby Moses through a desert filled with spiders who want to eat Baby Moses. And it doesn't take more than a couple of minutes for the game to degenerate into you just throwing Baby Moses into a river and watching him sink, then pretending it was an accident. If you make it to the end of a level without Baby Moses, you only reprimand is, “Good Work! But you forgot Baby Moses!” So even if you kill Baby Moses, you still



After you toss Moses in the river, try to look innocent by patting down your pockets and saying, “Now where did I put Baby Moses?” Otherwise, you will be struck by lightning.

feel good about yourself. And isn't that exactly what you'd be important to Baby Moses while he's sitting on the bottom of the river being eaten by spiders?

**GRAPHICS:** 6  
Since all your time's spent tossing Baby Moses into the water and laughing, it doesn't matter what the rest of the game looks like.

**FUN:** 1  
Bible Adventures'll come in handy if you can't juggle the hard life of praying and playing games at separate times, and you can use it to swear someone into the witness stand. “Place your left hand on Bible Adventures, Mr. Tommy Lee.”

**JESUS POWER:** 8  
This cart can do miracles, such as multiplying fish, parting the sea, and giving us an excuse to write “Baby Moses” 12 times. However, it should not be subjected to extreme temperatures and should be stored in a clean, dry place.

## 18 Kris Kross: Make My Video



**System:** Sega CD  
**Guilty party:** Digital Pictures

When we first saw these two kids with their pants on backward rapping about missing their school bus, we knew they were five minutes away from never working again. It seems the guys who made Kris Kross: Make My Video knew that too, and they had to make a game about them fast, even if they didn't know how.

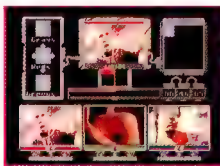
Your job is to listen to radio callers and construct a Kris Kross video according to their exacting specifications. They want things like “No shots of cars, lots of horizontal wipes, a goat, and please put me out of my misery

because I clearly shouldn't be allowed to live.” When you're making your video, you can switch between three sets of streaming footage. One is the original Kris Kross video; the other two are whatever non-copyrighted crap Digital Pictures could get their hands on. Some of it is old cartoons, some of it is tourism videos, but most of it is of such bad quality you can't figure out what it's supposed to be. We're glad they included it because, as great as the original MTV Kris Kross videos were, vintage footage of can-can dancers and old women in front of laundry machines really makes us want to jump, jump.

**GRAPHICS:** 1  
If you normally watch MTV through a sandstorm on a TV with no vertical hold while huffing nitrous retard, this grainy game will only be a slight step down in quality.

**FUN:** 0  
We didn't think you could ruin something that was already just two kids with backward clothes. We figure these developers could've made a game about ass cancer worse than the real disease.

**EVIL INCANTATIONS:** 8  
Something like Kris Kross doesn't happen without the help of evil wizards. So we reckon the [miggidyymmiggidy] Mack Daddy and the [diggidyddiggidy-



Ever wish you could replace footage of Kris Kross with a shot of someone's knee and then make the whole thing green? Then do we have the game for you, Mr. Stupidest Person Ever!

diggidy] Daddy Mack must be time-travelling magicians from the future who used their advanced knowledge of how to wear things backward to infiltrate the music biz. Which means by the time you read this, we'll probably be toads.

# 17 Bubsy 3D

**System:** PlayStation  
**Guilty party:** Accolade

Bubsy 3D handles like a runaway train. Once you get the furball star going, he can't stop until well after you've hit the creature you were trying to avoid or are 20 feet deep into the pool of lava you went into to stop in front of. You'll constantly be sliding out of control past hallways you wanted, and since all of the walls are the same flat, unchanging color, you may never be able to find your way back. You should also know that the whole time this torture is going on, your bobcat is screaming obnoxious catchphrases at you. If that sounds like something you'd like, then you might also like chewing on a piece of tin foil that a fat person was using as underwear. fella.

The game is fully 3D, but Bubsy can't really move in any direction other than straight. Getting to an item across the room can take up to 10 minutes of walking in a line, slowly rotating, then walking in a line and slowly rotating. So unless it's an item that makes 1 million cheerleaders appear in your living room and start washing their cars, it's probably not worth the pain and suffering it takes to get to it.

**GRAPHICS: 2**

Bubsy's world looks like it was built out of old milk cartons by a group of first graders from a

country that has never seen milk cartons before. And did we mention that they didn't have scissors, glue or hands, and had to put them together while they were covered in bees? We should have.

**FUN: 0**

Any mean bastard can make a boring and unplayable game, but it takes a special kind of sadist to have Bubsy come on and scream obnoxious things at you every two seconds. You can almost taste how much the Bubsy 3D makers hated the children of America.

**TUDE: OFF THE CHARTS!**

Bubsy was a mascot manufactured by a team of marketeers and outrageousness specialists to be as zany and full of 'tude as scientifically possible. And boy, is he ever! Sometimes he's so sassy, we're like, "You go raise the roof, Bubsy!" And then we're all "Woomp! There he is!" because it's so true.



Revolutionary graphics? We've seen hobos clean better-looking things out of their belly buttons.

# 15 Total Recall

**System:** NES  
**Guilty party:** Acclaim

It's true, some movies don't translate into Nintendo. For instance, you'd have to venture far from the plot of, say, *The English Patient* to turn it into a video game. *Total Recall* is not one of those movies. In the flick, Arnold went from gunfight to gunfight surrounded by horrible mutants and explosives. That's more than enough stuff to make a cool game.

But instead, it looks like this game's developers decided to come up with their own "better" *Total Recall* plot. Funny, but we

don't remember the part of the movie where kids in purple top hats pop out of garbage cans with water-balloon launchers, and we definitely don't remember the part where midgets in pink jumpsuits pulled Arnold into an alley to play leapfrog. But to be honest, all we really do remember in *Total Recall* is that alien chick with the three knockers.

**GRAPHICS: 1**

Remember those melty-faced mutants from the movie? Those guy's stool was prettier than this icky-looking game.

**FUN: 1**

Your character here, like the real Arnold, has an incredible arsenal of moves at his disposal: both a jump

## The 5 Worst Game Characters Ever

- 1. Boogerman** (from Boogerman on the Genesis)
- 2. General Plastro** (from the Army Men series)
- 3. Trevor McFur** (from Trevor McFur in the Crescent Galaxy on Jaguar)
- 4. That 7 UP Spot thing** (from the Cool Spot games)
- 5. Bubsy** (star of the Bubsy series)



# 16 Bad Street Brawler

**System:** NES  
**Guilty party:** Beam Software



Life on the Bad Street: A half-naked midget swings a purse. And, yes, that's our player cowering with his head in his own diaper. (Inset: We see an alternate reality where we somehow overcome our fear and kick the midget in his shins.)

Bad Street Brawler was designed to be played with the Nintendo Power Glove, and the two go well together since neither is worth a crap. In the game, you control—or if you use the Glove, try to control—"Duke Davis, former punk rocker and the world's coolest martial-arts vigilante!" It's up to you to fight your way through the streets, killing whatever puppies and circus

strongmen you run into. And right down to the banana-throwing gorillas, it's a perfect re-creation of real-life bad streets.

Now that we look at it, it kinda seems that the woefully un-bad, un-street and un-brawling Duke Davis didn't receive proper karate-action training during his days as a punk rocker. There are Girl Scouts born with flippers who can punch better than Duke Davis. He has other attacks, including falling over in a move that looks like it was trying to be a kick, and a final ultimate move we call "cowering in fear."

**GRAPHICS: 0**

This game will actually make you less attractive for having played it.

**FUN: 1**

BSB still wouldn't be fun if you controlled it with the Nintendo Power Codpiece and it vibrated every time the game sucked.

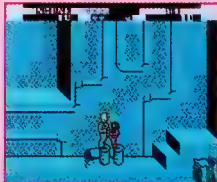
**USEFUL ADVICE: 2**

The game opens with the proverb "Never Trouble Til Trouble Troubles You." Of course, that's pretty hypocritical, since dressing in a diaper and kicking puppies is just blatantly Troubling Trouble.

and a sad thing he does with his wrist that sort of resembles a punch. You should be fine, though, since most of your enemies are midgets, and most of their attacks consist of harmlessly leaping over your head again and again.

**PUBLIC SWINDLING: 10**

Whatever sadistic child torturers released Total Recall had to have known they were selling garbage, and were hoping you liked the movie enough to buy the game without ever checking with your own brain to see if you were in fact buying digital dog dookie. They might as well have made a bad game about fresh breath (for example, Fresh Breath: The Game) and prayed the public's



If we were a midget in a pink jumpsuit, we would never ever kick someone who looked like Arnold Schwarzenegger in the penis.

unconditional love of fresh breath would make it a hit. And we can guarantee you, there is no way a game based on fresh breath could be worse than this game based on *Total Recall*.



# HOSHIGAMI™

RUNING BLUE EARTH

はやく蒼き大地



"...its place in the strategy hall of fame is assured."

Silicon Magazine

"...one of the most promising PlayStation® game console titles of the year."

EGM

In the mystical land of Mardias... the Valaimian Empire threatens to upset the balance of power of the continent... Our hero, Fazz and his band of mercenaries are hired to protect one of the Ruins of Ixia from the Valaimian forces. Little do they know, that a more sinister power is rising... Will you be able to stop it before the world of HOSHIGAMI is engulfed in eternal darkness?



Over 40 missions to test your tactical prowess!



Create your own combination attacks using the innovative Session System!



Unleash magical fury by channeling energy through customizable Coinfeigns!



MILD VIOLENCE



©2001 ATL US, INC. ©2001 MAXIMIZE. All rights reserved.  
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.  
The Intellipoint logo is a trademark of the Interactive Digital Software Association. Illustrated by Takemichi.



**ATLUS**®  
WWW.ATLUS.COM



# 14 Air Cars

**System:** Jaguar  
**Guilty Party:** Midnite Entertainment



Smoke trail, boulder or enemy turb bomb? You make the call.

To keep an evil organization from taking over the world, your spies have stolen the secret plans for an AIR CAR, a high-tech tank that packs a nuclear punch. We hate to break it to you, spies, but we think that instead of stealing the plans from a top-secret file cabinet, it looks like you accidentally stole them from a top-secret Dumpster behind Chuck E. Cheese.

Your AIR CAR turns slower than a group of Amish people steering a barn, so you usually don't even get a chance to see an enemy tank before its laser guns have

had their way with your ass. And AIR CARS don't have brakes, so a typical game has you careening out of control through trees until you randomly catch up with an evil AIR CAR. And once you find one, your only chance of survival is putting in a different game.

**GRAPHICS:** 0 Amazingly enough for a game this finely tuned and complex, the graphics are quite bad. It's possible the developers spent most of the seven or eight hours it took to make AIR CARS thinking up that plot about stealing the tank plans.

**FUN:** 1 Not only is AIR CARS not fun, it also gives you the option to not have fun with seven other pals if you have a network adapter such as the ill-fated Cat Box peripheral.

**STATE-OF-THE-ART 3D REALISM:** 0

A lot of 3D games have been called "breathhtaking" or "a virtual wonderland." If you went back in time and kept every single one of those games from ever existing, AIR CARS would still look like crap.

# 12 Night Trap

**System:** Sega CD  
**Guilty Party:** Digital Pictures

This title was a criminal attempt at making an interactive movie featuring Dana Plato (star of *Diff'rent Strokes* and several Los Angeles correctional facilities). The gameplay tests your blind luck—you randomly switch between eight cameras in a house, hoping there's something to watch. Rooms have either teenage girls reciting bad dialogue or shuffling vampires wearing pantyhose on their heads. But if you're lucky, you'll see a pile of luggage or some other

inanimate object not trying to act.

The girls live in a house full of traps, and your only job—as part of the Special Control Attack Team, or S.C.A.T. (go ahead and giggle)—is to watch pillow fights and push a button when a vampire gets near a trap in the next room. Most traps are a smoke machine and a hole opening in a wall. For them to work, the victim has to actually decide to walk into them. That means the traps are only effective on people looking to get caught in traps, which is probably the case since the girls have started lip

For years, gamers demanded that games offer more bad actresses lip syncing lyrics such as "You can't escape the Night Trap! Your love is like a Night Trap!" into broomsticks (left). And whoever those gamers were, we hate you. But we do appreciate whoever told the makers of Night Trap that games needed more sluts in nighties (right).



# 13 Rap Jam: Volume 1

**System:** Super NES  
**Guilty party:** Mandingo



Finally, the dream team of two Coolios and one Queen Latifah.

Here's a game starring real-life rap stars not doing the things that made them famous. There's no rapping, no dancing, and not even any murder. It's a basketball game. That's right, in some sort of game joke that went too far, you get to fantasize about being a rapper who is fantasizing about being a basketball player. To put it in simpler terms, it's like when you pretend to be your neighbor having sex with a cantaloupe that he pretends is Lynda Carter while she's pretending to be Scuba Wonder Woman.

Rap Jam plays as bad as the idea behind it. In fact, we think Kris Kross: Make Your Own Video feels more like basketball. But here's the most tragic thing: They

put "Volume 1" in the title, as if anyone wants an entire series of sports games starring people who don't play sports. Needless to say, Rap Jam: Volume 2: Laker Girls Frisbee-Golf Explosion was never released, and the spinoff series, Fat-Free Cooking with History's Greatest Submarine Commanders: Volume 1 is a distant dream.

**GRAPHICS:** 2 How hard is it to make a graphic look like Coolio? You draw a guy, then draw an octopus on his head.

**FUN:** 1 If Bob Hope released a rap video from the device that keeps him from becoming a mummy, rappers would consider it an insult. That's the same sense of outrage anyone who's ever played basketball, a video game or music should feel about Rap Jam: Volume 1.

**OUR INADEQUACY:** 8 We already live in a world where Coolio has a bigger pool, a faster car and knows 22 more words that rhyme with "dead policeman" than we do. Now we have to imagine he can do a front 360-flip dunk over Queen Latifah? How inadequate does Coolio want us to feel?

synching the Night Trap theme in the next room. This tune is the musical equivalent of raking a car alarm down a chalkboard, then jamming the entire thing into the butt of a screaming cat. We don't know who was supposed to enjoy this "movie," but we guarantee that the best part is when you switch to the driveway cam and watch the parked cars.

**GRAPHICS:** 2 The graphics are grainy videos of overacted scenes. No one starring in this game could get a job as an extra on a Haitian soap opera. Maybe late into her monologues, Plato would've won our hearts with a moving performance. But if it

didn't look like one of her ta-tas was gonna pop out of her nightie, we'd have already gone back to check on the parked cars again.

**FUN:** 0 This game captures the excitement of switching between eight TV channels—only seven of them are shots of empty rooms and one is the worst show you've ever seen.

**CONTROVERSY:** 9 When media watchdogs listed video games that corrupted our youth in the mid-'90s, they always named Night Trap as exhibit A. It was even taken off the shelf because of its graphic violence. Listen, parents need to look at the bigger problem: If your kids were dumb enough to buy Night Trap, you have way more to worry about than this game showing them what panties look like. Don't get us wrong, there are many reasons this piece of trash should be against the law, but four or five blood-soaked sorority girl T-shirts ain't one of them.







PlayStation 2

Smash!  
Hit!

# VICTORIOUS BOXERS

IPPO'S ROAD TO GLORY



Play as Ippo or any one of 43 other boxers. Fight your way to the top of the rankings. With 10 locations and 7 matches in 4 weight classes, you'll create your own awesome 1-2 combination.



**Based on the best-selling Japanese comic book "Hajime no Ippo"**

TEEN  
T  
CONTENT RATED BY  
ESRB

Violence

Victorious Boxers © 2000/2001 Jyoji Morikawa/Kodansha. © 2000/2001 ESP/Kodansha. Translation © 2001 Empire Interactive Europe Ltd. Developed by New Corporation. Published by Empire Interactive Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

empire  
INTERACTIVE  
www.empireinteractive.com





# 11 Advanced Dungeons & Dragons: Heroes of the Lance

**System:** NES  
**Guilty party:** FCI



You guide eight renaissance-fair rejects on a quest they'll never finish—mainly because you'll outgrow your D&D phase before their slow asses get across the screen. And also because they're so clumsy they'll likely kill themselves with their own swords before they meet a monster.

The main reason you need all eight of these guys is 'cause they don't listen when you tell them to do stuff. While you're busy getting beaten to death by creatures half your size, you can only hammer



We just missed our saving throw to totally not suck ass.

the buttons and speculate on why your guy isn't doing anything. If you actually play past the first few rooms, you'll come to a point where you must cross a pit. Most, if not all, of your party will run directly into it while ignoring the button that's supposed to make them jump. You won't miss them.

**GRAPHICS: 0**  
All of history's greatest morons working with history's greatest untreated sewage couldn't come up with uglier graphics.

**FUN: 0**  
Remember when you were playing D&D during lunch in middle school and those eighth-grade jocks dumped you head-first into a trash can? This game is less fun.

**TEAMWORK: 0**  
While you control your chosen character, the other seven vanish, leaving you to get savagely kicked in the shins. We're not sure where they go, but judging by how hard it is for you to move, we figure they're strapped to your body.

# 9 Custer's Revenge

**System:** Atari 2600  
**Guilty party:** Mystique

Atari 2600 owners had games about blowing up tanks, brushing their teeth, and Kool-Aid, but where were all the games about General Custer rising from the dead to sexually assault Native Americans? The company Mystique heeded the call and developed Custer's Revenge, in which you lead Custer through a hail of arrows to hump an Indian girl tied to a cactus on the other side of the screen. That's it. That's the whole game.

And although we'd like to meet the pervert lunatics who made the game so we could run away from them and call the police, we figure we'd rather have been on the planning committee the day General Custer came up with this brilliant plan....

Custer: "Gentlemen, today's operation will be a unique one. We will go deep into Indian territory

with a full entourage of cavalry, establish a tight perimeter, have the infantry remove my pants and underpants, and then I will attempt to have sex with an Indian girl under heavy enemy fire. Are there any objections?"

Custer's military advisor: "Yes, general. Several."  
**GRAPHICS: 3**  
With the stone-age graphics of the 2600, there was really no point in trying to make erotic games. The "action" in Custer's Revenge looks less like sex and more like an old couple slow dancing at a fundraiser for birth-defected sea horses.

**FUN: 1**  
Since the graphics are so bad, you can't even tell you're playing a porno. Those two humping blobs could be anything. For all we know, our kid brother changed the cartridge labels and we spent our childhood being aroused by Chuck Norris Superkicks.

# 10 Revolution X



**System:** PlayStation  
**Guilty party:** Rage Software



We don't need them to break down crying or nothin', but it is too much to ask that enemies at least notice when we blast a pumpkin-size hole in their 'nads?

You're overthrowing an oppressive world order. With the help of Aerosmith. And music is your weapon. That scream of terror you just heard was probably you.

You fight a massive army of soldiers sent by the government to keep you from rockin', but this army is made up entirely of a man in a yellow jacket and his several thousand identical twins who are only animated to fire their guns and die. That means they don't flinch when you hit 'em. We've never taken three explosive

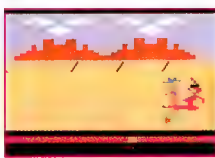
rounds to the crotch, but we don't think we're being unmanly when we say we'd at least fall down and scream like a bitch.

Revolution X has unlimited continues and it's still the most challenging game in the world. Continuing is like electing to keep your hand on the stove. Maybe you're numb to the pain after a while, but you're still pretty sure you're doing permanent damage.

**GRAPHICS: 2**  
There are only three visuals: yellow guy, yellow guy not caring when you destroy his genitals, and yellow guy finally falling down.

**FUN: 0**  
You'll be in some rooms shooting unflinching identical men for 30 minutes while the same four seconds of an Aerosmith tune loop indefinitely. That's not a game—that's a Nazi experiment to see how much it takes for a human head to pop. Good luck topping Revolution X, Satan.

**BASIC CONCEPT: 0**  
If you're going to send a commando to kill the government with a CD-launching machine gun, make sure he's got qualifications other than "big Aerosmith fan."



We've seen sexier Legos.

**HISTORICAL ACCURACY: 9**  
Although General Custer didn't sexually assault any of them—and in fact was instead killed by Native Americans—the rest of this game's premise is factually correct. Besides adding true-to-history details like Custer's magnificent pink scarf and blue cowboy hat, the creators did exhaustive research on cowboys having sex. Hence, the game uses the time-honored historical Old West-style of scoring, which is one point for each successful pelvic thrust, 100 points for lasting more than five minutes, and you're immediately declared sheriff if you perform a full backflip.

## The 5 Worst Game Concepts Ever

- 1. Shaq Fu (Super NES)**—A basketball player in a fighting game? Sounds like a third-degree blackbelt in crap.
- 2. Taboo: The Sixth Sense (NES)**—It's a Tarot-card game that predicts your future, but who wants to learn the exact time of their death from their NES?
- 3. Michael Jackson's Moonwalker (Genesis)**—Before surgically disfiguring his face to the point where he could stunt-double Skeletor, Jack-o "rescued" children by forcing gangsters and zombies to dance. The scariest part: It actually wasn't that bad a game.
- 4. Shelley Duval's It's a Bird's Life (3DO)**—The name says it all.
- 5. Portal Runner (PlayStation 2)**—So you're a toy-soldier girl with regular human skin and you date a green toy soldier and battle aliens in a normal-size world. And your sidekick's a lion named Leo.







## 8 White Men Can't Jump

**System:** Jaguar  
**Guilty party:** High Voltage

For the game version of White Men Can't Jump, we were expecting to fight our way through the kingdom of the swamp people with a fire-basketball-throwing atomic Wesley Snipes. It's amazing that they actually made the game about basketball. It's even more amazing that the game is so bad, some electricity might refuse to power it.

The camera zooms in and out constantly to keep all four players on the screen, but the game looks best when you zoom all the way out to somebody else's house far

away from the Atari Jaguar you got suckered into buying. Thanks to sloppy graphics and insane camera work, the hoop looks like a distant chunk of Grape Nuts, and you can never tell when you make a basket.

Thankfully, basketball phrases appear on screen when anything happens. You'd think this would help you figure out if you made the shot, but the game's developers must have hired 50-year-old golfers at a French country club to write their street slang. Sink a shot and it screams nonsense like "BANGIN' UP HIGH THE HANDLE, HOMEY BEEF!" Maybe that means you

scored, or maybe it means, "There is a tornado approaching the court, my friends. We should escape and your mother is a whore." We'll never know; the manual doesn't have a translation guide. So if you're not from whatever hip-hoppin' planet speaks this alien tongue, you'll just have to decode "DOWN STREET ON THE FLIPFLOP, TIMEPANTS!" on your own.

**GRAPHICS:** 2  
The players in this game look like four cardboard cutouts glued to the top of remote-control cars. And then someone peed on them.

**FUN:** 0  
This game is so not fun it would make you bored if you were somehow playing it while bungee jumping into an alligator's mouth in a room full of nude ninja girls fighting the Predator.



Don't taunt us, White Men Can't Jump. We were close enough to smashing your cartridge casing when you were being polite.

**LEAST-LUCRATIVE-MOVIE-LICENSE RATING:** 9  
We're surprised we didn't see other equally non-lucrative movie-licensed games from publisher Trimark Interactive, the folks behind this title. Where's the game based on *What's Eating Gilbert and Grace* or *Don't Tell Mom the Babysitter's Dead*? You really missed the boat there, Trimark.

## 7 Superman

**System:** Nintendo 64  
**Guilty party:** Titus

The game starts with Superman trapped in Lex Luthor's virtual world. And you can tell Lex Luthor made it because only a genius super villain could design a world so expertly horrible and boring. And this game might as well be called "Superman Obedience School," because Superman doesn't get to do anything heroic. You spend almost the entire game performing whatever tricks Lex Luthor demands. It's the classic villain plot: "Make Superman fly through 75 hoops in one minute or die!" Followed by "Make Superman fly through 75 more hoops in one minute

or...er, die again!" We don't want to spoil the game for you, but Level 3 is "Retrieving Your Slippers" and Level 4 is "Learning to Crap on the Paper."

**GRAPHICS:** 1  
Superman looks like a flying log in pants, and the entire world is covered in green fog. The game calls this "Kryptonite fog," but it looks suspiciously like something they put there so they didn't have to worry about crazy technical stuff like "draw distance" or "the Z Buffer" or "making a game that doesn't look like a fart."

**FUN:** 0  
Superman has 300 super powers and can lift Mount Everest, but the only trick the developers thought to include was his ability to fly through hoops. It would



You might be able to fly through hoops, Supes, but we can just as easily do a somersault and land on the N64 power switch.

have been more fun if they made a game about Superman eating breakfast, or talking on the phone with Aquaman.

**REALISM:** 9  
This game exactly re-creates the pain you'd feel if you really were Superman being tortured in a virtual world filled with radioactive poisonous gas.

## The 5 Worst Game Lines Ever

1. "Here's a lockpick. It might be handy if you, the master of un-locking, take it with you."  
—Barry in *Resident Evil*
2. "People won't like you, Steve, if you're too sting-ee [supposed to be pronounced 'stingy']."  
—Guy Kazama to Chairman Steve in *Last Alert for the TurboDuo*
3. "What is a man? A miserable little pile of secrets! But enough talk, have at you!"  
—Dracula in *Castlevania: Symphony of the Night*
4. "His coconut gun can fire in spurts. If he shoots ya, it's gonna hurt!"  
—DK rap from *Donkey Kong 64*
5. "A Winner Is You."  
—Pro Wrestling for the NES

## 6 Gilligan's Island

**System:** NES  
**Guilty party:** Bandai

We're not making this up: Somebody made a game based on *Gilligan's Island*. It amazes us enough that the idea of seven idiots stranded on an island sounded good enough to become the plot of a TV show, but then the fact that someone made a game based on that show makes us downright angry.

You control the Skipper while Gilligan follows him around. As anyone who has wasted 30

minutes of his or her life watching the show knows, Gilligan is legally stupid. He's the same way in this game. Birds and baboons hate him and are constantly attacking him. And if you leave Gilligan behind while he's busy getting his ass kicked, you lose him. Then you must go back to the start of the level and find him again—and sit through his gameplay hints to prevent future Gilligan-losing mishaps. Needless to say, it's embarrassing getting hints from a mentally handicapped man in a droopy sailor hat.

The skipper can punch, but he loses the ability when he's moving

or jumping—or in the middle of any other situation where the punch might be helpful. So the game consists mostly of him tripping over rocks, waiting for Gilligan, and you shaking your head in disbelief at how amazingly dumb you are for playing it.



We know how you feel, Gilligan.



# BLITZ

## 2002



\*actual in-game player model.

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



**MIDWAY**  
www.midway.com

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



PlayStation 2



NFL® Blitz™ 20-02 © 2001 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. Used by permission. © 2001 NFL. Team names and logos are trademarks of the teams indicated. All other NFL related marks are trademarks of the National Football League. Officially Licensed Product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL. Player's wear/players.com © 2001 PLAYERS INC. Used by permission. Download content created by Midway Home Entertainment, Inc. All ® Game Boy Advance and the Nintendo Game Boy logo are trademarks of Nintendo. Nintendo, N64, and the N64 logo are either registered trademarks or trademarks of Nintendo. Nintendo is the U.S. owner of other marks and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Sculp bridge capture: Sheng Luken from the PlayStation®2 capture maintained system.

## 5 Virtuoso

**System:** 3DO  
**Guilty party:** Motivetime Ltd.



Hahaha...look, it's the future's greatest rocker! How was the Everquest convention, rock star?

Virtuoso is the story of the 21st century's greatest rock-'n'-roll megastar, who decides he can't take the lifestyle so he escapes into the virtual world of Virtuoso. But we have to say that, unless his rock-'n'-roll lifestyle involved getting his face slammed in a car door all day, his life had to have been better than Virtuoso.

The game itself is a 3D shooter with the camera located behind your guy. That means anything you could possibly want to shoot is hidden from sight by the rocker's mop-top. Meanwhile, all enemies are the same one creature repeated throughout the virtual world. The game does sometimes try to trick you by slightly changing the spiders to look like crabs, or the bats to look like half-bat/half-seagull things, but unless you're having your government-

appointed handler read this to you, you'll notice the difference. You might even be able to put up with the game for a few minutes, although you'll draw the line after you battle through 300 spiders just to get to the level boss, who ends up being the same spider as all the others, just enlarged eight times in size. And when you kill it, the spider explodes into smaller spiders, forcing us to ask, "Is the 3DO trying to get us to burn it?"

**GRAPHICS:** 0 Much of the screen is taken up by the doughy main character, and you can tell he ain't no real rock star. There's a subtle difference between I'm-a-rocker long hair and I-play-too-much-Everquest long hair. This rocker looks more like one of the game's programmers at a costume party. A costume party where he got his ass kicked.

**FUN:** 0 It's a bad game about a bad imaginary rock star playing a really bad video game. You'd be better off playing Donkey Kong and hoping David Lee Roth might also be playing it at the same time.

### REALISTIC PORTRAYAL OF A MEGASTAR LIFESTYLE:

0 Unless the star's roadies give his comatose body "massages" and heroin while he's in virtual reality, we find it hard to believe this guy would ever leave party-throwing groupies to play bad VR games. We also find it hard to believe that a janitor would leave an exploded toilet to play Virtuoso.

## 4 Captain Novolin

**System:** Super NES  
**Guilty party:** Sculptured Software



This game is just a dirty trick to teach children about diabetes: It's the story of aliens coming to Earth and taking the form of sugary diabetes-promoting snacks who can only be stopped by Captain Novolin, a diabetic crusader. But since diabetic scientists haven't developed a raygun capable of defeating snacks, Captain Novolin only has one ability: hopping. Er, well, we guess he has three skills if you also count how he can s) hop in a speedboat and 2) suck. Keep in mind, though, that since the control is so bad, he can't do any of these things very easily. You have the same chance of getting Captain Novolin to jump if you try to control your Super Nintendo with a banana.

Your main enemy is a bouncing donut, which will randomly jump up and hit you with its deadly donut flesh while you're trying to hop over it. So even on the rare occasion when Captain Novolin jumps when you tell him to, it's completely up to fate whether you actually make it safely over the donut. If you can't find Captain Novolin at your local game store, you can re-create this exciting experience exactly by flipping a coin while you're having a seizure.

In between levels is a bonus game where you must inject yourself with the right amount of insulin. To do so, you have to



This game is so bad, you'll start to root for diabetes.

match the color on your needle with the color of your blood sugar. Don't worry, however—getting it wrong doesn't do anything except make a funny noise and, of course, leave you with the crushing realization that you can't even match two colors in a game about diabetes.

**GRAPHICS:** 1 It looks like all the game's graphics are scanned directly from some kid's notebook doodles after someone he knew thought his notebook doodles were toilet paper.

**FUN:** 0 We want to know where the artist drawing superheroes fighting donuts met the programmer who wanted to make a game about diabetes. Was it at some kind of Dumbest-Ass-Ideas-Ever convention?

### ABILITY TO ACTUALLY SAVE LIVES:

0 We figure the total number of lives saved by Captain Novolin comes out to be zero—or even less if you count young Timmy Cracker, a boy who received Captain Novolin as a Christmas present and died of sadness.

## 3 Fight for Life

**System:** Jaguar  
**Guilty party:** Atari

Amidst mega hype, Fight For Life spent forever in development and was supposed to debut as a killer app for the Jaguar. Instead, it turned out to be the tired story of eight dead people fighting in hell, where the winner gets to face the devil's son for a chance to come back to life. And judging by how well they fight, these guys are trying to rise from the dead to get back to their old jobs as Special Olympics equipment managers.

Most of your time in Fight for Life is spent waiting for your dead karate man to hobble



You can tell the game's set in hell 'cause you can't buy outfits like these anywhere else...

across the screen to throw a clumsy punch at the other dead karate man. And you better hope your enemy doesn't jump over you when you finally make it to him, because it takes 27 minutes for the camera to reposition



...and you can tell it's Fight For Life 'cause the game doesn't register when you kick enemies in the chest.

itself. You can also tap the numbers on the Jaguar controller's keypad to sidestep. We had more fun typing our ATM PINs and luggage combinations, just to see if they unleash some kind of super suck-ass combo.

**GRAPHICS:** 1 If the Jaguar's supposed to have 64 bits, then this game's makers used 60 of them for crap and four for someone to step in that crap and spread it around with their shoe.

**FUN:** 0 Stepping on a nail during a seminar about hydraulic-pump insurance is more fun than this electronic wasteland.

### CONTRIBUTION TO FAILURE:

9 Consoles fail for subtle reasons, like bad marketing or sunspots. But it was bad games that killed the Jaguar, which really didn't fail hard enough. If any of the people responsible for the Jaguar still have their homes, there is no justice in the world.



In a Generation of Chaos,  
Only the Strongest Survive.

An Astonishing 6 CDs!  
Four Complete Games!  
100+ Hours of Gameplay!  
Special Collector's Packaging!

Are The Lads  
Collection



Mild Language  
Suggestive Themes  
Violence



Our games go to 11!<sup>TM</sup>

PlayStation and the PS Family logo are registered trademarks or trademarks of Sony Computer Entertainment Inc. "ARE THE LADS" is a registered trademark of Sony Computer Entertainment Inc. ©1999-2001. PlayStation Move is a trademark of Sony Computer Entertainment Inc. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. PlayStation Network Online play requires Internet connection and Network Adaptor for PS3. For more information, visit [www.playstation.com](http://www.playstation.com). For a dealer near you, call (800) 243-3417.

## 2 A three-way tie between Link: The Faces of Evil, Zelda: The Wand of Gamelon and Zelda's Adventure

**System:** Philips CD-i  
**Guilty parties:** Animation Magic Inc. and Viridis Corporation

We hate these three equally bad CD-i games and not just 'cause they're crap. We hate them because they're an insult to Nintendo's beloved Legend of Zelda series. Heck, they're not just an insult—they give the series a wedgie, pour sugar in its gas tank, and push it into the pool with all its clothes on. And we're not sure who to blame more for this travesty: the game's makers or Nintendo, who whored out the Zelda license to these morons. It's a safe bet these games were part of the reason Nintendo veered away from the CD format when it came time to

design the N64. After all, if CD-based titles turn out this bad....

Both Faces of Evil and Wand of Gamelon are side-scrolling crud featuring badly animated cartoon clips of your favorite characters from the series, such as...er, King Harkinian. In Wand of Gamelon, this dude's gone missing on a quest to save Gamelon (apparently one of Hyrule's really bad neighborhoods). Now Link must battle classic enemies such as Dodongos, Staflos and more— all of which look like hogs and dinosaurs. Eventually, he gets captured and it's Zelda's turn to fight the hogs and dinosaurs. The control is so bad you'll spend half the game being eaten by the first hog on the first level. Ultimately, both Faces of Evil and Wand of

Gamelon are just dismal experiences for everyone involved. Except the hog.

Zelda's Adventure also has you controlling Zelda, this time in the Hyrule journey of Tolemac, where she'll journey into the Seven Shrines of the Underworld. It's played from a top-down perspective, with gameplay similar to the Nintendo games' action-RPG style. In fact, the only big departure here is the liberal use of low-budget video clips featuring actors in cheesy costumes, horrendously unresponsive control and dull landscapes. But aside from those minor gripes, Zelda's Adventure is really just a great heap of turd.

**GRAPHICS:** 0 Here's a picture of Link from the Zelda: Wand of Gamelon. That's all we have to say about that.



This wizard from Zelda's Adventure might look sweet painted on our van, but there's no way we wanna see crap like this in a Zelda game.

**FUN:** 0 The gameplay here is as engaging as flipping between options on a DVD menu. Say for instance one guy was playing Wand of Gamelon, and another guy was telling Terminator 2 to be played in French, then English, then French again. They'd both be having the same amount of fun. However, once the second person started watching Terminator 2 in French, he'd be having 927,087 times more fun.

**PRINCESS' RIGHTS:** 1 Two of the three games have you playing Princess Zelda, who—let's be honest—really has no right being the hero here. She should just stick to rubbing Link's feet after a hard day's adventurin'.

## 1 E.T. The Extra Terrestrial

**System:** Atari 2600  
**Guilty party:** Atari



You've done it—you've nearly made it out of the pit! Now just 2000 more to go. Here's the bad news, though: If you're still playing by this point, the government's on its way to your house to put you in a special camp for dangerous stupids.

This game, which was programmed in five weeks and released in 1983, was so bad it actually marked the beginning of the end of Atari's dominance over the early-'80s game scene. Remember: The Atari 2600 had a game where General Custer sexually assaulted Indians tied to cactuses, and that couldn't kill the system.

Most of the actual gameplay here has you trying to escape

from scientists and jumping into pits to find parts of your telephone. If there's no chunk of telephone in the pit—and that's the case 97 percent of the time—you can only leave by stretching out E.T.'s neck until he slowly, s-l-o-w-l-y floats up. This is the most satisfying part of the game, since it looks like an invisible monster is trying to tear E.T.'s head off.

When you make it to the top of the pit, which if you started in 1983 should be about now, you have a fraction of a second to immediately stop making E.T.'s head stretch. This is important. If you miss it, he'll fall right back in and you have to start the floating process all over. Don't worry: Practice and timing can make you a master of exiting pits, and then you'll only fall back into the same one seven or eight times. Of course, that just means seven or eight more times the fun!

**GRAPHICS:** 0 E.T. has never looked worse, which is a pretty amazing accomplishment since he started

out looking like a slimy little space penis.

**FUN:** 0 This is a true story: Atari paid more than \$20 million for the film's license and manufactured 5 million E.T. cartridges, and according to one Atari CEO, "Nearly all of them came back." It got to a point where the world's children refused to take them for free. To put that into perspective, we've seen kids buy dead spiders from each other for a nickel. And calling this game a piece of trash is actually scientifically accurate because Atari eventually took their massive backstock of useless E.T. cartridges and buried them in a New Mexico landfill. So if you ever lose your mind and want a copy of E.T., or maybe 5 million, grab a shovel and drive out to the desert. They're free.

**A LITTLE BOY'S LOVE:** 10 E.T. can show you the power button to his game, but the power button to his heart...you have to find that for yourself.

## Share the hate...

There's no accounting for bad taste—you might think bottom-of-the-barrel stuff like Shaq Fu, Atari 2600 Pac-Man, Friday the 13th or anything with the words "Army" and "Men" in the title are way worse than the 20 games featured here. But the most in mind our goal was to dig up the cream of the crap: games so bad they rise above the rest of the worst for more than just generic reasons like lame graphics or bad movie licenses.

But we don't want our list to be the final word here. That's where you come in. E-mail us at [egm@ziffdavis.com](mailto:egm@ziffdavis.com) with the subject header "Worst game ever!" and tell us what you think is the absolute most God-awful game ever made, along with a very brief description of why you love to hate it. We'll print a selection of your responses in next issue's letters section. So get playing your own worst games ever and get picking. Just don't blame us for the emotional scars. 🐘





# grand theft auto III



"A MAFIOSO MASTERPIECE" - MAXIM

"GRAND THEFT AUTO 3 EXPANDS THE VERY IDEA OF WHAT A GAME HAS TRADITIONALLY BEEN"  
- IGN.COM

## OUT NOW!

[WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3](http://WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3)

### PlayStation 2



**Blood  
Violence  
Strong Language**

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Rating Board. DMA Design and the DMA Design logo are trademarks of DMA Design Interactive Software Inc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2001. All rights reserved.

Notes: Rockstar will be following ESRB guidelines for M rated games in the marketing of this game.

This game contains violent language and behavior and may not be appropriate for anyone under the age of 17. It is a graphic interpretation of crime and does not in any way endorse, condone or encourage this kind of behavior. If predator activity and the minor games and adult and pay-to-play levels are to be used, the publisher's consent is required. The publisher is not responsible for any damage or loss of data or equipment that may occur as a result of using this software. The publisher is not responsible for any damage or loss of data or equipment that may occur as a result of using this software.





**EGM's**

By the EGM staff

# HOLIDAY

# B

# UYER'S

# GUIDE

Ah, the holidays—that sacred time of year when friends and family come together to celebrate the one thing which unites us all: capitalism. So in the spirit of the jolly, bearded, pipe-smoking fattie from the North Pole—and your patriotic desire to blow wads of cash on those around you—EGM has put together a definitive list of must-buy games to make your late holiday buying spree a snap. We flex our finely honed stereotyping talents and tap into the common psyche of gamers to help you find the perfect gift for that hard-to-shop-for sibling, husband, girlfriend, colleague or frat buddy on your holiday-shopping list. So sit back, spike another cup of egg nog, take notes, and get ready to play Santa.

## For the Ball-and-Chain Gamer:

People can fall in love, move in with their significant others, get hitched, and somehow still find time to play games. Shocking, but true. Get the perfect gift for his and hers gaming this winter.



## Harvest Moon: Save the Homeland

- System: PlayStation 2
- Publisher: Natsume
- Score: 8.0 (out of 10)

A favorite among the girlfriends and wives of EGM editors, Harvest Moon lets you sow your seeds, reap your crops, milk your cows, and generally live out those pastoral farm-hand fantasies you had as a child. Forget about all this talk of a recession in the economy; you gotta raise mad cash to save the family farm!

## Pokémon Puzzle League

- System: Nintendo 64
- Publisher: Nintendo
- Scores: 9.0, 9.5, 9.0

One of the most addicting two-player puzzle games ever made, PPL is the perfect equalizer for those pesky lovers' quarrels. It's also an easy-to-pick-up, lifetime-to-master sort of game. Definitely gives plenty of bang for the buck.

## Tennis 2K2

- System: Dreamcast
- Publisher: Sega
- Scores: 8.0, 9.0, 7.5

Not only is Tennis 2K2 fun, its lack of Anna Kournikova bending over to pick up balls means it's also a game all couples can enjoy.

## For G-Rated Gamers:

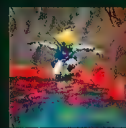
When your little brother asks Santa for games like Teletubbies and Miss Spider's Storybook, do the tyke a favor and get him these topnotch, kid-friendly titles instead.



### Luigi's Mansion

- System: GameCube
- Scores: 8.0, 9.0, 5.5
- Publisher: Nintendo

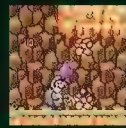
Mario's skinnier brother ditches platform action for some ghostbusting, Hoover style. It won't give the young'uns any nightmares, but the game's so fun, it's downright scary.



### Jak and Daxter

- System: PS2
- Scores: 8.5, 8.5, 7.5
- Publisher: Sony CEA

This massive scavenger hunt melds the bitchin' 'tude of Crash Bandicoot with the gameplay of Super Mario 64. Its huge quest'll keep your kid brother off your back for weeks.



### Super Mario Advance

- System: GBA
- Scores: 9.0, 8.0, 8.0
- Publisher: Nintendo

Uncle Mario's back and his worlds are more psychedelic than ever before. But the kids won't care about that. They'll dig the colorful graphics and classic gameplay of this NES remake.

## Super Monkey Ball

- System: GameCube
- Publisher: Sega
- Scores: 9.0, 7.0, 8.5

Everybody knows that when you have monkeys, the romantic possibilities are limitless. In SMB, you stick that cuddy beast in a ball and roll him through a sky-high funka-delic obstacle course. Strange? Sure, but it's all very simple: Scoot your monkey ball across the finish line and step right up to the next mind-bending M.C. Escher-inspired level. And SMB's catalog of multiplayer goods'll let you cozy up with that special someone to tackle minigames like bowling, billiards or miniature golf (all with the theme of monkeys and balls, of course). She'll love it for the cute little monkeys, and he'll love it for all the naughty innuendos.





## Affordable. Recordable. And Very, Very Portable.

Introducing the Memorex Pocket CD-R™. With 185 MB, it holds hours of MP3 music, 140 high-res photos or tons of data. At about three inches, it fits any pocket. At pennies a meg, it fits any wallet. With both writeable and rewriteable formats, it's big enough to do almost any job, yet small enough to go almost anywhere. For a closer look, go to [memorex.com](http://memorex.com). Because this little CD will be one of the biggest things in recordable media.



**Memorex®**  
Is it live or is it Memorex?™

## For the Gamer Who Can Comfortably Pat His Friend's Ass:

■ We here at EGM realize that male bonding is the best part of gaming with pals, and no genre encourages the ol' friendly pat on the rear more than sports. Huddle up, armchair jocks: these sports games go the distance.



## NBA 2K2

- System: DC, GC, PS2, Xbox
- Publisher: Sega
- DC Scores: 9.0, 9.0, 8.5

Palmin' balls is great fun, especially when you have to shoot them through a hole. That's why we like Sega's b-ball game. It looks and plays great, and if you own a Dreamcast, it's "nothing but net!" The Internet, that is.

## WWF SmackDown! just Bring It

- System: PlayStation 2
- Publisher: THQ
- Scores: 8.0, 8.0, 7.0

Nothing brings a pile of grown men together quite like spandex tights and the WWF. So when it comes to the best game for both male bonding and folding-chair bashing, we look to the SmackDown! series. You get sweet graphics, all the showboating and absolutely none of the real-man stench.

## NHL Hitz 20-02

- System: GC, PS2, Xbox
- Publisher: Midway
- Scores: Not yet reviewed

We can't make ball jokes with a hockey game, but stick jokes abound. If you like over-the-top, puck-slapping hockey action with an arcade twist, NHL Hitz is the game you've been waiting for.

## For The Virtual Tuff Guy:

■ He couldn't fight his way out of a Tupperware party in real life, but in the game world he's a regular Sonny Chiba. Put your foot where his mouth is with these kick-ass fisticuff simulators.



### Dead or Alive 3

- System: Xbox
- Scores: 8.5, 8.0, 7.5
- Publisher: Tecmo

We really don't need to go into the obvious appeal of this title. But look beyond the ladies, and you'll discover a great fighting game filled with cunning stunts. Oh, the mammoaries!



### Capcom vs. SNK 2

- System: PS2
- Scores: 7.5, 8.0, 9.0
- Publisher: Capcom

Now that SNK is no more, you owe it to yourself to grab this epic meeting of the martial arts. Where else can you pit kung-fu hotties Chun-Li and Mai Shiranui against each other?



### Fatal Fury: Mark of the Wolves

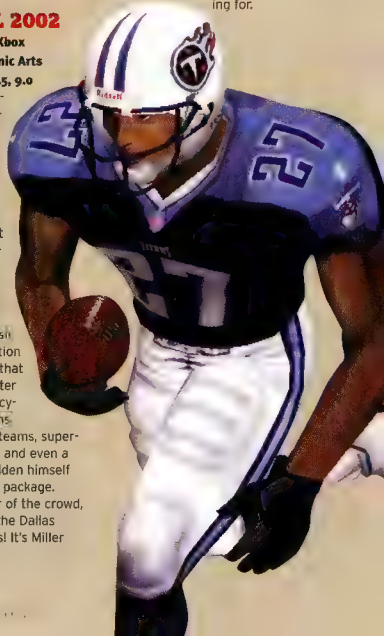
- System: Dreamcast
- Score: 8.0
- Publisher: AgeTec

It's mighty men and sexy women, pummeling each other to meaty bits with furious hits. This is the last great Dreamcast fighting game.

## Madden NFL 2002

- System: GC, PS2, Xbox
- Publisher: Electronic Arts
- PS2 Scores: 9.5, 9.5, 9.0

What red-blooded all-American male doesn't like to take his snaps? Well, maybe the kind who plays Ico all day, but that's besides the point. With over a decade of refinement to its credit, modern-day Madden blitzes every other football game around. In the 2002 edition, the gameplay is still classic Madden-style simulation ballin', but the thing that puts this pigskin platter over the top is its encyclopedic list of options. Salary caps, custom teams, super-deep create-a-player, and even a great tutorial by Madden himself are just a part of the package. Then there's the roar of the crowd, the Super Bowl and the Dallas Cowboy cheerleaders! It's Miller time, baby.



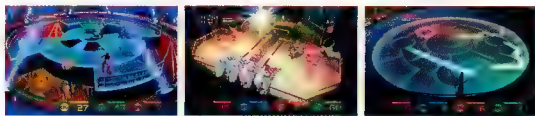


#8 IN A SERIES OF MOTIVATIONAL POSTERS



# HUMILIATION

LEARN HOW TO DO SOMETHING WELL AND THEN USE IT  
AGAINST AN OPPONENT. REPEATEDLY!



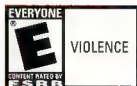
Over 45 mini-games set in six futuristic arenas where the competition is fast and furious. The music

## FUZION FRENZY™

you rip into the game never stops  
Four friends go in; 1 winner and  
3 pathetic losers come out.

Only Losers Don't Win.

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



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

XBOX



## For the Marathon Gamer:



### Metal Gear Solid 2: Sons of Liberty

- System: PlayStation 2
- Publisher: Konami
- Scores: 9.5, 9.5, 9.5

MGS2's labyrinthine story makes other so-called "interactive-movies" look like interactive student-driving films. The plot sprouts new twists and burning questions by the bushel, and you can't wait to reach the finale to see how the whole thing fits together. Even if a few of its loose ends never get resolved, MGS2 lures compulsive gamers back for a replay with bonus items, or to track down dog tags, or to just do their own thing. (You get a lot of freedom here to see what kind of trouble you can get into.) And you thought the demo was hard to put down...

### Halo

- System: Xbox
- Publisher: Microsoft
- Scores: 10, 10, 10

This *Aliens*-meets-*Half-Life*-meets-*Wind of Brothers* masterpiece drags you headlong into sci-fi adventure so atmospheric that you have no choice but to sit back and ignore all bodily functions.

### Devil May Cry

- System: PlayStation 2
- Publisher: Capcom
- Scores: 9.0, 8.5, 9.0

DMC's story won't win a Pulitzer (we doubt it'd even win the Willy Shakespeare Award from our fifth-grade English teacher), but its over-the-top action will keep you glued 'til you have to double jump to the bathroom.

### Star Wars: Rogue Leader

- System: GameCube
- Publisher: LucasArts
- Scores: 9.0, 9.0, 9.0

This game screams "15-hour-play marathon." The urge to reach that next level is more powerful than the dark side of the...well, you know.

Any clinically diagnosed obsessive gamers on your list? These AAA titles'll make 'em wanna go underground 'til they play through to the very end. Adult diapers, rations and *Clockwork Orange* eyelid clamps not included.

## For the Old-Schooler:

Some people remember when *Contra* was good, think 3D graphics are a fad, and keep their *Dracula X* import in a candle shrine. Behold! Stuff that'll make old-schoolers go ga-ga.



### Castlevania Chronicles

- System: PlayStation 2
- Scores: 7.5, 7.0, 7.0
- Publisher: Konami

The *Castlevania* series is the equivalent of fine aged wine among the hardcore crowd, and this blood-sucker is just as thrilling as the old Nintendo games. Better still, it's only \$20!



### Final Fight One

- System: GBA
- Scores: 8.5, 8.0, 7.0
- Publisher: Capcom

Old-school gamers know better than anyone that sometimes punk rockers get the itch to kidnap mayors' daughters, and sometimes you have to kick those punk rockers' asses.



### Spy Hunter

- System: PS2
- Scores: 8.5, 8.0, 8.0
- Publisher: Midway

We know this is a 3D update of the arcade classic and not a bona-fide-olde-but-goodie. Look past the slick graphics, and you'll find gameplay that's faithful to the original.





www.xbox.com

# FAILURE

SECOND PLACE IS REALLY JUST THE FIRST LOSER!



Over 40 mini-games, online multiplayer, and a host of other features make Fusion Frenzy a fast and furious thrill ride.

# FUZION FRENZY

Only Losers Don't Win.

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



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

## For the Gaming Socialite:

Playing with yourself is fun, but nothing beats the thrill of playing with others. The hipster who always invites everyone over for a night of gaming fun deserves one of these games, as they...



## Mario Kart: Super Circuit

- System: Game Boy Advance
- Publisher: Nintendo
- Scores: 8.0, 9.0, 8.5

No, this ain't Mario Andretti on your GBA; it's Nintendo's fat plumber of love powersliding his way into your heart. With just one cartridge, up to four players can go head-to-head on four linked GBAs. Perfect for those family road trips.

## Bomberman Online

- System: Dreamcast
- Publisher: Sega
- Scores: 8.5, 8.5, 8.0

The classic multiplayer series gets a fresh makeover, but it's the new Hyper Bomberman mode that's got party gamers blasting the nights away. Perfect for two-on-two!

## Super Smash Bros. Melee

- System: GameCube
- Publisher: Nintendo
- Scores: Not yet reviewed

What's better than beating up a friend in a fighting game? Getting to beat up three friends in a fighting game. And what's even better than that? Doing so with the otherwise wholesome cast from the Nintendo universe. Yoshi kicking the snot out of Pikachu? Right on.

## For the Gamer on a Quest for Fun:

Know a gamer who can recite the ending to every Final Fantasy title? Don't tell him to get a life—get him these RPGs instead...



### Dragon Warrior VII

- System: PlayStation
- Scores: 9.0, 7.5, 9.0
- Publisher: Enix

Enix kicks its old school with this engrossing RPG. Giving somebody this game is kinda like throwing them into a dungeon for 100 hours—'cause that's how long it takes to finish DWVII.



### Jade Cocoon 2

- System: PS2
- Scores: Not yet reviewed
- Publisher: Ubi Soft

Pokémon fans will love it for its cuddly, collectable monsters. Anime fans will gush over the cool character designs. And you'll just be happy because you listened to our advice.



### Golden Sun

- System: GBA
- Scores: 9.0
- Publisher: Nintendo

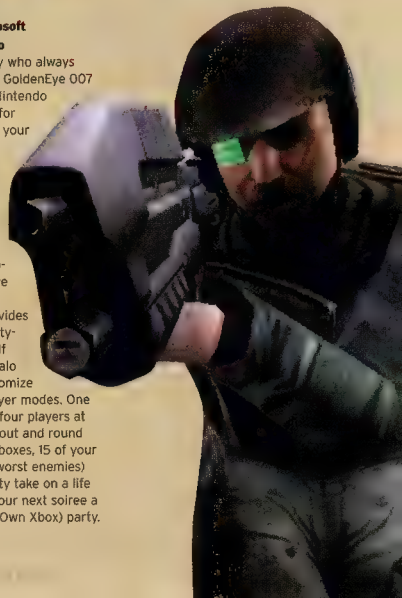
Who needs photorealistic backgrounds and fancy-schmancy 3D graphics in an RPG anyway? Not Golden Sun, with its classic good looks and long (think 40 hours) epic quest.

## Halo

- System: Xbox
- Publisher: Microsoft
- Scores: 10, 10, 10

Remember the guy who always hosted those killer GoldenEye 007 sessions with his Nintendo 64? Get him Halo for Xbox. He will be in your eternal debt. After all, nothing brings friends together (or blows them apart) like a good deathmatch.

Boasting an array of 26 various cooperative, competitive and team-based matches, Halo provides nearly endless party-gaming potential. If you're real anal, Halo even lets you customize your own multiplayer modes. One Xbox can support four players at once, but go balls out and round up four TVs and Xboxes, 15 of your best friends (and worst enemies) and watch the party take on a life of its own. Make your next soiree a BYOX (Bring Your Own Xbox) party.





**ESPN**  
the games

www.espnthegames.com

AT ESPN, WE FIRMLY BELIEVE THERE IS A TIME AND PLACE FOR FOOTBALL.

IT JUST HAPPENS TO BE ANYTIME AND ANYPLACE.



With Chris Berman and Tom Jackson calling every down, you're right in the middle of a live ESPN telecast. With the ability to make trades, draft rookies and sign free agents, you control the action on and off the field. And with the power to create entirely new players, you're a veritable pro football Frankenstein. So check out ESPN NFL PrimeTime in its convenient new time slot: 24 hours a day, seven days a week.



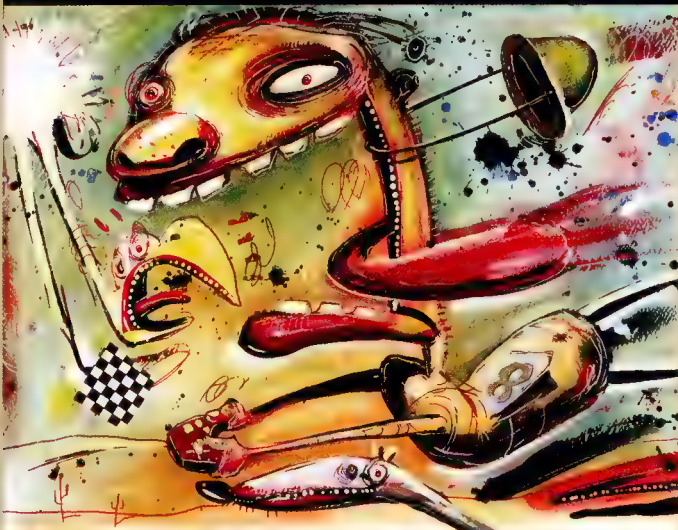
PlayStation 2



©2004 NFL. The NFL Shield logo and all other NFL-related marks are trademarks of the National Football League. Team names and logos are trademarks of the teams indicated. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.players.com (800) PLAYERS INC. ©2004 Disney. ESPN and ESPN the games are trademarks of ESPN, Inc. (KONAMI) is a registered trademark of KONAMI CORPORATION. ©2004 KONAMI. All rights reserved. The ratings icon is a trademark of the International Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Xbox" and "Xbox" logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.

## For the Fast and the Furious:

Know a high-revvin' Daewoo-drivin' poser who speaks a secret language of gear ratios and camber adjustments? Yield the right of way this holiday, and pick 'em up on one of these winners:



### Tokyo Xtreme Racer Zero

- System: PlayStation 2
- Publisher: Crave
- Scores: 8.0, 8.0, 8.5

Of the four titles suggested here, TXRZ comes closest to delivering the rice-burnin' antics of Vin Diesel's hit film. Beef up your Japanese sports cars, slap some stickers on that thing, and drag 'em against rival Tokyo punk asses.

### Project Gotham Racing

- System: Xbox
- Publisher: Microsoft
- Scores: 8.0, 8.5, 9.0

Can't afford to buy your buddy a new roadster? Project Gotham Racing isn't a bad alternative. Take your sexy convertible onto dozens of tracks based on real-world city locations, and smell the rubber as you burn up the asphalt. Delicious.

### Wave Race: Blue Storm

- System: GameCube
- Publisher: Nintendo
- Scores: 8.0, 6.0, 5.5

If the racing fan on your list wants one high-speed thrills for his spankin' new GameCube this year, WR is really his best option. But if watersports ain't his thing, there's always Extreme-G3.

## For Gamers Who "Do The Dew":

Picking out a good extreme-sports game is a lot like sifting through the ruins of nu-metal for decent music. Give that extreme gamer only the best in action sports.

### Tony Hawk's Pro Skater 3

- Systems: GameCube, PlayStation 2
- PS2 Scores: 9.5, 9.5, 9.0
- Publisher: Activision

The Birdman returns in a sequel to end all sequels. Don't even bother with any other skateboarding game. This is the one they want. We guarantee it.



### SSX Tricky

- Systems: GameCube, PlayStation 2, Xbox
- PS2 Scores: 8.0, 8.5, 9.0
- Publisher: Electronic Arts

The only thing tricky about this game is the excuse you'll have to come up with if you buy them something other than SSXT, one of the finest powder rides ever pressed to DVD.



### Dave Mirra Freestyle BMX2

- System: GameCube, PlayStation 2
- PS2 Scores: 6.5, 8.5, 8.0
- Publisher: Acclaim

A man, his bike and the wind beneath his handlebars. This BMX freestyle extravaganza spun our heads so fast we nearly drowned in a pool of our own vomit. Yep, it's true.



## Gran Turismo 3 A-spec

- System: PlayStation 2
- Publisher: Sony CEA
- Scores: 10, 10, 10

For half a million gamers out there, Gran Turismo 3 was the reason to shell out the greenbacks for Sony's black monolith of entertainment. The game gives the player access to 181 autos, each faithful in design and handling to the real four-wheeled deal. For the gearheads out there, GT3 is a limitless garage of tweaking possibilities. But if adjusting every aspect of your car sounds as fun as changing a spare tire, novice drivers can jump right into the Arcade mode for some fast-lane thrills. If you're feeling really generous, pack in the Logitech Driving Force steering wheel/pedals for the ultimate Christmas-morning comb.









## For Gamers Tired of Kid Stuff:

☐ Pokémon? Feh! Who needs that kiddie crap when you can play patty-cakes with the undead, bust a cap in a bad man's head, or live the life of a violent fugitive? You know a mature gamer who needs an M-rated good time? Buy 'em these games.



### Max Payne

- **System:** PlayStation 2, Xbox
- **Publisher:** Rockstar
- **Scores:** Not yet reviewed

Got a disciple of Quentin Tarantino's school of violence on your list, but don't wanna buy 'em yet another DVD they may already own? Check out Max Payne, a cinematic festival of guns and the men who use them. They'll play as Max, an undercover wiseguy who shoots off his mouth about as much as he does his firearms. Players'll take to the dirty streets, pop many caps in many asses, and do it all in John Woo-tastic slow motion. Give that special someone a chance to live out their hardboiled fantasies, because inside every mature gamer is a tiny Chow Yun-Fat, yearning to bust out.

### Grand Theft Auto III

- **System:** PlayStation 2
- **Publisher:** Rockstar
- **Scores:** 10, 9.0, 9.0

The GTA series has always encouraged a little of that breakin'-the-law stuff, but never as much as episode three. This open-ended adventure has you shootin', lootin' and stealin' your way to superstardom. It's like doing errands for Tony Soprano, only you don't gotta hang out at the pork shop.

### Silent Hill 2

- **System:** PS2, Xbox
- **Publisher:** Konami
- **PS2 Scores:** 7.5, 9.0, 8.5

Filled with some of the most disturbing moments in gaming, this twisted, flashlight-driven psychodrama is best played alone. In the dark. Sober.

### Devil May Cry

- **System:** PS2
- **Publisher:** Capcom
- **Scores:** 8.5, 9.0, 9.0

DMC is a lot like Mario 64. That's if you consider Mario the son of the devil, and the environments in which he roams "Hell."

## For the Plus-Size Gamer:

☐ There's nothing quite as gratifying as seeing a husky gamer drenched in full sweat. Oh, but with what to inspire such perspiration? We recommend...



### Dance Dance Revolution

- **System:** PlayStation 2
- **Scores:** 8.0, 8.0, 7.0
- **Publisher:** Konami

Know somebody who could use a real workout? Are you concerned about that person who spends so much time sitting on a couch that you can no longer tell where their back ends and their ass begins? No worries. Give 'em Dance Dance Revolution, a Simon-saz game that's as physically intense as any session with our ol' buddy Rich Simmons. *EGM's* Previews Editor Greg Sewart (left) actually lost 30 lbs. by playing DDR four times a week in 20-minute sprints. It ain't rocket science. Just step on the arrows (on the mat controller) that correspond with what's scrolling up the screen. It's easy, it's fun and best of all, it's a subtle way of dropping that chubster a much-needed hint.







## For the Gadget Gamer:

Sometimes, a nice piece of hardware says a whole lot more than just another game. We assemble only the cream-of-the-crop gaming accessories for your stocking-stuffing needs this Christmas.



### PS2 DVD Remote

- System: PlayStation 2
- Made by: Sony
- Costs around: \$20

One could participate for hours in a purist debate about whether game consoles should be able to play DVDs. But screw that; why not just kick back, open a cold one and enjoy Jar-Jar Blinks on DVD—using a shiny, new, Sony-branded PS2 DVD remote. The package comes with a controller, an IR receiver, and the all-important DVD upgrade bios disc. This disc copies the newest DVD drivers onto a PS2 memory card so they can watch them movies without worrying about incompatibility issues reported with stock PS2s. About damned time, we say.

### GameCube Link Cable

- System: GBA, GameCube
- Made by: Nintendo
- Costs around: \$15

Hooking up your GBA to a GameCube sounds good in theory, but how many games will support this linkability in the near future? According to the Big N, a lot. Like the Transfer Pak for the N64, the link will allow you to move data to and from your GameCube and GBA. In addition, certain sports games will allow you to pick plays via your handheld (sort of like a giant Visual Memory Unit on the Dreamcast). This is a perfect gift for that acquaintance you don't wanna blow too much money on.



### Vortex Controller

- System: Xbox
- Made by: Gamester
- Costs around: \$30

Let's face it. The standard Xbox controller is large. Massive. Grottesquely huge. Hell, it's so big you could exhibit the thing in a traveling carnival show and charge two bits a gander. But then you'd need a new controller for home, and a couple extra for those four-player Halo matches. But which to buy? Dozens of "officially licensed" versions are out there, but we like the sleek Vortex above, or the MadCatz pad for its spread-out, full-circle buttons.

### GlowGuard

- System: Game Boy Advance
- Made by: InterAct
- Costs around: \$10

The most common complaint from GBA owners: "The frigin screen is too dark." If you've heard the gamer on your list mutter something along those lines, buy them one of these nifty InterAct GlowGuards. With this add-on, they'll not only have a great light source for their usually dim GBA, but also a nice protective cover for when they're not feeding their Advance Wars addiction.







### Docking Station

■ System: GBA ■ Made by: Mad Catz ■ Costs around: \$20

Nobody likes to buy more batteries, so a recharger is the perfect solution for pocket-gaming junkies. This docking station turns the GBA into one of those fancy, Handspring-style gizmos. Make 'em feel just like a corporate big shot.

### Mobile Monitor

■ System: GameCube  
■ Made by: InterAct  
■ Costs around: \$150

When it comes to lookin' sleek, the GameCube rivals even that of the redesigned PS one. And like they did for the PS one, InterAct is bringing a Mobile Monitor to the GC. If you know someone who travels and has a hankering for some gaming on the go, this could be the perfect gift. Sure, it's not the cheapest present, but why be a Scrooge when you can get 'em a sweet, mini-LCD monitor to complement their brand-new 'Cube?



### G3 Arcade Stick

■ System: GameCube  
■ Made by: Pelican  
■ Costs around: \$25

If you know a fighting-game addict, chances are you've heard them bitch about having to eventually play *Soul Calibur 2* on the GameCube's default controller. Lucky for them, Pelican has a very affordable and nicely designed stick available. For a measly \$25, you can kick out the jams, arcade-style. Of course, the G3 can also be used with any number of action games on Nintendo's 'Cube too.



### Driving Force

■ System: PlayStation 2  
■ Made by: Logitech  
■ Costs around: \$100

You read right—this bad boy comes in at 100 smackeroos. But remember: Christmas is the season for giving, so splurge a little and get that special someone this incredible force-feedback steering wheel and pedal setup from Logitech. They've long been one of the top manufacturers of PC peripherals and are now trying their hand at console gear. Not bad for a first try. A perfect gift for the driving fanatic who's also getting *Gran Turismo 3* from Santa.



### DVD Playback Kit

■ System: Xbox  
■ Made by: Microsoft  
■ Costs around: \$30

Your friend is laying down some serious money for his Xbox and feels another \$30 for DVD capabilities will break his bank. Naturally, you buy him this controller and win his favor. Simply plug the infrared unit into a controller port and—bam!—it's movie time. No memory cards or cables to mess with here.

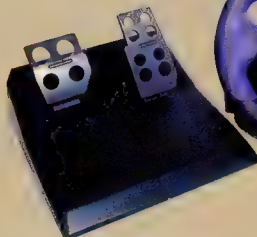




Illustration by Kevin Linwallby



# SEGA

by the EGM staff

# REBORN

It's like a head-spinning trip into some alternate universe the first time you see it happen: that famous Sega logo popping up in a PlayStation 2, Xbox or GameCube game. But you better get used to the feeling -- and quick. Now that Sega's fully reborn as a software publisher, we're finally seeing their first wave of major games for every system.

How'd we wind up here? Sega's hardware history is a bloody one. After the failure of the company's first console, the Master System, and the initial wild success of the Genesis, came the Saturn, whose fate was sealed by a botched early launch, unfriendly hardware, poor developer support and surprisingly strong competition from newcomer Sony. And Sony's success ultimately doomed Sega's swan-song console, the Dreamcast, despite Sega appearing to finally make all the right moves: powerful hardware that was easy to develop for, a low price and a great lineup of games.

A year ago, Sega looked finished. Dreamcast had failed. The company was pulling out of the hardware business for good, and many wondered if Sega could survive in its new role as a software publisher.

Fast forward to today: "It's Sonic and Sega Sports and Crazy Taxi, Shining Force, Altered Beast and Nights -- that's where the real love is. It's the content," says Peter Moore, President of Sega of America. "If we felt that we had to do hardware 'til the grave, then we'd be Atari. Hardware's great...but not if you're going through years of financial struggle and are unable to pull yourself out of a cycle to make the company profitable."

You've no doubt peeked at the next few pages to see the titles and developers driving Sega toward the future -- and it is an awesome lineup by any publishers' standards. And although Sega looks set to become a dominant force in the software community, one question still remains: Will we ever see another Sega system?

"Not in my lifetime," states Moore. "but as James Bond said, 'Never say never again.'"

## THE NEW OFFSPRING

106 VIKTOR FIGHTER 4

112

118 JET-SET RADIO HORIZON

122

194 SEGA GT 2002  
SPACE CHANNEL 5 PART 2

196 THE PINBALL OF THE DEAD  
PUBG POP  
SHINING SOUL  
PHANTASY STAR ONLINE  
SONIC ADVENTURE 2 BATTLE

# VIRTUA FIGHTER 4

SYSTEM: PLAYSTATION 2  
DEVELOPER: AM2  
RELEASE: MARCH 2002



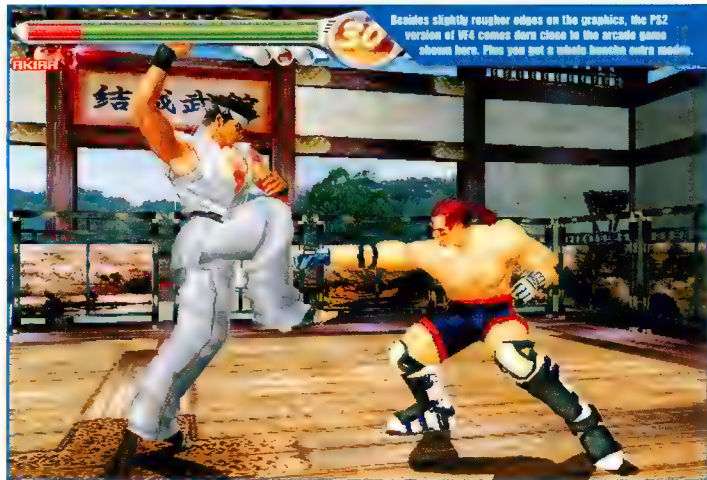
Everyone who loved Virtua Fighter 2, raise your hand. OK, hands down. Now everyone who loved VF3? No, we didn't say played VF3, or even bought VF3—we said *loved* VF3. Yeah, that's what we thought. Don't feel bad; you're not alone. While it wasn't a horrible game by any means, most fighting fans spent far fewer hours and quarters on VF3 than they did on the incredible VF2.

But let's not dwell on the past, because the future is looking pretty damn good. If the crowds at Japanese arcades are any indication, AM2 has redeemed themselves with VF4, bringing the original 3D fighting franchise back to prominence. (Sega's machines are consistently busy in Tokyo,



## NEW BLOOD

The cast from VF3 returns, minus only that fat-ass guy in a diaper (sumo Taka-Arashi) no one played anyway. Filling in the giant, sweaty void he left behind are Shaolin monk Lei-Fei (right), and Vanessa Lewis, a white-haired black lady who looks like Storm from *X-Men* after a few years in lock-up.



Besides slightly rougher edges on the graphics, the PS2 version of VF4 comes darn close to the arcade game shown here. Plus you get a whole buncha extra modes.

while neighboring Tekken 4 cabinets gather dust.) How'd they do it? By sticking to the foundation they know works well: VF2.

Everything about VF4 feels like that old favorite, including most of the characters, the attacks, and thankfully the three-button layout (punch, kick and guard—VF3's Evade button is gone). But if you're worried about it being the same

old game in a prettier package (albeit a *much* prettier package), don't. Two new fighters and eight-way movement, plus plenty of added or tweaked moves and combos, mean that even ninth-degree VF blackbelts have plenty to learn. And the home version comes with even more extras (check out the sidebars). Get ready to love Virtua Fighter again.

## VIRTUAL VIRTUA FIGHTING

Ever try Akira's VF2 "Stun Palm of Doom"? (Punch guard and kick, back, down, forward, punch and kick, then down, back and punch...all in literally one second.)

Obviously mastering VF can be quite difficult—you need practice, young grasshopper. That's where VF4's expanded Training mode comes in: Learn all the moves, combos and reversals, right down to specific timing and distances. Even better, another mode lets you custom train an AI fighter; teach it those annoying moves your buddy always uses, practice reversing them, and toss Billy on his ass the next time you meet.



## SEGA'S DREAM TEAMS...

It's no longer just "Sega" making the games anymore; each development group within the company now has its own brand name. But with 11 teams, keeping track of them all can be a headache. Enter our handy who's-who guide to the company's elite development squads:



AM2's reputation (especially in the arcade) is legendary. Flamboyant leader Yu Suzuki's pocketbook took a hit from Virtua Fighter 3 and the expensive Shenmue, but Shenmue II and VF4 could put AM2 back in the black.

NOTABLE HITS: Outrun, Virtua Racing, Virtua Cop series, Virtua Fighter series, Afterburner, F355 Challenge, Shenmue

WHAT'S NEXT? Shenmue II (Chun), Virtua Fighter 4 (Palm)



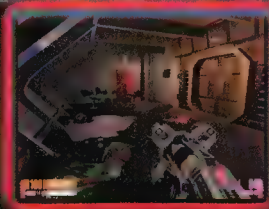
# STAR TREK VOYAGER ELITE FORCE



SET PHASERS TO FRAG



43 single player missions.



The first Star Trek® game  
on PlayStation®2.



4-player head-to-head action.



PlayStation 2



VIOLENCE



ACTIVISION



www.majescosales.com

Published and distributed under license from Activision Inc. and its affiliates. TM, ® & © 2001 Paramount Pictures. All Rights Reserved. Star Trek, Star Trek, Voyager and related marks are trademarks of Paramount Pictures. This product contains software technology licensed from Intel Software, Inc. All Rights Reserved. Activision is a registered trademark of Activision, Inc. and its affiliates. © 2001 Activision, Inc. and its affiliates. All other trademarks and trade names are the properties of their respective owners. Licensed by Sony Computer Entertainment America for use on the PlayStation 2 computer entertainment system. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.™ The settings icon is a trademark of the Interactive Digital Software Association. © 2001 Majesco Sales, Inc.



**T**rying to explain Rez with words and pictures ain't easy, since even seeing the game in motion doesn't tell the whole story. As you might expect from a game inspired by *Tron*, African street music and all-night European raves, Rez is something you must experience (rumbling joyypad in hand, headphones on ears) to truly understand.

The short explanation: It's five stages of on-rails shooting, complete with bosses. One button fires, another is a super bomb, and... that's it. Simple, eh? But outside the bare-bones controls, trying to put Rez's all-out assault on the senses into words is like

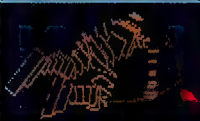
trying to tell a blind person what red looks like. Take the epilepsy-inducing psychedelic graphics. "We wanted these fantastically trippy backgrounds going nuts all over the place," says artist Jake Kazdal, who got exactly what he wanted and then some. And despite the criminally insane visuals, it's the music that makes Rez what it is (this is the team behind Space Channel 5, after all—see below for details). But will it catch on, unlike past oddball Sega titles? "If we stay inside the envelope, like other companies, it would be easy for Sega to stay alive," says Sega's Peter Moore. "But it's our job to push the limits."

## DO THE EVOLUTION

Each time you fill the health meter you evolve into a new form. Get hit and you fall back one step on the evolutionary ladder until it's game over.



**DINO BALL:** Just a simple pulsing ball. Be careful—one more hit and you're toast.



**BLUCKY JOE:** You start here, made completely of delicious Arby's roast-beef slices.



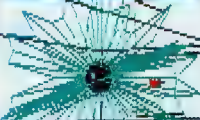
**ROCKETMAN:** Ah, now you have the makings of a skeleton and some solid pieces. Keep going...



**SILVER SURFER:** This guy looks like he's wearing a suit of smooth Reynolds' Wrap. Liquid Metal!



**SPARK:** "Collecting is color" is the motto. "Colorful" is the goal. "Colorful" is the goal.



**PHOTOLASH:** You have left the flesh behind and morphed into pure energy—you stink!

## GOTTA HEAR IT TO BELIEVE IT

Let's break down the audio from five typical seconds in Rez: First, three enemies appear. You press and hold the fire button (clap), pass the crosshair over the bad guys (bahn, bahn...bahn) and lock on to all three, let go, and release three shots (dahn-deeng-dong) that all hit (bon bin

bong). All these sound samples change depending on which stage you're playing and how many targets you lock on to, plus they're all designed to fit in with the fantastic driving-techno background music (boove doofbooo-booo-booo boove do...ah hell, see why you gotta hear it yourself?). Even the controller, your character and the neon backgrounds pulse in time to the music—you just gotta hear it.

## WHAT THE HELL IS GOING ON?

It's hard to get across everything that's going on in Rez from still images, both because of the wild "psychedelic vector" graphic style and because the screen is usually going completely insane with activity. Maybe a breakdown would help.

**Score:** 00176190

**General:** These are the bad guys—shoot 'em! Wait too long and they fire missiles or lasers you'll also need to blast before you get hit.

**Targeting:** Your targeting crosshair displays how many lock-ons (up to eight) you have. Just let off the attack button to fire.

**Health:** Fill this health bar to evolve and withstand more damage (see sidebar).

**Power-ups:** Some defeated enemies drop power-ups like health (this blue blob) or super-bombs. Lock on with your weapon to pick it up.

**Overdrive:** overdrive



Despite head honcho Tetsuya Mizuguchi's arcade racing roots (he worked on Sega Rally 2 and Manx TT),

United Game Artists has developed a reputation for innovative music games, a passion for frequent clubber Mizuguchi.

NOTABLE HITS: Space Channel 5

WHAT'S NEXT? Rez (PS2), Space Channel 5 Part 2 (PS2)



Led by Toshihiro Nagoshi, Amusement Vision is another Sega team with strong roots in the arcade, though most of their titles eventually made it home. They recently scored a hit with the surprisingly playable Monkey Ball.

NOTABLE HITS: Daytona USA, Spikeout series, Planet Harriers, Super Monkey Ball

WHAT'S NEXT? Spikara: Battle (Arcade), Virtua Striker 3 (GC)



Looking for a missing piece in your gaming world, we might have it...



**COSMO**  
Interactive

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

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

[sales@cosmoacc.com](mailto:sales@cosmoacc.com)

Distributed by Game Technology Systems Inc.

# JET SET RADIO FUTURE

SYSTEM: XBOX  
DEVELOPER: SMILEBIT  
RELEASE: FEB. 12, 2002



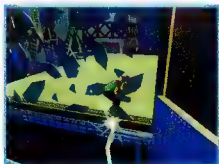
Surfing graffiti (or "tagging") in the original Jet Grind had two problems: The button to activate it also controlled the camera, and the accompanying controller motions slowed the game down. Future addresses both of these issues with a dedicated tagging button that does everything all by itself.

The great thing about video games is sometimes they let you do stuff that's either illegal, immoral or otherwise physically impossible in the real world. Some of the best games, like Jet Set Radio Future here, let you do all of the above.

Set in the same city of Tokyo-to, Future expands on many aspects that made the Dreamcast

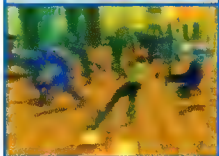
prequel such a critical success. You play as the same members of the GG gang (plus a few new ones, of course), protecting their turf from rival gangs through the power of graffiti. You still skate your way through wide-open urban environments, now even bigger and teeming with traffic thanks to the power of the Xbox. And once again your magnetized

skates can grind over everything in sight, from light posts to roller-coaster pipelines. Only this time there are expanded tricks (like a button for quick 180s) and a two-player racing mode to keep you busy. As for the series' calling card (its stylish cel-shaded cartoon look), it's back and better than ever. A new motion blur and other effects for grinding and boosting (see sidebar) make JSRF one of the most gorgeous Xbox games yet. February can't come soon enough.



## BOOST'N

The last Jet game allowed you a quick burst of speed anytime you liked, but it's a bit more complicated in Future. Now boosting eats up the same paint cans you use to tag, but can last as long as you have fuel. Plus, your skates ignite and the whole screen blurs with an awesome heat wave effect.



Street traffic, both people and moving cars, are much more plentiful this time around.

## THE FACES OF JSRF

DJ Professor K, Beat, Grum and Syung (left to right) grew up a bit for JSRF (it is the future, after all). Our only question is who's the funky dude on the far right? Some sort of skatin' man-beast?



Smilebit is an eclectic bunch who worked on everything from Jet Grind Radio, to Japan-only sports titles, to the long-awaited Panzer Dragoon follow-up.

**NOTABLE HITS:** Jet Grind Radio, The Typing of the Dead, Hundred Swords

**WHAT'S NEXT?** Gun Valkyrie (Xbox), Jet Set Radio Future

(Xbox), Panzer Dragoon (Xbox)



The Hitmaker team (formerly AM3) has definitely lived up to its name. The Crazy Taxi series alone is one of Sega's most popular franchises, and with a new Xbox game and feature film on the way (yeah, it's a dumb idea for a movie, we know) it looks like it'll only get bigger.

**NOTABLE HITS:** Crazy Taxi series, Virtua Tennis series, Virtual On series, Confidential Mission, SegaGaGa

**WHAT'S NEXT?** Virtual On Force (Arcade), Crazy Taxi Next (Xbox)





**FEEL THE THRILL  
WITHOUT THE FROSTBITE.**



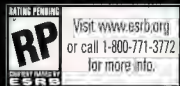
**ESPN**  
the games

PRO-RIDER  
JP WALKER

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



Peter Line, Todd Richards, Kevin Jones, Bjorn Leines, JP Walker, Devun Walsh, Danny Kass, Rio Tahara, Travis Parker, Tina Basich, Barrett Christy, Victoria Jealous, & Shannon Dunn



GAME BOY ADVANCE



PlayStation 2



# GUN VALKYRIE

SYSTEM: XBOX  
DEVELOPER: SMILEBIT  
RELEASE: SPRING 2002

Take all the cool bits of Nintendo's old Metroid games—moody, labyrinthine environments, inventive weapons and power-ups, that chilling, claustrophobic feeling of being all alone in an alien world—and combine them with an expansive, beautiful 3D landscape and absolutely stunning graphics, and what do you get? We figure the result would be something akin to Smilebit's new Xbox action-shooter, Gun Valkyrie.

Originally in development for the ill-fated Dreamcast (as a combination controller/light-gun game, no less), Gun Valkyrie made the switch over to Xbox early last year, ditching the light-gun scheme in the process. (See sidebar for the lowdown on the new controls.) Don't worry, though; there's still plenty of blasting action. In fact, from the looks of the early version we tried, the foundation of Gun Valkyrie's gameplay consists of mowing down the hordes of insect-like aliens that come at you from all sides, picking up the different orbs they leave behind to earn new moves and special powers.

That's not to say Gun Valkyrie plays like a mindless run-'n'-gun shooter, though. While most of

According to Smilebit, Gun Valkyrie features eight distinct types of customizable weaponry. As you progress further, you can upgrade your gear and your abilities by collecting special colored orbs.



the gameplay we've seen so far has been heavily action-oriented, Smilebit is promising a good deal of balance between combat and exploration for the finished game. We've already seen a sprawling, Grand Canyon-like outdoor area that included platform-style jumping, as well as a maze-like indoor level with rudimentary

puzzles, locked doors that require special items to open, and lots of long, twisting corridors.

It's too early to peg this one as a clear winner, but so far, Gun Valkyrie seems to be headed in the right direction—and just look at those graphics. Freaking amazing. More soon.

## OUT OF CONTROL

In theory, Gun Valkyrie has a great control scheme: The left stick moves your character, while the right aims your targeting crosshair (similar to the Armored Core games). You assign different weapons to the X, Y and B buttons for quick-'n'-easy access, shoot with the right shoulder button, and activate your jet pack with the left. Pressing in on the left stick dashes, rolls to the side, or does a back-flip depending on how you are moving the joystick. Finally, a half-circle motion with the stick performs a quick 180 turn. Which leads us to our problem with the version we played—turning quickly to aim at the swarming enemies was a big pain. Let's hope Sega hears our cries.



Press in both control sticks to unleash this devastating special attack, which differs depending if you're on the ground or in the air.



One of Sega's oldest teams (some members worked on the original Phantasy Star for the Master System), Noriyoshi Oba's **OverWorks** is well-known in Japan for their *Sakura* Talisman series, as well as their popular online parlor games.

**NOTABLE TITLES:** *Spirits of Rage* series, *Sides of Arcadia*, *Sakura Talisman* series, *Brigade Force*

WHAT'S NEXT? *Sides of Arcadia* (PS2/GB)



Sega's only U.S.-based studio became a household name (well, in our houses anyway) after VC's excellent sports titles sold a buttload of Dreamcasts. Now **Visual Concepts** is branching out, onto new systems and new genres.

**NOTABLE TITLES:** with actual results (*Gears of War* = good, *Fighting Force* = bad)

**NOTABLE TITLES:** NFL 2K series, NBA 2K series

WHAT'S NEXT? NFL 2K6 (PS2/Xbox), NBA 2K6 (PS2/Xbox/NGC)



# How far will you go to get your prey?

## To do list:

- ✓ Wake at 7:00 a.m.
- ✓ Order ACME™ rocket
- ✓ Review master plan
- ✓ Practice stealth maneuvers
- Pull off ultimate sheep heist
- Dinner!



## Seek. Stalk. Pounce.



© 2001 Infogrames Interactive, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners.

LOONEY TUNES, characters, names and all related indicia are trademarks of and © Warner Bros. WBIE LOGO: TM & © Warner Bros. (601)

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



# SEGA GT 2002

SYSTEM: XBOX  
DEVELOPER: WOW ENTERTAINMENT  
RELEASE: MARCH 2002

You don't ask Michael Jackson to babysit the kids, you don't challenge Sally Struthers to a pie-eating contest, and for god's sake, you do *not* take on Sony's million-selling Gran Turismo franchise for the crown of top GT game worldwide. Well, apparently someone forgot to tell Sega about that last one. At a press conference in Tokyo last month they announced their goal for Sega GT is to surpass Sony's GT racing series in both quality and sales.

So does David have a chance against Goliath? Judging from the early version we played, GT 2002 has potential, but it's still far from meeting Sega's ambitious ideal. The graphics are already clean and smooth. But the single track we drove lacked the detail, not to mention the speed, of GT3. It doesn't help that acceleration and braking are on the front of the pad instead of the shoulder triggers as you'd expect. Plans for add-ons discs (see below), and Sega's racing pedigree are good reasons to be optimistic though. Keep your fingers crossed.



## MORE GT ON THE WAY

Sega has already announced two other GT add-ons: Sega GT 2002 Append Disc and Sega GT 2002 Online. Both games could incorporate updated car rosters (and store them on the Xbox's hard drive—finally something would really use it!), with the online title offering, um...online play, obviously.



# SPACE CHANNEL 5 PART 2

SYSTEM: PLAYSTATION 2  
DEVELOPER: UNITED GAME ARTISTS  
RELEASE: FEBRUARY 2002 (JAPAN)

A Space Channel 5 reporter's work is never done. Right after Ulala defeated the Morolian invaders in the Dreamcast game, a new threat rears its ugly head: The Odorians, or "dancing squad." Armed with booty-shakin' power and a phaser pistol, you must help Ulala outdance the Odorians to increase your network's ratings in this "simon sez" music game. In addition to besting them with fancy footwork, you'll also have the power of various musical instruments to recruit Odorians, which will help you reach number one in the Space Nielsen's.



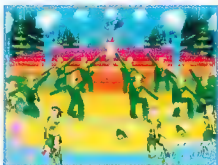
Reminded you of those "mature" anime videos you keep hidden under your bed? If the answer's yes, we'll bet you'll love the new option to customize Ulala's outfits too. Slick.



Familiar faces from the first SCS, like Frankie, Jaguar and Space Michael (Jackson) return to help Ulala with her newest assignment against the dancing squad.

## SCS REDEUX

If you missed the original SCS on Dreamcast, you'll soon get another chance. It's being slightly fixed up for a re-release on PS2 in February in Japan, with a U.S. date TBA.



One of the most prolific developers at Sega, **WOW**—under the command of Rikiya Nakagawa—specializes in arcade games like *The House of the Dead* games, but lately has taken a shine to Xbox.

NOTABLE HITS: *Golden Axe*, *Alien Front Online*, *Yanmura Night*

WHAT'S NEXT? *The House of the Dead 3* (Xbox), *The House of the Dead Pinball* (GBA), *Sega GT 2002* (Xbox)



Kenji Sasaki's crew at **Sega Rosso** includes former members of Namco's Ridge Racer team, so it's not surprising that their expertise lies in arcade racing games. Half of the titles they've made in their six-year history fall into the category.

NOTABLE HITS: *Sega Rally 4* (Sasaki worked on the game while at Atari), *Star Wars: Episode I Racer*, *Arcaid*, *Cosmic Smash*

WHAT'S NEXT? *Initial D* (Arcade-only)



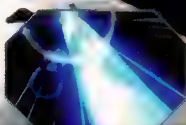
A WARRIOR DAMNED  
PAIN HIS ONLY SALVATION

# TSUGUNAI

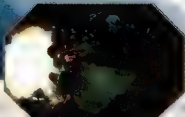
ATONEMENT



CG movies develop the engrossing story line!



Spell-binding graphics and eye-popping magic spells!



Intense combat system immerses you in every battle!



Possess over 12 different characters in the game!



Summon powerful beasts with your magical Runes

Tsugunai is the story of Reise, a warrior who has inadvertently angered the Goddess of Light by stealing the mystical Treasure Orb. As punishment, the Goddess of Light forever separates his soul from his body unless he atones for his sins by helping the people of Walondia. Without a physical body of his own, the only way to change the fates of the people is to possess them. Will he find redemption in time or will his soul be lost forever?



Violence



PlayStation 2



**ATLUS**<sup>®</sup>  
WWW.ATLUS.COM

## THE PINBALL OF THE DEAD

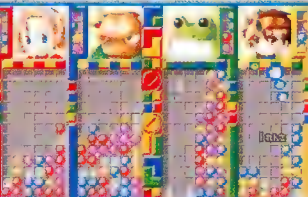
**SYSTEM:** GAME BOY ADVANCE  
**DEVELOPER:** WOW **RELEASE:** MARCH 2002

The famed House of the Dead series is about to get the spin-off treatment again. Hot off the heels of last year's oddball Dreamcast typing sim, The Typing of the Dead, Sega is back with an all-new kind of zombie-busting weirdness: The Pinball of the Dead.

The name of the game pretty much says it all: It's a pinball game set in the HotD world, with horror-themed tables (we've seen at least three so far) and...well, zombies. And like the other games, you'll get to save plenty of helpless citizens, too. Despite the corny premise, Wow is promising rock-solid gameplay and realistic pinball physics.



## PUYO POP



**SYSTEM:** GAME BOY ADVANCE  
**DEVELOPER:** SONIC TEAM **RELEASE:** MARCH 2002

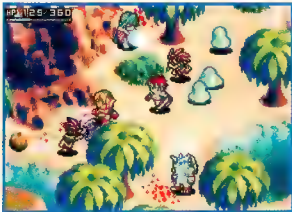
The Puyo Puyo series is well-established in Japan, but one out of 10 Americans have probably never heard of this puzzler. Sega and publisher THQ are looking to change all that early 2002 by bringing the latest handheld version of Puyo Puyo to the States.

Puyo Pop is a falling-block puzzle game with the aims of Tetris, except in this case, the "blocks" are different-colored shimes which, when linked together in groups of four, or more, disappear from the playfield. It's a simple formula that goes more and more addictive with each cream combo. Best of all, the GBA version sports four-player single-cartridge play, plus a host of cool moves and extras.

## SHINING SOUL

**SYSTEM:** GAME BOY ADVANCE **DEVELOPER:** SEGA  
**RELEASE:** FEBRUARY 2002 (JAPAN)

Shining Soul may not be the Shining Force sequel that fans of the strategy-RPG series were hoping for (this one's an action-RPG), but it does have one gameplay mechanic that sets it apart: four-player co-op play. By linking up to four GBAs, each with its own cart, gamers can team up to fight together. And as anyone who's played Secret of Mana (Super Nintendo) or Phantasy Star Online can tell you, that can be enough to make a good game great. Shining Soul is currently only scheduled for release in Japan, but we're sure some U.S. publisher will come to their senses and pick this one up soon.



## PHANTASY STAR ONLINE

**SYSTEM:** GAMECUBE/XBOX **DEVELOPER:** SONIC TEAM **RELEASE:** TBA

Offline with four players (via split-screen), online (with as-of-yet undetermined Net plans from Nintendo and Microsoft), or all by your lonesome—however you want to nerd out with Sega's action-RPG series, the upcoming GameCube and Xbox versions will allow.

We know the GameCube edition of this hack-and-slash dungeon-crawler features a new swamp stage and two more character classes (a female android Hunter and a male human Force). And although we haven't seen hide or Hildebear of the Xbox version, we hear it could be released first, possibly with Microsoft's gaming network this summer.



New that you can play PSO via split-screen, you don't have to set the controller down to type "HELP!" when you're in trouble. Just scream it right in your pal's ear, sitting right next to you.

## SONIC ADVENTURE 2 BATTLE

**SYSTEM:** GAMECUBE **DEVELOPER:** SONIC TEAM **RELEASE:** Q1 2002

For the first time in history, Sonic makes his way to another company's home console. (He's been on a few different handhelds.) The GC version of Sonic Adventure 2 will be largely the same as the Dreamcast game, but the little blue blur does have a few new tricks up his sleeve. The most notable is the ability to download your Chaos—the little creatures you can raise in Sonic's world—to your Game Boy Advance for on-the-go nurturing. Otherwise you'll find a few new multiplayer modes in SA2 Battle, including even more racing levels for Sonic and Shadow, and even smoother-running gameplay. 🐾

Adorable...and it's tiny, cute? After hatching a Chew and breeding him with some of the other hyper-cute creatures in Sonic Adventure 2, link your GC with your GBA to take your babies on the road.



Arguably Sega's most prominent studio, Yuji Naka's Sonic Team needs little introduction. Their recent Dreamcast smash Phantasy Star Online is a perfect example of Sega's new multiplatform strategy, coming to the PC, GameCube and Xbox.

**NOTABLE FITS:** Sonic The Hedgehog series, Nights, Phantasy Star Online

**WHAT'S NEXT?** Sonic Adventure 2 Battle (GC), Sonic Adventure (GMA), Phantasy Star Online (PC/Xbox)



The odd team out of the Sega studios, Wave Master mainly produces music for other Sega games. They did make one bizarre Dreamcast game, roommate simulator Roommania #23 (now coming to PS2), but their forte is definitely music.

**NOTABLE FITS:** Sonic the Hedgehog, Sonic CD, Nights (all audio only)

**WHAT'S NEXT?** Roommania #23 (PS2—Japan only), Smash (PS2—Japan only)





If you need to escape the daily grind, come to Best Buy. You'll find tons of games and you can play all you want. Which beats working through lunch.



BestBuy.com



# 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



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

After watching astronaut Steve Austin pummel Sasquatch in an old episode of *Six Million Dollar Man*, Cris got the bright idea to have tiny bionic hands implanted on his fingertips to improve his Halo skills.

**Favorite Genres:** Action, Adventure  
**Current Faves:** Grand Theft Auto III, Halo, MGS2



### Che Chou

West Coast Editor

This month, Che has the weight of an Xbox on his shoulders. Microsoft has exercised their strong-arm tactics yet again to monopolize all of Che's waking hours with Halo. And sadly, R.I.P. SNK (1978-2001).

**Favorite Genres:** Action, Driving, Fighting  
**Current Faves:** Halo, MGS2, Burnout, GTA3



### Jonathan Dudlak

Associate Editor

Jon decided to celebrate with a fine cigar after winning a bet with CJ that Splashdown would be better than Wave Race: Blue Storm. Next up: Convincing Xbox fanboys that DOA3 is hardly the cat's pajamas.

**Favorite Genres:** Fighting, Action, Adventure  
**Current Faves:** Halo, Metal Gear Solid 2

## 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 opened up his heart and accepted the giant, bulbous Xbox controller, unconditionally. He also thinks anyone who wants a serious new system should buy the Xbox. It's weasay cool!

**Favorite Genres:** Sports, Racing  
**Current Faves:** Project Gotham, Halo



### Kraig Kujawa

Senior Associate Editor

Ever since he got his hands on Halo, Kraig hasn't been himself. Loud noises send him scrambling for cover, and he's always tossing things in Dean's cube, after which he yells, "Fire in the hole!"

**Favorite Genres:** Sports, Strategy, Action  
**Current Faves:** Halo, Halo, and um—Halo.



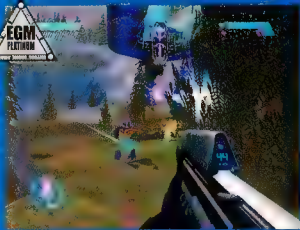
### Dan Leahy

Editor in Chief, GameNOW

Leahy's hometown Browns are doing well, but we're not too keen on his contribution to the holiday office party: chocolate-covered dog biscuits. His office also has a "Beware of Dog" sign. Ugh.

**Favorite Genres:** Sports, Action  
**Current Faves:** Madden NFL 2k2, NBA 2k2, Halo

## Game of the Month



### Halo

#8.224

Talk about clash of the freaking titans—MGS2 and Halo both vying for game of the month. And while Kojima's masterpiece absolutely blew our tops, nothing quite prepared us for the genius of Halo and its multi-player onslaught. We are happily at its mercy.



### Dan "Shoe" Hsu

Editor in Chief

Shoe's been yelling at the staff with his new bullhorn because no one's getting jack done, due to Halo multiplayer matches. On another note, the staff has recently discovered the benefits and joys of earplugs.

**Favorite Genres:** Not the sports sim!  
**Current Faves:** Halo, Munch's Oddysee, Pikmin



### Chris Johnston

News Editor

After deadline, Chris is planning to lock himself in his apartment and catch up on anime DVDs. With plenty of *El-Hazard*, *Ohi My Goddess* and *Nadia* to watch, maybe he'll emerge fluent in Niingo. But probably not.

**Favorite Genres:** Action, Adventure, Puzzle  
**Current Faves:** Jak and Daxter, Halo



### Jeanne Kim

Associate Editor/Art Director

The penultimate highlight this month for Jeanne was patenting a Scorpion tank flanking maneuver with Kraig Kujawa in a heated Halo capture-the-flag session. Hey, Red Team, come get some!

**Favorite Genres:** RPG, Action, Adventure  
**Current Faves:** Halo, Munch's Oddysee



### Mark MacDonald

Executive Editor

After finishing MGS2, Mark realized he no longer had a purpose in life. Why is he here? What is he doing with his life? Is there really a god? And if so, why...wait, something opens up if you get all the dogtags?

**Favorite Genres:** Action, Adventure, Halo  
**Current Faves:** Halo, MGS2...more Halo



### James Mielke

West Coast Editor/Webmeister

Playing GTA3 all month has put Milky in a peculiar state. Here we find our felonious friend moving at the speed of 150 mph...at his desk. Cornering in a cubicle is tough, so the skid marks are something else.

**Favorite Genres:** Fighting, RPG, Adventure  
**Current Faves:** DOA3, Halo, Pikmin, GTA3



### Greg Sewart

Reviews/Previews Editor

In order to afford four Xboxes, four televisions and four copies of Halo, Sewart sold this space to Mountain Dew: Code Red. The refreshing taste of Mountain Dew with a blast of cherry flavor! Do the Dew!

**Favorite Genres:** Racing, RPG, Action  
**Current Faves:** Halo, Grand Theft Auto III



It's coming

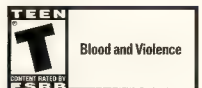


PlayStation 2

[www.playonline.com](http://www.playonline.com) Published by Square Electronic Arts L.L.C.

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

SQUARESOFT



# Pikmin



Find your ship's radar to get a detailed map (below) showing the location of your ship, any lost parts, and all your Pikmin.



**Publisher:** Nintendo  
**Developer:** Nintendo  
**Featured In:** EGM #149  
**Players:** 1  
**Best Feature:** Novel gameplay concept  
**Worst Feature:** Ends too early  
**Also try:** Pushing down on the D-pad  
**Web Site:** [www.pikmin.com](http://www.pikmin.com)



and they pick it up. Move the bomb-carrier to a wall or a bad guy, and he knows what to do next. Amass up to 100 troops at once, separate them into groups of different sizes and colors, and maneuver them all with ease.

And that's important, because the balancing act that is the heart of this game always requires your attention. How many of each color Pikmin should you create? Should you spend your time growing your ranks, or powering up the troops you already have? How many should you leave in the ground to mature, and how many should you take along with you? Pikmin is all about how you allocate your resources, with no one right way to do it.

The main goal is supposed to be locating the parts of your broken spaceship within 30 days, but ultimately Pikmin becomes a chal-

lenge to beat yourself (no, not down there). Most people will complete the game the first time through (there are 30 pieces to find for the best ending, and you only need 18 to finish), but you can always try to top your best score by finishing in fewer days, or with more Pikmin. In a nutshell, those who enjoy the game enough to play a second or third time will find plenty to keep them occupied. Challenge mode versions of all five levels, where you try to grow as many Pikmin as you can in one day's time, add to the replay value.

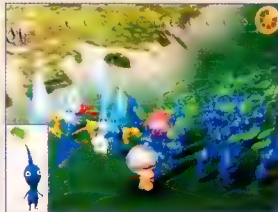
The one problem we had with Pikmin concerns where and how it ends. Check the individual reviews on the next page for details.

## DOWN BEFORE THE POWERS OF THE PIKMIN

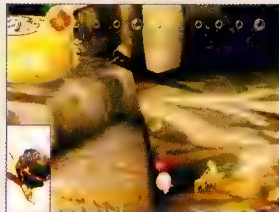
Three colors of Pikmin are available in the game: yellow, red and blue. The longer you keep them planted before pulling them out of the ground (you can tell which are more mature by the bud or flower on top), the faster they can move. And speed is crucial, since you're always working under a time limit. Anyway, each color of Pikmin has its own unique abilities; here's what they can do.



The sturdy Red Pikmin are the strongest fighters and can't be hurt by fire.



Other Pikmin drown when they touch the water, except for the blue guys.



Yellow can carry bombs (inset) and fly higher to get to hard-to-reach areas.

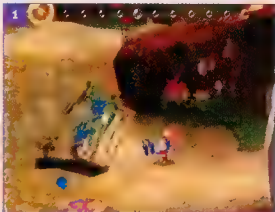


## TEST YOUR PIKMIN I.Q.

Half the fun of *Pikmin* is just figuring out how you're going to tackle the puzzle challenges built in to each level. Here's a quick example of one of our favorites:



Your Pikmin need to get from Start to Goal, and you can't just lead them through the water (it doesn't show up on this screen, but the darker area in the middle is the clear water) because only your blue guys can swim. Sticks for bridges are on the island at points A and B, a solid wall blocks the path at C, and bombs litter area D. How would you do it?



First, swim some blue Pikmin over to start building bridges at A and B, then...



...throw your yellow Pikmin across these small islands, one by one, until...



...they can reach those bombs up at point C. Now toss 'em back to the mainland...



...so they can cross the now-finished bridge and destroy the wall. Voilà!

Whatever color most of the Pikmin carrying a defeated enemy or coin back to base are, you get more Pikmin of that color. Return any colored coin with the same color troops and you get double the amount of Pikmin.



"Charming" is probably the best word to describe *Pikmin*, and not just because of the doe-eyed title critters. The gameplay, a puzzle-based real-time strategy hybrid of sorts, is as unique as it is captivating with great controls (outside of a small problem with bomb-carrying Pikmin) making it all possible. Anyone can pick up *Pikmin* right away, but with time you realize just how many different ways you could play through it. It's one of those games I often paused and just sat with, considering my next move. You really want to be careful because cute little details like the Pikmin's "heave-ho" chant as they lift items, or the tiny trumpet that sounds as they march, quickly trick you into loving the lit' bastards. So much so that watching your babies swarm an enemy, viciously tearing it apart from all sides like a pack of crazed hyena, becomes a strangely proud moment. And even combat has some strategy to it—each of the nice variety of bad guys has a weakness to discover and exploit. Really the only disappointment is that, like Luigi's Mansion, *Pikmin* ends right as it's hitting its stride. It's not too short (about 13 hours to find all 30 pieces, plus there are tons of reasons for replay). But just as the complexity of the puzzles is reaching that sweet spot, where you see all the possibilities and the true beauty of this game, it's over. A few more areas like the last level could have made this great game much better.

**Mark**

It's hard to write about a new Miyamoto title without throwing out tons of overused clichés, so instead I'll just say this: You definitely need to play this game. Amidst a load of sequels and reshapes, *Pikmin* is like a breath of fresh air with its charming, unique style and addictive gameplay. It's surprisingly accessible for a strategy game, and the action and puzzle elements will keep even non-fans of the genre (like me) hooked to the end. Sadly, though, that end comes way too quickly. Just as the challenge starts to kick in (in the fifth and final area), that's it, the game's over. It left me wanting more—lots more. Great, but short.

**John R.**

This game is odd, that's for sure. And while I was a little skeptical about how good it was at first, *Pikmin* started to grow on me by the time I discovered the first blue-colored little buggers. It probably has a lot to do with how well the game is paced. *Pikmin* eases you into the action so perfectly that this decidedly unorthodox game feels comfortable in no time. The only thing I have a bit of a problem with is how precisely you need to do everything. For instance, you can't just run across a bridge; most of your Pikmin will drown. Instead, you have to march them across in small groups, or throw them across one by one. But other than that, *Pikmin*'s solid.

**Greg**

VISUALS SOUND INGENUITY REPLAY

6 6 5 7



**Publisher:** Activision  
**Developer:** Neversoft  
**Featured In:** EGM #149  
**Players:** 1-2  
**Requires:** A new controller to enjoy  
**Best Feature:** Excellent gameplay  
**Worst Feature:** No online mode  
**Web Site:** www.activision.com



The third title in the Tony Hawk series is unquestionably the best action sports game I've ever played. THPS3 takes what's great about the last two games—easy, responsive controls and a flexible combo system—and fine-tunes the overall experience into an excellent package. So is the GameCube version of THPS3 better than its PS2 counterpart? Well, technically (and I mean that in the strictest sense of the word), the GC version has better graphics. But the improvements here are so marginal that you're pretty much splitting hairs just to find differences. The only changes you'll notice from the PS2 to the GC version is the latter's lack of online multiplayer support and having to use the GC controller. Is it a shame you can't get online with THPS3 on the GC? Sure, but I get the feeling you didn't buy a GameCube for Nintendo's online plans anyway. Otherwise, THPS3's GC still features a very playable two-player split-screen mode that's long been a staple of the series. But I had a horrible time getting used to the controller. The problem with the GC pad is that its D-pad is way too small, making it difficult to pull off even the simplest manual combos. And don't even get me started on those huge analog shoulder buttons. If you don't mind the lack of online support and think you can deal with the crappy D-pad on the GC controller, THPS3 is **definitely one of the very best games you can get for your GC this winter.** **Che**

Amazing. As good as THPS2 was, 3 outdoes its predecessor in every way. **Everything you like about the THPS games is now super-sized to satisfy even the most insatiable skateboarding appetites.** Larger, more imaginative levels, faster gameplay, a vastly improved create-a-skater and better level objectives highlight the improvements made to this game. Sadly, the GameCube version of THPS3 suffers from a lack of online play, and most problematically, the GameCube controller itself. A few minutes with the fiacid analog stick, or the tiny D-pad, show just how made for the Dual Shock 2 Tony Hawk 3 truly is. **Milkman**

Neversoft's cash cow pulls a wicked hand plant on the GameCube with this surprise launch title, porting the spectacular PS2 game with ease. All the mad tricks, zany goals and cavernous customization carry over perfectly. In fact, the only real differences are the omission of the online mode and the slightly different feel of playing with the GC controller. The tiny D-pad means you'll have to get used to the analog—or die trying. Visually, it's a dead heat between the GameCube and PS2 versions, but both look fantastic, so who cares? If you've been avoiding the Tony Hawk bandwagon for the last few years, this is an excellent chance to hop aboard. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	9



**Publisher:** Interplay  
**Developer:** Snowblind Studios  
**Featured In:** EGM #148  
**Players:** 1-2  
**Also Try:** Diablo (PS)  
**Best Feature:** Two-player cooperative play  
**Worst Feature:** Hard to tell the players apart  
**Web Site:** www.interplay.com



Much like Diablo, this is a great alternative for those (like me) who don't like traditional RPGs. Simply swing and slay, and that's all it takes. You don't get bogged down in complex battle systems or replay dungeons endlessly to build up your character. Once enemies are dead, they're permanent floor decorations. To earn new weapons and abilities, you have to keep progressing, and that's why you'll never want to pull the controller down. In fact, **our inability to pull ourselves away from the controller for hours prompted my girlfriend and I to nickname this "Bladder's Gate."** But that isn't the only reason you'll wet yourself. The dark and gloomy dungeons hold plenty of surprises to make you jump. And slicing them to bits is a bloody sight to see. Who knew that a zombie can still attack after you slice his body in half? These thrills are best experienced with two players playing cooperatively. Using different classes (fighter, sorceress or archer) to complement each other's weaknesses is fun in an "I've got your back" sort of way, and it makes it easier to beat the game too. Sometimes it's hard to distinguish the two characters apart, despite the sharp graphics. In the middle of fights you can get lost in the carnage, and blocked sight lines (caused by dungeon decor) add to the confusion. Those slight problems might mix you up, but be clear on one thing—this action RPG is the one to get. Just don't forget the Pamper. **Kraig**

With sublime environments harboring hordes of old-school Dungeons & Dragons monsters, an expertly animated supporting cast brought to life by excellent voice-overs, and nonstop hackin'-and-slashin', **BGII suck you in faster than an arrow into a gelatinous cube.** By taking the guesswork out of D&D role-playing, but still requiring you to effectively build your character to survive, BG succeeds in striking a balance between an immersive story-driven quest, and pure action. The only burps include an out-of-place platforming level and a save system that constantly takes you in and out of the game. But we're talking nitpick here. BG's a gem. Seek it out. **Jeanne**

At first glance, this appears to be nothing more than a gussied-up Gauntlet lift, but don't judge the game 'til you've played it for a few hours. My run with Baldur's Gate left me feeling lukewarm at the start, but near the end, my interest in beating it bordered on obsession. **With the possible exception of Halo, I have not played a game this year that has been so difficult to put down.** As a one-player experience, it's incredibly tight; leveling up has never been more fun. As a two-player coop adventure, it's absolutely sublime. Add to all of this outrageously beautiful visuals and the revered D&D license, and you have one of the very best games of 2001. A must-have. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	6	5



**Publisher:** Acclaim  
**Developer:** Criterion  
**Featured In:** EGM #148  
**Players:** 1-2  
**Also Try:** Crazy Taxi  
**Best Feature:** Whiplash-inducing crashes  
**Worst Feature:** Not enough play modes  
**Web Site:** www.acclaim.com



Burnout is **every frustrated commuter's dream:** a game that lets you haul ass down congested highways with absolutely no regard for life or limb. This arcade-like driving game pits you and three other daredevils in a race against the clock. What sets Burnout apart from other racing games is that it actually rewards you for reckless driving; every near-miss and high-speed powerslide fills an "aggressive driving" meter in a corner of the screen. Fill it completely, and you can boost your top speed from "whoa!" to "holy s\*\*\*!" Aside from this feature, the coolest thing about Burnout is the hyper-realistic crashes. Cut it too close, and you can easily cause a four- or five-car chain-reaction collision, complete with shattering glass and bending steel. Instant replays show all of the glorious destruction in loving detail from a variety of different angles. The game even calculates the dollar amount of the devastation you've caused, giving you a whole new way of keeping score. Burnout's biggest shortcoming, however, is its patchy multiplayer modes (single race, championship, time attack and head-to-head). The game would have greatly benefited from a tag mode, police pursuit or some other option. Still, every PS2 owner needs something they can pop in and play while waiting for friends to arrive or the big game to start, and, in this respect, Burnout fits the bill rather nicely. **Gary M.**

Whoa, where the heck did this game come from? Burnout has to be **one of my favorite surprises this year.** As a straightforward arcade racer, Burnout gets a lot of things right. Whether you're using the analog stick or the D-pad, the controls here are well-tempered. It's just one of those incredibly intuitive pick-up-and-start-powersliding types of racing games. Burnout is also the only racer I know that lets me snake through a river of cars during rush hour. This is as close as I've ever come to feeling like Stellan Skarsgård from the movie *Ronin*, in his Audi A4, driving against traffic in the middle of a crowded freeway. This is harrowing, edge-of-your-seat fun. **Che**

Zooming in from obscurity and straight into my heart, Burnout is a modern take on classic, arcade-style racing. With white-knuckle driving from checkpoint to checkpoint through dense traffic a Sega's classic Outrun, this game's frantic gameplay is a nice alternative to Gran Turismo 3's encyclopedic complexity. The courses and cars look merely OK, but the **sense of speed is exhilarating.** Excellent computer AI for your opponents, a whacked-out disco sound-track, and a neat turbo-boost reward for avoiding crashes further round out the package. The only real drawback is the obscene difficulty curve, which might be too intense for many players. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7



PlayStation 2



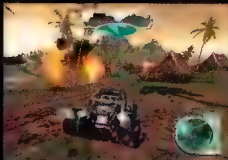
# SMUGGLER'S RUN 2

## HOSTILE TERRITORY

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



**OUT NOW!**



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



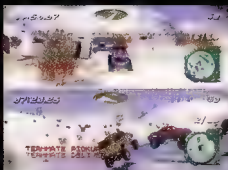
Fully integrated plot increases the adrenaline and ups the stakes



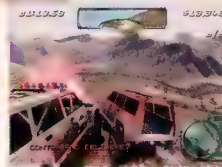
Race anywhere across the world's most dangerous territories



All new mission types including helicopter drop-offs!



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



[www.rockstargames.com/smugglersrun2](http://www.rockstargames.com/smugglersrun2)



Violence

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





# Grand Theft Auto III



**Publisher:** Rockstar  
**Developer:** DMA Design  
**Featured In:** EGM #149  
**Players:** 1  
**Menace:** To society  
**Best Feature:** Millions of things to do  
**Worst Feature:** Guns can be hard to aim  
**Web Site:** www.grandtheftauto3.com

junkies, drunks, cops, robbers, firemen, old ladies, drug-smugglin' dirtbags and more. What other game offers such gritty realism? To say that Liberty City (which is inspired by

ers (not that we'd know what drug dealers talk like...). When traveling in pairs, characters will use additional vocabulary specific to the situation. It's this uncanny attention to detail

## “...imagine...the criminal side of life. A virtual pulp fiction played out in 128 bits.”

It's amazing that this series, born of modest 2D origins, has finally mutated into a monster so Godzilla-esque that it stomps all over the conventions of what we call the “adventure game.” For a while, as recently as GTA2 on the Dreamcast last year, it looked as if Grand Theft Auto had grown complacent in its comfy niche as a gimmicky 2D, overhead anomaly in a predominantly 3D world. Well, those days are *history*, baby, because the third time's a charm. Doesn't Mean Anything Design has rallied the troops and finagled a masterpiece out of the PlayStation 2 hardware that most definitely means something.

The Edinburgh-based developers have designed a “go anywhere, any time” game that reaches new heights in immersiveness. Liberty City is packed full of scumbags, gangsters, murderers, pimps, prostitutes,

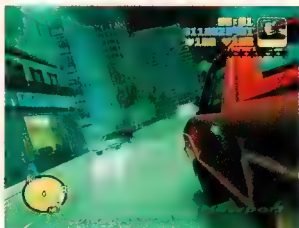
New York City and its accompanying boroughs) is teeming with life is the understatement of the year.

Everywhere you go, not only do people blanket the sidewalks, they react. They react to anything under the sun if it's appropriate. For example, punch a civilian and he'll punch you back. Shoot that civilian and an ambulance comes to the rescue. Blow up the ambulance and the fire department will come to douse the flames. Mess with the fire-fighters and you'll have so many smokies on your case, that escape will be an extremely unlikely option. Another nifty element in GTA3 is that each citizen speaks with dialogue unique to their character type. Cops sound like cops, and drug dealers talk like drug deal-

that energizes the entire game.

All the little touches in the world, however, don't mean jack if the game is no fun. So, over the course of a hundred-plus missions, how

Cont on page 206



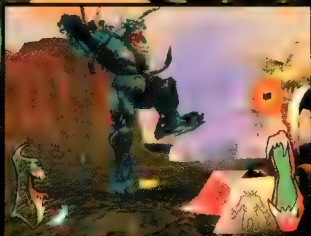


# GIANTS

## CITIZEN KABUTO

PREPARE TO GET BLOWN AWAY.

— DAILY RADAR



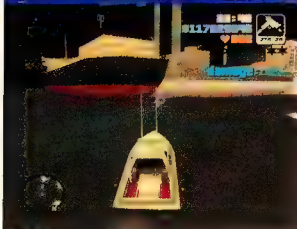
PlayStation 2



Blood and Gore  
Violence

Giants: Citizen Kabuto: Copyright 2001 by Planet Moon Studios. All Rights Reserved. Planet Moon and the Planet Moon logo are trademarks of Planet Moon Studios. Giants, Giants: Citizen Kabuto, Interplay, the Interplay logo, "By Gamers. For Gamers.", Digital Mayhem and the Digital Mayhem logo are trademarks of Interplay Entertainment Corp. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Exclusively licensed and distributed by Interplay Entertainment Corp.

# Grand Theft Auto III (cont.)



Cont. from page 204

does GTA3 manage to keep things interesting? By giving you a huge variety of jobs and mission objectives, along with strong storyline elements to back them up. Throughout the game, you'll find yourself in the employ of Liberty City's biggest crime bosses. Other times you might work for a former nemesis, or maybe you'll be hunting down an employer who betrayed you. Whatever the case, you'll never lack motivation for your actions, and this is the game's greatest strength: It's always a compelling experience. A digital playground for criminal masterminds, GTA3 lets you live out your felonious fantasies without a trip to the pokey waiting on the other side.

And what would Grand Theft Auto III be without the theft of autos? Almost all of the missions will keep you jimmying the locks on the dozens of cars Liberty City has



to offer. Whether you're looking for a simple Blista minivan or a speedy Yakuzo Stinger, a ride is always within reach. And each car handles differently, so don't expect to outrun the fuzz in your garbage truck. It's a little too easy to flip your vehicle, and none of the cars would pass a *Consumer Reports* crash test, but when the game offers so many wheels to steal, who cares?

Despite the dazzling array of game styles available, GTA3 hasn't lost an ounce of what made this series interesting in the first place: It's still fun being bad. As an outlet for all your criminal ambitions, GTA3 delivers. Just imagine a life lived on the wrong side of the railroad tracks...a virtual *Pulp Fiction* played out in 128 bits. Whatever your sins and vices, GTA3 gives you a harmless way to express yourself. Consider this the gulliest of pleasures.

The quality of the rides you can steal gradually improves, from station wagons to sports cars. Become notorious enough (we're talkin' public enemy numero uno), and you'll have the chance to jack a tank.



Of all the incredible things that GTA3 does, what amazes me the most is how much stuff is crammed in there. It's rare when a game limited to one genre manages to get everything right. For GTA3 to assume multiple guises and pull it off with such panache and style is practically unheard of. Whether it's a third-person adventure, a first-person shooter or a driving game, you're never in the position of having nothing to do. Not in Liberty City. Shoot bad guys, drive fast cars, pick up hot women, and make big money. You can do it all, baby. Wanna drive a police boat like Crockett and Tubbs? You can do that too. **The level of detail in the game is so great, you could spend weeks trying to discover everything.** All the familiar GTA staples are back too. The shady payphones, the papers and the radio stations are all there, but this time in three lovely dimensions. A game like this could have gotten too big and too ambitious for its own good, but no matter how you choose to spend your time (doing odd jobs, or just blowing stuff up), getting back to your primary objectives is always an easy process. If only life were that simple. Is GTA3 flawless? Of course not. The game runs a little slow, lacks some polish, and the targeting system is nothing special. But that's nipping considering its accomplishments. No matter how you slice it, GTA3 is an instant classic that deserves a place on every grown-up gamer's shelf.

**Milkman**

What's so cool about this game is that, even when you're not taking on new missions and advancing the story, you'll discover loads of extra stuff to pass the time. Everything you can do in GTA3 is so compelling that you'll find yourself puttering around the city for hours on end just to see what kind of trouble you can get into. And if you do tire of that, the actual missions are still a blast to play through on their own. You'll feel like you're in a *Scorsese* movie when one of your beneficiaries sends you out on a hit or a job. **Plus the story's one of the best, and most adult, I've seen in a video game.** If you haven't done it already, buy this game.

**Greg**

This game is set in a sprawling metropolis called Liberty City, and I can't think of a better name for the place. **GTA3 gives you the freedom to do enough stuff to fill 30 games.** I wasted hours picking up fares in a taxi, chasing crooks in a cop car, hitting ramps for stunt bonuses, and exploring the different parts of town. That's not counting the more than 100 story-based missions and sidestory minigames, which have you doing everything from street racing to zipping around collecting porno mags. Oh, and not once did I run over pedestrians, steal the ambulance that came to rescue them, and then use it to smash cop cars, because that would be wrong.

**Crispin**

## FOUR THINGS ABOUT GRAND THEFT AUTO III YOUR MOTHER WILL HATE



**1** The ultimate irony: Steal the ambulance that arrives to treat your victims and run over more helpless innocents.



**2** Various ladies of the night will "restore your health" while siphoning your funds.



**3** If you see a robbery, stick up the stick-up kid and take his stolen loot.



**4** Grab bottles of booze from the bums, and use them as Molotov cocktails.

VISUALS SOUND INGENUITY REPLAY

7

9

9

9



# Be In The Game!

## Surround Yourself With Pulse Pounding Sound.

Start Your Engines. Call The Plays. Slice Through The Skies.

It's time to take game playing to a "New Dimension." The KINYO 4.1 GAME ZONE brings the roar of combat and the thunder of formula racers into a unique reality. If you are looking for an incredibly affordable, REAL SURROUND SOUND SYSTEM and demand "LIVE" gaming excitement, get this awesome Plug & Play package before the other guys do! SEE IT! HEAR IT! BE IT!

- PSone™ & PS2™
- Xbox™
- N64™
- Dreamcast™
- GameCube™

### 4.1 GAME ZONE

Surround Sound  
System



## KINYO

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



EXPERIENCE  
Explosive  
GAME  
EXCITEMENT!

Available At

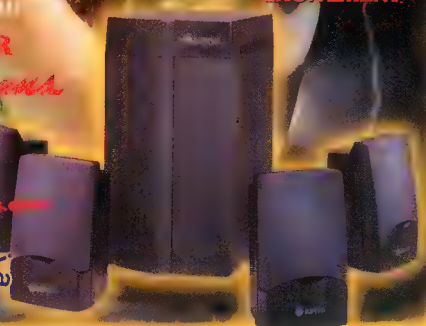
MIJER  
7013/3000A



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



All other trademarks and/or registered trademarks are the property of their respective owners.





**Publisher:** Koei  
**Developer:** Koei  
**Featured In:** EGM #149  
**Players:** 1-2  
**Also Try:** Dynasty Warriors 2  
**Best Feature:** Intense battles  
**Worst Feature:** Loads of fog and pop-up  
**Web Site:** www.koeligames.com



The Japanese have been crazy about this game since its release (it held on to the #1 sales position out east for four weeks, selling over half a million copies), and for good reason. It's the best action-oriented war game on the planet, flaws and all. While just a hack-'n'-slash combo-fest at heart, Dynasty Warriors 3 distinguishes itself by providing players with incredibly detailed and totally immersive environments. As you navigate through the game's war-torn fields, you'll really feel as if you're fighting for your life, struggling desperately against never-ending hordes of enemy soldiers. The countless bad guys are as detailed and well-animated as your central character, and they crowd the entire screen during combat, *Breaveheart*-style. The cool battles are all well and good for those who are new to the series, but fans should note that part 3 offers little that wasn't present in last year's offering. The new two-player split-screen mode is almost too foggy to play, and while it's easier to save your progress than before (you can't need to hunt down memory cards), icons are more, load times are still way too long. Despite these problems, plus a tricky camera and voice acting that stands as some of the worst in the business, I'll still be buying this disc when it hits store shelves. And with replay boosted by over 20 playable characters, each entering the fray with a unique fighting style and personalized weaponry, I'll be playing DW3 'till my fingers bleed. **Ethan**

DW3 comes closer to capturing the feeling of being on a battlefield than anything else. Forget strategy games; Koei's usual stuff (like Kessen) makes my eyes glaze over. This game is entirely action. In one battle alone, I felled over 750 soldiers, myself. Combat like this gets you juices flowing. Although the satin and gold costuming makes DW3 look like Crouching Tiger, Hidden Drag Queen, the battles are anything but fruity, with bodies flying everywhere and legions of soldiers to beat down. Playing cooperatively with a friend is really cool, too; the Versus mode can't hold a candle to a dedicated fighter like DOA2: Hardcore. **Christian**

After playing this game, I now understand how Custer must have felt at Little Big Horn. You'll be severely outnumbered the minute you press Start, as hundreds of enemies pour from every direction. My biggest problem with the game is that battles drag on for what seems like hours, due in part to sketchy mission objectives. The repetitive, hack-'n'-slash gameplay doesn't help matters—aside from directing your bodyguards, there's virtually no strategy to be found here. The action also slows down horribly when there are too many enemies clogging the screen. Still, if you like long odds and lots of action, you'll probably like this game. **Gary M.**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	4	7



**Publisher:** Sony CEA  
**Developer:** Harmonix  
**Featured In:** EGM #148  
**Players:** 1-4  
**Supports:** Multi-tap, Expansion Disks  
**Best Feature:** The feeling of performing music  
**Worst Feature:** Controls when things get fast  
**Web Site:** www.scea.com



If previous music games outta Japan (Beatmania, Guitar Freaks, Samba de Amigo) didn't use special controllers that looked like musical instruments, they wouldn't be nearly as fun. Unfortunately, Frequency "only" uses a Dual Shock 2 controller, but even then, the pad isn't made for the kind of super-fast button-tapping and moving you need in Frequency's harder difficulties. The gameplay here is a lot deeper and more satisfying than typical games in the genre. Songs are divided into parts (drum, vocal, guitar, etc.), each a separate track in a large tunnel. You move from track to track, clearing each and heading to the next without pausing to keep your combo going and the points multiplying. Because of all this interaction, Frequency has a level of challenge and technique not found in other music games, making it feel like you're really "performing" the tunes. But the thing that hampered my enjoyment is the music selection. I'm just not a big fan of club-style music, nor of most of the featured bands, like Powerman 5000, Crystal Method and Orbital. That hurts the whole game even though I like the gameplay. On the other hand, Remix mode lets you construct levels and remix the music any way you want. And Frequency's usually more impressive than any of the music games from Japan. It's a strong entry for the musical genre, but unless you really dig the music, it's not going to last very long. **Chris**

Unlike posers who think wearing a *freshbie visor* magically endow them with turn-table talent, smart girls and boys can get their groove on with Frequency instead. Requiring more motor coordination than musical talent, Frequency goes beyond just "catching" tracks (as in Dance Dance Revolution with dance steps). Its remix and freestyle options offer creative opportunities for musically inclined players, while an innovative worm-hole track interface makes for easy pick-up and play. Keep in mind, though, that you really have to dig Frequency a lot to keep playing since its repetitive gameplay gets old. But dig it, and dig it a lot, and the DJ sky's the limit. **Jeanne**

Frequency might be the first step toward making music games a little more mainstream in the U.S. It's got a slick, easy-to-use interface and very pretty graphics. And since it features real tracks from artists Americans have actually heard of—No Doubt and Crystal Method to name a couple—Frequency is immediately accessible for almost everyone. It's a refreshing change from the weirdness that you'd find in a PaPapa or Dance Dance Revolution. And the best part for you budding DJs out there is you get to remix all of these licensed tracks to your heart's content. I just wish the game was longer...but that's what expansion discs are for. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	8	7



**Publisher:** Electronic Arts  
**Developer:** Electronic Arts  
**Featured In:** EGM #148  
**Players:** 1-4  
**Supports:** Multi-tap  
**Best Feature:** Car chase sequences  
**Worst Feature:** Force-fed Bond chieftess  
**Web Site:** www.007.ea.com



EA focused on making this feel like a Bond movie, and they tried too hard. The innuendo and cut-scenes are so force-fed that the action plays second fiddle. Instead of letting enemies ambush you, short cutscenes show you what's around the bend. Can't find the grate you need to get through the level? Don't worry, the "idiot cam" will zoom to show you where it is. And if you need a keycard, a half-naked girl will hand it right over—after you spew a pickup line, of course. The gadgets also get too much face time. You'll often spend more time cycling through an endless menu of gizmos than firing your gun. Many levels feel like they were designed entirely around the gadget-of-the-week. Just wait 'til you use the Q-claw cell phone that turns you into a British Spider-Man and the Q-Jet that makes you look like a suit-wearing Rocketeer. Inspector Gadget, anyone? To make matters worse, being "Bond-like" causes the first note of his theme to blast. Shoot a barrel that explodes: Da-da-da daaa. Mix a padlock with the Q-laser: Da da-da daaa! Hearing this 50 times, and you'll understand why imagine the theme now gives me the runs. Luckily, the fun multiplayer modes and Spy Hunter-like driving sequences aren't as annoying. They make this disappointment rentable, but I shouldn't have expected a lot from something subtitled "Agent Under Fire." That's like naming a NASCAR game "Racer Drives Fast." **Kraig**

I'm not sure anyone has really cared much about this series since GoldenEye. But for the remaining followers of the James Bond game legacy, Agent Under Fire is about what you'd expect from a 007 title, just with more driving levels. It's a solid game from a technical standpoint, but extraordinarily bland from a gameplay perspective. Gunning down foes in high-speed chases, sneaking around and heavily fortified buildings...it's been done with greater style in lots of other games. The PS2 has so many killer games this fall, wait until you've played the entire A-list of releases before you give Bond the time of day. **Jonathan**

Hot Bond babes in tight clothes are the only thing going for 007. Escort that booty out, and you're left with a flat arcaid shooter, starring a down-right perverted James. AUF's grossly contrived Bond plot cobweb-strings together one insipid, uninspired mission after the other. And considering you haven't got much more than 12 uneventful levels (with little to nil replay value), what else keeps Bond AUF aloft? Not multiplayer, that's for sure. When multiplayer feels like it got slapped on at the last minute by taking bits and pieces from the single-player missions, it shows and blows. Looks like Bond's in a lose-lose situation, and this time, he's screwed. **Jeanne**

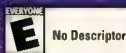
VISUALS	SOUND	INGENUITY	REPLAY
7	5	3	4



# An **ADVANCE** assault on your senses

## RAMPAGE

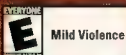
PUZZLE  ATTACK



- Four single-player game modes: CLEAR, PUZZLE, RESCUE and MARATHON mode
- Three multiplayer game modes: ATTACK, SCORE and RESCUE mode
- Up to 200 levels of challenging puzzles



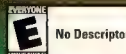
## Midway's GREATEST Arcade Hits



- Defend the planet from ravenous space aliens in Defender
- Take to the air on your winged bird of prey in Joust
- Destroy hordes of marauding mutant robots in Robotron: 2084
- Prevent evil from being unleashed in Sinistar



## Cruis'n VELOCITY



- Race 10 different speed machines through 14 tracks
- Three gameplay modes - Cruis'n Cup, Championship and Freestyle mode
- Game Link® Cable support lets you challenge up to four of your friends



GAME BOY ADVANCE

LICENSED BY



MIDWAY

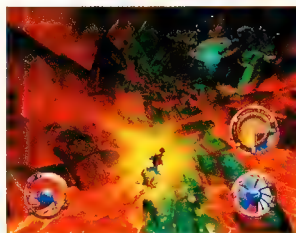
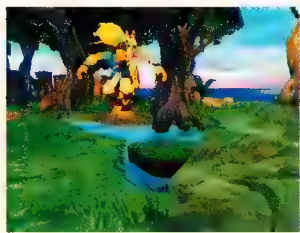
# Jak and Daxter: The Precursor Legacy



**Publisher:** Sony CEA  
**Developer:** Naughty Dog  
**Featured In:** EGM #149  
**Players:** 1  
**Better than:** Crash Bandicoot: Wrath of Cortex  
**Best Feature:** No loading  
**Worst Feature:** Low boss count  
**Web Site:** www.scea.com

**C**rash Bandicoot's well-publicized split with his creators turned out to be a bad move for the maniacal marsupial. While his new game is woefully average (see EGM #149), Naughty Dog's new effort, *Jak and Daxter*, takes its place as the premiere PS2 platformer. Rather than just rehashing Crash, Naughty Dog wisely borrowed a few pages from Miyamoto's "How to Make Mario 64" book. (The same pages that Rare swiped for the Banjo-Kazooie games, it would seem.) The result is a true 3D platformer that offers perfect control, beautiful levels and ample challenge.

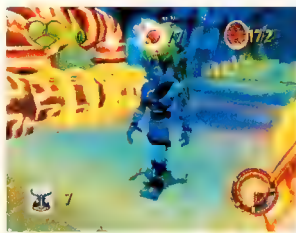
Just as Mario 64 had stars, J&D places you on a quest for 100 well-concealed Power Cells. The tasks that must be completed to gain these precious orbs are wonderfully diverse, so the action stays fresh and funky. Bartering with townspeople, piloting a hovercraft across a fiery lake and protecting a precious mushroom



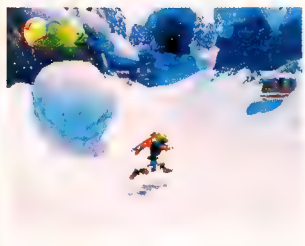
**Frequent driving minigames keep the traditional run-and-jump action from getting too stale.**

patch from invading rodents are examples of the zany goals you'll accomplish to gain Cells.

Do *Jak and Daxter* have the goods to be real mascots? Well, *Jak* a total wallflower, but *Daxter* really hams it up with wry jokes and witty quips that are both funny and well acted. When *Crash* is begging for change alongside *Bubsy* and *Gex* in a few years, don't be surprised to see J&D living the high life as the true mascots of the PlayStation 2.



**While *Jak and Daxter* is a remarkably solid title, it does succumb to just about every clichéd convention of the genre. Here we see our heroes in a chilly ice level. Not pictured: the thrilling minecart sequence.**



**Crash Bandi-who?** Seriously, Naughty Dog's *Jak and Daxter* hardly **bests the Crash games in every way**. With responsive control and quest design blatantly lifted from Super Mario 64, J&D won't win the "Most Original" award, but if you're gonna yank from someone, take from the best. The game does break some new ground in the realm of disc loading times, specifically, the lack thereof. All of the game's many stages flow smoothly together with no breaks. You can even stand on high vistas and look out to see several areas far in the distance—impressive stuff. Those views sure are pretty, thanks to lush, attractive graphics that rival the system's best. Subtle touches, like a continuous, gradual day-to-night cycle and realistic-looking snow flurries add to the game's visual charm. Aural pleasures take the backseat to graphics. Music is sparse and forgettable, but the bountiful dialog will keep you away from the mute button. Also, unlike some modern action games that are over in a flash, J&D is a colossal adventure that you won't beat in a weekend. As J&D is so obviously inspired by Mario 64, I do feel obliged to dock it a few points for creativity. In fact, one of its biggest flaws, a serious shortage of bosses, is a direct holdover from Nintendo's classic. But overall, it's an impressive effort. No other PS2 platformer comes close this holiday season.

**Shane**

One look at *Jak*'s spin attack and the exploding boxes, and you know the *Crash Bandicoot* people are behind this. If it weren't for the excellent characters, story and animation, J&D would be just another hunt-and-gather game like so many other 3D platformers. The game play is still packed with old stand-bys: vehicles to ride or race, sliding down hills peppered with power-ups and deadly obstacles, hitting switches to reveal time-limited platforms, etc. The difference is that the game is so incredibly polished and well-crafted, it **doesn't matter if you've done this stuff a hundred times before—it's still fun**. And any game on the PS2 with zero load time deserves props.

**Chris**

J&D is one of the best-looking games I've ever seen (sweet graphics, great special effects, etc.) and *Jak* handles like a bandicoot that's learned some new moves. But therein lies the rub. **While the great control and flashy visuals ensure that someone will enjoy this, these tricks are strictly for kids**. Only young'uns (or *Shane* and *CJ*) will enjoy *Daxter*'s Jar Jar-esque "zaniness," and only kids possess the patience required to complete *this* nonstop fetch-quest. There must be a manual for game design that says collecting is fun, but in actuality, it's really, really not. Younger gamers will cotton to this very quickly and older gamers will yawn.

**Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	5	7



# HARVEST MOON

*Save The Homeland*

**WELCOME TO THE  
HEARTWARMING  
WORLD OF  
HARVEST MOON!**

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



PlayStation.2



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



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



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



USE OF ALCOHOL

**NATSUME**  
*Serious Fun™*

**Victor**  
Interactive Software

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



# Metal Gear Solid 2



**Publisher:** Konami  
**Developer:** Konami CEJ  
**Featured In:** EGM #147  
**Warnings:** 1  
**Best Feature:** Sneak-'em-up gameplay  
**Worst Feature:** Disappointing overall plot  
**Web Site:** www.konami.com



## THE GOOD

The best part about MGS2 is that it's got more of what makes Metal Gear Metal Gear—sneaking around, distracting guards, taking them out one by one...the stuff that has really defined the series from day one. Now, with more rooms you need to cross several times, the added first-person mode (more on that later), and other considerations like guards who check in at regular intervals and bodies you have to hide, the game has an even more desperate and thrilling "I'm being hunted" edge.

But it's not just more of the same. It's true MGS2 is an improvement on the last game and not an entirely new take, but Konami managed to include enough original touches to make it a proper sequel. The aforementioned first-person mode, for example, has become essential; precise aiming is now important against the bosses, in the more numerous sniping sections, and even against the regular guards (nail 'em in the head for your stun darts to work their magic

**F**irst things first: Don't read this review if you're worried about it ruining any part of MGS2's story—it will. We do have some complaints, but you still *must* play this game, and you should do that knowing as little as possible for maximum enjoyment. Just skip ahead to the spoiler-free reviews on page 214, then go play the game. You can always come back later to read how right on we were about everything.

All right, now that we got that out of the way, let's get right to it: How does one of the most hyped, most anticipated video games of all time stack up? The short answer is great. Awesome. Fantastic. But not without some disappointment.

## GRAB A SOUVENIR

The only way to get a guard's dogtags is to sneak up and scare him with a gun pointed right in his face. Collect all the tags to open up other secrets.



Preserve those special moments by taking plenty of pictures. Later you can name your photos, adjust the color balance, and save them to a memory card.

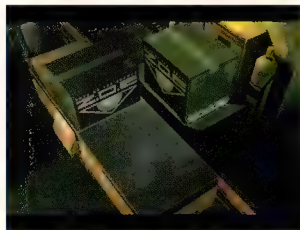
quickly). Other new or expanded game mechanics (see sidebar)—some you only see for an hour or less—likewise make MGS2 feel like a fresh experience.

None of this would be possible without MGS2's brilliant and pliable control scheme. We say brilliant because, when you look at all the different things you can do, wrestling with the controller could have easily dragged the entire game down. Check it out: You've got instant access to all your items and weapons; you can drag dead bodies, and open and close lockers

## CHIT CHAT



Meet strange and interesting new people, then kill several of them! Like the last game, much of MGS2's story takes place between two talking heads using your Codec radio. Try pushing in both shoulder buttons while someone's talking for fun.



Hide under a box and jump on this shipping belt to instantly "warp" to a different part of the game. Each of the five boxes you can find will take you to a different location.



to hide them or yourself, hang off ledges to avoid guards, punch, kick, strangle, swim (complete with a stunningly real blurry underwater effect), climb smaller objects, peek around corners, plus still duck and crawl. You can even stand on your tippy-toes and do pull-ups to increase your grip strength. Remarkably, with all this you'll still have the hang of everything after about 20 minutes. And the mechanics are deep enough that the warm feeling of finally mastering the subtleties of the controls comes only after hours of play, the mark of any great-playing game.

Finally, MGS2's graphics make good on every promise the original trailer made when we first saw it over a year ago—crisp, detailed and very smooth. We don't need to waste much time here, just look at these screens. It's arguably the best-looking game on the PS2 yet.

#### THE BAD

You may have noticed we haven't mentioned the plot, which seems to have become *the* crucial aspect of this series above all else. After all, creator Hideo Kojima and Konami have gone to Cold-War Russia lengths to keep the press and public in the dark, going so far as to disappear for months leading up to MGS2's release. We've had fun here at *EGM* playing along, obsessing over every leaked detail and screenshot, guessing what was going to happen, even creating a monthly column for it all. Unfortunately, like the *Star Wars: Episode I* movie, all the secrecy can't hide the fact that now that we know everything we've been anticipating for so long, the overall plot just isn't that good. It starts off strong with the whole tanker episode, but eventually it's just good, then average, and finally at the very end, plain bad. Ridiculous twists that go



nowhere (Otacon's revelation that he was shuping his stepmother while his dad committed suicide), double, triple and quadruple crosses, bizarre plot threads about evolution and the nature of reality—at some point it just gets silly. The moment-to-moment dialogue is still

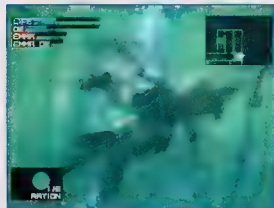
*Cont. on page 214*

### SO WHAT'S NEW FOR MGS2?

As anyone who has played the demo could tell you, MGS2 looks and plays a lot like the last game. What they couldn't tell you is there are also a whole slew of kick-ass new elements in the final game that the demo doesn't so much as hint at. Some of them only last a few minutes, while others are woven into the entire game. Here are a few:



Sniping was in the last game, but this time it plays a much bigger role, handling everything from disarming bombs to providing cover fire.



New swimming sections, alone and escorting another character, have their own controls and cool graphical effects.



How cool would MGS be multiplayer? This section hints at the possibilities: You and a friendly computer-controlled "new friend" tackle a hallway of bad guys together.

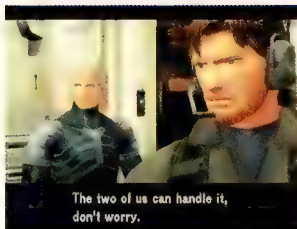


Look familiar, Ico lovers? At one point you need to grab this young lady by the hand and lead her where you want to go.



Use this powerful microphone to locate a particular pacemaker-equipped hostage and to overhear conversations.

## Metal Gear Solid 2 (cont.)



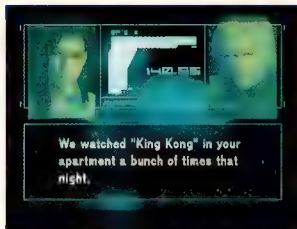
The two of us can handle it, don't worry.

One of these men is a take-no-prisoners super stud. The other is a whiny little rookie farthead. Can you guess which is which?

quite good, as is the voice acting (if not quite up to the high bar set by the last MGS), but the melodrama near the end almost overwhelms it all.

### AND THE UGLY

That would be Raiden, MGS2's Jar Jar Binks. (OK, he's not *that* bad.) If you don't know by now—*this is your last chance to look away*—Raiden is—*this time we're serious, this is your last warning*—the real star of MGS2, the only playable character after the first couple hours of the game. It's a gutsy gamble from Kojima, surprising everyone with a replacement for beloved series mainstay Solid Snake, but it



We watched "King Kong" in your apartment a bunch of times that night.

ZZZ...huh? Oh, sorry. During this painful little interlude, soft, romantic piano music actually plays in the background. Ugh.

doesn't pay off. Raiden spends most of the game as a clueless bleach-blond wussy boy, who, despite his training, acts like he belongs more in high school than on a mission to save the president and avert nuclear crisis. Thank god Solid Snake is still around to lend the game a little action-hero gusto, but then rubbing shoulders with Snake, in full bad-ass glory, only makes the new kid look even lamer by comparison.

So that's it—MGS2 lives up to or surpasses the hype in every aspect except for the story, where it falls flat on its face. Luckily, even with its shortcomings, MGS2 is still an incredible game and well worth your time.

The guards aren't much smarter this time around, but it's tougher to take them out. A search party comes looking if they don't radio to check in regularly (sometimes necessitating scenes like the one below).



Despite what you might assume, this is not an easy game to review. The overall quality is unquestionably high—some of the best graphics on a home game yet, ridiculously detailed environments packed with secrets, tiny jokes and optional extras, replay bolstered by collectibles and harder difficulties, and controls that you can truly master...but the story...how can I put this...sucks ass. I kept assuming it would get better, that the end would hold some incredible explanation that would cause everything to make perfect sense in retrospect, but it never happened. In fact, the plot just got worse and worse, piling twist onto twist until, near the end, I was literally laughing at how ridiculous it had all become. For that reason and that reason only, I still feel a tinge of disappointment with MGS2. But when I step back from my expectations of what a Metal Gear storyline should be and look at MGS2 on its own merits, this is one of the best games I've ever played. It's **indefinitely more polished, more playable, more replayable, better-looking, and just plain fun to run around and play than most anything else out there**. I didn't hesitate for one second when I finished it the first time, starting up another game **immediately**, to hunt for the ton of stuff I know I missed. Even as I write this I can't wait to play it more, and I'm guessing that, despite the gaping hole where the cool plot should be, you'll feel the same way.

**Mark**

Can I give this a 9.8? I had two days with MGS2, and I absolutely adored it, so let me start by advising you to go buy this game with all speed. I guarantee **no two people will play it the exact same way**, and that kind of gameplay freedom counts for a lot in my book. The weapon variety isn't fantastic, but I can live with it; it's the overcooked story that kept MGS2 from a 10. All the double-crosses and heavy political talk break up the game's momentum and leave your melon spinning by the end of the adventure. The demo had a good balance of action and plot; it feels like the developers just got lost in the minutia and over-tweaked the final story.

**Jonathan**

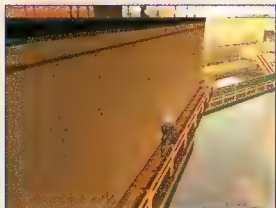
You better get used to picking your jaw off the floor because **from a gameplay perspective, MGS2 exceeded my wildest demands**. The sheer number of things you can do from moment to moment made this not only an incredible and memorable adventure, but also one that was downright fun. MGS2 does, however, take a couple steps back from the previous game: While the game is better designed, the story isn't nearly as good. Also, the final boss battle in MGS2 has to be one of the most anticlimactic fights ever. If this is indeed the last in the series, then it ends, as one villain quotes in the game, "not with a bang, but a whimper." Bring on MGS3! **Che**

### SOLID SNAKE'S FUNNIEST HOME VIDEOS

Now our studio audience will vote on which of the following scenes, sent to us by people just like you and me, they'd like to see win our \$10,000 prize. Will it be:



"Naked man in tunnel" sent in by Scott Dolph of Treeport, Maryland. (clapping)



"Why is this rain yellow?" sent in by Terrorist #72 from unknown. (hahaha)



Or how about "Bird craps on Super Agent's Face" from D. Snake. (awwww)



[This scene only available on MGS2: Too Hot for TV: Snake Gone Wild]. (ewwww)

VISUALS	SOUND	INGENUITY	REPLAY
10	9	8	8



# SHOOT THE CORE

The classic franchise Gradius comes to Game Boy® Advance!  
An evil force has taken over a distant star system and only you can stop them.

- Eight all new levels
- Choose from 14 powerful weapons
- Devastatingly large boss enemies
- Variable difficulty levels for novice and expert players

## GRADIUS GALAXIES™



GAME BOY ADVANCE



www.konami.com

Gradius Galaxies™ is a trademark of KONAMI CORPORATION. © 1985-2001 KONAMI & Mobile21 Co., Ltd. ALL RIGHTS RESERVED. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.



**Publisher:** Electronic Arts  
**Developer:** EA Canada  
**Featured In:** EGM #148  
**Players:** 1-4  
**Supports:** Multi-tap  
**Best Feature:** Old-school players  
**Worst Feature:** Unrealistic play  
**Web Site:** www.esports.com

PS2

Many hoops fans seem weary of Michael Jordan's comeback. They say he's too old, too slow, and the Wizards are too bad of a team. Eager to see for myself how Air might fare, I played with the Wizards against the Lakers and won by 40 in my first game. Then I ratcheted up the difficulty and still won by 30. Finally, I turned it all the way up to the "Superstar" level. You know, that's where the computer steals the ball by just looking at you. The margin: Wizards over Lakers by 10, despite one of the ugliest displays of computer cheating I've seen since NFL Blitz made me fumble away a 21-point lead. Now, if I could beat the game when using a bad team on the hardest difficulty level, then Jordan can make a glorious comeback...in NBA Live's world, at least, where zone defenses are as sturdy as warm butter, rebounds are handled like wet soap, and a pin-point alley-oop pass from scrub Markez Fuzer is thrown down by dinosaur Charles Oakley. Five times. In one game. It surprised me that this plays so unrealistically after seeing how great the players look on the court, especially when they show emotion while driving the lane or biting at a ref. Even Dr J's "fo" is sweetly 3D-rendered on the classic All-Star teams. It feels like EA focused on beefing up the fancy graphics and features and hoped we would overlook the rest. That might be enough to drive an arcadey slam-fest, but NBA Street fits that bill so much better. **Kraig**

Remember that of history book illustration depicting the evolution of man? The first couple ape-men were hairy and hunched over. The next few, more upright and less hairy, and so on. Whelp, in the evolution of next-generation basketball sims, Live 2002 is walking upright, but it's not the modern man that NBA 2K2 is. **Gameplay-wise, it still retains an uncomfortable likeness to past PS2 versions,** but other areas like graphics and animation are improved. Even so, it still feels like you're steering turn-on-a-dime players through a gaggle of flat-footed AI defenders. It may be the best Live yet, but with NBA 2K2 coming to the PS2 this December, you should rent first. **Dan L.**

I dare people to enjoy NBA Live. It's heavy on cutscenes and commercial-friendly highlights, but light on fun. I expect my sports games to let me take control and DO something, but Live seems to prevent that, especially in the areas of rebounding and defense. **Most rebounds fall to the floor. Most defense is useless.** The jump animations take so long that I can't block shots or even contest jumpers effectively. Offense is fun enough, I guess, but the game lacks major intensity. Players kind of saunter up the court and go through zombie-like motions on offense. PS2 owners should wait for NBA 2K2 to see what real hoops is all about. **Dan L.**

VISUALS SOUND INGENUITY REPLAY  
7 6 4 7



**Publisher:** Sony CEA  
**Developer:** Killer Game  
**Featured In:** EGM #148  
**Players:** 1-8  
**Supports:** Multi-tap  
**Best Feature:** Post-game highlights  
**Worst Feature:** Hilarious animations  
**Web Site:** www.g89sports.com

PS2

Life's not fair. I mean, where was I when people were getting hired to make this game? I could have used the year off, with pay, to watch a team of chimps cobble together some code and label it NCAA Final Four 2002. Sometimes I feel sorry for the developers behind a poor product, because it seems like they tried. That's obviously not the case here. **NCAA 2002 is so imperfect in every sense of the word that it defies, stretches and confounds the imagination.** It might be cliché to say for a 989 Sports game, but the only redeeming feature is its ability to make you laugh. I watched passes seemingly headed out of bounds by 20 feet suddenly warp to a guy under the basket (minor chuckle). I saw guys running out of bounds get magically sucked into a dunk animation (hearty laugh). I saw players doing 360-degree spins, standing in place, while waiting to inbound the ball (guffaw). Basically what I saw, and what you'll see if you dare buy or rent this game, is gross gameplay mismanagement of the highest degree. Two elements saved me from giving this game a score of zero: Touch-control shooting, while not realistic, is like a minigame and can lead to some funny contests against friends. I also enjoyed the high-light reel isolation on the player of the game. Of course, it would help if that highlight reel was the icing on the cake and not a small glimmer among the ruins. Do not try and do not buy. **Dan L.**

It's a bad sign when the high point of a game is its video introduction, and we're not talking Oscar-winning material. This year, 989 Sports' game has gotten faster with all the fluidity of a broken transmission. The players spin and prowl like ballerinas hopped up on speed, but when it comes time to bust out a special move or sink a jump shot, they slow to a crawl. I practically got whiplash from the frequent speed changes. The new view gives it an NBA 2K2 look, but too bad it didn't get its brains too. Guys stand around on the court and don't bother to chase a rebound or motion to get open. It's like they don't care to play the game. So why should you? **Kraig**

Back in the PS1 days, the problem with Final Four was the flat-footed AI players. You could turbo through the swiss cheese defense and jam almost nonstop. It was loads of fun, but not very realistic. In this edition, however, the computer defense is almost too good. It's like Fort Knox around the hoop. And unfortunately, your best weapons for driving the lane—the special moves—don't always work. (It's mighty frustrating.) On a positive note, I like the selection of teams, as well as the new down-court camera angle, but that's about it. **With NBA 2K2 coming to the PS2, you better hold onto your cash.** College hoops will have to wait another year. **Dan L.**

VISUALS SOUND INGENUITY REPLAY  
3 3 3 3



**Publisher:** Sega  
**Developer:** Visual Concepts  
**Featured In:** EGM #148  
**Players:** 1-8  
**Supports:** Multi-tap  
**Best Feature:** Super-fast and smooth gameplay  
**Worst Feature:** Weak Franchise mode  
**Web Site:** www.segasports.com

PS2

Most action-packed football games are high-scoring because they're fiddled with a computer opponent with the I.Q. of a jock strap. You know, wide-open receivers, stupid defenders, bad play calls...that's just bull. NFL 2K2 is proof that you don't need to play dumb to play fun. If you get a huge gain, it's usually because of a great play, not a glitch. Rarely will you find a player so lost that it makes your head explode: Those moments come when you try to stop running backs. You may have the best run defense on Earth, but power runners unrealistically flatten huge defensive linemen in their way. Plodding Mike Altost lit me up for 150 yards; more than half of them were gained after the first cut. Just think of what nimble backs like Marshall Faulk can do. They can be contained, but you have to go up to stop them. Of course, it's fun to do the damage on offense. Overall, the gameplay is lightning-quick and superbly animated—2K2 is daring to be innovative here. The rush of spinning through a tackler or squeezing sideways through a narrow crease for a big gain can't be beat. Most of the pieces of this Madden-alternative are coming together nicely, but not as well as the pop-up score ticker would suggest. If I see "There's a new sheriff in town, Sega Sports is it" on my screen again, I'll vomit. **I'd like to see deeper features and more balance on defense** before they start that insecure trash talk. **Kraig**

**On the PS2, 2K2 is faster, more arcade-like experience than it was on the DC.** My first game against the computer was a total blowout: Two interceptions for touchdowns, an 85-yard run, etc. The big plays flowed like wine, or something. On the Pro and All-Pro levels it gets more challenging (more like the DC version), but never as intense as Madden. Casual fans should be able to hook up and experience the thrills right away. Don't get me wrong, it's not Blitz, but calling it the arcade alternative to Madden isn't off base. Two-player is still the best way to play, but the awkward play menus have got to go: Unless you mask them, your pal knows what you're calling. **Dan L.**

Finally somebody is picking up the slack. Where 989 Sports failed to ever seriously push EA Sports, Sega and Visual Concepts might succeed. NFL 2K2 is a great, but not perfect, alternative to Madden. There's a distinct feel to 2K2. It has that big-play feel, like anything could happen. **Wide-open offense, big-play D, and a quick, responsive feel are the calling cards of NFL 2K2.** Running the ball is a delight after being mired in Madden's momentum. Simulation freaks may die the amount of broken tackles (frisco) or blown covers, but it doesn't ruin a fun overall experience. Franchise mode needs a lot of work, as the interface, menus and options are limited. **Dan L.**

VISUALS SOUND INGENUITY REPLAY  
7 7 6 9





PlayStation 2

A WARRIOR WORTH A THOUSAND!

# DYNASTY WARRIORS 3



BATTLEFIELD ACTION with over 20 intense Stages and 40 playable Warriors!

Brand new 1 PLAYER Versus and Cooperative Modes!

Even more bone-crushing moves and a brand new MUSOU Attack!

Control your bodyguards with expert-level commands!

First in the series -- Massive ELEPHANT TROOPS!

Visit [www.esrb.org](http://www.esrb.org) or call 1-800-771-3772 for more info.

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



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

# Soul Reaver 2



It's amazing what'll grow up around the pillars of Nosgoth if you leave them untended for a couple hundred years. You'll witness a monsoon of story elements in almost every cinema, so try to stay awake through 'em.



Crystal Dynamics must have read their message boards a little too closely when designing SR2. All the hardcore fans were so pissed about the story and ending of Soul Reaver, CD apparently over-compensated and put nothing but plot in the sequel. Tons and tons of elegant cutscenes and story elements are brought out through amazing voice talent, and each one reveals something cool about the series' history. Everything in between, however, just felt like filler made of essentially the same **crappy combat as the first game**. I thought we weren't going to be able to just jump over bad guys anymore. Seemed to work 80 percent of the time for me... You've got no incentive to fight unless you're severely wounded and need to regain energy by feeding, so why bother? Instead, you will spend countless hours just running from place to place trying to spot the one ledge or cavern that will allow you access to the next area. The only thing that will motivate you to send Raziel loping across Nosgoth is seeing this epic tale come to some kind of conclusion. The first game's tedious block puzzles have been mercifully replaced by more creative mind benders, which helps to offset the uninspired combat. The final battle is the only one that could even be considered a "boss fight," though, and Raziel is invincible throughout the whole thing, which would be cool if it was a dangerously uncoordinated 4-year-old.

**Jonathan**

To paraphrase a comment from one of the voice actors in the outtakes section of Soul Reaver 2: For a video game, this sure has a lot of talking. After a while my eyes just glazed over every time a cinema began. Watching two characters stand there and talk for two minutes with no action over and over isn't my idea of a good time. **So much attention was paid to the complex story that the repetitive puzzles feel like an afterthought.** And its brooding visuals are both a blessing and a curse. They look great and the environments are huge, but missing one tiny detail could mean a half hour of aimless wandering. Decent, but Raziel's showin' his age.

**Chris**

I enjoyed the first Soul Reaver's gothic trappings and ambitious level design, but never really liked the vague level objectives and box pushing "puzzles." Two years have passed and aside from larger, more breathtaking architecture, plus a milky streamlined (but utterly lackluster) battle engine, I fail to see what all the fuss and constant delays were for. The graphics are very nice, when they're not submerged in darkness, and the voice acting is incredible, which is a good thing because there are so many damn cut-scenes. **As an aesthetic showcase, SR2 triumphs, but the mediocre gameplay will only appeal to fans of the first game.**

**Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	4	5

**Publisher:** Eidos  
**Developer:** Crystal Dynamics  
**Featured In:** EGM #147  
**Players:** 1  
**Cancelled On:** Dreamcast  
**Best Feature:** Enticing storyline  
**Worst Feature:** BOR-ing battles  
**Web Site:** www.eidos.com

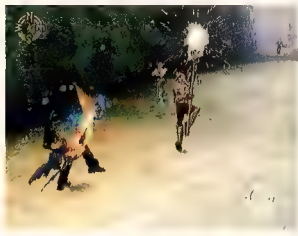
PSE



**Imbuing the Soul Reaver with four different elements gives Raziel the key to unlocking new areas and solving puzzles.**

**Y**ou can get off those pins and needles; Soul Reaver 2 is finally finished. For better or for worse, it's everything we expected and nothing we hoped. Fans longing for a reasonable conclusion to the first game's abrupt ending will certainly get it, compliments of extensive cinema breaks. Every major human and vampire player in Nosgothian history gets drawn in for a socio-political battle royale, and watching it unfold is admittedly intriguing. We were expecting that. What everyone was hoping for was a fine-tooth-comb job on the tiresome combat that weighed down the first game, and it didn't happen.

Instead, Crystal Dynamics gave their '83 Fiero of a combat system a hundred-dollar paint job and rolled it onto the PS2. It's a



Not even the unquestionable appeal of fire-chucking bald chicks could drag SR2's weak combat out of the sewer, unfortunately.



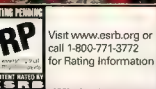


## Key Features

- ◆ Create and customize your party members from 5 races and 8 character classes!
- ◆ Over a hundred items and weapons to discover!
- ◆ Advanced 3D battle engine allows you to fight over a dozen enemies at the same time!
- ◆ Fear the Reaper! Explore a vast underground world, but don't lose your way or the Reaper will come for your soul!
- ◆ Combining the power of certain magic stones paves the way to stronger spells. Are you good enough to find them all?
- ◆ Allied Actions are the key to victory, but will clashing personalities in your party keep you from realizing your maximum potential?

A New Tale for a New Generation

Wizardry®  
TALE OF THE FORSAKEN LAND



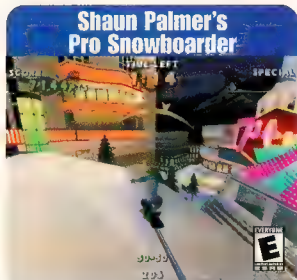
Visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3772  
for Rating Information



PlayStation 2



ATLUS®  
[WWW.ATLUS.COM](http://WWW.ATLUS.COM)



**Publisher:** Activision **PS2**  
**Developer:** Bear Soft  
**Featured In:** EGM #143  
**Players:** 2-2  
**Also Try:** SSX Tricky  
**Best Feature:** Tony Hawk-style level objectives  
**Worst Feature:** Obscure difficulty  
**Web Site:** www.activision02.com

Take the downhill courses from Tony Hawk's Pro Skater 2, replace the skateboards with snowboards, and you've got yourself a damn fine snowboarding game, right? Wrong. Although Shaun Palmer's Pro Snowboarder borrows heavily from Tony, it's not nearly as good. Not by a long shot. Maybe it's the way your character occasionally lands tricks that look impossible while falling inexplicably at other times. Maybe it's the way he tries to go uphill when you don't want him to. Maybe it's the developers' strange fascination with grinds, which seldom occur in real snowboarding but have to be performed ad nauseum to advance in the game. Or maybe it's the game's obscene difficulty level—Greg and I had to tag-team the game for hours to reach the third level. Shaun Palmer's does have a few things going for it. The control scheme, level objectives and start-building process have been lifted straight from THPS, meaning fans of the series will instantly feel at home. You're also free to choose your own path down each run. Instead of being restricted to a narrowly defined course, as you are in many snowboarding games. Shaun Palmer's also has a truckload of cleverly hidden secret items, sure to keep you busy for hours. Still, there are way too many better snowboarding games available for PS2, most notably SSX Tricky or Cool Boarders 2001, for me to want to spend too much time with this one.

**Gary M.**

If you're thinking Tony Hawk on snow, you're essentially right. Unfortunately the combination doesn't work quite as well as I'm sure Activision had hoped for. Don't get me wrong; SPSS isn't a bad game per se. But let's face it, it has quite a lot to live up to. Once you take a game that's meant to be free-roaming and force players down a hill instead, the THPS magic starts to fade. It's surprising the amount of times I had to restart each level due to one small mistake which prevented me from accomplishing my goal. It makes the learning curve a little steeper than Activision's previous O2 games, and will likely turn some players off.

**Greg**

Pro Snowboarder seems grind-happy at first, but once you start linking tricks, it makes perfect sense. The more crap there is to grind (and believe me, there's tons) the longer you can chain tricks. Without the copious linking opportunities, the game wouldn't be nearly as fun. It's all about besting your highest totals again and again (just like in Pro Skater). That's the best part of SPSS. On the other hand, hunting for floating icons and other traditional Tony Hawk-like objectives gets boring. Once you slide past something you need, you can't back up—that sucks. The goal, however, is mainly like mad trickin' and two-player fun), outweighs the bad.

**Dean**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	4	7



**Publisher:** Rockstar **PS2**  
**Developer:** Angel Studios  
**Featured In:** EGM #147  
**Players:** 1-2  
**Widest ride:** The ATV  
**Best Feature:** Bomb Tag mode  
**Worst Feature:** Cheesy video cutscenes  
**Web Site:** www.smugglersrun2.com

I always associate smuggling with the poor sap who gets caught at the airport with a bag of dope lodged up his ass. I assure you, nothing like that happens in this game. Instead, Smuggler's Run offers a fun and frantic racing game that has you moving contraband across huge and beautiful levels. I'll run down the game's most important improvements: First, it's noticeably faster. What's worse than a driving/racing game that doesn't feel fast? And the higher speeds are especially impressive when you consider how detailed the new environments are. Second, the cops and gangs are tenacious in their pursuit, but not to the point of absurdity. **Thankfully, the developers toned down the mad rambling** which was a big frustration with the original SR. Third, Bomb Tag! Single-player Bomb Tag is a blast (pardon the pun). It's nothing more than a simple game of Capture the Flag with an explosive thrown in, but boy, is it fun. And finally, let's not forget a little something called countermeasures. (That's a fancy word for stuff you can do to the dudes chasing you.) Drop bombs, smoke and oil out the back of your ride, adding a whole new level of intensity and strategy to the game. Overall, SR2 (even with the new features) is still just a simple game of chase. Simplicity, however, is often the hallmark of a great game. Fans of Smuggler's Run, as well as newbies, will dig this title.

**Dean**

The original Smuggler's Run was famous for its sprawling, go-anywhere environments; however, a second-generation PS2 game needs more than that to earn a thumbs-up. Fortunately, **Rockstar added just enough to Smuggler's Run 2 to uphold its interest.** Nitro boosts and offensive weapons (oil slicks, smokescreens and explosive canisters) make it a little easier to shake the game's pitbull-like enemies. The environments, filled with landmarks, rockslides and the like, are more interactive than before and as dangerous as your actual enemies. Lastly, the new head-to-head turf wars and checkpoint races greatly enhance the game's replay value.

**Gary M.**

I was pretty happy with the first Smuggler's Run, but still excited to see what fixes would be made for the sequel. Thankfully, they sped this mofu up to where you actually feel like you're breaking the speed limit once or twice. In addition to the speed fix, countermeasures give you a new way you keep the fuzz off your tail. You'll need 'em, because cop cars still come after you like they're tied to your bumper with a 10-foot rope. One thing I don't dig is the droning techno soundtrack. It just reminds you how many times you've restarted after getting nailed by the persistent police. Music aside, SR2 made all the right tweaks to the original formula.

**Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	5	7



**Publisher:** Infogrames **PS2**  
**Developer:** Rainbow Studios  
**Featured In:** EGM #148  
**Players:** 1-2  
**Also Try:** Wave Race: Blue Storm (GC)  
**Best Feature:** Realistic wave effects  
**Worst Feature:** No vehicle upgrades  
**Web Site:** www.infogrames.com

Splashdown is one of those gorgeous, technically superb games that just bores you to tears. OK, that may be overstating things a bit, but the game isn't nearly as adrenaline-soaked as developer Rainbow Studios' previous PS2 offering, ATV Offroad Fury. Maybe it's the lack of double and triple jumps, hills, berms, and other structures commonly found in racing games set on dry land. Instead, you get a bunch of essentially flat tracks chock-full of twists and turns. The game definitely would have benefited from some Jet Moto-style plunges down towering waterfalls, trips through subterranean caverns or other flights of fancy. What Splashdown does have is a really cool soundtrack which includes bands like Blink 182 and Smashmouth. It also has incredibly realistic water effects, complete with course-altering tides, but this isn't the novelty it once was. And you never see the big waves found in other water-based games like Wave Race. The ability to upgrade your vehicle or buy better ones would have been nice, but unfortunately, you can't. (You can add riders with different attributes to your team, however, by beating them in one-on-one contests.) Submerging under certain objects to take shortcuts is cool, but after a few races it starts to wear thin. While Splashdown is far from bad, it's not the sort of game that'll have you itching for more once you've raced all of the tracks.

**Gary M.**

As a big fan of ATV Offroad Fury, I expected Splashdown to be equally exciting. What I got was a very fast and competitive jet-ski racing game, but not the same grab-you-by-the-yayas experience of Offroad Fury. Unfortunately, there's only so much you can do on a water track. OK, so it's not as dynamic as ATV, but it's still the best jet-ski racing game I've played. That includes Wave Race (both versions) and all those silly Jet Moto games as well. The sensation of speed is great, and with the exception of the easy beginner levels, the AI riders keep the races tight and exciting. I'd still rather play ATV, but Splashdown is a blast as well.

**Dean**

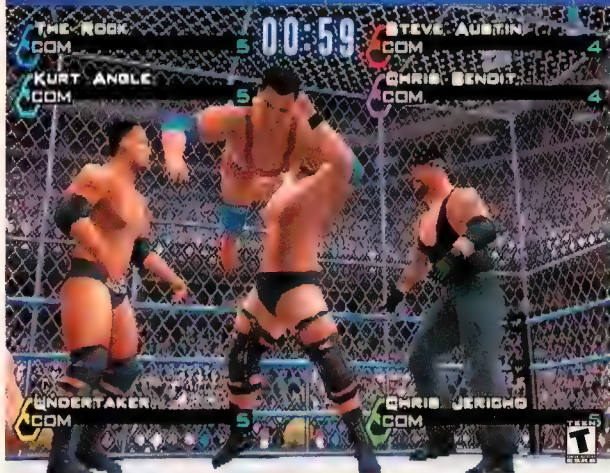
Something about racing on water gets my juices flowing, and Splashdown does the trick. It strikes a perfect balance between racing and aerial trickery so one doesn't overshadow the other—they're equally important. I really dig the track designs. They're not just oval, and they have plenty of variety and shortcuts waiting to be exploited. Although the water effects are realistic, it feels like you're racing over still water a bit too much. Where are the big waves? Once you count the kickin' soundtrack, the number of courses, the different race modes and the intuitive control, you have a racing game that outclasses even Nintendo's GameCube Wave Race.

**Chris**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	7



# WWF SmackDown! Just Bring It



**Publisher:** THQ  
**Developer:** Yuke's  
**Featured In:** EGM #149  
**Players:** 1-4  
**Supports:** Multi-tap  
**Best Feature:** Good collection of superstars  
**Worst Feature:** Story mode is too short  
**Web Site:** www.thq.com

PS2



**Triple H feels the business end of the most electrifying move in sports entertainment, The People's Elbow.**

and Rhyno, who were already in the WWF before the proverbial poop hit the fan). Still, the stable of brawlers is vast, with a decent amount of characters to unlock.

It could be a little more ambitious, yes, but that doesn't keep Just Bring It from being an excellent party game for wrestling fans everywhere. You're welcome.

**Left: Stone Cold demonstrates to Kurt Angle why gold medals mean nothing. Meanwhile, The Rock and The Undertaker stare lovingly at each other. Below: Some of the women—especially Trish Stratus—look kinda ridiculous.**



Let's not dwell on the fact that Just Bring It plays exactly the same as the past two SmackDown! installments. Those games rocked anyway, and still stand as the best wrestling games to hit home consoles in the history of the industry. What I will bitch about, however, is the way Yuke's totally broke the Story mode in this year's version. SmackDown! 2's Story mode was nigh-endless, which was a problem. But I've yet to have Story mode last longer than four matches in Just Bring It—that's just ridiculous. If you lose a match, win a title, or defend a title, it's game over. That's not nearly enough time to play out any of the convoluted storylines the WWF is famous for. It's extremely annoying if you're playing this as a one-player game, especially since Story mode unlocks all the cool create-a-wrestler bonuses. Once you get past that, though, SmackDown! is awesome. Get a Multi-tap and a few friends together, and the beauty of Just Bring It comes to light pretty quickly. It plays great, looks just as good, and features most of the wrestlers you've come to love or hate from watching Raw and SmackDown! every week. (Come on, we know you do.) Plus it's so fulfilling, almost therapeutic, to layeth the smacketh down on a few of your buddies. With almost any match you can think of included in the game—everything from Last Man Standing to Hell in a Cell—you won't get bored of this one for a long time to come.

**Breg**

If you like hulking men thrashing about in a ring, then you'll love this hoodwink. Smackdown has all the cheesy drama outside the ring you need to get into character. **The elaborate intros and quirky Story mode made me care about what The Rock was cooking.** If only the stars were as impressive in the ring. In SmackDown!, all wrestlers are created equally. The WWF is all about big guys beating the crap out of the lame ones, but here the only advantage they have are fancier moves. If the action weren't so fun and easy to learn, this would have annoyed me. But I'll happily take out any frustration I have with another People's Elbow.

**Kraig**

## LIMP BISCUITS



For those of you not in the know, The Undertaker's entrance music features the song "Rollin'" by the band Limp Bizkit. In a move we can only call bizarre, THQ decided that one of the unlockable characters in SmackDown! should be none other than Limp Bizkit frontman, Fred Durst. The mind wobbles.

We can't wait until the next SmackDown! sequel, where we hope to see Jessica Simpson and Britney Spears as playable characters!

SmackDown! 3 certainly looks like a next-gen wrestling game, but it doesn't play like one. They've managed to cram up to nine wrestlers on screen at the same time, but the collision detection hasn't gotten any better: you still can't interrupt a move in progress to save a partner. It's also too difficult to target a desired foe; the game really needs a "face the closest opponent" button. The long-overdue commentary sounds canned and lags behind the action. And how does Tazz manage to wrestle and call the action at the same time? **Hardcore WWF fans will love the game, but I was hoping for more.**

**Gary M.**

VISUALS	SOUND	INGENUITY	REPLAY
8	5	4	8



**ESGM SILVER**

**SSX Tricky**

Electronic Arts  
 EA Canada  
 EA #148  
 PS2

**Best Feature:** Eddie (the afro man)

**Worst Feature:** Needs a few more new tracks

**Web Site:** www.esportsbig.com

Just a short month ago I was trying to decide if Tony Hawk's Pro Skater 2X was a sequel, or just a fancy director's cut. This time it's the same story with SSX Tricky. The game throws up a few new courses, new characters and additional modifications, but fails to deliver a stable of new tracks. It raises the obvious question: Is Tricky worth the cash if you already own SSX? **Verdict:** **consider this, even though Tricky isn't completely fresh, it's substantial enough to squash any challengers out there.** For starters, the returning venues sport enough new shortcuts and cool doochieys, you'll hardly recognize them. The Tokyo Megaplex, for example, is laden with so many suspended highway pipes, it looks like a freakin' hamster aquarium (you know, the kind with all the tubes). Other tracks are done up with long sections of cable and other items readily made for monster grinds. It's all creative stuff and really fun to ride on. If that's not enough to convince you, the new tricks should win you over. Mastering the huge library of moves is guaranteed to hook you hard. Speaking of that, the crazy über tricks may be completely unrealistic, but when you finally pull one off, it's like riding a bike for the first time without training wheels—very satisfying. When all is said and done, it'd be nice if Tricky were completely new, but for a director's cut, complete with Informative DVD extras on the making of the game, it's darn good. At the very least, rent it for a few nights. **Dean**

It's been too long since I tore up the slopes crazy with rock-style with my girl Elise. But it was worth the wait. While Tricky isn't a sequel in the true sense of the word, EA has changed enough to make this game more than just a director's cut. The old tracks feel different thanks to a few tweaks here and there, and the new tracks and characters are downright cool. If the gameplay were exactly the same as last year's version, Tricky would still rock. Nonetheless, EA saw fit to adjust that a little, too. The new über tricks give you a real sense of accomplishment should you pull off a few during a run, and they add a whole new dimension to the game. Tricky is a sweet package. **Greg**

Call me crazy, but a handful of new characters and two new tracks do not a sequel make. As for the much-ballyhoed über tricks, they're not all that spectacular and mainly result in wipeouts. One new feature I do like is the ability to earn friends and foes as you play—PDA riders come after you with a vengeance. The "making-of" footage is a nice bonus but becomes stale after you've seen it once or twice. Don't get me wrong—SSX remains one of the greatest snowboarding games ever, but there's really no reason to buy Tricky if you already own the original game. GameCube and Xbox owners, however, should jump on it when it hits those systems. **Gary M.**

**VISUALS SOUND INGENUITY REPLAY**  
 9 8 4 8



**ESGM SILVER**

**Harvest Moon: Save the Homeland**

Natsume  
 PS2

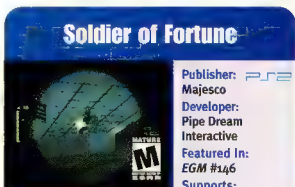
**Best Feature:** Open-ended, nonlinear, unique gameplay

**Worst Feature:** Having to water your crops every day

**Web Site:** www.natsume.com

Both longtime fans and those less enthusiastic about the Harvest Moon series have always pointed to one key point when justifying their feelings: They're, well, farming sims. Sure, the games are about so much more, but at its heart the series has always revolved around the often wearisome tasks of raising livestock and rotating crops. With this PS2 installment, though, that focus has changed for the better. Yes, you still build your daily routine around agricultural toils, but this time the farming portions have been streamlined, giving you more free time to pursue the other more satisfying aspects of the game, like building relationships, playing minigames, and fulfilling a range of tasks, all in an attempt to save your village from being turned into a resort. Indeed, you can think of the farming almost like the random battles in an RPG: It gives you the experience and cash necessary to move ahead in this unique, nonlinear game. As such, Homeland finally succeeds at being more than a farming game—it's truly become a delightful whole-life simulator: **This is easily the best Harvest Moon yet.** **Gary S.**

**VISUALS SOUND INGENUITY REPLAY**  
 6 3 8 9



**Soldier of Fortune**

Majesco  
 PS2

**Best Feature:** Levels incorporate stealthy action with bloody bum-rushing

**Worst Feature:** Lag hell

**Web Site:** www.majesco.com

With levels balancing stealthy sniping with chest-thumping bum-rushing, missions based in an array of modern-day hot zones, and bloody human body-part firefights, **SOF successfully injects that morbid juice first-person shooter gamers crave, but unfortunately packages that rush with some nasty side effects.** Although SOF looks brighter, more colorful and more detailed on PS2, its major gameplay barbarities may prematurely burn gamers out. Framerate lag (stuttering graphics) cuts into some of the more action-packed bullet storms, potentially ruining key game moments. Also, long load times (as in the DC version), effectively water down any adrenaline-buzz you may have started the game with. And SOF's new Deathmatch feature, which initially scintillates the senses, also disappoints. Again due to lag, levels look and play like they're being chopped up by an invisible cleaver tossing chunks of gameplay at you in its real-time wake. In the end, SOF's gory straight-up shooting's fun, but riddled with problems too big to blow away. **Jeannie**

**VISUALS SOUND INGENUITY REPLAY**  
 6 5 1 3



**Thunder Strike: Operation Phoenix**

Eidos  
 PS2

**Best Feature:** The nifty TV-guided missile

**Worst Feature:** Some missions are way too frustrating

**Web Site:** www.eidos.com

My gripe with this PS2 update of a series that started on Sega CD isn't with its gameplay. Your chopper handles nimbly with the Dual Shock 2, and I like how you're forced to hunker down low to the ground and fly all "nap-of-the-earth," as the real-life Army "copter jocks call it. (High-flying here is plain suicide.) It's the missions that had me screaming, "C'mon, gimme a break!" at my TV screen at least five times an hour: **Later sorties throw so much annoying crap at you—too many enemies who pop out of nowhere, too many mission objectives—that I ended up repeating 'em over and over until I essentially had to memorize the position of every badie.** Not my idea of a great time. Fortunately, the game offers four campaigns set in real-world hotspots: Eastern Europe, the Middle East, Africa, and, er, Alaska. So if one particular mission proves unpassable, you can always start one of the different campaigns and see how far you can go. You get a diverse arsenal, too. My favorite weapon: the TV-guided maverick you fly via remote-control right into enemies. **Crispin**

**VISUALS SOUND INGENUITY REPLAY**  
 6 5 3 4



**Top Gun: Combat Zones**

Titus  
 PS2

**Best Feature:** Graphics, especially the ground detail

**Worst Feature:** Sluggish, unresponsive control

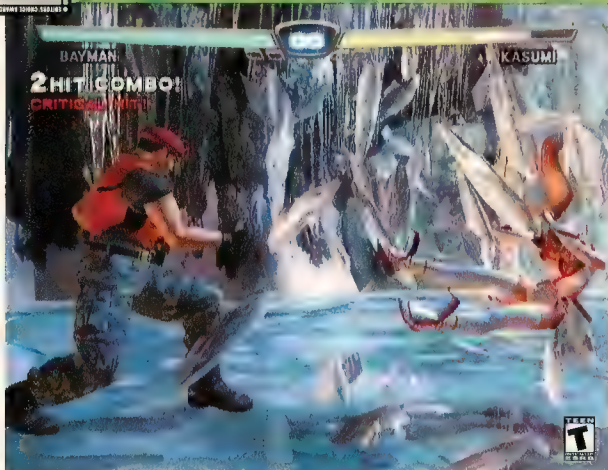
**Web Site:** www.titusgames.com

There's one thing about Top Gun that really jumps out at you: the ground. No, that's not some weak punk, the ground detail is really quite spectacular. Complex, detailed structures are rendered realistically amidst scenery with a lot of variety and detail. In fact, you can tell they spent a great deal of time rendering all that eye candy, because the rest of the game seems to suffer from the lack of attention. The controls feel sluggish and unresponsive, the difficulty balance is ridiculous (I must have spent three hours on one of the first training missions. A TRAINING MISSION!) and actual air-to-air combat (which you'd imagine would be pretty key in a game with the Top Gun license) is tedious and frustrating. This is in part because the game gives the player no indication of the enemy's location except little arrows showing whether he's to the right or left. That leaves a whole lot of sky in which to miss someone. Sure, it's the closest thing to a true flight-sim on the PS2, with realistic locations and vignettes, but it's likely only the biggest flight fans will appreciate that. **Joe**

**VISUALS SOUND INGENUITY REPLAY**  
 8 7 6 4



# Dead or Alive 3



**Publisher:** Tecmo  
**Developer:** Team Ninja  
**Featured In:** EGM #149  
**Players:** 1-4  
**You spin me:** Round like a record, baby  
**Best Feature:** Awesome new environments  
**Worst Feature:** Cheapest boss in the universe  
**Web Site:** www.tecmoinc.com



**T**he DOA series is not as deep as the Virtua Fighters that inspired it. It's not as popular as Tekken or as freaking awesome as Soul Calibur. And yet, Dead or Alive still manages to capture the attention of the fighting-game cognoscenti. Why? Is it because Kasumi looks like a Real Doll? Or is it because each successive installment makes graphical advancements that outpace the other guys' best efforts? Whatever the case may be, DOA is here to stay, and now, for its third proper incarnation, the familiar cast of ninjas, wrestlers and assassins are back.

Gorgeous graphics, hi-octane gameplay and even those geriatric rockers, Aerosmith, combine forces to forge a fantastic A/V showcase

**Environments are now officially Off The Hook. Here Lei-Fang changes a sign's lightbulbs with her face, with festive results. Yowh!**

that both casual and hardcore fighting-game fans will want to investigate.

Still, DOA3 is really just DOA2: Hardcore 2 and not the revolution in fighting games we were hoping for. Too bad, because VF4 and Soul Calibur 2 are on the horizon....

I've been defending the DOA series for years. Detractors scoff, calling it a Virtua Fighter ripoff, or moaning that it ain't no Soul Calibur. That's missing the point. Love it or hate it, **DOA3 is the fastest, most brutal 3D fighter around.** To accuse it of being a reversal-fest is to turn a blind eye to the high, medium and low reversal strategy introduced in DOA2. Sure it's a bit rock, paper, scissors, but in DOA3's case, it works. And it works because the novice-friendly controls guarantee that even newbies can pick up the game and experience a modicum of success, while dyed-in-the-wool veterans will feast on subtle improvements to the fighting engine. These additions revolve around a more diverse palette of hold and throw moves, including tag-team attacks by any combination of characters. However, despite proclamations from up high that DOA3 would be the greatest thing since sliced bread, it is not. The Story mode suffers from a ludicrously uneven difficulty level that only masochists will enjoy. If you doubt my words, wait until you meet Omega, the final boss. He made me scream. Well, him and the damn Xbox controller. This is a shame, since a good portion of the game's secrets are unlocked through repeated plays of this mode. Thankfully the multiplayer action, whether it be single character or tag battle, is extremely fun. Factor in the newly expanded, interactive environments, and what you end up with is a great-looking game that's a lot of fun to play, but not particularly groundbreaking.

## Milkman

What started off as one of the most-anticipated Xbox launch titles has finished as just a prettier version of the last game, DOA2: Hardcore. I'm sure you've heard this countless times by now, but for good reason. It's going to take a pretty hardcore (no pun intended) DOA player to find the subtle differences between this game and the previous PlayStation 2 edition. A more suitable title for this would've been **DOA2: Slightly More Hardcore This Time.** But DOA3 is still a solid game, with the juiciest eye candy of any of the Xbox titles so far. It's clear whom this game is made for: diehard series fans or those who haven't played the PS2 version.

## Shoe

DOA3 is one of the best-looking games I've ever seen. Not that you'll have time to admire all the beautiful scenery; grab a fighting buddy and the two of you can spend hours trading blows while learning the subtleties of the game's deep fighting system. Still, it's disappointing that DOA's latest installment here feels, at best, like what **DOA2: Hardcore should've been**, and at worst, a ripoff of Virtua Fighter 2. It's still got the same quirks from its previous incarnations, like easy reversals that do way too much damage, or the pesky, inescapable command throws. For fans of the series, however, this is a definite must-buy on the Xbox.

## Che



To the untrained eye, DOA3 might seem like DOA2 with bigger...um...environments, but it's really a bit more than that. We put Dead or Alive 3 under the damn microscope to provide five examples of what separates this game from its predecessor.



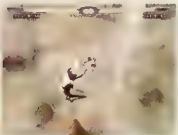
1) There's a wider variety of throw moves in both single-player and tag-team flavors. Hint: Bayman is the throw masta!



2) DOA3's diverse level designs offer untold strategic possibilities and enable a wealth of special moves. Now even more ways to bust heads!



3) Lighting effects, whether on sandy beaches, in a Buddhist temple, or in the Octagon, showcase the Xbox's graphic hutzpah.



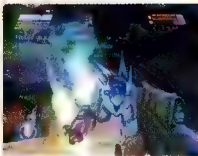
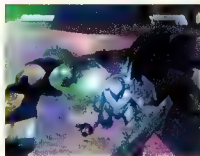
4) Super-high environments, over three levels deep, will keep acrobatics at bay. The difference now is that a big fall can result in a K.O.



5) CG endings for each character. Now the flaky storyline is "reshed out" with fancy cinemas that still make little to no sense!



**Publisher:** Microsoft  
**Developer:** Bungie  
**Featured In:** EGM #149  
**Players:** 1-4 (1-16 Network)  
**Supports:** Network play  
**Best Feature:** Excellent enemy AI  
**Worst Feature:** No network support for co-op mode  
**Web Site:** www.xbox.com



**In this series of screens, we throw and stick a plasma grenade onto a rushing Covenant shock trooper. The explosion rocks him back but also catches one of our poor marines off guard.**

**B**elieve us when we say that to play Halo is to love Halo. Just ask anyone on *EGM* who casually kicked off a session, if only to get a feel for the game, but found themselves glued to the tube hours later, sweaty palms wrapped around the burly black Xbox controller. If you write this game off simply because you think it's just a prettied-up GoldenEye on the Xbox, you *will* miss out on one of the best games in recent times, on any console, bar none. So just how good is Halo, and why should you give a damn about a first-person shooter? Sit back, read on, and let us count the ways.

Halo is as cinematic as it is interactive. If you're familiar with sci-fi movies like *Aliens* or *Starship Troopers*, you'll probably notice a lot of the same borrowed clichés. Divided into 10 different episodes, with each episode further split into sub-chapters, Halo's narrative struc-

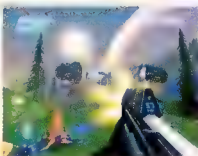
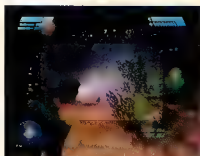
ture is reminiscent of other story-heavy action shooters like *Half-Life* or *Red Faction* (both on PS2). Where Halo differs, and ultimately kicks the competition to the curb, is its focus on action over puzzles. This is a combat simulator. If you want to push some crates or got a hankerint' to hunt for some keys, Halo will disappoint. But for the rest of us tired of the same-old-same-old, Halo is like a much-needed blast of fresh air for the genre.

How does Halo keep the action lively and unpredictable? Two letters: AI—and we're not talking about that Spielberg movie disaster either. This is true artificial intelligence like you've never seen in a video game. Over and over again, Halo throws you into scenarios

where you're laying siege to the enemy alongside fellow marines, each of whom move and fight as if their lives depended on it. They throw grenades, provide covering fire, man the turret in your jeep, and basically work together like a unit to lay down the smack on their enemies, the Covenant. In a single-player game, you'll actually grow attached to your squad of trash-talking leathernecks, and to lose even one of them to a stray grenade is an unacceptable casualty.

But what's even more amazing than the convincing behavior of your friendlies is the devious complexity of the enemies' AI. These guys aren't afraid to play rough. Even on normal difficulty, the Covenant use effective com-





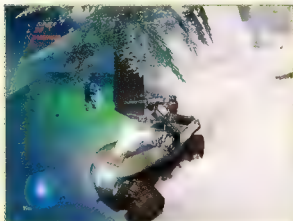
bat techniques like firing from behind cover, splitting up into smaller groups to flank your careless ass, or just plain bum-rushing you as you're reloading your weapon. If you're up for a challenge, take on Halo's Legendary difficulty and experience five- to 10-minute cat-and-mouse firefights with a single group of enemies. No joke—it's that intense.

The best part of Halo isn't even how amazing the game looks. What makes it truly magical is the combination of a prescribed story with real-time simulation gameplay. It gives you a dynamic world with persistent physics. So even while the story takes you down a lin-

ear path, no two combat encounters ever play out the same. The AI is constantly reacting to your every move, keeping you on your toes, while every creature, object and vehicle plays by a consistent set of rules. Toss a grenade into a crowd of aliens and watch them and just about anything lying nearby hurl into the air, plaster a nearby wall with blood, and skid to a dead stop on the pavement.

Halo gives you the keys to its reality, drops you headlong into the battlefield, and leaves the rest up to you. First-person shooters have finally hit the next major milestone, and it just happens to be *the* killer app for the Xbox.

*cont on page 226*



If you have a marine sitting in the turret of your jeep, try jumping out to lure the enemy from cover so your gunner can mow them down.



See the marines storming the beach in front of you? That's your squad. They'll give you lots of covering fire and flanking opportunities.

## VEHICULAR MANSLAUGHTER

Halo's huge outdoor environments make vehicles a practical necessity to motor around town. Here's a quick rundown.



### The Warthog

The mainstay assault jeep of the Marines seats three comfortably, including a gunner in the back.



### The Scorpion

This armored tank may be slow, but its main canon and machine gun make up for it. Up to four friends can hitch a ride on its sides too.



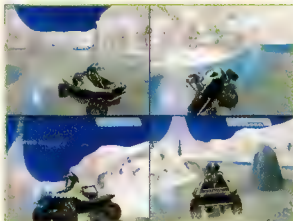
### The Ghost

This single-seater hovercraft is fast and agile. Be careful though, it can't take very much damage.



### The Banshee

You only fly this ship for short while, but it's quite a ride. Too bad it has the top speed of a kite.



In Halo's Rally Racing mode, up to 16 players can team up as driver and gunner to cross the finish line first, or blow the competition away.

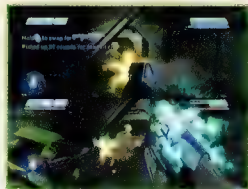
## MULTIPLAYER MODES



## Cooperation is Mandatory

You haven't truly experienced Halo until you invite one special friend over to take on the Cooperative mode. That's where the screen is split in half so you can take on all the single-player levels with a second player.

The genius behind it is that, unlike the plasma-fodder space marines, you can really strategize with your buddy: One of you could go out into the open and get the enemies' attention, drawing them back around the bend; suddenly they're staring down the business end of your partner's giant tank turret. Or each of you sets up on opposite sides of the valley while the enemy camp, throwing it into chaos as they take cover from one sniper only to be shot in the back by another. If it's a plan that would work in the real world, chances are, it'll probably work in Halo too—that's the beauty of it all. It's got all the high-fiving, friends-for-life bonding action of so paintball weekends all rolled into one, and it won't stain your clothes. Well, your shirt, anyway. A pal watching your back also makes the incredibly (but incredibly tough) Legendary difficulty almost possible.



## Multiplayer Smorgasbord

If you've got friends, Halo's got a ton of splitscreen and network options for a fragging good time. The 26 default modes you start with range from your typical everybody-for-themselves deathmatch and capture-the-flag games, to more exotic goals like jeep racing and a "kill the man with the ball" type contest (it's actually a skull that you carry). Before you drop a load on how many multiplayer modes there are in Halo, know that most of these are variations on the main eight themes.

But if you can't get into what's already there, Halo lets you create and save your own game types. Want to play CTF with vehicles? Go for it. There's a ton of possibilities. In four-player splitscreen (the mode the majority of you will be playing the most), the game manages to keep the action reasonably fluid. Of course the ideal way to play is by linking up to four Xboxes together with ethernet cables (and a hub). If you have access to a local area network (say, in your dorm or office), just plug in your Xbox, and it'll automatically find other machines to link up with.



"Holy &\*#\$%!" Executive Editor Mark MacDonald hasn't been able to close his mouth since he tried a 16-player capture-the-flag game between four linked Xboxes.



Halo has staged something of a coup for the first-person shooter genre. Wait, scratch that—it's single-handedly raised the bar of graphical and gameplay excellence for all games in the forthcoming system wars. This game has me totally mesmerized. When I'm not awestruck, standing high atop the rolling hills of Halo, overlooking its shimmering vistas, I'm deep in the thick of combat, strategizing against unpredictable foes. I had a hard time picking through all the screenshots I took for this review because Halo is like one never-ending Kodak moment after another. This game really sweats the details. Get right up to an object and it'll look just as gooo as inches away as it did at 10 feet. Plus, every bullet, plasma shot, rocket and grenade has some sort of effect on the environment. More importantly, we finally have a game that engages your intellect on a whole different level. Instead of pushing crates or performing those nasty jumping puzzles over and over again, Halo has you thinking on the spot, outsmarting and outgunning your way through every area. Does all this combat get old? No freaking way. The dynamics of the game are constantly changing; literally, no two battles are alike. This mutability is the very heart of Halo: It's a combat simulator, pure and simple. Frankly, I wouldn't have it any other way. And once you finish the game on normal, you *must* play it on Legendary. It's absolutely brilliant. I love this game. **Che**

Two words: "kick-ass!" Many find themselves enthusiastically repeating this like a religious mantra when engaged in the experience that is Halo. And Halo is an experience. With the ability to commandeer almost anything (enemy or friendly) that flies, drives or shoots, Marines under your command who act and fight like Marines, and breath quickening sci-fi thrills, Halo explains what "next-generation" actually means. Two seconds into it, you'll know. And that's just single-player. Multiplayer takes on a whole new meaning when you've hooked up four TVs, four Xboxes, and 16 controllers for a Halo frag-fest. Make it yours, and you'll repeat the mantra too. **Jeanne**

This game's plot rivals the best sci-fi movies, and its dark twist made me crap my pants almost as much as the secret in *The Crying Game* did. Halo's atmosphere keeps you on edge with a perfect combination of wonder and suspense reminiscent of *Aliens*. And you'll even recognize one-liners by soldiers whose wit is sharper than their aim. But despite their poor marksmanship, the gun play is topnotch. The massive showers of lasers and explosions make you feel like you're in the s\*\*\*\*. But you're not alone. Whether it's 15 of your friends or a CPU comrade, you'll have someone in the foxhole by you. And that alone sets this apart from everything else. **Kraig**

VISUALS SOUND INGENUITY REPLAY





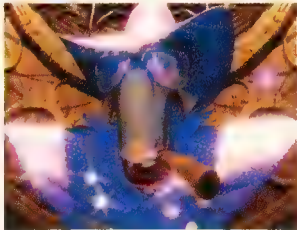
# Oddworld: Munch's Oddyssey



**Left:** The Mudokans have finally learned to stand up for themselves—command armies of them to battle the Sligs. **Below:** Munch can control various vehicles using his sonar, like this hulking mechanical death machine.



**Publisher:** Microsoft/Infogrames  
**Developer:** Oddworld Inhabitants  
**Featured In:** EGM #149  
**Players:** 1  
**Also Try:** Abe's Oddsee & Exoddus (PS4)  
**Best Feature:** Absolutely hilarious voice acting  
**Worst Feature:** A couple tedious levels  
**Web Site:** www.oddworld.com



**"I'm gonna need me an ass the size of a truck to fit this wallet!"** Your main goal is relieving Glukkons of their wealth.

Abe and Munch collect can be commanded to do a wider variety of tasks than the enslaved Mudokans Abe could control in earlier games. This expansion of the old Oddworld gameplay is a welcome change; it's nice not to be completely helpless all the time.

Munch's Oddyssey fills the action/platform niche on the Xbox with style. This is definitely a keeper.

**S**ay hello to Munch, the latest addition to the Oddworld universe. As the last of the Gabbits, a race of aquatic creatures that have been fished to the point of extinction, Munch has a destiny to fulfill. He's to team up with Abe—Mudokan savior and star of the first two Oddworld games—in an incredibly convoluted plot to steal money from the tyrannical Glukkons and buy back the last can of "Gabbjar" Gabbit eggs, thus restoring his race...got all that?

Together, Abe and Munch can overcome any obstacle, and they do so with spot-on control, excellent level design and one of the funniest scripts ever recorded for a video game. Even the enemies in Oddworld are hilarious, from the cowardly Sligs to the money-grubbing Glukkons.

What's really cool is that the other creatures


OK, so maybe Munch isn't the high-profile system seller Microsoft wanted it to be. Nor is this little amphibious fellow the mascot the Xbox needs. **What this game is, though, is loads of fun.** Abe and Munch, while ugly and awkward, are two of the most charming characters in video gamedom. Giving both of them very specific strengths and weaknesses—Munch is made for water. Abe is fast and nimble on land—and forcing the player to use both of them in every level works extremely well. And now that the Mudokans can actually fight back against their oppressors (unlike the first two titles), the game is that much more fun to play. The gameplay might be a little overwhelming at first for those of us weaned on Abe's first two PlayStation adventures, but after the introductory levels of Munch's, I found myself totally comfortable with both protagonists' abilities. The real draw to Oddworld, however, is the genuinely interesting and hilarious story about corporate greed raping the land of its natural resources and causing the extinction of its native inhabitants. I found playing as these two unlikely heroes compelling; I always wanted to see where the story would go next. If I have any complaints it's that some of the mid-game levels got a bit tedious. I found myself running back and forth through certain areas over and over again. Nonetheless, it didn't detract much from the overall enjoyment of the game. **Greg**

I wish this game had more hype surrounding it, because it's easily one of this winter's best. From the intro movie, through each stage and to the end, **Munch's is so wholesomely original, so finely polished, so expertly crafted, that you can't help but fall in love with it.** Yes, it's that good. The developers did practically everything right, even down to the small details like the camera (no frustrating, messy 3D angles here), although Abe's controls aren't ideal for platform-jumping activities. Munch's gets extra kudos because the game design allows you to try different methods and techniques for your ramps through the puzzle-filled stages. Brilliant. **Shoe**

Sure, Halo is killer and everyone craps their pants over it, but did you know another reason exists to justify incremental activity? Here are some hints: 3D environments and creatures moisturized with details you can almost touch, taste and smell; gameplay that lets you control two unique characters who play off each other's personalities and intelligence to solve innovative puzzles; a story wrought with contemporary social criticism executed with fart-in-your-face humor; and an overall experience dripping with fresh originality juice. Still cloudy? OK, last clue. **This is the "other" reason to buy an Xbox, pronto.** Bah! You're hopeless. Go find out for yourself! **Jeanne**

**VISUALS SOUND INGENUITY REPLAY**

**THEY TRY TO DE**



**Swapping between Abe and Munch on each level of Oddworld is a necessity. Munch is slow on land (until he finds a wheelchair), but can swim really fast, command armies of the cute little Fuzzle creatures, and zap bad guys with his head-mounted sonar thingy. Abe, on the other hand, can't swim, but can run faster and jump higher than Munch. Plus he can command groups of Mudokans and force Sligs and Glukkons to do his bidding.**



**Publisher:** Microsoft  
**Developer:** Microsoft  
**Featured In:** EGM #149  
**Players:** 1-2  
**Supports:** Custom soundtrack  
**Best Feature:** Wide-open terrain  
**Worst Feature:** Lack of play modes  
**Web Site:** www.xbox.com

Snowboarding games seem to come in two distinct flavors: gonzo and over-the-top like *SSX*, and hyper-realistic like ESPN Winter X-Games. Amped, deftly falls into the latter category. The game's primary claim to fame is that, instead of following a narrow, predetermined course down each mountain, you're free to blaze your own trail, looking for trick opportunities as you go. Another novel twist: sports photographers are positioned at various points along each run. Pulling off killer tricks while you're in their crosshairs earns you notoriety—and the choice sponsorships that inevitably follow. The game is easily one of the nicest-looking snowboarding titles to date; its detailed, wide-open vistas look real enough to give you windburn. Its riders also animate fluidly as they perform dozens of realistic tricks. On the down side, the game's controls are very unforgiving. Release the jump button a fraction of a second too early or too late, and you'll wind up eating snow. The runs are also too short, taking a mere minute or two to complete. The game's biggest sin, however, is its overall lack of play modes. If you're into boardercross, big air, halfpipe or anything else other than freestyle competition, you're out of luck. Hardcore snowboarders will undoubtedly appreciate Amped's realism and wide-open terrain, but, if you're like me, you'll find yourself yearning for a little more adrenaline and variety.

**Gary M.**

You should know a few things before you write this game off as just another SSX wannabe. At its core, Amped feels like a spiritual successor to more realistic snowboarding games like *so800* on the N64 (sans the racing), with a dash of Tony Hawk/Shawn Palmer thrown in for good measure. It's like the dream team of snowboarding gameplay, but too bad Amped doesn't really deliver on its promises. The game has some rough edges, such as a terrible user interface, occasionally janky collision glitches, a sluggish sense of speed and mediocre controls. Despite these missteps, the goal structure and overall feel are unique enough to keep me coming back.

**Che**

Amped doesn't exactly rewrite the snowboarding genre, but its purity levels and additive incentive system are enough to make it more than "just another snowboarding game." Trying to peg its personality is tough, though. The lifelike riders, semi-real physics and Coors commercial mountains say simulation, but the crazy tricks and grinds suggest a looser format. Whatever the case, it works. The incentive system, on the other hand, is no mystery. As you trick down the mountain, the press snap shots of your best stuff. If you're good, the sponsors will come. It's simple, but showing off really spurs you on. **You can't wait for Trick, Amped'll tide you over.**

**VISUALS SOUND INGENUITY REPLAY**



**Publisher:** THQ  
**Developer:** Radical  
**Featured In:** EGM #149  
**Players:** 1-2  
**Also Try:** Amped, SSX Tricky  
**Best Feature:** It's a new twist on the genre  
**Worst Feature:** It's a short-lived experience  
**Web Site:** www.darksunmit.net

It's not easy liking this game. The premise sounds like the mother of all that ill-conceived: Use your dope Gen-Y snowboarding skills/attitude to uncover secret government projects run by the anti-cool authorities. If I poked in a fountain pen and mailed it to the monkey house, I'd get a better storyline. But after some snow time with *Dark Summit*, I decided the game's actually fun to play. It's not that the snowboarding gameplay is brilliant—you can find better thrills with Amped or *SSX Tricky*. *Dark Summit* is enthralling because it actually does something different than the same old, same old. Yes, the **storyline holds the power of cheese**, but it did keep me wondering what would happen next. The mission objectives, although not terribly innovative, spiced up the gameplay. Also, the level designs are creative and outlandish enough, that they give *SSX Tricky* a run for its money. Overall, I enjoyed *Dark Summit*'s new approach to a stale genre. I could easily have scored this game higher, but the one-player game lacks depth; once you score enough points to upgrade your equipment, fancy 1,000,000\* front-flip mute-gar super grip combos are pointless (except for completing objectives). What a waste, when you have such a well-designed hill on which to trick your way down. The slapped-in afterthought of a two-player game is majorly disappointing as well, with its bare-bones modes and stages.

**Shoe**

Mission-based snowboarding isn't exactly the kind of thing you play everyday, which is what I really appreciated about *Dark Summit*. OK, forget that the story entails the thwarting of an evil ski hill operator through assorted mischief and a nasty altitude. If you can deal with the outlandish plot and sub-par boarding physics, the assorted tasks you have to perform to clear each run make going downhill a lot more fun than just doing 360s and tail grabs. It's a **great alternative to SSX Tricky** for snowboarding fans who are looking for something more than reworked stunts and riders with '70s-throwback afros.

**Jonathan**

*Dark Summit* mixes snowboarding, cliché characters and a, uh, unique storyline into one surreal stew. On one hand, it's a technically sound, action sports game. The Tony Hawk control scheme makes it easy to jump in and trick out like an old pro. (It's decent fun.) The story, however, is something straight out of a bad sci-fi movie. The hot, battle-hardened girl has to save the once-happy ski resort from evil turmoats, etc., etc. It's **pretty wacky, man**. To sum it up, if you're looking for a snowboarding game for your Xbox, *Dark Summit*'s tongue-in-cheek dark humor might put a cramp in your backside olle. But keep an open mind and you might just dig it.

**Dean**

**VISUALS SOUND INGENUITY REPLAY**



**Publisher:** Microsoft  
**Developer:** Blitz Games  
**Players:** 1-4  
**Supports:** Custom soundtrack  
**Best Feature:** Easy to play  
**Worst Feature:** If you've played one game, you've played 'em all  
**Web Site:** www.xbox.com

FF's one big party-popper. Actually, let's rephrase that. FF's one big pile of party-poop. First of all, forget about getting any single or even two-play value, because the parade of minigames, 90 percent of the time, actually ends up annoying rather than energizing you. In fact, **even playing with three other people doesn't increase the fun factor much more than playing by your lonesome.** Why? Because almost every minigame's just a different version of the same game. It's like a bunch of suits with their gaggle of marketing pinks got together and said, "Those kids won't know the difference. We'll just make each level look different, and they'll think it's a different game!" But yo, Mr. Suit, it doesn't take a genius to figure out when the use-an-object-of-your-color-and-take-it-to-a-goal formula applies to way too many of the contests, no matter how different the packaging; not to mention the fact that *Frenzy* is designed so at the end of each tournament section when you bet points, you have to play the same "Fuzion Frenzy" orb-collecting game over and over again. And although arguably taste is taste, factory machinery-designed environments and snotty-hipster brats don't really scream, "Let's party!" Gets old, people. Gets old, real fast. Why not think about the good use that **so bucks could go to**. Can you say, bottle of Convoisier and shiatsu massage from Natasha? Uh-huh. Thought so.

**Jeanne**

*Fuzion Frenzy* is one of the least exciting party games I've ever played. It walks that fine line of not bad, but not good, never staying on either side long enough to assign it a clear label. Some of the minigames are fun, but most are too similar to the colored-ball collecting game, called *Fuzion Frenzy*, that finishes every round. Whenever it comes up, I want to poke my eyes out. In other minigames, the combination of large playfields and a zoomed-out camera angle makes them difficult to play. At the absolute most, this is a weekend rental you and your friends play between rounds of Halo, but don't feel bad skipping this.

**Chris**

**Game 1:** "Hey, this ain't all that bad. It's a fun group game, like Mario Party. Too bad it doesn't have any cohesiveness to it—no master board game or anything. It's still fun, though. Not bad for a rip-off of the Nintendo 64 stuff. My score at this point: 7.0." **Game 2:** "You know, this 3D perspective is beginning to annoy me. I can't see crap at the far ends of the stage. My score: 6.0." **Game 3:** "Umm... does anyone else notice that many of these minigames have very similar themes? They're all beginning to look and play alike. This 'you-can-hit-other-players-to-steal-their-goods' thing is getting old. 5.0." **Game 4:** "Ugh, do we have to play this again?"

**Shoe**

**VISUALS SOUND INGENUITY REPLAY**





**Publisher:** Eidos  
**Developer:** Crystal Dynamics  
**Featured In:** EGM #149  
**Players:** 1-4  
**Try Instead:** Cel Damage  
**Best Feature:** Super-long levels  
**Worst Feature:** Multiplayer action is too confusing  
**Web Site:** www.eidos.com



**Publisher:** Microsoft  
**Developer:** Microsoft  
**Featured In:** EGM #149  
**Players:** 1-4  
**Also Try:** Madden NFL 2002  
**Best Feature:** Detailed graphics  
**Worst Feature:** Weak computer intelligence  
**Web Site:** www.xbox.com



**Publisher:** Microsoft  
**Developer:** Bizarre Creations  
**Featured In:** EGM #149  
**Players:** 1-4  
**Supports:** Custom soundtrack  
**Best Feature:** Solid gameplay  
**Worst Feature:** Steep learning curve  
**Web Site:** www.xbox.com

I can only imagine the design meeting where they cooked this game up. It must have resembled cooking soup. "Add a little kart-like racing here, some platform jumping there. Climbing is good, put it in, then let's top it off with power-ups. Oh yeah, how about that Tony Hawk? The kids like that, let's put in some crap to grind on!" All right, maybe not. The real meeting was probably less organized. Putting so many different things into the gameplay is ambitious, but few of them work well. The weapons are boring, grinding rails often felt like a hassle instead of a help, the joystick thrashing (required to climb) made my fingers throb, and the multiple paths soured the multiplayer game because the small field of view made them difficult to see. If those don't annoy you, the scores of cheap obstacles littered in the impressively long (and often gorgeous) tracks will. Ironically, you must endure these marathons, only to find that the winner is almost always decided at the very end. Once, I stalled in the middle of the race to rest my ailing fingers (after climbing) and fell back to fourth place. But when I rounded a corner toward the end of the course, I still won the contest. Who the hell needs these course shortcuts, then? Kart-racing game veterans know that these games often cheat to keep races close, but at least it's done subtly. **The cheating in this game is so obvious, it might as well hit you over the head with a sledgehammer. Kraig**

Like going down a "How to Make a Video Game Hit" checklist, MDR's got flashy visuals, a hip soundtrack, an anti-cute cartoon cast and a story complete with a vertically challenged evil boss. But unless you're a racing addict or were born after 1993, **MDR loses steam quickly** despite what seems like a winning formula of platform-style gameplay, racing and a pinch of extreme-sports trickstying. Granted, having different characters with their own sets of power-ups and secret level shortcuts can lead to dramatic finishes, but when four-play fails to offer much more than single, replay's too much of a toss-up. Get MDR in mind for your little bro instead. **Jeanne**

Every console launch has a few titles that are tough to get excited about, and Mad Dash is to Xbox what Wild Wild Racing was to PS2. It's not a bad game, but the only thing special about it is that it's available at the system's launch. The biggest problem I had was all the clutter in multiplayer; the graphics are crisp and smooth, but it's tough to monitor your busy surroundings on a quarter screen. Plus, so much random crap gets in your way during each two-minute race, it really doesn't matter whether you're first or fourth until the final few hundred feet of the course. Mad Dash is OK for kids, but **more sophisticated players will get bored quickly. Jonathan**

First and foremost, Brett Favre throws to Bubba Franks who catches the ball, then fumbles it. If he can get it, nothing but the end zone is ahead of him. He scoops up the ball and the whistle blows. Uh...what? A player is allowed to advance a fumble, except in the waning minutes. Welcome to NFL Fever, the first-year football game that plays, well, like a first-year football game. Its edges are rougher than a sawed-off two-by-four. Receivers routinely get wide open because of blown pass coverages. A few times, several defenders stuck to each other in a horrible manich at the middle of the field because they got so crowded up. I can't blame them. The plays are impossible to decipher because their diagrams look like a doctor scribbled them down. And even worse, their cutsey names rarely make sense. What in the hell is a "KC Nickel" anyway? If you throw the X's and O's out and wing it, you'll have more fun. The gameplay is quick and responsive, making running the ball a blast. The smooth jukes and spins by ballcarriers look great and make this feel realistic, even if it isn't. In fact, this is the first footballer whose looks could kick Madden in the ass. These detailed graphics are welcome, but they make me wonder how the flawed gameplay was overlooked. For cripes' sake, **I could have cooked a ham in the time it took a bomb to hit my receiver downfield.** I suggest that you wait much longer before you think about buying Fever. **Kraig**

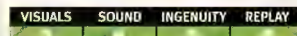
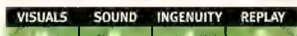
Fact: First-generation console football games suffer their share of problems. Fever is a perfect example. Having said that, I'm excited to see where this franchise goes. **Graphics-wise, Fever is dressed to kill. You've never seen football look this good.** The game's mechanics are passable, if a bit on the basic side. Running the ball requires a nice blend of special moves and quick cuts. The passing game is slick and will present no real problems for first-timers looking to air it out. What doesn't I like? Shoddy defensive AI and playcalling screens (for the D mostly) that give no clue as to where guys are going. Overall, Fever is a decent first effort. **Dan L.**

Normally, the prospect of playing a new football franchise is about as appealing as spending the day at the dentist—both can be miserable experiences. Surprisingly, NFL Fever isn't nearly as bad as a root canal. I'm not saying it's better than Madden or NFL 2K2, but it certainly beats out Quarterback Club and GameDay. **To be a serious threat, however, it needs some retooling—mainly better defensive AI.** (The computer players tend to blow coverage in the secondary.) Other parts of the game are good, though. The players move and react like they have some weight to them (you know, inertia), and the graphics and animation are nicely done as well. **Dean**

Don't let the terrible name fool you; Gotham's actually a good racing game. As an unofficial sequel to Metropolis Street Racer, Gotham feels like a retroated, refined and remixed version of that Dreamcast game. Like MSR, Gotham still forces you to drive with lots of flash and finesse. Exceptional driving techniques earn you Kudos points, which you then put toward unlocking cars and tracks. If you're one of those players who thought MSR took too long to get off the ground, you'll be happy to know that Gotham's a lot more forgiving and generally more open-ended. Still, as I sit here playing this unique, often beautiful game, I have a feeling that most racing fans just won't get the concept. Yeah, you'll get to compete against a pack of cars, but the real race isn't with them, but rather against your own skill limitations. And since the best parts of the game require unlocking (with Kudos), those of you looking for a quick fix will find Gotham very bland, very quickly. But don't poo-poo the Kudos system just yet. It's cleverly designed to mentor you through the ways of skillful driving. If you've got the patience to stick with it, you'll discover a game with **subtle yet intuitive controls that reward you as you improve.** Gotham lacks some of the visual polish we expect to see from a Gran Turismo 3 challenger, but dig deeper to its core and you'll see that it's a whole different breed of racer—for better or for worse. **Che**

If Gran Turismo's too serious for you, and Rush is too arcade, Project Gotham's your game. Such is its features licensed cars (including the Porsches and Ferraris that elude GT) and super-realistic city courses, simheads will have a blast. But in order to unlock cars and new courses, you need to master the art of the powerslide (in order to earn Kudos points), so arcade junkies are covered. The combination works well, especially when you throw near-perfect control into the mix. Bizarre Creations has taken the best of MSR on the Dreamcast and left the bad stuff behind (i.e., penalties). **Best racing game on the Xbox? You bet. Greg**

I don't know what's sillier: the stiff trigger buttons on the Xbox controller or the fact that I can't stop playing Gotham even though my cramped fingers are curled up like fish hooks. Seriously, for a car nut like myself, Gotham is up there with GT3 and Le Mans 24 Hours. It's deep as hell (tons of cars, courses and challenges) but still accessible for casual fans. In other words, **you don't have to invest a bazillion hours to unlock the sweet rides.** And, since Bizarre Creations dumped the stupid penalty system (deductions for sloppy stuff), PGR is even better than its predecessor, Metropolis Street Racer. If you love a good power-slide, Gotham is your game. **Dean**





**Publisher:** TDK Mediactive  
**Developer:** Dice Canada  
**Featured In:** EGM #149  
**Players:** 1  
**Try Instead:** Toy Story 2 (PlayStation)  
**Best Feature:** Lighting your farts  
**Worst Feature:** Controlling the camera  
**Web Site:** www.tdk-mediactive.com

Take away the big green ogre, and Shrek the game has very little to do with Shrek the movie: no witty sound clips (not even from a Mike Myers sound-alike), no cutscenes, no Farquaad, and—worst of all—no Donkey. Why bother to get the Shrek license if you're not going to use it? The result is a **bland, forgettable game that not even fans of the flick will be able to squeeze much enjoyment out of**. Completing the requisite mundane tasks in each level barely gives you enough sense of accomplishment to encourage you to continue. None of the objectives are fun, and they almost always involve hitting switches or carrying something and dropping it in a specific location, or both. And the simplest tasks turn unbelievably difficult because of tenacious enemies constantly on your ass. Your only recourse (since you can't kill them) is to fart on or hit them enough times to make 'em dizzy for a few seconds. In most cases, that isn't much help. This routine gets incredibly frustrating by the time you get to the last level. Graphically, Shrek is a very pretty game that suffers from poorly designed levels. And the manually controlled camera only adds headaches, literally. I had to stop playing after getting motion sickness in the Red Dragon's Castle. Race mode tries (and fails) to add replay value by putting ridiculously short time limits on each level's objectives. Shrek fans, avoid this.

**Chris**

Despite a cool license and some nifty use of the Xbox's graphical power, Shrek is ruined by a horrible camera, jerky animation (Shrek moves like he's in a 1920s baseball film) and **mindless missions where the gameplay should be**. Fans of the movie will be disappointed that the important locations and characters you'd expect are MIA, and no, having fart and burp buttons doesn't give the game the same clever humor as the film. Even kids will likely get frustrated or bored with the tedious errands you're forced to perform, unless they are so young that just seeing Shrek run around is enough. And at that age, they probably can't lift the Xbox controller.

**Mark**

This game has beautiful graphics, tight and responsive controls, and some cool levels. So what's wrong? The fact is, **just about every task the game asks you to complete is simply no fun**. Most of the game is spent carrying things from point A to point B or searching for hidden trinkets. If you're going to take a page out of the book of Mario 64, read it first; try giving us something clever and fun to do. Shrek's designers ignore their source material and make you fetch, fetch, fetch. Although the graphics are beautiful, the game lacks personality: Shrek is mute and his sidekicks are missing. Could have been good, but some lousy ideas drag it all down.

**Christian**

VISUALS SOUND INGENUITY REPLAY



**Publisher:** Konami  
**Developer:** Konami CET  
**Featured In:** EGM #147  
**Players:** 1  
**What's New:** Maria's subquest  
**Best Feature:** The bonus side-mission is nice...  
**Worst Feature:** ...but it's got some nasty slowdown  
**Web Site:** www.konami.com

The Xbox may be over a year younger than the PS2, but we haven't seen any major graphical leaps on the new console just yet. So it's no surprise that Silent Hill 2 doesn't annihilate the PS2 version graphically, but the slightly retooled visuals, real-time audio encoding and bonus side-quest make it a **mildly better version if you have the hardware**. The main game is identical, save for some cool lighting effects made possible by the bulkier new console. I flinched several times when a black object rose up behind me in dimly lit hallways, but settled after I realized it was just my shadow under the influence of slick spotlighting techniques. Otherwise, SH2 is the same disturbing yet stylish trip through what feels more like an interactive horror film than a video game. Konami did add a second mini-adventure starring the game's female lead, Maria. Although it's a nice touch, the whole darn thing lasts only a couple of hours at most. Plus, everything gets choppy anytime the screen fills with fog, which is quite often in this largely outdoor subquest. It's odd, since the main game handles similar scenes flawlessly. And the added material doesn't do much to clear up the disjointed story, either. Between having to use the clunky Xbox controller and enduring the embarrassing framerate drop in the side-story, the pluses barely edge out the minuses in Restless Dreams. You won't miss much if you only play the PS2 version.

**Jonathan**

SH2:RD is a ballsy, psychologically taxing game any adventure gamer should experience. The nightmarish ambience of Silent Hill and the cadaver-esque character designs add up to make this, hands down, the most disturbing video game ever. **It's an artistic endeavor and I applaud the developers**. But to experience all four different endings, you've got to decipher some really obscure puzzles and battle against a clumsy, infuriating interface. These issues really snap you out of the zone; you worry less about the fog, or the darkness, or those slothy zombies, and pray you don't run into another one of those puzzles in the next room.

**Che**

Edging out its PlayStation 2 brother with enhanced graphics and a new mini-scenario, **SH2:RD is the definitive version of Konami's foggy frightfest**. The game itself is basically a success; it pushes the envelope of survival-horror gaming with photo-realistic visuals and a chilling soundtrack. Sadly, a few missteps keep it from true perfection. Narratively, the game nearly succeeds with its David Lynch-style plot, but uneven writing and a few wretched actors drag it down. Even worse are the contrived puzzles, saddled with a clunky interface and esoteric solutions. Still, despite these flaws, it's the scariest interactive experience out there.

**Shane**

VISUALS SOUND INGENUITY REPLAY



**Publisher:** Electronic Arts  
**Developer:** Radical  
**Featured In:** EGM #148  
**Players:** 1-2  
**Plays Like:** Crazy Taxi  
**Best Feature:** Voice acting from the cast  
**Worst Feature:** Not much replay value  
**Web Site:** www.simpsonsroadrage.com

Playing Road Rage is like watching a new episode of *The Simpsons*. All the pieces are there, but in the end, it just doesn't come together. If you're a *Simpsons* fan, you'll enjoy the huge ensemble of voice actors from the show. But strip away the franchise license and what are you left with? A straight ripoff of Sega's *Crazy Taxi*, and a pretty bland one at that. And even while Road Rage managed to ape all the major elements of Sega's hit, it completely misses the point. We love *Crazy Taxi* not because you could pick up and drop off passengers; we love it for all the cool stuff you could do in between. Unfortunately, Road Rage lacks depth in the gameplay department. Everything moves at a fair clip and gives you a good sense of speed, but it doesn't reward you for near-misses, drifts, jumps or stunts. **Where's the gameplay, man?** Once in a while you get some bonus money for avoiding traffic or destroying property, but it all seems so random. What's more, certain cars (notably, Bart's lane space-shuttle mobile) have a tendency to get stuck, frustrating even the most patient *Simpsons* fanatic. So the game isn't that hot, but it is at least funny? The humor is hit or miss. But because there isn't a lot of script to begin with, even the best jokes get old, thanks to repetition. Road Rage has so much unfulfilled potential, it breaks my heart. Chalk it up as another casualty in the *Simpsons'* long-running game curse.

**Che**

*Crazy Taxi* and *The Simpsons* both rule, but **this shameless ripoff is a rental at best**. The throwaway storyline, endless loading times, small environments and barely Dreamcast-quality graphics are instant turn-offs. Without rewards for *Crazy Drifts*, *Crazy Througns* or any of the other signature CT maneuvers, the dull gameplay bores. Sure, there are tons of characters and levels to unlock, but just keep playing and eventually you'll get them all, regardless of your skill. Also, the stunningly unfun Mission mode is no *Crazy Box*. For a better experience, buy a used Dreamcast and *Crazy Taxi* for the same price and then watch *Simpsons* reruns on TV.

**Shane**

There's a word beginning with the letter P that describes SRR, and it's not "phat," it's "plagiarism." **Someone should check their pockets cuz EA has ripped off Sega/Crazy Taxi big time**. It's one thing to model a game after a proven formula, it's another to simply swap the graphics, change the level design, add a few dozen *Simpsons* characters, then expect people to think it's a different game. Bart Simpson is riding around Springfield in a speed shuttle? I don't think so! SRR lacks *Crazy Taxi*'s pace, energy and most importantly, fun. The sticky control might have something to do with it, but only *Simpsons* completists will want to buy this game.

**Millkman**

VISUALS SOUND INGENUITY REPLAY





**Publisher:** Konami  
**Developer:** Konami Studio  
**Featured In:** EGM #149  
**Players:** 1

**Best Feature:** Detailed fighter jets  
**Worst Feature:** Unspectacular gameplay

**Also Try:** Ace Combat 04 (PS2)  
**Web Site:** www.konami.com

ADS focuses on all the little details that make aerial combat so visually gripping: moving flaps, airbrakes, puffs of smoke from your Vulcan cannon, contrails on the tips of your wings, and the exhaust of your missiles. For all you fighter-jet buffs out there, so far so good. But like most flight sim-type games, what looks great soaring above the clouds doesn't look so hot once you get down near the surface. At close range, everything on ground level looks like one huge Jackson Pollock painting. If ADS were anything more than a graphical showcase, however, none of this would matter. But as it is, **the game lacks fun.** Most of the dogfights have you flying in circles against the enemy, getting that missile lock and moving onto the next target. In fact, getting that missile lock, seeing your serpentine trail of smoke, and flying in circles is all you end up doing. Later on, ADS loosens up on the reins a bit and gets wacky with all sorts of sci-fi planes you can buy. But a little more fantasy throughout the game might have given ADS the personality it desperately needs.

**Che**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	4	3



**Publisher:** Crave  
**Developer:** Lightweight  
**Featured In:** EGM #149  
**Players:** 1-2

**Best Feature:** Really great make-up  
**Worst Feature:** Super-long load times. What the hell?

**Try Instead:** Dead or Alive 3  
**Web Site:** cravegames.com

If you were a fan of Square's Bushido Blade series, you'd never realize that the developers responsible for those innovative, experimental, and thoroughly enjoyable games are the very same people who have created the mind-boggling travesty that is Kabuki Warriors. **Slogging my way through 40-plus monotonous levels, fighting endless waves of faceless kabuki clones, using the ONE available attack button, quickly became a chore.** So I indulged myself. Instead of actually trying to do a masterful job of dissecting my foes using the sluggish, unresponsive controls, I instead whaled on the attack button with one finger, while my other hand (and my eyes) surfed the Web. **Forty-five dreary minutes later I looked at the TV and found that I had reached the boss level.** There the difficultly spiked enough so that I actually had to grip the controller with both hands. What did I get for my inconsiderate efforts? A staff credits roll, identifying the people responsible for putting me through this ordeal. I have suffered so you don't have to. If you want to fight, buy DOA3 instead.

**Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
5	3	6	7



**LucasArts**  
**Developer:** Secret Level  
**Featured In:** EGM #149  
**Players:** 1-2

**Best Feature:** The John Williams soundtrack  
**Worst Feature:** Special features aren't special at all

**Also Try:** Rogue Leader (GC)  
**Web Site:** www.lucasarts.com

When this game first came out on the PS2, I was wowed by Starfighter's graphics. What a difference a year makes. Now the bar has been raised, and this "Special Edition" can't quite clear it. It's not that it's ugly, but compared to most Xbox games, it looks like the boring girl next door and **makes the GameCube's Rogue Leader seem like Pamela Anderson.** Starfighter needed a new, gorgeous coat of paint for me to forget I was blowing up slow tanks on Naboo and not flying a gut-wrenching Death Star trench run. Yeah, it has the requisite hordes of spacecraft going boom, laser blasts by the millions and a superb soundtrack, but that's not enough to make me overlook missions that were often tedious and repetitive. Special Edition tries vainly to liven things up with a handful of new multiplayer missions. Unfortunately, they aren't, um, "special" enough to make it worth dragging a friend into a dogfight. LucasArts should have spent their time improving a game that was never great to begin with instead of slapping on shallow upgrades.

**Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	1	5



**Publisher:** Infogrames  
**Developer:** Angel Studios  
**Featured In:** EGM #149  
**Players:** 1-4

**Best Feature:** Those mega-realistic waves  
**Worst Feature:** Annoying mission objectives

**Support:** Soundtrack  
**Web Site:** www.transworld-games.com

They roil, tumble and rumble—and no two are alike. Yep, the waves in TransWorld Surf are absolutely realistic and downright beautiful (even if the rest of the game ain't so pretty). And they deliver more wet-and-wild thrills than what you'll find in the few other surfing games floating around. **It's clear the developers were trying to make Tony Hawk on a tidal wave.** The control layout's nearly the same, and as in Hawk, you build up momentum and your trick meter by performing combos. But all is not totally tubular in TransWorld. Many level objectives—namely, the ones that have you leaping obstacles like boats and sea life—are annoying, because it's hard to get situated on the wave and you don't get enough camera options to see where you're headed. The game's not as pick-up-and-play as Tony Hawk, either. It took me a while to get the hang of crucial combo-building tricks such as the 180-degree turn, and I ended up relying on simpler stuff like barrel riding to build up my score. Still, the lure of later levels, and their larger waves, kept me shooting the pipes.

**Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
5	3	6	7



**Sega**  
**Visual Concepts**  
**Featured In:** EGM #149  
**Players:** 1-4 (1-8 online)  
**Supports:** SegaNet, Jump Pack  
**Best Feature:** Online play  
**Worst Feature:** Single-player mode  
**Web Site:** www.segasports.com

What do the Bulls of the mid-'90s, the Lakers of today and the NBA 2K series have in common? D-Y-N-A-S-T-Y. This game has left its competition in the Ice Age of video game basketball. **NBA 2k2 is the best-looking (you heard me, Live), best-playing game of basketball you'll find.** It also has probably been the most consistent of the 2k franchises, incrementally improving each year. There are no major gameplay tweaks here, but the style of ball is decidedly different. In last year's title, especially online, it was dunk or lose. If your opponent let the CPU play tight defense on your man, outside shooting was a serious chore. Now the game allows jump-shooters to join in on the fun while the defense helps shut down those dunkamaniacs. It all adds up to better balance and a much more realistic flow to the game. **NBA 2k2 has everything you could ask for in terms of modes, including Street Ball which can be played online or off.** Speaking of online play, it's the same as last year, but the lag and control both feel a bit better. Offline, the game rocks for multiplayer fun. Get three buddies over and go two-on-two Lakers vs. Sixers for some big-time fun. Single-player offline games are the only sore spot. Even on the hardest level, the CPU mounts a lukewarm challenge at best. But they, most players want to succeed anyway, right? Winning is good, and so is NBA 2k2.

**Dan L.**

Call me crazy, but NBA 2K2 doesn't look or play much different than last year's game. Everyone thought the zone defense would be a big, messy deal, but shoot, it's hardly even noticeable. If anything, it's a testament to Visual Concepts' skills to implement the trickier defense when no other basketball sim even tried. Other than that, I like the new automatic alley-ops passes. No more fumbling with button combos; just wait until your high-fiver gets close to the hoop and lob it over. He knows what to do next—ka-BOOM! **Slight animation changes, as well as a smarter AI are noticeable** but again, not over-powering. It's a no-brainer; 2k2 is still the king of the hill.

**Dean**

I'm sick of basketball games that only focus on flash, style and being able to contort yourself into a pretzel while dunking. Sure, the NBA is a rock-'n-roll, fast-break league, but thankless things such as aggressive rebounding, attacking passing lanes, and nudging for position in the post are just as important. They are also tasks that NBA 2k2 seamlessly integrates into its realistic gameplay. I'm not saying that this is all go and no show. To the contrary, it has all of the fancy moves, lavish introductions and facial expressions that a hoops fan could ask for. And the beauty is that it doesn't rely on you to barely pass muster, unlike its braindead rivals.

**Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
5	3	6	7



**Publisher:** Sega  
**Developer:** Hitmaker  
**Featured In:** EGM #149  
**Players:** 1-4  
**Also Try:** Mario Tennis (NG4)  
**Best Feature:** Ladies are in the tizzy  
**Worst Feature:** Create-A-Player  
**Web Site:** www.segasports.com



Tennis rants right up there with golf for me. Which is to say it's on my list of "watch only as a last resort" sports, somewhere between drag racing and bowling. If you must know, Rarely are games so good that they can break down negative ideas about the real sport they're based on. Tennis 2K2 is one of those games. It is not boring, stuffy, or for the country-club dullards who typically flock to the sport. **Tennis 2K2 is pure gaming bliss, offering precise and simple control over every action on the court.** Hitting shots and working the ball around the court is intrinsically fun. You run your ass off to every shot, hit it back, and repeat. It's a simple concept with brilliant execution. Timing and anticipation are keys to success, and you'll gain both as you progress along the learning curve. World Circuit mode is back and offers a slow of fun, sometimes madening, minigames to help hone your skills. A new Create-A-Player feature exists, but routine choices keep created players looking vanilla. I want my albios with an afro damnit! As for the pros, the range of selectable players has doubled and now includes a healthy list of female players. Top names include Venus and Serena Williams, Monica Seles and Martina Hingis. Mixed doubles, anyone? Tennis 2K2 has it all, except online, which got left in the lurch with the current confusion at SegaNet. Sucky. Still, very few office games offer this much fun.

Dan L.

I played the first Virtua Tennis to death. Its combination of awesome graphics and fast-paced arcade gaming made it one of the best sports games in years. **Happily, the sequel maintains the qualities that made the first so good, while adding important new additions.** Now the single-player mode is a stiffer challenge, due to the wider array of volleys, lobs, backhands and cross-court smashes, as well as smarter computer opponents. The new level of depth to the World Tour mode is another great addition. It lets you create a player, improve his skills via 2K2's awesome minigames, and then take him on the circuit. A must-buy for DC owners.

Milkman

I used to play a lot of tennis, and let's face it, it's a boring sport if you're not on the court. Although 2K2 doesn't put you at the Wimbledon finals, it does a damn good job of making you feel like you're burning calories out there on the lawn. I was most disappointed with 2K2 featuring the same number of **Kourikovas as the first game: zero.** Since they've expanded the roster significantly with other male and female players, however, I can let it slide. I'm with Dan on the create-A-Player; all those dudes just come out looking like child molesters. I guess if tennis was about being 'pretty,' we'd have players doing camera ads and stuff. Oh wait...

Jonathan

VISUALS SOUND INGENUITY REPLAY

3 4 1 5



**Best Feature:** Awesome control/animation  
**Worst Feature:** Crazy hilarious bad dialogue

**Publisher:** Acetec  
**Developer:** SNK  
**Featured In:** EGM #126  
**Players:** 1-2  
**Supports:** Arcade stick, VGA  
**Web Site:** www.acetec.com

With the Dreamcast just about dead and buried, it's a wonder Acetec decided to bring MOTW to the U.S., but fighting fans should be happy they did. Regarded by some as SNK's finest fighter, Fatal Fury is as lavishly animated as Street Fighter III, plays as well as any title in its class, and boasts some of the slickest super moves ever. Combined with the razor-sharp controls, **this is one of the fastest, most responsive fighting games I've ever played.** It's easy to pick up and play, but features enough offensive and defensive options for more dedicated gamers to sink their teeth into. While the roster of available characters isn't huge, each combatant is unique (without being overly goofy looking) and well balanced. Beyond that, there isn't much to preoccupy players, as MOTW is basically a no-frills affair. Still, if all you're looking for is a straight-up no-holds-barred hardcore 2D fighting game that plays great in both single-player and versus modes (and at a meager \$30 too), then this should cure what ails you. **Don't pass this one up.**

Milkman

VISUALS SOUND INGENUITY REPLAY

3 4 1 5



**Best Feature:** Very true to the show  
**Worst Feature:** Anne repeats herself too much

**Publisher:** Activision  
**Developer:** Traveller's Tales  
**Also Try:** You Don't Know Jack  
**Players:** 1-7  
**Supports:** Multi-play  
**Web Site:** www.activision.com

I normally couldn't care less about game-show games, but I really like The Weakest Link. And no, it doesn't have anything to do with some sick fetish for old English broads with attitude. This game simply represents the show faithfully, and it's fun to play. The people who make the Millionaire games should take notice. TWL can be played single-player, but obviously the multiplayer mode is where this game shines. Get a group of people together, then have fun screaming answers at each other and stabbing your fellow contestants in the back, not to mention listening to Anne Robinson's steady barrage of insults. Even though all the questions in the wide game are multiple choice (instead of open-ended like the TV show), on the highest difficulty setting you only get to see the first letter or two of every choice. It's about as close as the developers could get to authenticity, and it works surprisingly well since the game doesn't completely give away the answers for you. **This is the best game-show game to hit a home console since You Don't Know Jack.**

Grey

VISUALS SOUND INGENUITY REPLAY

5 5 2 8

## Twisted Metal: Small Brawl



**Publisher:** Sony CEA  
**Developer:** Inccg Inc.  
**Featured In:** EGM #149  
**Players:** 1-2  
**Also Try:** Twisted Metal 2  
**Best Feature:** Plumber's ass in the kitchen level  
**Worst Feature:** Slow game speed  
**Web Site:** www.scea.com



You would think that after five Twisted Metal games, Sony would've decided that they've cashed in enough on this franchise. Evidently not. After reinvigorating the series with Twisted Metal: Black on the PlayStation 2, they've dragged it back into crapdom with this half-assed spinoff only a few months later. To say that this is regurgitated gameplay would be a gross understatement. Nothing here is remotely original or innovative. Instead of the usual complement of missiles, you have bottle rockets. Pint-sized explosions replace big ones. And the vehicles are almost identical to those in Twisted Metal, except get this: They're smaller. Wow! Even the environments have been shrunk. Levels consist of oh-so-exciting places like claustrophobic minigolf courses and kitchens, but those close quarters don't ignite intense firefights. A lame combination of slow cars and non-existent enemy intelligence saps the intensity away like a sponge because the bad guys seem to be perfectly content with standing pat and getting wailed on. I easily beat the game with powerful, short-range weapons because my prey rarely took cover. It was pretty sad, but the pathetic text-based save-game screen took the cake—it was I was literally ripped out of an ancient Commodore 64 game. **Thank God for the plumber's ass that sticks out from underneath the sink in the kitchen level.** If it weren't for that, this would be a total loss. **Kraig**

Sony's sanitized take on the classic TM series should please types looking for some car combat, but **series veterans won't be impressed.** Cutesy cars, kiddie characters and firework weapons work within the game's playground premise, but most TM fans will likely miss the old kick-ass vehicles and nasty psychopaths. The chunky, ugly visuals and hard-ban music don't help much either. Luckily, the gameplay is fairly tight, and some of the levels are creative, such as the miniature golf course and the kitchen. Others, however, are too small of too boring to affect the action. This woefully average retreat will only keep youngsters entertained. **Shane**

Twisted Metal returns to the PS1 after its successful sojourn to the PS2. This TM, though, works to undo my renewed faith in the series. **Small Brawl is a slapdash, sloppy and unimaginative retrofit.** The idea of a schoolyard challenge using remote-controlled cars is cool, but floaty controls and bad graphics spoil the theme. Your arsenal of weapons is repetitive (three different types of indistinguishable missiles, for example) and the arenas are just plain dull. Two-player mode is sluggish arse boring, so what's the point? It looks like Sony is once again trying to run this series into the ground. With so many excellent bargains on the PS, look elsewhere. **Christian**

VISUALS SOUND INGENUITY REPLAY

3 4 1 5





**Publisher:** Activision  
**Developer:** David A. Palmer Productions/id Software  
**Players:** 1 (1-2 Co-op, 1-4 Deathmatch)  
**Supports:** Link Cable  
**Best Feature:** Frantic action  
**Worst Feature:** Eye-strainingly slow enemies  
**Best Settings:** Brightness 6, Static Lighting, Auraturn on, Music off  
**Web Site:** www.activision.com

I've been playing this game for the last eight years on one system or another, and I'm still not bored with it. Granted, on the evolutionary ladder of first-person shooters, Doom is a caveman. You can't look up or down, can't jump, and progress always involves flipping switches or finding keys. But most of the time you're too busy, say, dodging through a field of fireball-tossing imps, or backing off a rampaging Cacodemon, to care. Like tossing watermelons off a tall building, **Doom is straight, dumb, violent fun**, regardless of how many times you've seen it before. The GBA port is faithful, including the great sound effects and horrible music, plus all the levels and enemies we know and love. Multiplayer is in there (everyone needs their own cart), even if it's with some slowdown. Too bad the huge levels suck for deathmatch, but co-op still plays great. They even included the option to adjust the brightness and the dynamic lighting on and off (GBA developers, please take note). But the conversion to a handheld did add a few problems. Because of the 3D effect and the nature of Doom, you often end up squinting at, and exchanging fire with, enemies that are literally just dots on the horizon. Either play in small doses or keep the eye drops and aspirin close by. Controls are about the best they could be given the GBA's setup, but they still get you killed now and then. Otherwise a great, portable shot of classic action.

**Mark**

It seems like I was just playing this bugger on the PC last week. Turns out it's really been almost 20 years since Doom was conceived, but even now I'm impressed that we've got such a faithful handheld translation. From the sounds to the enemies to the level layouts, **it's a near-perfect port**. You can even switch between dynamic and static lighting, but almost always need to use the latter in order to see what's going on. I also sorely miss the save-anywhere feature the PC game had; Doom GBA only saves at the end of each level. Still, playing a four-player deathmatch on the GBA is pretty rad if you can handle the wear on your eyes.

**Jonathan**

I'm not sure what's more impressive, that Doom is playable on a portable or that the game is still enjoyable today (though that may be the nostalgia talking). Everything technically works, from the smooth 3D action to the four-player deathmatching. Too bad the system is too small for this big-time game. The eyestrain I got from just a half hour of playtime was incredible. The screen is just too small for this first-person action, so be warned. **Play in small time chunks at risk blindness**. Besides that, this is the same game we played years ago. For mindless one-player action, it's fine. Just don't expect anything new or revolutionary at all.

**Shoe**

VISUALS SOUND INGENUITY REPLAY



**Publisher:** Nintendo  
**Developer:** Nintendo  
**Featured In:** EGM #148  
**Players:** 1  
**Also Try:** Wario Land 3 (GBC)  
**Best Feature:** Great graphics, gameplay  
**Worst Feature:** Too short  
**Web Site:** www.nintendo.com  
**Minigames:** Wario's Home Run Derby, The Wario Hop, Wario Roulette

Ever since Nintendo took Mario into the wide world of 3D a few years back, bad boy Wario has taken center stage as the company's side-scrolling platform star of choice. His games have gotten progressively better with each new sequel, so it should come as no surprise that Wario Land 4 is in many ways **the best-playing Wario game yet**. The gameplay has changed a bit from Wario 3 in that Wario is no longer invincible (he has a life meter), and that he has all of his abilities from the get-go (you had to unlock them in Wario 3), but otherwise, this is pretty much what you'd expect from a Wario sequel on a new platform. The levels are huge and well-designed, the graphics, animation and sounds are among the best the GBA has yet seen, and overall, the game is just plain fun to play. I do have one problem that I've been having with quite a few Nintendo games lately: It's too short. With only 18 stages (not counting boss fights and minigames), you can probably finish Wario Land 4 in the better part of a rainy day, which is just not enough. Sure, it's worth replaying to get the extra stuff (each stage has a bonus for scoring over 10,000 points as well as a hidden Music CD), but it's hardly a substitute for more stages. Aside from the length, however, it truly is an excellent game that shouldn't be missed. And it'll hold you over nicely 'til the much larger Super Mario Advance 2 lands early next year.

**John R.**

Personally, I like a 3D puzzle-solving in my action game, so the Wario series is one of my favorites. The fourth installment is fun, but **sadly isn't much different from the last one**, including some surprisingly similar-looking levels. It does have a couple new gameplay elements, like a life meter (a first for the series), a timer you set off to start a race back to the beginning of each level, and three new minigames. And as dark as the GBA screen is, the graphics look bright n' crisp. The audio's not too shabby either—some of the tunes even have lyrics. Great fun, but doesn't stray far from the series' tried-and-true formula.

**Chris**

Even the instruction manual to Wario Land 4 admits that this is **pretty much the same game as its predecessors**. If you haven't sampled Warios 1-3 on the Game Boy, the idea is basic 2D platform gameplay with a lot of block-breaking and the occasional puzzle. It's not that far removed from the GBA's Klonoa. The most entertaining part is utilizing the different abilities Wario gains from interacting with certain enemies to get through barriers or find new areas; it's a very cool gameplay element. Despite its patented formula, the main game gets pretty repetitive after a while, so you'll definitely want to break off and try the novel minigames.

**Jonathan**

VISUALS SOUND INGENUITY REPLAY



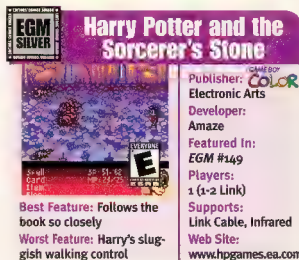
**Best Feature:** Fun-filled puzzletacular dungeons  
**Worst Feature:** Classic-style RPG = classic complexity

**Publisher:** GAMES  
**Nintendo**  
**Developer:** Camelot  
**Featured In:** EGM #144  
**Players:** 1 (1-2 Link)  
**Also Try:** Breath of Fire  
**Web Site:** www.nintendo.com

There is so much to Golden Sun that I can't help but fall head over heels for it. **Every aspect of the game is soaked through with quality**. The developer, Camelot, has been at the genre for years and has done it right, for perhaps the first time, gotten it completely right. From smooth graphics and beautiful music to great character designs and refined battles, they know RPGs up and down. The game's interlocking gameplay systems are what elevate it above so many others. Magic in GS is known as "Psynergy" and you'll not only use it in battle but also to solve puzzles in the game's dungeons—which are actually fun, if you can believe it. The battle system is speedy and looks great. You also get to collect Djinn, creatures that boost your stats and unlock new Psynergy and attacks. The story's not too shabby either; while Camelot plays it by the book, the characterization is spot-on thanks to great writing and translation. If you have the faintest glimmer of love for a classic-style RPG in your heart, you owe it to yourself to check out Golden Sun.

**Christian**

VISUALS SOUND INGENUITY REPLAY



**Best Feature:** Follows the book so closely  
**Worst Feature:** Harry's sluggish walking control

**Publisher:** COLOR  
**Electronic Arts**  
**Developer:** Amaze  
**Featured In:** EGM #149  
**Players:** 1 (1-2 Link)  
**Supports:** Link Cable, Infrared  
**Web Site:** www.hpgames.ea.com

I really have to give EA props for doing justice to the Potter license. It's easy to churn out a quick cash-in platformer for a hot property (just ask THQ), but the guys at Amaze instead created a complex, impressive RPG. Regardless of whether or not you've read the book, you'll easily become engrossed in Harry's world. In fact, playing this game is like being sucked into the novel via LeVar Burton's Reading Rainbow. **Characters, locations and plot events all mirror J.K. Rowling's text perfectly**. Fun, albeit familiar, gameplay complements the well-known story. I say familiar because the dungeons mimic those in the first Lunar for PS1, and the battles strongly recall classic Final Fantasy games, right down to Harry's hobnobbing fare-are after winning a fight. Although you won't confuse it with "is pretty GBA sibling, the game does look and sound very good. Sadly, Harry's slow walking and awkward vision slow the action down a bit. Also, the game's surprising difficulty might overwhelm young players. Even with these minor issues, it's one of the very best RPGs on GBC.

**Shane**

VISUALS SOUND INGENUITY REPLAY



# Tricks of the Trade

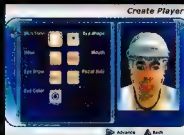
By Trickman Terry

## TRICK OF THE MONTH

### NHL 2002 PS2

#### PLAY AS THE BARENAKED LADIES

On the main screen, enter Options. Choose the Create Player/Rosters option, and then choose Create Player. Press START to advance to the next screen. Put in the first name and last name as one of these band members: Jim Creeggan, Tyler Stewart, Steven Page, Ed Robertson, Kevin Hearn. Once you do this, the game will ask you to create a player like the one in the database. Choose "Yes" for your answer and the game will make a clone of your BNL member of choice in hockey gear.



### PS2 PLAYSTATION 2

## Grand Theft Auto 3 AWESOME CHEATS

Enter these codes while playing your game.

- Clear Weather**  
L1, L2, R1, R2, R2, R1, L2, Triangle
- Foggy Weather**  
L1, L2, R1, R2, R2, R1, L2, X
- Cloudy Weather**  
L1, L2, R1, R2, R1, L2, Square
- Rainy Weather**  
L1, L2, R1, R2, R2, R1, L2, Circle
- Faster Clock**  
Circle, Circle, Circle, Square, Square, Square, Square, L1, Triangle, Circle, Triangle

**2 Tank Unlocked**  
Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle

- Lower Wanted Level**  
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down
- Higher Wanted Level**  
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right

**Great Handling Car**  
R1, L1, R2, L1, Left, R1, R1, Triangle

**Pedestrians Fight Each Other**  
Down, Up, Left, Up, X, R1, R2, L2, L1

**Pedestrians All Hate You**  
Down, Up, Left, Up, X, R1, R2, L1, L2

**1 Crazy Pedestrians**  
R2, R1, Triangle, X, L2, L1, Up, Down

**Wear Different Outfits**  
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

## Guilty Gear X

### 3 HIDDEN CHARACTERS

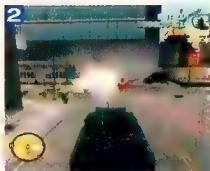
On the title screen, press Down, Right, Right, Up, START. You will hear a woman talking to confirm correct code entry. Now choose any mode. At the character select screen, the two hidden characters, Dizzy and Testament, will be at the bottom left and right of the screen.

## NHL Hitz 20-02

### SUPER CODES

On the VS. screen, use the Square, Triangle and Circle buttons to switch the icons beneath the teams on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad in the indicated direction to enable the code. You will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter them quick enough. For example, to enter 4, 2, 3, Right, press Square four times, Triangle two times, Circle three times and then press Right on the D-pad.

**Show Shot Speed**  
1,0,1 Up



### Random Mode

- 4,1 Left
- 4,1 Tennis Ball
- 1,3,2 Down
- Hitz Time
- 1,0,4 Right
- First to 7 Wins
- 3,2,3 Left
- No Puck Out of Play
- 1,1,4 Down
- Pinball Boards
- 4,2,3 Right
- Domino Effect
- 0,1,2 Right
- No Fake Shots
- 4,2,4 Down
- Big Head Player
- 2,0,0 Right
- 5 Big Puck
- 1,2,1 Up
- 6 Huge Head Team
- 3,3,0 Left
- Big Head Team
- 2,2,0 Left
- Huge Puck
- 3,2,1 Up





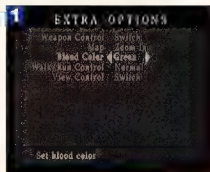
## Huge Head Player

3,0,0 Right  
**No Crowd**  
2,1,0 Right  
**Input More Codes**  
3,3,3 Right  
**Show Team's Hot Spot**  
2,0,1 Up  
**Late Hits**  
3,2,1 Down  
**Turbo Boost**  
0,0,2 Up  
**Ignore Last Code**  
0,1,0 Down  
**Bulldozer Puck**  
2,1,2 Left  
**Win Fights for Goals**  
2,0,2 Left  
**No One Times**  
2,1,3 Left  
**Infinite Turbo**  
4,1,3 Right  
**Snow Mode**  
1,2,1 Left  
**Always Big Hits**  
2,3,4 Down

## Silent Hill 2

### 1 EXTRA OPTIONS SCREEN

On the title screen, access Options. On the Options screen, press L1+R1 simultaneously. An Extra Options screen will appear where you can change the zoom of your map, weapon control, blood color, view control and more.



## Silent Scope 2: Dark Silhouette

### TIME AND LIFE CODES

#### 2 Extra Five Seconds

In the middle of the game, press START to pause. Then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Once you have entered the code, the clock will gain five seconds, but one of your lives will go down by half.

#### Extra Half Life

In the middle of the game, press START to pause. Press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. Once you enter the code, one of your lives will increase by half, but your time will go down by five seconds.



## Ooga Booga

### TONS OF TRICKS

On the main menu screen, access the Options. On the Options screen, highlight and enter the Codes option. Enter the passwords shown to access the characters and spells below.  
**Unlock Pirate Kahuna**  
warezwrong  
**Unlock Disco Dude Kahuna**  
doth Hustle  
**Unlock Abe Kahuna**



ahousedivided

**Unlock Superguy Kahuna**

secretidentity

**Unlock Dwarf Kahuna**

heightchallenged

**Unlock Death Kahuna**

salmonmousse

**Unlock Leprechaun Kahuna**

blarneystone

**Get Mine Spell**

kaboom

**Get Homing Spell**

dodgethish

**Get Lightning Bolt Spell**

kiLOWatts

**Get Fireball Spell**

strikenatch

### 3 Get Tornado Spell

blowhard

**Get Lightning Cloud Spell**

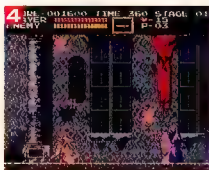
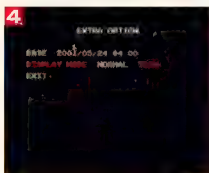
stormyweather



## Castlevania: Chronicles

### 4 EXTRA OPTION

On the title screen (with Original and Arrange Mode), press Up, Up, Down, Down, Left, Right, Left, Right, Circle, X. This will bring you to the Extra Option screen where you will be able to choose a Trim or Normal screen. The Trim option will put your life



## TOP 5 TRICKS

The top 5 games of the last month given the full-on Trickman treatment:

### 1. Madden NFL 2002



#### 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 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!

### 2. 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!

### 3. Super Mario Advance



#### Easy 99 Lives

On Stage 3-3, choose Toad and go through the door that



## TRICKS

### TOP 5 TRICKS (CONTINUED)

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.

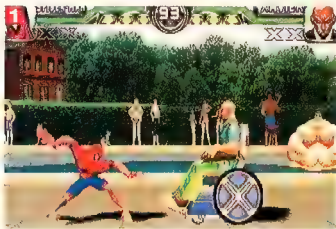
When you see them, throw the POW block, hold the B button, and run as fast as you can to the left. By doing this, the POW block will hit all the enemies in your way and give you up to five lives. Do this multiple times to get up to 99 lives!

### 4. 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 to 99 in each category, giving you the ability to create a super player!

### 5. Mario Kart: Super Circuit

**Unlock Tracks**  
For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. To access the Extra Cups, you must 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. Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.



bar, score, etc. in a black bar on the top of the screen instead of overlaying it into the background.

## X-Men: Mutant Academy 2

### 1. UNLOCK EVERYTHING

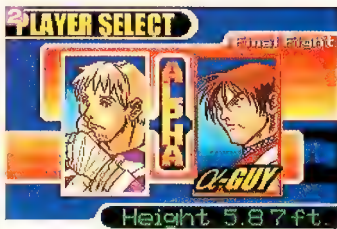
On the title screen, press SELECT, Down, R2, L1, R1, L2. You will hear a sound when the code is entered correctly. This trick will unlock everything in the game. From the main menu, choose the Cerebro option and highlight each character to see what you've unlocked. From here you can watch the outro FMV movies, see movie sketches, learn how to unlock the secret costumes and more. In Versus mode, you can choose the Pool Party stage to fight with the X-Men in their bathing suits. To play as Spider-Man, go to the character select screen in Arcade or Versus mode, and highlight Cyclops. Press and hold L1 and you will see Spider-Man appear. Keep holding L1 and press X to choose him. To play as Xavier (Professor X), go to the character select screen in Arcade or Versus mode, and highlight Magneto. Press and hold L1 and you will see Xavier appear. Keep holding L1 and press X to choose him.



## Advance Wars

### INCREASED DIFFICULTY

On the select mode screen, choose VS. Mode and pick a New Game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.



## Final Fight One

### UNLOCKING SECRETS

On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit," and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret. Here is a list of the number of opponents to be defeated and what it opens.

- 50: Alpha Guy
- 200: 9 Lives
- 500: Alpha Cody
- 800: Stage Select
- 1300: Color Change
- 2000: Rapid Punch



After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggard and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next," and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

## Men in Black: The Series

### LEVEL PASSWORDS

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

- Episode 4: Rocket Silo  
MXNMSNNG
- Episode 5: MIB Safe House  
THXBXSCK
- Episode 6: Halloween in Manhattan  
NNTNDOWNY

## NFL Blitz 20-02

### UNLIMITED TURBO

From the main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

## Pac-Man Collection

### APPENDIX PUZZLE MODE

First, you must choose the Pac-Attack game. Then highlight Puzzle Mode and hold Right on the D-pad. While holding it, press A. The word, "Appendix" will appear in the upper-left corner of the screen. Start a new game and you will see that the falling pieces will stay the same from level to level, making the game a little easier to play.

## Power Rangers: Time Force

### BEGIN AT THE LAST BOSS

On the Password screen, enter the following code to automatically be transported to the final stage of the game: 8QSD.

## Rugrats: Castle Capers

### LAST STAGES

On the main menu, access the Password option. Put in JSRJIK-SLXCF on the password screen to get to the final stages of the game.



## Spider-Man: Mysterio's Menace

### 4 AMAZING PASSWORDS

On the main menu, choose the Password option. Enter any of these codes as your password to start with a bunch of items, levels and upgrades.

W7HV1  
W7HZZ  
W7oZZ  
o8oZG  
Z787K  
ZV87K  
ZV7Zz  
ZV3Zo  
HV37K  
JV37H  
JV31o



Vazhar  
by Full Sail Student  
Brian German

## GameShark Codes



### PLAYSTATION 2

#### Monster Rancher 3

##### Inf. Money

1CA24054144F25CC

##### Inf. HP P1

4CA2CCC81456E404

4CA2CCCE1456E404

##### No HP P1

4CA2CCC81456E7D7

4CA2CCCE1456E7A5

##### Inf. HP P2

4CA2D1A01456E404

4CA2D1A61456E404

##### No HP P2

4CA2D1A01456E7D7

4CA2D1A61456E7A5

##### Max Pow P1

4CA2CCC61456E404

##### Max Int P1

4CA2CCC81456E404

##### Max Spd P1

4CA2CCCA1456E404

##### Max Def P1

4CA2CCD01456E404

##### Max Pow P2

4CA2D19E1456E404

##### Max Int P2

4CA2D1A41456E404

##### Max Spd P2

4CA2D1A21456E404

##### Max Def P2

4CA2D1A81456E404

##### Low Pow P2

4CA2D19E1456E7A6

##### Low Int P2

4CA2D1A41456E7A6

##### Low Spd P2

4CA2D1A21456E7A6

##### Low Def P2

4CA2D1A81456E7A6

#### Spy Hunter

##### Objective Pts Agent 1

4CDE4D041456E766

##### Objective Pts Agent 2

4CDE51A41456E766

##### Objective Pts Agent 3

4CDE55441456E766

### UBI CAST

#### NFL 2K2

##### Must Be First Code

9C5D88F8

##### Away Team Scores 100

AAEDA6F800000064

##### Away Team Scores 0

AAEDA6F800000000

##### Away Team Infinite Timeouts

D74ADCB100000003

##### Away Team No Timeouts

D74ADCB100000000

##### Home Team Scores 100

B37F8B9B00000064

##### Home Team Score 0

B37F8B9B00000000

##### Home Team Infinite Timeouts

E1082FD800000003

##### Home Team No Timeouts

E1082FD800000000

### PLAYSTATION

#### Madden 2002

##### Always 1st Down Madden Classic

3001d3500001

##### 1 Down Per Pos. Madden Classic

d001d3400100

8001d3400400

##### 2 Downs Per Pos Madden Classic

d001d3400100

8001d3400300

##### 3 Downs Per Pos Madden Classic

d001d3400100

8001d3400200

##### 2nd Quarter Madden Classic

d001e0f00000

8001e0f00100

##### 3rd Quarter Madden Classic

d001e0f00000

8001e0f00200

##### 4th Quarter Madden Classic

d001e0f00000

8001e0f00300

##### Inf. T0s Home Madden Classic

3001d3690003

3001d3680003

##### Home Score 50 Madden Classic

8001e0f70032

##### Home Score 0 Madden Classic

8001e0f70000

##### Away Score 50 Madden Classic

8001e1070032

##### Away Score 0 Madden Classic

8001e1070000

##### L2&R2=More Time Madden Classic

801ef682cfff

8001d346012c

### GAME BOY ADVANCE

#### Advance Wars

##### Must Be On

F81EA299C8DE272D

5E7259C697C500BE

##### Always Day 1

202FC6FD228BADF8

##### Infinite G

8925F1DBBE106F77

8918135A034F83DB

##### Power Up

4B27C76FoDD7EB87

366631895EDF529F

##### No Enemy Power

51E07A1F31A118A3

B962B0074226EDFF

#### Street Fighter: Turbo Revival

##### Must Be On

76B2AA4500CA50A2

98E186966FE7C82C

##### Inf. Time

82E1617EBC11703

##### Inf. Energy P1

6C9C3138F81D5F55

##### No Energy P2

70EF7B094DE95A00

# FULL SAIL

Real World Education

### School of:

**Game Design**  
**Computer Animation**  
**Digital Media**  
**Film**  
**Audio**  
**Show Production**

**800.226.7625**  
**www.fullsail.com**

3300 University Boulevard  
Winter Park, FL 32792

- Financial aid available to those who qualify.
- Job placement assistance.
- Accredited by ACCSCT.

©2001 Full Sail, Inc. All rights reserved. The terms "Full Sail", "Full Sail Real World Education" and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

# On Sale Now

Only on  
Newsstands!



From the same people who bring you *EGM*, *GameNOW* and *DPM*, these special magazines can be found only on the newsstands or through back order. Look for *Pocket of Games* and *EGM's Holiday 2002 Game Guide* on stands now, and *Xbox Nation* on December 11. You can find these magazines at Borders, Waldenbooks, Barnes and Noble, B. Dalton, Babbage's, GameStop, FuncoLand, Walmart, Best Buy, Kmart, Target, Walgreens, CVS, Kroger and Safeway.

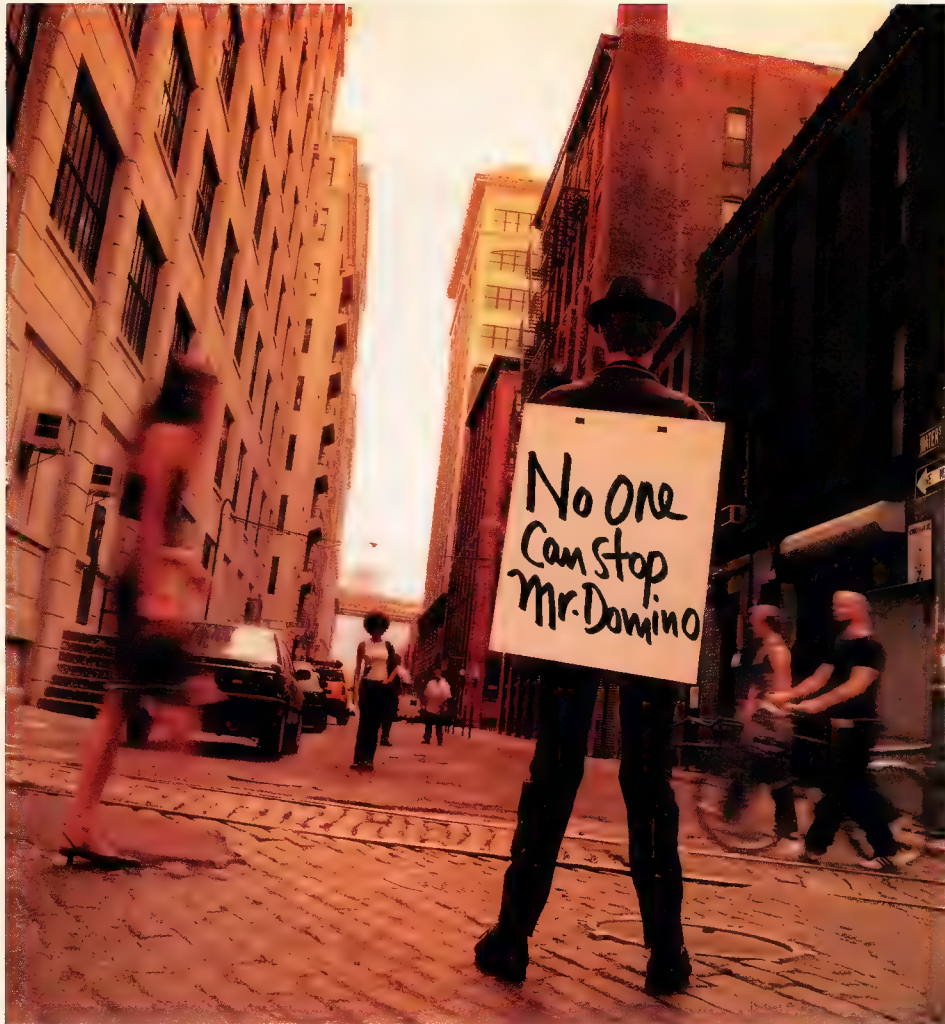


← **Are You Missing Something?**

How To Order: ✓ Check Your Mag

Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to: Ziff Davis Media for the amount indicated for each magazine (plus shipping and handling—add \$3 for U.S., \$3 for Canada and \$5 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to: Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338. Price and availability subject to change without notice.





Hints, codes, reviews, screen shots, release dates, movies, updated everyday.

Don't hit start until you hit [gamespot.com](http://gamespot.com)

**GAMESPOT**  **COM**  
Where gamers go to know.

# Want to Win ALL THIS?

(And a Crapload of Games for all Three Systems)

A Nintendo GameCube

A Sony PlayStation 2

A Microsoft Xbox



(titles may differ from what's shown here)

Announcing **Electronic Gaming Monthly's** most incredible giveaway of the millennium!

## 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 25 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 how you have to do:

<http://contest.egmmag.com>

## FINAL ROUND Q's:

- Which game did NOT make it into our Best 100 Games list in this issue?
  - a. Pokémon Yellow
  - b. Galaga
  - c. Sonic the Hedgehog
- Which game did NOT make it into our 20 Worst Games feature (but easily could have)?
  - a. Night Trap
  - b. Bubsy 3D
  - c. 007 Racing
- The main character in Final Fantasy X is:
  - a. Tidus
  - b. Sarge
  - c. Hideo Kojima
- What activity can you perform in Bible Adventures for the NES?
  - a. Force Berenstein Bears to mate, and then trade the offspring with your friends.
  - b. Spice together full-motion video clips of Noah's Ark animals breeding.
  - c. Throw Baby Moses into the river.
- Which music band's members are secret characters in NHL 2002?
  - a. Backstreet O' Sync
  - b. Barenaked Ladies
  - c. The Housemartins
- What's the maximum number of people a game of Halo can support for network-based multiplayer?
  - a. 5
  - b. 12
  - c. 128
- Where are all the extra E.T. Atari 2600 cartridges buried?
  - a. New Mexico
  - b. Old Mexico
  - c. Gilligan's Island
- What game is on every Review Crew member's "favorite" list in this issue?
  - a. Final Fantasy X
  - b. Halo
  - c. Connect Four

## Advertiser Index

Acclaim Entertainment	29, 57, 82, 135, 179, 181
<a href="http://www.acclaim.com">www.acclaim.com</a>	
Activation	18-19, 121, 139
<a href="http://www.activation.com">www.activation.com</a>	
Atlantic Records	17
<a href="http://www.atlantic-records.com">www.atlantic-records.com</a>	
Atlus	157, 195, 219
<a href="http://www.atlus.com">www.atlus.com</a>	
Best Buy	27
<a href="http://www.samgoody.com">www.samgoody.com</a>	
Best Buy	149, 191
<a href="http://www.bestbuy.com">www.bestbuy.com</a>	
Capcom	15, 84-85
<a href="http://www.capcom.com">www.capcom.com</a>	
Cosmo	189
<a href="http://www.cosmoacc.com">www.cosmoacc.com</a>	
Ecko Unlimited	20-21
<a href="http://www.ECKOunlimited.com">www.ECKOunlimited.com</a>	
Eldos Interactive	12-13, 70-71, 147, 244-245
<a href="http://www.eldos.com">www.eldos.com</a>	
Electronic Arts	6-7, 48-49, 91, 92-93
<a href="http://www.ea.com">www.ea.com</a>	
Electronics Boutique	52-53, 80-81, 102-103, 136-137
<a href="http://www.ebgames.com">www.ebgames.com</a>	
Electronics Boutique/EBWorld	102-103
<a href="http://www.ebgames.com">www.ebgames.com</a>	
Full Sail Real World Education	237
<a href="http://www.fullsail.com">www.fullsail.com</a>	
GameSpot	239
<a href="http://www.gamespot.com">www.gamespot.com</a>	
Infogrames	41, 95, 193
<a href="http://www.infogrames.net">www.infogrames.net</a>	
Interplay	205
<a href="http://www.interplay.com">www.interplay.com</a>	
Kemco U.S.A. Inc.	68-69
<a href="http://www.top-gear.com">www.top-gear.com</a>	
Kinyo	207
<a href="http://www.kinyo.com">www.kinyo.com</a>	
Koei	97, 217
<a href="http://www.koelgames.com">www.koelgames.com</a>	
Konami of America	30-31, 51, 113, 143, 145, 177, 191, 215
<a href="http://www.konami.com">www.konami.com</a>	
Logitech	131
<a href="http://www.logitech.com">www.logitech.com</a>	
LucasArts Entertainment Company	47, 55, 64, 65
<a href="http://www.lucasarts.com">www.lucasarts.com</a>	
Majesco Sales Inc.	187
<a href="http://www.majescosales.com">www.majescosales.com</a>	
Memorex	171
<a href="http://www.memorex.com">www.memorex.com</a>	
Microsoft Corporation	10-11, 25, 34-35, 63, 115, 133, 141, 173, 175
<a href="http://www.Xbox.com">www.Xbox.com</a>	
Midway Home Entertainment	161, 209
<a href="http://www.midway.com">www.midway.com</a>	
Midway	163
<a href="http://www.midway.com">www.midway.com</a>	
Natsume	211
<a href="http://www.natsume.com">www.natsume.com</a>	
Nintendo of America Inc.	8-9, 122-123
<a href="http://www.nintendo.com">www.nintendo.com</a>	
Radica	151
<a href="http://www.radicagames.com">www.radicagames.com</a>	
Sega of America	246
<a href="http://www.sega.com">www.sega.com</a>	
Sony Computer Entertainment of America	10-11, 25, 34-35, 63, 115, 133, 141, 173, 175
<a href="http://www.scea.com">www.scea.com</a>	
Square EA	199
<a href="http://www.squaresoft.com">www.squaresoft.com</a>	
Take Two Interactive	167, 203
<a href="http://www.rockstargames.com">www.rockstargames.com</a>	
Tecmo	128-129
<a href="http://www.tecmoinc.com">www.tecmoinc.com</a>	
THQ	42-43, 60-61, 78-79, 104-105, 116-117
<a href="http://www.thq.com">www.thq.com</a>	
Titus Software Corporation	243
<a href="http://www.titusgames.com">www.titusgames.com</a>	
Toys R US	109
<a href="http://www.toysrus.com">www.toysrus.com</a>	
Ubi Soft Entertainment	22-23, 39, 88-89, 107
<a href="http://www.ubisoft.com">www.ubisoft.com</a>	
Vivendi Universal - Sierra On-Line	32-33, 159
<a href="http://www.sierra.com">www.sierra.com</a>	
Working Designs	165
<a href="http://www.workingdesigns.com">www.workingdesigns.com</a>	





FINAL WORD

Dan "Shoe" Hsu | shoe@ziffdavis.com
Mark MacDonald | mark\_mactdonald@ziffdavis.com
Jeanne Kim | jeanne\_kim@ziffdavis.com
Dean Hager | dean\_hager@ziffdavis.com
Kraig Kujawa | kraig\_kujawa@ziffdavis.com
Chris Johnston | chris\_johnston@ziffdavis.com
James Mielke | james\_mielke@ziffdavis.com
Jonathan Dudlak | jonathan\_dudlak@ziffdavis.com

ZIFF DAVIS MEDIA INC.

GameCube vs. Xbox vs. PS2: Ready, Fight!



Dan "Shoe" Hsu
Editor in Chief

Shoe: This PS2 vs. GameCube vs. Xbox console war better turn into something as cool as what we had during the Super Nintendo vs. Genesis days. Looking at our Top 100 list reminds me of all the great games that came out because of tight competition. This market will be unbelievable if that happens again.



Mark MacDonald
Executive Editor

Mark: Honestly, I think it is already paying off. Just look at the release calendar for this Christmas. I don't think there have ever been so many great, must-play games in such a short time. And next Christmas, when the second- and third-generation stuff is hitting all the systems and online is blowin' up? Ho, lordy.



Jeanne Kim
Associate Editor

Jeanne: Once the Xbox and GameCube have made their marks after launch, and the PS2 keeps growing in numbers, what do you think these big heads are going to fight over? Games! And who better to collect on the carnage? Gamers.



Dean Hager
Managing Editor

Dean: As for the early results, I totally underestimated the Xbox. No way did I think it would come charging out of the gate with topnotch stuff like Halo, Project Gotham and Munch's Odyssey. Comparably, the Cube's opening lineup is fumbling and stumbling. Wave Race and Pikmin are a bit disappointing. The PS2, however, stands as turgid as ever. Let the

bitch-slappin' begin.

Kraig: The suits at Nintendo must have short-term memory, because they're making more of the same mistakes as before. Not enough games, ignoring the old audience completely, and this time they don't even have a killer-app. It's like they love playing catch-up. A year from now, I'm sure they'll look great, but it's leaving the door wide open for Xbox, and I can't wait to see how they take advantage of the opportunity. Now, back to Halo.

Chris: I think you're putting way too much importance on the launch. What really matters is the follow-through. A year ago the PS2 launch was great, but then we suffered a six-month software drought.

Jon: The Xbox is so the PS2 of this year. It's got a ton of crap games at launch, so I hope things improve with time like they did for Sony's machine, because it's got a lot of promise as a console. Nintendo's got enough fanboys and diehard followers to keep it afloat until 2010, so I'm not worried about it surviving. I hope to reap the benefits of its staying power in the form of Resident Evils and Soul Calibur 2 on a decent control pad. It'll be interesting to see where the Street Fighter series goes, as I'll probably be following it onto whatever console that is.



Kraig Kujawa
Sr. Associate Editor

Overheard: Actual dialogue from an EGM multiplayer GTF Halo match\*:

[Game begins]

Shoe (Blue Team): OK, I'm taking the jeep, who's coming?

Greg Sewart: Me. I'm in back.

Crispin Boyer: Wait up!

Shoe: Cool, we can storm them with three guys at once. Cy, hold the fort.

Crispin: %\$#@...what the \*@###? God #\*#@Sing...someone's...damnit someone's #@%ing sniping me!

[Elapsed game time: 30 seconds]

Crispin: Arhghh! S\*#@, I'm dead.

@\$#@!!! #S%! this @##\$%!!!

Greg: Get the flag, I'll stay in the jeep.

Shoe: ...I got the flag—I got their flag! I'm headed out! Meet me out front!

[Elapsed game time: 60 seconds]

Greg: I'm here, I'm HERE—HURRY UP!

Crispin: All right, I just respawned.

Shoe: We're on our way back with their flag, is everything cool?

Crispin: Yeah, there's...S#%^...#\$%ing kakayas sniper...@##\$%!!!

[Game begins]

Mark (Red Team): OK, you guys got D? Chris: Yup.

Mark: OK, so let us know if you guys get into any trouble all right?

Art Director Mike Reisel: Yes.

Mark: Cool, Jon let's cruise [Mark and Jon move to the middle of the level]

Jon: Hey! We got a...three of them in a jeep on the way into base. I'm sniping... [Elapsed game time: 30 seconds]

Jon: I got one. S#%^ing nailed his ass. Mark: Is everything cool at base?

Mike/Chris: ...

Mark: ...do they have our flag?

Mike/Chris: ..... [Elapsed game time: 60 seconds]

Mark: GUYS?! DO THEY HAVE OUR FLAG? HEL-LO?!

Chris: ...yeah, they got it.

Mark: What?!?! ^&! Where the hell were you guys?

Mike: ...we were dead.



Chris Johnston
Firm Activist



Jonathan Dudlak
Associate Editor

\*Screenshot of Halo multiplayer match. Photo by [unreadable].

Organizational chart for Ziff Davis Media Inc. listing various roles and names such as Robert F. Callahan, Tom McGraed, Peter Longo, Stephen D. Moylan, Michael J. Miller, Charles Mast, Ken Beach, John Dodge, Barry Golson, Kim Hoover, Charles Lee, Almee D. Levine, Eric Lundquist, Bill Macbrone, David Mullen, Michael Perkowski, Tonia E. Ries, Carolyn Schurr Levin, Dan Schwartz, Sloan Seymour, Tom Steiner-Threkeid, Dale Strang, Stephen Sutton, Stephen Veith, Jason Young, Mark Van Name, Alan Bourassa, John Dennehy, Elizabeth Estroff, Carlos Lago, and Christine Lawson.

# ELECTRONIC GAMING MONTHLY



NEXT MONTH

## February 2002 (Issue #151)

On sale Jan. 8

### FINAL FANTASY XI

You've read this issue's FFX preview spectacular. Be sure to come back next month to read our blowout review of the first big game of 2002. If your console glows green, then you'll also want to check out our big previews of Sega's hip inline skater, Jet Set Radio Future, Capcom's swashbuckling Genma Onimusha and THQ's beat-'em-up, New Legends.



### Reviewed Next Month:

- **Super Smash Bros. Melee** (GC)
- **Harry Potter** (GBA and PS1)
- **Max Payne** (Xbox)
- **Arc the Lad Collection** (PS1)
- **NHL Hitz 20-02** (Xbox)
- **Forever Kingdom** (PS2)
- **Supercross World** (PS2)

### Previewed Next Month:

- **Jet Set Radio Future** (Xbox)
- **Genma Onimusha** (Xbox)
- **New Legends** (Xbox)
- **Star Wars Racer II: Racer Revenge** (PS2)

\*All editorial content is subject to change.

## OFFICIAL U.S. PlayStation MAGAZINE

### Jan. 2002 **Jak and Daxter**

On sale Dec. 11

#### Demo Disc

##### PS2 Videos

##### Jak and Daxter:

##### The Precursor Legacy

##### Batman Vengeance

##### PS one Videos

##### Harry Potter and the Sorcerer's Stone

##### Twisted Metal: Small Brawl

##### NBA ShootOut 2002

##### PS one Playables

##### Mary-Kate and Ashley Crush Course

##### Hot Wheels Extreme Racing

##### Sesame St. Sports

##### Disney's/Pixar's Monsters, Inc.

##### Sheep Raider

Naughty Dog may have kicked Crash to the curb, but fear not. The company's Jak and Daxter will make you forget all about the bandicoot. Also Featured: Grand Theft Auto III and Baldur's Gate: Dark Alliance

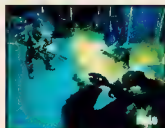
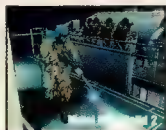


## GAMENOW

### Jan. 2002

On sale Dec. 18

- **Harry Potter** review (GBC)
- **NFL Fever** review (Xbox)
- **Final Fantasy X** 4-page preview



### GameNOW!

January's issue of *GameNOW* has some of the most anticipated titles of 2001. Go behind enemy lines for a massive Metal Gear Solid 2: Sons of Liberty review. Plus, a great reviews section includes SSX Tricky, Baldur's Gate: Dark Alliance, Smuggler's Run 2, Wave Race, Halo and more. Toss in an array of codes, news and dedicated hand-held coverage, and you're set!

## COMPUTER GAMING WORLD

### Jan. 2002

On sale Dec. 4

### 2K1 Holiday Gift Guide



CGW has played the year's best games, so don't go shopping without this issue. At long last, the next entry in one of the best PC strategy series of all time is coming, and CGW has an exclusive hands-on look at Master Of Orion III. See what all the fuss is about.

You know you want it. You know you can't afford it. But you know you want to read about it anyway. It's time for CGW's annual look at the best PC gaming rig that money can buy.

### Reviews

- **Civilization III**
- **Red Alert 2: Yuri's Revenge**
- **Commandos 2**
- **Monopoly Tycoon**
- **Independence War 2**
- **Master of Orion III**
- **Return To Castle Wolfenstein**



# 100 WINNERS. ONLY ONE

# TOP GUN

## WELCOME TO THE SWEEPSTAKES ZONE!



**AIR  
COMBAT  
USA**

www.aircombatusa.com

**GRAND PRIZE: ONE TRIP TO AIR COMBAT SCHOOL IN SAN DIEGO FOR ONE FULL DAY OF REAL AIRPLANE DOG FIGHTING.**

The Fighter Lead In Program includes 2 flights of approximately one hour each. It is scheduled with a flight in the morning after a one hour brief on tactics and maneuvers and a flight debriefing afterwards. The guest pilot will return to the briefing room in the afternoon to prepare for the second mission. At the end of the day, the guest pilot is awarded a leather flight jacket and nametag with wings and his/her call sign on it. (Trip, training, and accommodations for one night are included.)



5

**SECOND PRIZES**



**TOP GUN—Combat Zones  
Leather Flight Jackets**  
(Jacket prize may vary from illustration)

10

**THIRD PRIZES**



**TOP GUN—Combat Zones  
Game for the PlayStation<sup>2</sup>  
Computer Entertainment System**

84

**FOURTH PRIZES**



**TOP GUN—Combat Zones  
Flight Caps**

**HOW TO ENTER:** Send a postcard with your Name, Address, Telephone Number and Date of Birth to: TOP GUN—Combat Zones Sweepstakes, c/o ZIM Data Media, 30 Davis Street, 224 Box, San Francisco, CA USA 94103. Entries must be received by Friday, June 30, 2002.  
**ELIGIBILITY:** ONLY CITIZENS WHO ARE 18 YEARS AND OLDER WILL BE ELIGIBLE FOR THE GRAND PRIZE. Sweepstakes open only to residents of the U.S. Employees of Titan Software Corporation, ZIM Davis Media, and all Sponsors, its affiliates, subsidiaries, advertising and promotion agencies living in the same household and families of each are not eligible. Void where prohibited by law. By participating in this promotion, entrant agrees to abide by and be bound by these Official Rules and the decisions of the Judges.  
**ODDS/PRIZES:** All federal, state, provincial and local laws and regulations apply. Prizes necessary. Odds of winning depend on the number and quality of entries received. Potential winners must respond to any request for identification of Eligibility/Residence or Liability from within 14 days of announcement of name. Nonresponse within this time period will result in disqualification and forfeiture of each prize. The winner will be notified by mail sometime after January 23rd, 2002. One entry per person. Late, lost, undelivered, illegible, or mutilated entries will not be eligible. No substitution or transfer of prize permitted, unless prior to generally available announcement. Mail, in which cases a prize of comparable or greater value will be substituted. All federal, state and local laws are the sole responsibility of winner. Acceptance of prize offered constitutes permission to use winner's name for advertising/promotional purposes without further compensation, unless prohibited by law. All entries must be received no later than January 23rd, 2002, with the winners being announced on or around February 15th, 2002. The drawing will be held at the address will be held by ZIM Davis Media. Judges' decisions are final. By entering this contest, you agree that Electronic Gaming World, Computer Gaming World, Official U.S. PlayStation Magazine, ZIM Davis Media, and the other contest sponsors may use your name and information for promotional purposes without further payment. All prizes will be awarded and no maximum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians, except for the Grand Prize which will not be awarded to a winner who is 18 years and older. Neither Titan Software Corporation nor ZIM Davis Media is not responsible for receipt or loss. Should the winners accept their prize, and winners are responsible for correct taxes based on the value of the prize received. If, for any reason including infection by computer virus, hard, downloaded, illegible, or mutilated data received, fraud, software failure, or any other cause beyond the control of Sponsor which corrupts or affects the administration, security, fairness, integrity or proper conduct of this contest, the entire portion of the contest is not capable of being conducted as described in these rules. Sponsor shall have the right, at its sole discretion, to cancel, terminate, modify or suspend this sweepstakes. Winner assumes liability for accurate content of claim to be cleared by participants in this sweepstakes or the loss or seizure of any prize. This contest is limited to residents of the United States. No purchase necessary. Void in Arizona, Maryland, New Jersey, North Carolina, and where prohibited by law. Judges: 6 to 8 awards for prize delivery. Titan Software Entertainment America takes no responsibility for this offer.

TOP GUN is a trademark of the Titan Software Corporation. All other trademarks are the property of their respective owners.



PlayStation 2



Violence  
Visit [www.esrb.org](http://www.esrb.org) or call  
1-800-771-3772 for more info.



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

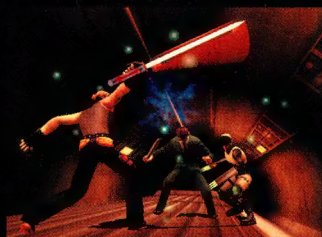
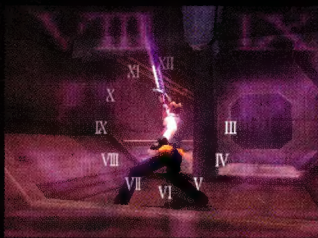
© 2001 TOP GUN, TOP GUN™ & © 2001 PARAMOUNT PICTURES. All rights reserved. INTEGRATED SOLELY FOR PRIVATE USE. PUBLIC PERFORMANCE OR OTHER EXPRESSLY PROHIBITED. Software © TITAN SOFTWARE CORPORATION. Titan and the Titan logo are trademarks of TITAN Software Corporation. Powered by DIGITAL INTEGRATION. Licensed for play on the PlayStation 2 computer entertainment system with the NTSC-NC destination only. "PlayStation" and the "PS2" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The online icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



EIDOS  
INTERACTIVE  
GAMES WITH CHARACTER

PlayStation 2





VARIETY IS THE SPICE OF DEATH

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

of Extinction is a trademark of Eidos Interactive. Developed by Yukez Co., Ltd. Yukez and the Yukez Company logo are trademarks of Yukez Co., Ltd. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive. ©2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

SEGA is registered in the U.S. Patent and Trademark Office. Sega Sports, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of SEGA. © SEGA CORPORATION, 2001. All Rights Reserved. The NBA and individual NBA member team identifications used for promotional purposes are the property and trademarks of their respective owners. The NBA logo is a registered trademark of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without prior written consent of NBA Properties, Inc. or the respective NBA member teams. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation. Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. All other trademarks are the property of their respective owners. Game scenes are from the PlayStation®2 computer entertainment system.



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

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



**SEGA**  
SPORTS  
segasports.com



PlayStation 2



Dreamcast

**NBA 2K2**

Dominate the court with precise pick-roll plays. Blow by all defenders with crossovers, spins and jukes. And stun your opponents with all-new alley-oops and dunks.





Made with love by

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [retromags.com](http://retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!