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**SPECIAL COLLECTOR'S EDITION: COVER #1 OF 3**

The #1 Video-Game Mag for PS2 • Xbox • GameCube • PS one • GBA...

# ELECTRONIC GAMING MONTHLY

**GAMECUBE & GBA  
SPECIAL REPORT**

## MARIO SUNSHINE

**ZELDA METROID PRIME**

NINTENDO'S KILLER LINEUP EXPOSED!

## METAL GEAR SOLID 2... SKATEBOARDING!?

SOLID SNAKE OLLIES ONTO THE  
XBOX AND PS2. SERIOUSLY.

## FIRST GAMECUBE AND XBOX RPGs REVIEWED

MORROWIND, LOST KINGDOMS...HOW DO  
THEY FARE IN THE AGE OF FINAL FANTASIES?

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DISPLAY UNTIL AUGUST 6

ZIFF DAVIS MEDIA **Issue 157**

August 2002 \$4.99/\$6.50 Canada 0 8 >



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### REVIEWED:

- Stuntman (PS2)
- Wrestlemania X8 (GC)
- Britney's Dance Beat (PS2)
- Crazy Taxi 3 (Xbox)



### PREVIEWED:

- Resident Evil Zero (GC)
- Harry Potter (all)
- 007: NightFire (all)
- Lord of the Rings (PS2, Xbox)



27 PRO RIDERS

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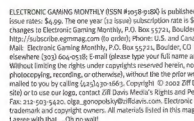
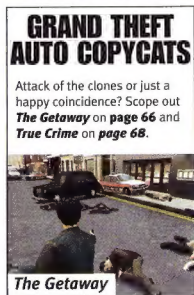
Nintendo's trifecta of unstoppable franchises—*Mario*, *Zelda* and *Metroid*—is almost here. Our feature explores all three, revealing gameplay details and astonishing insights from Miyamoto himself on page 104.



## THE FIRST GAMECUBE AND XBOX RPGS

Say goodbye to the summer doldrums and hello to the busy maiden at the town pub with these pioneering RPGs.

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The cornucopia of gaming has exploded, revealing: *Shinobi* and *Lord of the Rings* for PS2; *Resident Evil 4* and *F-Zero* for GameCube; plus *Dead to Rights* and *Blinx* for Xbox. Also, check out our Best of E3 awards sprinkled throughout.

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Find out if *Stuntman* crashes and burns, whether or not *Crazy Taxi 3* gets our engines running, and why *The Mark of Kri* might be the sleeper hit of the summer.

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EDITORIAL

## It's a Trendy Year

Some trends are good. At this year's Electronic Entertainment Expo (E3—the world's biggest video-game trade show that exposes what the industry has in store for gamers), we saw adult themes take charge. Gangsters. Assassins. Ninjas that dismember their foes like there's no tomorrow. Even hot lesbians trapped in a demon world. It's great to see video gaming growing up for all the fans who have grown up with the business. Let's just keep America a happy place by keeping this stuff out of the hands of youngsters, OK?

Some trends are bad. I can't tell you how many great licenses are being used for beer-there, done-that game premises. Seriously...can't American developers come up with anything better than "beat-'em-up" as a genre? I don't want to name names, but I think a certain fantasy-

By Dan "Shoe" Hsu



based mega book/movie license that tells an epic story of a "one that rules them all" magical ring would make a better role-playing game than a hack-and-slasher. But maybe that's just me.

Another trend has been going on for so long, I'm no longer sure I can call it that. I'm talking about Nintendo's "trend" of surprising us year after year with the best showing at E3. This time, they boasted a stellar lineup, with *Mario Sunshine*, *The Legend of Zelda and Metroid Prime* stealing the show. So this issue, we celebrate these three amazing games (with their Game Boy Advance counterparts) with a crazy-huge feature (pg. 104) as well as three limited-edition covers, all shown below.

Look through this issue for the trends that I mentioned above, and see if you notice any others. There are quite a few, trust me.

Shoe



## Contributors



### David Hodgson (Prima Games)

Our new Tricks Editor has authored over 20 strategy guides and launched four gaming mags. Despite one being *Video Game*, we're still happy to have him on board.



### Chris Baker

The notorious C-Bake took a break from his regular duties as Reviews Editor on *Official U.S. PlayStation Magazine* to pen a review of *Space Race* for us.



### John Davison

OPM's editor in chief, John Davison, feels a bit more comfortable on our contributors' page with fellow Brit Dave Hodgson on his flank. It's an English thing...or something.



### Jeremy "Norm" Scott

Norm admits to living vicariously through his *Hsu* and *Chan* characters, but we don't blame him. Where else but in comic land do chicks wear tight spandex and have super powers?



## Eat My Shorts!

Look around this issue for quotes from *The Simpsons* or a famous movie. Find one, e-mail it (and where you found it and your non-P.O. box mailing address) to us at [EGM@ziffdavis.com](mailto:EGM@ziffdavis.com) (subject: *Eat My Shorts - EGM #157*), and you may be one of five lucky winners (chosen at random) who will win a copy of this month's *Game of the Month*.

- Just a few of the quotes from issue #156:
- "See guys? He just wanted his machete back!" (*Jason X*, pg. 56)
  - "Pop quiz, hotshot." (*Speed*, pg. 84)
  - "...do the Truffle Shuffle..." (*Goonies*, pg. 52)
  - "When you absolutely, positively got to kill every...in the room, accept no substitutes" (*Jackie Brown*, pg. 34)

### Issue #155's winners of *Resident Evil (GameCube)*:

- Max Muir—Phoenix, AZ
- Tom Lindstedt—Madison, WI
- Kim Hamlett-Potter—Kirkland, WA
- Al Malchow—Colorado Springs, CO
- Andrew Neal—Vacaville, CA



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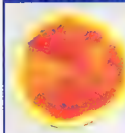
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# Letters to the Editors

## LETTER OF THE MONTH

### Attack of the Clones

Congratulations Steve Vogel! You win an InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color.



I read in your last issue that Activision is releasing *Tony Hawk's Pro Skater 4* in November. I'm sorry, but there is such a thing as milking the cow for all it's worth. Four games in such a short span of time is nuts; it's starting to turn into another case of the *Army Men* saga.

Also, didn't Tony retire? I mean, if he's not skating anymore, bring in some new guy for your title. After all, new baseball games aren't called *Babe Ruth's Heavy Hit 2003*. The last *THPS* wasn't even that good; camera angles jolted all over the place, reverting made the game too easy, and I felt the only part of the game worth replaying was that mission in Canada, "Get Chuck Unstuck," just so I could hear the guy screaming while running around.

Companies aren't getting creative enough these days. I mean, bring out something new like a hacky-sack game without some bigshot's name posted all over it. Last I checked, gaming was about fun, not advertising.

Steve Vogel  
Ontario, Canada

While there hasn't been a bad *Tony* yet, and it's too early to condemn or praise *THPS4*, we also wonder if Activision might be stretching the Hawkster too fast, too soon. Keep in mind that a company like Activision trades publicly on the stock market, and when you have a genre-defining cash cow like the *THPS* series (that's totally big with the kids), slamming out a new game every year to cover the bottom line is a no-brainer. Hey, it could be worse (*Tony Hawk Cart Racer 2002*, etc.).

Of course, with any series, we would prefer to see updates only when they are truly warranted. Tons of franchises (*Tomb Raider*, *Twisted Metal* and *Army Men* come to mind) have been diluted through the years with quick, inferior sequels. But even Eldos and 3DO realized that they couldn't do that forever—the attempts to cash in ended up hurting them in the long run. But until we see Tony fall on his face, it's not fair to lump him in with that crowd, so keep an open mind toward *THPS4*.

attacks, Rebels vs. the Empire...it brings a tear to my eye just thinking about it. Get on the ball, LucasArts, and give us gamers what we want instead of just another flight sim or racer with the *Star Wars* logo.

Tom A. Noel  
Columbus, OH

You're in luck, Tom. LucasArts will publish two *Star Wars* RPGs—BioWare's *Knights of the Old Republic* for Xbox (winter) and Sony Online's *Galaxies* for PS2 and Xbox (2004?). Oh, and our favorite *SW* game? It's gotta be a toss-up between *Rogue Leader* (GC) and *Jar Jar's Journey* (PC).



"Mesa responsible for the deaths of millions of innocent people!"

I thought *Attack of the Clones* was the best *Star Wars* movie since *Empire*. I was totally riveted the whole freakin' time—unlike *Episode I*. What did you folks think?

Michael E. Crow  
Okemos, MI

The consensus among the staff here is that *Episode II...sucked*. You're just shell-shocked from all the special effects; in time, you'll learn to hate Hayden Christensen for his horrible ways.

## Bigger Previews

I think your magazine is totally cool, but I think that it would be awesome for you guys to have a little more info about upcoming games. For example, *Medal of Honor: Frontline* got two full weeks, while *Shinobi*, which I think will rock, only got half a page.

Matt McFerrin  
Flameboy3634@aol.com

## Cel Your Soul

Lately I have been wondering what the big deal is with cel-shaded graphics (CSG). I've seen the pictures, and I've played the games that use CSG, but I don't find them all that impressive. I know that there is a big debate right now over the new *Zelda* title. I'm going to play (and possibly buy) it based on gameplay, not graphics. I just don't see why people think *Zelda* on the GC looks so good. The visuals don't pop out at me—no wait, in fact they do pop out, and I don't like what I see. So why are so many game companies using CSG? Is it easier to develop? Is it getting good consumer response?

Brian Montfort  
bmmontfort@sgc.edu

**Cel-shaded graphics aren't any easier to create than normal ones, so it's not that everyone is choosing**

thetoon style as a cop-out. Rather, game developers want to convey a 3D-cartoon feel that mimics the hand-drawn look of cel animation, hence the name "cel-shading." Most everyone we know totally digs the aesthetic. Maybe a cartoon emotionally scared you at a young age or something. Look on the bright side: Cel-shading is a fad, and like all fads, it will pass.

## Star Wars, Nothin' But Star Wars

With *Stars Wars* mania back in effect since the release of *Attack of the Clones*, I was just wondering what your staff's pick is for best all-time *Star Wars* game on any platform. I was also curious if you've heard any plans for a *Star Wars* RPG in the works. Just think, cool character parties, special "force"

## SHORTS

Which one of you sucka editors has the biggest bladder? Which one of you can play a game the longest without having to whizz? Have any of you used the pee excuse to get out of a game of *Halo*?

Will Moyer  
Portales, NM

Well, that really depends on whether or not we're playing *Halo* drinking games. But for the record, Dean has the biggest bladder.



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## LETTERS

### THE INFO BOX

Juicy info scraps from the *EGM* dinner table.

When is *Pokémon* GBA coming out in the U.S.?

Mhinnocent03@aol.com

Nintendo's been really low-key about any future *Pokémon* games. Check the GBA section of our E3 report this issue for more info.

A friend told me there was a cheat for *Grand Theft Auto III* that lets you pee on a wall. Is this true?  
Gage05@aol.com

Although it wouldn't be too surprising considering all the other Fed up stuff you can do in the game, you cannot pee on a wall in *GTAs*. And yet, it's still a good game!

Is Rockstar going to release *Grand Theft Auto III* for the GameCube? If so, when?  
grandthief12@hotmail.com

Sorry to be the bearer of bad news, but it looks like Sony has won the bid for the *GTA* series to remain a PS2 exclusive, at least until the year 2004. If you absolutely must play *GTAs* but don't own a PS2, you can always pick up the PC version, which looks great but requires a hefty system to run.

We get a lot of requests for more screenshots, more info and basically more coverage of games. But it's all at the mercy of previews editor Greg "Mood Swings" Sewart. Every time you razz him about being Canadian or his *Chrono Cross* review score, he cuts coverage on your favorite titles. So be nice! (And look for two more pages on *Shinobi* in this issue.)

## The Real King of the Beach

I think that the recently announced *Dead or Alive* volleyball game is a total copycat of *AM2's Beach Spikers*. Tecmo copied *AM2's Virtua Fighter* when they did *DOA*, [and] now the same junk is happening.

Scott Whitmore  
Clarinda, IA

We were thinking the same thing Scott, but when pressed on this question, lead designer Itagaki informed us that *DOA Xtreme Beach Volleyball* was originally the concept for a minigame in *DOA2: Hardcore*. It's just sheer coincidence that the two games are coming out around the same time. We need more games with hot beaches in 'em. Don't hate, celebrate.

## Back to Square One

I'm writing this in hopes that someone at Square will see it and get a clue. I understand that *Final Fantasy: The*



Check out that beautiful sunset, as only the power of the Xbox can deliver it.

*Spirits Within* wasn't such a hot movie. The thing is, *Spirits Within* was nothing like a *FF* game; there was nothing about it that screamed *Final Fantasy*.

Many gamers today are familiar with Square's most recent games on Sony consoles (*VII* through *X*). If Square would have made a movie with the standard *FF* format (like magic, set weapon types for each character, a better, deeper story), chances are people would have liked it and Square Pictures wouldn't have gone under.

Kyle Lustey  
aman127@hotmail.com

Your theory, Kyle, (as scientifically tested by the almighty dollar) is probably right. What Square attempted was admirable, but the name *Final Fantasy*, which probably sounds pretty dumb to Johnny Non-Gamer, did two things: 1) It kept the non-gamers out of theaters and 2) had game players asking, "What the...?" Yes, most people (including us) would have loved to have seen a Cloud-esque character running

## Question of the Moment

### What's got you most excited for the rest of the year in console gaming?

Playing *Tony Hawk 4* this year, and then playing *Tony Hawk 37* when I'm 57 years old.  
ForrestGreen@aol.com

*SOCOM: U.S. Navy SEALs*! This game rocks!  
Blindboyo074@aol.com

I'm getting all hot and bothered for online gaming. I'm just waiting to bomb on [GameNOW Editor in Chief] Dan Leahy in *Madden 2003*!

arzonist@yahoo.com

*Kingdom Hearts* all the way! What other game is going to let you summon the Genie and Bambi to fight alongside you?

arcane@hotmail.com

*A Link to the Past* on GBA. Kickin' Ganon's butt with three other people has got me jazzed for the year!

HolyDragon021@aol.com

*Mario*, *Zelda*, *Metroid*—all franchises I missed on the Super NES coming back in new-school form. Aww, yeah!  
lizespin79@aol.com

Xbox Live! Who wants to play a game when you have to stop to type?! Let me flow with my mad verbal skillz to go with my awesome gameplay!

indyjanks@yahoo.com

I can't wait for Hsu and Chan's next masterpiece!

trowa\_barton33@yahoo.com

Two words: online gaming.

saberdragon@dbzmail.com

I'm so excited about PS2 going online that I could pee my pants! In fact, I'm gonna do that right now, 'k?  
zirmules42@hotmail.com

### Next Month's Question of the Moment:

#### Which console (PS2, Xbox or GC) are you most excited to play online and why?

Send your brief, coherent responses to: EGM@ziffdavis.com with the subject heading:

Online

## Post Office

So you've just finished reading the magazine from cover to cover, but you want more EGM? May we suggest the *EGM* message boards, viewed daily by literally thousands of other gamers just like you? Hit [egm.gamers.com](http://egm.gamers.com) and strike up a conversation today!

### This month, our online readers ask "What If...?"

Our forum moderator Paul Gale started a fun thread bringing back *EGM's* old hypothetical "What If?" questions. These caught our eye:

"What if I used my PS2 hardware to launch missiles at 3DO?" —Rusted Halo

"What if Sony had made the CD-ROM add-on for the *SNES*?" —rob117

"What if the men in *DOA3* were as well-endowed as the women?" —DawKitty

"What if Shoe had a brother named Sock?" —bigj6986

"What if *EGM* formed a game-development company?" —ryanCDN

"What if this thread gets mentioned in the next *EGM*?" —Nintendette

# HOW TO BE A BETTER GAMER

## EVERYTHING ELSE COMES SECOND

Bathroom breaks, phone calls, holidays, pet funerals, girlfriends... everything! Unless she's modeling her latest thong, then by all means put the controller down!

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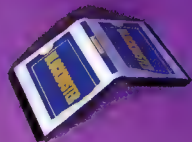
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## LETTERS

# You can write EGM at:

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

Also note: We just can't write back to everyone who writes in, but make your comments constructive or at least humorous and you might get 'suppin' back!

around pulling Bahamuts out of the air.... Alas.

## What is Our Major Malfunction?

When I read your *SOCOM* article, you said an M4 assault rifle was basically an M-16 with a grenade launcher, but that would actually be the M230. The M4 is a new variation on the M-16, with a shorter barrel and a collapsible butt stock that can be pulled in or out for people with different arm lengths. Well, that's all, and I wish you the best from The Army. By the way, I am deployed right now with the 101st Airborne.

rastlin\_80@hotmail.com

All the letters and E-mails over our technical blunder concerning the M4 and M230 assault rifles have inspired EGM's spunky ol' Jeanne Kim to take up membership at an outdoor shooting range in the countryside.



"Boy, this M4 feels just like an M230, minus the grenade launcher under-carriage, of course!" says Jeanne in her new DKNY fatigues.

## More GTA3 Controversy

I finally got to try *Grand Theft Auto III*, and I must say I was shocked, especially considering the hype that this game has received. First, no button was assigned to the turn signals on your vehicle—how are you supposed to legally change lanes? Also, seeing as how you have no speedometer, how are you supposed to travel at the legal speed limit?

Another time I was backing out of a

parking space and lightly dinged the fender of another vehicle. I must've waited three hours, but the car's owner never appeared, and as far as I can tell, there's no way for me to leave a note with my contact and insurance info.... I'm going to contact Rockstar with some suggestions for their next effort, as I've found this game virtually unplayable due to these glaring flaws.

Andrew Leicher

Perhaps you should draw up designs for a completely new genre of law-abiding game in which you can go anywhere and do anything within the limits of your guilty conscience. If the super-ego gauge goes into the red, it's game over! You could call it *Squeaky Clean: The Adventures of Johnny Lawful*. Sounds fun.

## MORE SHORTS

I was watching the movie *Escape From New York*. Anyway, the name of the main character is none other than Snake Pliskin, the same name that Solid Snake uses in *MG52*. Is this some sort of crazy coincidence or what?

What? Hendrix

Yo Hendrix, where the hell have you been for the last eight months?

## Spreading the Love.



I went to my local public library and borrowed as many books as I could (12), then made Post-it notes with mini-ads for EGM on CNN and stuck them in each book. I did about four cycles before they got suspicious, so I got a total of 48 books with post-its saying, "EGM on CNN: Thursdays at 4:05 a.m." (Pacific time).

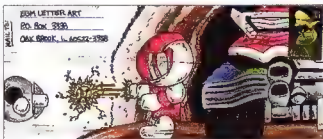
John Nguyen

Got a neat, legal stunt that promotes EGM? Send it along with some proof to EGM@ziffdavis.com with subject heading, "I am a good EGM citizen." You could win cool stuff!

## LETTER ART: ANTHRAX-FREE FOR SEVEN MONTHS

### Letter Art of the Month WINNER

Brian Smith • Jacksonville, AR



Holy crap, *Blastar Master* art! Brian Smith, your nostalgic tribute warms the cockles of our hearts. You even got the little bad guy just right. Your prize is headed out the door—an InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color.



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Make sure you send us your address and console of choice for your GameShark prize in the event that you win. One sure way to not win is to trace something and send it in. We see all the ads and artwork, boys and girls, and can tell when something's been traced. Once we look at all the entries, we usually use the envelope remains as wadding for our Civil War re-enactment muskets, so don't expect anything back.

### Not quite Sharkworthy...

Exquisite! For us to poop on...



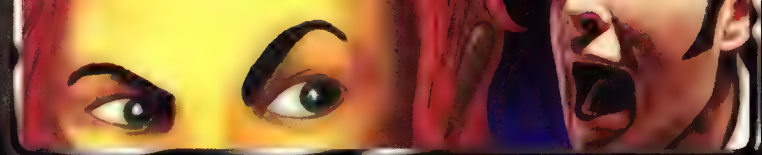
Luke Ellison  
Toledo, OH



Cate Deltch  
Columbus, OH



Denis Bright  
Huntington, NY



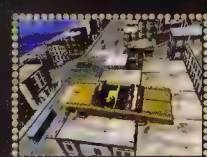
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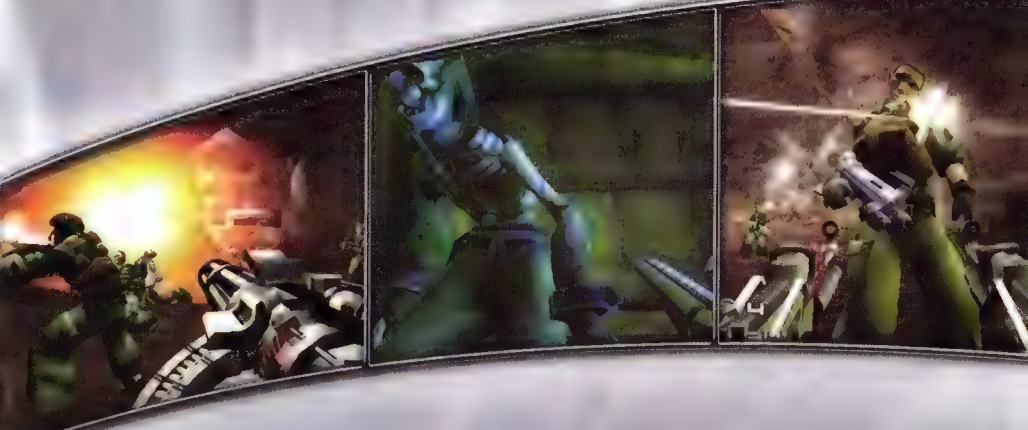


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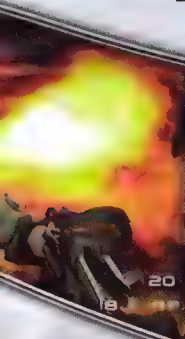
*"...the best-looking first-person shooter currently in development for the PS2."*  
Gamespot.com

*"...a true heir to GoldenEye...so polished it shines."*  
XBOX Nation

*"A brilliant game"*  
Nintendo Power

*"TimeSplitters 2 is going to be awesome."*  
IGN.com

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# Press Start

## The Hottest Gaming News on the Planet

# The Greatest Show On Earth

### E3: The game industry's three-day circus, party and trade show in one

Each year, for three days in May, video games take over Los Angeles. Console makers, game publishers, designers, retailers, the press and everyone in between descend on the L.A. Convention Center for the biggest gaming event in the world. It's called E3, aka the Electronic Entertainment Expo, and if you didn't already know that, trust us—you'll want to remember that acronym because you'll be seeing it everywhere this issue.

If the word "expo" gets you thinking of boat shows with washed-up former soap-opera stars, don't worry—this expo ain't nothin' like that. E3 is where all the game makers finally come clean and show us everything—secret projects, early demos, new franchises...you name it. And now we pass the savings along to you, with news and early hands-on impressions of all the titles you'll be playing later this year and beyond.

The coverage begins here in Press Start where we sum up everything that happened at the show for all three (four, if you count Game Boy Advance) major platforms, stuffed into the next eight pages. So sit back, relax, and take in the majesty that was this year's E3.

**WHO DAT?** 1 Nintendo's Shigeru Miyamoto (*Mario*, *Zelda* and just about everything else), Namco's Yuchi Haraguchi (*Star Fox Shooting*), Sega's Yoshihiro Nagoshi (*F-Zero*) and Yoshiaki Okamoto from Capcom (*Zelda GBA*) grab Game Boys to do battle in *Zelda's* new four-player mode.

2 John Madden re-enacts a scene from *The Deer Hunter*. 3 Suddenly, a live-action *Bloodrayne* movie doesn't sound so stupid. 4 We were busy researching our Hottest Booth Babes of E3 award, but we hear Tecmo also had some new games in their booth... 5 ...*Ninja Gaiden* or *Raiden* or something like that? Maybe some volleyball game? We aren't sure. 6 Vikings quarterback Dante Culpepper. 7 *The Thing* and *Halloween* film director John Carpenter. 8 Mr. T pity the fool who make stupid "pity the fool" jokes. 9 "The Future of Video Games," eh? Who are we to argue? 10 UFC champ Tito Ortiz. 11 Bruce Campbell, keepin' it real. 12 Where there are crowds of men, cameras and free food, you'll find Carmen Electra.





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GAME PUBLISHER RELEASE DATE

### PlayStation 2

NCAA Football 2K3	Sega	08/09/02
Commandos 2: Men of Courage	Eidos Interactive	06/28/02
Sega Sports Tennis 2K2	Sega	08/01/02
Dragon's Lair 3D	Digital Liesure	Coming Soon
Disney Golf	Electronic Arts	08/08/02
Mat Hoffman Pro BMX 2	Activision	06/17/02
Street Hoops: King of the Court	Activision	08/14/02
Tekken 4	Namco	09/25/02

### Xbox

NCAA Football 2K3	Sega	07/25/02
Commandos 2: Men of Courage	Eidos Interactive	06/28/02
Crazy Taxi 3	Sega	06/18/02
Dead to Rights	Namco	08/21/02
NFL Hitz 2003	Midway	Coming Soon
Mat Hoffman Pro BMX 2	Activision	08/14/02
Street Hoops: King of the Court	Activision	08/14/02
Pro Race Driver	Infogrames	09/26/02

### GameCube

Eternal Darkness	Nintendo	06/25/02
NCAA Football 2K3	Sega	08/02/02
Smuggler's Run Warzones	Rockstar	07/25/02
Gravity Games Bike: Street Vert Dirt	Midway	06/19/02
Dragon's Lair 3D	Digital Liesure	Coming Soon
Freekstyle	Electronic Arts	08/08/02
Beach Spikers	Sega	08/14/02
NFL Hitz 2003	Midway	Spring 2002

### Game Boy Advance

Stuart Little 2	Activision	Coming Soon
Smash Pack	Sega	08/28/02
Mat Hoffman's Pro BMX 2	Activision	08/13/02
Street Fighter Alpha 3	Capcom	08/15/02
ATV 2	Acclaim	08/20/02
Worms World Party	Ubi Soft	08/22/02
Madden NFL 2003	Electronic Arts	08/29/02
Turok: Evolution	Acclaim	09/25/02

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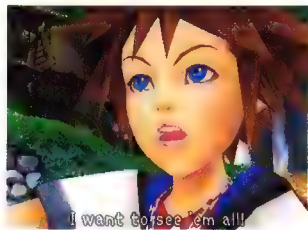


WRAP-UP

# PlayStation 2

## “Are you going to spend \$199 for a console to partake in an experiment or an experience?”

—Sony Computer Entertainment America President and COO Kaz Hirai takes a shot at Microsoft



Clockwise from top: The Grand Theft Auto-esque *The Getaway*, online warfare simulator *SOCOM*, and Square/Disney's RPG *Kingdom Hearts* are three examples of the wide array of PS2 games on the way.

## Sony claims victory, stresses variety and online games

If there's one thing Sony ain't, it's modest. “The console war is over,” Sony CEA President and COO Kaz Hirai proclaimed to the audience at a pre-E3 press conference, before rattling off the numbers and statistics to prove it. What's been the key to their success? “With PS2, we pride ourselves on the diversity of titles that we offer to the consumer,” Hirai said. “There is something for everyone.”

That much was obvious to anyone on the show floor. Despite a lack of big surprises, the sheer number of quality titles on the way for the PS2 across all genres was impressive: action games, sports games, mature games, kids games, mainstream games, hardcore games, online games...you name it.

Speaking of online, that's Sony's other big theme for this fall—get PS2 owners connected. Online demos of *SOCOM* and *Madden Football* looked good, but the real promise was only hinted at with next year's *Final Fantasy XI*, the mega-popular *Everquest*, and a teaser video of *Resident Evil Online*.

## PS2: By the Numbers

200

PlayStation's new retail price, in dollars, as of May 14.

2004

The year PlayStation exclusivity on the *Grand Theft Auto* series expires.

16

Number of players who can play together online in a game of *SOCOM*.

0

Cost per month to play PS2 games online.

## Other PlayStation 2 Stuff



### WHEN CELEBRITIES ATTACK

If you ran into Tommy Lee on the street, you'd wanna smack him, right? Here's your chance, and without the risk of any diseases or lawsuits: Rockstar's *Celebrity Deathmatch*, coming this winter. So far only Tommy gun and Mr. T have been signed. Cross your fingers for George Lucas, O.J. Simpson and Jared from Subway.



### LARA CROFT RIDES AGAIN

The original game babe returns this November (and only on PS2) in Eidos' *Tomb Raider: Angel of Darkness*. Ward to the wise: If you don't wanna end up like the guy in the screen here, keep your hands off her potato chips.

## BURNING QUESTION: WHERE'S THE NEW GRAND THEFT AUTO?



That question was finally answered at E3 with the first info and box art for *GTA: Vice City*. More of a side-story than a proper sequel, this time the game is set in Miami—er, Vice City, during the '80s. Yes, the mind reels at the possibilities: running over Scott Baio in a tricked-out '84 Camaro, Phil Collins blasting on the sweet custom speaker setup where the back seat should be, feathered mullet flowing in the wind.... How are we supposed to wait until October?



## PS2 Online: Everybody Jump On In

"The main focus of our online strategy is to offer a very easy plug-and-play environment and take the 10 million (in the U.S.) PS2 consumers to the next exciting level of gameplay," Sony's Hirai tells us, explaining

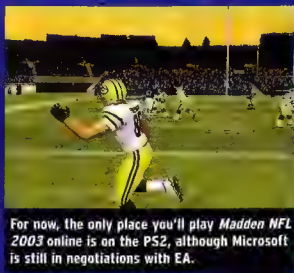


**Final Fantasy XI:** Close the blinds, lock the door, and kiss your life goodbye.

Sony's plan to get gamers on the Net.

Here's how it'll work: On Aug. 27, you walk into your local game store and buy a PS2 Network Adapter for \$39.99. The adapter slides into that lil' expansion slot on the back of your PS2 and includes both a 10/100 Ethernet port for DSL and cable modem connections and a V.90 56k modem for dial-up access. As long as you've got an Internet service provider (like AOL or even Microsoft's MSN) you're ready to go. If not, don't worry—the included online starter disc will contain offers from various providers to get you goin'. So, what will you be playing once you're set up that happy day this August? Good question.

Included with the adapter are online-enabled demos of *Madden NFL 2003*, *Frequency*, *Tribes: Aerial Assault* and



For now, the only place you'll play *Madden NFL 2003* online is on the PS2, although Microsoft is still in negotiations with EA.

*TimeSplitters 2*. You also get a mail-in coupon redeemable for a copy of *Twisted Metal: Black Online*. Not enough? The military action game *SOCOM* will launch the same day as the Adapter, but it's broadband only (sorry dial-up users—you're gonna have to sit that one out).

## Notable Games

A list of some of the big PS2 titles at or announced at E3. Here's a key:

- **Game Title** = Previewed this issue (see pg. 10 for page numbers).
- **\*Game Title** = Online game
- **Dates in parenthesis** note exact day of game's release

### August

- *Madden NFL 2003*
- *Onimusha 2: Samurai's Destiny*
- *NFL 2K3*
- *\*SOCOM: U.S. Navy SEALs (27th)*

### September

- *Kingdom Hearts*
- *Sly Cooper and Thievius Raccoonus*
- *Tekken 4*
- *\*TimeSplitters 2*

### October

- *Grand Theft Auto: Vice City*

- *Primal*
- *Silent Hill 3*
- November**
- *\*ATV Offroad Fury 2*
- *Ratchet & Clank*
- *The Lord of the Rings: The Two Towers*
- *Robot Alchemic Drive*
- *The Getaway*
- *Tomb Raider (15th)*

### Fall

- *Contra: Shattered Soldier*
- *Gungrave*
- *NBA 2K3*
- *NHL 2K3*
- *Shinobi*
- *The Sims*
- *\*Tribes: Aerial Assault*

### Winter

- *Dark Cloud 2*
- *Devil May Cry 2*
- *James Bond 007: NightFire*
- *Red Dead Revolver*

- *True Crime: Streets of L.A.*
- *WWE SmackDown! Shut Your Mouth*



- *Red Faction II*
- 2003**
- *EverQuest Online Adventures*
- *Final Fantasy XI*
- *Metal Gear Solid 2: Substance*
- *Zone of the Enders 2: The 2nd Runner*

### Release Date TBA

- *\*Auto Modellista*
- *\*Resident Evil Online*
- *\*Star Wars Galaxies*

## PS2 TIDBITS

Like *GTA III*? Then be glad you own a PS2. Sony and Rockstar just signed a deal to make the *Grand Theft Auto* series exclusive to the PS2 until 2004. Eidos has a similar contract to keep Lara's next *Tomb Raider* game on the PS2 as well, but its unclear when that deal will run out. Both exclusives are limited to consoles only (PC versions of both games are on the way).



### MAKIN' IT YOUR WAY, RIGHT AWAY

You want a fightin' game starrin' slack-jawed rednecks? Or an RPG where you save Britney Spears from masked marauders? Make 'em yourself with Ageatec's PS2 installments of *Fighter Maker* (left, coming in September) and *RPG Maker* (early 2003).

## PlayStation 2's E3 Report Card

### STRENGTHS:

- The largest game library and best variety of any system
- No monthly fee to play online games
- Big exclusives like *Tomb Raider* and *GTA*

### WEAKNESSES:

- Lots of "me-too" titles feeding off of last year's hits
- Few real surprises or stand-out titles

### OVERALL:

Variety, strong online support and third-party exclusives gave Sony a solid showing

# B





PRESS  
START



“Every month there’s less and less reason to buy a PS2. Why pick it up when almost all the same games are available on Xbox and they look and play better?”

—VP of Xbox Game Content Ed Fries



WRAP-UP

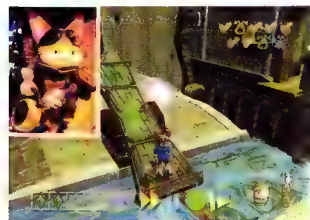
# Xbox

On the brink of its online push, Xbox’s library needs a few more big guns, but the arsenal is growing quickly

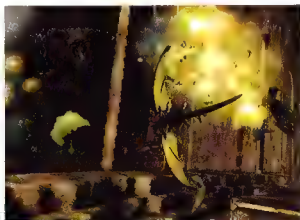


Climb and wipe away the soda you just spit on this page. Solid Snake has finally landed on Xbox, and catching big air is just one of his new tricks in *Metal Gear Solid 2: Substance*, exclusive to Xbox until next year. See page 86 for a preview.

To Xbox owners living in these uncertain times—when must-get games are rare and the system’s sales are flagging in Japan—Microsoft’s E3 presence was the equivalent of a group hug, a rousing cry of “We’re OK, you’re OK, and Xbox is here to stay.” That sentiment was backed by a \$2 billion commitment to support the platform and its blooming online network for the next five years. And it was backed by games, lots of ‘em, some of the most novel titles no one’s ever heard of—yet. “We’re not just regurgitating the franchises of the past,” says VP of Xbox Game Content Ed Fries. “We’ve got new and interesting games—things like *Blinx* that you can only do on Xbox.” Time will tell if these potential new franchises counter GameCube’s top-tier characters or the PS2’s mainstream momentum, which has prompted Sony to declare console-war victory. “If [Sony’s] looking a year ahead,” says Fries. “I can see how they might say that. If they’re looking 10 years ahead, I think they’d see this was just one small battle in a much larger war. We’re on a trajectory to win the long-term war.”



A kitty with a Shop-Vac is the kinda character design that makes us groan, but hip-cat *Blinx* (left) does things in his game we’ve never seen before (see page 92). *Panzer Dragoon Orta* (right) hooked the hardcore.



## Xbox: By the Numbers

- 200** Xbox’s new retail price, in dollars, as of May 15.
- 200** Number of Xbox games slated for release this holiday season.
- 10** Approx. number of online Xbox games that’ll hit this year.
- 50** Number of online Xbox games available by the end of next year.

## Other Xbox Stuff



### CAM’S CLUB

Even *Metal Gear Solid* couldn’t save the Xbox from being the most popular console in America. So now it’s time to get some more games. Enter the members of Cam’s Club, the first Xbox-only online multiplayer game. The game, due this September, is an



### THE NEW GAMES

Finally came to grips with Xbox. Microsoft’s Xbox won’t stop until it’s got a library of games that can rival the PS2’s. Here are some of the new titles that will be coming to the console this year. *Cam’s Club* is a multiplayer game that’s only on Xbox. *Panzer Dragoon Orta* is a new Xbox-only game that’s only on Xbox. *Cam’s Club* is a multiplayer game that’s only on Xbox. *Panzer Dragoon Orta* is a new Xbox-only game that’s only on Xbox.

## BURNING QUESTION: WHAT'S UP WITH HALO 2?

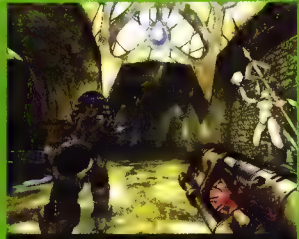
It's the Xbox game we wanted to see more than anything at E3, but *Halo's* sequel was a no-show. Microsoft did officially announce that the game, referred to only as "*The Next Halo*," is in the works by developer Bungie—and that it'll be a full-fledged online-ready sequel when it hits in 2003. "A lot of people thought we should do *Halo 1.5* and just jam in [online] features," says Ed Fries, VP of Xbox game content. "Sure, we could've sold a bunch of copies, but that's not our philosophy, which was always to keep *Halo* the best in its category, both online and offline." So when will we glimpse the next evolution of combat evolved? Microsoft says they might have something to show in August.



## Xbox Online: Making the Biggest Splash

It's the Xbox game we wanted to see more than anything at E3, but Halo's sequel was a no-show. Microsoft did officially announce that the game, referred to only as "The Next Halo," is in the works by developer Bungie—and that it'll be a full-fledged online-ready sequel when it hits in 2003. "A lot of people thought we should do Halo 1.5 and just jam in [online] features," says Ed Fries, VP of Xbox game content. "Sure, we could've sold a bunch of copies, but that's not our philosophy, which was always to keep Halo the best in its category, both online and offline." So when will we glimpse the next evolution of combat evolved? Microsoft says they might have something to show in August.

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Unreal Championship will feed our need for online combat until Halo's sequel hits in 2003.

## Notable Games

A list of some of the big Xbox titles at or announced at E3. Here's a key:

- **Game Title** = Previewed this issue (see pg. 10 for page numbers).
- **\*Game Title** = Online game

### August

- Madden NFL 2003
- \*NFL 2k3
- The Thing

### September

- **Dead or Alive: Xtreme Beach Volleyball**
- \*NFL Fever 2003
- TimeSplitters 2
- Turok: Evolution

### October

- Robotech: Battlecry
- Steel Battalion
- Medal of Honor
- Panzer Dragoon Orta

- Crimson Skies: High Road to Revenge
- \*Tom Clancy's Ghost Recon
- ToeJam & Earl III: All Funked Up

### November



- **Star Wars: Knights of the Old Republic**
- **Metal Gear Solid 2: Substance**
- \*Unreal Championship
- Tony Hawk's Pro Skater 4
- \*MechAssault
- Harry Potter and the Chamber of Secrets
- Tom Clancy's Splinter Cell

### December

- Shenmue II
- \*Midtown Madness 3

### Fall

- **Blinx: Time Sweeper**
- Brute Force
- House of the Dead 3
- **Lord of the Rings: Fellowship of the Ring**
- **Mortal Kombat: Deadly Alliance**
- \*Phantasy Star Online
- Sega GT 2002
- \*Whacked
- \*XIII

### Winter

- **James Bond 007: NightFire**
- Soul Calibur II
- Star Wars Jedi Knight II: Jedi Outcast
- **True Crime: Streets of L.A.**

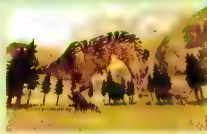
### 2003

- \*The Next Halo
- Ninja Gaiden
- Project BG&F
- Project Ego

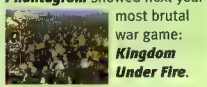
### Release Date TBA

- \*Star Wars Galaxies
- \*Steel Battalion Online

## XBOX TIDBITS



Shown behind closed doors, **B.C.**—from *Project Ego* creator **Peter Molyneux**—has you teaching a tribe how to thrive in a world of hungry dinos. It's one of 2003's most clever Xbox titles. Jumping ahead to medieval times, new publisher **Phantogram** showed next year's



most brutal war game: **Kingdom Under Fire.**

### MILLA STAR

Microsoft announced that the game, referred to only as "The Next Halo," is in the works by developer Bungie—and that it'll be a full-fledged online-ready sequel when it hits in 2003. "A lot of people thought we should do Halo 1.5 and just jam in [online] features," says Ed Fries, VP of Xbox game content. "Sure, we could've sold a bunch of copies, but that's not our philosophy, which was always to keep Halo the best in its category, both online and offline." So when will we glimpse the next evolution of combat evolved? Microsoft says they might have something to show in August.



### CALLING THE STARS

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## Xbox's E3 Report Card

### STRENGTHS:

- **The best online network (after all, you get what you pay for)**
- **A pile of intriguing first-party and exclusive third-party games**
- **No adapter necessary to get online**

### WEAKNESSES:

- **First-party lineup lacks star power**
- **The price and slow adoption of broadband could exclude many gamers from Xbox online**

### OVERALL:

**Solid Snake leads the charge of solid games. And don't forget the trailblazing online service that launches this fall**







PRESS  
START



**"This is the year that our leading characters really go to work in a number of new titles."**

—Creator of Mario, Zelda and all-around game god at Nintendo Shigeru Miyamoto



WRAP-UP

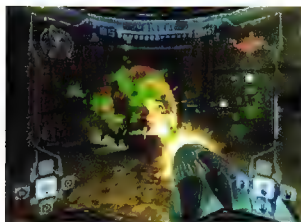
# GameCube

## Nintendo focuses on big-name games instead of online for this fall



**M**ario. *Metroid*. *Zelda*. *Wario*. *Star Fox*. *F-Zero*. A roster of Nintendo's biggest game series of all time or a list of GameCube titles due out by this winter? As Executive VP of Sales and Marketing Peter MacDougall reminded everyone at E3, it's both. "We will launch more major franchise titles in the next nine months than in any nine-month period in Nintendo's history," said MacDougall. "These are among the most recognized and popular characters in the history of [video games]."

Even better, playable versions of these "Game Giants"™ new 'Cube incarnations at the expo proved they won't be skating on by reputation alone. Talk on the show floor about the best games inevitably turned to *Mario*'s control, *Zelda*'s look and *Metroid*'s promising new direction. Great news for GameCube owners after some lean summer months—too bad there was little to get excited about outside of Nintendo's own games. Besides Capcom's *Resident Evil 4*, big third-party GameCube exclusives were tough to find...



Nintendo's self-proclaimed "Game Giants"—*Mario*, *Metroid* and *Zelda* (above, we trust you know which is which)—did indeed loom large at the show. Check out our cover story on page 104 for the full details.



## GC: By the Numbers

**150** GameCube's new retail price, in dollars, as of May 21.

**11/18** Release date this fall for *Metroid Prime* and *Metroid Fusion* (GBA).

**2003** Year GameCube *Zelda* is delayed until (February).

**1** Number of online GC titles (*Phantasy Star Online*). Pathetic.

## Other GameCube Stuff



### NEW PORTABLE SCREEN

Nintendo revealed this spiffy new Panasonic LCD screen at the show. It plugs into the GC's Digital AV Out port for a bright, crisp picture that puts InterAct's GC screen (not to mention Sony's PS one monitor) to shame. No price or release date were announced, so it was really more of a tease. A cruel, cruel tease designed to drive us all mad with desire! It worked.



### STAR IN YOUR OWN GAME

To demonstrate the possibilities of their new GameEye digital camera for Game Boy Advance, Nintendo showed the rather odd title *Stage Debut* (inset). After taking a picture of your face (or other body part), you paste it onto a body of your choice (Mario, Pikachu, etc.), and take it out on stage for a song-and-dance number. No price or date was given for the GameEye or *Stage Debut*.

## BURNING QUESTION: WHERE'S PERFECT DARK ZERO?

Ever since its brief appearance on Nintendo's Web site during E3 2003, rumors have spread about this apparent prequel to Rare's beloved Nintendo 64, first-person shooter. Its failure to appear at this year's expo and the fact that the only Rare game on display was the near-completed *Star Fox Adventures* fueled speculation that Rare will start developing games for Xbox and/or PS2, starting with *PD Zero*. Asked to comment, Nintendo's Peter McDougall offered the non-committal, "At this point in time it continues to be business as usual with Rare," and a Rare rep told us, "[our] relationship with Nintendo has not changed in any way," but neither would deny the possibility outright.



## GameCube Online: Testing the Waters

"Not everybody is going to be interested [in online gaming], and it may be a really small part of the gaming public," Nintendo Senior VP George Harrison told us, explaining his company's plan to quietly bring the GameCube online. Nintendo will release its Broadband (for DSL and cable modems) and v.90 Modem (ordinary phone lines) Adapters for the GC this fall at \$34.95 each, but the only game currently scheduled to support the peripherals is *Phantasy Star Online*. Yes, that's it: *one game*. Other titles will hopefully follow (like *TimeSplitters 2*), but it

still doesn't bode well—no wonder only a "small part of the gaming public" will care. So why is Nintendo content to merely dip its toe into the online waters while Sony and Microsoft dive right in? "We agree online games do hold promise," says Nintendo President Satoru Iwata, "[but] we remain dedicated to working through two issues. First, can everyone enjoy online gaming right now? And second, can [online games] ever be profitable?" All the same, Nintendo did say they have several internal teams already dedicated to future online projects.



In case you didn't notice, *Phantasy Star Online* can be played **ON-LINE**. No word on price or availability for the special keyboard pad shown here (or will it come packed in with the game?).

## Notable Games

A list of some of the big GameCube titles at or announced at E3. Here's a key:

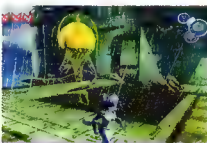
- **Game Title** = Previewed this issue (see pg. 10 for page numbers).
- **\*Game Title** = Online game
- **Dates in parenthesis** note exact day of game's release

### August

- Beach Spikers
- Madden NFL 2003
- NFL 2K3
- Super Mario Sunshine (26th)

### September

- Animal Crossing (16th)



• *Star Fox Adventures* (30th)

- TimeSplitters 2
- Turok: Evolution

### October

- BloodRayne
- Mario Party 4 (28th)
- Robotech: Battletory
- Vexx

### November

- Batman: Dark Tomorrow (5th)
- Dungeons & Dragons Heroes
- Harry Potter and the Chamber of Secrets
- Haven: Call of the King
- Metrod Prime (18th)
- Tony Hawk's Pro Skater 4
- Wario World (11th)
- X-Men: Wolverine's Revenge

### Fall

- Capcom vs SNK 2: EO
- \*Phantasy Star Online Episode I & II
- Minority Report
- Rayman 3
- Resident Evil 4
- Star Wars: Bounty Hunter
- Star Wars: The Clone Wars
- Super Monkey Ball 2

### Winter

- Defender
- Godzilla: Destroy All Monsters Melee

- James Bond 007: NightFire
- Mortal Kombat: Deadly Alliance
- Resident Evil 2, 3 and Code: Veronica
- True Crime: Streets of L.A.

### 2003



• 4080: White Storm

- Enter the Matrix
- F-Zero
- Project BG&E
- Soul Calibur II
- Star Fox Shooting Game
- The Hobbit
- The Legend of Zelda (Feb.)
- Tom Clancy's Splinter Cell
- XIII

### Release Date TBA

- Doshin the Giant
- Medal of Honor
- Phantasy Star Online Card Battle
- Stage Debüt

## GAMECUBE TIDBITS

Sega whipped up a demo of a *Phantasy Star Online Card Battle Game* to illustrate how easy it is to link two GameCubes equipped with the Broadband Adapter (just hook them together with a standard Ethernet cable). Could *PSO Card Battle* become an online GC title down the road? No other info was available on it.... After serving as president for more than 50 years, Nintendo final boss Hiroshi Yamauchi finally retired in May. Former mini-boss Satoru Iwata will take his place.



Yamauchi: "I'll swallow your soul!"

### NINTENDO GIVES US THE 'BIRD

The wireless WaveBird pad was everywhere at E3 and worked flawlessly (surprisingly lightweight, too). If you don't mind its lack of a rumble feature, pick one up now for \$34.95.



### FIRST LOOK AT F-ZERO

A grainy shot from the short video shown of Sega and Nintendo's futuristic racer, *F-Zero*: Breathe it in (check page B2 for more). The early demo looked somewhat simple but moved very very fast. We can't wait to play it.



## GameCube's E3 Report Card

### STRENGTHS:

- The best game lineup for this fall, including the big names we all love
- Co-development partnerships with Sega, Namco and Capcom
- \$50 cheaper

### WEAKNESSES:

- Hardly any exclusives outside Nintendo and still too few games for the older mainstream
- Poor support for online peripherals
- Where are the RPGs?

### OVERALL:

Incredible games from Nintendo but lacking in third-party exclusives and online titles

A-





MON	1	PHI	2
ATL	7	NYM	3



**EVERYONE**  
**E** Comic Mischief  
 Violence



PlayStation 2



GAME BOY ADVANCE

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ARI 6

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CLE 4  
PIT 4

MIL 1  
CIN 1



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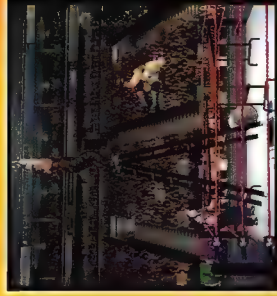
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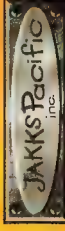
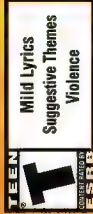
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PRESS  
START



# The Top Games of

It wasn't easy, but after much consideration, heated debate, and a short but sweaty Greco-Roman-style wrestling tournament, we finally settled on a list of the top 10 games we got excited about at E3. Now we'll just sit back and wait for all the angry E-mails to pour in...

## 1 The Legend of Zelda

Nintendo

The playable *Zelda* at the show won over a few of us who were skeptical of the cartoony look. But even grumpy cel-shading haters couldn't deny that the animation and gameplay looked excellent.



## 2 Super Mario Sunshine

Nintendo

Maybe it is a souped-up version of *Mario 64*, but now that we finally played *Sunshine*, we realized we don't care. It's been too long since we had this much fun just running and jumping around in a game.



## 3 Metroid Prime

Nintendo

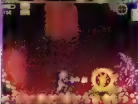
Even if we'd never heard of *Metroid* before, *Prime's* diverse gameplay and sexy style would still be burned into our corneas. Not since Sigourney Weaver has the girl-on-alien action been this hot.



## 4 Metroid Fusion

Nintendo

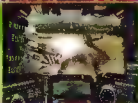
Two new *Metroids* out on the same day? Someone pinch us—we're obviously dreaming. Now we'll finally discover what happened on planet SR-388 before the events of the first game on the 8-bit NES.



## 5 Steel Battalion

Capcom

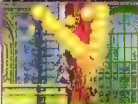
This robo-sim's beastly custom controller and ultra-realistic visuals have us in mech-freak heaven. Plus, *Battalion* teaches mech-drivin' skills that'll come in handy in, say, the year 2427.



## 6 Castlevania: Harmony of Dissonance

Konami

*Circle of the Moon* was great, but this true sequel to *Castlevania: Symphony of the Night* (PS1) looks even better. Whip-crackin' action-platform-RPG thrills? Oh yeah. Vampires better step.



## 7 Tom Clancy's Splinter Cell

Ubisoft

Guns get you excited? Like sneaking around in the dark? Handy with a survival knife? *Splinter Cell* might just be your next *Metal Gear Solid*, and without the whiny bleach-blond wuss.



## 8 Panzer Dragoon Orta

Sega

Leathery wings, a horny head and a bad case of dragon breath—what else could we ask for? *Panzer* definitely felt like the old games, but the superb visuals and slick style overwhelmed us.



## 9 Soul Calibur V

Bandai

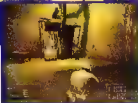
The best 3D fighter in the world returns with new warriors, bigger stages and more moves than ever. And this time everyone gets to share the love—the game's headed to arcades and every console.



## 10 SOCOM: U.S. Navy SEALs

Sony CEA

The E3 show floor is almost as chaotic as a real battlefield, but that didn't hinder our hands-on test of Sony's online shooter. Now we can't wait to shoot our friends from the comfort of our own homes.



### TOP 5 PS2 GAMES

#### 1 SOCOM: U.S. Navy SEALs

Sony CEA

#### 2 The Getaway

Sony CEA

#### 3 Shinobi

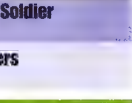
Sega

#### 4 Contra: Shattered Soldier

Konami

#### 5 War of the Monsters

Sony CEA



### TOP 5 XBOX GAMES

#### 1 Steel Battalion

Capcom

#### 2 ...

Sega

#### 3 Panzer Dragoon Orta

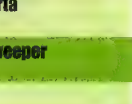
Sega

#### 4 Bionic: The Time Sweeper

Microsoft

#### 5 Shenmue II

Microsoft/Sega



### TOP 5 GC GAMES

#### 1 The Legend of Zelda

Nintendo

#### 2 Super Mario Sunshine

Nintendo

#### 3 Metroid Prime

Nintendo

#### 4 Resident Evil B

Capcom

#### 5 Animal Crossing

Nintendo



### TOP 5 GBA GAMES

#### 1 Metroid Fusion

Nintendo

#### 2 Castlevania: Harmony of Dissonance

Konami

#### 3 The Legend of Zelda

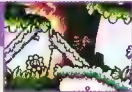
Nintendo

#### 4 Yoshi's Island

Nintendo

#### 5 Contra Advance

Konami





Death is  
my business...





PRESS  
START



**Afterthoughts: Medal of Honor: Frontline**  
For the past month, you've been picking off Nazis like they were tin cans in Electronic Arts' latest, *Medal of Honor: Frontline* (PS2). It's like havin' World War II in your living room. Now check out what executive producer Rick Giolito has to say about the making of *Frontline* and future *Medals* for Xbox and GameCube.

**EGM:** Can you describe Capt. Dale Dye's contributions to the game?

**Rick Giolito:** Dale guided our creation of an authentic war experience. He's our main military consultant, and he taught us what squad tactics are really about. His expertise allowed us to understand how a soldier would really react in a battle situation, which helped us to design the A.I. for both enemies and friendlies. Understanding squad-based interaction was really important, as that's how the war was fought during WWII.

**EGM:** Did you see *Band of Brothers*? Was anything in the game inspired by that miniseries?

**RG:** We're inspired by a whole range of films and books. As WWII fanatics, we're big fans of movies like *The Longest Day*, *A Bridge Too Far* and *Saving Private Ryan*. But *MOH* is all about authenticity, so we drew heavily from first-person oral accounts from real soldiers who were there. These actual accounts lend more credence than things inspired by them.

**EGM:** Things seem to die or not die for a few different reasons. For example, you can't shoot your own soldiers, but you can grenade them. And a headshot doesn't always kill someone. Any particular reasons behind this?

**RG:** Well, with grenades we wanted to include some danger in their use, so we allowed for accidental frags. However, friendly fire is



## AUTHENTICITY FIRST

The team did everything they could to make sure *Frontline* was as authentic as possible. "[We] went to actual battle locations for inspiration, audio sampling and art research," exec producer Rick Giolito tells us. "For example, at Normandy we snapped tons of digital camera shots of bridges, bunkers and buildings, recorded ambient sounds, and took texture samples." They also modeled all the character faces in clay "by hand for that extra sense of reality and authenticity."



# Afterthoughts: Medal of Honor: Frontline



This is the moment where you soil your pants and realize there's no way you're gonna take down that plane with a rifle.

difficult. You don't want to reward someone for blowing his friends away. We want to include friendly fire in the next installment. If you just start blowing away friendlies, we'll have to end your game, but if you accidentally hit your own guys, you might see them carried away in stretchers. You could then be reprimanded and receive a lower score.

**EGM:** What's your advice for taking on the huge onslaught in the last level?

**RG:** Basically, be careful! It's a really large, difficult game, so of course, the final challenge we place the player up against is substantial. By that point, you should have sufficient experience to handle it. Move stealthily and pick your spots very carefully. You're at the heart of a giant, secret military base...a very well-defended base.

**EGM:** We'd love to drive around in some of that heavy machinery, like the tanks. Was that ever in your plans?

**RG:** We did consider that, but it wasn't part of the focus, so it did not come to be. It's the first PS2 product, and we wanted to focus on getting the core gameplay perfect first. We will absolutely do that in the future.

**EGM:** Why did you give up on the multiplayer modes?

**RG:** We built the engine from the ground up, and we really wanted to include multiplayer, but we had to focus on creating the best single-player first-person-shooter experience on any platform. The next *MOH* on PS2 will include multiplayer modes: competitive, cooperative and online. Also, the upcoming Xbox version (due in October) will support four-player split-screen deathmatch play. We're also taking a serious look at putting that in a GameCube version as well.

**EGM:** What battles are left to simulate in the next *MOH* installment?

**RG:** Actually, we have a big surprise in store for *MOH3*. We'll be tackling a lot more in terms of squad-based gameplay in which characters interact. Your teammates will have deep backstories, names, histories, unique abilities and personalities. It'll be very important to keep your teammates alive or else your seasoned pros might be replaced by fresh-faced rookies.

**EGM:** What's up with the *MOH* flight game that was rumored to be cancelled?

**RG:** You may see that flight engine as a part of a future *MOH* title, but we decided that *MOH* players aren't looking for a solo flight game. Our titles are really mass-market and flight games are basically niche titles. 🍀

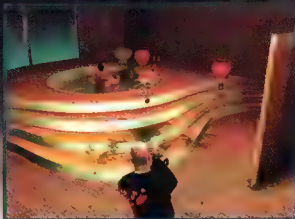
...and business  
is good.



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up close and personal



Silence the opposition  
from a distance



Terminate your targets where  
they live, play or work

# HITMAN 2

SILENT ASSASSIN

SEPTEMBER 2002

Hitman2.com

Io-Interactive

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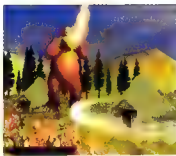
PlayStation 2







PRESS  
START



## BLACK & WHITE ALL OVER

Console gamers who've been waiting to play the PC god game *Black & White* ever since it was announced (then cancelled) for Dreamcast years ago will finally get their wish—on PlayStation. The original *Black & White* is coming to PS2 this fall (that's right...PS2). Then for people not living in the Dark Ages, Peter Molyneux's Black & White Studios is hard at work on a completely new console version of the game called *Black & White: Next Generation*. No release date's been quoted for *Next Generation*. Our money's on "never."

## TIDBITS

### The Hulk and Fast & Furious Go Console

Next year, as *The Hulk* and the sequel to *The Fast & the Furious* hit the theaters, games based on both will be ready for release—*Hulk* on GC, PS2 and GBA; *Furious* on PS2, Xbox and GBA.



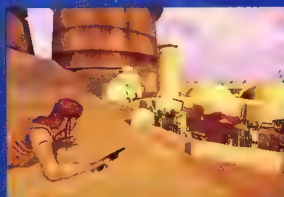
## Choose Your Own Star Wars Adventure

Two new titles from LucasArts let you get your Force on

Console gamers often get the short end of the lightsaber when it comes to *Star Wars* titles. When the PC platform gets hits like *X-Wing vs. TIE Fighter* or *Jedi Knight*, it's hard for the living-room gamer to resist the dark side of gaming. But LucasArts recently made two announcements that should please *Star Wars* fans.

First, the critically acclaimed first-person shooter *Jedi Knight II: Jedi Outcast* (which scored a perfect 5 out of 5 in our sister mag, *Computer Gaming World*) will make its way to the GameCube and Xbox sometime this winter. *Outcast* stars Kyle Katarn, a former Jedi who has had a falling out with the Force but is back on the wagon in an adventure to further the Rebel cause. He'll wield many weapons (from a Wookiee Bowcaster to a lightsaber) and use tricked-out powers (Force push, Force lightning, Jedi mind tricks and other stuff you've always wished you could do when you were bullied in school).

Thousands of other players. You'll be able to visit several planets (like Tatooine), go on quests for the Rebels or the Empire, and most nerd-rific of all, role-play all your non-sexual *Star Wars* fantasies. "We're offering you a chance to live in the *Star Wars* universe," says Haden Blackman, *Galaxies* producer for LucasArts. "You can live out



*Star Wars Galaxies* (another PC screenshot)

the roles that you see in the films. If you want to be a bounty hunter, smuggler or marksman, we provide those paths for you. And if you're less interested in combat and want to become a cantina owner, dancer or musician, all those options are also available." But who wants to be a Rodian (Greedo) ballerina in a kick-ass game like this? "*Galaxies* is very flexible," says Blackman. "It allows you to focus on multiple occupations simultaneously or specialize however you want. You might end up being a commando who dabbles building droids, for example." Neat.

*Galaxies* is due out in December for the PC, but PS2 and Xbox release dates are TBA. Right now, LucasArts expects that the game will not be cross-platform compatible, meaning Xbox players will not get to hunt Ewoks with their PlayStation 2-owning friends.

## SOUND BYTES

### Violence is A-OK

*Evil Dead* and *Spider-Man* star Bruce Campbell on violence in video games:

"As long as humans can make the distinction between reality and fantasy, we're gonna be fine.

If you don't want your kid exposed to it—don't get it for him. It's that simple.

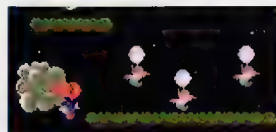
I think it's funny in this country that we get freaked out about sex, but violence is OK. You can cut a breast off—you just can't kiss it."



We asked Sega's Sonic Team Prez Yuji Naka which game out of Nintendo's catalog he would select to design a new installment for (a la recent announcements about Namco's *Star Fox* and Amusement Vision's *F-Zero*):

"What kind of title would be good for us.... How about...*Balloon Fight*."

[Ed. note: Sorry old-school gamers—this does not mean Sonic Team will actually update Nintendo's 8-Bit balloon-poppin' duel (shown below).]



*Jedi Knight II: Jedi Outcast* (PC screenshot)

The other great news: LucasArts announced *Star Wars Galaxies: An Empire Divided* for the PlayStation 2 and Xbox Live. This MMORPG\* (extra cred if you know what that stands for), like *EverQuest*, allows you to adventure online with

## HALO CEREAL CAN'T BE FAR BEHIND

If you love Xbox's *Halo*, then its main theme song has probably been stuck in your head since last November. Well, you don't have to hum it in the car any longer. Sixteen bucks gets you the soundtrack at Bungie's Web store (located at <http://store.bungie.com>). And if you're not into the CD, there's always Halo: the T-shirt (\$18).



\*Massively multiplayer online role-playing game.

FIGHT FIRE WITH FIRE



REIGN OF FIRE

IN THEATRES JULY 12





PRESS  
START

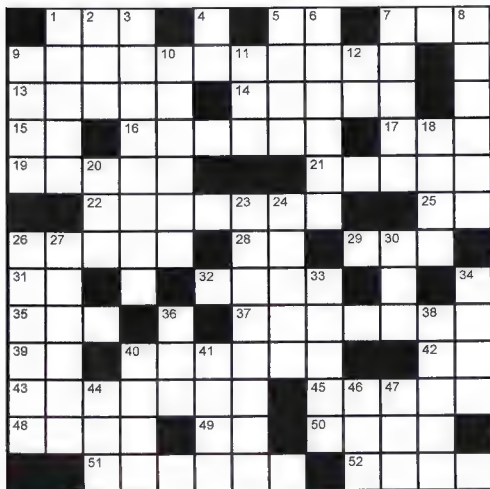


## NOT ANOTHER SCARY MOVIE

The list of video games getting signed on to become movies gets larger every day. The latest additions: Eidos' first-person shoot-'em-up *Deus Ex* (nabbed by Columbia Pictures) and Tecmo's girl-surrounded-by-ghouls scarefest *Fatal Frame* (picked up by Dreamworks). But don't run to your local theater to reserve tickets just yet—it'll be another year or three before these hit cineplexes nationwide.

## It's a-Me, Mario!

(Solution on page 145)



### ACROSS

- Mario's *Donkey Kong* hurdle
- From *Resident Evil* STARS Logo, R... \_
- They identify online gamers
- It's where the green switch house is located in *Super Mario World*
- Moto* (Atari 2600)
- Pre-Italian Job-era car maker
- Short for *operative* in military games
- Super Mario Bros.* 2 tossable
- Birdo's *Mario* 2 weapon
- PS2 racer \_*Dakar Rally*
- Final Fantasy III* Remm's best friend?
- \_ *Beast* (Genesis)
- \_ and *Satan King* (*Okage*, in Japan)
- Like Zeus in *NES Battle of Olympus*
- Publishes the *Medal of Honor* games
- Tokyo Xtreme Racer* part maker
- The failed Indrema's Linux is one
- Soul Calibur* precursor *Soul* \_
- PS2 launch month, for short
- Buffy's job in her Xbox game
- Resident Evil* disk
- Fighting-game newbie
- NES spin-off *Ski* \_ *Die*
- Lara Croft* can't do it underwater
- T. Hawk's (*Street Fighter II*) relatives?
- Top of a turn in *Gran Turismo*
- The PS2 meets their safety standards
- Can be slid down in *Super Mario 3*
- Punch-Out!*'s \_ Mac
- Victimized by *Blood Omen*'s Kain?

### DOWN

- Mario baddie who calls Bowser king
- Ultimate game goal
- Militant *Donkey Kong*?
- First command in the *Contra* code
- Controllers
- Passed laterally in NFL 2K2
- GT3* has three of these
- World Series Baseball* walk equivalent
- \_ *ship* (PS2)
- Mortal Kombat* catchphrase
- Tekken's karate cop
- Nintendo's 8-bit console abbreviation \_ S
- Sonic's* Chaos emeralds, for one
- Like *NES Racer*
- Mario Kart* homing missile
- Capcom* vs. *SNK* 2 newbie
- Squatty *Super Mario Bros.* enemy
- Green *Goblin's Spider-Man* company
- Sony's *Mark* of \_
- \_ *worm Jim* (*Super Nintendo*)
- Battle* (PS1)
- Castlevania: SOTN* (PS2) familiar
- Like an RPG hero?
- Soul Calibur's* "dandy of the south seas"
- \_ *Up* and *Jam* (Genesis)
- Attacks *Ecco* in *Ecco* (PS2, DC)
- Would protect Mr. Bones's vital organs, if he had any
- What Kid became in *Chrono Cross*

## GBA Afterburner: The Light at the End of the Tunnel?

On May 10, Triton Labs ([www.tritonlabs.com](http://www.tritonlabs.com)) started shipping their highly anticipated Afterburner light kit for the Game Boy Advance. The \$35 flat-panel device lights the GBA screen to improve visibility for times when you have less-than-ideal lighting conditions (which is about 80 percent of the time). The company sent us a sample kit, so we popped it in and took it for a spin. Is it right for you? The official EGM review follows.

We're no electronics experts, but a few of us have been in and out of gaming consoles, putting in switches and cleaning corroded contacts enough to handle the slightly more complicated Afterburner installation. The light comes with a spiffy instruction



manual that ain't flawless, but it does a good job of describing the process. If you're skittish about poking around inside your GBA, get someone else to put in the Afterburner light for you (Triton's site has a list of recommended installers). You will be voiding your warranty and dealing with some fragile components, so the risk of a damaged GBA is very serious.

The trickiest part involves removing and handling the LCD screen. As long as you go slowly and are gentle with the parts, you won't damage anything. You'll want to pick up a can of compressed air—once you open up the system, it's tough to keep dust and debris from getting inside. Blow it away to avoid an annoying addition to your GBA.

The only other install issue we had was in carving out a portion of the plastic GBA casing to accommodate the light. Unless you

Mount your switch anywhere it'll fit cleanly. Cover any exposed wire with electrical tape to avoid a short.



have a Dremel tool or other small grinding device, it's tough to dig into that molded plastic and get a good, clean result.

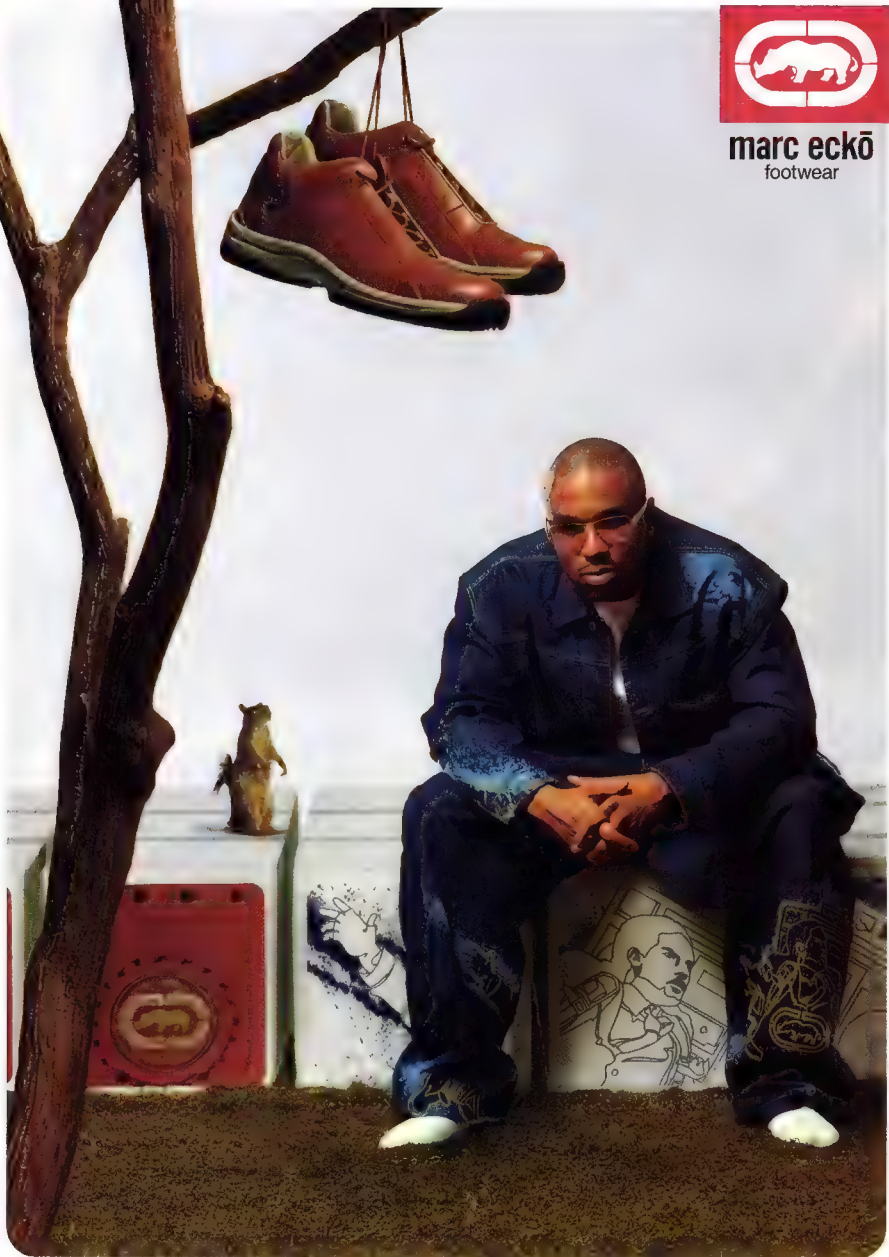
The kit also comes with a dimmer switch, but we've found that the light works best either on full or not on at all. Plus, the instructions have you using solder to hold the cheapo dial in place, which is just asking for

trouble. Go with a micro switch from Radio Shack. It'll let you conserve battery power when in direct light and usually offer a much sturdier mounting solution.

At the end of the day, the light is a huge improvement...for most games. Cards with large graphics like *Street Fighter II* and *Mario Advance* were suddenly clear in any light. But when we booted up our beloved *Castlevania: Circle of the Moon*, we caught the Afterburner's biggest flaw. Colors are significantly more washed-out with the light on, and smaller moving objects get almost completely lost in the background. But for 75 percent of the games out there, the Afterburner is a sound buy.



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PlayStation 2

GAME BOY ADVANCE



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PRESS  
START



## ESPN JOINS SEGA SPORTS TEAM

If you can't beat 'em with your own line of games, then join a winning team. You might say that's what happened when ESPN left Konami to join Sega to lend its brand to the publisher's already best-selling line of sports games. Starting with *NCAA College Football 2K3* (left), which debuts this fall on Xbox, GC and PS2, Sega Sports games will feature ESPN-style intros, replays, camera angles, and stat and score presentations.

# Quartermann - Game Gossip & Speculation

Welcome, friends. I am the Q-Minator (aka Q-Mann), fresh from a trip to the city of angels to deliver my truckload of rumors to your awaiting eyes. Whoa, ho, ho...it's an early Christmas for this old-timer. I rather like the new full-page digs. Thanks, Q-followers—it was your support that won The Q his new home. So as not to waste any more time, let's begin our gossip-filled journey:

## Sonic to retire from Adventures

...Sega's blue, attitude-filled, sneaker-wearin' mascot has gone on his last *Adventure*. But dry those eyes and buck up, lil' camper. He's not gone for good. **Sonic Team** is reportedly hard at work in Japan on a **brand-new**

**Sonic** that will take the 'hog back to his roots. That's right—no more freakin' searching for jewels as Knuckles (gawd, I hated that). The gameplay will return to the tone of the original series, focusing on fast platforming action with no B.S. And to reflect the change in design, the game will reportedly drop the *Adventures* moniker it has clung to for the past few years. While a release date remains sketchy at this point, we could see the first fruits of Sonic Team's labor by the end of summer....



## All systems go for Rare on all systems

...Something smells fishy in GameCube land, and it's got **Rare** written all over it. Their suspicious absence from E3 only served to further fuel the fire around rumors that the developer is leaving for more flexible surroundings. Recent buzz indicates that we may learn the truth about their multi-platform future after *Star Fox Adventures* hits the U.S. And to whet your appetite further, here's the latest reconnaissance: The first games in their lineup are rumored to include a PS2 version of *Perfect Dark Zero* (can you say online play?) and an **Xbox sequel to Conker's Bad Fur Day**. Current speculation indicates that publishing duties will go to a major third party (to be announced) with GameCube-exclusive titles handled by Nintendo. Those may still include **Kameo: Elements of Power** and **Donkey Kong Racing**. Other Rare series may get divided up as well, so if you're a fan, you may have to buy multiple systems. Stay tuned....



## Doom III can be done on Xbox

...When The Q laid his eyes on **id's** latest baby at E3, I could hardly keep from tearing up. But it wasn't because I couldn't wait to play it on PC. It was with the fear that I wouldn't be able to play it on a console (as some have claimed, it "couldn't" be done). After some questioning, **id** programmers

said that indeed, the **Xbox** is powerful enough to run **Doom II**. It wouldn't be without some sacrifices to the jaw-dropping PC visuals, but when a game already looking hella amazing, I can settle for just "amazing." Can't you? I knew ya could....



Doom III

## Best of the rest...

...And now it's time to go through the rumors not quite big enough for their own **lil'** headlines, but not small enough to go in the Bits.... First, a tale of two **Virtua Fighters**. One, an upgrade to the recent *Vf4*. The other, an **online-enabled Vfs**. And word has it that creator Yu Suzuki, tied up by *Shermoe* and *Virtua Fighter Quest* duties, may not be as hands-on with the fifth installment as he has been in the past.... Psst, there's a new **Star Wars** game just around the corner that no one's heard anything on yet. (Well, except for me and the programmers.) The third installment of a popular console series. Oh no, I've said too much. Can I take it back now?... And who didn't expect this—**MS** (that's **Microsoft** to you laymen) is working on integrating **Xbox** into its home-network strategies so that it would become the device in the chain that hangs with your entertainment gear. MP3 audio and MPEG4 videos could sit on the hard drive of your main computer (your "server" as it were) and be played by passing them across the network and caching to the Xbox hard drive. The network will work such that you can browse your media using the Xbox controller. Neat, huh?

## The Hot Q: Grand Theft Auto 4

...It's something I get asked about a lot (thanks for the E-mails, guys—you know who you are). It's **Grand Theft Auto 4**, and prepare yourselves for a whopper of a rumor, folks. Here goes: The just-announced **Grand Theft Auto: Vice City** is just the beginning of what will become known as the **GTA Universe**. After *Vice City*, the next **Grand Theft Auto** game will be dubbed "**Crime Online**." And if you haven't guessed by now, it's going to be the first console-networked **lil'le** in the series. There will be a new stand-alone **GTA** as well, but that's still a ways off....

And that signals the end of our visit for the month. It's been good, huh? Nice to be back to the old size again. Tell me how you like the new look by dropping me an E-mail at [quartermann@ziffdavis.com](mailto:quartermann@ziffdavis.com). And remember—**don't do anything I wouldn't do. Until next time!**

—The Q

## Bits of Q

■ Monkeys, monkeys everywhere. The sequel to Sony's primate-capturing action game **Ape Escape** is coming to the U.S. Now if only we could have gotten the Japanese **Ape** side game where you vacuum

the pants off of the lil' buggers. Then we'd have something! ■ Talko's wacky Japanese RPG **Scribble Kingdom**, where you draw beasts (or anything else you'd like...sickos!) to use as warriors in the fight against

evil, is set for a U.S. release. ■ Ding-dong, the **Warhawk** sequel for PS2...is dead. ■ If you like all things old-school anime like The Q does, then you'll be stoked for the U.S. release of master Japanese

animator Hayao Miyazaki's **Spirited Away**. Watch for it this fall, Q-fans. ■ **Max Payne 2**? eh? Hmm, you don't say.... Something better than **Bullet Time**? Really? No, you're not serious...are you?



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## The Top 20 Best-Selling Games of April 2002

This page is crawling with eight-legged freaks. *Spider-Man* is a big hit on all three next-gen consoles. What could possibly be so inviting about an awkward, misfit superhero who gets the girl of his dreams in the end? By the way, did you see the movie? Craps all over *Star Wars: Attack of the Clones Dialogue*. You've been dying a little bit every day, eh? If we were anyone but Anakin "I don't like sand" Skywalker, we'd laugh at any woman who said that. But anyway...*Resident Evil* on the GameCube didn't do too shabby in April, either. Color us surprised.

<b>1</b>	<b>Spider-Man</b> Activision		
<b>NEW!</b>	6.5 Greg	6.5 Jonathan	6.0 Mark
<b>2</b>	<b>Grand Theft Auto III</b> Rockstar		
	9.0 Crispin	9.0 Greg	10 Milkman
<b>3</b>	<b>Gran Turismo 3 A-spec</b> Sony CEA		
	10 Che	10 Greg	10 Jonathan
<b>4</b>	<b>Resident Evil</b> Capcom		
<b>NEW!</b>	9.0 John K	9.5 Jonathan	9.0 Mark
<b>5</b>	<b>Spider-Man</b> Activision		
<b>NEW!</b>	6.5 Mark		
<b>6</b>	<b>Super Mario Advance 2</b> Nintendo		
	9.0 Chris	9.0 John R	9.0 Mark
<b>7</b>	<b>Spider-Man</b> Activision		
<b>NEW!</b>	6.5 Greg		
<b>8</b>	<b>Virtua Fighter 4</b> Sega		
	10 Che	9.5 Jonathan	10 Milkman
<b>9</b>	<b>ATV Offroad Fury</b> Sony CEA		
	8.5 Dan L	9.0 Dean	8.5 Greg
<b>10</b>	<b>Sonic Advance</b> THQ		
	8.0 Chris	8.0 Greg	7.0 Milkman

<b>11</b>	<b>Triple Play 2002</b> EA Sports		
<b>12</b>	<b>Twisted Metal: Black</b> Sony CEA		
<b>13</b>	<b>Max Payne</b> Rockstar		
<b>14</b>	<b>James Bond in Agent Under Fire</b> Electronic Arts		
<b>15</b>	<b>Sonic Battle</b> Sega		
<b>16</b>	<b>Yu-Gi-Oh! Forbidden Memories</b> Konami		<b>NEW!</b>
<b>17</b>	<b>All-Star Baseball 2003</b> Acclaim Sports		
<b>18</b>	<b>Super Smash Bros. Melee</b> Nintendo		
<b>19</b>	<b>Spider-Man</b> Activision		
<b>20</b>	<b>Halo</b> Microsoft		

Source: NPD TRISTAR Video Games Service, Call Kristin Barnett-von Korff at (516) 625-2424 for questions regarding this list. Chart description written by EGM staff "I don't like the sand." It's coarse and rough and irritating, and it gets everywhere. Not like here. Here everything's soft...and smooth."

JAPAN TOP 10			
<b>1</b>	<b>World Soccer Winning Eleven 6</b> Konami		Wow...look at that chart. American gamers would be lucky to recognize more than one game here. You've got a bunch of sprightly young teens playin' tennis ( <i>Mr. Oji's Tennis Academy</i> ), the story of a boy who wants to become a pirate ( <i>One Piece</i> ), and one man's attempt to escape an earthquake-struck island ( <i>Zetta Zetsumei Toshi</i> ). Where's the <i>Madden Football</i> , damnit? Nowhere!
<b>2</b>	<b>Gundam: Giren's Ambition</b> Bandai		
<b>3</b>	<b>Kingdom Hearts</b> Square		
<b>4</b>	<b>Heat Ch! Pro Baseball 2002</b> Hamco		
<b>5</b>	<b>Rockman Zero</b> Capcom		
<b>6</b>	<b>FIFA World Cup 2002</b> Electronic Arts Square		
<b>7</b>	<b>Mr. Oji's Tennis Academy</b> Konami		
<b>8</b>	<b>Zetta Zetsumei Toshi</b> Irem		
<b>9</b>	<b>One Piece Grand Battle! 2</b> Bandai		
<b>10</b>	<b>Fire Emblem: The Seal's Sword</b> Nintendo		<b>Mr. Oji's Tennis</b>

Source: Weekly Famitsu, week ending 5/12/02

# Wipeout Fusion

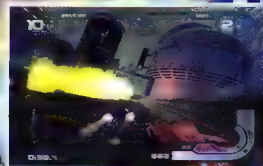
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*"sets the standard for  
no wheels racing"*

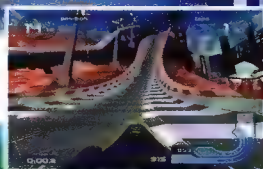
-gamers.com

*"an-absolute blast to play"*

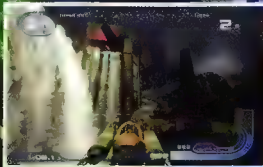
-Electronic Gaming Monthly



MORE TRACKS...



MORE TERMS...



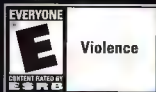
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PlayStation 2



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entertainment





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START

## Coming Soon

### July

<b>PlayStation 2</b>		
Conflict Zone—Ubi Soft	Action	
Jimmy Neutron Boy Genius—THQ	Action	
The Mark of Kri—Sony CEA	Action	
NCAA Football 2003—EA Sports	Sports	
Sega Sports Tennis—Sega	Sports	
Sky Gunner—Atlus	Shooter	

<b>GameCube</b>		
NCAA Football 2003—EA Sports	Sports	
Smuggler's Run: Warzones—Rockstar	Racing	

<b>Xbox</b>		
Bruce Lee: Quest of the Dragon—Universal	Action	
Buffy the Vampire Slayer—Electronic Arts	Action	
Crazy Taxi 3: High Roller—Sega	Racing	
David Beckham Soccer—Majesco	Sports	
Dead to Rights—Namco	Action	
NCAA Football 2003—EA Sports	Sports	

<b>Game Boy Advance</b>		
Medabots AX: Metabee Version—Natsume	RPG	
Medabots AX: Rokusho Version—Natsume	RPG	
Road Rash: Jail Break—Electronic Arts	Racing	
Urban Yeti—Telegames	Action	

### August

<b>PlayStation 2</b>		
Armored Core 3—Agetec	Action	
Commandos 2: Men of Courage—Eidos	Strategy	
Madden NFL 2003—EA Sports	Sports	
Mat Hoffman's Pro BMX 2—Activision 02	Sports	
NCAA Football 2k3—Sega Sports	Sports	
NCAA GameBreaker 2003—989 Sports	Sports	
Network Adapter—Sony CEA	Hardware	
NFL Blitz 20-03—Midway	Sports	
NFL GameDay 2003—989 Sports	Sports	
NFL Quarterback Club 2003—Acclaim Sports	Sports	
Onimusha 2: Samurai's Destiny—Capcom	Action	
Pride: FC—THQ	Action	
Reign of Fire—Bam	Action	
RLH: Run Like Hell—Interplay	Action	
Romance of the Three Kingdoms VII—Koei	Strategy	
Sega Sports NFL 2k3—Sega Sports	Sports	
Simpsons Skateboarding—Electronic Arts	Sports	
SOCOM: U.S. Navy SEALs—Sony CEA	Action	
Street Hoops: King of the Court—Activision	Sports	
The Terminator: Dawn of Fate—Atari	Action	
The Thing—Universal	Action	

<b>GameCube</b>		
Beach Spikers—Sega	Sports	
Freekstyle—EA Big	Racing	
Madden NFL 2003—EA Sports	Sports	
NCAA Football 2k3—Sega Sports	Sports	
Super Mario Sunshine—Nintendo	Action	

<b>Xbox</b>		
Aggressive Inline—AKA Acclaim	Sports	
Commandos 2: Men of Courage—Eidos	Strategy	
Mace Griffin: Bounty Hunter—Crawe	Action	
Madden NFL 2003—EA Sports	Sports	
Mat Hoffman's Pro BMX 2—Activision 02	Sports	
MLB SlugFest 20-03—Midway	Sports	
NCAA Football 2k3—Sega Sports	Sports	
NFL 2k3—Sega Sports	Sports	
NFL Quarterback Club 2003—Acclaim Sports	Sports	

NFL Blitz 20-03—Midway	Sports
Street Hoops: King of the Court—Activision	Sports
The Thing—Universal	Action

<b>Game Boy Advance</b>		
Disney's Magical Quest—Nintendo	Action	
Mat Hoffman's Pro BMX 2—Activision 02	Sports	
R-Type III—Phantagram	Shooter	
Sega Smash Pack—THQ	Misc.	
Street Fighter Alpha 3—Capcom	Fighting	
Yu-Gi-Oh! Dungeon Dice Monsters—Konami	RPG	

### September

<b>PlayStation 2</b>		
Armada 2: Star Command—MetroD	Action	
Dynasty Tactics—Koei	Strategy	
Grandia Xtreme—Enix	RPG	
Gungrave—Sega	Action	
Hitman 2: Silent Assassin—Eidos	Action	
Kingdom Hearts—Square Electronic Arts	RPG	
Need for Speed: Hot Pursuit 2—Elec. Arts	Driving	
Ninja Assault—Namco	Shooting	
Robotech: Battlery—TDK Mediactive	Action	
Sly Cooper & the Thievius Raccoonus—Sony	Action	
Summer 2—THQ	RPG	
Superman: Shadow of Apokolips—Infogrames	Action	
Taz: Wanted—Infogrames	Adventure	
Tekken 4—Namco	Fighting	
TimeSplitters 2—Eidos	Action	
Turok: Evolution—Acclaim	Action	
Vexx—Acclaim	Adventure	

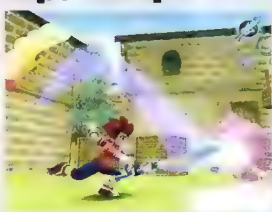
<b>GameCube</b>		
Animal Crossing—Nintendo	Misc.	
Broadband Adapter—Nintendo	Hardware	
Galleon: Islands of Mystery—Interplay	Action	
Mat Hoffman's Pro BMX 2—Activision 02	Sports	
Modern Adapter—Nintendo	Hardware	
Mystic Heroes—Koei	Action	
NFL 2k3—Sega Sports	Sports	
Scooby-Doo! Night of 100 Frights—THQ	Action	
Star Fox Adventures—Nintendo	Adventure	
Star Wars: The Clone Wars—LucasArts	Action	
Super Monkey Ball 2—Sega	Puzzle	
Toxic Grind—THQ	Action	
TimeSplitters 2—Eidos	Sports	
Turok: Evolution—Acclaim	Action	

<b>Xbox</b>		
Brute Force—Microsoft	Action	
DOA Xtreme Beach Volleyball—Tecmo	Sports	
Dynasty Warriors 3—Koei	Action	
Hitman 2: Silent Assassin—Eidos	Action	
House of the Dead 3—Sega	Shooting	
Kung Fu Chaos—Microsoft	Action	
Loons—Infogrames	Action	
NFL Fever 2003—Microsoft	Sports	
Quantum Redshift—Microsoft	Racing	
Sega GT 2002—Sega	Racing	
Taz: Wanted—Infogrames	Adventure	
The Terminator: Dawn of Fate—Atari	Action	
TimeSplitters 2—Eidos	Action	
Tuejam & Earl III: All Funked Up—Sega	Adventure	
Turok: Evolution—Acclaim	Action	

<b>Game Boy Advance</b>		
Robotech: The Macross Saga—TDK	Action	
Yoshi's Island—Nintendo	Action	

### IMPORT CALENDAR

## Saru Getchu 2 (Ape Escape 2)



Saru Getchu 2

**Import Pick of the Month:** If there's one thing we've learned over the years in the video-game biz, it's that monkeys and games make a perfect combination (like chocolate and peanut butter). And if you're fiending for hot monkey action this summer, may we suggest you import *Saru Getchu 2*. This sequel to Sony's PlayStation hit *Ape Escape's* got primates galore, and this time you've got a little one strapped to your back to help catch the others (pictured above)—aww, ain't he cute? Stun 'em, then swoop 'em up in your net. It doesn't get much better than that, folks.

#### PlayStation 2

6/27	<i>Gun Survivor 3: Dino Crisis</i> , Capcom (Shooter)
6/27	<i>The Castle of Shikigami</i> , Taito (Shooter)
7/4	<i>Silent Hill 2: Restless Dreams</i> , Konami (Survival Horror)
7/11	<i>Suikoden III</i> , Konami (RPG)
7/18	<i>Saru Getchu 2 (Ape Escape 2)</i> , Sony CEI (Action)
7/25	<i>Jojo's Bizarre Adventure</i> , Capcom (Fighting)
July	<i>Gungrave</i> , Sega (Action)

#### Game Boy Advance

6/6	<i>Custom Robo GBA</i> , Nintendo (Action)
-----	--

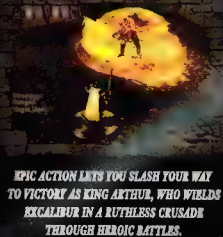
#### GameCube

7/18	<i>Disney All-Star Sports: Soccer</i> , Konami (Sports)
7/19	<i>Beach Spikers</i> , Sega (Sports)
7/19	<i>Super Mario Sunshine</i> , Nintendo (Action)
8/2	<i>Space Invaders EX</i> , Taito (Shooter)

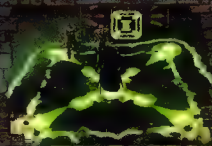
\*Schedule subject to change without notice. Consult your local import-game store for the latest release info. Beans, beans, the musical fruit...the more you eat...

ONCE UPON A TIME...  
STEEL FAR OUTWEIGHED THE VALUE OF GOLD.

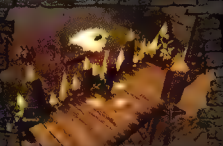
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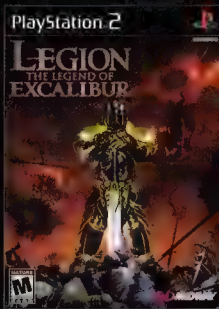
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**PlayStation 2**



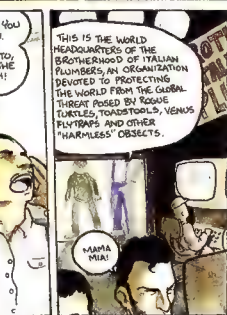
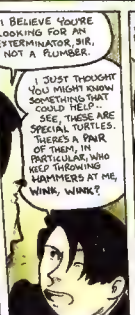
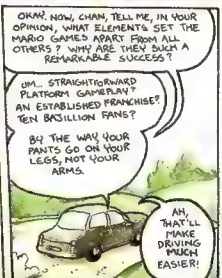
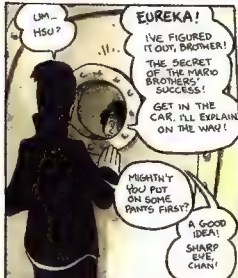
**Blood  
Violence**





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PHANTAGRAM  
INTERACTIVE





# Previews

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YOU'LL SEE THIS ICON THROUGHOUT THE SECTION. THEY POINT OUT THE NOTABLE E3 TITLES.

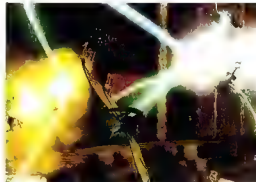


**WARNING:** Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

**W**e're battered, we're chafed, we're hung-over, but we're still working our butts off to sift through the scores of screenshots and games we witnessed at the E3 show in May. While we've been covering game publishers' E3 lineups for the past couple months, this issue represents the titles that made their debut at the show.

While we roamed the floor this year, it became apparent that the industry at large hasn't ignored the insane popularity of games like *Grand Theft Auto III* and *Spider-Man*. In fact, it seemed like every other publisher was showing either a *GTA* clone (check Sony's *Getaway* on page 66 and Activision's *True Crime* on page 68) or a superhero title (*Encore with Daredevil* and Kemco with *Batman*, to name a couple) set to hit store shelves before the end of the year.

Another trend in the console world is first-person shooters. Whether or not *Halo's* success has anything to do with that is anyone's guess. But the sheer



The old-school Sega fans on our staff (namely Sewart and the Milkman) are wet with anticipation over the new *Panzer Dragoon* game. See it on page 90.

amount of FPSes on the floor was surprising (see below for some examples). One shooter that had the editors of *EGM* crying foul on the PC gamers of the world was *Doom III*. I mean...ye gods, this game looks beautiful. It's like *Resident Evil* meets *Doom*, with stunning results. Heck, I might even invest in a high-end PC now (My old P2 266 just ain't cuttin' it anymore). 🎮

—Greg Sewart, previews editor

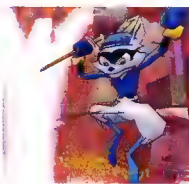
## TOP 5 Preview Picks

- |                                  |                              |
|----------------------------------|------------------------------|
| 1. Metal Gear Solid 2: Substance | Xbox, November 2002          |
| 2. Resident Evil 4               | GameCube, Fall 2002          |
| 3. Dead to Rights                | Xbox, July 2002              |
| 4. Panzer Dragoon Orta           | Xbox, October 2002           |
| 5. The Getaway                   | PlayStation 2, November 2002 |

## The Five Biggest Themes of E3

### 1. CEL-SHADING

Bucking the trend of visual realism ushered in by next-gen consoles, designers collectively agree to make every new title look like an episode of *Spongebob Squarepants*.



### 2. REBIRTH OF OLD FRANCHISES

(*Rygar*, *Shinobi*, *Contra*...) Designers of today realize that all we really want to do is play yesterday's games, just on our 40-inch plasma displays.



### 3. SHIGERU MIYAMOTO

Japan's most successful game designer gets stopped by and forced to pose with America's least successful geeks.



### 4. MECH GAMES

(*Robot A.D.*, *Steel Battalion*, *Mech-Assault*...)

Mech fans can either blow their green on the proprietary *Steel Battalion* controller or send three underprivileged children to an Ivy League school.



### 5. FIRST-PERSON SHOOTERS

From *XIII* to *Bond to Die Hard*, FPSes are turning into console staples now that the hardware has caught up to PC standards. Now where's our \$%\*#@ *Doom III* on console?





# Air on the Side of Insanity



PlayStation 2



Blood  
Mild Lyrics  
Mild Violence



Sneak preview at [www.gravitygamesbike.midway.com](http://www.gravitygamesbike.midway.com)

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# Shinobi

**BEST IN SHOW**  
**E3**

<b>Publisher:</b>	Sega
<b>Developer:</b>	Overworks
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	50%
<b>Release:</b>	Fall 2002
<b>Also On:</b>	None
<b>Web Address:</b>	www.sega.com
<b>The Good:</b>	It still feels like ye <i>Shinobi</i> of olde.
<b>The Bad:</b>	Where's Yamamoto, the faithful assassin dog?
<b>And The Ugly:</b>	Diced clumps of ninja.

## COMBO SYSTEM

### Ninja Combat



*Shinobi* ups the ante on the typical hack-'n'-slash affair with a sweet combo system that not only looks cool, but also plays an important gameplay role. If you can take out at least four guys before the first chump even hits the floor, you're rewarded with a cutscene of your enemies literally separating into pieces at their wounds. Rack up six or more kills, and you get to watch your prey crumple into a ball of red mist from multiple camera angles. More importantly, when you string up combos, every consecutive hit becomes more powerful than the last. Later bosses actually require you to combo a bunch of smaller foes before hitting the mutha with the last devastating attack. Do you have the skills to be a real *Shinobi*?



Our hero looks onto an enemy, slices him, then masterly slashes toward his next victim, leaving a shadow of himself behind as a reminder of who's dealing out all the death.

**B**efore there was *Tenchu* or even *Ninja Gaiden*, there was *Shinobi*, a 2D action platformer bleeding with style and substance. For many of us back in the day, the *Shinobi* series represented pure gaming ninjitsu. Now, after nearly a decade's hiatus, Sega's Overworks team, the very same heads behind the original *Shinobi* titles, has finally retrofitted the classic franchise with an updated look for a new millennium.

Just don't expect to see the icy stare of good ol' Joe Musashi from the previous *Shinobis*. While the new game is a continuation of the *Shinobi* saga, the hero this time out is a ninja who goes by the name Hotsuma, a member of Musashi's Oboro clan.

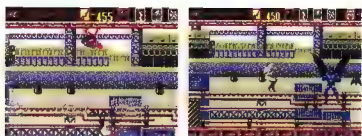
Takashi Uriu, producer and designer for the latest *Shinobi*, felt that Joe Musashi was perhaps too outdated for a new generation of gamers: "I wanted to introduce a dark hero, someone with a bit of tragedy. I think ninjas are perfect for a role like this. After all, there's no such thing as a happy ninja."

Boy, he isn't kidding. Bleakness exudes from every nuance of the game. *Shinobi*'s backdrop is modern-day Tokyo recently ravaged by some supernatural apocalypse. The storyline pits Hotsuma against his own brother as they compete for the chance to wield a powerful demonic sword that's double-edged in the fullest sense of the term. You've got to constantly feed the weapon with carnage, because if you don't take life, then the sword takes yours.

An interesting plot device to be sure, but the vampiric blade also serves to establish the pacing of the game. "We looked at other 3D games like *Sonic Adventure* and didn't like the fact that you could just



With that red scarf, Hotsuma might look like Strider...but we ask you, can Strider do this stuff to his enemies? Uh no, we didn't think so.

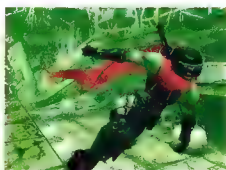


## EAST MEETS WEST

*Revenge of Shinobi* (Genesis) featured both Batman and Spider-Man as end-level bosses. When the lawsuit came a-knockin', Sega altered their likenesses in later runs of the game.



"Shinobi-Man, Shinobi-Man, does whatever a Shinobi can."



run away from enemies," says Uriu. "For me, an action game is all about fighting, not running. We're forcing the player to kill." Secret areas may have fewer enemies to fight, so players will need to keep

To compensate for this lack of impact, nearly all of *Shinobi's* combat happens up close and personal. The intuitive auto-targeting system always points you toward your closest threat. After you get a

**"...For me, an action game is all about fighting, not running. We're forcing the player to kill."**

—Overworks producer Takashi Uriu

a close eye on their health gauges when they venture off the beaten path.

When it came down to the gameplay, we were admittedly skeptical at first. "It was definitely tricky to capture the feel of the 2D games in a 3D world," Uriu tells us. "The hardest part was the combat system. It was much easier to hit your enemies with shurikens in 2D, but that mechanic wasn't very satisfying in 3D."

handle on the basics, you'll invariably strive to master *Shinobi's* addictive combo system that requires you to cleave all your foes in a small window of time. For details on melee techniques, check out the "Ninja Combat" sidebar.

Of course, Hotsuma wouldn't be a real Shinobi without a bag of tricks up his sleeve as well. Besides the standard double jump, wall scaling and grappling techniques, he can also perform dashes that leave behind a trail of silhouettes, confusing his enemies and giving him a slight initiative during battle. Then there are the shurikens. While these nasty projectiles won't take anyone down permanently, they'll stun your opponents, making them easy sword-and-combo fodder.

From our hands-on time with *Shinobi*, it's clear that Overworks has struck a perfect balance between old-school gameplay and next-generation embellishment. Uriu seems pleased with our impression of the game. "This new *Shinobi* is pure-blooded. I know how a *Shinobi* game is supposed to feel," he says. "I'm confident this will be the perfect version for a new generation." 🗡️

—Che Chou



## DESIGN

### Scarlet Scarf



Hotsuma has the coolest scarf we've ever seen in a video game. Its outline is so sublime, it's almost visually poetic. But did you know there's also utility in its design? "We wanted it to look kind of like a silhouette, so you can easily pick out Hotsuma from the rest of the characters on the screen," explains *Shinobi's* producer, Takashi Uriu. "Plus the scarf shows you a trail of his movements, so you always know where he's been and where he's going." Oh, and have we mentioned that he looks a lot like Capcom's *Strider*?



# The Lord of the Rings: The Two Towers

<b>Publisher:</b>	Electronic Arts
<b>Developer:</b>	Stormfront Studios
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	85%
<b>Release:</b>	November 2002
<b>Also On:</b>	None
<b>Web Address:</b>	www.eagames.com
<b>The Good:</b>	Finally, battles <i>Lord of the Rings</i> fans don't have to leave to their imaginations.
<b>The Bad:</b>	Only slated as a PS2 title now (but Xbox may be next).
<b>And The Ugly:</b>	No playing as Gandalf or Frodo.



**Left:** Geez, just when you and your buddies Boromir, Gandalf and Legolas were getting the party started, those nasty goblins crashed it! **Above:** Ooh, that's going to leave a mark...or rather, a few marks...um, and burns.

## ...AND ACTION!

### The Who's Who of Two Towers

Between the photo shoots and Botox parties, the stars of the *LoTR* movies actually found time to lend their voiceover skills to this game. We're skeptical of how EA pulled that off, so here's a breakdown of why the celebs would bother.



**VIGGO MORTENSEN**  
Plays: Aragorn  
Why he bothered: Morty's really a closet geek.



**ORLANDO BLOOM**  
Plays: Legolas  
Why he bothered: Gamer chicks dig wood elves.



**JOHN RHYSDAVIES**  
Plays: Gimli  
Why he bothered: Two words: Tequila shots.



**IAN MCKELLAN**  
Plays: Gandalf  
Why he bothered: He's a total cosplay nut.



**ELIJAH WOOD**  
Plays: Frodo  
Why he bothered: Vindication for starring in *Flipper*.

**T**olkien's *Two Towers* is arguably the most Hollywood-friendly novel of the trilogy and will no doubt translate into another blockbuster hit for New Line Cinema. But with the arrival of *The Lord of the Rings: The Two Towers* for PS2 this fall, it's the gamers who get to take a piece of the film home with them.

With complete backstage access to all three of New Line's films, Stormfront Studios can literally transport players into moments they've seen on the


and 60 percent from *Towers*, so you'll have your hands full playing as Aragorn, Gimli or Legolas. To get a taste of what's in store, imagine yourself as Aragorn, desperately running to Legolas' side during the assault at Helm's Deep and valiantly sword-fighting throngs of smelly orcs pouring over on all sides. Or feel the ground rumble under your feet as the heavy steps of a cave troll precede a wave of goblins crashing into Balin's Tomb. If it's in the films, you can bet it's in the game.

## "...director Peter Jackson's...a 'big gamer' himself.."

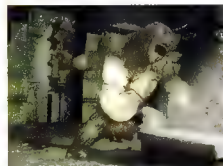
big screen, i.e., the Ringwraiths encounter at Weathertop, the fall of Saruman, etc., so they may experience them first-hand. In fact, uber-geek director Peter Jackson has stuck close to the game's development since its inception and regularly tests it as it progresses. Word in the gossip columns says he's a "big gamer," so hopefully, he'll offer some sound advice.

Forty percent of the game is taken from *Fellowship*

Each character executes straight-from-the-movie melee and ranged attacks, alongside an unlockable arsenal of special moves requiring specific button combos. An experience-point system for upgrading abilities is also crucial in combat, as witnessed when a dual-axe-wielding goblin outsmarted and outlived *EGM's* Reviews Editor Jon Dudlak not once but twice. Be assured that if you fail to execute a final blow, that jerk will stab you from behind (the orc, that is).

No multiplayer for *TT*, although it's screaming for some co-op action. But with another title to coincide with the *Return of the King* next year and a "trilogy" title to follow, who knows what's to come. 

—Jeanne Kim



From the movie to your living room, this cave troll's got "I'm big, I'm dumb. And I like bashing things with my big mace!" written all over him.



## Pure speed. Pure combat. Pure action.

Global warming threatens life on earth. Frozen regions of Shandia have melted, submerging entire countries. As part of an elite group of pilots assigned to the World Alliance, your mission is to take out the World Order Reorganization Front, an organization that exploits natural disasters for its own benefit. Prepare for take off.

# LETHAL SKIES

## Elite Pilot : Team SW



Experience G-Force using the controller.



Choose from 4 views: cockpit, cockpit without meter, small and large.



Engage multiple enemies in a variety of death-defying missions.



Mild Language  
Violence

PlayStation 2



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# The Getaway

<b>Publisher:</b>	Sony CEA
<b>Developer:</b>	Sony Team Soho
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	60%
<b>Release:</b>	November 2002
<b>Web Address:</b>	www.scea.com

**The Good:** A gangland simulator that could actually overthrow *Grand Theft Auto III*.

**The Bad:** It's been a long two-year wait.

**And The Ugly:** All the f\*\*\*ing swearing!

**BEST IN SHOW E3**



Hammond takes realistic damage, so be sure to shield that noggin from flying lead projectiles. One good head shot and it's game over, man!

Hammond eyes a stack of hot PS2s after teaching this ne'er-do-well the error of his misguided ways.



## CASTING CALL

### Art Imitates

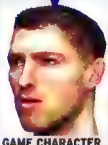
Rather than creating character models and then casting actors to voice *The Getaway*, Team Soho decided to cast known British actors first, then base the in-game character models on them. The result is a very authentic look.

Going a step further, the developers actually shot video of the actors doing all the different cinema scenes in the script. They went as far as creating sets, hiring a wardrobe department and even creating some intricate makeup for some of the characters.



ACTOR

**DON KEMBLY**  
Defining Attributes:  
• Striking cheekbones  
• Pouty lips  
• Come hither look in his eyes



GAME CHARACTER

**MARK HAMMOND**  
Defining Attributes:  
• Striking cheekbones  
• Pouty lips  
• Incredibly detailed ears!

Back when the PS2 was released, I remember seeing shots of *The Getaway* and being amazed by what I thought would just be another beautiful racing game. Imagine my surprise when Sony finally revealed the game as a *Grand Theft Auto*-style action title. And a really cool-looking one, at that.

In fact, *The Getaway* looks like it might out-GTA GTA. Team Soho's going for some major realism. Unlike the fictional city in *Grand Theft Auto III*, *Getaway*'s London is accurately portrayed with photorealistic buildings and actual licensed cars like BMW and Toyota roaming the streets (all with graphics that are far and away better than Rockstar's smash hit). Wreck your car and it won't

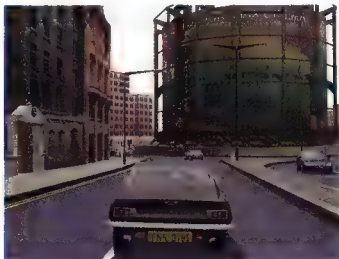
handle as well. Roll it, and your character will be injured. And when you find yourself on foot, the action is much more intricate—very similar to something like *Metal Gear Solid* or *Headhunter* in that stealth plays a huge part while you're exploring the insides of various compounds and buildings. But with the realism of the world comes the chance that a good headshot will put an end to your game, not just require a few medipacks to fix.

As for the open-ended gameplay we've all come to love, it's too early to say if *Getaway* will be totally free-roaming or really limited by the storyline. The folks at Team Soho are sticking strictly to their script, which makes the game feel a tad linear (at least from what we've played so far).

*The Getaway* moves along two parallel storylines. Mark Hammond, an ex-gangster trying to go straight, gets pulled back into the seedy underworld of London's mob when crime boss Charlie Jonson kills his wife and kidnaps his son. Hammond's forced to be Jonson's errand boy in order to keep his son alive. As the plot unfolds, you meet Frank Carter. Carter's a vigilante cop who's fallen from grace and simply lives to put Jonson's crime family out of commission. In the second part of *Getaway*, you get to play the story as seen through his eyes.

While *The Getaway* looks like a GTA clone, the different angle Team Soho's taking promises to deliver a much different, potentially more satisfying, experience. 🍀

—Greg Stewart



The image is a promotional poster for the video game 'The Thing'. It features a dark, blue-toned scene. In the foreground, a soldier in a heavy winter coat and hat is seen from the side, holding a rifle. The background is dominated by a large, glowing, textured structure that resembles a giant handprint or a massive, crystalline formation. The overall mood is ominous and suspenseful.

This summer,  
no one survives alone.

# THE THING

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PREVIEW

# True Crime: Streets of L.A.

<b>Publisher:</b>	Activision
<b>Developer:</b>	Luxoflux
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	50%
<b>Release:</b>	Winter 2002
<b>Also On:</b>	GameCube, Xbox
<b>Web Address:</b>	www.activision.com
<b>The Good:</b>	Another GTA3-style game to play.
<b>The Bad:</b>	This can't be good for L.A.'s image.
<b>And The Ugly:</b>	The state of Nick's favorite bar after he's cleared it of thugs.

## COPYCAT CONCERN

### Comparison?

It's obvious that *True Crime* will be accused of being a *GTA3* wannabe. So we asked producer Bryan Bustamante what sets his game apart from the current king of the genre.

"There are many different key features that separate *True Crime* from the other games. The first and one of the most important features is the way the mission designs are set up. In other games, if you don't complete a mission, you have to play that same one over and over until you beat it in order to continue through the game. However, *TC*'s unique branching system will allow the player to continue no matter what.

"We also have a more detailed shooting setup than in games past. You can duck behind walls and boxes for shelter, target multiple enemies at one time, punch and kick an enemy—pretty much what you see in all the cool action movies."

So is he worried about comparisons to *GTA3*? "It never hurts to be compared to the most popular game of the year," says Bustamante.



After a long day of drive-by shootings and kicking serious ass, Nick Kang relaxes with a refreshing Mike's Hard Lemonade.

**W**hen a business deal between the Russian mafia and the Triad goes sour, you just know the s\*\*\*'s gonna hit the fan. That's where officer Nick Kang comes in. Nick's gonna clean up the streets of L.A. using all his driving, shootin' and martial-arts fighting skills. Familiar? It should be. "The story is based on some of our favorite action movies including *Hard Boiled*, *Rush Hour*, *L.A. Confidential* and the *Lethal Weapon* series," says Activision producer Bryan Bustamante. "We wanted to create a real cinematic feel to the game."

But this isn't just a huge area that's mildly reminiscent of Los Angeles. An entire section of the city of angels will be re-created faithfully within the world of *True Crime*, right down to street signs, billboards and major landmarks.

Of course, *True Crime* will be a free-roaming game, but with much more emphasis on gunplay and hand-to-hand combat than driving. Imagine chasing down

a perp, only to have him negotiate a turn incorrectly and flip the car. He crawls from the wreckage and takes off on foot through a crowd. Now you've got to ditch your ride and give chase. He ducks into a seedy bar, thinking he's lost you. The fool. You burst through the door, guns blazing. Or, if you're feeling more humane, you can take him hand-to-hand. In that case, the bar turns into your own little fighting arena (check the picture above). "In *True Crime* you have a series of block, parry and combo moves," says Bustamante. "As the game progresses, you can visit a number of Dojos located around the city and learn new combo and finishing moves to send your opponents flying." We're sure it'll be no *Soul Calibur 2*, but the fighting system sounds pretty robust for a game of this type.

We all knew *Grand Theft Auto III* would spawn a lot of similar games, but it's nice to see titles like *True Crime* taking a stab at something unique within the genre. 🎮  
—Greg Sewart



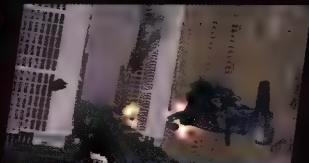
**MIDWAY**

**THE ONLY THING LEFT  
STANDING IS FREEDOM.**



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Blood and Gore  
Violence



PlayStation®2

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## PREVIEW GALLERY



## "WHEN THE HELL DO WE GET THIS ON A CONSOLE?" AWARD: DOOM III

Even the Nintendo fanboys at E3 waited in line to catch a glimpse of *Doom III*. Revolutionary graphics, heart-attack-inducing creatures and atmospheres, and blood and guts that'll make your tummy take a turn for the worse, *DIII*'s going to springboard games to new heights. So, if your PC's seen better days, better upgrade quick, because you won't be seeing a console version anytime soon. Yes, you may now commence much wailing and pulling out of hair.

## WWE SmackDown! Shut Your Mouth

**THQ • Winter 2002 • Also On: None** — They've dropped the "F," but the WWE isn't down for the count yet. Add Stacy Keibler, DDP, Ric Flair and the nWo to the roster of playable stars in this year's version. You'll have access to new match types like Elimination Tag, Captain Fall Tornado Six-Man Tag and Slobber Knocker Anywhere.



## Dark Cloud 2

**Sony CEA • Winter 2002 • Also On: None** — The original *Dark Cloud*'s claim to fame was the "Georama" system, which let you build towns based on what treasures you found in each dungeon. *DC2* brings it back but allows even greater detail when rebuilding the villages you save.

*Dark Cloud 2* also introduces an invention system, which means it's now up to you to create and use the best weapons and equipment in the game, rather than just buying that more powerful sword or better armor.



## Need for Speed: Hot Pursuit 2

**Electronic Arts • July 2002 • Also On: GC, Xbox** — Whether it's the tenacious cat-and-mouse pursuits or the familiar power-sliding gameplay, it's clear EA has recaptured the same edge-of-your-seat chase action that made the original *Hot Pursuit* so much fun. Clever new features include a look-ahead camera that reveals what's happening up the road and another that rotates 360° around your ride.







# PS2

PREVIEW  
GALLERY



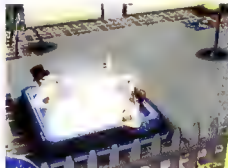
## "AN OLD SCHOOL IS A HAPPY SCHOOL!" AWARD: SHINOBI

Who says you can't get a nostalgic vibe from playing a fancy schmancy 3D game? With *Shinobi* on the PS2, Sega was kickin' it old school at E3. Everything from the controls to the stylish character designs were spot-on—why, we wouldn't have it any other way. Also on the show floor was *Contra: Shattered Soldier*, a shining, redeeming 2D light in the beloved, but as of late, beleaguered shooter series.

## The Sims

**Electronic Arts • Fall 2002 • Also On: None** — Finally, the title that set the PC-gaming world on fire is making its way to the PlayStation 2. And what's more, it's making the leap with a couple new features not found in the other version. Things like exclusive furniture, a more detailed Create-a-Sim mode and a free-roaming camera are just a few.

And even though you won't be able to play online, *The Sims* PS2 will come complete with a multi-player mode. That's right—as if you didn't get enough of your deadbeat roommates in real life, now you can cohabitate with them in a virtual world as well. Or grab your wife, girlfriend, life-partner, whatever, and see if you can salvage your failed relationship on screen. And if that doesn't work, just take that memory card to someone else's PS2 and see if your Sims are compatible.



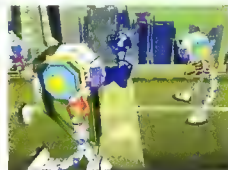
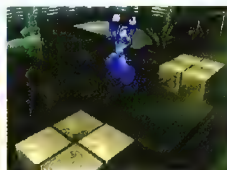
## Harry Potter and the Chamber of Secrets

**Electronic Arts • November 2002 • Also On: GC, Xbox** — Return to Hogwarts for a second term of magical mayhem as wizarding wunderkind Harry Potter. This *Zelda*-inspired adventure closely follows the thrilling plot of the superior second book/movie, so it should easily best last year's ho-hum PS2 romp. If you're hip to Harry's scene, you'll scream with glee for the improved Quidditch play, magic duels and gnome-bashing minigames. Of course, the labyrinthine castle corridors, bizarre magical sweets and unforgettable characters from the first game all reappear as well, so get ready for another Harry Potter-packed holiday season.



## Mega Man X7

**Capcom • TBD • Also On: None** — Shoot enemy robots, wall jump, dash, and mix it up with the Blue Bomber in this decidedly non-2D adventure. That's right, *Mega Man X* has finally gone 3D!

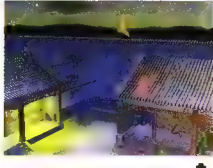


PS2

PREVIEW  
GALLERY

## Crouching Tiger, Hidden Dragon

**Ubi Soft • Spring 2003 • Also On: GC** — Either Ubi knows something we don't, or they're hoping that a *Tiger* game can stand on its own, three years post-movie. You get to play as any of the three main characters through the film's storyline. Swordplay is basic, but build up your Chi and you'll be rewarded with some treetop fighting.



## James Bond 007: NightFire

**Electronic Arts • Winter 2002 • Also On: GC, Xbox** — From a zero-gravity space station to deep beneath the South Pacific, *NightFire* runs the gamut in its 10 levels. Similar to *Agent Under Fire*, clever spy gadgets, stealth sniping and car chases are the cornerstones of this Bond experience. The story and most characters are original, but Zoe Nightshade and a few others from *Agent* are back once again. In addition, Eurocom (the game's developer) has taken pains to make the animation—particularly the stealthy movements—more lifelike and believable.



### Samurai's Destiny

AUGUST 28, 2002



PlayStation 2

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Violence  
Blood and Gore

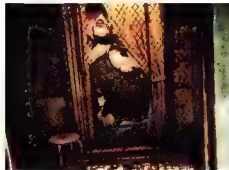
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### Silent Hill 3

**Konami • October 2002 •**

**Also On: None** — We know what you're thinkin': What the hell's going on in these pictures? Hey, it's *Silent Hill*.... The brief video we saw featured a little-girl protagonist who winds up in a messed-up alternate world during a trip to the mall—it's your standard *Silent Hill* storyline. The little scamp was wielding a submachine gun and taking on larger, more original enemies than the acid-spitting weirdos from *SH2* in a cool new subway scenario. Sah-weet.

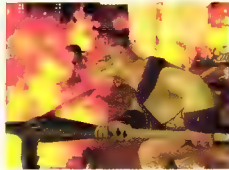


### Suikoden III

**Konami • November 2002 •**

**Also On: None** — The 108 stars are back. That's a lot of characters! *Suikoden III* features a new twist called "the buddy system." It allows combatants to spread out strategically in battle, unlike the older games which restricted party members to two rows of short- and long-range specialists. *Suikoden* fans will be glad to know that despite the switch to 3D graphics (a first in the series), no drastic gameplay changes are planned.

Another intriguing element is the new "Trinity Site System." This feature nearly triples the richness of the plot as it keeps you playing as one character up until a certain point. At this juncture, you switch to another character, and the plot plays out through that person's eyes, and so on. But will the Trinity System tell the story through the eyes of a duck? Only time will tell.



### Wild Arms 3

**Sony CEA • Fall 2002 • Also On: None** — Sony's finally decided to bring the third installment of this classic Western-themed RPG state-side. Don't expect much innovation here—just solid RPG gameplay.

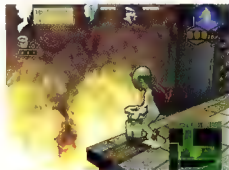


Virginia	Jet	Clive	Gallows
HP 40 / 40	HP 90 / 90	HP 125 / 125	HP 100 / 100
FP 7	FP 3	FP 5	FP 3

### Breath of Fire

**Capcom • Winter 2002 • Also On: None** —

The *Breath of Fire* series moves into the new millennium with a visual makeover that can only be described as stunning. Essentially the fifth chapter in the series, *BOF* (working title) introduces a new "survival" element. No, the RPG series hasn't gone all *Resident Evil*. The survival element allows gamers to choose whether they want to engage or avoid enemies. And once you've finished the game once, you can play through it again using your fully powered-up characters.

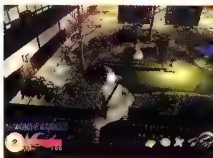


PS2

PREVIEW  
GALLERY

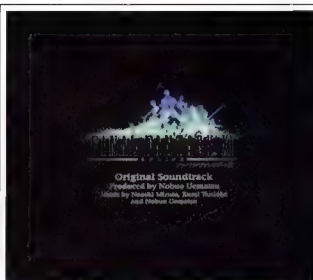
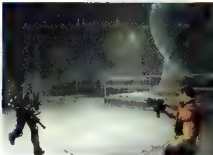
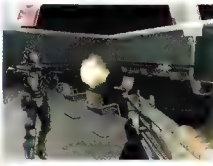
## Tenchu 3: Wrath of Heaven

**Activision • Winter 2002 • Also On: None** — With *Shinobi*, *Ninja Gaiden* and now *Tenchu 3* all just around the corner, it's been nothing but ninja on the brains for us lately. *Tenchu 3* takes place just after the events of the first game. (*Tenchu 2* was actually a prequel to *Tenchu 1*.) Judging by the time we spent with the game, *Tenchu 3* appears to be a true and proper evolution in this popular ninja-simulation series. What is easily most impressive is how the environments aren't just massive, they're also loaded with detail. The levels feel organic, with events unfolding differently depending on how you approached your goals. On the back end, *Tenchu 3* also brings more depth to character development. By performing certain tasks, Rikimaru can now acquire new skills and "level-up" as players tiptoe their way through the game. True, *Tenchu 3* may not look like much of a leap over the previous games. Just keep in mind that most of the improvements take place where it really pays off: the gameplay.



## Red Faction II

**THQ • November 2002 • Also On: None** — The original *Red Faction* easily claimed the early PS2 first-person-shooter crown with its sharp graphics and deformable terrain. This year, the competition has gotten fiercer, and luckily, so has this innovative FPS. You want improvements? How about the new double-pistol action, controllable vehicles, squad-based gameplay and improved Geo-Rama destructible-terrain system?



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Final Fantasy X OST (4 CD)  
SSCX10054



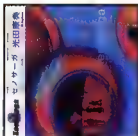
Piano Collections "FF X"  
SSCX10054



Kingdom Hearts OST (2 CD)  
TOCT24768



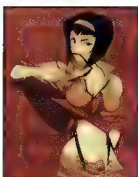
Metal Gear Solid 2 OST  
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# PS2

PREVIEW  
GALLERY



## MOST F'U'D UP IDEA: DAVE MIRRA BMX KXX

Rare's foul-mouthed, scatological squirrel raised the bar for smut in *Conker's BFD* for the N64. Acclaim will be the next publisher to tackle the emerging genre of gross-out gaming with its next *Dave Mirra* title. We're not sure if gamers really want a sports game packed with nudity, swearing and piles of poop, but if it takes off, Tony Hawk might have to show a little skin in his next outing to compete.

## DDRMax Dance Dance Revolution

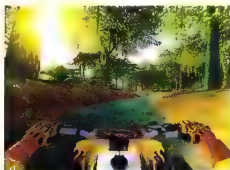
**Konami • November 2002 • Also On: None** — It's about time *Dance Dance Revolution* (DDR) landed on a system that wasn't on its last legs. *DDRMax* is the latest version of this rhythm-'n'-dance series, with more than 65 songs, full-motion-video backgrounds, and a new kind of move called Freeze Steps (shown in both of these screenshots), where you hold your foot on one direction on the dance-pad peripheral for multiple beats.



## ATV Offroad Fury 2

**Sony CEA • November 2002 • Also On: None** — Despite being bought by THQ recently, Rainbow Studios (developer of the original *ATV Offroad Fury*) is still behind the wheel of this sequel for Sony.

*ATV2* will offer more of the offroad racing from the first game, including stadium-cross, check-point races and a collection of minigames. Only this time, you can take the action online against up to three other drivers over either broadband or 56k connections.



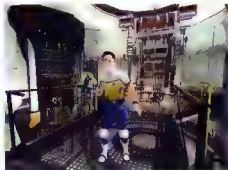
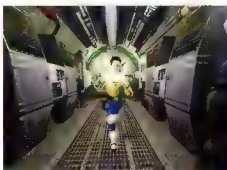
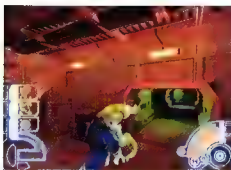
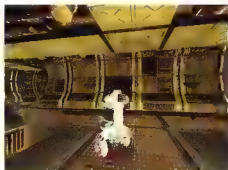
## BEST IN SHOW E3 War of the Monsters

**Sony CEA • Summer 2002 • Also On: None** — Featuring 100-foot-high robots and monsters reminiscent of those in cheesy sci-fi movies of the '50s and '60s, *War of the Monsters* challenges you to beat the crap out of the other creatures by body slamming, karate kicking, or simply hurling them across a crowded cityscape. Fight one-on-one or up to four players in a chaotic battle royale. The game is being developed by the team behind *Twisted Metal: Black*.



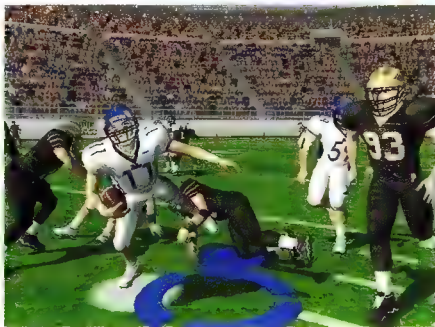
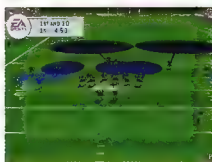
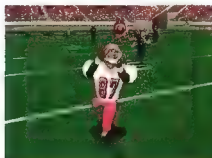
## RTX: Red Rock

**LucasArts • Spring 2003 • Also On: GC** — Never mind that his uniform makes him look like his shift just ended at Burger King, *RTX's* Wheeler is actually a hi-tech soldier trying to boot an alien race off Earth's colony on Mars. His synthetic right arm is loaded with tools and weapons for the game's third-person stealth action and combat. Cooler still, Wheeler can control robots and send 'em out to take care of his dirty work.



## NCAA Football 2003

**EA Sports • July 2002 • Also On: GC, Xbox** — Ram it up the middle until the defense begs for mercy, then fake 'em out of their cleats with a new Speed Option around the right flank for a long gain. Thanks to a greater variety of plays (like the Speed Option in the shotgun formation) and more tackle-breaking ability by the ball carriers, the running game in 2003 is anything but boring. For the coach in you, the Dynasty mode takes into account on-field performances, game attendance, and also lets you schedule neutral-site games. And hey, get an eye-full of those fighting mascots (right).



## Dave Mirra BMX XXX

**AKA Acclaim • October 2002 • Also On: GC, Xbox** — This inaugural title in Acclaim's new AKA (Athletes Kick Ass) series offers a new take on trick-based extreme sports: the inclusion of nasty, Mature-rated adult themes! That's right, now your favorite BMX superstars can curse like sailors, bleed profusely, and crash into gratuitous piles of dog poop. Expect some radical panty shots and realistic breast physics for the female riders.



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PREVIEW

WHO ARE THESE PEOPLE?

REBECCA CHAMBERS • Bravo Team's pipsqueak is more of a badass than she was in RE. After surviving her team's chopper crash (you glimpse its wreckage in RE's Intro), she boards a train and runs into this guy....

BILLY COEN • Described as a "mysterious drifter," Coen is a framed convict and former Navy officer.

# Resident Evil 0

BEST IN SHOW  
E3

**Publisher:** Capcom  
**Developer:** Capcom  
**Players:** 1  
**Genre:** Survival Horror  
**% Done:** 60%  
**Release:** Fall 2002  
**Also on:** None  
**Web Address:** www.capcom.com  
**The Good:** Revamped "Zapping" system lets you flip between the two main characters on the fly.  
**The Bad:** Putz around too long with one character and the other one'll wind up zombie food.  
**And The Ugly:** Rebecca's plushy tush is still...er...plus-sized. Oh wait—we actually kinda like that.

## BACK TO BASICS

### RE-Fried Frights



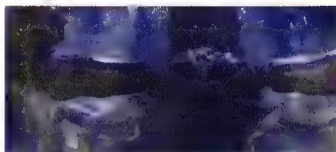
Not long after you survive the horrors of *Resident Evil 0* this fall, you'll get a triple threat of terror in the form of three more GameCube *RE* games: *RE2*, *RE3*, *Nemesis* and *RE Code: Veronica*, all due this winter. Don't expect any of the souped-up visuals seen in the first two 'Cube *RE* titles, nor any gameplay tweaks or goodies. These are straight-up ports. "Not one polygon will be added," jokes Producer Minami. But before you cry "rehash," keep in mind that all three games will sell at budget prices—likely \$20 a pop. The big idea, says Capcom, is so 'Cube *RE* neophytes can bone up on the series before the arrival of *RE4*, which will be "beyond gamers' imaginations," according to its producer.



Capcom claims *RE0* packs the best graphics ever. Eye these shots, then debate the issue at your local teen center.

**R**esident Evil games have dragged us kicking and screaming through houses of horror, a besieged police station, freaked-out labs and a reeking city crawling with the recently deceased. And now that the series is stepping into the wayback machine with *Resident Evil 0*, a GameCube-exclusive *Evil* prequel, we're getting our newest survival-horror fix aboard a...whazzat? A choo-choo? "The train is only one of the stages in the game," Tatsuya Minami, producer for *Resident Evil 0*, says of the boxcar environments that we've

always associated with this title. Turns out that the two main characters—spunky S.T.A.R.S. Bravo teammate Rebecca Chambers and series new guy Billy Coen—wander through several other nightmarish areas as they play out the 1998 events leading up to the original *Resident Evil*. But what's much niftier is what this duo can do in these environments. For the first time ever in an *RE* title, you can switch between the principal players at the flick of a button or have them fight side by side if they're in the same room. Minami calls it the



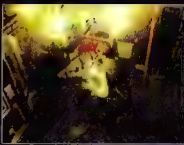
Monster's ball: *Resident Evil 0* may be a series prequel, but it still packs the usual crew of undead nogoodniks (rotting dogs and zombies, above) and mutant hooligans (the green-skinned Hunter, above left). They're all trickier to take on in the train level's tight spaces. Fleet-footed Crimson Head zombies, who debuted in the 'Cube *RE* remake, are absent for now, but we're told they might still make it to the party. Bosses, such as ol' scorpion king to the left, will be as over-the-top as ever.

## Stay Together!

Get Rebecca and Billy in the same room and you can control 'em simultaneously (the C stick moves the other character), or press Z to make the inactive character follow. Your partner will fight alongside you as long as he/she has ammo. Unfortunately, no two-player co-op mode is planned.

## Split Up!

Tap X to jump to the other character's location. Time still passes for the inactive partner, so never leave him/her alone in a zombie-filled room, or you'll hear a scream and return to a bad scene (see below). It's game over if either character dies.



"Partner Zapping" system, and it makes for puzzle possibilities you just didn't see in past *RES*. For instance, we used Billy to hit a switch that opened a door near Rebecca, letting her enter a new area when we zapped back to her location. In another section, we had Billy use a dumbwaiter to send health herbs up to Rebecca on a higher floor.

And that brings us to the other big gameplay twist: Item crates—which in past games were the only places you could dump gear—are now extinct. "You might question what happens when your inventory is full," Minami says. "In that case, you can drop off an item anywhere." Items remain on the floor until you pick them up again. Other *RE0* features are mostly tweaks resurrected from past *Evil* games. The head-stomp move, which brings eternal rest to zombies gnawing at your feet, makes

a welcome return. But Minami said it's too early to say if the defensive weapons from the GameCube *RE1* will make it into this game. Curious status-screen partner-A.I. settings such as "Back-up" and "Act Alone" have yet to be explained, as well.

But one thing's clear from these shots: *RE0* packs the same madcover backgrounds that defined the first 'Cube game. In fact, the environments here are even spiffier, with more animated bits and creepier lighting and shadow effects. This is one train you'll want to catch at night. 🚂

—Crispin Boyer



## EVIL GOT AN UPGRADE

*Evil* fans whose brains haven't been rotted by diet soda will remember that Capcom unveiled *RE0* way back in April 2000—for the Nintendo 64. But with that system sinking, the game skulked back into development only to re-emerge on GameCube with the same settings and character-switching twist. Can you tell which version is which in these screens?\*



\* ANSWER: The GC game is the one that doesn't look like crap.







PREVIEW  
GALLERY

BEST IN  
SHOW  
E3



### BEST BOOTH: NINTENDO

From the moment we laid eyes on Nintendo's booth, we knew it was the one. Images of Mario, Link and Samus beckoned us forth into its friendly confines. Inside, if you could manage to wade through the crowds, you couldn't step five feet without bumping into another of Nintendo's "Game Giants." Everywhere you turned, there was something worth a look: *Mario*, *Zelda*, a half dozen new GBA titles, demos of the GBA/GC connection and more. Solid.

## Mario Party 4

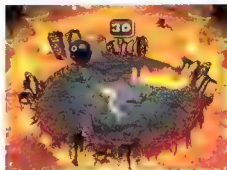
**Nintendo • Oct. 28, 2002 • Also On: None** — Video gaming's premier party-game franchise is back, with sharper graphics and 50 all-new events that are sure to give your GameCube controller its biggest workout since *Super Smash Bros. Melee*.

The early demo of *MP4* we tested showed the gameplay hasn't changed much from its Nintendo 64 predecessors. Of course, you'll get new boards and minigames, but you basically play *MP4* like you've played the others: Roll a die, move your character around the board, then beat your opponents by being the better butt stomper, button masher or coin collector. Some of the new games drew lots of shrieks and laughter from participants at E3, like one where players are sitting inside a giant storybook while pages turn to crush them (you have to find the cut-out holes to make it past the collapsing pages).



Giant Mario, courtesy of magic mushrooms, gets to access areas of the board that others can't.

Nintendo is getting rid of its kiddie image. Here, Mario resorts to gambling to get ahead of the competition.

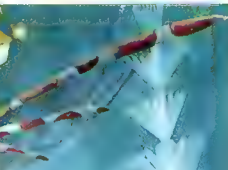
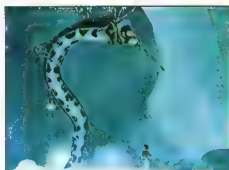
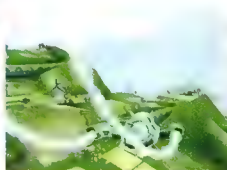
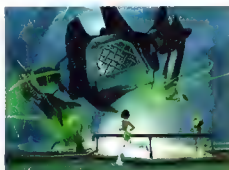


## Project BG&E

**Ubi Soft • Spring 2003 • Also On: PS2, Xbox** — *BG&E's* unique,

blatantly European styling made it one of the sexiest games on the E3 show floor. *Rayman* creator Michel Ancel is the main designer behind this action-adventure, but the game feels very different from any of the three titles starring Ubi's disjointed mascot.

Much of the game involves exploring the overworld in a flying ship/hovercraft, but we also watched a cool "battle" with the fishy worm shown in the main screen at right. It had the heroine taking shots of, not at, the odd creature. According to the story, the young girl is recruited to gather information on a slew of strange life-forms — by photographing them. The complex storyline unfolds around her burgeoning special abilities and their connection with a government conspiracy.





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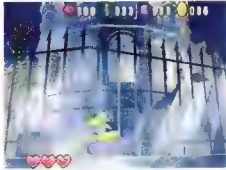




PREVIEW  
GALLERY

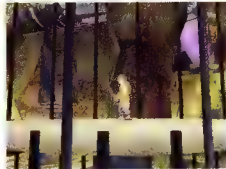
## Wario World

**Nintendo • November 11, 2002 • Also On: None** — When Wario turns his back for a minute to get some shut-eye, a mysterious black jewel turns his riches into monsters. So he sets out to get his dough back the only way he knows how—by kicking monster heiny, arcade beat-'em-up style. And because sometimes feet and fists just aren't enough, he can pick up background objects or other enemies and use them as weapons.



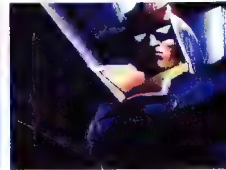
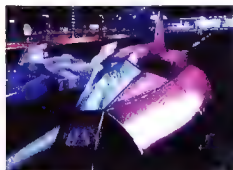
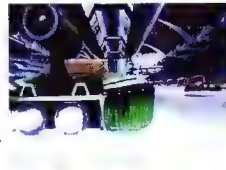
## Haven: Call of the King

**Midway • November 2002 • Also On: PS2, Xbox** — Developer Traveller's Tales has been secretly polishing *Haven* for years, and the results reflect the effort. This young hero does more than just hop 'n' pop—Haven steers massive ships, mans tank turrets, races cars, and even explores space. In fact, you can hop in a plane and zoom from a grassy field into orbit around the planet...seamlessly.



## F-Zero

**Nintendo • March 2003 • Also on: Arcade** — Captain Falcon and the *F-Zero* racers are back, heading to both the arcade (via Nintendo, Sega and Namco's jointly developed Tri-Force arcade board) and the GameCube. The twist is that Nintendo is collaborating with Sega's internal dev team (and *Super Monkey Ball* maestros), Amusement Vision, on the new *F-Zero* game. According to AV President Toshihiro Nagoshi, redesigns are in the works for both characters and ships, bringing the futuristic-racer series up to speed, visually, with games like *Wipeout*. When asked if guests of a simian nature might make an appearance, Nagoshi said with a smile, "No comment."



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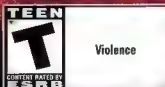
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PREVIEW  
GALLERY



## BEST GRAPHICS: METROID PRIME

Re-creating the dense, xenophobic atmosphere of *Metroid* is no small task, which is why Retro Studios completely blew us away with *Metroid Prime*. The E3 demo took place on an abandoned space station teeming with all sorts of detail such as pipes, cables, damaged hallways and oh, the occasional alien life-form.

## Capcom vs. SNK 2: EO

**Capcom • Fall 2002 • Also On: None** — Fighter fans may not even need a decent joystick to play *CVS2* on the GameCube. In an effort to make this complicated brawler more appealing to less-experienced audiences, Capcom has mapped special and super moves to a flick of the C-stick. Better than wrestling with the tiny D-pad, no? Expect the same 40+ fighter roster and slick 2D gameplay, just in a nicer visual package.



## Dungeons & Dragons Heroes

**Infogrames • Fall 2002 • Also On: PS2, Xbox** — Don't expect any sort of hardcore, turn-based RPG action here. *Heroes* is strictly an action affair with D&D elements like weapon upgrades and "authentic" monsters. Basically, it's like *Baldur's Gate* (PS2). The big thing *Heroes* has going for it, though, is a four-player option. As we all know, slaying Orcs is always better with a few buddies.



## 1080°: White Storm

**Nintendo • March 2003 • Also On: None** — *White Storm* is now being developed internally at Nintendo and not by a third-party developer as originally planned. The big N is crafting this sequel with a realistic appearance paired with intuitive controls and a hefty trick library. Play modes include Match Race, Trick Attack and half-pipe competitions (to name a few). Players are challenged by sudden pathway-exposing rock-slides and avalanches as well.



## Aquaman: Battle For Atlantis

**TDK Mediactive • Fall 2002 • Also On: Xbox** — Between his cybernetic hook hand and ability to talk to fish, Aquaman probably couldn't get much work outside of guarding Atlantis. But it's an exciting job, so this underwater action-brawler follows the life of the mulleted mariner. First- and third-person perspectives accommodate fighting, sub driving and directing your gilled allies to defend the city from the evil Ocean Master.





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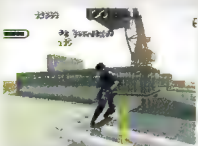
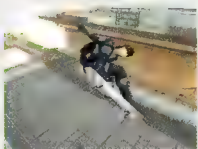
# Metal Gear Solid 2: Substance

**Publisher:** Konami  
**Developer:** Konami CEJ  
**Players:** 1  
**Genre:** Action  
**% Done:** 50%  
**Release:** November 2002  
**Also On:** PlayStation 2 (2003)  
**Web Address:** www.konami.com  
**The Good:** This is basically *MGS2: The Director's Cut*.  
**The Bad:** The story for *Sons of Liberty* remains unchanged.  
**And The Ugly:** Solid Snake bustin' a 360° frontside off a quarter pipe on Big Shell.



## WHAT THE HELL

### Snakeboarding



In an apparent effort to not take himself too seriously, series creator Hideo Kojima has included a stand-alone skateboarding minigame in *MGS2: Substance*.

We're sure you've got a lot of questions...hell, so do we. All we know is that the minigame is using the same engine as Konami's upcoming *Evolution* skateboarding title, in which Snake also makes a cameo. What's next, a *Grand Theft Auto III*-style crime orgy starring Solid Snake?

No matter which side of the fence you're on when it comes to *Metal Gear Solid 2* as a story, there is no doubting the integrity of it as a topnotch stealthy action game. For its follow-up Xbox debut, *MGS2: Substance*, series

creator Hideo Kojima puts plot on the backburner to focus on pure gameplay. Kojima prefers to see *Substance* as the perfect version of *MGS2*. "It's a director's cut," he says, "that can only be done in a game medium. It fills in what was missing from *Sons of Liberty*." So does this mean that we'll finally get an ending movie that's more than just some tourist video of Manhattan during rush hour? Well, probably not. But what you do get is the ability to play as Snake throughout the main story, as well as more than 300 combined VR and alternate missions to chew on. Below, *EGM* looks under the kevlar of *MGS2: Substance* to expose all the pieces and show you just why the total package is so...substantial.

#### Sons of Liberty:

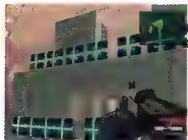
Kojima considers the original *Sons of Liberty* adventure a "skeleton on which the rest of *Substance* is built." In addition to playing the





## MUSICAL SUBSTANCE

Hideo "god of all things *Metal Gear*" Kojima was partially inspired to dub the latest version of *MGSc2* "Substance" by '70s British punk band Joy Division's best-tunes compilation entitled *Substance 1977-1980*. Good taste breeds good taste, we tell ya.



Kojima deconstructs *MGSc2* by liberating the gameplay from the story. "Since *MGSc2* was story-oriented, there were items like the C4 bomb that you didn't have to use," he tells us. "*Sons of Liberty* is incomplete in the sense that there were things you couldn't do because of story limitations. That's why we came up with *Substance*. This is what *MGSc2* should be."

original PS2 version of *Sons of Liberty*, you'll also have the option to use Snake, Raiden, Plisskin or Ninja throughout the game, wielding any weapon you like. "Although the story of *Sons of Liberty* will not change, we have rerecorded some dialogue specifically for *Substance*," reveals Kojima. Now, before you get too excited about new perspectives on the convoluted storyline through the eyes of these new characters, our sources tell us that the substitutions here are purely cosmetic.

### VR Missions:


You've seen these self-contained virtual-reality environments before when they were released as an addendum to the first *MGS* on the PS1; now, of course, they look much better. According to Kojima, he couldn't introduce VR missions before *Substance* because "the whole scenario of Raiden on the Big Shell was a VR mission." While some of the 200 VR stages train you in combat and stealth, others will be much more wacky and over-the-top. One such mission, involving two massive Godzilla-sized Genom soldiers (complete with scales) tromping around a VR city, while a tiny Solid Snake looks on helplessly, suggests that Kojima and company will, once again, redefine the very definition of a *Metal*

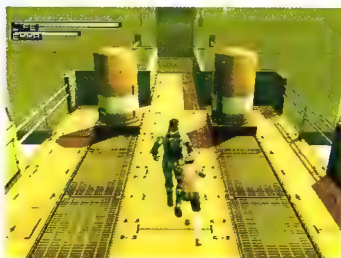
*Gear* game. Another welcome feature during VR training is the ability to now move and shoot at the same time in first-person view. Kojima lets on that during lunch breaks, his staff plays a mean game of *Counter-Strike*, a popular first-person shooter on the PC. "But I get motion sickness," he says regrettably, "so I can't join them." Aww, shucks.

### Alternate Missions:

In addition to the VR missions, which all take place in that funky, pink, cel-shaded computer world, *Substance* also has 100 alternate missions set in the "real world" of *MGS2*. Characters, goals and items are taken out of context, remixed and reassembled for maximum gameplay potential. During one scene, Snake even has a Mexican standoff with Meryl Silverberg, the femme fatale from *MGS1*. Nice.

### Snake Tales:

Five unique short stories, an obvious lip service to all those who have complained about Snake's extended absence in *MGS2*, rounds off the package of *Substance*. Starring Solid Snake, these medium-length missions all take place in environments from the last game. We have to admit, Snake Tales has us pretty damn intrigued.  —Che Chou



## OUTFITS

### Dressed to Kill



Tuxedos and mullets don't usually go hand-in-hand, but in Snake's case, we'll make an exception. Like the tux in *MGS* (PS1), Snake can slip on these slick duds in any of the modes included on *Substance*. If you're feeling especially nostalgic, the game even lets you break out the old skin suit from *MGS*. Also making a return from the first *MGS* as an enemy is the Arctic version of the Genom Soldier, complete with FA-MAS assault rifle. Kojima is still undecided whether he should include a birthday-suit Raiden outfit for all the ladies in da house!

## FUTURE

### Metal Gear Online?

While series creator Hideo Kojima was tightlipped about *Metal Gear Solid 3*, he did say that his team was currently researching possibilities for an online *Metal Gear* title. "We're looking at the technology that's required for a good online experience," says Kojima. "My staff has been playing games online during lunch hour. We're noting qualities about online games that make them more fun than just playing the CPU. The problem is, they're enjoying it too much and are forgetting to do their research homework!" So what game has team *MGS* so addicted? Why, *Counter-Strike*, of course.





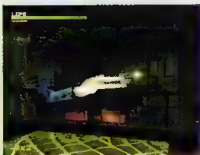
PREVIEW

# Dead to Rights

<b>Publisher:</b>	Namco
<b>Developer:</b>	Namco
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>ESRB Rating:</b>	90%
<b>Release Date:</b>	July 2002
<b>Also On:</b>	PS2 (Winter 2002)
<b>Web Address:</b>	www.deadtorigths.com
<b>The Good:</b>	<i>DTR</i> features a myriad of ways to punish the wicked, with or without your dog.
<b>The Bad:</b>	Poor Jack Slate gets framed for a crime he didn't commit.
<b>And The Ugly:</b>	A clown's head used to paint the sidewalk a crimson hue.

## JACK SLATE TIME

### Slow Down



If there's one feature *Dead to Rights* uses that gamers might find familiar, it will be the adrenaline-meter (the yellow line under Jack's health bar) move. This action is exactly like *Max Payne's* Bullet-Time.

In case you're uninitiated in the ways of *Payne*, the Bullet-Time/adrenaline meter functions like this: Activating the adrenaline makes things go into slow motion, enabling Jack Slate to target enemies at normal speeds while the bad guys stumble along like lead-eating pincushions.

While this may seem like more than a coincidence, *Dead to Rights* has actually been in development longer than *Max Payne* and had the feature in from day one.



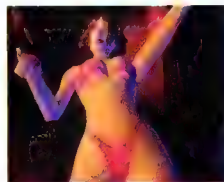
A human shield is fun for the whole family. Get one today and those pesky bullets are a thing of the past.

**A**lthough comparisons to other crime-related, action-intensive games like Rockstar's *Grand Theft Auto III* and *Max Payne* are inevitable, Namco's *Dead to Rights* has a lot more up its sleeve than is readily apparent. Yes, it is a hyper-violent video game where much blood is spilled. But the multitude of ways in which you spill this blood is what sets *DTR* apart.

A plot-driven noir (defined as a crime fiction featuring hard-boiled cynical characters and bleak, sleazy settings), *Dead to Rights* tells the tale of Jack Slate, a police officer working the streets of Grant City. His father, a private investigator, is brutally murdered, and Jack—conveniently—is the officer called to the scene. Riding the precarious wave

shifting between civic duty and the instinctive personal quest for vengeance, Jack decides to circumvent the red tape and take matters into his own hands. Sadly, Jack plays the puppet to a mysterious figure's devious plot and is framed for murder. Subsequently, he is tried and found guilty, with a sentence of death by electric chair. Not a good way to start a video game, is it? Fear not for our hero! In no time flat, Jack escapes from Grant City's Iron Point Penitentiary and sets off to find his father's killers. And that's where the fun begins.

Unlike *Grand Theft Auto's* car-heavy focus or *Max Payne's* one-note gameplay, *Dead to Rights* puts the emphasis on heavy arms and hand-to-hand combat. The arsenal comes in the form of whatever firearms Jack can liberate from the thugs in the game. Pistols (single- or John Woo double-fisted), rifles, machine guns, shotguns and more can be yours at virtually no cost. The resulting chaos is a cliché

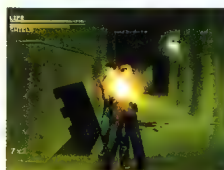
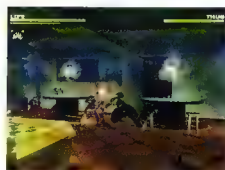
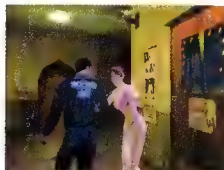


Whether Jack is jacking some fool or putting his woman to work, *DTR* never lacks variety. It's the spice of life, some say.



## BIGGEST E3 SURPRISE: MGS2: SUBSTANCE

Editors Shoe and Greg Sewart got to see the video of *MGS2: Substance* a day before the rest of the staff, and boy, did they have fun telling everyone about "Solid Skate" (see pg. 86), knowing no one would believe them. They reveled in their "victory" the next day, when the rest of EGM learned that "Metal Gear Solid Skateboarding" was indeed real.



approaching...) bullet ballet that plays out in environments as diverse as graveyards, office buildings and Chinatown locales. The hand-to-hand combat appears in certain areas and plays like Tekken Force mode from Namco's own *Tekken 3* (punch, kick, throw many, many guys).

**"...movies like *Hard Boiled*, *A Better Tomorrow* and *The Replacement Killers* are good examples of films that inspired *Dead to Rights*."**

Owing more to gangster films than any other video game before it, *Dead to Rights* takes its influences from a broad selection of classic-crime cinema. "Hong Kong action films have the sort of fast-paced upbeat action that we've been aiming for," says Mike Lescault, *DTR*'s senior producer. "Movies like *Hard Boiled*, *Payback*, *A Better Tomorrow* and *The Replacement Killers* are good examples of films that capture the brilliant gunplay and flawless hand-to-hand combat that we present in *Dead to Rights*."

Bold words for sure, but ones that are backed by substantial gameplay. Yes, Jack can fire any weapon he picks up, but he also has other ways of disarming the goons he meets, like breaking necks, snapping spines, kicking a guy into the air, then filling him with lead. It sounds intimidating, but these disarm

—Senior producer Mike Lescault

moves can be done with the simple press of a button. How long you hold it down for and from what direction you attack your target dictates which animation you'll experience.

So for Xbox owners upset that the *Grand Theft Auto* series will remain PlayStation 2-exclusive, Namco hopes that *Dead to Rights* (Xbox-exclusive for three months) makes that an easier pill to swallow. After all, it's not every game that lets you deal out deadly dirt naps with such impunity.

—James "Milkman" Mielke

## SHADOW DANCER

### Disarming



If enemy gunfire has got you down, Shadow's around! Send the husky to attack the nearest enemy and let him pooch the bad guy's weapon for you. Thankfully (PETA alert!), Shadow himself never comes to any harm, making him a very valuable ally.



You have something in your teeth right...here!







PREVIEW



SMILE A LITTLE, WHY MORE  
The soundtracks of the previous *Panzer* games were integral (in tandem with the graphics) in shaping the series' moody, evocative style. For *Orta*, Smilebit brought back the original composers to again score the soothing techno-symphonies that accompany the rider and her dragon in flight.

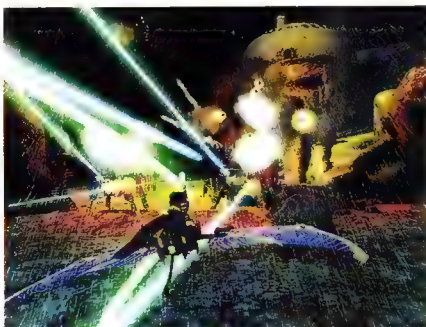
# Panzer Dragoon Orta

BEST IN SHOW  
E3



Meet Orta, the heroine of the new *Panzer* game. She is, in fact, the first female dragon-rider in the series.

Nothing says "I love you" like a lock-on laser to the face, which is exactly what these naughty minions are getting.



<b>Publisher:</b>	Sega
<b>Developer:</b>	Smilebit
<b>Platform:</b>	X
<b>Genre:</b>	Shooter
<b>% Done:</b>	75%
<b>Release:</b>	October 2002
<b>Web address:</b>	www.panzer-dragon.com
<b>The Good:</b>	The dragon returns, better than ever and bearing a babe on his back.
<b>The Bad:</b>	It's no <i>Saga</i> RPG, though. More of a <i>Zwei</i> -shooter kind of thing.
<b>And The Why:</b>	Cleaning up the stall where the dragon does its business.

## SOUNDBITES

### Lockjaw



The first two Sega Saturn *Panzer Dragoon* games were simple shooters that offered a limited selection of three different attacks: regular shots, lock-on lasers and berserk barrages. *EGM* has discovered that *Orta* adds a new, close-range attack to the offensive mix. We asked *Orta*'s project leader, Akihiko Mukaiyama (above left), if this new move is a dragon bite of some sort. "It's not as primitive as that," Mukaiyama notes. "It's actually a bit more sophisticated. The dragon has a close-range attack, but we're not ready to reveal exactly what it is."


Intrigued by our revelation, Smilebit director Takayuki Kawagoe (above right) asked us, "So...how did you discover this secret anyway?" We heard it on the wind, buddy. We heard it on the wind.

**P**anzer *Dragoon* is back. The series, for those who never owned a Sega Saturn, is famous for its simple premise (it's a 3D shooter) and stunning execution (stylized graphics, techno-organic enemies, lavish soundtrack, etc.). Now the legend, which was originally to have ended with the Saturn RPG *Panzer Dragoon Saga*, continues with an all-new heroine: a young girl known as Orta who's ready to ride the dragon into battle against an oppressive empire.

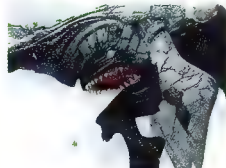
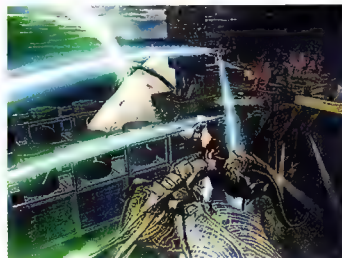
But don't get your hopes up—*Orta* does not follow its predecessor's role-playing path. Instead, *PDO* returns to the series' roots and models itself after the straightforward on-rails-shooting action of *Panzer Dragoon Zwei* (the second game). For the

diehard few who were hoping for a new *Saga*, project leader Akihiko Mukaiyama had this to say: "We are picking up where *Saga*'s story left off. It's the dawn of a new era, but characters from *Saga* will return." Happily, the classic *Panzer* control scheme (with slight modifications) returns as well.

To help illustrate the *Orta* gameplay experience, enjoy this scene: You look behind you to see a huge, house-sized skeletal boss who is galloping along on all fours. As he rushes up on your six, you squeeze off a couple shots from *Orta*'s gun, but they ricochet off his bone-plate skull. You veer to the left and hit the brakes (in this case, "reins"), allowing your nemesis to rush past. You spin the camera around to now face forward. Targeting the soft, fleshy backside of his now-exposed noggin, your dragon ride unleashes a fusillade of lock-on lasers, putting a well-deserved hurtin' on your foe.

Still, as fun as the game is, the thing that will draw most gamers to *Orta* is its jaw-dropping visuals. Whether you're flying past swirling cyclones, dogfighting with squadrons of bio-organic warships, or going head-to-head with enormous battle-cruisers, *Orta* is always a looker. Smilebit hopes that the unlockable sub-quests (which let you see the story from the perspective of the bad guys) and the branching-path system borrowed from *Zwei* (letting you choose your own routes through the game each time you play) will inspire repeated fights with the evil empire. 

—James "Milkman" Mielke



HE WAS UNDEFEATED.  
HOW WILL YOU CARRY ON HIS LEGACY?

**BRUCE LEE**  
QUEST OF THE DRAGON



For the first time ever, you can fight as the one and only Bruce Lee. In *Quest of the Dragon*, motion capture technology authentically recreates more than one hundred of Bruce's Jeet Kune Do moves. Designed exclusively for Xbox, it's an action-packed fighting game where you'll battle hordes of thugs in an epic struggle for survival. Get ready for a fight of legendary proportion.



Suggestive Themes  
Violence



UNIVERSAL INTERACTIVE GAMES





PREVIEW

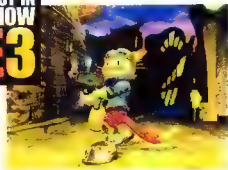


### THE LOWDOWN ON ARTOON

Who's behind this time-bending feline? Say hello to Artoon, a Japanese team formed by Yoji Ishii and Naoto Ohshima, ex-Sega Sonic Team members. Prior to *Blinx*, they released *Pinobee* for the Game Boy Advance.

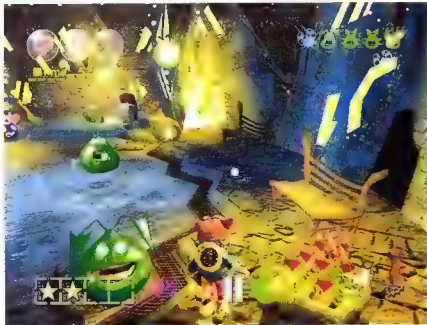
# Blinx: The Time Sweeper

BEST IN SHOW  
E3

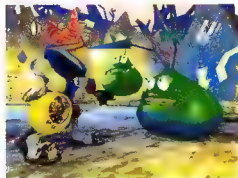
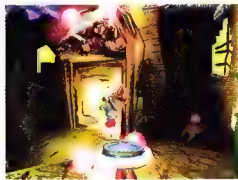


Check out the gleaming vacuum and the giant smite. Is Blinx just a happy-go-lucky dude, or has he been free-basing the catnip again?

You can unleash time effects on the fly, so if you want to freeze those blobby monsters and blast away, use Pause.



- Publisher:** Microsoft
- Developer:** Artoon
- Players:** 1
- Genre:** Action
- % Done:** 66%
- Release:** Fall 2002
- Also On:** None
- Web Address:** www.xbox.com
- The Hook:** Innovative time-manipulation power-ups allow you to pull off some amazing moves.
- The Bad:** Blinx isn't exactly fleet of foot. Sonic he ain't.
- And The Why:** When Blinx coughs up a temporal hairball.



Ever since a certain brave plumber risked it all to rescue a kidnapped princess in the Mushroom Kingdom, hopeful blue-collar workers keep a watchful eye open for a shot at heroism. Blinx the cat gets his chance to shine when this frisky feline janitor (oops...we mean Time Sweeper. Sorry.) embarks on a journey to free his own damsel in distress. Armed with only his TS1000 Time Sweeper (read: vacuum), he must find the girl, squash the Time Monsters that imprisoned her, and repair the nasty temporal glitches they created.

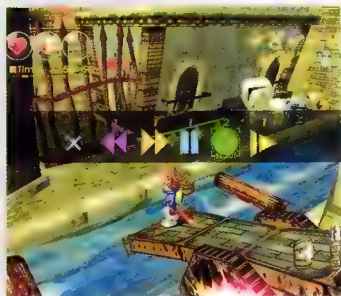
At first glance, *Blinx* might appear to be standard hop-'n'-bop fare, but this cat's Time Sweeper (with some help from the Xbox hard drive) dishes out some innovative temporal effects (see below). These creative tricks really invite experimentation. "You could watch someone else play *Blinx* and do something completely different from what you did," says Ed Fries, VP of Xbox game content. "You may go, 'Why didn't I think of that?'"

Blinx's gameplay borrows elements from *Mario 64*, *Luigi's Mansion* and *Crash Bandicoot* to create a solid romp of vacuuming fun. You'll guide the crafty chrono-cat through 40+ stages of action, including snowy villages, dank caves and trippy MC Escher-inspired areas. Throughout, you'll be using the TS1000 to gather time crystals, blast enemies and slurrp up garbage. Picking up extra refuse isn't merely good for the planet—you'll net extra cash for upgrading your vacuum. Hey, if a flame-spraying Hoover works for Luigi, why not for this cat, too?

So, is Blinx the new mascot for the Xbox? His likable Cheshire-like grin and snazzy attire surely make him more presentable than the oozing Oddworld boys, but Microsoft isn't really interested in having a character spokesman. "I'm not a big fan of the whole mascot idea, personally," Fries says. "I just want to make games, and having great characters is just part of making games."

—Shane Bettenhausen

### BETTER THAN A UNIVERSAL REMOTE



When Blinx sucks the correct mix of time crystals into his vacuum, he can unleash a spectacular time-altering effect. The recipes for each temporal blitz change each time you play, but proper blends make Fast Forward, Rewind, Slow Motion, Pause and Record. The first four effects can save Blinx's tail in a pinch, but Record is special—you can create a doppelganger of your actions that fights with you. For example, Blinx can have his recorded double launch him from a catapult over a wall.



Spells punishing: 26,875

Tournaments underway: 882

Creatures attacking: 49,438

Prizes on the line: 5,000

Deadly strategies: Unlimited

# MAGIC

The Gathering™

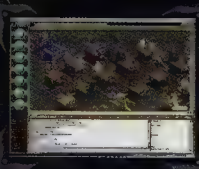
# ONLINE

In seconds, *Magic: The Gathering® Online* lets you access over a thousand powerful creatures and spells. All different. All deadly. And every year, hundreds more are added to the arsenal.

*Magic® Online:*  
Second to none.



DEADLIEST STRATEGIES



MOST COMPETITION



BEST REWARDS

Get the game free: [mtgonline.com](http://mtgonline.com)







PREVIEW  
GALLERY

BEST IN  
SHOW  
E3



### HOTTEST BOOTH BABES: TECMO

If there's one thing to relieve the sore eyes of an editor at E3, it's the plethora of booth babes that most companies hire to attract attention. Now, we here at EGM don't usually go for that sort of applesauce, but when pressed to pick a clear victor among the hordes of enhanced hostesses, we give the nod to Tecmo, who, for the second year straight, destroyed all comers with their fine selection of *Dead or Alive*-themed ladyfighters. Want more? Check [www.egm.com](http://www.egm.com).

## Ninja Gaiden

**Tecmo • Spring 2003 • Also On:**

**None** — Last appearing (in non-*Dead or Alive* form) on the Super Nintendo via *Ninja Gaiden Trilogy*, Ryu Hayabusa is, after seven years, back on the block in his own solo adventure. Developed by *Dead or Alive*'s Team Ninja, *Gaiden* is a 3D action-adventure that places a high priority on combat and plays a lot like *Devil May Cry*, only with Ryu's hot ninja action replacing *Devil*'s daring Dante. The game (which takes place shortly before the events of *DOA3*) may draw visual comparisons to Tecmo's fighting series, but Team Ninja President Tomonobu Itagaki assures us that the game runs on an entirely new game engine.

Whether Ryu is dueling with enemy ninjas in sword-to-sword combat, throwing razor-sharp shurikens, or taking down huge boss monsters, the ninja style is in full effect. "I want to show the action... the coolness of a ninja's attacks," Itagaki says. "*Gaiden* will have traditional Japanese environments, but you will also see futuristic robots and settings." Itagaki also notes, reassuringly, that classic old-school *Ninja Gaiden* elements will appear throughout the game. Sob! 2003 seems so far away!



## Dead or Alive: Xtreme Beach Volleyball

**Tecmo • October 2002 • Also On:** **None** — In an inspired move, Tecmo's Team Ninja cuts to the chase and shows Xbox owners what they want to see: massively bosomed battle babes bare-handing balls on the beach.

Most of the girls packed light, thinking they were arriving on this island (Zack Island) to participate in the fourth *DOA* tournament—not to play volleyball. But thanks to the 100-plus bathing suits you can buy, a new outfit is only a one-stop shop away! You can purchase other nifty items, like sunblock or suntan oil. The girls get naturally darker the longer they spend in the sun, but a little oil never hurts.

To add variety, courts are spread out over beaches, mountains and other exotic island locales, where you can play night matches provided you purchase the tiki torches required for lighting. Other innovative features are included, but most significant is the addition of new characters, some of whom will appear in future *Dead or Alive* games.



in your hands:

the future.

the past.

a beautiful blonde.

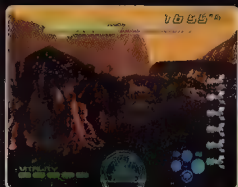
and oh yeah...

a really cool gun.

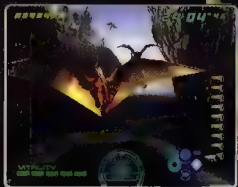
# DINO STALKER™

You are Mike Wired, a gutsy WWII fighter pilot. It's 1943. Your plane is shot down over the Atlantic. In a hailstorm of bullets, an explosion of light carries you to a futuristic hyperspace world where new dangers lurk. A new enemy waits.

Prepare to battle sadistic dinosaurs through impenetrable jungle terrain and futuristic cityscapes. Aided only by a bizarre military timepiece, a beautiful girl, and plenty of raw firepower, you must make sense of the senseless—before time runs out.



First-person shooting action



Battle enemy giants from land, sea & air



PlayStation 2

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MATURE



Blood  
Violence





PREVIEW  
GALLERY

BEST IN  
SHOW  
E3

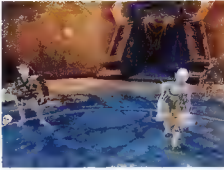
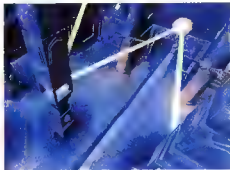


COOLEST PERIPHERAL: STEEL  
BATTALION CONTROLLER

The winner is the 40-buttoned, two-sticked, three-pedaled behemoth of a *Steel Battalion* controller. When our editors got to use this huge Xbox peripheral for the first time, the most common words heard were "holy %&@!" followed by a vow to buy this contraption no matter what the cost.

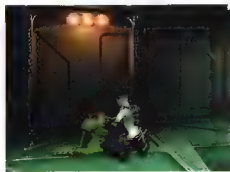
## The Lord of the Rings: The Fellowship of the Ring

**Universal Interactive • Fall 2002 • Also On: PS2** — Frodo, Aragorn and Gandalf will all be playable in this action-adventure take on the latest geeky craze. Each of Tolkien's characters uses "Spirit Points," which work a little like magic, to perform attacks and special actions. Players can also use a separate bank of runes for healing and to aid in combat. To keep the game rooted in the original story, party members join up with you at locations and in ways consistent with the book. Fans can expect lots of familiar references, but the vast, richly detailed environments also provide for lots of exploration and non-scripted gameplay.



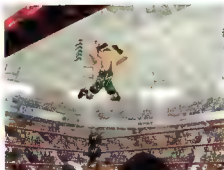
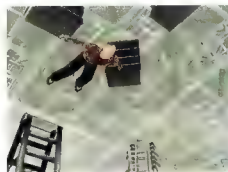
## Duality

**Phantagram • Winter 2002 • Also On: None** — An impressive surprise at E3, *Duality's* got some major booty-kick potential. Play as three different personas: hacker, mercenary and "virtual being" (think Neo in *Matrix*), and experience three different adventures in a world inspired by the classic cyberpunk novel *Neuromancer*. Third-person action, sharp visuals and role-playing elements round out this cool-looking title.



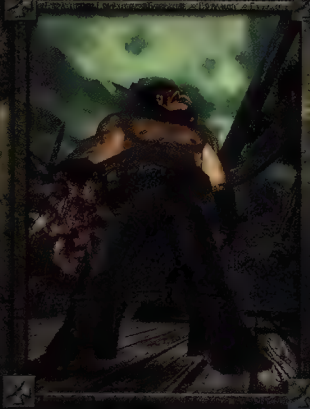
## WWE Raw 2

**THQ • March 2003 • Also On: None** — Since *WWF Raw* got flack for its slow-as-molasses wrestlers and overall lack of features, Anchor (the developer) is busy creating all kinds of new options and match types for *Raw 2*. They include Fatal 4 Way, King of the Ring, Hell in a Cell and several more. Another feature allows up to four players to experience a full season of body-slammng, sack-punchin' fun.



# ENCLAVE

Choose Your Path...  
Warrior of the Light or  
Minion of the Dark



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**MATURE**  
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CONTENT RATED BY  
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Blood  
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MOST UNIQUE CONCEPT: BLINX

Cute action games starring cuddly critters are a dime-a-dozen, but *Blinx* offers a time-warping gameplay twist that's only possible using the power of the Xbox. When *Blinx* uses his time crystals to do effects like Rewind and Record, the game taps the built-in hard drive to display exactly what you had previously done, TiVo-style.

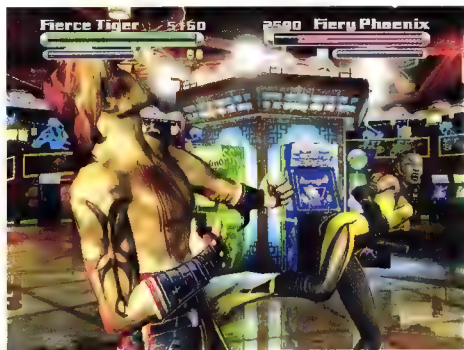
## Project Ego

**Microsoft • 2003 • Also On: None** — The goal of this ludicrously epic action-RPG is to find out who kidnapped your folks and killed your pooch (no, really). Along the way, your character will wither with age, sprout muscles if he wields big weapons, fuss with daily chores like shaving, and even influence the next generation of adventurers. "You could go into a town and see kids idolizing you by getting your same hairstyle," says Peter Molyneux, managing director of Lionhead Studios (satellite studio Big Blue Box is making *Project Ego*). "It makes you feel like a hero. That's the point of this game." Subquests have you doing everything from hunting werewolves, to escaping a dungeon (you only get one chance a year—screw up and you'll get old quick), to finding a gal and settling down. Be warned, though: This game won't let you linger. "We have to think of ways to encourage you to continue the quest and be a hero," Molyneux says, "so that may mean we have to kill your family off." No release has been set other than "when it's ready" sometime next year.



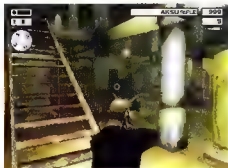
## Tao Feng: Fist of the Lotus

**Microsoft • Spring 2003 • Also On: None** — John Tobias, one of *Mortal Kombat*'s original co-creators, is at the helm of a new 3D fighter. His project, *Tao Feng*, boasts huge, go-anywhere environments, like *Dead or Alive 3* but with more stuff to do. ("If you can see it, you can go there and interact with it," Tobias tells us.) You can also damage individual limbs, so you'll be able to render an opponent's arm useless on offense.



## Hitman 2: Silent Assassin

**Eidos • Fall 2002 • Also On: PS2** — Some people like to blast everything in sight. Others do it with more style. *Hitman 2* is a shooter that emphasizes stealth and technique over mindless action (hey, you're a "silent assassin," not a space marine). For example, you'll have to figure out how to infiltrate a drug lord's heavily guarded estate, then take out Mr. Scarface without alerting every bodyguard within earshot.



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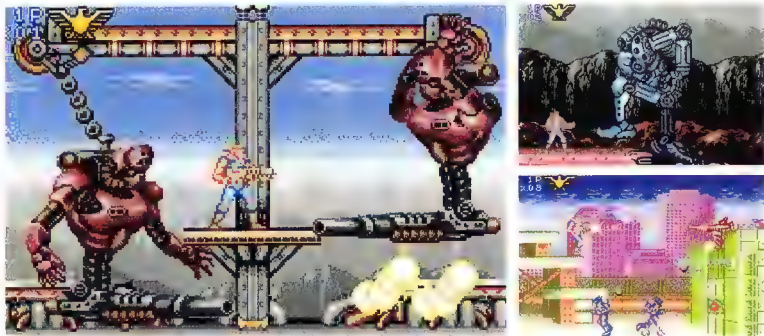
## Kirby

**Nintendo • Winter 2002**  
Nintendo's lil' pink puffball hero follows up his animated debut on Fox this fall and his role in *Smash Bros. Melee* with a new game on GBA. Simply called *Kirby* for now, this adventure in Dreamland will tread familiar territory. Kirby sucks in the powers of the enemies he encounters and throws it right back at 'em.



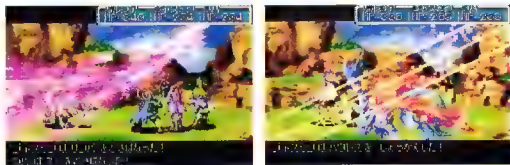
**BEST IN SHOW  
E3** **Contra Advance**

**Konami • November 2002** — Although it's based on the classic Super Nintendo game *Contra III*, *Advance* will include a few never-before-seen levels for hardcore fans to sink their teeth into. And what's more, two-player simultaneous-shooting action will return through the use of the Link Cable.



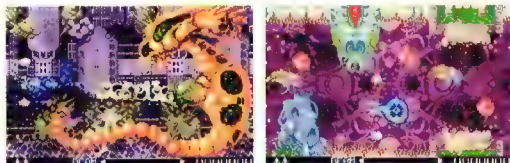
## Golden Sun: The Lost Age

**Nintendo • Winter 2002** — *The Lost Age* will start right where the original *Golden Sun* left off, with Isaac and friends striving to release the power of alchemy in order to save the world. Customize the fighting style of your party and solve various Psynergy-based puzzles throughout the game by collecting even more Djinn and learning their powers.



## R-Type III: The Third Lightning

**Phantagram • August 2002** — Much salivating ensued after EGM discovered the Super Nintendo version of *R-Type* is coming to the GBA. A direct port, this classic side-scrolling shooter has undergone a graphic overhaul and now supports six different languages (you know, for all those Deutsch friends you have), but thankfully it is still the *R-type* you played and loved back in the day.



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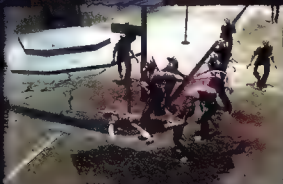
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# Trifo

**Link, Mario and Samus**  
and *EGM* has all the exclusive screens and



By Mark MacDonald,  
Jonathan Dudlak and  
Shane Bettenhausen

# Nintendo's Force

rule the gaming universe

info you need to prepare for this power trio

**A**t the Electronic Entertainment Expo, the streets are paved with games—thousands of them, from more than 400 companies (see page 26 for a wrap-up). But ask random showgoers to name the niftiest thing they've seen, and we wager they'd rave about Mario hovering on a blast of water in *Super Mario Sunshine*, or Link cruising in his sailboat in *The Legend of Zelda*, or cyberbabe Samus Aran's face reflecting off her visor in *Metroid Prime*.

But don't envy the industry geeks who got to ogle Nintendo's best at the big show: You'll be able to experience these amazing moments yourself soon enough. All three games are bound for GameCube (and Game Boy Advance) between this August and next February. That's more big-name titles from Nintendo than in any half-year period of the company's history. To get you ready for this all-star onslaught, we've got new screens and top-secret info gleaned from our exclusive one-on-one interview with Nintendo master game designer Shigeru Miyamoto, who's overseeing the development of all three titles (that's one of the reasons they share the same basic controls). So flip the page for a look at Miyamoto's angels you won't find anywhere else....

Illustrations by  
Pixel Pushers Design



# Super Mario Sunshine

Publisher:  
**Nintendo**  
Developer:  
**Nintendo**  
Release Date:  
**Aug. 26**

**A**ll right, let's cut right to the chase: Just what in Hades has Nintendo's biggest star been doing the past six years since his last steady platforming gig, *Mario 64*? Playing *Mario Tennis* and *Golf* all day, then *Mario Partying* with friends all night, that's what. "Aay, why for you a-blaming me, eh?" Mario asked in an exclusive interview with *EGM*. "I say to Nintendo, I say, 'Please for-to-be giving me the new game!' They say the 'No! No until we getting the new idea!' So I wait for new idea, and I take the mushroom...and the more mushroom." But Mario's mushroom habit and no-work-and-all-play lifestyle took its toll: He was too out of it to star in the Nintendo 64 RPG *Paper Mario* (an old 2D stunt double from *Donkey Kong* filled in), and he put on so much weight, Yoshi refused to give him rides. Eventually Mario hit rock bottom. "Once, I hitting Luigi so hard in the *Smash Bros*. I almost really a-kill him." Mario told us. "Luigi, my own brother! Mama Mia! It-a not so happy time in my life." Luckily for Mario, Nintendo finally got that new idea.

Yeeeeeeeeeeeeeehaw—Mario rides again. Feed Yoshi any fruits you find to give him other powers.



"We actually started off with the idea of creating a game where you were writing and washing off graffiti," says Mario creator Shigeru Miyamoto. "[You could] spray ink up and then use water to spray and wash the ink away." Eventually that concept would become the major new game-play feature in *Sunshine*—a water-pumping backpack the plumber can use to get around, attack enemies, solve puzzles, and more (see sidebar below). As for the game's name and tropical setting, Miyamoto had more practical concerns in mind. "I had promised we were going to release [*Sunshine*] in the summer," he says, "so I figured, well, if we make it a hot, summery theme, then the staff will feel obligated to hurry up and get the game done in time [laughs]."

### Mario 64 Part Deux?

But even with *Sunshine*'s new water pump and beach-front properties, many have joked that the plumber's GameCube adventure looks so much like *Mario 64*, it should be called *Mario 65*. Miyamoto himself



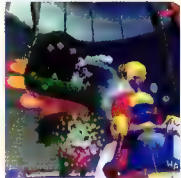
### Pump Up The Jam

Not to be outdone by Luigi's vacuum cleaner, Mario's strapped on his own cool gadget for *Sunshine*: a giant water pump. After refilling it from lakes or bottles dropped by defeated enemies, Mario can perform all the tricks you see here and even more with the special nozzles you'll find later (like a rocket spout that shoots you straight up into the air). Just push the R button and you can...



### Get a Boost

Switch to this nozzle for a little extra boost after your jumps (it'll also hurt enemies or clear away any sludge beneath you).



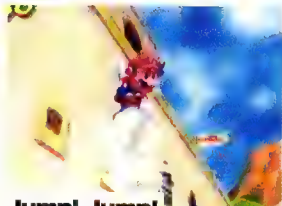
### Attack!

Water hurts enemies, but some require special tactics, like this boss. Spray into his mouth until he falls, then butt stomp 'em.



## He's Got the Moves

All the great one's abilities from *Mario 64* are back, along with a few new ones. See for yourself...



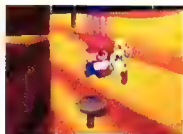
### Jump! Jump!

Well *duh!* Of course Mario can jump—it's been his signature move ever since *Donkey Kong*. So it's no surprise he's back with more hops than a brewery: a triple jump (three times in a row to reach high places), a spinning jump (rotate the analog stick 360° before jumping), side flips and an easier wall jump for ricocheting off obstacles (above).



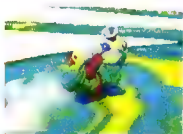
### Trapeze artist

New tightropes stretch hither and yon—walk across 'em, then jump up and down to bounce up higher, or grab on and spin around to slingshot yourself to new areas.



### Do in' the Butt

The butt stomp is great for knocking enemies off-balance, opening crates full of goodies, and solving puzzles (like driving in the nail above).



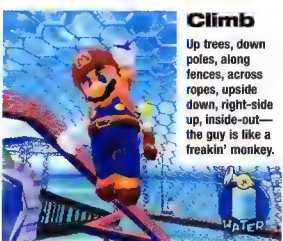
### Slip 'N' Slide

Slide, slide, slippery-slide, Mario do what he do just to survive. Tap B during any jump to glide along on his belly. Try going downhill to pick up speed.



### Ride

In addition to hopping on Yoshi, Mario can ride this jet-powered squid across the water, gathering coins and avoiding moving walls and other obstacles.



### Climb

Up trees, down poles, across fences, across ropes, upside down, right-side up, inside-out—the guy is like a freakin' monkey.

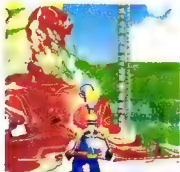
doesn't deny that *Sunshine* is an evolution, not a revolution, from his genre-defining N64 platformer. "[*Sunshine*]'s system is essentially based off of *Mario 64*," he says. "It's an expanded version of that."

The overall premise, for one, is the same. While in *Mario 64* the goal was to amass stars, in *Sunshine* you perform various tasks—collect coins, win races, kill bosses, etc.—to uncover and grab golden sun-shaped icons called Shines. But, as

Miyamoto explains, within that framework *Sunshine* has been designed to give the player much more freedom to explore. "In *Mario 64*, when you choose an area, there isn't a lot going on in the level. There is just the main focus of the level and that's it," he says. "Whereas in *Mario Sunshine*, we've got some very large areas with a lot of stuff going on in them all at once. You can even stand on one end [of a level] and look to the far side and see things going on

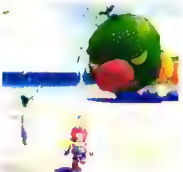
there. I think that's going to be the big distinction for *Sunshine*." All we needed was a few minutes with the playable version at E3 to see what Miyamoto was talking about. Right from the start of the first level, we had the choice of following tightropes up to a series of tower rooftops, searching out and erasing graffiti, exploring a giant lake, or tracking down the source of some giant boulders tracking mud in their wake.

Another subtle but key alteration for



### Clean-up

Wash away the slippery goop that may hide enemies, or erase the graffiti around town everyone thinks Mario painted.



### Make it Grow

Trees and other plants (like the bud in the beach above) sprout up quick with just a little H<sub>2</sub>O. Use them to reach new areas.



### Solve Puzzles

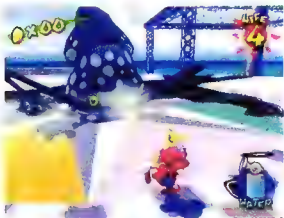
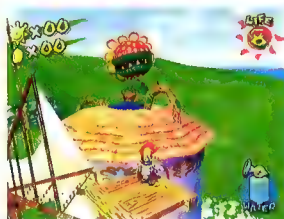
Certain parts of levels, like this windmill above, can be affected by your spray. Experiment to uncover secrets.



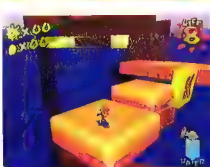
### ...Other Stuff

Like filling up pinkie here and watching him shoot off like a punctured balloon. Another section had Mario on a giant leaf, shooting water to "push" his makeshift boat along the surface of a lake.





We know at least Yoshi, Toad and the Princess (above) are back, but what about good ol' Luigi? "No comment," says Miyamoto with a smile.



Looks like the Ghost Houses are back, as well as the more straightforward obstacle levels (inset). *Sunshine* keeps Mario in tropical locales, including mountains and a volcano. So leave those Polartec fleeces overalls at home—the traditional ice world is not in this game's travel brochure.

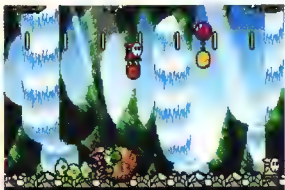
*Sunshine* is the game's camera. Most Mario fans agree it wasn't always easy keeping an eye on the main man in *Mario 64*, especially indoors and around tight corners. While it's too early to tell if *Sunshine* solves these problems, we do know Miyamoto has made progress. For starters, a silhouette now appears whenever Mario gets stuck behind an object, giving you an idea of where he is until the camera catches up. And using the GC pad's C-stick to zoom the camera in (by pushing up), out (push down), or around (left or right) is easier and faster than before.

### Ready to Shine

Ultimately it doesn't matter what's new or what's different from *Mario 64*. What matters is if *Super Mario Sunshine* can give GameCube owners a good time this fall. Our play time at E3 left us hopeful, but at least for one man, *Sunshine* is already a success. "Work on the game save-a mile life", Mario told us on the phone from Kyoto, Japan, where he is currently busy on his next title, a GC *Mario Kart*. "I lose the weight, and no touch-a the mushroom in a year. Finally I can look myself in the mirror again for-to-say, 'Ay, it's a-me, Mario!'"

## Yoshi's Island: Super Mario Advance 3

It's not a need to see the ending that will drive you through this polished 2D platformer come September. It's not the desire to beat all the giant bosses, explore the multitude of huge levels, collect every hidden coin or star or countless secrets. All those things do make this one of the best games ever, but what really pushes



Every level has 20 special red coins—collect them all (and other items) to open secret stages.

you in *Yoshi's Island* is the overwhelming need to SHUT THAT STUPID KID UP! See, you play as Yoshi with a pint-sized baby Mario on his back. Every time you take damage, the lil' plumber tumbles off and starts this horrible, horrible wailing noise until you rescue him. It'll drive you nutty, especially after spending hours hooked to the mega-addictive gameplay. Like *Mario Advance 2*, *YI* looks like a dead-on adaptation of the Super Nintendo original. And as with all the *Mario Advance* games, a four-player link-up mode is also included.





You can toss or ricochet the eggs you collect to attack bosses, grab coins, and open secrets.

## Dino Digits

- 6** Number *Yoshi's Island* ranked on *EGM's* top 10 Super NES games of all-time list
- 16** Number it fell on *EGM's* overall top 100 games of all-time list
- 1** Number of special chips in the original *YI* cart to power all the graphical effects

## Mighty Morphin' Power Yoshi

In addition to being able to butt stomp, float in the air, toss eggs, and eat or spit enemies, at certain points, Yoshi can transform into any of five vehicles. Yes, they look pretty damn goofy, but they're useful:

- As a **helicopter**, Yoshi can fly up to those out-of-reach coins. 
- **Submarine** Yoshi can swim (obviously) and fire torpedoes.
- Yoshi must ride the tracks as a **train**, but it's the only way he can grab items in the background.
- When he's a **car**, Yoshi can rise up on stilts to avoid obstacles.
- **Mole**-Yoshi can bore through dirt, up walls and across the ceiling. 



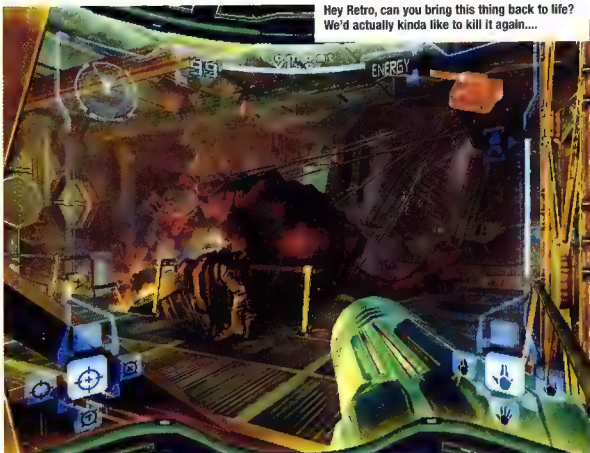
Nothing comes between a man and his game.  
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Publisher:  
**Nintendo**  
Developer:  
**Retro**  
Release Date:  
**Nov. 18**

# Metroid Prime



**T**he good news: *Metroid* has taken to 3D like a Norfair Squeept to lava. (Geek-speak translation: "3D works here.") The bad news: You're really gonna want to play it about three pages from now, and the November release date is suddenly feeling like a lifetime away. "People expressed quite a bit of concern when they learned that *Metroid* was going first-person," says Shigeru Miyamoto, who's overseeing the game's development at Texas-based Retro Studios, "but the conclusion we came to was that in exploring this very realistic-looking world in outer space, the best perspective is really going to be a first-person one." We were skeptical at first. But after several hours spent repeatedly tearing into a 10-minute demo on the E3 show floor, ice beaming space pirates and whacking the Parasite Queen boss with charged blasts and missiles, we had *Metroid Prime's* hooks caught deep in our gullets.

## Metroid Test Drive

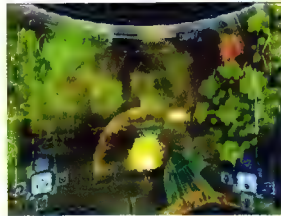
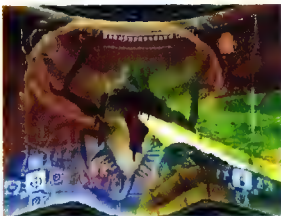
According to Miyamoto, the *Prime* level we played is the initial stage of the game, but it accounts for less than 10 percent of the finished product. *Metroid* maniacs will find the opening story familiar: Samus lands on a demolished space station to investigate a

distress call and ends up having to flee once the self-destruct sequence is triggered. This demo showcased several of *Prime's* enemies—a few straggling space pirates, some defensive gun turrets and a mess of slimy spacebugs. And although we lament the lack of a free-look while Samus is in motion (a near-essential part of most first-person games), the camera and controls are otherwise very thoughtfully orchestrated.

Worried about *Metroid* losing its classic feel in three dimensions? Samus can do anything she could do in 2D and then some. She comes standard with the *Metroid* basics—running, jumping, and shooting, ball-morph and bomb-dispensing abilities. Bomb-jumping, for instance, returns as a handy gameplay tool for when Samus needs to blast herself into out-of-the-way nooks. She also wields her trusty grappling hook and four main weapon types (the E3 demo, however, only gave us a look at the charge and ice beams).

Plus, the game just looks great. "We thought that taking the effort and spending the time and money to do this graphically would really be a good upgrade for the *Metroid* franchise and bring it to the forefront again," says Miyamoto.

But *Metroid* isn't just about slick looks and alien-snuffing action. "The prime focus



## Visor Variations

has been and will continue to be on the exploration aspect as we go into the fine-tuning," Miyamoto promises. Retro has given Samus' spacesuit a set of at least four unique viewing visors (shown at right) to emphasize the exploration aspect. If you've played *Super Metroid*, you'll remember the X-ray scope that let you see weak points in walls and secret passages. In addition to an updated version of this X-ray add-on and a combat visor that projects all the gal's stats on a heads-up display, Samus picks up a thermal scope and a scanning visor. The thermal wasn't in the game yet at E3, but we used the scanning visor in almost every room of the demo. "One of the biggest elements in this game are to scan objects to obtain information," Miyamoto says. "You can obtain information about your enemies as well, by scanning as you play the game."

Looking up every creature's name and vital stats is as simple as running a quick scan on the life-form itself. Data pods sta-



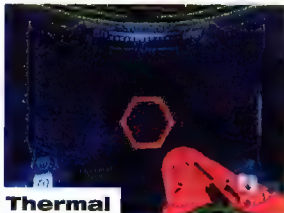
**Combat**



**Scanning**



**X-ray**



**Thermal**

## Under The Hood



## Bad Mutha

You're going to need to feed this insect beastie a seven-course feast of gun goo before he bugs off. Missiles are handy for puttin' bigger holes in unwanted pests.

### Visor Select

Samus has four visor aides—Combat (shown), Scanning (unlocks doors, transmits info, and helps Samus slip past gun turrets), X-ray (duh) and Thermal (reveals enemies in the dark and heats up Samus' Hot Pocket).

### Warning Icon

Since spacesuits aren't much for peripheral vision, this little baby lets Samus know when danger's nearby. It points out anything that can hurt Samus, from enemy attacks to a space barrel on fire.

### Radar

Shows hostiles in the *Metroid* world and, more importantly, how close they are to your cute little can.

### Missiles

The old standby for alternate fire, missiles are handy for taking out gun turrets and some enemies with a single pop. This counter shows what you've got left.

### Gun Select

Flick the C-stick in one of four directions to bring up Samus' main weapons. We messed with a Charge Beam and a cool classic—the Ice Beam—both of which come standard with overdriven power-shots that'll, ah, "empty your chamber."

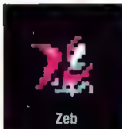


## Yeah...but is it *Metroid*?

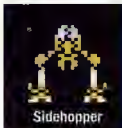
*Prime* looks cool, but are we going to know it's *Metroid* without a speech from Miyamoto? Check out the familiar sights:

NES *Metroid*, 1986

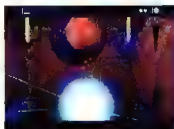
*Metroid Prime*, 2002



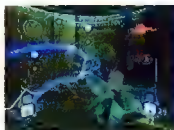
Zeb



Sidehopper



Bombs are still great for finding secrets or just getting to those hard-to-reach holes.



Some of the weapons came directly from *Super Metroid*. Behold the 3D Spazer.



We think you'll agree that this badass little guy needs no introduction. Hell yeah.



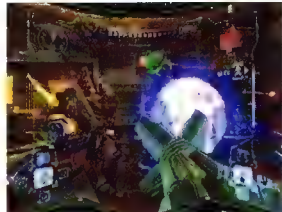
Yeah. OK, it looks a little like *Halo* on the Xbox. But *Metroid's* gameplay is definitely not typical first-person shooter fare. "The prime focus is exploration," says Miyamoto.

tioned throughout each level also give information on enemies. We even found one that had an analysis of Ridley, one of the main bosses from the original *Metroid*.

### How's She Handle?

With so much to keep track of in the *Metroid* world, getting a quick bead on all the important stuff is essential. Fortunately, team Miya-Retro has built in a targeting system that'll lock Samus on to nearby items of interest at the touch of the L button. You can use it to focus on enemies, switches and scan points, launch your grapping hook, or center your view and strafe side-to-side. It's the hottest button on the controller for *Prime*.

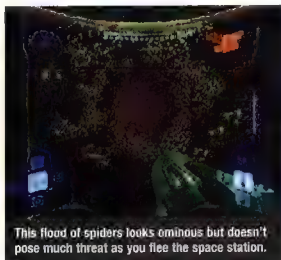
Thanks to its intuitive controls and first-person adventure gameplay, *Metroid* is shaping up much better than hardcore fans



expected. But for those gamers who still aren't sold on 3D, Nintendo will release the 2D-side-scrolling *Metroid Fusion* on the Game Boy Advance alongside *Prime* this November. For more on this *Super Metroid*-inspired adventure and a possible link-up with *Metroid Prime*, flip the page.

"I was most concerned about **the morph ball**, but we've actually managed to get a very smooth, flowing transformation."

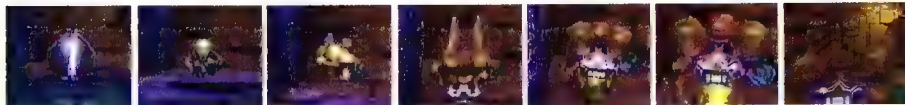
—Shigeru Miyamoto



This flood of spiders looks ominous but doesn't pose much threat as you flee the space station.



You can use the scan visor to get a look at the name and composition of any life-form.



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# Metroid Fusion

Super Metroid Advance or a whole new morph ball of wax? Yes.

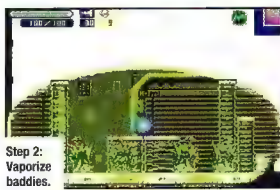
**F**or gamers who wanted to see the Super NES classic *Super Metroid* ported to the GBA, Nintendo's done one better. *Metroid Fusion* is to *Super Metroid* what *Castlevania: Harmony of Dissonance* is to *Circle of the Moon*; it's improvement on an already smokin' idea.

In *Fusion*, due on Nov. 18, the same day as *Prime*, you'll experience a handful of new abilities (see sidebar below) and one major gameplay difference: The aliens are inhabited by parasitic life-forms that you must capture once they're spit from their gunned-down hosts. These purple blobs give you health and missiles if you nab 'em in time. If you don't, they'll reinhabit the fallen host or fly off to find a new life-form.

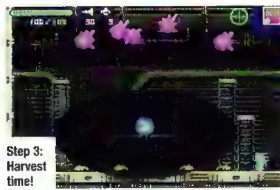
Nintendo loves to leave us hanging, and the end of the *Metroid Fusion* demo at E3 churned out a real noodle-scratcher. You



Step 1: Plant power bomb.



Step 2: Vaporize buddies.



Step 3: Harvest time!

pull up into a room and come face-to-face with a figure dressed in Samus' exact outfit from *Super Metroid*. The mystery guest promptly whips out an ice beam, follows up with a missile, and leaves you for dead. But when your armor flies off, it sure looks like Samus under the space suit. We smell a *Metal Gear Solid 2* storyline coming on.

Aside from that weirdness, *Fusion* packs

all the stylish enemies, slick weapons and eerie environments *Super Metroid* was built on...and maybe something more.

"We're trying to come up with an idea for a link that could be implemented fairly easily without delaying anything," Miyamoto says of a possible *Fusion* and *Prime* link-up. "So that if you do have both games, you will get a little something out of it."



Oh, it's...you. Wow. This is awkward.

## When in Zebes...

You've got all sorts of acrobatic ways to keep yourself busy while visiting the hostile alien world. You also may recognize a few of these slick moves from *Super Metroid*...



Bombing a wall to uncover new passages is classic *Metroid* stuff.



Climb a wall for a stable perch. Good for those high-altitude aliens...



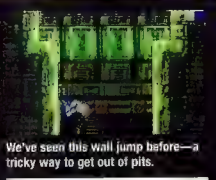
That's handy: Grab a ledge on those high platforms and pull yourself up.



...or go hand-over-hand for a little extra range. Nuts to gravity.



Speed Dash—not new, but one of the most useful skills in *Super Metroid*.



We've seen this wall jump before—a tricky way to get out of pits.



Your most important skill may be to leave a beautiful corpse when you die.

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# The Legend of Zelda for N64

Publisher:  
**Nintendo**  
Developer:  
**Nintendo**  
Release Date:  
**Feb. 2003**



He's cute, he's cartoony...he's Link. Yeah, we were skeptical at first too, but now we believe.

**“I**’d like to introduce you to a little friend you’ve all been so kind to talk so much about,” Shigeru Miyamoto said when he unveiled *Legend of Zelda* hero Link to U.S. gamers at this year’s E3 show. Of course, we’d seen Link already, when he showed his new, cartoony face last August in Japan. And Miyamoto’s right: The new look had us all talking last year. Some applaud-

all been created using simple, expressive shapes and bright colors, but everything moves with absurdly smooth animation. The final result is a game that looks like a 3D cartoon. “We intentionally tried to turn it into a cartoon,” Miyamoto says, “so that maybe if a kid was playing the game at home and his parents were watching him they might think, ‘Oh, he’s watching cartoons.’ But then they might look again, do a double take and realize, no he’s *controlling* a cartoon.”

**“We’ve come a long way from Ocarina of Time.... With the GC Zelda we can give players a **cartoon they can control.**”**

—Shigeru Miyamoto

### Linked to the Past

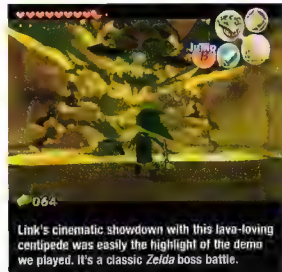
But while Miyamoto is throwing *Zelda* fans a graphical curveball, he has wisely left the classic gameplay intact, choosing only to add compelling new aspects to the established system. If you’ve played *Ocarina of Time* or *Majora’s Mask* on the Nintendo 64, you’ll know exactly what to do here. This pint-sized Link runs, auto-jumps, climbs and fights just like his N64 forerunner. You still lock-on to enemies and assign sub-weapons and items such as the hookshot or boomerang to various buttons (see the big screen to the right for a closer look).

*Cont. on page 118*

ed the return to the series’ kiddie visual style, but many—including a few *EGM* editors—got bent out of shape by the toon-shaded munchkin Nintendo had unveiled. But now, nearly a year later, we’ve all had time to come to terms with the change, and after thoroughly playing every second of available gameplay in the E3 demo, we can adamantly state that you have nothing to worry about here. This is classic *Zelda*.

### Oh, But Back to That New Look...

It really is impossible to play the new *Zelda* without first letting its new toon-shaded visual style wallop you over the head. Link, all of his enemies and his entire world have



Link’s cinematic showdown with this lava-loving centipede was easily the highlight of the demo we played. It’s a classic *Zelda* boss battle.



Link's spinning charge attack is back, and it now sends him into a dizzying, destructive frenzy. As always, it's a rad way to mow the lawn.



Link can now get all sneaky, Solid Snake-style. Against a wall, press B to silently slink and shimmy. Note Link's devious expression.

## ■ Touching Mr. Tingle

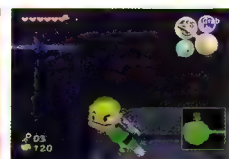
If you have a GC-to-GBA link cable, you can call upon Tingle (the mapmaker in *Majora's Mask*) to display a dungeon map on your GBA (no cartridge necessary). Tingle can also place bombs and check out items. A friend can even act as your Tingle co-pilot on GBA while you control Link.



The *Legend of Zelda* on GC resets the history of Link. As the game begins, you'll meet Link's family and neighbors in his sleepy, seaside town.

## ■ Some Things Never Change

*Zelda*'s cartoony visuals are shocking, but series fans will feel right at home with the controls. Just as in the N64 *Zelda* titles, you can map weapons and items to the desired auxiliary buttons. The L button acts as your targeting lock-on and the Z button only comes into play when Link needs in-game hints (the controller will rumble and a flashing "Z" icon appears on screen).

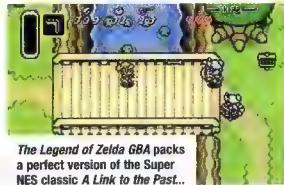




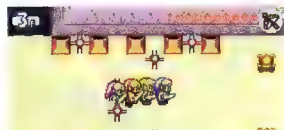


## Zelda GBA Party With A Whole Lotta Links

**N**intendo has another *Zelda* on the way (this one for GBA), and it mixes lots of old with a little new. *The Legend of Zelda GBA*, due in December, is a port of an old game, but it features a four-player competitive mode (using the GBA Link Cable) with spiffed-up visuals and new dungeons.



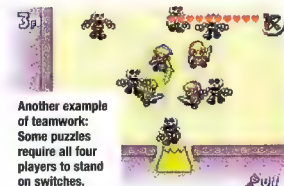
*The Legend of Zelda GBA* packs a perfect version of the Super NES classic *A Link to the Past*...



...but the graphics in the new four-player dungeons feature larger, better-animated Links.



Although the four Links are competing against each other, sometimes they need to team up.



Another example of teamwork: Some puzzles require all four players to stand on switches.



See the nasty weapons those Moblins are wielding? After you trounce those foes, you can pick up either the giant sword or the wooden staff.

*Cont. from page 116*

Link does have some nifty new moves as well, including a Solid Snake-style wall shimmy, rope-swinging skills and the ability to pick up enemies' weapons.

Link's new stealth moves came into play in one of the demo's levels, in which he explores the "Island of the Mystical Beast," a heavily guarded fortress. Hiding in the shadows, edging along walls and crawling through ducts help avoid capture here. Giant searchlights sweep through the area, and Link can even hide inside a barrel to elude the nasty patrolling Moblins. It's this kind of intense gameplay that eliminated any concern over *Zelda*'s challenge being scaled back to match the new kiddie look. "Even with the cel-shading," Miyamoto tells us, "the world is so immersive that people are going to be able to experience it a lot more fully than they did in past *Zeldas*."

Another playable area featured a colossal centipede living in a pool of molten lava. While it was tempting to just stand and stare in slack-jawed amazement at this beast and its writhing animations, we found that fighting the monstrosity was actually the highlight of *Zelda* demo. Link's meager sword was no match for the critter's armored skin; we needed a little ingenuity to prevail. With Link's hookshot



He may be cute and cuddly, but Link can still bust out a devastating jumping-slash attack.

and a careful aim, we swung over the fiery pit and loosened a large boulder looming overhead. Three of these swings brought the rocks tumbling down onto the monster, weakening it enough for our sword to hurt it. And there ya go: a perfect *Zelda* boss battle—challenging, innovative and breathtaking.

## The Greatest Story Never Told

So, now that you've seen the amazing new graphics and experienced the solid gameplay, what else about *Zelda* could surprise you? The plot. The game's official tagline, "The Legend is Reborn," is right on. As the

Here's a toughie: Should you toss your friend over to hit the switch...or into the abyss?



The four-player mode bolts down to a race for Rupees (money), so the greediest Link will triumph.



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**Sailing  
Away**

Link's trusty steed, Epona, seems to be MIA this time, but the hero has a snazzy new form of transportation—a cool boat carved to resemble a dragon. In one playable scene, Link must race the boat between two points within a given time limit, steering to pick up Rupees along the way. "Wind is going to play a very important role in this game," Miyamoto says, "and there will be scenes where Link is sailing his boat out on the water and you will have to pay attention to the direction of the wind." You will even notice the breeze when walking around, as Link's hat and clothes rustle realistically.



The cartoony visuals even extend to death animations: Enemies die in a puffy purple flourish.

game opens, Link celebrates his 12th birthday with his grandmother and sister in their quaint fishing town. Grandma gives him his trademark green duds, while Aril, his sis, presents him with a nifty telescope. He looks skyward and spies a huge, evil-looking bird being attacked by a nearby pirate ship. The frazzled bird drops a mysterious girl into the forest and Link investigates. Just as he reaches her, however, the bird swoops down and snatches Aril with its talons. With a sword in hand and a damsel in distress, Link's adventure has begun. We like the intro and new characters, but questions fill our heads. Where is Princess Zelda? What about series boss Ganon? Is this world

even Hyrule? Sadly, Miyamoto isn't talking about the storyline. All we got out of him was a sly, elfin smile. 🐾

**“This art style has so many merits. I truly feel that the cel-shading adds a great deal more to the game than it takes away.”**

—Shigeru Miyamoto



**Link,  
Master  
of Arms**

Link can now pick up felled enemies' weapons, including huge swords and staves. Miyamoto promises that this "is going to be integral to the gameplay." For instance...

- Link can use wooden staves to bop enemies over the head or to light torches.
- Large swords stolen from foes can break through thin wooden walls and heavy barrels, but they are slow and unwieldy for fighting.

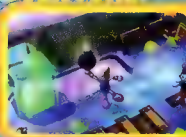
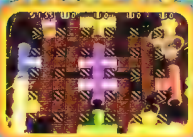
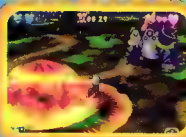


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# Review Crew

## Our Philosophy

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for



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



### Shane Bettenhausen Associate Editor

Shane knew all too well what his first official spot in the Review Crew meant—he had to fight. Milkman promptly re-created the horrific beating that he'd delivered onto our newbie in *Soul Calibur II* at E3.

**Favorite Genres:** Fighting, Action, RPG  
**Current Faves:** *Castlevania HoD*, *Soul Calibur II*



### Dean Hager Managing Editor

While everyone else was whooping it up at E3, Dean was left behind to guard EGM headquarters. Thankfully he had a copy of *NCAA 2003*, because beyond a few phone calls, it was cricket city.

**Favorite Genres:** Sports, Racing  
**Current Faves:** *NCAA Football 2003*

## Game of the Month

**EGM SILVER**

### The Mark of Kri

NO. 126

Ever heard of this game? We barely knew it existed until Sony dropped it in our laps this month. Turns out it's one of the most entertaining action games on the platform. *MS2* stealth meets *Dynasty Warriors 3* combat...it's a welcome break from all the *Katchet Cooper* and the *Felonious Jaxsters* on the PS2 scene lately....



### Crispin Boyer Features Editor

Acres of games, towering fuzzy mascots, strutting boob babes, streakers at the Sony party—it was a typical E3 game show until a talking snake dared Crispin to touch the bellydancer it was strangling.

**Favorite Genres:** Action, Adventure  
**Current Faves:** *Morrowind*, *Mr. Show on DVD*



### Dan "Shoe" Hsu Editor in Chief

E3 just about killed poor Shoe with seven solid, consecutive days of partying...er, working. Don't forget to look for his sap (and other EGMers) Thursdays at 7:15 p.m. EST on CNN Headline News!

**Favorite Genres:** Shoe loves 'em all  
**Current Faves:** *Zelda*, *Bomberman Generation*



### Dan Leahy Editor in Chief, GameNOW

Dan's still reeling from getting dished by Alyssa Milano at an E3 party. It seems that his recent TV appearance just doesn't place him on the same level as a 1-800-Collect commercial starlet.

**Favorite Genres:** Sports, Action  
**Current Faves:** *NCAA 2003*, *High Heat MLB 2003*



### Mark Macdonald Executive Editor

After seeing Nintendo's...uh...after Nintendo's E3 lineup...Zelda...Mario Sun-something...rocked socks....tat-too...uh...sorry, it's just hard to concentrate with Dan Leahy's breasts right up there. That guy is h-o-t HOT!

**Favorite Genres:** Action, Adventure, RPG  
**Current Faves:** *The Mark of Kri*, *Morrowind*



### Che Chou West Coast Editor

Che spent most of E3 stalking the U.S. Army. They couldn't understand why some hippie would want to know whether their Colt M-4 assault rifles handled "just like the ones in *Counter-Strike*."

**Favorite Genres:** Fighting, Racing, RPG  
**Current Faves:** *The Mark of Kri*, *Fed. vs. Zeon*



### Chris Johnston News Editor

After playing all that *Brimley's Dance Beat*, Chris dreamt (or was it a nightmare?) that he was a dancin'-game superstar. We think putting his face in Nintendo's *Stage Debut* is about as far as he'll get.

**Favorite Genres:** Action, Adventure, Puzzle  
**Current Faves:** *Wrestlemania XB*, *Advance Wars*



### James "Milkman" Mielke West Coast Editor/Webmaster

When Milky wasn't kicking out the jams on the wheels of steel at ZD's thunderous E3 party, he was wreaking havoc on the show floor. What else do you expect from a man who wears cowboy hats to work? Huh?

**Favorite Genres:** Fighting, RPG, Action  
**Current Faves:** *Panzer Dragoon Orta*, *Shinobi*



### Jonathan Dudlak Reviews Editor

After playing *Metroid Prime* at E3, Jon went back in time to try to meet the late creator of *Metroid*. Let's just say there was a slight malfunction, so someone else will have to edit reviews this month....

**Favorite Genres:** Fighting, Action, Racing  
**Current Faves:** *Metroid*, *RBI Baseball* (NES)



### Jeanne Kim Associate Editor

One of the many highlights Jeanne experienced at E3 was getting her picture taken with pornstar extraordinaire and *Unreal* fan Asia Carrera. See boys, lots of chicks dig games (and porn, for that matter!)

**Favorite Genres:** RPG, Shooters, Adventure  
**Current Faves:** *Lost Kingdoms*, *SoFortune 2* (PC)



### Greg Sewart Previews Editor

After failing to win any money at this year's E3, Sewart's in a bad way. Now he's gotta convince Dean to become his sugar daddy in order to bribe all those government officials he needs "in his pocket."

**Favorite Genres:** Racing, RPG, Action  
**Current Faves:** *Crazy Taxi 3*, *Stuntman*, *GT3*



**Publisher:** AKA Acclaim  
**Developer:** Z-Axis  
**Featured In:** EGM #151  
**Players:** 1-2  
**Also On:** GameCube, Xbox  
**Best Feature:** Go-anywhere, do-anything design  
**Worst Feature:** No Create-a-Skater  
**Web Site:** www.acclaimmaxsports.com

You've completed *Tony Hawk 3* a half-dozen times. Snowboarding games are too sluggish for you. BMX just isn't your style. So what to do until *Tony Hawk 4* hits the streets later this year? *Aggressive Inline*. This game hangs with the best of them, and in a few areas, outskates even *Tony 3*, the king of trick-based action-sports titles. *Aggressive* gives you massive environments to skate around in and more ramps and rails than you'd know what to do with. You can literally spend hours just exploring one level. Then the game one-ups itself by furnishing each stage with an unlockable hidden area that offers you that much more real estate to play with, which gives this disc unprecedented replay value. Besides the excellently crafted levels, *Aggressive* also has your great game design. No time limit here—just keep doing tricks to prevent your juice meter from emptying out, and you can play on (you can skate a timed game if you want). This sets up a more leisurely experience without a drop in the excitement level. Then you have a well-balanced mix of fun and creative missions geared toward players of all skill levels. My personal fave: Create a makeshift skate park and score 50,000 points on it, all in under three minutes. About my only complaint is, despite being such a blatant *Hawk* ripoff, this game doesn't have enough flashy, over-the-top tricks that'd make it even more fun to play and watch.

### Shoe

Are you an extreme inline blader who takes all sorts of crap from skateboarders because they think you're some sort of wuss? Well, fret no more my downtrodden grind pups. After they play *Aggressive*, those jerks with decks will be beginn' to be your pal. Not only does *Aggressive* look super sharp, its seven massive levels put even *Jet Set Radio Future's* (Xbox) urban environments to shame. The best part about the game is that, while it borrows heavily from *Tony Hawk's* gameplay, *Aggressive* has a feel all its own sporting inline-specific tricks like vaulting and sliding. Maybe next time inline skating's on *ESPN-2*, I'll actually give a damn!

### Che

The *Tony Hawk* clone wars have been raging for years, but one-up, Z-Axis has forged a copy that actually one-ups *THPS3* in a few important ways. First, the complex system of experience points rewards you based on what maneuvers you use the most, giving you complete control over your skater's growth. Also, the inclusion of a bail button lets you land safely from big falls—fewer wipeouts, equal more fun. Lastly, the levels are freakin' huge, super-speedy and packed with tough, unique challenges. Sadly, a sub-par soundtrack and the lack of a character-creation mode drag this otherwise stellar effort down to a solid runner-up position.

### Shane

VISUALS	SOUND	INGENUITY	REPLAY
8	6	3	8



**Publisher:** THQ  
**Developer:** Metro  
**Players:** 1-2  
**Supports:** Dance-mat controller  
**Needs:** A nude code  
**Best Feature:** Mmm...rendered Britney  
**Worst Feature:** Five songs? That's it?  
**Web Site:** www.thq.com

After hours of fooling around with *Britney*, I couldn't help but feel empty inside. (I'm sure the real Britney would've been a different story.) It's hard to believe that *Dance Beat* is by the same folks behind *Bust-A-Groove*, one of the PS1's better music-based titles. If they had just taken *Groove's* gameplay and given it a Britney Injection, it would've been decent. Instead, we get a shallow music game that's low on fun and filled with meaningless wank material (and I mean that in the nicest way), like concert and backstage footage that's hardly worth unlocking, even if you're a hardcore fan of the gal. Since you're limited to just five of the pop diva's biggest hits, the game's a quickie—no remixes, no other dance tunes to fill the gaps...nothing. Sure, her songs are toe-tapping ditties, but five isn't enough these days. The more *Dance Beat* played, the less I liked its interface and automatic-aid system. In similar versus-style music games, you get to choose when to launch an attack and can block an opponent's. Here you can't do either, so matches become a flurry of back-and-forth assaults 'til someone screws up. That's hardly what I'd call fun. The effects of each attack (moving the button cues around, changing them, adding more, etc.) are so aggravating that it feels like you're not even given a fair shot. I'm sure the real Britney's a hoot and a holler, but her game's got no personality.

### Chris

28 minutes and 26 seconds. That's the playtime you'd get you with *Britney's Dance Beat*. And that's after playing each of the five songs twice! (OK, so I didn't include load times.) It's not even a very fun half-hour to boot. Had Metro included a way to block attacks or put any sort of strategy into the play mechanics at all, *Dance Beat* might be worth buying for some cool multiplayer fun. But seriously, once you've finished the single-player game, you've done all there is to do. I can't judge Britney's music in good conscience. I listened to Celine Dion songs in French during high school, but as for her game, *Dance Beat* isn't even worth a rental.

### Greg

Like, did you hear? They say *Beat's* the "coolest video game...since video games were invented" on the official site. Like, no way! "Slap" Nothing is further from the truth. Besides 5-year-old girly-girls who like, love Britney, the banal set of revolving combinations and a suck-it-for-all-it's-got song list will send you surfing on a contagious yawn-wave. Dance-pad play? Sit-down sensor antics on PS3 will get your feet moving faster! And to top off this pile, attacks are completely out of your hands, so zippo on getting an inkling of competitive gameplay. Simply put, *Britney's* a contrived marketing ploy and will leave a bad taste in your mouth. Blech.

### Jeanne

VISUALS	SOUND	INGENUITY	REPLAY
6	6	2	2



**Publisher:** Bam  
**Developer:** Sony CEE Studio Camden  
**Featured In:** EGM #145  
**Players:** 1  
**Also Try:** *Ace Combat 04*  
**Best Feature:** Diverse gameplay  
**Worst Feature:** Frustrating missions  
**Web Site:** www.dropship-pilot.com

Compared to other flight-combat games such as *Lethal Skies* or *Ace Combat 04*, *Dropship* goes way beyond the call of duty when it comes to gameplay variety. Over the course of its 20 missions, you'll blow up a dam, scan trucks for weapons, drop tanks into warzones, steal an experimental gunship, and man a turret while the computer-controlled co-pilot does the flying or driving. Oh, did I say driving? That's the kicker: Many missions here let you whiz around in tanks, troop carriers and other vehicles. One level has you burning rubber through an enemy base to bust out POWs. In another, you cruise around the bad guys' depot on a stealthy spy mission. By all rights, this game should be a couch-potato sinner's dream come true. So why did my spirits pink every time I sat through new level briefings and watched mission objectives pile up? Because I knew I'd have to retry those missions over and over. *Dropship's* difficulty cranks up to the extreme about a third of the way into the game, partly because avoiding enemy missiles is nearly impossible (don't forget to land for repairs) and partly because of your wimpy weaponry. This game's damage sirens and enemy lock-on buzzers still haunt my nightmares. You'll spend most of your time repeating missions until you've memorized exactly what to do every step of the way, and where's the fun in that? Mid-level checkpoints would have made it all more bearable.

### Chrispin

*Dropship* is a game that only the passive-aggressive will enjoy; if shutting supplies around is your idea of a good time, then hop aboard. In the game, you eventually do "go aggro" with jets and tanks, but not before enduring a series of difficult dropship missions. It's frustrating because many of these missions require accuracy and precision (spy an enemy base and keep your head below the radar while scanning multiple targets), yet your dropship controls like a 747 when it should handle like a chopper. The mission progression helps things feel, but the tedious controls and graphical sterility weigh down an otherwise decent action game.

### Milkman

When I think *Dropship*, I think of that olive-green war machine we saw in *Aliens* with the missiles on its wings and a belly full of colonial Marines. Well, *Dropship* does a great job of re-creating that gritty sci-fi realism. When you're hovering over the hot zone, you actually feel as though there's a real battle happening below you. Look closely enough and you may even catch some infantry-on-bank action between the ground forces. But no amount of atmosphere can mask *Dropship's* repetitive, piecemeal missions and lack of combat dynamics. It also doesn't help that the game's simplistic graphics just aren't up to snuff by today's standards.

### Che

VISUALS	SOUND	INGENUITY	REPLAY
6	7	7	5



## Endgame



**Publisher:** Empire  
**Developer:** Cunning  
**Developments:** T  
**Featured In:** EGM #355  
**Players:** 1  
**Supports:** GunCon 2  
**Web Site:** www.endgameps2.com

**Best Feature:** Targeting enemy body parts  
**Worst Feature:** Poor excuses for bosses

I'm not tough to please when it comes to gun games, but *Endgame* even falls behind most PS1 shooters on my list of plastic-blaster faves. It's basically a tamer, single-player *Titanic Crisis 2* with fewer unique enemies and lazier bosses—much lazier. The only way to tell one apart from the rabble of normal bad guys, in fact, is to watch for a dude in a Nehru jacket wielding a new weapon. I can deal with *Endgame's* disjointed story—it's the generic look and monotony that irk me. You've got one life to bust through the whole adventure, which would be OK if you weren't fighting guys with the same peek-out-and-pop tactics all the way up to the end. Fortunately, these dudes are easy to cap with a control pad; you don't need a GunCon to be competent in *Endgame*. But where's the fun in that? And these crappy extras? A minigame that reshapes the main gameplay with a space-themed skin? A "Mirror mode" that flips the screen horizontally? Yeah...the dual-gun mode is the only cool one, assuming you have (or can find) a pair of GunCons or GunCon 2s.

**Jonathan**

**VISUALS** **SOUND** **INGENUITY** **REPLAY**  
**5** **4** **3** **5**

## Fire Blade



**Publisher:** Midway  
**Developer:** Kuju Entertainment  
**Players:** 1  
**For style points:** Snipe off enemy legs  
**Try instead:** City Crisis  
**Web Site:** fireblade.midway.com

**Best Feature:** Stealthy sniping missions  
**Worst Feature:** Bland and repetitive gameplay

Your tricked-out whirlybird in this arcade attack-chopper sim turns invisible at the flick of a switch, packs sniper guns that can nick the backpack off a soldier from a mile away, and has jet boosters that zoom you out of the danger zone. Sounds like a thrilling ride, right? So how come I had the most fun just blasting the livestock that roams the terrain? *Fire Blade* is too light on frills and thrills. Its 18 missions have you doing interesting enough stuff—protecting troops, killing convoys, picking up downed pilots—but the graphics look so blah and the action is so repetitive that I rarely felt the "roar of war" *Midway* hypes in the game's ads. You don't get snazzy weapons until late in the game. And the only reason you'd wanna rent *Fire Blade* is for its stealth missions, which have you creeping along and sniping any bad guys in your ground force's way (in one tiny level, you're only allowed to shoot soldiers who are armed). The clunky control doesn't help; I never got the hang of aiming my rockets, no matter how much I practiced on the herds of sheep.

**Crispin**

**VISUALS** **SOUND** **INGENUITY** **REPLAY**  
**4** **5** **4** **4**



**Publisher:** EA Sports Big  
**Developer:** Electronic Arts  
**Featured In:** EGM #352  
**Players:** 1-2  
**Also On:** GameCube  
**Best Feature:** Freekout mode  
**Worst Feature:** Cheap A.I. tactics  
**Web Site:** www.easportsbig.com

*Freestyle* is overflowing with contorted tracks, clever shortcuts and jumps so mammoth they'd make even the great Evel Knievel crap his pants. Seriously, you couldn't get more airtime unless you jumped out of a commercial jet. Fans of realistic sims will no doubt mock such folly and point out how *Freestyle* is just *SSX Tricky* on dirt bikes. Well, they're actually right about that. But the joke's on them, because there hasn't been a more thrilling motocross game since Nintendo's *Excitebike 64*. For starters, the super-human riders animate well and have enough variety in their tricks to keep things fresh. To their credit, EA made it easy to perform tricks but hard to actually link them AND land safely. Getting the timing down is the key to success and the main reason I couldn't put the controller down for hours at a pop. Second to that is the speedy (and smooth) graphics. It's definitely an improvement from *SteedStorm* in that department and especially hair-raising when the hyper-fast Freek mode kicks in—hold onto your hats, kids. Overall I'm very happy with the game. My only complaint is about the sometimes cheap tactics of the computer riders. Basically, no matter how well you're doing, they're never far off your tail and frequently pass by just before the finish line (insert sound of controller being smashed here). It seems unfair, but not enough to ruin an otherwise good time.

**Deean**

Rather than attempt to reinvent the wheel, EA made *Freestyle* more of an homage to their runaway hit, *SSX*. Sub dirt bikes for snowboard decks and voilà, you've got the idea. Does that mean you should write this one off? No way. If you like high-intensity racing action, *Freestyle* definitely delivers. **Skull-searing speed and plenty of eye-popping tricks add up to a pretty huge fun factor.** I did find the game's camera to be a bit annoying, as it seems to follow the bike too deep into corners instead of showing more track. Also, the computer riders present a formidable, times unfair, challenge. Other than that, *Freestyle's* "freaky" good.

**Dan L.**

I sure love motorcycles, but most moto-X games tend to be a bit on the wimpy side. If I'm going to hit the trail on a high-torque terror with knobby tires, I want to taste the fear of hurtling through the air, a crash but a whisk away. *Freestyle* brings that fear. **Part *SSX* on dirt bikes, part *F-Zero* meets mud, *Freestyle* has good control, tough CPU opponents and loads of tracks.** The sweet-looking characters also burst with idiosyncratic detail and personality. The only downside is that the thumb-busting control scheme (gas and boost are too close to each other) is ergonomic hell, and the trick buttons aren't as responsive as they should be.

**Milkman**

**VISUALS** **SOUND** **INGENUITY** **REPLAY**  
**7** **7** **5** **8**

## Legion: The Legend of Excalibur



**Publisher:** Midway  
**Developer:** 7 Studios  
**Featured In:** EGM #353  
**Players:** 1  
**Try instead:** *Baldur's Gate: Dark Alliance*  
**Best Feature:** Cool magic items  
**Worst Feature:** Dull, repetitive combat  
**Web Site:** www.midway.com

I wasn't going to fault *Legion* for its blurry graphics or annoying, repetitive speech (you'd have to watch the turkey-leg counter at the Renaissance Festival for 20 years to hear "To the Death!" more times than in two hours of *Legion*)—I just turned down the sound and ignored co-workers asking why I was playing a PS1 game. What I was after was the gameplay, a *Baldur's Gate*-like action-RPG with light real-time strategy in mind. What I did eventually come to fault *Legion* for is its balance and fine-tuning—namely, there isn't any. You're supposed to guide up to four main characters and supporting troops by issuing commands in real time during battle. Now it's bad enough to be navigating menus while enemies are hacking you up into tiny bits, but when those menus make even simple orders for your buddies difficult or impossible, it's downright aggravating. And without the strategy element to back it up, combat (by which I mean tapping the same button over and over) gets repetitive quickly, especially with stages and bosses that alternate between "cake-walk" and "Charles Manson-insane" difficulty levels. To top it off, despite some nice cutscenes, big chunks of the story don't make sense or seem to be missing. The medieval setting, different offensive and defensive level objectives, collecting and buying special magic items—you'll find a few inspired moments here, but it's the problems that are legion.

**Mark**

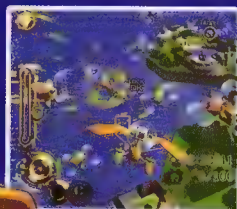
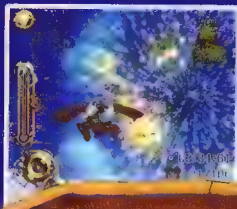
Imagine this scenario: Behind glass, you watch a focus group play *Legion*. Level one: The group belows at the silly English-accent voiceovers. Level two: Half the room smashes their controllers in frustration and clears out due to having to complete one of the most difficult missions in the game (with no mid-level saves). An hour passes during which much cursing ensues. Another quarter storms out grumbling about how awful allies and camera problems got them killed. Finally, the last handful nods off from the constant running to and fro from battle to power up, since the combat interface is impossible to use on-the-fly. Success or failure? Oh, c'mon. **Jeanne**

It may take some liberties with the Arthurian legend, and it may be fairly derivative in terms of some of the gameplay ideas, but *Legion* is actually pretty fun. It suffers from bad voice-acting and over-sensitive collision detection in the environments, and it has some annoying progress management features (like only saving between "quests"), but there's something undeniably charming about the whole thing. ***Baldur's Gate: Dark Alliance* fans will get a kick out of it.** Those seeking something a bit more in-depth will find the party management, which lets you direct hordes of troops at once, quite entertaining—even if it can be a bit hit-or-miss.

**John D.**

**VISUALS** **SOUND** **INGENUITY** **REPLAY**  
**4** **4** **5** **3**

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PlayStation.2



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**Publisher:** Sony CEA  
**Developer:** SCEA San Diego Studios  
**Feature In:** EGM #156  
**Players:** 1  
**Best Weapon:** The battle axe  
**Best Feature:** Excellent combat system  
**Worst Feature:** Weapon switching is too slow  
**Web Site:** www.scea.com

Whoa, talk about slipping in under the radar. I went into *The Mark of Kri* expecting nothing and came out completely blown away by the overall quality of this strange but engrossing action/adventure game. First of all, don't judge this game by its goofy graphics. *Kri* fuses Disney's naive sense of adventure with the darker and more mature edge of classic laserdisc games like *Dragon's Lair* and *Space Ace* for a hyper-violent experience. Mark my words: **This game is not for kids. It makes Conan the Barbarian look like *The Jungle Book* by comparison.** But if you're in the mood to spill some blood, *Kri* is the game for you. Much of the combat involves rotating the right analog stick to lock onto individual or group targets, as you're constantly taking on a bunch of enemies at once. Think of it like some sort of sweeping melee sonar. Once you've picked your victims, they're assigned to different buttons on the Dual Shock, giving you the ability to attack multiple enemies simultaneously. The ingenuity of this system is in how it alters your combat effectiveness based on the number of bad guys you pursue; the more you target, the less complex your combos. Combine this deep thinking system with four distinct weapon styles, innovative stealth action, a ton of over-the-top death animations, sublime use of feedback vibration and beautiful hand-drawn cutscenes, and you've got the sleeper hit of the year.

**Che**

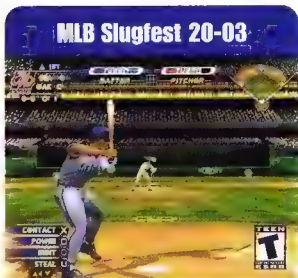
Between *Kri*'s storybook style, intense voice acting and epic storylines, I would have sworn it was based on an animated film. But after my burly hero rammed an enemy head-first into a stone wall, I knew this was no *Bambi*. *Kri*'s gameplay blends solid slasher action with keen stealth elements—especially due to the intuitive combat model that had me ably fending off three attackers at once. The game affords you several options for tricking foes into becoming easier kills, but you can always just dive in for an all-out melee. With all the new attack features it kept introducing, *Kri* felt a little like one big training mission, but I was blown away by its depth.

**Jonathan**

What the...where did this game come from? It's like someone took the best parts of a Disney film—the memorable characters and smooth animation—and replaced all the song-and-dance numbers with neck-snapping, torso-gutting, throat-slitting carnage. **Combat is an adrenaline rush of offense, defense and combos** that lets you kick multiple butts at once, and, most importantly, with style. And the way your bird can scout ahead, grab items and fool guards? Genius. Not to mention all the stealth, sniping and puzzle elements worked into the various levels. It's right up there with *Metal Gear Solid 2* as the best action the PS2 has to offer. Play it.

**Mark**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	7



**Publisher:** Midway  
**Developer:** Midway  
**Also On:** GC, Xbox  
**Also Try:** *High Heat MLB 2003*  
**Players:** 1-4  
**Best Feature:** Crisp graphics  
**Worst Feature:** Too much slugging!  
**Web Site:** www.slugfest.midway.com

*Slugfest* stays true to Midway's mantra of mayhem. This time, they've taken ye olde national pastime under the knife and injected it with more of everything—more speed, scorching pitches and majestic home runs. Midway's also brought something new to the ballpark by adding a dash of violence. We're not talking about just hitting a batter here and there or a rough slide at second base. Nope, in *Slugfest* you can actually just pop a guy right in the chops. Don't like the way that dude is standing on second base? Beat him down. You might be able to knock him off the bag and tag him out. Of course, he can fight back and induce you to drop the ball, which might allow him to advance a base. This little dynamic is certainly cool, but the game is strong enough to stand on its merits as a pure arcade baseball game. ***Slugfest* is gorgeous, fast-paced and balanced enough to offer fleeting fun whenever it's booted up.** Midway's old friend, the turbo button, is here and used to full effect, whether you're making insane leaping catches or unleashing howitzer-like throws from the outfield. Pitching and hitting controls are straightforward and easy to get into, which is crucial to enjoying something as lighthearted as *Slugfest*. I wouldn't recommend this to anyone who thinks there's even the slightest hint of a realistic slm here. But to everyone else, *Slugfest* passes as being an enjoyable game of "baseball."

**Dan L.**

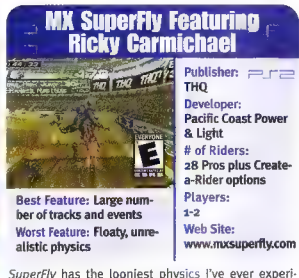
Leave it to Midway to take baseball and pervert it into a freak show like this. **I have to admit, smacking around a batter who just hit my best corkcrew pitch is quite satisfying, though.** And many of the gameplay staples, such as the diving catches and laser beam throws are solid even front: the animation, the control, etc. I only wonder how long *Slugfest* will stay fresh for arcade fans once the slapstick wears thin. After all, it's not like *Blitz* where the crazy tackling and rapid-fire pace kept the adrenaline flowing non-stop. But for those already accustomed to baseball's slower pace, *Slugfest*'s wacky approach offers a fun change of pace.

**Dean**

When I first heard that Midway was planning to weld the *Blitz* formula to America's favorite pastime, I was filled with a mixture of joy and dread. Joy because an up-tempo baseball game sounds like fun, and dread because I feared the execution would just be stupid. It looks like I was right on both counts. *Slugfest* brings the fun with sharp graphics, awesome play-by-play commentary, and pick-up-and-go controls. The stupid part is the gratuitous base-runner/fielder melee designed to cause havoc on the field. Plus, **the game clearly favors the batter** (hint: use turbo), making the typical game of *Slugfest* a war of attrition. Yanks: 28 Red Sox: 23? Please.

**Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	7

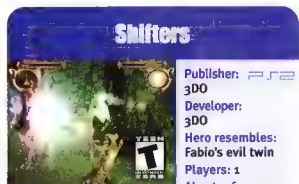


**Publisher:** THQ  
**Developer:** Pacific Coast Power & Light  
**# of Riders:** 28 Pros plus Create-a-Rider options  
**Players:** 1-2  
**Web Site:** www.mxsuperfly.com

*Superfly* has the looniest physics I've ever experienced in a motocross sim—the way you can toss your cycle around while airborne is almost comical. I can't understand why a title that otherwise sports such realistic bikes and tracks would allow such weird, OK, that puzzles me, but in light of the positives, it's still a good time. The course designs are pretty ingenious overall. What seems like a random spattering of jumps and bumps is really a group of strategically spaced obstacles that, depending on how you preload your shocks, can be navigated with either speed and grace or clumsy recklessness. **Trying to get it perfect is part of what makes the game so addictive.** I wish I had room to mention all of the game's cool nuances; suffice to say, compared to last year's edition, *Superfly* is a more well-rounded title. Improvements like the new minigames, bike upgrades and decent, if a little difficult to master, track editor are more than just throw-away features—they make an impact. And maybe next year I'll get my wish for more believable physics.

**Dean**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	7



**Publisher:** 3DO  
**Developer:** 3DO  
**Hero resembles:** Fabio's evil twin  
**Players:** 1  
**Also try for some big axe-whompin':** *Rune: Viking Warlord*  
**Web Site:** www.3do.com

**Best Feature:** Looks decent  
**Worst Feature:** Monsters out of it like Oozy on triple his dose of Vicodin

Woo dog—what is that smell? Methinks they've done it again! And this time...oh no, not in my new +2 Gauntlets of demon-smite! Ooh, bad developers, bad! Listen, if I wanted to role play as a medieval musclehead crossed with an extra-lame DC superhero from the late '70s, then I'd press up some male escort, drop him off at a comic-book convention and enjoy the show. **Seriously, who is this game made for?** Monsters hit so hard with the dummy stick they politely wait for you to take a swig of healing potion before attacking, formulaic dungeon puzzles and enemy encounters, and quests taken straight out of the RPG bargain bin make you really wonder why the developers bothered. C'mon, we're talking about a hack-and-slasher with stationary pinfalls for targets here! And if being able to morph into creatures is supposed to float this sucker, then Michael Jackson's "Black or White" would have saved his career. It's yet another looks-great-on-paper title that never even made it to mediocrity before some shmuck said, "OK, cut! That's a wrap!" Boo! For shame.

**Jeanne**

VISUALS	SOUND	INGENUITY	REPLAY
5	4	3	1

The ultimate off-road driving adventure is heading to the Nintendo GameCube™ this summer! With five massive levels, a huge new arsenal of countermeasures and split-screen multiplayer action for up to four players, working for an elite band of smugglers has never been more exciting or dangerous. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!



# SMUGGLER'S RUN

## WARZONES



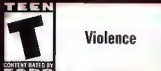
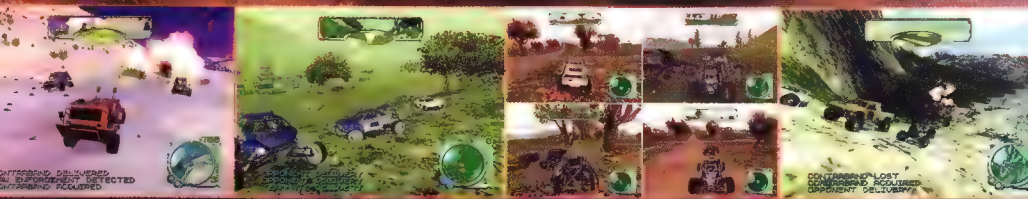
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# Stuntman



**Publisher:** Atari  
**Developer:** Reflections  
**Featured In:** EGM #356  
**Players:** 2  
**Also On:** None  
**Best Feature:** The Stunt Arena  
**Worst Feature:** Long, frequent load times  
**Web Site:** www.stuntman-game.com

PS2

**S**tuntman represents a totally new twist on the driving genre. But when you consider it's from the same people behind the original *Destruction Derby* and the *Driver* series (both on PS2), it's not surprising that the game is so unique.

Start out as a beginner stuntman who works on low-budget films and makes extra cash by performing death-defying feats at the local short track, then work your way up to performing on the equivalent of a *Bond* film. Along the way you'll learn to do things like barrel rolls, nitro-assisted jumps and threading the needle through high-speed, oncoming traffic. The adrenaline rush is unparalleled.



**This high-speed chase from *Conspiracy* challenges you to land your snowmobile right on top of your airborne pursuers.**

But the price may be your sanity. *Stuntman* is way hard, there's no doubt. We guarantee you'll be short on patience—and maybe intact controllers—during your *Stuntman* experience as you try the same levels over and over. At least the game'll last you a while....

**I don't think any other title we've reviewed in the past couple years has caused more swearing (or property damage) in the case of Crispin "Cops of Violence" Boyd. There's no denying that this game is friggin' hard in certain spots—perhaps too hard, but that's debatable. If you're the type of player who doesn't relish spending over an hour or more on a specific mission, then don't even bother with *Stuntman*. But know that none of the challenges are impossible—they just require some major precision driving, which I love. After being frustrated on a particular stunt for so long, the feeling of accomplishment you finally get out of finishing the damn thing drives you to work your ass off at whatever the director has in store for you next. And the sheer variety of the six films in the game means you're in completely new vehicles and settings every few missions. From hopping rooftop to rooftop in a snowmobile, to crushing cars in a monster truck, to racing through the hills of Monaco in the latest sports car, I never got bored with *Stuntman*. It's like a bunch of different driving games in one package. The cars all handle slightly differently but still retain that same feel you got in the first two *Driver* games on the PS2. So I guess the bottom line is that *Stuntman* is definitely an acquired taste (just watching people play it around this office proves that), but if you get into it, you really get into it.**

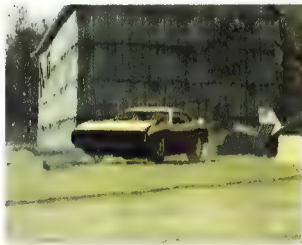
**Grog**

Part thrill ride, part medieval torture, *Stuntman* had me screaming, "Give me a [freakin'] break!" more times than my co-workers could count. Sure, the graphics, control and physics here are super-duper. It's just that the actual gameplay can get as repetitive as scrawling "I'm a stuntman!" a thousand times on a chalkboard: "Too many stunt sequences are too long, and even the tiniest mistakes [say, hitting a curb the wrong way] foul you up, forcing you to redo the levels over and over and over. The funny thing: I kept coming back for more pain, and when I finally beat a stage, I felt like the happiest gamer in the world. Well, at least until the next level." **Crispin**

If I were a real stuntman, I'd hope my director would give me a briefing of what I was expected to do before he actually ran me through the gauntlet. *Stuntman* does not do that. It forces you to wing every damn stunt over and over (the director barks orders as you online fly) until you learn the course. It's just frustrating, and the game's overly floppy physics and periodically nasty slowdown make every car drive like a bus. Even worse, if your timing is off and you screw up a stunt, you might as well start over and enjoy the fat load times. That's called "artificial replay value" folks, and even the little CG movies can't fix that.

**Nilkman**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	8	5



**Fulfill your childhood dreams of being Bo and/or Luke Duke by smashing through lots of stuff and making lofty, home-grown jumps in *A Whoopin'* and a *Hollerin'*.**

## SUNDAY! SUNDAY! SUNDAY!

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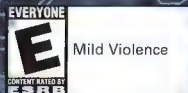
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**EGM SILVER**

## Sky Gunner

PS2

**Publisher:** Attus  
**Developer:** Pixel Arts  
**Featured In:** EGM #50  
**Players:** 1  
**Quirky:** Character designs  
**Best Feature:** Excellent sense of flight  
**Worst Feature:** S1-o-w-d-o-w-n  
**Web Site:** www.attus.com

SG combines the whimsy of a Hayao Miyazaki (the guy who brought us *Princess Mononoke*) anime with **epic aerial warfare on a level rarely seen in video gaming**. Think final battle in *Return of the Jedi* and you'll have an idea of the sort of unfriendly skies that await you. With all that in-your-face action, it's a good thing SG sports an easy-to-pick-up combat system. What sets the game apart from other dogfighters (like *Jedi Starfighter*) is that the gameplay camera always points to the bogy you're currently locked onto (PC flight-sim geeks call this a "padlock view"). That way you always know who you're shooting at, where he's going and how to get on his six. (If the funky camera throws you for a loop, you can also lock your visuals down to a behind-the-plane perspective.) SG isn't very long, but it packs a lot of replay value—aside from obtaining three other characters, you can also unlock new modes, such as Survival and Time Attack. The game also sports a feature I wish more companies would include: the option to pick either English or Japanese voiceovers (the latter comes with subtitles, of course). Graphically, SG looks brilliant by design, but it's almost too ambitious on a technical level. When the action heats up, SG bogs down big time. Fortunately, at the price of slightly worse graphics, you can unlock a code to iron out the slowdown. It's really the only glitch in this otherwise superb shooter. **Chris**

If you swapped the *Star Wars* theme out of *Rogue Leader* for a pastel-heavy cartoon ambience, you'd have the basics of *Sky Gunner*. It's the **coolest thing to a 2D shooter turned 3D**, and that rocks. The game has you gunning down formations of tiny solo fighters and huge flying fortresses alike—setting up chain combos on these guys with your lock-on armaments is half the fun. Since you're competing for points with two wingmates in the main game, you actually want to go back and play each stage several times to earn ship upgrades and top the rankings. SG's got an inexcusable slowdown problem but is otherwise good, clean fun. **Jonathan**

If you've ever wondered what it would feel like to be Snoopy and chase the Red Baron out of the sky, *Sky Gunner* will put that curiosity to rest. Boasting some of the most inspired aesthetics since *Panzer Dragoon*, SG conjures a sense of flight and freedom so convincing, you'll want to nose-dive out of the sun and into an enemy's blind spot just because you can. Although it is, at its heart, a shooter, *Sky Gunner's* gameplay is layered with technique and strategy, which should satisfy gamers looking for something meatier. The game slows to a near-halt at busier times, but terrific voice acting and endearing characters keep *Sky Gunner* on top. **Milkman**

**Visuals** 7 **Sound** 8 **Ingenuity** 8 **Replay** 8



**Stitch Experiment 626**

PS2

**Publisher:** Sony CEA  
**Developer:** High Voltage Soft.  
**Players:** 1  
**John Woo Moment:** John Woo and blast aliens with six guns at once  
**Web Site:** www.scea.com

**Best Feature:** Grappling over pits of lava  
**Worst Feature:** Headache-inducing camera

If it weren't for the pounding headache resonating in my cranium right now, there'd be a lot to like about *Stitch*. But damn it, when the camera positioning switches around as fast and as erratically as it does in this game, you can't ignore it. You need precision jumping skills here, and it's inexcusable for the camera to freak out like it does in this game. Forgetting about that major gripe for a moment, 626 is an interesting way to do a licensed title. It's a prequel to the movie, following the lil' blue alien's life before he landed on Earth in stage after stage of blasting the crap out of everything in sight. What's not to like about that? Level design is solid too, especially the bits where you use the grappling beam to swing over lava or radioactive goo. Visuals range from cool to looking like they were lifted off of the PS1. And for a game based on the hilarious *Lilo & Stitch* movie, there ain't much of the laugh-laugh. Luckily, loads of clips from the film make up for it. In the end, however, the awful camera throws a bucket of painfully cold water on an otherwise good time. **Chris**

**Visuals** 5 **Sound** 5 **Ingenuity** 2 **Replay** 3



**Space Race**

PS2

**Publisher:** Infogrames  
**Developer:** Melbourne House  
**Started on:** The Dreamcast, back in the day... (sniff)  
**Players:** 1-2 (1-4 Multi-Play)  
**Lame:** Twenty  
**Web Site:** us.infogrames.com

**Best Feature:** Great cel-shaded animations  
**Worst Feature:** Dull tracks.  
**What's up, doc?**

*Space Race* is one of only a few kart-style racers to make its way to PS2. I can safely say that this former Dreamcast game, starting all your favorite Looney Tunes pals, shines above the competition as the best title of its genre for the system—in other words, it's better than the *Star Wars: Super Bombad Racing* and *Lego Racer 2s*. But don't get your hopes up, doc. When it comes to truly great gameplay on par with the *Mario Karts* and *Crash Team Racing* of the world, this one takes a wrong turn at Albuquerque. The game controls well and succeeds in capturing the feel of the classic cartoons, especially with "gags" for thwarting others (you can't call them "weapons" and still get that E rating) like the classic falling anvil. And some fantastic cel-shaded graphics and a multitude of character animations give the game visual appeal. But I just couldn't help but get bored as I raced through the "Looniverse"—the game's simple, straightforward tracks get tedious after the first couple of races. I had such high hopes for this one, too. Sufferin' succotash! **Chris B.**

**Visuals** 8 **Sound** 4 **Ingenuity** 3 **Replay** 5



**The Way of the Samurai**

PS2

**Publisher:** Bam  
**Developer:** Acquire  
**Featured In:** EGM #55  
**Players:** 1-2  
**Also Try:** *Bushido Blade (PS1)*  
**Web Site:** www.bam4fun.com

**Best Feature:** Open-ended story and multiple endings  
**Worst Feature:** Super-steep learning curve

With its deep fighting system and non-linear 3D adventuring, *The Way of the Samurai* is a **bold move toward something great**. While the game doesn't totally deliver on its immense potential, there's a lot to admire here nonetheless. *Samurai's* unique but characteristically clunky combat system avoids repetitious button-mashing with parry-and-dodge techniques that keep you on your toes. On offense, you have the option of pushing or pulling your opponent to throw him off balance and leave you an opening for the kill. But it works both ways: The opposition can also anticipate your attack and use your own momentum against you. If it sounds complex, well, it is. It takes a while just to get the basics down, and even longer before you can exploit the game's deep combo/juggling system. In fact, no matter how good you get, you're always just one fatal mistake from turning into human sashimi. Still, *Samurai's* open-ended structure and branching storyline gives the game a "what if I did this instead of that?" quality that kept me coming back for more. **Chris**

**Visuals** 7 **Sound** 6 **Ingenuity** 8 **Replay** 8



**Test Drive**

PS2

**Publisher:** Atari  
**Developer:** Pitbull Syndicate  
**Featured In:** EGM #142  
**Players:** 1-2  
**Supports:** Custom Soundtrack  
**Web Site:** www.atari.com

**Best Feature:** A lot of cool cars to collect  
**Worst Feature:** Annoying chatter during races

*Test Drive* attempts to pass itself off as a *Gran Turismo*-style racer, earning you new cars and awarding cash for every top-three finish, but that money is pointless since you never buy anything. Instead, *Test Drive* feels more like a mix between *Project Gotham Racing* and *Burnout*. You have a bunch of licensed cars like in *PGR*, but so percent of the time you're battling it out for position while weaving through traffic in one of four different cities (San Francisco, Tokyo, London and Monte Carlo), much like *Burnout*. The combination might not be the deepest racing experience you'll ever have, but it's very satisfying. Fundamentally, this is just an arcade game. Yeah, Pitbull tried to make it a bit more sophisticated by adding a storyline (that you'll be skipping through more often than not), and the Xbox version features some annoying opponent chatter that breaks up the music during each race, but you'll still get your money's worth out of *Test Drive*. It's a perfect game to tide you over until *Sega GT 2002* ships out later this year. **Greg**

**Visuals** 7 **Sound** 6 **Ingenuity** 4 **Replay** 7

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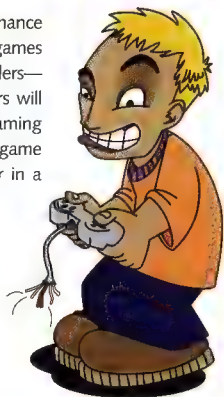
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## Crazy Taxi 3: High Roller



**Publisher:** Sega  
**Developer:** Hitmaker  
**Featured In:** EGM #156  
**Players:** 1  
**Best Feature:** Cabbies and cities from the first two games, plus more  
**Worst Feature:** Game slows down in Glitter Oasis  
**Web Site:** www.sega.com



Most Dreamcast owners agree that one of the best times they had with Sega's late console was when they were tearin' up the streets of San Francisco in the original *Crazy Taxi*. They'll likely also tell you that *Crazy Taxi 2* came up a little short.

Enter *High Roller*. A *Crazy Taxi* "director's cut" of sorts, *High Roller* gives you the West Coast (San Francisco) and Small Apple (New York) areas from the first two games, plus an all-new Glitter Oasis (Las Vegas) level to learn inside and out.

Outside of that and some new minigames, though, this game is basically the same one you may or may not have played before. The entire experience remains easy to pick up, difficult to master and satisfying for anyone who bothers to put some effort into doing so. Besides, *Crazy Taxi 3* just oozes so much cool with its awesome cars and sweet tunes, you gotta check it out at least once.



**Left: Roads?** Where you're going, you don't need roads. Shortcuts are essential when time is money. **Below:** See the blue arrow at the top of the screen? It points to your destination "as the crow flies," rather than trying to show the best route like the green arrow normally does.



**Crazy Taxi fans couldn't ask for more than this.** After a slightly disappointing Dreamcast sequel, *CT3* brings all the best aspects of the first two games together and packages them with a third city that's simply loads of fun to play. Steaking down the Las Vegas strip (or a reasonable facsimile) with eyes peeled for your next customer before you deliver your current one is what this game's all about. It sounds almost too simplistic to be fun, but once you've figured out all the crazy techniques (which the Crazy X mode forces you to do), you'll find yourself unable to put this game down until you earn the most cash possible in all three cities. And if you feel like you're a *Crazy Taxi* master by that point, you get to beat the Crazy X challenges to prove it. Lemme tell you, these are harder than any group of minigames in the previous two titles, hands down. But if you complete them, the extras you'll get (no, we're not telling) are totally worth it. I might sound like I'm gushing about this game. And while I do think a few things could be done better, such as some easier Crazy X challenges at the start and some better-placed customers in certain parts of each city, I really can't complain too much. I guess if *Crazy Taxi 3* lacks anything, it's a multiplayer game. This is the type of sit-down-and-play experience you wish you could do with a couple of buddies. At least *Crazy Taxi 4* has something to shoot for.

**Greg**

I look at *Crazy Taxi 3* in much the same way I look at something like Barry White's *Greatest Hits* CD. Both are packed with value, teaming with the hits of yesteryear and have new features tucked in for bonus fun. A good game doesn't go bad, and in the case of *CT3*, the tracks from the previous two games play even better thanks to the crazy moves that weren't available before. The huge new Vegas level rocks, and when you factor in the San Fran and NYC tracks, *CT3* is what *CT4* should have been in the first place. I expected a little more out of *CT* on Xbox visually, but for anyone who's missed the *Crazy Taxi* thrill ride before, this is the one to own.

**Milkman**

As soon as I heard that same ol' Offspring song blaring through my TV speakers, I knew I was in for a deejà vu experience. The arcade gameplay, the goofy characters—nearly everything here is classic *Crazy Taxi*. For Xbox owners who've never played *CT*, having almost all the levels and a bunch of challenging minigames on one disc is a sweetheart of a deal. A person could burn a lot of hours trying to beat the entire enchilada. Old fans should be satisfied with the additions, as well. The new Glitter Oasis city is just as deep as the others, and exploring the West Coast with the ability to jump (a feature not in the first edition) adds a whole new dimension to the game.

**Dean**

The minigames in *Crazy Taxi* are nothing new. Hitmaker's always used them to introduce players to techniques like the crazy drift, hop and stop. But the challenges found in *CT3*'s Crazy X mode are some of the most unique we've seen.



**Crazy Football:** You need to get a football player from one endzone to the other by avoiding the oncoming cars. Stay in bounds!



**Crazy Tornado:** This must be Kansas, 'cuz there's a twister up ahead raining cars from the sky. Try to avoid them and make it to the goal before time runs out.

VISUALS	SOUND	INGENUITY	REPLAY
5	7	3	8

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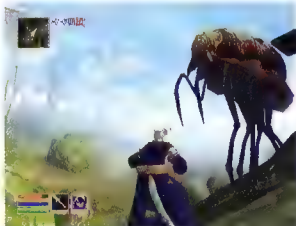




# The Elder Scrolls III: Morrowind



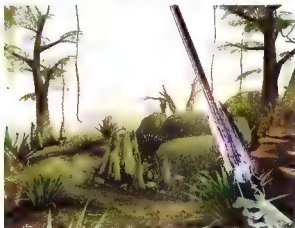
**Publisher:** Bethesda  
**Developer:** Bethesda  
**Also Try:** Pen-and-paper D&D  
**Players:** 1  
**Features:** Unpronounceable names  
**Best Feature:** Scarily huge world  
**Worst Feature:** Worst...battles...ever  
**Web Site:** www.morrowind.com



The epic sense of scale *Morrowind* offers has never been seen in a console RPG before. The official hint book weighs in at a hefty 370 pages!

But sometimes you might need a respite from questing altogether. Try some sightseeing. The world of Vvardenfell provides excellent hiking grounds with 30 square miles of terrain to explore. Or maybe you're not cut out to be a heroic do-gooder. If that's the case, start systematically slaughtering townsfolk and stealing all their loot. It's all up to you, and the adventure could literally go on for months.

Ah, which laughably named location should I explore next? Maybe I could see the scenic shrine of Addadashashanammu or the treacherous cave of Shashplamat. Or perhaps I'll visit my good friend Mentus Yansurnammu in the Arvs-Drelen region. (No, we're not making this stuff up.)



I'm not sure if you guys are ready for this one. I've played nearly every console RPG from the past 20 years, a few PC quests and even a multi-year live-action D&D campaign (did I just admit that?), and I was still overwhelmed by the enormous scope of *Morrowind*. This game thrusts you into a complex, living world that's also a bit daunting. Following the tenuous main quest can be tricky, as optional side-quests constantly lure you away from the path. It's all so open-ended and freeform that you can easily get lost in the world and forget about the "game" proper. It's enough to make your head swim, which is itself pretty impressive (and scary). At least all of this monumental adventuring looks fabulous. Traditional swamps, forests and plains look great, and the more creative areas will astound you. Exploring a Venetian-style canal town or a city filled with insectoid buildings is simply awe-inspiring. **If only the gameplay could match the quality of the visuals.** To put it simply, *Morrowind's* battle system sucks. It's slow, clunky, vague and boring. Luckily, combat isn't too terribly frequent, so the game's not completely ruined. Even so, I do think *Morrowind* deserves a caveat—it's so dauntingly huge that the average gamer might not have the fortitude to stick with it through the first day, much less its entirety. However, for a certain type of player...say, a bored dude with no summer job, it's a fabulous time-waster. **Shane**

Holy hell, am I exhausted. *Morrowind's* easily the biggest, most hardcore behemoth of an RPG I've ever played. It's so open-ended that you actually feel lost right from your babe-in-the-woods beginning. Once I learned that grilling every villager for info was the key to getting jobs, joining guilds and political factions, eventually establishing an identity and reputation for myself, things came a lot more easily. But between the awkward PC-RPG combat, having to cover a veritable Nebraska of ground to complete even small jobs, and trying to absorb all the prattling of the townsfolk, **I can't imagine anyone but the hardest of hardcore appreciating Morrowind. Jonathan**

This is as close as a console RPG has come to pen-and-paper games like D&D: deep, non-linear and H-U-G-E, with more characters, towns and dungeons than you can imagine (all that's missing is the dice and Mountain Dew). It's way too much to go into here, and honestly at times it's overwhelming—the intricacies for the (very cool) abilities to make your own spells and magic items alone could fill a book. Combat isn't so hot, and you spend way, way too much time reading the same text talking to people. But if you have the time and are willing to commit to a seriously in-depth RPG (*Final Fantasy* it ain't), the freedom *Morrowind* allows will astound you. **Mark**

The first Xbox RPG has finally arrived, and it's a doozy. Forget what you know about console role-playing games—*Morrowind* changes everything. This PC interloper invades the realm of console gaming with a style of play that bears little resemblance to that of Japanese RPGs like *Final Fantasy* and *Dragon Warrior*. You won't find any spiky-haired youths, turn-based battles or linear, one-truck storylines here. In this game, it's just you, alone in a massive fantasy world with complete freedom to do as you choose. You determine every aspect of your hero's appearance, attributes and abilities. If you're unhappy with the available character-class options, well then design your own custom class. When you want to take a break from the main storyline, embark on one of over 400 optional quests. These miscellaneous tasks will score you lots of cool items and status aides.

## TOP ALTER EGOS IN VVARDENFELL



**SHANE'S HERO:**  
**RACE:** Argonian  
**CLASS:** Custom (Magic Gunner Warrior)  
**SKILLS:** Water Breathing, Invisibility and prattfalls.



**JON'S HERO:**  
**Cheddar**  
**RACE:** Dark Elf  
**CLASS:** Adventurer  
**SKILLS:** Illusion, Enchant, Conjunction; the essential traits of a complete pansy.



**MARK'S HERO:**  
**Colonel Sanders**  
**RACE:** Redguard  
**CLASS:** Custom (Extra Crispy Anti-Paladin)  
**SKILLS:** Long Blade, Block, Sneak, butchering innocent villagers, Armorer.

VISUALS SOUND INGENUITY REPLAY

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## RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

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**TotalEaT**

Publisher: **Majesco**  
 Developer: **Rage**  
 Featured In: **EGM #154**  
 Players: **1-4**  
 Supports: **Custom Soundtrack**  
 Web Site: **majescogames.com**

Best Feature: **Awesome event variety**  
 Worst Feature: **Stupidly long load times**

I once thought that demolition-derby simulators were solely for people who attend truck pulls and raise prize rigs for the county fair, but this title has made me a fan. **Variety is the key to TotalEaT's success**—you're not just crashing wildly in an automotive free-for-all; the Career mode offers more than 20 vastly different types of levels. Creative modes such as Hunter, Checkpoint Race, Skittles 'n' Grates and Stuntman keep the gameplay fresh. The sheer length of the Career mode will draw you in, and you can use the cars and levels that you unlock there in the Arcade and Multiplayer modes. Visually, Rage has concocted a shiny, speedy package that looks on par with other Xbox racers. Some stages suffer from slowdown, but it's nothing major; the long loading times and junky tunes hinder the experience much more. Sometimes you'll suffer through 20 seconds of loading for six seconds of playing. If you lose and need to **retry**, it's time to load again! Oh, and the music—**get ready for pop-punk about Chupacabras**. Or better yet, rip your own soundtrack. **Shane**

VISUALS SOUND INGENUITY REPLAY

6 4 6 7



**Guilty Gear X Advance Edition**

Publisher: **Sammy**  
 Developer: **Arc System Works**  
 Featured In: **EGM #154**  
 Players: **1-2**  
 Supports: **Link Cable**  
 Web Site: **www.sammyusa.com**

Best Feature: **Easy pick-up-and-play mechanics**  
 Worst Feature: **Looks kinda rough, even for GBA**

Since a great deal of *Guilty Gear's* appeal on the PS2 is in its flowery presentation, the GBA isn't the best platform to appreciate a game like this. But if you've worn a hole in your A button playing *Street Fighter II* and are looking for a logical transition, *GGX* is your best bet right now. Most of the moves are based on the same types of button combinations as *SF's*, so fighting gamers will have a solid start, and it plays well enough for competitive players to enjoy. But newbies will also have fun just messing around with the quirky characters and enjoying the show. The mechanics sit somewhere between *Night Warriors* (PS3) and *Samurai Shodown* (Neo-Geo)—outlandish weapon-based and ranged attacks that can yield glamorous combo strings if practiced. Like any fighting game, though, it's only as good as its replay value, and *GGX's* is a little better than average—It's just not the kind of game most folks will still want to play a month from now. Extras like Tag Team and three-on-three modes didn't do anything for me, but they're included if that's your bag. **Jonathan**

VISUALS SOUND INGENUITY REPLAY

6 4 6 7



**Bomberman Generation**

Publisher: **Majesco**  
 Developer: **Hudson**  
 Featured In: **EGM #148**  
 Players: **1-4**  
 Also On: **None**  
 Best Feature: **Four-player Coin Battle!**  
 Worst Feature: **One-player game can get repetitive**  
 Web Site: **www.majescogames.com**

How this game went from "Oh god, not another *Bomberman*!" to "This is one of the best *B-mans* I've ever played!" in three easy steps: First, I played the one-player action-adventure game. Though straight forward and filled with "puzzles" that couldn't stump a *Jerry Springer* guest, this mode was still entertaining enough to keep me busy for hours. The *Pokémon*-style monster catching/battling/breeding part seems forced (marketing: "Hey...the kids love that *Pokémon* stuff. Put it in our game, stat!"), but admittedly, it did add an interesting element to the adventure. After a while, however, the game got a bit monotonous because you're tackling the same obstacles over and over. So next, I tried four-player Battle mode. Yeah, I complain about "yet another *Bomberman*," but **somehow, multiplayer never gets old**. *Generation* offers interesting stages, plenty of options to customize each match, and your choice of 2D or 3D perspectives. OK, this package is getting better, especially if you have the mindset that the 1P mode is just an added freebie to the superior party-game side. Finally, I discovered Coin Battle. Now this is worth the purchase of the disc almost all by itself. It's a frantic race to collect the most coinage on the stage, but the fun comes when you blast someone and scatter half his coins about the level. Out of all the *Bombermans* throughout gaming history, this single mode is one of the very best. **Shoe**

Describing *BG* as cute would be a gross understatement. But don't write it off just because it looks like something for your lil' bro. What lies under the surface is a game with lots of **replay value and originality**. Some cool twists on what you might expect from the platform-style single-player mode include a wide variety of puzzles and *Pokémon*-like "Charabomb," whose specialized bombs are essential to getting through levels. And with two bosses per world and no midstage saves, you'll need all the help you can get. Multiplay? Better than ever, with its 2D/3D views, new- and old-school game types, and addictive *Bomberman* genius. Party on. **Jeanne**

As much as I've loved *Bomberman* in the past, I only really loved it because of one thing—the multiplayer modes. *And Generation* has those in spades, with loads of awesome game types to play with your buds. My fave: Coin Battle (probably cuz I came back to beat the hell out of Shoe and Jeanne at it). But this time I can't just use the tried-and-true multiplayer that's good. Hudson has tried to turn the B-man into a lot of things in the past—action, RPG, racing... But *Generation* feels right as a really fun action/puzzle game (one of my favorite genres) that mixes in a bit of *Pokémon*/monster breeding for good measure. Come for the multiplayer, stay for the rest. **Chris**

Christmas has come early for GameCube owners. Not only is *Lost no Final Fantasy* copycat, it **succeeds where other RPGs fail by presenting novel ideas and executing them well**. Graphically, the game's charming design trends toward the fantastic rather than the realistic. It's not technical masterpiece, but its unique look works well overall. Although levels are just varied D&D-style dungeons (with monsters weirdly stoned right out of the *Monstrous Compendium*). *Lost* stays fresh thanks to puzzles, mini- and side-quests, and a smooth difficulty curve. Most impressive, though, is the unique battle-card system. Think adult and violent *Cardcaptor Sakura* anime action with a heavy strategic twist. How heavy? Forget to pick an effectively balanced deck of cards before a level, or fail to drop a card during battle to get to the next card coming up that you need, and you're pretty well screwed. A lack of in-level saves makes things even tougher. "Transforming" or upgrading your cards also gives a huge strategic role, since having more high-level cards in your deck will significantly up your readiness to take on anything that comes your way. Downsides include not being able to surrender in boss fights after you run out of cards, forcing you to wait to die or quit, and A.I. that has trouble navigating big environmental objects. But *Lost* is a great surprise winner for GC—be sure to thank Santa for this one. **Jeanne**

VISUALS SOUND INGENUITY REPLAY

6 6 6 8



**Lost Kingdoms**

Publisher: **Activision**  
 Developer: **From Software**  
 Players: **1**  
 Also Try: **Jade Cocoon 2 (PS2)**  
 Best Feature: **Innovative card combat system**  
 Worst Feature: **Cannot flee or surrender if you run out of cards during battle**  
 Web Site: **www.activision.com**

When I first heard that you battled using cards in *Lost Kingdoms*, images of horribly boring collectible-card games rushed through my head. Thankfully, this is a lot more entertaining than any *Magic: The Gathering*. The unique battle system is what makes *Kingdoms* stand out—it's incredibly easy to pick up. Yet at the same time, evolving your cards and building a winning deck gives it a bigger punch in strategic department. I wish more of the story was told visually instead of through text, and a quick way to center the camera behind you would've been nice. Still, "Cube owners looking for a solid, enjoyable RPG should not look further. **Chris**

The last thing I expected out of From Software was a card-battle game that doesn't actually play like one. Yes, despite the game's affection for decks, *Lost Kingdoms* is an action-RPG that uses virtual cards to summon the hordes of ass-kicking 3D monsters who do your bidding. Although the storyline is pretty lame, the game moves along at a good clip, taking you from level to level with lots of secrets to discover and tons of battles to keep you busy. The controls, which simply map four cards to each of the four main buttons, makes controlling Katia (who looks too much like Red Riding Hood for my tastes) a breeze. A pity, if linear, action-RPG. **Nilkman**

When I first heard that you battled using cards in *Lost Kingdoms*, images of horribly boring collectible-card games rushed through my head. Thankfully, this is a lot more entertaining than any *Magic: The Gathering*. The unique battle system is what makes *Kingdoms* stand out—it's incredibly easy to pick up. Yet at the same time, evolving your cards and building a winning deck gives it a bigger punch in strategic department. I wish more of the story was told visually instead of through text, and a quick way to center the camera behind you would've been nice. Still, "Cube owners looking for a solid, enjoyable RPG should not look further. **Chris**

VISUALS SOUND INGENUITY REPLAY

6 6 8 5

# WWE Wrestlemania X8



**Publisher:** THQ  
**Developer:** Yuke's  
**Featured In:** EGM #155  
**Players:** 1-4  
**Better Than:** SmackDown! Just Bring It (PS2)  
**Worst Feature:** Complex grappling system  
**Scant character-creation options**  
**Web Site:** www.thq.com



If you've been into 'rasslin' games for a few years now, you're probably aware of the differences between THQ's Nintendo 64 WWF titles and its SmackDown! series for PlayStation. Traditionally, the N64 titles featured more strategic, grapple-heavy bouts. The Sony-bound games offered flashier, fighting-game-style combat. It's really a case of bruised apples and reamed oranges, as each style of play is fun in its own way.

Surprisingly, THQ managed to keep this dichotomy alive in the next generation. *Wrestlemania X8* carries on the tradition of grapple-based gameplay, making full use of a wide array of holds, throws, reversals and submission moves.

The game's roster swells with 42 larger-than-life WWE superstars, including past WCW, nWo and ECW members. Of course, you can also tailor your own champ using the



**Nothing beats making three of your friends into WWE superstars and then proceeding to lay the smack down on their candy asses!**

Create-A-Superstar mode. Developer Yuke's has also meticulously re-created the recent *Wrestlemania X8* event sets along with seven other official arenas. In addition to old-fashioned normal matches, you can tackle zany ones like Cage, Ladder, Table and the ever-popular Hell in a Cell matches. You'll also find all of the entrance tunes, TitanTron video reels and wrestler entrances that you'd expect from the leader in "sports entertainment."

## WHAT THE FP



What's with the WWE? Well, after years of lawsuits, the World Wildlife Fund has won the rights to the initials. Damn pandas.



It's great to play a wrestling game that actually simulates the strategic, grab-oriented sport of wrestling. Sure, *X8* still has all the pyrotechnic hullabaloo and slick presentation of a WWE broadcast, but underneath all that jazz, you'll find a complex system of holds and reversals that would please Greco-Roman grapplers. In fact, *X8* has the best gameplay of any recent wrestling title. The GameCube controller performs wonderfully—holds and throws are a breeze to pull off and changing targets with the C-stick is simple. As with most wrestling games, the matches tend to drag on much longer than I'd prefer, but at least the slowly building action usually climaxes with some stunning exchanges. Plus, you can spice up the fights with the copious match types. Slamming people against the side of a cage with a trash bin can be a nice change of pace after a few traditional bouts. But visually, *X8* doesn't do much for me. The characters, rings and crowds look merely OK, and the janky collision detection means you'll see a lot of arms and legs clipping through each other. The soundtrack is also fairly vanilla for a WWE title: a mix of nondescript, kind of out-of-place music with the occasional Limp Bizkit or Motorhead tune. However, the limited Create-a-Superstar mode might be the biggest snafu in the game, due to a lack of appearance options. My quest to re-create EGM staffers was curtailed by a dearth of Asian face faces.

**Shane**

If I have one complaint, it's that *X8*'s Create-a-Superstar mode is fairly bland. You can't go nuts with the options and make anyone really cool. Other than that, this is a very competent, fun wrestling game on par with *SmackDown!* in almost every way. You've got a big collection of gimmick matches (Hell in a Cell, Cage, TLC, etc.) and a bunch of different show settings to choose from. **Control-wise, I'm really impressed by *X8*.** I had no problem pulling off any move I wanted, and using the GC's C-stick makes focusing on different opponents a breeze. Plus, I get to play as Hogan Aw, hell yeah. It's about time I got to lay the big boot on The Rock.

**Greg**

*Wrestlemania X8* is almost a wrestling fan's dream come true. But there's one thing that's keeping it from achieving greatness: the **incredibly dull Create-A-Superstar** mode. One of my favorite parts of previous rasslin' titles was the ability to put my friends and myself in the ring. *X8* just doesn't have enough variety to do that accurately. At least THQ and Yuke's didn't skip on anything else. This is a smooth, fast, easy-to-play brawler with loads of awesome match types (my personal fave: TLC matches) and impressively deep story and belt modes. I miss Xbox *Raw*'s broadcast-style replays and presentation, but this is the better overall game.

**Chris**

## EGM FUN WITH "CREATE-A-SUPERSTAR"



**NAME:** Shane Bettenhausen  
**AKA:** Shank  
**BEST MOVE:** Running Away  
**GOOD LIKENESS?** Yes, but perhaps a bit uh, exaggerated.



**NAME:** Chris Johnston  
**AKA:** "C.J."  
**BEST MOVE:** Pelvic Thrust  
**GOOD LIKENESS?** Nope, it lacks C.J.'s hair and glasses.



**NAME:** Greg Sewart  
**AKA:** Great White North  
**BEST MOVE:** Canadian Kick  
**GOOD LIKENESS?** Eerily realistic. "Sloth love Chunk!"



**NAME:** Jeanne Kim  
**AKA:** Miss Behavior  
**BEST MOVE:** Korean Crunch  
**GOOD LIKENESS?** Yep, Jeanne wears that outfit all the time.

**VISUALS** **SOUND** **INGENUITY** **REPLAY**  
**7** **6** **5** **9**





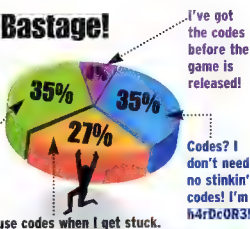
# Tricks of the Trade



## You Cheatin' Bastage!

How long after you've bought a new game do you resort to using codes, cheats or a GameShark?

Source: Gamers.com poll, 5/04



By David S J Hodgson

Welcome to the all-new Tricks section, brought to you in conjunction with the good folks over at Prima Games and overseen by our new tricks editor. Despite the *Britney's Dance Beat* secret, we're still happy with the hiring. Spot anything unusual? Need trick info? Then write to [tricks@ziffdavis.com](mailto:tricks@ziffdavis.com)

## CODEX

### Britney's Dance Beat

Hint Me Baby One More Time (grow!)

We know you've rented it and wept at how bad it really is. But have you immersed yourself with Ms. Spears totally? Not if you haven't achieved 9,999 points in Audition mode. With that, you'll get the "playable" *Baby One More Time* video as a "reward."



### FIFA World Cup 2002

Gooooooooooooooooo!!!!

#### All-Americas Team

Achieved after you win the World Cup with any Americas team.

#### All-European Team

Get it after you win the World Cup with any European team.

#### All-Asian Team

Get it after you win the World Cup with any Asian team.

#### All-African Team

Get it after you win the World Cup with any African team.

#### All-World Team

The final, soccer-tastic quad becomes accessible once you unlock the four "All-Star" teams mentioned above.

### Gran Turismo 3

Platinum Series Revisited

#### Professional Mode

In Arcade mode, highlight "Hard" and hold L1 and R1.



## Top 5 Tricks of the Month

### 1 Resident Evil - Infinite Grenades

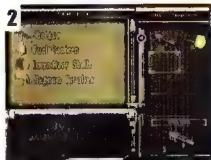
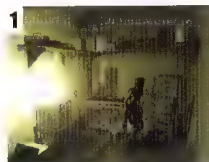
Want infinite grenades of normal, flame and acid? The alchemy involved is tricky, only works in *Once Again*, and ruins the balance of the game. But that's why you're here, right?

**Step 1:** Take Acid, Flame rounds and the Launcher to an Item Box.

**Step 2:** Place the Launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

**Step 3:** Leave the Item Box, equip the Launcher so it's your "weapon," then open the Item Box and scroll to an empty

space. Put grenades in that space. Flick the cursor over the grenades, press A, and the cursor moves over your Launcher. Press A again and the Item Box grenades are loaded into your weapon *and* multiplied to 45! Swap them and repeat for more!



### 2 Tony Hawk's Pro Skater 3 - Play as Lara Croft

Furious readers savagely tore apart our previous Trickster after he misinformed them about *Tony Hawk 3* codes on the Xbox. Well, we're here to rectify the situation by showing you how to play as everyone's played-out, has-been crypt adventurer. Obviously, this is a lady skater who looks like Lara and not the real deal (this *THPS3* "Lara"

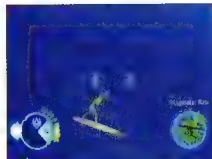
doesn't have breasts made of three polygons, for a start). Ironically, she is much more maneuverable on a skateboard. Eidos should perhaps take note.

**The Plan:** Go to "Create a Skater," "Female," "69 in" for height, slap on "145 lbs.," select "light skin 5" face, "Light Brown Pony Tail" hair, "tank top" (C 145, S 40, B 90), give her a "brown backpack," "shorts"



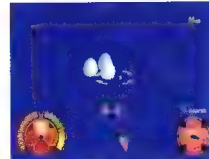
(C 35, S 100, B 100), and "work boot" (C 35, S 50, B 20). Save and start shreddin' wit' da lady!

### 3 Star Wars: Jedi Starfighter - Jedi Mind Tricks

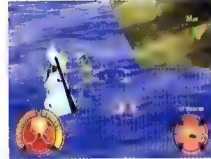


Check Poisoned Skies for a Surf

**Droid** near the small island near the central tower. It appears just after the two Hex Deployers, surfs a wave, then vanishes.



Mount Merakan has two secrets. As Jinkins lets you know, there are only three buildings left, so check the two big mountain pipes. Inside the top pipe is a cluster of Easter Eggs!



Also on Mount Merakan, at the foot of the pipes, are two ore containers separated from the rest. This is where the Trade Federation keeps its more sculpturally aware Battle Droids.

## Top 5 Tricks (cont.)



### Grand Theft Auto III Sam's Hot Car Lot

**4** Increase the size of your stolen-car collection by stealing motors and slotting them into your bulging garage. The next time you play, you'll have a whole load! Check our seven-car roadster collection (above). This works in the two larger garages. Steal a car, take it back, then run and jack another, place that in the garage, grab one more, park it outside, reverse one of your interior cars halfway out of the garage, and scoot the new car in.



### Spider-Man Bonesaw, Thugs and Harmony

**5** EGM already busted out the goods on *Spider-Man*, showing you multiple outfits, the "easy Green Goblin" code and all that cool stuff, but we forgot to show you how to fight the game's only really "hidden" boss, Bonesaw the wrestler. In the Basic Combat Training mode, beat 59 goons in succession, and your 60th and final adversary is the shambling thug known as Bonesaw. Want to reach him the easy way? Then input this code (organicwebbing) for limitless goo, stick on the wrestling cage roof, and web ball every foe who appears! Tedious, but easy.

## The Game Doctor...is In

Stuck on a game? Partial thumb paralysis from too much *Tony Hawk*? Need some sarcastic game advice? Then send your problems to the Game Doctor at [tricks@ziffdavis.com](mailto:tricks@ziffdavis.com). An array of enticing prizes are awarded for the most bizarre queries.



**Q** I'm bored waiting for GameCube titles to come out (I finished *Luigi's Mansion*), and my mom won't let me buy *Resident Evil*.

—[hhalverson@transedge.com](mailto:hhalverson@transedge.com)

**A** That's more of a statement than a question, but I'm new here, so I'll let it slide. For some GameCube hardware fun, you can buy three more controllers, plug all four in, press the Z trigger on all of them (prehensile fingers and toes help), and with your fifth hand, boot up the system. You'll hear drums and a *Mystical Ninja*-style "Yeooooow!!!"



**Q** *Burnout*—cool crash info, please!

—[toppermann@incite.com](mailto:toppermann@incite.com)

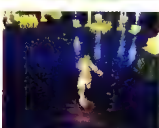
**A** Direct and to the point. Nice. Try nitroing at top speed into extremely solid objects, such as bridge supports. With cars to hit after the crash, the results are even more spectacular!



**Q** I've bought *Go Dai* on the PS2, and I'm having limited fun with it. Any recommendations to cheer me up?

—[ecm@home.net](mailto:ecm@home.net)

**A** You mean aside from returning it? Well, try entering L1, L2, X, Tri, L1, L2, X, Tri during the game or at the main menu. You can then skip to any level you like and slap palette-swapped ninjas ad nauseum.



## GameShark Codes



Ready to ruin the life of your V4-playing friend? We've got the "all items" code to make him weep!

### VIRTA FIGHTER 4

**(M) Must Be On**  
0E3C7DF21853E59E  
E8BEF6B8CD7A57A  
**Infinite Health (Player 1)**  
CE775A9EBCA99B4C  
**Infinite Health (Player 2)**  
CE7753C6BCA99B4C  
**Infinite Round Time**  
CEAD99EABCA9A28B  
**All Trials Beaten (Training)**  
DE404336BBA89A82  
DE404332BBA89A82  
DE40433EBBA89A82

### Grand Master Rank (Kumite)

CE777012BCA99B9D  
**9999 Wins (Kumite)**  
CE77701EBCA9C292  
**Zero Losses (Kumite)**  
CE777018BCA99B83  
**Collect 5-Ruby Bracelet**  
DE45F41EBCA99B84  
**Collect 7-Ball Necklace**  
DE45FAC2BCA99B84  
**Have All Items**  
BE45F45ABCE29B84  
FEFEFEF99BCA99B83  
**Play as Dural (Player 1)**  
FE481D0EBCA99B83



## CODEX



### Resident Evil Costume Changes

#### Different Outfits

Complete the game on any difficulty setting to receive a Closet Key in the first Item Box you open. Head for the door with the castle on it, inside the velvet corridor near where you got the Mansion First Floor Map.



#### Jill's Costumes

Outfit 1: Sara Connor. Available after one game. Outfit 2: RE3 clothing. Available after two games.

#### Chris's Costumes

Outfit 1: Deep Cover. Available after one game. Outfit 2: Code V clothing. Available after two games.

#### Rebecca's Costume

Outfit 1: Runaround Sioux. Available when Chris is wearing a new costume.

**Message from RE Creator**  
Finish in under five hours in Invisible Enemy mode and unlock a message from Mr. Mikami. After that, a slideshow of unfashionable costumes is shown. Once you see this, you cannot access it again, so keep a save prior to completing.

## CODEX



### The Italian Job Blow the Bloody Doors Off!

#### Cheat Mode

Tri, Cir, Tri, Cir, Tri, Squ, Tri, Squ (input at main menu)  
**All Italian Job Missions**  
Cir(2), Tri, Squ(2)  
**All Free Ride Missions**  
Squ, Tri, Squ, Cir(3), Tri, Cir







## TRICKS

### CODEX

#### Transworld Surf Cheat's Up, Dude!

Input during the game (Code Unlock first). Warning: These are hard to get working.

##### Temporary Code Unlock

Back (button), Up (2), Down (2), Left (2), Right (2), Up, Left, Down, Right, Up (2), L. **Green Surf**  
Back, Up, Down, Left, Right, Up, Left.



##### Easy Floating

Back, Up, Down, Left, Right (2), Left.

##### Full Special Bar

Back, Up, Down, Left, Right, Down, Up.

##### Disco Light Show

Back, Up, Down, Left, Right, Down, Right.

##### Different Colors

Back, Up, Down, Left, Right, Up, Right.

##### Disable Heads-Up Display

Back, Up, Down, Left, Right, Up, Right.

##### Paddle Faster

Back, Up, Down, Left, Right, Down (2).

##### Invisible Board

Back, Up, Down, Left, Right, Left, Up.

##### Shark Surfing

Back, Up, Down, Left, Right (2), Down.

Back (4) disables codes.

#### Railsport Challenge New Courses

##### Unlock Downhill Tracks

Name driver "Geronimo."

##### Unlock Endurance Races

Name driver "TheLongHaul."

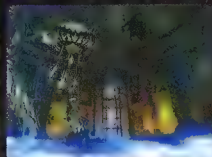


# Eternal Darkness

## Behold the Black Guardian, Mantorok Rune, Safe Swordplay and More!



Need help defeating the big boss? Want to wield your big sword correctly? Here's a quick burst of strategy to help you stay sane....



### The Black Guardian

#### Facing off against the final foe

At the end of his chapter, Peter fights a Black Guardian. The only effective offense is the Magical Attack spell, which you should've collected from the hallway wall outside the Guardian's lair.

The first attack is a long-distance strike. Cast a three-point Magical Attack after it strikes, so the spell finishes casting when the Black Guardian is flashing. After three hits, watch for Zombies. Cast the spell when the third Zombie is summoned, as the Black Guardian is vulnerable. After two more strikes, the BG attacks close in. Dodge and cast your spell as it slumps. Repeat twice for victory!



### You Lookin' at Me?

#### Sanity-Induced mayhem!

When Alex's (and Paul's) sanity is low, they imagine that the marble bust in the 2F Mansion Hallway turns and follows them. It isn't harmful, so "bust" out your own Hamlet soliloquy, with the bust playing Yorick. Self amusement is the name of the game!

### The Mantorok Rune

#### How to find the hidden element

With Lindsey, collect the Tier and Aretak Runes and cast Summon Trapper. Send it through the rubble in the southern second-floor hall and into a hidden room. Move it onto the purple circular panel to open an alcove that has the Rune.



### Safe Swashbuckling

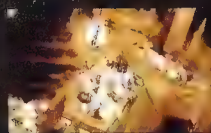
#### Heavy weapons in tight corners

Equipped Karim with the Ram Dao? Scraping every wall in narrow corridors? Target the head, even when it is decapitated, for a vertical, non-scraping swing.

### Secret Ending Cinema

#### Third time's a charm....

Beat the game once, begin again with your save and repeat. The third time, a new cinema appears.



# Stuntman

## Lunatic Hidden Stunt Courses and the Ultimate Car!



About to take the wheel of a jalopy for a spot of insanely difficult precision driving? Then pull up to our bumper, baby, and check out these hidden levels and the best darn motor in the game!

### Crazy Lee Carter's Auto Thrill Show!

#### Secret Level 1: Complete *Toothless in Wapping*

Once the Brit Rick is done, try heading through fire hoops, five barricades and out of a cannon!

### Howling Harly's Car Dominos!

#### Secret Level 2: Complete *A Whoopin and a Hollerin*

Hang with the Basco boys and finish their three scenes to unlock a rampage through vertical cars.

### Lucky O'Sullivan's Hell Drivers!

#### Secret Level 3: Complete *Blood Oath*

Race import motors and Tuk Tuks through Bangkok, then try some synchronized car ballet.

### Monster-Truck Mayhem!

#### Secret Level 4: Complete *Conspiracy*

Take a massive Monster Truck out for a car wreck or two once the political thriller is solved.

### World-Record Attempt!

#### Secret Level 5: Complete *The Scrab of Lost Souls*

Smash priceless WWII vehicles with vigor to unlock an insane world-record-36-bus-jumping attempt!

### The Italian Work of Art

#### Ultimate Stuntman Car!

Finish the "harder than Mike Tyson" final film, *Live Twice for Tomorrow*, and unlock the sporty "Ferrari testicle-roaster"—perfect for all driving games!



# Wrestlemania X8

## Men in Tights: Every Hidden Wrestler and Arena Revealed!



### Chris Benoit

#### Be Heavyweight Champion

The crazy crotch-butting Canadian Crippler may have been out for months with a neck injury, but that hasn't stopped him from appearing in this game. Let the Abdominal Stretching begin!

**Cool move: Crippler Crossface**  
A + B while facing foe.



### Vincent K McMahon

#### Be Intercontinental Champion

Unlock Vince after going intercontinental on your adversaries, then strut your stuff as the boss before stunning him, Stone Cold-style, for taking on a wildlife charity...and losing.

**Cool move: Stone Cold Stunner**  
A + B while facing enemy.



### Rhyno

#### Be Hardcore Champion

Another awesome wrestler, another crushed neck. Lament Rhyno's real-life injury by unlocking the rendered version after becoming the Hardcore champion. 24-7, baby!

**Cool move: Gore! Gore!**  
A + B while running at enemy.



### Ric "Nature Boy" Flair

#### Be European Champion

Whoool! Win the Euro belt to see the owner of *Raw* in all his sagging and orange-skinned glory.

**Cool move: Figure 4 Leg Lock**  
A + B (opponent on ground).



### Raven

#### Be Lightweight Champion

Win Lightweight to unlock one of the few Mensa members to recently have his teeth kicked in.

**Cool move: Raven Effect**  
A + B while facing enemy.



### Stacy Keibler

#### Be Tag-Team Champion

Win with a friend to unlock Vince's "secretary"—the poster girl for women's liberation.

**Cool move: Pump-Handle Slam**  
A + B (behind opponent).

### SmackDown Classic

#### Hidden Arena 1

Feel the need to relive the early days of *SmackDown*, back when the logo was cool? Then compete in a five-hour match. Leave the game on, return after the fifth hour, and pin your foe.

### Royal Rumble 2001

#### Hidden Arena 2

Thirty sweaty men in the arena at once? Almost. Win a 30-man Royal Rumble event, and the arena is yours. Then create-a-wrestling Drew Carey and beat the living crapola out of him.

### Wrestlemania X7

#### Hidden Arena 3

Remember back when the Big Show wasn't dropping tables in X8 and waited Raven from a gorilla press instead? Relive the fun by playing a match in every default arena to open this up.

## CODEX

### Tony Hawk 3

#### These Ones Actually Work!

Choose the Cheats selection from the Options menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

**Cheat Menu When Paused**  
MARKEDCARDS  
Super Stats  
MAXMEOUT  
Unlock All Characters  
BREAKSHOW



### Gauntlet: Dark Legacy

#### More Lunatic Characters!

Input as a character name:

#### EGG911

Chicken Supreme

#### RAT333

Rodent Warrior

#### ICE600

One Big Dwarf

#### PNK666

Head-inflated Punk Jester



## TRICKY...



Check the completion time for *Resident Evil*. Pretty impressive, yes? Here's the challenge: Can you beat this time using Chris "Shallow Pockets" Redfield? Send us a photo to prove it!

## FROM THE VAULT

### Virtua Fighter 3th—Takarashi Flailing: The Sumo Raft Glitch

Every month, we scour through our classic gaming collection for the weirdest, strangest and downright most amusing cheats we can find. This month, we boot up the Dreamcast and uncover the real reason why Takarashi was banished from *Virtua Fighter 4*. Steady there, big fellah!



**STEP 1:** Choose a Versus match with two Takas. Choose Shun's boat stage.



**STEP 2:** Move both players on the barge behind player 1. The boat begins to tip....



**STEP 3:** The boat slowly sinks and flips while Taka's extremities wobble. Nasty!





FINAL WORD

## E3's Quiet Stars of the Show

**Shoe:** E3 was big. Almost too big. The *Zeldas*, *Getaways* and *Blinxes* overshadowed other games that are worth mentioning. *Sly Cooper* on the PS2, for example: It's *Metal Gear Solid* sneaky action meets platform/mascot gameplay. Or *Alter Echo* for PS2 and Xbox. This is a technique and combo-heavy beat-'em-up that may fill that ugly void that *Eve of*

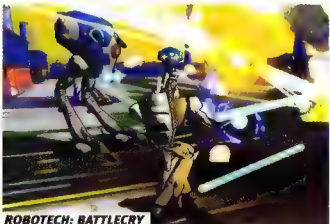


**SLY COOPER AND THE THIEVIUS RACCOONUS**

*Extinction* created. And the new *Fear Effect*, which was only on video at the show. I can't wait to see how that sick and depraved game turns out.

**Jon:** Whatever, Shoe. You're just hoping for more lesbian innuendo from the new *Fear Effect*. I think *Silent Hill 3* also has the potential for a lesbian encounter. But it can't be THAT different from the first two games, so I won't call it a sleeper hit...just one of my must-haves for down the road. I think *Daredevil* might be the under-the-radar action game that comes back to surprise us. The combat and stealth aspects look like they will be better than *Spider-Man's*, plus it's got a neat shadow-realm deal going on that reminded me a little of *Soul Reaver*. In fact, I'm gonna go sew my red tights for the movie and game premieres now.

**Greg:** I think almost everyone missed TDK's little booth, tucked away in the corner as it was. It's a pity, considering their *Robotech* game (coming to all three platforms) is looking better than ever. Playing the single level they had at the show prompted me to break out the DVD collection and start watching again. I can understand Jon not being that interested, though. The men-in-tights ratio in *Robotech* is way too low for him.



**ROBOTECH: BATTLECRY**

**Chris:** Being partial to giant robots, the sleeper of the show for me was Enix's *Robot Alchemic Drive* (*R.A.D.* for short—coolest name ever) for the PS2.



**ROBOT ALCHEMIC DRIVE**

The stereotypical anime-robot show concept, with a crack team of teenage heroes piloting huge-ass mechanical robots, was too cool to pass up. And keeping with the giant robot/monster theme, I really enjoyed Sony's Incog Inc.-developed *War of the Monsters*. Something about throwing a huge insect through a building and then grabbing an oil tanker and tossing it onto his nearly dead carcass... It doesn't get much better than that.

**Shane:** You guys were too busy looking at all those whiz-bang games with giant robots and killer ninjas to notice one of the finest titles at the show—GameCube's *Super Monkey Ball 2*. Graphically, it's an amazing technical leap over the first one, and the new minigames are simply brilliant. Who wants to bet we play it more than *SOCOM*? I'll take ya on!



**SUPER MONKEY BALL 2**

**Che:** With all the noise over online RPGs this year, I thought it was incredibly timely and clever of Bandal to release *.hack* (Dot Hack), an offline-online PS2 RPG with a post-modern twist. The game turns the genre on its head by not only having you play as a character who's also playing a character (a game within a game), but also with its faked "virtual" environment and lobby reminiscent of games like *Phantasy Star Online*. Plus, it comes with a 40-minute anime DVD that covers the side of the game you never get to see—the real world within the game. Confused yet? Trust me, it's cool.

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NEXT MONTH

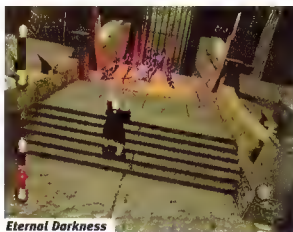
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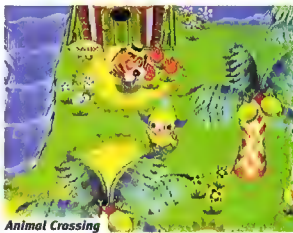
### MORE GAMES

#### An in-depth look at the biggest titles this fall

Now that E3 2002 has come and gone, the stage is set for one heck of a showdown later this year. To counter Nintendo's fierce lineup of games, both Sony and Xbox will put their money where their broadband adapters are and roll out their online strategies. Next month, we roll up our sleeves to give you even more dirt on all the above, so that you can figure out your place in all this madness. Plus, we take a look at the best peripherals that turn your home console into a portable box of gaming delights. Oh, and you know that behind-the-scenes look at how "bad games get made" we promised you last month but is conspicuously missing from this issue? We promise to include it next month. Seriously.



Eternal Darkness



Animal Crossing

# ELECTRONIC GAMING MONTHLY

#### Reviewed Next Month:

- **Eternal Darkness: Sanity's Requiem** (GC)
- **Street Hoops** (PS2, Xbox)
- **NCAA Football 2003** (PS2, Xbox, GC)
- **Mat Hoffman's Pro BMX 2** (PS2, Xbox)
- **NFL 2K3** (PS2, Xbox, GC)

#### Previewed Next Month:

- **Animal Crossing** (GC)
- **Sly Cooper and the Thievius Raccoonus** (PS2)
- **Robotech: Battlecry** (PS2, Xbox, GC)

\*All editorial content is subject to change.

## OFFICIAL U.S. PlayStation MAGAZINE

Aug. 2002

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Demo Disc

#### Playables

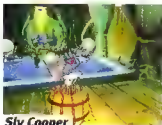
- **Street Hoops**
- **UFC: Throwdown**
- **Taxi Wanted**
- **Freestyle**
- **Sled Storm**
- **Stuntman**
- **Britney's Dance Beat**

#### Videos

- **Mat Hoffman 2**
- **Dragon's Lair**
- **Kingdom Hearts**
- **Test Drive**

### SLY COOPER & THIEVIUS RACCOONUS

Next month, *OPM* covers *Sly Cooper* and the *Thievius Raccoonus*, a game that may be great enough to get you to look past its horrendous name! Plus, don't miss their comprehensive E3 roundup featuring the biggest PS2 titles like *The Getaway*, *Dark Cloud 2*, *Primal Red Faction 2*, *Deus Ex 2*, *Tenchu 3*, *XIII* and *Silent Hill 3*.



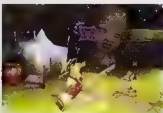
Sly Cooper

## GAMENOW

Aug. 2002

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- **E3 Coverage**
- **Medal of Honor: Frontline**
- **The Mark of Kri**
- **Morrowind**
- **Stuntman**



The Mark of Kri



Stuntman



### FALL PREVIEW

Next month *GameNOW* will tease and torment you with all the games you're going to want this fall. Yep, it's a super-duper, extra-special fall preview, featuring coverage on all the sure-fire hits. On the review side, they'll put *PlayStation 2's Stuntman* through the paces. They're sure to have some strategy surprises and tons of codes to boot, so don't miss out.

## COMPUTER GAMING WORLD

Aug. 2002

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### NEVERWINTER NIGHTS



Morrowind

- **Reviews**
- **Morrowind**
- **Night and Magic IX**
- **Spider-Man**
- **SW Galactic Battlegrounds: Clone Campaigns**

#### Previews

- **Earth and Beyond**
- **Age Of Mythology**
- **Impossible Creatures**

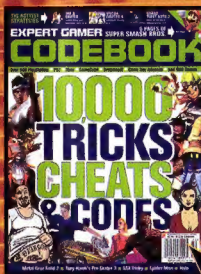
Bioware revived D&D on the PC with their acclaimed *Baldur's Gate* games. But they were just warming up. Get ready for *Neverwinter Nights*—an RPG with multiplayer action that will let *Dungeon Masters* around the globe share their adventures online! *CGW* has the exclusive hands-on report, interviews and *three* covers to boot!



Spider-Man

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9	D	10	O	11	N	12	U	13	T	14	P	15	L	16	A	I
17	R	18	O	19	D	20	E	21	O	22	E	23	D	24	S	E
25	O	26	P	27	R	28	A	29	D	30	I	31	S	32	H	G
33	P	34	A	35	R	36	I	37	S	38	E	39	A	40	S	E
41	A	42	L	43	T	44	E	45	R	46	E	47	D	48	M	E
49	G	50	O	51	D	52	L	53	L	54	E	55	E	56	A	H
57	O	58	S	59	A	60	E	61	D	62	G	63	E	64	R	K
65	O	66	C	67	T	68	B	69	S	70	L	71	A	72	Y	I
73	M	74	O	75	M	76	A	77	S	78	H	79	E	80	R	O
81	B	82	R	83	E	84	A	85	T	86	H	87	E	88	R	I
89	A	90	P	91	E	92	X	93	U	94	L	95	H	96	I	L
97	L	98	I	99	T	100	T	101	L	102	E	103	B	104	L	E





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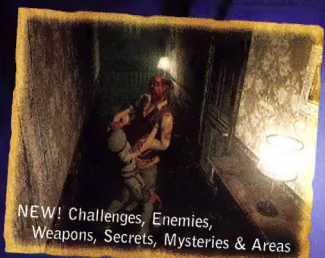
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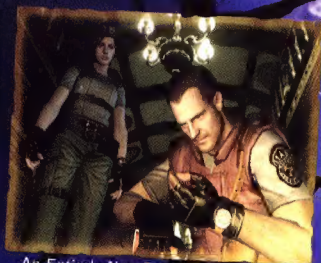
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