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- Men in Black II (PS2)
- Dead to Rights (Xbox)
- Madden NFL 2003 (PS2)
- Mat Hoffman 2 (PS2)



PREVIEWED:

- Tekken 4 (PS2)
- Harry Potter (all)
- TimeSplitters 2 (all)
- Myst III: Exile (PS2, Xbox)

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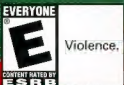
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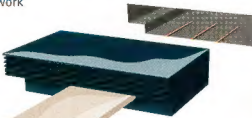
Resident Evil

Exclusive New Info and Screens!

Get to the rotting, blackened heart of the *Resident Evil* series with our extensive look at the GameCube prequel, **RE 0**, the first new *Evil* in two years. What really happened in Raccoon City? Find out on **page 136**.

PlayStation 2 Online is Here

The long-awaited PS2 Network Adaptor is nearly here. Before you start spending your dough, take a look at the first wave of PS2 online-ready games on **page 34**.



Splinter Cell

Tom Clancy's latest stealthily invades the Xbox on **page 120**.



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It's not such a small world after all when Square and Disney join forces. See it on **page 80**.

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SYSTEM COLOR KEY

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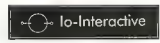
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HUNT FOR THE THRILL

SEPTEMBER 2002



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EDITORIAL

By Dan "Shoe" Hsu



Editorial 2: Special Director's Edition

This time last year, I was sitting here thinking about all the "holy crap" games I would be playing soon: *Tony Hawk's Pro Skater 3*, *Metal Gear Solid 2*, *Super Smash Bros. Melee*, *Halo*, *Grand Theft Auto III*, *Final Fantasy X*.... After playing those great titles and holy-crapping my pants, I was left with an, um...empty feeling inside, so I speak. Now what? What exciting games could I look forward to now? The first half of 2002 was pretty bleak.

Fast forward to today. Looking ahead, I see *GTA: Vice City*, *Resident Evil 6*, *Tony Hawk 4*, *Metro Prime*, *MGS 2: Substance*, *Panzer Dragoon Orta*, *Contra: Shattered Soldier*, *Shinobi*.... That familiar feeling in my gut is coming back....

Hold on. Is that all we can look forward to nowadays? Sequels? Prequels? Updates? Director's cuts? Besides *Halo*, every game I mentioned above is part of a long-running or mega-popular franchise. As a gaming fan, I'm wondering if this industry has any originality left in it. I'll be awfully sad if it doesn't.

Then I think about it some more. What the heck am I complaining about? Having to play all these things? Pft...someone should kick my ass. I'm gonna have fun video gaming this fall and winter, just like I did last year. And hey, if the games

business stays alive and healthy because of these sequels, I can deal.

Thank goodness, however, companies are still making time to bring out some non-franchise titles. Leave it up to the hardware makers (first parties) to lead by example. Sony, for instance, is trying out new characters in *Ratchet & Clank* and *Sly Cooper* (though they're somewhat forced to since *Crash Bandicoot* is no longer their property). Microsoft is breaking new ground with *Blimx*, which uses the Xbox hard drive to record game-play so you can mess with it using "time control." Now Nintendo is giving us *Animal Crossing*, which defies categorization. We're not even sure this fruitcake of a game even has a point! But, like with *Pikmin*, we're glad Nintendo's not putting all of its eggs into the proven-franchise basket. Look for previews of *Sly* and *Animal* in this issue, *Blimx* last month, and *Ratchet* the month before. Then make sure you put those titles on your to-watch-for lists. If these games turn out to be as fun as we predict they'll be, then we should all support them with our dollars. That's the only way game companies will know we want new and original experiences.

But then again, that money will probably only ensure that we get *Sly Cooper 2*, *Blimx 2*....

Shoe

Contributors



Scott Steinberg

Scott has stopped wasting his powers of annoyance on girlfriends. He now employs these talents upon unsuspecting celebrities in our new column in Press Start. We pray.



David Hodgson (Prima Games)

Our new Tricks Editor has already snuck in same-sex kissing and breast-jiggling cheats. Do we really want this filth in the mag? Skip to the back of the book to find out!



John Gaudiois

After writing for small-potato outlets like *The Washington Post* and NBC, John finally hit the big-time in EGM with a report on the *House of the Dead* film in Press Start.



Seanbaby

We would never attempt to explain the brutal engine that is Mr. Baby in this tiny space—head to page 48 or seanbaby.com and taste the adventure!



Damon Brown

Damon—who took the PlayStation 2 Linux kit for a game-making joyride in our Press Start section—has written for MSN.com, *The Source*, and *Playboy*....



Christian Nutt

Christian's exploits don't stop at EGM. He's been writing for *Anime Invasion* and *AnimeJump.com*, as well as sneaking into the *Official Xbox Magazine*....



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 (subject: *Eat My Shorts*—EGM #158), 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 #157:
 • "The dishes are done, man!" (*Don't Tell Mom the Babysitter's Dead*, pg. 79)
 • "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." (*Star Wars Episode II: The Fans*, pg. 52)

Issue #156's winners of *World Series Baseball (XB)*:
 • Zach Dillow—Aurora, CO
 • Nathan Sharpe—St. Rome, NY
 • Justin Rice—Fairfax, VA
 • Alan Urtz—Havertown, PA
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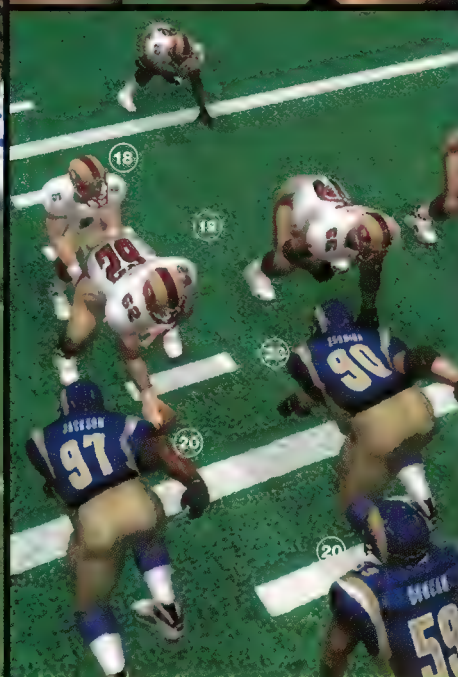
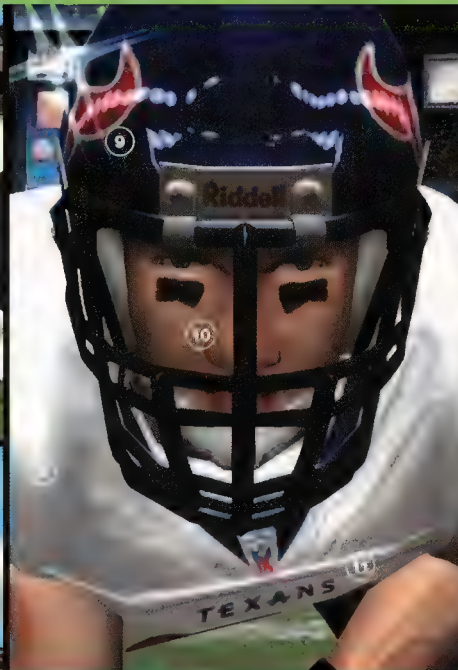





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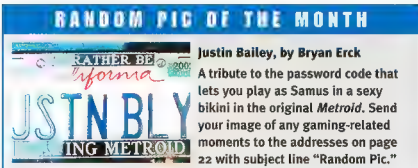


ONIMUSHA 2™

Samurai's Destiny

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Letters to the Editors

LETTER OF THE MONTH

Nintendon't Deliver

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



I want to ask if any of you feel the pain I do in being the owner of a GameCube. When I bought this little monster, my siblings and I read your reviews and found that it was the machine for us—games, games, and, uh, more games. Right? Wrong! Six months later, we feel like a guy crawling through the desert who has to choke down the septic-tank sludge he stumbles upon just because there's nothing better. With the GameCube, you always feel like you're waiting for the goods in the middle of a drought. *Mario?* August. *Starfox?* September. And *Metroid?* Sweet *Metroid* comes out in November! With a dearth of games, are you guys tempted to give GameCube review games some sympathy points because there is a total lack of choice as to what to play? Where are the GameCube's killer apps? Xbox and PS2 came out with more than three good games in one season...why can't GameCube?

Steve Morrison
Kalama, WA

Well, you're not alone in feeling this way about the GC, Steve—we've been hearing similar complaints for awhile now. The 'Cube has been blessed with some top-notch titles—*Smash Bros.*, *Rogue Leader*, *Pikmin*, *Monkey Ball* and *Resident Evil* all earned high marks here at *EGM*, and five exclusive, must-own games is pretty good for any system's first six months. Yet, for serious gamers, a few great games is not enough. They want a steady stream of new releases, so Nintendo's "quality over quantity" philosophy doesn't satisfy.

The GC will never surpass PS2 in the volume of new releases (we'd love to be proven wrong), but at least the dark days of the Nintendo 64 drought are behind us. As for sympathy points—no. And you answered your own question regarding killer apps. (*Super Mario Sunshine*, *Starfox* and *Metroid Prime* are all due later this year.) In the meantime, try reading our GC previews with a jar of vaseline by your side to, um...rub out the angst.

Please Sir, I'd like More Gore

I have always been a die-hard Capcom fan, or more specifically, a *Resident Evil* fan, but I have a major problem with the new remake for GameCube. I believe Capcom has gone soft. I mean, sure the overall production values are very high, but there is hardly any gore. I want gore. If they're even gonna bother making the game look so damn good, why not let the zombies and other enemies literally fly apart when you use an awesome weapon on them? Come on, nothing even happens to a zombie when you hit 'em with the unlockable rocket launcher, except knock them back. You might as well be throwing a brick because you'll get the same results.

Travis Snowberger
Columbia, Maryland

The probable answer, as it is so often with game development, is time—or lack thereof. If you read our *Afterthoughts* interview with Capcom in the July issue, you know that much of *Resident Evil* came together at the last minute, so even little changes like zombies blowing apart could have delayed the game's release. As an interesting side note, an unlockable laser weapon was also cut from *RE*, probably for similar reasons.

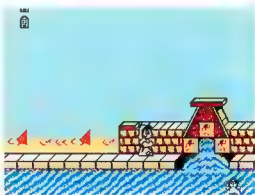
Do It For Baby Moses

I'm writing to let you folks know that I have never read anything funnier than Seanbaby's piece on the 20 worst games of all time in your 150th issue. I figured I'd already read it since I passed by it the first time, but on a second look, I somehow missed this

sucker. I almost died laughing from his hilarious observations. After reading what he wrote on the *Bible Adventures!* Baby Moses game, I literally sprayed my soda all over the page. I liked it so much I let a bunch of my friends read it. Keep up the good work and keep us all laughing and dreading the worst games in the world. And please, let's have a moment of silence for Baby Moses on the bottom of the river with the spiders.

Chris Layfield
halfnamek@yahoo.com

Thanks for the kind words Chris. Seanbaby endured much hardship, not to mention countless crap games, to bring you that special report. Don't miss his 30 Games in 30 Days feature this issue, starting on page 48.



Bible Adventures, the ultimate argument for the separation of church and games.

SHORTS

Beach volleyball with the *Dead or Alive* girls? Come on. Enough with the tease of these girls in skimpy outfits. They should just release the game that they really want to release: an NC-17 *DoA*. When will Tecmo have the guts to do it?
beyondESP
@hotmail.com

Yeah, we can just picture it now. *Dead or Alive 4: XXXtreme Hardcore*. Think that sucker would sell?

Sony's Online Love Don't Cost a Thing

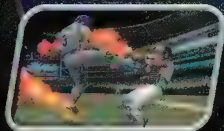
OK, my friends and I are a little confused about playing PS2 games online. In issue 157, you said "0: cost per month to play PS2 games online." Does that mean that outside of the cost for the adapter, my monthly cost for an Internet provider (which I already have), and the game, playing the PS2 online is free?

Atticus Polston
Cedarburg, WI

That's right, Atticus—outside of the costs you mention, it'll be free to play PS2 games online. Under Sony's plan, each game's publisher either sets up their own expensive central server or uses the cheaper peer-to-peer method. (Since peer-to-



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PlayStation 2

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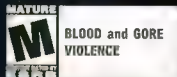
WE CALL IT SLUGFEST FOR A REASON

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Fear consumes you.



PlayStation 2



**THE INFO BOX**

Juicy info scraps from the *EGM* dinner table.

Is *Counter-Strike: Condition Zero* coming out on consoles before the PC version?

Luis Serrano
lserrano@suffolk.lib.ny.us

No. We know *Counter-Strike* is on its way to the Xbox sometime next year, but it's not even clear yet which incarnation of the game it will be. *CS:CZ* will definitely arrive on the PC first this Christmas.

There was obviously a playable version of *Soul Calibur 2* at the 2002 E3 game expo. Why no info?

Babelfish4@aol.com

Indeed, *SC2* (in arcade form) was shown behind closed doors at E3, but being protective of an unfinished game, Namco kicked us off the machine after only 30 minutes of ass kicking. We'll definitely have a better hands-on report in the coming months.

Can you save PS1 games on a PS2 memory card?

jslizer@wcta.net

Yes, you can store PS1 files to a PS2 card, but you can only do it via the PS2 memory menu.

peer connections happen directly between your and somebody else's PS2's, you're vulnerable to lag when some dweeb with a slow connection hosts or joins your game.) With the Xbox Live online package, Microsoft themselves are setting up central servers to host all first and third-party titles, so you'll have the same consistent and speedy service for every Xbox game you play. The catch? It'll cost 50 bucks.

Keep 'em Separated

What sells gaming hardware more than anything? Exclusives. What is the best way to sell your console to the gaming public? Exclusives. This rule has made and broken many a console company. These days, however, the word "exclusive" is becoming a pure marketing gimmick to make us buy more consoles than we necessarily need, just for an "exclusive" game that goes multi-platform in six months. Just look at *Metal Gear Solid 2*, *Dead to Rights*...the list of games going multi-platform goes on and on. *Dead or Alive 2* was Dreamcast-only for six months, then comes out for the PS2 as *DoA2: Hardcore*. I guess you can never take a publisher's word on anything that is labeled "exclusive" anymore.

Eddie Rivera
ninjasroll@earthlink.net

Aw Eddie, turn that frown upside down! While true third-party exclusives are more rare these days, that's usually a good thing. More

and more of these "time exclusive" titles are offering extras once they finally go multi-platform. Xbox hermits who haven't played *Metal Gear Solid 2* yet have all the VR training missions and other goodies to look forward to in *Substance*. Or take the rumored Xbox version of *VF4*, said to include new characters from the Evolution arcade update. Even that *DoA2: Hardcore* you mention added some extra costumes over the DC version.



Jake Slate "persuades" a PS2 owner to buy an Xbox to play *Dead to Rights 2* few months earlier.

Choose a Control Scheme, Choose Life

I've recently noticed a disturbing trend. Games on older systems like Nintendo 64 and PS1 used to feature fully customizable controls. But lately, games only give you a few control options (such as A, B, or C) and that's it. Why the shift away from letting the player set up the controls the way they are most comfortable with? This is

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 and strike up a conversation today!

This month, our online readers ask each other, "If you bought Metal Gear Solid 2, will you still buy MGS2 Substance?"

"Luckily, I didn't buy *MSG2*. People called me crazy for not buying it. But look who's laughing now." —Lost_In_Zebes

"Yes, 'cos underneath my indie-gamer exterior is a mindless drone that snatches up any major release like it were french fries stuffed with beef, bacon, and cheese." —TheLastMoogLe

"It's a scam! Scam I tell you! They're just trying to get everybody to buy the game twice! They'll be rich and they know it! I'm still buying it." —FF_Jason

Question of the Moment

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

I can't wait for Xbox online! Forget *Halo 2*, *Dead or Alive Xtreme Volleyball Online* is where it's at.

cochino8@earthlink.net

I'm not interested in online gaming at all. I wanna see more games with a strong single-player mode.

Blazehgehg@aol.com

Go online? I can't afford a console modem. I mow the lawn for an adult-toy store! GBA internet all the way!

cv_syphony@yahoo.com

PS2! Man, I can hardly wait for *SOCOM: U.S. Navy SEALs* to come out. This will change online gaming forever!

fajpmodey@hotmail.com

PS2 for *SOCOM: U.S. Navy SEALs*! Nothing like screaming into a headset and annoying other players.

angrygameero2@yahoo.com

Well let's see...I don't own an Xbox, so that's out. GameCube has ONE announced online title, so looks like it'll be PS2!

hate_them_Yanks@hotmail.com

I have been a *Resident Evil* fan since I was just a wee gamer. So I'll have to go with the PS2 for *Resident Evil Online*. I want to play a zombie and eat other people!

Choking666Victim@aol.com

Definitely PS2, if only for *Final Fantasy XI*.

Starcraft89@aol.com

PS2 of course. Who wants to pay for Xbox Live anyways?

Bmcarthur8@aol.com

GameCube of course! Come on, heard of *Phantasy Star Online*? Sheesh.

xgcgameerx@email.com

Next Month's Question of the Moment:

What's the first game you've ever purchased? Why was it so bad?

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

Narror Story

PlayStation 2

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Animated Violence



CONTENT RATED BY ESRB





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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 sumpin' back!

especially noticable on games like *Halo*. The lack of options can seriously detract from your overall enjoyment when there are no presets you particularly like and you are forced to choose the least awkward controls for your style of play.

Robert Toppin
kthulu43@hotmail.com

Tell us about it! We know presets are included to make things easy for mainstream players, but we can think of more than a few games that would really benefit from user-customizable controls, *Halo* being one good example (how often do you really use crouch on the left thumbstick?). It seems like a pretty quick and easy thing for developers to include—after all, if they can let us design an entire 3D skate park in *Tony Hawk's Pro Skater 3*, we're pretty sure they can handle assigning "jump" to the X button. We say, include the presets for all the general public, but give us gamers the option to map our own buttons as well.

Our Cunning Stunts

I just read your reviews of *Stuntman* on the PS2 in the August issue, and I got to agree with Greg Sewart on this one. To me, it seems that Crispin and Mielke based their scores on the extreme difficulty factor of *Stuntman*, but I say we need more games that raise the bar on what we call, in this day and age, "difficult". *Stuntman* brought a tear to my eye as I broke my \$34.95 controller because it made me so nostalgic about old-school gaming, back when I had to

take blood-pressure pills in order to play *Shinobi* and *X-Men* on the Genesis. I don't like spending \$50-\$60 on a game only to beat it without breaking a sweat.

Chris Hatcher
hatchman3@comcast.net

That's the very reason we have three reviewers for most every title. Just as Sewart's opinion spoke to the patient gamer inside of you, plenty of other folks agreed with our complaints of the game. So the next time Greg reviews a racing game, you should know who to listen to. As for modern games being too easy, by in large you may be right, but try getting 20 KOs in *Cruel Melee* to unlock *Sonic* and *Tails* in *Super Smash Bros. Melee*. Now THAT's hard.

MORE SHORTS

I was just wondering if you know if *Simpsons Skateboarding* is coming to GameCue. I hope it does because I think it would be great to skate-board as Marge.

tommy_boy12@hotmail.com

Wait, you actually want to shred a deck with ol' Marge? Worst. Game. Idea. Ever.

Get Jiggy With Us

Look all my allowance with different dominations and wrote: "EGM on CNN - Thurs. @ 4:45pm PST" on a total of 20 bills, adding up to \$425. Money spreads fast, people coast to coast will see this message.
Philip DeSouza
Sacramento, CA

Get a neat, legal stunt that promotes EGM? Send it along with some proof (we need a picture or something) to EGM@ziffdavis.com with subject heading, "I am a good EGM citizen." You could win cool stuff!

LETTER ART: THE ONLY GOOD THING IN THE MAIL

Letter Art of the Month WINNER

Royce McLean • Puyallup, WA

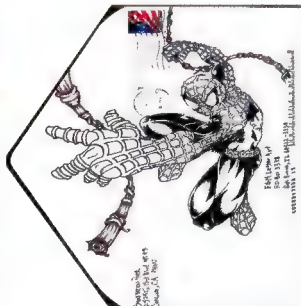


We don't know what the hell's going on in this envelope, but we like it. And it's absolutely right about the bomb thing. Nice work, Royce McLean. Your prize is leaving our extremely slow shipping center—it's an InterAct GamesShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color.



Not Quite Sharkworthy...

Nice use of the whole envelope here...



Buntheoun Hack
Oakland, CA

Get creative with your postal supplies. Deck out a #10 envelope (the long, business type) with your own unique touch. Send letter art to:

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

Make sure you send us your address and console of choice for your GamesShark 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 lining for EGM's official pet hamster's (Honeydew, The Funderful Muse) cage, so don't expect anything back.



Luke Ellison
Toledo, OH



Stuntman: challenging reminder of the "good ol' days," or frustrating exercise in repetition—you make the call.

For Letter of the Month and Letter Art of the Month contests, no purchase is necessary. But entries in any form of these contests have been with us for a long time and we don't actually make that purchase! You think we're gonna let you do this, just and as we're without "reading the fine print," okay, but we won't like it! Official control cards can be obtained by mailing EGM Control's Legal Rules Request, P.O. Box 3338, Oak Brook, IL 60522-3338. Rules can also be found online at egm.gamers.com.

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Press Start

The Hottest Gaming News on the Planet

Ready, Set, Go Online!

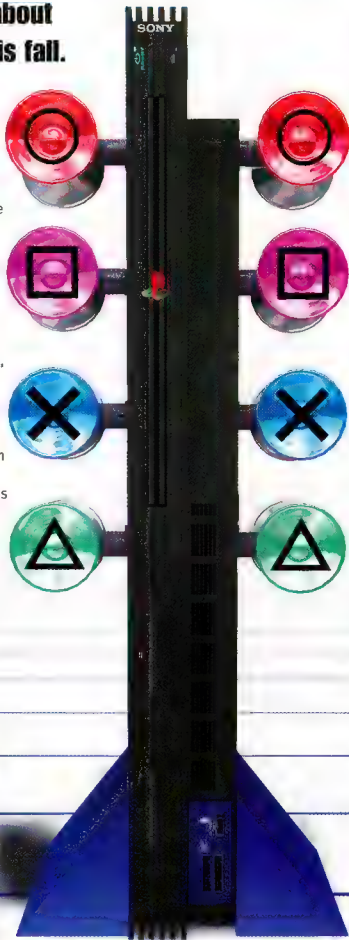
What you need to know about taking your PS2 online this fall.

You may not realize it, but right now 30 million people are out there waiting to kick your ass.

That's the current number of PS2 owners worldwide, and come the launch of the Network Adapter on August 27th, all of them will have their chance to jump online and take their best shot.

At first, that'll be the sole focus of PS2 online—games. But eventually, as Sony President and COO Kaz Hirai reminds everyone, it'll be capable of much more. "Our overall vision for our online strategy [is] to provide compelling entertainment," he says, "whether it be games, motion pictures, music, or other content, through an always-on broadband network." Exciting isn't it? But there may also be a price—you won't need to pay anything to take your PS2 online anytime soon, but Hirai says some kind of subscription pay-to-play model may happen in the future, when stuff like downloading music and movies to your PS2 becomes a reality.

"Whoa, whoa, whoa," you say. "Enough of this crazy talk of the future, with its downloadable movies, flying cars, jive-talking robots and psychics who see murders before they happen—August 27th is just around the corner. What about the here and now?" Glad you asked. Here's a quick checklist of everything you need to know before launch.



What You Get

Here's what your \$39.99 gets you once the adapter goes on sale:

- **NETWORK ADAPTER:** this fits on the back of your PS2 where it says Expansion Bay (screw it in using a nickel). It's got a phone jack for standard dial-up connections, and an ethernet port for those with DSL or cable modems.
- **START-UP DISC:** Includes a help video to walk you through installation step by step, a couple playable game demos (*Frequency Online* and *Madden NFL 2003*), and different Internet Service Provider (ISP) packages, so you can sign up and get going quick even if you don't already have an ISP.
- **MAIL-IN COUPON FOR ONLINE VERSION OF TWISTED METAL BLACK:** Hell yeah!

What You Need

What you'll need on your end to play online PS2 games:

- **A PS2** (well, obviously).
- **A PS2 MEMORY CARD:** with at least 137KB of free space to store your configuration.
- **A NICKEL** (to tighten the screws that attach the adapter to the back of your PS2).
- **A PHONE LINE OR ETHERNET CONNECTION**



To the victors...

DON'T FORGET, THE XBOX GOES ONLINE...

...this fall as well, with a \$50 starter pack that includes a year-long subscription to the service and a headset mic. We took the Xbox Live network for an unofficial test drive this month with *NFL Fever 2003* and came away impressed. Over the course of two bitterly fought duels between EGM's San Francisco and Chicago-based offices, gameplay was, for the most part, smooth as a baby's behind. And despite the odd-fitting headset, voice communication was flawless, with a variety of vocal effects.



The Launch Games

A quick rundown of all the online-enabled titles you'll be able to play the first month after the adapter goes on sale:

SOCOM: U.S. Navy SEALs

PUBLISHER: Sony CEA
RELEASE DATE: August 27
CONNECTION: Broadband and narrowband
NUMBER OF PLAYERS: 2-4 broadband, 2 offline



Real Navy SEALs inspire this shooter, which deploys players into online mini-wars that demand hide-and-snipe tactics rather than arena-style, close-quarters combat. A packed-in headset mic lets you bark orders to your buds, or compliment them on their cammo duos. March to our PS2 page for more on this unique game, where teamwork is key.

Twisted Metal: Black Online

PUBLISHER: Sony CEA
RELEASE DATE: August 27 (via mail-in certificate)
CONNECTION: Broadband and narrowband
NUMBER OF PLAYERS: 2-8 broadband, 2 narrowband

Mail in the card included with the PS2 online adapter and Sony will ship you this online-only version of their car combat game, free of charge. Face off in Deathmatch, Last Man Standing, Man Hunt (everyone hunts one guy), or Collector (grab a bunch of items first).



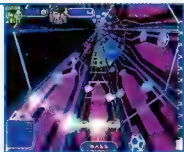
Tribes Aerial Assault

PUBLISHER: Sierra
RELEASE DATE: September
CONNECTION: Broadband and narrowband
NUMBER OF PLAYERS: 2-16 broadband, 2-4 narrowband, 1-2 offline

This high-flying first-person shooter puts emphasis on team-based gameplay as well as support roles (repair turrets, build base defenses, etc.) for a deeper experience that goes beyond simple deathmatching. See page 100 for more info.

Frequency Online

PUBLISHER: Sony CEA
RELEASE DATE: August 27
CONNECTION: Broadband and narrowband
NUMBER OF PLAYERS: 2-4



Remix tunes with up to three other friends in this 'net-enabled version of Sony's music game. If you have the retail version of *Frequency* (available now), you can play additional songs online not included on this free disc.

NFL GameDay 2003

PUBLISHER: 989 Sports
RELEASE DATE: August 13
CONNECTION: Broadband and narrowband
NUMBER OF PLAYERS: 2-8 online (2 PS2 with multi-taps), 1-8 offline



989 Sports promises smoother graphics, smarter A.I. and better control over last year. Online features include USB keyboard support, up to eight players (*Madden* limits you to only two) and the ability to join a game already in progress.

Madden NFL 2003

PUBLISHER: EA Sports
RELEASE DATE: August 13
CONNECTION: Broadband and narrowband
NUMBER OF PLAYERS: 2-8 online, 1-8 offline

Madden charges you of the gate with several new guns in its already packed arsenal of weapons. In addition to its online capabilities, it comes equipped with a skill-building mini-camp feature, a tutorial called Football 101, and a comprehensive play editor.

TimeSplitters 2

PUBLISHER: Eidos
RELEASE DATE: September
CONNECTION: Broadband and narrowband
NUMBER OF PLAYERS: 2-16 broadband, 2-4 narrowband, 1-4 split-screen or 1-16 via i.Link system link offline

SOCOM has realism, and *Tribes* its strategy elements, but where to turn for a shooter with straight, arcadey deathmatchin'? Enter *TimeSplitters 2* with its bevy of multiplayer modes, options, weapons and characters to choose from.



Next Month...

Don't miss reviews of all these games, plus a how-to guide for getting your PS2 online.



PRESS
START



THE EXECUTIVES OF THE DEAD

The producers of the \$12 million *House* movie invited Peter Moore, president of Sega of America, and Rikiya Nakagawa, creator of *The House of the Dead*, to become zombies for the flick (pictured at left). In addition to making their Hollywood debut next spring, Moore and Nakagawa were digitized and will make cameos in *The House of the Dead III* (Xbox) this October.

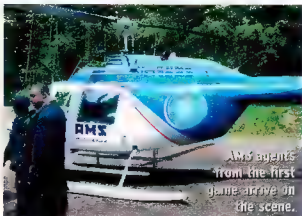
Scream Test

An early look at
The House of the Dead movie

Creepy house, flesh-hungry zombies and plenty of fog? Sounds like the perfect place for a rave!



Dude, no zombies admitted before 10 p.m.



AMS agents from the first game arrive on the scene.

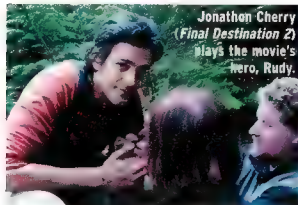
An army of the undead will come face to horribly lacerated face with a group of scantily clad young partiers next spring. That's when *The House of the Dead*—a live-action movie based on Sega's series of light-gun shoot-'em-ups—shuffles into theaters. "We're looking at this film as *Buffy* meets *Night of the Living Dead*," says executive producer Mark Altman. "It starts off fun and light but becomes darker and brutally

horrific along the way."

Here's the setup: A group of University of Washington students heads to a rave just off the northern state's coast on Isla del Morte (aka Island of the Dead for those who don't habla Español). The island also happens to be infested with zombies, who infect all the ravers. The survivors must then find a way off the island, but not without first touring the house of the dead and scoring hundreds of zombie frags along the way.

Students? Raves? Sounds more like *I Know What You Did Last Summer Part Five* than the

teens with shotguns sound like the perfect fixin's for an R-rated blood buffet; this flick's creators aren't afraid of missing out on the kid audience. "We have ample death and dismemberment and a few bare breasts for good measure," Altman says. Uwe Boll, the German director behind the game-to-film adaptation, adds that "the R rating isn't a hindrance and will allow us to deliver a good, fast zombie movie. Unlike *Deliver Evil*, where the zombies were slow, we have all kinds of creatures on our island—some can jump high, some vomit acid that burns your skin, and



Jonathon Cherry (*Final Destination 2*) plays the movie's hero, Rudy.

"We have ample death and dismemberment and a few bare breasts for good measure."

—The *House of the Dead* producer Mark Altman

game we know. But the movie packs more connections to the light-gun shooters than a quick plot summary reveals. "The familiar AMS agents from the first *House of the Dead* game, Rogan and G, make an appearance in the movie," says Altman, who co-wrote the script after playing through the digital *House* library. "And a plot twist occurs in the film that involves Dr. Curien from the first game. We also added other elements from the games, including the moss and water zombies, the weapon-carrying zombies and the kids brandishing shotguns—which is the gun of choice in the *House of the Dead III* (Xbox)."

Hordes of slack-jawed undead and screamin'

others are really fast."

Sega plans to use the house built for the movie as a location in the third game, along with a swamp set and cave full of relics. And the film's boss-style bad guy, Castillo, who's literally an amalgamation of sewn-up body parts, may be a future addition to the games as well. Meanwhile, Altman already has a trilogy of films mapped out, with the next movie tying into elements of the third game. But let's not get ahead of ourselves—video-game movies can be hit-or-miss, and it's too early to tell if this is another *Tomb Raider* smash or merely a *Final Fantasy* dud. 🎮

—John Gaudiosi and Chris Johnston



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KNOW YOUR CODES

Open all levels with this cheat? Maybe. If not, try claim' it. You might just get yourself a date.

TRIM HERE

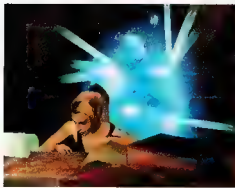
Rip it, tear it, or pull it out. Whatever you do, DON'T run with scissors.



RENT. BUY. GAME YOUR WAY.™



PRESS
START



SOMEBODY'S WATCHING YOU

We're guessing if you've played through *Eternal Darkness*, you've witnessed the scenes with Alex's grandfather's ghost hovering over her shoulder as she reads the *Tome*. Four such visitations occur randomly throughout the game and build toward the climax, revealing a surprising secret. To find out more about the game's secrets, you can read the full text of our interview with director Denis Dyack on our web site at egm.gamers.com. The Darkness comes!

Afterthoughts: Eternal Darkness

STOP RIGHT THERE—

Read this at your own risk. If you haven't already played through *Eternal Darkness* once (or at least part way), then skip over these next two pages. They've got **spoilers** and may ruin your enjoyment. Still with us? Good. Now, for the rest of you eager to get the scoop on *ED*'s secrets, we spoke with Denis Dyack, president of developer Silicon Knights and the game's director. Here's what he had to say:

EGM: How did the original concept of *Eternal Darkness* come about?

Denis Dyack: Well, we wanted to create something different within the horror genre that wouldn't be called *survival horror*. A lot of people here and around the world are *Resident Evil* fans, and we knew *RE* was done well, but we really didn't want to recreate that game. A lot of people will initially compare *ED* to *RE*, but hopefully they won't after playing it.

EGM: The story in *ED* is deep but isn't overwhelming. It doesn't get caught up in explaining everything.

DD: We have a very Shakespearean philosophy. What Shakespeare used to do is write dirty jokes for everyone who's inebriated in the front rows. Then he'd also write very cerebral metaphors for the aristocracy in the balconies. And what he'd try to do is please as many people as possible, but he also wrote his plays in a way so you didn't have to



[understand] everything to enjoy it. Our job as designers and creators is to make sure that we please as many people as possible. We constructed the game so that if you didn't care about the story, you could still have fun playing it. But those people who really are interested in story can dig—and there's a lot to dig. We're hoping people will be talking about *Eternal Darkness* well after they play it.

EGM: So what's your favorite of all the chapters in the game?

DD: There are many, but I'd have to say my personal favorite is Paul Luther's. I think because one of the things about horror that

can really get clichéd is you have this character that appears to be weak, fights back, grows and overcomes these overwhelming odds. I think we really break that stereotype with this chapter. When people get to the end of that chapter, our hope is that their jaws will just drop. Did that surprise you?

EGM: Yeah it did. His and Peter Jacob's chapter were both very surprising. Those two stories are so connected. There's a scene in Luther's chapter where he walks into the balcony area of the cathedral and sees the future (in black and white) of WWI in Peter Jacob's chapter with the medical supplies and tents—the makeshift hospital. And as Peter Jacob we saw the reverse.
DD: A sanity effect.

EGM: That was really cool, but does that effect happen to everybody?

DD: It depends on your sanity level and what you do. That's an example of a sanity effect that we gave a dramatic impact. Some players may not get that at all, some players may only get one, and some might get both. If you get it as Paul Luther, it's a bit of foreshadowing. You're going to be in there and wonder, "What is all this? This makes no sense." If you're there as Peter Jacob, it's like, "Wow, what am I doing back here?"

EGM: You get a different ending after you've finished all three alignments by playing

The Really, Really, Really Bad Ending

If you were low on sanity at the end of Karim's chapter, the message at right might've made you throw down your controller in disgust (or at least, start the upswing). "We think [that's] a big fear," Dyack tells us. "A game gets going and you think 'hey, this is pretty cool' and then it says 'To be continued...' We think that's a bad thing to do to players. It's our job to satisfy gamers, and when people buy a game, they want to get their money's worth. So doing something like that...the expression I like to use is pull people's pants down just for a second and then say, 'oh, don't worry—we won't do that to you.'" Take that, *Soul Reaver*.



The Battle has been won...
but the War against the Darkness is far
from over...

KRI'S NOTES

RAU'S

THE ART OF WAR



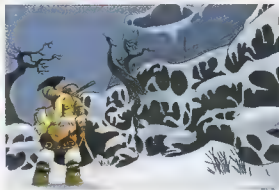
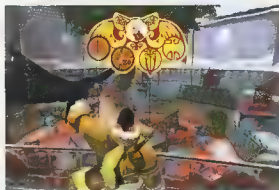
THE GUIDE TO THE BEST GAMES

CHAPTER I: THE ART OF WAR

Get ready for one beautifully brutal fighting game.

SETTING

The world of *The Mark of Kri*™ is a primitive and savage place. Towns and cities struggle to survive in a world filled with rampaging marauders. It is a world in which magic is practiced, but secretly. Grounded in realism, the magic that is used is subtle but powerful.



LIST OF CHARACTERS

Rau

The main character. A large and intimidating warrior, unmatched in skill and strength. Separated from his people early in life, he has been raised by a grizzled veteran of countless wars named Baumusu. As Rau grew to manhood, Baumusu taught him the art of combat. When he is not using stealth to take out an enemy, Rau has four weapons. They are:

- Broadsword/Dagger
- Taiaha (Spear)
- Bow/Arrow
- Battle Axe

Kuzo

A large black bird. Rau's trusted friend and spirit guide. Rau has the power to see through the eyes of Kuzo. He is Rau's eyes and ears, helping Rau scout unknown territory.

Baumusu

Taught Rau how to fight. He is the protector, or Rakus, of a dark secret.

Tati

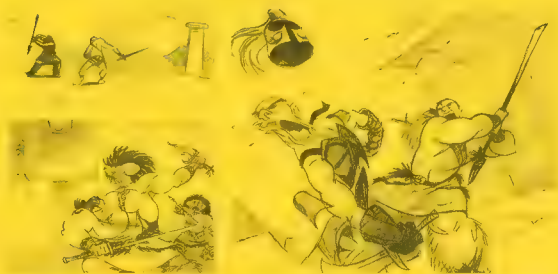
Rau's little sister.

SUMMARY

A mix of arcade-style fighting, adventure and exploration. The combat system in *The Mark of Kri* is quite different from anything ever experienced. The emphasis is on fighting multiple enemies in a manner that is simple and straightforward. Choosing your targets and using the best weapon for the situation will take precedence over choosing the best attack combo for a single target. Elements such as sneaking around to instantly kill an enemy will also provide a mix of challenges.

KRI'S NOTES

Get Ready For One Beautifully Brutal Fighting Game.



PlayStation 2



The
MARS of
KRI



Violence
Blood and Gore

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FROM NINTENDO 64 TO GAMECUBE

Eternal Darkness began its life a few years ago as a Nintendo 64 game, and it's changed quite a bit since we first saw it (just look at the cathedral at right—a lot different, eh?) “Virtually everything's changed except for the storyline. That stayed intact,” Dyack tells us. “One of the things during the process of development that was key in bringing up the quality of the game was working with Nintendo. Even though it was a tremendous delay to take the N64 version and move it to the ‘Cube, that extra amount of time allowed us to improve everything on all levels. The gameplay was where the largest strides were made, particularly in the last year of development.”



Eternal Darkness (N64)

through three times....

DD: Yes, and things get unlocked each time you play through, too. One of the things I was personally surprised with was the amount of variance I've seen people play the game with. Even in the last few weeks of testing we saw people using different magic combinations and weapons than I had thought of—and we've played the game a lot. Like some people were trying to kill monsters with just Damage Field—it was fun to watch.

EGM: In *Resident Evil* and other horror games you have a limited inventory, but not in *ED*. Was that a conscious decision?

DD: Absolutely. I think one of the things *RE* does very well is build the sense of tension and force the player to worry about ammo consumption and be nervous—it's not for technical reasons. We wanted to go in the



“We had many meetings on how to time (sanity effects) just right so people did not destroy their GameCubes.”

—Silicon Knights President
Denis Dyack

opposite direction where the player is encouraged to explore the environments. We purposely said with some characters, here's more ammo than you could ever probably use—just go crazy with it if you want. And in case you do go crazy and run out of ammo, we'll give you some melee weapons as well, so you never have to worry about it. That was definitely not an accident.

EGM: Are there any insanity effects that maybe were a little too mean that didn't end up in the final game?

DD: We had some ones based on sound that were just a little bit too repetitive and got annoying after a while. Similar to people getting killed behind the doors when you hear

people screaming. Except it went on for a little too long. So these were minor edits where we thought, “Well, we've got two or three in already; we don't need this one.” One of the worst ones: have you seen the one [where the game pretends to delete all your saved games] yet?

EGM: Oh yeah. That one had us close to throwing our controllers at the TV.

DD: We had many meetings on how to time these just right so people did not destroy their GameCubes. The amount of time between those used to be a little longer, and we thought it was just too dangerous. People are gonna break stuff.

EGM: Sometimes we'd try to open a door, finding that it's somehow been locked. Is that a sanity effect? We weren't sure because there's no white flash after it.

DD: That's a sanity effect, yeah. There isn't always a sanity flash.

EGM: How does *Eternal Darkness* use the GameCube's internal clock?

DD: Several ways. One of the ways is the randomness of the sanity effects. So that's why you're seeing different ones than everyone else—because you're playing at different times. Also we're using it to tell the player how long they've played.

EGM: What determines whether or not you're able to save? At some points it seems obvious, but others weren't.

DD: If there's an enemy in the room or you're in a trapped corner where there's a potential for you to die, we don't allow you to save. Otherwise we do. It's actually very black and white. However, sometimes it's just not obvious unless you go around the room and see that there's a zombie [around].

EGM: Will there be an *Eternal Darkness 2*? What's next for Silicon Knights?

DD: At this point we're not ready to talk about [our next project]. However, if *ED*'s popular and players want it, the universe is very broad and there's room for too sequels. 🐱

Sanity-Keeping Secrets

We asked Denis to share some of the other secrets and strategies in *ED* you might not've realized when you played. Here's what he told us:

THE DIFFERENCE BETWEEN ALIGNMENTS:

The alignment you choose as Pious Augustus at the beginning changes a few things in the game, like which Greater Guardian you fight at the end of Peter Jacob's chapter. But there are other differences too. “By picking Chatur'gha (red), you'll see a certain type of creature which you won't see in any other alignment. Same with Ulyaoth (blue) and Xel'totath (green). Ulyaoth emphasizes magic and it's not quite as easy to cast as many spells, where Chatur'gha emphasizes more physical force (the monsters are much more difficult to kill—they have more hit points), and with Xel'totath a lot more sanity damage occurs.”



TIE THE RIGHT SPELLS TO THE D-PAD:

“Shield, Magic Pool (the highest level of enchantment that you can use) and...Damage Field comes in handy too. You'll soar through the game using combinations of those. Once you get the Mantorok (purple) rune, you'll be doing damage everywhere.” FYI, the Mantorok is through a hidden passage in Lindsey's chapter (summon a Trapper to get it).



STAY SAFE FROM BONE THIEVES: At the beginning of Peter Jacob's chapter, you're stuck with no effective weapons and being chased by groups of Bone Thieves. “Once you get the sword it becomes significantly easier. And if you cast a shield, Bone Thieves can't take over your body. They try to jump on you and get repelled back immediately. Then you can just take your time, aim, shoot, and kill them or just walk up and whack away at them.”



PRESS
START



Afterthoughts: Stuntman

For the past month you've been playing Atari's *Stuntman*, performing movie stunts after your daily nine-to-five grind. But you haven't quite honed your craft to its fullest potential. Stuck in a level? Keep getting stopped in your tracks by runaway boxes? Our conversation with director Martin Edmonson at U.K.-based developer Reflections just might give you a push:

EGM: Were there any big stunts that you wanted to get in there that didn't make it in the final game?

Martin Edmonson: There's a car-chase sequence in *The French Connection* when Gene Hackman is driving this Pontiac GTO, and he smashes through somebody who's pushing a stroller. That was memorable to me, but not many other people had seen it.

EGM: Some say the game's too repetitive and frustrating—what's your take on that?

ME: It depends. If you end up taking 30-40 attempts to finish a stunt, then I can see how that would be frustrating. But we had to balance that against people who flew through the stunts in three or four attempts, waltzing through the game too quickly. There are lots of examples where you don't have to go for the icons if you don't want to and still finish. One is in Louisiana, where there's a gap in the train to jump through. You can just stop at the ramp, wait for the train to go by, and you can still finish and complete the stunt.

EGM: Wow, we didn't think of that.

ME: There's also one where you're chasing a car through a warehouse, and if you want, you can just stick behind him. But you can also



You don't *have* to jump through the gap between the trains...wussies. Just wait 'til they go past.



veer off to the left around some crates and find a truck that's driving past with a load of boxes on the back. Smash through them and you get an extra completion bonus.

EGM: We noticed the physics are very realistic, although there were times when we'd smash some crates or barrels, and they'd get caught under our tires.

ME: That was a bit of a frustration, I have to admit. There are little things that you can do. If you're heading toward a pile of boxes and find that you're riding up on them, lift off the throttle very slightly as you hit them. It makes the car's nose go down slightly, because the weight shifts from the rear to the front. So the front of the car dips slightly, and it reduces the gap between the bottom of the car and the road, which helps to act like a snowplow to push whatever's in front of you out of the way.

EGM: One thing we tried to do in the *Stunt Constructor* was get our car into the crowd, but we couldn't. Why?

ME: Actually, that was a deliberate thing because there have been a few motorsport accidents recently with cars or pieces of cars going off into the crowd and killing people. I knew people were going to try to do this, but what we did was put in an artificial wall in the way. In addition, it would've added all sorts of problems, because if we allowed a car to go in there, we'd have to think about what happens once the car got there. But there are other less dramatic things that you can try. You can try jumping over the pit buildings or drive on the roof of the pit buildings if you can set up a ramp at the correct angle, etc.

DRIVER 3 AND GRAND THEFT INFLUENCE

Now that Reflections has finished up *Stuntman*, they can set their sights on the next installment in their popular *Driver* series. So has *Grand Theft Auto III*'s success in the genre affected the development of *Driver 3*? "GTA is a very different game," Edmonson tells us. "It's good fun to play, but its look is very cartoon, whereas *Driver* always had a very realistic look and feel. If you look at *Driver 1* and *2*, and how we advanced it, obviously the next version will push it quite a bit further again."

Greatest Stunts on Earth

Think you've done everything in the *Stunt Constructor*? Here are a few stunts you might not have tried, courtesy *Stuntman* director Martin Edmonson:



KILLER LOOPS—"One thing that we found quite amusing was joining together multiple loop-de-loops. We never designed those things to go together. You end up going round and round and round and round."



CAR LAUNCH PILE-UP—"Try a setup with four ramps pointing toward each other, then fire four cars so you have a mid-air crossroads collision and all the debris raining down on a pile of cars underneath."

EGM: Is there a *Stuntman 2* planned?

ME: We're not quite as organized as that. We always design a game with a sequel at least half in mind. We never try to exhaust all possibilities; otherwise there's nowhere else to go. We've covered some areas of stunts, but there are huge areas that we haven't. So the potential for a sequel is there. 🍀

ONCE UPON A TIME...

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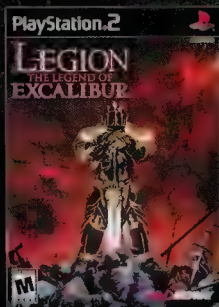
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PlayStation 2



Blood
Violence



PRESS
START

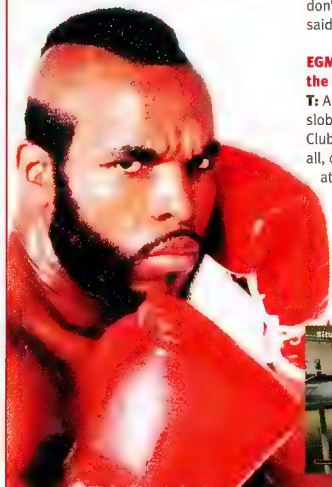


KNOX GAMES ON YOUR GBA

Well, not exactly. But you will soon be able to play *Oddworld: Munch's Oddysee* on Game Boy Advance thanks to a deal THQ's struck with Microsoft to port the game to Nintendo's handheld. *Monster Truck Madness 2.0* will follow and several other titles are in the works. The first fruits of this dubious labor are due in 2003. Could a GBA *Halo* be next?

CELEBRITY GAMER: MR. T

EGM Talks Games, Rocky and Trading Spaces with Mr. T, aka Clubber Lang



Celebrities are normal people too—just incredibly rich ones. You like games; they like games. Each issue we'll talk to a different celebrity that plays 'em, is involved in their creation or, if they're lucky, is *in one*. This month we spoke to Mr. T, who's reviving his role as *Rocky III's* Clubber Lang in Ubi Soft's *Rocky* for PS2, GC and Xbox, coming this fall (pictured below).

EGM: Ever think you'd revive a decade-old role...or care?

Mr. T: They came to me with the idea and I said, "I'm so excited," because I never got an official rematch with Rocky Balboa. You know he fought other guys but never me again. I don't play video games, but I saw this and I said, "I'ma get me one."

EGM: Can fat-ass, lazy gamers really take the Clubber down?

T: Ah, naw. I pity all them couch potatoes, slobs, and all that. They can't hang with the Clubber man. They can line up—he'll take 'em all, one at a time. Pow, pow, pow [takes swipes at the air]. I'm so tough, I beat my own self up three times a day. Arrrr...I'm so bad, hrmp.

EGM: 'Bout time they got a Rocky spinoff going then?

T: Well, you have to know *Rocky's* a sure

thing. People know it; they say hey, it was a hit many years ago in theaters—let's put it in a game. And what I like about it: it's not a violent game. Kids can go tell their parents—the moms and dads—it's a good game. I never played no video games, but this, man, I can't wait to play with my son.

EGM: So you don't play games?

T: Nah, man, but this here, I like it. I never played no other game.

EGM: Of course not—you're a tough guy. Spare time's reserved for needlepoint!

T: Actually, when I'm coolin' out, I watch *Trading Spaces*. Then I watch the other guy...he got a little beard...I forget this name...

EGM: Uh...Christopher Lowell?

T: Yep, that's right. Me being a tough guy, I like his style, 'cause I don't like a dirty house.

EGM: Word. Why's Rocky perfect for a game franchise, then?

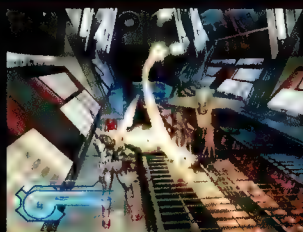
T: You hear the music, you wanna start somethin'. That's *Rocky*...everybody wanna win. That's what it means; everyone wants to be a fighter, but only one in ten are. Even women wanna be *Rocky*. You wanna slap your girlfriend. I mean, not the man, but the ladies wanna slap their girlfriends. Know what I mean?

—Scott Steinberg



A Space Dino Crisis

The third chapter in Capcom's *Dino Crisis* series, scheduled for release on Xbox sometime this millennium, takes a *Jason X*-style turn with jetpack-packin' humans battling zombie dinosaurs on a space station. As you progress, the station—wait for it—changes shape. Series creator Shinji Mikami says that the game could change even more between now and when it's released.





DEEP BLUE PLAYSTATION

Tired of that run-of-the-mill, monolithic black PlayStation 2? Well, Japanese consumers will soon have two new, stylish PS2 colors to choose from: Ocean Blue and Zen Black. Both are translucent and come with matching controllers. Ol' blue hits Japan on July 18th and the smoky black one on August 1st, and they're about \$250 apiece. Sadly, it's unlikely these colors will make it to the U.S.

Solid Snake and Co. Star in Document Disc

Metal Gear Solid fans, already high as a kite after Konami's announcement of *MGS2 Substance*, have even more reason to giggle. Konami of Japan recently announced a new interactive DVD entitled *The Document of*

Metal Gear Solid 2. Although this disc comes on a standard DVD format, it must be played in a PlayStation 2. Once inserted into the console, the disc lets you view and manipulate some 60 characters and environments from the game. Since the models are in 3D, you can zoom in, pan out and rotate things for your inspection. Gamers may also change the hair color and add accessories to the character models (can you say, "Raiden the cross-dresser"?). Fans familiar with the VR missions of *MGS1* and the upcoming *MGS2 Substance* will be glad to know that *Document* features its own set of these training levels (but they'll be some of the same that are found in *Substance*). Konami of America is "currently evaluating the feasibility of this product for U.S. release but no decision has been made."



Sega Unveils New Sonic Games for GC, GBA

As the *Sonic the Hedgehog* series is experiencing something of a renaissance these days. The little rodent hasn't been so busy since the halcyon days of the 16-bit era, and he's not about to slow down now. Fresh off the success of *Sonic Adventure 2 Battle* and *Sonic Advance*, the blue blur is set to return with the *Sonic Mega Collection* for the GameCube. While this could potentially be an uber Encyclopaedia Hedgehogica, the list of what games are included isn't known yet. Its contents will hopefully surpass that of *Sonic Jam*, a *Sonic* collection released some years back for Sega's ill-fated Saturn system.

As if that news isn't already something to get excited about, in a surprising twist, the first *Sonic Adventure* (originally released on Sega's Dreamcast) is heading to the GameCube later this year, giving GC owners the complete set. *Sonic Advance 2* rounds out the virtual smorgasbord of former *Sonic* releases. Whew!



CAUGHT IN THE NET

Final Fantasy The Way It Was Meant To Be

If you're a frequent web surfer, then you've probably read a few web comics. One that's grabbed our attention lately is Brian Clevering's **8-Bit Theater** (www.nuklearpower.com/comic/). The strip is based on the story of the first *Final Fantasy* (for the 8-Bit Nintendo Entertainment System), complete with a first random battle, saving the princess from the clutches of the evil (and bumbling) Garland, and the ongoing, one-sided "relationship" between the Black and White Mages (shown above). Check it out, won't you?



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GAME PUBLISHER RELEASE DATE

PlayStation 2

Sego Sports Tennis 2K2	Sego	8/2/02
Run Like Hell	Interplay	8/8/02
Madden NFL 2003	Electronic Arts	8/16/02
Onimusha 2	Copcom	8/23/02
SOCOM. US Navy Seals	Sony	8/30/02
Turok: Evolution	Acclaim	9/1/02
Robocop	Titus	9/4/02
Gundam: Federation vs. Zeon	Bandai America	9/13/02
X b o x		
Buffy the Vampire Slayer	Electronic Arts	8/9/02
Madden NFL 2003	Electronic Arts	8/15/02
Kelly Slater's Pro Surfer	Activision	8/28/02
Turok: Evolution	Acclaim	9/1/02
The Thing	Universal Interactive	9/3/02
Ghost Recon	Ubisoft	9/15/02
NHL Hitz 2003	Midway Games	9/20/02
Lord of the Rings: Fellowship of the Ring	Universal Interactive	9/26/02

GameCube

Aggressive Inline	Acclaim	8/2/02
FreeStyle	Electronic Arts	8/8/02
Beach Spikers	Sega	8/15/02
Madden NFL 2003	Electronic Arts	8/16/02
Turok: Evolution	Acclaim	9/1/02
Rayman Arena	Ubisoft	9/6/02
Mortal Kombat Deadly Alliance	Midway	9/26/02
Star Fox Adventures: Dinosaur Planet	Nintendo	9/30/02

Game Boy Advance

Smuggler's Run	Destination Software	8/1/02
Medal of Honor: Underground	Destination Software	8/1/02
Street Fighter Alpha 3	Copcom	8/15/02
Duke Nukem Advance	Take 2 Interactive	8/15/02
Madden NFL 2003	Electronic Arts	8/29/02
Turok: Evolution	Acclaim	9/1/02
Castlevania Harmony of Dissonance	Konami	9/13/02
Robotech: Macross Saga	TDK Mediactive	9/18/02

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PlayStation 2



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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

"Looks like one of the best FPS yet. We can't wait."
PSM



FREE
RADICAL

EIDOS



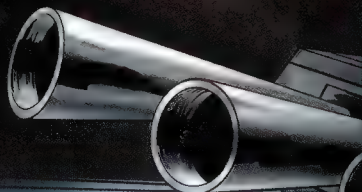
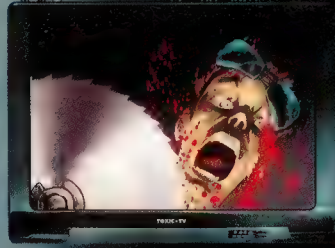
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ON AIR



Welcome to the show where
ratings soar when riders die.



Toxic Grind

Ride for Your Life

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PRESS
START

CHART THE INSANITY
Behold the heavy toll frequent video-game renting takes on the average human. The sharp rise in criminal insanity is from when Seanbaby mailed Mary Kate and Ashley letters, the contents of which will probably force the United States to bomb itself in retaliation for harboring him.



10 20 30 40 50 60 70 80
OF GAMES PLAYED IN A MONTH

30 Days in the Hole

What happens when you subject one man to a month of wall-to-wall gaming? Madness. Madness.



All through this sticky summer and right up until Sept. 2, Blockbuster Video is running a rental program called the Games Freedom Pass, which for 20 bucks a month lets you rent as many games as you can stomach as long as you never have more than two checked out at a time. Nifty deal? Sure. Be we saw a chance to further science and see just how many games a human being can stand in one month. So we enlisted humor-writer Seanbaby, whose site www.seanbaby.com pokes fun at everything from video games to self-flushing toilets, to play through at least a game a day and keep a journal of the experience. By the end, he French-kissed sanity goodbye and gave science a serious kick in the ass. These journal excerpts tell the tale....

Day 1

The first thing I realized about a program that lets you rent unlimited games is that everyone else knows about it, too: If a game looked remotely playable and wasn't broken in half, it was already rented. So for my first game I had to settle for *Mary Kate and Ashley's Magical Mystery Mall* for the PlayStation 1. Now, I'm sure Mary Kate and Ashley are nice people—or at least as nice as two girls can be when the entire world has hated them since infancy—but I must say their game is terrible. They end up freezing time while shopping for magic jewelry, and their big idea to fix this crisis is to throw a fashion show. The entire world is getting beaten over the head by time, and they stop to have a fashion show for

people who can't move. I did my best to avenge humanity for this nightmare scenario, but the best I could do was to dress one Olsen in a skirt that sorta didn't match her shirt and hat.

Days 2-5

Since the Freedom Pass lets you rent two games at a time, I went back to pick up *Grand Theft Auto III*. This was the game parents protested because it was causing all their children to get hired as mafia hitmen. I admit I went on my share of killing sprees after *GTA3* showed me that violence, even against the elderly, is fun and profitable. By the time I brought *Mary Kate and Ashley's Magical Mystery Mall* back, it was coated with gore, which helped limit the number of questions the clerk might have had about a grown man playing games about 16-year-old girls.

Days 6-7

Things were not going well, and they only got worse. Instead of including instruction manuals with their games, Blockbuster has one of their janitors type one huge run-on sentence on the back of each rental box to tell you how to play. Most times these instructions are either blatantly wrong or waste half their space describing how much fun you'll have with the game you just rented. And since I had no clue how to tell my little Star Wars wingmen to attack a bunker, the dark side of the Force totally won in *Jedi Starfighter*. I think Darth Vader should send Blockbuster Video's instruction-writing department a nice cheese-and-crackers gift basket.

Days 8-9

Today I brought home *Burnout* for the Xbox, because 80 percent of the text on the packaging rambled on about how big a hand-on the developers had for car crashes. I ended up learning that "best crashes in any racing game...ever!" actually just means that each time you bump into something, the game pauses to show you the exciting slow-motion replay from six angles. Playing *Burnout* is like driving a custom supercar injected with nitrous retard.



PRESS
START



PORTABLE IN A PINCH: PS2 AND XBOX

The film *Operation Dumbo Drop* may lurch to mind when you think of taking your PS2 or Xbox on the road, but peripheral companies are giving you the tools for the job, and no, we're not talking about solid rocket boosters. InterAct offers the best PS2 screen we've seen, called the Mobile Monitor (\$150), and this September they're releasing one for Xbox (ostensibly for lugging to networked-Halo parties). No batteries are available, although InterAct just released the Universal Converter and Car Adapter (\$40), which lets you draw power from your car's cigarette-lighter plug.



Good To Go

All the gear you need to get your consoles outta the damn house

It's an annual dilemma: Summer brings longer days and shorter skirts on the ladies, but you're torn between enjoying the great outdoors and sitting inside with the shades drawn playing *Eternal Darkness*. So you can either devise some kinda space laser

to counteract Earth's axial tilt, thus ensuring blustery distraction-free weather year-round, or you can slap a few gizmos onto your PS one and GameCube and take them into the wild. Several peripheral companies have crafted portable screens and batteries for

these two consoles. We've lugged all that gear outside, put them to the test, and assembled the very best setups for your system. So, now that summer's here, why not experience nature while nurturing your gaming habit? After all, you need some sun.

THE BEST ON-THE-GO GAMECUBE SOLUTION...

THE SCREEN: INTEC'S 5-INCH COLOR GAME SCREEN (\$150)—Other third-party GameCube screens are washed out and grainy. Not this little guy. Intec's snap-on monitor—available in Indigo and Black—delivers a bright, crisp picture, as well as more fine-tuning options than the competition. Beware of glare from direct sunlight, though. Also know that Nintendo recently revealed a far superior LCD screen from Panasonic, although no release date or price was announced.

THE BATTERY: INTERACT'S MOBILE POWER GC (\$50)—This well-crafted slab screws securely into your GameCube's keister and provides about an hour and a half of juice. If you're the patient type, wait until Intec releases its GC battery this fall. It delivers a bit more playtime.

TOTAL PRICE OF PORTABILITY: \$200



THE PERFECT PORTABLE PS ONE SETUP...

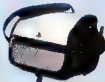
THE SCREEN: SONY'S PS ONE LCD SCREEN (\$130 by itself; sold with system for \$150)—Peer into this thing's five-inch razor-sharp display, and you'll declare it the fairest take-with-you screen of them all, even if it's a smidgen smaller than the third-party alternatives. The monitor snugs perfectly onto your PS one without tangles of ugly wires cramping your style. The stereo speakers pack a hi-fi wallop, too.

THE BATTERY: INTERACT'S MOBILE POWER ONE (\$50)—Since Sony isn't planning to put out a first-party battery, InterAct's pack is your best bet. It pumps out more than 2.5 hours of power, and its surface is molded with dimples that cradle your PS one's rubber feet. The downside: The battery lacks screws or clamps to secure it to your PS one, so make sure you get a grip on the system and battery when you lug them around.

And the hefty five-hour recharge time means you're best off letting the battery recharge overnight if you know you'll be playing on the road the next day.

TOTAL PRICE OF PORTABILITY: \$180 🚗

YOU CAN TAKE IT WITH YOU Wonder how you'll haul all this stuff to the beach? We recommend the PS one Carrying Case (\$15, left) from A.L.S. Industries. GameCube owners will cram their system, battery and screen into InterAct's Go Mobile Kit (\$20, right), which hits this fall.



"IT'S STOOPID,
LOWBROW, CHILDISH,
AND... FABULOUS!"

—Official Xbox Magazine

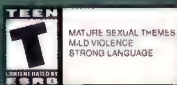


OUTLAW GOLF

GREAT GOLF, BAD ATTITUDE



HYPN  TIX





PRESS
START

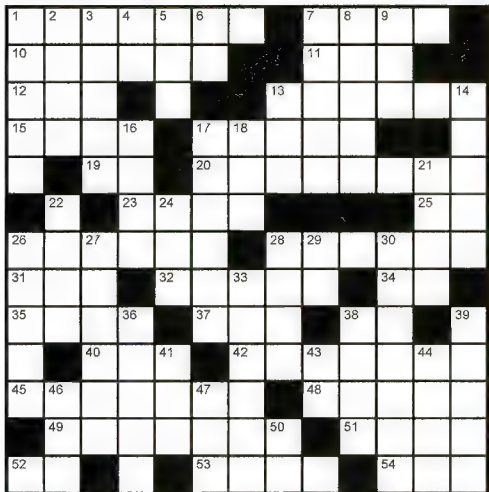


GREETINGS FROM THE '80S

Rockstar's stealthy marketing for *Grand Theft Auto: Vice City* debuted in July, when www.kentpaul.com launched. Head over to this site for some zany '80s nostalgia and bizarre humor. Similar faux sites preceded *GTA III*'s launch—you won't really find any concrete game info here, but it does help to flesh out the world of *GTA*.

Zombie Killers

(Solution on page 181)



ACROSS

1. Like *Street Fighter*'s Chun-Li
7. Killed by 49 across in *Resident Evil 3*
10. RE's speedy lizard-man enemy
11. Marshall Faulk in *Madden NFL 2003*
12. *Mohawk* __ *Headphone Jack* (SNES)
13. Where NCAA games take place
15. What a scratched disc might do
17. Sega's cel-shaded *Gun*... (PS2)
19. Computer players, for short
20. Founder of RE's Ashford family
23. PaRappa's nemesis Joe __
25. Early Electronic Arts game *Ski __ Die*
26. RE 2's "open-minded" creature
28. *Top Shop*'s dollar amounts
31. How first-person shooters make some feel
32. *Hyrule*... *dollar*
34. Virtual __ *Oratorio Tangram* (DC)
35. Fastest shot in *NHL 2K2*
37. Volley, in *Super Spike V'Ball* (NES)
38. *NBA Courtside*'s '76ers home state
40. Invisible frequencies that some wireless controllers use, for short
42. RE: Zero heroine
45. __ *Sam* (PC hit coming to Xbox)
48. __ *Life: Azure Dreams* (PS1)
49. RE 3 big bad guy
51. The best thing to do with unneeded items in *Morrowind*
52. *NCAA College Football*'s Irishmen
53. PaRappa does it with a chicken
54. __ *Cooper* (PS2)

DOWN

1. Upcoming GBA clown game *Crazy* __
2. Hidden scenario in *RE 2*
3. Home, to *Punch-Out!!*'s Great Tiger
4. "No text" on the EGM message boards
5. __ *the Cat* (Super Nintendo)
6. *Splashdown*-featured band __71
7. Team that Alpha Team followed in *RE*
8. Noodle dish in *River City Ransom* (NES)
9. Makes *Lim Jammer* Lammey's guitar sing
13. __ *Battler Joe* (GBA)
14. Raccoon City's special police force
16. RE Jill's trick with locks
17. RE 2's featured epidemic
18. Stimpny's partner in a Genesis game
21. RE: Zero escaped con Billy __
22. Chris's female *RE* counterpart
24. How you'd refer to RE's Jill Valentine
26. Page 60 has a few of these
27. RE Code: *Veronica* star __ *Redfield*
28. Atari 7800's __ *Rose Baseball*
29. *Resident Evil*, for short
30. Players' roles in most sports games
33. Sega CD platformer *Prince of* __
36. GameCube's killer app, *Metroid*
38. Chaos, to Sonic in *Sonic Adventure?*
39. Swing that "pulls" in baseball games
40. Rockstar's frenzied *rawler*, for short
43. Luke's *Dukes of Hazard* (PS1) cousin
44. Ubi Soft answer to *MG2*, *Splinter* __
46. GunCon 2 supporter __ *game*
47. PS2 modem or GunCon 2 port
50. "The Mummy 3" PS2 game, for short

Turn Your PS2 Into A Game Studio With Sony's Linux Kit

Any game development: the long hours, the junk-food diet, the immense personal reward of bringing your big gameplay ideas to life. Now you can experience it in your own garage thanks to Sony's just-released \$200 PlayStation 2 Linux Kit (available on through www.us.playstation.com), which turns you into a one-man game studio. Programming knowledge not included.

What's a Linux?

Linux is an operating system, similar to its arch-rival, Windows, but more flexible. It's also a programming language that designers can use to make games. Linux is unique because it's "open source," meaning anyone can modify programs created with it. It's a flexible, powerful and increasingly popular language. In fact, major PC games like *Doom III* and *Neverwinter Nights* will be available in Linux-coded versions.

Big Package

Sony gives you a lot of bang for your buck. The package comes with everything you see here: the essential start-up discs, a 40-gig hard drive (compatible only with the Linux kit), a broadband-only network adapter, a standard USB keyboard and mouse, and a connector to hook your PC monitor to the PS2 (more on that in a sec).



Not So Fast...

Even with all that stuff, you'll still need more gear, including empty memory card to be used solely with the Linux system. Most importantly, you'll need a computer monitor—but not just any kind. You'll need one with "Sync-On-Green" capability, which is necessary for it to recognize the PS2's signal. Luckily, Sony provides a (semi-)reliable list of compatible monitors on the PS2 Linux site: www.playstation2-linux.com. Our advice? Look at the monitors listed, see if your friends have any of those, and take your system over there to test it out. If it works, buy that brand yourself.



Nwira's Quest, a homebrew PlayStation 2 school RPG created using Linux.

Down to Business

After getting situated, don't expect to just jump right in and make *Grand Theft Auto: Des Moines*. Linux is a relative of Unix, which is a relative of DOS, which means it can get complicated. But you'll have access to many of the tools the big-dog developers use. The main limitation is that your buddies with PS2s can't play your homemade Linux games unless they have the kit too.

—PETER D'AMICO

18 FEET, 3 INCHES



2 WORLD RECORDS IN 2 DAYS.

DANNY WAY SETS NEW WORLD RECORDS FOR BOTH HIGHEST AND LONGEST AIR.

Danny Way is no stranger to world records — in 1997 he set the world record for the highest air. On April 16 and 17, 2002, at a windy inland California location, Danny set not one, but two world records, for both the longest and highest air. Danny broke both records while filming for a pay-per-view television event called King of Skate. Danny has once again surpassed the bounds of the ordinary, and set himself apart from the crowd. Congratulations Danny.



65 FEET

DANNY'S PRO MODEL, THE AEROTECH
AVAILABLE IN STORES NOW



ELIABAC/PHOTO

SEE THE FULL STORY AT www.dcsneakers.com



PRODUCTS RANGE FROM
EVERYONE TO TEEN

E-T
CONTENT RATED BY
ESRB



PlayStation 2



GAME BOY ADVANCE



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10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.

MAT HOFFMAN'S PRO BMX 2

BMX WILL NEVER BE THE SAME...

Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with the **only BMX game that offers flatland moves**. Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook**. One day on this road trip and you'll know why BMX will never be the same.



Crank out huge airs like 10-time World Vert Champ Mat Hoffman.



The only BMX game to offer flatland tricks.



Force your opponent off the screen in the O2 exclusive PUSH mode.

ACTIVISION
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BOGO MANIA



PlayStation 2

EVERYONE
E
CONTENT RATED BY
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GAME BOY ADVANCE

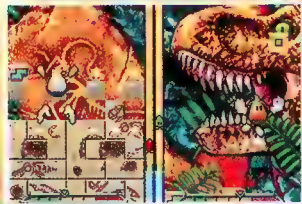
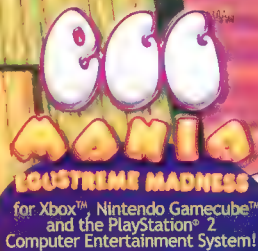
XBOX

NINTENDO
GAMECUBE

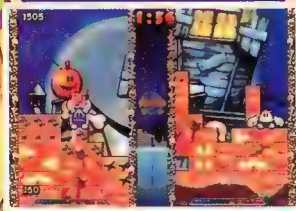


INNOVATIVE AND ADDICTIVE
ARCADE-STYLE PUZZLE ACTION!

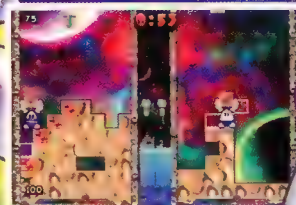
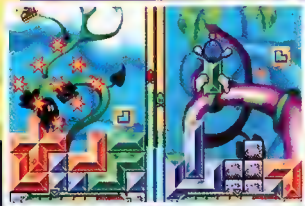
WILL YOU CRACK
UNDER THE
PRESSURE?



Screenshots from the
Game Boy Advance version



Screenshots from the
PlayStation 2 version



Coming in September!

Egg Mania and Egg Mania Eggstreme Madness © 2002 HotGen Studios Limited. The Egg Mania logo and The HotGen Studios logo are the registered trademarks of HotGen Studios Limited. Published under license by Kemco. TM, ©, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.





PRESS
START



T3 BECOMES A GAME

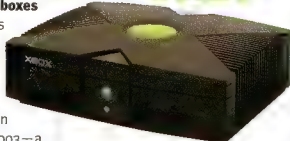
Arnold always promised that he'd be back. Infogrames has acquired the rights to produce games based on next summer's blockbuster sequel, *Terminator 3: Rise of the Machines*. Expect a fully 3D action title across all three consoles and a trimmed-down GBA romp around the same time as when the film launches: July 2, 2003.

Quartermann - Game Gossip & Speculation

Welcome to The Q's page of wonderment. Step right up and grab a spoon—this month's tasty stew of rumors is coming to a boil. Before I begin, lemme just clarify a lil' slip of the keys from last month. Yours truly mistakenly stated that *Doom II* (oh yes) can be done on Xbox. Haha...that was a joke, see? OK, I'll level with ya. It was late. I'd been drinking nothing but Vanilla Coke the last 72 hours—it was a typo. I meant to say that *Doom III* (that's three I's) can technically be done on Xbox. Phew. Now that that's out of the way, I return you to your regularly scheduled rumorama already in progress:

Xbox 2 in 2006

...Seems like just yesterday we were all huddled in line outside our favorite game stores, grabbing the first Xboxes off the shelves. Now comes word that Microsoft is working on not one but several new incarnations of the machine. And you may see the first of them on store shelves as early as 2003—a combination Ultimate TV/Xbox box that'd also play MP3s. If you don't already know, Ultimate TV is Microsoft's answer to TiVo (and is currently only offered with DirecTV satellite systems) that lets you pause live TV, record shows digitally to watch later, and more. This rumor du jour was so hot that even the mainstream press got word of the project, codenamed "Freon," also known internally as HomeStation. This tricked-out machine would (naturally) cost more than an off-the-shelf Xbox of today—estimates tag it at \$500. The other Xbox hardware news going around is that the company is already developing a successor to the machine to go head-to-head with Sony's next console from the git-go. According to recent comments from Microsoft execs, Xbox 2 will be out in time for the next World Cup in 2006. Let's hope by the time that launches it's got more than Halo 3 going for it...



X2?

New Earthbound finally Earth-bound

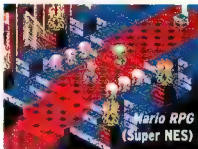
...Ever since Nintendo announced that the hotly anticipated *Mother 3* (aka *Earthbound a*) was cancelled for the Nintendo 64, yours truly has gotten loads of e-mail begging for news about another installment of this fan favorite. And I'm happy to



report that a new *Mother/Earthbound* is indeed coming. Question is, will it be Game Boy Advance, GameCube, or both? Judging by the pace Nintendo's resurrected other Super NES titles, the Quartermeister's dough is on an *Earthbound* remake for GBA. One thing's for certain, it isn't a completed version of the long-scrapped N64 game. Don't know about *Earthbound*? The Q suggests you visit www.starmen.net ASAP and read up on this classic gem. Go before I sick Unassuming Local Guy on your sorry arse. You heard me!...

And now for something completely different...

...Lots of little newsbits this month my friends. First on the docket (and to keep it on the old-school tip for just a second) is a Game Boy Advance version of the Square/Nintendo 16-Bit collaboration *Super Mario RPG*.... Midway is gearin' to resurrect their old anti-drug arcade brawler *NARC* for next-gen consoles.... Still hearin' 'that something's up with Rare. Current speculation is that *Activision* may be the ones handling the publishing honors for some of their titles. It could be made official any time now... I hearby declare the *Daredevil* movie teaser trailer to be the worst ever (or maybe that honor goes to *T3: Terminator 3*)....



The Hot Q: Sequels, sequels everywhere

...Sequels, sequels everywhere. It seems as each year passes, we get a boatload of new installments of last year's hits. And there are quite a few waiting in the wings to swoop down. I'll just mention a few of the new ones that've just popped on my radar recently: *Onimusha 3* (full-3D backgrounds this time), a new *Metal Gear* (this time it could be a 3D remake of a Snake adventure from before the first *Metal Gear Solid*), *Medal of Honor 3* (this time set in the Pacific Theater—sweet), *Skies of Arcadia 2* for PlayStation 2 (this's why the remake of the original got shelved), and Game Arts is finally beginning a third *Lunar* game....

And that folks, is all I can share with you this month. By the way, from the bottom of The Q's heart, I thank all y'all for the comments about the new page format. Keep 'em coming—e-mail me at quartermann@ziffdavis.com with any comments and questions you might have. And remember—if she weighs the same as a duck, and she's made of wood, she's a witch.
—The Q

Bits of Q

■ Sega's mesh-battling RPG/dating simulator series *Sakura Taisen* has been picked up for a U.S. release. (At right, the series' main babe.) Sega themselves won't be doing the honors. Instead, it's gone to a third-party publisher here, along with the swingin' music game *Space Channel 5: Part 2* look for both on PS2 in the U.S. before too long.



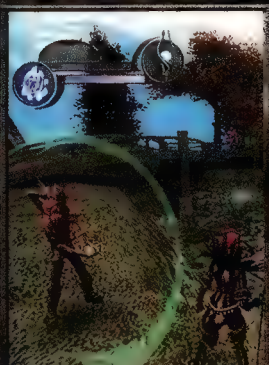
- Speaking of wild Japanese games coming to the U.S., Nintendo has also heard that Nintendo's very old GBA simulator *Animal Leader*, where the beasties are made of boxes, is coming to the States.
- Nintendo's third party well. What the hell?
- *Scorpio-Doo*, terrible movie. Why Hollywood, why?
- Nintendo's gonna do a backlit Game Boy Advance in 2003? Sounds smashing....

ENCLAVE

Seek the Light

Embrace the Dark

Enter the Enclave and experience hardcore close quarter combat at its bloodiest in a mesmerizing visual adventure



www.conspiracygames.com





PRESS
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The Top 20 Best-Selling Games of May 2002

Man, this list is starting to get downright boring. You've got your **Grand Theft Auto III**, which hasn't moved from the top three since last year. Then you've got **Spider-Man** infesting the entire page on multiple platforms. Plus, **Mario** and **Sonic** on the Game Boy are still hanging around. Thank God games like **Dragon Ball Z** and **Medal of Honor** are here to shake things up a little. The question is, can they become mainstays like the aforementioned juggernauts? You know...on second thought, who cares? This is the best summer for gaming we've had in a while. Forget we even started complaining at all.

1	Spider-Man Activision		6.5 Greg	6.5 Jonathan	6.0 Mark	PS2	
2	Dragon Ball Z: The Legacy of Goku Microcasoft		9.0 Crispin	9.0 Greg	10 Milkman	PS2	
3	Grand Theft Auto III Rockstar		9.0 Crispin	9.0 Greg	10 Milkman	PS2	
4	Medal of Honor: Frontline Electronic Arts		8.0 Crispin	8.0 Mark	9.0 Kraig	PS2	
5	Gran Turismo 3 A-spec Sony CEA		10 Che	10 Greg	10 Jonathan	PS2	
6	Resident Evil Capcom		9.0 John R	9.5 Jonathan	9.0 Mark	PS2	
7	Spider-Man Activision		6.5 Mark			PS2	
8	Halo Microsoft		10 Che	10 Jeanne	10 Kraig	X-Box	
9	Spider-Man Activision		6.5 Greg			Game Boy Advance	
10	Super Mario Advance 2 Nintendo		9.0 Chris	9.0 John R	9.0 Mark	Game Boy Advance	

11	Spider-Man Activision					PS2	
12	Yu-Gi-Oh! Forbidden Memories Konami					PS2	
13	ATV Offroad Fury Sony CEA					PS2	
14	Hunter: The Reckoning Interplay					PS2	
15	Midnight Club Rockstar					PS2	
16	Twisted Metal: Black Sony CEA					PS2	
17	Spider-Man Activision					PS2	
18	Sonic Advance THQ					Game Boy Advance	
19	Headhunter Acclaim					PS2	
20	Super Smash Bros. Melee Nintendo					Game Boy Advance	

Source: NPD TRSIS Video Games Service. Call Kristin Barnett-won Korff at (516) 625-2481 for questions regarding this list. Chart description written by EGM staff. In the future, teenagers will pilot transformable robots to save the planet from evil.

JAPAN TOP 10			
1	Shaman King: Spirit of Shamans Bandai		Usually at least one soccer game places on the weekly Japan chart, but this particular week there are <i>four</i> eyes, <i>World Fantasia</i> is a soccer game). Coincidence? Vernal equinox? No—it's all because of the World Cup. But that hasn't stopped other titles like the latest <i>Castlevania</i> , <i>Hamtaro</i> and <i>Mega Man</i> from getting their just due along with the last big PS1 games.
2	World Soccer Winning Eleven 6 Konami	PS2	
3	Dragon Quest Monsters 162 Enix	PS2	
4	Hamtaro 3 Nintendo	PS2	
5	Project FIFA: World Cup 2002 Electronic Arts Square	PS2	
6	World Fantasia Square	PS2	
7	Castlevania: HoD Konami	GAME BOY ADVANCE	
8	F1 2002 Electronic Arts Square	PS2	
9	2002 FIFA World Cup Electronic Arts Square	PS2	
10	Mega Man Battle Network 2 Capcom	PS2	

Source: Weekly Famitsu, week ending 6/9/02

X GAMES
VIII

NO SHIRT
NO SHOES
NO X GAMES

X GAMES VIII
WATCH AUG. 17-22
ESPN ESPN2 ABC ESPN.com



PRESS
START

Coming Soon

August

PlayStation 2

Armored Core 3—Agetec	Action
Commandos 2: Men of Courage—Eidos	Strategy
Dino Stalker—Capcom	Shooter
Madden NFL 2003—EA Sports	Sports
Mat Hoffman's Pro BMX 2—Activision 02	Sports
NCAA College Football 2K3—Sega Sports	Sports
NCAA GameBreaker 2003—989 Sports	Sports
Network Adapter—Sony CEA	Hardware
NFL 2K3—Sega Sports	Sports
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	Sports
RLH: Run Like Hell—Interplay	Action
Romance of the Three Kingdoms VII—Koei	Strategy
RS: Riding Spirits—Bam	Racing
SOCOM: U.S. Navy SEALs—Sony CEA	Action
Street Hoops: King of the Court—Activision	Sports

GameCube

Beach Spikers—Sega	Sports
Freestyle—EA Sports Big	Racing
Madden NFL 2003—EA Sports	Sports
NCAA Football 2K3—Sega Sports	Sports
Super Mario Sunshine—Nintendo	Action

Xbox

Aggressive Inline—AKA Acclaim	Sports
Buffy the Vampire Slayer—Electronic Arts	Action
Commandos 2: Men of Courage—Eidos	Strategy
Mace Griffin: Bounty Hunter—Crave	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 Blitz 20-03—Midway	Sports
NFL Quarterback Club 2003—Acclaim Sports	Sports
Street Hoops: King of the Court—Activision	Sports

Game Boy Advance

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

September

PlayStation 2

Armada 2: Star Command—Metro3D	Action
Blade II—Activision	Action
Dual Hearts—Atlus	RPG
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: Battlecry—TDK Mediactive	Action
Sly Cooper & the Thievius Raccoonus—Sony	Action
Summoner 2—THQ	RPG

Superman: Shadow of Apokolips—Infogrames Action
Taz: Wanted—Infogrames Adventure

Tekken 4—Namco	Fighting
The Terminator: Dawn of Fate—Atari	Action
The Thing—Universal Interactive	Action
TimeSplitters 2—Eidos	Action
Turok: Evolution—Acclaim	Action
Vexx—Acclaim	Action

GameCube

Animal Crossing—Nintendo	Misc.
Broadband Adapter—Nintendo	Hardware
Galleon: Islands of Mystery—Interplay	Action
Mat Hoffman's Pro BMX 2—Activision 02	Sports
Modem 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	Sports
TimeSplitters 2—Eidos	Action
Turok: Evolution—Acclaim	Action

Xbox

Brute Force—Microsoft	Action
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
Robotech: Battlecry—TDK Mediactive	Action
Sega GT 2002—Sega	Racing
Taz: Wanted—Infogrames	Adventure
The Terminator: Dawn of Fate—Atari	Action
The Thing—Universal Interactive	Action
TimeSplitters 2—Eidos	Action
Turok: Evolution—Acclaim	Action

Game Boy Advance

Robotech: The Macross Saga—TDK	Action
Yoshi's Island—Nintendo	Action
Street Fighter Alpha 3—Capcom	Fighting
Yu-Gi-Oh! Dungeon Dice Monsters—Konami	RPG

October

PlayStation 2

BloodRayne—Majesco	Action
Dave Mirra BMX XXX—Acclaim	Sports
Silent Hill 3—Konami	Action

GameCube

Dave Mirra BMX XXX—Acclaim	Sports
Mario Party 4—Nintendo	Party
Robotech: Battlecry—TDK Mediactive	Action
Vexx—Acclaim	Action

Xbox

BloodRayne—Majesco	Action
Crimson Skies—Microsoft	Flight Shooting
Dave Mirra XXX—Acclaim	Sports
DOA Xtreme Beach Volleyball—Tecmo	Sports
Panzer Dragoon Orta—Sega	Action
Steel Battalion—Capcom	Action
Toejam & Earl III: All Funksd Up—Sega	Adventure
Tom Clancy's Ghost Recon—Ubi Soft	Action

IMPORT CALENDAR



Shake-a that tambourine! 100% groovy!

Import Pick of the Month: In Sega's *Samba De Amigo* (Dreamcast), we learned to shake the music out of maraca controllers. Now, in that game's spiritual sequel, *MiniMoni Shakatto Tambourine*, we will be taught how to romance the music from the tambourine. Featuring the tunes of Japanese girl-band pop-sensation MiniMoni, this PS1 music title is reminiscent of *Samba* but with more colorful, cartoony graphics. This time, instead of maracas, you use tambourine controllers, shaking them in six different directions as the red balls fall into them. It's also Sega's first and only PS1 title. If you have an import-enabled PlayStation, check it out.

PlayStation
Aug. *Mini Moni Shakatto Tambourine*, Sega (Music)

PlayStation 2
7/25 *Jojo's Bizarre Adventure*, Capcom (Fighting)
8/15 *Virtua Cop Rebirth*, Sega (Shooter)
8/22 *Gigantic Drive*, Enix (Action)
8/29 *Switch*, Sega (Misc.)

Game Boy Advance
8/9 *Mickey & Minnie's Magical Quest*, Nintendo (Action)
8/23 *Mr. Driller Ace*, Namco (Puzzle)
9/6 *The Legend of Starfi*, Nintendo (Action)

GameCube
7/19 *Super Mario Sunshine*, Nintendo (Action)
8/1 *Disney Magical Park*, Hudson (Party)
8/9 *Mickey Mouse's Magical Mirror*, Nintendo (Adventure)

*Schedule subject to change without notice. Consult your local import-game store for the latest release info. The Humpy Dance is your chance, so do the Hump!

Who needs nine lives when you can control time?



Rewind time to throw the world in reverse and uncover secret areas.



Pit fast-forward to tackle challenges that require you to be quick on your paws.



Slam on pause to take free shots at frozen enemies or grab crystals without any hassle.



Record yourself during wild adventures, then replay for twice the Blinx™ action.



Go slow-mo to make everyone seem like they're stuck in mud as you and "The Time Sweeper™" do damage.



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PlayStation.2

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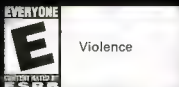
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PlayStation 2

WHAT'S FOOTBALL WITHOUT THE BLITZ?
Coming Summer 2002

GAME BOY ADVANCE



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Pride 2K3



EVERYONE
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ESPN

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NCAA 2K3

COLLEGE FOOTBALL



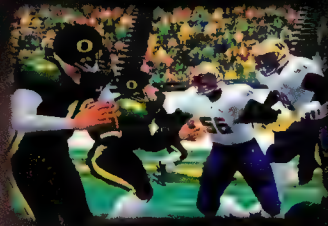
The smell of rivalry is in the air.



Feel the stampeding rush of speed on every play.



Cut. Duck. Spin. Humiliate. All with pin-point control.



And wrangle the living snot out of your opponent's pride.

FEEL THE RIVALRY ON THESE PLATFORMS



PlayStation 2



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SPORTS

segasports.com



PRESS START

HSU AND CHAN'S OFFICIAL WEB SITE - www.ape-law.com/evilmonkey

BUY HSU AND CHAN JUNK! - www.cafepress.com/hsuandchan

HSU AND CHAN
GAME DESIGNERS IN...
"CONNECTIONS"

POST!

I GOTCHER HOOM-UP RIGHT HERE.

HELLO, VIDEO GAMERS!

I'M HSU TANAKA, THAT'S MY BROTHER CHAN, AND YOU'VE CAUGHT US IN THE MIDDLE OF CREATING YET MORE VIDEO GAMPING MUSIC!

OUR CURRENT PROJECT IS A FORAY INTO THE WORLD OF ONLINE GAMING!

OOH!

YES, I KNOW WE ALREADY DID A STRIP ON THAT, BUT THIS TIME IT'S SONN-SPECIFIC, HENCE, FRESH AND NEW! RIGHT, HSU?

YOU DO THAT A LOT, HAVE YOU NOTICED?

YOU SHOULD SET UP APPOINTMENTS OR SOMETHING

RIGHT YOU ARE, BROTHER OF MINE!

SONN'S GOING ALL OUT WITH THE PLAGIATION & ONLINE NETWORK, GUNS A-BLAZIN'!

...DESPITE THE FACT THAT ON THE USER SIDE OF THINGS, IT'S BEING IMPLEMENTED WITH BASICALLY THE EXACT SAME STRATEGIES AS THE HORREBLEST-DUMMEST ONLINE DOOMED SEGA DREAMCAST!

HA HA HA! BUT WE DO KID THE GOOD PEOPLE OF THE SONN CORPORATION, WHO COULDN'T EASILY AFFORD TO HIRE A HIT ON THE BOTH OF US!

WE LOVE YOU GUYS, SERIOUSLY!

GO GET 'EM, YOU MULTI-MILLION-DOLLAR BURNING CORPORATE LOONS!

DO CONTINUE, BROTHER.

MASSIVELY MULTIPLAYER ONLINE WORLDS! COMMONLY REFERRED TO AS THE "CRACK ROCK" OF THE PC GAMING INDUSTRY ON ACCOUNT OF THEIR "ADDICTIVE" NATURE, PROPENSITY TOWARD MAKING YOU BARTER, ADJECT "SERIOUS" WITH "COMPLETE STRANGERS," AND OCCASIONALLY MAKING YOU FIND YOURSELF "THUNKED OVER BEHIND A FEWEN, SNEAKING, SHAKING, AND MUTTERING 'WILLY ABOUT HIT-LEVEL DUNKERS" THESE GAMES ARE FINALLY GOING TO CHANGE, AND WE COULDN'T BE MORE EXCITED IF YOU TOOKED IN JENNIFER CONNELLY AND A BOY OF DOVE BARS!

WELL, OHN, THAT'S A LIE BUT STILL.

THIS WENT TO SAY THAT WE'RE NEGLECTING OTHER ONLINE GENRES, HOUR SPORTS, PUZZLES, FIRST-PERSON SHOOTERS OR WHAT HAVE YOU, BUT LET'S FACE FACTS: YOU'RE JUST NOT GONNA GET A WHOLE LOT OF GUNS DRIPPING CASH ON 24-MONTH SUBSCRIPTIONS TO AN ONLINE PARKHES NETWORK, NO MATTER HOW SLICK YOUR CAMPAIGN.

THE MONEYS IN THE LONG-TERM!

CLIK!

AND ON THAT NOTE, VIDEO GAMERS, WE PROUDLY WELCOME YOU TO **TANAKAPOLIS™!**

A WORLD SO REALISTIC, SO VIVID, SO ALIVE, YOU'LL PROBABLY END UP SPENDING MOST OF YOUR TIME IN YOUR BASEMENT THERE, TOO!

THIS ISN'T THE OFFICIAL TAGLINE, BY THE WAY.

FIRST THINGS FIRST: WE MUST BRING OUR ONLINE AVATARS INTO EXISTENCE!

NOW, THERE ARE NEAR-INFINITE VARIETIES OF EACH, BUT THE BASIC CHARACTER TYPES YOU CAN CHOOSE FROM ARE BRAWLER, CRAFTSMAN, SCIENTIST, MERCHANT AND... UH... ELF.

WHAT, EXACTLY, DOES THE ELF DO?

OH, IT... UH... GRANTS WISHES OR SOMETHING

WE'LL WORRY THAT OUT IN BETA

OHON!

LOTS LEFT TO SEE!

WHEN YOU START OUT IN TANAKAPOLIS, AS IN MOST OTHER LARGE, METROPOLITAN AREAS, YOU FIND YOURSELF SHADING A ROOMM-INTERESTED, SINGLE - BEDROOM APARTMENT WITH AN UNEMPLOYED POTHEAD NAMED "GARY" WHO HAS A PET SNAKE

DUDE, I DID LOCK FOR A SEC TODAY!

IN REAL LIFE, ACTUAL FIRST PRIORITY WILL VARY, BUT YOU'LL NOT BE MUCH.

YOU CAN WORK YOUR WHIM UP IN THE CITY IN A VARIETY OF WAYS: OPEN-ENDED GAMING IS THE ORDER OF THE DAY, AND THAT'S NOT JUST BECAUSE WE DIDN'T GET A DECENT PLOTLINE SCRAPED TOGETHER IN TIME!

LIFE IS OUR MODEL IN THIS ENDEAVOR! GET A JOB AS A BARTENDER, WEARON SUPPLER COP, JOURNALIST, OR SUIT UP AS A DAB 8 HOURS IN AN OFFICE BUILDING STARING AT A COMPUTER, AND THEN GO HOME AND COMPLAIN ABOUT IT!

THE CHOICE IS YOURS!

HON! I'M BETTER THAN THIS!

WHICH ISN'T TO SAY THAT WE'RE GOING TO LET TANAKAPOLIS BECOME DISINTERESTING FOR THE PLAYER, ON NO - EVERY DAY A FILER IS STREAMED INTO THE CITY DETAILING VARIOUS QUESTS, CHALLENGES AND COMMUNITY EVENTS THE PEOPLE OF THE CITY CAN PARTICIPATE IN...

...FOR INSTANCE, AS SEEN HERE, "THE EVERYONE-IN-THE-CITY-GETS-A-WHIFFLE-BAT-FOR-FIFTEEN-MINUTES-MANHAW-A-ROO."

IT'S ALL ABOUT INTERACTION IN TANAKAPOLIS!

EVEN THE MONTHLY ACCESS FEE OF \$4.95 IS INCORPORATED INTO THE GAME, IN THE FORM OF A TRIBUTE THAT MUST BE PLACED AT THE FEET OF THESE WISE NET WARDENS, UNDER PENALTY OF BEING TARRIED, FARMERED AND/OR PLACED IN SDOGS UNTIL YOU FINALLY FROWN UP THE CASH, YOU CHEAPSKATE, YOU!

O MIGHTY BROTHERS, WE OFFER THIS TRIBUTE THAT YOU MAY NOT SPITE US FOR ANOTHER "SERIOUS" DAVE!

LOUDER!

IN SHORT-TANAKAPOLIS! A DRAVE NEW WORLD THAT REALIZES OUR VERY IN HOES AND DREAMS, IN THE SENSE THAT WE'VE PAKE US TO PLAY THERE!

SIGN UP TODAY!

DUDE, HAVE YOU SEEN MY SNAKE?

END!

To see what makes this...
...with... ..

HOLD THIS PAGE UP TO THE LIGHT.

MISSILE ALERT

88

The stealth begins
at 5005.



*Cloak yourself to hide from enemies
or launch a stealth attack.*

Phantom Crest

phantomcrest.com



*Engage in fast and furious mech battles
at speeds over 100 mph.*



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call 1-800-771-3772
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PHANTAGRAM
INTERACTIVE





Previews

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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.

For those of you in Jr. High: your summer's almost over. Soon you'll be hitting the local Wal-Mart for pencils, erasers and notebooks you'll probably never use. Just remember: Don't let your mom pick out your school clothes, seek out the cool kids early, and do whatever it takes to impress them. Oh, and never combine a peach shirt with purple parachute pants (not one of my prouder moments).


I'm here to make you feel worse. See all the sweet games in this month's Previews section? Well, most of them will be coming out right after the new semester starts. So much for all that studying and hard work you were gonna do this year, eh? Let's face it, if these big games turn out to be half as good as they should (and trust us, most of them will), this fall will easily outdo the incredible lineup of games we experienced just one year ago.

And if you have a PlayStation 2, you'll soon be online and all that. Now you'll have the opportunity to play our editors in SOCOM and try to destroy our best first-person shooters, or maybe show us that you've got the funk in Frequency



Lack of control is a fine EGM tradition. Is it any wonder, then, that we wet ourselves when we saw Tom Clancy's Splinter Cell? Check it out on page 120.

Online. It'll be time to put our skills where our mouths are (or become completely inaccessible online). We figure huge upsets will be par for the course after watching our Midwest football guys Dean and Jonathan get their asses handed to them in NFL Fever 2003 by our non-football-playin' West Coasters, like Shane "Jar Jar" Bettenhausen.

So this looks like the year to go all Ferris Bueller's Day Off. Just don't blame me if you get in trouble. 

—Greg Swart, previews editor

TOP 5 Preview Picks

- | | |
|--|--------------------------|
| 1. Tom Clancy's Splinter Cell | Xbox, November 2002 |
| 2. Harry Potter and the Chamber of Secrets | PS2, GC, Xbox, Nov. 2002 |
| 3. Kingdom Hearts | PS2, Sept. 2002 |
| 4. Castlevania: Harmony of Dissonance | GBA, September 2002 |
| 5. Onimusha 2: Samurai's Destiny | PS2, August 2002 |

Which console has the best online gaming strategy?

So which would our Gamers.com patrons rather hook up with?

1. **XBOX**—No adapter to buy, but you're limited strictly to broadband and have to pay a monthly fee.
2. **PLAYSTATION 2**—Buy a 56k/broadband adapter separately (\$39.99) and play online for free.
3. **GAMECUBE**—Buy either a 56k or broadband adapter separately (\$34.99) and play online for free.

Xbox 42%

PS2 37%

GC 21%

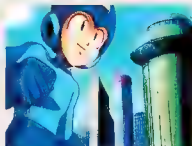
Source: Gamers.com poll, 6/02

Onimusha 2: Samurai's Destiny

Publisher:	Capcom
Developer:	Capcom
Players:	1
Genre:	Action
% Done:	100%
Release:	August 2002
Also Try:	<i>Onimusha</i>
Web Address:	www.capcom.com
The Good:	The excellent controls return from the first game.
The Bad:	...as do the annoying camera angles during combat.
And The Uply:	What, are you kidding? This game is gorgeous.

PROFILE

Megamantastic



Kenji Inafune, the man behind the *Onimusha* series, wasn't always obsessed with zombies and historical fiction. In 1987, he created a little action game called *Mega Man* (Nintendo Entertainment System), which went on to become, and still remains, one of Capcom's best-selling franchises.



Now that *Resident Evil* has up and plopped its decomposing carcass onto the GameCube, PS2 owners jonesing for undead action have their eyes set on Capcom's other zombie-infested adventure: *Onimusha 2*. And well they should. The first *Onimusha* took the *Resident Evil* formula and supercharged it with a slick, fast-paced combat system, all set within the mysticism of ancient Japan. It was, to put it bluntly, *Resident Evil* with samurai swords and rice paddies.

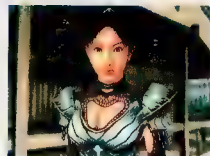
Series creator Kenji Inafune sees *Onimusha 2* as the second game in a planned trilogy. "The plot from the first two games will wrap up in *Onimusha 3*," he explains. "But since we started the trilogy somewhere in the middle, there's a possibility that

the series will continue with prequels, kind of like *Star Wars*." Sound convoluted? Not really. The storyline thus far is really pretty simple. *Onimusha 2* continues the saga of brave samurai warriors who plumb the depths of hell to spank the demonic warlord Oda Nobunaga and put a stop to his merciless conquest of feudal Japan.

Veterans of the first game, however, won't find much familiarity in the sequel. For one, don't expect to see Samanoosuke, the protagonist from the first game. "For *Onimusha*, we used an actor named Takeshi Kaneshiro because he's very popular with females in Japan," Inafune admits.

But instead of reusing Kaneshiro this time out, Inafune cast the likeness of deceased actor Yusaku

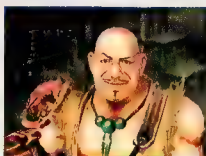
A FRIEND IN NEED IS A FRIEND INDEED



If looks could kill, then OYU the ninja would be a mass murderer.



MAGOICHI'S handy with a musket and loves a good book.



EKEI'S the alcoholic with a heart of gold. He also likes 'em young.



KOTAROU, the pretty-boy ninja, loves foreign and exotic treasures.

2 million

How many copies of the original *Onimusha* sold worldwide. Guess having Asian heartthrob Takeshi Kaneshiro as your leading man really does pay off.



Matsuda, a legendary icon in Japanese cinema, for the role of Jubei Yagyu. "I chose Matsuda because I wanted someone who'd appeal not only to females, but movie fans in general," Inafune tells us. "Plus, no one's ever used a dead actor in a game before, so this was a challenge I wanted to take."

In addition to a new hero and a roster of fresh faces (see sidebar), *Onimusha 2* sports some jaw-dropping environments. Similar to ones in the recent *Resident Evil* remake on the GC, these stunning 2D backgrounds look nearly photographic. Every location oozes with animation, both subtle and realistic. From the hypnotizing ripple of water in a pond and the gentle sway of grass bending in the wind to the no-holds-barred chaos of a rainstorm, the game truly looks next generation—even if the backgrounds are only prettied-up 2D wallpapers.

What hasn't changed a whole lot is *Onimusha*'s focus on gameplay that has you spending the

majority of time kicking booty. "We've added new combos and other features," says Inafune. "One of them is called the 'Issen' attack. By charging up your weapon, and with the right timing, you can slash a group of enemies on the screen with one hit."

The biggest addition to *Onimusha 2*'s combat, however, is the friendship system that lets you partner up with, and occasionally play as, four new characters (see sidebar below). "For hardcore fans, you may choose not to befriend any of them and fight alone," Inafune explains. "But the game will definitely be a lot harder." As for some sort of "*Gemma Onimusha 2*" upgrade on the Xbox or GC, Inafune and company are keeping an open mind. "We got feedback that *Onimusha* was too short and easy. If we get the same response from *Onimusha 2*, then we'll consider an upgrade version later on. I just can't say whether it'll be for Xbox or GC." ❧

—Che Chou

SMOOTH MOVES

Issen That Nice



New to the *Onimusha* combat system is the Issen combo that allows you to charge up your weapon for an extra can of whoop-ass. Every weapon has several Issen attacks, but they don't come easy to obtain. In fact, to balance out the gameplay, Issen moves can only be discovered through scrolls, which you either find in chests or get by trading one of your four mercenary buddies for items they're interested in. The combos, which knock down a whole squad of undead goons, can give you a lot of breathing room when you're hopelessly outnumbered.

LOVE AIN'T CHEAP

Whoever said "you can't buy me love" has obviously never played *Onimusha 2*. The game offers you four sidekicks to "recruit" during hard times on the road. The only catch is, you've got to show them some bling bling. Go shopping for your friends, and depending on if they like your gift, they'll show up at different crossroads to get you out of a jam. So much for honor, friendship and all that samurai crap, eh?



Spend your hard-earned cash here at the local store in Imasho.



Woo Ekei with liquor, and he'll come lumbering to your aid.

Sly Cooper and the Thievius Raccoonus

Publisher: Sony CEA
Developer: Sucker Punch
Players: 1
Genre: Action
% Done: 85%
Release: September 2002
Alan On: None
Web Address: www.slycooper.com
 www.playstation.com

The Good: The retro-style character design and cartoony graphics make *Sly* stand out.

The Bad: Get caught by a searchlight and you'll have to run for your life.

And The Ugly: A raccoon, a turtle and a hippo all living in a van together? Pee-yew!

SUPPORTING CAST

A Company of Animals

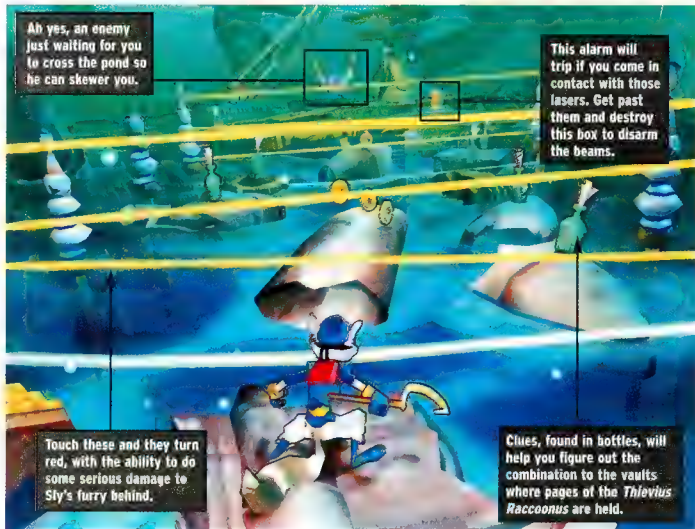
Sly is not alone in his mission. He gets by with a lil' help from two of his childhood friends:



Bentley's the brains of the operation, giving Sly clues, advice and vault-cracking codes from the safety of a van parked far away from any danger.



Driving the getaway van is a bumbling pink hippo named Murray. Maybe he's not as stealthy as Sly, but he helps out when the gang's in a pinch.



All Sly Cooper wants to do is take back what's rightfully his. See, when Sly was a cub, a group of five master criminals, called the Fiendish Five, descended on the home of his famous thief family and stole the *Thievius Raccoonus*, a book that contains all the greatest thieving secrets of the Cooper clan. They each ripped a few pages out and went on crime sprees around the world.

Now that he's a little older, Sly's set off to the far corners of the globe to get those secrets back and avenge his family in a game more akin to *Metal Gear* than *Mario*. "*Metal Gear Solid 2* is the best example going of how to combine sneaky gameplay with a solid storyline," says Nate Fox, one of *Sly's*

designers at Sucker Punch. "We have definitely tried to incorporate, and hopefully improve on, some of the 'thiefier' aspects of that title in *Sly Cooper*." For example, when Sly radios to his buddy Bentley (see sidebar) back in the truck, we're treated to a code-style conversation. Familiar, right? But this is combined with a binocular view so you can clearly see where you're supposed to go or what you're supposed to do next. "We also wanted to take the radar [concept] from *Metal Gear Solid* and project it within the game world so that the player knows exactly where a guard can and cannot see Sly," Fox says, referring to the flashlights some enemies hold and searchlights that patrol areas of the levels. "This 3D representation of stealth challenges means





ORIGIN OF A SUPER THIEF

We thought Sly looked a lil' familiar. We went back and sure enough, a raccoon named Jojo was the star villain of Sucker Punch's first game, *Rocket: Robot on Wheels* (Nintendo 64). "After *Rocket*, we were looking for a way to feature a character like him in a new adventure," designer Nate Fox says. "The fact that raccoons are natural thieves got us thinking about game play based on sneaking into people's homes and ripping them off. Jojo's short, fat body didn't work with the agile movements of a master thief and so the leaner, spryer Sly Cooper was born."



the player never has to take his eyes off the action."

You don't have to look far for other "stealthy" examples. In the Readin' Room level, Sly jumps inside a barrel to hide from searchlights and get past motion-sensitive dart guns (the darts hit the barrel instead of him). And in most other levels of

"The motivation for all his actions is to act as a thief in an attempt to rip someone off."

—*Sucker Punch* game designer Nate Fox

the game, you must disarm the alarms that can alert enemies to your presence. "That's what makes *Sly Cooper* a different title," says Fox. "Its levels, characters and story are all in place to help define him as a thief. Our main character has a professional identity, which is the source of all his adventures. We don't have arbitrary jumping

puzzles just for the hell of it. The motivation for all his actions is to act as a thief in an attempt to rip someone off."

Well, maybe not *all*. Some levels (about a third of the game, actually) deviate from the norm even more to present you with minigame challenges that include racing monster trucks, sniping


enemies from afar and an *Asteroids*-style underwater submarine blast-a-thon.

All this in the name of good overcoming evil, 'cuz Sly wouldn't rob just anyone off the street (that'd be too easy). As he says, "Rip off a master criminal and you know you're a master thief." 🦊

—Chris Johnston

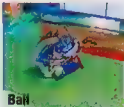



VARMINT OR MASTER THIEF?

Is that animal rummaging through your Dumpster a run-of-the-mill Procyon Lotor (normal raccoon) or is he a master thief (Sly Cooper)? Know the difference!

SLY COOPER	RACCOON
	
Scours enemy lairs for booty and pieces of his family's book, the <i>Thievius Raccoonus</i> .	Scours back-alley Dumpsters and garbage cans for a feast of tasty trash morsels.
Uses large hook to grab onto things and swipe enemies.	Uses front paws to clean itself and free trapped refuse.
Likely to be seen riding around in a van.	Likely to be seen getting run over by a van.

THE DEVILOUS MOVES OF THE THIEVIUS RACCOONUS

Nab all the bottled-up clues and you'll be able to crack each level's vault. Inside is a page from the *Thievius Raccoonus*, giving Sly special abilities like the ones shown here. You don't need all of them to complete the game, but they help.

 Ball	 Invisibility	 Dive	 Binocular filters
---	--	--	---

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—Playboy Magazine (July, 2002)

"Be warned: When you're done, your Spidey senses will be tingling almost as much as your tired fingers."
—Entertainment Weekly

"Hunter is a joy. I dream about this game. I don't have to stop to think 'what game do I wanna play tonight,' because I already know. It's all about the Hunter."
—IGN.com

"Hunter comes through as one of the most fun, frenetic, addictive, multiplayer action shoot 'em ups on Xbox, and, most likely any system."
—Official Xbox Magazine

"★★★★★ (out of 5)...if you have even the slightest interest in removing zombie infestations, Hunter: The Reckoning is the game you've been waiting for your entire life."
—Adrenaline Vault

www.interplay.com/hunter



Blood and Gore
Violence



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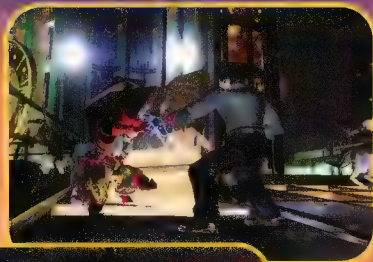
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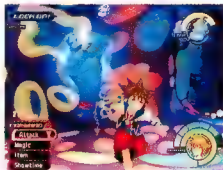


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Kingdom Hearts

Publisher:	Square EA
Developer:	Squaresoft
Players:	1
Genre:	RPG
% Done:	90%
Release:	September 2002
Also On:	None
Web Address:	kingdomhearts.com
The Good:	The most unlikely RPG we've seen in some time.
The Bad:	The Disney factor might turn off hardcore gamers.
And The Ugly:	Prejudice is an ugly thing. Don't hate. Investigate.




It's hard to go wrong with powerful allies-like the Genie from *Aladdin*-in your backcourt.

Sora & Co. adapt, chameleon-like, to the style of whatever world they're in. Here Sora models the fashionable styles of the *Nightmare Before Christmas* area.



HIKAR-WHO?

Shooting Star



On this side of the pond, she's a virtual unknown, but in Asia, she's bigger than Britney Spears. Who is she? She's Hikaru Utada (known to her fans as Hikki), the most successful Japanese recording artist ever. Born in New York City and raised in Japan, this bilingual superstar writes her own music (unlike most J-pop stars) and is currently recording her first U.S. album for none other than Def Jam records.

So why do we care? 'Cuz Hikki also happens to be the singer and composer of the *Kingdom Hearts* theme song, "Hikari" (the Japanese word for "light"). If you're language-phobic, however, you'll be glad to know that "Hikari" is being rerecorded in English for the U.S. version of *Kingdom Hearts*.

When older gamers (older being teen and above) hear the word "Disney," the typical instinct is to run in the opposite direction. On the one hand, this reaction is understandable, since the typical Disney game (*Monsters, Inc.*, *The Emperor's New Groove*, etc.) is little more than a 3D adaptation of their most recent animated feature. Sure, these harmless platforming excursions might warrant playing by all age groups, but let's face it—they're aimed at a younger crowd. And that's the challenge *Kingdom Hearts* faces—escaping the image that Disney games are strictly for the Teletubbies set.

To keep things in perspective, remember that this is a joint venture between Disney and the RPG masters at Square. And *Heart's* director (and famed *Final Fantasy* character designer) Tetsuya Nomura came into the project with a good idea of both what he wanted and the Disney-game stigma he was up against. "I wanted to create something original," Nomura told us. "This was not going to be Square's next *Final Fantasy*, and I didn't want this game to carry the same image that Disney games usually have: soft, cheery, kiddy, family.... Using the traditional Disney characters and worlds, I knew we

could make something that would wow everyone." After some hands-on time with a near-final English version of the game, I'm happy to report myself officially "wow"ed. Nomura and his team have crafted an action-RPG with enough hardcore gameplay to keep experienced gamers busy for weeks. Contrary to popular assumption, this is not kid stuff.

"...he's still a little kid. But when he gets to the job, he gets it done and done right."

—Producer Nomura on Haley Joel Osment

Kingdom Hearts puts you in control of the hero, Sora. With the help of Donald Duck and Goofy, you must traverse a head-spinning selection of Disney-themed worlds (Peter Pan's old London, the Little Mermaid's watery habitat, Jack Skellington's nightmare world, etc.) in order to find and rescue Sora's friend Kairi. While gamers might be reluctant

Cont. on page 82



ROLL OUT.

STRETCH YOUR TONGUE™

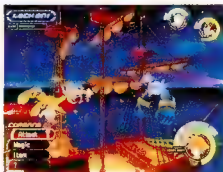




PREVIEW

"WHY?" BECAUSE WE LOVE YOU!

The North American version of *Kingdom Hearts* boasts a number of improvements that Square's development team didn't have time to put in the Japanese release. While some changes are merely cosmetic, others are fairly significant, adding considerable replay value to the game. Among the enhancements for the U.S. version are three additional bosses, complete re-synching of the English voices with the character models, voice acting in scenes where the Japanese version had text only, and the addition of a tougher Expert mode. The "regular" game is certainly not easy, but Expert mode will definitely hand you your ass.



The sheer variety of the levels in *Kingdom Hearts* will remind players just how vast Disney's universe is. For the first time ever, you can see all these characters and worlds intertwined into one, massive, trippy product. It's not every day we fire a Pooh-bear out of a cannon into a sapling-filled forest, but there's always a first time! Hooray!

Cont. from page 80

to take up arms with Goofy and Donald (there's that kiddie thing again), these two allies definitely earn their keep.

Goofy, with the help of a large shield, is the muscle, barreling into every enemy he can, causing a commotion that gives Sora breathing room to cast spells or enter the melee himself. Donald, on the other hand, lends support with healing spells or harries the enemy with elemental attacks. But the best part about having these two around is that they're low-maintenance—the computer plays them. During the real-time battles, you only have to worry about controlling Sora. Occasionally you can substitute in another Disney character—like Aladdin, Tarzan, Ariel, Peter Pan and more—for Donald or Goofy. And of course, what would a Square RPG be without some flashy summon spells?

In *Kingdom Hearts*, when things get heated, Sora can call upon an unlikely stable of allies (Dumbo, Bambi and Mushu to name a few) to launch a special attack or soothing healing spell.

Although this is a virtual 'Disney's Greatest Hits' mooshed into one convenient location, there is one category of Disney films sadly missing: the recent CG hits. Eagle-eyed readers might notice that the computer-generated cast of *Toy Story* and *A Bug's Life* are nowhere to be found. Contractual difficulties kept Pixar's popular personalities out of the final cut, but we have it on good authority that if *Kingdom Hearts* generates a sequel, the Pixarians (not a real word) might yet be included.

With this game, Square has awakened the Disney fan inside all of us. Yeah, we like Bambi. Is that so wrong? ☘ —James "Milkman" Mielke

CUBELESSNESS

Given the nature of the source material, we opined that *Kingdom Hearts* would make a logical conversion to the GameCube. "Personally, I like the GameCube," Nomura says. "It's a good machine. But when *Kingdom Hearts* was first announced, many people reacted as if we made the wrong decision by developing it for the PS2 and not the GameCube. I think that actually made me not want to pursue it."

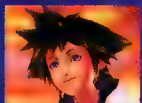
WE ARE ALL MADE OF STARS

With the dialogue such an integral part of the *Kingdom* experience, Square and Disney have secured the finest young vocal talent available to breathe life into the three main characters. And what a great job they do! Supplying additional voices are teen sensation Mandy Moore, Lance Bass of *N'Sync* and actor Billy Zane. Difficulties in scheduling the more famous actors in Disney's history, however, mean that the voices of Robin Williams (the Genie), Eddie Murphy (Mushu) and Matthew Broderick (Simba) are notably absent.



HALEY JOEL OSMENT - SORA

The leading young actor of his generation, Haley is famous for his roles in the *Sixth Sense*, *Pay It Forward*, *A.I.* and *Forrest Gump*. Haley's emotional range makes him the perfect actor to portray the youthful Sora.



HAYDEN PANETTIERE - KAIRI

This 13-year-old actress is a seasoned cinematic veteran, having provided the voice for characters like Dot in *A Bug's Life* and Suri in *Dinosaur*. She brings the same cheerful clarity to *Kingdom Heart's* Kairi.



DAVID GALLAGHER - RIKU

Having appeared on shows like *7th Heaven* and *Walker, Texas Ranger*, this 16-year-old actor is the perfect match to tackle Riku's unpredictable personality. Riku is, perhaps, the most complex character in *Hearts*.



WHICH SIDE ARE YOU ON?

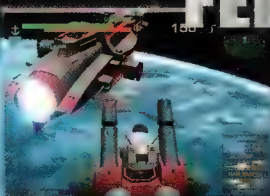
For years, you've watched the conflict. Now you must make a choice. Who will YOU be: commander of the imperiled Earth Federation, or leader of the notorious Zeon Forces? Choose your side, then prepare for the fight of your life, in *Mobile Suit Gundam: Federation vs. Zeon. Hail Zeon!*

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"Federation vs. Zeon is great... it's easy to control, and exactly the same as the arcade game with even more features!"
— Famitsu Magazine

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Violence



PlayStation 2



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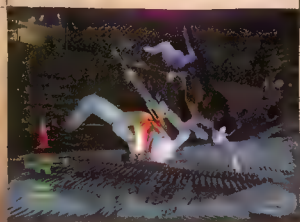
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the coroner's gonna run out of gift wrap.



Get some friends. Fight hard to land.



Quick. It's your disarm move!



Dead to
Rights



Tekken 4

Publisher:	Namco
Developer:	Namco
Players:	1-2
Genre:	Fighting
% Done:	90%
Release:	September 2002
Also On:	None
Web Address:	www.namco.com
The Good:	Huge but finite arenas with obstacles and changing terrain.
The Bad:	It's still pretty slow and clumsy, kind of like... <i>Tekken</i> .
And The Up(s):	Lee's pinstriped barber-shop-quartet getup. It's not very intimidating....

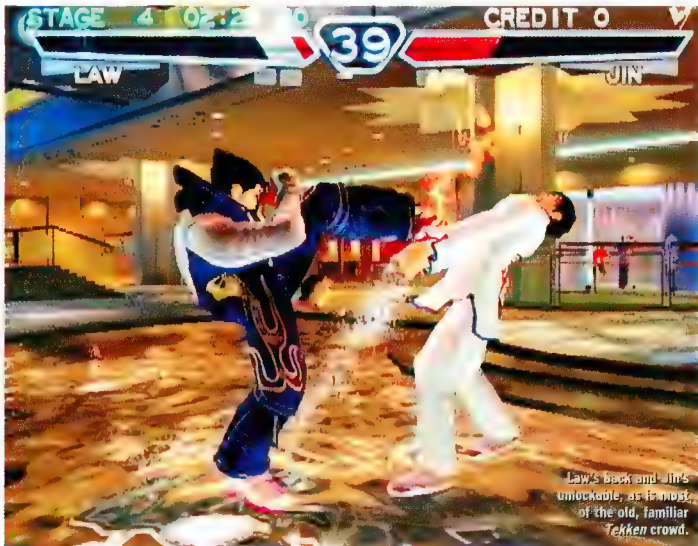
NEW TRICKS

Shove Over



Now that *Tekken*'s arenas are finite and peppered with obstacles, your position within them is extremely important from a strategic standpoint. Getting caught with your back against the wall (or post, or car, whatever) is just asking for a plus-damage pummeling.

So what do you do to get out of these tough spots? Relax—*Tekken 4* introduces a “shove” maneuver that doesn't inflict any damage but works like a quick throw that repositions your opponent wherever you want him. You can nudge him aside to mess with his positioning, push him straight back into a phone booth or concrete pylon, or do a complete reversal to place him in the corner you just popped out of. Slick.



Law's back and Jin's unblockable, as it must of the old, familiar *Tekken* crowd.

OK, we promise this is the last *Tekken 4* preview. Seriously. The game's going to be out in a month, so we just wanted to sneak in our impressions of this PS2 game before the review hits.

Yep, we got a look at a near-final version of the American game. At the core, not much has changed since *Tekken 3* (let's all try to forget about *Tekken Tag Tournament* for a while, shall we?). But the huge graphical jump, quality-over-quantity roster and smart gameplay revisions make *Tekken 4* a strong update to an aging series.

The game has two new additions to its original cast: The first is Christie Montero, a student of Eddy Gordo's Capoeira style who plays a lot like her teacher. Second is Craig Marduk, an ex-Vale Tudo champion with a strong grappling and ground-attack game. These included, we found a total of 19

fighters—that's nine unlockables in addition to the 10 who are available right off the bat. And Namco tells us the final version may have a couple more hidden characters.

Every fighter has two costumes (or in Kuma's case, a Panda alter-ego) that contribute a great deal to the vibrant style of the game. Watch Lei's open shirt or Christie's long hair animate and you'll see what we mean—everything looks just as good as it does in the arcade version of *Tekken 4*. It doesn't have the fluidity and depth of *Virtua Fighter 4*—it's a bit clunkier on the control. But its crisp visuals and interactive arenas are the best on the PS2 thus far.

The huge playing fields are fenced in for the first time in the series, though you might not even notice for several rounds—they're that big. But objects like trees, phone booths and statues make handy strategic blockers in almost every stage. Using these

(Cont on page 88)





"It was around 3 a.m.

when I saw this bright flash. After that I felt these long fingers holding me down. I woke up floating in a jar with tubes sticking out of my sides."

— Jesse Bonner, 72

(c-12)

Final Resistance™

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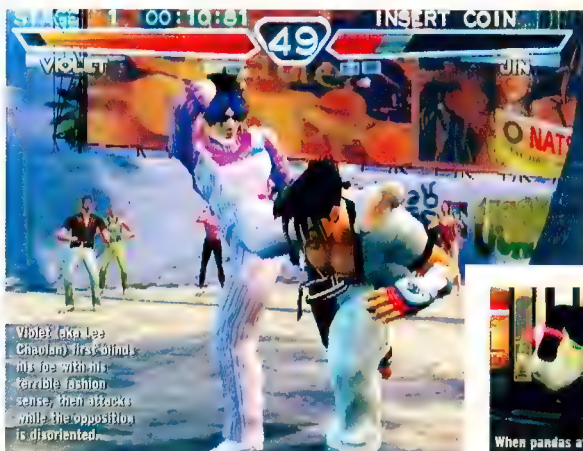


Mild Language
Violence



PERSPECTIVE

Be thankful for what you have, kids. Back in '95, this is what old Tekken fans had to put up with. You can practically count the polygons on one hand, friends.



Violet Lee (Chaplin) first blinds his foe with his terrible fashion sense, then attacks while the opposition is disoriented.

Cont. from page 86



When pandas attack!



obstacles and the new grab-and-shove maneuver (see sidebar on previous page), you can set your opponent up to take major damage. Every time you land a punch or kick on an enemy who's up against one of these barriers or the wall of the arena, he'll take extra-impact damage when he hits it. It works especially well for catching an opponent in a combo string, juggling an airborne fighter or inflicting extra damage on one who's down for the count.

Tekken 4 is all about the two-player game, obviously, but an updated version of *Tekken 3*'s Tekken Force minigame gives you something new to do when you're light on competition. It's a single-player, Bouncer-style beat-'em-up that lets you use any of the tournament fighters you have unlocked to inflict pain on jumpsuited grunts and bosses in a race against time. Pick up time and health bonuses (represented, for some reason, as little chickens and eggs) along the way to keep your energy and clock counter up. Yeah, you've also got your obligatory Time Attack, Survival and Practice modes, but those come standard with any 3D fighter nowadays. 🐼

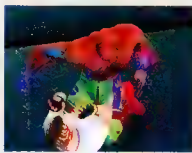
—Jonathan Dudlak

A phone booth collapse of this magnitude could kill a man in real life, but it just deals a little extra damage in the Tekken world.



OUT WITH THE OLD

Tudos to You



With the UFC, PRIDE and assorted imbeciles jumping off rooftops onto El Camino-ridden backyard-wrestling rings, it's no surprise these real-life combat disciplines are making it into more console fighting games. *Tekken 4* is no exception. Rookie Craig Marduk brings his Vale Tudo form to *Tekken*'s ragtag band of pugilism misfits, and punching folks when they're down is his specialty. It seems Namco has finally hardened up and done away with its boxing-gloved dinosaurs, wooden robots and other weirdness, but fuzzy ol' Kuma's still around for you nostalgic lamers.



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SOCOM: U.S. Navy SEALs

Publisher: Sony CEA
Developer: Zipper Interactive
Players: 1 (1-16 online)
Genre: Action
% Done: 90%
Release: Aug. 27, 2002
Also On: None
Web Address: www.scea.com

The Good: Incredibly realistic gun recoil—and even your own heartbeat—affect your aim.

The Bad: The online game is broadband only; if you don't have a cable modem or DSL, you're screwed.

And The Ugly: Hearing the cries of your teammates through the headset as they get shot.

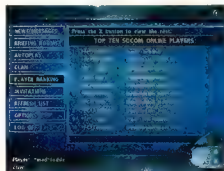
ONLINE GAMES

OK, try to keep the numbers straight here: You and up to 15 friends divide into two teams (SEALs versus terrorists), then choose from 12 maps to play the following three modes online:

DEMOLITION: Each team tries to grab and then place a bomb in the other's territory.

HOSTAGE RESCUE: The SEAL team must locate and rescue a group of hostages the terrorists are guarding, or kill all the terrorists.

SUPPRESSION: Good ol' straight firefight. Whichever team kills the other first wins.



Once you're online you can change your weapons, check your ranking worldwide, chat with other players, or join a game.

Hiding in cover (bushes, water, trees, etc.) is very effective. Different camo outfits help you blend into each level.



Thursday, June 27, 1400 hours: Secured 1 (one) version ultra-realistic squad-based shooter *SOCOM: U.S. Navy SEALs*, 1 (one) PS2 online adapter, and 1 (one) USB headset communicator from contact at Sony. FedEx guy knows too much.... He must be neutralized.

14:45 hours: Already engaged in 16-player online game group with of Sony testers. Getting online was fast and easy. Headset feels flimsy and cheap but works well—I can clearly hear everyone laughing at me. (First game I killed myself with grenade. Second game I accidentally stood up from behind cover and immediately got shot in head.) These controls will take some getting used to....

1600 hours: Adjusted to controls; now I can switch weapons, crouch, lie down, jump, shoot and toss grenades with ease. Swapped default rifle for Rambo-sized M60 machine gun. I hide in tall grass and wait for passersby. Finally I'm getting some kills.

1800 hours: Now it's just me against J. Rybicki and

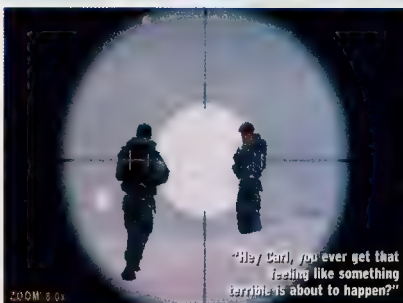
J. Davison from *Official U.S. PlayStation Magazine*. New strategy for 2-against-1 odds: Traded M60 for rifle with less ammo but better accuracy and range, and dropped grenades for claymore mines. Planted mines at doorways and found sniping perch to create "Room of Death." Unfortunately, you can't talk to the opposing team over the headset mic, so my taunts about the yankee pig-dog oppressors and their fat capitalist masters fall on deaf ears.

2200 hours: Sampled single-player game. Stealth, slow movement and scouting ahead are key—this is not your usual run-and-gun first-person shooter. Computer-controlled teammates often save my bacon but also make stupid mistakes: In the midst of "stealthy" operations, they stand out in the open or, without orders, fire unsilenced machine guns. I adjust by quietly shooting them all in the head at the start of each mission. Hope they get smarter in the final version of the game. More in full report next month. Over and out. 🎮 —Mark MacDonald

POP QUIZ, HOT SHOT: WHAT ARE YOU GONNA DO?

THE QUESTION: On a snowy mission in Alaska, you take out a guard on a lofty hilltop, grabbing his sniper rifle and high-powered scope for a look around. You notice two guards a few hundred yards away in a clearing. What should you do?

- Take the shot with the unsilenced sniper rifle, taking care of the guard farthest away first.
- Order your second squad, Bravo Team, to swing around from behind and take care of them while you watch.
- Switch to your silenced sub-machine gun and pepper the guards with controlled bursts.
- Carefully move in and take them out with your silenced pistol.
- Leave them be. Give peace a chance!



THE ANSWER: B) Order your second squad, Bravo Team, to swing around from behind and take care of them while you watch.

It's the only option that doesn't cause noise that might alert other guards (like A) or require you to move and risk being seen (a la D; don't forget—you leave footprints in the snow). Your sub-machine gun has terrible accuracy at that distance (sorry C), and if you were even considering E, well, maybe this isn't the game for you. (Go play *Britney's Dance Beat*, hippie!) Option B also keeps you behind a rifle with a good view of the action; you can cover Bravo team as they move out and open fire if trouble breaks out.

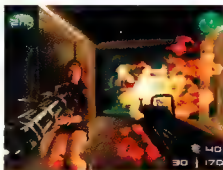
TimeSplitters 2

Multiplayer: Eidos
Developer: Free Radical
Players: 1-4 (1-16 online)
Genre: First-person shooter
% Done: 70%
Release: September 2002
Also On: GameCube, Xbox
Web Address: www.eidos.com
 timesplittersgame.com

The Good: Cool create-a-level program and h-u-g-e list of multiplayer options.

The Bad: The lack of a jump button feels a bit odd.

And The Ugly: The double-bagger in that screen on the bottom right.



Certain enemies are weaker and stronger against some weapon types (flame, electric, explosive, etc.).



The monkey: Enemy, playable character, defender of the weak, lover, friend.

Believe it or not, you can tell a lot about *TimeSplitters 2* and developer Free Radical from a monkey. Well, a pack of monkeys, really. "At intervals [in multiplayer] the weakest player is sporadically assisted by a bunch of gun-toting monkey fanatics," explains director David Doak. "They port in, kick ass, beat their little monkey chests, then skedaddle. Kind of like your own little pocket monkey cavalry." What does that tell us? A) Multiplayer is more than an afterthought for Free Radical, packed as it is with cool options like this (monkey-assist is just one of a buttload of options and modes), B) they have a freakin' odd sense of humor, and finally, C) *TimeSplitters 2* sounds like it's gonna be a whole lotta fun.

But maybe the monkey didn't convince you. Maybe you've experienced the excellent deathmatch action in the original *TimeSplitters*, know that many at Free Radical worked on the blockbuster Nintendo 64 shooter *GoldenEye*, and are still uncertain. A skeptic, eh? With all the first-person shooters out

there, who can blame you? But that's OK, 'cause *TS2* has a lot more to offer.

Like online play, for one. Plenty of opponents, 24 hours a day, seven days a week (including and especially on holidays), all aching for a crack at ya. And when straight deathmatch gets old, you can try some of that buttload of modes we mentioned before: Bag Tag, Capture the Bag, Flame Tag, Assault, Virus, Possession, Vampire, Ogre—too many to list them all here.

Plus, there's always the single-player game. You jump around time and space in your search for the missing pieces of an alien time-travelling device—everywhere from the Wild West of the 1850s to Neo Tokyo in the year 2019. Don't care for the enemies or weapons in any particular level? Just wait—the next one will be completely different.

Don't forget about creating your own multi- or single-player maps (see sidebar). By the time you're done with everything, *TimeSplitters 3*, will probably be right around the corner. —Mark MacDonald

DO IT YOURSELF

Level Up



Aspiring game designers take note: *TimeSplitters 2*'s expanded map-making utility now lets you create your own multi- and single-player levels and save them to a memory card. Choose from preset room tiles then place weapons, ammo, teleporters, lighting and even non-player characters to build on your own storyline, and watch as your level is constructed in real time. If only more games included this kind of stuff!



Each of the over 80 characters you can choose from in multiplayer has his own attributes. For example, the monkey is small and fast but very flammable. The stone golem is slow but strong and resistant to fire. As for Toothy Mcvaginamouth above, well, who knows?



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PRESENTS



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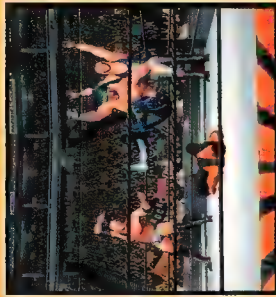
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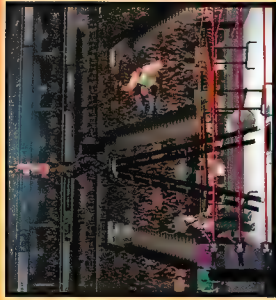
STONE COLD STEVE AUSTIN™

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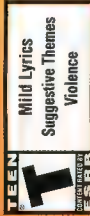
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TRIPLE H™

BREAKOUT THE
TABLES, LADDERS & CHAIRS™

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The Thing



MY FAVORITE THINGS

Which Thing is your fav? Here are our picks:

- 1) John Carpenter's *Thing*
- 2) The Fantastic Four's big orange Thing
- 3) Swamp Thing (left)
- 4) The Volkswagen Thing
- 5) *The Addams Family's* Thing
- 6) Thing 1 & Thing 2 from *The Cat in the Hat*

Publisher: Universal Interactive

Developer: Computer Artworks

Players: 1

Genre: Action-Adventure

% Done: 90%

Release: September 2002

Also On: Xbox

Web Address: thethinggames.com

The Good: Aliens, gore, flame-throwers...could we ask for more?

The Bad: Clumsy interface makes using and identifying your inventory difficult.

And The Ugly: Dead 'n' dismembered corpses at 40 below zero.

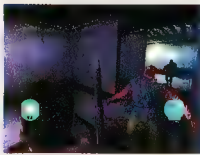
NAME THAT THING

Is It In You?

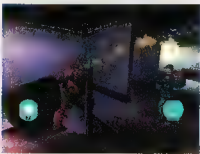
The Thing isn't always some obvious, hideous creature. It may just be your right-hand man. Check out how a nasty mix of infection and anxiety gets to old Williams below.



Williams: Nice Guy



Williams: Losin' it



Williams: Total a-hole



At the risk of opening the door for some hack to bring out a console version of *Howard the Duck*, we're going to add this action-adventure '80s flashback to our brief list of palatable movie games. *The Thing* has "sleeper hit" written all over it, and here's what you'll be waking up to:

TRUST/FEAR MECHANISM

Not everyone you meet in the game is going to be down with taking orders right off the bat. You'll have to earn their trust and help them overcome their fears before they'll take up your side.

Teammates pissed at you? Give 'em a gun to show 'em you care. Maybe they think you're infected by The Thing? Run a blood test on yourself to prove you're not. Maybe they're freaked out so bad they're



huddled in little balls on the floor? It's too late for these guys--only a matter of time before their little heads go "pop" from all the emotional stress.

ALIENSI

The developers took some liberties with the enemies they've created, but these guys are much fresher than "special effects" circa 1982.



KILLER HARDWARE

The flamethrower is essential for finishing foes, but the fun's in shotgunning their insides to the wall and sniping from catwalks.



FULL EXPLOITATION OF AN "M" RATING

Between the hardcore swearing, vomiting and splattering gore, *The Thing* goes the extra mile to make sure every kid under 18 will want to go out and buy this game.

—Jonathan Dudlak



CORN GONE WRONG



NUTZ!

CRUNCHY

surprisingly hardcore corn snacks
in eight mean flavors™



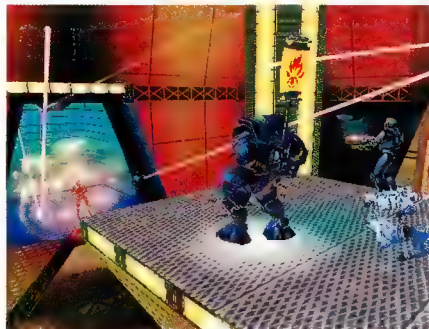


PREVIEW

TRIBE AGAIN
Tribes Aerial Assault is a new, original PS2 game based on Tribes and Tribes 2 for the PC.

Tribes Aerial Assault

Publisher:	Sierra
Developer:	Inevitable
Players:	1-2 (1-16 online)
Genre:	First-person shooter
% Done:	85%
Release:	September 2002
Also On:	None
Web Address:	www.sierra.com
The Good:	Lots of ways to play.
The Bad:	No text or voice chat.
And The Ugly:	Trash talking...only to have no one hear you.



As the game's title suggests, most of the action comes from above.

Besides Capture the Flag (pictured here), our other favorite mode is Hunter, a free-for-all where you take out enemies, pick up their dropped flags, then return them to a "Nexus" to score.

NOT JUST QUAKE

Role Play

Tribes has a little something for everyone:



Wanna be Maverick from Top Gun? Take to the skies in one of four aircraft:

Grav Cycle (high speed, no guns), Fighter, Bomber or Transport (grab up to four of your teammates and carry them off to their dooms).

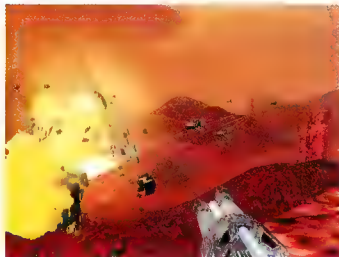



Rather be a cooked Goose and take on a support role that'll win you no

glory by the end of the movie...er, game? Hit the field and deploy turrets, sensors or remote inventory stations. Or just grab a repair pack so you can run around and fix things like a sucker.

If you were to take some *Quake* characters for a picnic in the countryside, you may get a scene like you'd see in *Tribes*, a popular online PC first-person shooter making its way to the PS2 this fall. This game's outdoor environments may bring out the agoraphobia in players raised on indoor "corridor" shooters—after all, how do you strategize in such open areas? "The first thing you notice about the terrain is the vast spaces and rolling hills," says Chris Mahnken, *Tribes*' producer at Sierra. "But that's deceptive, because not all the hills are rolling, and none of them are the same—every map has a unique feel. Soon you learn the best way to get from place to place, using the hills and valleys as cover. You find the ledge that lets you mortar the enemy base from just out of sight or the valley that you can fly the bomber out of without exposing yourself to too many enemy missiles."

This isn't just "Outdoors *Quake*," however. You get a jetpack for short spurts of high-altitude warfare, and when you run out of energy, you can "ski" down hillside slopes so you can zip along without taking fall damage or slowing down. "You can figure out the best ski routes to help you fly at the enemy flag at top speed," says Mahnken.



You're not necessarily in a shoot-everything-that-moves mode (mood?) with *Tribes*. "The freedom is one of the major benefits," Mahnken explains. "You can do whatever you want. In the mood to break stuff? You can assault the enemy base and trash their gear. Feeling crafty? Place turrets in all the most devious positions around your base. You can even switch the type of base gun placements to thwart changing enemy attack styles." The game even has inventory stations (located in your base or wherever you decide to deploy them on the field) to let you change your character type to reflect your preferred style of play. "Defensive-minded players can play in heavy armor and defend the flag or other critical equipment," says Mahnken, "or choose light armor and chase down enemy flag carriers." 

—Dan "Shoe" Hsu

PLAYING BY THE NUMBERS

Internet-connection speeds will determine how many players can hook up for tribal love. As of this writing, Sierra's guidelines are as follows:

2-4

How many players 56k-modem users may be able to host.

6-8

Cable-modem gamers may be able to get to eight players to join.

16

Only folks using DSL or better will be able to get the full experience.



Far left: Shoot down any fighter jets that get inside your personal "no-fly" zone. Left: Hey... is that a movie reference we see there? (See front editorial page.)

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Born to Battle!

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Mystic Heroes

Coming September!

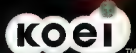
Coming Soon!



PlayStation 2



Images of Nintendo ©2001 Nintendo



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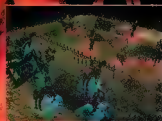
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The makers of Dynasty Warriors present a revolutionary new look at Tactical Simulation Entertainment!

Dynasty Tactics

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- The player's decisions make the story! Multiple story branches and endings allow the player to create their own Three Kingdoms Saga! Will you stay true to history, or create an entirely new "What If" world?
- Choose to follow the campaigns of one of three charismatic leaders, Liu Bei, Cao Cao or Sun Ce.



PlayStation 2

Coming September!



The collapse of a Dynasty... the evolution of a series!

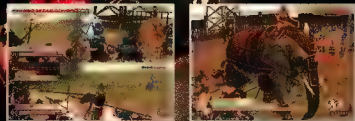
Romance VII

of the Three Kingdoms

A Warrior Worth A Thousand!

The mega-hit Tactical Action game is coming to Xbox™!

DYNASTY WARRIORS 3



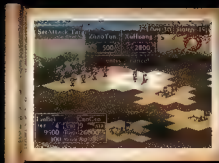
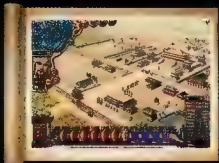
- The character you choose determines how the action and event scenes unfold!
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- More than 40 playable characters with event scenes in full voice!

Xbox™: Coming September!
PlayStation 2: AVAILABLE NOW

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Play one of 535 characters from civil servant to the mighty Lu Bu!
- 10 scenarios with multiple endings and story paths!
The fate of China is in your hands!
- The biggest leap forward in the series!
Amazing graphics, quicker gameplay, and added features!

Available Now

PlayStation 2



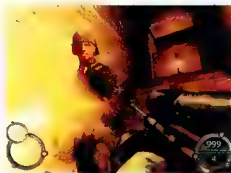


SPEAR OF DESTINY

Wolfenstein 3D (PC) usually comes to mind first when thinking of Nazi-killing games. But ever hear of *Spear of Destiny*? This prequel (story-wise) never got as much notoriety as *W2D* but has a real-life story behind it. Apparently, when he was young, Adolf Hitler obsessed over an artifact called The Spear of Destiny, which supposedly harbors mystical powers and was pivotal to sparking his interest in the occult.

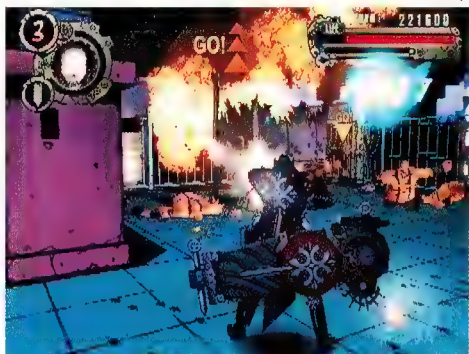
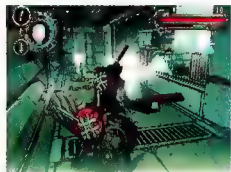
Return to Castle Wolfenstein

Activision • October 2002 • Also On: Xbox — Ha! Feel like you killed enough Nazis in *Medal of Honor*? Think again, fool. Nazi-killing never gets old, and *RTCW* is a testament to that. It's nothing but you and your luger (or MP40 or whatever other real-life WWII weapon you can find) against legions of Hitler's boys—not to mention the undead and some nasty genetics-experiments-gone-awry. Achtung!



Gungrave

Sega • September 2002 • Also On: None — If you only try one hyper-violent third-person action-shooter with an animated cyber-Western flair this fall, make sure it's *Gungrave*. If the fancy blazin' doesn't rope you in, maybe the destructible environments, collectible 3D action figures and CG movie sequences will. Special attacks like the Hellhound Roar and Bullet Dance make *Grave* an undead assassin to be reckoned with.



Grandia Xtreme

Enix • September 2002 • Also On: None — Lisa Loeb, Dean Cain, and Mark Hamill—quite the queer trio of personalities—are finally starting a band. Just kidding! They're bringing their voiceover talents to the new *Grandia* game designed from the ground up for PS2. *X* promises plenty of dungeons and a unique battle system which achieves both a sense of real-time slicin' and dicin' and intense strategic fighting. And only by using all your different spells and abilities will you master them—none of that levelling-up-until-you-learn-the-most-powerful-spell crap. Familiar ground for *Grandia II* vets, and refreshingly original for the uninitiated.

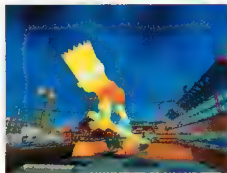
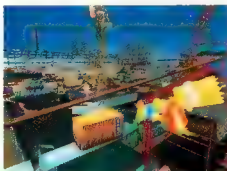
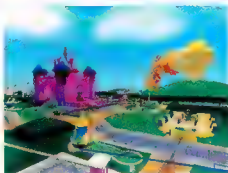
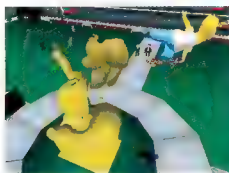


PS2

PREVIEW
GALLERY

The Simpsons Skateboarding

EA Games/Fox Interactive • Fall 2002 • Also On: None — Here's the gist of this one: Take nine *Simpsons* characters, along with their real voices and wittiest quips, put them on skateboards and set 'em loose in Springfield. The game wisely uses the *Tony Hawk* control scheme, complete with the manual move for trick-linking (no revert), but it takes more liberties with the laws of physics than *Pro Skater* does.



TO SURVIVE, YOU MUST CHANGE INTO A WARRIOR.



ON SUMMONER 2...

Sandeep Shekar, lead designer of *Summoner 2*, explains how he approached this sequel: "After making *Alien 3*, David Fincher commented on how horrible an experience it was making a sequel to a movie by another director. I would say working on *Summoner 2* is kind of similar. Except that I was the lead designer on the first one, so I guess it's nothing at all like David Fincher or *Alien 3*."

RAD: Robot Alchemic Drive

Enix • November 2002 • Also On: None — If there's one thing that years of science fiction has taught us, it's that giant robots will one day save the Earth from alien invaders. And that's what you do in *RAD*. You control one of three teenagers given the keys to a huge 'bot in order to battle these new alien aggressors. Best of all, you control your mech from the safety(?) of the ground. Any way you slice it, it's a destruction bonanza.



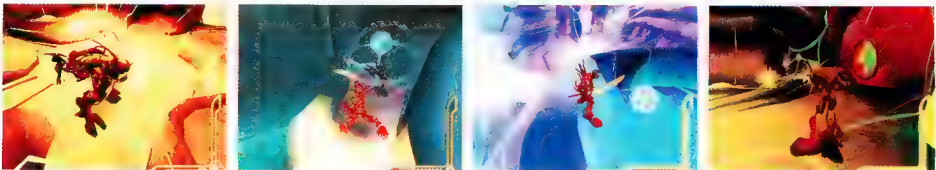
Summoner 2

THQ • September 2002 • Also On: None — THQ's original *Summoner* might have been a minor hit, but due to nasty problems like slowdown, pop-up and ugly characters, few gamers look back on it fondly. Thankfully, this sequel makes a totally fresh start. With a shape-shifting heroine, revamped camera setup and a new, action-oriented battle system, this adventure might actually summon some critical acclaim.



Alter Echo

THQ • Spring 2003 • Also On: Xbox — So you're looking at these screens and asking yourself, "What the hell?" We don't blame ya. This is *Alter Echo*, an action game that puts you on a living planet whose organic, pulsating surface is alive and hostile. To survive, morph into three different forms—melee, gun or stealth—and pause time itself to queue up a long list of attacks. It's weird, but definitely in a good way.



NICE RAPTOR...GOOD BOY

My, how you've grown, you Velociraptor, you. These carnivorous puppies sure have come a long way graphically since ye old days of *Turok: Dinosaur Hunter* for Nintendo 64. Now look. All grown up and ready to rip our innards apart! Aww, how cute.

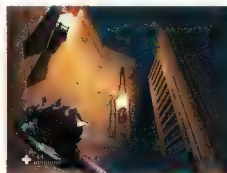
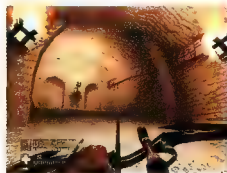
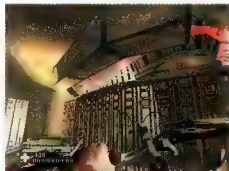


PS2

PREVIEW
GALLERY

Turok: Evolution

Acclaim • September 2002 • Also On: GC, Xbox — Dinosaurs never get old. Or so it seems as Acclaim's set to bring their successful *Turok* franchise to all three next-gen consoles. Some much-touted features include flight missions where you control a pteranodon to take down enemies from the skies, and the S.D.S (Squad Dynamics System), which lets you hunt down raptors in the jungle with a squad of soldiers. No doubt about it, *Evolution's* got all the goods: gorgeous visuals, excellent sound capabilities, multiplayer, intelligent monsters, and both team- and flight-based combat. The set-up for success is there. Check for our reviews next month.

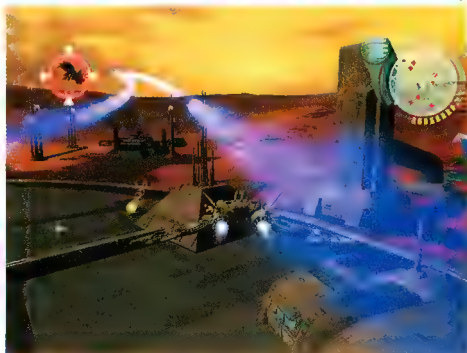
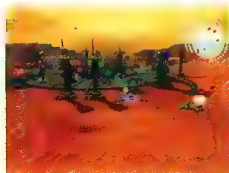


ROBOTEK BATTLECRY

TO SAVE HUMANKIND, YOU MUST CHANGE INTO A HERO.

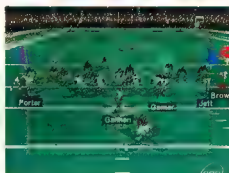
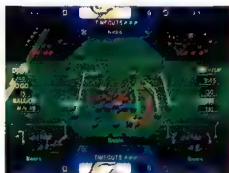
Defender

Midway • Fall 2002 • Also On: GC, Xbox — You're still blasting aliens and saving humans, but that's about all this remake has in common with the classic arcade shooter. The added emphasis on strategy challenges you (and a friend in two-player co-op) to position tanks and ground forces to defend bases, plus you can upgrade your ship with better shields, weapons and other goodies between missions.



NFL GameDay 2003

989 Sports • August 2002 • Also On: None — Can *GameDay* rise from the ashes and grab some of the football pie? We can't say yet, but it's looking up. Compared to last year, the all-important player-switching is more responsive and the horrible post-snap lag is mostly gone. It seems smoother overall as well. But we'll reserve judgement until we can play it next month. See page 35 for online specs.



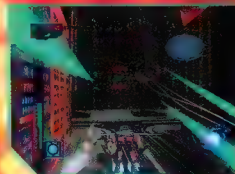
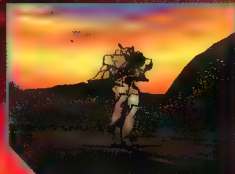
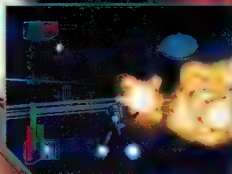
Blade II

Activision • September 2002 • Also On: Xbox — Everyone's favorite vampire-hunting bad-boy (aside from *Castlevania's* Belmont clan) is back. *Blade II* pits you against the undead hordes from the movie in a futuristic, gritty action-adventure game. Hand-to-hand battles are enhanced by Blade's "Rage Powers"—his trademark supernatural strength. A plethora of weapons ensures the gore is slathered on heavily.



CHANGE OR DIE.

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PlayStation 2



Harmony
GOLD



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PREVIEW

Harry Potter and the Chamber of Secrets

Publisher:	EA Games
Developer:	Eurocom/EA UK
Players:	1
Genre:	Action-Adventure
% Done:	50%
Release:	Nov. 15, 2002
Also On:	PlayStation 2, Xbox
Web Address:	www.ea.com hpgames.ea.com

- The Good:** Slick graphics, tight control, and the second book is far better suited to becoming a game.
- The Bad:** Harry and friends are voiced by sound-alike fill-in actors.
- And The Why:** Investigating Moaning Myrtle's home in the toilet.



Tonight on the True Adventure Story: After bingeing on pumpkin pasties and butter beer, Harry Potter assaults the Gringotts Bank. Ah, the dangers of fame.

QUIDDITCH

Oh, Bludger!



Quidditch, the beloved sport of wizards, plays a major role in *Secrets*. Harry's second year on the squad as Seeker (the player who must capture the elusive, game-winning Golden Snitch) brings tougher competition—including a face-off against Slytherin's new seeker, Draco Malfoy.

EA has greatly enhanced the Quidditch gameplay over last fall's PS1 *Sorcerer's Stone* game. You'll now have to contend with faster, smarter Bludgers (magical balls that try to knock you off your broom) and attacks from other players.

Harry also has some new moves to even the score, like a blazing speed boost and a charge move for ramming opponents.

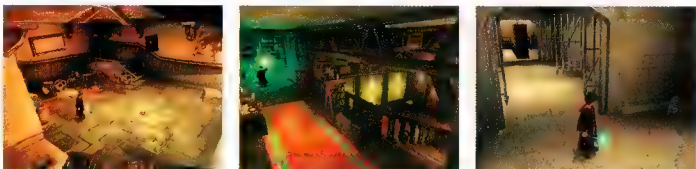
I kept saying to myself...just wait 'til next year, then they'll see." That's how EA product manager David Lee consoled himself last fall as the mediocre reviews poured in for his game *Harry Potter and the Sorcerer's Stone*. This November, just in time for the next *Potter* feature film, comes his chance at redemption: *Harry Potter and the Chamber of Secrets*.

So where exactly did the last game go wrong, and how is EA planning on making it right in the sequel? Well first of all, a lot more gamers will get the chance to play it. Unlike the PS1-only *Sorcerer's Stone*, *Secrets*' development began early enough that all three of the next-gen home consoles will be getting a version of the game simultaneously.

And where last year's *Potter* game had to construct an action-adventure from the mostly action-free first book and movie, the plot of *Chamber* lends itself more easily to a game. All of the cool scenes are here, such as Harry and Ron

hijacking the flying car, fighting the creepy Aragog spider-monsters, and exploring the forbidden Chamber of Secrets. The story's darker, horror-tinged elements also afford the game a sense of spooky dread that helps propel it onward. Something's turning Harry's classmates into stone, and it's your job to solve the mystery. Those of you who've read the book know just how well the dramatic climax could work as a game—just wait until you see it here.

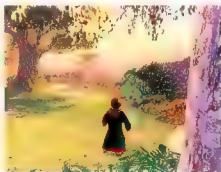
Harry's gameplay draws heavy inspiration from the Nintendo 64 *Zelda* titles: He walks, runs and auto-jumps just like Link and can lock onto enemies to attack with magic. Speaking of which, Harry learns a variety of spiffy spells as he progresses through the game, each with different casting methods. For example, the normal attack spell, Flippendo, can be fired as small blasts by tapping the button or charged up for one massive bolt by holding the button down. Hold it for too long,





WHAT HAPPENED TO BOOK FIVE?

The long-awaited fifth tome, *Harry Potter and the Order of the Phoenix*, was originally slated to ship in July of 2002. Now, it's been pushed back to July 2003. Apparently, author J.K. Rowling has no enforced writing deadlines, so she can deliver the manuscript whenever she gets around to it. Bloody hell.



Young Potter enjoys the fleeting freedom of his summer vacation. Soon, it'll be all wedgies and hazing at Hogwarts.

Hogwarts late at night and practice dueling to your heart's content.

Graphically, every location in the game looks just like the ornate, imaginative sets from the film. Meandering through the bizarre shops in Diagon Alley and catacombs beneath Hogwarts truly brings the *Harry Potter* experience to life. The audio isn't quite so faithful, as most of the actual voice actors from the film couldn't squeeze in time for the game. The sound-alikes perform admirably, though.

EA claims that *Harry Potter* has already become its largest worldwide brand, and that popularity stemmed from last year's slightly disappointing lineup. Now that they've got a much more respectable game coming to the next-gen consoles, we expect the *Potter* franchise to take off like a Nimbus 2000 (that's a flying broom to all non-magic users). Oh, by the way, the PS1, GBA and even GBC will be getting *Secrets* in November as well. 🍄

—Shane Bettenhausen

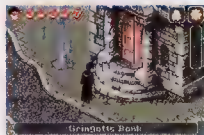
however, and the charged spell will blow up in Harry's face in a seriously embarrassing *Wile E. Coyote* fashion. Harry's magic gets quite a workout too, since the developers have stuffed the game with a gaggle of challenging boss encounters.

Of course, Harry's not always pelting monsters with oddly named spells. Sometimes, he has to actually do stuff at the Hogwarts School of Witchcraft and Wizardry. Aside from attending classes to learn spells and playing on the Quidditch team (see sidebar), Harry also joins the Dueling Club. Here, he faces off against other students in dramatic, one-on-one magical battles. Mastering spell deflection and timing is invaluable for actual combat, so you can sneak up to the roof of

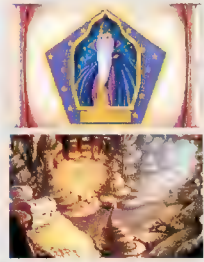


Harry heads to Diagon Alley to find blacklight posters, incense and a lava lamp for his dorm room. Well, not really, but wouldn't you?

GC-TO-GBA



All three next-gen versions of *Harry* are basically the same, but GC owners can unlock some exclusive features by linking *Chamber of Secrets* up with its GBA counterpart. Actually, even if you don't have the upcoming *Potter* GBA game (shown here), you can download sliding tile puzzles to your portable system via the Link Cable. But if you own both the GBA and GC games, you can unlock a special maze in the GBA cart. In it, you'll find a secret Wizard Card you can use to open Gringotts Bank, a location exclusive to the GC version of *Secrets*.



Blow off some steam by hurling pesky garden gnomes over the Weasleys' fence. Is it harmless fun or does this behavior foreshadow Harry's violent desires? Is he the next Anakin? "It's all Dumbledore's fault!"





PREVIEW



E-CARD EXTRAS

Launching the same day as Animal Crossing is Nintendo's new e-Reader peripheral and the first series of digitally encoded Animal Crossing e-cards. The printed part of the cards will feature character info and special passwords that can be used in-game, while the data part will provide special downloads like rare items, music and minigames.

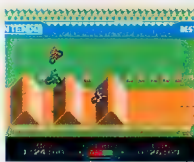
Animal Crossing

- Publisher:** Nintendo
- Developer:** Nintendo
- Players:** 1-4 (Alternating)
- Genre:** Hell if we know. Nintendo calls it "Communication."
- Release:** September 16, 2002
- Web Address:** www.nintendo.com
- The Good:** Definitely one of the most refreshing, original games to come along in quite some time.
- The Bad:** No action, no bosses-heck, no goals. Trigger-happy gamers may become confused and potentially hostile. Be warned.
- And The Ugly:** Let's just say...you don't ever want to push the reset button during play. Trust us.



8-BIT REVIVAL

NES Lives



One of the coolest things you can do in *Animal Crossing* is find and collect classic NES (8-Bit Nintendo) games to keep in your humble in-game abode. You can play these games in all their old-school glory right there on your GameCube, or if you like, you can download them to your GBA for playing on the go. The initial batch of titles includes oldies like *Punch-Out!!* (sans Mike Tyson), *Excitebike* and *Ice Climber* (among others), but since new games (*Zelda*, please?!) can be distributed via memory card, the possibilities are limitless. Nintendo even hinted to us that some third parties may get in on the action, sticking their NES classics on memory cards as well.

Nintendo's second-half lineup for 2002 reads like a laundry list of gaming's biggest and most beloved franchises. But amidst these massively anticipated games—which include the likes of *Super Mario Sunshine* and *Metroid Prime*—lies a relative unknown that could easily turn out to be one of the surprise hits of the year: Nintendo's quirky new life sim, *Animal Crossing*.

As the game begins, you find yourself on a train headed for a small forest village that you'll soon be calling home. Once you arrive and get settled in your new digs, you're free to do pretty much whatever you want, whenever you want. This is what makes *Animal Crossing* so unique—the only real objective in the game is to live life as you see fit. With literally dozens of things to do at any given time, you'll never find yourself feeling bored or restless. But don't expect any puzzles to master or huge bosses to slay, 'cause you won't find 'em here. The point with *Animal Crossing* was to keep things simple and fun. "The gaming industry has a trend of creating really big action games that are too difficult for a lot of people," says AC producer Takashi Tezuka. "We wanted to make a game that was

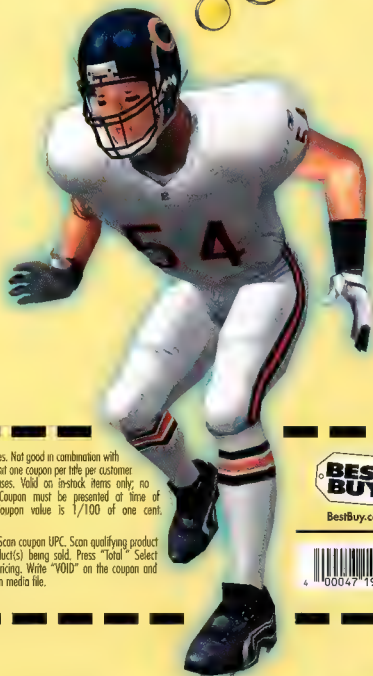
accessible to all players, even those who weren't hardcore gamers."

Up to four people can participate in any one village (each person occupies one of the four available houses), so your friends and family can get in on the action as well. This is where the "communication" aspect of the game kicks in. You can even take things a step further by taking your memory card to a friend's place and having your character "visit" their village (no two villages are alike). There, you can meet new characters, trade items, or even nab some of the local rarities which aren't available back home. And since everything takes place in real time, if you play at 3:30 p.m. on Friday, Sept. 20, that's the time it'll be in the game as well. Day turns to night, seasons change, holiday events take place and so on. You'll want to check back often to see what's going on, else you might miss out on something big.

We could go on and on about all the cool and unique aspects of AC, but half the fun is finding them out for yourself. Needless to say, if you're up for something fresh and different, this is one GC game you won't want to miss. **A+** —John Ricciardi



What's it going
to be this year,
champ or chump?



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PREVIEW

Super Monkey Ball 2

Publisher: Sega
Developer: Amusement Vision
Players: 1-4
Genre: Puzzle/Party game
% Done: 80%
Release: September 2002
Also On: None
Web Address: www.sega.com
The Good: More of the same *Monkey Ball* action you've grown to love, plus six new minigames.
The Bad: This baby is super-hard.
And The Verdict: Reviews Editor Jonathan Dudak getting his butt kicked at Monkey Race.



See that goal in the distance? That's where you've got to be. Don't be too hasty, though. Singed monkey hair don't smell too great.



AiAi contemplates a different line of work as he's launched skyward on one of the new, very challenging Story-mode stages.



Super *Monkey Ball* was the sleeper-hit launch title for the GameCube. Its super-simple gameplay, charming characters and addictive puzzles made it an instant favorite among early adopters of the system. After playing the sequel extensively, we can safely say that those fans are in for a real treat next month.

It seems the maniacal scientist Dr. Bad-Boon (just go with it) is intent not on ruling Jungle Island but just getting all its inhabitants to like him. Our four furry heroes (AiAi, MeeMee, Baby and GonGon) set out to thwart his evil and ridiculous plans. I mean... come on. With a name like Bad-Boon you're pretty much asking to be ostracized.

The basic game is similar to the prequel: You roll one of the monkeys through a collection of narrow, twisting courses trying to reach the goal as fast as possible without falling off. The challenge, however, has increased tenfold. Even *EGM's* best monkey-

ballers (gross!) were getting schooled on only the second set of levels in *Super Monkey Ball 2*. The game now features a lot more moving parts and pitfalls compared to the original, along with jumps, conveyor belts and nasty twists and turns.

But the real fun in the last outing was the collection of minigames. Happily, all of the originals make a return in the sequel, with slight upgrades (nine-ball in Monkey Pool, eight competitors in Monkey Race, etc.). The really exciting part, though, is the inclusion of six new minigames that absolutely rock! Check below for a rundown.

So if you've already unlocked everyone in *Smash Bros. Melee* and mastered the art of boom in *Bombberman Generation*, then *Super Monkey Ball 2* is going to be the next party game you and your friends will go ape for.

I can't believe I just said that... —Greg Sewart

THE DIRTY HALF-DOZEN: THE NEW MINIGAMES

MONKEY BOAT:



Kayak down the raging river the fastest. Power-ups will turn your ball into a motorboat.

MONKEY SOCCER:



Relive the glory of the U.S. getting to the World Cup quarterfinals with Monkey Soccer!

MONKEY SHOT:



What this first-person *Time Crisis*-style shooter has to do with monkeys or balls, we're not sure.

MONKEY BASEBALL:



Apes in the outfield try to catch pop-flys with giant novelty gloves. What's not to like?

MONKEY DOGFIGHT:



A combat-flight sim to make *Ace Combat 04* blush. We're just wondering where they hide all those missiles.

MONKEY TENNIS:



Think of it as the GC's *Virtua Tennis*, but you're a little monkey in a transparent ball! Pure genius.

Spells punishing: 26,875

Tournaments underway: 882

Creatures attacking: 49,438

Prizes on the line: 5,000

Deadly strategies: Unlimited

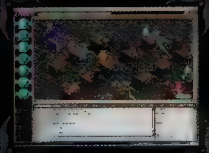
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PREVIEW



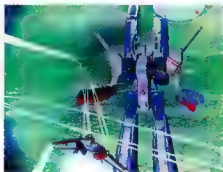
ROBOTECH S.E.

If you're a true Robotech nut, make sure to get your Collector's Edition next month. Inside the box you'll find the game, game soundtrack, RDF dogtags, original game art, Battlecry tee and a lenticular motion card (you know, those plastic things where the image changes if you move it). The package will be available for all three systems.

Robotech: Battlecry

Publisher: TDK Mediactive
Developer: Vicious Cycle
Players: 1-2
Genre: Action
% Done: 85%
Release: October (GameCube)
 September (PS2, Xbox)
Also On: PlayStation 2, Xbox
Web Address: tdk-mediactive.com
 www.robotech.com

The Good: Finally we get a Robotech video game!
The Bad: It took 17 years.
And The Ugly: Your eardrums after Minmei's "To Be In Love."



No, you can't prevent the SDF-1 from blowing up half of Ontario. But you can save as many pilots' lives as possible in the "Bursting Point" level.



Go where angels fear to tread with the Super Veritech. You versus a million Zentraedi battleships? Bring it on!

VOICES CARRY

Casting Call



Robotech fans know him as Max Sterling. Gamers likely know him best as the nefarious Liquid Snake of Metal Gear Solid fame. Next month, you'll hear Cam Clarke as the voice of Jack Archer, Battlecry's main character. By our count, Cam's now been in somewhere around 25 different games for consoles, PCs and arcades.

Cam is one of seven original series actors who will reprise their roles for Battlecry. Present and accounted for are the voices of Rick Hunter, Lynn Minmei, Roy Fokker and Lisa Hayes, to name a few. So yes, that means all of those characters are in the game.

The actors will also lend their voices to most of the periphery and villain roles in the game.

Robotech freaks have been waiting nearly two decades for this game. Finally, we get a chance to climb aboard a Veritech fighter and battle the Zentraedi alongside the likes of Rick Hunter, Roy Fokker and Lisa Hayes.

While you'll be flying completely original missions 95 percent of the time, developer Vicious Cycle knows that giving the player a chance to fly some sorties directly from the classic TV series is very important. "We have four levels prior to [the Zentraedi destroying the Earth] in our game: 'Boobytrap,' 'Countdown,' 'Bursting Point' and 'Force of Arms,'" says VC prez Eric Peterson. "This set of missions helps establish the storyline we've created. After the first chapter, the missions in Battlecry run parallel to

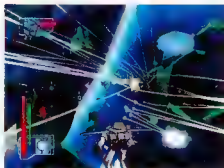
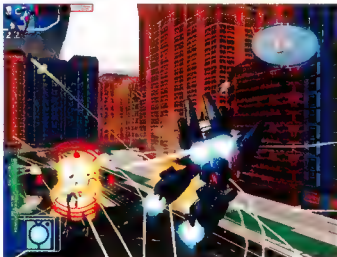
the original show." That means you'll be creating your own part of the Robotech legacy for most of the game, doing everything from fighting Zentraedi rebels, to protecting airstrips, to flying escort for a Cat's Eye recon plane in deep space.

But honestly, the real point of almost every mission is getting into some major firefights against wave after wave of Battlepods, Zentraedi foot soldiers and Battle Suits (not to mention battleships and troop carriers). The skirmishes can get intense at times, often filling the screen with missile trails (a trademark of the original show), explosions and shrapnel. Thanks to the easy-to-learn control scheme, though, you'll have complete mastery of your transformable Veritech fighter in no time. Plus, you've got some training missions run by Roy Fokker himself if you need any extra piloting tips.

All of the action is accompanied by music from the original show, only remixed and rerecorded. "We wanted the music to be interactive," says Peterson. "For instance, if you're ambushed by a bunch of Zentraedi, the music will change from neutral to a danger theme in order to raise the intensity of the experience. Plus, we wanted to update the music to be a bit more modern."

The end result is a game that should appeal to everyone. It's mainstream enough to get action junkies fired up, yet hardcore enough to keep the Robotech fans happy. 🎮

—Greg Stewart





PREVIEW
GALLERY



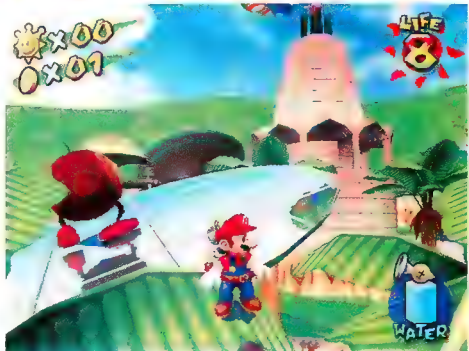
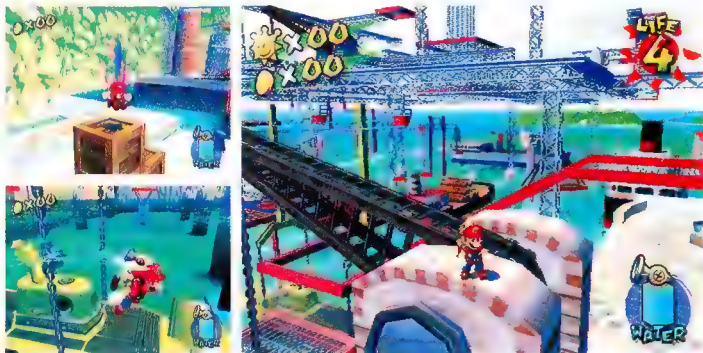
REQUIRED READING

What better way to get yourself jazzed up for the latest *Batman* game than to go out and nab a copy of *The Dark Knight Returns*, the single greatest *Batman* story ever told? And when you're done with that, be sure to look for its sequel, *The Dark Knight Strikes Again*, currently making the rounds as a three-part miniseries from DC Comics. Trust us, kids—comic literature just doesn't get much better than this.

Super Mario Sunshine

Nintendo • August 26, 2002 • Also On: None — Nintendo fans, we know what you're going through. Sure, you may try to cover it up with marathon *Resident Evil* sessions or blot it out with non-stop *Smash Bros. Melee* battles, but let's face it—the lack of a new Mario game has left us 'Cube owners with a lonely hole deep in our hearts.

Before you sign up for that 12-step program, though, we've got good news: *Mario Sunshine* is less than a month away. Think of it as *Mario 64* after taking a power-up mushroom. It's got the same basic premise (now you collect Shine coins instead of stars) but with larger worlds crammed with more challenges. It's got the same basic moves (triple jump, butt stomp, etc.) but more of them (like slide, fence climb and tightrope walk). It's got similar graphics, but they're much sharper and more detailed. Plus, *Sunshine* introduces the all-new water-pump backpack Mario can use to attack enemies, solve puzzles, or give an extra boost to his jumps. So don't give in to depression or binge eating just yet—Mario's almost here.



THE MARK OF ZORRO...ER, MARIO

See that red "M" above? It's one of the graffiti tags someone left all over town, so everyone would blame "M"ario for the mess. So now it's his job to wash away all the scarlet letters with the water pump and discover who set him up.

Batman: Dark Tomorrow

Kemco • November 2002 • Also On: PS2, Xbox — Based on an original story by long-time *Batman* scribe Scott Peterson (with some creative input by former *Final Fantasy* writer Kenji Tareda), *Dark Tomorrow* takes the Caped Crusader back to his roots as an ass-kicking vigilante out to rid Gotham City's streets of crime. You won't find any colorful, cartoony visuals in this third-person action-adventure; *BDT* puts the "dark" back in *Dark Knight* with gritty, atmospheric environments and an assortment of familiar villains and locales from the comics. From what we've seen, *BDT* is shaping up nicely.





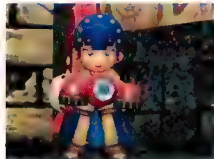
PREVIEW
GALLERY

Vazhar
by Full Sail Student
Brian Germain



Evolution Worlds

Ubi Soft • September 2002 • Also On: None — Dreamcast owners might remember the original *Evolution* titles. They were fairly simple RPGs with randomly generated dungeons and turn-based battles reminiscent of *Grandia II*'s combat style. In fact, they were almost entirely dungeon crawls, with very little taking place outside the confines of the various labyrinths. *Worlds* is a melding of the first two games with very limited improvements to speak of outside of a lot of new English voice acting. Still, it's not a bad deal for the RPG-starved GC crowd.



Mystic Heroes

Koei • Fall 2002 • Also On: None — A cute version of Koei's other beat-'em-up fighting game, *Dynasty Warriors*, *Heroes* will appeal to anime fans who prefer action over adventure. A linear hack-and-slasher, this game doesn't require a lot of exploration or experience gathering. Collecting runes is all you need to level up and take on the ridiculous amount of enemies slashing all around you.



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Tom Clancy's Splinter Cell

Developer: Ubi Soft
Publisher: Ubi Soft Montreal
Platforms: 1
Genre: Stealth-Action
% Done: 70%
Release: November 2002
Ask us: PS2, GC (next year)
Web Address: www.ubi.com
 www.splintercell.com

The Hook: Features the most realistic use of lighting and shadows in any game ever.

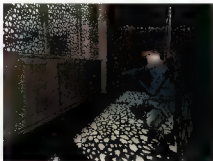
The Deal: The CG cinemas don't look as good as the in-game stuff.

And The Winner: Most other games after seeing this one.

Experimental



The weapons and tools in Tom Clancy games seem far-fetched, but they're all based on existing gear. But most of this stuff isn't available to just anybody. "Almost all are based on actual prototypes being tested right now by different military organizations," says producer Mathieu Ferland. "The rest we've created solely for gameplay purposes, but even those are combinations based on weapons currently in development. Remember that the events taking place in *Splinter Cell* are set in the near future, so any prototypes being tested now will become tools-of-the-trade in a few years. As for which gadgets are real and which aren't...well, that's classified!"



You'll never tire of creeping through the shadows when they look this damn good!

Producer Ferland explains Fisher's graying locks: "No 25-year-old rookie could do this job, and we needed to represent this with a thin trace of gray hair. It brings a lot of credibility to the character." Take that, Raident!

In the past, the words "Tom Clancy" on a game box meant that you'd be coordinating a small team of operatives on an elite strike mission, as in the *Rainbow Six* series. Planning out complex tactical strikes is cool for some, but tons of gamers just wanna shoot stuff without pouring over blueprints. Ubi Soft has created the ultimate peace pipe for both kinds of players with *Splinter Cell*, an all-new action/stealth franchise that fans of *Metal Gear Solid* should instantly dig. In fact, with

presented it to Tom," explains Ubi Soft producer Mathieu Ferland. "He was so impressed that he took the ball and ran with it—embellishing the original concept with Clancy-esque details that only he could provide." Clancy made specific suggestions about Fisher's clothing, weapons and movement, and of course, the game's thrilling narrative.

Fisher's adventure spans four countries, as the twisting plot unfolds through cinemas and in-game cutscenes. At the onset of each level, you get detailed

"You never have to play it the same way twice."

—*Splinter Cell* producer Mathieu Ferland

innovative gameplay, spectacular visuals and Clancy's distinctive touch, this game might even outdo Konami's juggernaut.

Splinter Cell's mysterious title is actually an oblique reference to its hero, Sam Fisher. He's a "splinter cell," a lone-wolf operative working for the government's top-secret Third Echelon department. Surprisingly, Fisher's not actually a Clancy creation—the developers at Ubi created him from scratch. "When we were satisfied with the concept, we

instructions and mission objectives on your handy PDA. The best way to approach tasks like "disable the missile launchers" and "locate the missing operative" is by sneaking around, but if you're feeling lucky, go guns-blazing. "You never have to play it the same way twice," says Ferland. "You can muscle your way through the game by force, or you can creep along in the shadows and focus on stealth—you can even play through without any kills. It's up to you to decide, but each approach will have different consequences."

Cont. on page 122





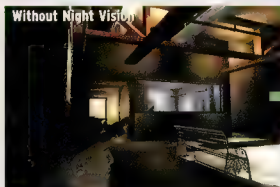
DREAM PARTING SPLINTER CELL

Many of Clancy's creations have become blockbuster films, so if *Splinter Cell* made it to the silver screen, who should play Sam Fisher? Ubi Soft's Mathieu Ferland nominates Hollywood heartthrob George Clooney for the role.

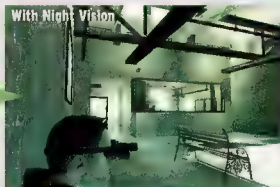
THE HIGHLIGHTS OF SPLINTER CELL



MULTI-SPECTRUM GOGGLES: This set of handy specs serves as Fisher's most invaluable gadget. Much of the game is cloaked in darkness, so you'll need Night Vision to see what's going on (or to find your way to the bathroom at 4 a.m.). You can also switch on Thermal Vision, which gives you a clear view of objects producing heat (like people and bombs). Using these goggles will save your hide—you'll often spot someone lurking in the shadows who would have clocked you in the skull.



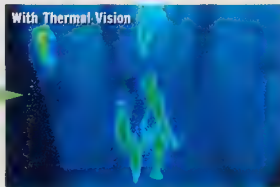
Without Night Vision



With Night Vision



Without Thermal Vision



With Thermal Vision



DEPLOYABLE RECONNAISSANCE CAMERA: Shoot this onto a wall for a remote view of the action.



"I look even better from here!"



SECURITY-CAMERA JAMMER: Our old pal Snake uses chaff grenades to confuse the surveillance cameras, but Fisher's got something better—this static stick scrambles spying eyes for a few seconds so that he can sneak past. Unlike one-use grenades, you can use this over and over.



DISTRACTION DEVICES. Similar to the above device but it emits a siren and nerve gas.



"What's this thing, a siren?"



LAND-WARRIOR PDA: This nifty device sends Fisher mission objectives and updates from Third Echelon headquarters, plus it displays images transmitted live from his recon cameras. It's also handy for storing the ladies' digits. "Hey baby, wanna see my distraction device?"



FIBER-OPTIC CAMERA: Use this to peer under doors. (Combinaible with Thermo or Night Vision.)



"Ladies' room, all clear."



PREVIEW

Sweat the small stuff: Fisher holds his pistol in check while sneaking up on an unsuspecting foe.



Cont. from page 120

Since *Splinter Cell*'s technology is all rooted in reality, Fisher doesn't have the benefit of an MGS-style radar device. Instead, you must watch an on-screen indicator that reflects how well concealed you are. Stick to the shadows and you'll pass by unseen.

Fisher wields some impressive firepower, but Ferland insists that "the main focus of the game is not on weapons, but instead on gadgets." It's true—as you progress, Fisher builds up an amazing arsenal of cool gizmos for spying, surprising and subduing. (For a detailed look at these high-tech toys, check the previous page.) Mastering this gear takes time, but the payoff is worth it. Imagine spotting two guys behind a curtain with thermal goggles, silently shooting a gas-emitting distraction camera next to them, and then knockin' 'em out with a rubber airfoil projectile. That's the stylish way to clear a room.

As stated earlier, *Splinter Cell*'s graphical excellence stands unparalleled among upcoming Xbox releases, and the guys at Ubi are understandably proud. "It seems that other developers didn't explore the Xbox as much as we did," states Ferland. "We've built everything from scratch using Xbox specifications like the vertex shader, pixel shader and shadow buffer." Translation: It looks unbelievably good. So good it was a standout title at the annual E3 trade show this past May. "It was especially nice to learn that [*Metal Gear Solid* director] Hideo Kojima, was impressed," Ferland recalls with a smile. With its mind-blowing visuals and creative gameplay concepts, *Splinter Cell* should provide some ample competition for Kojima's own Xbox entry, *Metal Gear Solid 2 Substance*.

—Shane Bettenhausen

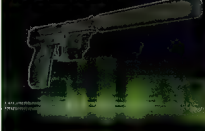
SAM'S PACKIN' MEAT

F2000 M.A.W.S.



Fisher's modular, high-tech rifle fires bullets, grenades and spy cameras. It doesn't come with all the add-ons; you must earn 'em.

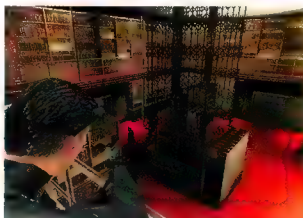
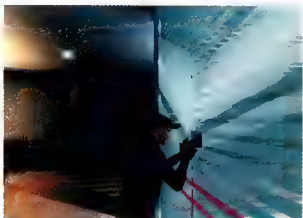
Five-seven Pistol

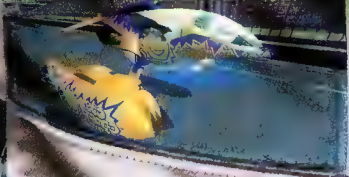


Lightweight, stealthy and silent, this piece kills covertly. Use it to quietly surprise foes from afar, as the aiming is a little slow.

"It was especially nice to learn that Hideo Kojima, creator of the genre, was impressed by Splinter Cell."

—producer Mathieu Ferland





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TEEN
T
 MILD VIOLENCE



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PREVIEW

Hitman 2: Silent Assassin

Developers:	Eidos
Distributors:	Io Interactive
Versions:	1
Genre:	Action
% Done:	70%
Release:	Sept. 3, 2002
Also On:	PlayStation 2
Web Address:	www.hitman2.com

The Good: The freedom to assassinate with subtle or bludgeoning antics.

The Bad: Accidentally plugging the innocent hired help. Oops!

And The Ugly: Stripping and dragging a dangling corpse while dodging sniper fire.



My next performance will be Beethoven's "Ninth Symphony" in the key of...aaaaarrggghh!

Agent 47 takes a moment to improve the mansion's paint job before finding the owner and capping his ass.



TALK, DAMMIT!

Who's responsible for this? How long has it been going on? And why can't you wear those skimpy maid outfits? We sweated the answers out of Thor Frølich, graphics designer for Io Interactive.

US: What learning experiences did you take from the first game and apply to the sequel?

THEM: We learned a great deal about the gameplay elements featured in *Hitman*. We've gone through all of them and discarded the ones that weren't essential and elaborated on the things we thought worked really well—mainly the disguise system, the hiding of bodies, the whole sneaking element and the open gameplay. We've also learned a great deal about the project control side of things. This optimization of the way we work permits us to spend more time actually improving on the game rather than just redoing things.

US: There must be some awesomely cool parts in a few particular levels that you're really proud of. Can you hint at some of them?

THEM: There is something infinitely sinister and very cool about fouling up a session of open-heart surgery dressed as a doctor. I bet he didn't see that

The more astute gamers out there may be wondering where the heck a console version of the original *Hitman* ended up. We're afraid it took a hit after the PC release. It had a novel premise (a no-nonsense bald mercenary with a barcode on the back of his neck, killing people) and undeniably entertaining gameplay (involving costume changes, stealth or all-out gunfire). It also had lots of problems, such as the lack of an in-game save, the clunky control that left some gamers wondering if the hero was wearing concrete boots, and doors that required an entire SWAT team to open properly. But as Io Interactive takes another shot at the hitman simulation and swears they'll fix these issues, we're more than prepared to believe them, jet off around the world to a variety of exotic locations, meet interesting people. And kill them.

You are Agent 47, a genetically engineered assassin currently resting in a Sicilian monastery, suffering from pangs of guilt and wondering if offing organized-crime syndicate bosses is really his life's calling. The answer of course, is yes, as gamers aren't going to line up for a Franciscan Monk simulation. Agent 47 has little time to ponder his eternal damnation, as a horrendous act of treason forces him back into the business. First stop? A mansion bursting with black-suited goons, a fat mob boss and a variety of mission plans to ponder.

After an exhaustive playtest on both the PlayStation 2 and Xbox, we're pleased to report that both games look amazing. Not *Splinter Cell* amazing, but pleasantly impressive, with crisp, clean (and large) environments. But it's the novel gameplay concept that's likely to entice you: At the start

EGM ASSASSIN REPORT #561



BARRY THE BAPTIST

Known for:

Lock, Stock and Two Smoking Barrels

Current Status:

Dead (shot in the gut)

Distinguishing Features: Massive skeepskin coat. Giant, bald dome. Grizzled brow. Cockney expletives uttered in the combat zone.

Quote: "If you don't want to be counting the fingers you haven't got, I suggest you get those guns. Quick!"

Achilles Heel: Blood-pressure level. Lack of automatic weaponry.

Notes: While in the service of Porn King Harry the Hatchet, Barry doesn't actually do much killing; he just orders two hapless Liverpudlians about. However, the real-life actor who played Barry was a London gangster linked to the Krays.

EGM Danger Risk Rating: ☹☹☹ 3/5 Bullet holes

EGM ASSASSIN REPORT #100



LEON THE PROFESSIONAL

Known for:

The Professional

Current Status:

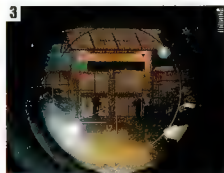
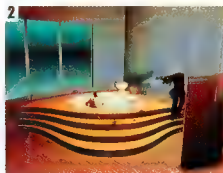
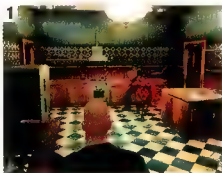
Dead (blew himself up)

Distinguishing Features: Hook nose. "John Lennon" sunglasses. Long coat. Large weaponry cache. Frenchie accent.

Quote: "No women, no kids; that's the rules." **Achilles Heel:** Actually has a conscience.

Notes: Cold, methodical, but ultimately sensitive after a pre-pubescent Natalie Portman turns up at his door. This hitman with a heart of gold can certainly dish out the punishment, has access to dozens of extremely lethal bits of killing equipment, but a nagging set of ethics steers him away from "hard man" stardom.

EGM Danger Risk Rating: ☹☹ 2/5 Bullet holes




1) The kitchen staff lives in fear of Agent 47's unannounced late-night visits; 2) Is there a more embarrassing way to die?; 3) Finding a safe perch and pulling out the sniper rifle is the preferred way to get most missions (and targets) out of the way; 4) You just know this is gonna end up with one guy a whole lot shorter than he was five minutes ago.

of each job, you're briefed, *Mission: Impossible* style, about just who needs shooting in the head. In addition, if some secret plans need snaffling, you'll be shown what these look like. Then it's on to the ordinance closet for a spot of gun polishing. Yes, you get to choose the weapons for the job, and you can carry five. So if you want to cover the walls of your prey's mansion in a fabulous new color called "hint of brain," pack the SPAS 12 Shotgun. If, however, long-range sniping is your bag, stuff a Dragunov SVD rifle into your overcoat. After you've packed enough heat to star in the movie *Heat*, it's off for a bout of bad-guy culling.

Depending on how bloodthirsty you're feeling, actual missions vary a great deal. You could spot The Don taking golf swings from his mansion balcony and plug him in the eye with a sniper bullet.

You could trek through the mansion itself, where silenced machine guns provide a quick dispatch method without the facility's entire goon population overwhelming you. Or how about tagging an innocent so you can steal his outfit for a disguise? Just be sure to hide the body; semi-naked corpses tend to make the Mafia a little suspicious. Then explore the mansion safely until you locate your target and do him in. The point is that the use of stealth and a little creativity is absolutely required to be successful in any of *Hitman*'s levels.

Although the control is initially cumbersome (every button on the joystick is utilized), and negotiating the in-game menu system is sometimes problematic (choosing to open a door or look through a keyhole while you're being shot in the backside kinda sucks), the grand scope of *Hitman 2* looks to thrill and excite. Just how grand is the scope? The Bucharest Symphony Orchestra was hired for the soundtrack. Just how diverse are the assassination targets? This time they range from ex-KGB Mafia man Rinat Rumyantsev to Mujahedin madman Abdul Bismillah Malik. Make no mistake; *Hitman 2* looks set to provide more gang banging for your buck than ever before.  —David S J Hodgson



TALK (CONT.)

one coming. My favorite situations are where you show up after having sneaked through the entire level and put a single bullet in your target. Or in this case, disturb their heart transplant.

US: What movies/books/video games served as an inspiration for this game?

THEM: Movies like *Leon* (aka *The Professional*), *Scarface*, *Ghost Dog*, *Grosse Pointe Blank* and *La Femme Nikita* have played their parts in the inspirational process. The works of John Woo and Hong Kong action films in general have had their say, too. Old detective novels and comics have also helped us bring the character 47 to life.

US: What are your top three favorite weapons in the game, and what makes them so great?

THEM: The fiber wire, the silenced Hardballers and the Dragunov rifle certainly are among my favorites. The fiber wire is fantastic in that, used correctly, it's a very powerful yet concealable, silent and "clean" weapon. The silenced Hardballers I like because they just seem like the perfect tool for a hitman. The Dragunov is very handy for targets hiding in hard-to-reach places.

US: The maid costume—why can't you dress up in it?

THEM: Although certain demographics may feel left out, we thought it best not to cater to the more exotic of persuasions. Also, 47 doesn't have the legs for small skirts at all. Girl, he hasn't wazed those, in like, a really long time. He's, like, so not with the program.

US: Thank you for your time. This interrogation is now over.

LOW ASSASSIN REPORT #007



JAWS

Known for:
The Spy Who Loved Me,
Moonraker
Current Status:
Active (floating in space)

Distinguishing Features: Unfashionable too-tight dress shirt. Comedy suspenders. Steel choppers. Bowl haircut. Monstrous size.

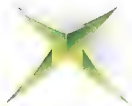
Random Quote: "Well, here's to us."

Achilles Heel: Slow, limited brain power.

Electrocutable teeth.

Notes: Jaws is ultimately too slow to be a threat, even for a toupee-wearing elderly Roger Moore. He suffers from breaks in concentration and has appalling fashion sense. He can, however, rip open a car door, lift up a massive boulder, and bite through cable-car wiring. Oh, and he's indestructible.

EGM Danger Risk Ranking:  4/5 Bullet holes



PREVIEW

Sega GT 2002

- Platform:** Sega
- Genre:** Wow
- Players:** 1-2
- Gameplay:** Racing
- Difficulty:** 80%
- Release Date:** September 2002
- ESRB Rating:** None

Website: www.sega.com
Tip: If you're looking for a *Gran Turismo*-style game on the Xbox, this is it.

Our Pick: Car selection isn't as varied as *Gran Turismo 3*'s.

And the Winner Is: A typical *EGM* editor's garage after he "decorates."



See that glowing bar? It measures your damage. After each race, car damage is repaired using the money you win. Drive safely!

Greg "proves" why he's *EGM*'s racing guy by sliding out of control on an easy right and losing four positions.



ROCK ON!

Rock On!

You gotta rock when you're cruisin'. Since *Sega GT* allows you to create a custom soundtrack, here are some suggestions for your tour through Chronicle mode.

- '70s—Lyndr Skynrd's "Sweet Home Alabama"
- Early '80s—Van Halen's "Panama"
- Late '80s—Cameo's "Word Up"
- Early '90s—Metallica's "Enter Sandman"
- Late '90s—Celine Dion's "My Heart Will Go On"



Sega's not really known for racing simulators. Sure, their arcade driving titles read like a greatest-hits list—*Sega Rally*, *Daytona USA*, *Outrun*, etc.—but their one real attempt at a GT-style game (*Sega GT* on the Dreamcast) wasn't really anything special. Especially in a genre where *Gran Turismo 3* sets the standard.

But now that Sega's a third-party publisher, why not give it another go, right? And for the record, *Sega GT 2002* is playing very well. Wow got the handling just right. The cars feel as heavy or light as they should be, and there's no way you'll see things like a Honda Civic out-powering a Dodge Viper GTS/R down the straights. As for track variety? They range from tight, European-style town courses to wide-open country roads and more modern urban circuits. You even get to drag race too...oh joy.

And there's a really neat Chronicle mode. In it, you get to race through six different eras, starting out against the boxy cars of the '70s and winding up against the latest supercars like the Ford GT40.

What really sets *Sega GT* apart, however, is how many super-cool options it has, many of which the collector or gearhead in each of us will be very happy about. Besides purely cosmetic things like decorating your garage (see bottom sidebar), gamers will have to worry about wear and tear on their suspension, engine and even tires (yes, you'll actually have to buy a new set once in a while). On top of that, you get to tinker with your car while in your garage, or even set up a private sale of an older car (the advantage being you get to sell at a higher price than what that cheater down at the car dealership would offer you). —Greg Stewart

WALL OF FAME

Sega GT makes it OK to play interior decorator. Buying trinkets to fill up your garage is one cool feature. But the real piece-de-resistance is the ability to take snapshots of your victories and hang 'em on the wall. Guaranteed to impress the chicks.



First, win a race and take a snapshot during the replay. You only get six chances, so make 'em count.



Now choose your favorite and send it in for framing. Our inner Martha Stewart suggests mohogany.



Finally, hang the picture and invite some buddies over to enjoy a brew and revel in your greatness.

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Boulder Dash EX

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Experience awesome scaling & rotation innovations!

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Three ways to play! Choose between EX puzzle mode, EX battle mode or Classic mode!

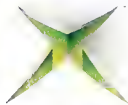


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PREVIEW GALLERY

NFL Fever 2003

Microsoft • August 2002 • Also On: None — The only thing worse than losing to your online opponent is getting an earful of trash talkin' to go with it. That's exactly what went down when the Chicago-based EGM editors linked up for a battle against their San Francisco counterparts. The headset provides a dose of comic relief for sure, especially when the masking feature transforms your cords to the mellow baritone of Barry White—it's hilarious.

As for the on-field performance, with the exception of some lag typical for any online game, *Fever* ran smoothly. The players move with realistic momentum and control well.

Heavy with depth, the game will require you to spend hours unlocking classic teams, winning trophies and, of course, scouring the country for online matchups.

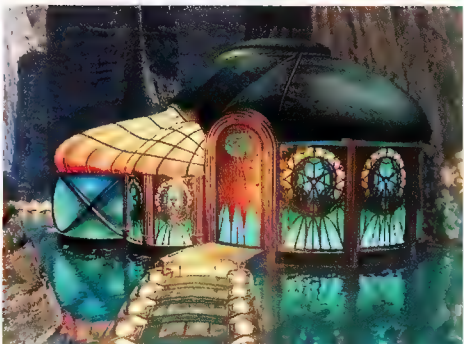
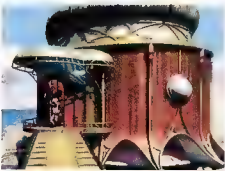
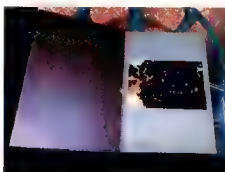


Myst III: Exile

Ubi Soft • September 2002 • Also On: PS2 — Ah, *Myst*. The series graphics whores live for and hardcore gamers love to hate. But be honest—you've played at least one of the previous two and maybe even liked it.

For the uninitiated, *Myst* is an adventure game where progression is based solely on solving extremely abstract puzzles and warping to different worlds through books. These worlds are normally very surreal and generally made up of still photos, not 3D graphics you can walk around in.

Myst III: Exile is more of the same, except now you can pan the camera 360° and also have some limited vertical movement. It's no huge innovation, but it does make the game feel a little more interactive and immersive. Nonetheless, we say the puzzles are still too freakin' hard.

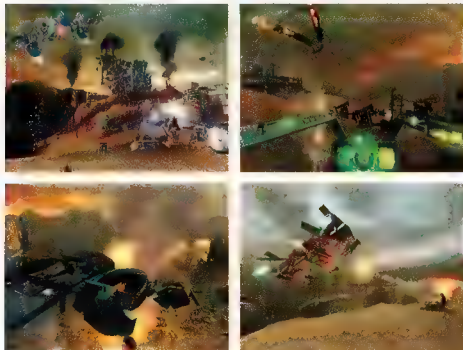




PREVIEW
GALLERY

Yager

THQ • Early 2003 • Also On: None — Imagine *Ace Combat 04* (or *Air Force Delta Storm*, if you will), only set in the future and with more of an emphasis on story and ground-level combat. Throw in mission objectives that change dynamically depending on your play style and some really pretty visuals, and the result is a title that should have fans of aerial-combat games clenching their flight sticks in anticipation.



World Wrestling Crush Hour

THQ • March 2003 • Also On: PS2, GC — Despite having a title that screams traditional wrestling action, *Crush Hour* isn't about sweaty men embracing one another. On the contrary, it's about sweaty men engaging in old-school car combat similar to that in *Twisted Metal: Black*.

Crush Hour's being developed by the same team that made THQ's motocross titles, so if it's anything like them, it'll feature plenty of speed and wild, airborne action. The squad includes several real wrestlers behind the wheels of 20 tricked out, weapon-laden combat vehicles. Several of the events even mimic WWE events like Last Man Standing and Ladder matches. Can you smell it?



IF THEY CAN SEE IT

9.1.02

WWW.TWIX.COM

MATURE



Blood and Gore
Violence

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PREVIEW GALLERY

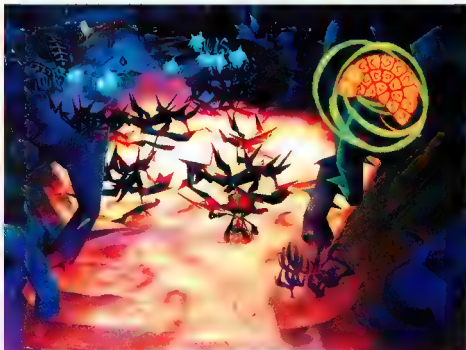


YOU MUST BE 'NAUTS

Long before *Psychonauts*, there was *Policenauts*, a highly stylized cyberpunk graphic adventure for the PC from *Metal Gear* creator and fan-boy deity Hideo Kojima. It was later ported to the Sega Saturn, PlayStation and even 3DO in Japan, but sadly, it never saw release in America. Fun fact: *Metal Gear Solid*'s Meryl Silverburgh (left) got her start in *Policenauts*.

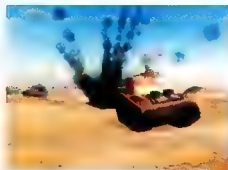
Psychonauts

Microsoft • Summer 2003 • Also On: None — It's not due out for another year, but Microsoft's already begun singing the praises of *Psychonauts*, and truth be told, we don't blame 'em. This trippy, surreal action/platformer comes from the mind of Tim Schafer, the genius behind the PC hits *Grim Fandango* and *Full Throttle* (among others). With this, *Tork and Blinx*, Microsoft looks like they want to take Nintendo head-on.



Battlefield 1942

Electronic Arts • Early 2003 • Also On: None — Imagine if *Medal of Honor* were online, only with a ton of human players controlling everyone (Allies or the Nazis/Japanese) from infantry to tank drivers to pilots and more. That's *Battlefield 1942*. Now you can see what it's like to fight in battles like Iwo Jima, Omaha Beach, Market Garden, etc. against real players instead of a bunch of A.I. drones.





PREVIEW
GALLERY

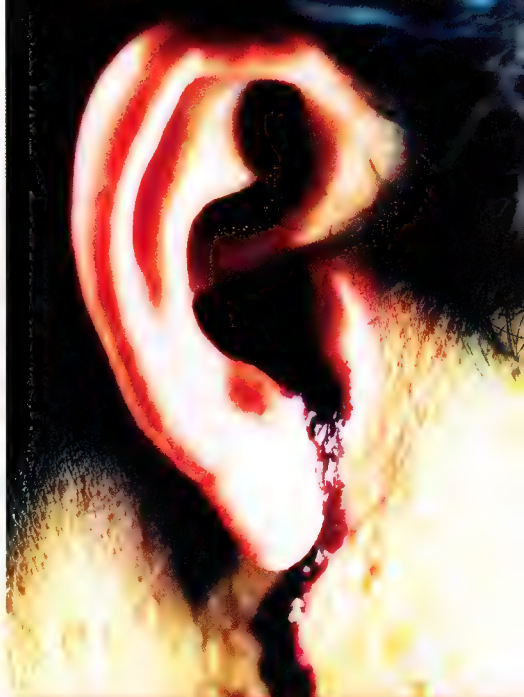
Reign of Fire

Bam • Fall 2002 • Also On: PS2, GC — *Reign of Fire* (the movie) tells a story about fierce, fire-breathing dragons awakening from a long slumber to take over the Earth. *Reign of Fire* (the game) allows you to take control of either the good guys or the bad, uh, dragons, to do battle with the opposing side in what is essentially a mission-based, vehicular-combat game with lots of fiery carnage.



Seablade

Simon & Schuster Interactive • September 2002 • Also On: None
What's a Seablade? Think of the submersible "helicopter" from *A.I.* — well, if it were turned into a jet, anyway. Time-tested (which might translate into "been-there, done-that") arcade-shooting action is the gameplay style as you fly through submerged cities blasting opponents. Four-player deathmatch versus your pals is also on the menu.



| THEY CAN HEAR IT |

9.1.02

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Blood and Gore
Violence

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Castlevania: Harmony of Dissonance

Publisher:	Konami
Developer:	Konami CET
Players:	1
Genre:	Adventure
% Done:	99%
Released:	September 2002
Also Try:	<i>Castlevania: CotM</i>
Web Address:	www.konami.com
The Good:	It looks like a PS1 game, offers a huge quest, and plays like a dream. In short: It's all good.
The Bad:	The music sounds more at home on GBC than GBA.
And The Ugly:	That Juste chick's pretty hot...wait...that's a guy!!!



Believe it or not, this sword-wielding mutha is one of the smaller bosses you'll find in *Harmony of Dissonance*. Luckily (unlike in the predecessor, *Circle of the Moon*), this time you can actually see them all.



CATCH 'EM ALL

Killer Decor



Collecting weapon power-ups and armor is crucial, but Juste can also engage in extracurricular antiquing. Deep within the castle you'll find a large, empty room that Juste claims as his own. As you discover collectibles in the castle, return here to hang them with pride. "There's nothing to get from collecting all of the items," explains producer Koji Igarashi, "except for some self-satisfaction."

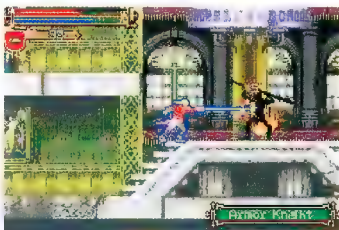
Your return trip to scenic Transylvania was rudely postponed when Konami delayed the release of *Castlevania: Harmony of Dissonance* from June to September. Sure, it meant a summer without whip-cracking action, but spooky, gothic action is more thematically suited to autumn anyhow. The Japanese version did swoop onto store shelves in early summer, and we've played it so much that our hands withered into hideous, cramped claws after holding a GBA all night long. It was worth it.

Thankfully, all of the ambitious elements that producer Koji Igarashi promised us back in issue #155 made it into the game. The visuals suffer from none of the murky darkness that plagued *Circle of the Moon*—bright, easily viewable colors make the action easy to follow. Igarashi had also warned that the music quality would not be up to snuff with the excellent tunes in *CotM*, and he's right. While the compositions themselves are cool, the sound quality will remind you more of an old Game Boy Color game than fully orchestrated chamber melodies. Even so, the sound suffices, and Konami even managed to squeeze a few choice voice events into the game.

Gameplay-wise, the enormous castle easily dwarfs the quaint one from *CotM*. All of the distinct "levels" are intricately connected, so the overall map is much more complex and tightly arranged than even the one in *Symphony of the Night* (PS1). The spell fusion system (see below) provides some much-needed customization and offers nearly as much depth as *CotM*'s DSS card system. As expected, the game boasts oodles of unlockable secrets.

Trust us, your adventure will be much, much longer than you originally anticipated. ☿

—Shane Bettenhausen



SPELL FUSION—GREAT-GREAT GRANDMA WOULD BE PROUD

Juste cracks a mean whip, and he also tosses traditional sub-weapons like axes, daggers, crosses and holy water. But as the descendant of *Castlevania III*'s star-crossed heroes, Trevor Belmont and sorceress Sypha Belnades, Juste injects some magical flava into these classic attacks. Combine weapons with books for kick-ass spells.

REIGN OF FIRE



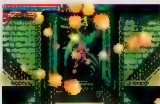
Combine Flame and Axe to unleash fiery dragons.

VAMPIRE'S BANE



Mix the Wind Book with Cross for a nifty shield.

FLAMING DEATH



Flame and Dagger blend into a hellish firestorm.

COCKA-WHAT NOW?

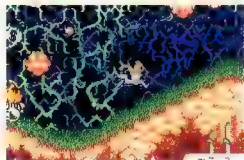
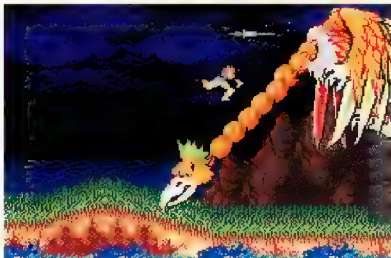


Call the Cockatrice with Summon and Dagger.

Super Ghouls 'n Ghosts

Capcom • September 2002 — *Maximo* players complained about the game's difficulty when it came out on the PS2. Those people should pick up *Super Ghouls 'n Ghosts* to learn what a really hard game is all about. At least they'd understand *Maximo*'s roots.

Arthur's side-scrolling GBA quest to save his princess is a near-perfect conversion of the classic Super Nintendo game (except for less-impressive music). Plus this GBA incarnation includes an Arrange mode, featuring levels from earlier games in the series and a much needed save option.



Robotech

TDK Mediactive • September 2002 Rick Hunter and company are almost ready for their GBA debut. Next month, fans will not only get to pilot Veritech fighters in this shooter, but Battle Pods, Battle Armor and a collection of Destroids through *Robotech* episodes like "Bye Bye Mars," "Blitzkrieg" and "Force of Arms."

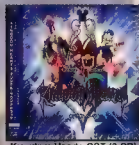
But wait—there's more. Every part of *Robotech* supports multiplayer. So not only do you get to fight against your buddy in Versus mode, but you can fight alongside him or her through the main story mode. You each need a copy of the game and a Link Cable (two GBAs wouldn't hurt, either).



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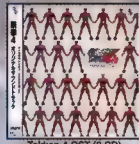
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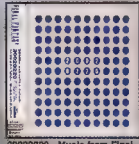
Final Fantasy XI OST
(SSCX10069)



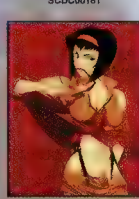
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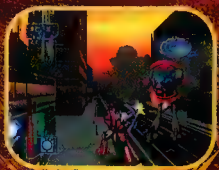
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Illustration by
Justin Branstater

Dawn of the Dead

Prequel-sequel Resident Evil 0 zaps you and your GameCube back to a time before the mansion, the mutants and the madness

By Che Chou and Crispin Boyer

When you've built your career on flesh-eating zombies and mutant dogs, you'd think nightmares would be an on-the-job hazard. But for Hiroiyuki Kobayashi, one of the programmers of the original *Resident Evil* on the PlayStation 1, undead dreams were the least of his worries. "Sure, I had nightmares," he says, "but they weren't about zombies. They had more to do with all the software bugs we kept running into."

These days, he's too busy for bad dreams; as producer of the series' long-awaited prequel, *Resident Evil 0*—due in November exclusively for GameCube—Kobayashi is spending every waking moment forging a new chapter in the series' serpentine saga. And newcomers confounded by the previous games' plot twists piled atop plot twists will be happy to know this *Evil* starts with a clean slate. It takes you back to the very beginning, an entire day before everything officially hit the fan.

"As the title suggests, [*RE0*] deals only with events set before the first game," says Kobayashi, "and since the game will lead up to the story in *RE1*, it's naturally going to explain a lot." It'll also be the first *RE* game to feature a "partner-zapping" system that lets you switch between the two playable characters in real time (see sidebar on the next page). So for you *RE* enthusiasts who dig the series' creepy atmosphere, realistic firearms, and shambling zombies—but get turned off by its impenetrable mythos—we couldn't think of a better way to kick off your biohazard love affair and get to the root of its evil.

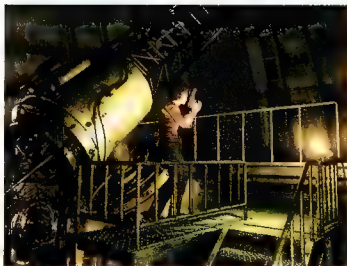


On the Night Train

By now, if you've followed *RE0*'s coverage, you've seen a lot of screens set aboard a mysterious train. "The game doesn't begin on the train. That's just the main area we've shown so far," Kobayashi says. "There will be backstory before you get to that level. And I can tell you now that the train environment doesn't take up much of the game."

But since it's nearly impossible to talk about *RE0*'s plot without mentioning at least the premise of *RE1*, let's rewind (or should we say, fast forward) a bit and start from the "beginning." The first *Resident Evil*

Although *REO* packs a richer variety of environments than the recent GameCUBE remake of *RE*, it's actually a slightly smaller game. But don't worry: The producer says it'll pack lots of extras. (For a while the team even considered adding secrets you could only access with saved game-clear data from GameCUBE *RE*.)



game introduced us to the STARS (Special Tactics and Rescue Squad) Alpha team, featuring series mainstays Chris Redfield and Jill Valentine, whose mission was to solve a series of gruesome murders near Raccoon City. They were also charged with finding out what happened to the STARS Bravo team, who had flown in a day earlier to investigate the murders only to disappear in a helicopter crash in the mountainous outskirts of town. The crash was never resolved in the *Resident Evil* timeline—until now. *REO* kicks off with Bravo team's chopper going down. Before their crash, however, the Bravo wreck makes two unusual sightings: the burning wreck of what looks like an overturned truck off in the distance, and an ominous but dormant train stopped in the thick of the forest. After their chopper bites the dust, the team splits up to investigate the strange sightings.

The first of two characters you play in *REO* is Rebecca Chambers, a rookie pipsqueak medic out on her first real mission. (You may recall her brief appearances at the Umbrella mansion in *RE7*.) She stumbles upon the seemingly derailed mystery train in the woods and boards it, only to have it lurch into motion and hurl her toward a destination unknown. "The train itself contains a secret about what it's being used for," says Kobayashi. "You don't know that when you first hop on board, but the reason the train even exists will all be revealed as you advance in the game."

Enter Billy Coen: ex-Marine, escaped convict and playable character number two. A survivor of the overturned truck glimpsed by Bravo in the air, Billy pops up early on in the game, even before the train level. By the time they reach the train, both characters will be under your control. "Billy's story is deeply related to the game's plot, but that's all I can say right now," Kobayashi says. "Players have to start with Rebecca. Then soon there's an event that brings the two of them together. Some may think Rebecca is the main character, but Billy is just as much a main character too."

Pretty Ugly

Originally intended for release on the Nintendo 64, *REO* went through several delays before Kobayashi and company decided to finally scrap development. "We got pretty far along in the N64 version," he tells us. "We'd already finished many of the backgrounds in the game, and we started to realize that one ROM cartridge might not be large enough to contain everything we wanted to include." Fortunately, around that same

Two Characters = Better than One

Your guide to *REO*'s new partner-zapping tricks

Resident Evil games starring a character duo ain't new: Several installments have you playing through as one hero, then beating the game again as another. But *REO* goes one better, letting you flip-flop betwixt stars Rebecca and Billy on the fly

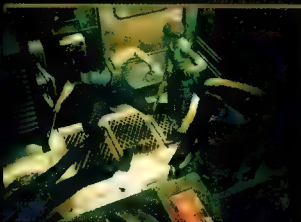
with a flick of the X button. "You control both characters in roughly 70 to 80 percent of the game," Producer Hiroyuki Kobayashi says, "and you can bring both together or keep them separate. It's up to the player."

This partner-zapping feature opens lots of new puzzle possibilities. And survival horror becomes more horrific when you worry about keeping two characters alive instead

of just one (your game's over if either hero dies). "Partner-zapping is really a new kind of feature that's not easy to understand unless you actually play the game," Kobayashi says. "I want you to explain it well to your readers, please."

You heard the man. Let's break down all the ways two simultaneous characters give *Evil* a new face.

Partner Battles!



■ Get your duo in the same room and they'll fight side by side, with the computer pulling the trigger for the inactive character. Your partner will shoot as long as he or she has a locked-and-loaded gun. Or you can get crafty and give your partner a knife (above) to slash at enemies while you shoot from a safe distance.



■ The menu screen lets you adjust your partner's A.I. settings for when you team up. Enable "Backup" and the other character attacks close enemies. "No Backup" makes him/her hold fire. Select "Team" and the other hero tags along. "Act-Alone" makes your partner stay put (you can still move him/her with the C-stick).

Partner Item Swapping!



■ Stand the heroes next to each other and you can pass items between them—handy when your partner's gun runs dry in the heat of battle. Of course, you can also just dump stuff on the ground for the other character to pick up later.



time, Nintendo officially announced the GameCube. "We knew right away we had to move the project onto the more powerful system," he says. It's a good thing they did: *RE0* now looks every bit as sexy (or grotesque) as the recent *RE* remake on the GameCube.

But you'd think that having just played *RE* on the GC, we'd be used to Capcom's newly mastered art of creating animated 2D backdrops. Not so. As we played *RE0*, we spent a ridiculous amount of time pausing along the way to admire the fine visual details. Subtle touches of background animation specific to the moving train—the flutter of curtains hanging off an open window, the slight rocking of tipped-over bottles on a kitchen counter, the flicker of candlelight fighting to stay lit, the shaking of the screen when the car hits a bump on the tracks—really make you feel like you're on a locomotive bound for hell. Just outside, the



weather has taken a turn for the demonic. Heavy lashes of rain and moaning wind complete *RE0*'s awesome and disconcerting ambience.

But it isn't all just pretty backdrops and creepy atmosphere: For a bunch of essentially 2D environments, the game feels incredibly three-dimensional. Gun down the undead in the train's narrow, claustrophobic aisles and zombies will actually slump back against the seats and slide out of sight—until they clamber back up for round two. Then you see the

"You might find the monsters in *RE0* more grotesque," says Producer Kobayashi. "You'll see a leech-like monster that's really creepy, for instance." We have a bad feeling he's not just talking about the little bloodsuckers in the above screenshot.

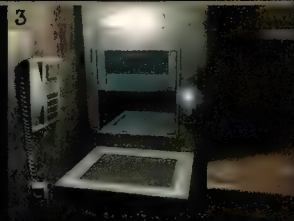
Partner Puzzles:



1 Billy boy finds an attaché case (inset), but he is missing the ring-shaped key needed to open it. Let's zap to Rebecca and see what she can find.



2 Say, whaddya know—Becky stumbles upon the key Billy needs (inset). And hey, what's that at the back of the car? A dumbwaiter?



3 The little elevator's big enough to hold ammo or a health herb, but we decide to place the key inside and send it down, then zap back to Billy.



4 We know Rebecca was on the top floor of the next car, so let's mosey thataway. Eureka!—there's the lower door of the dumbwaiter.



5 And sure enough, we find the ring-key Rebecca just sent down. Billy uses it on the attaché case (inset) and it opens...



6 ...revealing a key Billy can use to unlock a door to Becky's section of the train. Now the duo can join forces to kick zombie tail together.



Surprisingly, this prequel lacks two of the GameCube *Resident Evil* remake's gameplay tweaks: the life-saving defensive items and the Crimson Head zombies—those feet-footed super undead who re-rise from their graves. “I think the Crimson Heads are fine if the game stays in one place, like the mansion in the first *Resident Evil*!” Producer Kobayashi says. “But in *RE0*, you go to a lot of different places. So they just don’t work.”

dynamic shadows cast by players and enemies alike. Walk by a light source and watch your shadow trail, elongate and wrap onto the walls around you. It just feels frighteningly real.

Billy and Becky

Not that you’ll have a lot of free time to admire the graphics; you’ll be too busy getting your hands dirty with new gameplay features that let you strategize beyond just traditional ammo management. What’s this? Strategy in an *RE* game? It all comes from *RE0*’s new zapping system. For instance, leave Rebecca alone for too long and you’ll hear her panicked voice over the radio minutes later, asking you to get off your ass and lend some backup. That’s when you make a choice: Do you run all the way back with Billy and his 12-gauge boomstick, or “zap” over to Rebecca and fight the zombies alone with her dinky 9 mm pistol? “While *RE0* has a scare factor, it’s different from *RE* on the GameCube,” Kobayashi tells us. “Since this game contains two characters, you always have to consider the safety of one or the other. To me, that’s where the scare comes in.” Kobayashi also said that at some points in the game, you will be completely alone, making *RE0* a unique combination of experiences.

Even with the new zapping system, *Evil* fans will still find *RE0* comfortably familiar. All the series’ staples—



Including the dreaded “stand-and-rotate” controls, the different-colored healing herbs and the typewriter save-game ribbons—make a predictable return to the game. “We know a lot of gamers want to see true 3D controls, but we believe *RE*’s radio-control-style gameplay is the best for a game with frequent camera switching and pre-rendered backgrounds,” Kobayashi contends. Still, Kobayashi and his team were able to squeeze in one last innovation for *RE0*: the ability to drop items anywhere. For years, fans have been screaming for the end of those ugly, nonsensical inventory chests that magically hold all your leftover

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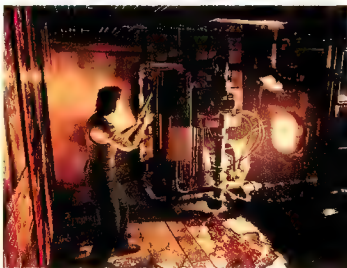
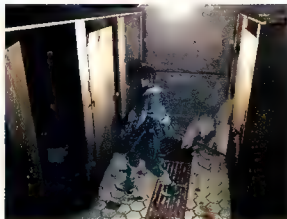
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"Item box? Whazzat?" Characters in *RE0* can now drop stuff right on the floor (above), making it a cinch to make space in your inventory.



items, regardless of location. Now, they've been put to death. It's a welcome innovation, to be sure, but we've also noted that you can't just drop stuff with wild abandon; you must make sure there's enough space on the floor for all your clutter, which can sometimes be tricky to eye with *RE0*'s busy backdrops.

Kobayashi says he hasn't decided yet whether this installment will be a tougher game tailored for the *Evil* hardcore or more easy and accessible. From what we've played, squeezing past the undead in the train's

"Even though you use two characters at once, most players will use one longer than the other, so you can still go back and play the other character more after you beat the game once [laughs]."

—Capcom Producer Hiroyuki Kobayashi, when asked whether *RE0* will pack the replay value of past *RE* games that offered two separate characters and adventures.

cramped boxcars is hardly a cinch. "*RE0* will have more enemies and you'll need to shoot most of them," Kobayashi says, "but I'm planning to put in enough ammo so you won't have to run from zombies all the time." Nevertheless, he says the game won't deliver the "Hollywood-style action" of *RE2* and will instead feature suspenseful moments and tricky puzzles more in tune with the GC version of *RE1*. In other words, if that remake gave you nightmares, expect more sleepless nights while playing this prequel.

But with *RE0*, *Dino Crisis 3* and *RE4* all creeping from the shadows, Kobayashi is far too busy to have nightmares. He credits that mostly to the dedication of his talented staff. "Now that I'm no longer a programmer but a full-time producer, I don't get those bad dreams anymore. But perhaps," he says with a grin, "these nightmares have been passed on to the members of my team." 🐾

The next Evil-lution: Resident Evil 4

We've seen the course Capcom is charting for its flagship survival-horror series: This fall, along with *RE0*, we'll get GameCube versions of *RE2*, *RE3: Nemesis* and, a little later, *RE Code: Veronica* (these are straight ports with no spiffed-up graphics or features), and next year's *Resident Evil Online* for PS2 will team up players to battle zombies over the 'Net. But the *Evil*-sequel that's got us most hot and bothered is *RE4*—mainly because the game (also due next year) is still shrouded in mystery. We've dug up fresh nuggets of dirt on this GameCube-exclusive sequel....

■ IT'LL BE "BEYOND GAMERS' IMAGINATIONS"
Producer Hiroyuki Kobayashi tells us *RE4* will be a "fully overhauled" sequel compared to *RE0*, which he calls "fully evolved." In other words, he feels *RE0* is taking the series as far as it can go. *RE4* will be the fresh start he needs to take it in a brand new direction.

■ IT MIGHT HAVE A NEW CONTROL SCHEME
RE newcomers have complained about the series' stilted, turn-and-walk control scheme. "I understand the complaints," Kobayashi tells us. "After working on *Devil May Cry* [which had 3D, push-in-the-direction-you-wanna-go controls], playing *RE* confused even me! Maybe I'll consider a new control setup for *Resident Evil 4*."

■ IT'LL SUPPORT PROGRESSIVE SCAN
OK, this tidbit is only a big deal to the small percentage of gamers who own high-definition televisions, on which progressive-scan-enabled games look way sharper. But hey, those gamers shelled out big bucks for their fancy TVs, and they cursed the omission of progressive scan in the 'Cube *RE0* remake. Kobayashi says the souped-up display mode is easy enough to implement, but the team didn't have time to include it in *RE* for GC, nor did they think gamers would even miss it. "But after that game's release, we got complaints," he says. "So *RE4* will be compatible for sure. As for *RE0*, that feature is still under consideration. Thanks for asking about it though. I'll actually make a note to myself to remember to support it." Hey, no problema. Our pricey TVs thank you.



We know Billy and Rebecca (left and right), but who's the dude in the middle? All Capcom will say is he's important to the story. Let's see.... Old curtains: \$3. About 6 feet of rope: \$2. Chinsey plastic pendant: 25 cents. Whoever this mystery guy is, you can dress just like him for about 5 bucks.

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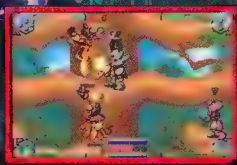
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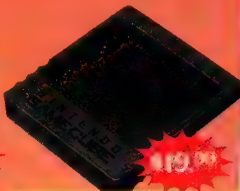
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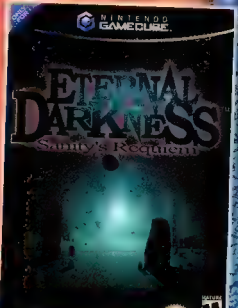
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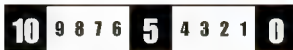
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Review Crew

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, 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's misguided quest for a complete collection of wacko games by developer Warp led him to buying *ShortWarp* for 3DO. Sadly, the complimentary condom included with the copy was mysteriously absent.

Favorite Genres: Fighting, Action, RPG
Current Faves: *Splinter Cell*, *Buffy*, *ShortWarp*




Dean Hager
Managing Editor


It may only be early summer, but the football games are already flowing like wine. Trying to give each one the attention it deserves is tearing Dean up. Why can't they spread these things out a little?

Favorite Genres: Sports, Racing
Current Favs: *Madden 2003*, *NCAA Football 2003*

Game of the Month



EGM GOLD
GAME OF THE MONTH



Madden NFL 2003

It's not even football season yet and EA's brown-ball behemoth is already busting through its contemporaries for a Game of the Month slot. It's just so damn well designed, the only game that gave it a true run for its money was, well, *NCAA College Football 2003*. EA's really shooting itself in the foot here....

pg. 147



Crispin Boyer
Features Editor

Figuring he could be just like one of those damn "hackers" he sees on the TV, Crispin tried to jack into Sony's online network to change the D he got in Chemistry to a B. Instead, he broke the Internet.

Favorite Genres: Action, Adventure
Current Faves: *SOCOM*, *Morrowind*



Dan "Shoe" Hsu
Editor in Chief

"...Whites in hot water, extra bleach...air-dry cotton shirts so that they don't shrink...scrub boxer shorts thoroughly...fabric softener after detergent...fold dress pants along pleats..."

Favorite Genres: The "video-game" genre
Current Faves: *Splinter Cell*, *Kingdom Hearts*



Dan Leahy
Editor-in-Chief, *GameNOW*

Leahy's been at the helm of one of the most mismanaged *NCAA* dynasty seasons in history. Missed games, broken controllers, fighting amongst friends and general chaos have reigned. *NCAA* rOIZ!

Favorite Genres: Sports, Action
Current Faves: *NCAA 2003*, *Madden NFL 2003*



Mark MacDonald
Executive Editor

Mark doesn't care who you are back in the world—you give away his position in *SOCOM: U.S. Navy SEALs* one more time and he'll bleed you...real quiet...leave you here. You got that?

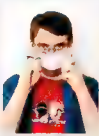
Favorite Genres: Action, Adventure, RPG
Current Faves: *The Mark of Kri*, *Morrowind*



Che Chou
West Coast Editor

The future is here. Che's been living out his *Battlestar Galactica* fantasies with his new best friend: the *Alto ERS-200A*. Now all he has to do is get one of those buckle jackets and feather his hair like Apollo.

Favorite Genres: Fighting, racing, RPG
Current Faves: *RE Zero*, *Neverwinter Nights (PC)*



Chris Johnston
News Editor

Using some spare parts from his electronics shed and off-the-shelf satellite-dish parts, CJ has modified his WaveBird to control all GameCubes within a 500-mile radius. Bwa ha ha ha!

Favorite Genres: Adventure, Music, Puzzle
Current Faves: *Eternal Darkness*, *Bombberman*



James "Milkman" Mielke
West Coast Editor/Webmaster

This photograph of a wild Milky cold lampin "O.G. style" in its natural habitat was captured when the Crew laid a clever trap filled with anime and vinyl LPs. Milklys are very noisy, though, and cost a fortune to feed.

Favorite Genres: Action, Fighting, RPG
Current Faves: *Gravgrave*, *In the Hunt*, *Kangol*



Jonathan Dudlak
Reviews Editor

CJ's mod put Jon's GameCube out of commission, so Jon set his WaveBird to better use—he made a controller-run robot to help him beat the summer heat. Damn thing complains, but it does a mean load of laundry.

Favorite Genres: Fighting, Action, Racing
Current Faves: *Castlevania: HoD*, *Arkanoid*



Jeanne Kim
Associate Editor

To Jeanne, any game that involves battery and intense competition is worth watching. So while her U.S. team didn't make it to the World Cup semifinals, Jeanne did cheer her ethnic country, South Korea.

Favorite Genres: RPGs, Shooters, Action, Puzzle
Current Favs: *Splinter Cell*, *Neverwinter Nts. (PC)*



Greg Sewart
Previews Editor

Sewart's gone all geek since we got a copy of *Robotech* in the office. Now he can finally stop watching the old TV episodes and actually start *living* them, man! Another childhood dream come true.

Favorite Genres: Racing, RPG, Action
Current Faves: *Robotech*, *Sega GT 2002*, *GTA3*

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Madden NFL 2003



Publisher: EA Sports
Developer: EA Tiburon
Featured In: EGM #157
Players: 1-2 (3-8 Multi-tap, 1-2 online)
Also On: GameCube, Xbox, PS1
Best Feature: Online play
Worst Feature: Defensive backs behave strangely
Web Site: www.easports.com

History is destined to repeat itself. It's a cliché, but it's true and applicable here. *Madden*, when pushed by the excellence and innovation of other football titles, responds with its best effort. It happened in the early PlayStation days (vs. *GameDay*) and it's happened again, no doubt in response to *NFL 2k3* and, to a lesser extent, *NFL Fever*. *Madden 2003* is significantly improved over last year's game, most notably in the features list. The new online mode is a blast, letting you go at it with fellow gridiron geeks via broadband or dial-up. User records and other important stats (run/pass rate, points for, etc.) are tracked and offer a nice profile of potential opponents. It also records the number of times somebody disconnects (read: quits), so you can avoid the 2010ForUs of the world. **When you're not online taking out 2010 and his friends, you can enjoy the feature-rich goodness of Madden offline.** *Madden's* gameplay amazes, but it's EA's delivery that throws the knockout punch: Whether you're trying to make a trade, view stats, create-a-formation or perform any intricate task, the screens and menus are so elegantly designed that it's never a chore. Less time spent finding the info you need means more time spent enjoying the game, and isn't that really what it's all about? Believe me, *Madden* is about as good as it gets. Look for me online and we'll knock heads (screen name Hoss).

Dan L.

Madden debuts on a new system, then each subsequent year's new game adds a few minor tweaks to its rock-solid foundation. Barring the major coup of internet play, that's the story of 2003. For our online test we played using dial-up while our opponent had a broadband connection. I'm happy to report a performance like a champ, showing little lag or other wanky traits—and I predict *Madden-by-wire* will reach huge proportions. Fun extras include a skill-sharpening mini-camp mode and football bot, a tutorial that shows you the proper way to execute a play, then forces you to practice it until it's pure muscle. Yesiree, *Madden* still rules the roost.

Dean

It's hard to think about football when the Cubbies are mid-season, but between *Madden* and *NCAA* 2003 this month, I've had to adapt. *Madden* is certainly more forgiving than its college-themed twin when it comes to team balance and passing. Maybe it's actually the nature of college vs. pro ball, but I could justly hold my own going against the best of the pros with the scrappiest teams. I also didn't get screwed nearly as often by a scrambling opponent QB with fast feet as I did in *NCAA*, and even squads with a weaker passing game connected more often on the deep routes. ***NCAA* is a more intense, exciting game, but *Madden's* the solid, consistent one.**

Jonathan

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	9

Mat Hoffmans' Pro BMX 2



Publisher: Activision 02
Developer: Rainbow Studios
Featured In: EGM #154
Players: 1-2 (1-8 alternating)
Also On: GameCube, Xbox
Best Feature: Tried-and-true game play
Worst Feature: Repetitive level objectives
Web Site: www.activision02.com

You'd think a game that plays kinda like *Tony Hawk 3* and is coming out well after it would at least play and look better, but *Mat Hoffman 2* just doesn't bring much new to a genre that's getting stale. You're forced to achieve too many similar objectives—same-of-stuff like collecting car, performing certain tricks, buffing obstacles—over and over throughout the eight environments. And some objectives aren't very clear (have fun trying to Smith Grind a two-story rail in L.A. and figuring out what to do to the parking meters in Chicago). Adding to the ho-humness, your biker's stats don't ramp up (although you can find nifty mini-games) so you never get much sense of accomplishment aside from unlocking new stages. Level design, on the other hand, is great, with lots of lines and new areas that open. But the best thing here is the quick-to-pick-up gameplay. *Mat Hoffman 2* is an easier game to get into than *Tony Hawk*; you don't need to fiddle with extra tricks like reverts to keep combos going, and flatland stunts are especially fun and simple. This sequel borrows from Dave Mirra's game and adds a trick modifier, for players who want to get fancier. You'll find me new assortment of multi-player modes, plus a couple of new and nifty mini-games (my favorite, Halfpipe Heli, which dumps in pure game play). The entire package is fun, sure. It just puts you through too many of the same old motions.

Crispin

It's like déjà vu all over again. There's no denying that *Mat 2* feels a whole lot like *Tony Hawk 3*, but is that such a bad thing? *BMX 2* features some really cool levels, a neat "road trip" setup and a great flatland-trick system that's better than *Tony 3's* setup—you don't need to build up your special meter in *Mat* to see the fancy stuff. But like I said, when you get into the game you're gonna experience a major case of "been there, done that" if you're an experienced *Tony Hawk* player. You might also get annoyed at how the game forces you to complete specific goals before you can unlock new levels (I know I did). Other than that, *Mat 2* is a killer game. **Big**

Standards in the action-sports genre have oiled to new heights after *Aggressive Inline*. Now *Mat Hoffman 2's* stale two-minute-deadline gameplay no longer cuts it—what used to provide an adrenaline rush now simply annoys and infuriates. Why am I hurrying around trying to fit in a few objectives under a too-short time limit? Bah. Despite this, the game still delivers. ***Mat Hoffman 2* is designed to please combo-heavy players:** easy-to-perform wall rides and multi-push-offs help keep your trick strings going, and the omission of an extra "revert" type button press (like in *Tony Hawk 3*) lets you link moves with the utmost of ease.

Shoe

VISUALS	SOUND	INGENUITY	REPLAY
8	8	3	7

Men in Black II: Alien Escape



Publisher: Infogrames
Developer: Melbourne House
Featured In: EGM #154
Players: 1
Also On: None
Best Feature: Awesome, arcade gameplay
Worst Feature: Manic camera angles
Web Site: www.mib2game.com

This is a shock. Although I've often prayed for a good 3D *Contra* game, I never thought those prayers would be answered by the Men In Black. Yup. Swap out *Contra's* bandanna-ed freedom fighters with men dressed in suits, switch the perspective to a 3rd-person view, and you'll find that the sum total of this particular equation equals *MIB2*. Sure, the game versions of Agents Jay and Kay aren't exact clones of the movie's Mr. Smith and Mr. Jones, but it's a crime you won't notice once the air starts filling with hot plasma. As with *Contra*, you have access to a wide variety of guns, each with its own unique properties (lock-on shots, spread shots, area-effect grenades, etc.), but these are upgradeable to an impressive degree. Not happy with the peppy lock-on laser you start the game with? Pick up a few upgrade tokens and you'll be firing bigger, phatter trails of plasma in no time! Furthering the joy is the most sensible control scheme I've ever tried in a 3rd-person shooter. Sometimes the strafe-heavy nature of the action makes maneuvering in tight corners a camera-angle nightmare, but the thrill of pumping alien ass full of photon more than makes up for it. The orgy of lighting and particle effects doesn't hurt either, and aliens have this excellent habit of erupting in a gooey fart of red-green mist when shot. Although its repetitive (and short), as action games go, ***MIB2: AE* is excellent old-school, hardcore fun.**

Milkman

James obviously got way more into *MIB2* than I did. The game's not award-worthy, but it has a definite charm. ***MIB2* is the 3D shooter fans of 2D gunners like *Contra* and *Gunstar Heroes* may actually enjoy.** The levels are too draw-out and repetitive, and I don't really care for the theme, but underneath it's a no-bull sleeper in classic gameplay juices. I love seeing a powered-up blaster fly the screen with green goo and surveying the alien dead when the plasma settles. And the simple but stylish graphics work well without hindering the animated action. *MIB2's* not for everyone, but it's great for a fun, exhilarating rental.

Jonathan

Ugh. This game is incredibly frustrating. Prepare to play the first level of *MIB2* at least ten times before finishing it, and it's not a short, fun level—it's a 30-minute snooze-a-thon padded with repetitive monsters and bland, crate-filled environments. Seriously, this game is so unbelievably difficult that I'm not sure how it passed testing. Some nice visual touches like flashy guns and exploding goo impress, but overall, the graphics are merely average. Add to the mix some cut-rate sound-alike actors, slippery control and long load times, and you've got a rental at best. *Contra* in 3D? No. Wait for the real new 2D *Contra* later this year.

Shane

VISUALS	SOUND	INGENUITY	REPLAY
7	5	6	5

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NCAA Football 2003



Publisher: EA Sports
Developer: EA Tiburon
Featured In: EGM #157
Players: 1-2 (8 Multi-Tab)
Also On: GameCube, Xbox
Best Feature: The option plays
Worst Feature: A touch of flakey A.I.
Web Site: www.easports.com



If every game sucked me to the world like this one, I'd drop out of society, move into the Unabomber's cabin, and never turn off my PS2. **Seriously, NCAA 2003 is too good.** Overall, 2003 plays more like *Madden NFL 2002* (that's a fine thing). For example, stick magicians who made their livings dodging tackles by stopping and starting like jackrabbits won't have as much success this year. The players feel heavier and don't unrealistically turn on a dime all of the time. The excess super-human agility has been replaced with pure, ram-it-up-the-gut power—the running game is juiced with ample tackle-breaking and hard-to-drag-down tailbacks. The air attack isn't as automatic as it used to be, either. Quarterbacks need to show patience and wait for the open man. Couple those things with the deeper playbooks, and you get a game that's more realistic and even more addictive than last year's. You can find faults in the A.I., though: You're up by 14 points in the last few minutes of the fourth quarter. The computer team has the ball with all its time-outs and a decent field position. But instead of the obvious two minute drill, it inexplicably runs up the middle, throws lateral passes for negative yardage, or worse yet, drains the clock with no attempt to score. It doesn't happen every time, but enough to make you scratch your head. Happily, it's only a small knock on an otherwise great game.

Dean

Thanks to coworkers who had the sense to follow their heads and not their hearts when picking teams, a soft spot for my Wildcats became a 0-4 sore spot in no time. I'm a pretty casual sports gamer, and if I had the background of a Dean Hager, NU may have been more competent. But against the Michigans and Nebraskas, a Christmas miracle couldn't have prevented the slaughter—that irked me. Match the teams up right, though, and NCAA is the most exciting football title on consoles. A little momentum can offset the most hopeless of second-half deficits, and huge playbooks had me experimenting with tons of funky plays 'til all four bitter ends.

Jonathan

NCAA 2003 would rarely leave my PS2 tray if it had online. Even without that feature, this one's a beast. **The gameplay is tuned to a near-perfect edge, even beating big brother Madden in a couple of key areas.** I prefer the touch required in NCAA's passing game, and also find the running game to be a bit more dynamic (thanks to the option). With over 100 teams and the improved recruiting of Dynasty Mode (think RPG for sports gamers), NCAA won't grow stale for months. That works out fine for me because beating of Dean never gets old (hah). Football videogame fans have never had it so good, and NCAA 2003 is a big reason why.

Dan L.

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	9



Publisher: Namco
Developer: Namco
Players: 1-2
Also On: None
Supports: GunCon 2
Best Feature: Ninjas with Guns! Boss!
Worst Feature: Small enemies are a bitch to kill
Web Site: www.namco.com



Cripes, Namco needs to throw a subtitle on this thing...something along the lines of, "*Ninja Assault: Light Gun Collection 1.*" It borrows (well, steals!) enemies and style cues from *The House of the Dead*, the chain combat system from *Elemental Gearbolt*, boss battles from *Vampire Night*, mini-games from *Point Blank*...even music from the TurboGrafx 16's *Ninja Spirit*. That's why I feel dirty saying it's a pretty dang good game. You're not going to find any original ideas here, and the stew of borrowed elements keeps *Ninja Assault* from having an overriding style of its own—it actually feels a whole lot like *Vampire Night* without the stone-faced, *House of the Dead*-style voice acting. But tapping shuriken-tossing enemies hidden in dense forests and other anime-inspired venues is just plain fun once you get used to the idea of a gun-toting ninja. Unless you're a crack shot with a light gun or don't have a problem with dialing the difficulty down, you're going to run into some bumps here, especially as the enemies get smaller, quicker and start attacking from multiple sides at once. It's the same deal playing with the control pad—the auto-aim is extremely helpful, but trying to handle multiple bogies is frustrating. Conquering the four main game paths unlocks new mini-game chapters that are worth the effort. That is, if ninja-themed shooting-gallery games get you as excited as they get me.

Jonathan

I have a soft spot in my heart for light-gun shooters, dating back to when *Duck Hunt* was all the rage. While *Ninja Assault's* gameplay and dopey premise (ninjas with guns?) do little to distance itself from contemporaries like *The House of the Dead*, I still found myself perforating supernatural ninjas every chance I could. I guess that means I enjoyed myself, didn't I? Maybe the multiple playable characters had something to do with that, or perhaps it was the throbbing techno soundtrack. The extra weapons I unlocked beating the bonus games didn't hurt either. **Yeah, *Ninja Assault* is a silly, simple game at heart. But I'm OK with that.**

Milkman

Namco's wellspring of gun-game inspiration must be running dry, as this game about trigger-happy ninjas clearly proves. (Seriously, since when did ninjas play heat?) Beneath that bizarre premise, however, lurks an above-average shooting title that feels a lot like *Sega's The House of the Dead* games. This is an arcade port, but you won't blast through it all in an afternoon. I kept coming back to unlock the multiple-scenarios, mini-games and secrets. I did have to dock it a few points for its dated, lackluster graphics. It might have been a spazzy coin-op in 2000, but modern games have higher standards. If you need a gun game, buy *Vampire Night* instead.

Shane

VISUALS	SOUND	INGENUITY	REPLAY
6	7	4	7



F1 2002



Best Feature: Awesome control and sense of speed
Worst Feature: Game testers a lot

Publisher: EA Sports
Developer: EA UK
Players: 1-2
Also On: GameCube
2002 F1 Champ: Michael Schumacher
Web Site: www.easports.com

I'm learning to enjoy F1 racing a lot, even if Michael "Team Orders" Schumacher's taking all the fun out of it this year. It's more about driving the course than competing with the other cars on it. If you go into F1 2002 understanding that, then you'll have loads of fun. Control of these nimble little cars is perfect, requiring a basic knowledge of weight transfer and acceleration control, but never so hardcore-realistic that you'll feel helpless (unless you turn on the simulation controls, then may God have mercy on your soul). The result is a game that casual racers can handle, while real F1 geeks can turn all the realism up to full and enjoy one of the most competent F1 sims this side of the PC. And the game is chock full of little touches that race fans will appreciate. I particularly like how everything goes silent when you're drafting a competitor, but when you pull out of that draft you feel the wall of air hit as you'll slow down and your controller rumbles. I also love the Gran Turismo-style challenges that teach you how to handle these light but powerful machines.

Greg

VISUALS	SOUND	INGENUITY	REPLAY
8	7	4	9



Best Feature: Nice looking slam dunks
Worst Feature: Gameplay is nothing special

Publisher: EA
Developer: EA Tiburon
Black Ops
Also On: GameCube, Xbox
Players: 1-2 (8 Multi-Tab)
Extras: Neat quotes and tats
Web Site: www.activation.com

I have to admit, what little I knew about street-ball culture was derived from the movie *White Men Can't Jump*. *Street Hoops*, however, had me up to speed in no time flat. It faithfully reproduces the ultra-flashy players (these are real guys, by the way) with names like "The Future" and "1/2 Man 1/2 Amazing," the clothes and accessories they adorn, and even the cryptic language they speak. But while they did a great job on the authenticity front, the gameplay is total déjà vu. Think *NBA Live* or *March Madness* dressed up with multiple layers of street attitude. Players have more special moves (mostly dribble routines) and the games are wide open (anything goes, pushing, etc.) but overall: **It's not the kind of groundbreaking gameplay I was hoping for.** I found myself longing for more precise control over my players, the kind of control that lets you block shots and steal balls with the same accuracy you can in titles like *NBA Street* or *NBA Showtime*. Still, if you're a fan of live-style ball, you'll probably like *Street Hoops'* flashy approach.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	6

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Publisher: Sega
Developer: Hitmaker
AKA: *Sega Sports Tennis 2kA* (DC)
Players: 1-4 (with Multi-Tap)
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Best Feature: Fantastic World Tour mode
Worst Feature: No Grand Slam action
Web Site: www.sega.com



After a brief but overlooked stint on the Dreamcast, Sega's softer baller arrives on the PS2 under the abbreviated moniker, *Sega Sports Tennis*. And while it isn't the first tennis game on Sony's system, it is the best. Although Namco's *Smash Court* plays similarly and boasts big names like Agassi, Sampras and, erm, Kournikova, it is Sega's superior gameplay and mighty World Tour mode that win out in the end. With an easy-on-the-eyes appearance and a pick-up-and-play mentality, *STT* is a game that virtually anyone can enjoy. This is because the forging controls and intuitive shot arrangement of lobbs, slices and topspins guarantee that even the greenest net novice will embrace *STT*'s gentle learning curve. Add a few friends for a multiplayer mix, and net strategy becomes second nature in no time. Enhancing the good vibes is a stellar sound mix that emulates the real-life twang of a tightly wound racket, the ripe report of a fresh Wilson hitting clay, and the sharp echo of a line judge calling "Out!" Still, it is the RPG-like World Tour mode that is the real heart of the game. In this mode you create a male and female player, improve their skills in a regimen of inventive minigames and compete in a gamut of Sega tournaments. It's way fun. *STT* only falls short in that its graphics are not quite as sharp as the DC version, and it lacks the Grand Slam tournaments that would make this game truly complete.

Milkman

STT marks the first truly great game of its kind for PS2 owners—I only wish it had a more in-depth single-player experience. The mini-games and arcade-like Tour mode that's here offer plenty of replay, but with big name stars like the Williams sisters, I'd love to play through a season all the way up through Grand Slams and other major tournaments. That said, this game is perfect for multiplayer, offering an easy pick-up-and-play feel that belies the depth you'll discover the more you mess with the game. If you like tennis, or just like a great game with addictive arcade action and good graphics, give *Sega's STT* a shot.

Dan L.

Looking almost as gorgeous as past Dreamcast editions, *STT* makes up for it with even speedier play and seamless animation. It amazes me how well the players break from one direction to the next without looking the least bit robotic; it's like watching the real deal. Suffice to say the graphics and animation are extremely well done. As for gameplay, you'd have to be pretty damn picky to find fault with the simplistic point-and-press play mechanics. So it's the perfect multiplayer game for people who don't usually partake. I only wish the limited create-a-player gave you more customization features to play with. Still, *STT* belongs in your sports lineup.

Dean

VISUALS SOUND INGENUITY REPLAY
8 7 6 8



Publisher/Developer: Conspiracy Starbreze
Featured In: *PlayStation*
Also In: None
Best Feature: Atmospheric graphics
Worst Feature: Cheap sudden deaths
Web Site: www.conspiracygames.com



Developer Starbreze has created a big, beautiful monster here. *Enclave* is huge, with 27 stages split between good and evil campaigns, and the game's level design and rich visuals convey a perfect sense of gothic malevolence. You'll hack and slash through massive castles, an aquatic fortress, spired keeps, dank mines and a hellish underworld, with multiple paths through most levels. But you better gird your loins before you embark on this quest, because *Enclave* is as cruel as it is pretty. Nearly every level kills you instantly with cheap shots. You'll battle to the end of a sea-town stage, for instance, only to be nuked by a sudden cannon bombardment. Or you'll trudge deep into a keep to rescue a wizard and find a nonsensical puzzle you must solve in one go or it's game over. It makes for a tedious cycle of die, retry, die, retry, and it doesn't help that the combat system feels clunky. You gradually unlock a good variety of characters who can buy more powerful gear, but I inevitably stuck with whoever had the best long-range attacks (such as bows or magic). I just got fed up with the close-quarter slash-and-block combat. It almost seems the developers spent too much time crafting *Enclave*'s wicked-looking environments, then skimped on the actual game, which needs better puzzles and more compelling character development. In the end, they've created a game that's more fun to look at than play.

Crispin

For every compliment I can give *Enclave*, there's a complaint to go along with it. The graphics are gorgeous, crisp and detailed...but marred with choppy animations and occasional glitches. Huge, sprawling levels, both indoors and out, are impressive...until you keep dying and have to play them over again and again (this game gets hard, and most levels have no save points). You'll marvel at all the characters and weapons to choose from, but combat gets repetitive with all of them (for ranged attacks you walk endlessly backward and fire; hand-to-hand boils down to the old "move in, attack, move out, repeat"). Sometimes fun but often annoying.

Mark

As far as exports from Sweden go, *Enclave* ranks somewhere between their luncheon meatballs and the misunderstood comic genius of the Swedish Chef. This type of slasher doesn't appear very often, and generally for a good reason—shooting is, well, more fun. On its own merits, *Enclave* succeeds at delivering subtly gorgeous graphics, an atmospheric soundtrack and a lengthy quest rife with unique characters to recruit. It's just that the somewhat haphazard combat renders the game frustrating. If you could attack with greater precision and speed, it'd be more fun. But first-person shooter fans looking for a change of pace will enjoy it.

Shane

VISUALS SOUND INGENUITY REPLAY
8 7 6 8



Publisher/Developer: Simon & Schuster Hypnotix
Players: 1-4
Also On: None
Supports: 34DD bra size, latex and whips
Best Feature: *Compose/Beat (down) Meter*
Worst Feature: Annoyingly hard for casual gamers
Web Site: www.simsays.com



Nice try, but regardless of what some developers think of gamers (you know, that we're all horny, smart-ass ingrates), it takes more than a few slurry chicks, light cussing and violence to make a game good enough for us boys and girls. When are they going to learn that it takes at least a *Playboy* Mansion full of bunnies, a *Reservoir Dogs* amount of swearing, and *OG* violence to get us going? But seriously, while *OG* will satisfy those who enjoy all manner of offensive fluff and provide enough sim stuff for golf fans, it's a mediocre package overall. For instance, although *OG* gets props for its original Composure feature which, depending on how well or poorly you hit shots, directly affects your player's emotional and physical control, it's very unforgiving. Add imprecise visual cues and an analog-stick swing scheme that's difficult to control, and casual players who just want to enjoy the front nine will be too fed'ed up to play beyond the third hole. It's also disappointing to see weird slowdown on character animations and a golf audience that looks unfinished when the rest of the game looks pretty good. To be fair, although we casualties may not want to take time to practice our golf swings and get competitive at *OG*, seasoned players like sports guy Dan Leahy will appreciate its golf-sim toughness. But for less experienced video athletes: You're going to have to really work at it to enjoy this one.

Jeanne

Along with *R-rated* antics that'll tickle any gamer's inner Beavis and/or Butthead, *Outlaw Golf* dishes a golf game you'll keep playing after you get sick of the repetitive zingers (provided by the *Daily Show*'s Steve Carell). The swing meter, which has you wiggling an analog stick rather than jabbing buttons, is novel and intuitive, and I prefer *Outlaw*'s putting system to any other golf game's. If only you got more courses (three ain't enough) and camera options. Still, nifty multiplayer modes like speed golf kept me coming back: I had way more fun competing against buds than playing with myself. Er, I mean playing solo. This game's chicks aren't that hot.

Crispin

Outlaw Golf is basically *Hot Shots* gone mature, which is what I was expecting, style-wise. What took me by surprise was the rather deep, involving golf game that lies beneath the crass exterior. *Outlaw*'s analog swing meter isn't revolutionary (*Tiger Woods* used it this past spring) but it is simple and responsive. Push the stick left and you get a nasty hook. Keep it straight, hit it straight. Don't let Ms. Kim sway you; it's not that hard. The putting scheme is damn near genius, using a three-roll read of the green instead of the overlapped topographical-vector-lines-I'm-confused approach. Hats off to Hypnotix for one of the summer's true sleeper hits.

Dan L.

VISUALS SOUND INGENUITY REPLAY
8 7 6 8

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Buffy the Vampire Slayer



Publisher: EA Games
Developer: The Collective
Featured In: EGM #153
Players: 1
Also On: None
Best Feature: It, like, totally captures Buffy's spirit
Worst Feature: Constantly repeating voice samples
Web Site: buffy.ea.com



Chances for this *Buffy* game looked slim after the death of the Dreamcast; titles bound for extinct platforms usually fade into development hell. Thankfully, this sultry slayer doesn't go down without a fight. And against all odds, the Buffster has made her way to Xbox (with a substantial graphical overhaul). Based on the long-running TV series, this action-adventure title thrusts you into the role of Buffy Summers, a perky, popular chick chosen to combat the undead forces that threaten the earth.

The game roughly encapsulates some of the plot elements from the early episodes, so you'll control Buffy as she masters the art of slaying. Her mentor, Giles, instructs her on the finer points of kicking, punching and staking the hearts of the vampiric beasts attacking Sunnydale. As your skills improve, you'll learn



Buffy tests the comfort and support of her halter top by punching this creepy demon square in the jaw. Sadly, guys, everything stays firmly in place.

to wield different flesh-rending weapons and dazzling magical attacks. You'll also interact with many of the characters from the show, including Angel, Spike, Willow and Cordelia. The series' unique sense of humor survives the transition intact—Buffy and her foes engage in witty exchanges during fights, and you'll have a chance to chat with most of your friends after each level.

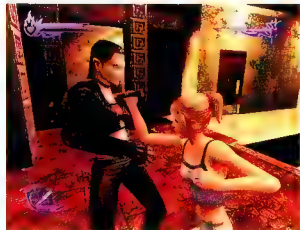


STUNNING LIKENESSES



Check out the lifelike digital versions of the cast above: These are in-game mugs of Angel, Spike and Buffy—they look eerily real. Poor Kristy Swanson, the first Buffy from the 1992 film, has to wait for a *Dude, Where's My Car?* game to be so lucky.

A stake to the heart spells instant doom for any vampire, but successfully landing that blow can be tricky. For best results, thrust it in after puncturing the undead freak with a few quick punches. Also, be careful not to accidentally hit your stakes against walls, as they will shatter.



Wow... I'm really impressed at how well this game captures the unique, irreverent appeal of the show. It's all here—clever humor, interpersonal drama and satisfying, ass-stomping action. Channeling the spirit of Joss Whedon's creation demands a lot of Buffy herself. Sarah Michelle couldn't make it, but this sound-alike hits the role perfectly, tossing off scads of legitimately funny quips. It also helps that the real actors voice many of the other characters. Infusing this "Buffiness" into a game is admirable, and the action title they stuck it in is a deserving vehicle. It's very combat heavy, but the quality of the fighting really surprised me. You begin the game with some fairly cool combos and unlock new moves as you progress. And seriously, the melee fighting is way better than that of modern brawlers like *Dead to Rights* or *State of Emergency*. The graphics also took me by surprise—sharp colors, speedy movement and lifelike facial animation put *Buffy* among the upper echelon of Xbox lookers. The game isn't devoid of drawbacks, though, as the combat can get repetitive due to a small number of enemies per stage. This problem clears up later in the game, but early on you'll be fighting a lot of identical vampires. Also, Buffy's frequent comments recycle too much, and the humor wears thin after the 20th time. *Buffy* fans—pick it up. Everyone else—give it a try. You'll likely get hooked.

Shane

Not knowing what to expect from a game based on a show starring a bunch of Y-Gen, vampire teenagers, I was pleasantly surprised. There, I said it! Now don't get all high on your horse. It's not like *Buffy* doesn't have issues. Although fighting's mindlessly fun, kicking butt's too button-mash easy at first. When you can kill a vamp with one stab to the chest and best beefier boys simply by running away, *Buffy* feels more like one of its far-fetched TV episodes than a game. It certainly captures the show's appeal, and it's a solid buy for fans. But between the annoying one-liners and huge difficulty spike late in the game, it's just not for casual gamers.

Jeanne

If there's one thing to be said for *Buffy*, it's that the presentation is excellent. The graphics, music, witty one-liners and delicious puns...fans of the show will really appreciate the detail that's gone into this game. But they might not be able to ignore the combination of extremely annoying controls and a slow camera that makes battles way more cumbersome than they should be. Multiple bloodsuckers after you? Sorry, you can't block more than one at a time. Can't see that vamp behind you? That's 'cuz the lame-duck camera system guarantees that nearby enemies will be out of view 50% of the time. Nice atmosphere, but needs tighter gameplay.

Chris

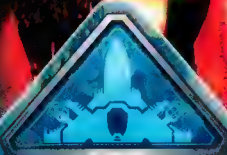
VISUALS SOUND INGENUITY REPLY

5

3



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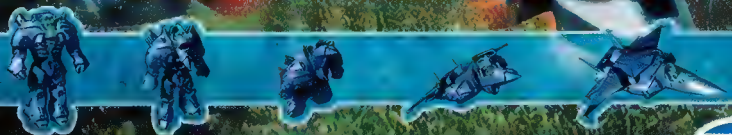


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www.mages.com

Dead to Rights



Man's best friend can also be his fiercest foe. Jack's hound, Shadow, will automatically kill any normal enemy in bloody, biting frenzy.



Stuffing all kinds of different gameplay concepts into *DTR* might have seemed like a great idea, but really, the shooting/action game at the core is the only one that Namco needed. You get a taste of the gunplay in the brief introductory level. But following the short opening you're thrust into a silly stripping mini-game with abysmal, simplistic control. Surely, after that dorky interlude, you'll get back to the good stuff, right? Nope. Instead, you play a lame, dumbed-down brawler that boils down to just mashing on "punch" over and over. Once that's over, you do get back to the awesome shooting mayhem—it's life-giving water after wandering across the desert of misguided mini-games. The entire game suffers from this curse, as every traditional shooting stage is hampered by disappointing, unnecessary mini-games. Admittedly, some of these diversions are somewhat enjoyable, but strung together, they just muddle the stronger, more cohesive main attraction. The endless lock-picking and bomb-defusing made me groan, yet I still felt compelled to keep playing—the plot's not bad, and the white-knuckle shooting never disappointed. Visually, *DTR* doesn't push the Xbox too hard, but the functional graphics get the job done. The real draw here is the core gameplay...well, at least most of it. Fans of *Max Payne* and *Syphon Filter* should definitely check it out, but prepare for an uneven experience.

Shane

DTR does one thing pretty well and that's put you in the middle of some Hong Kong action movie shootout, replete with Chow Yun-Fat's two-fisted, slow-motion dives. But when the game strays from its hook, everything goes straight to hell. Crappy graphics and terrible story aside, what really pissed me off about *DTR* was its canned game design. Examples include boss battles with henchmen you can't kill. Why? Because the developers couldn't think of a more clever way to make the boss fight harder. Or when you're forced to engage in shallow hand-to-hand combat for no good reason other than to "mix it up..." *DTR* is a total leznon. **Che**

DTR certainly reflects Namco's ambition to create a thinking man's shooter that would outdo *Max Payne*. But it's an ultimately unbalanced hedge-podge of well-intentioned game ideas. *DTR* does give the gamer lots of things to do: fight, shoot, use a K9 unit, do a strip-tease...the ingredients are there for a good time. But where *DTR* falls flat is in the execution. Why learn the subtleties of the fighting controls when the most effective attack is "punch, punch, punch"? The most exciting parts of the game are the shooting bits, but you spend way too much time fussing around with lesser diversions. This one just feels rushed. **Milkman**

VISUALS SOUND INGENUITY REPLAY

Publishers: Namco
Developers: Namco
Features In: EGM #157
Players: 1
Also On: PlayStation 2 (later)
Best Feature: Frantic, fun gunplay
Worst Feature: Too many annoying mini-games
Web Site: www.deadtorights.com



Namco's latest Xbox title might surprise you—it's not a racing, fighting or light-gun game. It's not an arcade port and it wasn't even developed in Japan. *Dead to Rights* is a gritty, *Max Payne*-style blast-'em-up steeped in the style of film noir. You play as Jack Slate, a streetwise cop serving in the K-9 unit of Grant City. His career comes to a crashing end, however, when his father is gunned down, and Jack finds himself framed for the murder of a prominent businessman.

Clearing your name demands massive firepower, fisticuffs and a little help from your canine pal, Shadow. The central gameplay mode involves Jack blasting baddies with a wide variety of pistols, shotguns and machine guns. When the action heats up, Jack can execute a stylish, *Matrix* bullet-time dive to stay one step ahead of the bad guys. Sure, it's not terribly original, but it gives Jack an edge over



Every so often, Jack holsters the guns and gets footloose down at his favorite club, The Manhole.

his myriad foes. Shadow is the other secret weapon at Jack's disposal. This powerful pooch can maul thugs and bring their guns back for Jack's personal use.

The developers also spiced up the proceedings by adding a wide variety of other gameplay styles. You'll punch, kick and throw your way through *Bouncer*-style brawler bits, snipe enemies from a helicopter, arm wrestle, hold your breath underwater and simulate sexual acts with a pole, just to name a few.

DEATH BY MINI-GAMES & GAMING



GAME: STRIPPING
Concept: *Dance Dance Rev.* meets T&A as Jack's girl distracts bad guys with her hot bod. Fun to watch, not to play.



GAME: UNLOCKING DOORS
Concept: Time button presses to unlock the cylinders. It's kind of tricky, and failing means replaying a whole level.



GAME: HELICOPTER SNIPER
Concept: Protect your friend Eve by sniping enemies from a helicopter, *Silent Scope*-style. It's enjoyable but too long.



GAME: DEFUSING BOMBS
Concept: Move the pin through the "bomb" without touching the sides. It's fun but a total rip-off of *Irritating Stick*.

MACE GRIFFIN

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PlayStation 2



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It's okay to judge a

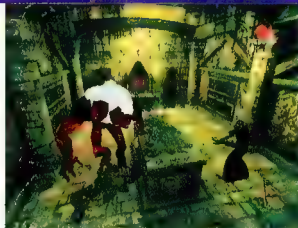
book by its covers.



Xbox Nation: America's **only** independent Xbox magazine.

XBN
XBOX NATION INDEPENDENT XBOX MAGAZINE

Eternal Darkness: Sanity's Requiem



Publisher: Nintendo
Developer: Silicon Knights
Featured In: EGM #156
Players: 1
Also On: None
Best Feature: Insanity effects!
Worst Feature: Sluggish control
Web Site: www.eternaldarkness.com



The old saying "don't judge a book by its cover" applies perfectly to *Eternal Darkness*. It doesn't have the graphical flash of the recent *Cube Resident Evil* remake or the cinematic shock value of *Silent Hill 2*. Instead, *ED* is a horror game of a different cloth, centered on a carefully constructed, thirteen-chapter story spanning hundreds of years and following 12 characters bound together by fate.

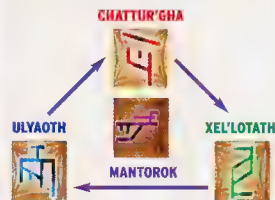
It begins like a good mystery. You, as Alexandra Roivas, have been called to your grandfather's Rhode Island mansion to help investigate his unusual demise. You have as many clues to go on as the local police—in other words, nothing. But as you wander the

mansion, you stumble upon a secret room that holds a mysterious book—*The Tome of Eternal Darkness*—and (as if there's anything else to do in Rhode Island) you start reading.

From there, you relive the tales of 11 other individuals that build eventually to your own. As you meet new people and see events from different perspectives, the story unravels, coming back together in an epic climax. And while the game focuses heavily on its story,

PRACTICKAL MAGICK

Casting the right spells is easy. Just be sure to follow the alignment hierarchy (think rock-paper-scissors):



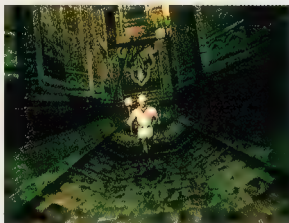
Make Your Weapons More Powerful: Enemies have magical weaknesses too. You can make quick work of a Ulyaoth-aligned Horror by enchanting a weapon with the Xel'lotath alignment.

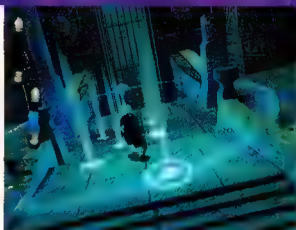
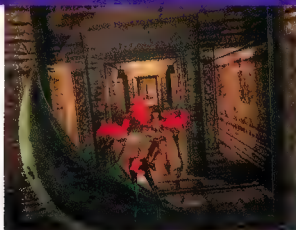


Creating Recover Spells: Pick the alignment then a noun and verb rune. For example, combining a Chatur'gha alignment with absorb (Narokath) and self (Santak) runes recovers health. In that case, using an Ulyaoth alignment recovers magic, Xel'lotath recovers sanity and Mantorok recovers all three.

IS IT REAL, OR HAVE YOU GONE...INSANE?

Not only do insanity effects toy with the characters inside the screen when your sanity gauge is low, but a few of the game's dozens of effects mess with *you*, the gamer. From left to right: Turning the volume down, shrinking to miniature size and dancin' on the ceiling.





let us put your mind at ease: *ED* doesn't get lost in meandering, boring exposition and talking heads. The plot that's here is streamlined and important, even if you don't fully understand it as it's happening.

The game doesn't rely on cheap thrills like monsters bursting out of windows (although there are a few moments like that) to make it scary, either. Instead, its creepiness sneaks up on you as you unravel details of the story, take in eerie, ambient sounds and become the victim of countless insanity effects (see sidebar). May we suggest you turn out the lights and turn up your audio system for the maximum effect?

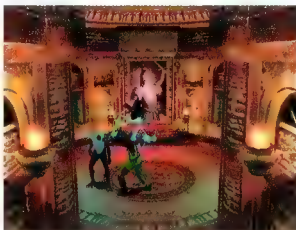
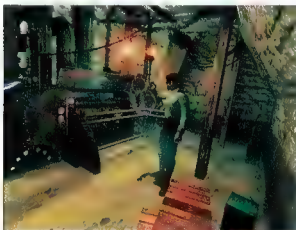
With 12 characters you might think you have to start from scratch with each one—but that's not the case. Each individual has his or her own unique set of weapons, and you start each one without the use of "magic" (your player's gotta find the *Tome* first). But you never feel like you're starting completely from zero—the spells you discover with each play-

er carry over to the next character in the gameplay sequence

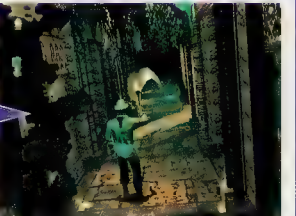
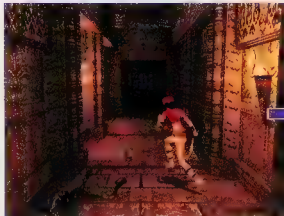
ED's deep magic/weapons system is ambitious, especially for the horror genre. You have lots of options when determining the best way to defeat enemies. Maybe you'll slice off their heads so they can't see you anymore. Or cast a barrier or shield so they can't get close to you and their magical attacks won't affect you. Or (most importantly of all) enchant your sword or gun to counter a foe's strengths (see sidebar).

And despite what screenshots might make it look like, *ED* is not a *Resident Evil* wannabe. It shares the puzzle-solving that series made famous, but it thankfully sheds the need for ammo conservation (you're encouraged to kill everything) and checkpoint-based gameplay (you can save almost anywhere).

Silicon Knights' first production under Nintendo's umbrella is a pleasant surprise—a mix of gripping story and addictive gameplay that will be difficult to match.



THIS OLD TOMB



Look familiar? You'll venture back to some areas more than once, but years later. And while it might look the same, there's been some redecorating.

Now that you've read our (relatively) spoiler-free review and checked out the game, turn to page 38 to read our *Afterthoughts* interview with *ED* director Denis Dyack for insights on the making of the game and some of the little details you may have missed the first time through.



My experience with *Eternal Darkness* prior to playing the final release came in the form of a limited demo shown off at last year's Nintendo Cube Event. Back then it was slow, clunky and the story (that I'd later discover is the most important of its ingredients) was nonexistent. I expected *Resident Evil* and because it wasn't that, I dismissed it. That was a mistake. *ED*'s *not RE*, but it end up being a fantastic horror game regardless. It's like a good book; it starts off slowly, but **once it has its claws in you it doesn't let go**. Each episode is different enough to hold your interest and advance the story before whisking you back to the present time. The only complaint I have about its pacing is that the game starts out too easy and doesn't get really difficult until the last quarter. And even though the story hooked me by the time I finished the third chapter, my opinion of the graphics hasn't changed from the time I first played the demo—they're unimpressive, and the characters are still too cartoony for my taste. But because *ED* is so deep and engrossing, the gameplay is so varied, and the magic system has so much technique, looks don't matter so much. That's the weird and cool thing about *ED*—It's one of few games that doesn't need to rely so much on its visual prowess to keep you interested. Nintendo's first stab at the horror genre is a strong one, and it sets a new benchmark for storytelling in video games. **Chris**

I'll see you in hell, *Eternal Darkness*. You thought you had me win that insanity effect that made it look like I was sinking into the floor. I forgot you liked to pull that junk when you froze my game—I was about to restart when it came back up and I realized I'd been had. But when you made it look like my inventory was totally cleared, I knew this was war. Just for that, **I'm gonna buy you and beat you three ways from Tuesday**. That's right. I can look past your repetitive combat, formulaic structure and sometimes misleading game design. It's your stylish presentation, puzzles and ability to mess with a guy's head that's gonna make me own you. Literally. **Jonathan**

I'll say this about *ED*: It's not *Resident Evil*...and that's a good thing. The last thing the world needs is another survival-horror clone, so I was happy to see plenty of original ideas here. The **unique spell system stands out**, especially as it's worked into puzzles later in the game, along with a deep storyline that owes more to the disturbing writings of H.P. Lovecraft than the quick thrills of the *Living Dead* movies. Too bad combat is so awkward, filled with cheap hits and enemies you're usually better off running past (which also activates the game's best feature—the creepy insanity effects). But despite that and a few dull patience-testing hours, *ED* is worth a play. **Mark**

VISUALS SOUND INGENUITY REPLAY

7

8

9

7

EGM SILVER

Smuggler's Run: Warzones



Publisher: Rockstar
Developer: Angel Studios
Players: 1-4
Also On: None
New Ride: The Hover Bike
Web Site: rockstargames.com

Best Feature: Four-player Bomb Tag mod
Worst Feature: Missions could use more pizzazz

I'm a simple guy, so a game that offers little more than a trumped-up version of capture the flag can still appeal to me. Sure, it's one-dimensional, but for anyone who loves the thrill of the chase, *Warzones* is like a bottomless glass. Mission after mission you're pursuing opponents or running your all-terrain vehicle through a vast and seemingly endless landscape of open desert, hills and even snow. Angel Studios did a swell job of keeping the terrain clear for all-out, full-throttle racing without a lot of obstacles to dodge. As for the changes over prior *Smuggler's* titles, a new region trips you up with icy terrain and brings several new missions with it. The new Hover Bike and creative countermeasures are cool, too, but are small potatoes compared to the fresh four-player mode. Grab your buds and go nuts playing Bomb Tag (my personal favorite) or any of the sweet multiplayer games. It's fast and a whole lot more fun than playing alone. To sum it up, for children of the 'Cube who've never smuggled, *Warzones* is a great deal. All others should rest first.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	8

EGM SILVER

Delta Force: Urban Warfare



Publisher: Novologic
Developer: Rebellion
Featured In: EGM #156
Players: 1
Also On: None
Web Site: www.novologic.com

Best Feature: Decent graphics and gritty realism
Worst Feature: Unbelievably choppy animation

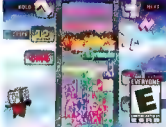
At this point, if you're even entertaining the thought of buying a new PS1 game, state-of-the-art graphics probably aren't very high on your list of priorities. But you pick up *Delta Force* and you'll be pleasantly surprised. As a gritty, militaristic first-person shooter, *Delta Force* features detailed environments (by PS1 standards) and plenty of cool effects to drive home the point that you're an elite soldier loaded with nifty gadgets. Engage in stealthy takedowns in the black of night with your infrared goggles; ricochet a tear-gas grenade around the corner to even out the odds; or gun down your opposition, snatch the weapons from their cold, dead fingers and go all out. *Rambo* on their asses—how you achieve your goals is open to interpretation. Occasionally, however, the game's Tom Clancy-esque scenarios force you to go sight unseen for an entire mission. That's when you'll be cussing under your breath as you replay these levels over and over again. Even worse is when the action heats up, the game chokes up and slows down. But priced at 20 bucks, what've you got to lose?

Che

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	6

EGM SILVER

Tetris Worlds



Publisher: THQ
Developer: Radical
Players: 1-4
Also On: PlayStation 2, Xbox
You Just Can't Improve: Plain of Tetris
Web Site: tetrisworlds.com

Best Feature: New options to aid newbies, cheaters and the slow-witted
Worst Feature: Lame modes


The owners of the *Tetris* license have got to stop whoring it out. Yes, *Worlds* includes the original *Tetris*. Whoopee. You can get that anywhere. What you're paying for are the new modes, and unfortunately, most of them mesh with the classic *Tetris* formula like a square puzzle piece in a round hole. Square Tetris, for example, has you trying to create 4x4 squares. Hot-Line Tetris wants you to clear lines at certain points (see screenshots). **Fun? No. Stupid? Yup.** Others, like Fusion Tetris (which lets you set up cascading blocks to create combos), are more fun. But then the overall package is dragged down because you have poorly designed multiplayer games that can actually give an advantage to players that don't clear lines as quickly as possible. Huh? The only notable improvements are the options made for less-experienced players: "Hold" to save a piece for a later swap-in, "Easy Spin" to rotate a block indefinitely without setting it...these will make *Tetris* veterans puke, but they make the game much more accessible than it already is.

Shoe

VISUALS	SOUND	INGENUITY	REPLAY
5	8	2	7

EGM SILVER

Car Battler Joe



Publisher: Natsume
Developer: Ancient
Featured In: EGM #154
Players: 1 (1-4 linked)
Perfect For: Vin Diesel wannabes
Web Site: www.natsume.com

Best Feature: In-depth car customization
Worst Feature: Simplistic, repetitive combat


I never would've guessed I'd actually find myself enjoying a car-combat RPG, but lo and behold, it seems that Natsume—purveyor of the strange and innovative—has made me a believer. Most of *Car Battler Joe* consists of pseudo-3D driving sequences (the car-combat portion of the game) as you travel from area to area performing odd jobs for the locals, fighting against enemy battlers and collecting scrap for your garage. These sections are playable enough, but don't come in expecting the handheld version of *Twisted Metal*, because if you do, you're going to be disappointed. What saves *CBJ* from mediocrity is the fact that you can customize the bejezoos out of your vehicle, adding an extra layer of depth to an otherwise not-so-deep game. My one gripe is that figuring out what's best for your ride can sometimes be a bit of a pain, resulting in a lot of unnecessary trial and error. Despite its faults, *Car Battler Joe* is a charming, original game and an oddball compelling one at that. If you're in the mood for something different, definitely give *CBJ* a try.

John R.

VISUALS	SOUND	INGENUITY	REPLAY
6	7	8	5

EGM SILVER

Mega Man Zero



Publisher: Capcom
Developer: Capcom
Featured In: EGM #154
Players: 1
Better Than: The PS1 *Mega Man X* Games
Best Feature: Challenging, old-school gameplay
Worst Feature: Insane difficulty that will make you want to chuck your GBA right out the window
Web Site: www.capcom.com

After years of rehashing the same tired concept over and over, Capcom's finally gone and done something different with the side-scrolling *Mega Man* games. The result is *Mega Man Zero*, easily the best *Mega Man* game to come along in ages, and arguably the most challenging of them all. *Zero* forsakes many of the series' past conventions (the most obvious being the main character), allowing for a game that feels much more like a sequel than another incremental update. By infusing RPG elements into the mix—weapons that level up with repeated use, elemental power-ups, collectible "Cyber Elf" creatures which offer various types of support—Capcom's added some much-needed depth and playability to the standard side-scrolling formula. The visuals have been given an overhaul as well, with a darker, more anime-esque feel and superbly animated characters and backgrounds that rival those of the PS1 *Mega Man* games. If there's one thing about *Zero* that casual gamers may not appreciate, it's the difficulty level. This game is REALLY tough, and as a result, often very frustrating. You've only got a few lives to deal with—the only way to keep going is to collect continues for extra chances. But the well-designed levels and unforgiving bosses will keep you on your toes, regardless. For hardcore gamers and those who don't mind a little old-school challenge, consider this a must-buy. It's one of the GBA's best.

John R.

This series is really tired—the last few *X* games on the PS1 have been really boring. But I have to say that *Zero* really surprised me in that it's a lot more fun and a lot less irritating than the previous games. It's got some challenging stages and bosses, but I never found any of them to be impossible or cheap. It's just a lot of old-school twitch gaming. My only complaint is that this doesn't really feel like a *Mega Man* game. You don't get to choose your bosses in a random order, nor do you really get any of their weapons (just some elemental powers once in a while). But I can't fault an otherwise good game for simply having the wrong title.

Greg

I'd much rather see the original *Mega Man* NES titles ported to the GBA than new ones like these from the *X* series, but this is the least offensive *X* game since the PS1's *X4*. The gameplay is mostly the same dull fare that I'd expect from this series, but the elemental effects you can attach to your weapons and "Cyber Elf" system (a set of one-time power-up helpers that you collect and raise throughout the game) make the combat more bearable. I was also really down with the new level structure—you're given a choice of missions, not all of which you have to complete. So you can fib one or two and not have to play 'em again and again.

Jonathan

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	5

in your hands:

the future.

the past.

a beautiful blonde.

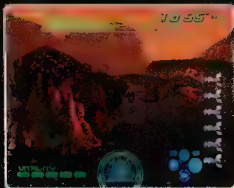
and oh yeah...

a really cool gun.

DINO STALKER™

You are Mike Wired, a gutsy WWII fighter pilot. In 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.



Fast-paced shooting action



Battle enemy giants from land, sea, & air



PlayStation 2

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Blood
Violence



Tricks of the Trade



The Strategy for Guide Buying

You've bought a killer game. You're stuck embarrassingly near the start. When do you reach for a guide?

Source: Gamers.com/poll_6/ps



By David S J Hodgson

There's a general theme running through the Tricks section this month—tricks for pervers or games completely ruined with a single “reveal all” code. Cool, eh? We even put in some correct *Tank Hawk 3* codes. Really. Spot anything strange? Need a trick? Then write to tricks@ziffdavis.com.

CODEX

Medal of Honor

An army of codes, sir!

Enter during a paused game:
Invincibility

Squ, L1, Cir, R1, Tr1, L2, Sel, R2
Unlimited Ammo
Cir, L2, Squ, L1, Sel, R2, Tr1, Sel

Enter at the Enigma Machine, then activate at Bonus screen.

MOHton Torpedo (below)
TPDOMOHTON



Silver Bullet (one shot kill)

WHATYOUGET

Bullet Shield (they don't hurt)

BULLETZAP

Perfectionist (one hit, you die)

URTHEMAN

Invisible Enemy

WHERERU

Achilles Head (headshot only)

GLASSJAW

Rubber Grenades

BOING

Men With Hats (bizarre!)

HABRDASHR

Snipe-o-Rama (zoom guns)

LONGSHOT

Finish Level with Gold Star

MONKEY

Finish Last Level with G. Star

TIMEWARP

GREATEST HITS REVISITED

Twisted Metal: Black

Invincibility and Turbos
Set control to “Classic,” hold
L1 + L2 + R1 + R2 in game and
press **Right, Left, Down, Up**.



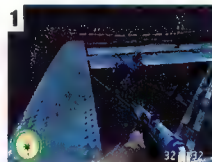
Top 5 Tricks of the Month

1 Medal of Honor — Big codes and bizarre occurrences

Sure, we've got a huge list to the left of all the game's finest codes, but what if you don't have time for typing? Then enter **DAWOIKS** at the Enigma Machine, and you'll unlock the whole kit and caboodle! All that's left now is to check out a crazy Hun with a deathwish, your ugly mug, and some extra-terrestrial Nazi experiments! Tally-ho!

Easter Egg #1: In “Operation Repunzel,” when you reach the middle of the bridge, climb up with Invincibility on, and watch a hapless Nazi plummet to his death rather than face you!

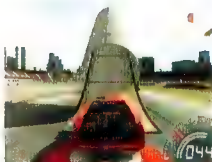
Easter Eggs #2 and #3 both appear in “On Track.” Before you enter the station, check the **wanted poster** to the left. That's you, soldier! And as you emerge next to Sturmgelot's train, look up and right. A **UFO** zips by high above with Nazi insignia.



2 Stuntman — Everything unlocked immediately!

Shouting rude words at your television as you attempt to beat the devilishly hard *Live Twice for Tomorrow?* Need that yellow Ferrari-looking car to tear through the driving games? Want to complete *Stuntman* in one massively satisfying minute? A great plan and one that we're ready to help you with by revealing **four gameplay codes** to access all the toys, cars

and levels in the game. Stop gnawing your joypad in sweaty frustration and **start a new career with the following names** to activate the codes, which are all case-sensitive: **All Arena Toys: “Meff”**—every Ramp, Smashable and Special is yours (see screen). **All Cars: “spIDER”**—all the cars are unlocked. **All Filmography: “fella”**—allows you to watch the

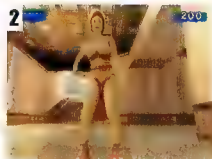


game movies. **Unlock Everything: “Bindi”**—note the last letter is a capital “i.”

3 Aggressive Inline — Everything also unlocked!



We've crammed in many more *Aggressive Inline* cheats in this issue, but the best bits of the game—codes that instantly allow access to levels that would have taken days to

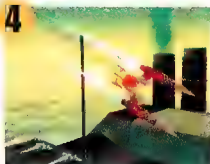


open—are an input away. At the Cheat screen, punch in **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A** to unlock full stats, the level select and all the park editor objects.

Two matters: First, that's a nod to the infamous “Konami Kode” of yesteryear, and second, don't be foolish and type in “Up, Up”; this refers to the arrow icons, skippy. Need all the bonus characters? Type in **Down, Right, Right, Down, Left, Down, Left, Down, Left, Down, Right, Right, Right**. This includes the vicious hair-stylings of the **Bride of Frankenstein** (picture 1) and the golden globes of the **Greek Goddess** (picture 2). Check *Codex* for more mad codes!

Top 5 Tricks (cont.)

4



Jedi Starfighter Going full force

Why let all your PS2-owning chums have all the fun? The two "most impressive" codes in the PS2 game were **DIRECTOR**, which allowed you to view the action from a fly-by angle and **PNYRCAD**, that basically opened up all the cool stuff in the entire game. Well, now Xbox Jedi Masters can achieve the same: At the passcode screen, type **DARON** for Director mode and **LONGO** to give it all up. We believe this message is vital to the rebels.

5



Grand Theft Auto III Taking liberties

There are more loony codes for *Grand Theft Auto III* than you've torched Yakuza hitmen. Type each in the game, without pause on. **Invisible Cars (L1, L2, Squ, R2, Trl, L1, Trl)** allows you to watch and drive transparent cars. **Slow Gameplay (Tri, Up, Right, Down, Squ, R1, R2)** halves the pace of your game, as well as the voices and sound effects (but not the radio), while **Speed Up Gameplay (Tri, Up, Right, Down, Squ, L1, L2)** quickens the game by 50 percent. Keep inputting the "speed" codes until your head explodes, or try a ramp jump to return to a normal pace.

The Game Doctor...is In



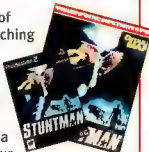
Can't get past the third boss? Losing the will to live after playing *Stuntman*? Need some sarcastic game advice? Then send your problems to the Game Doctor at tricks@ziffdavis.com. A console game and Prima's Official Guide are up for grabs, so write in!

Q Want a *Spider-Man: The Movie* trick? Trust me, my friends and I thought this was hilarious. Put in the code ARACHNID. Then put in GIRLNEXTDOOR. Warp to the last level and wait until the FMV ends. The real Mary Jane comes up and they kiss. We replayed it a few times until it was no longer funny.

monkey_mans07@hotmail.com



A My dearest Monkey Man, are you some kind of colossal drooling pervert? Get all excited watching two polygon ladies rubbing up against each other? Well, my primate friend, we're still impressed at the effort it took to find this same-sex video-game smooch. So much so that we're rewarding your lamentable efforts with a copy of *Stuntman* and the Official Prima Guide! Yes, gamers with too much time on your sweaty hands, it's that easy!



Q Game Doctor? **Lame Doctor, more like!** If you're so hardcore at video gaming, give me proof of your awesomeness!

-hankscorpio@dailyradar.com

A OK my friend, here's a screen from the Greatest Hits *Resident Evil Code: Veronica* showing Claire with a rocket launcher. To get this, I completed the game with an "S" rating in under three hours without saving, just using Herbs! Hardest trick ever? Yes!



GameShark Codes

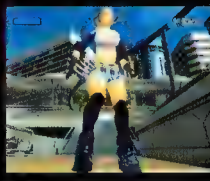


Ready to make your breasts pivot in circles? Need a pumped-up UFC fighter? Two games, great codes, and no shame.

AGGRESSIVE INLINE

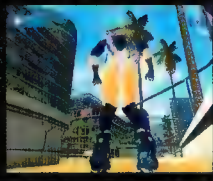
(M) Must Be On
0E3C7DF21853E59E
EE8D87BEBCAB512

Thanks for the Mammaries
DE97A83EFB2998B3
OK, let's stop this right now. This code, although perverted and downright foolish, allows Chrissy's "assets" to jiggle faster than a *Dead or Alive* volleyballer, with an added "bonus": her skirt flaps in the breeze, enabling "panty views."



UFC THROWDOWN

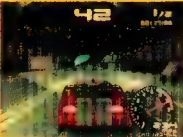
(M) Must Be On
0E3C7DF21853E59E
E9E3DEEBCC9CFA2
Infinite Challenge Points
FEB45502BCA99A87
Super Career Fighter
DEB45568BCA99A82
DEB45576BCA99A82
DEB45572BCA99A82
DEB4557EBCA99A82
DEB4557ABC99A82
DEB45506BCA99A82
Beware! The game is now easy!



CODEX

Test Drive
All cars, all tracks! All right!

All the Tracks, Most Cars
Enter the Main Menu screen (it's the one that actually says "Main Menu") and press **Right, Right, Left, Squ, Up, L2, L2, R2**. You'll see a sign saying, "Unlocked Everything." You know what? That's a damn lie!



The "Hyper-Hidden" Cars
Your car collection shouldn't end there; there are three other cars to find. This is achieved by **entering the San Francisco Drag Race** and selecting the manual-only **Dodge Concept Viper**. Smoke the drag-race record (which is simple—this monster does 0-60 in three seconds!), and enter your hi-score name as **SOUNDMAX**. This unlocks the **Jaguar XK-R SoundMAX SPX** (pictured below), the **Jaguar XK-R Analog Devices**,



and the **Aston Martin DB9 SoundMAX SPX**. These can be raced in every mode except Story.

Dropship

A veritable code frenzy!

Enter the "Classified Files" option in the Main Menu. Hit X first and then type in the following codes:
Invincibility
TEAMBUDDS
Infinite Ammo
BLASTRADIUS
Level Selection
KINGSLEY
First Bonus Level
KREUZLER
Second Bonus Level
SHEARER
Third Bonus Level
UBERDOOPER



TRICKS

CODEX

Aggressive Inline

Happiness is the sound of my left handplant clapping

At the Cheat Screen, please!

Uber Code

PLZDOME

Every Key

SKELETON

Invincibility

KHUFU

Perfect Manuals

QUEZDONTSLP

Perfect Handplants

JUSTINBAILEY

Perfect Grinds

BIGUPYASELF

Juice Bar Full

BAKABAKA

Low Gravity Wallride

Up, Down, Up, Down, Left,

Right, Left, Right, ABABS

EGM's "Bossometer"

What's this boss all about?

- MC** Massive Constitution
- LR** Long-Range Coward
- H2H** Hand-to-hand Mad
- B** Berserker
- ME** Magically Empowered
- F/T** Flying/Teleporting Ability
- I** Ludicrously Imposing
- ES** Eye-Poppingly Speedy
- FI** Surprisingly Feeble
- TS** Throbbing "Weak Spot"
- JH** Joypad Hammering
- UW** You're Unfairly Weakened
- DRD** Doesn't Really Die
- MB** Minion of Big Boss
- CA** Complete Anticlimax
- S** Bling-Bling After Battle

You Ain't the Boss of Me!

Four games. Four Bosses. No problem. (Includes the EGM "Bossometer")

Hitting "A" button rapidly with no avail? Spotted a flashing orange boss bit, but can't hit it? Despair not, we've recently hammered four head honchos into submission and present the results for your delectation.

Legion: The Legend of Excalibur

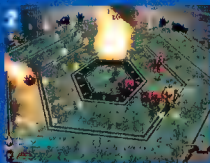
Boss: Morgan la Fay

Boss Abilities: **MC** **LR** **H2H** **B** **ME** **F/T** **I** **ES** **FI** **TS** **JH** **DRD** **MB**

Plan of Assault: Grab items, Perveland, Galahad, and slay four golems. Take items and follow Morgan. She brings it on with her hands, chain-lightning, the teleports. Sometimes she conjures in the center and rains meteors.

(screen 1). Kill any Shadow Demons while Morgan is flying. Pound her when she's standing in one spot. Flee to the sides during her meteor strike. Switch to a cleric if needed, then back to Arthur (with King's Sheath). After the battle, Morgan summons an army

(a), but faces dramatic demise.



Eternal Darkness

Boss: Vampire Beast

Boss Abilities: **MC** **LR** **H2H** **B** **ME** **F/T** **I** **ES** **FI** **TS** **JH** **DRD** **MB** **S**

Plan of Assault: The Beast is a very destructible. Try to save the innocents if you can, until he drops the second half of the Basement Key in the foyer. Head downstairs, east of the shrine and search for items you need, and enter. Cast Revivis, make it invisible and the least won't vanish. Destroy the obelisk in the southeast corner of the room.

(screen 3) will guns. The Beast now cannot regenerate. Now finish the fiend using the Sleebant Gun or the Sabre (a), but watch out as Edward tries to take the throne!



Resident Evil

Boss: Tyrant (both forms)

Boss Abilities: **MC** **LR** **H2H** **B** **ME** **F/T** **I** **ES** **FI** **TS** **JH** **DRD** **MB** **CA**

Plan of Assault: When the "wall" breaks free and heads toward you, simply run straight past him, stop where Wesker is lying, aim your Magnum, and fire five shots **(screen 5)**. The Tyrant will get hit and you won't get hurt!

If the alarm is sounded, Tyrant will attack at the helipad, so fire any remaining Magnum shots. Shotgun shells then Grenade rounds until Brad throws the Rocket Launcher from the helicopter. The Launcher has four shots. Simply aim and fire **(screen 6)**. If the Tyrant knocks the first round, fire again.



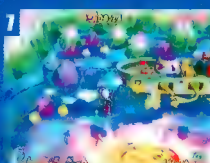
Bomberman Generation

Boss: Biggu Cavalry

Boss Abilities: **LR** **H2H** **B** **ME** **F/T** **I** **ES** **FI** **TS** **JH** **DRD** **MB** **CA**

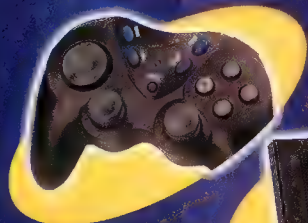
Plan of Assault: This is a really difficult boss with two forms. First, carry a Big Bomb toward the boat and throw it onto the middle turret (make sure Andia is equipped). Then carry another Big Bomb and chuck it to the left of the boat.

(screen 7) the boss now appears. Dodge the squid missiles. Throw a Big Bomb so it detonates near his fearsome horn, then wait five seconds with another Big Bomb. When he raises his shark arms, throw it at his mouth (8). He'll suck up the bomb and take damage. Now defeat the boss.



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CODEX



Resident Evil Dead by dawn

Back that ass up (below)
Back your ass up from a corpse. If it's dead, your character reverses normally. If it's "possum," your character starts a "cautious" back up. Now unload!



The Pistol-Packin' Plan
Face away from your "downed" foe and aim with the R button. You'll swing around and aim at the nearest "not quite dead" being.

CODEX

Tony Hawk 3

I don't want to talk about it

Choose the Cheats selection from the...hold on, just hold on one freakin' second. We've tried to print correct THPS3 Xbox codes since April. APRIL! And every time, we've gimped it. But not any more. Oh no. Guilty parties have had nails hammered into their nether regions, and *Bombberman Generation* cheats are put off until next month. **Stiffcomp:** All normal levels (but not the old game levels). **TeamFreak:** All characters (including X-Ray the skeleton). **Rollit:** All movies. **Juice4Me** makes out stats. And **Neverboard** gives all boards to a skater. Finally, **WeEatDirt** lets you type in names of people to play as them. Name your player "Riley Hawk" or "Spenser Hawk" and you'll play as Tony's kids. "Joel Jewett" is the Neversoft President with a rockin' mullet (see below). There are around 60 to find.



NCAA Football 2003



Top Five college teams with stats and plays

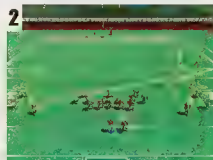
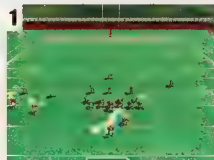


TRICKS

#1: Miami

Hurricanes whip up a storm!
2003: W:11, L:0, PF:475, PA:103

All Players:	83
Quarterbacks:	81
Running Backs:	84
Receivers:	80
Offensive Line:	85
Defensive Line:	86
Linebackers:	85
Defensive Backs:	79
Special Teams:	89

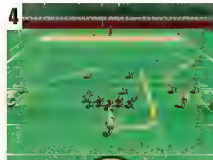
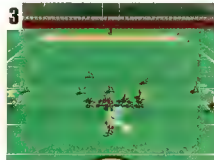


Off. Sets: Ace-Slot, Ace-Spread, Ace Y-Trips, I Form-Normal, I Form Slot, I Form Twins, Shotgun-Spread (**Flood: 1**), Shotgun-Special, Shotgun Y-Trips, Strong-Twins (**Counter Trap: 2**).

#2: Florida State

The Seminoles: a seminal team
2003: W:7, L:4, PF:373, PA:287

All Players:	82
Quarterbacks:	79
Running Backs:	83
Receivers:	83
Offensive Line:	85
Defensive Line:	84
Linebackers:	81
Defensive Backs:	79
Special Teams:	78

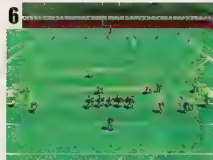
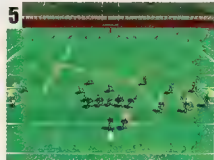


Off. Sets: Ace-Normal, Ace-Slot, I Form-Normal (**Counter Lead: 3**), I Form Twins, I Form Slot (**WR Cross: 4**), Shotgun-Normal, Shotgun-Spread, Shotgun-2B Slot, Shotgun-5 Wide.

#3: Florida

The Gators: You guys Croc!
2003: W:9, L:2, PF:482, PA:155

All Players:	80
Quarterbacks:	78
Running Backs:	82
Receivers:	81
Offensive Line:	80
Defensive Line:	83
Linebackers:	80
Defensive Backs:	80
Special Teams:	76

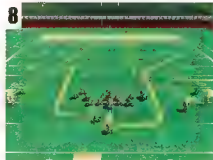
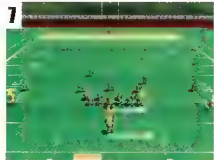


Offensive Sets: Ace-Normal, Ace-Slot, Ace-Spread, I Form-Normal, No Back, Shotgun-Spread, Shotgun-Trips (**Deep Attack: 5**), Shotgun Y-Trips, Strong-5 Wide (**Assault: 6**).

#4: Tennessee

Volunteers: No unpaid help here!
2003: W:10, L:2, PF:355, PA:234

All Players:	80
Quarterbacks:	78
Running Backs:	82
Receivers:	75
Offensive Line:	81
Defensive Line:	83
Linebackers:	83
Defensive Backs:	79
Special Teams:	83

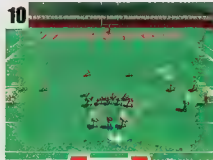
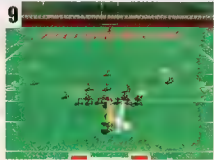


Offensive Sets: Ace-Spread, Ace Y-Trips, I Form-Normal (**Power Option: 7**), Shotgun-Spread, Shotgun-Trips, Shotgun-2B Slot, Strong-Twins, Weak-Normal, Weak-Slot (**Stretch: 8**).

#5: Nebraska

These Huskers are snow jokes!
2003: W:11, L:1, PF:449, PA:189

All Players:	80
Quarterbacks:	71
Running Backs:	82
Receivers:	76
Offensive Line:	83
Defensive Line:	84
Linebackers:	80
Defensive Backs:	79
Special Teams:	80



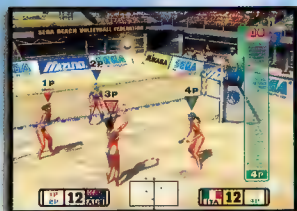
Offensive Sets: Ace-Normal, Ace Y-Trips, I Form-Normal, I Form Slot, I Form Tight, Maryland I (**HB Power Slam: 9**), Power I, Shotgun-2B Slot (**QB Draw Sweep: 10**), Weak-Twins.

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Set!



Spike!



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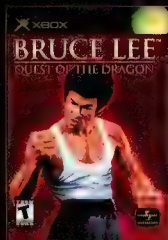
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Suggestive Themes
Violence



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TRICKS

CODEX

Morrowind

Ruthless bling-bling

It's a dirty, medieval war out there, and it's your job to acquire as much cash as you can, as fast as possible.

650 Gold in 60 Seconds

Once off the ship, get your registration, then head over to the bookshelf to the left of the fireplace (below). On it is a Limestone Platter worth 650 Gold. Grab it with A, then immediately press B and drop it. After a tongue-lashing from the guard, pick it up without penalty, and sell it to buy your initial armor and weapons.



Ordinator orifice-ripping

Once you get more experienced, head to the dark alleyways and canals of Vivec and slap down a lone Ordinator for his Ebony Mace (12000 G) and Helmet (3000 G). But only try it on if you're strong enough.

Outlaw Golf

Holler! Holler!

Distracting Human Players

If you're playing a round with two or more friends, as your chum takes a swing (below), press A to taunt and generally annoy them.

Increasing Attributes

Bunker down for a spot of Tour action. After completing this, attributes increase.

New Challenge and Clubs

Finish Skins or Match Play modes for clubs and trials.



Crazy Taxi 3

Crazy X challenges driving you insane? Here are some tricks to beat 'em!

Is riding in your jalopy getting sloppy? Well, we're here to rectify that and prep you for the lunatic passenger-grabbing mayhem. Before you hit the streets, finish the minigames with a little help.

1-D: Crazy Tornado

Get your fare there within 1:00.



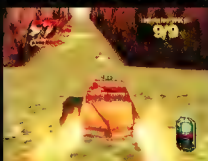
A gigantic twister is causing maddening mayhem, and the cars it tosses are the obstacles blocking you from your destination. Simply gun the motor and careen forwards, weaving between the cars.



Avoid moving too far left or right though, as there's a cliff there; a collision could spell disaster.

1-G: Crazy UFOs

Destroy all UFOs within 1:00.



Use the Crazy Dash, followed by the Crazy Hop, to destroy all nine of the saucer-bobbing freaks.

1-J: Crazy Ramps

Get your fare there within 1:00.



Great timing and steering are needed. Hit each ramp squarely, and Crazy Hop from the tip.

1-K: Crazy Logs

Get your fare there within 0:35.



Crazy Hop all of the logs as you watch them roll your way, and remember the different patterns.

2-C: Crazy Floor

Get your fare there within 0:50.



Just remember that blue patches move you right, and white move left, so adjust your steering.

Stuntman

The hardest stunt test in the game? Torn apart for your pleasure!

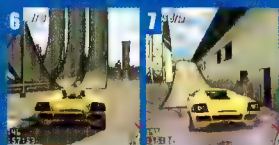
The final challenge in *Stuntman* (aside from paying for the medication to stop the convulsions from too-hard gameplay)? The third (and insane) Stunt Test course, of course. Here's how to complete it.



Step 1: Speed up, head left over the ramp, through the loop, taking Token 1. **Step 2:** Swing 90 degrees right, handbrake around the wrecked billboards, to the triple loop, and speed around all three loops, taking Token 3. **Step 4:** Aim for the inverted ramp, speed up it, and catch Token 6 in mid-air. Now crash. **Step 5:** Once the car stops

cartwheeling, turn right, up and around the small 360 loop. Take Token 7. Now turn right. **Step 6:** Spin the car around to the right, around the wrecked billboards, to the triple loop, and speed around all three loops, taking Token 8. **Step 7:** Head out of the loops, spin 180 to the ramp next to the building, and speed up it. Catch

Token 9 in mid-air, shifting right before you leap. Land on the roof and race for Token 10 at the building end. Phew!

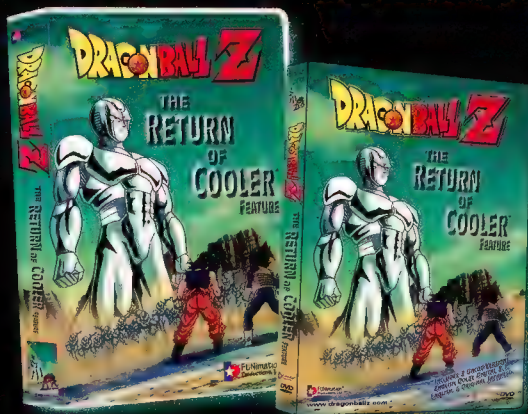


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Dragon Ball Z: CCG

TRICKS



Strategies on defeating Cell and mega-rare cards!

Defeating Cell

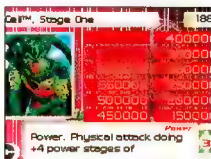
Lay all the cards on the table! Cell uses any effects that are “If you declared Tokui-Waza,” even though he doesn’t declare it. He also receives multiple copies of cards that are restricted to one per deck! He’s so powerful that the only way to prevail is via a Survival Victory. Try an Orange, Black, Saiyan or Namekian-style deck. Also, try a primarily colorless deck, but declare a Tokui-Waza for any PUR bonus and the Mastery Card. Use any character; just plan the attack. Use Drill and Non-Combat Cards to boost strength. Give yourself power to absorb damage. Build solid defenses that block a series of attacks—not just one—and stop his Drill and Non-Combat cards.

Note: In the following card notes; “P” means “Personality,” “[–]” is “None,” “V” means “Villain,” “N” equals “Normal,” “PC” means Physical Combat, “A” equals “Attack,” and “R” means “Red.”



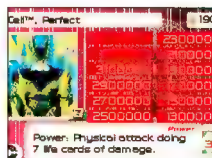
Cell: Destroyer #317

Saga: Cell, ID: 137, Rarity: 7-Mega-rare, Type: P, Symbol: [-], Level: 4, Power: 4, Alignment: V, PT: N, Color: [-], BG Color: P



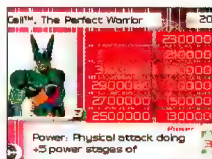
Cell: Stage One #318

Saga: Cell, ID: 188, Rarity: 7-Mega-rare, Type: P, Symbol: [-], Level: 1, Power: 3, Alignment: V, PT: N, Color: [-], BG Color: P



Cell: Perfect #320

Saga: Cell, ID: 190, Rarity: 7-Mega-rare, Type: P, Symbol: [-], Level: 3, Power: 3, Alignment: V, PT: N, Color: [-], BG Color: P



Cell: P Warrior #321

Saga: Cell, ID: 200, Rarity: 7-Mega-rare, Type: P, Symbol: [-], Level: 3, Power: 3, Alignment: V, PT: N, Color: [-], BG Color: P



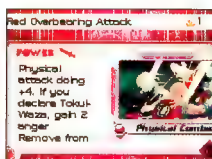
Cell: Master #316

Saga: Cell, ID: 136, Rarity: 7-Mega-rare, Type: P, Symbol: [-], Level: 5, Power: 4, Alignment: V, PT: N, Color: [-], BG Color: P



Cell: Stage Two #319

Saga: Cell, ID: 189, Rarity: 7-Mega-rare, Type: P, Symbol: [-], Level: 2, Power: 3, Alignment: V, PT: N, Color: [-], BG Color: P



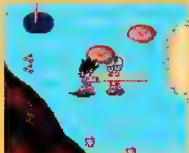
Red Over-Ark #322

Saga: GBA, ID: 1, Rarity: 2-Promo, Type: PC, Symbol: A, Level: 0, Power: 0, Alignment: [-], PT: [-], Color: R, BG Color: R

CODEX GAME BOY ADVANCE

Dragon Ball Z: Goku Frying Frieza!

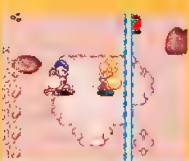
As usual, fly or run ahead, charge your Kamehameha Wave (using Solar Flare to maximize your charge time), and strike with the Wave!



Frieza’s speed makes it difficult to fully charge your Wave, but keep at it, even when he transforms into his three forms. When you beat form 3, it all goes crazy!



Planet Namek breaks apart, Goku goes Super Saiyan, and Frieza transforms again! Exchange Ki-based attacks until Frieza fizzles; remember to stay away from corners!



TRICKY...



The game? *Stunt Man*. The level? Stunt Test 1. The plan? Beat our completion time of 39:60, after bagging the 10 tokens. Troughed our hardcore score? Prove it, driving fiend, with a photo.

Ridge Racer Series—The Insane Reverse Powerslide Glitch!

Every month, we scour through our classic gaming collection for the oddest, eldritch and downright most giggle-worthy cheats we can find. This month, we show you bizarre physics-defying cornering that works in *Ridge Racer*, *RR Revolution* and *RRV*. But not *Rage Racer*.

FROM THE VAULT



STEP 1: Approaching a left corner? Let off the gas and turn right, into the corner!



STEP 2: Just before you hit the wall, hit the gas again and continue to turn into the corner.



STEP 3: By some sort of voodoo magic, your car spins around the corner without hitting it!

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The centerpiece of the 2002 EQ Invasion Tour is a modified v-nose cargo trailer. The EQ trailer is equipped with 13 Sony VAIO computers with Intel® Pentium® 4 processor, 13 Altec Lansing sound systems, and 1 world of Norrath.

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OHIO

Cleveland July 31 - August 4

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Minneapolis August 7-9

PENNSYLVANIA

Philadelphia August 15-18

MARYLAND

Baltimore August 22-25

NEW YORK

New York City/New Jersey

August 28 - September 1

CONNECTICUT

New Haven September 2

MASSACHUSETTS

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Cambridge September 8-10

Medford September 12-14

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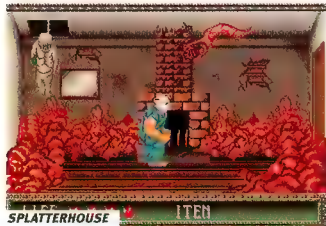
XBN
THE MAGAZINE FOR XBOX GAMES



FINAL WORD

What's Next for Scary Games?

Shoe: With all this talk about *Resident Evil*, *The House of the Dead*, *Onimusha 2* and *Eternal Darkness*, I can't help but feel the end is almost upon us. Assuming the end doesn't come anytime soon, where do you see this "dead" genre heading? Personally, I'd love to see a modern-day update to that classic arcade game, *Splatterhouse*. That action



title wasn't about storyline, exploration or puzzle solving—it was about pure and simple blood 'n' guts. It was disgusting and I want more of it. In 3D, please.

Milk: Damn straight on the *Splatterhouse* tip. I love that game. TurboGrafx-16 rezzapent! If someone wants to make a game (with zombies) that breaks the mold, maybe they ought to put us in the shoes of the zombies themselves, where you try to take down a bunch of do-gooders or terrorize a town. So what if you get smoked playing as a zombie? You just take control of the next best zombie and wash, rinse, repeat. The controls would have to "not suck" though. I'm talking balls-out run-the-civilians-down-and-eat-their-heads kind of action. Of course that could just be the booze talking. Capcom, are you listening?

Crispin: Well, next year's *Resident Evil Online* for the PS2 is supposed to do just that—put the player in the role of a zombie. Like, you start out as a do-gooder who's battling undead, but you turn into a zombie yourself if you get bit. I don't know if the game will actually let you eat any heads or other body parts. It's a nice thought, though. I always did want to eat Claire Redfield.



Jon: Hey, back to *Splatterhouse*...I wrote some fan fiction for that game in seventh grade and turned it in for a writing contest. No joke. Didn't win though.



so that game must not have been that great. I should have written about *Silent Hill* (if it were around then), the scariest game of all time. Ghost babies with knives, undead nurses stabbing at you from the dark...don't tell me you guys were more scared by the goddam pink blobby zombies in *Splatterhouse*. That dude with the chainsaw hands was pretty sweet, though. I'll give you that.

Shane: I'm also in support of a *Splatterhouse* revival—just don't let Namco cram it full of stripping mini-games (also see *Dead to Rights*). As far as the survival-horror genre goes, my personal favorite is *Silent Hill*. The first two games have made serious strides in creating amazing atmosphere and interesting stories, yet neither one has been the absolute success that I'd hoped for. However, the early buzz on *Silent Hill 3* is promising, so I'll be watching that one.



Ché: *Splatterhouse* was a great game, purely for the fact that you played a psychopath with a hockey mask. All you kids out there, screw this *Jason X* crap—watch the old cheesy *Friday the 13th* movies. But back to what Shoe's original question, I really can't wait for *Resident Evil 4*, where Chris Redfield had better be flying a big fat Harrier jet into the heart of Umbrella. It's about time. Oh, and it's also time the series went full 3D, a la *Devil May Cry*...I'm getting tired of these "human tank" controls.

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PLAY ONLINE

Your complete guide to online gaming

Are you itching to get online with your PS2, but all that techno mumbo-jumbo is giving you cold feet? Next issue, *EGM* gives you a comprehensive guide to all things online: everything from reviews of the PS2 online launch games to an easy step-by-step tutorial on getting you set up for action. Plus, we take a closer look at Xbox's online plans. Trust us when we say that Microsoft isn't going to take this one lying down.

Take a moment now and look at our whopping list of review games next month—holy &#! It's gonna be a month to remember and an issue you won't want to miss. Finally, if you liked the Seanbaby article this month, you're going to love our behind-the-scenes look at how good intentions turn into bad games!



Kingdom Hearts



Steel Battalion

ELECTRONIC GAMING MONTHLY

Reviewed Next Month:

- Super Mario Sunshine (GC)
- Onimusha 2: Samurai's Destiny (PS2)
- Kingdom Hearts (PS2)
- Sly Cooper and the Thievius Raccoonus (PS2)
- SOCOM: U.S. Navy SEALs (PS2)
- TimeSplitters 2 (PS2, GC, Xbox)
- Castlevania: Harmony of Dissonance (GBA)

Previewed Next Month:

- Steel Battalion (Xbox)
- Tony Hawk's Pro Skater 4 (All)
- Red Faction 2 (PS2)

*All editorial content is subject to change.

OFFICIAL U.S. PlayStation MAGAZINE

Sept. 2002

On sale Aug. 13

Demo Disc Playables

- TimesSplitters 2
- X-Men: Next Dimension
- Hot Shots Golf 3
- The Mark of Kri
- Frequency
- Medal of Honor: Frontline

Videos

- Need For Speed: Hot Pursuit 2
- Disney's Stitch: Experiment 626
- Turok: Evolution
- Sly Cooper

SOCOM: U.S. NAVY SEALs

OPM has the ultimate survival guide for the PS2's first online game. It's everything you need to know to mix it up with the toughest badasses in the world! Also featured: *X-Men: Next Generation*, *Turok: Evolution* and *Kingdom Hearts*.



SOCOM

GAMENOW

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- Onimusha 2
- Metal Gear: Substance
- Madden NFL 2003
- Super Ghouls 'n' Ghosts
- Castlevania: HOD



Mario Sunshine

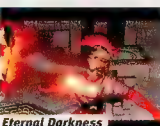


Yu-Gi-Oh!

MARIO SUNSHINE

GameNOW is serving up some hardcore strategy next month, with gameplay tips and secrets for *Dragon Ball Z*, *Yu-Gi-Oh!* and *Eternal Darkness*.

That's right, guides for three of the summer's hottest games all in one book. Also, check out their *Mario Sunshine* review. Is it better than *Mario 64*?



Eternal Darkness

COMPUTER GAMING WORLD

Sept. 2002

On sale Aug. 6

UNREAL TOURNAMENT 2003

Unreal Tournament 2003 is here, and the *CGW* staff offers a hands-on view after hours of office multiplayer. Plus, get an up-close look into *Tournament's* huge mod community. Also, the three biggest games of the year reviewed:

Neverwinter Nights, *GTA3* and *WarCraft III*.



Neverwinter Nights

Reviews

- WarCraft III
- Grant Theft Auto III
- Soldier Of Fortune II
- Neverwinter Nights

Previews

- Total War: Medieval
- Warlords IV
- Rise Of Nations
- City Of Heroes



Unreal Tournament 2K3

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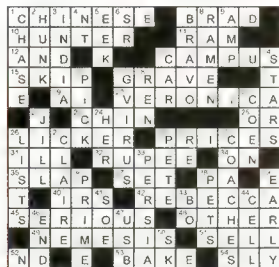
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Answers to crossword puzzle on p. 52

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