

WIN A FREE
GAME CONSOLE!
SEE PG. 78

POKÉMON RUBY, SAPPHIRE: 2-ON-2 BATTLES REVEALED

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

ELECTRONIC GAMING MONTHLY

GRAND
THEFT
AUTO:
VICE CITY!



YOUR GUIDE TO

PS2 ONLINE

HOW TO:

- GET ONLINE, PRONTO
- GO BROADBAND THE CHEAP AND EASY WAY
- SHARE YOUR PC'S CONNECTION
- BUILD A WIRELESS NETWORK
- GET THE BEST GAMING EXPERIENCE

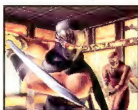
PLUS: ONLINE
LAUNCH GAMES
REVIEWED!

FROM TWISTED METAL
TO SOCOM



REVIEWED:

- Kingdom Hearts (PS2)
- Animal Crossing (GC)
- Onimusha 2 (PS2)
- Sega GT 2002 (Xbox)



PREVIEWED:

- Tony Hawk 4 (all)
- Star Fox Adventures (GC)
- Ape Escape 2 (PS2)
- Ninja Gaiden (Xbox)

DISPLAY UNTIL OCTOBER 1

ZIFF DAVIS MEDIA Issue 159

October 2002 \$4.99/\$6.50 Canada



EGM.GAMERS.COM

Drive Like You've Never Imagined.

"...takes vehicular racing to the next level..." |

— ign



EVERYONE
E
CONTENT RATED BY
ESRB

Violence



PlayStation 2

Hot Wheels™

VELOCITY

MAXIMUM JUSTICE™



Hot Wheels, flame logo, the color "Hot Wheels blue" and associated trademarks are owned by and used under license from Mattel, Inc. ©2002 Mattel, Inc. All Rights Reserved.™. Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. PlayStation™ and the PS™ logo are registered trademarks of Sony Computer Entertainment Inc. Exclusively licensed to and distributed by THQ Inc.™. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.



WINDOWS® OR
**PC
CD
ROM**
WINDOWS® ME/XP

GAME BOY ADVANCE



beyondgames



www.thq.com



LIVE IN YOUR WORLD
PLAY IN OURS



THE EYE OF RAJAH
1993 CARBON

THE EYE OF RAJAH

Featuring 277 hours and a weight of 96.3 carats, the stone of this remarkable diamond never leaves the legend-dwelling Dark Haven's Hall of Pinnacles II. From the city of San Dimas to the streets of Venice to pay the ransom for his life, the Professor's Eye Story is the Sultan of Karkov's who had captured him.

EVERYONE



Mild Violence

www.playstation.com

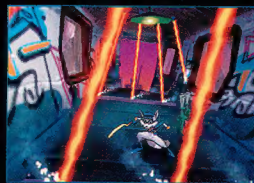
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World, Play In Ours." is a trademark of Sony Computer Entertainment America Inc. Sly Cooper and the Thievius Raccoonus is a trademark of Sony Computer Entertainment America Inc. Developed by Sucker Punch Productions LLC. ©2002 Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



One cunning devious thievius raccoonus.

Stealing is never condoned, unless you're Sly Cooper. A notorious raccoon thief on a mission to steal back his family's most prized possession. Using a repertoire of sneaky moves, you'll go from one impossible job to the next using cunning skills and maneuvers to infiltrate the most secure places in the world. Spotlights, alarms, infrared lasers and tripwires are no match for this raccoon. Because when you're as good as he is, grabbing priceless jewels and emptying casinos is like taking candy from a baby.

THIEVIUS
TO THE
EYES OF SLAYERS
←





WARNING: WHEN THE GAME TURNS OFF, SO DO YOUR POWERS.

You cannot fly. You are not stronger than a locomotive or faster than a speeding bullet. You have no business attempting to use superpowers outside the realm of *Superman: Shadow of Apokolips*. Any attempt to do so will undoubtedly result in broken legs, arms, fingers and toes, sprained ankles, bruised ribs and egos, loss of limbs, pride, and ultimately-life. Just remember sport, when the game turns off, so do your powers.



PlayStation 2

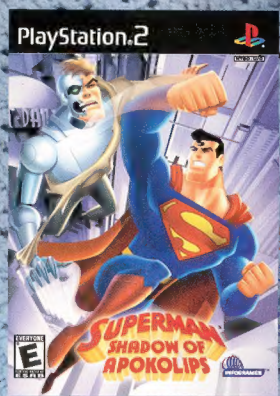




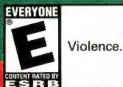
NICE JUMP,
LOSER,
YOUR FRIEND, JOE

If this doesn't
get you a date,
NOTHING WILL
♥ Your sis
Anna

www.supermangame.com



12 party games!



ONLY FOR



™ © and the Nintendo GameCube logo are trademarks of Nintendo. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and SUPER MONKEY BALL are registered trademarks or trademarks of SEGA CORPORATION or its affiliates. © AMUSEMENT VISION/SEGA, 2001, 2002. All Rights Reserved. DOLLE® and DOLLE & Sam Design® are registered trademarks of Dale Food Company, Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

all new
story mode!



over
150 new
stages!



SEGA[®]

www.sega.com/smb2



Game Directory

- 196 Animal Crossing
196 Ape Escape 2
179 Armored Core 3
148 Batman: Dark Tomorrow
192 Beach Spikers
145 Blade II
150 Bloodrayne
204 Bruce Lee: Quest of the Dragon
137 Capcom vs. SNK 2: EO
206 Castlevania: Harmony of Dissonance
146 Conflict: Desert Storm
137 Disney's PK: Out of the Shadows
179 Dino Stalker
179 Dual Hearts
192 Egg Mania
179 Gungnir
204 Gun Metal
92,96 Harry Potter and the Chamber of Secrets
116 Haven: Call of the King
142 House of the Dead III, The
179 Kelly Slater's Pro Surfer
180,182 Kingdom Hearts
117 Legend of Legaia 2
147 Marvel vs. Capcom 2
138-139 MechAssault
149 Medal of Honor: Frontline
192 Mystic Heroes
116 NASCAR Thunder 2003
150 NBA Inside Drive 2003
184 NCAA College Football 2K3
184 NCAA GameBreaker 2003
184 NFL 2K3
204 NFL Fever 2003
184 NFL GameDay 2003
148 Ninja Gaiden
188 Onimusha 2: Samurai's Destiny
194 Pac-Man Fever
124,126 Phantasy Star Online Episode I & II
114 Pro Race Driver
144 Psychonauts
104,108 RAD: Robot Alchemic Drive
98,102 Ratchet & Clank
130 Rayman 3: Hoodlum Havoc
132 Rocky
202 Sega GT 2002
150 Shenmue II
186-187 SOCOM: U.S. Navy SEALs
136 Sonic Mega Collection
122-123 Star Fox Adventures
204 Street Fighter Alpha 3
198,200 Super Mario Sunshine
192 Super Monkey Ball 2
190 Tekken 4
140 ToeJam & Earl III: All Funked Up
114 Tomb Raider
86-90 Tony Hawk's Pro Skater 4
192 Twisted Metal: Black Online
V-Rally 3
115 Wild Arms 3
11 X-Men: Next Dimension
204 xXx
152 Yoshi's Island: Super Mario Advance 3



PS2 Online

Complete guide inside:

- Pg. 160** Broadband vs. dial-up
Pg. 162 Sharing broadband between your PC and PS2
Pg. 166 The ultimate wireless setup
Pg. 170 Your guide to the games
Pg. 172 Sony vs. Microsoft



Pokémon Ruby and Sapphire.

Four cuddly critters on the same screen? It's a veritable Pocket Monster orgy. More on page 50.



Kingdom Hearts

Square and Disney's first big collaboration is here. Is it worth your time? Find out on page 80.

ELECTRONIC GAMING MONTHLY (ESM) #89 (10/2002) is published monthly by Ziff Davis Media Inc., all 840 East Street, New York, NY 10001. Periodicals Class Postage Paid at New York, NY 10001 and additional mailing offices. Single issue price: \$4.99. The one year (12 issues) subscription rate is \$54.99 in the U.S. and \$64.99 outside the U.S. Checks must be made payable to ESM. Current year or Electronic Gaming Monthly magazine. POSTMASTER: Send address changes to Electronic Gaming Monthly, P.O. Box 35724, Boulder, CO 80322-2724. For subscription service questions, address changes, or to order, please contact us at: Web: <http://www.egm.com> for customer service or <mailto:info@ziffdavis.com> for orders. Phone: U.S. and Canada (800) 779-1474 or (970) 460-7144, elsewhere (303) 656-7144. Electronic Gaming Monthly, P.O. Box 5521, Boulder, CO 80321-2724. (EGM includes year making label with any correspondence as well as expedited processing.) Fax: U.S. and Canada (800) 469-4696, elsewhere (303) 656-9518. E-mail: please@ziff.com for our name and the address at which you subscribe; do not send attachments; subinfo@ziff.com. The editor and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written notice of Ziff Davis Media Inc. To reuse any material in this publication, obtain a permission request form at www.ziffdavis.com/ziffmedia/, or have a form bound or mailed to you by calling (800) 469-4696. Copyright © 2002 Ziff Davis Media. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication for on this Web site or to use our logo, contact Ziff Davis Media's Rights and Permissions Department. For reprint contact Reprint Services at 800-477-7874. Digital Concepts, Ziff Davis Media Inc., 2002, E.S.M., New York, NY 10001. Tel: 212-293-5288. Fax: 212-293-5430. Email: permissions@ziffdavis.com. Electronic Gaming Monthly and EGM are trademarks of Ziff Davis Media Inc. Use and CD for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 149696720 RT. We do what we want and we get it from you, we do what we like and we like what we do!

Departments

- Editorial** 10d
Letters 18
Press Start 30
Just for you, we've pilfered the first screens of **Grand Theft Auto: Vice City**. Also, the developers of **SOCOM** share their innermost secrets, and we offer the latest on **Pokémon Ruby and Sapphire**.
Gossip 66



Previews 84

The holiday-gaming blitzkrieg is nearly upon us. Batten down the hatches and arm yourself with knowledge. Get to know **Star Fox Adventures** for GameCube, **Harry Potter and the Chamber of Secrets**, and **Tony Hawk's Pro Skater 4** for the PlayStation 2; plus, **Psychonauts** for Xbox.

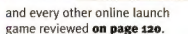
Review Crew 178

You know that someone's feelings are going to get hurt when **Super Mario Sunshine**, **SOCOM: U.S. Navy Seals**, **Kingdom Hearts** and the latest **Castlevania** all square off. Which will prevail?

Tricks 210

Trust us—you'll need help with **Super Mario Sunshine**. Luckily, we've got some hot tips for it and a gaggle of other games, too.

The Final Word 218



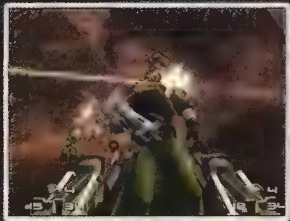
SOCOM...

and every other online launch game reviewed on page 120.



One Game Stands Above All the Rest





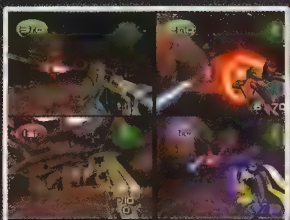
"A brilliant game"
- Nintendo Power



"...one hell of a game"
- PSXNation



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



"So polished it shines"
Xbox Nation

TIME SPLITTERS 2



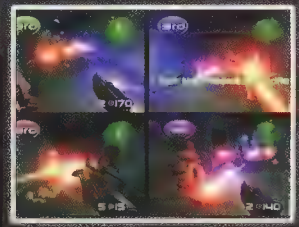
"Looks like one of the best
First Person Shooters yet!"
- PSM



"...a game of the year title..."
- Gaming Horizon



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

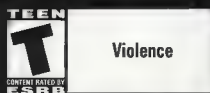


The makers of GoldenEye
return to bring you the most exciting
new shooter this side of Halo."
GameNow

The Most Acclaimed Game of the Year

SEPTEMBER 26

Pre-Order Your Copy Now.



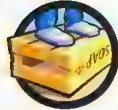
PlayStation 2



FREE RADICAL

EIDOS INTERACTIVE

© 2002 Free Radical Design Limited. TimeSplitters 2, Free Radical Design and associated logos are trademarks of Free Radical Design Limited. All rights reserved. Published by Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. © 2002 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo Game Boy logo are trademarks of Nintendo. © 2002 Nintendo. The rating icon is a registered trademark of the Interactive Digital Software Association. All other titles, trademarks, logos, and other marks are property of their respective owners. All rights reserved.



EDITORIAL

Goodbye, Old Friends

Mid June. Our parent company, Ziff Davis Media, makes the mother of all announcements to the staff: We're packing up the Illinois office and moving to San Francisco! Well, hot damn—EGM will finally be in the thick of the action! (If you're wondering what "action" I'm referring to, I'm talking about how most of the video-game industry is located out in sunny, earthquake California.) This was great news. Especially since my co-workers and I won't be smelling like sweaty old goat sacks from being in this Midwest humidity.

Unfortunately, some EGMers actually have established lives here in Chicagoland. They're not gonna want to move, especially when Bay Area cost of living probably puts Barry Bonds in the "middle-income" bracket.

So with this issue, we say goodbye to some dear friends who just couldn't make the trip to San Fran. Managing Editor Dean Hager. Senior Art Director Cyril Wochok. Managing Copy Editor Jennifer Whitesides. Art Director Mike Reisel. Reviews Editor Jon Dudlak. And Associate Editor/Art Director Jeanne Kim.

You may or may not know these folks, but they're all integral to the creation of each issue of EGM. They put in the crazy hours, they dedicate themselves like no one's business, and they'd keep on working here another 100 years if they

could live that long. We'll miss them and we wish them the best of luck (though some will continue to freelance here and there for us and other Ziff Davis publications).

Like I said, these folks are integral. That means without them, there can be no more EGM. So this is the final issue you have in your hands.

Pft...just kidding, of course. With our move

"...my co-workers and I won't be smelling like sweaty old goat sacks..."

closer to the middle of the gaming industry, we'll be stronger than ever. For example, now that we're millions of miles closer to developer Neversoft, we may never print incorrect codes for *Tony Hawk* games ever again! (Don't hold me to that, by the way, as we have some inexplicable curse with regards to *Tony* cheats.) We'll be in the best position in our history to deliver all the gaming info you'll ever want or need.

Plus, we have a fantastic team of new writers, editors and design people coming in—you'll see them and their work over the next few issues.

So stay tuned. EGM's best times are coming up, right around the corner.

Shoe

By Dan "Shoe" Hsu



Contributors



Miguel Lopez

This former *GameSpot* editor divides his time between writing previews, holding a push-up position for as long as he can, and guarding his guava tree with a machete.



Jeremy "Norm" Scott

Lovers of Norm's *Hsu* and *Chan* comic series are going to poop their pants when they see he designed our PS2 Online cover feature this month. Have tissues ready.



David Hodgson (Prima Games)

Now a gibbering shell of a man after winning *Mario Sunshine*. David finished our Tricks section only after much ranting about "120 Shines Get!" and horse tranquilizers.



Bill Howard

An award-winning columnist and contributor for *PC Magazine*, Bill applies his Net know-how to our cover story: the ultimate guide to taking your PS2 online.



Scott Steinberg

Scott's back at it again, torturing innocent celebrities. Check out the latest mess he's made speaking with Marshall Faulk from the St. Louis Rams.



John Ricciardi

EGM's International Editor subsisted on a diet of Pocky and ice coffee while a quierester in his tiny apartment in Japan playing *Super Mario Sunshine* for review.



Eat My Shorts!

Look around this issue for clues from *The Simpsons* or a famous movie. Find one, e-mail it (and where you found it and your non-PO. Box mailing address) to us at EGM@ziffdavis.com (subject: Eat My Shorts—EGM #159), 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 #158:

- "...you give away his position...one more time and he'll bleed you...real quiet." (*Predator*, pg. 146)
- "...if she weighs the same as a duck, and she's made of wood, she's a witch." (*Monty Python and the Holy Grail*, pg. 58)
- All the quotes on pgs. 124 and 125. Easy!

Issue #157's winners of *The Mark of Kri* (PS2):

- Christopher Jones—Modesto, CA
- Lucas Schippers—Tucson, AZ
- Donny Snyder—Albany, GA
- Matt Lodesteln—Shenandoah, IA
- Justin Pacelli—Milford, CT

**EarthLink**

We use EarthLink for our online gaming needs.

Electronic Gaming Monthly
Number 15.10
October 2002
egm.gamers.com

Editor in Chief
Dan "Shoe" Hsu • shoe@ziffdavis.com
Managing Editor
Dean Hager • dean_hager@ziffdavis.com
Executive Editor
Mark MacDonald • mark_macdonald@ziffdavis.com
Features Editor
Crispin Boyer • crispin_boyer@ziffdavis.com
News Editor
Chris "C" Johnson • chris_johnson@ziffdavis.com
Reviews Editor
Greg Sewart • greg_sewart@ziffdavis.com

Reviews Editor
Jonathan Dudlak • jonathan_dudlak@ziffdavis.com
Associate Editor/Art Director
Irene Kim • jeanne_kim@ziffdavis.com
Associate Editor
Shane Bettenhausen • shane_bettenhausen@ziffdavis.com
West Coast Editors
James Mielke • james_mielke@ziffdavis.com
The Chou • chie_chou@ziffdavis.com
Tricks Editor
David S. Hodgson

Contributors
Paul Hodgson, Bill Howard, Miguel Lopez, Jeremy Scott, Scott Steinberg
International Editor
John Ricciardi
Japanese Correspondent
Yutaka Ohuchi
European Correspondent
Axel Strohm
Senior Art Director
Cyril Wochok • cyril_wochok@ziffdavis.com
Art Director
Mike Reisel • mike_reisel@ziffdavis.com
Managing Copy Editor
Jennifer Whitesides

Manufacturing Director
Carlos Lugo
Senior Production Manager
Anne Marie Miguel
Pre-press
Dave McCracken
Production
Mike Vallas
Assistant Production Manager
Verica Newson
Project Leader
Mark Lefebvre • mark_lefebvre@ziffdavis.com

Vice President/Game Group
Dale Strang
Editorial Director
John Davison
Creative Director
Simon Cox
Business Director
Cathy Bendoff
Circulation Director
Ivan McInerney
Circulation Director
Shirley Hui
Senior Newsstand Sales Manager
Don Galen
Advertising Inquiries Contact:
Game Group
50 Bevel, 14th floor, San Francisco, CA 94105
Telephone: 415-547-8783

SUBSCRIPTION SERVICE NUMBER:
800-775-9974 (U.S. and Canada)
WEB SITE: <http://service.egm.com>
E-MAIL: ALLSUBSCRIPTION@ZIFFDAVIS.COM
P.O. Box 95722, Boulder, CO 80522-5722
DO NOT CONTACT THE EDITORS RE: SUB. PROBLEMS

Group Publisher
Lee Uniake
415-357-4910 • lee_uniake@ziffdavis.com
NORTHWEST
Regional Sales Manager
Ward Yamaguchi
415-357-4944 • marci_yamaguchi@ziffdavis.com
Accounts Executive
Meighan O'Rourke
415-357-4920 • meighan_ourourke@ziffdavis.com
BAY AREA
District Sales Representative
Mary Gray
415-547-8782 • mary_gray@ziffdavis.com
MIDWEST
Regional Sales Manager
630-382-2039 • marc_callison@ziffdavis.com
National Sales Manager
Ian Sinclair
415-357-4925 • ian_sinclair@ziffdavis.com
Accounts Executive
Emily Olsan
415-547-5226 • emily_olsan@ziffdavis.com
SOUTHWEST
Regional Sales Manager
Karen Landon
760-942-5277 • karen_landon@ziffdavis.com
Senior Accounts Executive
Linda Angill
415-547-8781 • linda_philipi@ziffdavis.com

ONLINE
Online Sales Manager
Sam Cimino
415-547-8166 • sam_cimino@ziffdavis.com
Senior Managing Manager & Creative Director
Ray Leda
415-547-8725 • ray_leda@ziffdavis.com
Marketing Coordinator
Wayne Shu
415-547-9448 • wayne_shu@ziffdavis.com
Advertising Coordinator
Tipter Ubbelohde
415-357-4930 • tipter_ubbelohde@ziffdavis.com
Sales Assistant
Kristeen Laut
415-547-8778 • kristeen_laut@ziffdavis.com
Sales Assistant
CJ Amil
415-547-8783 • cj_amil@ziffdavis.com
Founder: Steve Harris



TM & © 1999 DC SHOES, INC. WWW.DCSHOES.COM

www.dcsheerusa.com



Not for contest trophies.
Not for a video game deal.

For the love.

Josh Kalis
JOSH KALIS



JOSH'S NEW SHOE THE VERBODT
AVAILABLE IN GREY/RED
NAVY/GREY AND BLACK/WHITE



IGNITE YOUR GAME™



www.midwaysports.net



WHAT'S HOCKEY WITHOUT HITZ?
Coming Fall 2002

PlayStation 2

GAME BOY ADVANCE



Violence



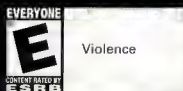
NHLPA



IGNITE YOUR GAME™



www.midwaysports.net



PlayStation 2

GAME BOY ADVANCE

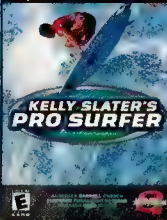
WHAT'S FOOTBALL WITHOUT THE BLITZ?
Coming Summer 2002



NFL, NFL 2002, 20-03, © 2002 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. Used by permission. © 2002 NFLP. Team names and logos are trademarks of the teams indicated. All other NFL-related marks are trademarks of the National Football League, Midway Licensed Product of Playmex Inc. The Playmex logo is a registered trademark of the NFL Playmex, www.playmex.com © 2002 Playmex Inc. Used by permission. Indicated under Terms by Midway Home Entertainment Inc. NFL, © and the National Football League are trademarks of Midway. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.



PlayStation 2



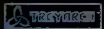
EVERYONE
E Mild Lyrics
Mild Violence



PlayStation 2



GAME BOY ADVANCE



© 2002 Activision, Inc. and its affiliate. Published and distributed by Activision Publishing, Inc. and its affiliate. Activision and Pro Surfer are registered trademarks and Activision 02 is a trademark of Activision, Inc. and its affiliates. All Rights Reserved. Kelly Slater is a trademark of Kelly Slater. PlayStation 2 logo and Game Boy Advance logo are trademarks of Sony Computer Entertainment, Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks of Microsoft Corporation in the U.S.A. and/or other countries. EA, EA GAMES, EA GAMES logo are trademarks of Electronic Arts. The Activision logo is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

6 WORLD TITLES, NEVER THE SAME WAVE TWICE.

KELLY SLATER'S PRO SURFER®

SURFING WILL NEVER BE THE SAME

Drop in with **6-time World Champion Kelly Slater** or one of 8 other top pros in the ultimate surf experience, Kelly Slater's Pro Surfer®. Play a total of **30 levels** at the **most challenging surf breaks** from around the globe. Pull off big air and fantasy tricks like **Rodeo Flip**, **Knack Knack** and **Hangman** that let you take surfing to a whole new level. Surf in a constantly changing wave environment – **you'll never see the same wave twice.**



Visit 13 of the popular surf spots from around the globe.



9 modes of play including 2 player PUSH™ mode.



Surf on waves populated with other surfers.

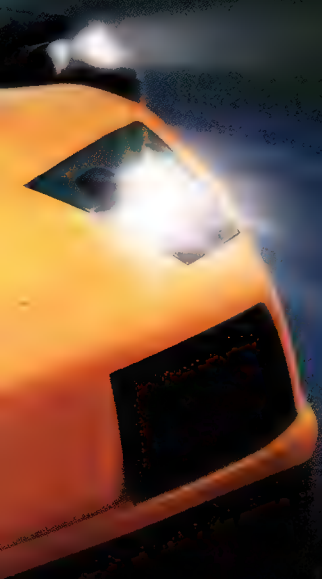
ACTIVISION
2

SPORTS REVOLUTION™

ACTIVISION02.COM

CARS LIKE THESE AREN'T EXPORTED.

THEY ESCAPE.



Ferocious beasts like the Lamborghini Murciélago, Porsche Carrera GT and Ferrari 360 Spider are born to run. And run fast. Cut one loose on heavily trafficked public roads with unpredictable conditions and waiting police cruisers. Avoid recapture or spend the next 5-to-10 in captivity. Take the reins at needforspeed.com.



NEED FOR SPEED
HOT PURSUIT 2



eagames.com



...WITH A FREE CONSOLE OF YOUR CHOICE!

We know you have opinions about EGM. Here's your chance to put those thoughts to work and win free stuff. Log on to www.surveymonkey.com/egmedit with the password "EGM1002," complete a reader survey by Oct. 31, 2002, and you'll have a chance to win a console of your choice (approx. \$200 in value).

* Only one entry per household. Duplicates will be deleted.

Letters to the Editors

LETTER OF THE MONTH

Playing With Yourself

Congratulations Jason Carlite! You win an Interact GameShark for PlayStation 2, PlayStation 2, Dreamcast, Nintendo 64 or Game Boy Color.



I'm disturbed by this rapidly growing trend in gaming. It seems that every month, more and more titles are going the online route: *Phantasy Star Online* on GC, *Final Fantasy XI*, *Resident Evil Online*, *Star Wars Galaxies*...you get the idea. Most of these games are either part of a popular series with a strong following or appear to be extremely promising. But why go online? I, for one, enjoy relaxing in front of the boob tube and playing at my own pace with no distractions or interruptions, especially when it comes to RPGs. I don't want to have the pressure of other gamers waiting on me to make my next move or possibly expecting me to show up for a game at a certain time. The games I mentioned above are among my favorites series-wise, but their online limitations are going to drive me to Prozac! My question is, will any of these games have the option to also play offline with a single-player mode? Anybody feel the same way?

Jason Carlite
Hurlock, MD

While we can understand those without access to broadband being unhappy with titles like *SOCOM* that require fast Internet connections, you've really got nothing to fear from online gaming. Most games in the foreseeable future will still ship with robust single-player modes (like *SOCOM*, *TimeSplitters 2* and all the recent football titles), with online play as a bonus for those who want it. Game developers know that single-player games will be the biggest market for a long, long time, and they aren't going to start ignoring it anytime soon.

It is true some cool-looking online-only games (like *Final Fantasy XI*) are on the way, but most of them let you go at your own pace and play whenever you like, so you needn't worry about that. (You don't have to set a time to meet and play with friends ya know—that's your choice.) And don't forget all the positives of online gaming: teamwork, camaraderie and smart opponents.

keeping up with the latest releases, we forget to just sit back and savor what we have. I lost sight of that somewhere, but the magic of *Pikmin* opened my eyes again. I'll look forward to this feeling again and again through other Nintendo games like *Zelda* and *Mario Sunshine*. Maybe even the sublime beauty that is *Resident Evil*. I salute Mr. Miyamoto and other game designers like him who help keep the magic alive.

Kevin

hero_2587@hotmail.com

Ah yes, there's nothing like getting the warm 'n' fuzzies from playing a great game. With three platforms to choose from and so many games coming out these days, it's easy to get jaded. Sometimes it's important to take time, slow down and reap the rewards of our incredible current gaming climate. Something to think about (especially those of you about to write us complaining about anything).



Don't let the Muggles get you down. Stop and smell the flowers of *Pikmin*.

Where's The Love?

I'm a huge PlayStation [1] fan with lots of great games. It's truly a great system. I love it. What I don't understand is why there are no—and I mean zero—new games coming out! Yes, I know that it's an old system, and there are three brand-new consoles out there that look a heck of a lot better, but c'mon! It's the system that changed gaming forever! There are still millions of people who own PlayStations and still play them today. We're all longing for better new releases. Why is it that all the game creators out there just don't seem to care?

Kazkid8@aol.com

It's sad when your favorite system dies, but it's all part of the grand cycle of life and death. Sure, the PlayStation had its time in the sun, but the creeping shadow of the

Reaper has taken this once-mighty system out of the limelight. There is still a handful of major new releases to look forward to, like *Black and White* and *Madden 2003*. But realistically, it's time to start thinking about moving on—after all, you can always play all those old games on your new PS2. And wouldn't your old PS1 have wanted it that way?

Stopping To Smell The Games

I was playing *Pikmin* the other day and, for a short period, I felt enlightened. I completely forgot the pressures of life, and I felt both peaceful and uplifted. It was like being 5 years old again in a bright new world. Isn't that what gaming should be all about? We get so wrapped up in

SHORTS

You guys owe me a pair of pants. I pissed myself while reading the article in EGM #158 by Sean-baby, "30 Days in the Hole."

Ringo
ringob@attbi.com

Seanbaby will be thrilled to hear that he got yet another reader to soil his trousers. As for us here at EGM, we're working on a deal right now with the Depends people for a diaper pack-in with the next issue he writes for.

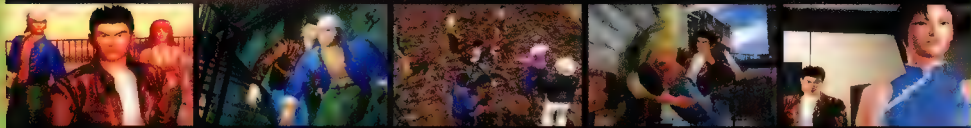
The Road Ahead

After reading your E3 report on the future of the PS2 and Xbox [EGM #157], I can't help but think that the execs at Microsoft are looking in the wrong direction. Ed Fries (VP of games publishing at MS) says, "If [Sony's] looking 10 years ahead, I think they'd see this was...a much larger war." If there's anything I've learned about myself and other gamers in 15 or so years of gaming, it's that we're a very fickle crowd. Gamers live in the now, not what's coming a year—much less 10 years—from now. Don't tell us

Somewhere in a city of 7 million,
is the man who killed your father,
the man who knows why and the
woman who may be your only
chance at finding them.

Shenmue II

vengeance is just the beginning.



Use of Alcohol
Gambling
Violence



www.xbox.com/shenmue2



©2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, and the Xbox logos are registered trademarks of the Microsoft Corporation in the United States and/or other countries. SEGA and Shenmue II are either registered trademarks or trademarks of Sega Corporation. The names of actual products and companies mentioned herein may be trademarks of their respective owners.



LETTERS

THE INFO BOX

Juicy info scraps from the EGM dinner table.

Are all the current systems 128 bits? Is it even an accurate way to measure a system's power anymore?

Nick Bestor
nbestor@attbi.com

Yes, all three systems pack 128 bits, but none brag about it. These days, specs like processor speed and the amount of video RAM matter much more than the number of bits.

All this online talk got me thinking: Will the Game Boy Advance ever get online games?

yayo_dude@hotmail.com

Never say never, but Nintendo's online adapter for the Game Boy Color flopped hard in Japan, so we doubt they'll bring anything like it stateside. You'll probably see online gaming sooner on your cell phone.

Where is *Kid Icarus*? Will Nintendo do a remake?

doneykdan_1999@yahoo.com

Lately, *Kid Icarus* has been chillin' as a trophy in *Smash Bros. Melee*. Read his plaque—it hints that *KI* might be making a return soon.

about how great it's going to be—show us how great it is. I think that Microsoft is making a mistake in looking that far ahead. People who spend \$200-300 hard-earned dollars on a system don't want to hear about how big it'll be in 2012.

Mark San Giacomo
Amherst, MA

We hear you Mark, but we think you might be missing the point of what Fries was saying. As any of us who own a Dreamcast know, a console doesn't have to be #1 to be worth owning. Fries wasn't saying to wait for anything—he was talking about Microsoft's commitment to video games in general. You have to realize that Microsoft is not used to being #2 in anything, but as the #2 (Nintendo might say #3) player in the industry right now, a lot of people ask if Microsoft will just pack it in and give up on video games. What Fries was saying was, not only are they not going to give up anytime soon, but they are in this industry for the long haul and are committed to eventually becoming the #1 console maker somewhere down the line, even if it takes years and years. And think about it—who would have guessed so years ago that Nintendo wouldn't be #1 today?

Oh No You Di'nt

Is it me or is anyone else getting tired of female gamers writing in and talking about how game magazines have

sexist remarks? I'm a female gamer and no, I don't like the remarks and no, I don't like the remarks anyone that they do—but it's just a fact of life. Deal with it. Video games reflect the predominantly male society that plays and creates them. Most of us women are used to this sort of treatment. If they don't like it, then why play the games? If they want to read a female's thoughts on gaming, then make a difference by becoming an editor. The point I'm trying to make is, don't complain if you're not going to do something about it.

Mary Washington
Andicare@aol.com

Why, whatever video-game magazines could you be referring to? Not us, surely! Mary, we males on the staff respect the opposite sex as much as the next educated guy. Associate editor Jeanne Kim forces us to. Any time we start on about gazongos or what not, we catch a brainer upside the head. It's good to



Previous editor Greg Sewart will think twice before questioning Jeanne's taste in wallpaper for her house in *Animal Crossing* again.

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, "Which console's online plan will earn your loyalty?"

"I pay a lot for my broadband connection as it is; paying more just to get online with the Xbox isn't very attractive to me." —Son of Liberty

"I'm taking my Xbox online. I don't like Sony's idea of combining s6k and broadband, plus the developers are free to charge you a monthly fee to play their games." —comradepatsy7

"I prefer the Nintendo 'wait and see' approach. Besides, the majority of console gamers don't even have broadband." —Byrn

Question of the Moment

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

Shaq-Fu [for the Genesis and Super Nintendo]. He has a chance in fighting games like he does in music.

afroman4783@hotmail.com

I don't buy bad games [cause] I read your [reviews], duh.

Grime670@aol.com

Mortal Kombat Advance. Need I say more?

SubZero187@aol.com

When I was 7, my mom tricked me into spending my hard-earned allowance on a 100% educational game, *Mario Is Missing* for the Super Nintendo. It sucked!

Airwalk51@aol.com

Halo. It cost me a whole lot more than the \$50—it cost me my job.

bbchs_trash@attbi.com

Nightmare Creatures for the PlayStation. Should've been called *Nightmare Controls*.

quinz15@earthlink.net

18 Wheeler: American Pro Trucker. There's nothing like driving across the continental U.S. in 15 minutes.

Joobidy2006@aol.com

Shadow of Destiny. No violence, no action, no fun.

wishpoosh_shane@yahoo.com

That award goes to *Metal Gear Solid 2*. If I wanted a crappy love story, I could've watched a daytime soap opera.

shamingox@hotmail.com

Ring King for the 8-bit Nintendo. I didn't think the boxing was too bad up until I saw my coach giving me a [B].

KiDxDeCa@aol.com

I am very proud to say that I once owned *Total Recall* for the old 8-bit Nintendo.

SolidSnake0928@aol.com

Next Month's Question of the Moment:

Which fighting game is better, *Virtua Fighter 4* or *Tekken 4*? Why?

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

Kung-Fu Fighting

CLONED SHEEP JEALOUS: WANTS TO BE MORPHED

**SPLIZZ-GUN
REVEALED!**

See How Morphing Happens:
Pull-Out Schematic



**PROFESSOR BURNITTAL'S
SECRET PLAN FOR
WORLD DOMINATION!**
Why He Hates Muto-The Inside Scoop

THE MIDWAY

"GAMING'S NEWSPAPER" 

REVEALER

\$1.79/CANADA \$2.15

www.drsmuto.midway.com

SUMMER 2002 EDITION

MUTO CAUGHT ON TAPE!



**EXCLUSIVE PHOTOS
AVAILABLE ON
[WWW.DRSMUTO.MIDWAY.COM!](http://WWW.DRSMUTO.MIDWAY.COM)**



**GOMER
ABDUCTION!**

Third Vanishing This Month
Investment Conducts Census

**Muto Revealed to
the World in
November
2002**



RATING PENDING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org or
call 1-800-771-3772
for Rating Information



PlayStation 2

 **MIDWAY**
www.midway.com

GAME BOY ADVANCE



Dr. Muto © 2002 Midway Games West Inc. All rights reserved. MIDWAY and the Midway logo are registered trademarks of Midway Amusement Games, LLC, used by permission. DR, DR (TM) is a trademark of Midway Games West Inc. Distributed under license by Midway Home Entertainment Inc. TM, © Game Boy Advance and the Nintendo Game Boy logo are trademarks of Nintendo. "Abduction" and the "RP" Family logo are registered trademarks of Disney Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.



LETTERS

know that, even in these politically correct times, a staff full of game editors can quickly be put in their place by a womanly headlock...or a game of Halo.

King Pong

My friend and I recently purchased a Blockbuster Games Freedom Pass, and our first rental was *Test Drive* for the PlayStation 2. As we waited for the game to load up, a humble, unassuming little minigame by the name of *Pong* graced our unworthy television screen. At first we thought nothing of it—just a simple diversion to keep our short attention spans. We played the first race of the game, and while we waited for the next, yet again *Pong* returned. Soon, *Pong* became more important than the actual game we rented. In order to emerge victorious, we had to achieve a Zen-like state and raise our mental being to higher planes of understanding. We recommend this game to every type of gamer on the market. Oh, and there's also a decent minigame called *Test Drive* that comes with every copy of *Pong*.

Stewart Pelto
mcaflo@hotmail.com

Ah, nothing like the classics. Of course, we'd rather not have to deal with load times at all, but if we have to, it's always great to have something to keep our thumbs busy. Another cool example is Namco's *Ridge Racer* (PS1) way back in the day; during those long waits between races, you were treated to a full game of *Galaga*.



Pong, the first console game ever made. It ain't just old-school, it's pre-school.

You can write EGM at:

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

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

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

SHORTS

Why can't Jill or Chris kick zombie ass Jackie Chan-style like Milla Jovovich in the *Resident Evil* movie? They ought to put in a fighting system. wovitsnotbutter 8@aol.com

For the same reason that tons of readers will soon be E-mailing you...to drive you insane. wovitsnotbutter 8@aol.com

Will Somebody Please Think Of The Children

A lot of people (including you guys) have often made the statement that Nintendo has an image of being a "kiddie" company that makes games for kids. It seems to me that if it weren't for Nintendo games, there'd be little on the market for younger gamers with shorter attention spans.

Daniel Laws
N. Wilkesboro, NC

Well, the truth of the matter is the best games appeal to players both young and old. Nintendo might have a kiddie image, but it's no secret that gamers from all walks of life dig on their stuff. We certainly do.

COMMITTED (OR SHOULD BE).



To get the word out about EGM on CNN Headline News Thursdays at 4-4:45 PST, I shaved and then tattooed "EGM & CNN" on my stomach, then pranced around in a belly shirt.

Blair Yeary
Akron, OH

Hmm...looks like marker to us, but good enough! Got a neat, legal stunt that promotes EGM? Send it along with some proof (we need a picture or something) to EGM@ziffdavis.com with the subject heading "I heart EGM." You could win cool stuff!

LETTER ART: WORTH ITS WEIGHT IN MCI STOCK

Letter Art of the Month WINNER

Dale Davis • Davie, FL



Looks like Knuckles has got a case of the Akira or something'. Either that or Dale Davis has quite an imagination. Congratulations, Dale.

Please allow 6-8 weeks for delivery of your InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color. Some assembly required.



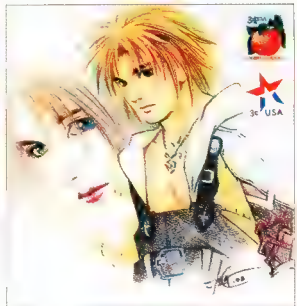
Get creative with your postal supplies. Deck out a #10 envelope (the long, business type) with your own unique touch. Send letter art to:

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

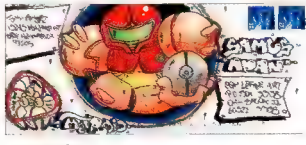
Make sure you send us your address and which console you'd like your GameShark prize for in the event that you win. By "win" we mean "pass." See, entries will be subjected to a battery of tests to determine authenticity and absorption. Those entries able to withstand over 1 fl. oz. of vanilla Coke saturation without dissolving will be entered to win our Letter Art of the Month award. From there on out, it's all based on mood swings and blind luck.

Not Quite Sharkworthy...

Serious tech points, but light on creativity...



Tuan Nguyen
Westminster, CA



Tony Mendez
North Hollywood, CA

The "see thing about letters of the Month and Letter Art of the Month contest" is that there is no purchase necessary. Some prizes you can get EGM without having to pay for it (we have your dentist's office and that street that the old deep-pain man who won't hold it if you, up it all). Official contest rules can be obtained by emailing EGM Contest Legal Rules Request, P.O. Box 3338, Oak Brook, IL 60522-3338. Rules can also be found online at egn.gamers.com.

SSG. Calvin Garrett, Drill Sergeant. AN ARMY OF ONE™ In the United States Army.

These values are at the Army's core. In order for me to teach them to new recruits, I don't get in their face. I get in their hearts. I AM AN ARMY OF ONE. And there are 1,045,930 of us. Just like me.

LOYALTY

DUTY

RESPECT

SELFLESS
SERVICE

HONOR

INTEGRITY

PERSONAL
COURAGE

AN ARMY OF ONE

Find One of 212 Ways to Be A Soldier at 600right.com or call 1-800-USA-ARMY.



U.S. ARMY

www.army.com

UNIVERSAL
INTERACTIVE

Fear consumes you.



Own the movie on DVD!

M
MATURE
CONTENT
RATED 17+

BLOOD and GORE
VIOLENCE

PlayStation.2



PC
CD
ROM





www.BruteForceGame.com



Violence
Blood



©2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Brute Force, and the Xbox logo are registered trademarks of the Microsoft Corporation in the United States and/or other countries. The names of actual products and companies mentioned herein may be trademarks of their respective owners.

**FOUR RUTHLESS MERCENARIES.
ONE HOSTILE UNIVERSE.
IT'S A MATCH MADE IN HELL.**

The year is 2340 and more than fifty star systems are populated with colonies. But when an alien invasion threatens to put every living organism on the endangered species list, the Confederation of worlds must dispatch its elite special forces unit, code-named Brute Force. That's you. As Brute Force, you are four separate intergalactic mercenaries. The trigger-happy assault trooper, cyborg sniper, stealthy assassin, and feral alien are all played by you. As you guide these shooters through 20+ missions and six exotic worlds, your knowledge of combat survival tactics will be severely tested. Depending on what the enemy throws at you, you'll need to switch between squad members and use their specialized individual skills. Whether you play alone or in co-op mode with three friends, the battles escalate, the plot thickens and the violence gets addictive. Good luck. To all four of you.

**BRUTE
FORCE**

DAINGEROUS ALONE DEADLY TOGETHER

ONLY ON
XBOX

www.xbox.com

X
XBOX

REPRESENT

"Rayman Arena is impossible to put down, especially multi-player." -PLAY magazine

"Ubi Soft's limbless hero will soon strong-arm the competition..." -Nintendo Power



Ubi Soft
www.ubi.com

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence

PC
CD
ROM

ALLIANCE
DIGITAL
GAMES

PlayStation 2

XBOX

Rayman ©2002 Ubi Soft, Inc. Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. Rayman, Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft, Inc. All other trademarks, trade names and logos are the property of their respective owners. Microsoft, Xbox and the Xbox logo are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube are trademarks of Nintendo. ©2001 The ratings icon is a trademark of the Interactive Digital Software Association.

OR GET SMOKED!

RAYMAN ARENA

RACE TO THE FINISH. BATTLE TO THE END.

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

www.raymanarena.com



Press Start

The Hottest Gaming News on the Planet

Vice, Vice, Baby!



Bullets, babes and acid-washed jeans? **Grand Theft Auto: Vice City** has it all



If you're one of the more than 6 million people who bought *Grand Theft Auto III*, you might be a tad miffed that you won't get a real sequel in 2002. Or are you? After all, October's *GTA: Vice City* on the PS2 still sports the open-ended gameplay that made the first one so much fun, but with an improved game engine, new characters and side missions, and more.

Any quibbles you have with *GTA3* has likely been fixed. In particular, negative feedback on the targeting system used in the last game made developer Rockstar North (formerly DMA Design) rethink the setup for *Vice City*. Trust us—this ain't your father's *GTA*.

Or is it? The game *does* take place during the 1980s, the decade of decadence. Before you roll your eyes, think about it. Sure, the '80s were known for big hair, leather ties and rolled cuffs. But they were also a time when things like corrupt businessmen, gross over-spending and designer drugs were common. In other words, it's the perfect setting for a game based entirely on criminal activity.

The cheese factor will likely be high anyway. Come on, what decade begs to be made fun of more than this one? Just looking at our boy up there will tell you that Rockstar is, indeed, taking things lightly.

Going retro also gives the developers a chance to change up the roster of vehicles in the game. Gone are the Viper and BMW-inspired vehicles of Liberty City, replaced by everything from boxy economy sedans to extravagant sports cars (like the one on the next page). Bike lovers will be glad to know you can even steal transportation of the two-wheeled persuasion.

So dust off that old Depeche Mode CD, put on your Members Only jacket (you know you had one), and brush up on your Reaganomics. Rockstar's going to treat you to a trip down memory lane like no other. ♣ —Greg Sewart

'80S NOSTALGIA ZONE

The closest thing to *Vice City* information you'll find on the Web is Kent Paul's '80s Nostalgia Zone (www.kentpaul.com). Mr. Paul isn't the main character of *Vice City*, but he does play a role (we're just not sure what yet), and this Web site is a record of his fond memories of *Vice City* during the decade of decadence.



Meet the star of *Bay's Gone Wild: Vice City*.

Gnarly Tunes

Grand Theft Auto III has one major thing in common with the '80s: very memorable music. That's why we were so excited to find out about the various artists Rockstar's using for the all-new radio stations in *Vice City*. Expect to hear classic tunes from the likes of Blondie, Cutting Crew, Judas Priest, Kool and the Gang and Flock of Seagulls. We asked about Culture Club, but it was a no-go. Ah well. You can't have it all.



With all the drug money running through *Vice City*, you're sure to see some sweet rides on the road.

PRE-ORDER PIPELINE

POWERED BY
COMPUSEARCH
gamefixx.com
we're your connection!

GAME PUBLISHER RELEASE DATE

Play Station 2

Pac Man Fever	Namco	9/5/02
The Thing	Universal Interactive	9/6/02
Terminator: Dawn of Fate	Infogrames	9/19/02
Legion 2: Duel Saga	Eidos	9/20/02
Summoner 2	THQ	9/20/02
NHL Hitz 2003	Midway	9/20/02
NHL 2003	Electronic Arts	9/25/02
Tekken 4	Namco	9/26/02

X box

Sega GT 2002	Sega	9/3/02
The Thing	Universal Interactive	9/13/02
Ghost Recon	Ubi Soft	9/13/02
Hitman 2: Silent Assassin	Eidos	9/20/02
Lord of the Rings Fellowship of the Ring	Universal Interactive	9/26/02
House of the Dead 3	Sega	10/18/02
Mace Griffin Bounty Hunter	Crave Entertainment	10/18/02
ToeJam & Earl III: Mission to Earth	Sega	10/23/02

Game Cube

NFL 2K3	Sega	9/3/02
Pac Man Fever	Namco	9/5/02
Star Fox Adventures	Nintendo	9/25/02
Dinosaur Planet	Namco	9/26/02
Rayman Arena	Ubi Soft	9/26/02
NHL 2003	Electronic Arts	10/3/02
Phantasy Star Online Version 2	Sega	10/17/02
Metroid Prime	Nintendo	10/17/02
Barbarian	Titus	10/23/02

Game Boy Advance

Battlebots	Majesco Sales	9/12/02
Caslevania: Harmony of Dissonance	Konami	9/13/02
Mega Man Zero	Capcom	9/15/02
Super Ghosts n Goblins	Capcom	9/15/02
Driver 2	Infogrames	9/19/02
Road Rash - Jailbreak	Destination Software	9/25/02
Lord of the Rings	Universal Interactive	9/26/02
Backyard Football	Infogrames	9/27/02

RESERVE THESE GAMES NOW AT

PREORDERPIPELINE.COM

Release dates subject to change. Visit us online for current information.
Retail title available in US Computer games.

GAMERS.COM



**EVERYTHING'S IN THE STRIKE ZONE...
INCLUDING THE PITCHER.**



PlayStation 2

GAME BOY ADVANCE



XBOX



GAME BOY ADVANCE



**MLB SLUGFEST
2003**

www.midwaysports.net

EVERYONE



Comic Mischief
Violence



WE CALL IT SLUGFEST FOR A REASON

©2003 Midway Games, Inc. All rights reserved. SLUGFEST, MIDWAY and Slugfest are trademarks of Midway Games, Inc. Slugfest is a trademark of Midway Games, Inc. All other trademarks and registered trademarks are the property of their respective owners. MLB, the MLB logo and the names of the Major League Baseball teams are trademarks and registered trademarks of Major League Baseball. All other trademarks and registered trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners.



PRESS
START



"The only thing I can say about that is it sounds really, really sexy. For further comment, I'd have to direct you to Sony..."

—Zipper Interactive Creative Director David Sears on the possibility of future level and weapon add-ons for SOCOM

Afterthoughts: SOCOM

A new and somewhat surprising addiction here at the EGM offices, even with the latest *Mario* and *Castlevania* games making the rounds, is Sony's tactical action-shooter *SOCOM: U.S. Navy SEALs* (check out the review on page 186). So for our Afterthoughts interview this month, we sat down with the Creative Director at developer Zipper Interactive, David Sears (a.k.a. Dr. Boom if you happen to see him online), to chat about the best weapons to use in multiplayer, Russian heavy-metal tunes, and why he had to fake his own death, over and over again.

EGM: Let's start with single-player. What do you think is the best way to use your computer-controlled teammates?

David Sears: I tend to keep the team with me on most missions, but we put in a lot of extra way-points in some missions so you can sort of move them one waypoint at a time ahead. But it really depends on the mission. It depends on how comfortable I feel with what the enemies are doing.

One of my favorite things to do is leave my guys behind in sort of an over-watch position. They'll pretty much take out anything that's gonna come my way. A good example is in the Turkmenistan "Mouth of the Beast" mission where you're going after the two suitcase nukes. In the outer area, I always leave my guys behind, at that entrance to the canyon. I make a run for the radio when I can, but when I'm inside that cave complex? I want those guys like three feet ahead of me. Because they tend to see the enemies before I do.

EGM: What about Boomer? Since he always sticks with you, we sometimes have trouble with him getting spotted.

DS: He does tend to stay with you, although you can get him involved with a task that will cause him to lag behind a bit. Hmm...Boomer is very good. He's better than your two other partners at staying hidden. Boomer is gonna try to stay in shadows, grass, foliage, whatever. My advice is to give him the better position—you move slightly out of it and kind of get behind and to the side of him. So when Boomer stops and finds cover, find your own cover near him [instead of running to the best cover position



Sears on smoke grenades:
"If I'm the last or second to last guy on my team, I'll start to throw smoke, so people don't know if I'm running behind it, through it, or in the opposite direction."

first and leaving Boomer in a position where he might be exposed).

Another trick: If you really want him to be invisible, pass your weapon over him and he'll go from the crouch to the prone position. All the guys—if you move your raised rifle or pistol over them—will drop down to the next position so they aren't blocking your line of fire.

EGM: How about the Aim Assist feature in options—exactly what does that do, and does it work in multiplayer?

DS: No, in multiplayer you're on your own. In single-player, Aim Assist is basically...anywhere in the circle that makes up the crosshair, you have a chance of actually hitting the target. Shots tend to stay closer to the center, and always tend to stay more inside the circle. It's not an auto-aim, it's not going to "pop" to another target after you deal with one, and it's not gonna choose the closest guy.

By the way, as far as aiming goes, my advice is to set up custom controls so you find the turn speed and aim speed that feels good for you.

EGM: Are there any secret voice commands hidden in the game?

DS: Um...[confers with public-relations rep]... well, there is at least one, but I wouldn't want to spoil it at this point. [Editor's note: We'll cut out all the begging and pleading that went on here. Suffice it to say, Sony wouldn't budge.]

EGM: Anything else about single-player?

DS: Something I don't want people to miss—we wrote and recorded tons, hundreds and hundreds of lines of dialogue for the enemies, and you hear very little of it once the shooting starts. But if you sneak around, if you're very covert about things, you can hear all kinds of conversations throughout the game.

EGM: We noticed that, like the guard in Turkmenistan counting the stars. Another cool little audio touch we noticed was the Russian music the guys in Alaska were listening to in the second mission.

DS: We were really excited and pleased about the music. Our producer Seth Luisi handled the acquisitions for us. The Russian songs are all original compositions for *SOCOM*, and if you want to hear a real, 16-bit 44kilohertz version of the Russian metal piece, all you have to do is listen during the credits.

Cont. on page 140



An amazing new adventure from the creators of FINAL FANTASY.



Disney SQUARESOFT

KINGDOM HEARTS



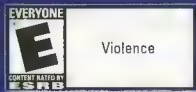
You never know who you will run into next.

www.kingdomhearts.com Published by Square Electronic Arts L.L.C.

© 2002 Disney. "Tartan" Owned by Edgar Rice Burroughs, Inc. and Used by Permission.
 Copyright © 2002 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved.
 Developed by SQUARESOFT.
 © 2002 SQUARE CO., LTD. All Rights Reserved. Character designs: © 1997 SquareSoft, Inc.
 All Rights Reserved. FINAL FANTASY and the SQUARESOFT logo are registered trademarks of
 Square Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer
 Entertainment Inc. The Kingdom logo is a trademark of the International Digital Software Association.



PlayStation 2





PRESS
START



"Guys, I said it's CLEAR! Now c'mon, I seriously have to go."

MULTIPLAYER MAP OF CHOICE

David's favorite multiplayer arena also happens to be popular around the *EGM* offices. "I really like the level *Blizzard*. It's quiet. It's pretty. And it can be run in so many ways. There are some very good sniping positions on the map. Plus, it has out-houses [laughs]. You'd be surprised at how few people hide in those. I do it all the time and no one ever finds me."

Cont. from page 34

EGM: OK, on to our favorite part of the game: multiplayer. First of all, how are the online player rankings determined?

DS: It's a mathematical formula—indistinguishable from a magical formula [laughs]. It is very arcane, designed to be fair in the sense that with *SOCOM* online, we wanted to give people a game that was more about teamwork than building up a body count. So if you are an MVP, that's because you've killed a lot of guys. But just killing those guys, if your team loses, doesn't mean that you're going to go up in ranking at all. The more victories your team earns, the greater number of points that go to you to move up the rankings list. So it's fine going around killing everybody—that's going to help your team. But you'll get more points if you play offense and defense.

EGM: Are you guys worried at all about people cheating? Like setting up a bunch of idle friends for the other team and just killing them over and over again?

DS: Um...hmm...well, I think...I believe that uh...we discussed doing something...but I don't think we really did anything to prevent that. You can start games with just two people so...I guess if you want to sit there and monotonously do that, you can.... It's not a lot of fun...but if someone is that bent on doing it, more power to them. That's not going to make them a better player.

EGM: Was there ever a narrowband, dial-up version of *SOCOM* planned?

DS: There was never a running version, but there were really brief discussions about doing it. You wouldn't get 16-player games with a 56K connection. If you did, it would be a game about teleporting characters [laughs], because we're passing a ton of data back and forth between the machines.



Yes, the only point to this screen is the guy is getting shot in the nuts. So what?

EGM: As a game that deals so much with terrorism, did 9/11 change anything in *SOCOM*?

DS: We consulted with the Navy and we ultimately decided to change a few locations and missions—one involved a downed airliner. 9/11 was a shock for all of us and coming into work that day was very surreal. We had just gotten the terrorist A.I. to a working state, so I came in and spent the day killing terrorists. It was a very strange feeling.

EGM: Any other final development anecdotes you'd care to share?

DS: I guess my favorite is when our lead ani-

imator and I were at 989 Studios for a mo-cap [motion-capture] session. We had two SEALs with mo-cap body suits on and we were watching them go through everything—knife kills, getting on and off helicopters, etc. They did a great job, until we said, "OK, now we need you to act like you were just shot." And they were just not able to do it. It was obvious that they had no frame of reference for it, even though they had been shot before. So I had to get into the motion-capture suit and do all these insane, exaggerated deaths. So everything in the game you see, those are the SEALs—they even played the parts of the terrorists—but any deaths are me [laughs].

THE BEST WEAPONS

David helped balance all the weapons in *SOCOM*, so when he recommends what to take into the multiplayer battlefield, you should pay attention:

SEALS

PRIMARY: M4A1

"The SEALs' absolute best weapon is the M4A1, definitely. It's great 'cause it has a scope. It's not a very powerful scope, but for most of the multiplayer maps, you really don't need one, and it's a good all-around weapon. If you want silence, take the M4A1 SD; if not, take the unsilenced—it does a little more damage."



SECONDARY: MARK 23 SD

"As far as SEAL pistols go, if you're gonna go with the M4A1 suppressed, go with a suppressed pistol. Because it's pretty terrifying as an enemy to see ricochets and only hear these little 'thtpt' noises."



TERRORISTS

PRIMARY: AKS-74

"A lot of people complain that the terrorists don't have a weapon equivalent to the [SEALs'] M4A1," explains Sears. "To which I say, you really haven't played until you've played with the AKS-74. It has a powerful round, good piercing, and it is the most accurate assault rifle in the game, period."



SECONDARY: DESERT EAGLE or MODEL 18

"As far as secondary weapons go, it depends on how you play up close. Terrorists have a definite



advantage when it comes to pistols. The Desert Eagle [labeled simply DE .50 in the game] fires a .50 calibre round that will kill anyone it hits. It also has enough piercing power to go through several bodies, if you're lucky enough to line up a shot like that [laughs]. The Model 18 just sprays lead. So it depends if you need precision or if you just freak out when you're up close. If you freak, go with the Model 18."



EQUIPMENT: M67 FRAG GRENADE, AN-M8 SMOKE GRENADE AND CLAYMORE MINES

"For items, everybody wants [frag] grenades, and that's great. I always take smoke. If I'm the last or second-to-last guy on my team, I'll start to throw smoke, so people don't know if I'm running behind it, through it, or in the opposite direction. It's not the most effective defense against bullets, but a little chaos doesn't hurt. I always throw two. Keep varying your strategy and approach. You'll find some things that work for you, but I guarantee as soon as you get a really good smoke pattern, people will pick up on it. And Claymores... general rule of thumb with Claymores: When you set them, the detonator automatically appears in your hand. So if you want to set another Claymore, you have to go choose it. [Also remember] the 90° directly in front of the mine is extremely deadly—everywhere else around it is just deadly."





PLAYSTATION 2. NOW ONLINE.

Introducing the Network Adaptor for PlayStation 2. Reach out and smoke someone.

Or cross-check, smash, tackle, leg-sweep or ollie over them – even if they're in another time zone. With the Network Adaptor (Ethernet/modem) (for PlayStation 2), just about anything is possible. Like downloading new rosters, stadiums and characters. Trash-talking opponents you've never met. Or, better yet, starting your very own East Coast-West Coast sports rivalry. All against live competition, so no two games are ever alike. The Network Adaptor for PlayStation 2 is here. Get your game online.

WHAT YOU GET:

- The Network Adaptor, which offers both dial-up and broadband connectivity
- Start-Up Disc with playable demos of Madden NFL 2003 and Frequency
- Video demos of Tribes: Aerial Assault, ATV Offroad Fury 2 and Tony Hawk Pro Skater 4
- Mail-in offer for a FREE copy of Twisted Metal:Black ONLINE
- All this for just \$39.99 (SRP)

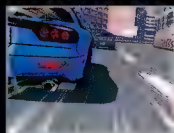
WHAT YOU NEED TO CONNECT:

- PlayStation 2 (duh)
- Network Adaptor (obviously)
- Memory card (8MB for PlayStation 2) with at least 137K of space (that ain't much)
- Dial-up or broadband Internet connection (in English: such as cable modem, DSL, T1 or just a plain ol' phone line)
- Network Adaptor Start-Up Disc to create ISP settings (don't worry, it's easy)

OTHER STUFF:

- The Network Adaptor works with just about any ISP subscriber, including AOL, AT&T Worldnet, EarthLink, Prodigy/SBC and Sympatico. Check with your ISP for details.

These are just a few of the games with online features available this year:



AutoModellista



ATV Offroad Fury 2



Madden NFL 2003



Tony Hawk Pro Skater 4

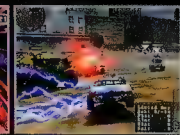


SOCOM: U.S. Navy SEALs



Frequency

Twisted Metal



Twisted Metal: Black[™] ONLINE



NFL GameDay[™] 2003



Tribes[™] Aerial Assault

PRODUCTS RANGE FROM
RATING: RINGS TO MATURE
RP-M
CONTENT RATED BY
ESRB



LIVE IN YOUR WORLD
PLAY IN OURS.

America Inc. NFL GameDay 2003 ©2002 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other PLAYERS INC. All other games featured herein are trademarked and copyrighted properties of their respective publishers and/or licensors.



PRESS START



PLATINUM CUBE

A limited-edition platinum GameCube (just like the platinum Game Boy Advance released earlier this summer) goes on sale in the U.S. on Nov. 3. The price of this luxurious item is the same as any other GameCubes—\$149.99. On a related note, Nintendo will release a "Cube pack that includes an Indigo GC, Super Mario Sunshine and a Memory Card 59 for \$189.99 on Oct. 14.

MAN ON THE STREET

Are You Goin' Online?

We snuck up on unsuspecting video gamers to ask them if they were gonna get online. (Then we asked for their handles so we could frag them in *SOCOM*.) Here's what they said:

The Victim: Aaron Ko
From: San Francisco, CA
Are you planning to use your PS2 to get online?



Yes. I am cautiously excited about it.

What are you most excited about? What are you looking forward to playing online? *Everquest* might be cool. I actually plan on getting Xbox Live too, but I want to play *Phantasy Star Online*.

The Victim: Brent Hughes
From: Virginia
Are you planning to get online with PS2? I don't have a PS2. I have an Xbox.



What are you looking forward to playing online? I'm planning on getting *Inside Drive 2003* and *NFL Fever 2003*. Those are the games I want to play.

The Victim: Jamon
Where he's from: South San Francisco, CA
Are you planning to use your PS2 to get online?



Yup.
Do you have your own service provider? Yeah, but it's a dial-up modem. They don't have broadband where I live yet. So I can't play games like *SOCOM*.

Bastards! What are you looking forward to playing online? *NFL 2K3*. Those kinds of games. You know, sports games.

The Victim: Lee S.
Where he's from: San Pablo, CA
What are you looking forward to playing online?



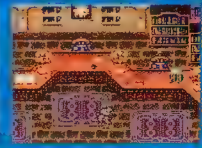
I'm looking forward to playing *Frequency*. I'll play *Everquest* too. **You're not scared of monthly fees?** I play games like *Asheron's Call* [PC], so I'm used to monthly fees. I'll buy the *Steel Battalion* controller, so that should give you an idea of how much I pay for games.

Square Readies Remakes of Early Fantasies

Not many video-game fans care how they played all 10 (or soon, 11) games in the main series. But Japanese gamers who want to go all the way back to the beginning of this epic series will soon be able to without disconnecting their PlayStations.

That's because Square is rereleasing *Final Fantasy 1* and 2—but only in Japan (yet, again, the U.S. gets the shaft, as Square has no plans to release these gems here). Each remake is sold separately at 3,800 yen (about \$33 U.S.), but true FF zealots can opt for the \$80 premium edition which compiles both games and three special figurines into one package. Both titles feature CG intro and endings made especially for these

versions, an easy mode in FF1, a "Boss" book showcasing Yoshitaka Amano's art (both games), a run function for speedier gameplay, and a quick-save feature (like Square's previous remakes).



Back to School: How to Keep Your Gaming On Now That Summer's Over

- Do a history report featuring 15 minutes of playing *Medal of Honor: Frontline*.
- Write "Calculator" on Game Boy in magic marker.
- Grind bike racks a la *Tony Hawk's Pro Skater* using math book.
- Paint eyeballs on front of Virtual Boy and wear it to class.
- Make out with cardboard Lara Croft standee under bleachers.
- Install NES emulator in computer lab.

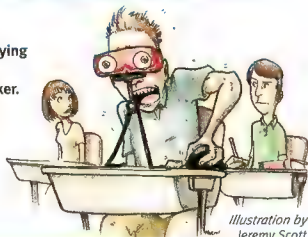


Illustration by Jeremy Scott

TOP JULY GAME RENTALS

BLOCKBUSTER

- 1 Stuntman** PS2
Atari
- 2 Medal of Honor: Frontline** PS2
EA Games
- 3 Test Drive** PS2 X
Atari
- 4 Spider-Man** PS2 X
Activision
- 5 Men In Black II: Alien Escape**
Infogrames PS2
- 6 Freestyle** PS2
EA Big
- 7 Grand Theft Auto III** PS2
Rockstar
- 8 Bruce Lee: Quest of the Dragon**
Universal Interactive X
- 9 All-Star Baseball 2003** PS2 X
Acclaim
- 10 Way of the Samurai** PS2
Ban!

Source: Blockbuster Video, July 2002

HALF-HUMAN,
HALF-VAMPIRE,

AND ONLY
HALF-DONE
KILLING.

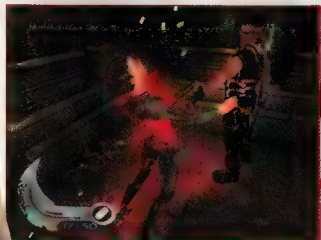
BLADE III



KEEP THE FORCES OF EVIL AT BAY WITH
YOUR 360-DEGREE COMBAT SYSTEM AND
UNSTOPPABLE RAGE POWERS.



DELIVER LAST RITES TO YOUR
VILE VAMPIRE VICTIMS WITH GRUESOME,
OVER-THE-TOP FINISHING MOVES.



USE MARTIAL ARTS, GUNS AND THE SWORD
OF THE DAY WALKER IN A DANCE OF
DEATH WITH YOUR INHUMAN ENEMIES.



THE HUNT BEGINS AGAIN...

BLADE III

AVAILABLE ON VHS AND 2-DISC
PLATINUM SERIES™ DVD EVERYWHERE!

www.blade2.com



Blood and Gore
Strong Language
Violence



PlayStation 2



ACTIVISION

Marvel, Blade and the distinctive Blade(s) thereof are trademarks of Marvel Characters, Inc. and are used with permission. Copyright © 2002 Marvel Characters, Inc. All rights reserved. www.marvel.com. Blade 2 motion picture artwork and other motion picture material © 2002 New Line Productions, Inc. All rights reserved. Game code © 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Created for play on the PlayStation 2 computer entertainment system with the NISIE iVU coprocessor only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. activision.com



PRESS
START



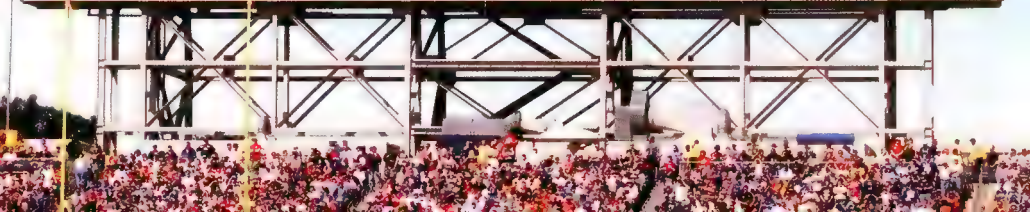
BE LIKE BROSNAV

Pierce Brosnan has played James Bond on the silver screen since 1995's *GoldenEye*. This November, he'll become the secret agent again in *Die Another Day*, the 20th film in the series. But his likeness also appears in EA Games' latest 007 video game, *James Bond 007: NightFire* (all systems), thanks to a deal the company struck with the actor. That's gotta be a better gig than his appearance in *The Lawnmower Man* (Super NES), right?

Gridiron Grudge Match

Ready to hit the field but not sure which NFL pigskin sim meets your needs? Let's take a look at the lineup....

Game Name	MADDEN NFL 2003 EA Sports (PS2, Xbox, GC)	NFL 2K3 Sega (PS2, Xbox, GC)	NFL GAMEDAY 2003 Sony CEA (PS2)	NFL FEVER 2003 Microsoft (Xbox)
Online?	Online only on PS2 this year—56k and Broadband	Yes, on PS2 (56k and Broadband) and Xbox (just BB)	Yes, 56k and Broadband	Yes, Broadband only
Cover Star Credit	Marshall Faulk: League MVP, Rams runningback. 	Brian Urlacher: Defensive stalwart for 'Da Bears. 	Tom Brady: Super Bowl MVP, Patriots Quarterback. 	Peyton Manning: Interception-prone QB of the Indy Colts. 
Franchise It Rembles	It'd be the Niners of the late '80s and early '90s: predictably excellent.	The Bills of the '90s. Hopefully 2K3 won't be relegated to four years of being second-best.	Current Cowboy teams. Minus the crazy all-night parties, drugs and prostitutes.	The Buccaneers: Decent each year but never a serious contender. More flash than fulfillment.
We Like	Melissa Stark 	Franchise mode. All-new front end with stylish ESPN bells and whistles.	In-game chat interface. Great for trash-talk or the proverbial "gotta piss."	Online player matching has never been so easy. Ah, the power of the Xbox.
We Hate	John Madden 	Radial play-calling menus, poor substitution system and plays named Z-axis(f)X—what is this, algebra?	Control rivals some of the worst sports games ever (eyes copy of Super NES <i>Bill Laimbeer Combat Basketball</i>).	Camera pans every five seconds. Let us play the game, damnit!
Steroid Factor	5—A little upright and stiff (insert joke here). 	6—Great player models, best on the market. 	8—Kinda bulky, like the aunt you don't wanna hug. 	9—These guys are 'roid monsters. Even kickers look like WWE superstars. 
Sim Factor	Thinking-man's football. High sim value.	Great sim game, balance on both sides of the ball.	Poor A.I. = poor sim experience.	Low on sim. Call it simcade. Long-range passing too prevalent.
Fun Factor	Makes you want to get up and run around the couch everytime you play. It's fun.	Awesome multiplayer, trails <i>Madden</i> for the friend-impaired single player.	Great if you enjoy chatting with other men who have bad taste in games.	If you just like to lace 'em up and let it fly, <i>Fever</i> could be your thing.





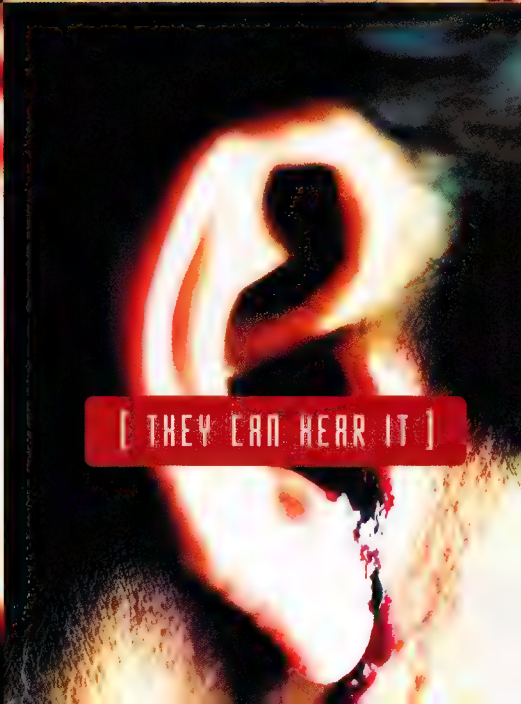
[THEY CAN SEE IT]



[THEY CAN TASTE IT]



[THEY CAN SMELL IT]



[THEY CAN HEAR IT]



[THE SCENT OF



A Savage World No Real... You'll smell the smoke of war-torn cities and burning jungles. See the flaming battlefields below from the

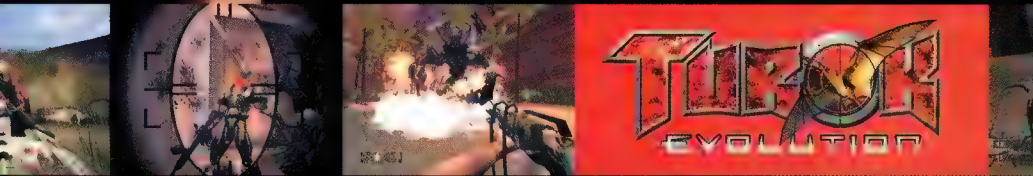


Blood and Gore
Violence

TURKIC™, EVOLUTION™ TM & © 2002 ACCLAIM ENTERTAINMENT, INC. ALL RIGHTS RESERVED. TURKIC TM & © 2002. CLASSIC MEDIA, INC. ALL RIGHTS RESERVED. ALL OTHER CHARACTERS HEREIN AND THE DISTINCT LIKENESSES THEREOF ARE TRADEMARKS OF ACCLAIM COMICS, INC. ALL RIGHTS RESERVED. DEVELOPED BY ACCLAIM STUDIOS AUSTIN. "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. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. Screenshots were taken from the Xbox version of the video game.



BLOOD FOR YOURS]



TUROK EVOLUTION

saddle of a fully armed, high flying Pterosaur. And smell the white-hot stench of a detonated Baby Nuke. Turok is back for the kill.

WWW.TUROK.COM



PlayStation 2

GAME BOY ADVANCE

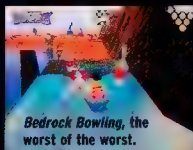
XBOX

NINTENDO
GAMECUBE

Acclaim



PRESS
START



Bedrock Bowling, the worst of the worst.

THE UNFAB FIVE

FGM's Review Crew has played through enough bad games to fill a landfill, but these fearsome five titles ranked at the bottom of the heap.

5. *Powerpuff Girls: Bad Mojo Jojo*, GBC
4. *Who Wants To Beat Up A Millionaire*, DC
3. *Batman Beyond*, PS1
2. *Mortal Kombat Advance*, GBA
1. *The Flintstones: Bedrock Bowling*, PS1

How Bad Games Get Made

The bad licenses, the shouting matches, the greedy suits pulling the strings.... Learn all the dirty details about how crap games happen from our man on the inside—an actual developer who worked on a terrible title

by Richard Del Medio*

It's a fact of gaming life: For every console masterpiece—every *Metal Gear Solid* or *Halo* or *Grand Theft Auto III*—that makes you say, "Wow," just as many not-so-special games make you go, "Ewww." *Superman* for the Nintendo 64, *Mortal Kombat Advance* for the GBA, *Total Recall* for the NES—the list of titles we'd just as soon throw away as play goes on and on.

But no one sets out to make a bad game. I should know—I worked on one. It was released a few years ago for the Nintendo 64

We'll call it "Game X" to protect the developers attached to the project, and the production history of this unsavory game illustrates the major reasons so many bad titles make it to store shelves. *Game X* began life as an awful movie with a dismal box-office take. Why a game publisher bought the rights to this movie remains a mystery. As the producer on *Game X* later told me, "They shopped it around for ages and never had any takers because it was such a dumb license."

Bad-game reason #1: Licenses that kill

Game publishers seem to think that having a recognizable brand name will hypnotize players into ignoring bad graphics or nonexistent gameplay. History was repeatedly proven them wrong: One of the first licensed

games, *E.T. the Extra Terrestrial* for the Atari 2600, was so bad that millions of unsold copies wound up in a desert landfill (see sidebar on page 48). Why do so many licensed games go horribly wrong? Part of the problem is that every dollar spent on acquiring the license is money not put into making a fun game. With a few exceptions (*GoldenEye 007* for the N64 or the recent *Spider-Man* movie game), the results of this spending pattern speak for themselves.

Why did our development company agree to make a game based on a terrible license? We needed the cash.

Bad-game reason #2: Money—the root of all evil

Game developers pay rent, electric bills and salaries like any other company. At the time the publisher of *Game X* approached us and



* Name changed to protect the innocent. The author would only submit this article under condition of anonymity.

offered to pay us to develop the game, we were strapped for money. We were well into production on a title for Sega's Saturn, which had just died as a viable console. We were also snared in a legal dispute with a former publisher over proceeds from a finished game. Given the lack of cash flow, the opportunity to develop *Game X* and grab its \$1.1 million budget was too good for us to pass up. Without that money, the company would have had to fire employees and possibly close its doors for good. Despite the terrible license, we had no choice but to go ahead and develop *Game X*.

A designer began work on the project. Normally, this designer was a competent graphic artist with game-production experience. Unfortunately, as his marriage disintegrated, so did his interest in *Game X*. The designer paid less attention to the fledgling game and became more absorbed with his frustrations at home. Six months into the project, he left the company.

Bad-game reason #3: Employee turnover

The press rarely reports when an employee leaves a project, but it happens quite often in this industry. The effect on a game under development can be devastating. Employees scramble to catch the dropped workload while management conducts a frantic hiring campaign. If it was only the designer who had quit, *Game X* might still have stood a chance of becoming a decent game. But at about this same time the lead artist and one of the coders—described by *Game X*'s lead programmers as “one of the best programmers we ever had”—also left the company. The loss of so many key team members sealed *Game X*'s fate. Of the three remaining coders, one was a junior programmer working on his first project and another was what

What Crappened?

A case history of a bad game

The game: *Mortal Kombat Advance* (Game Boy Advance)

Midway's bloody lil' brawler was the first game to ever earn a zero score from EGM's Review Crew. Word has it that Ed Fries, Microsoft's VP of games publishing, was so inspired by the game's crapiness that he keeps a copy on his desk to remind him what not to do.

Why it went awry: Midway was looking for a quick buck with this title. They farmed it out to a third-party developer, who agreed to make the game for cheap and turn it around in a lightning-quick two-month development cycle. “You could call it a rush job,” says an in-the-know source who spoke on condition of anonymity. “Let's say that no one was surprised that it got bad reviews. But it did sell well enough to make money. So you could say we knew exactly what we shipped, and business-wise it was a very good success. Brand-wise...maybe not a brilliant move.”



we call “dead wood.” He earned a six-figure salary yet only typed a few lines of code each day. Much of what he wrote had to be re-written by the junior programmer anyway, so his contribution to the project was negligible at best.

An even bigger problem: the leadership vacuum. All of the company's other game designers were busy with their own projects. Hiring a new designer to oversee this *Game X* on short notice proved to be impossible. Hence, everyone on the team—from artist to programmer to tester—took a crack at trying to finish the game's design.

Bad-game reason #4: There is no substitute for experience

The original design document for *Game X* was as confusing as it was unfinished. Neither the story nor the enemies made any sense, in some cases having nothing to do with the license. Much of the art and game engine had already been built, however, so it was impossible to start from scratch.

The project was a mess. The designer of the day would draw up a level and add new gameplay elements without consulting the programmers. The artists would build the level without regard to such essential technical issues as clipping distances or the limitations of the camera-collision code. As one of the programmers later said, “The artists did a lot of hard work and tried to make the best of it, but they lacked a technical understanding of how the game

“...every dollar spent on acquiring the license is money not put into making a fun game.”

—bad-game designer Richard Del Medio

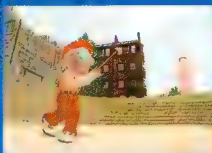
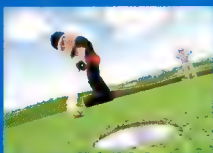




"FULL-BLOWN ARCADE GOLF"™

14 DIFFERENT CHAMPIONSHIP
GOLFERS COURSES | 1-4 PLAYERS

WITH GAMES...CLOSEST TO THE PIN...PUT & GOLF...



LET IT
RIP

Swingers Golf ©Taitoh Japan Co. Ltd. 2007. Published by Eidos Interactive, Inc. 2007. Developed by Taitoh Japan Co. Ltd. Swingers Golf, the Swingers Golf logo, Swingers Interactive, the Swingers Interactive logo, Fresh Games and the Fresh Games logo are all registered trademarks of the Eidos Entertainment Company. Swingers and the Swingers logo are trademarks of Taitoh Japan Co. Ltd. TM, ® and Nintendo GameCube logo are trademarks of Nintendo. ©2007 Nintendo. The ratings form is a registered trademark of the Interactive Digital Software Association. All rights reserved.



Visit www.esrb.org or call
1-800-771-3772 for more info.

SWINGERZ GOLF™



EIDOS
TELENET JAPAN CO., LTD.

ONLY
FOR
NINTENDO
GAMECUBE



PRESS
START

“Brutal shouting matches broke out between programmers and wannabe designers. Artists added new assets or changed old ones without informing the rest of the team....” —*bad-game designer Richard Del Medio*



engine worked.”

This inexperience in the design and art arenas led to a massive waste of time as game assets constantly needed to be redone in order to work correctly. The programmers, meanwhile, were swamped as they tried to both finish programming the game engine on schedule and fix errors made elsewhere by the team.

Eventually, the pressure began tearing us

all apart. Brutal shouting matches broke out between programmers and wannabe designers. Artists added new assets or changed old ones without informing the rest of the team, causing the game to stop working. *Game X's* bug database, where the testers registered all the game's flaws, soared to over 1,000 problems. Amidst this chaos, the publisher was demanding that we stick to the original schedule.

Bad-game reason #5: Time is of the essence

Ever notice how store shelves are flooded with quickly forgettable games during the holiday season? When publishers force developers to adhere to artificial deadlines such as the Christmas-shopping rush or the launch of a new system, developers must focus on reaching deadlines instead of designing a fun game. Working 70-hour

Cont. on page 50

What Crappened?

A case history of a bad game

The game: *E.T. the Extra Terrestrial* (Atari 2600)

With gameplay that boiled down to you tumbling into holes, then clambering out over and over and over, *E.T.* found a home at the numero-uno spot of many worst-games-ever lists (including our own) and has even been blamed for jumpstarting an early-'80s breakdown of the video-game biz.

Why it went awry: Blame it on a hot license matched with a nightmare holiday deadline. When Atari's top brass sealed the deal to make the *E.T.* game on July 21, 1982, they needed to have it finished by Sept. 1 to get cartridges into production for Christmas shoppers. "That left about five and a half weeks to complete the game," says Howard Scott Warshaw, the Atari programmer (his credits include *Raiders of the Lost Ark* and *Yar's Revenge*) who took on the challenge to make the game. He had been asked by then-Atari CEO Ray Cassar to craft *E.T.* after the company's director of software, Warshaw's own boss, said it couldn't be done in such a crunch. "No one had made a game in less than five months at that time," Warshaw says.

What followed was a world-record development cycle in which Warshaw cooked up *E.T.'s* design in a few days, showed it to Steven Spielberg (who wondered why the game couldn't just be more like *Pac-Man*), then spent the next five bleary-eyed weeks jamming through a programming marathon, outputting 13 times more code per day than the industry average. "People speculate that drugs were involved," says Warshaw, "but I don't know if that's what kept up my productivity. The thing that kept me going was just my desire to do it. This wasn't just making a game a little faster than anyone had done it. It was a lot faster. It was an irresistible challenge." Warshaw completed the game on time—and even managed to hide his initials as an Easter egg. (You can learn more about Warshaw's behind-the-scenes shenanigans at



Atari from a series of videos he produced, for sale at www.scotttw.com.) Atari made 4 million *E.T.* cartridges; more than 2 million sold. But just as quickly, nearly a million carts flooded back to stores, returned by disgruntled gamers turned off by the game's stinkeroo gameplay.

Now a technical director at 3DO, where he's working on a multiplatform combat-racing title called *Jacked*, the always-colorful Warshaw says he has no regrets about *E.T.* or how it turned out. "I was faced with a technical challenge no one else would take," he tells us. "I was proud of myself for having the kind of reputation where the CEO of the company, after my boss said it couldn't be done, asked me to make the game, and I did. It may not have been the greatest game, but it was still a complete game, not just crap taking up memory on the cartridge."

 *Instructions: Cut out, roll around joint.*

WARNING: Pot is Addictive. It Goes Something Like This: First You Smoke Pot, Then You Keep On Smoking Pot, Then You Can't Have Fun Without Pot, Then You Can't Do Anything Without Pot, Then You're That Skeezy Loser Who Hangs Out All Day In Front of the Arcade.



PRESS
START

cont. from page 48

weeks to achieve project goals on schedule, many developers don't realize the game isn't any fun to play until it's too late.

With *Game X*, the entire team knew the game wasn't any fun to play. Unfortunately, no one had time to fix it. The team worked 12 hours a day, including weekends. Between the constant design and art revisions, we were too far behind schedule to even consider finishing the project on time. The publisher was naturally upset to hear this, and we wasted nearly a month trying to convince them of how dire our situation was.

Eventually, we reached a compromise with our publisher, who gave us two extra months and \$150,000 more to finish the game. But that extra time and money still wasn't enough, considering our staffing situation and the state of the game's design. It took us three months to finish *Game X*, with the last month's expenses coming out of our own pockets. It still wasn't enough: The finished game could hardly be called fun. The publisher, however, released it anyway.

Bad-game reason #6: A little bit of something is better than a whole lotta nothing

Most of the time, publishers can't afford to not bring a crap game to market. If their title was made on a shoestring budget, they'll manage to make a profit since they're not depending on blockbuster sales to recoup stratospheric development costs. So, believe it or not, pumping out subpar games actually makes good business sense to many publishers. And if they've invested millions in a project, they still need to earn back some of their losses. Better to release a bad game and

What Crappened?

A case history of a bad game

The game: *Army Men: Sarge's Heroes* (PlayStation 3) Yeah, we know playing 3DO's *Army Men* games is a lot like eating ass sandwiches, but the worst

of the worst in the franchise's 21-game (across four different platforms)

lineage has to be *Sarge's Heroes*. An inferior port of a mediocre Nintendo 64 action title, *Sarge* on the PS1 packed

terrible gameplay that pissed all over our fuzzy childhood memories of those miniature green and tan army dudes.

Why it went awry: "At first, *Sarge* was an out-of-house project that didn't involve any 3DO programmers," said Joel Dinolt, one of the key members on every *Army Men* game this side of the PS1. "But then they canned these developers and moved the entire project in-house to 3DO." Bad idea. Dinolt and the three other coders who slaved over this "Manhattan Project" wrestled with outsourced "inept technology" and a "bullish" designer before settling on a gameplay vision that both sides knew was mediocre. When *Sarge's* producer walked into Dinolt's cube and handed him a fat design document—the overall plan for the game—98 percent of it was filled with useless weapons and character bios. Dinolt and his cohorts tossed the doc into the trash and tried to focus on the game's technology and controls. *Sarge* was also up against a tight deadline. "We had this thing called the F.U.N. file," Dinolt says, "which stood for 'F you...no!' It was something we had to say repeatedly to artists and designers. They wanted too much in too little time.... We never had a clear vision on the game's design, [and] what they wanted was special effects and cinematics."



earn some sales from unsuspecting parents and others who don't read game reviews than to earn nothing at all by throwing it away.

In the end, that was the strongest reason *Game X* was released. If we had not finished the project, we'd owe the publisher the money they had given us. Since we had used all that cash in developing the game, we couldn't abandon the project just because it wasn't turning out to be a fun game. The publisher, meanwhile, couldn't just write off the millions in development, licensing and

marketing fees they had already paid. Thus, *Game X* made it to the shelves and found its place in history as yet another bad game. I hope you didn't have to play it.

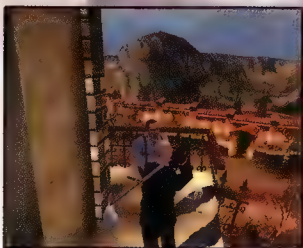
Editor's note: Game X's developer has gone out of business, and its publisher has been on the verge of shutting down for years ("I hope to God they die soon," the author says). Meanwhile, the author has been hired as a designer at another game studio, where he plans to work on good games for a change.

"The last month's expenses [came out] of our own pockets. It still wasn't enough: The finished game could hardly be called fun. The publisher...released it anyway."

—bad-game designer Richard Del Medio



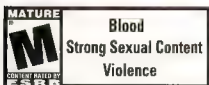
Death is my business
and business is good.



HITMAN 2

SILENT ASSASSIN

September 2002



PC
CD

PlayStation 2



hitman2.com

©2002 IO Interactive. Hitman 2: Silent Assassin is a trademark of Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. All rights reserved. IO Interactive and the IO Interactive logo are trademarks of IO Interactive. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The ratings seen on a registered trademark of the Interactive Digital Software Association.



TEEN
T
CONTENT RATED BY
ESRB

Mild Violence

bam!



ONLY ON
XBOX

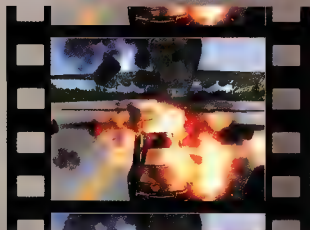
Check out Chase:
www.bam4fun.com/chase



Turning Tricks September 2002.

CHASE

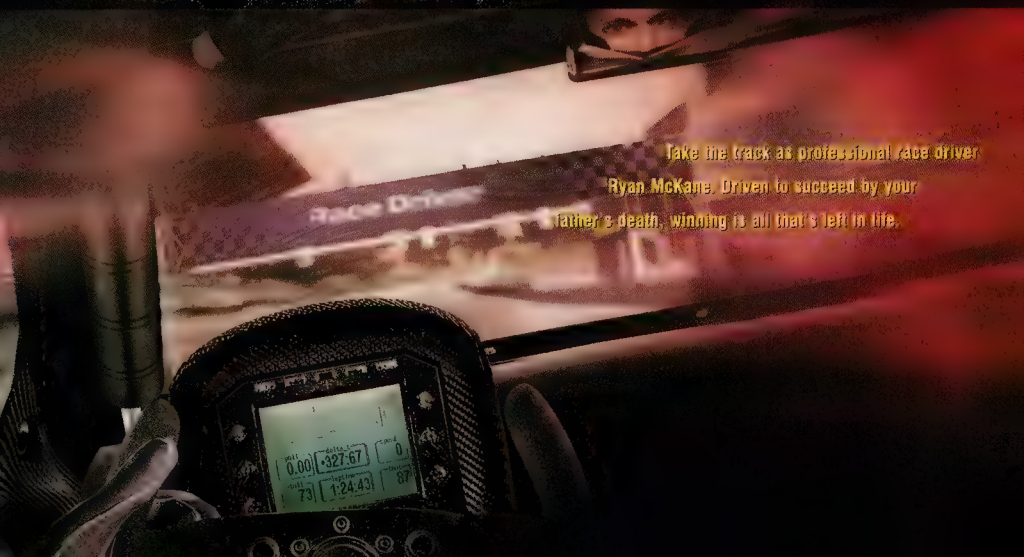
Hollywood Stunt Driver



Have a path of destruction as you jump, smash or race through 16 movie scenes on 4 unique sets



**THE FINISH LINE
IS JUST
THE BEGINNING.**



Take the track as professional race driver
Ryan McKane. Driven to succeed by your
father's death, winning it all that's left in life.



The Race Begins This Fall.

How It Ends Is Up To You.

PRO RACE DRIVER



Take control of Ryan McKane's racing career in an involving movie-style storyline. | Rip up the asphalt in over 40 authentic cars on 38 real race tracks worldwide. | Fight it out in intense pack racing with up to 20 cars on the course at once.* | Experience intuitive handling and super-realistic crash damage and graphics.

RATING PICTURE

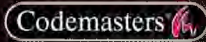


Visit www.esrb.org or call 1-800-771-3772 for Rating Information



PlayStation 2

CODEMASTERS.COM



GENIUS AT PLAY

Screen shots taken from PlayStation®2 computer entertainment system game play.

*Number of cars on course simultaneously varies by platform. © 2002 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters" is a registered trademark owned by Codemasters. "Pro Race Driver"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. Developed by Codemasters. Published by Codemasters and are used under license. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the US and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



PRESS
START



GAME WARRIORS

Rockstar will be bringing out a game based on the 1979 cult film *The Warriors*. The company's Toronto studio will do the honors on the title, which will follow the plot of the film—you play as members of a gang blamed for killing big-time leader Cyrus. Now you must get from one end of New York to your turf on Coney Island in one night, tailed by rival gangs (one, a group dressed like baseball players) out for vengeance. Can you dillig it?

CELEBRITY GAMER: MARSHALL FAULK

Talking Madden with St. Louis Ram Marshall Faulk

Celebrities are normal people too—just incredibly rich ones. You like games; they like games. Each issue we'll talk to a different celebrity who plays 'em, is involved in their creation, or, if they're lucky, is *in* one. This month we caught up with St. Louis Rams runningback Marshall Faulk, spokesman for EA Sports' *Madden NFL 2003* (pictured below), available now for PS2, Xbox and GC.

EGM: What happens when two of the biggest names in football—Faulk and Madden—team up?
Marshall Faulk: We're gonna make [*Madden NFL 2003*] better—sell more, you know. Not that it needs help; it's already good. But with the two of us, it's gonna be great!

EGM: This year there's a lot of competition. Are you sure of that?

MF: Yeah. *Madden* has always been the hottest game out. I've been playing it for 11 years, since it was on the Sega Genesis.

EGM: You're representin' EA, but teammate Eric Crouch is reppin' Sega (*NCAA 2(G)*). Will there be any beef?

MF: Nah, 'cause I have the edge. [I've] been here longer, you know? It'll be about real football between us, not the game. We're gonna take care of business that way.

EGM: What are your secrets to a Super Bowl victory in *Madden NFL 2003*?

MF: Control the clock. It doesn't matter who I play as—that's how I do it.

EGM: Where the hell does *Madden* come up with some of the stuff he says?

MF: Some of the things he must've seen on the sidelines as a coach. The names and references he busts out with are amazing!

EGM: What is the best feature this season besides *Monday Night Football*'s Melissa Stark's considerable "assets"?

MF: Funny thing is, the feature I like best is defensive. The defenders play like they're holding a zone. They'll back up and play the ball—it's awesome.

EGM: You see cash like the U.S. Treasury. What's your gaming setup like at home?

MF: Low key—just a TV in a regular room. Nothing special.

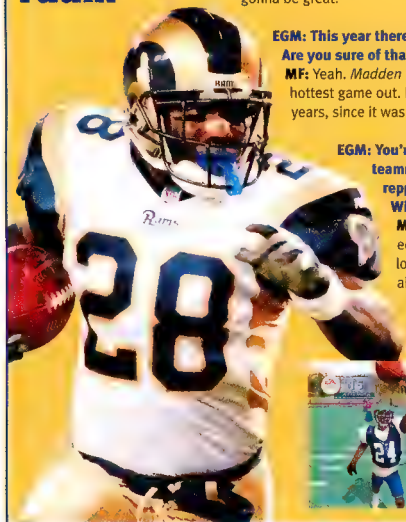
EGM: You must spend cash on games themselves then?

MF: Yeah, like *SSX Tricky*. They do some cool things on the snowboards. Not that I snowboard or anything, but it's fun.

EGM: How many times have you tackled someone after losing a game to 'em?

MF: [That's] not my style. I'm a peaceful man.

—Scott Steinberg



Pocket Recording Studio

Play MP3s on GBA

Those of you looking to squeeze every ounce of entertainment out of your Game Boys may want to check out two new MP3-player attachments from publisher Kemco and newcomers SongPro. Both plug into the GBA's cartridge slot and use the system as an interface to play your favorite MP3s. Both players have their strengths. We like

Kemco's Pocket Recording Studio for its ability to record music (onto a CompactFlash card) and because it works as a stand-alone unit. Meanwhile, SongPro's easy-to-use MP3 player is compatible with your dusty old Game Boy Color and uses the much cheaper (and better) Secure Digital (SD) card standard. Both players will be available in stores this fall for just under \$100 each.



The SongPro player



Want to know how realistic NFL Fever '03 is? Take a number.

- 1 - Dramatic camera angles take you all over the field
- 2 - Go from clipboard holder to MVP in Career Mode
- 3 - Customize your plays to throw off the D
- 4 - 60+ teams mean over 1800 possible match-ups
- 5 - Player physiques from L to XXXXXXL
- 6 - Tougher AI anticipates your moves
- 7 - Where you sweat — they sweat
- 8 - Updated player rosters
- 9 - Helmets that reflect the playing environment
- 10 - Unique player faces
- 11 - NFL newbies, the Houston Texans
- 12 - Total control over the weather — no, not in domes
- 13 - Use Hot Routes to exploit the defense
- 14 - Someone should've used the bump-n'-run
- 15 - Updated home and away uniforms
- 16 - One very frustrated defensive coach

NFL **NFL 2003**
FEVER

Feel it.

EVERYONE
E
CONTENT RATED BY
ESRB

ONLY ON
XBOX

XBOX

www.nflfever2003.com

www.xbox.com



PRESS
START

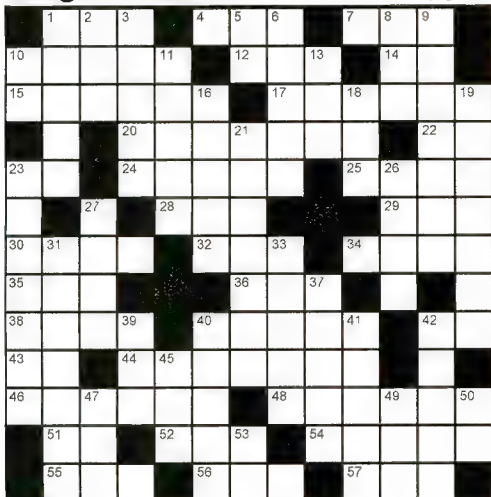


FREE AGAIN AT LAST

As of Aug. 1, Sega decided to make their Dreamcast SegaNet servers free again so all Dreamcast users (all 20 of you) can enjoy unlimited, free online gaming through the end of 2002. When the calendar flips to 2003, servers for Sega-published DC games will begin to close down. So get in those precious last games of *NFL 2K2* while you can, friends.

Caught in the Net

(Solution on page 221)



ACROSS

- Local supporter of network gaming
- Tetris-inspired puzzler *Mania*
- Pokémon's* Mr. Ketchum
- Sony's flagship "Net game"
- Goes with *Jam* and *Earl*
- Upcoming PS2 mech title *Robot*
- Shalashaska's *MGS2* alias
- Strafes out of the way?
- Need it to get online with the PS2
- NES racer *_ Pro-Am*
- PlayStation acronym
- Nintendo's 8-bit systems
- Weak little car in *Gran Turismo 3*
- 1 million bytes, for short
- X 4* (abbrev.)
- Narrowband alias " _up"
- Ninja Turtles'* Splinter relative
- Do it to people in online-game lobbies
- Marvel vs. Capcom 2's* Dr. Doom, for short
- MGS2: _*
- 27 Down's* animal affiliate
- Eternal Darkness* magic makers
- Bloody Razor* or *Burning Rangers*, for short
- GameCube thriller, for short
- Like *Pokémon Mew?*
- Mortal Kombat 3* songstress
- MGS2* security device
- "Not in bounds"
- First PS2 *Final Fantasy*
- Fellowship of the Ring* setting
- Points that identify *Halo* teammates
- Super Pitfall Harry*, to *Pitfall Harry*
- " _ a me, *Mano!*"

DOWN

- Keep video game doors and treasure chests sealed
- _ Combat 4* (PS2)
- Ryan of Super Nintendo baseball
- Sega _* (Xbox)
- David's cloven-hooved enemies in *Bible Adventures* (NES)
- Sodom of *Street Fighter's* weapon
- PS2 online hardware add-on, for short
- Pitcher stat in *RBI Baseball* (NES)
- Dial-up adapter
- Time of PS2's *Extinction*
- Syphon Filter* shocker
- Lord of the Rings* beastie
- Razor Freestyle _* (PS1)
- Battle of Olympus* (NES) inter-city transporter
- What your parents call controllers?
- Bruce and Tekken's* Chaoulun
- Bloody Razor* mainstay
- GBA shooter *_ 3D*
- Restores health in *Final Fantasy III*
- State of Emergency* Mack's pants?
- Flanders of *Simpsons Wrestling*
- Outlining characteristics in every video game
- FFVII* bad guy, for short?
- Served in arcade classic *Tapper*
- Mario Tennis "do-over"* serve
- Sports series *_ Live*
- _man* (PS2)
- Survival-horror pioneer, for short
- " _ one can stop Mr. Domino!" (PS2)

Hands-On With Bandai's SwanCrystal

Move over, Game Boy

Advance—there's a new bird in town. On July 12, toy giant Bandai unleashed a third iteration (in stylish red and blue models) of their handheld



WonderSwan system, the new-and-improved SwanCrystal, in Japan. With an enhanced screen display and support from the likes of Squaresoft, Sega and Sony, does this Swan finally have what it takes to fly with Nintendo's big boy?

The Hardware:

SwanCrystal looks like a slimmed-down version of the Game Boy Advance, with an extra set of directional buttons positioned in such a way that the unit can be held either horizontally or vertically (a nice touch for fans of shooters and puzzle games). The compact design is certainly impressive, but the system's not nearly as comfortable in your hands as the GBA is, and you need to purchase an optional adapter just to use headphones (ouch). While the screen is a major improvement over past Swans (no more blindness-inducing blur), it's still unfortunately way too dark, making most games difficult to see without optimal lighting.

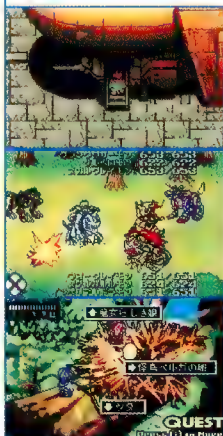


The Software: The Crystal launched alongside fairly high-profile games (Sony's RPG *Arc the Lad* and Square's *Frozen Mission*), but its future release list is grim, with less than a dozen games scheduled for release in the next six months. Since the system is backward-

compatible with past WonderSwans, however, its back catalog includes several old-school Squaresoft remakes (*Final Fantasy I, II and IV*, among others) and a few choice games from Capcom (*Ghosts & Goblins*, *Mega Man & Bass*), Namco (*Klonoa*) and Sega (*Golden Axe*).

The Verdict: So, is Bandai's new baby worth its weight in feathers? Well...no. Still, it's a quirky little gadget that import freaks (a U.S. release is very unlikely) and collectors might find some kitsch value in.

—John Ricciardi



From top: *Arc the Lad*, yet another *Digimon* and the RPG *Riviera* for SwanCrystal.



It's in the game.™



© 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, John Madden Football, and It's in the Game, It's in the Game are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. © 2002 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other NFL-related marks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is registered trademark of the NFL. www.players.com © 2002 PLAYERS INC. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. "The Sims" and the "Sims" Family logo are registered trademarks of Sims Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logo 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. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.



**Go to work.
Crush people.
Get paid.
You gotta love this job.**



Spin. Juke. Flash 'em the five finger stop sign.



Go to training camp. Earn a six-point merit badge.



Show off your moves on the turf. And in the zone.

Where the players play.

**EA
SPORTS**
MADDEN
NFL 2003

The ultimate judge.

madden2003.com



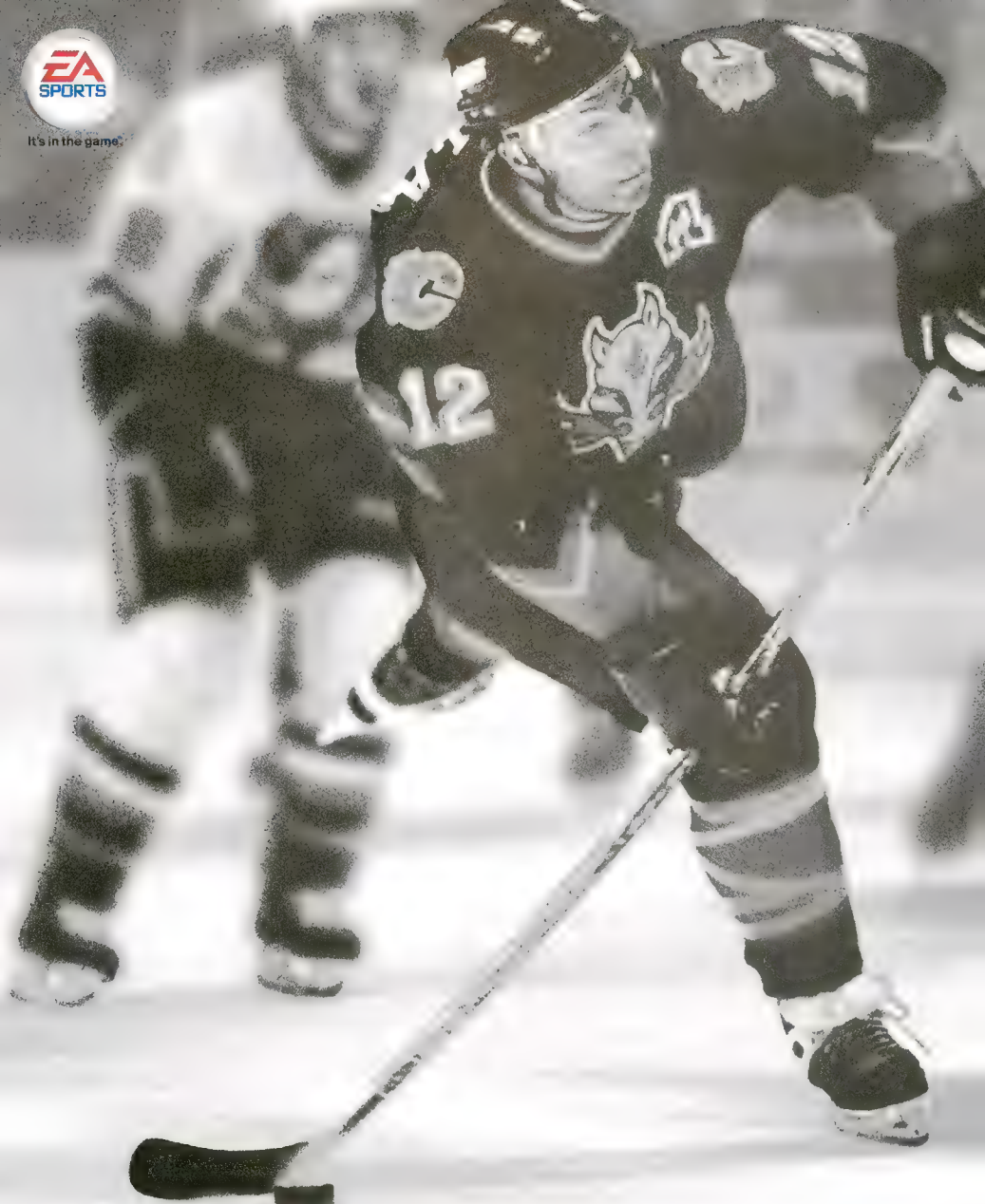
GAME BOY ADVANCE



PlayStation 2



It's in the game.



EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief
Violence

© 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo and "It's in the game" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL, Entropix, LLP © 2002 NHL. All Rights Reserved. Officially Licensed Product of the National Hockey League, National Hockey League Players Association. NHL PA and the NHL/PA logos are trademarks of the NHL/PA and are used under license by Electronic Arts Inc. © NHL/PA. Officially licensed product of the NHL/PA. The names and logos of all stadiums are trademarks of their respective owners and are used by permission. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Nintendo GameCube is a trademark of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.





Dynamic Deke Control. Sweet stick skills to freeze the D.



Fill up the Game Breaker. Then fill up the net.



You got new moves. So do the goalies. It's only fair.

**Every great magician uses a magic wand.
This one makes frozen rubber disappear.**

EA
SPORTS
NHL
2003



PlayStation®2

easports.com



PRESS
START



SIX-SIDED FREAKS!

In *Attus' Cubivore* (GC), it's eat or be eaten as you try to survive in the harsh wilderness, filled with similarly anguished animals. Originally published by Nintendo in Japan (as *Animal Leader*), this bizarre little nature simulator will arrive on American shelves in November. Last long enough and you'll pass down your genes to your offspring, and the circle of life will begin anew. Ugly? Yes. But fun? We hope so.

Quartermann - Game Gossip & Speculation

Hi-dee-ho, neighbors. Welcome to another spine-tingling installment of Quartermann. This month's aspartame-free for your safety (that's right—nothing on this page has been proven to cause cancer in lab rats). And before we get started, let me say that it is a travesty of justice you *Sonic* newbies will not get to play the excellent *Sonic CD* (originally released for the Sega CD Genesis add-on) when *Mega Collection* comes out for GameCube. Anyway, onto the rumors!

Sega Looking For Companies to Buy

...Let's start it off with the slightly boring (yet still important) stuff...: Not that you pay attention to the "biz" side of video games, but if you did, you'd surely have heard this one by now. **Sega**, the house of *Sonic*, is looking for companies to take under its wing during its ride to the top (if press releases and CEO banter are to be believed). Possible targets to come under the Sega umbrella include such companies as **Infragistics**, **Midway** and **THQ**. Or perhaps it's just a big developer — **Reflections** and **Rare**'s names have also been mentioned as possibilities. Which one will be assimilated? I...can't share that information yet. But wouldn't it be weird to have the Atari name (recently resurrected by Infragistics) fall under Sega's jurisdiction? These are crazy days we live in, my friends....

The Pokémon Party is Over

...No, I'm not talking about *Pokémon*'s popularity (though yes, it has slowed down quite a bit since the initial "craze"). I'm talking about a little game you may know as **Meowth's Party** or (more recently) **Pichu Bros. Party Panic**. In case you don't remember it, check the screenshot below. Look familiar? Good. Let's move on. This game was initially shown during Nintendo's Japanese unveiling of the 'Cube two years ago as a demonstration of what the machine could do, starring its then-very-popular characters. The plan was to turn this into the **first Pokémon game** for the GameCube, and it was on tap as recently as this past spring when the title,



This cat has strummed his last power chord. Next!

mysteriously appeared on an ESRB ratings list in advance of the Electronic Entertainment Expo in May. But the title, which was reportedly less game and more interactive movie starring various Pokémon, has been officially shelved. Awww, yeah, I know you guys are all broken up over it, right? RIGHT?....



Hey man...where'd you park the Datsun?

Ico Part Deux

...Remember that PS2 game that came out about a year ago called *Ico*? Of course you don't, because it didn't sell well in the U.S.—wake up, people! Anyway, a hint at the *Ico* team's next project has appeared in the latest issue of Japan's *Famitsu* in a two-page help-wanted ad for their next game. The bad news: You're on the wrong side of the Pacific Ocean, don't know a lick of Japanese, and your programming knowledge is limited to setting the VCR for Anna Nicole Smith's new show. The good news is that this mysterious project (if the Q's sources are to be trusted, and they haven't failed me yet) is indeed a **sequel** to *Ico* (hurrah!). While the rest of us patiently wait for the game's arrival, we have the above artwork from that ad for you to drool-over. Just make sure you don't get any of that dribble on the Q's page o' goodness....

The Hot Q: Nintendo & Online—When?

...Looks like the future is going to be bright for those of us willing to embrace the coming wave of online gaming wonderment. While Nintendo has yet to announce online gaming support, the rumors are flying that word will come down very soon of their plans. The first of Nintendo's entries will reportedly be a new *Mario Kart* for the first half of 2003. Current speculation indicates that'll be followed by an online version of *Mario Party* and a Net-enabled sequel to the soon-to-be-released life simulator *Animal Crossing*. Design docs for one last online title have been floating around Nintendo's Japanese offices—and that game is *GameCube Wars*, the 'Cube sequel to *Advance Wars* (GBA). Now that's sweet....

And by jove, that's all I have to say this month. Now I can finally get back to more *Super Mario Sunshine*. 'Tis a good year for platformers—*Mario*, *Blinx*, *Sly Cooper*, *Ratchet & Clank*. Gotta love it! And if you want to write this ol' Seahound, get on yer computer and drop an E-mail to quartermann@ziffdavis.com with any comments or questions you might have. Until next time.... —The Q

Bits of Q



Two screens have popped up on the net of new trophies in *Smash Bros. Melee*: a caped Mario riding Yoshi and Samus without her helmet on (left). What are they? Listen up—The Q's about to spill his wisdom on thee. You *can't* get these using saves from *Mario Sunshine*

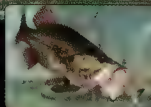
and *Metroid Prime*. These trophies are giveaways as part of a *Smash Bros.* tournament promotion in Japan at Toys'R Us stores. Will a similar promo pop in the U.S.?... Dunno yet, but I'm sure GameShark hacks for these will pop up soon. Wonder what else is in there....

Duel to the depth.



SEGA Bass Fishing Duel

Sega Bass Fishing Duel will knock you overboard with heated two-player competition. And when you finally run out of friends to beat, you can tackle the CPU opponents, each with their own personalities, strengths and weaknesses. This attitude may not make you popular around the watering hole, but it's lonely at the top, buddy. Who says fishing's not an extreme sport?

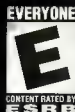


Ruthless CPU > anglers to battle.



Lakes with fully modeled ecologies, weather, and more!

The only PlayStation®2 computer entertainment system fishing game with split-screen two-player or vs. computer competition.



PlayStation®2

SEGA®



PRESS
START

The Top 20 Best-Selling Games of June 2002

Before all the Xbox and PS2 fanboys use *Eternal Darkness'* lack of a top-10 showing as proof of the *GameCube* dying, remember *ED* came out late in the month of June. So expect it to have a stronger showing next time. The big surprise of June, however, was *Morrowind* on the *Xbox*. We knew it was a good game, but the top seller on the system? Wow. Maybe there's a bigger market for hardcore, open-ended RPGs than most people think. Or maybe **being the only RPG on a new-ish system is the key.** Either way, it's nice to see some different genres creeping up the charts once in a while.

1	Medal of Honor: Frontline EA Games	8.0 Crispin	9.0 Craig	8.0 Mark	PS2	EGM SILVER	
2	Grand Theft Auto III Rockstar	9.0 Crispin	9.0 Greg	10 Milkman	PS2	EGM GOLD	
3	Gran Turismo 3 A-spec Sony CEA	10 Che	10 Greg	10 Jonathan	PS2	EGM GOLD	
4	Dragon Ball Z: The Legacy of Goku Atlus	6.0 Chris	6.0 John R	5.5 Milkman	PS2	EGM SILVER	
5	Spider-Man Activision	6.5 Greg	6.5 Jonathan	6.0 Mark	PS2	EGM SILVER	
NEW!	Test Drive Atari	7.5 Jonathan	8.5 Mark	7.0 Shane	PS2	EGM SILVER	
NEW!	World War II: Patton Atari	8.0 Chris	8.0 Greg	7.5 Shane	PS2	EGM SILVER	
NEW!	Test Drive Atari	4.5 Che	8.0 Greg	7.0 Milkman	PS2	EGM SILVER	
1	Super Hero Army 2 Bandai	9.0 Chris	9.0 John R	9.0 Mark	PS2	EGM SILVER	
1	Morrowind Bethesda	10 Che	10 Jeanne	10 Craig	PS2	EGM SILVER	

11	Eternal Darkness: Sanity's Requiem Nintendo	EGM SILVER	Game Boy Advance	NEW!	
12	Yu-Gi-Oh! Forbidden Memories Konami	Game Boy Advance	NEW!		
13	Midnight Club Rockstar	EGM SILVER	PS2		
14	Star Wars: Attack of the Clones THQ	Game Boy Advance	NEW!		
15	Stuntman Atari	PS2	NEW!		
16	ATV Offroad Fury Sony CEA	EGM SILVER	PS2		
17	Super Smash Bros. Melee Nintendo	EGM GOLD	Game Boy Advance		
18	Sonic Advance THQ	Game Boy Advance			
19	Yu-Gi-Oh! Dark Duel Stories Konami	Game Boy Advance	Color		
20	Spider-Man Activision	Xbox			

Source: NPD TRTS Video Games Service. Call Kristin Barnett-von Korff at (516) 625-2481 for questions regarding this list. Chart description written by EGM staff. I wish they all could be California giii.

JAPAN TOP 10			
1	Suikoden III Konami	PS2	One look at this chart and you don't have to guess which system is on top in Japan (hint: It's PS2). But what's that WS there? It's Bandai's portable WonderSwan (turn to page 58 to find out more about their latest version of the hardware). Seems like a game based on <i>One Piece</i> (a popular anime TV show in Japan) pops up on the chart every few weeks. Will it come to the U.S.?
2	My Summer Vacation 2 Sony CEI	PS2	
3	Golden Sun: The Lost Age Nintendo	Game Boy Advance	
4	One Piece: Swan Colosseum Bandai	WS	
5	Yu-Gi-Oh! Duel Monsters 7 Konami	Game Boy Advance	
6	Kengo 2 Geml	PS2	
7	World Soccer Winning Eleven 6 Konami	PS2	
8	Aerobonding 4: New Generation Sega	PS2	
9	Victorious Boxers: Champ. Version ESP	PS2	
10	Jack Volume 1 Bandai	PS2	<i>One Piece</i>

Source: Weekly Famitsu, week ending 7/14/02



112% NBA

Anyone can give 110%. NBA Inside Drive 2003 is now loaded with a 25-season dynasty mode that includes player management, timely trades, intense drafts, play design and stars that improve with age. Will purple reign? Will the windy city rise again? It's your team, kid.



More basketball than basketball
www.nbainsidedrive2003.com



www.xbox.com
www.nba.com



©2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. The NBA and Individual NBA member team identifiers used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the expressed written consent of NBA Properties, Inc. ©2002 NBA Properties, Inc. All rights reserved.



the LORD OF THE RINGS™

+ THE FELLOWSHIP OF THE RING +



OFFICIAL GAMES BASED ON THE LITERARY WORKS OF J.R.R. TOLKIEN.
COMING SOON

WWW.LORDOFTHERINGS.COM



Blood
Violence



PlayStation 2

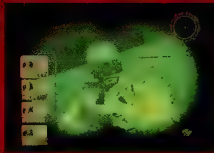
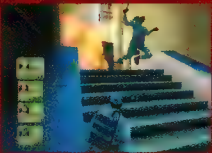
GAME BOY ADVANCE



"The Fellowship of the Ring" interactive game © 2002 Vivendi Universal Games, Inc. All rights reserved. The Tolkien Enterprises logo, together with "The Lord of the Rings," "The Fellowship of the Ring," and the characters, events, items, and places therein are trademarks or registered trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to Vivendi Universal Games, Inc. Black Label Games, the Black Label Games Logo, Vivendi Universal Games, and the Vivendi Universal Games Logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. Microsoft, Xbox, and the Xbox logo are either registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo.

ALL AMERICANS PLEDGE ALLEGIANCE.

A SELECT FEW SHOW IT.



You're one of the most highly-trained U.S. warfare experts on the planet. Put your skills to the test as you battle your way through fifteen levels of realistic tactical combat. When the brass wants a target secured, they send in a platoon. When they want a target erased, they send in your squad of four U.S. special forces. This is the part of the war that the media didn't cover. **Welcome to Desert Storm.**

WWW.GOTHAMGAMES.COM/CONFLICT

PlayStation 2



CONFLICT:

DESERT STORM™

NO DIPLOMATS.
NO NEGOTIATION.
NO SURRENDER.

RATING PENDING
RP
RATING PENDING
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.



*PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. Nintendo GameCube® and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc. Conflict: Desert Storm and the Conflict: Desert Storm logo are trademarks of SG Games Ltd. E&OE © 2002 Take-Two Interactive Inc. All rights reserved.



PRESS
START

Coming Soon

September

PlayStation 2

Blade II—Activision	Action
Dino Stalker—Capcom	Shooting
Dynasty Tactics—Koei	Strategy
Grandia Xtreme—Enix	RPG
Gundam: Federation Vs. Zeon—Bandai	Action
Gungrave—Sega	Action
Kelly Slater's Pro Surfer—Activision 02	Sports
Kingdom Hearts—Square EA	RPG
NASCAR Thunder 2003—EA Sports	Racing
Need For Speed: Hot Pursuit 2—EA Games	Racing
NHL 2003—EA Sports	Sports
NHL Hitz 20-03—Midway	Sports
Ninja Assault—Namco	Shooting
Robotech: Battlery—TDK Mediative	Action
Sega Soccer Slam—Sega Sports	Sports
Simpsons Skateboarding—EA Games	Sports
Sly Cooper & the Thievius Raccoonus—Sony	Sports
Star Wars: The Clone Wars—LucasArts	Action
Summer 2—THQ	RPG
Superman: Shadow of Apokolips—Infogrames	Action
Tekken 4—Namco	Fighting
Terminator: Dawn of Fate, The—Atari	Action
Thing, The—Universal Interactive	Action
TimeSplitters 2—Eidos	Action
Turok: Evolution—Acclaim	Action
Vexx—Acclaim	Action
Wild Arms 3—Sony CEA	RPG

GameCube

Animal Crossing—Nintendo	Misc.
Broadband Adapter—Nintendo	Hardware
Freestyle—EA Sports Big	Sports
Kelly Slater's Pro Surfer—Activision 02	Sports
Mat Hoffman's Pro BMX 2—Activision 02	Sports
Modem Adapter—Nintendo	Hardware
Mystic Heroes—Koei	Action
NASCAR Thunder 2003—EA Sports	Racing
NCAA College Football 2K3—Sega Sports	Sports
Need For Speed: Hot Pursuit 2—EA Games	Racing
NFL 2K3—Sega Sports	Sports
NHL Hitz 20-03—Midway	Sports
Robotech: Battlery—TDK Mediative	Action
Star Fox Adventures—Nintendo	Adventure
Star Wars: The Clone Wars—LucasArts	Action
Super Monkey Ball 2—Sega	Puzzle
TimeSplitters 2—Eidos	Action
Turok: Evolution—Acclaim	Action

Blade II—Activision	Action
Blinx: The Time Sweeper—Microsoft	Action
Brute Force—Microsoft	Action
Dynasty Warriors 3—Koei	Action
Kelly Slater's Pro Surfer—Activision 02	Sports
Kung Fu Chaos—Microsoft	Action
NASCAR Thunder 2003—EA Sports	Racing
NBA Inside Drive 2003—Microsoft	Sports
Need For Speed: Hot Pursuit 2—EA Games	Racing
NFL Fever 2003—Microsoft	Sports
NHL 2003—EA Sports	Sports
NHL Hitz 20-03—Midway	Sports
Quantum Redshift—Microsoft	Racing
Robotech: Battlery—TDK Mediative	Action

Sega GT 2002—Sega	Racing
Sega Soccer Slam—Sega Sports	Sports
Terminator: Dawn of Fate, The—Atari	Action
Thing, The—Universal Interactive	Action
TimeSplitters 2—Eidos	Action
Turok: Evolution—Acclaim	Action

Game Boy Advance

Castlevania: Harmony of Dissonance—Konami	Action
eReader—Nintendo	Hardware
Mega Man Zero—Capcom	Action
Robotech: The Macross Saga—TDK Media.	Action
Super Ghouls 'n Ghosts—Capcom	Action
Yoshi's Island—Nintendo	Action

October

PlayStation 2

BloodRayne—Majesco	Action
Dave Mirra BMX XXX—AKA Acclaim	Sports
Dragon's Lair 3D—Encore Software	Action
Grand Theft Auto: Vice City—Rockstar	Action
Jet Xao—Sony CEA	Racing
Legend of Legaia 2—Fresh Games	RPG
Lost, The—Crave	Action
NBA 2K3—Sega Sports	Sports
NBA Live 2003—EA Sports	Sports
NHL 2K3—Sega Sports	Sports
Tribes Aerial Assault—Sierra	Action
WWE Shut Your Mouth!—THQ	Sports

GameCube

BloodRayne—Majesco	Action
Dave Mirra BMX XXX—AKA Acclaim	Sports
Dragon's Lair—Encore Software	RPG
Evolution Worlds—Ubi Soft	Action
Godzilla: Destroy All Monsters—Infogrames	Fighting
Legends of Wrestling 2—Acclaim	Sports
Mario Party 4—Nintendo	Party
NASCAR Thunder 2003—EA Sports	Racing
NBA 2K3—Sega Sports	Sports
NCAA College Basketball 2K3—Sega Sports	Sports
NHL 2003—EA Sports	Sports
NHL 2K3—Sega Sports	Sports
Phantasy Star Online: Episode I&II—Sega	RPG
Taz: Wanted—Infogrames	Adventure
Vexx—Acclaim	Action

Game Boy Advance

BloodRayne—Majesco	Action
Crimson Skies—Microsoft	Shooting
Dave Mirra XXX—AKA Acclaim	Sports
DOA Xtreme Beach Volleyball—Tecmo	Sports
House of the Dead III, The—Sega	Shooting
Medal of Honor: Frontline—EA Games	Action
NBA Live 2003—EA Sports	Sports
NHL 2K3—Sega Sports	Sports
Panzer Dragoon Orta—Sega	Action
Star Wars: Knights of the Old Rep.—LucasArts	RPG
Steel Battalion—Capcom	Action
Toejam & Earl III: All Funked Up—Sega	Adventure
Tom Clancy's Ghost Recon—Ubi Soft	Action
Unreal Championship—Infogrames	Action
Whacked!—Microsoft	Misc.

Game Boy Advance

Game & Watch Gallery 4—Nintendo	Misc.
Hamtaro—Nintendo	Misc.
Yu-Gi-Oh! Dungeon Dice Monsters—Konami	RPG

IMPORT CALENDAR

Ikaruga



They don't make shooters like this anymore.

Import Pick of the Month: Those of you who still have a Sega Dreamcast that can play imports better start dusting it off. Treasure, developer of such classics as *Gunstar Heroes* (Genesis) and *Guardian Heroes* (Saturn), is releasing their latest top-down shooter, *Ikaruga*, in September. And you'd be insane to miss out. Don't remember much about this classic genre? Maybe this'll refresh your memory: Shoot down hordes of enemy squadrons, grab power-ups, and dodge the hail of red gunfire coming toward you. Just thinking about it turns our knuckles white and makes our palms sweat with glee. Considering how much Treasure's last shooter, *Radiant Silvergun* (Saturn), still fetches on eBay (around \$150), we suggest you don't dally this time around.

PlayStation 2
7/25 <i>Jojo's Bizarre Adventure</i> , Capcom (Fighting)
8/15 <i>Virtua Cop Rebirth</i> , Sega (Shooter)
8/22 <i>Auto Modellista</i> , Capcom (Racing)
8/22 <i>Gigantic Drive</i> , Enix (Action)
8/29 <i>Switch</i> , Sega (Misc.)
9/19 <i>Marvel Vs. Capcom 2: New Age of Heroes</i> , Capcom (Fighting)

Dreamcast
9/5 <i>Ikaruga</i> , Treasure (Shooting)

Game Boy Advance
8/23 <i>Mr. Driller Ace</i> , Namco (Puzzle)
9/6 <i>The Legend of Starfi</i> , Nintendo (Action)
Sept. <i>Super Mario Advance 3: Yoshi's Island</i> , Nintendo (Action)
Oct. <i>Kirby</i> , Nintendo (Action)

GameCube
Nov. <i>New Mr. Driller</i> , Namco (Puzzle)
Nov. <i>Mario Party 4</i> , Nintendo (Misc.)

*Schedule subject to change without notice. Consult your local import-game store for the latest release info. It is the '90s, and it is time for Klax.

Experience the Masterpiece



Available Now!

Advertisement for Best Buy

\$5 OFF*

— Onimusha 2: Samurai's Destiny for PlayStation®2 —

BEST BUY

Turn On the Fun™

*Limit 1 coupon per customer. Good at Best Buy stores only. Not good in combination with other coupons or offers. Not valid on prior purchases. Valid on in-stock items only; no rainchecks. No dealers. Coupon must be presented at time of purchase. No copies. Cash value is 1/100 of one cent.

Good through 11/30/02 © 2002 Best Buy

Cashier Instructions: Scan coupon UPC. Scan qualifying product UPCs.

Scan all other product(s) being sold. Press "Total" Select "Yes" to apply postage pricing.

Wring "YO!" on the coupon and piece in the register coupon reader lid.



PlayStation.2

Sony Computer Entertainment America
Takes No Responsibility For This Offer.



BEST BUY

CAPCOM

Visit www.esrb.org or call
1-800-771-3772 for Rating information.

MATURE
M
CONTENT RATED BY
ESRB

Violence
Blood and Gore



A SPECIAL CUT-OUT SUPPLEMENT TO ELECTRONIC GAMING MONTHLY (OR TEAR-OUT IF YOU'RE A REAL ANARCHIST!)

PRESS START

READ AND LEARN!

HSU AND CHAN'S AUTHORITY NET ETIQUETTE PRIMER

OUR DISMEMBERED HEADS COMMAND YOU!

By Jeremy "Norm" Scott

TO END ALL NET ETIQUETTE PRIMERS!

Tips for beginners!

GET A FEEL FOR THE INTERNET!

IT'S NOT A WISE IDEA TO GO SAUNING IN UNCHARTED WATERS, NOR IS IT A GOOD IDEA TO GO WEB-SURFING WITHOUT A ROUGH NOTION OF WHAT'S OUT THERE.

THE COMMON METHOD FOR "TESTING THE WATERS" AS IT WERE, IS TO GO INTO YOUR ROOM, CONNECT TO THE INTERNET, AND NEVER COME OUT AGAIN! HOWEVER, FOR THOSE PREPARED FOR TIME, WE HAVE COMPILED A SHORT LIST OF SEARCH TERMS WHICH, WHEN PLACED INTO ANY INTERNET SEARCH ENGINE, WILL QUICKLY YIELD A VAST AND ACCURATE REPRESENTATIVE SAMPLE OF WHAT THE INTERNET HAS TO OFFER!

SEARCH TERMS:

- DUNNY MOST PAN PAGE
- FAT NUDE FEAN
- GOLF BALL WHOLESALERS
- MAKE \$\$\$ WORKING FROM HOME
- PICTURES OF CATS
- EVERY PIECE OF "CH:PS"
- MEMORABILIA EVER MADE

MAKE SOME FRIENDS!

NO MAN IS AN ISLAND UNTO HIMSELF, EXCEPTING PERHAPS THE LATE CHRIS FARLEY. SO ONE OF THE FIRST THINGS YOU SHOULD DO ONLINE IS EXTEND TO YOUR FELLOW MAN THE HAND OF FRIENDSHIP! HOW? WE RECOMMEND PASSING ALONG SERVICES CONTAINING EXTREMELY PERSONAL INFORMATION TO EVERYONE IN CREATION, FOR WHAT STONY HEART CAN YET BE UNDOUBTED BY RECEIVING AN EMAIL FROM A PERSON THEY DON'T KNOW LISTING THE NAMES AND ADDRESSES OF ALL PETS THEY'VE OWNED TO DATE? BE SURE TO INCLUDE LARGE PHOTOS OF YOURSELF AS ATTACHMENTS, WITH AMUSINGLY CRYPTIC FILE NAMES LIKE DRIVENEVER.EVER.JPG."

ONLINE DATING TIPS FOR GIRLS:

NEVER, EVER, DATE ANYONE YOU MEET ONLINE! ARE YOU INSANE?

•WHERE TO FIND GIRLS!

GIRLS, LIKE MANY OTHER EMBITTERED, RESENTFUL PERSONS OF REPUTATION, CAN OFTEN BE FOUND IN ONLINE GROUPS CORRESPONDING TO THEIR INDIVIDUAL HOBBIES AND INTERESTS. INDUSTRIOUS FELLOWS CAN FIND A TREASURE TROVE OF LADIES IN "RELATIONSHIP" FORUMS, IF THEY LOOK. REMEMBER, THERE'S NO DISHONOR IN DINGING ONE ON THE REBOUND! WASTE NO WANTNOT!

*THIS IS EMBITTERED, RESENTFUL, NORMAN SCOTT CANNOT BE SERVED. SEND PHOTOS AND BIRTHDAYS TO HIM, HE GET BACK TO YOU. 

SO, THAT MEANS YOU'RE FREE ON SATURDAY?



WOOH! ROSEH! 

•THINK ON YOUR FEET!

GIRLS LIKE SPONTANEITY IN THEIR MEN! SURPRISE HER WITH LITTLE NOTES, SMALL PRESENTS, OR BY TRAVELLING CROSS-COUNTRY TO VISIT HER WITHOUT ANY ADVANCE NOTICE! SHE'LL NOT SOON FORGET YOU!



GOOD INTERNET GRAMMAR:

INCORRECT:

Hello.

CORRECT:

!!!HEY U!!!! LOLR BXx or S!!!!!!!

INTERNET GRAMMAR FOLLOWS ITS OWN RULES! TAKE NOTES!

- THE RULE OF THUMB WITH PUNCTUATION IS THAT ONLY THE STRONG SURVIVE, AND STRENGTH LIES IN NUMBERS! FOR AVOID GRAMMATICAL SPICE, PUT PUNCTUATION IN PLACES YOU WOULDN'T NORMALLY EXPECT TO FIND IT. VOLA! ART!
- LEAVING TYPOS IN COMMENTS A SENSE OF URGENCY AND PURPOSE!
- EFFICIENCY, THE HALLMARK OF THE ELECTRONIC AGE!
- WHAT IF THE READER MISINTERPRETS YOUR FRIENDLY GREETING AS AN EMBITTERED AND DESPERATE CRY FOR HELP? BETTER TOSS IN A HEARTY LOL-L TO SET HIS MIND AT EASE.
- SAME DEAL WITH THE SMILEY. THERE IS NO GREATER DANGER ONLINE THAN MAKING YOUR MOOD MISJUDGED, EXCEPT LOSING YOUR ACCOUNT NUMBERS AND/OR BEING STALKED, MURDERED AND LEFT IN A DITCH ABOUT EQUAL, REALLY.
- WHAT'S THIS "leet" SINK THAT'S ALL THE RADE WITH THE KIDS THESE DAYS? BETTER THROW SOME IN, OR THEY'LL ALL LAUGH AT YOU!

ONLINE COURTESY:

A SHORT PLAYLET TO DEMONSTRATE THE SUBTLE ART OF COURTEOUS BEHAVIOR IN INTERNET GAMING:



LOVE ONLINE!

DATING TIPS FOR WIRED MEN!

CONTRARY TO POPULAR FOLKLORE, THERE ARE, IN FACT, GIRLS TO BE FOUND ONLINE, AND NOT ALL OF THEM TURN OUT TO BE INTELLECTUALLY WANT HIDEOUSLY UGLY, OR SOMEBODY'S CREEPY, 54-YEAR-OLD UNCLE. INDEED, THERE ARE ALL TYPES OF LADIES ON THE WEB, FROM THE ONES WHO WANT TO BE "SUF FRIENDS" TO THE ONES WHO ARE ACTIVELY SEEKING RESTRAINING ORDERS ON CURRENT ONLINE SUITORS. LET'S LEARN MORE!

•BREAK THE ICE!

A GOOD OFFENDER'S HARD TO COME UP WITH, WE KNOW! STUDIES SHOW, HOWEVER, THAT GIRLS RESPOND BEST TO GREETINGS THAT ARE SHORT, UNCOMPLICATED, YET WITTY!

FOR DEMONSTRATION PURPOSES, WE ARE HERE USING 17-YEAR-OLD "KAREN" AS OUR TEST GIRL. SHE LIKES PUZZLE GAMES, OLD MOVIES, JOGGING IN THE EARLY MORNING AND CATS!



COMING 10.22.02

grand theft auto *vice city*



PlayStation 2

WWW.ROCKSTARGAMES.COM/VICECITY



Visit www.esrb.org
or call 1-800-771-3772
for more info.



PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2002 Rockstar Games, Inc. Rockstar Games, the Rockstar Games logo and Rockstar are the trademarks of Rockstar Games, Inc. All other names and trademarks are properties of their respective owners. The names, characters, events, locations and dialogue may not be appropriate for persons under the age of 17. If a comic book or similar to actual persons, living or dead, or to actual events is intended or should be inferred, any resemblance is coincidental. The names and publication

Rockstar
is not
responsible
for
any
damages
or
losses
of
any
kind
resulting
from
the
use
of
this
software.

THEY'VE BEEN WAITING FOR YOU. THEY'VE BEEN WAITING FOR YOU.
Before the Mansion.
Before the Disaster.

Evil is Born.



Visit www.esrb.org
or call 1-800-771-3772
for more info.



...ING FOR YOU WHEN THEY'VE BEEN WA...

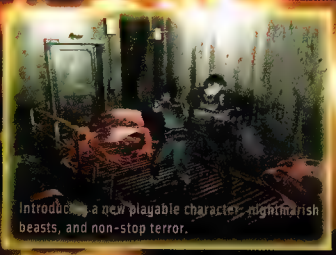
GET A GOOD DOSE
OF **EVIL**
WHEN YOU ENTER
THE ULTIMATE
SURVIVAL HORROR
SWEEPSTAKES.



Fight for survival in this action-packed thriller:
all new story-line!

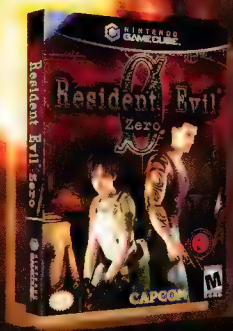


Use more strategy as you switch between Rebecca
or Billy for collaborative gameplay.

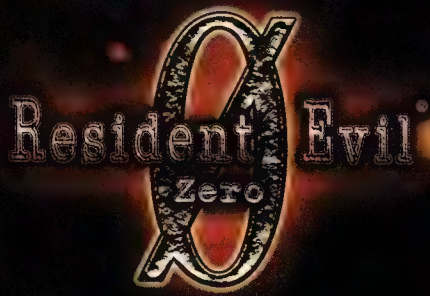


Introduce a new playable character, nightmarish
beasts, and non-stop terror.

Win Nintendo GameCube™
gear, Resident Evil® games
and other prizes!
Enter at your own risk at
www.ResidentEvil.com
(Register online or by mail)
See website for details
(Must be 18 years or older)



The brand-new Zero chapter—
only on Nintendo GameCube™!





ONLY ON
XBOX

TEEN
T
CONTENT RATED BY
ESRB

Blood
Mild Language
Violence

© 2002 THQ Inc. Toxic Ghind, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

ON AIR

Welcome to the show where
ratings soar when riders die.



Toxic Grind

Ride for Your Life



www.thq.com/Toxicgrind



FIGHT LIKE A SUPERHERO.



ACTIVISION

activision.com



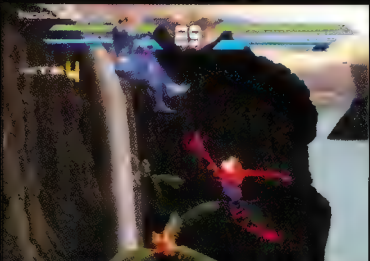
MARVEL

PlayStation 2



Violence,
Suggestive
Themes

MARVEL, X-Men, and all Marvel characters: TM and ©2002 Marvel Characters, Inc. All rights reserved. www.marvel.com. Game code PS2-50000. X-Men: The Official Game is a trademark of Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Licensed for play on the PlayStation 2 and the "PS2" family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, XBOX, and the Xbox logo are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo Game Boy Advance logo and trademarks are the property of Nintendo. The Game Boy Advance logo and trademarks are the property of Nintendo. The Activision logo and registered trademarks are the property of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners. ©2002 Activision Publishing, Inc. All rights reserved.



EACH X-MEN HAS EXPLOSIVE AND UNIQUE SUPERHERO POWERS TO TAKE ON OTHER X-MEN—IT'S THE MOST INTENSE FIGHTING YOU'VE EVER EXPERIENCED.



BATTLE THROUGH EXPANSIVE 3-D LEVELS THAT RECREATE EPIC COMIC AND FILM SUPERHERO BATTLES.



INCREDIBLE COMBINATIONS AND SMOOTH ANIMATION BRING 24 DIFFERENT X-MEN MUTANTS TO LIFE.

X-MENTM

NEXT DIMENSION

AVAILABLE LATE OCTOBER 2002

Previews

This Month in Previews

PlayStation 2

- 86-90 Tony Hawk's Pro Skater 4
92.96 Harry Potter and the Chamber of Secrets
98.102 Ratchet & Clank
104.108 RAD: Robot Alchemic Drive
110 Ape Escape 2
114 Tomb Raider Pro Race Rider
115 Blade II
Wild Arms 3
116 V-Rally 3
Haven: Call of the King
NASCAR Thunder 2003
117 Legend of Legaia 2
X-Men: Next Dimension

GameCube

- 122-123 Star Fox Adventures
124.126 Phantasy Star Online Episode I & II
130 Rayman 3: Hoodlum Havoc
132 Rocky
136 Sonic Mega Collection
137 Disney's PK: Out of the Shadows
Capcom vs. SNK 2: EO

Xbox

- 138-139 MechAssault
140 ToeJam & Earl III: All Funked Up
142 The House of the Dead III
144 Psychonauts
146 Conflict: Desert Storm
147 Marvel vs. Capcom 2
148 Ninja Gaiden
Batman: Dark Tomorrow
149 Medal of Honor: Frontline
150 Shenmue II
Bloodrayne
NBA Inside Drive 2003

Game Boy Advance

- 152 Yoshi's Island:
Super Mario Advance 3



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.

This industry has always followed trends. When *Street Fighter II* was big, everyone made fighting games. When *Tony Hawk's Pro Skater* hit, everyone announced that they'd be doing an extreme-sports game—or five.

It's not just based on sales, though. Every now and then, developers all seem to prepare similar games for release at the same time. Squad-based war games and mech games are two genres enjoying that kind of attention right now. One other trend is emerging as well that I just don't get: Rally racing games.

Don't get me wrong. I really enjoy Rally racing (especially the recent *RalliSport Challenge* on Xbox and *WRC* on PlayStation 2). But honestly, how popular is this sport in the U.S.? I never hear anyone standing around talking about how Colin McRae or Tommi Makinen did over the weekend. It's not like those names are as well known as Jeff Gordon or Dale Earnhardt Jr. in these parts. Yet, for some reason, one publisher after another is set on bringing their Rally titles to the States.



The series that started the action-sports genre is about to get its third sequel. Check out our *Tony Hawk 4* preview on page 86, including online-play impressions.

It may be stupid to complain about good games getting released—and trust me, most of the upcoming Rally games are lookin' good—but flooding such a limited market like this seems like a bad idea to me. Since the publishers are competing for the dollars of such a small audience, it's going to be next to impossible for any of the titles to enjoy any real commercial success. The result could be going from too many Rally games on the market to none at all. And that would just suck. 🚗

—previews editor Greg Sewart

TOP 5 Preview Picks

- | | |
|---|------------------------------|
| 1. Tony Hawk's Pro Skater 4 | PS2, GC, Xbox, November 2002 |
| 2. Yoshi's Island: Super Mario Advance 3 | GBA, Sept. 30, 2002 |
| 3. Phantasy Star Online Ep. I & II | GC, November 2002 |
| 4. MechAssault | Xbox, Nov. 8, 2002 |
| 5. Star Fox Adventures | GC, Sept. 23, 2002 |

Which Racing Games Are Best?



In an attempt to prove his rantings above correct, Sewart asked the patrons of *Gamers.com* which type of racing games they like most. The results speak for themselves.

5% Simulations (F1)

54% Buying and selling licensed cars (GT3)

29% Arcade Racing (Test Drive)

11% Rally Racing (WRC)

Source: Gamers.com poll, 7/29



"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™

NOBODY'S LAUGHING ANYMORE. You don't live in denial. You die in it. As Resistance fighter Lt. Riley Vaughan, you'll have to rely on your cyborg eye for surveillance imaging. An energy blade for room-clearing attacks. And a rocket launcher to fire homing projectiles at a horde of otherworldly killers. From the makers of *MediEvil*™ comes this frantic last stand for mankind.

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. MediEvil is a registered trademark of Sony Computer Entertainment America Inc. C-12: Final Resistance is a trademark of Sony Computer Entertainment America Inc. ©2002 Sony Computer Entertainment Europe.



Mild Language
Violence

Tony Hawk's Pro Skater 4

Publisher:	Activision 02
Developer:	Neversoft
Players:	1-2 (1-8 online)
Genre:	Action
% Done:	50%
Release:	November 2002
Also On:	GameCube, Xbox
Web Address:	www.activision02.com
The Good:	Classic, accessible gameplay meets cool new features.
The Bad:	How many <i>THPS</i> games do you really need?
And The Ugly:	Check out the new balling animations. Brutal....



Rune Giffberg rolls up and smizzlies a mean blizzard, West Coast-style.

MINIGAMES

Tony Hawk's Pro Tennis



OK, first *Solid Snake* tricking off a quarterpipe, and now *Tony Hawk* playing tennis. What's next, Lara Croft in her own puzzle game? Each of the massive areas in *Tony Hawk's Pro Skater 4* will contain at least one mini-game of some sort. Skate over to the tennis nets in the college area, for instance, to get your Kournikova on; or (if Neversoft has time to implement it) head to the asphalt for a little b-ball with the locals. Winning these minigames gets you...well, absolutely nothing. "They're just minigames that are meant to distract you for a while," says *THPS4*'s producer, Scott Pease.

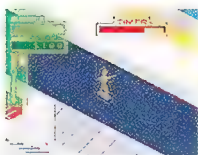
If you're a *Tony Hawk* virgin, kicking off your video-skating career with *THPS4*, the biggest game yet in an already gargantuan series, can seem downright intimidating. Nobody knows this better than the folks at Neversoft, creators of the *Tony Hawk* series, who devote a good chunk of their time working with focus testers for feedback on new features. "The bigger we make the game, the more difficult it gets," says Joel Jewett, president of Neversoft. "We want new people to get on board and have a good time. But there's definitely a lot to learn here for a newcomer."

So to balance accessibility with complex and rewarding gameplay, Jewett and company have gone back to the drawing board to rethink what makes *Tony* tick. The game they've emerged with is a kinder, gentler *THPS*: one that eases newcomers into the fold with its mellow learning curve, yet maintains that hardcore pedigree returning deck junkies will crave. *Tony's* most significant departure

from its past is the new free-roaming goal system that gives you unprecedented control over how your career develops. Rather than force you to play the Career mode in short, frantic bursts with an overriding time limit, this version allows you unlimited leisure to take to the streets, combo and grind 'til the cows come home.

But that doesn't mean the game's gone and wussed out. To advance into locked areas or new levels altogether, you've still got to bust skills and complete goals (although time limits for individual challenges still apply and will vary). The difference is, now you choose your goals by skating up to one of the many characters you'll run into on each level. "That's the actually the way we wanted *Tony 1* to play," says Scott Pease, producer on the *THPS* titles. "We wanted to make it open-ended, because one of our inspirations was always that old skateboarding arcade game *720°*." In *THPS4*, you skate where you want and take on a challenge when you want.





ROOTS

Back when most of us *EGM* editors were just wee pups, skate-boarding games got a huge kick in the butt from an old Atari arcade game called *Zaxxon*, an fun quarter-muncher that required both skills and imagination. The makers of *THPS* proudly acknowledge this game as a major influence on what's ultimately become *THPS4*.



Skitchin' is the best way to build up speed.

Finishing goals hooks you up with one of two things: skill points or cash. Similar to previous *THPS* games, you take skill points and buff out areas you'd like your skater to excel in. With cash, you unlock only the secrets that you want. "We don't force you to do every goal," says Jewett. "There are always things on each level that players don't learn or just don't like to do, and we don't think that's very fun in the long run."

Last year, *Tony* introduced the "revert" move which let players combo aerial moves into ground tricks for massive scoring potential. But the outcry from hardcore fans was a unified plea for balance. "We realized that for hardcore *Tony* players, reverts made getting high scores too easy," says Jewett. "So what we did this time was make the Career mode freaking huge and mix up the goals so that it isn't just about racking up points." But they didn't stop there. *THPS4* also brings to the series two new



"We found out the hard way that we're very reliant on what Sony puts into their online plan..."

—*THPS4* producer Scott Pease

techniques: the recovery and the spine transfer. Recoveries level you out in case you miss re-entry onto a ramp, while spine transfers let you shoot off one pipe and onto another without having to hit the ground first. Both moves are subtle refinements to the *THPS* gameplay arsenal that give you the freedom to customize your style.

Hardcore fans looking for some masochism will be glad to know that *THPS4* definitely isn't a cakewalk. After completing 80 or so of the 200-plus goals, the game turns you out with some truly tough challenges. Jewett reckons there's probably about a year's worth of replay value in *Tony Hawk's Pro Skater 4*. Then there's *Tony* online.

Cont. on page 90



Meet Officer Tom. The only thing he hates more than his job is you. Ah, but you'll have plenty of ways to make a mockery of him.

SKATE ARCHITECT

Sessions



So you've been making your own skate parks since *Tony Hawk 2* and you're all tapped for ideas? How about adding goals to your levels in *THPS4*? "The new skate-park editor lets you assign stuff like 'collect the S-K-A-T-E letters.' We just haven't finalized all the goals you can customize yet," says producer Scott Pease. And although it will open a whole can of security and virus-checking issues, Neversoft is also toying with the idea of sharing custom levels over the Net or even creating official Neversoft levels for download after the game's winter release.



**THE EYES OF A BOY. THE SWORD OF A MASTER.
THE FIGHT OF HIS LIFE.**

グランディア エクストリーム

GRANDIA™ XTREME

HIS DESTINY WILL BE WRITTEN IN BLOOD.



Get ready to come to blows with over 130 types of enemies hell-bent on making mincemeat out of you and your party. Traverse 8 wild elemental lands while discovering the depths of the newly tuned Grandia combat and magic systems and tackling the most brutal Grandia yet. It's not called *xtreme* for nothing.





Mild Violence
Mild Language



PlayStation 2

NEW GOALS

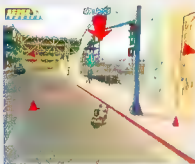
A Day In the Life

THPS4 ditches the annoying time limit in its Career mode to give you free reign over how you play your game. Here's what we did on our first day at Tony University:



10:30 a.m.:

After checking out the babes, some schmuck begs us to warn other skaters about Officer Tom before he catches them. A short race ensued. The smell of bacon was in the air.



12:45 p.m.:

Some inline blader got uppity and wanted to race a lap around the school. First we beat his best time and then his face.



2:00 p.m.: A buddy of mine got his ass kicked by a bunch of frat boys. Time to visit Abercrombie and Fitch for some payback.




Cont. from page 87

When it comes to *Tony Hawk* online, Jewett has a bone to pick with *EGM*. You see, back in our June issue (#155), we proclaimed *SOCOM: U.S. Navy SEALs* as the first online game for the PS2. Oops, our bad. Truth is, although few gamers took advantage of its bleeding-edge potential, last year's *THPS3* was an entirely online-capable title. "We found out the hard way that as a developer, we're very reliant on what Sony's putting into their online plan. And when the PS2 network adapter slipped, we were kind of left on this island with no support," says Jewett in retrospect. But now, with the PS2 poised on the brink of a massive Internet gaming blitz, Neversoft is once again ready to do its part.

Building on the last game's online technology, *THPS4* doubles the number of players from four to eight, and has thrown in new team modes for the added company. "There were times when you'd get

online and there'd be people who were really good, and it just wasn't any fun," Pease tells us. "With team play, we remove that barrier to entry. You can still feel like you contributed to a victory, even if you're just a beginner."

Yet, even with all these improvements, do we really need a new *Tony Hawk* game every year? "Yeah, we're totally aware of the sequel syndrome," says Pease. "We try our hardest to reinvent every year. It's almost a curse because people expect us to with each game." Jewett believes that the trick is to keep things fresh and push innovation. "People seem to think that we've hit the ceiling on originality with this series," he tells us. "Honestly, there's a whole list of things we didn't even get to in *Tony 4* that we'd love to put into future *THPS* games." Hmm, definitely expect more sequels. 

—Che Chou

TONY HAWK ONLINE

Skateboarding Online Is Not a Crime

THPS4 allows up to eight players to get together for some online shenanigans. Neversoft has implemented a "Homey List" to help you build your repertoire of friends and let you know when they're online. Here are the modes you'll be competing in:



TRICK ATTACK: Score the most points in a given time limit. This is the deathmatch of *THPS4*. Cruise around the level and kick fools into the dirt for points. Plays like *Twisted Metal: Black* without the guns and missiles.



SLAP: Just like its name suggests, this is the deathmatch of *THPS4*. Cruise around the level and kick fools into the dirt for points. Plays like *Twisted Metal: Black* without the guns and missiles.



KING OF THE HILL: Ram into the skater with the crown, grab it, and hold it for as long as you can. In Team mode, use your cohorts as defenders to stop incoming opponents from stealing your glory.



GRAFFITI: Tag and trick onto almost any object in the level to transform it into your color. The higher your score for that particular combo, the harder it is for others to steal your territory.



GOAL ATTACK: A mad scavenger race to complete as many goals as possible during a given time limit. You can only access goals that you've already completed in Career mode.

It weighs 3 tons.

It occupies 100 square feet.

And it's hiding right in front of your face.

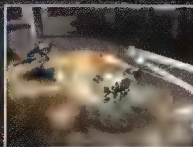
MISSILE ALERT

Phantom Crash™

Speed. Stealth. Survival.



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



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



Test your skills against other players in a non-stop rumble.

AVOID PENDING

RP
CONTENT RATED BY
ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.



PHANTAGRAM
INTERACTIVELY

www.phantomcrash.net

©2002 Genki Co., Ltd. All rights reserved. Published and distributed by Phantagram Interactive, Inc. under license from Genki Co., Ltd. "Phantom Crash" is the trademark or the registered trademark of Genki Co., Ltd. Phantagram and the Phantagram logo are either trademarks or registered trademarks of Phantagram Interactive, Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and copyrights are the property of their respective holders.

Harry Potter and the Chamber of Secrets

Publisher:	EA Games
Developer:	Eurocom/EA U.K.
Players:	1
Genre:	Adventure
% Done:	75%
Release:	Nov. 15, 2002
Also on:	GameCube, Xbox
Web Address:	www.ea.com hpgames.ea.com

The Good: Carefully crafted visuals, sounds and gameplay re-create the feel of the book.

The Bad: The flying-car bit got left on the cutting-room floor.

And the Ugly: Gnome tossing plus the side of a barn equals mayhem.

HARRY'S PET

Owl Power



Many *Potter* fans were disappointed last year by the almost total exclusion of Hedwig, Harry's snowy owl companion, from the film and game based on *Harry Potter and the Sorcerer's Stone*. We're not sure why his feathery friend got the boot last time, but in *Chamber of Secrets*, she's an integral part of the gameplay. In addition to delivering letters for our hero, she can be persuaded to uncover secret areas if given enough Owl Treats.

Potter diehards might even want their own magical pet, but hold off. Before your Hedwig fandom whips you into an owl-buying frenzy, know this—they don't actually make good pets and are illegal to keep as such in the U.S.



Harry engages in a little tactical-splashing action between classes. Hey, he's only 12, and he's already less wimpy than *Metal Gear Solid 2*'s Raid.

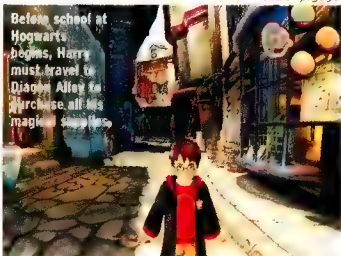
The *Harry Potter* phenomenon has divided the population into three distinct classes: 1) hardcore *Potter*-maniacs (of all ages) who have read all the books and loved the film, 2) closeted fans who secretly enjoy the books but wouldn't be caught dead eating Bertie Bott's Every Flavor Beans in public, and 3) jaded, stalwart *Potter* skeptics who refuse to succumb to the boy wizard's wide-reaching appeal. If you fall into the first class, you've probably already preordered this game, but if you're still iffy on the whole Hogwarts hullabaloo, this new *Potter* game might just sway you to the side of magic.

Last month, we offered a look at the upcoming GameCube version of Harry Potter's second

adventure. A colorful, *Zelda*-inspired game aimed at both kids and adults, it's a perfect fit for the "Cube...and luckily enough, also for the PlayStation 2 and Xbox. Electronic Arts' dedication to producing a multiplatform, next-gen *Potter* title meant that last year they had to skip producing a PS2 game for the first film, but the extra time appears to have been worth it. It's the same game across all three systems (with a few subtle differences), and it accurately follows the plot of the book, allowing you to be Harry Potter during his second year at Hogwarts School of Witchcraft and Wizardry.

The storyline during Harry's sophomore year centers around the opening of the *Chamber of Secrets*, a hidden catacomb deep within the school.

Cont. on page 96

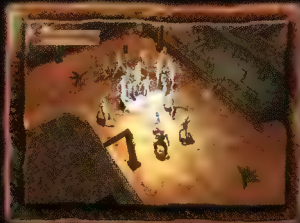


Before school at Hogwarts begins, Harry must travel to Diagon Alley to purchase all his magical supplies.

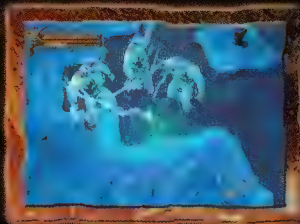
COMING THIS FALL TO XBOX™



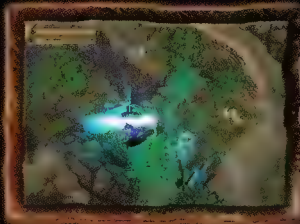
Baldur's Gate™
DARK ALLIANCE™



**HACK YOUR WAY THROUGH
COUNTLESS OPPOSITION**



ENCOUNTER MYSTICAL BEASTS



**EXPLORE FANTASTIC
ENVIRONMENTS**

"Xbox owners will receive one fine game in the form of Baldur's Gate: Dark Alliance."

—IGN.com

"Like Gauntlet, in the same way that a Ferrari is like a Fiat."

—Official Xbox Magazine



Blood
Violence
Use of Alcohol



ATARI



DIGITAL
EXTREME

EPIC
GAMES

RAYLING PUBLISHING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org
or call 1-800-771-3772
for more info.

Unreal CHAMPIONSHIP

www.unrealchampionship.com

"Game that makes us most excited about Xbox Live!"

Official Xbox Magazine

Top Ten Xbox Games of E3 2002 – Unreal Championship: #1

Gamers.com

"Unreal Championship is amazing...the game for Xbox Live!"

IGN Xbox

Best Xbox Live Game: Unreal Championship

IGN

Coming October 2002
Pre-Order Today

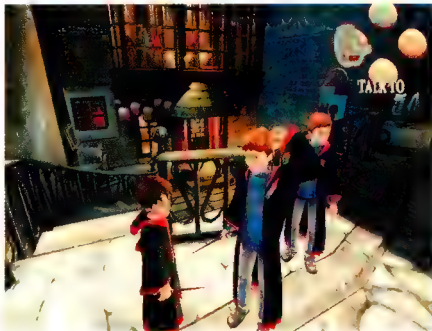


Unreal® Championship ©2002 Epic Games, Inc. Raleigh, N.C. USA. Unreal and the Unreal logo are registered trademarks of Epic Games, Inc. ALL RIGHTS RESERVED. Unreal Championship was created by Digital Extremes in collaboration with Epic Games Inc. Manufactured and marketed by Infogrames, Inc., New York, New York, under license from Epic Games, Inc. The Atari trademark and logo are the property of Infogrames. All other trademarks are the property of their respective owners. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/ or other countries.

The total number of games based on *Harry Potter and the Sorcerer's Stone* EA has shipped so far.



Harry stares in amazement at Hayrid's immense, otherworldly girth.



Ron's enterprising brothers, Fred and George, are always out to make a quick buck by selling their magical gag gifts to fellow students.

Cont. from page 92

Once opened, ghastly things start happening to Harry's schoolmates, so it's up to him and his friends to unravel the mystery. Series author J.K. Rowling worked closely with the game's development team to ensure a close transition from page to game, and the producers of the second film (which opens on the same day this game ships) likewise worked alongside to create a shared visual style. Although the game does not feature the voices of the film's actors, the sound-alikes chosen here provide excellent facsimiles.

So, you can comfortably assume that *Chamber* looks and sounds simply magical, but how does it play? Exploration and magical combat make up most of Harry's quest. The overall gameplay really does

resemble that of recent *Zelda* titles, but the puzzle-solving, wizard duels and broom-back flying scenes inject a unique feel to the time-tested action/RPG groundwork. The entire Hogwarts campus is yours to explore; you can sneak out of bed at night, climb to the roof, and fly around the massive castle on your broom. Plus, this game boasts a full playable season of Quidditch, the airborne rugby/cricket hybrid sport favored by wizards worldwide.

Chamber of Secrets is poised to please the legions of demanding fans, and hopefully, to convert some of the holdout Muggles (people not blessed with magic) who have avoided the *Potter* conversion. ♣

—Shane Bettenhausen

POTTER ASSAULT

Harry x 7



Last year, EA launched *Harry Potter* games across four platforms (GBA, GBC, PS1 and PC) on the same day. This year, they plan to top that feat with the simultaneous launch of *Chamber of Secrets* across a startlingly seven different systems—PS2, GameCube, Xbox, PS1, GBA, GBC and PC.

The next-gen games are basically identical, but all of the other versions are completely unique, so a serious (read: insane) *Harry* fan can get five distinct games based on the second novel come Nov. 15. Check back in our December issue for the verdict on all seven.



You'd expect *Harry Potter* games to have a strong pre-reading message, yet many of the books in *Hogwarts* will try to ent. Harry. Bizarre.



The Coca-Cola Company • Frootage and Sprite © 2007

101 • 101-17



STRETCH YOUR TONGUE



Ratchet & Clank

Publisher:	Sony CEA
Developer:	Insomniac
Players:	1
Genre:	Adventure
% Done:	80%
Release:	Nov. 15, 2002
Also On:	None
Web Address:	www.scea.com
The Good:	An arsenal featuring thunderous guns, blistering flamethrowers and the Suck Cannon.
The Bad:	The buddy-game genre is packed with similar titles.
And The Ugly:	Captain Quasar brings up awful memories of Sony's <i>Blasto</i> (PlayStation 1).



Sometimes Ratchet doesn't make fancy gadgets to succeed—his heavy wrench packs quite a punch.

SIDEKICK SOLO

Clank Yanker



Most gaming duos stick together through thick and thin, but not Ratchet and Clank. Enough tension builds up between these two that after a few levels of hoppin' and boppin', they're ready to go their separate ways. On a few stages, Clank can take a break from the rigors of cooperation and go it solo in areas where Ratchet simply can't (such as the vacuum of space or a planet covered in poison gas). Clank can't pump lead into the enemies or whack them with a giant wrench, but he can control a small army of robots to do his bidding. They'll open doors, power machines, or bravely go out fighting in a blaze of suicidal glory for you.

OK, you've got two zany characters, colorful environments and some junk to collect, so you assume you know what's up, right? Not this time. Sony's newest action-platform title colors way outside the lines, blending gameplay styles from all across the board to create a distinctively new

system? or 'Hey, wouldn't it be cool if this weren't about picking up 100 widgets?' We finally had a chance to really cut loose and I think the whole team got very inspired."

Their inspiration becomes apparent as soon as you pick up the controller. The world of *Ratchet and*

"We asked ourselves, 'Wouldn't it be cool if this weren't about picking up 100 widgets?'"

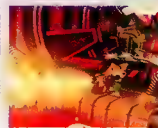
—Insomniac Games CEO Ted Price

experience. Insomniac, the team behind the popular *Spyro the Dragon* series, has attempted to reinvent the genre. "It really wasn't that we thought the character-action genre had become stagnant," says Insomniac CEO Ted Price. "We had a chance to completely start over and approach the character-action genre from a very different direction. We asked ourselves, 'Why not have an inventory

Clank isn't your traditional set of sequential, themed stages. Instead, you'll explore 18 different alien worlds ranging from bombed-out craters to colossal, majestic cities that recall Coruscant from *Star Wars*. You can see for miles in each stage, the action speeds along smoothly, and the load times are kept to a minimum, just like in last year's SCEA buddy-platformer, *Jak and Daxter*. The graphical similarities

Cont. on page 102

A SAMPLING OF RATCHET'S ARSENAL



PYROCITOR

Function: Immolation
Strategy: An excellent all-purpose weapon—hold it down and swing it around wildly for an unforgettable barbecue.



GLOVE OF DOOM

Function: A.I. Assault
Strategy: Let these killer robots do the dirty work for you. Great on bosses—just let 'em rip and take cover.

Spells punishing: 26,875

Tournaments underway: 882

Creatures attacking: 49,438

Prizes on the line: \$,000

Deadly strategies: Unlimited

MAGIC

The Gathering®

ONLINE

In seconds, *Magic: The Gathering*® Online lets you access over a thousand powerful creatures and spells. All different. All deadly.

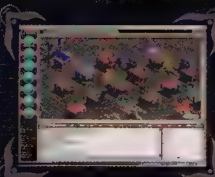
And every year, hundreds more are added to the arsenal.

Magic® Online:

Second to none.



DEADLIEST STRATEGIES



MOST COMPETITION



BEST REWARDS

Get the game free: mtgonline.com





RS

RIDING SPIRITS

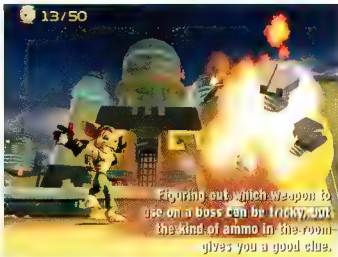
© 2004 Yamaha Motor Co., Ltd. All rights reserved. Yamaha and the Yamaha logo are registered trademarks of Yamaha Motor Co., Ltd. in the U.S.A. and other countries.

WWW.BAM4FUN.COM



KICKIN' IT OLD SCHOOL

Want to see where it all began? Scour the bargain bins for *Disruptor*, Insomniac's first PlayStation title. It's one of the best first-person shooters on the old PS1, stuffed with creative, futuristic levels and ambitious graphics (for the time). Many of the guys behind *Ratchet and Clank* started here, so take a trip down this bullet-strewn memory lane.



WONDERFUL TOYS

Vertigo-go



Everyone digs a cool pair of shoes, and Ratchet has quite possibly the best ever: Magnet Boots. This footwear lets him stick to any metallic surface with ease. Beware—the view could be too much if you have a weak stomach; the smoothly bending camera perspective might leave your head spinning.

Cont. from page 98

aren't accidental. "We have an agreement with [Jak and Daxter developer] Naughty Dog to freely share our technology back and forth," says VP of technology Al Hastings, "and we have incorporated a couple of very clever elements of their engine into our own." Hey, if you're going to borrow, taking pieces of the best engine out there is the way to go.

Likewise, the gameplay isn't all hopping on critters and smashing crates. Gunplay is the focus here, and Ratchet amasses over 30 different firearms. Packin' these gatts doesn't come cheaply, though; you must save up your bolts (this game's currency) and buy guns from the shopkeepers throughout the levels. You don't have unlimited ammo, so strategic conservation is key. Choosing the right pieces for Ratchet's arsenal started with some intense brainstorming. "First, we came up with as many ideas as possible for the weapons and gadgets," says consultant Mark Cerny. "Then, we went back in and trimmed this list of more than 100 items down to the 35 or so you will see in the game." (For a taste of the heat he's carrying, check below.)

The game's story also takes some risks—Ratchet

"We have incorporated a couple of very clever elements of [Jak and Daxter's] engine into our own."

—Insomniac's VP of technology Al Hastings

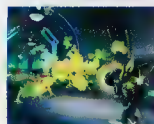
and Clank don't exactly fit standard "straight guy and wacky sidekick" formula. Ratchet is the live wire of the group: a headstrong, brash guy with a selfish streak. He's not that interested in saving the galaxy; he'd rather get famous by riding his hoverboard. Clank is the do-gooder here—a polite, C-3PO-like robot who puts a serious damper on Ratchet's good time. In fact, sparks fly between these two so often that you'll wonder if they'll even stay together.

Packed with innovation and inspiration, *R&C* might convince many jaded gamers that hop-'n'-bop platformers aren't just for their little brothers.

—Shane Bettenhausen

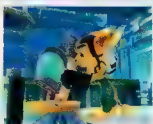


To prove that he's just as radical, hip, with-it and extreme as other mascots, Ratchet pulls off some killer moves on his hoverboard.



BLASTER

Function: Multiple Strategy: Use as a normal machine gun up close or snipe from afar. Don't ask what it's shooting.



HYDRODISPLACER

Function: Drainage Strategy: It's not really a weapon, but it will drain pools of water that block your progress.



DEVASTATOR

Function: Missile Strategy: Obliterate foes on the ground or in the air with this kick-butt guided-missile assault.

RAD: Robot Alchemic Drive

Publisher:	Enix
Developer:	Sandlot
Players:	1-2
Genre:	Action
% Done:	85%
Release:	November 2002
Also On:	None
Web Address:	www.enix.com

The Good: Bashing the living tar out of aggressive alien invaders is a great way to relieve stress after a great day of work/school.

The Bad: That one Volgara robot totally wrecks your best girl's grandma's house—not cool!

And The Up/iv: If you mess up and fall through a building, it gets taken out of your allowance.

HEROIC TRIO

Fantastic Three

You'll choose one of three characters to be your in-game persona:

Naoto Tsukioka (bottom left)—Your average Japanese teenager. He is the most balanced of the bunch.

Ryo Tsukioka (bottom middle)—Has superior physical skills but plays it cool 'round the ladies.

Yui Tsukioka (bottom right)—Typical cute high-school girl, Yui lacks the strength of the other two.



For water battles, you might want to jump on your robot's shoulder to get to the action faster. But get off before the action heats up unless you wanna take a swim.

How about a fist in the face followed by a bus in the gut?



When humanity is threatened by a hostile alien race of giant robo-beasts known as the Volgara, there's only one thing to do. As countless anime shows have taught us, get a rag-tag group of inexperienced civilian teenagers to pilot huge, robotic assault machines (in this case, called Meganites) to fight off the invaders.

And that's just what happens in *RAD* (aka *Robot Alchemic Drive*). As one of three hapless teenagers (see sidebar), you're thrust into the role of Earth's defender as wave after wave of Volgara (alone or in groups) descend on Tokyo. But what sets this apart from the average mech-battling game is that you don't ride *inside* your robot. Instead, you're running around *outside* on the ground, in the way of the

robotic feet of the giants throwing punches just above your head, switching control between the robot and your flesh-and-blood self.

Missions throughout the 40-plus chapters can range from the simple (defeat the Volgara) to the more difficult (save specific buildings from attack or a bus of innocent tourists from being flattened). A typical one starts like this: Imagine, if you will, a quiet spring afternoon. It's your day off and you're escorting your girlfriend, Nanao, to the local bakery after school. Suddenly, the sky turns dark, and purple lightning streaks across the clouds—you sense impending danger. Sure enough, a Volgara "bot falls out of the sky, landing on the streets of the city with an Earth-shaking thud. Air-raid sirens blare

Cont. on page 108



BEACH SPIKERS

VIRTUAL BEACH VOLLEYBALL



Bump!



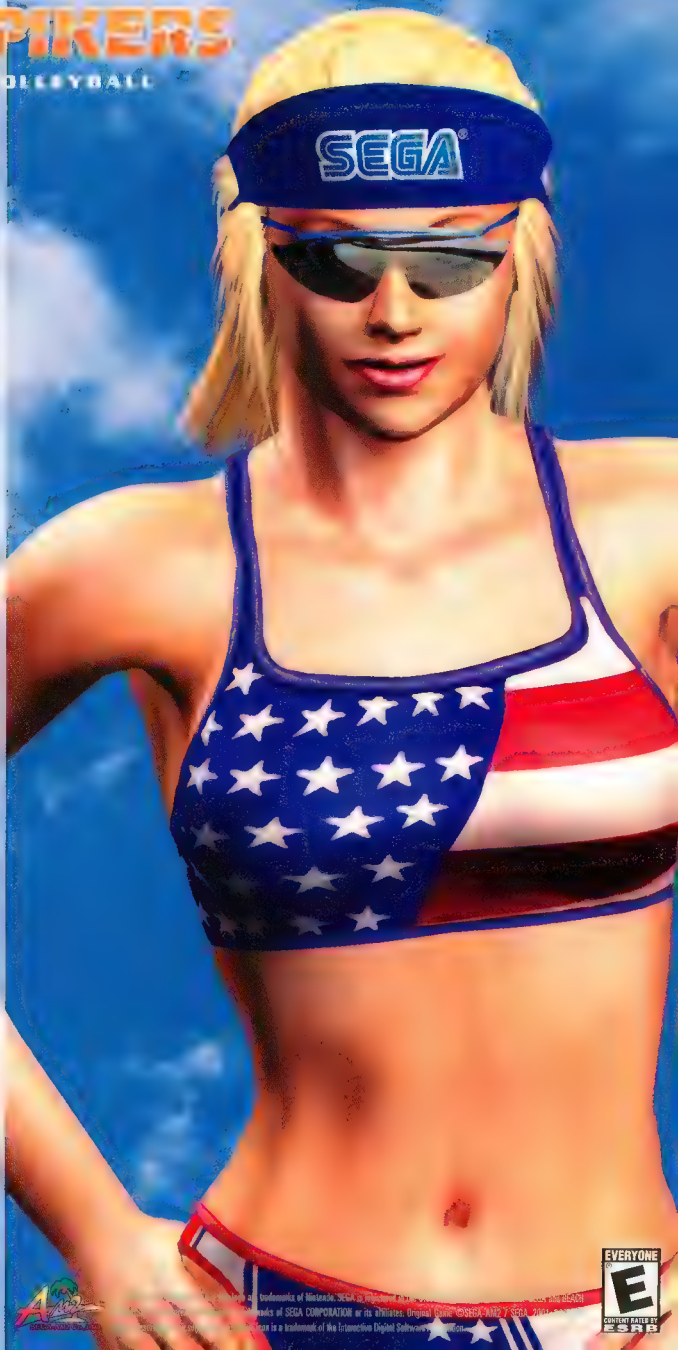
Set!



Spike!



***Beach Volleyball has
Never Been Hotter!***



SEGA

**NINTENDO
GAMECUBE**

EVERYONE
E
CONTENT RATED BY
ESRB

NFL 2K3



This is the NFL. Right down to the living, breathing core.



Take speed. It moves as fast as an amped-up Brian Urlacher.



Take control. It's so precise you'll slice and dice the defense.



It's football to the power of 2K3. Now go rattle some cages.

BATTLE IT OUT ON THESE PLATFORMS



PlayStation 2



SEGA
SPORTS

segasports.com

HAIRCRAFTINGS


Our nomination for most unfortunate hairstyle in *RAD* is this lady's burly mop-top. Looks like a small bear cub, raccoon or possum got up there and just curled up. That or she hasn't used shampoo since Ronald Reagan was president.



Cont. from page 104

as your communicator rings. It's Foundation headquarters: a Volgara's been sighted. Time to spring into action. You ditch your girl and call your Meganite. It emerges from underneath a (luckily) vacant parking lot and awaits your command. You press Select, switching control to robot movement, and begin alternating the R1 and L1 buttons, making the steel beast walk forward. (At this point, you should shout, "Robot, GO!" just for effect.) You switch back to control yourself for a moment and use your hover shoes to float up to the top of a nearby building and get a better view of the action. Once you've found a perch, you switch back to your robot and walk him down the street, toward the chaos that's being covered live on the news report playing in the upper-left corner of the screen (above). You stop and fire a long-range laser attack as a first strike. But the alien is too smart for that

and leaps into the air out of the way, landing right in front of you. Using the analog sticks, you control your robot's arms and knock the alien to the ground. As it fights to get up, you have time to press R3 and L3 to bust out tools like drills, clamps, etc. (depending on your robot) to deliver more effective punches. You float your character down to street level and move to a safe spot (dodging cars) and switch back to your robot just in time to block an attack and counter with an uppercut. A few more hits and the alien submits to gravity, leveling a building before reaching its final resting place. And with that, you've saved the city once again.

Back at HQ, you can use the money you earned from saving the world to upgrade your Meganite's weapons and get new abilities. Hey—you deserve it, right? Now get back to Nanao and "knead some bread."  —Chris Johnston

STORYTELLING

Sex, Lies and Giant Robots

As if defending Earth from the Volgara weren't hard enough, you've also got to deal with gal pal Nanao (below), who constantly finds herself underfoot nearby aliens. You can't just let her get squashed. Nah, that'd be too easy. You gotta save her. (Then try to convince her she should stay inside from then on.)

Play as either of the guys, and she's your love interest. But as Yui (the girl), she's just a good buddy. Either way, she makes good alien bait.



The damsel-in-distress act is what makes the Volgara want to stomp her flat. Can you blame 'em?

PICK A ROBOT, ANY ROBOT

Battlebots

Size matters when fighting aliens, and you've got three giant, state-of-the-art Meganites (aka ass-kicking robots) to fend off any threats to society (from left to right): **Vavel** (who can fire his fists), **Laguiole** (transforms into a plane) and **Gilang** (transforms into a tank).



Turbo Shock 2 Controller

Features Turbo Function
For AutoFire Capability



Game Screen

Full Color Game Screen Allows You To
Play Games, Home Videos
& DVD's Anywhere!



Cyber Shock 2 Controller

Programmable Allows Up To 12 Difficult
Multiple Moves To Be Programmed Into
One Button!



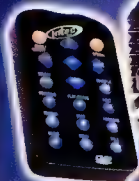
Game Sound System

AV Selector and
Stereo Speakers
Add A Blast
To Your Gaming
and Favorite CD's!



DVD Remote, Multitap & Horizontal Stand

Wireless Control, 4 Player Multitap,
Organize PS 2 Games and DVD's with Style!



INCLUDES!
Remote Control

Game, Audio & Video Selector

Connect Up To 5 Components!
Easily Switch To Game Console, TV, VCR, DVD, Tuner and More!



Attitude For Your Playstation[®] 2!

Available at     

Playstation[®] 2 is a registered trademark of Sony Computer Entertainment. Intec, Turbo Shock and Cyber Shock are trademarks of Intec and are not manufacturer sponsored, endorsed or affiliated by Sony Computer Entertainment, Inc.



PREVIEW



PANTS-SUCKING FUN

Last year in Japan, Sony released an oddball spinoff of *Ape Escape* called *Piposaru 2002* where the object was to (literally) suck the pants off of 2002 monkeys using your trusty vacuum cleaner. Despite the amazingly cool premise, the game turned out to be a dud, and thus, the "back-to-basics" sequel you see here was born.

Ape Escape 2

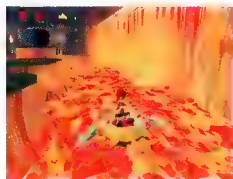
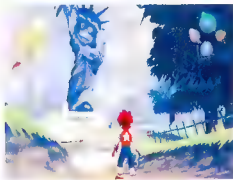
- Publisher:** Sony CEI
- Developer:** Sony CEI
- Players:** 1
- Genre:** Action
- % Bomb:** 85%
- Release:** Out Now (Japan)
- Also On:** None
- Web Address:** www.scej.jp
- The Good:** Several publishers are looking to bring this ape-tastic sequel Stateside.
- The Bad:** Gameplay hasn't evolved much since the first game.
- And The Ugly:** How does a 500-lb. female ape in a thong sound?



From mechanical bulls to armored tanks to giant robots, these little chimps know how to ride in style.



In most games, the main character takes center stage. In *Ape Escape*, it's all about the monkeys. Even the frozen ones.



Before *Super Monkey Ball* rolled onto the scene last year, the number-one way for video gamers to get their daily dose of simian satisfaction was with Sony's marvelously original PS1 platformer, *Ape Escape*.

With a unique control system that made full use of the Dual Shock's two analog sticks (one to control your guy, one to control his gadgets) and a cast of more than 200 personality-charged, helmet-clad monkeys, *Ape Escape* managed to breathe new life into an otherwise stale genre that was overloaded with shallow *Super Mario 64* knock-offs. Three years later, the sequel has finally arrived.

Ape Escape 2 is what you'd call a "safe" sequel. It looks and feels almost identical to the original, with no major changes or additions to the gameplay. Had the first game not been so darn fun to begin with, we might have viewed this as a big negative, but instead we'll just chalk it up as "a minor disappointment" and move on.

Once again, the whole point of the game is to travel through time to various themed stages (an Egyptian ruin, a Venician city, a Japanese castle, etc.), searching for monkeys to catch with your Time Net. Along the way, you gain access to various gadgets that assist you in your search, including all eight from the first game and three new ones. The controls have been slightly tweaked, and you now have a baby monkey sidekick at your disposal, but otherwise things are mostly as they were last time.

The one area that *has* been given a major facelift is the Time Station, which is essentially your home base. Thanks to the new prize machine in the lobby, you can unlock a boatload of cool stuff using the chips you've collected, including music tracks, video clips, short stories, artwork, minigames and more.

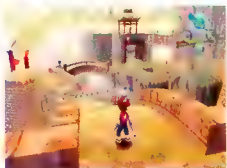
While not as fresh or innovative as the original, *Ape Escape 2* is still a joy to play and another fine example that in video games—just like in real life—monkeys = fun. 🍌

—John Ricciardi

MONKEYING AROUND



As was the case with the first game, *Ape Escape 2* features three minigames that can be unlocked. This time, instead of collecting Specter Coins to open them up, you need to win them by chance at the prize machine in the Time Station (inserting 30 chips nets you a random prize). The three games include a simplistic but fun *Dance Dance Revolution* clone (left), a quirky rope-climbing event (above left), and a surprisingly playable five-on-five soccer game with power-ups and even substitutions (above right).



HOW TO BE A BETTER G A M E R

DIG DEEP

Gaming is a state of mind and body. Breathe. Chant. Light incense if you have to, just keep it away from the shag.

TALK SOME TRASH

Psych out your opponent with a verbal kick to the groin. Throw some new trash their way and they'll be losin' in no time.

LOSE CONTROL

This means you'll be needing something soft to slam, flip, twist, or fall on. Shag carpeting not only looks good, it feels good. Leaving you free to grab your joystick and game on.

MASTER A PLAN OF ATTACK

Throw in a meal and an extra blanket and you can play til' dawn. Still not enough? Wipe that crust off your eyelids and find yourself a good excuse for callin' in sick.



GAME YOUR WAY AT BLOCKBUSTER®

Now you can RENT or BUY games and systems. Previously played games are up to 60% off the manufacturer's price. And with tons of copies, hot titles are guaranteed to be there. BLOCKBUSTER is totally committed to games. Are you?

BLOCKBUSTER

RENT. BUY. GAME YOUR WAY.™

SO, THINK YOU CAN COMMAND THIS NAVY SEAL TEAM?



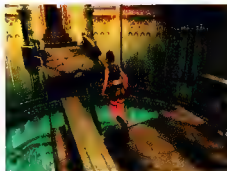
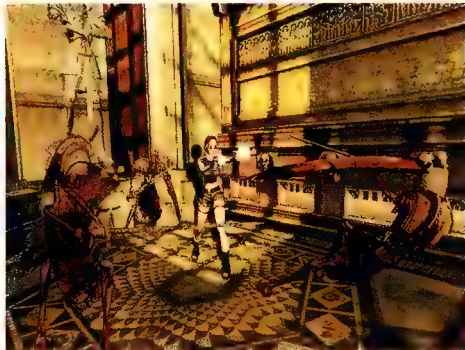
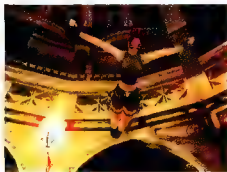
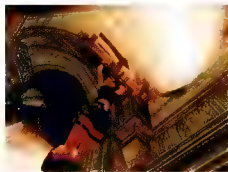


SOFOM

U.S. NAVY SEALs

Tomb Raider: The Angel of Darkness

Eidos • November 2002 • Also On: None — Finally, a few new screens of the next *Tomb Raider*. See that new dude in some of these shots? His name is Kurtis Trent, and you'll actually play as him during part of the game. Kurtis uses guns, like Lara, but also a glaive (that spiked thingy from *Krull*). And since Mr. Trent has limited magical abilities, he's able to control the glaive in mid-air.



Pro Race Driver

Codemasters • September 2002 • Also On: Xbox — Anyone who's played the *TOCA* or *Jarrett & Labonte* games on the PS1 will know what to expect here. *PRD* is the latest in Codemasters' collection of touring-car games where you take driving tests, sign with specific teams, and compete in various series. As usual, the control is spot-on and the computer opponents are really aggressive.

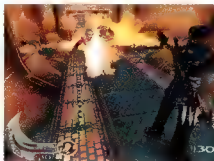


PS2

PREVIEW
GALLERY

Blade II

Activision • September 2002 • Also On: Xbox — When the vampire underworld threatens to resurrect a race of super bloodsuckers called Reapers, there's only one guy to call: Blade. In *Blade II*, you control the infamous hybrid vampire/human hero as he slashes, shoots and kicks the asses of undead hordes. And if he gets really pissed, he'll unlock Rage powers, making him nearly invincible.



You can't see them, of course. After all, they're SEALs, a commando unit legendary for its ability to penetrate enemy territory undetected. And then strike with surgical precision. Enter the world of SOCOM: U.S. Navy SEALs, where stealth, intelligence and teamwork are the ultimate weapons.



Developed in association with the U.S. Navy SEALs, SOCOM is unconventional warfare the way it's really fought. That means hostage rescues, reconnaissance, ambushes and demolitions. Moo-yah.



Whether you're in single-player mode or playing online with and against up to 16 total players, your SOCOM headset is critical. It'll help you communicate and strategize with your unit, so everyone returns in one piece. Remember: "No SEAL left behind."



Combat terror in extreme environments like Turkmenistan, Alaska, Thailand and the gut-infested Congo. Should be a walk in the park. Next to Hell Week, that is.



Wild Arms 3

Sony CEA • October 2002 • Also On: None — *Wild Arms 3* caters to the traditional RPGer. Just like the two PS1 games before it, *WA3* won't win any awards for amazing cinematics or innovative play mechanics. Instead, you'll get a very solid, no-frills RPG with turn-based battles and the occasional puzzle to solve. Nothing terribly exciting, but a nice addition to the PS2's growing RPG library.



LIVE IN YOUR WORLD.
PLAY IN OURS™

PlayStation 2



Blood and
Violence



MAN IN BLACK

Out of respect for Dale Earnhardt and his family, EA Sports took him out of last year's *NASCAR* game. But this year the Intimidator will make his video-game return as a hidden driver in *Thunder 2003*.

V-Rally 3

Infogrames • September 2002 • Also On: None — This is a really beautiful game: The backgrounds, vehicles and even secondary stuff like the pit areas are nearly photorealistic. Developer Eden Studios did a great job on that. The gameplay—or more specifically, the vehicle handling—is tight and responsive as well. Look for a ton of licensed rides, plus enough international tracks and weather conditions to please most any Rally fan.



Haven: Call of the King

Midway • November 2002 • Also On: GC, Xbox — The first part in an ambitious trilogy, *Haven: CoTK* centers on a hero's quest to emancipate his people from the oppressive reign of the evil Lord Vetch. Developer Traveller's Tales hopes to blend traditional platform mechanics with flying, shooting, space exploration and vehicular-combat elements to create a compelling, galactic 3D adventure.



NASCAR Thunder 2003

EA Sports • October 2002 • Also On: GC, Xbox — This year's *Thunder* features a much more in-depth Career mode. Now you have to sign your entire team, from engine builders to tire changers, and keep everyone happy by performing well on the track. Fans will also find the Shootout, the Daytona Twin 125s and even the All-Star race, all of which have been missing from *NASCAR* games up until now.





PREVIEW
GALLERY

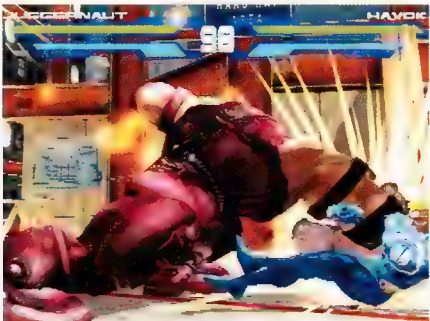
Legend of Legaia 2: Duel Saga

Fresh Games • September 2002 • Also On: None — The first *Legend of Legaia* was a ho-hum RPG made more interesting by the addition of fighting game-style controls. Combat in *Legaia 2* is a bit easier on the fingers, but the game is much deeper for it. Complementing the funky battles are a cool item-customization system, parlor-style minigames and side quests up the yin-yang.



X-Men Next Dimension

Activision • October 2002 • Also On: PS2, Xbox — Don't let the name fool you—this is the sequel to *Mutant Academy 2* on PS1. So yes, a dozen of your favorite mutants will battle across various comic-inspired levels. Expect aerial combat and huge, multi-tiered arenas (you can throw opponents through walls and floors to get new battlefields). Patrick "Dr. Xavier" Stewart stars as the narrator.



SERIOUS SAM



www.serioussam.com

Sam Sam™, the Serious Sam logo, Cordon and the Cordon logo are trademarks of Cordon. UK: Golden Games and the Golden Games logo are trademarks of Take Two Interactive, Inc. All trademarks and trade names are properties of their respective owners. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the US and/or other countries. © 2002 Take Two Interactive, Inc. All rights reserved.



RP
RATED
PARENTAL
STRONG
CONTENT
RECOMMENDED
Visit: www.esrb.org
or call: 1-800-771-3172
for more info.

THE MAN. THE WISDOM.
THE LEGEND. NOW ON XBOX.™

PREY ON THE DEAD... OR THE DEAD WILL PREY ON YOU.



Fight zombies, vampires and ghouls on your own as one of 4 unique Hunters, or battle evil cooperatively with up to 4 players on a single screen.



Attack 20 types of creatures in swarms of up to 30 at once using 20 melee, ranged and spell weapons—from swords to axes and flamethrowers.



Slay in brutal single- and multi-player action through 23 huge environments, including a prison, gothic church, cemetery and torture chamber.



www.interplay.com/hunter



HUNTER THE RECKONING

DELIVER US FROM EVIL

MATURE
M
ESRB
Blood and Gore
Violence

BY GAMERS FOR GAMERS™



HIGH VOLTAGE
SOFTWARE

Hunter: The Reckoning for the Xbox video game system © 2002 Interplay Entertainment Corp. All rights reserved. All other trademarks are the property of their respective owners. Hunter: The Reckoning is a registered trademark of William West Publishing, Inc. Interplay, the Interplay logo, By Gamers For Gamers, Digital Play and the Digital Game Play logo are trademarks of Interplay Entertainment Corp. Microsoft, Microsoft logo, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and/or are used under license from Microsoft. The Xbox logo is a registered trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.

Pride 2K3



Sega is a registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION 2002. All Rights Reserved. www.segagames.com The "Officially Licensed College Hoops Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. The NCAA Football logo is a registered trademark of the NCAA as licensed to NCAA Football USA, Inc. All names, logos, team colors, and mascots associated with the NCAA, in any combination, and conference are the exclusive property of the respective institutions. ESPN is a trademark of ESPN, Inc. ESPN branded elements (ESPN, ESPN SportsCenter and the USAF Football) and the "P" Family logo is a registered trademark of Sony Computer Entertainment Inc.™ © and the Nintendo GameCube logo are trademarks of Nintendo. 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. Screenshots taken from the Stadium2

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 trample the living snot out of your opponent's pride.

FEEL THE RIVALRY ON THESE PLATFORMS



PlayStation 2



SEGA
SPORTS

segasports.com



PREVIEW

Star Fox Adventures

Publisher:	Nintendo
Developer:	Rare
Players:	1
Genre:	Adventure
% Bomb:	95%
Release:	Sept. 23, 2002
Also On:	None
Web Address:	www.nintendo.com
The Good:	Fox McCloud kicks loads of dinosaur butt but still looks all warm and fuzzy while doing it.
The Bad:	Ambiguous puzzles and gameplay could make things frustrating.
And The Ugly:	General Scales. He's got a face only a mother could love.



SIMPLIFY!

Default Control



Star Fox Adventures is a big ol' melting pot of gameplay ideas. You'll be riding around on dinosaurs, fending off enemies with your magical staff, and hopping around platform-heavy environments—it's actually a lot like a *Zelda* game. It should be no surprise. "They have a very similar control scheme," Nintendo's Shigeru Miyamoto says of their latest first-party GC games. "And when you play them, you're going to get the same feeling out of those games."

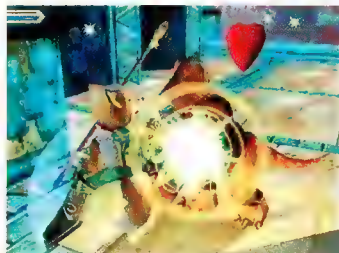
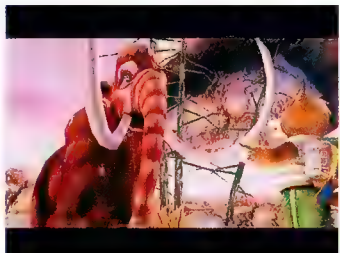
In *SFA*, the context-sensitive A button is your primary action trigger. You'll use it to attack, bring up inventory items, interact with other characters, and pick up objects, just to name a few. Simple, eh? It is!

The recent buzz around Rare, Nintendo's killer second-party developer, has been whether or not they're planning to jump ship from the big N to go multiplatform. Amidst this storm of rumors, Rare's been hard at work on one nice-looking game with *Star Fox Adventures*.

Star Fox Adventures originally started life as Nintendo 64 adventure game called *Dinosaur Planet*—an ironic title for the then-dying system. As the N64 went the way of the dodo—and *Dinosaur Planet* languished in development limbo—Nintendo and Rare added the *Star Fox* license to the game and overhauled the graphics to take advantage of the new GameCube. *SFA* is now a world of unique, vibrant areas rife with exploration potential. We've

played parts of the game as both Fox McCloud and side-story starlet Krystal (whose kidnapping later throws a monkey wrench into the story) and had a taste of classic *Star Fox*-style mid-air battles, basic item-retrieval sub-quests, puzzles and even a little paw-to-paw combat. While it definitely has the potential for frustrating snags (figuring out what to do or where to go threw us for a loop on a couple of occasions), the game's nifty design ideas and variety of playable characters make *SFA* tough to dislike.

Since most gamers remember Fox McCloud either from his days in the cockpit of the Arwing or on the battlefield of *Super Smash Bros.*, *SFA*'s gameplay features a little of both—flight and air-combat missions accent the predominantly ground-based





"Dude, Quit freakin' me out with that hologram crap."

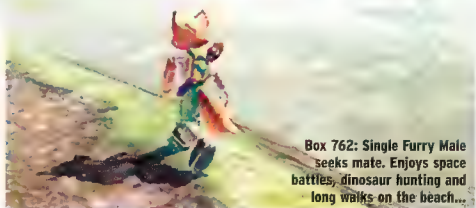
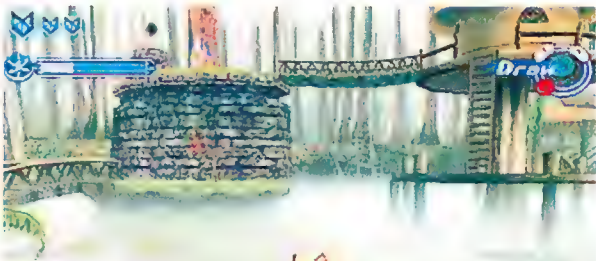
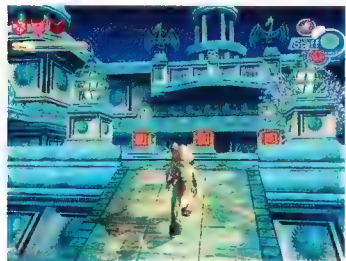


Fox McCloud comes complete with triceratops accessory. Prince Tricky has his own set of "Sidekick Skills" that help Fox out on Dinosaur Planet. He sticks by Fox's side most of the time (top), so you can't very well leave him behind when he's chained to the wall (above). He's yours whether you want him or not, so get used to it!

exploration and combat levels. The cast of previous *Star Fox* games returns to help Fox out (see sidebar), along with a new addition: a cheeky dinosaur called Prince Tricky. We know that sounds a little lame, but the execution's a lot more serious and tasteful than you'd think. Your quest is based on freeing the once-peaceful Dinosaur Planet from the tyrannical General Scales. It sets a pretty somber mood from the outset that is carried by story developments and some of the game's darker environments.

Considering the amount of time we've had to wait for *Star Fox Adventures*, we're glad it's looking good so far. Not that it's a surprise, since Rare has always done the 3D platform genre so well. Besides, it's only been in development for several years. We have to be honest, though—we'd rather see Fox McCloud and friends flying their Arwings through hordes of enemy starfighters. But in a pinch, this'll work too.

—Jonathan Dudlak



Box 762: Single Furry Male seeks mate. Enjoys space battles, dinosaur hunting and long walks on the beach...

ROOTS

The Crew

Rare has assembled a rag-tag bunch of misfits to round out Fox's motley crew. These boys should be familiar to *Star Fox* fans.

SLIPPY: WEAPONS DETAIL



Like a wart-backed crack dealer, Slippy gives Fox gram after gram of weapons for his gadgetry fix.

PEPPY: MISSION SUPPORT

Former wingman Peppy is now on navigation, keeping Fox abreast of his location and courses of action.



ROB THE ROBOT: SUPPLIES



We're not crazy about ol' C-3PO here, but he's another go-to guy who'll help you on your quest to save Dinosaur Planet.



PREVIEW

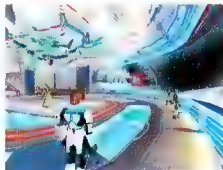
Phantasy Star Online Episode I & II

Publisher:	Sega
Developer:	Sonic Team
Players:	1-4
Genre:	RPG
% Done:	75%
Release:	November 2002
Also On:	Xbox, sort of...
Web Address:	www.sega.com www.sonicteam.com

The Good: *PSO* is back and ready to enthral a whole new audience.

The Bad: Offline is improved, but you still can't play with 'bots.

And The Ugly: Item-stealing sons of @\$\$es during online play.



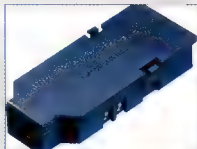
Welcome to the lobby of *Episode II*. You'll notice that this *Episode II* isn't filled with crap actors.

If, for some reason, online play isn't an option (no credit card, mom won't pay, etc.), you and up to three friends can still spend time in *PSO's* beely offline mode.

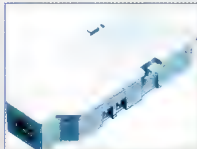


MO' DEM 'DAPTAS

Hook It Up



Modem style is still "in," but...



...*PSO* finally gets broadband love.

Although Nintendo's attitude on online gaming is a bit—how shall we put it—indifferent, that doesn't mean they're not supporting it. Quite the contrary. This September, Nintendo will release both the 56K V.90 compatible modem and the broadband adapter for roughly \$35 each. Unlike the *PSO* broadband debacle on the Dreamcast (it wasn't officially supported), *PSO Ep. I & II* will utilize both online formats. Groovy.

With the history-making *Phantasy Star Online* and *Phantasy Star Online Ver. 2* for Dreamcast under its belt, Sonic Team is poised to take the franchise to even greater heights, this time on Nintendo's GameCube. After logging in some 20-plus hours of questing with *Phantasy Star Online Episode I & II*, it has become apparent that *PSO's* development team learned its lessons on the Dreamcast well.

In case you're unfamiliar with the ways of *PSO*, it is best described as an online multiplayer RPG for up to four players. Similar to the PC game *Diablo* but viewed from a friendlier behind-the-back perspective, it was very addictive but not without issues. If the previous iterations of *PSO* suffered

from any one particular problem, it was that the single-player offline mode pretty much sucked. Fighting alone against a near-endless supply of dim-witted monsters for dozens of levels meant lots of repetitive hit-and-run gameplay that always got old. Amazingly, the problems seemed to all but disappear when playing online with friends, since they could watch your back and you theirs. But since playing offline was a strictly solo affair, no remedy was available for lone rangers.

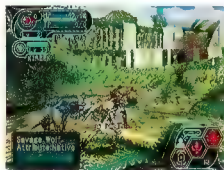
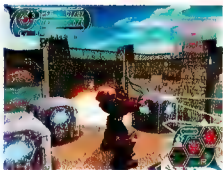
Welcome to Sonic Team's three-step recovery program for *PSO*. We detail the improvements made for *Episode I & II* in three simple areas.

Step 1 - Bring Your Friends. New to the series is a one- to four-player offline mode. Displayed in a cramped but functional split-screen, you and your buds can now forage for rare items and kick monster ass in *Episode I* (basically the original Dreamcast maps) and *Episode II* (an all-new game—see *Episode II 4 You* sidebar).

Step 2 - Make It Easier. In the Dreamcast games, it was tough to stand your ground against enemy monsters while your character was still low-level. Sonic Team has balanced the game so that your weapon accuracy is higher and does more damage. Progressing through the game is still challenging but not the chore it used to be.

Step 3 - Add New Stuff. Everyone loves new stuff, and stuff lovers won't be disappointed with the new

Cont. on page 126





A PLANET WITH FEAR NEEDS A HERO WITH NONE



General Scales has torn apart
Dinosaur Planet, and now it
faces total annihilation. It's
Fox McCloud to the rescue.

**STARFOX
ADVENTURES**

Join him as he exits his Arwing
and enters as hero to save the
dinosaurs in his biggest adventure
ever. Only for Nintendo GameCube.



Visit www.esrb.org
or call 1-800-771-3772
for more info.



© 2002 Nintendo. Game by Rare. Rareware logo is a trademark of Rare.™ and the Nintendo GameCube logo are trademarks of Nintendo. © 2002 Nintendo.



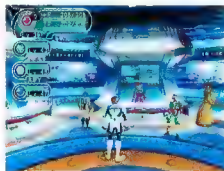
PREVIEW

'TIL DEATH DO US PART... NOT!

If you've played the Dreamcast version of *PSO*, you'll know that your character (for account-security reasons) only works on the specific console on which it was created. To make matters worse, only one character can be saved per VMU memory card, which makes keeping track of multiple characters a task. Thankfully, Sega has remedied this matter for *Phantasy Star Online Ep. I & II*, allowing up to four unique characters per memory card. Additionally (bonus!), these characters may be used on any GameCube.



Cont. from page 124



costumes, character types (see New Kids sidebar, below), rare items and weapons included in *Ep. I & II*. Furthermore, online lobbies will have their own unique look, like jungle settings, wooden furniture you can actually sit down on, *Matrix-y* numerical motifs and more.

In festive Sonic Team tradition (dating back to *Christmas Nights* for Saturn), gamers can expect special treats timed to coincide with the holidays and other occasions. Since Sega manages the *PSO* network, it can add cool touches on the fly—like Christmas trees in Pioneer 1's town square or a big "4" and some fireworks in *PSO's* online lobby on the 4th of July. Sonic Team has plenty of other surprises in store for subscribers, which leads us to another point: online-pricing fees.

Although it's no longer necessary to go online to get the multiplayer experience, it is the best way to

enjoy what *PSO* has to offer. As of this writing, Sega has yet to decide how much exactly it will charge in fees for an online Hunter's License, but we expect the cost to be around \$5-10 a month. Another question is whether Sega, or anyone, will bring **ASCII's bizarre keyboard controller** (below) to the States. While it is not necessary to have one in order to chat with teammates, it does make things easier. Still, all things considered, we're certain *PSO's* addictive qualities will be more than worth the price of entry. 🎮

—James "Milkman" Mielke



MAG ABOUT YOU

MAGnificent

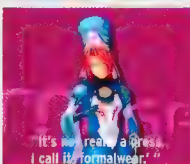


Raising MAGs is one of *PSO's* coolest features. A MAG is a little Chao-like friend (see *Sonic Adventure 2*) who floats over your shoulder and enjoys being fed. What you feed it determines what your MAG evolves into. The rarest MAGs are famous characters from Sonic Team's history (like Chus from *ChuChu Rocket!*) or actual consoles, such as the Master System from Sega's past.

NEW KIDS ON THE BLOCK

If you thought the original selection of characters was somewhat sparse in the two Dreamcast installments of *Phantasy Star Online*, you were right. Well, have we got good news! Sonic Team has fattened up *Ep. I & II's* roster with three new character types—one addition for each of the original three classes (Humans, Newmen and Androids).

What's even better is that each of the previous character types now has nine additional costumes to choose from (Androids, those lucky bastards, have at least 12 new outfits). A few characters have new hairstyles as well. Now you can customize your "special friend" for fashionable online play without fear of showing up with what someone else is already wearing. How scrumptious!



RAMARIS: HUMAN FEMALE WANSER

They have low hit points but high mental strength for the Ranger class. This allows them to use offensive techniques (magic) in combat. Despite being able to do cool crap like cast fireballs (we wish we could do that), RAMaris have this distinguishing habit of firing their pistols one-handed and sideways. They must like to watch bad gangster flicks.

FOMAR: HUMAN MALE FORCE

FOMars are an interesting hybrid. They have low defense and low HP, but their ability to use techniques and the strength in their other attributes allow them to handle weapons that may be more difficult to use for other Forces. We'd like to call these guys "weaksauce," but our political correctness prevents us from doing so. Isn't that nice?

HUCASEAL: ANDROID FEMALE HUNTER

Her most prominent features are high accuracy and evasion. Her high accuracy makes her an excellent character to use with both melee and ranged weapons. Her high evasion makes it easier to avoid being hit by enemies. What we want to know is: Does her high evasion make it easier to avoid being hit on in the nightclubs of Rago?

EPISODE II & YOU



Episode II, you'll be glad to know, is the true sequel to *Ep. I*. Based partially on the Spaceship and Temple maps of *PSO Ver.2*, *Ep. II* also features a new forest and beach level (ah, sun!), while adding new weapons, MAGs, enemies and bosses. Is this your chance to finally find Red Ring Rico?



Koei

www.koeligame.com

ONLY ON
XBOX

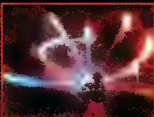
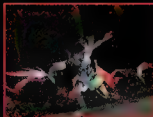
XBOX

Tension,
excitement...
tear,

Crimson Sea

Heart-pounding, cinematic-quality, real-time graphics.
Feel the rush as you decimate swarming enemy masses!

The visual and sound effects of these tremendous battles push Xbox™ to the limit!



Fight for your life as you are surrounded by the hordes!

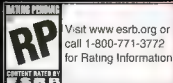
A new and improved "Group Control Engine" puts more than 1,000 enemies in your sights at once!

"Liquid" aliens change shape as they attack!

Watch as these enemies of unknown origin morph before your very eyes!

Complete immersion in battle!

A special sonar enemy detection system and Dolby Digital 5.1ch Surround Sound bring excitement from all angles!



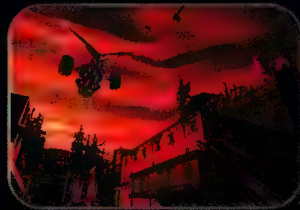
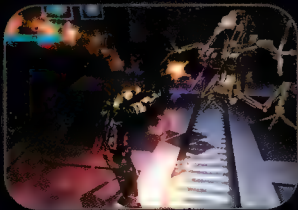
Visit www.esrb.org or
call 1-800-771-3772
for Rating Information

DOLBY
DIGITAL

Crimson Sea is a trademark of KOEI Corporation and KOEI Co., Ltd. ©2002 KOEI Co., Ltd. All rights reserved. Microsoft, Xbox and the Xbox Logo 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. Dolby is a trademark of Dolby Laboratories.



XBOX AND PS2 SCREENSHOTS SHOWN



IT'S ALWAYS DARKEST BEFORE THE DAWN.

THE
TERMINATOR
DAWN OF FATE



WWW.TERMINATORGAME.COM



PlayStation 2



The Terminator™: Dawn of Fate © 2002 Infogrames, Inc., a subsidiary of Infogrames Entertainment, S.A. All rights reserved. Developed by Paradigm Entertainment. The Terminator™ & © 1984 StudioCanal Image S.A., f/k/a Canal+ D.A. All Rights Reserved. Terminator™ is a trademark of StudioCanal Image S.A., f/k/a Canal+ D.A. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Xbox™ is a registered trademark of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.



PREVIEW

Rayman 3: Hoodlum Havoc

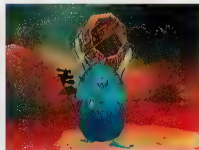
Publisher:	Ubi Soft
Developer:	Ubi Soft
Players:	1
Genre:	Platform
% Done:	60%
Release:	Fall 2002
Also On:	PS2, Xbox
Web Address:	www.ubi.com www.hoodlumsworld.com

- The Good:** Rayman returns to remind the world that it's not all about plumbers and hedgehogs.
- The Bad:** Combat-heavy focus is bad for passive-aggressive types.
- And The Ugly:** Globox + plum juice = nasty after-effects. *Shudder!*

CAUSE & EFFECT

One of the most bizarre things we've ever seen in a video game is watching Globox get plastered on plum juice, then squeezing out purple fart-bubbles that Rayman rides to reach a necessary power-up.

CAUSE

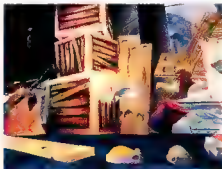
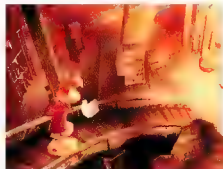


Here we find our pal Globox getting ripped on plum juice. Sounds tame, but the consequences are horrifying. Kids, don't try this at home!

EFFECT



How wrong is this? Classic platform gaming takes a stinky twist as our buddy Rayman jumps on Globox's sturdy ass bubbles.



Rayman 3 is more action-oriented than any episode before it. Whether you're fighting enormous bosses, flying through treacherous caverns, or taking on hordes of ruthless Hoodlums, you'll never experience a dull moment. Imaginative level design, solid gameplay and beautiful graphics make *Rayman 3* one of the most impressive platformers of the year.

You've gotta be good in the first place in order to go bad, and that's exactly what happens to a little lum one day. Ordinarily a source of positive energy, a single red lum witnesses something so horrible, it transforms into something twisted and black. It quickly infects other lums with its dark energy and the resulting army dons hooded cloaks (Hoodlums, get it?) and set off with the goal of tainting the Heart of the World. Naturally, Rayman and his trusty sidekick Globox get wind of the plot and plan to put an end to it.

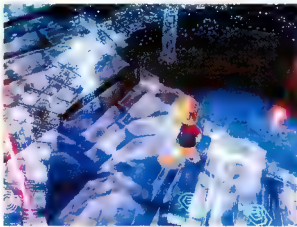
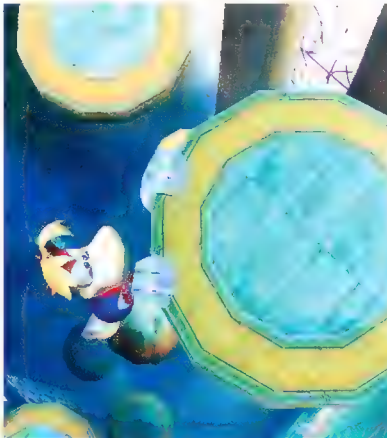
With series creator Michel Ancel working on his new game (*Project BG&E*), the role of project manager falls to Ahmed Boukhelifa. Hands-on time with an advanced version of the game reveals the same great platforming elements we've grown

accustomed to with Rayman but with a greater emphasis on combat. "The idea is that the player has to face multiple enemies at the same time and from different elevations," says Boukhelifa. "You've got an array of abilities and powers at your disposal, but you have to use them strategically to find the best way to take out specific kinds of enemies."

Combat isn't just hand-to-hand melee brawlin' either. One of the game's most addictive levels finds Globox piloting a hovercraft of sorts while Rayman mans a gun turret, switches to first-person mode, and mows enemy ships down while the controls rumble with satisfying amounts of feedback.

Even though the game is still early, *Rayman 3* is already bursting with action and energy. I'll drink to that. 🍷

—James "Milkman" Mielke



Gamers will encounter plenty of platform-based challenges. Floating platforms, Pitfall-style swinging action and some disgusting bodily fluids will keep thumb-jocks busy for weeks.



www.eastpak.com

EASTPAK

Built to Resist™





PREVIEW

Rocky

Publisher:	Ubi Soft
Developer:	Rage Software
Players:	1-2
Genre:	Sports
% Done:	90%
Release:	November 2002
Also On:	PS2, Xbox
Web Address:	www.ubi.com

The Good: Pummeling Tommy Gunn's face to a bloody mess—it's so satisfying.

The Bad: Renting the entire Rocky saga is inevitable after playing this game.

And The Ugly: Rock's bloated, purple face after a good beating.

MOVIE MODE

We have to admit, the notion of playing a Movie mode in *Rocky* conjured up scary thoughts. Will we have to hold conversations with Mickey? And what about Adrian and her drunken brother Pauly? To our relief, it's pretty tame and only involves watching a gaggle of short animated clips (taken from the movies), along with familiar activities such as punching slabs of meat to train and fighting a small army of lesser boxers before reaching the main events.



It's not all show and no go. Each fighter has approximately 40 punches and combos at their disposal—even 70-year-old Mickey.

Rocky is smooth, and the all-important collision detection is accurate. That's half the battle for a boxing game.




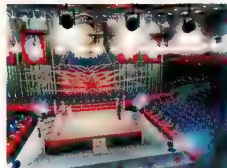
What red-blooded American boy didn't want to be Rocky after the movie came out in 1976? I know I did, but unlike today, we didn't have killer video-game systems to fulfill our fantasies. Lucky for you, Rage Software has made it easy to strap on the Italian Stallion's gloves.

The game is built using bits from all five movies, including many familiar characters, the original musical score and even small chunks of dialogue like trainer Mickey's words of wisdom: "He's killing ya out there, Rock!"

Kudos to Rage for staying true to the flavor of the saga without going nuts with heavy storylines or other potentially lame stuff. Once you cut through the thick haze of '70s afros, broken-down gyms and the stirring *Rocky* theme, the game's set up like most boxing titles, only with the *Rocky* twist.

You start on the bottom rung, fighting in clubs, alleys and other seedy joints in front of rowdy, beer-bottle-chucking crowds. Winning bouts, hitting the heavy bag, and jumping rope increases your potential and earns you new punching combos and defensive moves. Once you've muscled up, you're ready for the big boys. Enter Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. In all, you have to defeat 20 fighters to get to the top cheese.

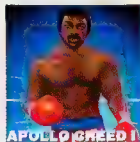
Even though the final touches are still being applied, *Rocky* is showing a lot of promise. The attention to detail is impressive. Everything from his poofy hair to his ever-morphing, beaten face is well-crafted. But in the end, even if you're not a big fan of the movies, it's the solid boxing game engine and fun two-player matchups that give it the legs it'll need to be a contender.  —Dean Hager



SEND IN THE CLOWNS

Just like in the movies, Rocky has to fight the original fearsome foursome. By the time you reach 'em, you should be well-trained and perfectly capable of dishing out some old-fashioned, *Rocky*-style whoop-ass.

From left to right: Your fight card includes these familiar fellows, in order from *Rocky I* through *Rocky V* (remember, Rocky fought Apollo twice).



APOLLO CREED I



APOLLO CREED II



CLUBBER LANG



IVAN DRAGO



TOMMY GUNN

SOME GO TO GREAT LENGTHS TO STOP EVIL. ONE GOES TO GREAT DEPTHS TO SINK IT.

Hi-tech Alliance nuclear attack submarine at Minus 1,000 feet. Your mission is simple: Blow the Meluguis Empire to kingdom come. Underwater, your adversary will never see you coming. They better not hear you either. Non-stop, adrenaline-pumping action and adventure await you and your crew. Move full speed ahead around a massive post-apocalyptic underwater world in the most intense sub shooter ever.

SUB REBELLION



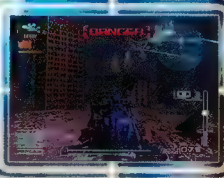
Employ surface-to-air missiles and short and long-range weapons of mass destruction



Utilize guided nuclear, ultrasonic and acoustic torpedoes for underwater overkill!



Master countermeasures, advanced sonar and evasion technologies



Witness hyper realistic water - physics and lighting effects

www.subrebellion.com

RATING PENDING

RP
RATING PENDING
ESRB

Visit www.esrb.org or call 1-800-771-3772, for Rating Information.



PlayStation 2

irem

Metro 3D



PlayStation 2 computer entertainment system (SCEI) logo.



PlayStation 2 computer entertainment system (SCEI) logo.



PlayStation 2 computer entertainment system (SCEI) logo.

Play as streetball legends Hot Sauce, 1/2 Man, 1/2 Houring and more.

Use exclusive street hoops on the toughest courts in the country including Rucker Park.

Get virtual cash on your team - then use the winnings to buy new gear.

Customize your look, then customize your game - from level to 5-on-5.

The game, my reputation and two C-notes on the line.



ACTIVISION



Gambling
Strong Lyrics



PlayStation 2



activision.com

streethoopsgame.com

© 2002 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Developed by Black Ops Entertainment, Inc. Activision is a registered trademark and Street Hoops is a trademark of Activision, Inc. and its affiliates. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NISD UIC designation only. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. 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. All rights reserved. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



STREET HOOPS

Rock the gear. Rock the beats. Rock the courts.

Blast tracks by DMX,
Ludacris and Xzibit

Featuring styles by

AND 1

BUFF

Sean John

Rock unitd.

roca@wear

triple five

dash



PREVIEW

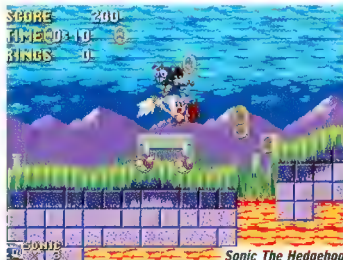


GAMECUBE ADVENTURE

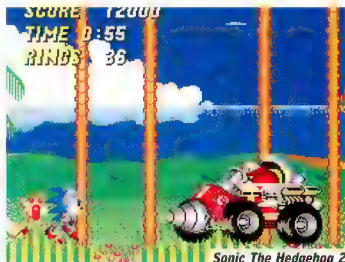
Sonic Team is hard at work on a GC remake of the Dreamcast *Sonic Adventure* for release in Japan. Currently no U.S. date has been set, but you can bet it'll hit this side of the pond someday.

Sonic Mega Collection

Publisher:	Sega
Developer:	Sonic Team
Players:	1-2
Genre:	Compilation
% Done:	85%
Release:	November 2002
Also On:	Sega Genesis
Web Address:	www.sega.com
The Good:	Finally, you young whipper-snappers get a taste of some classic <i>Sonic</i> .
The Bad:	Where the heck is <i>Sonic CD</i> ?
And The Ugly:	The damage <i>Sonic 3D</i> did to the blue blur's reputation.



Sonic The Hedgehog



Sonic The Hedgehog 2



Sonic The Hedgehog 3



Sonic & Knuckles

SONIC CD

No Love

Absent from *Mega Collection*'s roster is *Sonic CD*. Why? The theory is that this is a Genesis compilation, and *Sonic CD* is a Sega CD game. While *CD*'s inclusion in *Mega Collection* hasn't been ruled out entirely, we're not too hopeful.

Alanis Morissette would compare this to a traffic jam when you're already late. Get it? Huh? Ah, forget it! My point is that it's ironic to think Sonic is enjoying so much popularity—the most since his original Genesis days—on a system manufactured by Nintendo, the very company he was originally designed to defeat.

Back in the early '90s, when Nintendo was preparing to release its new Super NES and the highly anticipated *Super Mario World*, competitor Sega knew they had to fire back with something big if their Genesis was to have any chance at survival. The eventual result was a blue hedgehog named Sonic.

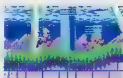
Unlike Mario's exploration-based gameplay, Sonic's modus operandi was getting through every loop-de-loop-filled level as quickly as possible, using nothing but his spiky back for protection. The combination was a nice change of pace from all the *Mario* clones on the market, and sparked endless debates between Genesis and Super NES fanboys over just which series was better.

Mega Collection will give the new generation of gamer a nice history lesson. Now you'll understand how this little blue blur converted legions of gamers into Sega faithfuls. Check out the list of confirmed games below. —Greg Stewart

SONIC CHRONICLE

SONIC (1991)

Sega introduces a new mascot to take on Mario and his Super NES. Sonic's blazing speed and colorful graphics helped put the struggling Genesis on the map.



SONIC 2 (1992)

Sonic returns to battle Dr. Robotnik with a new friend named Tails. This young two-tailed fox idolizes the blue hedgehog and follows him everywhere.



SONIC SPINBALL (1993)

Sega, in an attempt to capitalize on Sonic's popularity, puts its star into a huge pinball machine. The results were less than stellar.



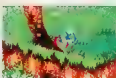
DR. ROBOTNIK'S MEAN BEAN MACHINE (1993)

Puyo Puyo was too weird a title to sell in the U.S. So what better way to dress up this puzzle game than by adding Sonic characters?



SONIC 3 (1994)

Dr. Robotnik's latest scheme involves tricking Knuckles the Echidna into thinking Sonic and Tails are out to steal the Chaos Emeralds.



SONIC & KNUCKLES (1994)

Play as Sonic, Tails or Knuckles through a new quest. *SEK* also "locked on" to previous cartridges, making Knuckles a playable character in *Sonic 2* and *3*.



SONIC 3D BLAST (1996)

This poor attempt to bring Sonic and friends into the third dimension was nigh-unplayable. It was developed by Traveller's Tales, not Sonic Team.

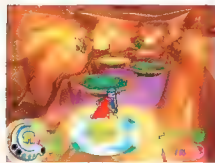
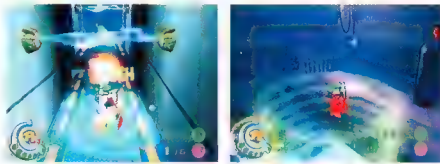




PREVIEW
GALLERY

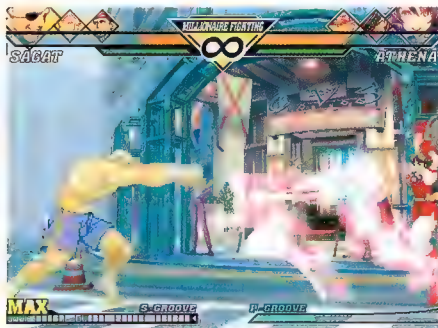
Disney's PK: Out of the Shadows

Ubi Soft • November 2002 • Also On: PS2 — Though you've never heard of him, PK is by far the hardest roughneck in Duckberg. He's Donald Duck's superhero alter ego and the star of an upcoming action-platformer of the twitchiest variety. *PK* will bring a lot of platforming gameplay to the table, plus lots of evil aliens to use your weapons on.



Capcom vs. SNK 2: EO

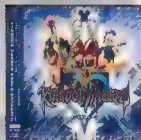
Capcom • September 2002 • Also On: PS2 — *EGM's* 2001 Fighting Game of the Year is jumping from the PS2 to the GameCube. And for those of you cringing at the thought of playing this game with the GC's funky controller — fear not. Capcom's going to simplify the commands to cater more to the casual gamer. Factor in better graphics and faster loads, and you've got a GC must-buy.



Final Fantasy X OST (4 CD)
SSCA10054



Piano Collections III X
SSCA10064



Kingdom Hearts OST (2 CD)
TOCT24768



Metal Gear Solid 2 OST
KMCA127

GameMusic.com

World's Biggest
Online Music Store!

visit us online at:
www.gamemusic.com



Final Fantasy XI OST
(SSCA10069)



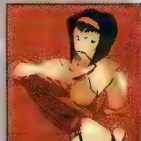
Dracula X OST (1995)
from PC-Engine/Mega-Drive
(KICA7622)



Yuna - 1:6 scale soft vinyl
figure (KTBKFX32)



Dracula X Nocturne in the
Moonlight OST (KICA7622)



We got tons of Anime
DVDs too!



Final Fantasy Best
Collection Solo Sheet
Music (DORE2037)

FREE Shipping available online!

More than 800 game & anime music CDs in stock! Ready to be shipped

www.gamemusic.com

1-800-979-9889

If you don't have Internet access, please call our toll-free number at 1-800-979-9889. Outside of U.S. please call 1-626-575-0873. Phone hours are Monday, Friday, 9 A.M. to 5 P.M. We accept Visa/MasterCard/AMEX. All trademarks are the properties of their respective owners. Game Music Online, 1768 Robinson Ave. #1, Monroeville, PA 15146. © May 2002 gamemusic.com Fax: 1-626-575-0879. Sorry, our warehouse is not open to the public.



PREVIEW

MechAssault


-  Microsoft
-  Day 1 Studios
-  1-2 (2-8 online)
-  Action
-  60%
-  Nov. 8, 2002
-  None
-  www.xbox.com
-  Cool single-player

missions and Xbox-online multiplayer support.

How It Feels Arcade feel may turn off *BattleTech* purists.

And The Winner? When three big mechs decide to gang bang you all at once in multiplayer.

DE-FENSE!
CHA-CHA-CHA!



See the mech in the pic above? No? That's the point! Each 'bot in *MechAssault* will have its own defensive system—invisibility, chafes to throw off enemy missiles, sensor jamming, etc.—to add a little more strategy to the multiplayer firefight.



"That armor's too strong for blasters. Use your harpoons and tow cables!"

"Ooooooh, Ahhhhhh!" Enemy mechs are tough and can require serious work to finally destroy. But the explosion once they go down? Makes it all worthwhile.



When you daydream about climbing into the cockpit of an 80-foot-tall, fully armed battle robot (and please don't waste our time claiming you don't daydream about that sort of thing), what do you think about? Chances are, you imagine stuff like melting other mechs down into scrap with your laser cannons...the blossoming explosions as your missiles slam into their target...the buildings crumbling in your mighty wake...crushing helpless enemies underfoot...and the *burning...*—the BURNING OF THE HOMES AND CITIES OF THOSE WHO WOULD DARE OPOSE YOU. WAHAHAHAHA! THEY WILL PAY, THEY WILL ALL PAY!

Anyway, the point is you picture the action and the carnage, right? You aren't worrying about turning radiuses, ammo weight or topping off the windshield-wiper fluid. And yet, most games set in the popular sci-fi *BattleTech* universe (like the pen-and-paper RPG that started it all and the *MechWarrior* PC game series) typically worried about simulation-type aspects like these. *MechAssault* is different. Although it's still very much a *BattleTech* game (most of the traditional mechs and weapons return), the older, slower, more "realistic" gameplay is gone, with a new, more console-friendly design philosophy in its place:

"It's fun—let's do it!"

That's how Producer T.J. Wagner sums it up, and if there's one guy who should know what is and is not fun in a mech game, it's him. He's been working on *BattleTech* video games of one kind or another for almost eight years, including *MechCommander* and *MechWarrior 4* (both for the PC). And although he's proud of those games, he's always been held back on what he could do with them. "Sometimes the rules of the franchise that were set before the electronic games can feel restrictive," he says, "especially when you go 'Oh, this would be a great idea' and it's like, 'No, that doesn't exist in *BattleTech*.'" But with *MechAssault*, those great ideas can finally see the light of day—traditional rules be damned. So just what are these rules and how does *Assault* break them? Glad you asked....

Rule #1: Robots are heavy and slow. "This game is all about fast action," says Wagner, and that much is apparent from our experience with an early version of the multiplayer game. Sure, you can choose the lumbering monsters loaded with armor and powerful weapons (see the Atlas model below), but the mid-sized and lighter mechs are quick enough to dart around corners and boost onto or over buildings.

FIND THE PERFECT MECH FOR YOU IN THE ROBO-TRADIN' TIMES



Say hello to my little friend! Like-new, lime-green '56 **ATLAS ASSAULT BATTLEMECH**. Refurbished interior, heavy laser cannons replaced five months ago, new head. Watch your enemies panic when they see you pull up in this mean machine—it's all about the offense. A real man's mech if ever there was one. Plus, it's a chick magnet! 8 million credits O.B.O.



Barely used orange-and-blue-striped **THOR HEAVY BATTLEMECH**. Power steering, alarm system. Great at short or medium range, this baby has the maneuverability to get your family where they need to go and the firepower to protect them along the way. Handles well in the city, off-road or in the snow. Call 8-0990-23 after 5 p.m. and leave a message for Carl.

SHADOW • INSTINCT • CORRUPTION



THE LOST

ONE CHANCE TO FIND THE WAY... THREE SOULS TO DO THE BIDDING.



Prepare yourself for the most terrifying survival horror RPG of your afterlife.

RP
R
See www.esrb.org
or call 1-800-371-2712
for more info.

PlayStation 2

GRAVE

GRAVE

GRAVE

www.thelost.com

An editorial appointment to Electronic Gaming Monthly

Shine! Shine!

Project Plumber - How to Vacation in Style

Sprayer Miss Sunshine, a 3' long of spray! Sprays platform 'n' cactuses with a blast of wandly.

But don't fly, player! We'll start with the first two stages for ya, you know! We'll start with the first level's entrance on where all the level entrances are, now it's time to get to what of those entrance Blue Coins are good for!

Where Are All the Level Entrances?

■ All the entrances are accessed from the main Dolphin tower center

Level 1 is at the foot of the statue

■ The main statue

Level 2 is accessed by spray the gate at the pier. It will appear where you catch 10 Blue Coins, and a multi-colored "M" appears here.

Level 3 is a red pipe on top of the red pipe on the side of the statue. You'll need to climb down on the massive 10-wagon lift.

Blue Coins. Whaaaaa?

■ Each coin has a number of Blue Coins to find, and three appear in a huge number of wiggly water after waddling water "M" traps of walls, by avoiding downfalls, by eating cactars who knock them down there is a lot of them—see recorder and so on per level.

Level 4 is in the area of a bright sunlight near where the boats stop. One brightness is restored, sunlight is allowed to show on the sun in the water.

■ You catch 10 of these at the end of the level, and they're a crazy random fall in for some coins in there. They're a reminder that some Blue Coins are for everything, but that other's aren't. Watch the Blue Coins to see what's but.

Level 5 is accessed once Luigi Mario jumps the Dolphin, and you reach by entering the big red cannon.

Bianco Hills (cont.)

Shine 1: Arboreal Red Coins

■ You'll need the Bloopster for this little quest. Speed over to the palm tree, leap over the leaves from the white to white, and head for the two wavy waddling with the pipe. Catch the coins. They're hard jump onto the platform of platforms and swim the pipe.

■ Having no water, you'll find a land level one. These are sparkling aquifer!

Riko Harbor

Shine 1: Bloopster Hoop

■ You'll use the Bloopster across the Riko Harbor—the get ropes to access the underwater passages (you'll find), and either walk/jump up the scaffolding or hover over to the two that reaches near the pipe. The next head to the second one sticking out of the coast around the rocks and leaping onto it or hovering/jumping to the top platform. There!

■ You need to complete the 30 steps with a second, which is a rope if you control the direction and keep pressing up the pipe. Jump over the corner or sharp corners and scrape over the bricks at corners to see a "rite" sign.

Middens Rhinoral

■ The Middens Rhinoral shine. On this stage involves rising up your steps on the cave and collecting 10 Gold Coins. Grab the pipe in Story 6, and 10 coins to enter the water for Shine 3, and you need to enter the water where you leap through the minigame earlier.

Shine 3: Scaffold Switch

■ Head to the pink switch, climb it, flip the pipe, and grab the spring back, then do the same again. End the pink reach, flip the pipe, walk across the pipe, and then the pink reach and then onto the pink reach with the cause. On the pipe, 30's a switch, walk across the steel beams, following the arrows over the box.

Shine 2: Bloopster Sower Race

■ Assume you already took the entire Shine, the next time you'll see a red switch plate. Stop on this and eight coins appear—your need to grab 'em all before they disappear. Remember you can

Shine 2: Bloopster Sower Race

■ You'll need to leap over the floating top of the three Bloopsters and slide onto the three to the sewer entrance. Follow the arrow across the water to find the entrance. Choose mode, choose a Bloopster and complete one leap of the sewer.

What are all these crazy power-ups?

■ There are Blue, Black and Red Coins in the level, and there's a lot of them. They're scattered during the course of the mission, or on the case of the "M" level, after you've taken the Bloopster. The blue coins make you get 10 coins. These are 10 coins, later on!



Bianco Hills

Shine 1: Big Windmill Path

■ You'll be waddling out, leap onto the rope and over the windmill on the right, or step onto the large rotating water wheel at the far side of the room and enter the water to wash. Hover in the air and avoid where the Piranha will appear.

Shine 3: Inside the New Cave

■ You'll need to go to the bridge, then leap off the middle of it onto the rope suspended underneath. Head toward the far platform, hover jumping to the far platform, then hop jumping to and onto another rope. Turn around and enter the cave.

Shine 2: Windmill Piranha Platform

■ Head over to the palm tree wood and see how hover over the gun and up the path to the windmill. Then hover at the top and run on the path to the windmill. Head, while keeping going, hover on the curved path of the windmill. Turn over to the pipe at the path.

Shine 4: Red Coins in the Village

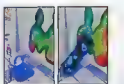
■ Stand over to the left of the white one of the bell tower for this collection. As the floor traps on the rope and look to the small whirlwind platform. Take

Shine 4: Red Coins in the Village

■ Leap over to the platform at the base of one of the windmills and hover to the roof. After you both, then jump on it.

Shine 5: Hidden Back Cave

■ You'll need to use your water to get into a hidden area.



Who's This Guy?

■ We're not telling, but let's just say he's tightly collected. As the floor traps on the seventh story of each level and needs to be crossed down before the Final Cave, can be accessed. There are three in all levels to be heard through, and Story 1 is where you'll face Luigi & Mario each time. Once he's been waddled down on the seventh stage, the volcano will appear, so, although you'll face the first, monstrous boss.

Shine 5: Red Coins in the Bay

■ This is a challenging and strong, but requires good strategy. Choose the green Bloopster and focus the string of coins around the bay. All of them can't be up to the tower. Leap the main can, then the right of the main can.

Shine 6: Red Coins in the Bay

■ This is a challenging and strong, but requires good strategy. Choose the green Bloopster and focus the string of coins around the bay. All of them can't be up to the tower. Leap the main can, then the right of the main can.

Shine 7: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 8: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 9: The Mighty Bloopster Returns!

■ Now you can appear on platforms, the Bloopster's back form and in a grey stressed form. Now the bow, lower the feet. Focus back on the case and enter the water near the Bloopster. The Bloopster is in the bouncing water hands and hover/jump to the top.

Shine 10: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 11: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 12: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 13: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 14: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 15: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 16: Liquid Mario Squaring

■ As before, you'll have with your water cannon, following the path. Follow the path to the final and onto the ground. Remember that light's a light, so you may find it a little bit, so you may find it a little bit, so you may find it a little bit.

Shine 17: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 18: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 19: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 20: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 21: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 22: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 23: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 24: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 25: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 26: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 27: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 28: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 29: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 30: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 31: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.

Shine 32: Get Liquid Mario!

■ You'll need to use your water to get into a hidden area.



WANT TO LEARN MORE ABOUT IT?

Of course not. Who wants to read when they can watch a movie about something instead, right? But before you go check out yet another Japanese battlin'-mech anime, why not rent the 1989 Italian production *Robot Jax*? Set in a future where war is outlawed and nations settle disputes with giant robots (which appear to be constructed mainly out of cardboard), this B flick is the perfect low-tech primer for *MechAssault*.



LEARN IT AS YOU GO

1 **Timberrrrr!** Blasting down buildings in *MechAssault* is more than just a cool effect—you might find power-ups for your mech among the rubble. Plus, falling debris can damage any enemies close by.

2 In addition to enemy mechs, you'll face more conventional vehicles like helicopters and tanks—even tiny ground troops you can squash underfoot.

3 Some of the 'bots you can pilot have jump-jets, so you can get airborne for a short period of time. Great for getting out of sticky situations fast.


4 The final heads-up display (the one you see here is just placeholder) will show your current weapon, ammo, health and engine heat level, along with a radar to help keep track of enemies.

Rule #2: Robots have lots of complicated controls.

How's this for simple—*MechAssault* uses the two thumbsticks (one to move and the other to aim, like *Halo*) and the left and right shoulder buttons for switching weapons and firing. Push in the left stick for your jump-jets (assuming you chose a mech that has 'em) and the right to activate your defensive systems (see sidebar). After literally 30 seconds, we had the controls down cold.

Rule #3: You must return to base to repair and reload.

Upgrading weapons or fixing armor damage in *Assault* is as simple as grabbing a power-up. Salvage them from defeated mechs (an extra incentive to finish off your buddy's smoking 'bot in multiplayer), blown-up buildings and supply trucks, or find them in spots hidden throughout levels.

But, of course, not all previous *BattleTech* game conventions will be broken. *Assault*'s single-player game is set up a lot like its PC ancestors; you embark on missions to complete various objectives, everything from simple search-and-destroy details to in-depth tasks like sneaking into a research facility (on your own two tiny human feet) to steal a top-secret enemy mech. As for multiplayer, no modes outside of a standard deathmatch have been decided on, but Day 1 is experimenting with all sorts of conventional (capture the flag, protect or destroy bases, etc.) and original setups (like a competition to see who can level a city the fastest). Just like the rest of *MechAssault*, there's only one rule any modes will have to follow to make it into the final game: It's gotta be fun.  —Mark MacDonald



All right, we admit it—this isn't a real screenshot. We just pasted together two screens to show you what the two-player split-screen game will look like—you and a buddy will be able to share a screen both offline and on.

HELPING YOU FIND THE BEST DEALS ON HARD-GOODS LIKE THIS



Must see to believe! Super-fast Cougar. Low mileage, new brakes, good condition (slight blast damage on right shoulder). Push down the gas and hold on to your butt! At only 35 tons, this Cougar really cooks—and the bad guys can't hit what they can't catch, right? Don't let its small size fool ya—its weapons still pack a punch too.



Cherry-red Catapult. Power options, still two years left on warranty. It's not too fancy or fast, but this Catapult's long-range missiles still got what it takes to send 'em packing before they get to your doorstep. Equally great for defending your military installation or home. Visit Crazy Eddie's Pre-Owned Mech Warehouse in Schaumburg.



ToeJam & Earl III: All Funked Up

- Platform: Sega
- Developer: ToeJam & Earl Productions
- Players: 1-2
- Genre: Adventure
- Difficulty: 90%
- Release Date: October 2002
- ESRB Rating: None
- Website: www.tjande.com
- Summary: This game has got personality to spare. You'll instantly love the characters.
- Tip: ToeJam's pathetic attempts at impressing Latisha.
- Tip: Latisha shooting ToeJam down over and over again.

TOEJAM & WHO?

We see that bewildered look in your eyes. (Honest. We can see you...right now.) FYI: ToeJam & Earl first hit Sega's Genesis console back in 1991 in a two-player scavenger hunt for pieces of their crashed spaceship. The game featured off-the-wall humor and lots of fun. There was also a not-nearly-as-fun sequel in 1993.



ToeJam looks deep into the black void where your soul should be. Either that or he's auditioning for a Devo video.

Drop a decoy and sneak away to keep from getting in any trouble with the humans. It ain't pretty, but it works.



Check it: The 12 sacred albums of funk (the source of all funk in the universe) have been stolen. ToeJam, Earl and the feisty Latisha have been sent to Earth by the Great Funkopotamous (aka Lamont) to retrieve the missing vinyls and to funkify as many earthlings as possible.

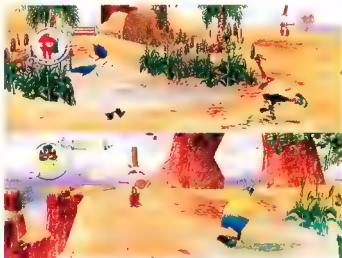
But it's been almost a decade since TJ&E have made an appearance. Why come back now? "One way to describe it would be to say it was a Divine Cosmic Convergence of Auspicious Happenstance," says TJ&E Productions co-founder Greg Johnson. "But no one would know what the heck you were talking about, which makes it kind of a stupid way. Honestly, we've had a steady stream of fan mail since the first title in '91 asking for another game."

Said fans will be happy to know that TJ&E3 plays almost exactly like the first Genesis game, just a little more funky. You still get the at-your-own-pace gameplay, the randomly generated maps, and a bevy of presents that unlock everything from decoys (to keep those un-funky earthlings off your home's back) to super hightops that make you run faster.

This is a go-anywhere, do-anything scavenger hunt. You don't need to spend your time looking for the sacred vinyls. Instead, roam around and check out the different humans. Funkify 'em and get some presents. Or collect as many keys, notes and other trinkets as possible to open various minigames (maybe even an old Genesis title...).

All three characters have different attributes, which affect the way you play each level. Plus, listening to ToeJam hit on "Miss Thang" Latisha is hilarious. "Latisha and TJ make perfect sparring partners, and Earl is there to provide the laid-back spirit that ties them all together as friends," explains Johnson. Word. ♣

—Greg Sewart



Left: Use your funk-fu to fill up the disco balls above the heads of Earthlings. After that, they'll be so mellow they might even give you presents. At the very least, you've made the world a funkier place.

Who needs nine lives when you can control time?



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



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



MILD VIOLENCE

www.xbox.com

Microsoft
game studios

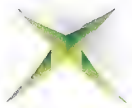
ARTOON.

ONLY ON
XBOX



BLINX™
THE TIME SWEEPER

www.blinxthegame.com



PREVIEW

The House of the Dead



- Platform: Sega
- WOW: WOW
- Players: 1-2
- Genre: Shooter
- Rating: 75%
- Release Date: October 2002
- ESRB: None
- Website: www.sega.com

The Game: Sawed-off shotgun, hand on the pump, left hand on a 40, puffin' on a blunt!

The Plot: No Cypress Hill songs anywhere on the soundtrack.

Gameplay: Gratuitous violence will be the end of us all. Oh mercy!



Although the gameplay formula remains basically the same as previous entrants in the series, **Wow** has brought the dead back to life, so to speak. If you thought the series peaked with *HOTD2*, wait until you see the wicked new bosses (like the ape sloth-styled Fool) and hordes of undead underlings swarming at you as you unload your sawed-off. Time to crap your pants.

Meatings



Let's take this opportunity to check in on the *House of the Dead* movie—surely a cinematic event if there ever was one. According to the movie's Web site (www.house-of-the-dead.com): "It's spring break and college co-eds just want to party." Hell, who doesn't? Of course, what this means is that co-eds are gonna get ATE! Apparently the young, irresponsible students/ravers didn't realize that a naughty Spanish priest had, centuries ago, created a serum for eternal life.

Confused? Don't be! The Web site even goes so far as to explain virtually everything that happens in the movie ("Kirk dies"). Does it sound like it has anything to do with the games? Nope. Acclaimed (not really) director Uwe Boll does the honors.

While companies like Namco have made efforts to refine the light-gun genre with balloon-popping minigames, duck-'n'-cover police tactics and, um, revolver-toting ninjas, other companies, like Sega, seem content to provide each new generation of consoles with gut-crunching arcade blasters—finesse be damned. In the case of *House of the Dead III*, that's a good thing.

Set in the near future following the events of *House of the Dead 2*, we find our heroes Lisa and G (these guys don't wear Dreamcasts strapped to their backs, sorry) trapped in a zombie-filled post-apocalyptic world. Unlike the pistol-packing protagonists of adventures past, Lisa and G toss the Glocks in the garbage in favor of pump-action

shotguns—perfect for perforating a bloated zombie or two. For the first time in *House* history, you actually see the gun (and hands) on screen, giving the game a first-person-shooter feel.

That's not to suggest you can just go roaming wherever you wish, though. You can't. *HOTD3* is still "on-rails," meaning you're limited to a predetermined path. Fortunately, for added longevity, you can select from multiple paths in between each of the five chowder-filled levels.

New to the series is a time-attack mode that replaces your character's life bar with a countdown timer. The faster you chunk the chumps, the more time you'll add to your clock. Conversely, every hit you absorb *subtracts* time, so it's in your best interest to keep the lead flying fast. But don't just go dropping your load anywhere, tough guy. Precision shots go a long way toward determining how fast an enemy goes down. Sure, gut-checking a zombie is fun, but headshots are far more effective at dropping decomposing dirtbags.

The purists out there will be happy to know that a light gun is coming, courtesy of Mad Catz (although the standard controller configuration works fine). And for gamers who missed out on previous *HOTD* games because you didn't own a Saturn or Dreamcast, chances are you'll be pleased by one of the game's many secrets (cough, ahem).

—James "Milkman" Mielke



ONE CHANCE TO FIND THE WAY...
THREE SOULS TO DO THE BIDDING.
SHADOW • INSTINCT • CORRUPTION



THE
LOST™

Prepare yourself for the most terrifying survival horror RPG of your afterlife.

Change at will between four unique and powerful characters as you face the unspeakable caretakers of the 9 Circles of Hell. With dozens of weapons and powerups at your fingertips, will you conquer the inferno... or become a permanent resident?



PlayStation 2 screenshots shown

www.thelost.com

RATING PENDING

RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.



PlayStation 2





PREVIEW

DISCOVER THE NEXT BIG THING

Can you play as another character? Maybe Raz's creepy girlfriend? Tim: Someday, when you're older, girls won't seem so creepy. You might even find out you like them! But no, you won't be playing as them in this game. It's all about Raz. We're focusing on making one character super fun to play.

Psychonauts

Publisher:	Microsoft
Developer:	Double Fine
Platform:	X
Genre:	Adventure
% Done:	40%
Release Date:	Summer 2003
ESRB Rating:	None
Web Address:	www.microsoft.com www.psychonautsthegame.com

The Good: Brimming with bizarre, creative concepts and off-kilter artwork.

The Bad: Might be a bit too creepy for your little brother.

And The Nuts: The emotionally scarring Meat Circus level.



Using Raz's PSI abilities is absolutely crucial. Each power can be used in several different ways, like here, where the levitation bubble is used as a balloon.

WHO MADE THIS?

Mighty Fine



What kind of twisted psyche spawned *Psychonauts*? It's the inaugural title from Double Fine, a small development team created by ex-LucasArts PC adventure-game wunderkind Tim Schafer. Tim's résumé includes beloved classics like *Grim Fandango*, *Full Throttle* and the *Monkey Island* series. His non-traditional comedic wit packed these point-and-click romps with nonstop humor, and now that same creative hilarity will invade your Xbox. If you're ever in need of a good laugh, hit www.doublefine.com. It's all Tim—tales of murdered rats, mysterious sex coffins and catfood-flavored coffee will offer hours of excellent time-wasting.

Sure, the game is still at least six months away, but the buzz surrounding *Psychonauts* cannot be denied. It's the Next Big Thing for Xbox—a game so creative, crazy and cool that we'll probably still be gushing about it this time next year. You've never played anything like this before. Imagine a mix of *Super Mario 64*'s gameplay, *The Nightmare Before Christmas*' visual flair and *A Nightmare on Elm Street*'s horrific scares.

Tim Schafer is the man behind the madness, and PC game fans will recognize him from his past works (see sidebar). However, playing *Super Mario 64* truly inspired Tim, so he jumped from the PC ship and started *Psychonauts*. "I don't really play PC games anymore," confesses Tim. "I think all the

really creative stuff these days is being done on the consoles."

Psychonauts casts you as Raz, a spindly tyke with crazy psychic powers. He hones those skills at a special summer camp for gifted kids, where he uncovers sinister plans, explores forgotten areas, and enters the psychedelic, twisted minds of local residents. You'll run, jump and shoot like any good action star, but you'll also develop psychic powers that you'll use to solve puzzles and find secrets. *Psychonauts* is definitely one to watch.

—Shane Bettenhausen

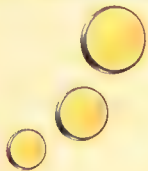
OPINION: TIM SCHAFER FOR THE WIN

We called the game's hero, Raz, a freak. Creator Tim Schafer set us straight. "He's like the affable every-man who grew up in the circus as an acrobat even though he was secretly a psychic," says Tim. "Hey, people called Carrie a freak, but they're sorry now."



In a world comprised of giant living blueprints, Raz scurries to safety on a ball of levitation PSI.

Here's your
chance to gain
a lifetime of
glory. Ten yards
at a time.



\$5 OFF

any video game software or
accessory \$19.99 and up

© 2002 Best Buy

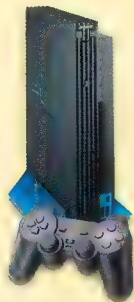
Good only at Best Buy stores. Not good in combination with other coupons or offers. Limit one coupon per title or accessory per customer. Not valid on prior purchases. Valid on in-stock items only; no rainchecks. No dealers. Coupon must be presented at time of purchase. No copies. Coupon value is 1/100 of one cent. Good through 12/7/02.

Cashier Instructions: Scan qualifying product UPCs. Scan all other product(s) being sold. Press "Info" "Select" "Yes" to apply package pricing. Write "VOID" on the coupon and place in the register coupon media file.

**BEST
BUY**



4 100047 24971 2



© 2002 Best Buy



Call 1-800-771-3772 for video
game and computer software
game rating information.

**BEST
BUY**

All the games you're into, and everything to play them on.

Turn On the Fun

BestBuy.com



PREVIEW

Conflict: Desert Storm

Publisher: Gotham Games
Developer: Pivotal
Players: 1-4
Genre: Action
Age Rating: 95%
Release Date: September 2002
Price: PlayStation 2
Web Address: gothamgames.com

The Deal: A more user-friendly, entry-level wargame for the non-hardcore among us.

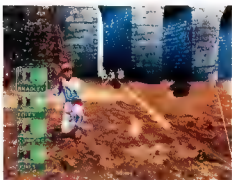
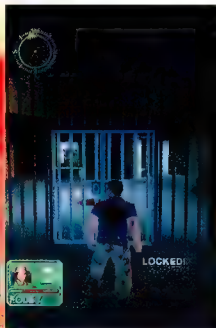
The Bad: No online play.

And The Why: Only having the money to buy one squad-based action game this year.



"Hey Bob, get behind the freakin' wall! Over here! Behind the...aw, man. How's the leg, moron?"

In the first mission, you'll actually have to break one of your teammates out of a terrorist prison.



Using the proper member of your team for specific jobs is the key to succeeding in *Desert Storm*. Take control of your sniper and have him find a nice vantage point to cover the rest of your men while they move in.

Most games like this are pretty hardcore," says producer Ames Kirshen. "It's usually one hit and you're dead, or really intricate controls. This still has squad-based gameplay and all the cool weapons, but it's more of a casual, user-friendly title." From our playtime with *Conflict*, we're inclined to agree with him.

Desert Storm shares a lot of aspects with Sony's much-more-hyped *SOCOM*. You've got a team of four operatives (the British SAS or American Delta Force) that you can issue orders to and use to generally funk things up. But the controls and gameplay in *Conflict* are very straightforward. You won't need to worry about any confusing menus or hiding the bodies of enemies. You'll be able to concentrate more on using the right man for the right job (your team is made up of a rifleman, a sniper, and heavy weapons and demolition experts).

But you won't just be issuing orders to your squad. For the really specific tasks in the game, you'll be able to switch between different team members at will. So much for bitching about stupid A.I. screwing things up. It's really entirely in your hands in *Conflict*.

Or you could always get up to three friends together and take on the *Desert Storm* campaign as

a group. Unfortunately, there's no online play to be had in this game, just split-screen. But hey, you don't spend enough time with your buds anyway. What other bonding experience could possibly rival blowing away Saddam? (Yes, he's in the game.)

Another neat feature of *Conflict* is the ability to revive fallen comrades (see sidebar below)—yet another example of not penalizing genre newbies.

So if games like *SOCOM*, *Delta Force* and *Ghost Recon* sound a little too difficult (wuss!), then *Conflict* is made for you. ☒

—Greg Swart



AIN'T GOT TIME TO BLEED



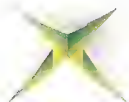
Death is but an inconvenience to this team. Here, Foley buys it. Have no fear. See that red bar? If a teammate reaches the victim before it runs down...



...he can be revived. All it takes is a medkit. Well, that and the hope that your enemies aren't using your friend's body as bait for an ambush.



See? Foley's already starting to feel better (the red bar is turning yellow again). Soon he'll be back on his feet, shooting terrorists and saving democracy!



PREVIEW
GALLERY

Marvel vs. Capcom 2

Capcom • November 2002 • Also On: Dreamcast — And you thought you'd never see a 2D game on the Xbox.... All the madness of 50 fighters in three-on-three tag-team matches will still probably tax the ol' hardware just a bit, especially when you get full-screen laser super attacks and Team Hyper Combos going. *MVC2*'s a lot more friendly toward beginners than *Capcom vs. SNK 2*; just make sure you have the handier Controller S.



TO SURVIVE, YOU MUST CHANGE INTO A WARRIOR.



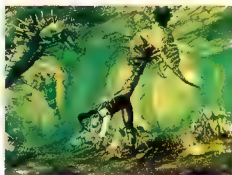
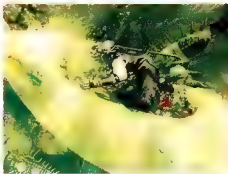
PREVIEW GALLERY

Ninja Gaiden

Tecmo • Spring 2003 • Also On: None — Everyone's favorite *Dead or Alive* ninja, Ryu Hayabusa, will land on Xboxes next spring in a solo adventure that can only be described as epic. With revenge the motive du jour (see *Shinobi*), *Ninja Gaiden*'s Ryu seeks to avenge his clan, which was massacred by the Vigor Empire and their leader, the Holy Emperor. As if avenging his fallen friends and family weren't stressful enough, Ryu must also try to reclaim the magic sword, Ryuken, which was stolen from the clan during the raid.

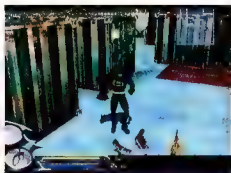
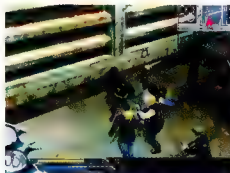
Featuring a proactive battle system, *Gaiden* encourages gamers to actively seek out combat by rewarding them with new combination attacks and skills based on their performance. The strategies you use and the decisions you make during the game will determine what new moves and weapons you acquire.

One interesting feature that save-point junkies will enjoy is the ability to save your game at any point. Will this affect *Gaiden*'s difficulty? Perhaps, but with the game so far off, we'll have to chew on that thought while playing *DOA Xtreme Beach Volleyball*. Yee haw!



Batman: Dark Tomorrow

Kemco • November 2002 • Also On: PS2, GameCube — It's about time we had a good Batman game. Kemco's upcoming multiplatform Bat caper doesn't star the *Animated Series*-style superhero or some futuristic *Batman Beyond* wannabe. It captures the spirit of the gritty, violent Dark Knight from the comics. It follows an all-new scenario packed with Bat gadgetry, furious fisticuffs and several of the greatest villains.

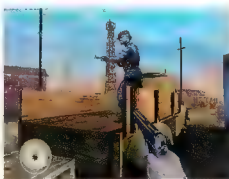
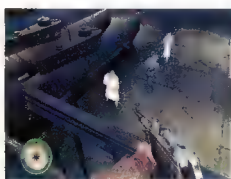




PREVIEW
GALLERY

Medal of Honor: Allied Assault

EA Games • Early 2003 • Also On: PS2, GameCube — Das populäre PS2 shooten gamen ist komet zum Xbox und GameCuben? Mein Gott. How manieve gamens ist au gauing to maken whicht everyboten killink Nazis? Waiten einen moment — das Xbox und GameCuben version ave got einen new multiplayer modus? So au canst killink aur buddies und nein killink das Nazis? Fantastich!



ROBOTEK BATTLECRY

TO SAVE HUMANKIND, YOU MUST CHANGE INTO A HERO.



PREVIEW GALLERY

Shenmue II

Microsoft • November 2002 • Also On: None — A lot of Dreamcast fans cried foul when Sega cancelled the U.S. release of *Shenmue II*. Apparently, everyone loved meandering about quaint Japanese towns in search of simon-says minigames and collecting tiny, useless trinkets.

Shenmue II picks up where the first game left off, with young Ryo Hazaki traveling to Hong Kong on his quest to exact revenge on his father's killer. What you'll get is a much longer game than the first *Shenmue*, with much more emphasis on minigames and fighting. In fact, a lot of the plot revolves around Ryo's growth as a martial artist.

Oh, and along with *Super Hang-On* and *Space Harrier*, Hong Kong's arcades house two other playable Sega classics: *OutRun* and *AfterBurner*.



BloodRayne

Majesco • October 2002 • Also On: PS2, GC — As half-vampire, half-human Agent BloodRayne, your job is to carry out the orders of the secret Brimstone Society. Sharpen those incisors—there's gonna be a lot of blood to suck along the way as you travel from the bayous of Louisiana to heavily guarded Nazi strongholds in Germany. In addition to the usual vampire moves, loads of weapons and special vision abilities, when you fill up her Blood Rage meter, you can slow down time for even deadlier attacks.



NBA Inside Drive 2003

Microsoft • October 2002 • Also On: None — Put yourself on the court using the new Create-a-Player option, then participate in two-on-two matchups in any NBA stadium you'd like. That's just one of the new features in 2003. An expanded Dynasty mode lets you play and manage up to 25 seasons, and enhanced post-up plays (with a new deke move) give you greater faking ability under the hoop.



CHANGE OR DIE.

ROBOTTECH BATTLECRY

AVAILABLE FALL 2002

ROBOTTECH™ BATTLECRY™ THE MICROSOFT™ XBOX™ FOR GAME BOY™ ADVANCE™

www.tdkmediactive.com



PlayStation 2



Harmony
GOLD



© 1985, 2002, Harmony Gold USA, Inc. All rights reserved. ROBOTTECH and associated trademarks and characters are owned by Harmony Gold USA, Inc. Videogame © 2002 TDK Mediactive, Inc. All rights reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC. Licensed by Nintendo, TM ® and the Nintendo Game Boy logo are trademarks of Nintendo. © 2001 Nintendo. Licensed for play on the PlayStation2 computer entertainment systems with the NTSC UIC designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

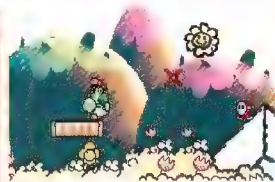
Yoshi's Island: Super Mario Advance 3

Publisher:	Nintendo
Developer:	Nintendo
Players:	1-4 (Linked)
Genre:	Platformer
% Done:	85%
Release:	Sept. 20, 2002
Also On:	Super NES
Web Address:	www.nintendo.com

The Good: Classic 2D game design at its finest, crafted by masters of the form.

The Bad: The storybook tone is definitely on the saccharine side.

And The Why: The fact that you're basically a reptilian babysitter.



Sissy tone aside, *Yoshi's Island* serves as an excellent showcase for Nintendo's untouchable 2D skillz.


So you've been po'ed ever since you found out that the next *Super Mario Advance* game isn't gonna be *Super Mario Bros. 3*. It's time to simmer down, pumpkin. Once you realize that *Yoshi's Island* was one of the coolest platformers ever released on the Super Nintendo, you won't be missing those red hot suspenders. Just ask any group of grizzled old gamers and let the light in their eyes bring you joy.

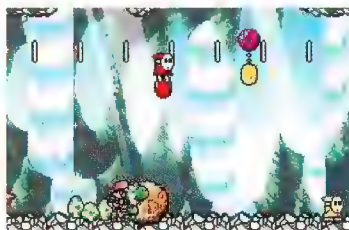
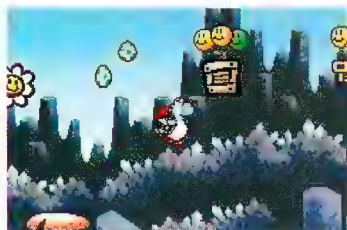
Back when it launched eons ago in 1995, *Yoshi's Island* was easily the *Super Mario* game that most boldly messed with the series' formula. Not only was Mario's role reduced to secondary, but he wasn't even fully grown! Remember that lame Baby Mario character that's made a bunch of cameos in *Mario Golf* and *Mario Tennis*? Well, this is where he was born, so to speak. As the stork was dutifully delivering him and his bro Baby Luigi to their future home (presumably someplace in either Jersey City or Sicily), an evil koopa witch doctor named Kamek hopped on his broom and commenced the bum-rush. He only got one of them, though; Baby Mario careened to what could have been a most fitting end, but found his fall broken by the soft back of a friendly, intelligent dinosaur.

All told, *Yoshi's Story: Super Mario Advance 3* is pretty much a straight-up port of the classic Super

Nintendo game. With Yoshi as the leading "man," it's natural to expect something a little different from the typical *Mario Bros.* stomp-a-thon. Much of the gameplay focuses on Yoshi's ability to swallow stuff and spit it back out—you'll use eggs as ammunition, which the dino produces by swallowing enemies and plopping them out from his rear end. You can also down pieces of fruit that are scattered throughout the levels for differing sorts of projectile goodness. And those of you with friends and a Link Cable will be able to indulge in the very same four-player mode from the previous two *Mario Advance* games.

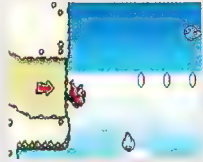
But the most insane aspect of the gameplay is without a doubt Yoshi's ability to transform into a bunch of different vehicles (see sidebar). The purpose is to allow you access to previously blocked parts of levels, be it to snatch up remote items or to travel through alternate paths. As *Yoshi's Island* is pretty heavy on item collection, you can expect to replay most, if not all, of the levels many times through in order to reach the elusive 100-percent mark.

With visuals as impressive as these though, chances are you won't mind. People aren't kidding when they say that *Yoshi's Island* is one of the finest-looking examples of 2D gaming to date. These pictures say a thousand words.  —Miguel Lopez



TRANSFORMER

Multitalented



The way it works is simple: You'll find bubbles scattered around with pictures of vehicles on them. Grab a bubble, and Yoshi will transform into that vehicle for a period of time. If you need to "stay in shape," as it were, just pick up the next bubble on your path before Yoshi reverts to his original form. As a "copter (above), you'll be able to zip around the air to your heart's content, while a mole tank will let you burrow in the ground and crawl up walls. You can also turn into a car with crazy stilts, a choo-choo train that can race along tracks laid in the backgrounds and a submarine, torpedoes included. Who said people can't change?



*ecko unltd.



complex subscribe to your favorite magazines

ecko.com

Mike and Joe of Linkin Park
100 W. MADISON ST. STORES.NC

MAKE YOUR CHOICES. BUILD YOUR CAR.

CREATE YOUR LEGEND.



Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega GT are either registered trademarks or trademarks of Sega Corporation or its affiliates. © 2002 WOW ENTERTAINMENT INC / SEGA CORPORATION. www.sega.com U.S. Patent Nos. 5,289,687 and 5,354,202 All manufacturers, cars, names, brands, and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. FORD GT and FORD GT90 are registered trademarks owned and licensed by Ford Motor Company. Dolby and the double-D symbol are trademarks of Dolby Laboratories. The ratings icon is a trademark of the Interactive Digital Software Association. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All Rights Reserved.

SEGA GT2002



- Realistic speed generated from original manufacturers' specifications
- Over 100 licensed sports cars from yesterday, today, and tomorrow
- GT 2002 Mode - Win races, events, and licenses
- Quick Battle - see who has built the best car
- Customize your car, garage, and soundtrack

EVERYONE
E
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information

DOLBY
DIGITAL



SEGA[®]

ONLY ON
XBOX

XBOX

THINK FAST. ACT FAST.



MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence
Strong Language



DIGITAL
DM
MAYHEM



PlayStation 2

RLH Run Like Hell™ © 2002 Interplay Entertainment Corp. All Rights Reserved. RLH Run Like Hell™, the RLH logo, Digital Mayhem, the Digital Mayhem logo, Interplay, and the Interplay logo are trademarks of Interplay Entertainment Corp. All Rights Reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC UIC designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

OR DIE... FAST.

Your pulse pounds in your temples. Your crewmembers lie dead or dying around you. All you know for sure about the alien invaders is that you're next on their hit list. Time is running out. So is your life.



Fight an alien takeover as an exiled military hero in an intense sci-fi action-horror adventure.



Struggle to outthink, outrun and outgun intelligent foes who learn from your behavior and adapt to it.



Get the feeling of living a movie—from the edge-of-your-seat tension to the voice talent of top actors.



RUN LIKE HELL™

HUNT OR BE HUNTED

EGM'S NO-PR TO TAKING ONLY

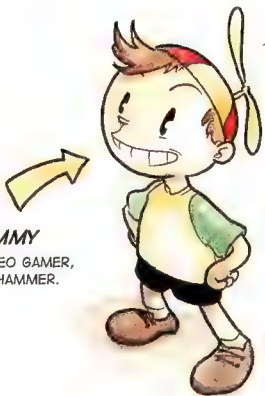
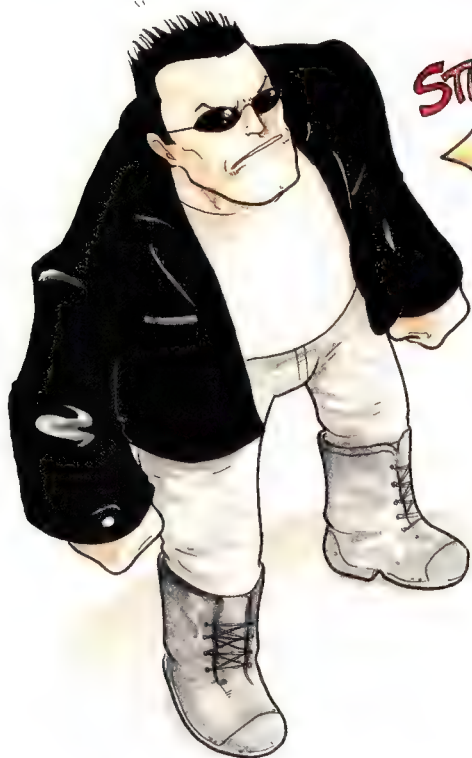
STARRING:



CYBORG MODEL AH-NLID 800

HAILING FROM SOME DARNED CENTURY IN THE FUTURE, WHEN ROBOTICS ARE HIGHLY ADVANCED AND THE PLAYSTATION 2 ONLINE NETWORK HAS BECOME SELF-AWARE, THE AH-NLID 800 IS A MACHINE POSSESSED OF SUPERHUMAN FIGHTING ABILITIES AND MORE GAMING KNOWLEDGE THAN CAN POSSIBLY BE CONSIDERED HEALTHY.

HE ENJOYS RUNNING, BOATING AND TENNIS.



JIMMY

BOY, VIDEO GAMER,
NINNYHAMMER.

ILLUSTRATIONS BY
JEREMY "NORM" SCOTT

OBLEM O GUIDE

YOUR PS2

LINE

BY JEREMY "NORM" SCOTT AND
BILL HOWARD

It doesn't have a catchy name like Xbox Live, Microsoft's competing online service. In fact, Sony's PlayStation 2 gaming network doesn't have a name at all. But "it" is officially alive. Roughly 100,000 Network Adapters—the \$40 black boxes that bridge your PS2 to the 'Net—arrived in stores Aug. 27, sharing shelf space with online-ready titles *SOCOM: U.S. Navy SEALs*, *NFL GameDay 2003* and *Madden NFL 2003*

We figure this launch batch of adapters—so paltry compared to the PS2's 11 million U.S. installed base—will sell out quickly. Even Sony Computer Entertainment America President and COO Kaz Hirai admits there's "higher mainstream interest in the Network Adapter than initially expected." All told, Sony expects to ship half a million of the gizmos over the holidays. It adds up to an army of early adopters with adapters snugged into their systems right now, as well as a lot of fence-straddlers waiting to see if the gadget will fly or crash and burn like so many past console add-ons.

Whether you've decided to dive right in or sit tight, you probably have lots of questions—especially if you're new to online gaming. Hey, we're here for ya, and over the next 10 pages, you'll find the most comprehensive and entertaining guide to PS2 online on the planet—or at least in your tri-county area. Think of it as PS2 online for complete idiots, except the idiot will be played by I'll Jimmy over there to the left.

But before we get to jim and his adventures, we must admit we don't have all the answers: Much of Sony's PS2 strategy remains a nogginscratcher. A Web browser, for instance, is still in

the works, but Hirai says it will only launch once the system can deliver a browsing experience you won't find elsewhere. "If all we're doing is saying, 'Hey, you can do the very same thing on your PS2 that you can on your PC,' well, that's very un-Sony like," Hirai says. A hard-drive add-on, meanwhile, won't arrive until we see stalled that take advantage of it. A likely first candidate is next year's online RPG *Final Fantasy XI*.

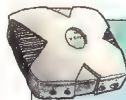
The PS2's much-heralded assault on your living room—in which we'll download movies, music and other fancy content to the console—sits even further into the future than the hard drive (which you'll need to do all this stuff). Hirai says Sony, like the rest of the industry, is waiting for that all-important increase in broadband penetration, which seems to have stalled with the implosion of mega-telecommunications companies and broadband-subscription prices still running high. "We don't control those parts of the puzzle," Hirai says, "so it's difficult for me to put a time frame on when PS2 will be used for more than just games. It's still something I see happening in the system's life cycle."

That leaves one final mystery, and this one's a biggie: How long can gamers count on a lack of subscription fees for online PS2 gaming, which, unlike Microsoft's network, requires no extra costs? "There's no timeline like, say, as of March of next year everything will suddenly become subscription-based," Hirai says. "It all depends on each game, who it's aimed for, whether the title is online-only and so on." We expect next year's *EverQuest Online Adventures* 'll be the first Sony game to require pay-per-play fees. Third-party publishers, meanwhile, are free to charge whatever. Right now, only Square and LucasArts seem likely to seek subscription fees anytime soon—for next year's *FFXI* and *Star Wars Galaxies* respectively.

But all that lies in the future; we wanna help you now. And that help, oddly enough, comes from the distant future. Confounded? Not for long. Come with us if you want "it" to live....

INSIDE:

- PG. 160 BROADBAND VS. DIAL-UP
- PG. 162 SHARING BROADBAND BETWEEN YOUR PC AND PS2
- PG. 166 THE ULTIMATE WIRELESS SETUP
- PG. 170 YOUR GUIDE TO THE GAMES
- PG. 172 SONY VS. MICROSOFT



XBOX COMPATIBLE

JUST 'CAUSE THIS GUIDE IS GEARED TO ONLINE PS2 GAMING DOESN'T MEAN YOU XBOX OWNERS HAVE TO SIT ON THE SIDELINES. ALL OF THE INFO AND NETWORKING TIPS IN THE FOLLOWING SIX-PAGE "GRAPHIC NOVEL" APPLY TO MICROSOFT'S UPCOMING XBOX LIVE NETWORK. SO JUST SUBSTITUTE "XBOX" EVERY TIME YOU SEE THE WORD "PLAYSTATION 2" AND YOU CAN FOLLOW ALONG LIKE A CHAMP.

BRAWNY ★ VERSUS ★ BROADBAND

puny
Dial-up

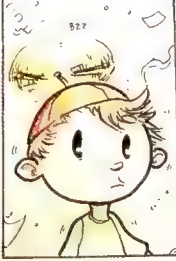


AUG. 27, 2002. 7 P.M.
JIMMY "MILHOUSE" PATTON, VIDEO GAMER, AGE 11, PREPARES TO TAKE HIS PLAYSTATION 2 ONLINE VIA THE SIMPLEST POSSIBLE METHOD: A DIAL-UP CONNECTION. HE'S SCREWED HIS NEWLY PURCHASED NETWORK ADAPTER INTO THE BACK OF THE PS2 UNIT AND GETS READY TO CONNECT THE ADAPTER TO A PHONE LINE. AFTER THAT, HE'LL RUN THE INCLUDED SETUP SOFTWARE.

RRRRRRRRRRZAP!

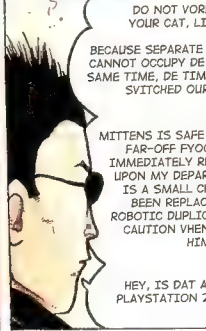


OR SO HE THINKS...



IS DIS SHEBOYGAN?

WH-WHERE'S MITTENS?



DO NOT WORRY ABOUT YOUR CAT, LITTLE ONE.

BECAUSE SEPARATE PIECES OF MATTER CANNOT OCCUPY DE SAME SPACE AT DE SAME TIME, DE TIME CIRCUITS MERELY SWITCHED OUR POSITIONS.

MITTENS IS SAFE UND SOUND IN DE FAR-OFF PYOOTURE UND VILL IMMEDIATELY RETURN IN MY PLACE UPON MY DEPARTURE, ALDOUGH DERE IS A SMALL CHANCE HE VILL HAVE BEEN REPLACED WITH AN EVIL ROBOTIC DUPLICATE, SO EXERCISE CAUTION WHEN NEXT YOU PAT HIM.

HEY, IS DAT A PLAYSTATION 2?

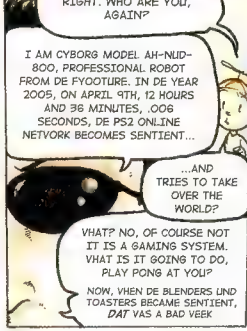
HUH? OH, YEAH. I'M TAKING IT ONLINE RIGHT NOW!



WITH A DIAL-UP CONNECTION? YOU VILL BE BEATEN AND YOUR PUNY BODY CRUSHED, UND YOU VILL CRY TO YOUR MAMA AND SHE VILL LAUGH AT YOU.

HEY!

YOU MUST UPGRADE TO BROADBAND TO SURVIVE.



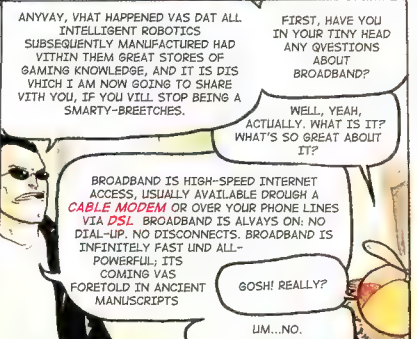
RIGHT. WHO ARE YOU, AGAIN?

I AM CYBORG MODEL AH-NID-800, PROFESSIONAL ROBOT FROM DE PYOOTURE. IN DE YEAR 2005, ON APRIL 9TH, 12 HOURS AND 36 MINUTES, .006 SECONDS, DE PS2 ONLINE NETWORK BECOMES SENTIENT...

...AND TRIES TO TAKE OVER THE WORLD?

WHAT? NO, OF COURSE NOT IT IS A GAMING SYSTEM. WHAT IS IT GOING TO DO, PLAY PONG AT YOU?

NOW, WHEN DE BLENDERS UND TOASTERS BECAME SENTIENT, DAT VAS A BAD YEEK



ANYVAY, WHAT HAPPENED VAS DAT ALL INTELLIGENT ROBOTICS SUBSEQUENTLY MANUFACTURED HAD WITHIN THEM GREAT STORES OF GAMING KNOWLEDGE, AND IT IS DTS WHICH I AM NOW GOING TO SHARE WITH YOU, IF YOU VILL STOP BEING A SMARTY-BREETCHES.

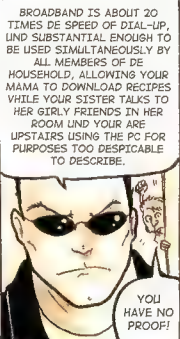
FIRST, HAVE YOU IN YOUR TINY HEAD ANY QUESTIONS ABOUT BROADBAND?

WELL, YEAH, ACTUALLY. WHAT IS IT? WHAT'S SO GREAT ABOUT IT?

BROADBAND IS HIGH-SPEED INTERNET ACCESS, USUALLY AVAILABLE DROUGH A CABLE MODEM OR OVER YOUR PHONE LINES VIA DSL. BROADBAND IS ALWAYS ON: NO DIAL-UP, NO DISCONNECTS. BROADBAND IS INFINITELY FAST UND ALL-POWERFUL. ITS COMING VAS FORETOLD IN ANCIENT MANUSCRIPTS

GOSH! REALLY?

UM...NO.



BROADBAND IS ABOUT 20 TIMES DE SPEED OF DIAL-UP, UND SUBSTANTIAL ENOUGH TO BE USED SIMULTANEOUSLY BY ALL MEMBERS OF DE HOUSEHOLD, ALLOWING YOUR MAMA TO DOWNLOAD RECIPES WHILE YOUR SISTER TALKS TO HER GIRLY FRIENDS IN HER ROOM UND YOU ARE UPSTAIRS USING DE PC FOR PURPOSES TOO DESPICABLE TO DESCRIBE.

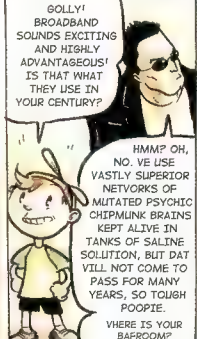
YOU HAVE NO PROOF!



AND THE COMPANIES DON'T CARE ABOUT NOT GETTING EXTRA MONEY FOR ALL THAT?

SOME DEMAND DAT YOU PAY \$5-10 MORE PER EXTRA CONNECTION, BUT MANY PERSONS DO NOT GET AROUND TO REPORTING DESE CONNECTIONS FOR SOME REASON.

VINK. VINK.



SOLLY! BROADBAND SOUNDS EXCITING AND HIGHLY ADVANTAGEOUS! IS THAT WHAT THEY USE IN YOUR CENTURY?

HMM? OH, NO. VE USE VASTLY SUPERIOR NETWORKS OF MUTATED PSYCHIC CHIMPUNK BRAINS KEPT ALIVE IN TANKS OF SALINE SOLUTION, BUT DAT VILL NOT COME TO PASS FOR MANY YEARS, SO TOUNH POOPIE. WHERE IS YOUR BARROOM?

DOWN THE HALL. HEY, OUTTA CURIOSITY, WHAT'S THIS GOING TO COST ME?

YOU ARE LOOKING AT A MONTHLY EXPENDITURE OF BETWEEN 40-50 DOLLARS. UNLESS YOU LIVE IN CANADA, WHICH YOU DO NOT. DO NOT DESPAIR, HOWEVER, FOR DIS FIGURE CAN BE LESSENERD

IF YOU HAVE CABLE TV SERVICE, YOU CAN OFTEN GET A \$5-10 DISCOUNT ON A CABLE-MODEM CONNECTION, UND MANY ACCESS COMPANIES OFFER DEALS WHERE YOU CAN GET DE FIRST FEW MONTHS OF SERVICE AT A REDUCED RATE BEFORE DEY HEARTLESSLY SPRING DE BIG BILLS ON YOU. UND CONSIDER DIS: IF YOU PAY FOR A DEDICATED PHONE LINE FOR YOUR DIAL-UP ACCESS NOW--ON TOP OF YOUR MONTHLY DIAL-UP-SUBSCRIPTION FEE--ALREADY YOU ARE SPENDING ESSENTIALLY DE SAME AS YOU WOULD FOR ANY OF DE MAJOR BROADBAND SERVICES.

OF COURSE, IN YOUR OWN PARTICULAR CASE, YOUR BEST BET IS TO TELL YOUR FAHDDER DAT IF HE DOES NOT UPGRADE, ALL OF HIS FRIENDS AT WORK VILL LAUGH AT HIM.

HEY! GOOD IDEA!

SO, LET'S SAY I SIGN UP. WHAT HAPPENS THEN?

DEN, DEY SEND YOU A MODEM FOR DE TYPE OF SERVICE YOU HAVE CHOSEN UND SETUP SOFTWARE FOR YOUR PC. YOUR PS2 NETWORK ADAPTER HAS ITS OWN SOFTWARE. CONNECTING IS A CINCH.

CABLE AND DSL MODEMS HAVE TWO PORTS: DE "A" PORT, WHICH IS WHERE DE LINE CONNECTS FROM DE WALL TO DE UNIT, VARIES DEPENDING UPON YOUR SERVICE--EITHER A PHONE JACK OR TV-CABLE CONNECTION. DE "OUT" PORT IS AN **ETHERNET PORT**. IT RESEMBLES AN OVERSIZED PHONE JACK.

BE VARY. SOME MODEMS HAVE USB CONNECTIONS RATHER DAN ETHERNET, WHICH VILL DO YOU NO GOOD IN TERMS OF MOST ONLINE PS2 GAMES.

SAY, DO YOU KEEP ANY MAGAZINES IN HERE?

THERE'S "WOMAN'S DAY," IF YOU'RE INTO THAT

SO, THAT'S IT? NO HIDDEN CHARGES?

COMPANIES WILL RENT YOU DEIR MODEM, WHICH COSTS IN DE RANGE OF \$5-7 A MONTH UND CAN ADD UP OVER TIME. IN DIS SITUATION, YOUR BEST BET IS TO TRY DE SERVICE FOR A MONTH, UND IF YOU LIKE IT, GO AHEAD UND BLY A MODEM DEY ARE AROUND 100 BUCKS APTECE, BUT YOU VILL SAVE MONEY IN DE LONG RUN. SOME DSL COMPANIES VILL ACTUALLY GIVE YOU A MODEM IF YOU AGREE TO SIGN UP FOR A SPECIFIED LENGTH OF TIME. CHOOSE WHICH IS BEST FOR YOU.

NOW, IF YOU VILL PLEASE STAND BACK UND BE SILENT. I HAVE DIFFICULTY GOING WHEN THERE ARE PEOPLE AROUND.

RIGHT, SORRY.

SO, UH, SINCE WHEN DO ROBOTS HAVE TO GO TO THE BATHROOM?

SINCE JANUARY OF 2908. IT IS A LONG STORY, WHICH VILL NOT BE TOLD TO YOU NOW. I SUSPECT, HOWEVER, DAT STILL ARE YOU HESITANT ABOUT UPGRADING TO BROADBAND SERVICE. CONSIDER DIS: ALREADY ARE THERE ONLINE PS2 GAMES REQUIRING IT, AND SOON THERE SHALL BE MORE. DOSE DAT DO NOT REQUIRE IT ARE GREATLY ENHANCED BY DE FREEDOM BROADBAND ALLOWS. IT IS INEVITABLE DAT--

DE SIMPLEST UND CHEAPEST METHOD IS TO RUN AN **ETHERNET CABLE** FROM DE BACK OF YOUR MODEM TO YOUR PS2 NETWORK ADAPTER. IF YOU ARE SHARING A CONNECTION WITH YOUR PC, YOU JUST UNPLUG DE COMPUTER'S CABLE UND PLUG IT INTO YOUR PS2. DIS, HOWEVER, CAN BECOME SLIGHTLY MORE COMPLICATED WHEN DE PS2 IS A CONSIDERABLE DISTANCE AWAY, FACILTATING DE NEED TO PURCHASE CONSIDERABLE LENGTHS OF ETHERNET CABLE.

WELL, POOP ON THAT. IS THERE ANY WAY TO JUST SPLIT THE CONNECTION?

YES, BUT FOR DAT, VE MUST VISIT DE ELECTRONICS SUPPLY STORE! DIS VAY!

DE CABLE ITSELF IS RELATIVELY CHEAP, BUT THERE CAN STILL BE COSTLY SIDE EFFECTS FROM DIS SETUP, INCLUDING ALL OF YOUR LOVED ONES CONSTANTLY TRIPPING OVER DE CORDS UND MAKING AT YOU ALL MANNER OF UGLY CURSES. ALSO, BEAR IN MIND DAT DIS IS STILL A SINGLE-USER CONNECTION, SO YOU VILL CONSTANTLY HAVE TO RUN BACK UND FORTH WHEN YOU VISH TO USE IT ON SEPARATE DEVICES.

CHAPTER 2:

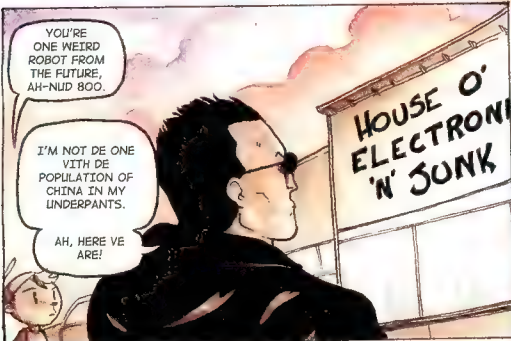
SPREADING THE BROADBAND LOVE

MOM, WE'RE GOING OUT!

ARE YOU WEARING CLEAN UNDERWEAR?

MISSUS PATTEN, "CLEAN" IS A RELATIVE TERM, FOR INDEED, IF YOU KNEW HALF OF DE ORGANISMS DAT PVELT DEEP IN DE RESSSES OF YOUR CLEAN UNDERTYOUSERS, YOU YOULD CRY NAKED IN DE CORNER, FEARINGS EVER DE HORRIBLE--

SHE'S ASKING ME!
THEY'RE FINE, MOM!

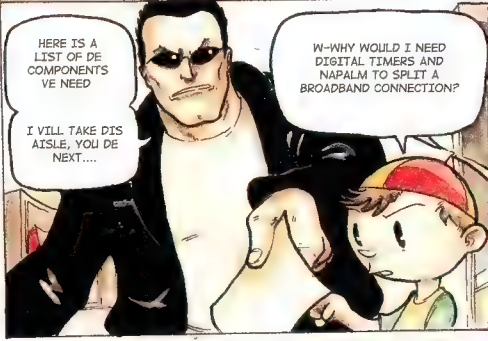


YOU'RE ONE WEIRD ROBOT FROM THE FUTURE, AH-NUD BOO.

I'M NOT DE ONE VITH DE POPULATION OF CHINA IN MY UNDERPANTS.

AH, HERE VE ARE!

HOUSE O' ELECTRONI 'N' JUNK



HERE IS A LIST OF DE COMPONENTS VE NEED

I WILL TAKE DIS AISLE, YOU DE NEXT...

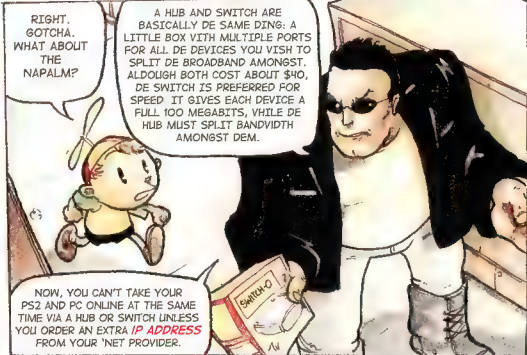
W-WHY WOULD I NEED DIGITAL TIMERS AND NAPALM TO SPLIT A BROADBAND CONNECTION?



YOU DIDN'T DINK I VENT CENTURIES BACK IN TIME JUST TO PROVIDE HELPFUL ADVICE ON SETTING UP A BROADBAND NETWORK FOR GAMING, DID YOU? WHAT KIND OF A NINNY ARE YOU?

ER...

WHAT YOU NEED TO SPLIT YOUR PC/PS2 CONNECTION IS LISTED AT DE BOTTOM. BASICALLY, A HUB OR SWITCH OR A ROUTER, ALSO KNOWN AS AN "INTERNET GATEWAY" OR "FIREWALL."



RIGHT. GOTCHA. WHAT ABOUT THE NAPALM?

A HUB AND SWITCH ARE BASICALLY DE SAME DING: A LITTLE BOX VITH MULTIPLE PORTS FOR ALL DE DEVICES YOU VISH TO SPLIT DE BROADBAND AMONST. ALDOUGH BOTH COST ABOUT \$HO, DE SWITCH IS PREFERRED FOR SPEED. IT GIVES EACH DEVICE A FULL 100 MEGABITS, VHILE DE HUB MUST SPLIT BANDWIDTH AMONST DEM.

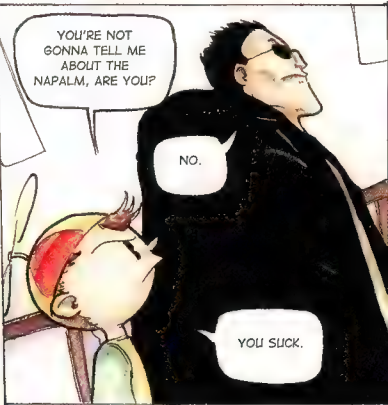
NOW, YOU CAN'T TAKE YOUR PS2 AND PC ONLINE AT DE SAME TIME VIA A HUB OR SWITCH UNLESS YOU ORDER AN EXTRA IP ADDRESS FROM YOUR 'NET PROVIDER.



THAT'S A BUMMER. WHAT ABOUT THE NAPALM?

I PREFER A ROUTER BECAUSE IT BLOCKS ACCESS TO YOUR DEVICE FROM HOSTILE OUTSIDE FORCES, UND IT TRICKS OBSERVERS INTO SEEING ONLY ONE IP ADDRESS WHEN IN FACT THERE CAN BE MANY SIMULTANEOUS CONNECTIONS...

...HELFPUL FOR AVOIDING MULTIPLE-CONNECTION CHARGES FROM YOUR ACCESS PROVIDER. AGAIN, VINK, VINK.



YOU'RE NOT GONNA TELL ME ABOUT THE NAPALM, ARE YOU?

NO.

YOU SUCK.

SCOOBY-DOO!

Night of 100 Frights

"Raggy, Rophone, Red, Reimo? Where are you?"

"A Scooby-Do! he's always come first."
—YAK

The gang is missing. Help Scooby find them before he gets hungry.



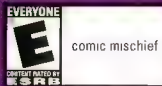
Featuring the Scooby-Do! cartoon voice actors and special guests.



12 huge levels based on the original Scooby-Do! cartoons.



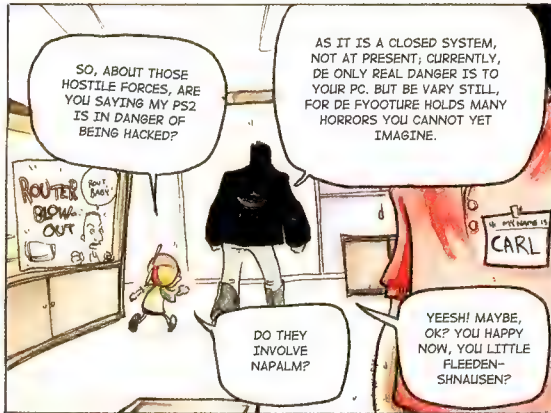
Encounter 20 classic Scooby-Do! villains.



PlayStation 2



www.thq.com



SO, ABOUT THOSE HOSTILE FORCES, ARE YOU SAYING MY PS2 IS IN DANGER OF BEING HACKED?

AS IT IS A CLOSED SYSTEM, NOT AT PRESENT; CURRENTLY, DE ONLY REAL DANGER IS TO YOUR PC. BUT BE VARY STILL, FOR DE FYOOTURE HOLDS MANY HORRORS YOU CANNOT YET IMAGINE.

DO THEY INVOLVE NAPALM?

YEESH! MAYBE, OK? YOU HAPPY NOW, YOU LITTLE FLEEDEN-SHNAUSEN?

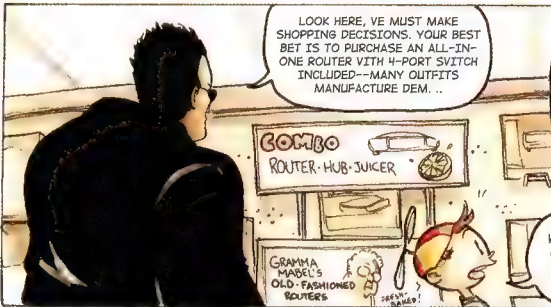


NOT REALLY.

HOW TOUGH IS IT GONNA BE TO HOOK THIS STUFF UP?

FEAR NOT. A RETARDED MUSKRAT COULD DO DE JOB. YOU JUST HAVE TO RUN SOME PC SETUP SOFTWARE VHEN INSTALLING YOUR ROUTER. BETTER HARDVARE COMPANIES VILL HAVE SOFTWARE SPECIFIC TO YOUR CABLE OR DSL SERVICE, AND YOUR PS2 NETWORK ADAPTER DISC DOES DE SETUP AUTOMATICALLY, SO EVEN YOUR TINY GANGLIA SHOULD BE CAPABLE OF DE TASK.

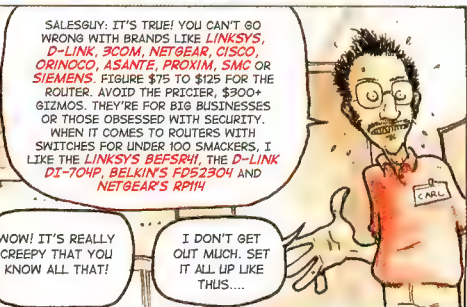
HEY! ER... WHAT'S A GANGLIA?



LOOK HERE, VE MUST MAKE SHOPPING DECISIONS. YOUR BEST BET IS TO PURCHASE AN ALL-IN-ONE ROUTER WITH 4-PORT SWITCH INCLUDED--MANY OUTFITS MANUFACTURE DEM...

COMBO ROUTER-HUB-JUICER

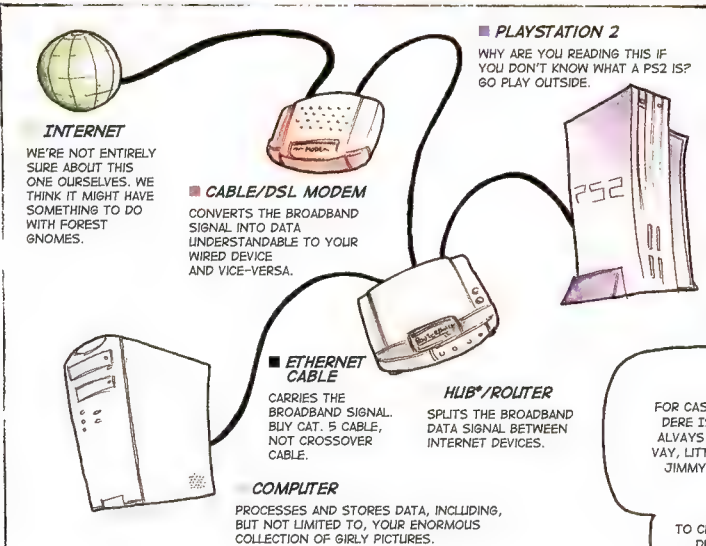
GRAMMA HAD'S OLD-FASHIONED ROUTERS



SALESVUY: IT'S TRUE! YOU CAN'T GO WRONG WITH BRANDS LIKE LINKSYS, D-LINK, 3COM, NETGEAR, CISCO, ORINOCO, ASANTE, PROXIM, SMC OR SIEMENS. FIGURE \$75 TO \$125 FOR THE ROUTER. AVOID THE CHEAPER, \$300+ GIZMOS. THEY'RE FOR BIG BUSINESSES OR THOSE OBSESSED WITH SECURITY. WHEN IT COMES TO ROUTERS WITH SWITCHES FOR UNDER 100 SMACKERS, I LIKE THE LINKSYS BEFS01, THE D-LINK DI-704P, BELKIN'S F052304 AND NETGEAR'S RP1H!

WOW! IT'S REALLY CREEPY THAT YOU KNOW ALL THAT!

I DON'T GET OUT MUCH. SET IT ALL UP LIKE THIS...



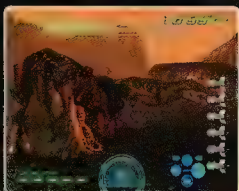
CRIPES! THAT'S STILL A LOT OF WIRES. ANY WAY AROUND THEM?

FOR CASH, DERE IS ALWAYS A VAY, LITTLE JIMMY!

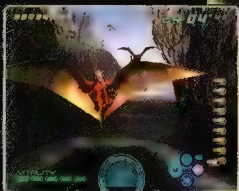
TO CHAPTER DREE!

*HUB USERS MUST CONTACT THEIR BROADBAND PROVIDER AND ORDER AN IP ADDRESS (ABOUT \$5 MONTHLY) FOR EVERY EXTRA CONNECTED DEVICE. OTHERWISE, THEY CAN ONLY GO ONLINE WITH ONE DEVICE AT A TIME

in your hands:



First-person shooting action



Battle enemy giants from land, sea & air



PlayStation 2



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.



PlayStation 2

CAPCOM
www.capcom.com

CAPCOM ENTERTAINMENT, INC. 475 S. De Soto Ave., Burbank, CA 91505
© CAPCOM CO., LTD. 2002 © CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM AND CAPCOM LOGO are trademarks of CAPCOM CO., LTD. DINO STALKER is a trademark of CAPCOM CO., LTD.
The ratings icon is a registered trademark of the Interactive Digital Software Association. PlayStation 2 and the Family logo are registered trademarks of Sony Computer Entertainment Inc.
GUNCON™2 & © 2000 NAMCO LTD. ALL RIGHTS RESERVED.

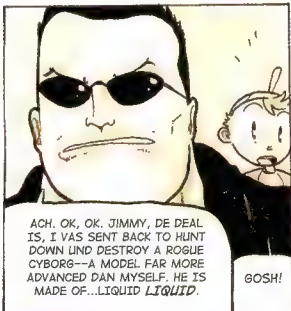


Blood
Violence

WIRES ARE FOR CHUMPS!

YOU MAY BE PLEASED TO NOTE DAT YOU VILL LIKELY NOT HAVE TO DEAL VITH THESE SETUP TROUBLES IF EVER YOUR LIMITED MENTAL FACILITIES ALLOW YOU TO GO TO COLLEGE—MOST DOUBLE DORM ROOMS CURRENTLY HAVE ONE OR TWO ETHERNET JACKS, SO ALL YOU'LL NEED HERE IS A CHEAP HUB.

THAT'S GREAT. HEY, LEVEL WITH ME, WOULD YOU? WHAT'S THE DEAL WITH THE NAPALM? WHAT ARE YOU HERE FOR?



ACH. OK, OK, JIMMY, DE DEAL IS, I VAS SENT BACK TO HUNT DOWN UND DESTROY A ROGUE CYBORG—A MODEL FAR MORE ADVANCED DAN MYSELF. HE IS MADE OF...LIQUID LIQUID.

GOSH!



HOW DO YOU MAKE A ROBOT OUT OF LIQUID?

VE ARE STILL PUZZLING OVER DAT OURSELVES. BE VARY OF SUSPICIOUS PERSONS CARRYING BUCKETS.

SO, HOW ARE YOU FOLKS DOING OVER HERE? ANYTHING I CAN HELP YOU WITH?

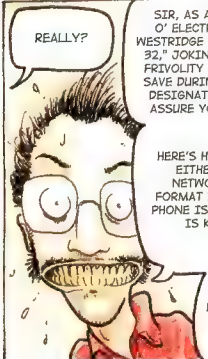


MAYBE... KNOW ANYTHING ABOUT REDUCING WIRE CLUTTER ON LOCAL HIGH-SPEED NETWORKS?

HA HA! YOU BET I DO, OR I'M NOT A SPECTACLE-WEARING SOCIAL OUTCAST NAMED "CARL!"

YOU ACTUALLY HAVE A LOT OF OPTIONS HERE. IF YOU'RE REALLY SERIOUS ABOUT BROADBAND IN YOUR HOUSE, YOU CAN HIRE SOMEBODY TO WIRE ALL OF YOUR ROOMS WITH ETHERNET PORTS, WHICH CONNECT FROM INSIDE THE WALLS TO A CENTRALLY LOCATED DSL OR CABLE MODEM. THIS'LL RUN ABOUT \$150 A ROOM.

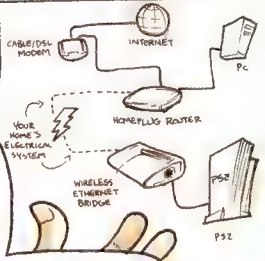
IF THAT DOESN'T STRIKE YOU AS TOO APPEALING, YOU CAN ACTUALLY USE YOUR EXISTING PHONE/ELECTRICAL WIRING AS THE CONDUIT FOR YOUR BROADBAND SIGNAL!



REALLY?

SIR, AS AN EMPLOYEE OF "HOUSE O' ELECTRONICS 'N' JUNK IN THE WESTBRIDGE SHOPPING COMPLEX ON RT. 32," JOKING OR ANY SORT OF OVERT FRIVOLITY IS STRICTLY PROHIBITED, SAVE DURING BREAKS IN SPECIALLY-DESIGNATED FRIVOLITY AREAS. I ASSURE YOU, I SPEAK ONLY TRUTH.

HERE'S HOW IT WORKS: YOU CHOOSE EITHER PHONE OR POWERLINE NETWORKING—THE POWERLINE FORMAT IS CALLED **HOMEPLUG**, THE PHONE IS **HOMEPLUG**, OR **HPNA** AS IT IS KNOWN ON THE STREET



EACH INVOLVES A SPECIAL ROUTER YOU HOOK TO YOUR MODEM. YOU'LL HAVE TO PLUG AN ADAPTER, KNOWN AS AN **ETHERNET BRIDGE**, INTO A WALL SOCKET OR PHONE JACK NEAR YOUR PS2. YOU PROBABLY WON'T NEED A BRIDGE FOR YOUR PC, SINCE IT'LL LIKELY BE CLOSE ENOUGH TO YOUR ROUTER THAT YOU CAN JACK INTO IT WITH A SHORT ETHERNET CABLE. SEE?



SWEET!

WELL, NOT THAT SWEET. MOST OF THESE DEVICES USE USB CONNECTIONS, WHICH WON'T WORK ON THE PS2 NETWORK ADAPTER'S ETHERNET PORT, AND BOTH HOMEPLUG AND HPNA ARE PRICEY. THE **LINKSYS HOMEPLUG ROUTER** IS ABOUT \$170, AND THE SAME MANUFACTURER'S BRIDGE IS AN EXTRA \$150.

ALSO, HOMEPLUG DOES ODD THINGS IN BIG HOUSES, AND VERSION 1 HPNA IS PRETTY SLOW, SO BEWARE OF VERSION 1 PRODUCTS. STILL, IF YOU'RE INTO THE IDEA, SOME RELIABLE MANUFACTURERS ARE **D-LINK**, **PHONEX**, **ZWIRE** AND **PROXIM FARALLON**

HEH, NO, THAT'S OK.



ARE YOU ALL VELL, CREEPY SALESPERSON? YOU SEEM TO BE SPEAKING PROFUSELY.

AH.... HEH, I JUST GET OVERLY EXCITED ABOUT THE BENEFITS OF BROADBAND NETWORKING, I SUPPOSE!

EWH! CRIPES! I DID NOT HAVE TO HEAR THAT! IOK!



GET DOWN, JIMMY.

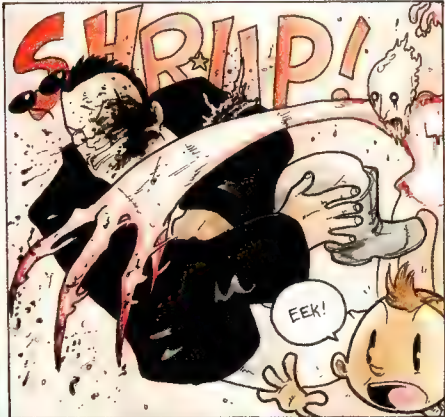
MEH! WHAT ABOUT MR. CREEPY-PANTS THERE? LORD KNOWS WHAT HE'S BEEN DOING HERE AT NIGHT---

HIT DE FLOOR, JIMMY. DAT IS DE EVIL ROBOT.

OH?



OH!

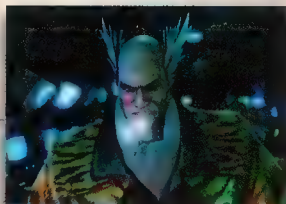


SHRIMP!

EKK!

namco

WWW.NAMCO.COM



Movies to play including Story, St. Aival and Tekken Force.



Favorite Tekken veterans with new moves and looks.



Ret. fighters jump into the ring.



Interactive environments bring a crystal new twist to the breed.

That'll leave a mark!

Hit your foe. The more blood the more mark on the ground. Get in face for another round. Happy punching.

PlayStation 2



Violence



A-ARE YOU OK? YOU SEEM TO BE MISSING IMPORTANT PARTS OF YOUR FACE...

I AM UNDAAGED. I SHOULD HAVE KNOWN EARLIER... ONLY AN EVIL ROBOT WOULD RECOMMEND HOMEPLIG FOR A GAMING NETWORK. WIRELESS IS FAR MORE FLEXIBLE.

SAY, DID I TELL YOU ABOUT WIRELESS?

WELL, NO, BUT THERE MIGHT BE MORE PRESSING MATTERS AT HAND... ROBOTS TRYING TO KILL US AND ALL...

HEY...

YOU SAID ALL ROBOTS IN YOUR TIME KNOW LOTS ABOUT NET GAMING... IS THAT WHY HE KEPT RATTLING ON LIKE THAT?

WELL, POSSIBLY, OR HE COULD JUST BE A SOCIALLY INEPT VIENER--- YOU'LL LEARN MORE ABOUT DEM WHEN YOU GET TO PARTYING AGE.

LEAN OVER HERE. I THINK I HAVE AN IDEA!

UNLIKELY. YET, WITHOUT NAPALM, I MUST REMAIN OPEN TO SUGGESTIONS.

SHORTLY

HEY! EVIL ROBOT!

I HAVE A QUESTION FOR YOU!

TELL ME WHAT YOU KNOW ABOUT WIRELESS ETHERNET!

...IT'S ALSO CALLED... 802.11B... OR NI-FI... IT'S A SYSTEM TO TRANSMIT BROADBAND SIGNALS THROUGH THE AIR... NOT AS SPEEDY AS A HARD-WIRED SETUP, BUT PLENTY FAST FOR ONLINE GAMING...

YARGH!

WHAT DO I NEED FOR IT?

IF YOU ALREADY HAVE A ROUTER, YOU'LL NEED A WIRELESS ACCESS POINT, OR WAP. PRICE: ABOUT \$100. IT PLUGS INTO YOUR ROUTER AND TRANSMITS THE SIGNAL VIA ANTENNAE. YOUR PS2 WILL NEED A WIRELESS ETHERNET BRIDGE TO RECEIVE THE SIGNAL. I LIKE THE \$50 LINKSYS WET1.

SLASH!

BAM BAM BAM RIP!

EACH CONSOLE WILL NEED ITS OWN BRIDGE TO GET THE SIGNAL. BUT IF THEY'RE CLOSE TOGETHER, YOU CAN SAVE A BIT OF CASH BY GETTING JUST ONE BRIDGE, CONNECTING IT TO A CHEAP HUB AND SPLITTING THE CONNECTION BETWEEN YOUR SYSTEMS.

IF YOU DON'T HAVE A ROUTER YET, FORGET THE WAP AND JUST GET A WIRELESS ROUTER. SOMETIMES CALLED A WAP ROUTER. THEY'RE ABOUT \$160 AND PLUG INTO YOUR MODEM LIKE A REGULAR ROUTER. THEY PROVIDE A WIRED CONNECTION TO YOUR NEARBY PC BUT ALSO BROADCAST BROADBAND THROUGHOUT THE HOUSE. REMEMBER, YOU'LL STILL HAVE TO GET A WIRELESS BRIDGE FOR EACH DEVICE.

WIRELESS ETHERNET BRIDGE

you!

WIRELESS ROUTER WITH 4-PORT SWITCH

WIRELESS ETHERNET BRIDGE

WIRELESS ROUTER WITH 4-PORT SWITCH

CHDSL/DIAL MODEM

WH--CAN THE BRIDGE BE TOO FAR AWAY TO WORK?

OF COURSE; WALLS AND FLOORS CAN TAKE A BIG TOLL ON THE SIGNAL, REDUCING YOUR RANGE TO AROUND 50-75 FEET...

AND NOW...

VAIT!

WHAT BRANDS OF WIRELESS ROUTERS DO YOU RECOMMEND?

OH, WELL, I LIKE THE LINKSYS BEFWI5H VER. 2, D-LINK DI-719P, BELKIN F5D6230-3 OR 3COM'S SRW5E0194. THESE ARE ONLY ABOUT \$50 MORE THAN A REGULAR ROUTER, AND A GOOD INVESTM--

EEP!

YOU'RE MOPPED!

Nooooo!!

SLURP!

"YOU'RE MOPPED?"

I MEANT TO SAY, "I WILL CLEAN YOUR CLOCK!" BUT, YOU KNOW, HEAT OF DE MOMENT...

HEY, PUT DS UNDER A SUN LAMP FOR A WHLE.

"YOU'RE MOPPED?"

I MEANT TO SAY, "I WILL CLEAN YOUR CLOCK!" BUT, YOU KNOW, HEAT OF DE MOMENT...

HEY, PUT DS UNDER A SUN LAMP FOR A WHLE.

JIMMY, YOU NOW KNOW MUCH ABOUT BROADBAND, IF LITTLE ELSE, AND I MUST NOW LEAVE...

WHAT? NO, OF COURSE NOT! I'M GOING BACK TO MY OWN TIME. "ALF" IS ALMOST ON.

AS FOR YOURSELF, GET TO WORK ON YOUR NETWORK, FOR DE SOONER IT IS UP, DE SOONER CAN YOU BE PLAYING.

REMEMBER, BROADBAND IS A BYOOTIFUL OPTION FOR ANYONE WILLING TO INVEST A LITTLE TIME, ENERGY UND LOTS OF MONEY! FAREVELL!

ZAP!

...SNIFF!...

THANK YOU, AH-NUD 800! AND I'LL BE SURE TO GO TO EGM.GAMERS.COM FOR IMAGES AND PRICES OF THE HARDWARE I'LL NEED-- IT'S WHAT YOU WOULD HAVE WANTED!

RIGHT, MITTENS?

MEOW!

END!

Ferrari
F355 challenge™

Race the car you can't afford to own.



PlayStation®2



Spinouts, bumper grinds, smoking tires - and that's just the first turn.

Capture the definitive experience and white-knuckle excitement of real Ferrari racing.



SEGA®



Ferrari
CHALLENGE



COME PLAY WITH US



**THE ULTIMATE GUIDE TO EVERY
ANNOUNCED ONLINE PS2 GAME**

By now, you've learned all you need to know about getting your PS2 wired and ready. You're a regular Internet scientist. But enough with the work. It's time to see what all that fuss was for: the games. So plunge into our carefully researched, hand-crafted month-by-month planner to help you figure out which online-ready titles you should get and when you'll get 'em.

GAMES OUT NOW



Madden NFL 2003

The best pigskin game out there. Leagues and online tournaments are a must for true *Madden* junkies.
Review scores: 9.5, 9.5, 9.0



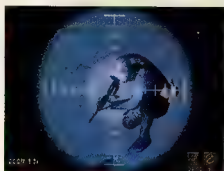
NFL 2K3

Takes *Madden* to overtime before falling a field-goal short.
Review scores: 9.0, 9.5, 8.5
(Reviewed on page 182.)



NFL GameDay 2003

Nice try, but *GameDay's* a rookie next to *Madden* and *NFL 2K3*.
Review score: 3.5
(Reviewed on page 182.)

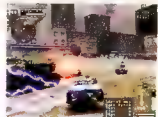


SOCOM: U.S. Navy SEALs

The 16-player combat here is so brutal, we're suffering from post-traumatic stress disorder.
Review scores: 9.5, 9.5, 9.0
(Reviewed on page 186.)

THE FREE STUFF

Swell news, cheapskates: You don't need to buy anything more than the Network Adapter to experience online fun time. The gadget comes with a demo disc that includes *Frequency Online*, which has you pumping out techno tunes with up to three strangers. It's not quite thrilling, but the price is right. By far, the Adapter's best bonus is the packed-in coupon for a free copy of *Twisted Metal: Black Online*. Just mail it to Sony and they'll ship you the disc. Worth the stamp? See page 188 for our review.



GAMES ON THE WAY

SEPTEMBER

TimeSplitters 2

Eidos
Connection: Dial-up and broadband
of players online: 2-4 dial-up,
2-16 broadband

If *SOCOM's* gritty gung-ho gameplay is too much for your girly-man constitution, then turn to this goofball shooter for similar thrills



TIMESPLITTERS 2

sans the shell shock. *TimeSplitters 2* is brimming with kooky characters, swarms of wild, mischievous monkeys (yep, monkeys) and a massive array of online multiplayer modes. If you thought the first game was fun in split-screen, just wait 'til you try it online.

Tribes: Aerial Assault Sierra

Connection: Dial-up and broadband
of players online: 2-4 dial-up,
2-16 broadband

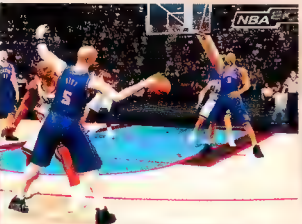
With its wide-open environments and team-based strategies, *Aerial Assault* zips up, up and away the first-person-shooter crowd. Not only does it have you nuking enemies with a huge arsenal of futuristic weapons, each team also has access to vehicles. It's best played with a high-speed connection and lots of cannon-fodder enemies.

OCTOBER

NBA 2K3

Sega Sports
Connection: Dial-up and broadband
of players online: 2-8

While football requires strategy, basketball is more run-and-gun arcade action. Nothing beats launching threes behind the line or jack-knifing a ferocious slam on some fool. The game only supports online play between



OCTOBER CONTINUED...

two PS2s, so both systems will need a Multi-tap if you want the four-on-four experience.



NBA LIVE 2003

EA Sports

Connection: Dial-up and broadband
of players online: 2

Online play alone can't save a bad game, and the *NBA Live* franchise has been suffering from sloppy gameplay for a while. But EA's promising an all-new engine here. So far, this year's model is looking much improved, although the online mode is bare-bones: You only get two-player support and no built-in chat functions.

assortment of muddy minigames until you're black and blue all over.

Catan

Capcom

Connection: Dial-up and broadband
of players online: TBA

Ah, Germany: fatherland of Oktoberfests and the world's gnarliest porno. It's also, oddly enough, the birthplace of Capcom's first major online title. Based on a blockbuster German board game, *Catan* has players trying to settle and expand their territory through trading and construction. Victory goes to whoever builds the mightiest colony.



TONY HAWK'S PRO SKATER 4

Tony Hawk's Pro Skater 4

Activision

Connection: Dial-up and broadband
of players online: 2-4 dial-up,
2-8 broadband

Didn't play *Tony 3* online? Now that the Network Adapter has officially arrived, you have no excuse to make that same mistake with its sequel. *Tony 4* bumps up the number of online skate rats—from four to eight—and includes new team options for old-fave modes like Graffiti, King of the Hill and Slap. Grind all the way to page 86 for our exclusive hands-on test of the online modes.

MIND YOUR NETIQUETTE

HOW NOT TO GET YER ASS KICKED ONLINE

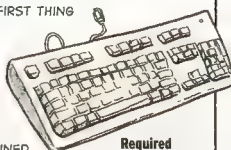
ONLINE GAMING IS ABOUT MORE THAN JUST CRUSHING COMPETITION FROM THE OTHER SIDE OF THE COUNTRY. YOU'LL ALSO ENGAGE IN BONA-FIDE--GASP!--INTERACTION WITH FELLOW HUMANS.

ALTHOUGH SOCOM IS THE ONLY GAME WITH VOICE COMMUNICATION, MANY ONLINE PS2 TITLES SUPPORT CHAT IN THEIR LOBBIES VIA AN ON-SCREEN KEYBOARD OR, BETTER YET, A REAL KEYBOARD IF YOU HAVE ONE.

BUT IF THE FIRST THING YOU TYPE IS "NINTENDO RULES!!!! SONY SUCKS!!!!" DON'T BE SURPRISED IF

YOU GET SHUNNED IN A LOBBY FULL OF KIDS YOU THOUGHT WERE JUST LIKE YOU.

TO PUT IT SIMPLY, THE INTERNET IS A TEMPERAMENTAL PLACE. AND WHILE YOU DON'T ALWAYS HAVE TO PLAY NICE, KEEP THESE TIPS IN MIND IF YOU YOU'D RATHER NOT HATE THE ENTIRE WORLD HATE YOU....



Required gear: A cheapie USB keyboard makes lobby chat easier. Any brand'll do.

✓ REMEMBER THAT THE PERSON YOU'RE CHATTING WITH OR PLAYING AGAINST IS A HUMAN BEING. HE'S PROBABLY GOT FEELINGS JUST LIKE YOU. PROBABLY.

✓ DON'T BEHAVE ONLINE IN A WAY YOU WOULDN'T NORMALLY IN REAL LIFE. IF YOU ARE OBNOXIOUS IN REAL LIFE, HOWEVER, KEEP YOUR MOUTH SHUT AND JUST PLAY THE DAMN GAME.

✓ DISCUSSION IS COOL, BUT DON'T USE THE LOBBY AS YOUR PERSONAL SOAPBOX FOR GAME-SYSTEM ADVOCACY. IF YOU REALLY THINK THAT "THE PS2 SUCKS," THEN AT LEAST BACK IT UP WITH SOME FACTS.

✓ DON'T FLAME (OR INSULT) OTHERS WITHOUT CAUSE. ON SECOND THOUGHT, JUST DON'T DO IT AT ALL. GO PLAY A GAME OF HOOPS ONLINE IN *NBA 2K3* OR PUT A CAP IN THEIR ASS IN *SOCOM*.

✓ USE COMMON SENSE, HAVE FUN, AND KEEP IT REAL.

SHORT AND SWEET

L33T KIDS USE THESE ACRONYMS:

- GG -- GOOD GAME
- BRB -- BE RIGHT BACK
- BBIAB -- BE BACK IN A BIT
- AFK -- AWAY FROM KEYBOARD
- LOL -- LAUGHING OUT LOUD
- ROTFL -- ROLLING ON THE FLOOR LAUGHING
- ROTFLMAO -- ROLLING ON THE FLOOR LAUGHING MY ASS OFF
- L8R -- LATER (AS IN LATER, DUDE)
- OWNED -- YOU JUST GOT YOUR ASS HANDED TO YOU IN A MULTIPLAYER GAME
- L33T -- IN CHAT-SPEAK, "3" STANDS FOR "E," AND WHEN PEOPLE TELL YOU THEY'RE "L33T," THEY MEAN THEY'RE "ELITE." THE BIG DAWG. THE S@#\$.

NOVEMBER

ATV Offroad Fury 2

Sony CEA

Connection: Dial-up and broadband
of players online: 2-4

Last year's surprise hit returns with hi-revvin' features like multiple sponsors and 20 ATVs with true-to-life specs. But the big deal here is that you can haul tail on the game's 40 tracks with up to three other mud-jumpers online. Race head-to-head or engage in an



ATV OFFROAD FURY 2

DECEMBER

Auto Modellista

Publisher: Capcom

Connection: Dial-up and broadband
of players online: 2

Talk about worlds colliding. *The Fast and The Furious* meets *Gran Turismo* meets the Cartoon Network in Capcom's "toon-shaded street racer, *Auto Modellista*. And since virtually every piece of your screamin' hot-rod can be souped-up or replaced, you'll be stylin' and profilin' each time you hit the Net. Rad.



My Street

Sony CEA

Connection: Dial-up and broadband
of players online: 2-4

Filling the kid's-stuff void in the PS2's online lineup, this screwball title packs eight straight-outta-gradeschool minigames like dodgeball, volleyball, RC racing, mazes, marbles and chemistry-set experimentation, all set on a neighborhood block. Yeeeh, now kids don't have any reason to go outside.



2003

NCAA College Basketball 2K3

Sega Sports

Connection: Dial-up and broadband
of players online: 2-8

Expect the nation's frat houses to put binge drinking on hold and focus all their attention on this b-baller when it hits in January. Pick your alma mater or favorite in-state U and play out your Final Four fantasies online. We can already see the lobby arguments for this one: "Dude, I'm always Duke!" "No way, man. I'm Duke!"

All-Star Baseball 2004

Acclaim

Connection: Dial-up and broadband
of players online: TBA

We don't know much about this online installment—due in February—of Acclaim's long-running hardball series, which has gone downhill since it moved from the Nintendo 64 to the PS2. But we figure it has to be better online than the first experiment in networked baseball: Sega's awful *World Series Baseball 2K2* for the Dreamcast.

THE CHALLENGER: XBOX LIVE

SHOULD SONY BE SCARED OF MICROSOFT'S BIG BAD NETWORK?

DON'T COUNT ON NINTENDO TO TAKE ON SONY IN THE SIMMERING ONLINE-CONSOLE WAR. SO FAR, THE COMPANY'S GAMECUBE-ONLINE SCHEME ADDS UP TO ONE GAME—*PHANTASY STAR ONLINE EPISODE 1 & 2* (CHECK PAGE 124 FOR A PREVIEW)—AND SEPARATELY SOLD DIAL-UP AND BROADBAND ADAPTERS, LAUNCHING IN SEPTEMBER FOR \$35 EACH. SO IT'S UP TO MICROSOFT AND ITS XBOX TO BRING IT IN THIS BATTLE. AND THIS FALL, IT WILL BE BROUGHT—IN THE FORM OF XBOX LIVE, MICROSOFT'S BROADBAND-ONLY ONLINE NETWORK. THE SPECIFICS:

DATE OF IGNITION: NOV. 8

SERVICE PRICE/PLAN: MICROSOFT IS OFFERING AN INITIAL \$50 DEMO-SUBSCRIPTION DEAL THAT GETS YOU A YEAR OF ACCESS, PLUS GAME DEMOS AND OTHER EXTRAS. OTHERWISE, THE SERVICE COSTS \$10 A MONTH.

ESSENTIAL GEAR: XBOX COMMUNICATOR, A SLICK HEADSET MIC THAT ALLOWS REAL-TIME CONVERSING WITH FELLOW PLAYERS IN EVERY ONLINE XBOX GAME. IT'S FREE WITH THE \$50 SUBSCRIPTION DEAL. THE GADGET WALLOPS SONY'S SOCOM HEADSET BY ALLOWING SIMULTANEOUS COMMUNICATION (SOCOM ONLY LETS ONE PLAYER BLAB AT A TIME). "THE EXACT CONFIGURATION IS SPECIFIED BY EACH GAME," SAYS MIKE

LUCERO, GROUP PRODUCT MANAGER OF XBOX LIVE.

"IN SOME GAMES, YOU MIGHT ONLY TALK TO YOUR TEAMMATES. IN SOME, YOU TALK TO EVERYONE. OBVIOUSLY, IF A GAME HAS 40 PEOPLE, THEY ALL CAN'T TALK AT ONCE."

ASIDE FROM THE HEADSET, YOU DON'T HAVE TO WORRY ABOUT BUYING EXTRA PERIPHERALS TO ENJOY ONLINE XBOX GAMING, THANKS TO THE SYSTEM'S BUILT-IN ETHERNET PORT. OF COURSE, THAT MEANS GAMERS STUCK WITH DIAL-UP AREN'T INVITED TO THIS BROADBAND-ONLY PARTY.

WHAT DOES XBOX LIVE GOT THAT PS2 ONLINE DON'T? IT'S A FULL-SERVICE, ALL-ENCOMPASSING GAMING NETWORK WITH FEATURES UNIVERSAL TO EVERY XBOX LIVE-COMPATIBLE TITLE (UNLIKE PS2'S ONLINE STRATEGY, IN WHICH FEATURES VARY BY GAME). THAT MEANS ALL XBOX LIVE SUBSCRIBERS HAVE ONE IDENTITY, CALLED A GAMERTAG, AND A SINGLE PASSWORD THAT'LL LOG THEM ONTO EVERY ONLINE XBOX TITLE. THAT DOESN'T MEAN YOU'RE STUCK WITH THE SAME



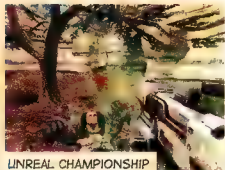
NFL FEVER 2003



GHOST RECON



MECHASSAULT



UNREAL CHAMPIONSHIP

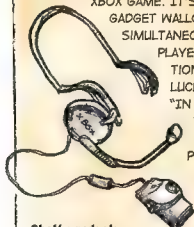
They live: These online-ready games'll be waiting when Xbox Live launches: *NFL Fever 2003*, *NFL 2K3*, *Tom Clancy's Ghost Recon*, *NBA 2K3*, *Unreal Championship*, *MechAssault* and *MX Superfly* Featuring *Ricky Carmichael*.

NAME FOR EVERY GAME. "YOU CAN HAVE A NICKNAME FOR EACH GAME," LUCERO SAYS, "BUT EVERYTHING TIES BACK TO YOUR GAMERTAG. THE GAMERTAG WILL STICK WITH YOU ALWAYS."

AND THAT'S GOOD, BECAUSE THE GAMERTAG MAKES IT A CINCH TO FIND FRIENDS ONLINE AND FOR THEM TO FIND YOU. WHEN YOU'RE READY TO PLAY, YOU JUST BRING UP YOUR FRIENDS LIST, SEE WHICH BUDS ARE ONLINE, AND INVITE THEM TO PLAY A GAME (A NOTIFICATION WILL POP UP ON THEIR SCREEN, EVEN IF THEY'RE CURRENTLY NECK DEEP IN A DIFFERENT ONLINE GAME). THEY DON'T EVEN NEED TO POWER DOWN THEIR SYSTEM TO SWITCH DISCS. YOU CAN INVITE NEW PLAYERS TO JOIN YOUR LIST ANY TIME YOU WANT. THE FLIPSIDE: EXPECT STRANGERS TO RECRUIT YOU FOR THEIR LISTS IF YOU PROVE A WORTHY OPPONENT.

IT ALL MAKES FOR A COHESIVE ENVIRONMENT MORE LIKELY TO PROMOTE AN ONLINE COMMUNITY THAN SONY'S GAME-BY-GAME STRATEGY. BUT THEN XBOX LIVE'S FEATURES DON'T COME FREE. YOU GET WHAT YOU PAY FOR. WE FIGURE.

*XBOX LIVE SUBSCRIPTION FEES ARE IN ADDITION TO WHATEVER YOU'RE PAYING YOUR BROADBAND-SERVICE PROVIDER FOR NET ACCESS.



Chatty gadget:

The Xbox Communicator even lets you modify your voice with screwy effects.



YOU GOT A PROBLEM?

You do now.



KAKUTO CHOJIN

ESRB RATING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org
or call 1-800-771-3772
for more info.

ONLY ON XBOX

www.kakutochojin.com



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

2003 CONTINUED...



EVERQUEST ONLINE ADVENTURES

EverQuest Online Adventures

Sony Online Entertainment
 Connection: Dial-up and broadband
 # of players: Thousands

The infamously addictive massively multiplayer PC RPG is being "consolidated" into a modified PS2 version that packs all the perks, including an easy-to-use buddy-finding system, "pets" to collect and summon in battles, and a huge persistent world. Expect to pay a subscription fee, although you won't need the hard drive—the game won't require it.



STAR WARS GALAXIES

Star Wars Galaxies

LucasArts
 Connection: TBA
 # of players: Thousands

Now that George Lucas has taken a crap on our beloved *Star Wars* universe with his cursed prequels, it's up to players of this massively multiplayer RPG—set during the original trilogy—to set things right. *Galaxies* lets you make your way in that galaxy far, far away as anything from a canteen musician to a Jedi Knight. You'll even hop in classic *Star Wars* vehicles. Like *EverQuest* and *FFXI*, this game will probably cost a monthly fee.



RESIDENT EVIL ONLINE

Resident Evil Online

Capcom
 Connection: TBA
 # of players online: TBA

While the GameCube holds a monopoly on *RE* games that follow the series' storyline, the PS2 is getting one heck of an online spin-off. Unfortunately, Capcom hasn't unearthed many details on this game. We're told you'll fend off undead with your friends, as well as shamble through the streets as a zombie in search of flesh. Mmm...flesh.

Final Fantasy XI

Square Electronic Arts
 Connection: Dial-up and broadband
 (Requires the hard-drive peripheral)

of players online: Thousands
 Square's ambitious online RPG hit snags in Japan, where hard-drive shortages, server problems and cheating plagued its launch. Let's hope these issues will be sorted out before it hits stateside next spring. *FFXI*'s lush visuals, familiar character classes and epic scale could give console-newbie *EverQuest* a lickin'—especially if Square reworks the game so it doesn't require the hard drive.

LAY THY HANDS ON BROADBAND

FIND THAT FAST CONNECTION



SURE, YOU CAN TAKE YOUR PS2 ONLINE JUST FINE WITH DIAL-UP. YOU'LL JUST MAKE AN EASY TARGET FOR EVERY OPPONENT GUNNING FOR YOU VIA BROADBAND. WHY NOT EVEN THE PLAYING FIELD (PLUS HAVE ACCESS TO BROADBAND-ONLY GAMES LIKE *SOCCOM* AND ENHANCED FEATURES IN OTHER TITLES) BY GETTING A FAT-PIPE CONNECTION YOURSELF? IT'S NOT AS ELUSIVE AS YOU THINK.

THE FEDERAL COMMUNICATIONS COMMISSION SAYS MOST OF THE COUNTRY HAS ACCESS TO CABLE MODEMS OR DIGITAL SUBSCRIBER LINE (DSL). COMPETING DSL COMPANIES MAY HAVE DIFFERENT DISTANCE LIMITS, ANYWHERE FROM 12,000 TO 20,000 FEET FROM THEIR CENTRAL SERVERS, BUT NOTE THAT'S AS THE WIRE IS STRINGING AND NOT AS THE CROW FLIES. THE ROUGHLY \$40-\$50 MONTHLY SUBSCRIPTION FEES AIN'T CHEAP, NOR WILL THEY PLUMMET ANY TIME SOON, BUT YOU CAN USUALLY NAB DISCOUNT DEALS FOR SIGNING UP.

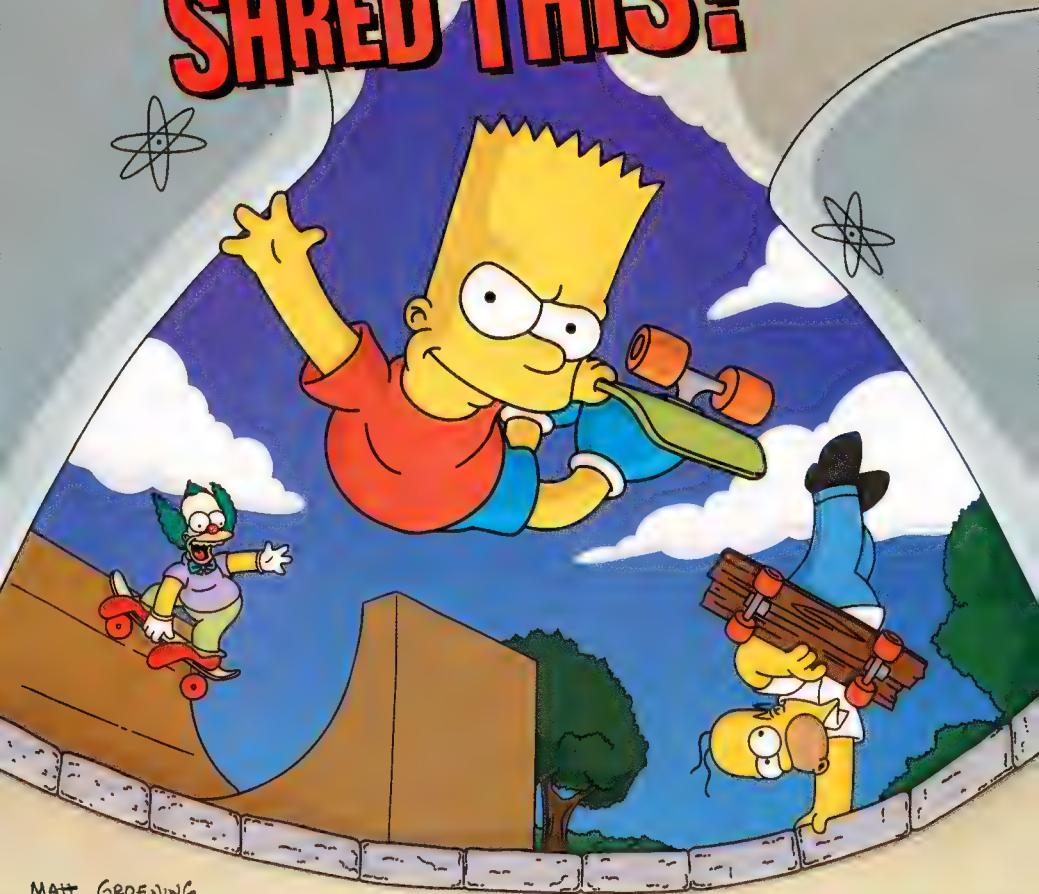
IF YOU CAN FIND BOTH DSL AND CABLE IN YOUR AREA, WHICH SHOULD YOU CHOOSE? CABLE IS AN ALWAYS-ON CONNECTION, WHILE SOME FORMS OF DSL (LABELED *PPPOE*) SLUFFER FROM A FIVE-SECOND LAG WHEN YOU CONNECT. CABLE MODEMS, MEANWHILE, BOG DOWN A BIT IN CONGESTED AREAS WHERE ALL YOUR NEIGHBORS SUBSCRIBE TO THE SAME SERVICE. WITH DSL, YOU USUALLY GET THE OPTION TO PAY EXTRA (UP TO \$90 A MONTH) FOR FASTER UPLOAD SPEEDS.

WHICHEVER PIPE YOU PICK, BOTH BROADBAND AND DSL ARE PERFECT FOR CONSOLE-ONLINE GAMING. THE SAD TRUTH, HOWEVER, IS THAT BROADBAND IS STILL OFF LIMITS IN SOME PARTS OF THE COUNTRY. SATELLITE-BASED BROADBAND IS AN OPTION IF YOU LIVE IN THE STICKS, BUT BE WARNED: IT'S A BITCH TO INSTALL, IT COSTS MORE, AND THE CHEAPEST SATELLITE SERVICE REQUIRES YOU TO JACK INTO YOUR PHONE LINE ANYWAY (FOR UPLOADS FROM YOUR PC). A NEW WIRELESS FORM OF BROADBAND USES TWO-WAY RADIO TO COVER THE LAST COUPLE THOUSAND FEET TO YOUR HOUSE, BUT IT'S NOT WIDESPREAD YET.

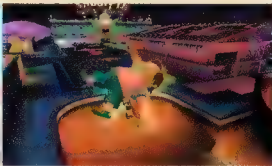
FAST TIPS:

- FOR A PRONTO WAY TO FIND BROADBAND IN YOUR AREA, CLICK TO WWW.GETSPEED.COM, WWW.BROADBANDREPORTS.COM OR WWW.CABLE-MODEM.NET. EACH PROVIDES ZIP-CODE-SPECIFIC AVAILABILITY OF HIGH-SPEED PROVIDERS.
- *EGM* COUSIN *MAG PC* MAGAZINE PUBLISHES READER RATINGS OF ISPs AND LOTS MORE TECHIE STUFF. GO TO WWW.PCMAG.COM/SR. THEN CLICK ON "ISPS" IN THE CONTENTS. AMONG THIS YEAR'S HIGHEST RATED: OPTIMUM ONLINE AND ROADRUNNER.
- ASK POTENTIAL PROVIDERS HOW MUCH THEY CHARGE FOR INSTALLATION. SOME SEND YOU A SELF-INSTALL KIT AND ONLY COME TO YOUR HOUSE IF YOU CAN'T GET IT UP AND RUNNING.
- ASK IF YOU'LL HAVE DIAL-UP ACCESS FOR WHEN BROADBAND SERVICE FAILS. (REMEMBER: THE PS2 NETWORK ADAPTER INCLUDES AN ANALOG MODEM AS WELL AS ETHERNET PORT.)

SHRED THIS!



MATT GROENING



Mild Violence
Suggestive Themes
Comic Mischief



PlayStation 2

THE SIMPSONS
Skateboarding



IT ISN'T LIKE THE ORIGINAL.



Screenplay by Mark

What does it feel like to make a million leisure suits stand up and cheer? Slide your skinny ass into Rocky's shorts and find out as you join his relentless quest for the title. Or take your shot as Apollo Creed, Clubber Lang or 20 others. Start with Training Mode or dissolve to Movie Mode to relive moments that range from scumbag gyms to the world's most famous arenas. But don't plan on coming out unscathed - the damage is way too brutal. As red-blooded Rocky fans know, sometimes all that's left is: "Cut me, Mike!"



Violence



PlayStation 2



GAME BOY ADVANCE

© 2002 Rega Games Limited except "Rocky" - "Rocky V" (c) 1976-2002 United Artists Corporation. ROCKY™, ROCKY™ V™, APOLLO CREED™, CLUBBER LANG™, and ROCKY™ V™ are trademarks of Miramax Corporation in the U.S. and/or other countries and are used under license from Miramax. All other trademarks are the property of their respective owners. Nintendo Game Boy Advance is a trademark of Nintendo.

IT IS THE ORIGINAL.

ROCKY

RED, WHITE, BLACK & BLUE.



Rage

www.rocky-the-game.com



Ubi Soft
ENTERTAINMENT

www.ubisoft.com

© 2006 Ubi Soft Entertainment. All rights reserved. The Rocky franchise is a trademark of Ubi Soft Entertainment. The Rocky franchise is a trademark of Ubi Soft Entertainment. The Rocky franchise is a trademark of Ubi Soft Entertainment.



GAME BOY
ADVANCE

Review Crew

Our Philosophy

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



its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AVERAGE. Simple, ain't it?

Our Awards



Platinum Awards go to games that get all 10's, the best and rarest review a game can get.



Gold Awards go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 (but lower than 9.0) receive **Silver Awards**.

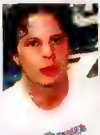
The Crew



Shane Bettenhausen
Associate Editor

A trip to London has turned Shane into a total Anglophile—he's now speaking cockney, eating sausage and beans for breakfast, and singing the praises of old Amiga games. *Xenon 2: Best shooter ever!*

Favorite Genres: Fighting, Action, RPG
Current Faves: *Psychonauts*, *Kingdom Hearts*



Dean Hager
Managing Editor

This is how Dean looked back in '94 when he started with the company. You don't wanna see him now—youch. The toils of working on EGM for several years have really taken a toll on the poor guy.

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



Crispin Boyer
Features Editor

Cris didn't mind the lectures on military blunders or even the daily boot camp at 0600 sharp. But when Mark insisted all *SOCOM* players start dressing the part, Cris got worried. Say, where is "Lt. MacDonald?"

Favorite Genres: Action, Adventure, Online
Current Faves: *SOCOM*, *Eternal Darkness*



Dan "Shoe" Hsu
Editor in Chief

A flood of résumés and cover letters are pouring in from people looking to work for EGM. So many that Shoe was forced to boil the interview process down to one simple hand gesture. Is he not merciful?

Favorite Genres: Everything
Current Faves: *SOCOM*, *Mario Sunshine*



Che Chou
West Coast Editor

The future is here. Che's been living out his *Battlestar Galactica* fantasies with his new best friend: the Aibo ERS-220A. Now all he has to do is get one of those buckle jackets and feather his hair like Apollo.

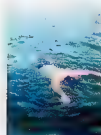
Favorite Genres: Fighting, Racing, RPG
Current Faves: *RE Zero*, *Neverwinter Nights (PC)*



Chris Johnston
News Editor

After cramming a year's worth of *Animal Crossing* into a week, it's been hard for CI to tell the difference between game and real life. We've caught him hunting beetles outside the office four or five times!

Favorite Genres: Action, Adventure, Puzzle
Current Faves: *Animal Crossing*, *Mario Sunshine*



Jonathan Dudlak
Reviews Editor

The End???

Favorite Genres: Fighting, Action, Shooter
Current Faves: *Sega GT*, *Rez*, *Galaga*



Jeanne Kim
Associate Editor

Jeanne finally found the perfect game companion to fulfill her gaming desires after winning in *Who Wants to Marry a Millionaire?* this month. Check out what she's up to now in *Final Word*.

Favorite Genres: RPG, Shooter, Puzzle
Current Faves: *Animal Crossing*, *Bodysurfing*

Game of the Month

Castlevania: Harmony of Dissonance pg. 206

Half a point from a tie with Mario's *Sunshine*, Juste Belmont nabs GOTM by the skin of his bony ass. Here's a quick breakdown of the game: (Circle of the Moon) - (anything bad) + (the best bits of the PS1's *Symphony of the Night*) = *HOD*. It's tiny, but it packs a whallop.



Dan Leahy
Editor in Chief, *GameNOW*

Inspired by Glengarry Glen Ross and funded with Ziff security cash, Leahy's moving into the real estate sector. Should be a snap finding a tenant, with the way companies move around these days.)

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



Mark MacDonald
Executive Editor

We haven't seen much of Mark since he started playing *SOCOM* this month. At least we think we haven't—he's gotten quite good at camouflaging himself. Hmm...he must be around here somewhere...

Favorite Genres: Action, Adventure, RPG
Current Faves: *Mario Sunshine*, *SOCOM*



James "Milkman" Mielke
West Coast Editor/Webmaster

Ever since turning to Buddha, Milky has found himself in the company of game-playin' hotties like these. Is it his effervescent inner peace? Is it the rakish angle at which he wears his hats? We may never, ever know.

Favorite Genres: Action, Fighting, RPG
Current Faves: *Ikaruga*, *Gungrave*, *Popolocrois 3*



Greg Sewart
Reviews Editor

What a month! Sewart had so many good games to play, we couldn't even drag him out of his cubicle to take a good Review Crew shot. The hope is that he did take time out to eat...or at least bathe.

Favorite Genres: Racing, RPG, Action
Current Faves: *Castlevania: HOD*, *Mario Sunshine*

Armored Core 3



Publisher: Agetec
Developer: From Software
Players: 1-4
Also On: None
Supports: i.Link
Web Site: www.agetec.com

Best Feature: Brain-dribbling depth
Worst Feature: Initially clunky control

Although you'll initially need two brains to comprehend the controls, *Armored Core's* mech-manuevering system eventually becomes fluid, just as the level difficulty flicks up a notch. Stages are reasonably short, but there are masses of them, and completing each one without an embarrassing internal fire is the key to purchasing more dangerously over-the-top weapons. Well over 200 core parts, including cool hidden pieces scattered throughout the campaign, give you near-infinite combinations of add-ons. And arena adversaries can be met at your discretion in a number of high-tech amphitheatres. **Fans of the series won't be disappointed, unless they're expecting online play—it isn't in.** Only those dedicated enough to have an i.Link cable, two PS2s, two copies of the game and two TVs, however, will enjoy any four-player action. Add the fact that the noise of exploding mech metal is in Dolby Surround, plus the ability to "buy" CPU wingmen for missions, and you've got yourself an addictive action-combat extravaganza.

David H.

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	8

Dino Stalker



Publisher: Capcom
Developer: Capcom
Players: 1
Also On: None
Featured In: EGM #155
Web Site: www.capcom.com

Best Feature: Innovative gameplay using both gun and movement controls
Worst Feature: Tired hands

Dino Stalker's fusion of light-gun gameplay and free-ranging first-person shooter controls is, if you'll excuse the pun, hit-or-miss. There are definitely some cool ideas here: giving you full control of movement in a light-gun game is something fans have been screaming about for years, and *Dino* definitely delivers on that promise. But if you want to play *Dino*, you should make sure you have Namco's GameCube controller, a light gun that sports an on-board directional pad. While you can use a regular Dual Shock controller to play the game, it just isn't the same without that gat in your hand. That said, even after mastering running, strafing and firing with the Guncon, having to constantly hold the weapon with both hands got tiresome—fast. And despite its adventure-game pretensions, *Dino still suffers from annoying time limits and short overall length*, pitfalls that plague many other light-gun titles. With its detailed graphics, wide assortment of weapons and high-production values, *Dino* would have made for a much better first-person shooter sans the gun gimmick.

Che

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	6

Dual Hearts



Publisher: Atlus
Developer: Matrix
Players: 1
Also On: None
Supports: The buddy system
Web Site: www.atlus.com

Best Feature: Unique weapons/combat system
Worst Feature: Tumble's Jar Jar Binks-esque persona

Arriving at the same time as Square's *Kingdom Hearts*, *Dual Hearts* could easily get lost in the shadow of *KH* hype. But that would be a shame, because **this is a quality, enjoyable action-RPG.** Featuring a good balance of exploration, puzzle-solving and combat, *DH* will wow gamers with a huge variety of solo and tag-team attacks heroes Rumble and Tumble can perform. Rumble's weapons, for example, can be imbued with cool elemental attributes that give greater power to each one's attack set. And combat works seamlessly because the camera functions well and the controls are solid, which is something a certain other RPG that comes out this month can't boast. On the downside, your goofy cohort, Tumble, sounds like a combination of Jar Jar Binks and Klonoa. This is either a plus or a minus, depending on your mindset, but for me it borders too close to the kidy side. And the graphics have a PS1-esque quality about them that's hard to ignore. Still, on the strength of *DH's* story alone, you have an RPG worth not only playing but owning.

Milkman

VISUALS	SOUND	INGENUITY	REPLAY
5	7	7	5

Kelly Slater's Pro Surfer



Publisher: Activision Oz
Developer: Treyarch
Players: 1-2
Also On: GameCube, Xbox
Featured In: EGM #155
Web Site: www.activisionoz.com

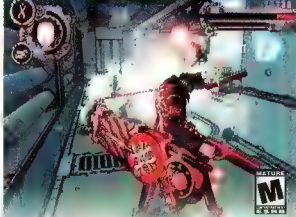
Best Feature: Deep, easy-to-learn combo system
Worst Feature: The water doesn't look very real

Surfing is a tough sport to simulate in a video game. It involves waiting for the right wave, skillfully riding the tube, and then wiping out in a blaze of glory; it's a visceral rush in real life, but usually dry and mundane on a TV screen. Activision is marginally successful shoe-horning this experience into the *Tony Hawk's Pro Skater* mold. The Career mode, goal-based gameplay, two-minute runs and trick combos will be instantly familiar to *THPS* players. That's part of the problem, though. At its core, *Kelly* just feels like a bare-bones version of *THPS* in the ocean. Sure, there are a ton of levels, but they're all just well, waves. Realistic surfing doesn't lend itself to creative, unique stages. Other problems aren't as easily forgiven, such as the lack of a custom-character feature and the disappointing water graphics. However, this title does boast a glimmer of hope for the genre: a soundtrack that isn't all cheesy pop-punk. Groovin' Island tunes and hip-hop work wonders. Surfer guys and gals might find it worth a purchase; everyone else should rent it first.

Shane

VISUALS	SOUND	INGENUITY	REPLAY
4	8	3	7

Gungrave



Publisher: Sega
Developer: Red
Players: 1
Also On: None
Featured In: EGM #155
Best Feature: Relentless teeth-gritting action
Worst Feature: The camera rides the short bus
Web Site: www.gungrave.com

In a perfect world, games like *Gungrave* would thrive like bunnies in heat. In the real world, however, they are a rarity. **It's not every day that a game comes along that merges the blood-pumping qualities of *Devil May Cry*, *Loaded* (PS1) and *Desperado* (the movie) into one cheery nugget.** Yeah, sometimes it's nice to just pick up a mindless shooter in which your goal is to destroy everything in sight. While *Gungrave* isn't the most innovative effort on the block, it is bursting with action and style. Whether you're sending lead into any fool stupid enough to cross the path of Cerberos (*Grave's* lethal twin pistols) or making a mess out of the destructible environments, the reactive, interactive nature of nearly everything on screen is a freakin' blast. But the sheer controlled chaos and mayhem of *Gungrave* aren't its only good points. The game's combination of gritty, *Heavy Metal*-style visuals and over-the-top special effects graces both the in-game graphics and the digitally animated cinemas quite well. This, along with the disposable but well-written script puts you in the perfect mood to kick enemy ass for hours at a time. The responsive controls do a good job of keeping up with the frenetic action, but the camera, sadly, does not. It's not exactly bad, but it is sluggish, especially when running around corners. Despite this quibble, *Gungrave* succeeds in its mission to provide blistering, adrenaline-fueled entertainment.

Milkman

My excitement for this game went from 60-0 after very limited exposure. On the surface, its sexy, anime-inspired visuals really grabbed me, and I'm all in for nonstop explosions and gunfire. But a few levels in, I realized it's also got that *Bouncer* kind of letdown—*Gungrave's* so shallow it couldn't drown a face-down, sleeping baby. Everything's either a bad guy or an inanimate object, so you just have to lay into the fire button with the occasional dive to avoid incoming shots. Don't expect a challenge, either; you can cap off the game in a two-hour sitting and probably only meet death a few times along the way. Unless you just really like the box art, rent it.

Jonathan

Gungrave is a hyper-violent comic book come to life. It's all style and relentless action so over the top, it makes *Doom* look like *Mary Kate and Ashley: Girls Night Out* (not that I'd know what that game is like...ahem). It's undeniably satisfying to watch as just about any object that crosses your path—desks, crates, walls, and of course wave after wave of enemies—are shredded by your never-ending barrage of gunfire. But only stringing combos and a couple boss fights require any thought, and your character moves so slowly that *Gungrave* never gives you reflexes much of a workout either. A few hours of cathartic fun, but definitely not worth a purchase.

Mark

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	5

Kingdom Hearts



Publisher: Square EA
Developer: Square
Players: 1
Also On: None
Featured In: EGM #158
Best Feature: Hollywood-quality production values
Worst Feature: Confusing, frustrating camera
Web Site: www.kingdomhearts.com



Square and Disney have teamed up to produce the über action-RPG, much like when the coolest heroes hooked up to make the *Super Friends* or when two killer bands joined forces to form Jefferson Starship. The result is a synergistic pairing of *Final Fantasy* and Walt's Magical Kingdom that blurs the lines between serious, hardcore fantasy and aw-shucks cartoon goofiness (that actually co-stars Goofy).

You take the role of Sora, a spiky-haired, spunky lad who dreams of exploring the world outside of his tropical-island home. He soon gets his wish, as his world is torn asunder by a group of shadowy no-goodniks known as the Heartless, landing our hero in a foreign town. Just as Sora begins to search for his missing friends, Kairi and Riku, he runs into two unlikely traveling companions, Donald Duck and Goofy. They're on their own quest

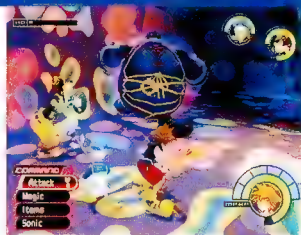


In some of the worlds, Sora and co. modify their look in order to blend in better with the locals. Here we see them going goth for Halloween Town.

for a missing friend (King Mickey), so the three join up to travel myriad worlds and combat the Heartless menace.

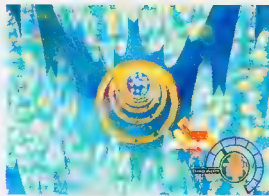
A network of independent realms combines to form *Kingdom Hearts'* overall world. Sora and friends zoom between them using a candy-colored spacecraft (see sidebar), with each area taken from one of Disney's beloved films. You'll shimmy into the plots of movies like *Aladdin*, *The Little Mermaid* and *The*

Cont. on page 182



MINIGAME MAYHEM

Gummi Bores



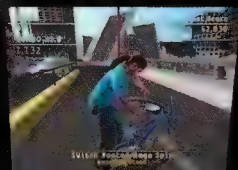
What happened here? The biggest minigame in *Kingdom Hearts* is the Gummi Ship, and boy, does it ever suck. You use this silly spacecraft to fly from world to world, but after a few minutes, we were all ready to send it to the scrapheap. Designing and forging upgrades for the thing is a complex, intimidating bore, and piloting the damn thing looks like a \$10 PS1 game.



10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.



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



The only BMX game to offer flatland tricks.

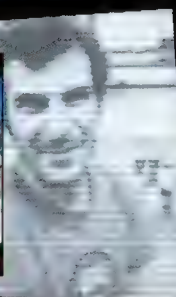
BMX WILL NEVER BE THE SAME...

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.



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

PlayStation 2



PlayStation 2



GAME BOY ADVANCE



© 2001, 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. PlayStation 2 and Xbox versions developed by Redfox Studios. GameCube version developed by Gribblefish Games. Game Boy Advance version developed by Holigan Studios. Activision is a registered trademark and Activision 02, Mat Hoffman's Pro BMX and Pro BMX are trademarks of Activision, Inc. and its affiliates. All Rights Reserved. Mat Hoffman is a trademark of Mat Hoffman. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks of Microsoft Corporation in the U.S.A. and/or other countries and are licensed under Microsoft. The "G" Game Boy Advance and the Nintendo GameCubes logo are trademarks of Nintendo. Screenshots are from PlayStation 2. The ratings logo is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



ACTIVISION.COM

Kingdom Hearts (cont.)



Nightmare Before Christmas on your way to save your missing friends.

Since it's an action-RPG, combat plays a crucial role. Sora swings a mean key-shaped sword, but the somewhat spastic camera often makes the real-time fighting a tad confusing. In battle, you run around slashing foes with multi-hit combos (by jamming like mad on the X button). You can also conjure up spells, summon magical creatures, and use items, but entering the full menu during a melee is prohibited—you must clumsily navigate quick menus on the fly while you fight. Due to this setup, prepare to die during the heat of battle...a lot. In fact, the game's difficulty is far beyond that of other Square RPGs, so youngsters might find it too tough.

The distinctive feel of Disney coats the game in a gleeful, kid-friendly veneer, yet Square's darker *Final Fantasy* myths shares the spotlight. You'll encounter a veritable who's who of memorable stars from *Final Fantasies* of yore. Also, the game's central storyline feels a lot like an *FF* game—heavy themes of loss, love and sacrifice lend the game a weighty, serious tone



that takes the edge off the Disney sweetness.

As is evident in these screens, Square's reputation for making visually rich games holds true here. Much like last year's *FFX*, the worlds of *KH* are crafted using detailed, fully 3D graphics. All of the extra touches you expect from a big-budget RPG production are here—characters' mouths perfectly sync with dialog, gorgeous CG cinema pepper the gameplay, and outlandish summon spells fill the screen with dazzling fireworks.

Similar care went into the game's audio. Japanese pop star Hikaru Utada rerecorded the theme song "Simple and Clean" with new English lyrics, and Square amassed an all-star cast of voice actors to bring the characters to life. Notables include Haley Joel Osment as Sora, Billy Zane as Ansem and N'Sync's Lance Bass as one of our favorite *Final Fantasy* characters (we won't say who).

Overall, the colossal team-up is a success. It's a little rough around the edges with its jumpy camera and uneven difficulty, but fans of *Final Fantasy* and Disney alike will surely be enraptured.

Final Fantasy games have their own pantheon of powerful summon spells—your Titans, your Bahamuts, your Odins and what not. *Kingdom Hearts* follows suit with kick-ass characters like Simba, Dumbo and uh...Tinkerbell who can be called upon for help to fight alongside you.



I'm not a big fan of Disney movies. Well, I enjoyed them when I was young, but these days you'd have to bribe me to watch swill like *Pocahontas* or *Atlantis*. So I approached *KH* with skepticism. Having finished it, I encourage all *FF* fans to take the dive, regardless of your feelings for Mickey. The Disney trappings surrounding the plot are just window dressing—the real narrative is serious, well-written and pure *Final Fantasy*-style stuff. You'll care about the characters, get caught up in their plights, and be moved by the epic ending. Disney nuts will soak up Walt's characters, scenery and tunes, but at its core, this is a Square product through and through. The developers have done a remarkable job (as usual) in the audio/visual department, blessing *KH* with solid, attractive graphics, catchy tunes and talented voice acting (from actual actors). Regrettably, while the story and production values are spectacular, the gameplay misses the mark in a few key areas. Foremost, the camera is a jumpy, confusing nightmare. Locking onto enemies causes the view to swing wildly, preventing a good look at the action. Also, the surprisingly tough overall difficulty (compounded by the tricky item/magic system) leads to multiple game-overs. Oh, and the Gummi Ship is just embarrassing for everyone involved. Even so, *KH* overcomes all of these faults and emerges as the best action-RPG on the PS2.

Shane

Once upon a time, there was a game that made little Milky smile: *Kingdom Hearts*. He was delighted, for it reunited him with the lost friends of his youth—Mickey, Donald, Pooh...they were all there. So were his new pals Sora and Kairi, and he loved them too. Milky marveled at the worlds he saw, for he had never seen such glorious sights. But Milky didn't like the Gummi Ship, and was frightened by the horrible camera angles he encountered and by the hardships he faced. "I thought this would be kid stuff," he cried, "but it's much harder than I thought!" Nonetheless, he had witnessed something grand, something worth remembering.

Milkman

It would have been easy for *Kingdom Hearts* to spiral into kiddie-gamedom (mean, teenagers with characters like Peter Pan and wandering around the too Acre Wood? Please. But that's not the case. Even with wussy characters and settings all over the place, the story and gameplay in *Kingdom Hearts* rivals the *Final Fantasy* series. The villains are sinister and merciless, and the heroes are extremely likeable. Hey, who doesn't love Donald Duck? On top of that, the presentation is superb. These worlds are realized beautifully. If only every battle didn't suffer from confusing camera movement and come down to just pushing "X" as fast as possible....

Grey

FANTASTICAL CAMEOS ABOUND



Square fans will squeal with delight as a seemingly endless parade of *Final Fantasy* characters makes cameo appearances in *Kingdom Hearts*. Within the first hour alone, you'll run into Tidus, Wakka, Selphie, Aerith, Yuffie, Squal, Cid and a Moog! Although they don't join your party, these guys do offer advice and help to flesh out the plot—it's all very cool. Oh, and don't accuse us of spoiling anything for you—there are still some special guests you don't know about.



VISUALS	SOUND	INGENUITY	REPLAY
9	9	7	4

NCAA College Football 2K3



Publisher: Sega Sports
Developer: Visual Concepts
Players: 1-4
Also On: GameCube, Xbox
Lacks: Online feature
Best Feature: Tons of teams
Worst Feature: Shaky gameplay
Web Site: www.segasports.com



NCAA 2K3 feels like an ersatz version of Sega's acclaimed 2K pro series. **There's a lot of style and quirky college goodies here (Legacy mode), but it lacks follow-through in the gameplay department.** I'm not talking about bad DB play, which I can understand.... These are college kids and there are going to be shootouts, missed assignments and general chaos at times. My problem is that the overall engine just doesn't feel tight. Take pitch plays, for instance. My halfback will start sprinting out for the pitch, then stop and wait, then start running again as the QB starts his toss animation (yikes). Another thing I see is blockers completely ignoring their assignment and letting the defender run by, only to see the defender turn completely around and back-track to get blocked. No defensive player in his right mind would do that, but it seems as if (like the toss play) there are plenty of instances in this game where the players are trying to "catch up" to the action. This is compounded by occasionally choppy animation and graphics. Playing defense, passing and the other facets of the game all seem ripped from the past versions of NFL 2K, but a handful of "pieces parts" don't make for a good whole; you can just avoid these issues and play EA Sports' NCAA 2003. NCAA 2K3 has decent graphics and a few worthy moments, to be sure, but we won't be playing this one for the next five months.

Dan L.

Normally a little skip in an otherwise smooth game doesn't bother me, but there are times when this pup sputters hard, particularly when the line gets crowded with bodies. It also sucks that the playbooks aren't better balanced. Some teams are so pass-heavy, it's tough to find even a handful of effective running plays in their arsenals. **Otherwise, the meat of this beast is decent—not great, but decent.** It delivers the unpredictability of college ball with its big-time gains counter-balanced by the usual dropped passes and heart-breaking fumbles. Two-player games are a good time, but I'd love to get some online action going next year.

Dean

Don't get suckered into thinking 2K3's over-the-top physics and friendly controls make it an arcade sports sim. This one's **much tougher on the casualite than EA's NCAA.** Make one coverage mistake, call the wrong play, blitz too many defenders... the computer will find and exploit the error every time, even on the normal difficulty setting. Weird stuff, like the QB pushing off three potential sackers and throwing for 20 yards, happens all the time. When you're calling all the right defensive plays, it's extremely frustrating to deal with. Play 2K3 against a friend and enjoy its hearty gameplay with someone who lacks superhuman abilities.

Jonathan

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	7

NCAA GameBreaker 2003



Publisher: 989 Sports
Developer: 989 Sports
Players: 1-8 (2-8 online)
Also On: None
Keith Jackson: Still awesome
Web Site: www.989sports.com

Best Feature: Online chat interface
Worst Feature: Suspect gameplay

NCAA GameBreaker, like its NFL counterpart (GameDay), is much improved. Now tenner that statement with the fact that the series has been about four years behind the competition, and it's clear that "much improved" doesn't quite cut it. Some nuggets of goodness exist here, as the Coach Career mode is a fun way to go beyond traditional dynasty offerings. Cool replay camerawork and Keith Jackson also contribute to a vastly improved GameBreaker. **But the gameplay still suffers from common 989 gaffes.** Collision detection is awful, which hinders your ability to make special moves, catch the ball, and generally be involved. I watched more than one replay where it looked like the players involved in a tackle never even touched. There's also a fair amount of "buit" here. Like when my pass gets blocked, hangs spinning in the air for 15 seconds while guys circle under it, then drops to the Earth. It looked like GameBreaker was turning into Quidditch for a second. Play either of the other PS2 NCAA games and look smarter for it.

Dan L.

VISUALS	SOUND	INGENUITY	REPLAY
4	5	5	1

NFL GameDay 2003



Publisher: 989 Sports
Developer: 989 Sports
Players: 1-8 (2-8 online)
Also On: None
Featured In: EGM #158
Web Site: www.989sports.com

Best Feature: Online chat interface
Worst Feature: Gameplay leaves you sad and lonely

For reasons beyond me, Sony continues to prop up NFL GameDay as a viable competitor in the football arena. They must realize Madden (gazillion copies sold) and NFL 2K3 (quickly gaining on a gazillion) have a stranglehold on market share, not to mention consumer confidence. There's a good reason for that, as GameDay has pretty much sucked since 2000. This year's version looked like it might change all that. There are fancier player models, semi-smooth animation, gang tackles and a cool online option with in-game chat. **The sad truth, however, is that the game pales in every conceivable way to its fellow pro brethren.** GameDay gets off on the wrong foot as soon as you start moving your player around. It feels like a combination of ice hockey and rollerball, like every stride slides your player 10 feet forward. With that in mind, I probably don't need to explain how poor the running game feels or how frustrating defense is. If anybody even entertains the thought of purchasing this over Madden or 2K3, then the terrorists have already won.

Dan L.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	1



NFL 2K3



Publisher: Sega Sports
Developer: Visual Concepts
Players: 1-8 (2-8 online)
Also On: GameCube, Xbox
Featured In: EGM #156
Best Feature: Awkward radial play-calling menus
Worst Feature: Awkward radial play-calling menus
Web Site: www.segasports.com

This one had all the makings of a big summer blockbuster. A new cover star (Urlacher), a key alliance (ESPN), revamped Franchise mode (which is awesome), and online play fueled the "Madden killer" debate. It's hard to imagine a football game as hyped as NFL 2K3, and it's even harder to believe that they put out a product which lives up to that hype. **NFL 2K3 just gives you the feeling that you're watching NFL films, replete with all the high drama and gritty action of real football.** 2K3 delivers the battle in the trenches (o-line vs. d-line) better than any other title in history. Guys struggle in non-scripted, gut-wrenching battles to win every yard of territory. The rest of the game is nearly as accurate, and the animation work is consistently fresh, exciting and innovating. Defensive backs will wrap around with one arm to break up a pass, blockers will shove guys sideways downfield, and would-be tacklers become fertilizer with well-timed stiff-arms. Watching the fun unfold is 10 times better when you're online, which 2K3 delivers in fine fashion (except for the lack of a chat function). The bad list is short, but begins with the speed of the players. It feels like they're lurching through quicksand and generally are all about the same speed. I still don't dig the radial play-calling menus, and the substitution system (by package, not formation) is lame. Still, it looks like true football fans have at least two NFL games to buy this year.

Dan L.

The NFL 2K series just keeps getting better. **We're going to run out of scores to hand out if Sega keeps finessing the graphics, playbook and gameplay, year after year, like they did with 2K3.** Between the vastly improved Franchise mode and the peppy online play, there's no reason why football fans shouldn't be playing this for the next 364 freakin' days. Going air used to be too easy and the ground game was next to impossible, but now it's balanced so that it feels just right. The ESPN license only adds to the realism. If I have one gripe, it's that the menus still suck. A little work on the front end and there's no stopping 2K4.

Milkman

Even though other parts are good, the running in the 2K series has always looked awkward and robotic to me. A lot of the moves (including tackles) were stiff and unrealistic, too (you can see where I'm going with this). This year, however, it looks fantastic; the boys have traded in their Frankenstein ways for smoother animation. It seems like a small detail, but everything counts when you're battling Madden for the top spot.

As for gameplay, I have no complaints. Taking control of your players goes off without a hitch. Performing your pick-off jump while striding tight with a receiver is great fun. On the whole, I still prefer Madden, but 2K3 is a close second.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
9	7	7	9

ONLY FOR

NINTENDO GAMECUBE™



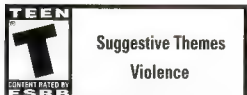
AT LAST!
ONE-ON-ONE
ARCADE FIGHTING
ON THE NINTENDO GAMECUBE™
FROM TWO OF YOUR FAVORITE WORLDS:
CAPCOM vs SNK
OVER 44 CHALLENGERS • 6 GAME MODES
EXTREME OFFENSE DELIVERS INSTANT DEVASTATION!



Two monster corporations are at war!

Choose from 44 of your all-time favorite fighters. It's Capcom vs. SNK2 E.O. with custom fighting Grooves and the most radical features of any fighter on the NINTENDO GAMECUBE™ system - including exclusive Extreme Offense control! Deliver furious combos and devastating super moves at the touch of a single button! This plus, control the level of your fighter's strength with the new "Free Ratio System."

Let the battle begin in this system defining arcade fighter.

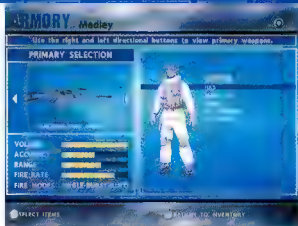


©CAPCOM CO., LTD. 2001 2002 ©CAPCOM U.S.A., INC. 2001, 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. ©PLAYMORE Corporation. CAPCOM vs. SNK 2 E.O. is manufactured and distributed by CAPCOM CO., LTD. under the license from PLAYMORE Corporation. SNK is a trademark of PLAYMORE Corporation. Nintendo and Nintendo GameCube are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association.

CAPCOM
capcom.com



SOCOM: U.S. Navy SEALs



Would you prefer a sniper rifle, with long range but a low fire rate, a loud machine gun that sprays lead but only at close range, or something in between? *SOCOM* lets you choose different real-world weapons to suit your style of play.

Publisher: Sony CEA
Developer: Zipper Interactive
Players: 1 (2-16 Online Broadband)
Also On: None
Featured In: EGM #355
Best Feature: Intense multiplayer online game
Worst Feature: Sometimes-screwy A.I.
Web Site: www.scea.com

TEN HUTI! DRILL SERGEANT ON DECK!

"My...god...20 years in the corps and IF THIS IS NOT THE SORRIEST BUNCH OF RECRUITS I HAVE EVER SEEN, WELL THEN MAY JESUS CHRIST, OUR LORD AND SAVIOR, STRIKE ME DOWN RIGHT HERE WHERE I STAND.... Well, I'm still talking, WHICH MUST MEAN THAT JESUS IS WITH ME ON THIS ONE. THERE IS ONLY ONE HOPE FOR YOU SORRY SACKS OF DOG BISCUITS AND THAT IS TO LISTEN TO ME, SO LISTEN CLOSE.

FROM THIS DAY FORWARD, YOU MAY EAT ALONE, YOU MAY SHOWER ALONE, YOU MAY HAVE SEXUAL RELATIONS ALONE, BUT YOU WILL NEVER PLAY *SOCOM* ALONE. EVEN IN SINGLE-PLAYER YOU WILL HAVE THREE COMPUTER-CONTROLLED MEN WITH YOU AT ALL TIMES. THIS IS GOOD AND BAD.

IT IS GOOD BECAUSE SOMETIMES THESE MEN WILL PULL YOUR BACON OUT OF THE

FRYING PAN. THEY CAN SNipe ENEMY POSITIONS. THEY CAN BREACH DOORS. THEY CAN TOSS GRENADES. THEY CAN DO EVERYTHING SHORT OF SCRUBBING THE GODDAMNED STAINS OUT OF THE BOXER SHORTS GRANDMA BETTY KNITTED YOU FOR CHRISTMAS— ALL YOU HAVE TO DO IS ASK OVER THE INCLUDED HEADSET MICROPHONE. THIS WILL MAKE YOU FEEL LIKE YOU ARE NOT ALONE, AND IT MAKES THIS GAME DIFFERENT FROM WHAT YOU ARE ACCUSTOMED TO.

BUT IT IS ALSO BAD. IT IS BAD BECAUSE YOUR TEAMMATES ARE NOT ALWAYS SMART. SOMETIMES THEY ARE *STUPID*. SOMETIMES YOU WILL WISH YOU HAD HELEN GODDAMNED KELLER BACKING YOU UP INSTEAD. THEY WILL STAND OUT IN THE OPEN AND THEY WILL NOT SEE ENEMIES AT THE TIPS OF THEIR NOSES. BUT THEY ARE STILL YOUR TEAMMATES AND YOU MUST PROTECT THEM, OR YOUR GAME WILL BE *OVER*.

THIS WILL BE FRUSTRATING. AT SOME POINT, YOU WILL WANT TO QUIT. BUT YOU WILL NOT QUIT. YOU WILL NOT QUIT BECAUSE IT IS FUN TO SNEAK UP ON AND STAB GUARDS. IT IS FUN TO RIG DIVERSIONS

ONLINE GAME MODES

SOCOM offers three different multiplayer modes online—all of them end in six minutes if neither team has succeeded.

SUPPRESSION:



Kill every member of the other team first, simple as that. Wipe them out—all of them. (Nooooo!)

DEMOLITION:



Both teams start at opposite ends of the map, with a bomb in the middle. The first team to grab the bomb

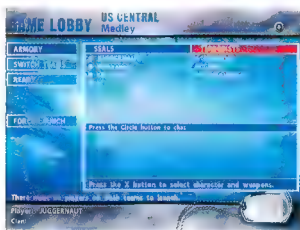
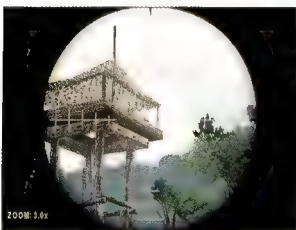
(if the player holding it is killed, other people can pick it up) and plant it in the other team's base, wins. Great because both teams have a base to defend, plus the bomb adds an important X factor to all the killing.

HOSTAGE RESCUE:



The SEAL team tries to secure a group of hostages and escort them to an extraction point, and the terrorists try

to stop them. Both teams lose points if they accidentally kill any hostages. Fun because the hostages become very important—and using them as human shields makes for some interesting confrontations.



Once you're online (left), you can create a clan, check player rankings, chat with friends (not using the mic though—you have to type), or find a match to join by map, game mode or connect speed.

REINVENT YOURSELF

One of the great thrills of *SOCOM*'s online multiplayer game is the feeling of becoming an elite special-forces badass, no matter how pathetic your everyday life may be. Here's an example of one reviewer compared to his *SOCOM* online alter ego:

ONLINE

NAME: Captain U.S.A.
AGE: 25
HEIGHT: 6'1"
WEIGHT: 210 lbs. (8% body fat)
SPECIAL SKILLS:

- Fluent in German, Russian and Mandarin
- Trained to withstand bullet wounds and torture
- Can kill a man 32 different ways with a fork

MOTTO: "Never leave a teammate behind."
FAVORITE STORY: The time he shot three terrorists with one bullet
RECENT ACCOMPLISHMENT: Rescued U.S. ambassador and his wife from rebel group deep in the Thai jungle.



IN REAL LIFE

Mark MacDonald
28
6'1"
175 lbs. (8% Mountain Dew)

- Reads and writes at 7th grade level
- Misses work if he cuts himself shaving
- Can make a fork appear to hover behind a napkin

"Whoever smelt it, dealt it."
 The time he got drunk on cooking sherry
 Got 12 stamps on Subway "Sub Club" member card, earning free 6-inch sub of his choice.



WHILE YOU RESCUE HOSTAGES. IT IS FUN TO CUT OUT THE LIGHTS IN AN ENEMY CAV, STRAP ON YOUR NIGHT-VISION GOGGLES, AND KILL EVERYONE INSIDE. IN SHORT, IT IS FUN TO KILL, AND BY THE END OF THIS GAME, YOU WILL BE A KILLING MACHINE. BY THE END OF THIS GAME, YOU WILL BE SO BAD THAT THE GODDAMNED PRINCE OF DARKNESS, SATAN HIMSELF, WILL BE HONORED TO GET DOWN ON HIS HANDS AND KNEES AND KISS THE GROUND YOU WALK ON. THIS IS A GOOD FEELING, AND YOU WILL ENJOY IT. BUT IT IS NOT THE BEST FEELING. CAN ANYONE TELL ME WHAT THE BEST FEELING IS?"

"SIRI PLAYING MULTIPLAYER, SIRI"

"Well, saddle my ass and ride me to Texas— WE'VE GOT A GODDAMNED GENIUS IN OUR MIDST. IT'S LIKE STEVEN GODDAMNED HAWKING ROLLED IN HERE AND JUMPED RIGHT OUT OF HIS WHEELCHAIR. WHAT'S YOUR NAME SON?"

"SIRI PRIVA—"

"NOT ANYMORE! FROM NOW ON YOUR NAME IS PRIVATE HAWKING.

PRIVATE HAWKING IS EXACTLY RIGHT. THE BEST FEELING WILL ONLY COME WHEN YOU PLAY THIS GAME ONLINE WITH OTHER KILLING MACHINES. YOU WILL TALK OVER YOUR HEADSET MICS, AND YOU WILL STRATEGIZE, AND YOU WILL WORK TOGETHER, OR YOU WILL BE DEAD. BECAUSE *SOCOM* IS NOT LIKE *DOOM*, AND IT IS NOT LIKE *HALO*.

THERE ARE NO SHIELDS, NO ROCKET LAUNCHERS, AND NO GODDAMNED LITTLE GREEN MEN WITH LASER PISTOLS AND ASSSES ON THEIR FOREHEADS. THESE ARE REAL WEAPONS AND REAL PEOPLE. IF YOU ARE SHOT IN THE HEAD, YOU WILL DIE. TO SUCCEED ONLINE, YOU WILL HAVE TO BE CAREFUL, QUIET AND STAY HIDDEN. TO MANY OF YOU, RAISED PLAYING *QUAKE* ON AUNT MARY'S BIG IBM COMPUTER, THIS WILL BE A NEW EXPERIENCE. BUT AFTER SOME ADJUSTMENT, YOU WILL ENJOY IT.

NOW, CAN ANYONE TELL ME WHAT YOU WILL NEED TO PLAY MULTIPLAYER ONLINE?"

"SIRI A BROADBAND CONNECTION, SIRI"

"Well, I'll be godda— IS THAT A NOBEL PRIZE IN YOUR POCKET PRIVATE HAWKING OR ARE YOU JUST HAPPY TO BE AROUND SO MANY OTHER MEN IN UNIFORM? THAT IS 100 PERCENT CORRECT. TO PLAY *SOCOM* ONLINE, YOU MUST HAVE A BROADBAND INTERNET CONNECTION. THIS MEANS NOT ALL OF YOU WILL BE ABLE TO PLAY ONLINE, AND THAT IS SUCH A GODDAMNED SHAME! IT MAKES ME WANT TO VOMIT. BUT FOR THOSE OF YOU LUCKY ENOUGH TO HAVE A CABLE MODEM OR DSL, IT MEANS THE GAME WILL BE SMOOTH, WITH FEW HICCUPS OR OTHER PROBLEMS.

THAT IS ALL I HAVE TO SAY. SO GET OFF YOUR TWO FLABBY SEAT CUSHIONS AND PLAY THIS GAME. I'm going to go get a god-damned losenge for my throat.

Objectives in the single-player missions vary but are always cool. You'll be gathering intel (over-hearing conversations, grabbing maps and books), sinking ships, disarming nukes, rescuing P.O.W.s (below), and, of course, killing certain targets.



I'm no doctor, but I'm pretty damn sure the A.I. in this game is an idiot savant. You know, like Dustin Hoffman in *Rain Man*? He could do complex math in his head but couldn't tie his shoes. In *SOCOM*, teammates and enemies often show surprising intelligence—finding cover, picking each other off quietly or from long distances—but other times a guy will stand out in the open, or sit there staring while a member of the opposing force runs right up and shoots him in the face. Luckily these occasional annoyances are overpowered by an avalanche of quality throughout the rest of the game. Levels have been ingeniously designed to incorporate a bevy of ambush points, sniper spots, alternate routes and plenty of real-world objects (trees, shrubs, rubble) to hide in or behind. And cool mission objectives like disarming suitcase nukes, rescuing hostages and especially the final *Blackhawk Down*-style building-by-building battle, give you that warm, Chuck Norris feeling deep down inside. And that's just single-player—multiplayer is the real reason to buy *SOCOM*. The realistic weapons and possibility of one-shot deaths give it a visceral excitement other shooters lack. Plus the voice chat, clan system and different game types create an environment where teamwork is crucial. And if you didn't already know that being part of a successful team is infinitely more fun than going it alone, *SOCOM* will prove it to you beyond a doubt.

Mark

You can tell that *EGM* guys reviewed *SOCOM* from their thousand-yard stares and post-game nightmares. Online battles here are *that* intense. The thrill comes from the lethal stakes: A couple of hits'll kill you, and you don't respawn until the match is done. **Creeping through bushes and covering buddies' backs (only team players survive) will pump your pulse to turbo speed.** The one-player game tries to deliver the same thrills, with levels that sometimes require stealth, sometimes explode with panic-inducing chaos. But friendly A.I. taints the experience. Fellow SEALs occasionally make dumb moves that put the "Special" in special forces. **Crispin**

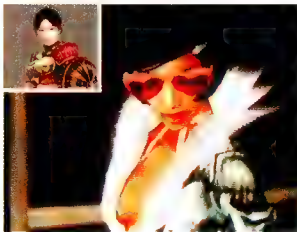
Sure, your computer teammates do occasionally pull some stupid stunts in *SOCOM*'s single-player missions, but spotty as it is, the game is still **one of the best tactical shooters I've ever played.** *SOCOM*'s gritty realism, tense firefights and cutthroat military efficiency are bolstered by thoughtful level design and responsive controls that become second-nature in time. Were it not for the fact that many of you won't actually have a chance to experience *SOCOM* online (get broadband now!), I would easily have scored this game a 10 for its addictive multiplayer mode and innovative use of sound. Definitely the best reason to get online this fall. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
8	9	8	9

Onimusha 2: Samurai's Destiny



Both *Onimusha* games feature a female love interest, and in *O2* that person is the beautiful armored warrior, Oyuu (inset). Determined gamers who play through 100 percent of the game's various routes will unlock her feathery, revealing secret costume. Hey, it worked for Samus.



Having played the crap out of the original *Onimusha* (both its PS2 and Xbox incarnations), I had high hopes for the sequel. I was not disappointed. **Oz features the trademark head-chopping swordplay, only now it tastes five times as nice.** Better graphics, new weapons, tighter controls, more special moves, multiple paths and five playable characters. Wow. Since you alternately play as, or are accompanied by, each of these warriors, you almost feel as if you're playing cooperatively with a friend—pretty cool for a single-player action game. Each character's combat-packed path reveals another layer of the storyline, multiplying *Oz*'s replay incentive. Unlocking everything in the game and playing through with every ally can take more than 40 hours. Thankfully, there's also a wealth of secrets to find as a further award. *Oz*'s environments are larger as well, giving gamers plenty of areas to explore (you'll get chills when you find the original *Onimusha* arena). I also admire the stylistic choice of sticking with 2D backgrounds. They're so detailed and animated that they're practically breathing. Unfortunately, this makes for some tricky moments when you battle not only the enemy but the unmoving and inflexible camera as well. Was it so bad that it stopped me from playing the hell out of this game and enjoying every damn second? Nope. And it shouldn't stop you from rushing out to buy this sequel either. **Milkman**

If the original *Onimusha* pleased you, this sequel will probably do more of the same. The core gameplay of slashing and puzzle-solving remains unchanged, and Capcom has upped the ante with five playable characters: an RPG-like fetch quest. Personally, I find the whole experience sort of played-out. **The characters still stear like tanks and the fixed camera angles obscure the action.** Also, while the wallpaper-like 2D backgrounds sport some pretty video touches (like crashing waves and falling rain), similar effects in the GameCube *Resident Evil* remake look worlds better. Overall, it's a solid effort, but it's nothing you haven't seen before. **Shane**

It's easy to bag on *Onimusha 2* because it's a sequel that doesn't innovate much beyond its predecessor. Strip away the A.I. partners, pseudo-adventuring, item-swapping and periodic brain-bustin' puzzles, and all you're left with is a basic hack-'n'-slash affair. After hours of eviscerating feindish samurai zombies, however, I realized that sticking to *Onimusha*'s action philosophy is a good thing. Why? Because **dicng up the undead with your oversized Ginsu knife is a helluva lot of fun** (if you can live with the occasionally annoying camera angles). It's the fast gameplay that floats *Onimusha 2*, not the pretty graphics, digitized faces or awesome production values. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	7	8

Publisher: Capcom
Developer: Capcom
Players: 1
Also On: None
Featured In: EGM #355
Best Feature: More action, more characters
Worst Feature: Maddening camera angles
Web Site: www.capcom.com

PS2

Dead actors, vengeful spirits, historical intrigue, the macabre and more—the second installment of the *Onimusha* trilogy features all of these things and then some. If you are a fan of the first game, you'll find more to love in *Onimusha 2* than you ever bargained for.

So what's to like about *Onimusha 2*? Well, for starters, you won't beat it in less than three hours like the first game. Your initial run through *O2* will probably take upward of 30



Here we find the young ninja, Kotaro, checking his buddy's rifle for soot build-up. This fast-moving young 'un is one of four playable companions.

hours, depending on whether you decide to root out every last weapon and item the game has to offer (they're worth it, trust us). And replay value? Try coercing each of the four additional characters to fight by your side. Each one has a different path through the game, giving you at least four compelling reasons to make repeat visits. Plus, the secret modes, minigames and surprises more than match anything even the *Resident Evil* games have offered in the past.

The visuals have improved as well. The original *Onimusha* was initially designed for the Old PlayStation, and it showed. *Oz*'s graphics take a bold step forward with life-like characters, super-crisp backgrounds, more on-screen enemies and tons of cool weapon effects. Control, although limited to the digital pad, is ultra-responsive and facilitates—with ease—the wide variety of moves Jubei and company are required to perform. Is *Onimusha 2* a worthy follow-up to the groundwork laid by the first chapter? Absolutely.

DEAD OR ALIVE

Like Samanosuke from the first game, the hero in *Oz*, Jubei Yagyu, is modeled after a real-life actor. Only this time, that actor is dead. Series creator Kenji Inafune picked the late Yusaku Matsuda (best known for his role in the popular Japanese TV show *Detective Story*) because of his appeal to the female audience and movie fans alike.



IN THE DARKEST HOUR,
A HERO IS REBORN.



RYGAR

THE LEGENDARY ADVENTURE

THE JOURNEY BEGINS THIS NOVEMBER.



Visit www.esrb.org
or call 1-800-771-3772
for more info

TECMO | 100% GAMES



PlayStation.2

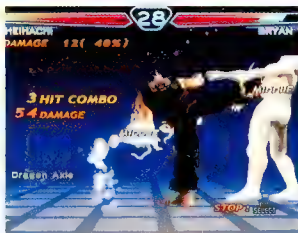
Tekken 4



Publisher: Namco
Developer: Namco
Players: 1-2
Also Try: *Virtua Fighter 4*
Also On: None
Best Feature: Sharp, clean graphics
Worst Feature: Lackluster extras and Practice mode
Web Site: www.namco.com

I used to be so easy to pummel your friends with a video-game controller. You'd send the girls out shopping, buy a case of Pabst, and bust out the clunky joysticks with the big, noisy buttons. Choosing your games was a no-brainer, too. If you owned a Dreamcast, it was *Soul Calibur*; on the PS2, you'd pop in *Tekken Tag Tournament* or ring up one of the *Dead or Alive* girls for something easy on the eyes. But then *Virtua Fighter 4* hit the scene earlier this year and screwed up everything.

Sure, it was the same Friday-night routine with the beer and the girlfriends, but suddenly, *VF4* was all you played. This was the fighting game to beat on the PS2. Now, with *Tekken 4* on the ringside raising all sorts of ruckus and eyebrows, the question is: Should you even bother with Namco's latest heavy-weight? We'll leave the answer up to our three chop-socky reviews.



In the Practice mode, players can watch demos of combos and attacks to learn the exact timing of button and joystick inputs.

There are a few things we do agree on right off the bat with *Tekken 4*. For instance, the great graphics and sharp photographic-background environments. It's just too bad the game is still weak sauce when it comes to character design. It's hard to take your assailant seriously when he's an eight-foot, candy-ravin' Panda Bear. Overall, the game just lacks the Namco luster we're used to with older releases like *Tekken 2* and *3*. Read on to find out why.

TENKEN IT BY FORCE



Tekken 4 includes an updated version of *Tekken 3*'s beat-'em-up minigame, *Tekken Force*, letting you take a fighter through four stages of repetitive action. In this pseudo adventure-game environment, you have access to all your attacks to brutalize wave after wave of generic, faceless enemies. Pick up eggs and chickens along the way to replenish your health. So what happens at the end, after you've put your foot to the collective ass of an entire army? Absolutely nothing.

The most important new addition to the series' gameplay in *Tekken 4* is the wall. While stages vary in size, every level is enclosed, so you've always got to watch what you're backing up into. Some stages even have objects in the background (like the phone booths below) you can destroy.



While games like *VF4* and *DOA2: Hardcore* taught us new tricks by innovating in the 3D fighting genre, *Tekken 4* plays it safe by sticking to its gameplay roots. That's both a blessing and a curse. The good news is that old-timers familiar with *Tekken*'s four-button-control layout, hard memorization of long combo strings, and *Street Fighter*-style blocking will certainly feel right at home. The bad news is that, even with two new characters and features like full 3D movement, uneven floors, enclosed arenas and wall combos, *Tekken 4* feels stale and rehashed. In a lot of ways, this is pretty much the same game we've been playing since 1997, but without the refinement of *Tekken 3* or the added team complexity of *Tekken Tag Tournament*. What's worse, at intermediate or higher levels of play, character balance goes right out the window. Fighters like Jin, Nina and Heihachi are loaded with exploitable glitches (400 percent combo anyone?), while chumps like Bryan and Kuma don't stand a chance. Now, I know a good chunk of you *Tekken* players out there enjoy the series partly for its accessibility. And that's all good, because if all you're looking to do is mash buttons, see your on-screen persona dish out some pain, and unlock all 19 characters, *Tekken 4* will get your rocks off. But if you and your friends are competitive about your fighting games, *Tekken 4* won't have the longevity of classics like *Soul Calibur* or *VF4*.

Che

I wanted to like *T4* (really). The problem here is that, at the most basic level, *T4*'s gameplay is simply broken. Punches have no reach, the collision detection is questionable, and sidesteps/parries are practically useless. Some characters have been neutered beyond belief (sorry, Bryan), while others are still trading on the same cheap moves they've had since the first *Tekken* (yes you, King). The pretty 3D backgrounds are only occasionally relevant since you rarely visit any interactive bits. Steve Fox (the boxer) is the only thing I really liked about *T4*. Most people will still be able to enjoy this game, but it's time for the series to get a serious overhaul.

Milkman

Tekken fans will cringe when they see how many reviewers mention *Virtua Fighter 4*, but the truth is unavoidable—Namco's latest slugfest doesn't hold a candle to Sega's masterpiece. *Tekken 4* is still a good game, but it doesn't do much to evolve this stagnant series. Graphically, it's stunning, with sharp, colorful backgrounds and cool characters. It's the gameplay that smells musty. You'll see the same old animations, easy throws and mashy combos that *Tekken 1* had. Even the dependable *Tekken* extras (i.e., secret modes and GG endings) seem uninspired this time around. For serious fighting fans, it'll just kill some time until *Soul Calibur 2*.

Shane

VISUALS	SOUND	INGENUITY	REPLAY
8	6	3	7



Naughty little bears

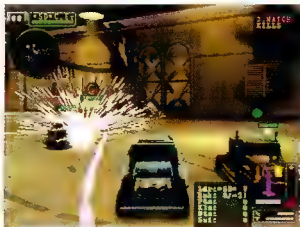
Twisted Metal: Black Online



Publisher: Sony CEA
Developer: Incog Inc.
Players: 1-2 — Dial-up, 1-8 — Broadband
Also On: None
Price: Free!
Best Feature: Eight-player matches rule
Worst Feature: Occasional latency issues
Web Site: www.scea.com



When you purchase Sony's Network Adapter for your PS2, you'll get a little something extra for free: a mail-in certificate that entitles you to a copy of this game. It's an online, multiplayer version of *Twisted Metal: Black*, one of the most popular PS2 games to date. All of the vehicles, weapons and levels of that game's addictive multiplayer modes are available for simultaneous, online fragging. Of course, the traditional deathmatch mode is the star attraction, but some new match types and crazy new power-ups flesh out the experience. If you're using a dial-up modem with your PS2, you'll only be able to engage in two-player matches, but if you're surfing the ether on broadband, prepare for eight-player mayhem.



What better way to foster realistic human interaction than by firing missiles at one another via the magic of the Information Superhighway?

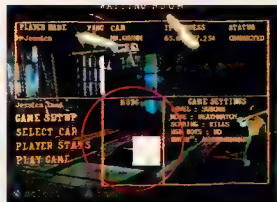
WHAT'S NEW?

Back in Black Again

TM:BO offers a few new modes and gizmos. Scope them below so that you're not surprised in the thick of battle.



In addition to Deathmatch, you can blast away in Last Man Standing (where survival is the goal), Man Hunt (where "hunters" try to kill the "prey") and Collector (where the object is to find the most crystals).



Relic Mods are the biggest change. Create a game with 'em and you'll be able to pick up items that raise your defense, increase your damage, heal your vehicle, and more.



When you first start playing *TM:BO*, you'll make an account and nickname. Wanna fight? We're EGM-Shan3, EGMShoe 'n' JockeEGM.



The name of this game offers some real truth in advertising. It's not a sequel; it's an online-only version of last year's hit car-combat title. Nothing more, nothing less. The tight, responsive gameplay remains mercifully untouched, and the cool new Power Relics add a layer of strategy to the gameplay. Too bad some of the things from the original *TM:B* that could have used an update were left unfixed. Dark, dingy environments and drab color choices won't win the graphics any awards, and the whole insane, gothic theme seems really played out these days (Sweet Tooth's hipness wore off years ago). Some might also frown upon the lack of a full single-player mode. **Realistically, though, it's hard to find fault with a game that's given away for free.** It's a blast to play online, and you'll likely find yourself shooting missiles at your friends at 3 a.m. for months to come. We did run into some network-related problems, though. Occasionally, it was difficult for all of us to join a game, and a few times, the PS2 required a reboot after a nasty crash. Presumably, Sony will work out all of these issues by the time thousands of players clog the servers. Sadly, I wager that one of the technical glitches that plagued our games won't get fixed: Latency (lag between players) slows the game down sometimes, causing your enemies to vanish and reappear. Still, it's fast, fun, and most importantly, free.

Shane

Picture a bunch of human-controlled cars (provided you're playing broadband) zipping around arenas, with gunfire, missiles and special attacks flying every which way.... It's fast and furious vehicular combat, the way it's meant to be played. No more cheatin' A.I., no more having to eliminate your drone opponents methodically, and no more lonely matches. Just keep your expectations low and take the game's name literally: This is little more than an online version of the PS2 title we played a year ago. *TM:BO* has a few minor additions, but none of the new stages or cars would rank in a "sequel." **But hey, this one's a freebie. Who am I to complain?**

Shoe

It's a good thing you get this game for nothin'. It's missing team-play modes and any means of communicating with others (you can't even chat in the lobby). The action spreads thin in the larger levels, which sprawl too much for just eight players; stick with small to medium arenas if you crave bumper-to-bumper combat. And that's the story of this game: It's **only stellar if you tweak the right options.** Disable the health meters if you don't want everyone going after the weakest drivers. And set the scoring system so you get points for the damage you inflict rather than kills. It makes all the difference between a match that's boring or a blast.

Crispin

VISUALS 7 SOUND 7 INGENUITY 3 REPLAY 8

koel

www.koeligames.com

Born to Battle!

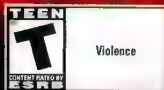
Fight masses of enemies with a variety of techniques, including magical rune attacks! Create your own fighting style, combining magical and physical attacks!

Mystic Heroes™

Coming September!

Coming Soon!

PlayStation®2



©2001 Koei Inc. All rights reserved.

Pac-Man Fever



Publisher: PS2
Namco
Developer: Namco
Players: 1-2 (1-4 Multi-tap)
Also On: GameCube
Extra Incentive: Add \$30 for a tap
Web Site: www.namco.com

Best Feature: Super-deformed Heihachi
Worst Feature: Massively bloated Ms. Pac-Man

Imagine a *Mario Party* with most of the fun sucked out—that's the feel of this hastily cobbled-together offering. Super-deformed versions of *Tekken's* Heihachi, *Ridge Racer's* Reiko, Mr. and Ms. Pac-Man, and others waddle through badly constructed 3D "boards" in search of coins, raffle tickets and just over 30 minigames. Problem 1: Namco characters don't have the same draw as Nintendo plumpers. Pac-Man was cool when he looked like a pizza; now he resembles Mr. Potato Head with acute liver failure. Problem 2: This is a snore-fest, made all the more yawnsome when you discover you have to watch the computer players take their turns in their geriatric entirety. Most minigames involve just stabbing the X button, and the *Fever* babysits you through 'em, halting any creative interactivity. I was unable to affect the outcome, too; all I could do was purchase dozens of raffle tickets in hopes of winning more tickets that unlock extra minigames. A few decent diversions, but the only "fever" I experienced was a spasm brought on by boredom. **David H.**

VISUALS SOUND INGENUITY REPLAY
4 3 2 5

Egg Mania: Egostreme Madness



Publisher: Kemco
Developer: HotGen
Players: 1-2 (8 alternating)
Also On: PS2
Kind of Like: Reverse Tetris
Also Try: *Super Monkey Ball 2*

Best Feature: Fast, competitive two-player mode
Worst Feature: No four-player game!

I never realized how many words in the English language can be reworked to fit an egggy theme: 'til *Egg Mama* happened along. And while the title and theme of this puzzler kinda suck...well...eggs, don't let them deride you altogether. The game itself is actually very addictive. The nuts and bolts of it: Build a tower out of falling pieces to boost you up toward the goal before your opponent reaches it—it's a simple concept that offers a fun twist on the falling-block model of a *Tetris* or *Doctor Mario*. It also offers about as much depth—a few additional modes extend replay some, but it's the competitive two-player and main games that are the focus here. I've also got to give a nod to the music: Catchy tunes that won't get on your nerves during play but will still haunt you days after your last game. Too bad there's no four-player mode—that just seems like a no-brainer for a puzzle game on the 'Cube... You're either going to be addicted to or disinterested in *Egg Mania*, so rent it first and see if it's exceptional (sorry) enough to add to your collection. **Jonathan**

VISUALS SOUND INGENUITY REPLAY
4 8 6 7

Super Monkey Ball 2



Publisher: Sega
Amusement Vision
Developer: 1-4
Also On: None
Featured In: EGM #158
Best Feature: Lots of minigames
Worst Feature: No free-look camera
Web Site: www.sega.com

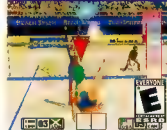
Most of us *Monkey Ball* fans would have been content with a level-expansion pack for the original game, and in a lot of ways, that's what *SMB2* is. Barring a ridiculous story that tries to give personality and purpose to the starring monkeys (just a terrible, terrible idea), *SMB2* is just a souped-up version of part one. Almost every stage has some kind of clever gimmick: dominos to dodge, switches to activate, erratically moving platforms, and some neat tricks with steps, drops and elevators to make you think about that third (vertical) dimension a lot more. I'm impressed that the developers were able to expand so much on what seemed like a very one-dimensional concept. But while I really admire AV's creative ideas and attempt to step up the gameplay, I just didn't get into the new dynamic like I did with the old game—most stages are too annoying to go back to a second time, especially since the novelty of encased primates has all but worn off. Fortunately, the physical limitations of a real-life ball monkey don't apply here, and the minigames have gotten more numerous and enjoyable as a result. All the games from the first title return revamped, and new diversions like *Monkey Tennis*, *Monkey Baseball* and *Monkey Shot* (a light-gun-inspired shooter) are simple fun for gaming in groups. Alone, neither the mini- nor the main games make *SMB2* a must-buy, but together, they're a tough package to turn down. **Jonathan**

While *SMB2* doesn't play much differently than its predecessor, it makes up for it with devious level designs. Some of the puzzles here are downright mean (but they're not annoying or impossible, thank goodness). You just won't be flying through *SMB's* *Story Mode* in one sitting. Honestly, you'll probably only play the single-player game long enough to unlock all the awesome minigames—that's where *Monkey Ball 2* really shines. Getting together three friends to play *Monkey Billiards*, *Race*, *Baseball*, etc., is the most multiplayer fun I've had since *Super Smash Bros. Melee*. Fans of the series and newcomers alike will not be disappointed. **Greg**

Amusement Vision has really outdone itself this time. Everything the original offered—a great one-player puzzle game, multiplayer action, tons of minigames—*SMB2* takes to the extreme. The single-player is still awesome (especially with the addition of themed *Story Mode* levels), but what really launches *Monkey Ball* into the stratosphere is the multiplayer. Once you get this game (and you should), you'll probably be calling in sick all the time because you've accidentally stayed up the night before 'til 4 a.m. playing with your buds. It's that addictive. The only things missing from *SMB* now are Internet play and a puzzle editor. **Chris**

VISUALS SOUND INGENUITY REPLAY
7 7 7 9

Beach Spikers



Publisher: Sega
Developer: AM2
Players: 1-4
Also On: None
Featured In: EGM #155
Web Site: www.sega.com

Best Feature: The depth of the Create-A-Player
Worst Feature: Not enough minigames

Long ago, most sports games were less simulation and more arcade-style, white-knuckle action. AM2's *Beach Spikers* is reminiscent of those days of old, with a simple, two-button control scheme and the most addictive gameplay this side of *Virtua Tennis*. You'll spend most of your time in *World Tour* mode, where you create a team and go head-to-head with a long line of opponents. Before you get on the court, you can have plenty o' fun customizing your team's look. Want to be suborned or jaundiced? No problem! It's just too bad you can't go back and edit anything later—new swimsuits or accessories you unlock will have to go to a different duo. *World Tour's* other drawback is that it's just volleyball. Why not throw in an occasional minigame from the *Versus* mode to keep things interesting? *Spikers* has a handful of 'em for two players, like the hot-potato-style beach bomb and a button-mashing football that help bump up the replay value. This is a great alternative for gamers who don't live near a beach (or who just wanna ogle cute womenfolk). **Chris**

VISUALS SOUND INGENUITY REPLAY
7 5 6 8

Mystic Heroes

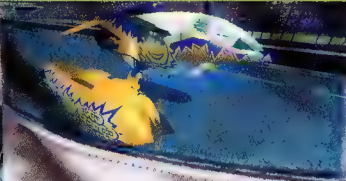


Publisher: Koei
Developer: Koei
Players: 1
Also On: None
Featured In: EGM #158
Web Site: www.koeligames.com

Best Feature: Rune-based combat system
Worst Feature: Attack, run and wait battle cycle

Americans tend to think that more is always better. Apparently, the Japanese dudes at Koei think the same way. They've definitely embraced this philosophy in *MH*—it's like *Dynasty Warriors 2* with a twist of classic RPG. The ratio of enemies to you is oh, hmmm...a gazillion to 1! Sound unfair? Actually, it's not, since most of the bad guys stick to groups and only pounce on you when you get too close. Stay your distance and they'll stand as still as a bamboo forest. But say they do come, after you've shouted the fifth obscene remark about their mothers. Not to worry—just jog around the battlefield (you'll always outrun your pursuers) and let your allies take care of the hordes for you. All this waiting and running does get boring. But you do get a primitive satisfaction out of whacking enemies with the special attacks you select before battles. The combat system accented with collecting runes is also fun, but it isn't enough to elevate this glorified beat-'em-up. Truth is, it's too simplified and repetitive for even the most desperate of action-starved gamers. **Jeanne**

VISUALS SOUND INGENUITY REPLAY
6 5 3 4



IT'S NOT ENOUGH
TO WIN.
 EVERYONE ELSE MUST LOSE.
MISERABLY.



The future of racing isn't guts and glory. It's vendettas and vengeance. On the Quantum Redshift™ circuit, every racer has their own nemesis. So as you top speeds of 900 mph on 16 professional circuits, your goal is two-fold: Grab the checkered flag and dog your rivals. And to make things even more interesting, the 16 ships come with a total of 100 weapons.

Quantum Redshift

Race. With a Vengeance.

www.quantumredshift.com

**ONLY ON
 XBOX**

TEEN
T
 MILD VIOLENCE
 CONTENT RATED BY
E.S.R.B.

XBOX

www.xbox.com



Animal Crossing



Some events are dependent on time. For instance, if you want to get credit for attending early-morning calisthenics (left), you've gotta stop by between 6 and 7 a.m. each day. If that's not your bag, you can cheat and advance the clock. But you would never do that now, would you?



Some people are going to be turned off by *Animal Crossing's* concept: a game with no discernible ending, where you're free to do (almost) whatever you want, and your most difficult task is finding out who's got Camofrog's comic book. They don't know that they're missing AC: it's like having a virtual community inside your TV. When you're not trying to find that comic or running other errands, you're buying stuff for your house, playing classic NES games, designing T-shirts, writing letters.... OK, I know it sounds super lame, but trust me—it's a blast. If you've got friends playing too, you can visit their towns and suddenly there's even more you can do. For example, I went to Jeanne's town and wrote a message on her bulletin board that she can't erase ("Kneel Before Zodi!"). Then I made friends with all her townspeople, running errands for them so they'd wonder where the hell I went after I left. Along the way, I picked all the fruit I could stuff in my pockets to sell back in my town for some big coin. And finally, I wrote letters to her neighbors (told Robin she "smelled like a monkey's ass") and to Jeanne ("I like this town.... I'm going to chop down all your trees"). When it was all over, I kicked back in my house and played some *Donkey Kong*. Now that's life! AC's not without problems—the graphics are blocky and the interface isn't streamlined—but this is an addictive game I know I'll be playing for months to come.

Publisher: Nintendo
Developer: Nintendo
Players: 1
Also On: None
Featured In: EGM #158
Best Feature: Huge amount of things to do
Worst Feature: Clunky interface
Web Site: www.animal-crossing.com



Wish you could escape the humdrum routine of school/work and venture off to a tropical island and make friends with local wildlife? Then come to *Animal Crossing*, where no one else in town is human and the fish and bugs are plentiful.

Once you arrive, there's so much to do—and plenty of time to do it. This game has no real ending at all: no princess to save or evil overlord to defeat. Instead, your time is filled with other, less-stressful activities: run errands for the townspeople, pull up weeds, chop down overgrown trees, sell fish and bugs so you can pay off your house, play Nintendo classics like *Balloon Fight* and *Excitebike*, and send letters to your new animal friends. And you can do even more with the GBA Link and eReader. Or, know someone else playing AC? All you need is his memory card, and you can hop on a train to his town and check it out. And who knows, maybe someone from there will move to *your* town.



Real-world holidays are celebrated in the world of *Animal Crossing*, too. So cancel those plans with friends to stay inside curled up with the TV.

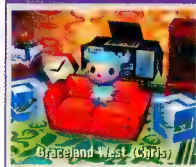
Chris

One day, a super-cute game called *Animal Crossing* was born and blew gamers away with its novel *Hello Kitty-meets-The Sims* concept. Girls reveled in playing "house" with their characters and designing their clothes. Boys didn't know what to think at first, until one visited his buddy's town and saw that his pal had a cool space shuttle and he didn't, thus sparking a fierce competition. But the road to rewards was wrought with potholes, like a poor item interface for buying/selling, un-bypassable dialogue diarrhea, and for many, the lack of a clear "win." Yes, AC is an acquired taste. But for the right person, it's like being addicted to sugar but never getting sick. **Jeanne**

A game with N64-quality graphics, sub-par sound and really no point to it...I love it. You'll spend months puttering around your town, planting trees, collecting bugs, and paying off your mortgage (seriously). Sounds stupid, I know. But once you start playing, you won't be able to stop. Get a couple friends into the game and start travelling between each other's towns. You'll be delighted as you watch your villages grow and their inhabitants interact with each other. The other EGM-ers think Jeanne, CJ and I have gone insane when they hear us getting excited over something like finding a new type of fish, but that's what AC does to you.

Greg

A TOUR OF EGM'S ANIMAL CROSSING HOMES



Gracejand West (Chris)



The Zen, Zoy (Jeanne)



The Gobbie Air (Greg)

VISUALS	SOUND	INGENUITY	REPLAY
3	5	9	10

GUNGRAVE™



Unlimited Ammo. Because Reloading Takes Too Long.

- Exact your deadly revenge with precision and grace.
- Unlockable secret movies and action figures.
- Dramatic movie-quality cut-scenes.
- Super-powered special weapons.
- Destructible environments.
- Nightmarish boss battles.
- Disposable enemies.



MATURE
M
BLOOD
VIOLENCE

SEGA

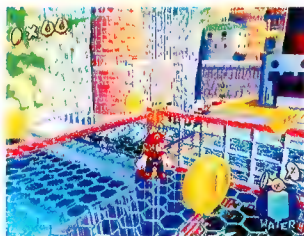


PlayStation 2

© 2002 Sega. All rights reserved. Gungrave is a registered trademark of Sega Computer Entertainment Inc. www.sega.com



Super Mario Sunshine



Publisher: Nintendo
Developer: Nintendo
Players: 1
Also On: None
Featured In: EGM #158
Best Feature: Gameplay variety and control
Worst Feature: Lazy, awkward camera
Web Site: www.supermariosunshine.com



He's finally back. Six long years we've waited since Mario's last proper adventure, *Mario 64*. We've passed the time replaying his old hits on the GBA (*Mario Advance 1 and 2*), different console party games (*Mario Parties*), sports games (*Golf and Tennis*) and spinoffs (*Paper Mario*); we even gave his brother a shot in *Luigi's Mansion*. But all the while we were still waiting for another true Mario game, and now that it's finally here, we're happy to say it's everything we've been waiting for. *Super Mario Sunshine* is awesome. It doesn't redefine the genre the way *Mario 64* did, but it is a fully realized and worthy sequel to that game, and reason enough by itself to own a GameCube.

The goal of the game is to collect Shine sprites—little sun-shaped icons that have been lost or hidden throughout *Sunshine*'s



For what seems like such a kid-friendly game, parts of *Sunshine* are surprisingly difficult, like the fun little section above.

seven worlds and the one central hub that connects them all. Sometimes earning a Shine is only a matter of completing a simple task: beating a boss, collecting coins, or getting from one place to another intact. Other times it's a bit more complicated—and more interesting. Levels challenge you with unique little puzzles: How can you get those giant sleeping turtles off the beach so the flowers can grow

back? Which way should you roll that huge melon to get it down the mountain, past the bad guys, and to the fruit-smoothie shop intact? How the hell are you supposed to get all the way up to the tippy-top of that giant windmill? Plus, levels change depending on which Shine you're after. The same island village might be sunny and pristine for one Shine, then dark and coated with goop the next.

All this variety does a great job of keeping *Mario* fresh and exciting. The method of getting each Shine is almost always different than the last, and there's always a choice of which Shine to go after next—if you're tired of one world, head to another instead.

Graphically, *Sunshine*'s tropical theme makes for bright and colorful environments, even by Mario standards. You'll find coral reefs, climb palm trees, and explore beaches at sunset, just to name a few. While it may not be as eclectic a group of locales as past Mario games (i.e., no ice world, lava world, desert, etc.), there's still a great variety.

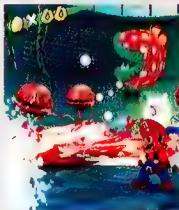
But unfortunately everything is not bright and sunny in Mario's new game. One big

Cont. on page 200

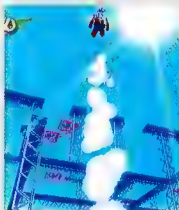
MARIO'S PARTNER IN SHINE



Co-starring in *Sunshine* is F.L.O.O.D., the Flash Liquidizer OverDousing Device. Besides giving advice on what to do next (it talks), it has different abilities depending on which nozzle is attached:



The standard **SPRAY NOZZLE** is good for hosing down enemies, clearing away goop, or anytime you need to precisely aim a blast of aqua. It's the default nozzle and the one you'll use most often.



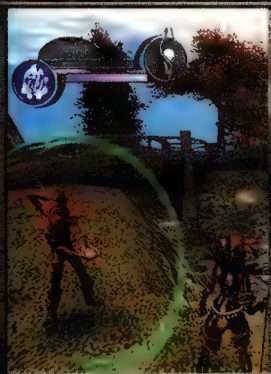
The **ROCKET NOZZLE** doesn't come in handy too often, but when you need to get up really high, really fast, it's literally the only way to fly. (Sidebar cont. on next page.)

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



Blood
Violence

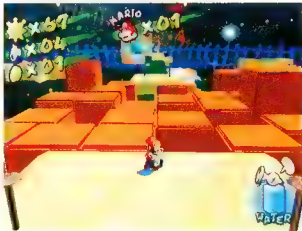


Super Mario Sunshine (cont.)



Cont. from page 198

Mario can butt-stomp his way into underground tunnels (left) and use them as shortcuts to various parts of the levels. Certain areas (below) are horribly dull graphically, but you'll need all your old-school platforming skills to make it through (usually you won't have your waterpack either).

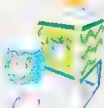


COLLECTIBLES

In addition to the Shine sprites you're after in each level, you'll find other items to help you on your way. Spray water around or kill enemies to find stuff like:



Different fruits (bananas, melons, etc.) will beckon Yoshi to hatch from his egg or refill his stomach with juice when he gets low.



Most times you'll refill your waterpack in the ocean or river, but these water bottle power-ups will do the trick as well.



For some Shines you'll have to find eight red coins (often within a time limit), usually placed in nasty, hard-to-reach places.



Collect 100 normal coins in any level to reveal a Shine. Each coin also heals one tick of health, so save them for when you're hurt.

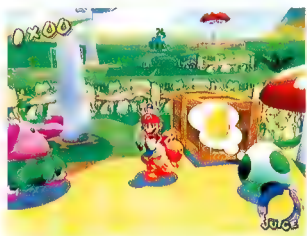


Complete minor tasks or search nooks and crannies for hidden blue coins. Every 10 you earn can be traded for one Shine.

problem all three of our reviewers have is with the game's camera. It helps that you see a silhouette of Mario whenever he's behind a solid object, but it's just not enough. You spend way too much time doing the work the game should do itself, adjusting your view with the C-stick (zoom in, out and around) and Y button (for a limited first-person view).

But is this flaw fatal? Luckily, the answer is no. The camera is usually bearable once you get used to adjusting it, and Mario's good qualities—the wide variety of gameplay and elegant controls—overpower this one annoying drawback.

So whether you've loved Mario since day one or never picked up one of his games before, it doesn't matter. This is one of the best, most clever and simply enjoyable platform-action titles ever made. Don't miss it.

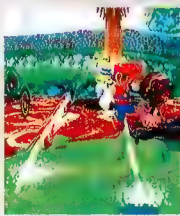


Yoshi won't come out of his egg unless you bring him the certain kind of fruit he's thinking of (above). You can't use your waterpack while riding your dino buddy, but the stream of juice he spits can uncover new parts of levels or turn enemies into platforms that you can jump on.

MORE NOZZLES



This **JET NOZZLE** is easily the coolest attachment—it lets you bust through certain doors and skim across water at turbo speed. It's also great for getting around quickly.



You grow so dependent on the **HOVER NOZZLE** to extend your jumps and land safely, you'll really miss it during the few sections of the game where it's taken away.

Hunting ghosts, surfing squid, spinning slots, riding roller coasters, brushing a giant eel's teeth—the beauty of *Sunshine* is in all its unique (and often quite bizarre) little missions, and the sheer variety of gameplay used to achieve them. (The list of ingenious uses for Mario's water pack alone is more than most other games achieve.) Of course, *Sunshine* has the *Mario* staples you'd expect as well—jumping, climbing, swimming, etc. In fact, parts of the game pay direct homage to the old days: You hop through no-fills obstacle courses as a remixed version of the classic *Mario* theme plays in the background. Although they look embarrassingly plain, these sections are retro gaming with a point: a return to the simple joys of straight platform gameplay, where steady nerves, quick thinking and quicker reflexes are necessities. Luckily, *Sunshine* also recalls previous *Mario* adventures in its solid, intuitive controls. All the moves in the plumber's gigantic arsenal become effortless after just a few levels, and yet you'll be discovering new-and-improved methods even after "finishing" the game. (There are plenty of extra secrets and optional areas to find.) Only one problem keeps you from becoming one with Mario as you play—the camera. You spend way too much time adjusting it in *Sunshine*'s activity-packed levels, often unable to get the angle you really need. It's the one flaw in an otherwise outstanding game. **Mark**

Super Mario Sunshine is 100 percent pure, unadulterated fun. The moment you start playing, everything just clicks—the same way it did with *Mario 64*—and you immediately know you're in for a hell of a ride. *Sunshine* improves upon *64* in just about every way, with better controls, more moves, larger (much larger) worlds and a multitude of secrets to keep even hardcore players busy for weeks. *SMS* is a lot harder than I expected it to be, too, which is refreshing. Of course, it's not perfect—the camera can be really annoying sometimes, and I miss the sheer variety of *Mario 64*'s levels—but overall, it's pretty darn close and an absolute blast to play. **John R.**

The only major gameplay upgrade you'll find in *Sunshine* is the waterpack *Mario* carries around. But it adds an entirely new dimension to the game—this isn't just another *Mario 64*. Now you need to think of even more creative ways to finish levels and defeat bosses. It forces you to look at every situation in a completely different way from all the previous games in the series. I have to admit, I wasn't too into it at first, but after a while I found myself understanding what the game was expecting from me and enjoying the whole experience a lot. Yes, the camera is still a little screwy (a throwback to the *M64* game), but not to a point that *SMS* is unplayable. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	8	9

Tetris® is back.

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



• The most popular videogame ever created is back with a new look and variations.

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



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

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

(Two players only on Game Boy® Advance)

Deceptively simple, completely addictive.



GAME BOY ADVANCE



PlayStation.2



Sega GT 2002



Publisher: Sega
Developer: Wow Entertainment
Price: \$49.95
Also On: None
Featured In: EGM #158
Best Feature: A very unique GT mode
Works Feature: Difficulty balance is a little skewed
Web Site: www.sega.com

Sega tried doing a GT game once before (on the Dreamcast) with mixed results, but they got it right this time with *Sega GT 2002*. And if you're only expecting a *Gran Turismo* wannabe on the Xbox, you're going to be pleasantly surprised.

Sega GT does feature a bunch of licensed cars that you can buy, sell and upgrade as you see fit (depending on how much money you win, of course), but the event setup is really unique (see sidebar).

On the arcade side of the game, you'll find not only a single-race mode, but Chronicle mode. Chronicle lets you choose one classic car (usually a Japanese one—another unique aspect of *Sega GT*) and race through four decades of competition. Start out facing off against vehicles from the early '70s and work your way up through the decades. It's a neat feature that adds a little originality to a genre that's been getting a tad stale as of late.



TESTING

Like PS2's *Gran Turismo 3*, *Sega GT 2002* features a collection of license tests that you have to pass in order to progress.

But *SGT's* setup is pretty original. You need to earn the right to take each test by finishing in the top three for every race on a given tier (see screenshot). It's much more difficult than it sounds, as the competition ramps up swiftly between tiers.

In the meantime, you can compete in Event races. These are usually limited by make, power or drive train, just like most of the races in *GT3*.

Left: Chronicle mode puts you in the cockpit of yesteryear's Japanese and American cars. Below: Win trophies, take snapshots of your victories, and buy lots of cool junk at the store. Then display it in your garage to give it that lived-in look. An ultimately useless, but very cool, feature.



Finally, Xbox gamers don't have to envy PS2 owners for *Gran Turismo 3*. Well...OK, maybe they still have to envy those smug jerks a little. But *Sega GT* is one sweet game and exactly what racing fans on this system have been aching for since they got done with *Project Gotham Racing*. It's got the wide selection of cars (from Chevy to Mitsubishi), detailed setup options and, as you'd expect from a Sega game, some excellent handling. Some gamers might find these cars a little "floaty" at first, but buying the right suspension parts will fix that right up. In fact, video-racing vets in particular will notice that brute horsepower is not the way to win in *Sega GT*. Take my advice: Concentrate on learning each course and buying a light, nimble car. You'll be way more competitive. That said, more casual gamers will definitely be turned off by the pace of the game. Often I found myself running up against a wall, having to go back and rerace a bunch of different events in the hopes of earning enough money to progress in GT mode. It's a bit of a buzzkill and *Sega GT's* biggest problem. But if you're like me, the extensive options and really cool collecting aspects (you actually display trophies, pictures of your cars and other trinkets in your home and garage) will probably be enough of a hook to keep you coming back for more. Or maybe I'm just doing old and longing for home ownership.... I dunno.

Che

If you're going to cop *Gran Turismo's* chops, you better be ready to go all the way. Luckily, Sega decided to pull out the stops with this one. *SGT's* handling feels loose and sluggish at first, but once you start buying nicer cars and get to know how their weight distributes around corners, *Sega GT's* gameplay sucks you into the zone and keeps you there. The more hardcore under-the-hood tweaking (e.g., gear ratios and camber adjustments) has been streamlined so even non-auto buffs like me can make educated choices. My only complaint for this otherwise great racer is *SGT's* aggressive A.I. opponents who frequently try to run you off the road. Jerks.

Che

I'm a nostalgic sap, so for me, *SGT* is all about the Chronicle mode. I could race RX3s and 2402s 'til long after they'd have rusted out in real life and still not want to hang up my keys. Even beyond the throwbacks, though, *SGT* is the game you have to buy if you're starving for a new *Gran Turismo*. It borrows from the best of Sony's series, but its own unique GT mode, aggressive A.I. and simplified upgrade system make *SGT* feel like a very different game. Some mods are unrealistically potent or ineffective, and you can't make any poor decisions when trading in reward points, but spend some time getting to know *SGT's* idiosyncrasies and you'll have a blast.

Jonathan





Bound by
family blood,
He must return
to the castle.

Tortured by
his dark fate,
He must recover
Dracula's lost relics.

Cursed with
perilous dangers,
He must rid
terror from the land.

And amid the
depths of evil,
Solve the mystery
of a lost friend.

"A GBA Masterpiece."
Pocket Games

Castlevania[®]

Harmony of Dissonance



GAME BOY ADVANCE



Animated Blood
Mild Violence

Bruce Lee: Best of the Dragon



Publisher: Universal
Developer: Ronin
Players: One
Also On: None, thankfully
Featured In: EGM #153
Web Site: universalinteractive.com

Best Feature: Bruce's chicken-like chirps and clucks provide comic relief
Worst Feature: Awful control

A Bruce Lee game seems like an excellent idea: Imagine controlling the late martial-arts maestro as you re-create scenes from his films. Well, put those lofty dreams on the shelf and steer clear of this stinker, especially if you're a fan of Bruce's work. This game completely fails to capture the spirit of this legendary figure. It's a bargain-basement brawl filled with endless hours of faceless ninjas to clumsily pummel. Surprisingly, the developers did manage to get Bruce's multitude of moves into the game. However, all the moves in the world can't make the game fun, as the combat engine crumbles due to imbecilic computer AI, poor collision detection, a terrible camera and a retarded lock-on system (often, the enemy you're forcibly locked onto will walk off screen due to wild camera movements, and you'll be unable to attack him...or anyone else.) **Moving and fighting just feel utterly, terribly wrong.** Combine this lame gameplay with gaudy graphics, wretched acting and a mercifully short quest, and you've got one of the worst Xbox titles to date.

Shane



Gun Metal



Publisher: Majesco
Developer: Rage
Players: 1
Also On: None
Featured In: EGM #154
Web Site: www.gun-metal.com

Best Feature: Simple, arcade controls
Worst Feature: Overwhelming blandness

Xbox owners who are restlessly anticipating incoming mech shooters like *Steel Battalion*, *MechAssault* and *Robotech* might want to sake their thirst with a glass of *Gun Metal*. I said "might." In its favor, switching your Havoc Suit between its air- and land-based modes is simple. And firing your missiles, torpedoes, rockets, machine guns and the rest is a snap thanks to the smartly arranged controls. Unfortunately, the rest of the game isn't nearly as successful. The graphics, although smooth, are bland and unimpressive, especially for an Xbox game. **The missions themselves are similarly uninspired, like the dreaded escort mission we've seen done a hundred times before.** The difficulty ramps up rather quickly too, with some missions worthy of a controller-destroying fit. And since the levels unfold in a painfully linear fashion, this means if you're stuck...you're stuck. Laughably over-the-top voice acting from your commanding officer doesn't help motivate you, either. *Gun Metal* isn't horrible, but it's certainly nothing special.

Milkman



NFL Fever 2003



Publisher: Microsoft
Developer: Microsoft Game Studios
Players: 1-4 (2-8 Network, 2-4 Online)
Also On: None
Featured In: EGM #158
Best Feature: Fancy graphics
Worst Feature: Cheap computer tactics
Web Site: www.nflfever2003.com

Fever has its moments (I'll get to those) but too often relies on cheating to keep the playing field level (so to speak). Imagine this scenario: You're two yards away from the end zone with a fresh set of downs. You play it safe by running straight up the gut for what seems like a sure touchdown. As you sprint for a big hole, a defensive lineman five feet away instantly releases from his block and drills your ass to the ground like he was shot out of a cannon. The maneuver is not only cheap but goes completely against the laws of physics. Even more frustrating are the sneaky tactics of the defensive backs. Typically, against the pass, they proceed ahead of their man (which is weird) and then interfere by slowing down in the running path or worse yet, breaking to the ball without even looking back at it. Sometimes they seem to know the routes better than the receivers themselves. Tactics like these will piss off hardcore players, guaranteed. **On the flip side, for a two-year-old series, *Fever* is only some tweaks and adjustments away from being pretty good.** Its crisp graphics and overall smoothness are nothing to take for granted, either. Heck, some veteran football games (I won't mention names) still can't get that right. I also like the practice drills but wish there were a lot more of them. Finally, online play is OK, but even with a broadband connection, we experienced a little lag in the player switching.

Dean

Although *Fever* may give hardcore ballers like Dan "Livid" Leahy a nasty rash, it's candy to less-demanding sportsfans like myself. It's not nearly as deep features-wise as veterans like *Madden* or *NFL 2k3*, but *Fever* does have its good points. A thumbs-up for the easy-to-follow playbooks (which show routes superimposed over the actual playfield) and the user-friendly controls. It is this exact combination that helps me dominate Dean "Harried" Hager over the relatively smooth Xbox Live network. Does *Fever* have the legs to hang with the big boys? Nope. But **its pick-up-and-play simplicity makes it the perfect bet for entry-level QBs.**

Milkman

Year two of *NFL Fever* brings us this exciting innovation: Play 5-, 10- or 15-minute quarters in Franchise mode! Last year you could only play five. Isn't that right? [end sarcasm] I had hoped for a lot more, but it seems like the push to get it online was all *Fever's* developers focused on. A flashy overall style and good basic engine put *Fever* on the cusp of something very good. But I want more animation than the choppy, bot-like actions here. I want fewer five-second camera pans and more play. I want player models that don't resemble The Hulk. Casual gamers might enjoy *Fever's* football-like style and high-scoring affairs. I don't.

Dan L.



Street Fighter Alpha 3



Publisher: CAPCOM
Developer: Crawfish
Players: 1 (1-2 Linked)
Also Try: SSF II Turbo Revival
Featured In: EGM #156
Web Site: www.capcom.com

Best Feature: Arcade-quality gameplay
Worst Feature: Poor use of GBA button layout

It's seriously time to release some proprietary hardware for these portable *Street Fighter* games. Here I've got my favorite SF title of all time with new characters, impressive graphics and animation for a handheld, and all three "isms" faithfully reproduced, but also a control scheme that makes me wish I'd never been cursed with human digits. **I actually taped my hands to the GBA at one point, leaving my fingers slightly fevered to enter the necessary access codes that call up a medium punch.** I'm not sure there is a solution to mapping six totally essential attacks to four buttons, and the developers really tried to make things easier by incorporating "simple" combos and plenty of time for multitouch-command entry. But to really appreciate this game's combo system and playing styles, you've got to have fast access to every attack. It's unfortunate—*SA3's* otherwise a fantastic port, so casual gamers and handheld owners can probably enjoy its simple pleasures in this form. Anyone expecting to reliably pull off a 20-hitter with Adon: Forget it.

Jonathan



Triple X



Publisher: ACTIVISION
Developer: Digital Eclipse
Players: 1
Supports: None
Pronounced: "Triple X"
Web Site: www.activision.com

Best Feature: Big levels are a decent challenge
Worst Feature: Gameplay offers nothing new

It's no secret that most movie-based video games turn out to be total crap. After the horror that was *Attack of the Clones*, I thought for sure I was about to be subjected to another round of fully licensed handheld garbage with *XXX*. Fortunately, this was not the case. While *XXX* does nothing to expand on the aged genre of big-guy-with-big-guns action games, it does provide a solid five or six hours of decent platforming fun. The side-scrolling levels—which make up about 75 percent of the game—are fairly generic in concept (lots of climbing, jumping and shooting while looking for key cards and the like), yet somehow I found myself eager to press on. Maybe it was the vast, almost maze-like stages, or maybe it was just my desire to get 100-percent kills on every level (not hard at all, mind you—just addictive in that special obsessive-compulsive kind of way). The other three levels—all *Road Rash*-esque motorcycle chases—are cool-looking, but not very exciting. In all, *XXX* is too short to be worth a purchase, but it's definitely good for a one-day rental.

John R.





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

BRUCE LEE™
QUEST OF THE DRAGON



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



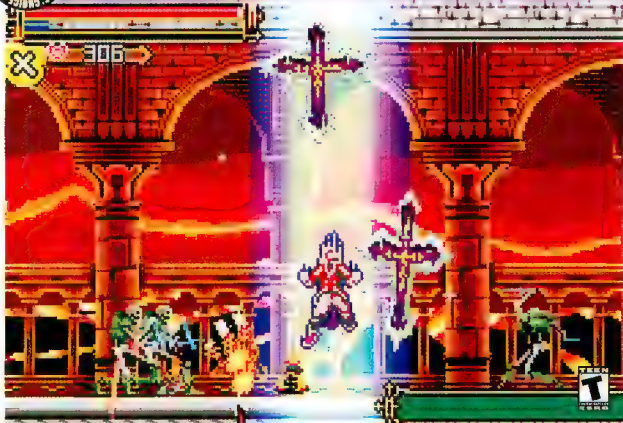
Suggestive Themes
Violence



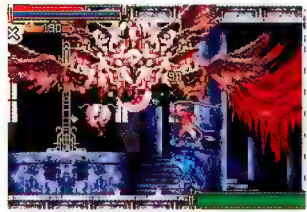
UNIVERSALINTERACTIVE.COM



Castlevania: Harmony of Dissonance



Once you finish the main game, you'll unlock Boss Rush mode, which pits you against each of the game's cool-looking (but ultimately wimpy) bosses one after another in a survival contest. If you're old enough to remember the classic "Konami code*," try inputting it at the Konami logo before playing this mode for a sweet bonus.



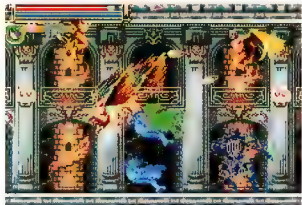
Publisher: Konami
Developer: Konami CET
Players: 1
Platforms: GAME BOY ADVANCE
Age Rating: EGM #355
Castlevania: Circle of the Moon
Deep, engaging gameplay (that you can actually see now!)
Best Feature: Boss fights could be more varied and challenging
Worst Feature: Boss fights could be more varied and challenging
Web Site: www.konami.com



Vampires, skeletons and phantoms aren't the only hideous creatures wandering the castle. All the collectible furniture lying about could mean only one thing: Martha Stewart was here. Run for your lives!

Last year, Konami's *Castlevania: Circle of the Moon* raised the bar for handheld side-scrollers with its addictive action, deep gameplay and amazing playability, then went on to earn EGM's coveted Handheld Game of the Year award. This year, the series draws further inspiration from its PlayStation 1 forefather, *Symphony of the Night*, to bring an even bigger, better vampire-hunting adventure in the form of *Castlevania: Harmony of Dissonance*.

HoD takes place in 1748, almost a century before the last game, and stars Juste Belmont, a direct descendent of the original whip-totin' badass, Simon. Improvements abound in *Harmony*, but the most obvious come in the graphics department. *Dissonance* features big, colorful visuals with great animation and gorgeous backgrounds. Gameplay has been refined as well, with an entirely new magic system (see sidebar) and of course, a massive new castle loaded with hidden rooms and other secrets to discover.



Harmony of Dissonance ditches the card-based magic system of its predecessor for an all-new fusion system that involves attaching elemental spell-books to your sub-weapons for a wide variety of killer attacks and moves. With six minor weapons and five unique spell books, Juste has an arsenal of 30 different incantations to choose from. Of course, spells use up MP (Magic Power), so you'll need to be careful about when and where you use them. But if you find yourself in a pinch, there's no better way to clean house than to hit the books.

Harmony of Dissonance has the same feverishly addictive qualities that made the last two 2D *Castlevania* games—*Symphony of the Night* and *Circle of the Moon*—such an absolute joy to play. The perfect mix of action and exploration keeps you constantly coming back for more in hopes of opening up more of the castle map and beefing up your character. It's so addictive, in fact, that I **couldn't put it down**. Several nights in a row I found myself playing until two or three in the morning, continually promising myself that I'd go to bed after finishing "just one more area." It doesn't hurt that the graphics are amazing, totally destroying those of last year's *Circle of the Moon* (without any need for an industrial-lighting solution to see the screen, mind you). And the gameplay is extraordinarily tight, with a wide variety of well-designed levels to explore, a ton of equipment and items to find, cool ability-enhancing Relics and more. Of course, all is not perfect: Boss battles are way too easy (only the last boss poses any real challenge—quite out of character for a *Castlevania* game), and the music took quite a hit from the incredible tunes of the last game. But on the whole, this is one superb game. If you're a fan of the *Castlevania* series (or side-scrollers in general), you would be doing yourself a great disservice by not picking up *Harmony* as soon as possible. It's one of the best GBA games so far.

John R.

Circle of the Moon was a really good game, but *Harmony of Dissonance* is great. Just about everything I didn't like about the first GBA vampire-slaying adventure has been fixed here. An easy-to-use magic system replaces the overly intricate card system from the last game. Juste Belmont controls really well and has a limp whip (quit giggling!). I could go on and on, but I think the part that convinced me of *HoD*'s excellence was that I started playing it and didn't stop until I beat it. Well, except to eat and sleep (Shoe made me work a little once in a while, too). I haven't been this into a *Castlevania* since *Symphony of the Night*. That's saying a lot.

Greg

Wow, and I thought *Circle of the Moon* was good. *HoD* utterly outclasses it (and every other GBA game to date). Konami condensed everything that's so great about *Symphony of the Night* into a handheld game—the labyrinthine castle, copious items and stylish graphics. Juste's gameplay perfectly combines traditional Belmont whipping with Alucard's magical acrobatics. It's a thrilling, engrossing adventure that sucks you back in for more just when you thought it was over. My only gripes concern the low-fi music and overly easy bosses, but neither of these issues really impacts the game's greatness. Overall, it's a spectacular effort.

Shane

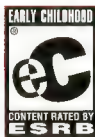


*Don't know the code? For shame. Up, up, down, down, left, right, left, right, B, A

THE ESRB VIDEO & COMPUTER GAME RATINGS

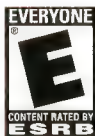
**Find out whether a
computer or video game
is right for your home.**

Learn more about the Entertainment Software
Review Board rating system and how games
get rated on www.esrb.org.



EARLY CHILDHOOD

Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.



EVERYONE

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



TEEN

Titles rated "Teen (T)" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.



MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.



ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



RATING PENDING

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

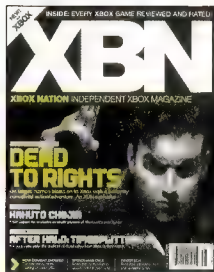
This message is brought to you by the Editors of:

ZIFF DAVIS MEDIA
GAME GROUP



It's okay to judge a

book by its covers.



Xbox Nation: America's **only** independent Xbox Magazine

XBN
XBOX NATION INDEPENDENT XBOX MAGAZINE



Tricks of the Trade



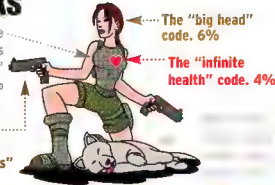
Turning Tricks

So you've bought a spankin' new game. What crazy cheat code do you find hilarious?

Source: Games.com poll, 7/08

The "female breast/panties augmentation" code. 43%

The "crazy and wacky bullet effects" code. 3%



By David S J Hodgson. Brought to you in conjunction with Prima Games *Super Mario Sunshine* spoiled? Check. *Onimusha 2* ripped apart? You bet! A cavalcade of codes, tricks and odd antics this month, including rude pics from *Bloody Roar 3*! Uh-huh. Write us if you're a perv too at tricks@ziffdavis.com

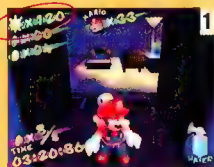
Top 5 Tricks of the Month

1 2 3 4 5

1 Super Mario Sunshine

It's official! **There are 120 Shines** in the game and **240 Blue Coins**. How do we know? Because we've found them all, that's why (1), (2). The Shines break down as follows: Each of the seven main levels has eight Shines, two hidden Shine and one 100 Gold Coin Shine. That's 77. Delfino Plaza has 16, the Airport has two plus the 100 Gold Coin Shine, and Mount Corona (the last level) has 1. Total? 96. OK, now each main level has 30 Blue Coins, while the Airport has one, the Plaza has 19, and Mount Corona has 10. Total? 240. Cash them in at the Raccoon

hut in town to bring the total up to 120. Not only that, but once you beat the game, jump back in for Aloha mode, visit the Sunglasses salesman, and style out in a **Ron Jeremy-inspired shirt** (3). The Sunglasses? Available after 30 Shines. Wahoo!



Super Mario Sunshine

More SMS stuff? You betcha! Here's a trick allowing you to access Stage 7, "Pianta Village," from the beginning of the game. Side somersault from the back of the Shine Gate, to wall jump, then hover onto the white curved platform next to the massive Shine. Then triple jump and hover around to the top of the gate. Now access "Pianta Village" with one Shine! Booyaka!

2 The Mark of Kri

We've uncovered two pretty top-smart codes for Sony's summer hackfest, one making **all enemies tougher**, in case you like the tearing flesh of your muscular foes to be a little more leathery. The second is a bizarre little trick code that allows you to run around the arenas with the **enemy A.I. turned off**—effectively turning the artificial intelligence of the game's

opponents into the ninjas from *Go Dai*. Follow some other general hints, too: **Hint 1:** Watch for other animals that can be used to your advantage; if shot with an arrow, they will draw attention to themselves, not you. **Hint 2:** If you're overwhelmed, lock on and attack a target outside. Rau will leap out of trouble. **All Enemies Tougher:** X, Cir, Squ, Squ, X, Squ, Cir, Cir, X, Cir, X, X.



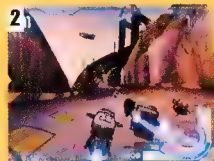
Arena A.I. Off: X, Cir, Cir, Cir, X, Squ, Squ, Squ, X, Cir, Squ, X. Input both codes at Start screen.



3 Wipeout Fusion



Are we good to you or what? Well, too bad. We're still pumping out **top-notch codes**, and these ones for *Wipeout Fusion* are doozies!



We've got all you need to fly through the entire game, except for the Dramamine. In the Cheat menu located in the "extras" section, enter the following

combo to **unlock all features:** X, Tri, Cir, Tri, Cir. For insanely **fast ships**, try Squ, X, X, X, Tri. For comedy **retro planes** (3), slap in X, Cir, Tri, Squ, X. For bizarre **animal craft** (2), tap Tri, Cir, Cir, Tri, X. For **infinite shields**, type Tri, Tri, Squ, Squ, Squ. For **infinite weapons**, try Tri, Cir, X, Cir, Squ. Eagle-eyed gamers may spot pictures unlocking during the game. Check the top-left corner of some of them—that's where the codes are hidden!

Grand Theft Auto III

You keep buying *Grand Theft Auto III*, and we'll keep churning out the codes! The **low-gravity code** (right, R2, Cir, R1, L2, Down, L1, R1 during gameplay) is great fun, but you knew you could **cross the broken bridge** from Portland to Staunton Island after the first mission. Now you can check out the second game area from the beginning of the game. Yowser!

The Game Doctor...is In



Still reeling from buying that *Bruce Lee* Xbox game? Stuck in a level and losing the will to live? Need some sarcastic game advice? Then send your laments to the Game Doctor at tricks@ziffdavis.com. A game and Prima's Official Guide are up for grabs, so write in!

In *Super Smash Bros. Melee*, I can't get Mr. Game and Watch. I beat Classic mode with all 24 characters and still nothing. Do you have a cure?

—*ctdeitz@attbi.com*



OK, here goes. Pause the game. Put down the controller. Drop your pants. Insert your... Just kidding. Listen, it sounds like you did everything right, but let's check, mmmkay? You unlocked every character? You beat Classic mode with each of them? The last time through should trigger the fight. Beat him to unlock him. Check your trophies to make sure you beat the game with everyone. If that doesn't bring you joy, beat Target Test with all 24 other characters or play 1,000 versus games to trigger the duel.

In issue #157, you had an infinite grenade ammunition cheat for *Resident Evil* for GC. I kept trying, but it never worked for me. I was just wondering, am I doing it wrong, or does it only work for the Japanese version? Please tell me!

—*Fabian Flores, via E-mail*

OK. Everyone and their grandmother have now written in asking whether this works, and you know what? It frickin' does, OK? Here's the 411 again: 1. Place all items in item box. 2. Put Grenade Launcher in upper-left item slot. 3. Put Incendiary Rounds in upper-right item slot. 4. Close box, open inventory, equip Grenade Launcher. 5. Open box, select Incendiary Rounds from inventory. 6. Press A twice, move cursor to Incendiary Rounds inside box. 7. Press A twice for more grenades. See? Simple!

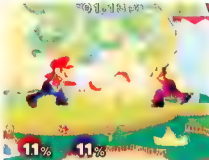


Game Doctor! I was playing video games for eight hours, and I stopped and looked at my eyes. They were all red. This lasted for four days! What has happened? Is this permanent?

—*"a concerned kid," via E-mail*

Right, I'll level with you. My Doctorate is about as real as Lara Croft's cha-chas. But I can tell you that you should be taking 10-minute breaks every hour you play, or you'll end up with eyes like this gal (above). Oh, and go outside. You just

caused some blood vessels in your eyes to burst—they've gone "bloodshot"—and this clears up in days. Don't play video games until your head explodes. Have some restraint!



I've got a great trick for any multiplayer gameCube game. You need one Wavebird, 2-4 Wavebird receivers, and a game that requires 2-4 players. Put all the receivers' frequencies to "1." Now turn on your system. If you've done this correctly, you'll spot that when you press a button on the Wavebird, all the receivers' lights go on! This allows you to control up to four characters on screen at once! *Super Smash Bros.* characters taunting side-by-side. *Agent Under Fire* missions to kill yourself...the possibilities are endless!

—*Paul Gale, via E-mail*

Now this is the sort of trick we like to see. Mr. Gale, sir, you are truly a legend among gamers. Now we challenge you to prove it by unlocking everything in your free copy of *Onimusha 2*, plus the guide!



CODEX

Mike Tyson Boxing
No "Lennox Lewis fall over" codes, but loads of others!

All the codes should be put in at the "Press Start" title screen. You'll see a confirmation if you've done it.

Unlock the works!
Press Squ, Cir, L2, R2
More custom boxer parts
Press L1, R1, X, X, Tri, X



Big Head Mode (hilarious!)
Press Squ, Cir, Up, Down
Small Head Mode (guffaw!)
Press Squ, Cir, Down, Up
zD Mode (Stop! My sides!)
Press Down, Up, Cir, Squ
"Mutant" Mode (whaaaaa?)
Press Squ, Left, Up, Tri

Way of the Samurai
Awesome "petals" action

At last! The infinite petals code! Yes! At the title screen, hold L1+L2+R1+R2 to make loads of petals fall, and Squ to start them again. For full health, press Start, go to Sword menu, hold L1+L2, then tap Down, Up, Down, Up, Right, Left, Cir.



GREATEST HITS REVISITED

Sausage Run

Codes typed in Pause Screen
Tap R1, L1, L1, R2, L1, R1, R2
For **Invulnerability**: L1, R1, R1, L2, R2, R2 for **no gravity**.



GameShark Codes



If one game needs the GameShark bite, it's *Stuntman*. Here's how to make the Stunt Arena actually fun!

STUNTMAN TURBO CODES

Take these codes and input each one per specific car (we chose the best three), then launch them around Career mode or the Stunt Arena!

(M) Must Be On

0E9C7DF21853E59E
0E98F50E0BCCDD8AA

Blue Stuntman Car

DE983002FF19B83

DE98300EFF19B83

DE98300AFE239B83

Heinous' Car

DE9818BAFF19B83

DE981846FF19B83

DE981842FE239B83

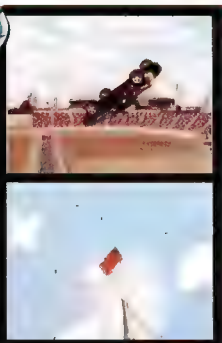
Yellow Ferrari Testicleoaster

DE98263AFF19B83

DE98266EFF19B83

DE98266AFE239B83

Codes courtesy of gameshark.com





TRICKS

CODEX

Gravity Games Four Codes. Let's Ride!

You only need one code to trash this game completely, and that's the "unlock everything" code. We've also given you all the bikes and max stats for everyone, just in case you don't want to ruin the fun completely. All codes should be typed in the " Cheat Code " screen in "Options."

- Unlock the Whole Shebang
- LOTACRAP
- Unlock all the bikes
- PIKARIDE
- Maximize rider stats
- MAXSTATS
- Unlock some cheap tart
- BADGIRL

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
- U** Ludicrously Imposing
- KN** Eye-Poppingly Speedy
- SI** Surprisingly Feeble
- TW** 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!

Demon fiends sliced and diced! Plus: Dead to Rights' Big Boss... dead!

Hitting "A" button rapidly to me, avail? Spotted a flashing orange boss bit but can't hit it? Despair not, we've recently hammered two head honchos into submission and present the results for your delectation.

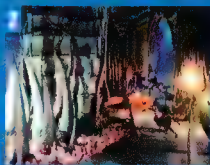
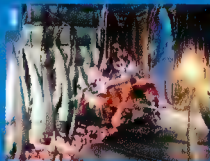
Onimusha 2

Boss: Gijigamphachi (4)

Basic Abilities: **MC** **LR** **H2H** **B** **ME** **F/T** **U** **DRD** **MB**

Place of Assault: Located in great forest area, some magical attacks on Gijigamphachi (4) used. Magical attacks up with the huge gun and blast from If Kozan's attack.

One attack, three attacks, three attacks, and several combos until Kozan's attack. One and get stopped. Now the real battle begins. Rotate your weapons when you attack to get Blue Souls instead of swords, and secret combos are Magic is out, use the Rekkaken and the Hyouten, and under the spinning.



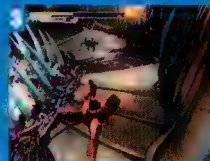
Onimusha 2

Boss: Gijigamphachi (4)

Basic Abilities: **MC** **B** **H2H** **F/T** **JH** **DRD**

Place of Assault: Located in great forest area, some magical attacks on Gijigamphachi (4) used. Magical attacks up with the huge gun and blast from If Kozan's attack.

One attack, three attacks, three attacks, and several combos until Kozan's attack. One and get stopped. Now the real battle begins. Rotate your weapons when you attack to get Blue Souls instead of swords, and secret combos are Magic is out, use the Rekkaken and the Hyouten, and under the spinning.



Onimusha 2

Boss: Mokunaga

Basic Abilities: **MC** **B** **ME** **F/T** **U** **S**

Place of Assault: On top of the mountain, Mokunaga is flying out, changing you. Stand between him and the mountain, at its edge, just to the left. Hennessy's shield indicate slightly right.

When it's pink, go the right when he charges, so he launches into the mountain (9) and gets shocked. Repeat this until his shield is gone, straggling his Tasei zaps, keep this hand, fountain stance (10) Hennessy starts running, chase him to the other room for a time. Repeat.



Dead to Rights

Boss: Hennessy

Basic Abilities: **B** **U** **TW** **DRD** **CA**

Place of Assault: Located in the fountain, Hennessy is flipping out, changing you. Stand between him and the mountain, at its edge, just to the left. Hennessy's shield indicate slightly right.

When it's pink, go the right when he charges, so he launches into the mountain (9) and gets shocked. Repeat this until his shield is gone, straggling his Tasei zaps, keep this hand, fountain stance (10) Hennessy starts running, chase him to the other room for a time. Repeat.



EQ TAKES TO THE STREETS!

Dragons, Warriors and Elves invade cities across the Country.



Experience the magic of the extraordinary game. Meet and greet other players in your town as well as SOE's own EQ experts who can provide insight to the game. Get a free copy of the game and register to win other great prizes.

The 2002 EQ Invasion will cover more than 10,000 miles of the U.S. this summer.

The tour kicks-off in San Diego, CA on June 21st and ends on/around September 14th in Boston, MA.

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.

Visit www.eqinvasion.com for event schedules, stories from the road and more.

TOUR SCHEDULE:

CALIFORNIA

San Diego June 21, 26-30
Long Beach June 22-23
San Francisco July 3-7

WASHINGTON

Seattle July 10-14

OREGON

Portland July 16, 19
Hood River July 17-18

ILLINOIS

Chicago July 24-28

OHIO

Cleveland July 31 - August 4

MINNESOTA

Minneapolis August 7-8

PENNSYLVANIA

Philadelphia August 15-18

MARYLAND

Baltimore August 22-25

NEW YORK

New York City/Near Jersey
August 28 - September 1

CONNECTICUT

New Haven September 2

MASSACHUSETTS

Boston September 5-7
Cambridge September 8-10
Medford September 12-14

✦ Schedules are subject to change.

more
power
to
play



CODEX



Gauntlet

Cash and Illicit Elixirs

A great stash of cash
To begin the game with 10,000 gold, enter your name as 10000K.

Potion-Swiggling Antics

To start a game with a full complement of Keys and Potions, enter your name as ALLFUL.

Resident Evil

Defense Knife Nabbing

God knows you've tried searching for remnants of your Defense Knife inside the partially extracted brains of the dead. But what about a way to snag a Defense Knife every time *and* use it? Well, stick a Defense Knife in a Zombie head, arm up the Shotgun, take the head clean off with a close upward-aiming shot, and grab the Knife from the unspeakable goo after the Zombie crumples.



Onimusha 2

Masses of Secrets, Crazy Costume Revelations and Samurai Showdowns!

There's no easy way around it—you're actually going to have to play through *Onimusha 2* countless times to unlock everything. But if you're crappy with the katana, here's what you're missing.



Critical Mode (picture 1): Clear Team Oni. In this mode, foes only take damage from Flash Attacks. **Hard Mode:** Clear Normal game. Enemy vitality is raised 40-50%. **Stylin' Jubei (picture 2):** Nab Fashionable Goods Item from Level 21 in Purple Phantom Realm and clear game with Onimusha rank. Nice hat. **Kick-Ass Mode:** Clear Hard mode. Starts the game with the Rekka-



Ken, 20,000 gold, 30 Secret Medicines, 10 Talismans, maxed-out armor, unlimited arrows and bullets, and always-full magic! **Mind-Twister Mode:** Clear game, collect 18 artworks. You're given 54 puzzle boxes. Make it stop! **Onimusha 3 Trailer:** Clear game. **Stylin', Oyu:** 100% scenario complete for supporting characters. Good lord! Doesn't that chafe? **Scenario Route:** Clear game. This



shows your route throughout. **Team Oni minigame (picture 3):** Clear game. You must complete 20 scenarios using Jubei and his friends. Critical mode is awarded. **Easy Mode:** Die three times. Enemy vitality is cut by 25-30%. **The Man in Black (pictures 4-6):** Beat game. Jubei attempts to collect 20 Film Pieces, which he can then watch. He wears the new duds during the melee. Hardcore!



CODEX

Dead or Alive 3

A Huge Survival Mode Score!

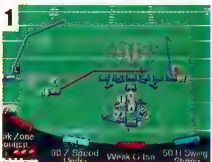
Yes, this is a *Dead or Alive 3* trick that doesn't involve skimpy girlie costumes or bouncing assets. Instead, it allows you to **restore your energy bar in Survival mode**, thus enabling huge scores! If you're getting whopped, press Start on controller 2. This takes you to a versus battle. Slap a stationary foe around and select "return." You're now back in Survival mode with full health!



NFL 2K3

Beginners' Multiplayer Tips for Crunching Your Human Opponents

The spanking, shiny new *NFL 2K3* has arrived, and we're here to make sure you turn your human adversary's life into a veritable sweaty jockstrap of embarrassing play failures.



It's a whole different ball game when you're playing pigskin against a human opponent, or at least one that could be human if he washed a little more. The main problem is that human foes pick up on your preferred strategies, so mix it up. A lot. Don't run too much on a first down. Don't keep using that play, and keep the defense

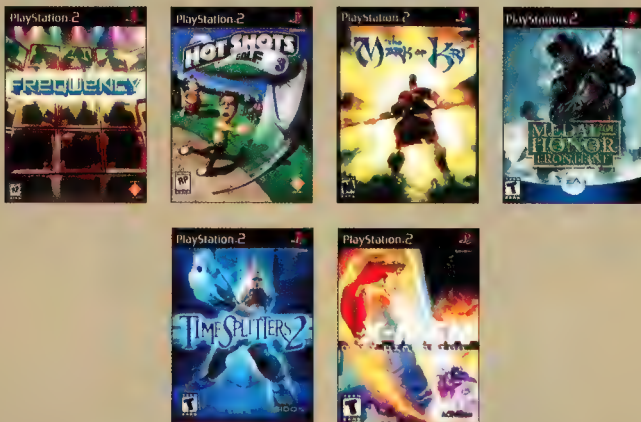


guessing. Also, keep the game's pace high by using a no-huddle offense. When the play's over, get back to the line of scrimmage, call an audible (or set a hot route) quickly, and hike the ball. The defense can't switch in different formations (Nickel, 4-3, etc.) without burning a time-out. Set up your audibles to use the same for-



mation (or perhaps two formations) for all of them. If you use too many different formations, the defense will know what's up by how you line up. So, remember to vary your play selection (1), don't call the play too many times in a row or your chum will figure it out and intercept (2), use audibles (3), and move that ball down the field!

IF YOU BOUGHT ALL THESE GAMES, IT WOULD COST ABOUT \$250



**WHY NOT TRY THEM ALL FIRST
IN THIS MONTH'S ISSUE FOR LESS THAN \$10?**



OFFICIAL U.S.
PlayStation
MAGAZINE

**DON'T MISS OUR BEHIND-THE-SCENES
COVERAGE OF KINGDOM HEARTS**

SEPTEMBER ISSUE ON SALE NOW: SOCOM: U.S. Navy SEALs, ONIMUSHA 2 REVIEWED, KINGDOM HEARTS, GRANDIA XTREME, TONY HAWK'S PRO SKATER 4, NHL FACEOFF 2003, TRIBES: AERIAL ASSAULT, DAVE MIRRA BMX XXX, TWISTED METAL: BLACK ONLINE PREVIEWED, SOCOM: U.S. Navy SEALs FEATURE, NEWS ABOUT OUR FIFTH ANNIVERSARY, TEKKEN 4

CODEX

Dragon Ball Z: CCG It's on the cards!

Fighting against Goku
Look below and you'll see the ultra-rare and ultra-cool Goku cards available in the game. Also, here's some strategy for beating Goku!

Goku, the Leader		104
10000000	5000000	
10000000	2500000	
10000000	1000000	
10000000	500000	
10000000	250000	
10000000	100000	
10000000	50000	
10000000	25000	
10000000	10000	
10000000	5000	
10000000	2500	
10000000	1000	
10000000	500	
10000000	250	
10000000	100	
10000000	50	
10000000	25	
10000000	10	
10000000	5	
10000000	2	
10000000	1	

Power: After defeating 3
Combat 4 your opponent

He uses a strong anger deck, of the red mastery Tokui-Waza style, and angers quickly. The way to beat this effectively is to have four personality cards in your own deck, so he can't achieve "Most Powerful Personal Victory." However, fourth-

Goku, the Defender		105
10000000	5000000	
10000000	2500000	
10000000	1000000	
10000000	500000	
10000000	250000	
10000000	100000	
10000000	50000	
10000000	25000	
10000000	10000	
10000000	5000	
10000000	2500	
10000000	1000	
10000000	500	
10000000	250	
10000000	100	
10000000	50	
10000000	25	
10000000	10	
10000000	5	
10000000	2	
10000000	1	

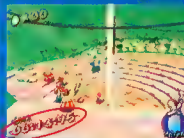
Power: Press your anger 2
to win at the end of turn!

level cards are rare, so make do with three personality cards instead. Use blue anger control, with cards like "Chiaotzu's Psychic Halt" and "Terrible Wounds" to chill him. Your ace-in-the-hole is "Blue Style Mastery."

Goku, the Protector		106
10000000	5000000	
10000000	2500000	
10000000	1000000	
10000000	500000	
10000000	250000	
10000000	100000	
10000000	50000	
10000000	25000	
10000000	10000	
10000000	5000	
10000000	2500	
10000000	1000	
10000000	500	
10000000	250	
10000000	100	
10000000	50	
10000000	25	
10000000	10	
10000000	5	
10000000	2	
10000000	1	

Constant Combat Power:
Defense Shield: Stop the

TRICKY...



The game? *Super Mario Sunshine*. The stage? El Piantissimo's race on Gelato Beach. The plan? Beat this incredible time by two seconds! It's possible! Then send us a photo to prove it!

Crazy Taxi 3: High Roller

All the Fun of the Fare! Every Hidden Game Secret Ruined!

Loony Tricks Galore!

Tricks and Cheats Overview
Curse your carpet-tunnel syndrome and prepare to break three controllers while attempting the following tricks for the king of madcap taxiing. Most of the tricks need you to complete the tiers of the Crazy X mini-game, but the camera-angle cheats need to be implemented on a second joypad plugged into controller port four. No, not two. Port four. To the right. Kapeesh?

Unlocking the Maps City Locales Laid Bare!



Complete all of the first-tier challenges in Crazy X, and you'll receive maps for all three cities.

Comedic Vehicles

The Bike...Stroller...Carriage!



Wince in pain and clear the second tier of Crazy X games. Then hit L or R at Character Select.

Another Day

City Switcheroo time!



Struggle through tier three and unlock this mode. The courses have different fares...and more!

Cabbie Cavalcade!

Choose any Cabbie in Any City!



Clear all the S-S challenges (a fate only for the hardest of core) and any city cabbie is available.

No Arrows

Banish the Directional Pointer!



Hold White at the Character Select screen and then choose your cabbie with White held.

No Green Screen!

Riding the Destination Mark



Press Black at the Character Select screen, then choose a cabbie with A as Black is held.

Crazy Camera #1 & 2

Whacked-out Views are Go!



With a joypad in port 4, hold the D-pad and press White for rear view. Press Black for FPS view.

Camera #3, 4 & 5

Keep Holding down the D-pad!



Press Y for a stationary camera. Press B for a bumper view. Press X for a circling view (above).

Bloody Roar 3 (import)—Outrageous Character Fumblings!

For another classic game trick, we look to the original Japanese version of *Bloody Roar 3*. Unbeknownst to the publishers, developer Hudson left in a "Shiba select" option that enabled incredibly rude poses, as shown! It was wiped from rereleases and the American version. Bah!

FROM THE VAULT

HELLO NURSE: Obviously losing a stethoscope on the ground, there's time for a quick grope.

FINGER-LICKIN' GOOD: These shots originally aired at Mad Man's Cafe (mmcafe.com).

PUPPY POWER: More deviant polygons. These poses were the work of "A-Chan" and "TBoard."

**SUPER MARIO
SUNSHINE SPECIAL!**

BOSS-O-MARIO

Four Game Bosses Slapped About a Bit! Let Your Skills Shine!

More boss battles? Another quartet of critters needs quality takedowns? Stuck in *Super Mario Sunshine* battling Mecha Bowser, King Boo, the Wiggler or Eely-Mouth? Then stand back—it's clobberin' time!

Boss #1: Wiggler

Stage: *Gelato Beach*



Boss Abilities:



Plan of Assault: Once this caterpillar starts racing around the beach, move to the nearest Dune Bud stalk and water it. Out pops a sand object, like the pyramid (1). Time the watering so the Wiggler hits the object while it's inflated. Wiggler skids and falls over (2), allowing you to Side Somersault onto its segment (the one with the red arrow flashing) and Ground Pound it. Wiggler starts up again. Follow his route and inflate another Dune Bud on the route. Do this three times and he's out!



Boss #2: Mecha Bowser

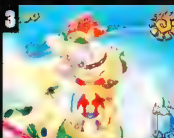
Stage: *Pinna Park*



Boss Abilities:



Plan of Assault: Once the cheeky upstart responsible for the graffiti has climbed into his metal suit, you're on rails, flying about the roller coaster. You need to aim and fire at Mecha Bowser's head (3). Aim at him each time you have a clear shot. There are infinite water rockets to pick up. When Mecha Bowser starts to breathe fire (4), use your Squirt Nozzle to put the fire out. If you see Bullet Bills racing up the track at you, fire a rocket or squirt them. Hit Mecha Bowser four times and he explodes!



Boss #3: King Boo

Stage: *Sirena Beach*



Boss Abilities:



Plan of Assault: He's looking bigger than when Luigi last saw him! Bang on the three blue sections of the roulette wheel until it stops, then squirt water into King Boo's face. He produces a slot machine. Fight any monsters if three "7" appear (5). Or you must wait for three pineapples on the slot machine. This sends out all the different fruit. Pick up the pepper (6), throw it at King Boo, and if you hit, he'll breathe fire. Now throw any other fruit and he gets hurt. Repeat this three times!

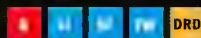


Boss #4: Eely-Mouth

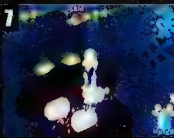
Stage: *Noki Bay*



Boss Abilities:



Plan of Assault: Drop down to the bottom of the underwater city and dodge the bubbles that Eely-Mouth releases. When you get to him, hover over his mouth until it opens, then drop down so you're over his teeth and clean them until they shine (7). If you don't clean all the stuff off each tooth, it'll turn black again. Once a tooth is shiny, move onto the next one (8) until all three front teeth and all four incisors are cleaned. Three incisors fall out, calming Eely, and a Shine comes out of the gold one!



Vazhar
by Full Sail Student
Brian Germain



FULL SAIL
Real World Education

School of:
Game Design
Computer Animation
Digital Media
Film
Audio
Show Production

800.226.7625
www.fullsail.com

3300 University Boulevard
Winter Park, FL 32792

- Financial aid available to those who qualify.
- Job placement assistance.
- Accredited by ACCSCT.

©2001 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.



FINAL WORD

EGM On The Move; Begin The San Francisco Era

Dean Hager: By the time you are reading this, *EGM* will have moved its operation from Chicago to the heart of the video-game industry: San Francisco. Not to worry—you'll still get the same awesome mag quality each and every month, only without some familiar faces you've come to know (and perhaps love, in Jeanne's case). Me, I'm closing the books on nine years with Ziff Davis, five of which I spent on *EGM*. I can honestly say it's been the experience of a lifetime. Not only because I got paid to play video games, but because I got to work with this off-the-wall, creative, smart and unique bunch of game nerds. Best of luck to them all.

Jon Duclak: I see now that my life-long goal of boring through the center of the Earth and establishing a trade route with the mysterious Orient can never be realized in the fragile, brittle soils of San Francisco. So it's for the best that I hold the fort here in Chicago as *EGM* moves on to settle the untamed West. Sure, I'm gonna miss these suckers, but you guys would miss 'em more if I found their precious little baby feet and kept 'em tied up in my basement. Besides, I'll be in the mag in spirit and most likely in freelancer form. So the dozen or so of you I've touched over the past two years, figuratively or literally: Don't get all blurry-eyed. I ain't through with you yet.

Jeanne Kim: My, my, my. It feels like only a year ago that I started at *EGM* as the blushing newbie with the swearbox mouth. Wait. Actually, it was only a year ago! But after looking in the mirror and seeing how much more furrowed my brow has become from the long hours and how big my thumbs have swelled from all the button mashing, you'd think I'd worked at *EGM* for years! One good thing, though, is that from just a year, I've learned what it means to live night and day with the weirdest, most f'ed-up family in the whole wide world. And for once, I fit right in. Now, I'm off to wreak havoc in other exotic locales like Wailea, Maui, and invade other gaming mags and sites with my sharp tongue and critical eye. So keep on the lookout! To *EGM*, thanks and much love, for giving this deviant girl a place to belong. And to all you hardcore readers, thanks for making me feel like a superstar.

Cyril Wochok (Senior Art Director): Sure, Crispin's funny and Jeanne's cute, but what about the stuff that goes on behind the "screens"? Get it? If I'm not dreaming up Crispin's next wacky gag or helping Jeanne with her makeup, I'm busy being the head honcho of the art department. Boy, a lot's happened in six and a half years. Here are some of my fondest memories: Remember the time when I miraculously fit 27 screenshots in the *Pokémon* feature when I only had room

for 16? That was awesome. How about the time I single-handedly color-corrected 72 *Blazingazers* screenshots in three hours? Oh yeah, I learned Photoshop in a day, too. See, without us art guys, the magazine would be nothing but fart jokes and penis doodles. Oh yeah, and I'll remember my good friends—the talented group of dedicated artists and editors I've worked with over the years—the most.

Mike Reisel (Art Director): I'm very grateful for the things I've learned here at *EGM*. Greg taught me the "crazy slide." Dan Leahy clued me in to "hot routes." Chris and Jeanne instructed me in the way of preapproved combos in *Pokémon Puzzle League*. I learned to run for the Scorpions while Mark and Jon ran for the rocket launcher and invisibility in Blood Gulch *Halo* matches. But the lessons that will stay with me the longest are from our great readers. Like in issue 152 when we did some gaming Valentine's cards, one of the readers E-mailed to remind me that Olga from *MGS2* doesn't shave. I've reworked the art to show all the readers that I've memorized the greatest lesson of all: details, people!

Jen Whitesides (Managing Copy Editor): In 1992, fresh out of college, I got my first "real" job as a copy editor for *EGM*. And I thought, "Wow—this place is just like school: late-night deadlines, no dress code, and lots of young, fun people playing video games all day!" Ten years and 119 issues of *EGM* later, I have come to the end of my term here. As you can imagine, I've seen many faces, trends and games come and go. As one of the few females to work on *EGM*, I often felt like one of the guys—whether that's a good or a bad thing, I'm not so sure (my poor ears...!) At times, my friends and family questioned my sanity when I'd get home at 5 a.m. (not 5 p.m. like normal people), but I knew this was the most unique, exciting and crazy job I'd ever have. Some of my best friends are people I've met here, and I wouldn't trade the decade I spent working at *EGM* for anything.



ZIFF DAVIS MEDIA INC.

Chairman and Chief Executive Officer	Robert F. Callahan
Chief Operating Officer and Chief Financial Officer	Bart W. Catalano
Senior Executive Vice President (Publishing Operations)	Tom McGrath
Executive Vice President	Peter Lorber
Executive Vice President	Stephen D. Moy
Executive Vice President and Editorial Director (Editor-in-Chief, PC Magazine)	Michael J. Miller
Senior Vice President (Technology and Sales Operations)	Jasmine Alexander
Senior Vice President (Circulation)	Charles M. ...
Senior Vice President (Game Group)	Dale Stra...
Senior Vice President (Internet)	Jason You...
Vice President (Corporate Sales)	Ken Bea...
Vice President (Editor-in-Chief, Yahoo! Internet Life)	G. Barry Gold
Vice President (Integrated Media)	Charles L...
Vice President (Corporate Communications)	Aimee D. Lev...
Vice President (Editor-in-Chief, eWEEK)	Eric Lundqu...
Vice President (Technology)	Bill Machro...
Vice President (Controller)	David Mull...
Vice President (Human Resources)	Beth Rep...
Vice President (General Counsel)	Carolyn Schurr Le...
Vice President (Publishing Director, Baseline)	Sloan Seymo...
Vice President (Editor-in-Chief, Baseline)	Tom Steinert-Threke...
Vice President (Internet Audience Development)	Stephen Sut...
Vice President (Publisher, CIO Insight)	Stephen Ve...
Executive Vice President and General Manager (Testing Labs)	Mark Van Na...
Senior Director, Manufacturing	Carlos Lu...
Director, International	Christin Law...



playstation 2

reviews reviews

xbox gamecube

play games

gameboy demos

cheats advance

news message boards

immerse yourself in gaming

We've given you everything
you wanted in print magazines.

Now we're expanding
your world...

Online.

GAMERS.COM

From the
Editors of:





NEXT MONTH

ELECTRONIC GAMING MONTHLY

November 2002 (Issue #160)

On sale Oct. 1

HALO 2

An exclusive first look



Next month, *EGM* brings you the inside scoop on the biggest sequel of 2003: *Halo 2*. Join us as we serve up screenshots and chat with Bungie about where they're taking this intergalactic blockbuster. Plus, find out how *Halo 2* plans to dominate online gaming. Also, as we work up to the holiday season, be sure to check out one of our fastest previews sections ever, featuring first looks at the new James Bond 007 shooter! Don't miss it.



The Getaway



Dave Mirra XXX

Reviewed Next Month:

- **Yoshi's Island: Super Mario Advance 3 (GBA)**
- **Sly Cooper (PS2)**
- **Toejam & Earl III (Xbox)**
- **The House of the Dead III (Xbox)**

Previewed Next Month:

- **The Getaway (PS2)**
- **Red Faction 2 (PS2)**
- **Tomb Raider: Angel of Darkness (PS2)**
- **Dave Mirra XXX (PS2, Xbox, GC)**
- **Steel Battalion (Xbox)**
- **James Bond 007: NightFire (PS2, Xbox, GC)**

*All editorial content is subject to change.

OFFICIAL U.S. PlayStation MAGAZINE

Oct. 2002

On sale Sept. 10

Demo Disc

Playables

- **Need For Speed**
- **Summoner 2**
- **Spyro: Enter the Dragonfly**
- **Downforce**
- **Drakan: The Ancients' Gates**
- **The Mark of Kri**
- **RAD**

Videos

- **Treasure Planet**
- **Kelly Slater**
- **Superman**
- **Kingdom Hearts**
- **Wild Arms 3**
- **E3 Online Arena**

KINGDOM HEARTS

Square. Disney. *Kingdom Hearts*. Find out how this enormous collaboration came together in *OPM's* cover story. Also featured: *The Getaway*, *Dino Stalker* and *Onimusha 2*.



Kingdom Hearts

GAMENOW

Oct. 2002

On sale Sept. 17

- **Psychonauts**
- **Brute Force**
- **Wario World**
- **Street Hoops**
- **Metal Gear Solid 2: Substance**
- **TimeSplitters 2**



Mario Sunshine



Street Hoops

MARIO SUNSHINE

Strategy abounds next issue, as *GameNOW* goes in-depth on two of the summer's hottest games. Their *Mario Sunshine* spectacular has Mario's toughest challenges and the game's biggest secrets. For *SOCOM*, you'll find all the tactical tips you need to be the baddest SEAL on the planet. And as always, a ton of news and previews!



TimeSplitters 2

COMPUTER GAMING WORLD

Oct. 2002

On sale Sept. 3

THE SIMS ONLINE



The Sims
Reviews

- **Operation Flashpoint: Resistance**
- **Magic: The Gathering Online**
- **MechWarrior: Inner Sphere**
- **Hooligans**
- **Previews**
- **Starfleet Command III**
- **Combat Mission 2**
- **Dragon's Lair 3D**

The biggest-selling PC game of all time is going massively multiplayer this fall, and it's either the best idea ever or the worst thing to happen to your social life. *CGW* goes behind the scenes to chat with the developers about bringing your favorite guilty pleasure online. Also, we take a look at *Op. Flash: Resistance*, the biggest add-on yet for last year's mega-hit.



Op. Flash: Resistance

LOOK FOR THESE SPECIAL
ISSUES ON NEWSSTANDS
EVERYWHERE!



ALSO LOOK FOR
XBOX NATION #4
ON SALE
SEPT. 24, 2002

From the same
people who
bring you
Electronic Gaming
Monthly, GameHOW,
Computer Gaming World, and
Official U.S. PlayStation Magazine,
these special magazines can be found
only on the newsstands or through
back order.

Look for Pocket Games, Expert Gamer
Codebook, and Xbox Nation at Borders,
Waldenbooks, Barnes and Noble,
B. Dalton, BarnesandNoble.com,
GameStop, GameShop,
FuncoLand, Walmart, Kmart, Target,
Walgreens, CVS, Kmart and Safeway.

ELECTRONIC
GAMING
MONTHLY

ZIFF
DAVIS
MEDIA

PlayStation

COMPUTER
GAMING
WORLD

GAMEHOW

GET A PS2 or XBOX

for as low as

OR

GET CASH or TRADE
for GAMES & DVDS!

\$99.⁹⁵

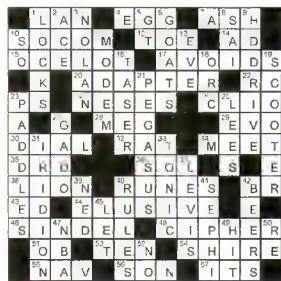
www.HO-RC.com

HO/RC Entertainment
tel: 585-244-8321

1822 Monroe Avenue
Rochester, NY 14618

Advertiser Index

Acclaim Entertainment . . . 41, 42-43 www.acclaim.com	Coel Corporation . . . 127, 193, 203 www.koeligames.com
Activision . . . 14-15, 39, 82-83, 134-135, 181 www.activision.com	Metropolis Digital - Metro 3D . . . 133 www.metro3d.com
Bam Entertainment 52-53, 100-101 www.bam4fun.com	Microsoft . . . 19, 26-27, 57, 69, 141, www.xbox.com
Best Buy . . . 145 www.bestbuy.com	Midway Home Entertainment 12-13 www.midway.com
Blockbuster, Inc. . . . 111 www.blockbuster.com	Namco HomeTek . . . 21, 33 www.namco.com
Capcom U.S.A., Inc. 75, 78-79, 165, www.capcom.com	Nintendo of America . . . 125 www.nintendo.com
Coca Cola . . . 97 www.cocacola.com	Office for National Drug Control Policy . . . 49 www.whatsyourantidrug.com
Codemasters, Inc. . . . 54-55 www.codemastersusa.com	Phantgram Interactive . . . 91 www.phantgraminteractive.com
CompUSA's Gamefixx . . . 31 http://gamefixx.compusera.com	Sega Of America Dreamcast 8-9, 67, 105, 106-107, 120-121, 154- www.sega.com
Crave Entertainment . . . 138a-h, 143 www.cravegames.com	Sony Computer Entertainment 4-5, 35, 36-37, 85, 112-113 www.scea.com
DC Shoes, Inc. . . . 11 www.dcs shoes.com	Square - EA . . . 348-c www.squaresoft.com
Eastpak . . . 131 www.eastpak.com	Take 2 Interactive Software - Rockstar Games . . . 72-73, 77, 117 www.rockstargames.com
Ecko Unlimited . . . 153 www.ECKO.com	TDK Mediative . . . 147, 149, 151 www.tdk-mediative.com
Eidos Interactive, Inc. 10a-c, 46-47, www.eidos.com	Tecmo Inc. . . . 189 www.tecmolnc.com
Electronic Arts . . . 16-17, 59, 60-61, www.ea.com	THQ . . . 2-3, 80-81, 163, 201 www.thq.com
Electronics Boutique . . . 103 www.ebgames.com	Ubisoft Entertainment . . . 28-29, www.ubisoft.com
Enix America . . . 88-89 www.enix.com	US ARMY Command Headquarters www.goarmy.com
Full Sail Real World . . . 217 www.fullsail.com	Vivendi Universal Games Inc. - Universal . . . 24-25, 70-71, 183, 205 www.universalinteractive.com
Game Music Online . . . 137 www.gamemusic.com	Vivendi Universal Games Inc.-PPG 118-119, 156-157, 199 www.conspiracygames.com
Green Acres Association . . . 221 www.ho-rc.com	Wizards of the Coast . . . 99 www.wizards.com
Haribo of America Inc. . . . 191 www.haribo.com	
Infogrames, Inc. . . . 6-7, 94-95, www.infogrames.net	
Intec Inc. . . . 128-129 www.intecink.com	



Answers to crossword puzzle on p. 58



Complex, character-based story set in a unique world that combines sci-fi and fantasy

Summoner 2

Real time party-based combat where you control a variety of characters, from spellcasters to assassins



RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org
or call 1-800-771-3772
for more info.

WWW.SUMMONER2.COM

© 2002 THQ Inc. Summoner, Voilton, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Transform yourself into 12 powerful summons, from the Blood Juggernaut to the Blade of Sand

In a world of villains, a goddess reborn struggles to fulfill a prophecy.

Learn to craft deadly poisons, cast a meteor storm or devour your enemy's soul



volition



THE MYSTERIOUS.
THE MAGNIFICENT.
THE MASTERPIECE.



The evil Nobunaga's demon warriors wreak havoc across feudal Japan. A noble young warrior, Jubei, returns home to find his once-vibrant village laid to waste by Nobunaga's monstrous minions. Fueled by vengeance, Jubei embarks on an epic quest: one which will reveal his ultimate destiny.

BEST PS2 ADVENTURE
GAME E3 2002 - IGN

ONIMUSHA 2

Samurai's Destiny



PlayStation 2

CAPCOM
capcom.com



Violence
Blood and Gore

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!