



First Look:
CASTLEVANIA
PLAYSTATION 2



TOP 10
PDA GAMES

INSANE
CLOWN POSSE
Talks #%\$@! Games



ELECTRONIC GAMING

The #1 Videogame Magazine **MONTHLY**

Galaxy Exclusive!

ROGUE SQUADRON 3: REBEL STRIKE

The Most Amazing
STAR WARS Game Yet!

NEW
LOOK!

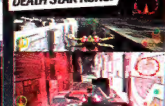
RACE SPEEDER BIKES
ON ENDOR!



RESCUE
PRINCESS LEIA!



TWO-PLAYER
DEATH STAR RUNS!



2003 Preview Special

60 NEW GAMES
REVEALED!

ENTER THE
MATRIX
CONTEST

Follow the White Rabbit to
win game consoles, DVDs,
videogames, and more!

See pg. 143



PLUS:

Ratchet & Clank 2
Siphon Filter (PS2)
Medal of Honor:
Rising Sun, **SOCOM 2**
Conflict: Desert Storm
Splitter Cell (GC, GBA)

Funked Up!

**WEIRD
SCIENCE**

100-pound Game Boys,
Pain Stations, and
other Gaming Oddities

ZIFF DAVIS

JUNE 2003 ISSUE 167
\$4.99 U.S. / \$6.99 CAN/MEX



WWW.EGMMAG.COM

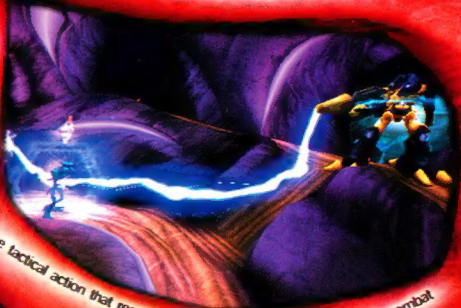
Display Until June 3



Use TimeDilation to stop time and cue up insane combos



A completely original and unique sci-fi experience



Intense tactical action that requires close-range, long-range and stealth combat



"Trust us when we say that watching someone link up a massive combo and then unleash it over a series of literally dozens of blows in cinematic fashion is something to behold."

- PSX2.com


Get the demo at www.alterecho.com. While supplies last.



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

PlayStation 2





In the future, the most powerful substance ever created can control time and physics. Only a chosen few can control it. But only one can **save US** from it.

Gun Mode

One of 3 forms you can instantly morph into.

With heavy firepower, you can:

- Smash through obstacles
- Launch long-range attacks with guns, grenades and boomerang shots
- Juggle and throw enemies for the ultimate punishment

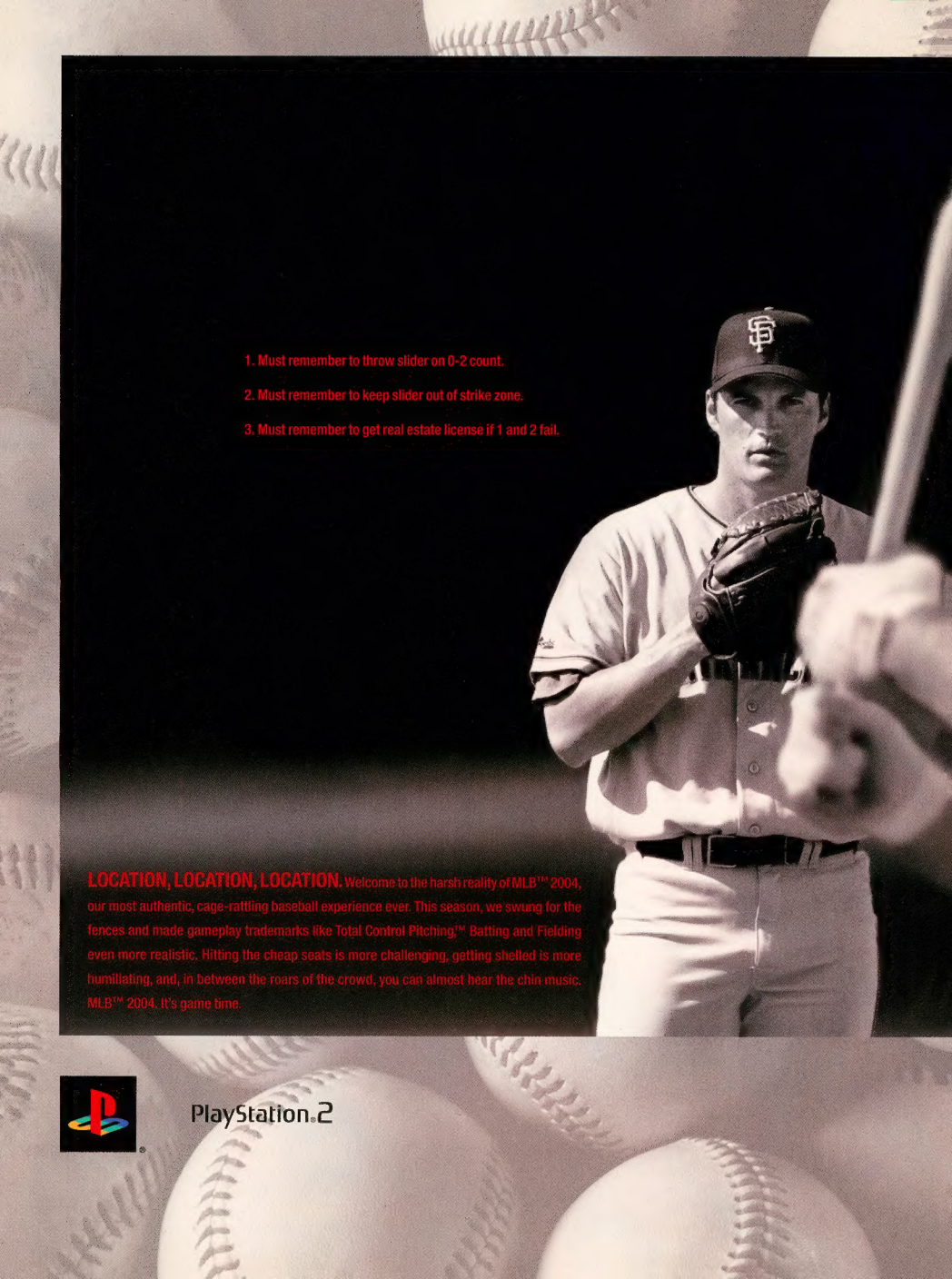
alter echo™

It's an Altered World.

Learn to Adapt.



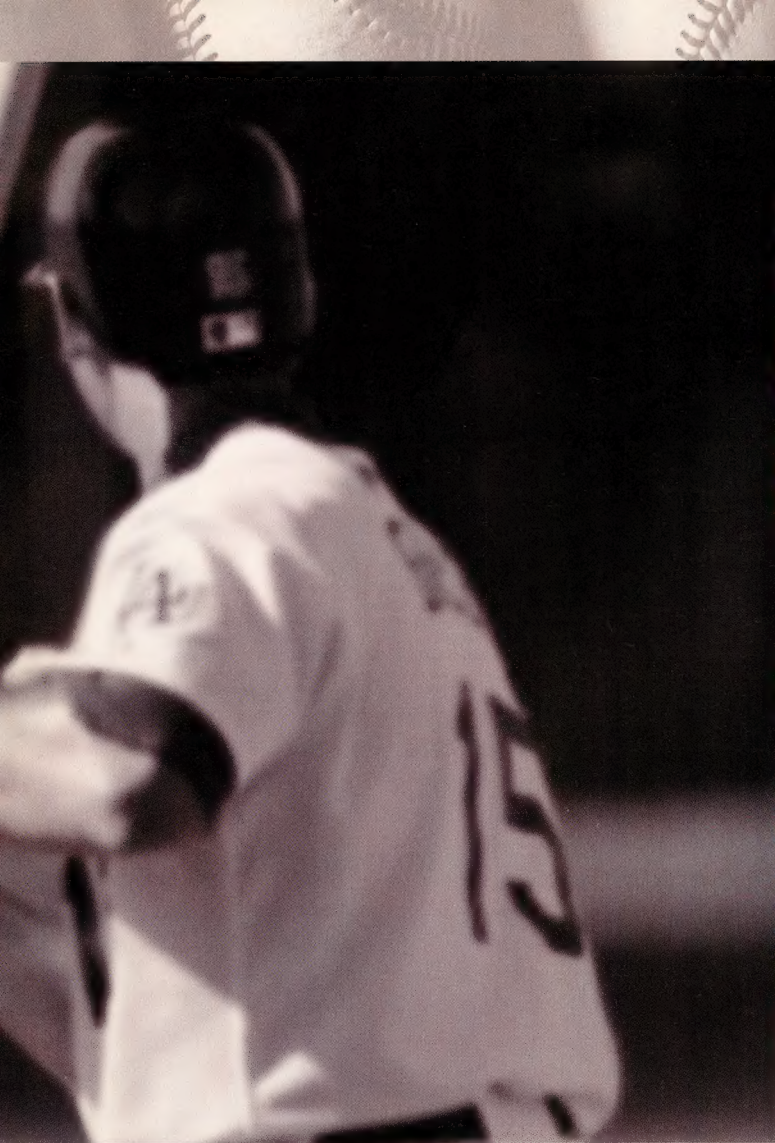
www.thq.com

- 
1. Must remember to throw slider on 0-2 count.
 2. Must remember to keep slider out of strike zone.
 3. Must remember to get real estate license if 1 and 2 fail.

LOCATION, LOCATION, LOCATION. Welcome to the harsh reality of MLB™ 2004, our most authentic, cage-rattling baseball experience ever. This season, we swung for the fences and made gameplay trademarks like Total Control Pitching™, Batting and Fielding even more realistic. Hitting the cheap seats is more challenging, getting shelled is more humiliating, and, in between the roars of the crowd, you can almost hear the chin music. MLB™ 2004. It's game time.



PlayStation.2



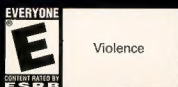
www.989SPORTS.com



Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at MLB.com. ©MLBPA, Official Licensee - Major League Baseball Players Association. Visit the Players Choice on the Web at www.bigleague.com. 989 Sports and the 989 Sports logo are registered trademarks of Sony Computer Entertainment America Inc. ©2003 Sony Computer Entertainment America Inc.



ALL THE EPIC THRILLS • BONUS MINI-GAMES • NEW





Total
CHAOS



SONIC DX
ADVENTURE
Director's Cut™



MISSION MODE

SEGA®

SONIC™
TEAM

Out of the tombs. Into hell.



New 3D Engine and character control take full advantage of the latest technology.



Stealth and hand-to-hand attacks help remove anyone in your path.

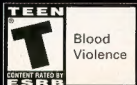


The gritty urban underbelly of Europe offers whole new environments.



Player/character Kurtis Trent brings his own distinct gameplay mechanics.

A bloody crime scene. A ritual killing. A shocking suspect. And so the daring pursuit of good becomes the desperate flight from evil. And if the dark forces arrayed against her believe she's incapable of the ultimate, they're about to learn a painful lesson: Payback's a bitch.



PlayStation®2



LARA CROFT
**TOMB
RAIDER™**
the angel of darkness



contents

issue 167 • June 2003

SPECIAL INSERT
101 CELL-PHONE GAMING REPORT
What to play now, and what you'll be playing later.

BIOS

12 All you'll ever wanna know about the crazy kooks who put this mag together.

LETTERS

20 You write in, and we respond with bitter sarcasm.

PRESS START

32 **DELAY OF GAME**
Find out why we all have to wait a bit longer for *Halo 2*, *F-Zero*, and others.

34 **NINTENDO SECRETS**
Mario's creator talks shop.

34 **GRUDGE MATCH**
Zelda's Old vs. Young Link.

36 **DEAD OR ALIVE**
We reveal the future of Tecmo's busy franchise.

38 **AFTERTHOUGHTS**
Finishing *Zelda* just brought up more questions—like, is Tingle gay?

40 **INSTANT EXPERT**
Learn how you can play Japanese games on your domestic consoles.

42 **BRUTE FORCE**
Give an alligator a stogie and he just won't shut up about his game.

44 **WEIRD SCIENCE**
When gaming peeks go way too far.

48 **EGM INTERNATIONAL**
Two words: nose hairs.

50 **CELEBRITY INTERVIEW**
ICP chats about *Backyard Wrestling*.

51 **TOP 10 PDA GAMES**
Portable gaming minus a GBA.

54 **COMPUTER GAMING WORLD**
Why *The Sims* is better offline.

56 **DOWNLOAD**
More Sam Fisher for Xbox owners.

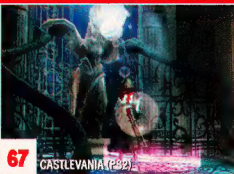
58 **THE RUMOR MILL**
The Q dishes some *Mario Kart* dirt.

60 **THE HOT 5**
A closer look at your favorites.

62 **COMING SOON**
A quick peek at this summer's lineup.

2003 PREVIEWS SPECIAL

66 **FOR YOUR EYES ONLY**
The *EGM* spies broke out in full force this month to provide you with details on more than 60 new titles, including *X-Men: Legends*, *Medal of Honor: Rising Sun*, *Ratchet & Clank 2*, *SOCOM 2*, and *Syphon Filter* (PS2).



67 CASTLEVANIA: LORDS OF SHADOW



70 LORD OF THE RINGS: RETURN OF THE KING

REVIEW CREW

111 *Midnight Club II*
112 *Batman Dark Tomorrow*
112 *Marvel vs. Capcom 2*
113 *Lost Kingdoms II*
114 *Dragon Ball Z: Ultimate Battle 22*
114 *Star Wars: The Clone Wars*
116 *Castlevania: Aria of Sorrow*
120 *Choplifters: Crisis Shield*
120 *Mega Man Network Transmission*
121 *Magic Pengel: The Quest for Color*
122 *Sonic Adventure DX: Director's Cut*
124 *Burnout 2: Point of Impact*
124 *Motocross Transports*
Lotus Challenge
126 *Tom Clancy's Splinter Cell* (GC)
127 *hack Part 2: Mutation*
127 *Tom Clancy's Splinter Cell* (GBA)
130 *Conflict: Desert Storm*
131 *Auto Modellista*
131 *Inside Pitch 2003*
132 *Warrio Ware, Inc.: Mega Microgames*
133 *Mega Man Battle Network 3: Blue & White*



111 MIDNIGHT CLUB II



130 CONFLICT: DESERT STORM



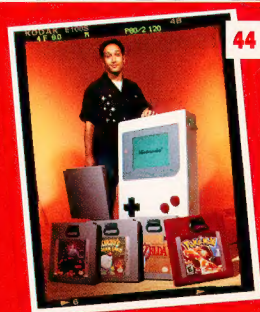
126 0/3 SPLITER CELL

TRICKS OF THE TRADE

136 *Grand Theft Auto: Vice City*
136 *Tenchu: Wrath of Heaven*
136 *Colin McRae Rally 3*
136 *ATV Quad Power Racing 2*
136 *Tao Feng: Fist of the Lotus*
137 *Pokémon Ruby and Sapphire*
138 *The Legend of Zelda: The Wind Waker*

GAME OVER

142 **REST OF THE CRAP**
Seanbaby tells you, as only he can, what games not to buy.
143 **ENTER THE MATRIX CONTEST/ CROSSWORD**
146 **HSU & CHAN**



44 **WEIRD SCIENCE**
Is this a giant Game Boy or a tiny man? Find out inside.

51 **TOP 10 PDA GAMES**
Who said these little devices were all work and no play?



CELEBRITY INTERVIEW
Insane Clown Posse's Violent J raps to us about his upcoming brawl.



143 **ENTER THE MATRIX CONTEST**
Win a PS2, GameCube, Xbox, and more. Like, whoa.



90

COVER STORY: REBEL STRIKE

Our world-exclusive look at *Star Wars Rogue Squadron III: Rebel Strike* proves that there's still much to encounter in a galaxy far, far away.

editorial



Welcome to the new *Electronic Gaming Monthly*.

If you're a regular around these parts, you'll notice a few changes. OK, maybe a lot of changes. Well, actually, we've redone almost the entire freakin' magazine. We've listened to your feedback over the years, and we've incorporated your suggestions to create the best iteration of *EGM* yet. Did we hit the mark? Let us know by emailing egm@ziffdavis.com, but know that after all the blood and sweat we've poured into this redesign (not to mention how many editors and designers died in the process), we're gonna burst into a pathetic, uncontrollable flood of tears if you send any hate our way.

We tweaked Press Start (news and other stuff) and Previews to be the most exciting they've ever been. Even the world-famous Review Crew has gone through a radical facelift. Don't worry, though; the Crew is still tell-it-like-it-is tough (check out our new Shame of the Month "award"—it's bound to get us in quite a bit of trouble with the game companies). And your other favorite sections, from the gossip King Quartermann to the hilarious Hsu and Chan cartoon, are still around.

We hope you enjoy the mag.

—Dan "Shoe" Hsu
Editor-in-Chief

the review crew



DAN "SHOE" HSU
Editor-in-Chief
 ■ *The EGM* redesign
 look way too long
 because Shoe has
 multiplexer fever. The
 Japanese versions of
Nintendo Puzzle
Collection and *Soul*
Calibur II have a way
 of killing productivity.
 ■ Now Playing: *Soul*
Calibur II, *Spaliner Call*
 ■ Fave Genres:
 Everything



MARK MACDONALD
Executive Editor
 ■ Check out Mark's
 sweat new tats—one
 is for GameCube
Spaliner Call, and the
 other is for GBA.
Spaliner Call. We bet
 you can guess which
 is for which.
 ■ Now Playing: *Soul*
Calibur II (CO),
Castlevania: Aria
 ■ Fave Genres: Action,
 Adventure, RPG



JENNIFER TSAO
Managing Editor
 ■ *EGM's* radical new
 look has changed
 Jennifer's life. Now she
 eats right, exercises,
 and loves GBA
 games! (OK, that last
 one is actually because
 of GBA SP,
 but it sounded good.)
 ■ Now Playing: *Warrio*
Ware, *Castlevania: Aria*
 ■ Fave Genres: Action,
 Sports, Adventure, RPG



CRISPIN BOYER
Features Editor
 ■ The game gizmos
 on page 44's *World*
Science story inspired
 Cris to create his own
 useless inventions,
 starting with the
 world's largest
 Betamax player and
 the edible sombrero.
 ■ Now Playing: *Zelda*:
WW, *Choppper*
 ■ Fave Genres:
 Adventure, RPG



CHRIS JOHNSTON
News Editor
 ■ After hours of playing
Warrio Ware on
 GBA, all CJ can do is
 shake hands with col-
 ites (which makes him
 giggle with glee) and
 stick his finger up his
 nose (which makes us
 recoil in horror).
 ■ Now Playing: *Warrio*
Ware, *Zelda: WW*
 ■ Fave Genres:
 Adventure, Puzzle



SHANE BETTENHAUSEN
Reviews Editor
 ■ Galvanizing the
 Review Crew section
 demanded long hours
 of back-breaking toil,
 making Shane very
 angry. Luckily, his
Warrio Ware-equipped
 GBA SP was there to
 ease his pain.
 ■ Now Playing: *Warrio*
Ware, *Castlevania: Aria*
 ■ Fave Genres:
 Action, RPG, Fighting



JOE FIELDER
Previews Editor
 ■ Once this issue's
 secret-games done,
 (pg. 66) was story. Joe
 shoves a candy cigar in
 his mouth and said, "I
 love it when a plan
 comes together!" just
 like *The A-Team's*
Go, Peppercorn!
 ■ Now Playing: *Zelda*:
WW, *Animal Crossing*
 ■ Fave Genres: Action,
 Shooters, Adventure



DENIM LYNN
Editor-at-Large
 ■ Look at that thumb!
 It's not natural!
 Children see it and
 burst into tears! Still,
 when the chips are
 down, you want a
 thumb like that on
 your side.
 ■ Now Playing:
Minority Club II, *Soul*
Calibur II
 ■ Fave Genres: Action,
 Fighting, Racing



PAUL BYRNES
Associate Editor
 ■ Bryan hid Shawn's
 precious mortal copy
 of *Soul Calibur II* so
 the boy would actually
 do some work—and to
 stop him from
 practicing. Damn, that
 Shawn guy's nasty,
 with *VolD*.



BRYAN INTIHAR
Associate Editor
 ■ Like Dudlak and
 Ricciardi, Greg's a
 former *EMW* who just
 lost it. Told us he was
 going out for a pack
 of smokes, and never
 came back. Or maybe
 the U.S. just deported
 his Canadian ass.



SHAWN ELLIOTT
Associate Editor
 ■ Retaliating against
 the theft of his *Soul*
Calibur II (Shawn rans-
 omed *Batman Little Golden*
Book). Faced with los-
 ing his Penguin's lit-
 erary cutaway diagram,
 Batty raved in:
 ■ Now Playing: *Soul*
Calibur II, *Warrio Ware*
 ■ Fave Genres:
 Fighting, Action



JON DUDLAK
Contributing Reviewer
 ■ Remember Jon? He
 used to work here
 until a storage of irre-
 sistible *Nintendo*
GameCubes games
 forced him into early
 retirement on a pen-
 sion of undamed
 review games.
 ■ Now Playing: *Zelda*:
WW, *Spaliner Call*
 ■ Fave Genres: Action,
 Fighting, Racing



GREG FORD
Contributing Reviewer
 ■ After playing games
 this month that ran
 the gamut from crap
 (*Batman*) to excellent
 (*Burnout 2*), Ford
 needed a few hours of
 mediocrity (*Choppper*)
 to screw his head
 back on straight.
 ■ Now Playing: *Zelda*:
WW, *The Sims*
 ■ Fave Genres: Action,
 Adventure, Sports



JOHN RICCIARDI
Contributing Reviewer
 ■ The Italian Stallion
 has grown soft in
 these many moons he
 has been away from
EGM. We thought it
 best to ease him back
 into the groove with a
 couple GBA reviews.
 ■ Now Playing: *Zelda*:
WW, *Castlevania: Aria*,
Soul Calibur II
 ■ Fave Genres: Action,
 RPGs, Sports



GREG SEWART
Contributing Reviewer
 ■ Like Dudlak and
 Ricciardi, Greg's a
 former *EMW* who just
 lost it. Told us he was
 going out for a pack
 of smokes, and never
 came back. Or maybe
 the U.S. just deported
 his Canadian ass.

ELECTRONIC GAMING MONTHLY
 Editor-in-Chief Dan "Shoe" HSU
 Executive Editor Mark Macdonald
 Managing Editor Jennifer Tsao
 Reviews Editor Crispin Boyer
 News Editor Chris Johnston
 Editor-at-Large Joe Fielder
 Associate Editor/Production Designer Paul Byrnes
 Associate Editor Bryan Intihar
 Associate Editor Shawn Elliott
 Tricks Editor David Hodgson
 International Editor John Ricciardi
 Japanese Correspondent Yutaka Otsuchi

DESIGN
 Art Director Monique Martinez
 Associate Art Director Stefan Baluy

CONTRIBUTORS
 Maria Aultrich, Chris Baker, John Brandon, De Coco, Robert
 Corbet, Ethan Eshorn, Charles Ernst, Casey Lee, Michael Lopez,
 Paul Mayall, Greg Orlando, Andrew Pflister, Neil Schulz, Norm
 Scott, Scottamby, Scott Steinberg, Gary Steinman, Phil
 Theobald, Todd Turaga

ZD GAME GROUP
 Senior Vice President David Strang
 Editorial Director John Brandon
 Creative Director Simon Cox
 Business Director Phil Bendoff

COPIE DESK
 Copy Editor Kristina Salvatore
 Copy Editors Tom Edwards, Greg Ford

PRODUCTION
 Senior Production Manager Anne Marie Migue
 Senior Production Manager Monica Arant
 Assistant Production Manager Teresa Newson
 Senior Associate Manager Michelle Kolodny-Moross

CIRCULATION
 Group Circulation Director Tracy Schulz
 Single Copy Sales Director Bob Kerkes
 Senior Newsstand Sales Manager Don Salten
 Internal and Partnership Marketing Dir. Chris Wilkos

SALES AND MARKETING
 Group Publisher Lee Unbeck
 415-357-4910, fax: 415-547-8777
 Group Associate Publisher Stan Talgan
 415-357-4915, fax: 415-547-8777

BAY AREA
 District Sales Representative Mary Gray
 415-357-4910, fax: 415-547-8777
 Account Executive Amyn Galan
 415-357-4925, fax: 415-547-8777

SOUTHWEST
 District Sales Manager Julie Knapk
 310-379-4313, fax: 310-379-4312
 Account Executive Emily O'Neil
 415-357-4925, fax: 415-547-8777

MIDWEST
 Regional Sales Manager Marc Callison
 630-810-0085, fax: 630-810-0099
 Account Executive Candace Bue
 415-357-4920, fax: 415-547-8777

EAST
 District Sales Manager Lisa Sirealuz
 203-258-5785, fax: 203-258-4560
 Account Executive Mary Leland
 415-357-5226, fax: 415-547-8777

Key Accounts - West
 Regional Sales Manager Marci Yamaguchi
 415-357-4944, fax: 415-547-8777
 Account Executive Amy Miller
 415-357-8780, fax: 415-547-8777

Online
 Online Sales Bill Young
 415-547-8453, fax: 415-547-8777

Marketing Director Ray Ladda 415-547-8775
Marketing Coordinator Warren Day 415-547-8776
Senior Advertising Coordinator Tanya Ubelodek 415-357-4930
Senior Sales Assistant Kristeen Laut 415-547-8778
Sales Associate Amanda Nelson 411-547-8783

ZIFF DAVIS MEDIA, INC.
 Chief Executive Officer David F. Callahan
 Chief Operating Officer and Chief Financial Officer Bert M. Calabrese
 Chief Executive Officer (Production) and Chief Operating Officer (North America)
 Executive Vice President Stephen D. Mojan
 Executive Vice President and General Director
 Executive Vice President (U.S.) Michael A. Miller
 Executive Vice President (International) Gregory Barton
 Senior Vice President (Technology & Sales Operations) Jasmin Alexander
 Senior Vice President (Production) Patrick Lewis
 Senior Vice President (Circulation) Charles Mast
 Senior Vice President (Advertising Director) Sorelle Sudo Seymour
 Senior Vice President (Sales) Scott DeLoe
 Senior Vice President (Production) Jason Young

Vice President (Corporate Sales) Ken Beach
 Vice President (Public-PC Magazine) Tim Costello
 Vice President (Integrated Media) Michael Lee
 Vice President (Corporate Communications) Anne D. Levine
 Vice President (Editor-in-Chief, International) Jim Louckhouse
 Vice President (Editor-in-Chief, eWEEK) Eric Lundquist
 Vice President (Editorial Development) Bill Macdonald
 Vice President (Controller) David Mullen
 Vice President (Human Resources) Beth Raposo
 Vice President (Editor-in-Chief, Business) Tom Spillner-Threkkeld
 Vice President (Internal Communications) Stephen Sutton
 Vice President (Publisher, UK) Dwight Stokolen Vitez

Senior Director, Manufacturing Carlos Lago
 Director, International Circulation Lorraine

(Contact anyone on this masthead via e-mail using
 listname_lastname@ziffmedia.com)
Subscription Department
 1-800-777-1714 (U.S. and Canada only)
 http://www.egm.com
 http://www.ziffmedia.com

the contributors

SCOTT STEINBERG
 Scott tops with the insane
 Clown Pops at their "Indie-
 style" collage pop. 50

CASEY LOU
 This industry vult's weekly
 expert on rock-n-roll
 music; genre: 100, 400

BRIAN BAKER
 A writer for *Wired*, *Crave*,
press, that time out of
Wired; genre: 100, 400

JOHN BRANDON
 John, a PhD in Gaming,
 gives a lesson on alternative
 music; *hardboiled* (pg. 51)

MIK SHALZ
 Mike shares
 music-based pop
 work on page 66
 www.dnps.com

OFFICIAL S.G.
PLAYSTATION MAGAZINE
 Writers Todd Zingg and Gary
 Steinman contribute reviews.

BANDWAGON
 Editors Miguel Lopez, Ethan
 Eshorn, and Phil Theobald
 lead their reviewing skills.

EMME
 Emme had to be asked to guest
 on the subscription quiz page
 or Andrew Pflister's mag.

JOSE HARTON
 Jose Chas and Greg Orlando
 Latin sensations or expert
 game reviewers? No and yes.

CARL WINDOUBT PHOTO



REMIX
SERIES



DCSHOECOUSA



REMIX
SERIES

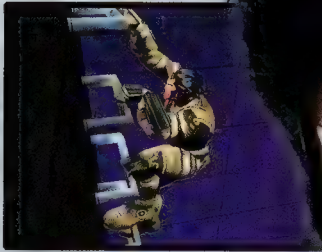
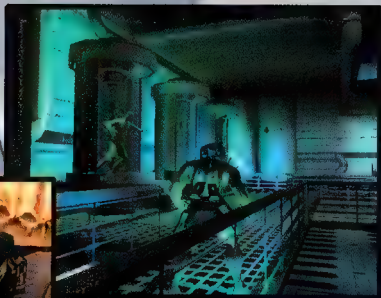
DC's Remix Series™ partners DC with musicians to create special versions of DC shoes. The series is kicked off with the Alias Remix flipped by Travis Barker of Blink-182, Box Car Racer, and the Transplants.

Travis Barker Remix is available for a limited time only. Look for it where DC products are sold.

TRAVIS BARKER

FOR MORE INFORMATION ON THE REMIX SERIES™ VISIT
WWW.DCSHOES.COM/REMIX

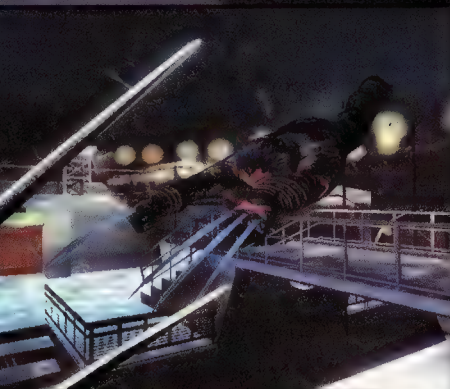
FOR STICKERS, POSTERS AND INFO SEND \$2.00 U.S. CURRENCY ONLY TO:
DC STICKERS, 775 S. WILSON AVE. #107, VAN, CA 94134.
OFFER VALID IN U.S. ONLY.
DEALER INFO 800-386-8225



TEEN
T
CONTAINS MATERIAL
ESRB
Blood
Violence

ONLY IN
THEATERS

www.wolverinesrevenge.com



WOLVERINE'S REVENGE

48 HOURS

to avenge your past.

48 HOURS

to save your life.

The time has come to
meet your makers at

WEAPON X.

"This is the complete package for comic
enthusiasts and action fans alike."

— Game Informer



PlayStation 2



XBOX



GAME BOY ADVANCE

GAME BOY ADVANCE

PlayStation 2



PC CD ROM



20th Anniversary



MARVEL



ACTIVISION

Screenshots taken from PlayStation 2, computer entertainment system, Xbox™ video game system and Nintendo GameCube™ gameplay.
© 2003 Marvel Characters, Inc. All rights reserved. MARVEL, X-MEN, WOLVERINE and all Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and associated with permission. Copyright © 2003 Century Fox Film Corporation. All rights reserved. MARVEL, X-MEN, WOLVERINE and all Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and associated with permission. Copyright © 2003. All rights reserved. www.activision.com. Game code © 2003 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. Licensed for play on the PlayStation 2 computer entertainment system with the WAC/DG distribution 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, Inc. Sony, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2003 Nintendo. 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.

activision.com

"GAME OF THE YEAR."

Xbox Game of the Year (IGN, Gamespy)

"Don't hesitate to buy this amazing game."

Electronic Gaming Monthly ~ Editor's Choice Gold Award



XBOX™ SCREEN SHOWN.

"A spectacular-looking, gizmo-crammed black-op experience."

Electronic Gaming Monthly



PLAYSTATION 2™
COMPUTER ENTERTAINMENT SYSTEM SCREEN SHOWN.

Use the Nintendo GameCube™
Game Boy® Advance cable and access
new gadgets and levels.



NINTENDO GAMECUBE™ SCREEN SHOWN.

Stealth action for the first time
on your Game Boy® Advance.



GAME BOY ADVANCE SCREEN SHOWN.

Also available on your
cell phone at www.gamell.com



NINTENDO
GAMECUBE™

PlayStation 2



GAME BOY ADVANCE



WHEN YOU'RE THIS DEADLY,
ONE PLATFORM CAN'T HOLD YOU.

★★★★★

NOW REDEFINED FOR
ALL NEXT-GENERATION CONSOLES.

★★★★★

Redefined with all-new cinematics and exclusive content. Thermal goggles, prototype guns, and the ability to use your enemies as human shields are just a few of the weapons and tactics in your arsenal. You are Sam Fisher. You are a Splinter Cell.



Blood and Gore
Violence



Tom Clancy's
**SPLINTER
CELL**

www.splintercell.com

TUNE. RACE. RULE.

TUESDAY 10

*Just touched down in D.A.
Picked up headers and
an intake.
Gotta find a tune.*

WEDNESDAY 11

*Blower rich kids.
They race for dinks and
can't even shift.
Facts giving away their
girlfriends and their cash by
breaking the race.
It's like delivery.*

THURSDAY 12

*Back seats? Gone.
Films? Tucked.
body kit: next week.
Turbochargers on my mind.
No Boost or not to Boost?
That's the Question.*



>> BET BIG! Win cash, cars, and the love of 1B of street racing's hottest honeys!



>> Outrun the cops on the streets of Miami, Philly, and L.A.



RATING PENDING

RP
CONTENT RATED BY
ESRB

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



PlayStation 2



XBOX



NINTENDO
GAMECUBE

3DO
www.3DO.com



>> Customize realistic cars with authentic aftermarket parts!



>> High-stakes racing with true physics and real damage!

FRIDAY 13

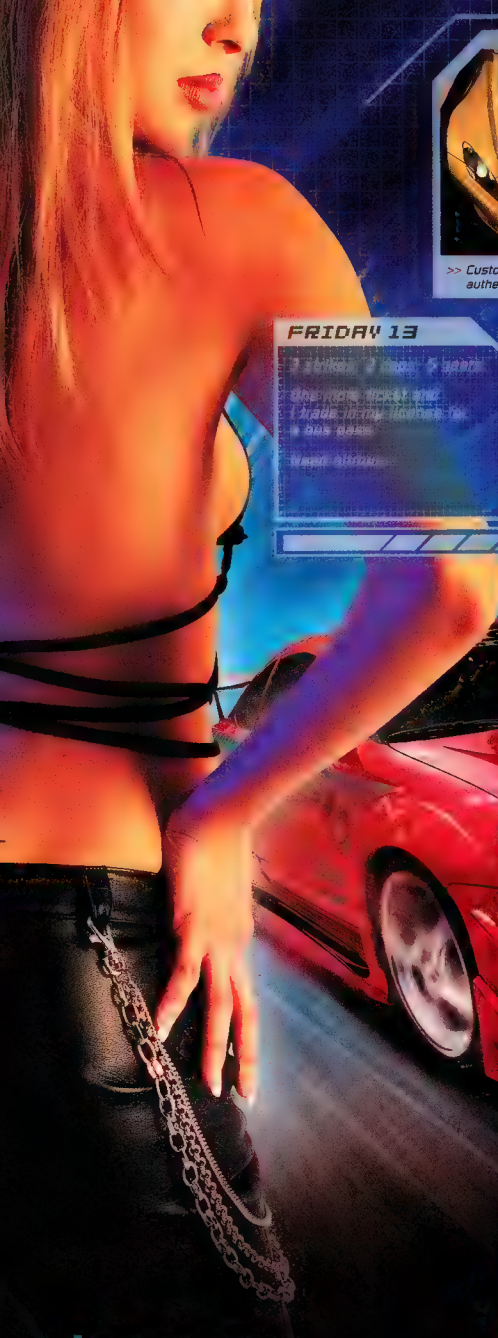
It's Friday night, and I'm
driving like a maniac.
I had to squeeze in a V8
engine. Just sad.
And where did I put
Sasha's number?

SATURDAY 14

Hooked up nitrous 100 shot.
Had to squeeze in a V8
engine. Just sad.
And where did I put
Sasha's number?

SUNDAY 15

Last night, I took Sasha
on the inside curve.
Tonight, she's taking me.



Letters

Nonstop Rockin'

In your Gamers' Choice Awards (EGM #165), you gave *Gitaroo Man* the "Best Game None of You Heartless Bastards Bought" award. You guys made it sound awesome, so when I went to the store and saw it on the shelf, I thought, "EGM said it rocked, so what the hey." Plus, it was only \$20. Man, you couldn't have been more...right! This game is amazing! Strap me in a woofer-jet and send me to Planet Gitaroo, 'cause I can't stop rockin'. It's a shame that no one cares, though; this game seriously deserves more admiration!

—Andrew Paris

We've decided to give *Gitaroo Man* another award, for the game News Editor Chris Johnston Most Wishes He Gave an 8 Instead of a 7. He's flogging himself in public right now, again.

Unable to Perform

My boyfriend has a problem. Each month, he buys new videogames. And each month games go unplayed. In January alone he bought five games. Five! None of which he has beaten. He purchased *Steel Battalion* in December and to date has only beaten the first mission! Is this a sign of a lack of commitment? I mean, if he can't stick it out with Samus long enough to get the plasma beam in *Metroid Prime*, how am I supposed to believe he'll stick with me long enough to put a ring on my finger? Dr. Ruth isn't equipped for questions like this.

—Susan Dirs Moses

We feel like we're missing half of the story here. Is your male pal neglecting his gaming duty because he's spending time with you, attending cinematic events such as *Chicago* and accompanying you on shopping expeditions? If so, while EGM does not necessarily approve of this union, you've got him right where you want him,

Letter of the month

Rockstar Whacks the Competition

Having just finished *The Getaway*, I was playing through the Autocide mission in *Vice City* and noticed something kind of strange. In this mission, you take out some European gang members attempting a bank robbery. Three of these guys have names that very closely resemble the names of main characters from *The Getaway*: Marcus Hammond, Franco Carter, and Charlie Dilson. The names seem too alike for this to be a coincidence. Do you think Rockstar put this in as a joke?

—Ryan Woods

You forgot the other three gangsters you have to loc in that mission—Mike Griffin (*Mace Griffin: Bounty Hunter*, anyone?), Dick Tamer (Tamer is the main character in the *Driver* series), and Nick Kong (Nick Kang's from the upcoming *True Crime: Streets of LA*). We talked to Rockstar, and the official line is that it's just a coincidence. We're pretty sure it ain't.



Rockstar followed the code of silence when asked if it put a hit out on the competition.

presumably. If not, then drop that non-game-finishing no-account. He needs to get his life together. (Though with *Steel Battalion*, cut him a little slack—that game is hard.)

can proceed to beat you like naughty circus monkeys?

—Joshua "Mr. Whompasp" Brader

Hold everything. You have a family pig?

Indiana Jones dressed as a Nazi to infiltrate a base in *Raiders of the Lost Ark*. Indy does dress as a Nazi, but not until *The Last Crusade*. I'm not really angry, just disappointed. Let me know when you plan

"Hey, I just got Xbox Live...send me your gamertags so I can proceed to beat you like circus monkeys."

—Joshua "Mr. Whompasp" Brader

Animal Abuse

Hey, I just got Xbox Live, and I feel like I need to whip you like the family pig. How 'bout you send me your gamertags so I

The K Word

I did some research, and I found out that in *Mortal Kombat* manuals, all the words that are supposed to start with a C start with a K! Isn't that weird?

—Lucas Weesen

Weird, yes. Idiomatic, also yes. But not at all surprising.

Correctshun

Not to be all anal or anything, but you guys are supposed to be professionals, right? And yet, frankly, your attention to detail makes me ill. A magazine cover is supposed to reflect the content and quality of said magazine, but the first thing I noticed when I picked up EGM #165 was the cover line "2 gamers enter, 1 game leave." Fire your editor. I might have let this fly, but on further inspection of the issue, I found another more blasphemous error. On page 130, you claimed that

to put out a quality magazine, K?

—DrtyMrshmlow@aol.com

Uh, no. "Two men enter, one man leave"

Plushy Envy

I was wondering where Chris Johnston got that *Animal Crossing* plushy you seen in his EGM #165 Review Crew picture. Are any other characters available? I think my girlfriend would flip over 'em.

—Rudy Carreno

CJ's got two *Animal Crossing* plushies, if the world must know. One was carted over from Japan via the obliging Mark MacDonald (he's such an enabler), and the K. K. Slider plushy is from an *Animal Crossing* swap meet in San Francisco. That's right, an *Animal Crossing* swap meet—wanna fight?

Never fear, though. You can order 10 different AC plushies from www.ufocatcher.com. And the part about you actually buying them for yourself and not this mysterious "girlfriend"? It's in the vault.



YOU CAN WRITE EGM AT

EGM Letters:
101 2nd Street, 8th Floor
San Francisco, CA 94105
E-mail: EGM@ziffdavis.com

Please note: We reserve the right to edit any correspondence for clarity, space, or sanity purposes. If you don't want your name, city/state, e-mail address, or boxer/brief preference printed, better mention that somewhere!

And note this, too: We also reserve the right to edit your ratings if having them in their original form will make you look even more ridiculous, due to egregious grammar and spelling errors.

RIGHT GUARD® XTREME BODY SPRAY

Spray your whole body so she can find you when the lights are off.



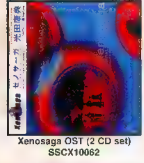
New RIGHT GUARD® XTREME Body Spray. Spray it on. Bring it on.

An appealing scent that leaves you feeling fresh, clean and ready for action, even when you push your limits.



Legend of Zelda Wind Water OST SSCD00250

Final Fantasy X-2 OST (2CD set) AVC1D1254



Xenosaga OST (2 CD set) SSCX10062

Final Fantasy X OST (4CD set) SSCX10054

GameMusic.com

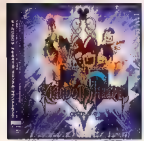
World's BIGGEST Game Music Store!

visit us online at:
www.gamemusic.com



FF Tactics Advance OST SSCX10083

Chrono Cross OST (4CD set) SSCX10040



Kingdom Hearts OST TOCT24788

Dracula Nocturne in the Moonlight OST (KICA7760)

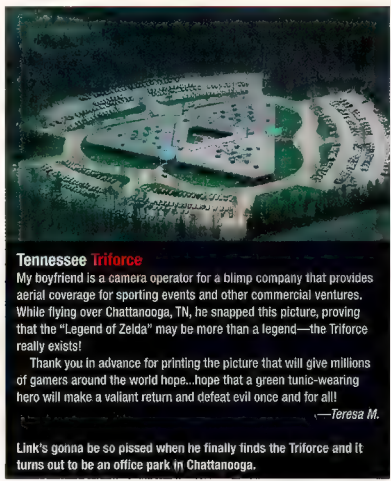


Huge Selection of Game/Anime Collectibles

Final Fantasy Best Collection Piano Solo Sheet Music (D0RE2037)

FREE Shipping available on online orders!
More than 800 game & anime music CDs in stock! Ready to be shipped.

If you don't have Internet access, please call our toll-free number at 1-800-979-9589. Outside the US, please call 1-426-575-9273. Phone hours are Monday - Friday, 9 - 5 Pacific Time. We accept Visa/MasterCard/Amex. All trademarks are the property of their respective owners. Game Music Online - 3728 Rockwood Ave, El Monte, CA 91731. E-Mail: info@gamemusic.com Fax: 1-426-575-0279. Sorry, our warehouse is not open to public.



Tennessee Triforce

My boyfriend is a camera operator for a blimp company that provides aerial coverage for sporting events and other commercial ventures. While flying over Chattanooga, TN, he snapped this picture, proving that the "Legend of Zelda" may be more than a legend—the Triforce really exists!

Thank you in advance for printing the picture that will give millions of gamers around the world hope...hope that a green tunic-wearing hero will make a valiant return and defeat evil once and for all!

—Teresa M.

Link's gonna be so pissed when he finally finds the Triforce and it turns out to be an office park in Chattanooga.

is a classic line from *Mad Max Beyond Thunderdome*, so that's where that came from. As for the *Raiders* thing: You're wrong; we're right. The movie's on TBS only like every other day—check it out sometime.

Bait and Switch

First of all, I would like to let you know that Ben Lincoln's gripe about receiving an obviously used game as new [Letters, *EGM* #166] is not uncommon. Having worked for a number of videogame and music stores, I know first-hand that stores sometimes repack a used disc that is in good condition as new. This is not a rampant problem, and I have only seen this at smaller businesses, never at a larger chain like Electronics Boutique.

As you suggested, however, Electronics Boutique and other stores do reshinkwrap their returned games if the return is due to dissatisfaction with the game, and not a defective disc. This is probably the situation in Ben Lincoln's case. Still, I've never had a problem getting a brand new disc if requested. This policy is the tradeoff we get from

"I know first-hand that stores sometimes repack a used disc that is in good condition as new."

—Jason Schlein

word on the street

■ WHAT WOULD YOU LIKE TO SEE IN A NEW STAR WARS GAME?

How about a moisture-farm simulation? It would be kinda like *Harvest Moon* or even *Animal Crossing*. You would have to tend to the robots and such, fend off Sauri. People, haggle with the Jawas, and get a bonus for forcing Luke to do his chores ("But I wanna go to Toshi Station!" "Quit yer whinin' and git to work boy!" But most of all, I would make it not suck.

—ROD LINDEN

A game with more substance...the original three movies captured my imagination as a child—I'd like to see a game re-create that feeling. A game that makes me feel exactly like I'm flying an X-Wing and that the fate of the rebellion hangs on whatever decision I make.

—Jay Cooley

I would love to see the original trilogy revisited. Training exercises on Dagobah. Flying through the Asteroid Belt. Sneaking into the base on Endor. And, of course, fighting that dastardly Darth Vader.

—Cathy Love

Keeping in the tradition of *Star Wars Demolition* and *Super Bombad Racing*, I'll cast my vote for *Luke Skywalker's Pro Dewback Rider*, or some other genre-blending nonsense. Maybe a *Star Wars*-themed basketball game. *Jedi Jam*, perhaps?

—Joel Regus

I would like to see LucasArts use its talent for making point-and-click adventure games like the PC classic *Indiana Jones and the Lost City of Atlantis*. Imagine the game play of *Monkey Island*, *Grim Fandango*, *Sam & Max*, *Mann & Manna*, *Day of the Tentacle*, but in the *Star Wars* universe.

—Matt Richenburg

I don't really know what else they could possibly do with the *Star Wars* license that hasn't been beaten to death already. *Galaxies* is the next big step, assuming it's released during my lifetime and not delayed anymore. As long as it doesn't play like *Star Wars: Obi Wan*, it'll be just fine. The Force was super-weak with that one.

—Tom Wilkinson

■ If you'd like to participate in Word on the Street, check out our message boards at www.egm.com.



HANG ON FOR YOUR LIFE.



HOLD ON TIGHT



TEAM

UPHOLD YOUR

FRIENDS

YOU DRIVE



PULL OFF

WAKEBOARDING UNLEASHED

WITH SHAWN MURRAY

Water moves. Screenshots don't. For the real experience, check out www.wakeboardingunleashed.com

EVERYONE



Comic Mischief



PlayStation 2



GAME BOY ADVANCE

Game Boy Advance

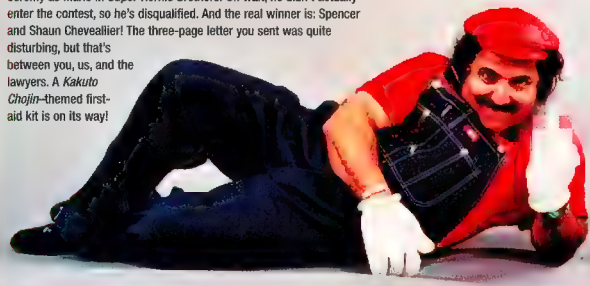


ACTIVISION.COM

© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 002, Sports, Realtime and Wakeboarding Unleashed are trademarks of Activision, Inc. and its affiliates. All rights reserved. Shaun Murray is a trademark of Shaun Murray. Developed by Shaun Murray, LLC. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and other countries. All rights reserved. TM, ®, Game Boy Advance and the Nintendo Game Boy logo are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. Licensed for play on the PlayStation2 computer entertainment system with the SCEA logo designation only. "PlayStation" and the "PS2" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings logo is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

MARIO MAKEOVER

We said you couldn't handle the realistic Mario, but you still wanted him. At least a few of you did, because our Give Mario a Makeover contest entries (EGM #163) didn't exactly flood in. Maybe you thought we were joking? Or maybe it was just a dumb idea to begin with. Anyway, any excuse for more cosplay is a good excuse, and the winner is: Ron Jeremy as Mario in *Super Hornio Brothers!* Oh wait, he didn't actually enter the contest, so he's disqualified. And the real winner is: Spencer and Shaun Chevallier! The three-page letter you sent was quite disturbing, but that's between you, us, and the lawyers. A *Kakuto Chojin*-themed first-aid kit is on its way!



Scary: Ron Jeremy, we salute you, but we'd rather not shake your hand.



Scariest: Mike Quan, scaring children at Halloween.



Scariest: Spencer and Shaun Chevallier, sousing by mood, brewed by mustache.

"The teacher told us that kids who play racing videogames are usually better drivers than the ones who don't."

—Eaz Bye

such lenient return policies—does Sam Goody or other larger music chains allow us to return a CD for another because we don't like the music? Not likely. I know for a fact that smaller used music stores and most videogame chains often do allow this. So we have to make a decision: Do we want to be able to return a game for reasons such as dissatisfaction with the gameplay, or would we like to receive a brand-new, sealed game every time? Personally, I prefer the ability to return a horrible game. Otherwise I'd still own *Simpsons: Road Rage*.

—Jason Schlein

one standout thing kind of...stood out. I found that I could 'talk' to people using some pre-selected words.

A 'cool' kid asked me about a 'cool' phrase, so I looked around the list and found the word combination of 'tight rear.' The kid thought it was awesome (understandably), and so did the townsfolk. Later, a young boy was talking about how he owned the official 'tight rear' dolls, 'tight rear' brand clothing, and the official 'tight rear' picture book. I thought, "Dang, who are these kids'

parents?!" as well as, "Hmm, what if more games had this great feature?" Imagine *Halo* grunts squealing "tired chipmunks!" or fighting *Zelda's* Ganon in a venue you've renamed "The Hall of the Amish." Just thinking about it makes my rear tight.

—ganondorf_22

That's...disturbing. You know you can get more catch-phrase-creating thrills from GameCube's *Animal Crossing*, right? And you don't even have to

choose options from a menu, but can make up whatever you want. Maybe we shouldn't have mentioned it....

You Don't Look 21

Despite ESRB President Patricia Vance's response to Lewis Medeiros (Letters, EGM #164), I firmly believe the ESRB failed utterly in its job regarding the rating of *BMX XXX*. The message sent out by the game's M rating (as opposed to an adults-only AO) is that publishers can pretty much do anything and still get a rating that won't hurt their game's availability and sales.

But without any legal enforcement, ESRB ratings are a joke anyway. The state of Michigan's crackdown on retailers selling games to underage buyers is welcome news, evidence that at least

Hella Tight

I recently got the new *Pokémon Ruby* game for GBA. It's the usual *Pokémon*, but

WHAT'S YOUR PROBLEM?

MISSING AN ISSUE?
SUBSCRIPTION DELAYED?
KNEE HURTS WHEN A STORM'S BREWING?
Don't tell us, we've got stuff going on; these games don't play themselves. Tell our subscription people—they're dying to speak with another human!

E-mail: saohelp@egmmag.com
Phone toll-free: (800) 779-1174
Website: <http://service.egmmag.com>
Snail mail:
P.O. Box 55722, Boulder, CO 80322-5722

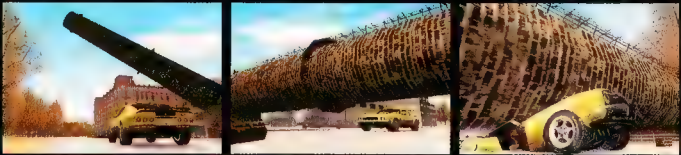
Blood on the (Virtual) Highway

I recently started driver's ed. class. The teacher told us that kids who play racing videogames are usually better drivers than the ones who don't, because they learn to look ahead and read the road, not just stare at the trunk of the car in front. I thought I should pass this information along to you guys, and to all other gamers that are around my age—try telling your parents that when you are playing *Gran Turismo 3* you are actually doing homework. It worked on my step-mom! My parents go halves with me on all the racing games I want to

buy now! Can't wait for *Auto Modellista* and *Midnight Club 2*. Thanks, EGM!

—Eaz Bye

Hey speedy, don't forget to add *Stuntman* (PS2) to your list of driver's-edutainment titles. Where else will you learn the proper technique for riding on two wheels, or the minimum safe speed for dodging falling buildings? Your parents might want to up their auto insurance coverage, though.



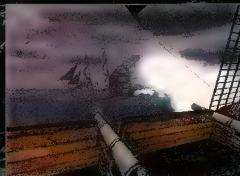
Parallel parking? Pshaw. *Stuntman* players will breeze through the new 'avoid falling smokestacks' section of the driving test. Maybe.

PIRATES^{of the} CARIBBEAN

PREPARE TO BE BLASTED
OUT OF THE WATER!

Visit pirates.bethsoft.com

- An epic role-playing game on sea and land
- Gorgeous graphics and realistic weather effects
- Open-ended gameplay set in exotic locales
- Exciting high seas battles and thrilling duels
- Inspired by the feature film coming July 9th



ALL SCREENSHOTS FROM XBOX VERSION

Bethesda
SOFTWARES
a ZeniMax Media company



1C
1C COMPANY



**PC
CD
ROM**



RATING PENDING
RP
CONTENT RATED BY
ESRB

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

sputtering outrage

What A Maroon

I would like to inform you that I feel your magazine is very sexist and liberal. I am canceling my subscription to this magazine and boycotting all services/products advertised in this magazine. I am also contacting your advertisers and informing them of your objectionable content.

Please see page 22 and 23 of *EGM* #166 for discussions on how to play computer games in topless mode for female characters and how to adjust breast size to personal preference.

This magazine is geared to children and that is the message you send. Sex is all that is important. Sex sells to 10- to 16-year-old boys (your audience), and that is all you are interested in. No minors. Just money.

Also, page 42 has a discussion on antiwar/Bush sentiment. I did not realize this was a political magazine. Now, I do.

—*Mary Moore*

Oh, where to begin. This magazine isn't geared toward children, for one. On page 22, the discussion was about how you can't play *Xtreme Beach Volleyball* with topless characters, and on page 52, it was about how you can't adjust breast size in the same game, despite Congressman Joe Baca's claim otherwise. Did you write him a letter, too? On page 42, we

were covering an independent website's plan to buy President Bush a PS2 and *SOCOM: U.S. Navy SEALs*, not taking our own political stand. It's a little thing we do sometimes called "news reporting."

We did not realize you were a toilet with absolutely no reading comprehension skills. Now, we do.

A Cry For Help

In *EGM* #166, page 24, you poked fun at the Japanese "visual kei" band Dir en Grey.

What the hell? Where do you guys get off putting down Dir en Grey? They're an incredible band, and I'd much rather spend money on a CD of theirs than this magazine any day, especially after that.

I'm sorry if you guys are sitting around listening to the latest Britney Spears hit or watching that new Jay-Z concert, but some people actually like good music. Maybe if you'd ever been to a convention you would understand that most gamers generally like Dir en Grey. At Otakon [an anime and cosplay convention], you could easily see a *Final Fantasy VII* Cloud Strife cosplayer standing next to people cosplaying the members of Dir en Grey. I want to see a public apology.

—*Gregory*

Wow. We had all sorts of withering barbs ready for you, but then we got to



Dir en Grey looking suspiciously like Poison Black and Jee, those chicks are dancin'!

that last part. Do you think you could send us a picture of a Cloud Strife cosplayer standing next to Dir en Grey

cosplayers? Because that would be totally sweet. And by totally sweet, we mean totally hilarious.

“At Otakon, you could easily see a Cloud Strife cosplayer standing next to people cosplaying...Dir en Grey!”

—*Nailo Jirja*

some government officials are treating the ESRB as law rather than a suggestion. I don't feel Mature-rated games are in any danger if the government becomes more active in

enforcing ESRB ratings; it will merely help keep game sales limited to the gamers old enough to purchase them legally in the first place.

—*Aaron Marshall*

Illicit Animal Action

I've found a great reason to play a mediocre game, *Animal Crossing*. I know there's like a million people who want me dead for that last line, but running to get Mizzi's Game Boy over and over gets old fast. Nowadays, the only thing that makes me break *Animal Crossing* out is the built-in NES games, which remind me of the good ol' days. Anyway, special thanks to Date! for the brand new Action Replay for GameCube; more accurately, the code for *Animal Crossing* that has given me, among other games, *The Legend of Zelda* and *Super Mario Bros.*

—*Jeff Daniel*

To that one guy who keeps e-mailing us, demanding to know how to unlock *Punch-Out* in *AC*—you can stop now.

Insert Title Here

(insert gripe about game review here)
(insert 1337-speak here)
(insert non-game related musing here)
(insert emotional response to videogame violence here)

—*Simon Au*

(insert informational response here)
(insert soul-destroying put-down here)

CALL FOR ENTRIES

Got some ideas about how the next generation PlayStation, GameCube, or Xbox might look? We bet you do, but get a move on because time's running out! Put pen (or crayon, if you must—or *Adobe Illustrator*, best-case scenario) to paper and send your prototype sketches by May 10, 2003, to:

EGM/Next-gen Systems
101 2nd Street, 8th Floor
San Francisco, CA 94102

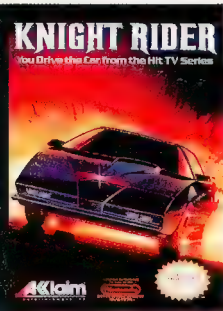
By e-mail files to egm@ziffdavis.com.
subject: Next-gen systems. The best ones will be published! The worst ones will be ridiculed! And maybe published!

One Man's Dream

I prayed for *Knight Rider* to be brought back on television, and it looks like my prayers were answered thanks to reruns on the Sci-Fi Channel. So I'm pretty happy about that, but my lifelong dream is to be Michael Knight, the man behind the wheel of KITT. To make a long story short, I (and I'm pretty sure I'm not alone on this either) would like to see a *Knight Rider* game that could make anyone drool.

—*Pedro Perez*

Nice pen name, Hasselhoff, but we know it's you. The original *Knight Rider* for NES is all you get. Now go make another bikini show, but this time, keep your shirt on.





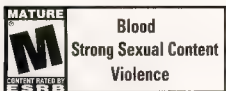
Hunting Season Begins...



HITMAN 2

SILENT ASSASSIN

May 2003



Hitman 2: © 2002 IO Interactive A/S. Developed by IO Interactive A/S. Hitman 2: Silent Assassin is a trademark of Eidos Interactive. IO Interactive and the IO Interactive logo are trademarks of IO Interactive A/S. TM, © and Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other titles, trademarks, characters, and registrations are property of their respective owners. All rights reserved. EGM Gold Award was received in the December 2002 issue of Electronic Gaming Monthly for Hitman 2 on PS2. Electronic Gaming Monthly Gold Editors' Choice Award Logo is a trademark of Ziff Davis Publishing Holdings Inc. Used under license.

THE FUTURE OF *ONLINE*



MAZDA
HONDA
TOYOTA
NISSAN
MITSUBISHI
SUBARU
AND MORE!



Take it to the street and experience the rush of the first cell-shaded online racer for the PlayStation®2 computer entertainment system. Build the ultimate dream car and go head-to-head against eight online players in your tricked-out, world-class ride. Feel the pulse of the street as you add sonic screen effects and digital music to your own instant replay footage. Racing fans get set and Go! Auto Modellista.



© CAPCOM CO., LTD. 2002. ALL RIGHTS RESERVED. © CAPCOM U.S.A., INC. 2002, 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. "auto modellista" is a trademark of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo and DUALSHOCK are registered trademarks of Sony Computer Entertainment Inc. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). The online icon is a trademark of Sony Computer Entertainment Inc.

RACING IS NOW!

33 2002 GAMESTOP EDITORS CHOICE WINNERS
BEST AND TOP GAMES MEDALS



Race and chat with up to 8 OPPONENTS ONLINE with a Network Adaptor...



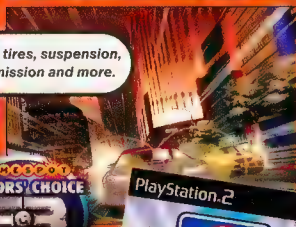
Edit your own INSTANT REPLAY Add music and screen effects...



Race REAL CARS from Honda, Toyota, Mazda, Nissan and more...



CUSTOMIZE your tires, suspension, turbine kit, transmission and more.



CAPCOM
capcom.com

SNAP
SEGA NETWORK APPLICATION PACKAGE

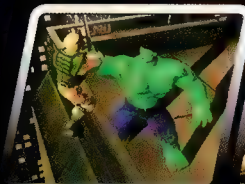
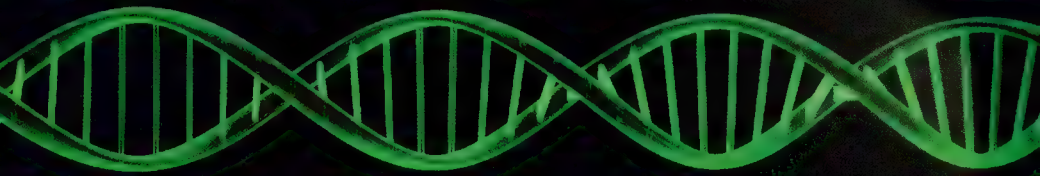
PlayStation.2



Following the events of the blockbuster Universal Pictures® film, troubled scientist Dr. Bruce Banner and his enraged alter ego, **The Hulk**, battle The Leader, a terrifying villain intent on unleashing a relentless army of gamma creatures on the world.

HULK™

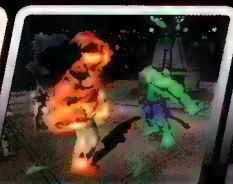
UNLEASH THE FURY



45 devastating attacks to dispose of your enemies.



25 fully destructible and interactive environments - if you can see it, you can smash it.

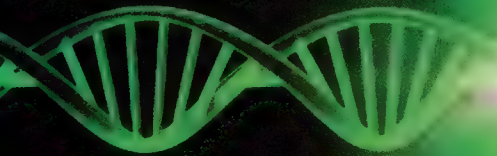


Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.



Outsmart your enemies as Dr. Bruce Banner, using stealth and disguise.

PRE-ORDER
YOUR COPY
IN STORES
TODAY



SEE THE MOVIE
ONLY IN
THEATERS
06.20.03



Violence



PlayStation 2



THE HULK® interactive game © 2003 Universal Interactive, Inc. Marvel, THE INCREDIBLE HULK and All Related Comic Book Characters, TM & © 2003 Marvel Characters, Inc. All Rights Reserved. www.marvel.com. THE HULK® movie © 2003 Universal Studios. All rights reserved. Published and distributed by Universal Interactive, Inc. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are trademarks of Microsoft Corporation in the United States and/or in other countries and are used under license from Microsoft. TM, G and the Nintendo GameCube logo are trademarks of Nintendo. The ratings logo is a registered trademark of the Interactive Digital Software Association. All other trademarks and copyrights are the property of their respective holders.

WWW.THEHULK.COM WWW.HULKGAMES.COM WWW.MARVEL.COM



DELAY OF GAME

A status report on the games you're waiting (a bit longer) for

Tom Petty once sang, "The waiting is the hardest part," and no one knows that better than gamers. Think back to the last time you waited for a big game that got delayed. Was it the great Christmas of '02, when *The Getaway* and *Dead or Alive: Xtreme Beach Volleyball* both slipped into the New Year? Or maybe it was *Gran Turismo 3*, which was originally planned as a PS2 launch title but didn't come out until eight months later? Or was it Rare's...well, any game Rare's ever made (*Perfect Dark*, *Conker's Bad Fur Day*, *Starfox Adventures*, etc.)?

Believe it or not, these delays can be a good thing, since they sometimes give developers extra time to polish and balance their game in the crucial final stages of production. Other times, though, delays are a clear signal that something has gone horribly, horribly wrong. In these cases, usually the creators are taking a few weeks to salvage what they can, get it out the door, and cut their losses.

So which is it for highly anticipated but recently delayed games like *Halo 2*, *Tomb Raider: The Angel of Darkness*, *F-Zero*, and *Star Wars: Knights of the Old Republic*—are they being polished to a shine or slapped with a Band-Aid and kicked out the door? And can we really believe these new release dates? *EGM* investigates.

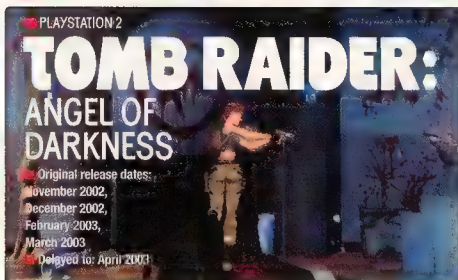




Spin Control: This follow-up to the hit sci-fi first-person shooter is by far the most important game in the history of Xbox, and Microsoft and developer Bungie know it. So it's no surprise that everyone involved wants to take the time to get it right. "We're sorry to disappoint [*Halo* fans]—but making this game as good as we possibly can is our paramount concern," reads an announcement on Bungie's website. "Our ultimate goal is to make *Halo 2* a great game; when the game comes out next year, we think you'll agree we made the right choice [on the delay]."

Prognosis: Locked and loaded...we think

One concern: Microsoft claims *Halo 2* will be out early next year, but Bungie will only say 2004. Both parties even tried to convince us they never "officially announced" the 2003 date (they did, and we have the press releases to prove it). But lest we forget, Bungie delivered the first *Halo* under the unbreakable deadline of the Xbox system launch. And we hear that game turned out pretty good.



Where's Lara? Successfully changing an established formula takes time, and, as Development Director Adrian Smith told us back in late January, this ain't the same old *Tomb Raider*. "*Angel of Darkness* offers significantly different gameplay from the other games in the series. We are simply making sure all of the bits work well together. At this point in the development process, we are not working on design or adding any new game mechanics, but rather polishing the game."

Prognosis: Shrouded in darkness

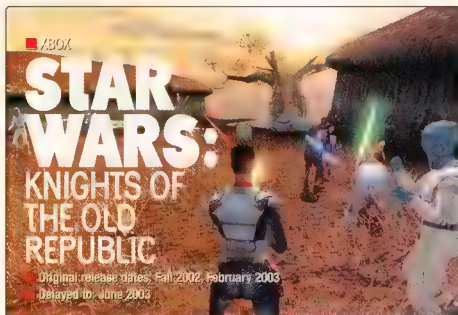
It's entirely possible that the new *Raider* will make its April release date and be in stores by the time you read this. But two things make us wonder: 1) We didn't receive a review copy in time for this issue, as we usually would have for an April release. This could mean publisher Eidos isn't confident enough to want reviews out before the game itself hits shelves, or it could mean another delay (rumors of yet another delay are as fast as we speak); and 2) Eidos refused to comment for this story.



Why the pit stop? Nintendo and developer Amusement Vision (a division of Sega) say the extra time will be spent tweaking the controls and adding new ships and tracks to this fast-as-lightning futuristic hover racer.

Prognosis: Gentlemen, start your engines

A playable version of *F-Zero* on display in Japan early this year looked surprisingly complete, despite claims it was only 40 percent done. The basic game was already in place, including world tracks and plenty of different characters. Given that fact, as well as Nintendo's recent reputation for sticking to (or close to) its promised release dates, we believe *F-Zero* will be racing into stores come August. Besides, the Cube's upcoming release calendar is starting to look pretty bare, so Nintendo will need all the big guns it can muster.



Why the disturbance in the Force? Ever try to create an RPG, much less one based in the *Star Wars* universe? It's tough work. "On a game of this size," says Producer Mike Gallo, "wrapping up all of the final little bits, like bug testing, play balancing, user-interface tweaks, optimization, etc., takes a lot longer than anyone could imagine. If something isn't working, we can't just cut it from the game."

Prognosis: The date is strong with this one

LucasArts feels "very confident" that this is the final delay. More important, we're very optimistic about the quality of the game itself, given developer BioWare's track record of excellent RPGs on the PC, like *Baldur's Gate* and *Neverwinter Nights*. Plus, we have word that George Lucas himself is personally not very involved, which, after *Episode II*, is happy news indeed. —Mark MacDonald and Chris Johnston



Shigeru Miyamoto: "I created Mario and all I got was this lousy T-shirt."

SHOCKING NINTENDO SECRETS REVEALED!

Mario's pappy spills the beans

It's not often we get a little time with Shigeru Miyamoto, the man behind Nintendo's biggest hits. So, when we cornered him at this February's D.I.C.E. Summit (a conference for game developers), we asked about the games on every Nintendo fan's mind. Here's the lowdown...

...On the next *Zelda* GBA game

"[Capcom] actually went into planning on this right after finishing [*Oracle of Seasons* and *Oracle of Ages* for Game Boy Color]. It will probably be something close to the graphics of *Four Swords* and will use the same style of camera we've had throughout the *Zelda* series. I think we'll be able to launch it within about a year or so.

...On *Animal Crossing 2*

"Our first goal right now is to actually take the elements that were added to the U.S. version [e-Reader connectivity, revised interface, and new furniture] and put that

into a version to rerelease in Japan. So, there won't be an immediate sequel coming to the U.S."

...On a *Metroid Prime* sequel

"It's true that [Retro Studios] is working on a sequel. We've got the entire team together and they're going to continue on. At this point, we can't discuss what the content of that game will be."

...On *Mario Kart Online*

"Right now, *Mario Kart* isn't going to be the type of game you'll be able to play over a network, competing against people far away."

...On *Pokémon for GameCube*

"We are going to be releasing a *Pokémon* game for GC this year. It's like [the Nintendo 64 *Pokémon Stadium* games] in style, but it will be separated from the GBA games more than the N64 versions were from the GB games."

grudge match



OLD LINK vs. YOUNG LINK

Old Link landed on his feet as a GameCube-exclusive character in *Soul Calibur 2*, but you know he's still pissed at young, cute Link for usurping the starring role in *Zelda: The Wind Waker*. Let's get it on!

FIRST IMPRESSION

Legolas in stretch pants

Doe-eyed little brother

Advantage: Old Link

ON FURTHER REFLECTION

Nice booties, Captain Fancy

Badass Elf kid who knows his way around a dinghy

Advantage: Young Link

HYPOTHETICAL PLAYGROUND NICKNAME

Elyf McLongshanks

Lit Scrappy

Advantage: Old Link

A HIT WITH THE LADIES?

The ren faire ladies...maybe

Works that puppy-dog appeal

Advantage: Young Link

HANGS WITH

Heihachi, Spawn, and presumably fellow Lycra fan Michael Flatley, a man constantly trying to prove he *isn't* a fairy

Bird-girl Medi, wood spirit Makar, and Tingle, a man who desperately wishes he *were* a fairy

DRAW

DRAW

ON A QUEST TO FIND

An even tighter pair of pants

His sister

Advantage: Young Link

EVIL ARCHENEMY

Jock itch, shrinkage

Ganonorf

Advantage: Young Link

LAST MAN STANDING: **Young Link**

Pint-sized young Link's flailing windmill attack catches old Link square in the crotch area.

news bits: stay crunchy in milk

ULALA SWINGS BACK INTO ACTION

Ulala and her *Space Channel 5* cohorts are about to dance and shoot their way back into games (and our hearts) after a three-year hiatus. AgeTec is fixin' to release *Space Channel 5 Part 2* on PS2 later this summer. At press time, AgeTec wouldn't confirm rumors of a simultaneous PS2 re-release of Ulala's first swingin' music-adventure (originally on Dreamcast).

SIMON SAYS YOU SUCK

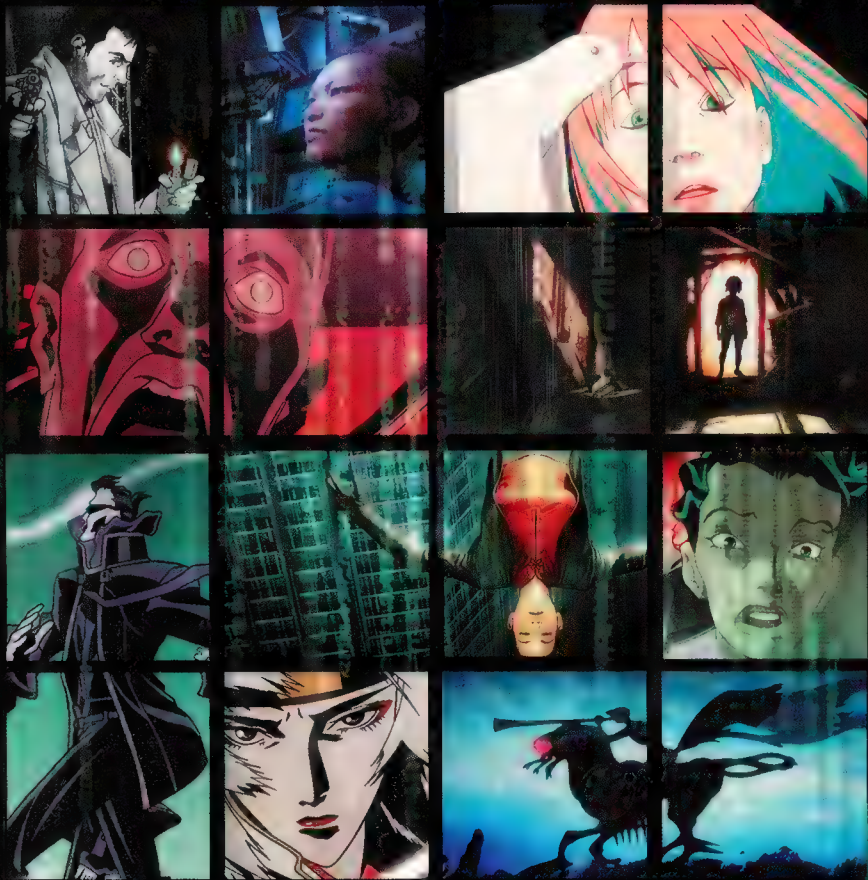


In the tradition of turning TV fads into games (see *The Weakest Link* and *Who Wants to Be a Millionaire*), Codemasters snatched up the rights to reality TV craze *ou jour*, *American Idol*. Expect the *Idol* rhythm-based action game, complete with virtual berating from digital Simon, Paula, and that other dude, to hit PS2 this fall.

EA PLEDGES MORE FOR GAMECUBE

Nintendo and Electronic Arts have announced a partnership that will yield 20 GameCube titles. In the next year, that's good news, except none of the 20 titles are Cube-only, although some will offer exclusive features like GBA/GC connectivity.

FROM THE CREATORS OF THE MATRIX TRILOGY.



3 short films

7 world-renowned animé directors

1 amazing experience

Own it on DVD and video June 3rd

Parents Strongly Cautioned:
Some Material Not Suitable for Viewers Under 17.

Continue the experience with the soundtrack CD.

VILLAGE ROADSHOW PICTURES



www.thematrix.com

www.thematrix.com

www.warnervideo.com

© 2003 Warner Home Video. All rights reserved.



DEAD OR ALIVE BOUNCES ON

Tit-bits on upcoming sequels to one of the breast fighting games ever

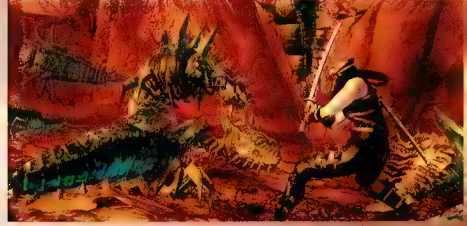
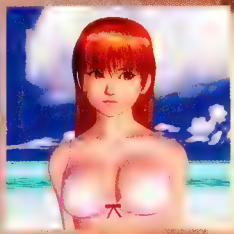
Team Ninja is the perfect name for the group at Tecmo responsible for the *Dead or Alive* series (and not just because it's developing *Ninja Gaiden* for Xbox). After all, the secretive studio likes to work in the dark, releasing enticing screen shots but withholding gameplay details until the last possible moment. That's why no one knew how its last game, *Dead or Alive: Xtreme Beach Volleyball*, would play until it was out in stores, and why *Ninja Gaiden* will likely be no different. "People say that Team Ninja is the Area 51 of the game industry," says Studio Head Tomonobu Itagaki. "We intentionally don't give away much info before a game's release. If you give away too much, it spoils the surprise when people first try the game."

So it wasn't much of a shock when, during our recent sit-down at Tecmo's Tokyo offices, Itagaki was evasive about details on the future of the *DOA* franchise.

He did, however, reveal that plenty of projects are already in the works, including a possible follow-up to *Beach Volleyball* (a straight sequel or maybe a new sport), *Dead or Alive 4* (which the team is working on right now), and a mysterious new titty...er, title known only as *Dead or Alive: Code Cronos*. All the other questions—iike, when will we see *DOA4* and what the hell is *Code Cronos*, anyway—were met with "I can't comment" or "I won't say." You know how ninjas are with their secrets.

Only once, while discussing *Xtreme Beach Volleyball*, did Itagaki break his vow of silence. "No one seems to have beaten the game to its core," he told us. "There's still lots of stuff to explore. There are several things [in the game] we haven't revealed to anyone. One of them is a feature called 'God Hand.'" And what, exactly, is that? Itagaki smiles. "I can't tell you [laughs]." ☹

—Mark MacDonald



■ We got so wrapped up in these shots of *Ninja Gaiden* and the *DOA* gals that we didn't have space for any pics of Mr. Itagaki. We think he'll understand.



Microsoft, the Microsoft Game Studios logo, Xbox Live, and the Xbox logo are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries. Major League Baseball trademarks and logos are the property of Major League Baseball. © 2003 Microsoft Corporation. All rights reserved.



How will you get ready for the most competitive, trash-talking, online baseball league in the world? Well, you'd better



practice. Offline. Because when you play Inside Pitch 2003, the only baseball game on Xbox Live, you're playing the best.



INSIDE PITCH 2003

EVERYONE
E
CONTENT RATED BY
ESRB

ONLY ON
XBOX

Microsoft
game studios

www.xbox.com/insidepitch2003



XBOX LIVE ONLINE ENABLED

AFTERTHOUGHTS: ZELDA: THE WIND WAKER

We go hog-wild on Nintendo's latest

Shigeru Miyamoto needs no introduction, but we'll give him one anyway: As the creator of *The Legend of Zelda*, as well as *Mario*, *Donkey Kong*, and a host of other now-famous Nintendo franchises, Miyamoto is the videogame industry's most famous designer. Eiji Aonuma is another matter—you may have never heard of him before, but as director of the last two Nintendo 64 *Zeldas* and, most recently, GameCube's *The Wind Waker*, he's been the main man behind Link ever since the series made the leap into 3D.

For *Aftersights* this month, we sit down with both men and talk everything *Zelda*: why the new game blows so much (the wind, that is), its cartoony new look, and the possibility of seeing another *Zelda* for the Cube.

EGM: So what's with all the wind-walking and breaking and what not?

Eiji Aonuma: This time we decided to set the game on an ocean. We got to talking about how you would travel: obviously, the best option is a sailboat. So that's how we ended up with a game where the wind was blowing constantly through the land—to let the player sail around.



Shigeru Miyamoto: Actually, for a long time we've wanted to be able to express wind in games. Sometimes we've had windy stages in the *Super Mario* games, but it wasn't until GameCube and some of the visual styles we can represent with it that we were able to finally really show wind blowing in a videogame.

EGM: We love how a second player can play via a Game Boy Advance/GC link cable—where'd that idea come from?

EA: In the early stages of the development, Mr. Miyamoto asked us one question: "The *Zelda* games so far have all been single player; isn't it possible to involve another person who could cooperate with the player to solve riddles together?" I had already been thinking about using some type of online manual, where hints and supplemental information would be provided to players online. So, we realized we could [combine the two ideas] by involving another person on a linked Game Boy Advance.

EGM: Speaking of the GBA link-up, what's the deal with that guy Tingle? Is he gay?

EA: [Laughs] He's not really gay. He's just a 35-year-old man who, for whatever reason, seems to think he's a fairy. On our team, we have a lot of guys over 30 who still seem to think that they're children [laughs].

EGM: How come the stealth gameplay is limited to the Forsaken Fortress near the start of the game?

EA: We included these stealth sections because we wanted show Link's growth in power over the course of the game. There were similar stealth sections in *Ocarina of*

time attack challenge

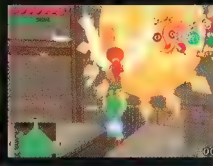
Ten hours. Director Eiji Aonuma told us that's the fastest any Nintendo tester was able to complete the new *Zelda*, start to finish. Think you can do better? Prove it! Videotape yourself playing through *The Wind Waker* in under 10 hours (anything over will not be accepted), write down your name, completion time, phone number, and mailing address on a self-addressed stamped envelope, then take your tape and letter and bury them in your backyard. It'll make you feel better about all those countless hours you wasted playing *The Wind Waker* over and over. Maybe.

his favorite things



The Wind Waker is packed with memorable characters—the cute Eji Korok tree spirits, Tetra, the spunky pirate girl (with a secret), Tingle with his bizarre sayings and hypnotic gyrations—the list goes on and on. We asked Eiji Aonuma for his favorite. “The talking ship who guides Link throughout the game [King of Red Lions]—I made up his dialogue myself. He also implies the image of Link’s own father, in a sense. Since I myself became a father during the development of *The Wind Waker*, [the ship] has become something like an alter ego for me.”

As for his favorite dungeons, Aonuma picked the same ones we would. “I like the Earth and Wind Temples that Link visits in the latter half of the story. I think the background music goes very well with the look of the dungeons.”



“Oh...crap...”

Time and *Majora’s Mask* [for the Nintendo 64]. But in *The Wind Waker*, these sections are highlighted so the player can watch Link’s attitude change once he has the power to fight against the enemies—the same enemies he had to hide from before.

EGM: Many people have mentioned *The Wind Waker* feels a lot like those Nintendo 64 Zeldas...

EA: [That’s] because we believe the system we developed [for *Ocarina of Time* and *Majora’s Mask*] is the best system for *Zelda* games. So there aren’t many things we felt we needed to modify in terms of the basics. You may feel that changes in the gameplay are not very noticeable in comparison with the changes in the graphics. However, we have implemented a number of improvements in the details of the game elements.

EGM: Another thing we hear a lot is that the game doesn’t have enough dungeons. We heard two were cut?

EA: The reason we ended up pulling those is, as we were looking at the overall scale of the adventure, it had gotten really big. At that point we thought it had gotten too big for all ages to play. And that was the idea—we wanted anyone, kids to adults, experts to new gamers, to be able to play through the game to completion.

EGM: Do you get anything for making figures out of every character in the game with the DX camera?

EA: There is actually a final figure that you can only get after first getting all the other figures. It’s a very good one and that’s the only way to get it.

EGM: N64 got two *Zelda* games—will you continue the tradition and bring a second to the Cube?

EA: Having finished the Japanese version [and then the English version] of *The Wind Waker*, and [considering] all the time I’ve spent at the office, it’s difficult for me to even think about the possibility [laughs]. But whenever we make a game, there are things we wanted to incorporate that we couldn’t, or things we wanted to do differently but didn’t have time. And that was definitely the case with this game.

EGM: Will the next *Zelda* use the same cartoon art style?

SM: Well, [*The Wind Waker*] only features Link as a child. If we were to make a *Zelda* game where Link appears as an adult again, we’d probably have to rethink the graphical style. But since we haven’t gotten to the stage of coming up with ideas, we can’t really determine whether or not the style will stay the same. —Mark MacDonald

“If Link appears as an adult again, we’d...have to rethink the graphical style.”

—Nintendo mastermind Shigeru Miyamoto



■ An idea that began as an online help manual ended up as your excitable (but not gay!) helper Tingle. Collect figures for every character and monster in the game (right) to earn a special, secret statue.



Hardcore gamers know they play all the cool stuff—such as nose-hair fighter Bobobo (see page 48)—only in Japan.

INSTANT EXPERT: IMPORT GAMING

Japan-gaming genius in 30 seconds, or it's free

Hardware Fast Facts

■ To play Japanese games on your GameCube or PlayStation 2 (don't worry about Xbox, which has no worthy imports), you'll need to purchase a modified system, buy and install a mod chip yourself (which involves soldering a few wires), or hire a retailer to install a chip for you. Modified systems cost an extra \$100-\$200.

■ The Magic series of chips is your best bet for PS2, and the newest version (3.6) sells for around \$55 at www.modchip-sbox.com. Different PS2 versions require different chips, so make sure you order the right one. Online retail sources include

www.modchip.com, www.chipzone.com, and www.gamezimo.com. You can also call ModChip at 1-888-MODCHIP (1-888-863-2447).

■ GameCube players can skip messy mods by using a boot disc—such as the \$29 Freelader, available at www.modchip.com. You just load the disc up and switch to the import game you wanna play.



Software Fast Facts

■ Unless you live in a city with a big Asian population, you'll probably need to go online to find an import store. National Console Support (www.ncsx.com) is one option.

■ Import games will typically cost you around \$10 more than domestic titles.

■ Most import stores don't keep a lot of titles in stock, so you'll need to preorder to guarantee a copy. Check National Console Support for upcoming import releases.

なんてん (Translation: "The Catch")

Oddly, most—but not all—Japanese games are in some sort of bizarre foreign language. If you don't speak Japanese, you can muddle your way through complex titles with a FAQ from www.gametags.com. Guides for major import titles are usually up within a week or two.

—Casey Lee

old school

ALL THE HOTTEST NEWS FROM 10 YEARS AGO

EGM #47, June 1993

Mortal Kombat scored the cover of *EGM* for the first time, but definitely not the last, as we got a peek at *MK* screens for Sega Genesis, Super NES, Game Gear, and Game Boy. Ripping out hearts and spines...it all seems so innocent now.



Game of the Month: Star Fox (Super NES)

Before Fox McCloud went on any GameCube *Adventures*, he and his warbly voiced wingmen tangled with Andross' forces in the original 3D shooter, made possible by SNES's polygon-processing Super FX chip.



WE'RE READY TO RUMBLE. TODAY WE PICK US UP AT CITY HALL. WE CAN INTERCEPT THE ROYSHIP BEFORE IT REIGNS FORTH!

Dream team

Ten years ago Rare's *Battletoads* and Billy and Jimmy Lee from the classic side-scrolling beat-'em-up *Double Dragon* joined forces for the mediocre *Battletoads & Double Dragon: The Ultimate Team* (NES, SNES, Genesis). Is it really any surprise you don't find game cross-overs like this anymore?

Mario Goes All Hollywood

Super Mario Bros. The Movie opened, starring Bob Hoskins and John Leguizamo as the famous siblings, and Dennis Hopper as King Koopa. The film cost a reported \$42 million but made less than half that amount at the box office, probably due to the fact it bored adults and gave children nightmares. On a scale of one to 10, it was crap.

by the numbers

THE RAW DATA SHAPING YOUR GAMES



6 *Yu-Gi-Oh!* games released in North America so far across consoles and handhelds over one year.

100 Number of Pentium 4 chips it would take to equal the reported processing power of Sony's PlayStation 2 successor, (wait for it) PlayStation 3.

12,000 Average number of *SODCOM: U.S. Navy SEALs* (PS2) players during peak hours (6-10 p.m. EST).

15 *Pokémon* games released Stateside across consoles and handhelds since its debut.

300,000 Number of unique players who logged onto *SODCOM* in one month (February 2003).

20 *Army Men* games released for consoles and handhelds over the last four years.

350,000 Number of Xbox Live Starter Kits sold in the United States as of March '03.

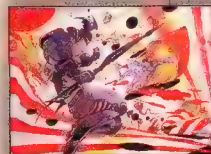
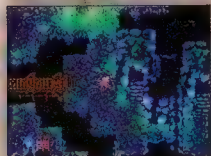
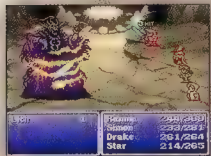
REMASTERED EDITIONS

FINAL FANTASY ORIGINS

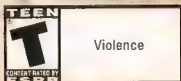
FINAL FANTASY & FINAL FANTASY II

EXPERIENCE THE FIRST TWO GAMES IN THE WORLD-FAMOUS FINAL FANTASY SERIES

Two complete, classic games in one exclusive package. Two amazing stories with dozens of hours of gameplay each, plus all-new enhanced graphics and bonus features. Two incredible adventures at one low price.



SQUARESOFT
SQUARE ENIX U.S.A., INC.
www.playonline.com



©2003 SQUARE ENIX CO., LTD. All Rights Reserved. ILLUSTRATION:
©1987, 1998 YOSHINORI KAJIHO. FINAL FANTASY and the
SQUARESOFT logo are registered trademarks of Square Enix Co., Ltd.
FINAL FANTASY ORIGINS is a trademark of Square Enix Co., Ltd.
PlayStation and the PlayStation logo are registered trademarks of
Sony Computer Entertainment Inc. The ratings icon is a trademark of
the Interactive Digital Software Association.

BIG BRUTE

We share a cigar with Brute Force's scaly star

As the May release of Microsoft's *Brute Force* approaches, we realized we still had questions about this sci-fi squad-based shooter. So, we went straight to the man-alligator-thing's mouth, where we found a freshly lit Cohiba, a lot of teeth, and these answers:

EGM: Can you introduce yourself?

Brutus: I'm Brutus, but people just call me "B" or "lizard-man."

EGM: In *Brute Force*, players control a four-character team, correct? Where's the rest of your squad?

Brutus: Well, there's Tex. He's the big white guy with the crew cut. Like our producer's always saying, "he does all his talking with the biggest guns he can find," so he doesn't do interviews.... That's for your safety. The redhead is Hawk, our scout. Stealth is her specialty. She could be here right now and you'd never know it. I swear she would sneak away during fights to grab a smoke or...you know [makes drinking motion with hand], but I can't prove it.

EGM: ...that's only two....

Brutus: Oh yeah, Flint. She's our android sniper. Every futuristic commando squad needs one of those, right?

EGM: How was it being the only alien in the cast?

Brutus: Well, I gotta be honest, it was tough. You get a lot of looks. "Course I can sprint on all fours, heal myself, see in the dark, stuff like that, so sometimes I had an edge. And when we worked on the Deathmatch mode—you can play as all the different aliens and enemies you've beaten in the main game there, so I didn't feel so alone.

EGM: Speaking of multiplayer, we hear that's a big part of this game.

Brutus: [Whistles] Hell yeah, and let me tell ya, it wasn't easy. In the main campaign, you can play co-op with up to four players, either on the same Xbox or four LAN-linked systems. Anyone can plug in a controller at any time and join in without interrupting the game. It's insane, just insane. And with less than four players, anybody can switch to spare squad members. Then you've got Deathmatch with either 2 to 4 players on the same box, or 2 to 16 over a LAN like in *Halo*. It's nuts.

EGM: Sounds like a lot of work.

Brutus: It was. Plus, I had to learn how to handle 30 weapons for the game—30. And the enemies...they were doing something new every take. They have leaders, coordinate movements, cover each other—our squad really had to cooperate to do our best work, which is great. But talk about long hours. I was working so much, my wife laid eggs back in March and I had to miss it.

EGM: How did you land the role?

Brutus: My agent told me Microsoft was looking for a half-man, half-something, so I show up and they just flip out. I have this bit where I do Hamlet's grave speech and then bite the head off a live pig, but I didn't even audition. They gave me the job on the spot.

EGM: Did you have to prepare much?

Brutus: We played lots of *Halo*—this game shares a lot of its controls, so they had us do that. Jumping, crouching, reloading, switching weapons, throwing grenades—all that stuff is set up just like in *Halo*. About the only major control difference in *Brute Force* is using the D-pad to give your teammates orders. Developer Bungie even lent us *Halo*'s lead tester to help polish the controls.

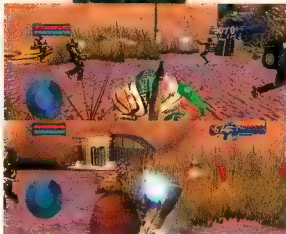
EGM: What do you have to say to critics who think your character looks ridiculous? Like a kid's draw—

Brutus: This interview is over. [Snaps teeth] ⇨

—Paul Byrnes and Mark MacDonald



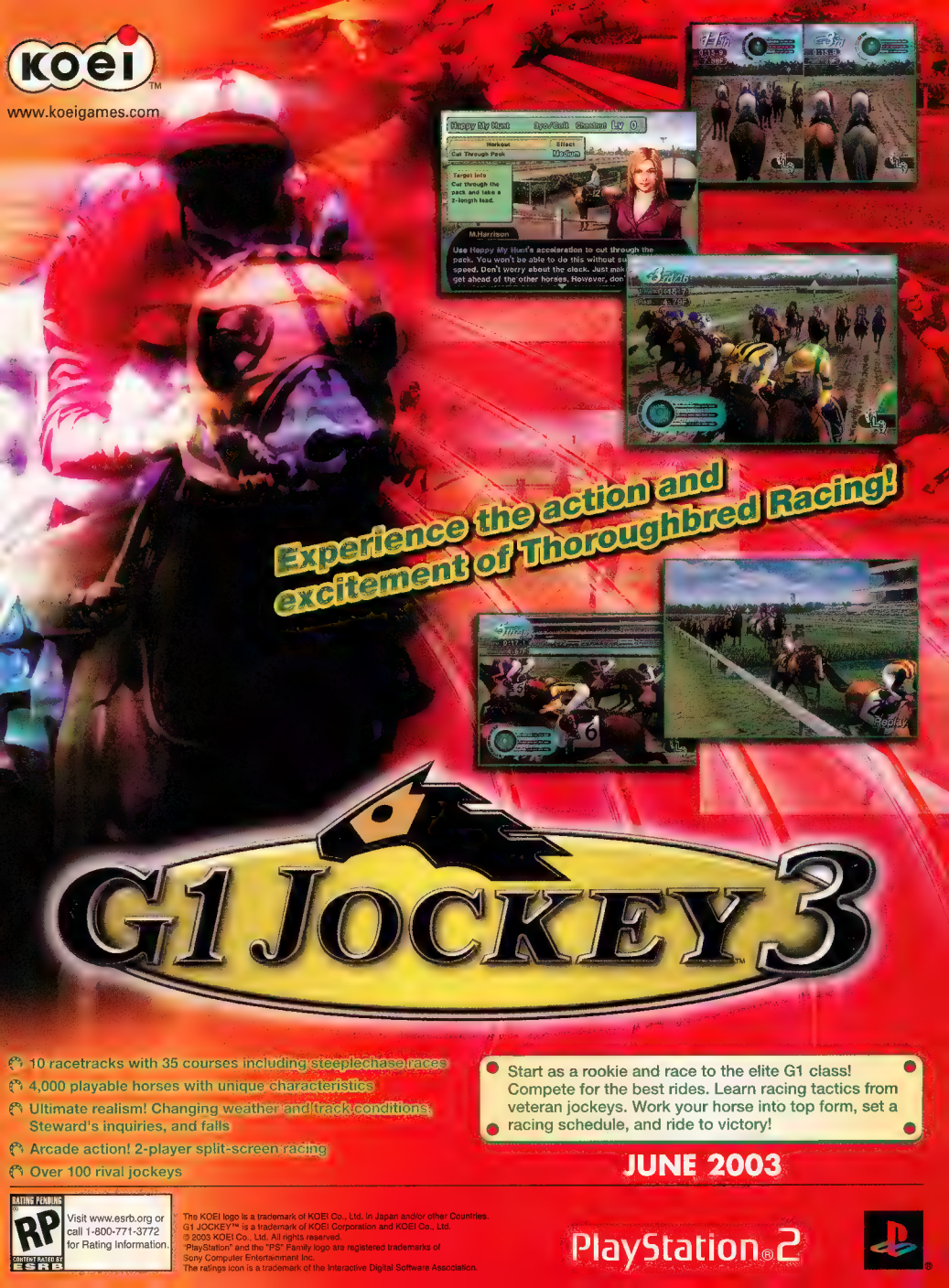
■ Brutus beat out other hopefuls, including Lizard Man [Soul Calibur] and Reggie [Mortal Kombat], for his starring role in *Brute Force*.



■ Next on UPN: *The New A-Team*—Brutus and the rest of the Force, and some spitscreen co-op action.



www.koegames.com



Experience the action and excitement of Thoroughbred Racing!



G1 JOCKEY 3

- 10 racetracks with 35 courses including steeplechase races
- 4,000 playable horses with unique characteristics
- Ultimate realism! Changing weather and track conditions, Steward's inquiries, and falls
- Arcade action! 2-player split-screen racing
- Over 100 rival jockeys

- Start as a rookie and race to the elite G1 class! Compete for the best rides. Learn racing tactics from veteran jockeys. Work your horse into top form, set a racing schedule, and ride to victory!

JUNE 2003



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

The KOEI logo is a trademark of KOEI Co., Ltd. in Japan and/or other Countries. G1 JOCKEY™ is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2003 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation®2



WEIRD SCIENCE

Five experiments in gaming geekery

Some people say the first electronic game was *Spacewar*, built in 1961 by MIT grad students programming on a room-sized microcomputer. Some say it was *Tennis for Two*, made in 1958 on an oscilloscope by physicist Willy Higinbotham. All we know is that games were created by over-educated nerds with way too much free time. And it's nice to know that in this age of multimillion-dollar titles created by vast teams of specialists, plenty of amateur eggheads worldwide still tinker with new types of electronic entertainment. These following five examples of mad gaming science might not change the world, but they'll make you think...and they might scare you.



FULL-GROWN BOY

Jeff Herman, a student in the Computing in Education program at the University of California in San Diego, decided to use his engineering skills to make a big statement on the United States' super-sized SUV mentality. He combined a Pentium 200 PC and a flat-panel monitor to create the **Game Man**—a fully functional, 3-foot-tall Game Boy that plays real, really big cartridges such as *Super Mario Land* and *Link's Awakening*. Total weight of the Game Man: just over 100 pounds with the cartridge. It's still easier to get your hands around than the original Xbox joystick.



Photographs by [unreadable]

Game Man inventor Jeff Herman

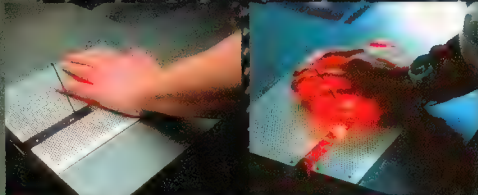
"Many players leave the machine with shaking and bruised hands, but they come back for more."

—PainStation inventor, Tilman Reiff (left) playing with co-inventor Volker Morawe.

DER PAINSTATION

Think you're hardcore? Step up from the Dual Shock to a game that tortures you with blasts of heat, electric shocks, and physical blows. Only hipster German artists could come up with something this scary. Tilman Reiff and Volker Morawe, two mad geniuses studying at the Academy of Media Arts in Cologne, have designed an S&M version of *Pong* called the **PainStation**. It's a dishwasher-sized brushed-steel two-player cabinet that employs a Mac Power PC and various instruments of agony, including a small whip and a heat pad.

"If you lose concentration, it will be very painful," says Reiff. "If you play well, you'll be rewarded by your opponent's suffering." An onscreen disclaimer warns first-timers of the game's dangers: "If you continue beyond that, you get your first whip slash, electric shock, or heat burst," Reiff says. "If you keep on playing, everything that will happen is your own fault."



✔ **Hertz donut:** Play poorly and the PainStation will make you pay—by thwacking your digits with a wire and even burning your palm. *Pong* never hurt so good.

ARTSY-FARTSY INVADERS

You likely know that the arcade classic *Space Invaders* blipped into existence in 1978. But we guarantee you don't know that's also the year French philosopher Michel Foucault wrote his incomprehensible essay "What is an Author?" Who cares? Alison Craighead and Jon Thomson, two British artists, have created the Web game **Trigger Happy** (www.triggerhappy.org), a *Space Invaders* knock-off in which players fire at phrases from the essay instead of rows of aliens. Level 1's foes: "The coming into being of the notion of 'author' constitutes the privileged moment of individualization..." Uh...OK. "It's quite cathartic to be able to systematically destroy paragraphs of theoretical text," says designer Thomson. We'll stick with the aliens, thanks.



■ **Eat hot laser death, verbs!**

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 ACCSC.

©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.

press start

GEEKONOMICS 101

Chainmail: \$50. Castle: \$2,000. Impressing a 28th-level elf maiden: Priceless. Ed Castronova noticed that *EverQuest* players were meeting up in online auction sites and actually paying real money for virtual platinum and goods. Being a professor of economics, he crunched the numbers and came up with the "exchange rate" between our economy and *EverQuest's* black market. The result: a 68-page treatise called "**Virtual Worlds: A First-Hand Account of Market and Society on the Cyberian Frontier.**" The paper revealed that *EverQuest's* gross national product is slightly lower than Russia's, and that the average hourly wage is \$3.42. Beats working at the mall.



TEENY-WEENY TETRIS

Three physics students at Vrije University in the Netherlands were fiddling with acousto-optic deflectors—devices used to fine-tune laser beams—when they programmed them to arrange microscopic glass beads into an actual functioning *Tetris* game. It worked, and they can play this *MicroTetris* with a standard PC keyboard—all that's missing is the Russky folk music. The entire game screen is less than a thousandth of a millimeter square, making it the smallest videogame ever (yes, the *Guinness Book* has been notified). "You can imagine why we chose *Tetris* for our demonstration," says Joost van Mameren, one of the tinkering students, "and not *Need for Speed*."

■ "Really, really, small" doesn't begin to describe the micro size of *MicroTetris*. Get this: 100 of the teeny games can fit on the period at the end of this sentence



gaming for the good of mankind

Eggheads aren't just toying with games for fun—some hope their work can change the world. A Pentagon-sponsored group called the Highlands Forum is studying social patterns in massively multiplayer online-role-playing games such as *EverQuest* to learn more about how terrorist networks function. Finally, we can rest easy at night knowing that a bunch of *EverQuest* dorks are hot on Osama Bin Laden's trail.

Meanwhile, scholars from the gaming world, academia, and government think-tanks recently met at MIT to discuss the educational potential of games. Imagine a world where fun instructional games replace mind-numbing textbooks and lectures...or at the very least cut down on deadly chalk dust. ➤

—Chris Baker



■ Deep inside the Pentagon: Level 93 gnomes.

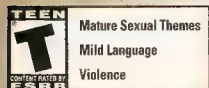
COMING SOON TO PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM



悪性変異
hack™ Part 2
MUTATION

THE SAGA CONTINUES...

www.dothack.com
Sadamoto • Ito • Mashimo



PlayStation.2

hack™ and © 2001-2003 BANDAI. Program © 2001-2003 BANDAI. hack and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Bandai. Used under license by Bandai America Incorporated. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.



EGM INTERNATIONAL

What those damn foreigners are up to now



NOSTRIL-HAIR ULTRA FIST

Japan is now officially insane—yes, the entire country

Well, Hudson Soft has gone and made a PlayStation 2 game about nose hair. Inspired by a comic in *Shonen Jump* (a popular manga magazine, now available in the United States), *Bobobo Bobobo: Gagglefest* has you playing as hirsute hero Bobobo, battling shaver-wielding Hair Hunters with your whip-like superlong nose hairs. Launch Nostril-Hair Ultra Fist Attacks and devastating Armpit Hair Bombs via the analog sticks, and expect to hear Bobobo's signature non-sequiter catchphrases—such as “The outbreak of the Mayonnaise War!”—guaranteeing that your brain explodes. And there's a guy in the game with poo for a head, but that's hardly surprising. Also not surprising: *Gagglefest* won't be released here. Ever.



METROID PRIME IMPROVED FOR EUROPE

France still threatens to veto

European gamers are used to getting the short end of the stick. Publishers generally don't release games in Europe until months after they come out in the United States, and even then, most European countries do not offer the selection of fine snack foods and delicious beverages that we're able to partake of while playing games. But for once, we're jealous: The European version of *Metroid Prime*, just out across the pond, includes a bevy of spiffy extras we didn't get, including new voiceover, faster saving and load times, graphical tweaks, and tougher enemies and bosses (even harder than our Hard mode). Hey Italy: Voi bastardi fortunati!

overheard

“GameCube's future in terms of online is completely undefined, as is the PS2's. It's right on the edge now, and if Sony doesn't do something quick, I think [online] will drop off completely. The only platform really for online right now is Xbox.”

—Julian Eggeboen, executive producer and developer of *Patchy*

“Crash [Bandicoot] 1 was not designed; it just happened.”

For *Crash 2* there was a very serious design, but with *Crash 1* we had no idea what we were doing.”

—Laughty Dog's Jesse Robin on developing the platformer that would go on to sell more than three million copies worldwide

“Please do not post anything about nude patches and other hacked information or you will be punished to the fullest extent of the law!”

—Forum administrator on *Team 2* website, responding to pictures from a hacker-created patch that allows players to see the girls of *Dead or Alive: Xtreme Beach Volleyball* to the full



l'l previews: random info on random games

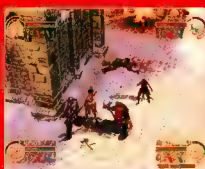
■ PLAYSTATION 2, GAMECUBE, XBOX

DUNGEONS & DRAGONS: HEROES

■ PUBLISHER: Atari ■ DEVELOPER: laborious
■ RELEASE DATE: June 2003

The title might fill your head with visions of social inept young men throwing 20-sided dice, but don't let that scare

you away from this promising *Battle* clone. Heroes concentrates more on combat, less on stats.



■ PLAYSTATION 2, XBOX

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

■ PUBLISHER: Activision G2 ■ DEVELOPER: Beenox
■ RELEASE DATE: June 2003

It's not just a wakeboarder's version of *Tony Hawk*, period.

Hold on tight and trick off the wake of the boat, draggin' you. Unfortunately, there's no “kick back and drink beer” mode.

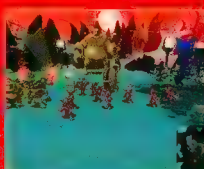


■ PLAYSTATION 2, GAMECUBE, XBOX

GOBLIN COMMANDER: UNLEASH THE HORDE

■ PUBLISHER: Jaleco ■ DEVELOPER: Jaleco
■ RELEASE DATE: Fall 2003

Atlantis vs. Predator: Extinction (PS2, Xbox) isn't the only console real-time strategy game coming this year. Former Blizzard (*StarCraft*, *WarCraft*) alumni are developing *Goblin Commander* with console controllers in mind.



FREESTYLE METALX © 2003, MIDWAY GAME ENTERTAINMENT, INC. ALL RIGHTS RESERVED. MIDWAY, MIDWAY SPORTS SYSTEMS AND THE MIDWAY LOGO ARE REGISTERED TRADEMARKS OF MIDWAY ENTERTAINMENT. RONNIE FAISST IS A TRADEMARK OF THE MIDWAY ENTERTAINMENT CO. AND © 2003. MIDWAY SPORTS SYSTEMS AND THE MIDWAY LOGO ARE REGISTERED TRADEMARKS OF MIDWAY ENTERTAINMENT. MIDWAY ENTERTAINMENT IS THE U.S. AND CANADIAN DISTRIBUTOR FOR MIDWAY'S SELECT SPORTS DISPLAYS ARE FROM THE SPORTS™ MIDWAY GAMES SYSTEM.

FREESTYLE METALX



RONNIE FAISST



BE SICK ALL OVER.

METALX.MIDWAY.COM

AVAILABLE JUNE 2003

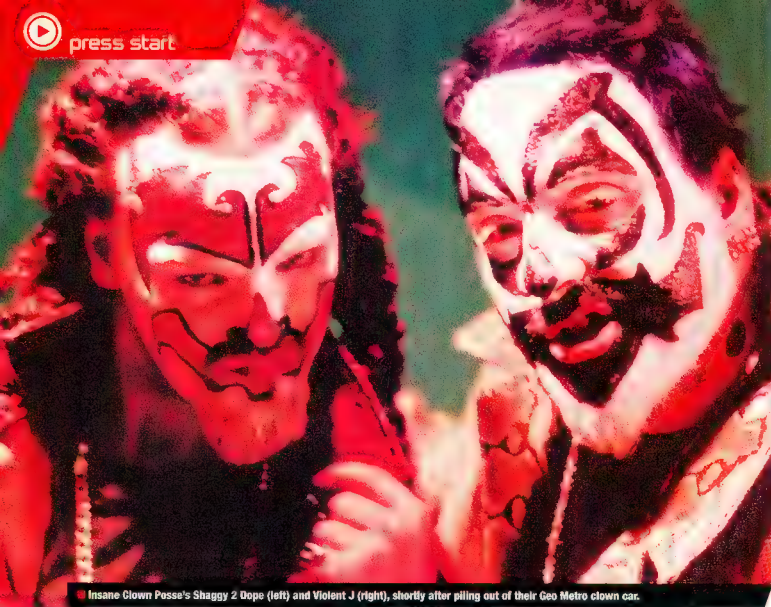
RIDE IT HARD, FAST, AND WHEREVER THE HELL YOU WANT, WITH ALL THE INTENSITY AND INSANITY OF THE MOST HARDCORE FREESTYLE MOTOCROSS PROS. HUGE OPEN ENVIRONMENTS. UNLIMITED SICK STUNTS. INSTANT GRATIFICATION. WORD.



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

PlayStation 2





■ ICP Lesson #571: Never ask Shaggy 2 Dope or Violent J to get you a chair.



■ Insane Clown Posse's Shaggy 2 Dope (left) and Violent J (right), shortly after piling out of their Geo Metro clown car.

CELEBRITY GAMER: DOWN WITH THE CLOWN

Insane Clown Posse talks Backyard Wrestling

The Insane Clown Posse isn't known for tact—lucky for ICP founding member Violent J, the job of pitchman for Eidos' *Backyard Wrestling* (coming to PS2 and Xbox this summer) requires very little diplomacy. But J and bandmate Shaggy 2 Dope do have this bullet point on their resume: When not inciting riots or bustin' funky rap-rock rhymes, the mayhem-prone musicians served as punching bags for professional WWE, WCW, and ECW league wrestlers.

We climbed into the ring with Violent J in hopes of drop-kicking a few secrets out of the jovial jobber, but mostly we just got sweats.

EGM: So you call your fans "Juggalos." Whazzat?

Violent J: That's an underdog. Whatever the situation...rich, poor, black, white. If you get the raw end of the deal all the time, you're a Juggalo.

EGM: They won't mind this *Backyard Wrestling* cash-in?

VJ: Naw. Man, we run our own promotion called Juggalo Championship*(t (with a "t") Wrestling. The Eidos rep that approached us about it was a fan, so we just took two great ideas and turned 'em into one—JWC meets Backyard Wrestling.

EGM: Yes indeed, the lucrative joys of selling out...

VJ: F*** yeah. We love wrestling. We've been to the big three—WWE, WCW, and ECW. We completed our f***in' childhood dreams and we f***in' made it somehow. That was the f***. And now we got a videogame? I'm with that to the fullest.

EGM: And just what qualifies you to enter the virtual arena, Mr. Clown?

VJ: We're old-school. See, I'm 30 f***in' years old. I remember *Pong*. I had that Atari 2600. Them rich kids had that Atari 4800 [Editor's note: They must've been really

rich—there was no Atari 4800], but nobody ever had no cartridges for that. I grew up in the industry as a fan. That's why it means so much to play ourselves in a f***in' videogame.

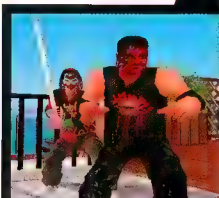
EGM: Which game are you feelin' the most these days? Let us take a guess...you're a *Grand Theft Auto* kinda guy, eh?

VJ: *Tony Hawk 4*. *Grand Theft Auto* was the f***, but not so much now. Now I go into Wal-Mart and see it and it ain't funny or fresh no more. When it was bangin' the door in it was cool, but it don't flip wigs no more.

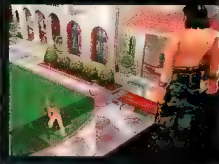
EGM: So tell us why ICP and *Backyard Wrestling* will bring the pain.

VJ: Because we're the underdogs. People look at the game like it's wrong, but it's all to the good. F*** Bill O'Reilly and bitches who be pointin' fingers. *Everybody* backyard wrestled as a kid. We ain't reinventing the wheel here. 🍌

aerial assault



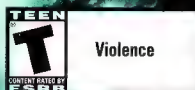
You might think of the *Backyard Wrestling* mall-order video series as the equivalent of *Darks Gone Wild!*, but at least Eidos' upcoming game version (PS2, Xbox) has guilty-pleasure potential. The biggest news since our preview back in *EGM* #164 is the addition of weapons to the game's aerial attacks. Not only can you hurl an opponent into a surly crowd member to stun him before you perform a huge drop move from the garage roof, but you can also leap down onto him while holding, say, a fluorescent light bulb tube. As if that weren't painful enough, now you can also make an enemy kneel while you grind objects like a cheese grater or barbed-wire-covered brick over his face. Fun!





HULK™

UNLEASH THE FURY!



PlayStation 2



www.hulkgames.com

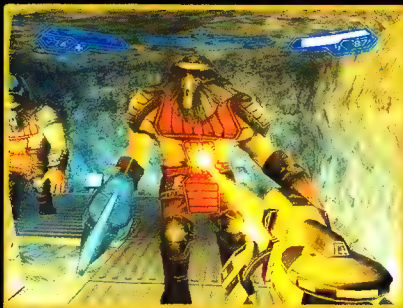
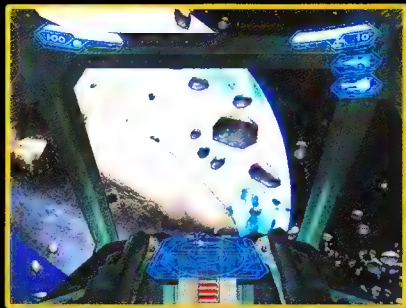
"THE HULK" interactive game © 2003 Universal Interactive, Inc. Marvel, THE INCREDIBLE HULK and All Related Comic Book Characters: TM & © 2003 Marvel Characters, Inc. All Rights Reserved. www.marvel.com "THE HULK" movie © 2003 Universal Studios. All rights reserved. Published and distributed by Universal Interactive, Inc. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. 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. TM, ® and the GameCube logo are trademarks of Nintendo.

MACE GRIFFIN

BOUNTY HUNTER



HUNT THEM DOWN™ THIS JUNE.



PlayStation 2



www.hunthetm.com

POCKET MONSTERS

PDA's are the brainy alternative to the GBA, but are the games any good?

Nintendo's Game Boy Advance—which has sold 12 million units in the United States alone and recently launched with an internal light—may seem like the only on-the-go gaming device you'll ever need. But hey, you have more than one pocket, right? So let's check out the two best personal digital assistants (PDAs) on the market, the Sony Clie NX70V Palm OS system and the Dell Axim Pocket PC, to see if they're worth stuffing into your drawers.

Wait...Palm OS? Pocket PC? What's the difference?

At first glance, not much. Both types of devices have a wee screen, let you track your schedule and do other busywork, and play some of the same games,

such as the intensely addictive *Bejeweled* (available at www.astraware.com). But Palm OS and Pocket PC are two different operating systems that run on dedicated handhelds from various manufacturers. In general, Pocket PCs are faster, more expandable, and easier to use, while Palm systems are cheaper and have more available software.

And I can do more than play games on these gizmos?

Yep. PDA users have access to a seemingly

warning: You need a full-size PC to interface with your PDA and download software to it.

But are PDA games really as good as GBA titles?

Although PDA devices are perkier (and pricier) pieces of hardware, the games show tech stats aren't everything. Most PDA titles are fun little diversions that don't come close to topping the quality of GBA hits like *Metroid Fusion* or *Golden Sun*. But the GBA can't match PDAs when it comes to all-out

The GBA can't match PDAs when it comes to all-out versatility.

versatility (plus the ability to emulate other game systems, including classic arcade games). If you're hell-bent on buying a Palm OS or Pocket PC handheld, nab the games below (which cost between \$15-\$30) first. ☘

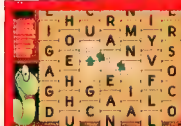
—John Brandon



■ Sony's \$600 Clie NX70V is a state-of-the-art, Palm OS PDA loaded with a built-in digital camera, MP3 player, voice recorder, and more.

■ Dell's Axim Pocket PC costs between \$250 and \$350, depending on how souped-up the model is.

egm's top 5 palm games



1. **BOOKWORM** (astraware.com) Spell out words pronto in this fun (no, really) puzzler from the makers of *Bejeweled*.



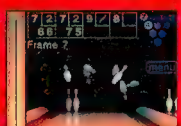
2. **RAYMAN** (gameloft.com) The limbed French wonder leaps back to his side-scrolling-platformer roots.



3. **INSANQUARIUM** (astraware.com) Reel virtual fish to fight aliens. Hey, it beats the plot of *Independence Day*.

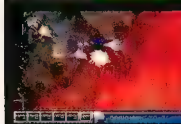


4. **MASTER THIEF** (www.cascatagames.com) This free first-person shooter is best played with the \$40 Clie Joypad.



5. **300 BOWL** (jesongoldmain.com) Pin-crushing with your Palm stylus has never been more fun. Or beerless.

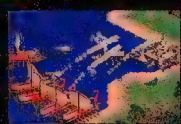
egm's top 5 pocket pc games



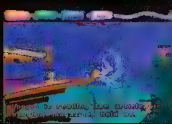
1. **ARGENTUM** (monkeystone.com) Real-time strategy with a rocking sound-track and lasers aplenty.



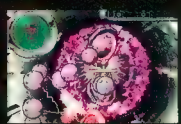
2. **EVERQUEST PPC** (epocket.station.sony.com) A stripped-down, single-player version of the PS2 online RPG...



3. **AGE OF EMPIRES** (ziosoft.com) ...and a stripped-down version of the Microsoft PC strategy franchise.



4. **SNAILS** (snailsgame.com) Colorful *Worms*-style turn-based combat with great sound effects and animation.



5. **REALMS** (simuseft.com) Looks like *Asteroids*, plays like *Asteroids*, except with an exploration twist. ☘



TASTE THE RAINBOW

Microsoft asks, what's your favorite color?

Microsoft recently jumped on the multicolored-controller bandwagon, holding a poll on xbox.com to figure out which color gamers wanted most. The winning color or colors (at press time, Microsoft hadn't decided if it'll be one or more) will be announced in May and then released to stores in October. So, the question must be asked: What does your color choice say about you?

GREEN

You've got green blood coursing through your veins and consider yourself a hardcore Xbox fan. You've thought about getting a tattoo that says "All other consoles are inferior to the power of X," but so many words would probably hurt. (There is still the rumor that the green controller is an aphrodisiac, incidentally.)

CLEAR

You didn't know what color to choose, but you still wanted to be "cool," so you got the clear one. Hang your head in shame,

you indecisive schmo. Remember what Mr. T says: "Be somebody, or be somebody's fool."

RED

Violent games are your forte. The more blood the better, as long as you're the one causing it to spill. After every *Halo* death-match, you like to loudly claim victory over your fallen foes with a heartfelt "Eat that, bitches!" Subtle, you ain't.

BLUE

You're a blue-blooded Sega fanboy who bought the Xbox for the likes of *Panzer Dragoon Orta* and *Jet Set Radio Future*. You keep a cool head during *Halo* death-matches and boast about your winnings only by saying "Good game, all."

ORANGE

Your predilection for the flamboyant is what led you to this radical color choice. In fact, we're going to guess you have multiple body piercings, tattoos, and orange-dyed spiky hair. Freak.

li'l previews: random info on random games

PLAYSTATION 3

MONSTER RANCHER 4

PUBLISHER: Tecmo ■ DEVELOPER: Tecmo
RELEASE DATE: September 2009

Become the proud parent of multiple monsters in this sequel, which, surprisingly, is not about raising human children. When your monstrous band finally matures, you can take them on adventures. Or just out for a Surpae.

ガルク アントラン ス

PLAYSTATION 3

LOW RIDER

PUBLISHER: Jaleco ■ DEVELOPER: Jaleco
RELEASE DATE: Fall 2009

Buy a car. Lower it. Then add a bunch of hydraulics and turn it into an automotive boogie machine. Welcome to the first dancing game to feature four wheels and a whole lot of funky, bouncing parts. Actual racing not included.

Reddy Reddy Reddy Reddy

charts

TOP 10 BEST-SELLING GAMES OF FEBRUARY 2009

- The Getaway**
PS2, Sony CEA
- Grand Theft Auto: Vice City**
PS2, Rockstar
- The Sims**
PS2, EA Games
- Yu-Gi-Oh! The Duelists of the Roses**
PS2, Konami
- Devil May Cry 2**
PS2, Capcom
- Xenosaga: Episode 1**
PS2, Namco
- Yu-Gi-Oh! Dungeon Dice Monsters**
GBA, Konami
- hack://infection**
PS2, Bandai
- ATV Off Road Fury 2**
PS2, Sony CEA
- Dragon Ball Z: Budokai**
PS2, Inoframes

TOP 10 GAME RENTALS FOR THE WEEK ENDING 3/18/09

- BLOCKBUSTER
- The Getaway**
PS2, Sony CEA
 - Yu-Gi-Oh! The Duelists of the Roses**
PS2, Konami
 - All-Star Baseball 2004**
PS2, Acclaim Sports
 - Lord of the Rings: The Two Towers**
PS2, EA Games
 - Dragon Ball Z: Budokai**
PS2, Inoframes
 - Conflict: Desert Storm**
PS2, Gotham Games
 - High Heat Baseball 2004**
PS2, 3DO
 - SOCOM: U.S. Navy SEALs**
PS2, Sony CEA
 - The Sims**
PS2, EA Games
 - The Getaway**
PS2, Sony CEA

Source: NPD TRISTE Vision Games Service. Call Dinn Rheeback at (310) 625-6199 for questions regarding this list. © IGN.

► If you've seen a red-jacketed BMX chick flying through the air once, you've seen it a thousand times.

BMX XXX'S LAST STAND

Just when you thought Acclaim's controversial-for-the-helluva *BMX XXX* was but a distant memory, it pops a wheelie and rides right back into the news. Pro BMX biker and game spokesman Dave Mirra filed a lawsuit against Acclaim in February, claiming they used his name and likeness to promote the salacious *XXX* after the two sides had signed an agreement

last July to remove him from anything and everything having to do with the title (Mirra is featured in the company's other nonpornographic, nonsucktastic *BMX* games). The suit has 11 claims, including damage to Mirra's business reputation. Hmm, could Acclaim sue itself since *BMX XXX* didn't do its own rep any favors?



SEVEN SAMURAI BECOMES GAME

Akira Kurosawa's three-hour epic film, *Seven Samurai*, about a group of samurai defending a village of farmers from marauding bandits, is about to become a videogame. Sammy Studios will publish the title once Japanese developer Dimps (*Dragon Ball Z: Budokai*) finishes toiling away on the third-person action game. We gotta wonder—will the game be in black-and-white like the movie?



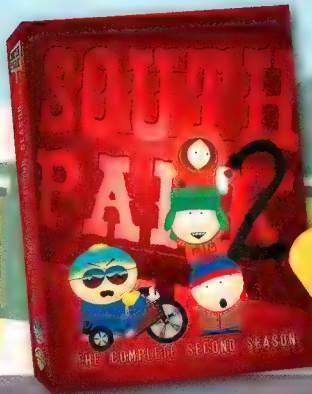
GET YOUR CLASSIC GAME ON

Believe it or not, videogames are over 30 years old. And if a summer weekend spent wallowing in that classic-gaming aura sounds like the perfect

way to help you get in touch with your inner child, you should consider checking out the Classic Gaming Expo, Aug. 9-10 at Jackie Gaughan's Plaza Hotel and Casino in Las Vegas, NV. There, you'll find plenty of dealers hawking games of the distant past, a museum of rare gaming artifacts, presentations from classic-game programmers, and more (check www.cgexpo.com for details). Note: Q-Bert recently broke his hip and cannot attend. @!#!?@!

SOUTH PARK: THE COMPLETE SECOND SEASON

RESPECT MY AUTHOR-I-TAH!



SPECIAL FEATURES
 CHEF'S "CHOCOLATE SALTY BALLS"
 music video
 "GOIN' DOWN TO SOUTH PARK"
 documentary

Own it on DVD June 3rd!



You've read the manga in Newtype USA...

...now experience the anime
in your living room.



FULL METAL PANIC!

Coming to DVD 6.10.03

Volume One available as a single disc or a Collector's Edition with a Custom Out Box and Exclusive T-shirt.

ADV FILMS

www.advfilms.com



SEIBO GASHI



BestBuy.com

press start

COMPUTER GAMING WORLD



■ Sim matrimony? Staring at your PC has never been so emotionally fulfilling.

THE SIMS ONLINE

Maybe being PC-only is good

Yeah, we're interested in the occasional PC game—especially those that might eventually come to the consoles—and we bet many of you are, too. But since we're still bound by court order from openly discussing PC titles (due to an ugly misunderstanding over *Dakotana*), we asked our pals at *Computer Gaming World* to update us each month, starting this issue with *The Sims Online*...

Will Wright has one of the biggest brains in the gaming industry, and it only occasionally leaks out of his ears. You've got to listen to what the man behind *The Sims*—the biggest-selling PC game of all time—has to say. And what he had to say when *The*

Sims Online won the Academy of Interactive Arts and Sciences award for Best Massively Multiplayer Game of 2003 came as no surprise to those who've played it: "I'm so very sorry."

Like an infected sore (but the good kind), *The Sims* and its bazillionity add-on packs grew so big, it exploded and infected consoles with similarly addictive gameplay. But sadly, someone forgot to inject the virus into *The Sims Online*. The result is a tedious chat-room experience broken up by moments of near-entertainment. Imagine standing around the office water cooler talking about the weather, and occasionally, Bob from Accounts Payable wets himself—such is the current online experience. Unfortunately, leaving the responsibility of re-creating the inspired weirdness of the original PC and console versions of the game solely in the players' hands has resulted in little more than houses dedicated to skill improvement and peppered with small talk, hardly justifying the \$10 monthly expense.

While Maxis is committed to making the game better in the long run—adding gambling, the ability to open stores and sell things, etc.—for now, you're better off sticking with the consoles for your *Sims* fix. And oh, in case you're wondering, Maxis has no plans to bring *The Sims Online* to consoles...yet. ☹️

—Robert Coffey



■ If I pay \$10 a month to play *Sims Online*, I can hear dialogue like this? Sign me up!

TOBACCO

IS

SMOKING

IF
YOU'RE
A TEEN



Tombstone "Ultimate Summer Job" Game

OFFICIAL RULES (NO PURCHASE NECESSARY). 1. HOW TO OBTAIN A GAME MESSAGE: Beginning on or about May 6, 2003, game messages will be available inside specialty-market packages of Tombstone 12" pizzas. To receive a game message by mail, send a self-addressed, stamped #10 envelope to: Tombstone "Ultimate Summer Job" Game, P.O. Box 5190, Elmont, NY 11432-5001. Requests must be received by October 10, 2003. Residents of VT only need not affix postage in self-addressed envelope. Limit one request per outer envelope, mailed separately. 2. HOW TO PLAY: Open packaging and look on the back of the pizza label for game message. If your game message says "Congratulations" and the name of a prize, you're a winner of that prize, subject to verification. 3. PRIZE CLAIMS: To claim a prize, sign your initials in ink across the face of your original game message. Mail original game message (entire pizza label) in a stamped envelope, together with a piece of 4" x 2" paper on which you have printed your complete name, address (including zip code), daytime and evening telephone numbers and age to: Tombstone "Ultimate Summer Job" Game Claim, P.O. Box 5449, Elmont, NY 11432-5004. Grand Prize claims must be sent via Registered Mail, return receipt requested. First Prize claims may be sent via First Class mail. First Prize claims must also indicate winner's preferred gaming system AND a ranking (from 1-4) of available games on the form provided with the winning message. If winner's first-choice game selection is not available, the 2nd choice game selection will be awarded, and so forth. All games are subject to availability. If no game choice/ranking is indicated in the game claim, the game awarded is at Sponsor's discretion. All claims must be received by October 31, 2003. All prize claims are subject to verification. All claims submitted become the sole property of Kraft Foods North America, Inc. (Sponsor). Any claim received that is tampered with, illegible, mutilated, reproduced, contains printing or other errors, obtained wrongfully or not obtained lawfully, will be null and void. Sponsor and affiliated companies are not responsible for printing, distribution or production errors or for lost, late or misdirected mail. 4. PRIZES, APPROXIMATE RETAIL VALUES (ARV)/ODDS OR WINNERS: (1) Grand Prize—Top 10 to Los Angeles, CA where winner will spend 5 days playing video games at the Activision Studios and receive \$10,000 awarded in the form of a check. Trip consists of roundtrip, coach class air transportation for two from major airport to Los Angeles; 10 nights in Los Angeles; 5 nights hotel accommodations (single room, double occupancy); roundtrip ground transfers between airport/hotel and hotel/Activision studios; \$500 spending money. ARV: \$15,000/ODDS: 1:10,559. (2) First Prize—Activision First Prize including one Activision game, a 4-ech deck, a t-shirt (adult large), a hat, and a coupon good for one free Tombstone Original pizza (up to \$4.69). ARV: \$100/ODDS: 1:1,659. Total approximate retail value of all prizes: \$115,849. Prizes to be subject to availability. Winner and guest must be available to travel on same itinerary, and travel must be completed by October 31, 2004 or prize will be forfeited. Trip dates are subject to approval by Sponsor and Activision Studios. Prizes consists of only those prizes specifically listed as part of the prize. Unclaimed prizes will be awarded to no one. No substitutions, cash equivalents or transfers of prizes permitted, unless prizes are unavailable, in which case prizes of equal or greater value will be substituted. Prizes winner will not be employed or offered any type of employment by Activision, whether as an employee, independent contractor, temporary worker, intern or otherwise, and the Grand Prize shall not constitute or be construed as any such employment or offer of employment by Activision. 5. GENERAL RULES: Open to residents of the U.S., 18 years of age and older, except employees of Kraft Foods North America, Inc. (Sponsor), Promotions.com Inc., Activision Publishing, Inc., their respective parents, affiliates, subsidiaries, advertising and marketing agencies, independent contractors, employees of prize suppliers, individuals engaged in the development/production/distribution of materials for the game, game prize printers, persons living in the same household as the winner, and the immediate spouse, parents, children and siblings of each. This game is void where prohibited or restricted. All federal, state and local laws apply. All taxes are the sole responsibility of winners. Winner will be notified by mail. Potential Grand Prize winner (and his/her immediate family) must sign as a minor's most sign any required Affidavit of Eligibility, a Liability Release and a Publicity Release within 14 days of attempted delivery of prizes and will be notified by mail. Grand Prize winner must also sign a Liability Release and Publicity Release prior to travel. If winner is a minor, winner must be accompanied on trip by a parent or legal guardian. If any prize/prize notification is returned as undeliverable, if the recipient does not respond in a timely manner, or in the event of non-compliance with any other requirements, the prize will be forfeited in its entirety. By entering, participants (and their parent/legal guardian, if participants are minors) agree to abide by and be bound by the Official Rules and the details of Promotions.com Inc., an independent judging organization, whose decisions are final in all matters. If due to a printing or other error, more prizes are claimed than intended to be awarded according to Rule 4, remaining prizes will be awarded in a random drawing. Prizes won among all excess prize claims received, in no event will Sponsor be liable for more than the stated number of prizes in Rule 4. Acceptance of prize offered constitutes permission to use winner's name, address (city and state) and likeness for advertising, promotion, or trade purposes without further compensation, unless prohibited by law. 6. WAIVER: By entering this promotion, participant waives all rights to claim punitive, incidental and consequential damages, attorneys fees or any damages other than actual out-of-pocket costs incurred to enter. 7. WINNERS' LIST: For the names of winners available after December 1, 2003, send a self-addressed, stamped #10 envelope to: Tombstone "Ultimate Summer Job" Game, P.O. Box 5449, Elmont, NY 11432-5004 for receipt by October 31, 2003. SPONSOR: Kraft Foods North America, Inc., Northfield, IL 60063.



Kola run: A shady shot from the new downloadable level for the Xbox Splinter Cell.

DOWNLOAD

More Splinter Cell, Zelda, and Pikachu love

If you want to make Splinter Cell tough guy Sam Fischer look more like *Ashmore* wimp Max Fischer, then hop onto Xbox Live to download the new Kola Cell scenario (available now). This self-contained level will seriously test gamers looking to get their splinter-ops on. Kola Cell has an overabundance of tricky situations and highly attentive guards (some equipped with night-vision goggles and automatic weapons). It also has a noticeable shortage of check/save points and

medical kits—perfect for hardcore, masochistic players, of which there seem to be plenty. "We're on track to have over 100,000 downloads in the first month," says a rep from publisher/developer Ubi Soft. The completion of Kola Cell or the Splinter Cell main game doesn't mean mission-over for fans, either. "Splinter Cell fans are pretty ravenous—they just can't get enough," says Ubi Soft. "Based on the popularity of Kola Cell, we think you can expect to see some additional downloadable content down the line."

gamers.com

Electronic Entertainment Expo (E3) coverage

Head to www.gamers.com for all the latest news, impressions, movies, and screens of E3's big games. The action begins with preshow coverage the week of May 5 and goes into full swing with the first press conferences starting May 12. If you miss it, you'd better be dead, or in jail. And if you're in jail—break out.

must-hit websites

www.modernhurst.com/nh/0206/rkelly/

Follow the magical love of a dog in this short film. Warning: Viewing this video in the presence of young children or immature adults may elicit a "What the hell are you doing to Pikachu?" Correct answer: "They're just happy."

www.zelda.com

You'll find gorgeous *Wind Waker* wallpaper for your PC's desktop, a new PoS desktop, a new PoS screen saver even a way to have the flamboyant, fairy wannabe Tingle send text messages to your cell phone. And if you accidentally enter in a friend's number instead... well, that would just be terrible.

Oh Lord—more Rogue Squadron III screenshots

In case you didn't get enough of the latest *Star Wars* game in this issue of *EGM*, hit our site at www.egmmag.com and check out even more screenshots from this highly anticipated title.

www.junkie.com/nintendo

Get an original Nintendo around? This site shows you how to get the retro 8-bit system and turn it into a state-of-the-art PC (with an attitude). If you're not handy with a soldering iron, pre-made NES PCs start at \$800 from dankeller.org/nintendo.

www.aspimotion.com

Forget the slick graphics of our cover game for a minute and enjoy an exciting rendition of the original *Star Wars* in beautiful, pure Aspimotion (graphics created using regular text characters). A silly novelty? Perhaps. But it's still better than *Episode II*.

The interviews we didn't have room to print

Also online at www.egmmag.com, interviews with the creators of *Brute Force*, *Baldur's Gate II*, and the new *Spy Hunter*. Read it! Read it all! No dessert until you finish every last word!

SCORE A KILLER SUMMER JOB*



You could
GET PAID \$10,000
to play at

Tour the studios, meet the designers,
and get paid to play the newest games.



Pick up specially marked packages of
TOMBSTONE® Pizza for your chance to win.

www.ultimatesummerjob.com

No Purchase Necessary. See Official Rules on adjacent page.

*Winner will not actually be employed by or offered any type of employment by Activision. ©2003 Kraft Pizza Company ©2003 Activision Inc. and its affiliates. Activision is a registered trademark and Activision Q2 is a trademark of Activision and its affiliates.

What Do YOU Want on Your **TOMBSTONE?**

THE RUMOR MILL

Succulent gaming gossip

q-mann



SHHHH...

Waika waka waka—oh, hello game fans. I didn't see you standing there. Welcome to another installment of The Quartermann's monthly roundup of rumors and gossip. Wait, who—the place looks a bit different than usual. Ah well, no matter...It's time to deliver my truckload of goodies—beep, beep, beep! Feel like dropping me a line? Send it to quartermann@ziffdavis.com. See you in another 30...
—The Q

Linkin' Up Your Mario Karts

While the rumor of an online Cube *Mario Kart* has been somewhat debunked by Nintendo (see page 34 for more from Miyamoto on the subject), another rumor quickly took its place—that *Kart* will have LAN play. For the uninitiated, that means we may be able to link nearby GameCubes directly, so four (or more?) players can race against each other on separate televisions and not have to share a splitscreen. Well, I guess if we can't have online play, that's the next best alternative (grumble grumble).

Microsoft Canning Second-Party Titles?

This one's a small rumor, but since I heard it, I figured I should pass it along in case you're interested. Seems that after many second-party flops (*Fuzion Frenzy*, anyone?), Microsoft's decided to play fireman and ax any titles that ain't lookin' so hot. A recent casualty to said new policy may be *Tork*, a 3D platformer devel-



oped by former *Rayman* team members that was shown at last year's E3. Dang...that one looked interesting, too.

The Animals Keep on Truckin'

Even though Mr. Miyamoto says an update to the first *Animal Crossing* is coming to Japan before a sequel (see page 34) is released, The Q's sources tell a lengthier story—one that includes *Animal Crossing 2* in Japan before 2004. Improvements will reportedly include more variety to each newly created town, online connectivity, and a co-op mode.

Rygar Sequel a Go-Project

Last year's revival of the 8-bit classic *Rygar* was apparently successful enough to green-light another adventure for our shield-slinging hero.

Word has it Tecmo is working on a sequel, but story details and the target release date are still TBA....

Team Ninja, Dropping Bombs

...and speaking of Tecmo, Tomonobu Itagaki, illustrious

leader of the company's Team Ninja development group (*Dead or Alive*, *Ninja Gaiden*), is rumored to have a bombshell of an announcement planned for E3, the annual game-industry expo (some of you reading this might be there...right now). Based on the splashes the Team's games have made at E3s past, The Q is already salivating. Is *DOA: Xtreme Oil Wrestling* too much to ask?

Factor 5's Thornado in Deep Freeze

Whatever happened to *Rogue Squadron 3* developer Factor 5's other game, *Thornado* (a non-*Star Wars*-themed shooter)? Well, that's a good question, son—glad you asked. Factor 5 President Julian Eggebrecht says, "It's on ice—very deeply frozen and dense ice. Sometimes ice melts, but it will take a real heat wave." At least its character-rendering technology is featured in *Rogue Squadron 3* (that game on our cover), so it wasn't a total wash. As my good friend Paul Harvey would say, and now you know...the rest of the story.



bits of q

■ It may not surprise most of you to hear that many developers are already working on projects for the next generation of consoles, including Xbox 2 and PlayStation 3. Since developing a hit title often takes years, these intrepid pioneers figure the early bird will get the worm. I can't divulge exactly which titles these are just yet, friends, but they can't stay hidden for long. Information wants to be free...y'know.



■ Nintendo's puzzle compilation for GameCube, aptly titled *Nintendo Puzzle Collection*, is rumored to be nearing a U.S. release. This gem of a title includes the classics *Dr. Mario*, *Yoshi's Cookie*, and a version of the Japanese puzzler *Panel De Pon* (known as *Pokémon Puzzle League* or *Tetris Attack* in the United States).

separated at birth?



湾岸

The Future Of Illegal Street Racing

MIDNIGHT CLUB II

LOS ANGELES / PARIS / TOKYO



Meet the world's most notorious drivers on the streets of LA, Paris, and Tokyo.



Choose from the latest performance enhanced vehicles and compete to make a name for yourself.



There are no rules - drive anywhere in the city. Find the fastest route to win.



The Midnight Club is now open to motorbikes. Take advantage of the speed and control.

"Midnight Club 2 is the first PlayStation®2 game to really get my heart racing." (★ ★ ★ ★ ★) 5/5 - OPM Magazine April 2003



© 2002 Rockstar Games, Inc. The R logo is a registered trademark of Take Two Interactive Software, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Xbox LIVE" 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. The ratings icon is a registered trademark of the Interactive Digital Software Association. Copyright 2002. All rights reserved.

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2

THE HOT FIVE

Because we care about caring about the games you care about

Vote for your most-anticipated games at www.egmmag.com each month between the 1st and the 15th.



1

■ XBOX
HALO 2

■ PUBLISHER: Microsoft
■ GENRE: First-person shooter
■ RELEASE DATE: Early 2004

Everyone wants more *Halo*, right? Well, put up your feet and sit a while, because it was just delayed until early next year. At least you'll be able to act out your darkest Master Chief/Cortana fantasies with the stylish *Halo* action figures stripping this fall. Keep it clean, now.



2

■ GAMECUBE

FINAL FANTASY: CRYSTAL CHRONICLES

■ PUBLISHER: Nintendo ■ GENRE: RPG ■ RELEASE DATE: Fall 2004

Final Fantasy returns to a Nintendo console after a decade of exclusivity with Sony, but don't expect the same blend of angst-ridden teens, flying boats, and long-winded summoning spells that characterized *FF VII* through *X*. *Chronicles* strikes out in a new direction, with four-player simultaneous play, GBA connectivity (the handheld screen can be used as a radar or for inventory management), a fresh, new art style and action battles.

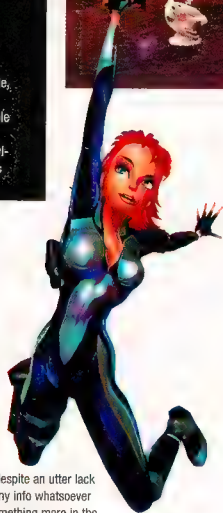
The plot centers around a quest to restore magical crystals. "Monkin'" hunks of quartz that protect the world from poisonous air pollution. Hey, if Mario can battle graffiti on the Cube, the kids can tackle the dangers of chlorofluorocarbons, right?

3

■ XBOX
PERFECT DARK ZERO

■ PUBLISHER: Microsoft
■ GENRE: First-person shooter
■ RELEASE DATE: Before 2007. We hope.

Lots of you are already lusting after Joanna Dark's upcoming Xbox outing, despite an utter lack of screenshots, plot details, or...well, any info whatsoever about the game. Hopefully, we'll see something more in the coming months than this cute character design.




5

Lucky Japanese gamers (and savvy importers) have been cracking skulls and pushing foots out of the ring since March, but most of us will have to wait until August. Will this sequel live up to the very formidable pedigree set by its Dreamcast predecessor?

■ PLAYSTATION 2, XBOX, GAMECUBE
SOUL CALIBUR 2
■ PUBLISHER: Namco ■ GENRE: Fighting ■ RELEASE DATE: August 2005

4

■ PLAYSTATION 2
FINAL FANTASY X-2

■ PUBLISHER: Square Enix U.S.A.
■ GENRE: RPG
■ RELEASE DATE: November 2003

Hopes are running high for *X-2*, Square's first-ever *FF* sequel to continue the plot of its predecessor. We finally got to spend some quality time with the Japanese version, and we're quite impressed (if a tad shocked) by what we saw. Here are three things you should know in advance about *FFX-2*:



IT'S CUTE

From the outrageous *Charlie's Angels*-meets-*Josie and the Pussycats* opening cinema to the glitzy Dress Up system, nearly every aspect of the game exudes a carefree, cuddly, and ultimately cute vibe that's guaranteed to eke a smile out of even the most misanthropic RPG fanboy.



IT'S SPEEDY

You'll be amazed by how much the new battle system changes the flow of the game—the girls move with lightning speed, monsters don't wait for you to "take your turn" before attacking, and the load times before and after encounters are pleasantly brief. Combat can be over in as little as 20 seconds.



IT'S WIDE OPEN

The mission-based gameplay allows you to choose your own path through the game, so you can take the adventure at your own pace. It's the first *Final Fantasy* to offer multiple endings (at least five), depending on your route through the game. For example, that optional girl-on-girl massage mission may lead to a "happy ending."



JAM ON

October 3, 2003

RATING PENDING

RP

CONTENT RATED BY
ESRB

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

October 03
nbajam.com

Acclaim® & © 2003 Acclaim Entertainment, Inc. All Rights Reserved.

Acclaim
SPORTS

COMING SOON

Want to know what games are coming out next? Sure, you do

CROUCHING TIGER, HIDDEN DRAGON
 Xbox, GC, GBA
 RELEASE DATE: PS2, Xbox

Action—Movie-licensed games are always a crapshoot, but developer Genki worked on the part of *Virtua Fighter 3tb* (DC), so there's some hope for this one.

MAY 2003
Jack Part 2: Mutation (PS2)
 RPG—The second chapter in Bandai's popular RPG series is heading out soon.

Bloody Roar (Xbox)
 Fighting—People who turn into animals are just bound to hit each other.

Brute Force (Xbox)
 Action—This year's most eagerly awaited Xbox game starring a lizard-man who runs like a dog.

Castlevania: Aria of Sorrow (GBA)
 Action—Konami feeds your constant need for *Castlevania* games and new titles for your GBA at the same time.

E.T.: Return to the Green Planet (PS2)
 Action—Everyone likes to rag on *E.T.* for Atari 2600, but we remember worse. The system had that damn *Kool-Aid Man* game, for Chrissakes.

Enter the Matrix (PS2, Xbox, GC)
 Action—We can't describe *Enter the*

STREET RACING SYNDICATE
 PS2, Xbox, GC
 RELEASE DATE: June

Racing—Ber your car, cash, or girl-friend in this high-stakes racing game. Finally—objectification of women as a gameplay element!

Matrix to you. You have to experience it for yourself. Like, whoa.

Group S Challenge (Xbox)
 Racing—Another sharp-looking racing game with a name that makes you wonder what the hell it is.

The Hulk (PS2, Xbox, GC)
 Action—Hopefully, this game won't look like ass, like that stupid Super Bowl half-time commercial.

Indiana Jones and the Emperor's Tomb (PS2)
 Action—The Xbox *Indy* adventure has already shipped. Now it's the PS2's turn to nab the fortune, glory, and that persistent sweaty-hat smell.

Lost Kingdoms II (GC)
 RPG—The sequel to the first RPG for GameCube is coming soon... but are GC owners still starved for RPGs?

Magic Pengel: The Quest for Color (PS2)
 Monster-Breeding—Can you defeat the "Doodle King"? Because you're going to feel pretty friggin' pathetic if you can't.

Mega Man Battle Network 3 (GBA)
 Action—Use chips to fight enemies in this *Mega Man* meets *Pokemon* in a dark alley! GBA game.

Mega Man Battle Network: Transmission (GC)
 Action—Is *Transmission* the hardest game ever or has EGM's Shane Bettenhausen simply lost all of his *Mega Man* skills?

MLB Inside Pitch (Xbox)
 Sports—Microsoft's first baseball game for Xbox arrives somewhat late in the season (the baseball videogame season, at least).

NBA Street Vol. 2 (PS2, Xbox, GC)
 Sports—Last month's Game of the Month (it tied with *Splinter Cell*) finally arrives.

Return to Castle Wolfenstein: Operation Resurrection (PS2)
 Action—The improved port of last year's PC shooter looks pretty hot on PS2...

Return to Castle Wolfenstein: Tides of War (Xbox)
 Action—...but it looks even better on the Xbox, what with the online multiplayer.

Smash Cars (PS2)
 Action—What's it about? You're kidding. The title is the only description you need.

Space Channel 5: Ula's Cosmic Attack (GBA)
 Rhythm-Action—Dance, move, get funky to the groove on your way to work, class, and home with the portable *SC5*.

Warie Ware, Inc.: Mega Microgames (GBA)
 Action—We've already covered this one elsewhere (see page 132), so let's just say that this is the early front-runner for worst game name of the year.

JUNE 2003
Aliens vs. Predator: Extinction (PS2, Xbox)
 Strategy—The *Aliens vs. Predator 2* first-person shooter for PC isn't being ported to consoles, and we're getting a strategy game instead??? Game over, man!

Charlie's Angels (PS2, GC)
 Action—We've yet to see this movie-based game, so we don't know if the fighting, dancing, and midriff-baring elements are equally represented.

P.N.03
 GC
 RELEASE DATE: June

Action—You're a robot who was made for dancing—and shooting—all, all, all, all right long. Sound silly? Sure, but it's being made by Shinji Mikami's team at Capcom, by many of the same folks responsible for the awesome GC *Resident Evil* games. So we're trying to keep, y'know, an open mind about it.

RTX: RED ROCK
 RELEASE DATE: N/A

Action—We're wary of any game that has "radical" in the title, even within an acronym, but the jury's still out on this third-person action-adventure game.

Dragon Ball Z: Legacy of Goku 2 (GBA)
 RPG—*Dragon Ball Z* games haven't been too good so far, but they sell like hotcakes. You read the Review section, right?

Dinotopia (Xbox, GC)
 Action—It's hard to imagine a game based on a world where humans and dinosaurs live in harmony. We like it more when dinos eat people. Like lawyers.

Donkey Kong Country (GBA)
 Action—It's the best-selling Super NES side-scroller is being ported to GBA. Can the others in the series be far behind?

F-Zero GC (GC)
 Racing—What's new in the next game in the mother of all futuristic racing-games series? More and faster. What else?

Freedom: The Battle for Liberty Island (PS2, Xbox)
 Action—Command up to 12 recruits in this squad-based shooter based on the *Hitman 2* game engine.

Freestyle Metal X (Xbox, GC)

Sports—This *Tony Hawk* with motorcycles title sports a heavy-metal soundtrack and three incredibly ugly covers. Blerf.

G1 Jockey 3 (PS2)

Racing—At first glance, you might think this is a *SOCOM* meets horse-racing game. Sadly, no. It's "G1," not "GI."

Maace Griffin: Bounty Hunter

(PS2, Xbox, GC)

Action—We've been waiting on this since it was first announced for Dreamcast, and it's looking more than a little dated now.

Midtown Madness 3 (Xbox)

Racing—Race on or offline in meticulously re-created Washington, D.C. and Paris.

Outlaw Volleyball (Xbox)

Sports—For those of you who didn't have your volleyball and girls-in-bikinis needs fulfilled by *Dead or Alive: Xtreme Beach Volleyball*, here comes *Outlaw*.

The Pirates of the Caribbean (GBA)

Action—This GBA game is named after the Disney movie (is it "Arrrr"-rated?) named after the Disney ride.

Rally Championship (GC)

Racing—There are so many games with "rally" and "championship" in the title...frankly, we get them mixed up sometimes.

Resident Evil: Dead Aim (PS2)

Action—The latest light-gun game in the *Resident Evil: Survivor* series looks much, much better than the earlier ones. That's not saying much, but it's something.

Rock 'N Roll Racing (GBA)

Racing—For those about to *rawk*, we salute you!



Red Dead Revolver
RELEASE DATE: August 14, 2005
Action—This spaghetti western-style third-person shooting game looks pretty good, assuming Capcom can fix the camera and doesn't delay the damn thing for the 20th time.

Soldier of Fortune II: Double Helix (Xbox)

Action—A first-person shooter just how you like it: bloody. And with a random mission generator and Xbox Live support, too.

Sonic Adventure DX: Director's Cut (GC)

Action—It's really odd that *Sonic Adventure 2* was posted to GC first, but better late than never, we guess.

Sonic Pinball Party (GBA)

Pinball—When you think of *Sonic*, you immediately start jonesing for the great old pinball games like *Star Trek: The Next Generation* and *Pinbot*, right? Yes? No?

Splashdown 2: Rides Gone Wild (PS2)

Racing—A three-tiered linking system enables expert wave riders to execute more than 75 possible stunts in this sequel's exotic, theme-park-like tracks.

Star Wars: Knights of the Old Republic

(Xbox)

RPG—Do we dare to dream that this eagerly anticipated *Star Wars* RPG will be out by June? Yes. We dare.

Unlimited SaGa (PS2)

RPG—The last two SaGa RPGs from Square were met with decidedly mixed reactions. This one looks equally weird, but here's hoping it's better.

Wakeboarding Unleashed Featuring

Shawn Murray (PS2, Xbox)

Sports—Based on the last time we played this game, it seems like it could be either A) wet or B) wild. Or some combination.

Warrio World (GC)

Action—What more can be said about this game that wasn't said in our last issue? Nothing, we tell you. Noth-ing.

■ JULY 2003

1080 Snowboarding: White Avalanche

(GC)

Sports—The long-awaited follow-up to Nintendo's popular N64 snowboarding game can't come soon enough for us. Hot tip: Don't eat the yellow snow.

Arc the Lad: Twilight of the Spirits (PS2)

RPG—Sony just announced this, and it's being released already!? Someone's good at keeping secrets. So, what's next? The PS3 in August?

Armored Core 3: Silent Line (PS2)

Action—The latest game in AgeTek's giant-robot shooting series is probably more like a PC add-on pack than a true sequel, but we hear the lumbering mechs will be more sprightly now, which is nice.



PS2

APE ESCAPE 2

RELEASE DATE: July

Platform—Apparently outraged by the inclusion of the monkey butler in *The Sims*, the lesser primates are poised to rise again. Monkeys make every game better, right?

Downhill Domination (GC)

Racing—It's great that Incoq is working on new games instead of constantly creating sequels, but we want *Warhawk*!!

DroneZ (Xbox)

Action—For those begging for a modern update of *Deadly Discs of Iron*, catch this sucker. Or spend more time outdoors.

Freaky Flyers (PS2, Xbox, GC)

Action—There's been a temporary lull in the world of kart-racers, and Midway hopes to fill it with this, er, flying game. Too bad it's not four-player.

Fugitive Hunter (PS2)

Action—In this bounty-hunting game, you take down criminals in both first-person shooting and third-person fighting modes.

Ice Nine (PS2)

Action—This stealthy first-person shooter, loosely based on the recent film *The Recruit*, has nothing to do with Kurt Vonnegut's *Cat's Cradle*. Unfortunately.



PS2

DEUS EX 2: INVISIBLE WAR

RELEASE DATE: August 14, 2005

Action—We have a sneaking suspicion that this ambitious action-RPG isn't going to come out this soon.

K-1 World Grand Prix (PS2)

Fighting—Don't get too excited—it's a kickboxing game, not a follow-up to Activision's *Grand Prix* for Atari 2600.

Mario Golf (GC)

Sports—We're hoping to hear Camelot, developer of *Mario Golf*, is working on the GameCube update, but Nintendo is being typically coy.

Romance of the Three Kingdoms VIII

(PS2)

Strategy—It's been years and years, but the romance still burns. At least we'll always have Beijing.

Shrek: Reekin' Havoc (GBA)

Action—We're looking forward to the next *Shrek* animated film much more than we are another cracktacular licensed game.

Starsky & Hutch (PS2, Xbox)

Action—It makes sense that a title based on a buddy-cop TV series features co-op gameplay (one drives, one shoots).

Terminator 3 (PS2, Xbox, GC)

Action—Have you seen the trailer for this film yet? Whoa boy, Arnold, are you sure you need to come back? Wouldn't you rather just stay at home and putter?

Tom Clancy's Ghost Recon: Island

Thunder (Xbox)

Action—Considering how well the Xbox version of *Ghost Recon* sold, it's little surprise that Ubi Soft is bringing this PC add-on pack to the system, too.

Warship Gunner (PS2)

Simulation—Only Koei has the intestinal fortitude to release a naval battleship simulation game in the U.S. 🚢



MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence

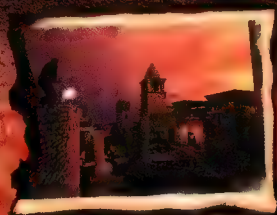


OVERTHROW HITLER'S EVIL EMPIRE.

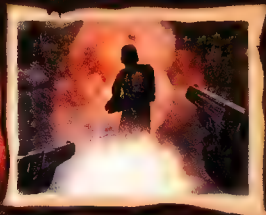
You are B.J. Blazkowicz, a US Army Ranger recruited by the OSA and the Allies' top specialist in covert operations, heavy weapons and assassination. Hitler's head of the SS, Heinrich Himmler, is twisting science and the occult into an army capable of annihilating the Allies. The balance of victory is in your hands.

RETURN TO CASTLE

Wolfenstein



Traverse vast forests, war-torn cities, Egyptian villages and ancient crypts.



Unleash a brutal arsenal of authentic and experimental weapons.



Engage in an epic, story-driven single-player campaign across over 30 levels.



Face squad-based multiplayer battles against up to 15 others via Xbox Live and intense split-screen co-op action.



Complete unique objectives, including silently assassinating Nazi officers.



PlayStation 2



nerv

RASTER



idsoftware.com

ACTIVISION

activision.com

Screenshots taken from Xbox³⁶⁰ video game system and PlayStation² computer entertainment system gameplay.

© 2001-2003 id Software, Inc. All Rights Reserved. Published and distributed by Activision Publishing, Inc. under license. Return to Castle Wolfenstein, Operation Redirection, Return to Castle Wolfenstein: Triple All War, Return to Castle Wolfenstein, the Return to Castle Wolfenstein logo, the id Software name and the id logo are either registered trademarks or trademarks of id Software, Inc. in the United States and/or other countries. Activision is a registered trademark of Activision, Inc. and its affiliates. Licensed for play on the PlayStation² computer entertainment systems with the NTSU UIC designation only. PlayStation² and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox Live, the Live logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. 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.

Illustrations by Ben Schmitt



FOR YOUR EYES ONLY

We sent our spies out with a singular goal in mind: Dig up info on games that have never been seen before. Beyond uncovering the first intel on the red hot Star Wars Rogue Squadron III: Rebel Strike (see page 90), they've sent back details on more than 60 other ultrasecret games...



GAME DOSSIER

-  Action/Adventure
page 67
-  RPG
page 74
-  Shooting
page 76
-  Platform
page 82
-  Sports
page 84
-  Wrestling
page 86

PLAYSTATION 2

CASTLEVANIA

PUBLISHER: Konami DEVELOPER: Konami Computer Entertainment Tokyo RELEASE DATE: Fall 2003



BASIC INTEL:

While we've heartily enjoyed Konami's annual Game Boy Advance raids on Dracula's homestead, it's no secret that *Castlevania* fans have been eagerly awaiting a full-sized follow-up to *Symphony of the Night*, the PS1 cult classic widely regarded as the series' finest moment. At long last, the wait is over—the heroic Belmont clan will once again square off against Vlad in his infernal castle, this time on PlayStation 2. Konami has reassembled the key members of the *Symphony* team for this project, hoping to infuse this new game with the same gothic grandeur, haunting music, and stellar gameplay that legendary adventure had. Oh, and the title isn't going to be simply *Castlevania*. "We're working on choosing a subtitle," Producer Koji Igarashi explains, "but we're running out of ideas for musical references." Is *Jitterbug of the Damned* already taken?

SPECIALIST DATA:

First off, this new *Castlevania* isn't a side-scrolling hybrid like Konami's recent *Contra: Shattered Soldier*, as many gamers expected it to be. "When you try to simply deliver the 2D experience in 3D, it doesn't translate well," Igarashi says, "so the challenge for us is to make *Castlevania* fun as a true 3D game." Expect a completely reimagined, combo-laden combat system; the return of classic subweapons like holy water, crosses, and daggers; and an even stronger emphasis on exploration—just don't expect survival horror. "In horror games, it's not fun to fight enemies," Igarashi explains. "In action games, you're a true hero. A Belmont doesn't run from zombies—he fights them."

This new chapter turns back the clock to the 11th century, making this chronologically the first battle between the Belmonts and Drac. Your (overly?) stylish hero sports both a whip and a sword, not unlike the vampire hunter in Konami's clumsy Nintendo 64 *Castlevania*. But Igarashi makes it clear that the similarities will end there. "Please forget about those games!" he says, adding that he had nothing to do with those disappointments. "I know that I have lots of *Castlevania* fans out there, so each and every game I make must be the best one yet. Don't worry—I will deliver something that will make fans happy."



Find out more in next issue's *Castlevania* cover feature.



ONIMUSHA 3

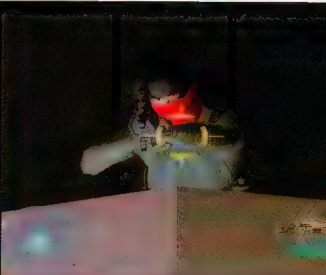
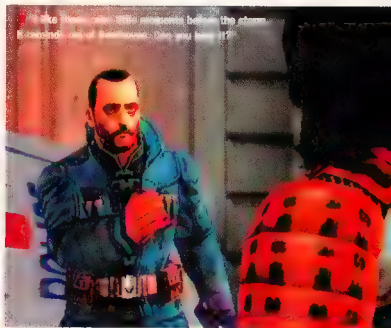
■ PUBLISHER: Capcom ■ DEVELOPER: Capcom ■ RELEASE DATE: Spring 2004

BASIC INTEL:

The evil Nobunaga Oda returns for one final invasion, but fortunately, the sword-wielding, soul-sucking Samanosuke—the hero from the original *Onimusha*—is also back to stop him. No longer set entirely in feudal Japan, *Oni 3* also takes place in...modern-day Paris! Looks like Capcom is involving France in a war whether they vote for it or not. Since Samanosuke can't be in two places at once, Frenchman Jacques Blanc arrives on the scene, packin' handguns and a whip-like sword. The two tough guys work separately and side by side in both time periods to strike down Nobunaga once and for all.

SPECIALIST DATA:

Capcom modeled the Jacques character after French actor Jean Reno (*The Professional*, *Godzilla*), who is quite the celebrity in Japan and Europe. Producer Keiji Inafune says gameplay will be split evenly between the two main characters, and that, with the original *Onimusha* team back in control of the development reins, the gameplay will be more action-oriented than the last game. *Oni 3* also delivers the one feature fans have been asking for: full 3-D environments. But all good things must come to an end, as Inafune-san has confirmed that this indeed is the franchise's swan song.



■ PLAYSTATION 2

SYPHON FILTER: THE OMEGA STRAIN

■ PUBLISHER: Sony GEA ■ DEVELOPER: Eidetic ■ RELEASE DATE: Early 2004

BASIC INTEL:

The Syphon Filter virus is breaking out across the world and our hero Gabe Logan can't possibly stop it all by himself. Fortunately, you can help the cause by joining his recently rebuilt agency and traveling the globe to stem the infection and find a cure. Gabe has saved the world three times already—can you fill his shoes? Or, an even-better question: Will you run as ridiculously as he did in the previous games?

SPECIALIST DATA:

The Omega Strain continues the *Syphon Filter* tradition of stealth gameplay and all-out guns-blazing

action, with huge levels, branching missions, and more than 100 weapons and gadgets to use (but you can only carry four at a time). The Kicker, though, is the online component; you can join up to three other players and tackle all 17 single-player missions cooperatively, drastically changing your mission approach. And you'll finally have another use for that dusty *SOCOM* headset, since *The Omega Strain* supports online chat.

For the little girl in you who misses playing with Barbies, *Syphon Filter* even includes a customization feature, so you can dress your warrior in myriad fatigues, gloves, handbags, and pumps.

■ Will *Syphon Filter* get "bullet time" like *Max Payne* and *Dead to Rights*?





**BETTER STRAPS THAN
A \$300 PROM DRESS.**

LOITER AT



Built to Resist™



■ PLAYSTATION 2, XBOX, GAMECUBE, GAME BOY ADVANCE

LORD OF THE RINGS: RETURN OF THE KING

■ PUBLISHER: EA Games ■ DEVELOPER: EA Games ■ RELEASE DATE: November 2003

BASIC INTEL:

Uh, you mean you didn't play the last *Rings* game, *The Two Towers*? Huh. Well, we guess there must be one of you out there. Anyway, like the previous game, *Return of the King* is an action/beat-em-up based on the blockbuster film trilogy.

SPECIALIST DATA:

"I don't think there's an area we haven't improved [over *The Two Towers*]," says EA's Neil Young. "We have six playable characters (Gandalf, Frodo, and Sam are new), plus at least two hidden characters and multiple paths [through] the game. Sword control is now on the right analog stick, and [now you can] swing on ropes, jump over gaps, kick boulders, throw objects, etc. Finally, as if that wasn't enough, we've added two-player co-op play."



■ PLAYSTATION 2, XBOX, GAMECUBE

THE SUFFERING

■ PUBLISHER: Midway ■ DEVELOPER: Surreal Software ■ RELEASE DATE: October 2003

BASIC INTEL:

In this upcoming horror-adventure game, you play a convict sentenced to walk the green mile of a dilapidated, post-WWII-era prison. But the corroded pipes and decaying walls are the least of this particular institution's problems. While you ruminate on the murders of your wife and son, horrible things begin to happen—mysterious decapitations, eviscerations, and even some good ol' fashion gougings. Suddenly, prisoners and guards alike start getting murdered by half-seen assailants. Then the door to your cell swings open...

SPECIALIST DATA:

Your job, like it or not, is to figure out what's happening and why. As you roam the prison, you'll meet monsters based on various methods of execution. Sometimes, you'll only see them dash into the darkness; others, you'll fight them with weapons like tommy guns, stun grenades, or a prison-yard shiv. Since you don't know whether your character is guilty (did you murder your kin?), you can play as either ■ model prisoner or someone who could use a week in The Box, and the story changes depending on your actions. Slashing the throat of a helpful guard? Probably evil. But aiding him could mean a commuted sentence. Expect gallons of blood, plenty of shocks, and enough cussing to scorch your virgin ears.



■ This isn't the place for his scared, weak-hearted, or nervous.

■ PLAYSTATION 2

ONIMUSHA BURAIDEN

■ PUBLISHER: Capcom ■ DEVELOPER: Capcom ■ RELEASE DATE: Spring 2004

BASIC INTEL:

Think of *Buraiden* as *Super Onimusha Bros. Melee*. One to four players choose from a cast of past *Oni* characters—including main heroes (Samanosuke from *Onimusha*, Jubei from *Oni 2*, and, we're guessing, Jacques from *Onimusha 3*), supporting cast members, and various enemies—and then fight in multitiered environments set in feudal Japan. Hack opponents to suck in their soul power and unleash special attacks.

SPECIALIST DATA:

Producer Keiji Inatune assures us *Buraiden* won't be one of those fighting games only worth playing against friends. "As you win battles, your character will get stronger," he says. "[You'll get] better armor and weapons, [and] gain new special abilities." And if you're playing as an enemy demon, you might even mutate into a bigger creature.

The Human Anatomy

as deconstructed by Tao Feng



FIG. 1. - Considerable Pain

The process of deconstructing the anatomy begins with bruising at the point of contact, leading to bloody contusions and cerebral hemorrhage.



FIG. 2. - Physical Disability

The deconstruction nears completion as limbs weaken and break from continuous physical abuse, finally rendering the enemy useless.



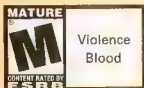
FIG. 3. - Environmental Destruction

Opponents are often hurled into walls and glass situated nearby, resulting in injuries of variable depth and size.

TAO FENG™
FIST OF THE LOTUS™

The Pain is Real

www.xbox.com/taofeng



Microsoft
game Studios

©2003 Microsoft Corporation. All rights reserved. Microsoft, Flat of the Lotus, Tao Feng, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a trademark of the Interactive Entertainment Ratings Board. The names of actual companies and products mentioned herein may be trademarks of their respective owners.

ONLY ON
XBOX





He's a fire starter. Twisted fire starter.



■ PLAYSTATION 2, XBOX, GAMECUBE

ESPIONAGE



■ PUBLISHER: Midway ■ DEVELOPER: Midway ■ RELEASE DATE: November 2003

BASIC INTEL:

Nifty guns are just one part of this upcoming *Metal Gear Solid*-style action-adventure. You play as a secret agent who packs telepathic powers as well as lead-slinging heat.

SPECIALIST DATA:

Forget your pistol—your mind is your greatest weapon. Imagine using telekinesis to lift your enemies high into the air, then pyrokinesis to burn them to a crisp. Wanna know what's behind that locked door? Leave your body to catch a glimpse via your remote viewing power. Or use mind control to set terrorist forces against each other. Nice work, Branica.



■ PLAYSTATION 2, XBOX

WRATH



■ PUBLISHER: LucasArts ■ DEVELOPER: The Collective ■ RELEASE DATE: Fall 2003

BASIC INTEL:

In this peculiar strategy/fighting hybrid, you take turns moving the armies of four elemental realms, then settle your disputes in duels using giant *Clash of the Titans*-style beasts.

SPECIALIST DATA:

The terrain, your adversary's rank, and the scope of the territory you control all impact your odds. We gotta wonder if strategists will shy from *Wrath*'s spastic slugfests or if fighters will take to its slower-paced plotting. Such a genre-bender.



■ Ben the biker has fists for fighting, so expect to do plenty of it.



■ PLAYSTATION 2

FULL THROTTLE 2

■ PUBLISHER: LucasArts ■ DEVELOPER: LucasArts ■ RELEASE DATE: Fall 2003

BASIC INTEL:

Slap on your leathers and grease down your hair—Ben the biker outlaw is back in this follow-up to the classic PC action-adventure.



SPECIALIST DATA:

Throttle 2 stays on familiar turf—the wide-open road—complete with renegade biker gangs, testosterone-charged motorcycles, and plain old rock 'n' roll. Expect plenty of fighting, bike combat, and puzzles, although the latter probably won't be the kind of LucasArts brain benders seen in *Escape from Monkey Island* (PS2): In *Throttle 2*, there are quicker ways to unlock a door than finding the key (read: tire iron). Different biker gangs (Rockability, Samurai, and more) will have their own musical styles, and look for big-name bands to be added to the soundtrack any day. We only worry that the trademark Tim Schafer humor from the first game will be missing, since Schafer left LucasArts to work on *Psychonauts* (Xbox).



PLAYSTATION 2 CHAOS LEGION

- PUBLISHER: Capcom
- DEVELOPER: Capcom
- RELEASE DATE: Fall 2003

In Capcom's latest adventure game, you'll get into large battles against overwhelming numbers of enemies, but you'll have unique, upgradable sidekicks fighting alongside you.



PLAYSTATION 2 VIRTUAL ON: MARZ

- PUBLISHER: Sega
- DEVELOPER: Hitmaker
- RELEASE DATE: Fall 2003

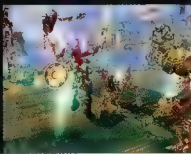
More than 40 giant robots fight one-on-one in this third *VO* console game. And, using the DualShock 2, you'll finally have twin-stick controller support, like the arcade version.



PLAYSTATION 2 MAXIMO VS. THE ARMY OF ZIN

- PUBLISHER: Capcom
- DEVELOPER: Capcom
- RELEASE DATE: Fall 2003

Maximo returns with his poke-er-eye-out sharp graphics, and hardcore action gameplay to combat the 'quite monstrous Army of Zin.



XBOX OTOGI: MYTH OF DEMONS

- PUBLISHER: Sega
- DEVELOPER: From Software
- RELEASE DATE: Fall 2003

In this action-RPG based on Japanese folklore, you play as an undead samurai charged with destroying an army of mythological demons that has sprung to life. It's fact versus fiction.



PLAYSTATION 2 RISE TO HONOR

- PUBLISHER: Sony CEA
- DEVELOPER: Sony CEA
- RELEASE DATE: Fall 2003

Jet Li stars in this Hong Kong-style action game that tells the story of a mob bodyguard's quest to fulfill his boss' dying wish. Expect to kick and punch lots of things.



PLAYSTATION 2, XBOX, GAMECUBE BATMAN: RISE OF SIN-TZU

- PUBLISHER: Ubi Soft
- DEVELOPER: Ubi Soft
- RELEASE DATE: October 2003

Who are you? You're Batman—and friends—in this *Final Fight*-style beat-em-up that pits you against baddies Clayface, Scarecrow, Bane, and the newly created Sin-Tzu.



WE'RE GUESSING PLAYSTATION 2 FATAL FRAME 2

- PUBLISHER: Tecmo
- DEVELOPER: Tecmo
- RELEASE DATE: Fall 2003

New lead characters? A new setting? It seems the only thing that's the same in this follow-up to last year's weird horror game is you still take pictures of ghosts in order to stay alive.



PLAYSTATION 2, XBOX X-FILES: RESIST OR SERVE

- PUBLISHER: Sierra
- DEVELOPER: Black Ops
- RELEASE DATE: Summer 2003

Fight ghosts, the undead, and/or aliens in this survival-horror game starring Scully, Mulder, and various other *X-Files* regulars. Then, leave the show and pursue a movie career.



PLAYSTATION 2 KYA

- PUBLISHER: Atari
- DEVELOPER: Eden Studios
- RELEASE DATE: Winter 2003

Giri searches for lost brother. Giri runs, jumps, and boomerangs. Giri saves tribe of natives. Giri liberates fantastical world. Giri finds brother. Peasants rejoice.



PLAYSTATION 2, XBOX GLADIATOR: SWORD OF VENGEANCE

- PUBLISHER: Acclaim
- DEVELOPER: Acclaim Studios Manchester
- RELEASE DATE: Fall 2003

Guide your decidedly patriotic slave—who becomes-warrior in his action-packed quest to save Rome from a despotic Emperor.



PLAYSTATION 2, XBOX ALIAS

- PUBLISHER: Acclaim
- DEVELOPER: Acclaim Studios Cheltenham
- RELEASE DATE: Fall 2003

Take on the role of double agent Sydney Bristow as she beats her way to vengeance in this third-person action game. Just don't be too distracted by your character's curlicue lips.



PLAYSTATION 2, XBOX, GAMECUBE FOUR HORSEMEN OF THE APOCALYPSE

- PUBLISHER: 3DO
- DEVELOPER: 3DO
- RELEASE DATE: Fall 2003

There is no dark side to 3DO's *Four Horsemen*—it's all dark. Stop Famine, War, Pestilence, and Death in this *Devil May Cry*-style adventure.



PLAYSTATION 2, XBOX, GAMECUBE

X-MEN: LEGENDS

PUBLISHER: Activision ■ DEVELOPER: Raven Software ■ RELEASE DATE: Winter 2003



BASIC INTEL:

In their campaign to give gamers one less reason to fear and hate them, Professor X's Children of the Atom are turning to the previously untapped RPG genre. "A simpler genre," says Project Lead Pat Lipo, "would demand that the [X-Men's] various mutant abilities be glossed over and simplified into a basic weapon or fancy method of damaging your opponent. *X-Men: Legends*, however, takes advantage of the depth allowed within an RPG and encourages gamers to use these mutant powers to unique effect, solving puzzles and combining them in interesting ways."

SPECIALIST DATA:

Legends' ensemble is packed with X-Men past and present. Each character has upgradable traits and talents and, with training in the Danger Room, can be tailored to fit your preferences. "One player may end up with a completely different version of Nightcrawler than his friend has," Lipo explains. And on top of improving individual mutants, you'll need to coordinate them as a group. "Team combos are a big part of the game," says Lipo, "allowing various pairings of characters to combine their powers for spectacular results. There are also times when your choice of team members in a given situation will yield unexpected surprises." Nuff said.



PLAYSTATION 2, XBOX

BALDUR'S GATE: DARK ALLIANCE 2

PUBLISHER: Interplay ■ DEVELOPER: Black Isle Studios ■ RELEASE DATE: Fall 2003

BASIC INTEL:

The original *Dark Alliance's* success proved that Magic Missiles and +2 Girdles of Femininity aren't just for 20-sided-die-toting *Dungeons & Dragons* nerds anymore. Stuff hack-n-slash combat, awesome graphics, and two-player action into an RPG and you'll lure in *videogame* nerds as well. This sequel goes for the critical hit with 40 new levels, five playable characters, and an improved combat system.

SPECIALIST DATA:

As great as the first *Alliance* was, even fans agree that the never-ending hack-a-thon fighting got old. Not so this time, according to Lead Designer Dave Maldonado. "Different encounters [will] feel different from one another," he says, "not just be composed of different-looking monsters. The player must change tactics to succeed, providing a reprieve from constant button mashing." Thank Lolth, Demon Queen of Spiders. Or something.



PLAYSTATION 2, XBOX

FALLOUT: BROTHERHOOD OF STEEL

PUBLISHER: Bethesda ■ DEVELOPER: Bethesda ■ RELEASE DATE: Winter 2003

BASIC INTEL:

In *Fallout's* postnuclear-holocaust world, the wretched remnants of humanity are besieged by Hulk-esque mutants, radioactive monstrosities, and leather-clad bandits of the *Mad Max* variety. As a member of the military survivalist organization Brotherhood of Steel, you'll eradicate these irradiated horrors to make the wasteland safe for humankind in an action-RPG similar to *Baldur's Gate*.

SPECIALIST DATA:

Brotherhood of Steel borrows the grimly humorous mood of the excellent *Fallout* PC games, but trades straight-up role-playing for lots of visceral combat. Develop your skills in heavy weapons, stealth kills, explosives, sniping, or hand-to-hand combat. More than 50 melee, ranged, and explosive weapons provide plenty of ways to exterminate undesirables. Hey, post-nuke life is tough—survival takes guts. And bullets.



Hidden characters, extra weapons and undiscovered worlds are all at your fingertips. Cut out the cards, slip them into the game's case for a quick trick. When you get the itch, punch in these codes and really get into the game.

Check out www.getintothegame.com to download a coupon for \$5 off any game on this card. While you're there, get the scoop on all the hottest games and accessories.

THE LEGEND OF ZELDA: THE WIND WAKER



GAMECLUB

WINNING STRATEGIES

• **Beating Cyclos**
Unfil you defeat Cyclos, his cyclones roam the Great Sea's surface and suck up any boat that gets too close. If you have the Hero's Bow, steer into a cyclone and shoot Cyclos with three arrows to get rid of the cyclones.

• **Grabbing Treasure**
Use the Groppling Hook against stunned enemies to pull their treasure from them before they're defeated. Use this to get the Jelly from Cheepo, the Boko Baba Seeds from Bokaling, Golden Feathers from Pookins and Fangbrute, Skull Medallions from Hibblins, and Knight's Crests from Darknuts.

• **Parry Attack**
A parry attack is an excellent way to defeat large enemies, because it both protects you and hurts them.



HOT TIPS!

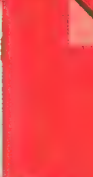
• **Picking Berries**
Dunkin' 102, you first encounter you first have three. Whenever you pick the berries, the tree crumbles, and the seed returns to its original state. It is common for many to explain berries after you pick your fill. To do this, stand in front of an empty patch of soil and press (L1). Then choose which berry from memory; you won't be plant berries; you want more of each where to plant them.

• **Don't Bridge the Bathers**
On the first Zon2 Battle, you acquire your first Zon2 Battle against the bather, one and fills to challenge them; you must speak with one of them, as battles are contingent on your stance when you look. As the Zon2 Battle, the first two Pokémon in your backpack are sent in to battle the two Pokémon that you choose an attack and target. Some moves affect more than one Pokémon, so look how to use each of your Pokémon's moves to their best advantage. In the game, the battle ends when one team of Pokémon is defeated.

POKEMON SAPHIRE AND RUBY



GAME BOY ADVANCE



• **Claim the Roads**
Press L3 to turn on the siren which causes most of the traffic to pull over to the side of the road as you approach. It's easier



THE GETAWAY



PLAYSTATION 2

GETTING TO THE HOSPITAL

• **Help a Police Car**
You have two and a half minutes of real-time to drive from the bottle to the hospital. Instead of taking the unmarked gray car in which you started the mission, take one of the police cars on the scene. Several road-blocks will be set up along the route to the hospital.

• **The Entrance**
Look for the blue signs at road-side and follow them to the entrance of JCL to complete the mission.

• **Clear the Roads**
Press L3 to turn on the siren which causes most of the traffic to pull over to the side of the road as you approach. It's easier



GET INTO THE GAME.COM

© 2003 Target Stores. The Bullseye Design is a registered trademark of Target Brands, Inc. All rights reserved.



Hidden characters, extra weapons and undiscovered worlds are all at your fingertips. Cut out the cards, slip them into the game's case for a quick trick. When you get the itch, punch in these codes and really get into the game.

Check out www.getintothegame.com to download a coupon for \$5 off any game on the shelf. While you're there, get the scoop on all the hottest games and accessories.

BRUTE FORCE



YOUR WINNING TEAM

XBOX

1. **Top 15 Your Biggest Hire:** He's the one most able to deal damage and take a hit. He's the guy to go to when you have a lot of enemies in your path and no clear way around them. You can charge ahead and hand out equal portions of pain and suffering. Use him to muscle your way through the most difficult portions of the game.



2. **Brute is your best all-around Operative:** His Spirit of Vengeance allows him to pick up enemy enemies where your other Operatives see only scenery.

Your most well-rounded character and you're in a situation that doesn't fit the specialty of one of the others. He's the guy to lean on in a pinch.

3. **Howl is an excellent scout and 1's in this mode that she's the most lethal.** In Stealth mode, Howl can kill her almost instantaneously and silently. She's your choice

when you have a couple of well-prepared enemies guarding a close point or other must-be-behind-a-door cover.

4. **Flint's function is as the team's singer.** Because of her observational skills and her ability with the sniper rifle, Flint is a good second choice if you aren't in the mood to use Brute's. She's who you want spending time for you before you charge in with the other Operatives.

GRAND THEFT AUTO: VICE CITY



SCORES

| | |
|---|---|
| 1. Top 15 Your Biggest Hire: He's the one most able to deal damage and take a hit. He's the guy to go to when you have a lot of enemies in your path and no clear way around them. You can charge ahead and hand out equal portions of pain and suffering. Use him to muscle your way through the most difficult portions of the game. | 1. Top 15 Your Biggest Hire: He's the one most able to deal damage and take a hit. He's the guy to go to when you have a lot of enemies in your path and no clear way around them. You can charge ahead and hand out equal portions of pain and suffering. Use him to muscle your way through the most difficult portions of the game. |
| 2. Brute is your best all-around Operative: His Spirit of Vengeance allows him to pick up enemy enemies where your other Operatives see only scenery. | 2. Brute is your best all-around Operative: His Spirit of Vengeance allows him to pick up enemy enemies where your other Operatives see only scenery. |
| 3. Howl is an excellent scout and 1's in this mode that she's the most lethal. In Stealth mode, Howl can kill her almost instantaneously and silently. She's your choice | 3. Howl is an excellent scout and 1's in this mode that she's the most lethal. In Stealth mode, Howl can kill her almost instantaneously and silently. She's your choice |
| 4. Flint's function is as the team's singer. Because of her observational skills and her ability with the sniper rifle, Flint is a good second choice if you aren't in the mood to use Brute's. She's who you want spending time for you before you charge in with the other Operatives. | 4. Flint's function is as the team's singer. Because of her observational skills and her ability with the sniper rifle, Flint is a good second choice if you aren't in the mood to use Brute's. She's who you want spending time for you before you charge in with the other Operatives. |

GOLDEN SUN: THE LOST AGE



GAME BOY ADVANCE

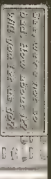
EXPERT TIPS
Run for Safety
With a giant
boulder threat
looming, you
can't afford to
stand still.

1. **Top 15 Your Biggest Hire:** He's the one most able to deal damage and take a hit. He's the guy to go to when you have a lot of enemies in your path and no clear way around them. You can charge ahead and hand out equal portions of pain and suffering. Use him to muscle your way through the most difficult portions of the game.

2. **Brute is your best all-around Operative:** His Spirit of Vengeance allows him to pick up enemy enemies where your other Operatives see only scenery.

3. **Howl is an excellent scout and 1's in this mode that she's the most lethal.** In Stealth mode, Howl can kill her almost instantaneously and silently. She's your choice

The Hidden Door:
The second puzzle requires you to examine each of the three rooms on the other side of this second pillar. The middle room holds a treasure chest containing a Small Jewel. Take the Small Jewel to the room on the right and insert it into the minotaur. This opens a door in the room to the left.





PLAYSTATION 2

STAR OCEAN 3: TILL THE END OF TIME

PUBLISHER: Square Enix USA ■ DEVELOPER: Tri-Ace ■ RELEASE DATE: Fall 2003

BASIC INTEL:

The newly amalgamated Square Enix USA unleashes its combined RPG power with this spacefaring sequel to the PS1 hit, *Star Ocean: The Second Story*. Going further into the sci-fi-meets-fantasy realm than even *Xenosaga*, this epic quest might be the laurel of peace that finally brings *Final Fantasy* and *Star Trek* freaks together.

SPECIALIST DATA:

Don't worry if you're not familiar with the *Star Ocean* series (hell, the first game never even came out here), 'cause this one takes place in the distant future and has little to do with its forerunners. Just expect a gargantuan planet-hopping quest, a complex skill-based battle system, and lovely visuals.



PLAYSTATION 2

ARC THE LAD: TWILIGHT OF THE SPIRITS

PUBLISHER: Game CEA ■ DEVELOPER: Kaito Team ■ RELEASE DATE: July 2006

BASIC INTEL:

Now that you've caught up on the last seven years of *Arc* games with the *Arc the Lad Collection* (PS1), you're finally ready for this all-new fourth chapter in the strategy-RPG series.

SPECIALIST DATA:

Actually, even if you missed the old games, don't fret—part four hails from a different developer, so it has a unique feel, a fresh story, and completely new characters. And unlike the previous PS1 relics, this one doesn't belong in a museum—sharp visuals and faster tactical battles could breathe fresh life into the franchise.

PLAYSTATION 2

DRAG-ON DRAGOON

PUBLISHER: Square Enix USA ■ DEVELOPER: Cavita ■ RELEASE DATE: Fall 2003

BASIC INTEL:

Square says the game's name is subject to change, as "dragging on" isn't the kind of concept you want tied to your exciting action-RPG—especially when it's packed with three types of combat: midair dragon-back blasting, bombing runs, and ground-level swordplay.

SPECIALIST DATA:

On the surface, you might mistake *Drag-on* for a sequel to Sega's seminal Saturn RPG *Panzer Dragoon Saga*. Well, it's not. But it does feature a similarly bold visual style, a complex dragon-upgrading system, and shooting sequences. You control Kaim, a valiant young prince with quite the heroic agenda: He must battle an evil empire to avenge his parents' death, rescue his sister, and regain the ability to speak. (Maybe that last one isn't so heroic, after all.)



PLAYSTATION 2

DISGAEA: THE HOUR OF DARKNESS

PUBLISHER: Atlus ■ DEVELOPER: Nippon Ichi ■ RELEASE DATE: August 2003

BASIC INTEL:

Borrowing equal parts from Squaresoft's strategy-RPG *Final Fantasy Tactics* and film director Tim Burton's twisted psyche, *Disgaea* places you in the role of a demonic child who must defend his family against encroaching forces from both heaven and hell, with the help of his...devil penguin. Hey, don't look at us. We don't write this stuff—we just pass it along to you.

SPECIALIST DATA:

Tactical battles in the vein of Atlus' *Tactics Ogre* and the aforementioned FFT form *Disgaea*'s core gameplay. Don't expect a standard strategy-RPG, though—the whimsical plot, bizarre graphics, and crazy minigames (including one in which you submit bills to the Black Congress, a senate of diabolical lawmakers) combine to make *Disgaea* a truly offbeat experience.





PLAYSTATION 2, XBOX, GAMECUBE

MEDAL OF HONOR: RISING SUN

PUBLISHER: EA Games DEVELOPER: EA GAMES RELEASE: 2003

BASIC INTEL:

Electronic Arts swears *Rising Sun* isn't just last year's *Frontline* with a new coat of Japanese war paint. For one, players will need to adapt to guerrilla-war tactics—stalking Japanese soldiers in the green hell of island jungle terrain will be a world apart from marching through the shell-ravaged city blocks of the Western Front. And while these screens don't look so hot right now, EA promises it'll outshine previous *MOH* games when it's done. Also worth noting: You'll play as Marine Corporal Joseph Griffin in *Rising Sun*, but you'll act as his brother in the sequel.

SPECIALIST DATA:

Matching *Frontline*'s D-Day invasion pound for explosive pound, *Rising Sun* has its momentous start at Pearl Harbor. You'll fire anti-aircraft turrets, perforating the Zero-filled sky with hot flak, and then witness the fateful sinking of the Pacific Fleet from the safety of a PT boat. Other series firsts include spitscreen cooperative play and branching paths that add replayability to the tightly scripted skirmishes. And although we court-martialed the last *Medal*'s Nazis for being dimwits, the producers insist that once the new A.I. graduates from boot camp, they'll definitely induce post-traumatic stress disorder.



PLAYSTATION 2

SOCOM 2

PUBLISHER: Sony CEA DEVELOPER: Zipper Interactive RELEASE DATE: November 2003

BASIC INTEL:

In the time it takes you to read this sentence, hundreds of Americans have been killed. Which isn't so shocking, really, when you hear those hundreds were part of the more than 50,000 gamers out to kill each other online everyday in Sony's tactical shooter, *SOCOM: U.S. Navy SEALs*. And that's not even counting everyone playing the squad-based single-player game offline. When a game is this popular (it's already sold over 1 million copies), a sequel is inevitable.

SPECIALIST DATA:

SOCOM 2's gameplan is so simple, a drill instructor could've shouted it: "MAKE THE GOOD STUFF BETTER AND FIX THE BAD STUFF!" (He probably wouldn't say "stuff," but, hey, this is a family magazine.) The sin-

gle-player game promises new enemy vehicles (tanks and such), adjustable difficulty settings, and, most importantly, improved A.I. for both friends and enemies. The three original online game modes—deathmatch, bomb your opponent's base, and hostage rescue—are joined by two new ones that have you escorting innocents and breaching a fortified stronghold. Zipper's also pulling out the big guns, literally: Rocket-propelled grenades and machinegun turrets should spice things up nicely. On the voice-communication front, *SOCOM 2* will once again support the headset controller (even in the lobbies while you wait for a game), but it won't come packed-in; you can use the set from the first game or buy one separately. Now, if they can just find a way to stop those damn cheaters...



Can you spot Wido the Terrorist in this group of similar-looking screens?



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

Official Xbox Magazine

Best
Xbox Live Games:
**Unreal
Championship**
IGN

Top Ten
Xbox Games
of E3 2002
-Unreal
Championship
#1
Gamers.com

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



Unreal CHAMPIONSHIP



Blood and Gore
Violence



www.unrealchampionship.com

Unreal® Championship ©2003 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. The Atari® trademark and logo are the property of Intergames.
All other trademarks are the property of their respective owners. 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.



■ PLAYSTATION 2, XBOX, GAMECUBE

SPY HUNTER 2

■ PUBLISHER: Midway ■ DEVELOPER: Angel Studios ■ RELEASE DATE: Winter 2003

BASIC INTEL:

Crank the famous theme music and hit the road in your trademark sleek white sports car. The Nostra corporation's forces are back at it again, but your supercar's arsenal can fix that quick-fast in a hurry. More bitchin' than any Camaro, the Interceptor bristles with machine guns and missiles, plus the fan-favorites oil slicks and smoke screens. It can even turn into a speedboat or motorcycle, for getting to those hard-to-reach terrorists.

SPECIALIST DATA:

Spy Hunter 2 features upgradable weapons (plus new ones, like mines), arena-style boss battles, and multiple ways to complete objectives: You can lower a bridge by finding its power source and destroying the drawbridge mechanism, or just skip it and approach in boat form. The game's improved multiplayer comes in versus and cooperative flavors (where one player drives while the other handles the enemy blasting). Buckle up!



■ PLAYSTATION 2, XBOX

TEAM SAS

■ PUBLISHER: Vivendi Universal
 ■ DEVELOPER: Dangerous Games ■ RELEASE DATE: Fall 2003

BASIC INTEL:

In this squad-based first-person shooter, you control four British commandos (team leader, scout, sniper, and heavy-weapons specialist) who must defeat a rogue group of Russian mercenaries before they use a stolen nuke to ignite World War III. As in *Ghost Recon*, you must coordinate your soldiers' unique abilities in order to beat each level. Then, you'll get to assign your characters skill upgrades and new weapons such as chain guns, rocket launchers, sniper rifles, and the like.

SPECIALIST DATA:

Command A.I. teammates to lay down covering fire, hold position, or flank the enemy—or play through the entire campaign with up to three friends in spitscreen mode (alas, there's no online play).

Although it was inspired by the experiences of highly decorated Special Air Service officer Andy McNab (who contributed weapons expertise and motion capture), *Team SAS* emphasizes action and fun over realism. Take the six-barreled minigun, for example. "It's not exactly [standard] SAS issue," says Dangerous Games' Simon Gardner. "But if they can use one in *Predator*, then we can in *Team SAS*!"



■ PLAYSTATION 2, XBOX, GAMECUBE

NARC

■ PUBLISHER: Midway ■ DEVELOPER: VIS ■ RELEASE DATE: Winter 2003

BASIC INTEL:

Hitman and Max Force (yes, those really are their names) form part of the elite N.A.R.C. squad charged with destroying the K.R.A.K. drug cartel (see previous note) and taking down its boss, Mr. Big (yep, that's a bad-guy name from a bygone era).

SPECIALIST DATA:

About the only thing this drug-busting adventure borrows from its old arcade namesake is all the stupid names. The new *NARC* has more in common with *Grand Theft Auto* and *State of Emergency*, where busting crooks requires following clues and some good ol' fashioned fistcuffs.

Stopping unrelated random crimes during your travels earns you the good-cop moniker, meaning folks will help you out in a jam. But go all *The Shield* on the general public and just see if you get invited to any policemen's balls.



DANGER AROUND
EVERY CURVE.

ALIAS
THE GAME

GO DEEP UNDERCOVER
FALL 2003.

ALIASTHEGAME.COM



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



PlayStation 2



Acclaim
www.acclaim.com



PLAYSTATION 2, XBOX

FREEDOM: SOLDIERS OF LIBERTY

PUBLISHER: EA Games **DEVELOPER:** To Game Studios
RELEASE DATE: Winter 2003

Fight to liberate the Big Apple from Commie rule in this squad-based action/strategy game hybrid. Say it with us: "Wolverines!"

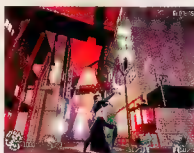


XBOX

DRAKE

PUBLISHER: Majesco
DEVELOPER: Idol FX
RELEASE DATE: November 2003

Remember the movie *Ghost*? Well, Drake is nothing like that, since this apparition kicks ass with a mixture of martial arts, artillery, and acrobatics (think *Devil May Cry* meets the *Batman* cartoon).

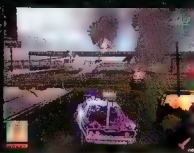


PLAYSTATION 2

ROADKILL

PUBLISHER: Midway
DEVELOPER: Midway
RELEASE DATE: Fall 2003

Twisted Metal meets *Grand Theft Auto* in this mission-based post-apocalyptic car-combat title. No word on whether Mel Gibson is suing Midway for ripping off *Mad Max* so much.

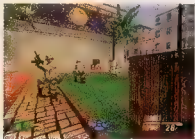


XBOX

TOM CLANCY'S GHOST RECON: ISLAND THUNDER

PUBLISHER: Ubi Soft **DEVELOPER:** Red Storm
RELEASE DATE: Summer 2003

Silent-but-deadly gamers will go nuts for this *Ghost Recon* expansion. If you don't own the original, don't fret—it can be played (Xbox Live or single-player) on its own.



PLAYSTATION 2, XBOX

BLOWOUT

PUBLISHER: Majesco
DEVELOPER: Kaos Kontrol
RELEASE DATE: Fall 2003

In space, no one can hear you scream, but they'll sure as hell hear that big gun you're firing. Clean out a space station of nasty aliens and save the colonized galaxy in the process.



XBOX

OPERATION FLASHPOINT: COLD WAR CRISIS

PUBLISHER: Codemasters **DEVELOPER:** Bohemia Interactive **RELEASE DATE:** Summer 2003

The Cold War's not over until Codemasters says it's over. Put down a rebel Soviet group in the name of glasnost in this *Ghost Recon*-style squad-based shooter.



triple-top-secret games

Hey Q-Fans! It's me, the Quartermaster, back again to give you the

sidney on games so secret, our spies may "disappear" if they reveal them. We can drop some hints now, but we'll have full disclosure on these projects after the Electronic Entertainment Expo (E3) game convention in May.

SAM FISHER MERGES LEFT

Rumor has it Ubi Soft is gearing up to

announce a new *Splinter Cell* project due early next year. The Q hears that it's not a sequel to the stealth-action game, per se, but it will take Sam Fisher onto a certain info superhighway. Imagine it as *Splinter Cell 1.5*.

SONIC TEAM'S NEXT PROJECT

You've already seen *Giant Egg* in these hallowed pages (see page 62), but the Sonic Team guys have yet another game up their sleeves, set to be unveiled at E3. Based on the developer's history, we expect it will show up for GameCube and will star the Team's most popular group of characters. (Psst! Sega also has a new *AfterD* Beat game in the works.)

BLINK KEEPS ON SUCKIN'

Word on the street is that *Blink*, Microsoft's top cat, is back—super-Hoover in hand—for an all-new trash-sucking adventures (that's not a comment on the game's quality, mind you).

SOLID SNAKE SUITS UP

The next *Metal Gear* game from creator

Hideo Kojima and Co. is also rumored to make an appearance a few days before the start of the show. Will it be *Metal Gear Solid 3*, or something... different? Maybe that GameCube *MGS* game that Nintendo bigwig Shigeru Miyamoto recently mentioned? Who knows? Maybe we'll be lucky and get both.

THE SIMS, TOO

Based on the number of expansion packs for PC phenom *The Sims*, it should be no surprise to learn that a multipatform follow-up of the console version is in the offing. Rumor has it we'll see our little friends sneaking out while

mom's asleep and wreaking havoc all over the 'hood—even neighboring towns. Details are frustratingly scant, but just imagine what your Sim will encounter when he leaves his safe little 'nurb for the mean streets of the next town over.

—The Q

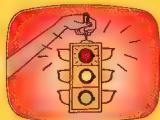


Now, keep moochers away from your
NEW Longer-Lasting
Juicy Fruit!

**HERE'S
HOW IT
WORKS!**



1. Moocher approaches.



2. Light turns red.



3. Moocher stops.



4. Keep Juicy Fruit!

NEW!
Longer-Lasting
Juicy Fruit!

**STOP
LIGHT!**



KEEP THE
MOOCHERS
AWAY!

Gotta Have
Longer-Lasting
Sweet?

WIGLEY'S
Juicy Fruit
SWEET CHERRY

PLAYSTATION 2

RATCHET & CLANK 2

■ PUBLISHER: Sony CEA ■ DEVELOPER: Insomniac Games
 ■ RELEASE DATE: November 2003

BASIC INTEL:

No, we didn't just modify screens of the original *Ratchet*—you're looking at *Ratchet & Clank 2*, due out just one year after the first game. This time around, unlikely hero Ratchet and wisecracking-sidekick-robot Clank team up to save the universe from imminent doom, although Sony won't say whether our heroes face a new threat or if Chairman Drek has returned for another ass whuppin'.

SPECIALIST DATA:

Like the last game, *Ratchet 2* borrows a cornucopia of elements from other genres and sticks 'em all under its action-platform umbrella, including exploration, racing, puzzle-solving, and role-playing. But just as you'd expect, developer Insomniac Games has cranked everything up a few notches for the sequel. (We've got our fingers crossed for more Giant Clank.) Our hero has changed a bit, too. Besides Ratchet's spiky new green spacesuit (which may be enough on its own to scare off would-be attackers), he'll have more weapons and high-tech gadgets that you can power-up during your quest thanks to a new upgrade system. Taking the brunt of all that firepower is a cadre of new enemies who've found a fresh way to foil Ratchet's galaxy-saving plans: They've brought shields.



Enemies, beware of Ratchet's new toy: It shoots flaming-hot lava.



GAMECUBE

BILLY HATCHER AND THE GIANT EGG

■ PUBLISHER: Sega ■ DEVELOPER: Sonic Team ■ RELEASE DATE: Fall 2003

BASIC INTEL:

From the folks who brought you *Sonic the Hedgehog* comes *Billy Hatcher and the Giant Egg* (working title), a bright, cartoony platformer with an eggs-citing twist (sorry, it won't happen again). You play as Billy, a boy in a rooster suit (don't laugh) who sets out to destroy an evil king threatening to steal the sun (hey! we said no laughing!) and send the world into darkness. You might be thinking, "Looks like a kids' game," and, well, it's definitely not gonna attract the *Grand Theft Auto* crowd. But it is being developed by Sonic Team, whose exceptional platforming pedigree means *Billy* deserves our attention.

SPECIALIST DATA:

These ain't no run-of-the-mill grade As; each type of egg is supercharged with its own special power. Toss one type to break open walls and access new areas, another to take out enemies, and yet another to gain speed for longer jumps. Each egg also contains a magical creature you can hatch and attack with or enhance your own abilities. Raising your own types of eggs (remember raising Chaos in *Sonic Adventure*?) opens dozens (oops, it happened again) of other possibilities. High in cholesterol, sure, but possibly a guilty pleasure.



■ If Billy weren't so kind to eggs, we'd all be enjoying an omelette for seven right about now.



MACE GRIFFIN BOUNTYHUNTER



HUNT THEM DOWN. THIS JUNE.



BLOOD and GORE
VIOLENCE

PlayStation 2



www.southpeak.com

"Mace Griffin Bounty Hunter" interactive game © 2003 Vivendi Universal Games, Inc. All rights reserved. Mace Griffin, Mace Griffin Bounty Hunter, Vivendi Universal Games, the Vivendi Universal Games logo, Black Label Games, and the Black Label Games logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. TM, © 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 other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Art imitating life—*Clayton Kopp* (green) worries *Wain* about this leading Bengals defender.



Looks like someone finally threw Keeshawn the damn ball.



■ PLAYSTATION 2, XBOX, GAMECUBE, PLAYSTATION (YES, EVEN ON THE PS1)

MADDEN NFL 2004

■ PUBLISHER: EA Sports ■ DEVELOPER: EA Tiburon ■ RELEASE DATE: August 2003

BASIC INTEL:

Like a fine wine, this pigskin franchise only improves with age. Last year, *Madden* took yet another step in the direction of videogame greatness with the addition of online play (only for PS2). There was one small hiccup, though: Typing text messages to your gridiron adversary after you lit up the scoreboard with another touchdown pass was pretty annoying. This season, added voice chat through the *SOCOM* headset (again, just for PS2 players) lets you truly talk the talk as you try to walk the walk in online tournaments.

SPECIALIST DATA:

We've learned that the GameCube version will utilize the Game Boy Advance connectivity feature. EA, however, is currently tight-lipped about how it will enhance gameplay. All current versions (sorry, PS1 owners) will be treated to a new Owner mode and something EA is calling Playmaker Control, but again, the company is being hush-hush on specifics. All we can ascertain about the latter is that it will attempt to give you a better chance of making the proper play after the snap of the ball. Of course, what would a football game be without Mr. Madden's inane ramblings and somewhat delusional on-the-field observations? Expect the same timeless football anecdotes for which John is (in)jamous.

■ You know that—just like in *Star Trek*—this guy in the red top is doomed. *Drowned!*



■ XBOX

AMPED 2

■ PUBLISHER: Microsoft
 ■ DEVELOPER: Microsoft ■ RELEASE DATE: Winter 2003



BASIC INTEL:

Top-of-the-line boards, sweet-looking gear, hundreds of ski bunnies clamoring for a glimpse as you shred down the powder-covered mountain—these dreams become reality in *Amped 2*. As in the original, the goal is to use your boarding skills to make a name for yourself in the extreme-sports community. Tear it up on the world's top mountains during photo and video shoots and you're sure to impress a bevy of snowboard sponsors.

SPECIALIST DATA:

Amped 2's new "butter" combo system uses both nose and tail manuals to link tricks, and each park layout is designed to take advantage of this new feature. Once your skills are up to snuff, strap on an Xbox Live headset to dish out insults to other boarders online (up to eight players can be on the mountain at once) as you climb the worldwide rankings—and don't forget to download additional courses, gear, music tracks, and single-player challenges.



Jumps like this attract sponsors, non-ops, and ambulance drivers in equal amounts.





■ PLAYSTATION 2, XBOX,

NFL 2K4

- PUBLISHER: Sega Sports
- DEVELOPER: Visual Concepts
- RELEASE DATE: August 2003

Sega is dead set on avoiding another sales shellacking by EA's *Madden* series: A new play-calling system, additional player animations, and a Training Camp mode should really help.



■ PLAYSTATION 2

NFL GAMEDAY 2004

- PUBLISHER: 989 Sports
- DEVELOPER: 989 Sports
- RELEASE DATE: August 2003

A slew of additional online features like tournaments, buddy lists, message boards, and downloadable real-time weather could help raise *GameDay* from the grid-iron doldrums.



■ PLAYSTATION 2, XBOX, GAMECUBE

NCAA FOOTBALL 2004

- PUBLISHER: EA Sports
- DEVELOPER: EA Tiburon
- RELEASE DATE: August 2003

Already bordering on perfection, *NCAA Football 2004* could become an instant grid-iron classic with the addition of online play to the PS2 version. There's no better way to prep for pro ball.



■ PLAYSTATION 2, XBOX, GAMECUBE

NFL BLITZ PRO

- PUBLISHER: Midway Sports
- DEVELOPER: Midway
- RELEASE DATE: September 2003

Blitz's *Madden*-esque makeover includes full 11-on-11 action, first-and-10 down markers, a more prevalent running game, and online play (but only for PS2 broadband users).



■ PLAYSTATION 2, XBOX, GAMECUBE

NBA LIVE 2004

- PUBLISHER: EA Sports
- DEVELOPER: EA Canada
- RELEASE DATE: Fall 2003

Live readies a full-court press on Sega's *NBA 2K* series with a deeper Dynasty mode, a revamped passing game, and more online options for PS2 owners.



■ PLAYSTATION 2

NCAA FINAL FOUR 2004

- PUBLISHER: 989 Sports
- DEVELOPER: 989 Sports
- RELEASE DATE: November 2003

989 Sports' college hoops title's online scholarship means you can lead one of more than 300 Division I-A teams to the virtual promised land. The game also sports new player models.



■ PLAYSTATION 2, XBOX, GAMECUBE

NBA BALLERS

- PUBLISHER: Midway Asylum
- DEVELOPER: Midway
- RELEASE DATE: November 2003

Best described as "*MTV Cribs* meets the NBA," *Ballers* lets you challenge NBA superstars and PS2 broadband opponents to 1-on-1 pickup games at their not-so-humble abodes.



■ PLAYSTATION 2, XBOX

NHL 2K4

- PUBLISHER: Sega Sports
- DEVELOPER: Visual Concepts/Kush Games
- RELEASE DATE: Winter 2003

NHL 2K4 hopes to take Sega's hockey series to the videogame Stanley Cup level with plush visuals, improved commentary, and online goodies like downloadable rosters.



■ PLAYSTATION 2, XBOX, GAMECUBE

NHL HITZ PRO

- PUBLISHER: Midway Sports
- DEVELOPER: Next Level Games
- RELEASE DATE: September 2003

Midway sharpens its skates with new 5-on-5 gameplay, line changes, and refined stick-handling controls. PS2 owners with broadband can drop the puck online.



■ PLAYSTATION 2, XBOX, GAMECUBE, PLAYSTATION

FIFA 2004

- PUBLISHER: EA Sports
- DEVELOPER: EA Canada
- RELEASE DATE: Fall 2003

Besides online matchups (guess what? PS2 only), *FIFA's* strongest kick is its comprehensive Career mode. Start a team from scratch and lead it to the global soccer stage.



■ PLAYSTATION 2

DOWNHILL DOMINATION

- PUBLISHER: Sony CEA
- DEVELOPER: Inceq Inc.
- RELEASE DATE: July 2003

Twisted Metal's creators have gone from developing a B movie-style monster masher (*War of the Monsters*) to a downhill mountain-bike-racing game. Expect a robust multi-player side.



■ PLAYSTATION 2, XBOX, GAMECUBE

TIGER WOODS PGA TOUR 2004

- PUBLISHER: EA Sports
- DEVELOPER: EA Sports
- RELEASE DATE: Fall 2003

On five new PGA courses, you'll attempt to earn more prize money than the game's cover boy. The PS2 edition also has online play.



■ XBOX

WWE RAW 2

■ PUBLISHER: THQ ■ DEVELOPER: Anchor ■ RELEASE DATE: Fall 2003

BASIC INTEL:

With their bulging biceps, busty broads, and oiled-up physiques, the true-to-life wrestlers in the first *Raw* helped the game look the part of an Xbox megahit. Too bad it lacked the finer points, like an in-depth Story mode, multiple arenas, and the laundry list of match types present in today's popular wrestling games. *Raw 2* attempts to fix those mistakes, which will hopefully make your ascent toward in-ring stardom more rewarding.

SPECIALIST DATA:

An innovative Season mode allows four human players to work together or compete head-to-head for various championship belts, and offers the soap opera-like atmosphere missing from the first game. Feel free to form alliances with your buds, and then at a later, crucial moment, to turn your back and cost them a title shot. Face or heel, it doesn't matter—as long as you make the right moves in and out of the ring, you're sure to rise to the top of the McMahon empire. Add to the mix new match types like TLC (Tables, Ladders, and Chairs) and backstage brawls, along with a revamped Create-a-Superstar mode, and *Raw 2* is lookin' fine like Trish Stratus. Our only gripe so far is that THQ didn't hit the mat with online bouts. Guess that feature has to wait until *Raw 3*.



■ With the right moves, even little Rey Mysterio can take down this genetic freak.

gadget gaming: the game boy advance

ADVANCE WARS 2: BLACK HOLE RISING

■ PUBLISHER: Nintendo ■ DEVELOPER: Intelligent Systems ■ RELEASE DATE: June 2003

(This sequel to the surprise-hit GBA strategy game.)

Advance Wars had new space-age vehicles (like the AT-AT-style "walking tanks"). We can't wait.



DRAGON BALL Z: THE LEGACY OF GOKU II

■ PUBLISHER: Atari ■ DEVELOPER: Wadjet ■ RELEASE DATE: June 2003

(An RPG takes over the Trunks, Gohan, and Didi Games.)

episodes of the DBZ cartoon series, you play as Trunks, Vegeta, Piccolo, Gohan, and Goku.

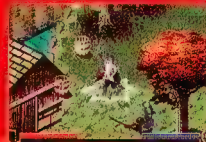


LORD OF THE RINGS: RETURN OF THE KING

■ PUBLISHER: EA Games ■ DEVELOPER: Monolith ■ RELEASE DATE: Fall 2003

Play Aragorn, Legolas, Gimli, Pippin, Gandalf, Eowyn, and more in this hack-and-slash.

and-slash content in the GC *King* using the GBA Link cable.



ONIMUSHA TACTICS

■ PUBLISHER: Capcom ■ DEVELOPER: Capcom ■ RELEASE DATE: Fall 2003

(*Onimusha* takes a turn for the tactical with this strategy game.)

Move your units across the field and crush all foes threatening your homeland.

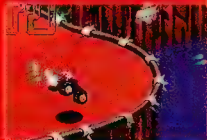


ROCK 'N' ROLL RACING

■ PUBLISHER: Blizzard ■ DEVELOPER: Mass Media ■ RELEASE DATE: June 2003

Race and shred your way for victory with listening to tunes like:

"Born to Be Wild" by Steppenwolf and Black Sabbath's "Paranoid," in a part of the cult classic.



SONIC PINBALL PARTY

■ PUBLISHER: Sega ■ DEVELOPER: Sega ■ RELEASE DATE: June 2003

Swing the flippers on *Sonic*, *Nights*, *Golden Axe*, and

Samba de Amigo (DC) tables, and connect to *Sonic Adventure DX* (GC) for even more goodies.





■ GAMECUBE

WWE WRESTLEMANIA XIX

■ PUBLISHER: THQ ■ DEVELOPER: Yukes ■ RELEASE DATE: Summer 2003

BASIC INTEL:

Since *X8* failed to fully reach superstar status, THQ has a complete overhaul planned for the next *WrestleMania*. Changes start with more realistic wrestlers (in both their outward appearances and in-ring attributes) and trickle down to the gameplay mechanics. For instance, expect a greater emphasis on grappling and reversals, as in the N64 classic *No Mercy* (woohoo!), and less of the arcade, twitch-fest feel of the PS2's *Smackdown!* series.

SPECIALIST DATA:

XIX's simulation roots force you to learn a superstar's true-to-life strengths and weaknesses, so, for example, prepare to master high-flyin' Ray Mysterio's acrobatic maneuvers, because his punches are worthless against the big boys. And when you inflict enough damage on opponents, they'll now accurately reflect their agony by sporting bloody noses or limping across the mat. Also, *XIX*'s Story mode is not about winning the title (that's in the Path of a Champion mode), but rather regaining your professional wrestling status. Defeat competitors at construction sites and shipping yards as well as the WWE headquarters, and Mr. McMahon will be forced to issue your reinstatement.



■ *XIX*'s wrestlers look a lot less cartoony than last year's models.



what's next?

This month, we focused solely on newly announced games, but in

the next few issues—

since we return from E3, the yearly convention that is to games what the Cannes Film Festival is to the movie industry—you'll see in-depth coverage of all the year's major releases. Here's a quick look at what you can expect from the show.

HALO 2 (xbox)

It won't be coming out until next year, but we hear we'll get to see an early version of *Halo 2* at the show. All hail the Master Chief! Sub

FINAL FANTASY: CRYSTAL CHRONICLES (GC)

(The first *FF* game on a Nintendo system in nearly a decade, *Crystal Chronicles* should be on display

FINAL FANTASY X-2 (PS2)

We're looking forward to playing the U.S. version of *X-2* because of one particularly fantastic new mode: English.

FABLE (xbox)

One of the interesting things the developers have said about this uber-ambitious Xbox RPG is that characters grow older and change in appearance over time. We want to see it for ourselves.

TRUE CRIME: STREETS OF L.A. (PS2, XBOX, GC)

We're worried Activision's take on the crime-game genre is trying to do too much (driving, fighting, sneaking, and shooting?!), but we'll have a new look at it soon to find out.

STAR FOX (GC)

The Namco-produced *Star Fox* shooter should be on hand at the show, along with *Mario Kart*, *Mario Golf*, and a few noteworthy Nintendo surprises. ✪

CONTINUED NEXT ISSUE!



For *Half-Life 2* (XBOX, GC) we're looking forward to seeing the game's first-episode demo. It's supposed to be a superb sequel to the original *Half-Life*. You know what? We liked *Half-Life*.



STARCRIFT: GHOST

(PS2, XBOX, GC) Imagine playing *Jenbu* with a character who has high-powered weapons, a sniper rifle, a Predator-style stealth suit, and psychic powers. We're in love.



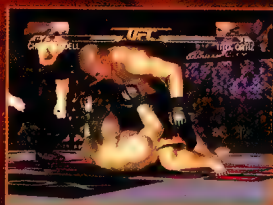
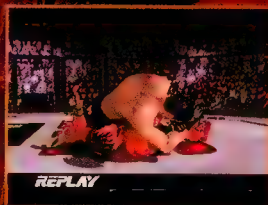
BRUTAL REALITY

**MORE
REAL UFC
FIGHTERS**

**ALL THE
REALISTIC
MOVES**

**ALL
THE REAL
MUSIC**

Featuring:
Stem, Scars of Life
and more...



Blood
Violence

www.ufc.tv

www.ufcvidgame.com

www.tdk-mediativo.com

REAL FIGHTERS.

HAS A GAME.



UFC

ULTIMATE FIGHTING CHAMPIONSHIP

TAPOUT 2

ONLY ON
XBOX



REAL FIGHTING.



TDK
mediactive

EVER WANTED TO...

...TAKE DOWN AN AT-AT, SKYWALKER STYLE? SEE PG. 94



...BLOW UP THE DEATH STAR WITH A PAL? SEE PG. 98



...HAUL SUPER-SONIC ASS ON A SPEEDERBIKE? SEE PG. 93



SEE PG. 92 ...RESCUE LEIA FROM THE DEATH STAR?



SEE PG. 96 ...FRY EWOKS WITH A SCOUT WALKER?

TOUR DE FORCE

Rebel Strike—the laser-hot GameCube sequel to *Rogue Leader*—lets you relive all your geeked-out Star Wars fantasies. Even the one with Princess Leia in her tin bikini

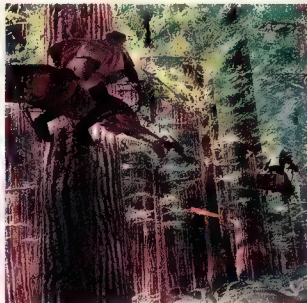
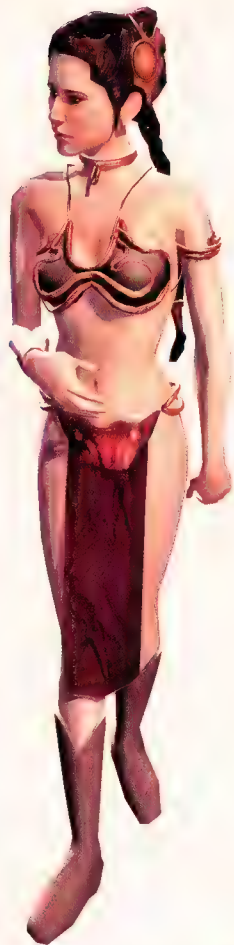
by Crispin Boyer

And we thought Factor 5 President Julian Eggebrecht was yanking our lightsabers.... "If [this game] really had everything," Eggebrecht said in our November 2001 preview of his company's acclaimed GameCube launch hit, *Rogue Squadron II: Rogue Leader*, "you'd be able to crash-land on Hoth, climb out of your snowspeeder, and use your grappling hook to zip under an AT-AT and blow it up like Luke did in *Empire Strikes Back*. Maybe a future game will let you do that, but it'll take some convincing to get [co-developer and publisher] LucasArts to do another game with a Hoth level."

Lightspeed forward to today, and it turns out Eggebrecht wasn't kidding. We're sitting in Factor 5's San Raphael, CA, headquarters, watching Luke Skywalker dash up a grapple line, slice open the belly of a walking-tank AT-AT, and toss in an explosive thermal detonator before dropping back to the snowpacked surface of Hoth. Eggebrecht is showing us a level in Factor 5's latest *Rogue Squadron* installment, *Star Wars Rogue Squadron III: Rebel Strike* (a working title), due exclusively for GameCube this fall. And, unlike the Cube prequel *Rogue Leader*, this game really does have "every-

thing"—way more than the straight-up starship combat of the past *Rogue Squadron* games. This sequel lets you actually climb out of your starship and do some up-close-and-personal damage in both outdoor and indoor *Star Wars* settings. Aside from the aforementioned man-vs.-AT-AT action on Hoth, *Rebel Strike* sends players on a rescue mission into the Death Star to save Princess Leia. It whips Luke through the backwoods of Endor on a whizzing speederbike. It has Jedi muppet Yoda teaching the ways of the Force on swampy Dagobah. In short, *Rebel Strike* lets players relive just about every scenario worth reliving from the classic *Star Wars* trilogy—everything shy of lightsaber duels with Darth Vader. "This game is really the ultimate fantasy fulfillment for *Star Wars* fans," says Brett Tosti, *Rebel Strike's* producer at LucasArts.

And, of course, *Rebel Strike* has another mission set on Hoth, the iceball planet that has served as a setting in almost every classic *Star Wars* game since the Atari 2600 days. "To quote the guys in the LucasArts meetings," Eggebrecht says, "You want to go to Hoth again? Are you nuts? Which made us think, 'OK, how many times can we go there?' just out of pure nastiness."



■ Not like dusting crops: *Rebel Strike* mixes three gameplay styles—third-person shooting, funky-vehicle driving, and traditional starfighter combat—in two campaigns.



“We can do one more *Star Wars* game with the same energy we had for *Rogue Leader*.”

—Factor 5 President Julian Eggebrecht

Do, or do not. There is no try

But before the company became hell-bent on returning to Hoth, Factor 5 had to decide if it could even stomach blasting back to George Lucas' galaxy after four years of *Star Wars*-fueled flight-combat projects, starting with the original *Rogue Squadron* on Nintendo 64. “We were terribly sick of *Star Wars* after *Rogue Leader*,” says Eggebrecht. “So everybody sat down after a long vacation and asked, ‘What in the classic *Star Wars* universe would still even excite people?’”

The next logical step, according to Eggebrecht, was a flight game with more complex controls—something along the lines of the incredibly in-depth *X-Wing vs. TIE Fighter* series on PC, which is essentially a starfighter simulator. “But that meant changing the type of game,” he tells us. “That’s not a positive thing. We really wanted simplicity and clever usage of all the features and control setup that we already had.”

Factor 5 was also sitting on a powerful people-rendering

technology developed for its stalled-in-development GameCUBE shooter, *Thornado*. With it, the team’s artists realized they could craft in-game versions of Luke, Han, Leia, Lando, Boba Fett, etc., that looked 100 percent faithful to the movie versions, just as the game’s ship models reproduced every dent and decal of the big-screen originals.

“When we realized we could get the film look with our characters,” Eggebrecht says, “we watched the movies again to see what scenes we wanted to do.” The must-do

star tours

⊕ It kicks off right after the first *Death Star* shatters and ends with the forest battle at *Return of the Jedi*'s finale. Bestwit, *Rebel Strike*'s 13 missions and seven bonus stages serve up a run-down of the *Star Wars* trilogy's slickest action scenes, plus new stuff that happened “just off camera.” The next five pages pack a few of these Force-powered flashbacks.



“I’M LUKE SKYWALKER. I’M HERE TO RESCUE YOU!”

The *Death Star* bonus mission

The Imperial *Death Star* may not have been the most well-crafted moon-sized battle station ever built by an evil galaxy-spanning dictatorship (that exhaust-port thing... bad idea), but Factor 5 still rebuilt its stark innards, right down to the floor’s gleaming polish. “The *Death Star* movie set was made of about six interchangeable wall panels,” says Factor 5’s Julian Eggebrecht.

“Well, we’ve modeled those same panels in the game.”

The result: You think you’re watching the flick when this stage starts with our heroes Han and Luke, bundled in stolen stormtrooper armor, slapping cuffs on walking-cargel comrade Chewbacca. You know the drill: The two, posing as Imperials, are taking Chewie to the detention center, where they

hope to free Princess Leia. “If you play this level like the movie,” says Factor 5’s Julian Eggebrecht, “then you should just walk the wookiee to the cell block. But of course, you can also start shooting stormtroopers from the beginning. It just makes the mission much harder!”

Reach Leia and the four of you dive into the trash compactor, where you must solve a jumping

puzzle to escape. Once out, while guiding Leia back to the *Falcon*, you’ll run into the famous *Death Star* chasm. “You’ll have a grappling hook, like in the *Zelda* games,” Eggebrecht says. “You’ll switch to a first-person view and have to aim the hook, then swing across. I’m talking big-time fantasy fulfillment here.”

And all that’s just a bonus level!



■ Luke to AT-AT: "I've got you right where I want you. No, really. Hey, wait up!"

scenarios—Luke on a speederbike, Chewie in his stolen AT-ST chicken walker on Endor, the rescue of Han in Jabba's palace—coalesced quickly. Soon, Factor 5 had mapped out nearly every *Star Wars* trilogy battle that the previous games' strictly ship-based gameplay couldn't re-create. "It gave us a jolt to discover we could do this new and wacky stuff along with the traditional starfighter combat," says Eggebrecht. "We said, 'Hey, we can do one more *Star Wars* game with the same energy we had for *Rogue Leader*.'"

Mind what you have learned

Although *Rebel Strike* is set during the same time as *Rogue Leader* (during the original movie trilogy), it doesn't rehash any of that game's battles. You won't blow up the first or second Death Star again. You won't tangle AT-AT legs on Hoth with your snowspeeder's tow cables. Instead, *Rebel Strike* re-creates the movie scenes *Rogue Leader* skipped, and it adds in more of what happened between those scenes. (Oh, but get this: The entire *Rogue Leader* game is



actually included in *Rebel Strike* in cooperative multiplayer form. See page 98.)

The game opens soon after the Rebel Alliance nuked the original Death Star at the Battle of Yavin, the first film's finale. As soon as the signature *Star Wars* intro text scrolls into the distance, the camera pans down to show the Death Star going kabloie. The screen clears and then shows the visual opposite of the signature cinema that kicked off *Rogue Leader*: Instead of watching squadrons of X-Wings

"GET ALONGSIDE THAT ONE!"

The speederbike mission

"We learned a lot from the old documentation Industrial Light and Magic created for the *Return of the Jedi*'s forest scenes," says Factor 5 Prez Julian Eggebrecht, "because they used efficient tricks back then that translate into videogame language nowadays." That's why *Rebel Strike*'s Endor missions—especially the one that has Luke whizzing through the wilderness on his superspeed speederbike—look so out of this world. As you'd expect, the bike zips at blurring speeds through the dense forest while scout troopers close in and try to ram you into the foliage. You can either bump them back or blast them with the bike's laser—but watch out for that tree! You'll even get to tangle with an enemy speederbike while on foot, using Luke's trusty lightsaber. We think you know what to do.



■ Fly: The view: In first person and you can almost taste the bugs getting souped in your teeth.

and Y-Wings rounding Yavin to assault the Death Star, you see an Imperial fleet cruising in formation around the orange planet, en route to blasting the Rebel stragglers evacuating their base.

The game's first battle has you flying as Luke Skywalker above the Yavin moon base, holding off the attacking Imperial forces long enough for the Rebels to vamoose. Mid-mission, you'll land Luke's X-Wing, hop out with blaster in hand, and take on swarms of Imperial ground forces alongside your wingmate, Rebel ace Wedge Antilles. It's the first of many new on-foot levels that are played from a third-person perspective and look similar to the hangar ship-selection scenes from *Rogue Leader* (those hangars, in fact, served as a prototype).

Although you're suddenly hoofing it rather than zipping around in a starfighter, the controls barely change. This is a lesson Factor 5 learned from playing the subpar Nintendo 64 launch title *Shadows of the Empire*, that game, like *Rebel Strike*, mixed flight levels with on-the-ground shooting action. "The two problems with *Shadows* were the pacing, which was so different from level to level, and the control setups," says Eggebrecht. "For every single level, you had to learn new controls. But we're not dumping new ways to navigate onto players. It's all integrated from our last game."

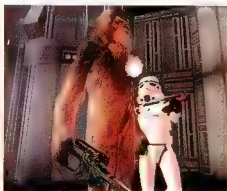
Case in point: During flight levels, the analog stick steers your ship; in ground missions, it moves your character. The A button always fires your primary weapon, while the B button launches secondary attacks, such as proton torpedoes in flight mode and grenades during ground missions. The Z button rolls your ship in flight



■ **Run not-so-solo:** The cooperative missions (see page 98) drop you and a bud into the *Millennium Falcon's* two turrets.

"We're not dumping new ways to navigate onto players. It's all integrated from our last game."

—Factor 5's Julian Eggebrecht



star tours



"THAT ARMOR'S TOO STRONG FOR BLASTERS!"

Luke vs. the AT-ATs

Taking down AT-ATs with snowspeeder tow cables is soooo two years ago. Now, this Hoth level begins right after Luke's shot-down snowspeeder splashes into the tundra. It's just him and his blaster pistol against the full might of the Empire's marching machines and squads of snowtroopers. But, as you know, those unstoppable AT-ATs are indeed stoppable, thanks to Luke's grapple gun. Hitting the B button while you're



■ **Service your AT-AT every 1,000 steps with quality From oil filters.**

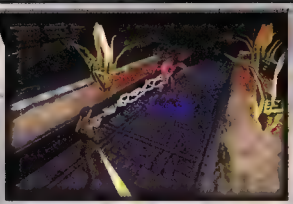
under an AT-AT will launch the hook and yank Luke up to the lumbering vehicle's underbelly. All that's left is to cut open the hatch and whip in a thermal detonator. Kaboom! The walker topples.

As he darts across the battlefield, Luke will find tripod-mounted cannons that make short work of the snowtroopers attacking from all directions. Eventually, he'll mount a tauntaun and ride to his X-Wing. The

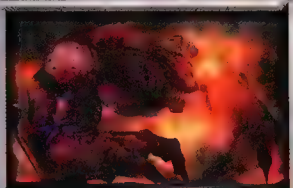
action then switches to dogfighting as Luke escorts the last of the transports blasting off from the Rebel base. As you follow these shuttles above the clouds and into orbit, you can turn tail and drop back into the atmosphere at any time to find the surface battle still raging. It's a neat effect in a level that shows all the gameplay styles—on-foot combat, oddball-vehicle riding, and flight combat—this newest *Rogue Squadron* pumps out.

Think Fast, Act Fast, Or Die Fast.

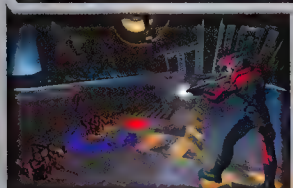
FREE LIMITED EDITION
RLH Soundtrack
Featuring **BREAKING BENJAMIN**



Annihilate aliens in this chilling sci-fi action-horror adventure.



Outthink, outrun, and outgun intelligent foes that adapt to your every move.



Edge-of-your-seat, movie-style suspense with voice talent of top actors.



Also available on the
PlayStation®2 Computer
Entertainment System

www.interplay.com/rlh



PlayStation 2

VIVENDI
UNIVERSAL
GAMES

MATURE
M
Blood and Gore
Violence
Strong Language

© 2006 Interplay Entertainment Corp. All rights reserved. RLH, the RLH logo, Interplay, and the Interplay logo are trademarks of Interplay Entertainment Corp. Don't just see the double-D symbol on a package of Dolby Digital movie discs. Look for the Dolby Digital logo on the back of the disc case. Dolby Digital is a registered trademark of Dolby Laboratories Licensing Corporation. 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 Interplay logo is a registered trademark of the Interplay Digital Systems 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 other trademarks are the property of their respective owners. Screen shots displayed are taken from the Xbox 360 video game system.



■ The revamped visuals even model how light scatters in the atmosphere. Wait'll you see Tatooine's twin suns set in real time. Bring a date.

■ The skies swarm with twice as many TIEs—up to 120—although they don't all attack. Most are for ambience.

■ Terrain is now 16 times more detailed.

■ Industrial light and magic: The last *Rogue* game was a rush job, but *Factor 5* has had plenty of time to overhaul this sequel's visuals. See for yourself...



“...the cynics won't say it's just *Rogue Leader* with better graphics.”

—*Rebel Strike* Producer Brett Tosti

and makes your character perform a dodging roll on the ground. Even the digital crosspad, which issues wingman commands in the air, has the same function on the ground: Secondary characters, including Wedge, Han, Leia, and Chewie, cover your back, and you can tell them what to do by selecting an order with the digital pad.

The only buttons not used consistently are the shoulder triggers. They control craft speed in all vehicle missions, but

on the ground, the left trigger locks onto enemies to allow circle strafing and the right trigger makes you jump. If it sounds simple...well, that's the point. “We're trying to hit on all cylinders with the flight and ground missions, so fans won't go, ‘Oh my gosh—they changed too much!’” says Producer Tosti. “But we also wanted to include enough new stuff, so the cynics won't say it's just *Rogue Leader* with better graphics.”

Adventure. Na! Excitement. Na!

Like its prequel, *Rebel Strike* has you zipping into the orange flightsuits of Luke Skywalker and Wedge Antilles (although you will play as Han, Leia, and even Chewie in some levels). The twist: Once you finish the first mission at Yavin base, you're asked to continue as either Luke or Wedge—each dude has his own single-player campaign. Pick Luke and you'll encounter more on-the-ground missions ripped from the movies, including a platform-heavy level over the sarlaacc pit and landspeeder racing on Tatooine. Actual footage from the *Star Wars* trilogy, playing at near-DVD quality, will set up the action before and during levels.

Wedge's campaign focuses on flight missions (he'll pilot

star tours

“NOT BAD FOR A LITTLE FURBALL.”

AT-STs vs. the Ewoks

OK, so maybe the developers haven't actually told us you'll be able to blast Ewoks in an Endor mission that has you, as Chewbacca, running amok in a stolen AT-ST walker. “No comment,” is all *Factor 5*'s Julian Eggebrecht will say. Call it wishful thinking on our part. You certainly won't run low on Imperial targets, including scout troopers, speederbikes, enemy AT-STs, and even trees that combust big time when you blast them with your walker's concussion missiles. It's probably a good idea to avoid peppering the scattered Ewoks with “friendly fire,” seeing as they act as your wingman in a sense; the little hairballs man catapults you can command to fire by issuing orders on the digital crosspad.



XBOX INTRODUCES

PLATINUM HITS



BEST-SELLING GAMES ON XBOX FOR ONLY \$19.99* EACH!



TELL YOUR GIRLFRIEND WE'RE SORRY.

There are 3 things gamers shouldn't be without—cheese balls, some friends, and a solid library of video games. With Platinum Hits, you can stock up on best-selling Xbox® titles, such as Project Gotham Racing™, Max Payne™, and many more, without breaking the bank. Once you've got a nice stash built up, you won't have much time to miss her anyway.

PRODUCTS RANGE FROM
EVERYONE TO MATURE

E-M

CONTENT RATED BY
ESRB

*Estimated Retail Price. Actual retail prices may vary.

www.xbox.com/games/platinumhits





■ Action figure: You'll play as every Luke variation, from whiny farmboy to Jedi man in black.



■ A short time ago: One level takes you to *Episode I*'s Geonosis, 40 years later.

everything from traditional B-Wings and A-Wings to an experimental folding-wing Imperial ship called the TIE Hunter; its plot packs more "between-the-scenes" original content not taken from the movies. One far-fung level, for instance, has him crashing on Geonosis, the site of *Episode I*'s final battle. Now, of course, it's 40 years later and the planet's surface is littered with

busted-up Trade Federation droids and ships. Wedge will also zip through the treacherous surface of a Super Star Destroyer—a city-size craft missing from the last game—in a mission to blow up the enormous ship before the Empire can fit it with a cloaking device.

Rebel Strike will pack more bonus missions than the last game. Once again, you'll

unlock these extra stages by earning medals in the one-player campaign (although you'll need to play the multiplayer modes to unlock everything). Factor 5 promises the medals won't be so maddeningly tough to nab this time. "The last game was so hard partly because we didn't have that many bonus levels," Egebrecht says. "We have way more now and don't feel as

protective of them." These bonus levels are also longer and more complex than *Rogue Leader*'s. One Han Solo bonus level, for example, has you running through the Rebel's mazelike subterranean ice base on Hoth, escorting Princess Leia to the *Millennium Falcon*. You'll blast snowtroopers in the narrow corridors, then man the blaster cannon that

star tours



■ Factor 5 is souping up the old game's visuals to match the sequel's super look.

"LET'S BLOW THIS THING AND GO HOME."
The multiplayer modes

Never played the GameCube launch hit *Rogue Leader*? No biggie. *Rebel Strike* actually includes all of that game's missions (even the bonus ones), from the opening trench run to the final flight into the second Death Star's core. The catch: They're only available in a split-screen two-player cooperative mode. But still, how cool is that?

It gets better. Multi-goal missions that had to be completed in sequence—one goal after the other—can now be tackled by two players simultaneously. In a later level, for instance, one player will fly an X-Wing and protect Rebel frigates while the second pilots a B-Wing

and takes on Star Destroyers. Missions that put you in larger ships, such as the Imperial Shuttle, let one person fly while the other mans the guns.

Rebel Strike's multiplayer options don't end with cooperative play. Factor 5 is promising Versus and Capture-the-Base split-screen modes for at least two—and possibly four—players. These games will be set in environments you'll unlock by going through the single-player campaign. Although multiplayer doesn't offer any of the new on-foot gameplay, you will be able to drive AT-ST walkers, plus fly all the starfighters available in

the normal game. "The type of craft you pick will give you a handicap or an edge," says Producer Brett Tosti. "If I'm a really good player and pick a TIE Fighter, which doesn't have an R2 unit or recharging shields, I'll have a harder time against someone who uses an X-Wing." Factor 5 also plans to put more of the "wars" into *Star Wars* multiplayer by giving you wingmen and ground units. "Remember in *Rogue Leader* while over Hoth, you could command some of the ground troops?" Tosti asks. "The multiplayer designers are making it so you can command a lot of different people."



*In the malevolent dusk
of a solar eclipse,
Dracula's evil becomes
imprisoned in shadow.*

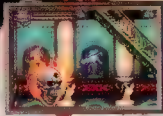
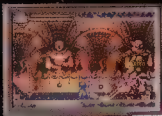
*The prophecies of old
foretell of its return,
with the destined dawn
of a future alignment.*

*Upon its release from
the embrace of time,
darkness stirs and shifts
to resurrect the master.*

*Born into a soul
of innocent blood,
Dracula rages in wrath
to consume the light.*

Castlevania

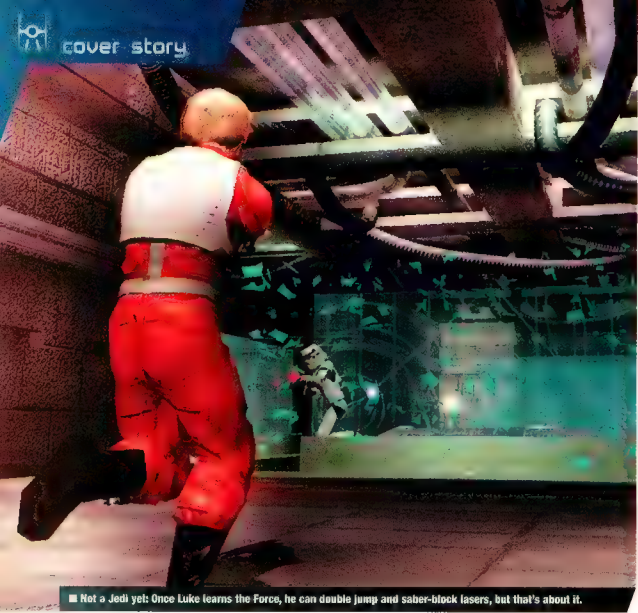
Aria of Sorrow



Animated Blood
Mild Violence

GAME BOY ADVANCE

www.konami.com/usa



■ Not a Jedi yet: Once Luke learns the Force, he can double jump and saber-block lasers, but that's about it.

drops down from the *Falcon's* underbelly. Other bonus missions include possible gunnery action from the cockpit of an AI-AT on Hoth and a kamikaze A-Wing attack on a Super Star Destroyer, as seen in *Return of the Jedi's* climactic space battle. "If you're really, really good," Eggebrecht says, "you can win that mission without committing suicide, or you can just do like in the movie and crash into the [Star Destroyer's] bridge. Just making it to the bridge is hard enough."

Always in motion is the future

Unfortunately for non-GameCube owners, Factor 5 has no plans to port *Rebel Strike* to another system. The company has strong ties with Nintendo and even helped design the hardware, and the game itself was designed specifically for the Cube's capabilities (which is why it looks so stellar). Recoding it for, say, Xbox would be "10 times harder for us than to just start another game from scratch," Eggebrecht says.

The GameCube's weak sales performance isn't a major concern for Eggebrecht—yet. "I won't beat around the bush," he tells us. "GameCube has a lot of problems right now.... But Nintendo 64 had problems back when we released *Rogue Squadron*, and that game did extremely well. So, I think going into this year, we're still safe on GameCube. Going into the future...we have to see how this Christmas pans out."

Of course, the real question is whether Factor 5 will even be able to revisit *Star Wars* after pouring so much effort into *Rebel Strike*. But the team is already thinking about having another go at the galaxy, and it's making predictions. "What would be cool is an online game where one full squadron of players—16 guys on one side—is attacking the Death Star," Eggebrecht says. "That is, frankly, a bit over the top for this current generation of hardware. Maybe next round. We have to have a hook for our next game, right?"

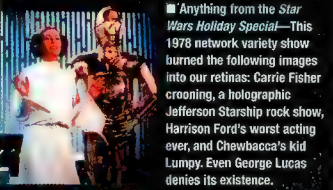
This time, we don't think he's kidding.



■ Why are these guys going AWOL? To see more *Rebel Strike* screens—plus a movie!—at www.egmimg.com.

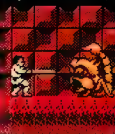
STAR...STRUCK

Five Wars-related things that'll never ever wind up in *Rebel Strike*

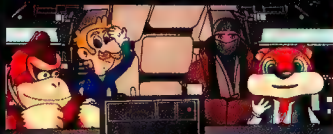


■ Anything from the *Star Wars Holiday Special*—This 1978 network variety show burned the following images into our retinas: Carrie Fisher crooning, a holographic Jefferson Starship rock show, Harrison Ford's worst acting ever, and Chewbacca's kid Lumpy. Even George Lucas denies its existence.

■ Obi-Wan's voice—While LucasArts is free to rip any dialogue clips it needs from the *Star Wars* flicks, all of Alec "Obi-Wan Kenobi" Guinness' lines are off limits. The late actor's estate owns his voice rights. So when you hear "Use the Force, Luke" in the game, it's actually coming from a soundalike wannabe Obi-Wan.



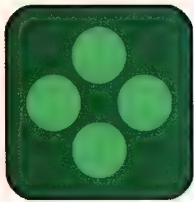
■ Darth Vader turning into a Buick-sized scorpion—You laugh, but said transformation has already happened once—in the oddball sidescroller *Star Wars*, which hit the Japanese version of the NES in 1987. Adding to the surreality: This encounter happened in the Jawa's sandcrawler.



■ Luigi, Donkey Kong, Conker, or any other characters from *Super Console Wars*—This goofball videogame-ized retelling of the *Star Wars* saga has Obi-Wan Shinobi recasting the ways of Force Feedback to Luigi Skywalker, long-lost brother of—wait for it—Darth Mario. See both parts of this award-winning short at www.discomedia.com.



■ That Binks fella—"Honest to God, there's no Jar Jar in this game," says Factor 5's Julian Eggebrecht. Well, that's a shame. We had an extra proton torpedo and...uh, sometimes accidents happen.



WIRELESS GAMING REVIEW

A SPECIAL EDITORIAL SUPPLEMENT

WWW.WGAMER.COM



**THE BEST
PHONES
TO GAME ON**

REVIEWS

EVERQUEST: HERO'S CALL
PUYO PUYO
LEMONADE TYCOON

REVIEWED!

TOM CLANCY GOES MOBILE

SPLINTER CELL
INVADES WIRELESS PHONES

FEATURE

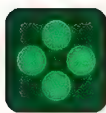
5 GREAT
GAMES
FROM YOUR
CARRIER

LOOKING FORWARD

RED FACTION
ON N-GAGE

NEVERWINTER
ON SMARTPHONE ▶





WIRELESS GAMING REVIEW



THE BIRTH OF WIRELESS GAMES

This has been a long time coming. Since *Snake* snuck onto Nokia phones in 1997, gamers have been staring into their fuzzy phone screens, mashing tiny keys, and hoping. When we started *Wireless Gaming Review* in 2001, WAP games like *DataClash* and *Gladiator* were attracting gamers—but not many, and not for very long.

And then, the innovations of Japan and Korea came to the States. We got phones with color screens. Developers started getting paid for making wireless games. Last summer, as Sprint, Verizon, and AT&T rolled out mobile game services, gamers

across the United States began to see the phone as a videogame platform worth watching.

They were right. Although most of the newest U.S. phones support only Game Boy Color-level experiences, the mobile medium is improving with blinding speed. Great companies are making games for phones: publishers like THQ, Sega, JAMDAT, Sorrent, Airborne, and Tira, and developers like Nuvo, Centerscore, Monkeystone, Blue Heat, and Blue Lava. The handset folks—Motorola, Siemens, Samsung, and LG—are innovating on the hardware side. And everyone is waiting for Nokia's N-Gage gaming deck. For now, most of the content available to mobile gamers in the United States is ported from other platforms—but that will change. Companies like Cybiko, West of Pluto, and First Star are all producing great games developed exclusively for the mobile platform.

This section, brought to you by *Wireless Gaming Review* and Ziff-Davis, will let you know what's best right now in mobile games. Our approach is simple: We're here to cover the best of the best. There's a lot of junk out there, and we don't want you to buy any of it.

We're so pumped to be talking with the hardest-core gamers in the world, and we're hoping you talk back. Check out the next eight pages of this magazine. Check out wireless games like *EverQuest: Hero's Call*, *Splinter Cell*, and John Romero's new mobile first-person shooter. Check out the coolest phones. Then, let us know what you think.

Here's to the birth of a new videogame platform.

MATTHEW BELLOWS
PUBLISHER,
WIRELESS GAMING REVIEW
MATTHEW@WGAMER.COM

ABOUT THIS SUPPLEMENT

EDITOR: Jimmy Guterman
CONTRIBUTORS: Cashman Andrus, Matthew Bellows, Avery Score, and Rosie Webb
THANKS TO: our advertisers; our wives, Dale, the BOA, the Series A, Army, Anne, and 1369

The *Wireless Gaming Review* supplement to *Electronic Gaming Monthly* and *Computer Gaming World* is published four times per year (March, June, September, and December). For advertising information, please contact:
matthew@wgamer.com

LOOKING FORWARD...

THE LATEST IN WIRELESS GAMING

This fall, Nokia promises its N-Gage handset will be everywhere. The first phone available in the United States that's been designed from the ground up for games, the N-Gage "game deck" will launch with games from Sega, Taito, and Eidos. The best-looking launch title so far is THQ's *Red Faction*. Developed by John Romero and his team at Monkeystone, it features two vehicles and destructible environments.

Speaking of new games, JAMDAT Mobile has promised 12 titles for Microsoft's Smartphone. The one we're really waiting for? *Neverwinter Nights*, which looked amazing when we saw it in March.

NEC's new 515 phone runs NTT DoCoMo's DoJa programming lan-

guage. If it catches on, hundreds of games written for Japanese DoJa will move quickly onto U.S. screens. Look for the 515 to ship on AT&T later this year with a pre-installed version of Dwango's *Star Diversion*.



RED FACTION ▶



NEVERWINTER NIGHTS ▶





WIRELESS GAMING REVIEW

TOP FIVE GAMES FOR YOUR CARRIER

SPRINT



GUNDAW SPACE ASSAULT

This space shooter based on the anime series lets you fight off hordes of alien ships using your gundam suit and, occasionally, a cool helper drone.

KI-TAI The best side-scrolling fighter on mobiles right now, *Ki-Tai* takes you through four levels of ninja-fighting akshun. Breakable objects and defeated enemies you have to fight again in Hell set this game apart.

JAMDAT BOWLING This influential, addictive bowl-a-rama is an acknowledged mobile classic. Its simple, entertaining, meter-based gameplay never seems to get old.

TOP GUN Take on the role of Maverick or Iceman in this airborne shooter based on the 1986 film. You must defeat hordes of enemy fighters using a combination of machine guns and missiles.

SEGA MONKEY BALL Do you dream of shoving primates into little plastic globes and pushing them around obstacle courses? *Sega Monkey Ball* offers a healthy outlet for these impulses.

VERIZON



FIGHT HARD 3D In this cool action RPG, you must dispatch numerous opponents in a 3D fighting arena.

EVERQUEST: HERO'S CALL The successful MMORPG franchise comes to mobile in non-multiplayer form. The result is a solid single-player experience (see our review in this issue).

TOM CLANCY'S RAINBOW SIX: BROKEN WING A challenging strategic shooter based on Red Storm's popular franchise, *Rainbow Six* tests your wits as well as your trigger finger.

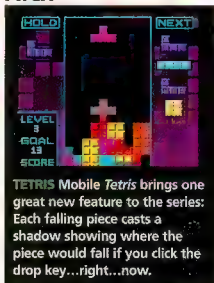
SNOWBALL FIGHT Recapture the childhood pastime of hurling snowy projectiles at unsuspecting passersby.

FAMILY FEUD Compete against players the world over in this mobile version of the TV game show classic.



FOR MORE ON THESE GAMES, CHECK OUT WWW.WGAMER.COM/

AT&T



TETRIS Mobile *Tetris* brings one great new feature to the series: Each falling piece casts a shadow showing where the piece would fall if you click the drop key...right...now.

TONY HAWK'S PRO SKATER 4 A huge hit on consoles and PCs alike, *Tony Hawk* is now doing his tricks on the mobile. The action takes place in different half-pipe environments, including one on the deck of a cruise ship. If you own the console version, you'll find some useful cheats here, too.

BEJEWELED You know this classic puzzle game: You swap gems until you make 'em disappear. The mobile port is more addictive than the PC version because it's always with you. You can't escape.

SNOOD In this PC shareware favorite, you launch a series of faces at the top of the screen and try to make them disappear. Clear the pieces at the top to unleash a rain of Snoods.

B-MAN A thinly veiled *Bombberman* clone, *B-Man* has you blasting your way through enemies and obstacles alike using bombs that detonate after a few seconds.

BEST OF THE REST



NHL POWERSHOT HOCKEY (NEXTEL) This two-on-two hockey game re-creates the excitement of our favorite game on ice, complete with an NHL license.

SIBERIAN STRIKE (NEXTEL) The first mobile shooter with cut-scenes, it's also got a sense of humor—as you'd expect from a game that sends you to destroy the evil Stalinbot's hallucinogenic vodka factory.

NAVAL FLEET (BUILT INTO THE SONY ERICSSON T681 HANDSET) If you've got a buddy with the same phone, this Bluetooth version of *Battleship* gives you a peek into the upcoming multiplayer mobile world.

BOULDER DASH-M.E. (MOPHUN) Take on the role of Rockford in this classic puzzler in which you dig your way through a series of caves, avoiding obstacles and seeking power-ups all the while. One even lets you rotate the stage, setting off a landslide of rocks and diamonds.

XFINITY (MOPHUN) A fast-paced side-scrolling shooter with a cool weapon-upgrade system, *Xfinity* is as challenging as it is rewarding.

THE NEXT GREAT GAMES

The future of mobile games is all about multiplayer. Single-player games are fine on mobiles, but these are phones, connected devices: They're made for people to talk—and play—together. The next wave of games will let you play against other gamers, across the room and around

the world, in head-to-head competitions and persistent multiplayer worlds. *SMS Chess*, *Battlifiers*, and *Astronaut* led the way first. In the next couple months, multiplayer games like *JAMDAT's Fudomoyo*, *Tira's Mobile Chess*, and a two-player version of *Sorrent's Fox Sports On-Field*

Live will all be available in the United States. The excitement about Nokia's N-Gage centers as much on its wireless connectivity (through a Bluetooth connection) as its launch titles. In addition to real-time frag-fests in *Monkeystone's Red Faction*, *Taito's Puzzle Bobble VS* and *Nokia's own*

Kart Racing will support multiplayer. Within a year, expect to see mobile MMORPGs (Massively Multiplayer Online Role Playing Games). The ability for you to play anywhere, anytime, with anyone will totally change the idea of what makes a great mobile game.



mMode™

Now you can play Tony Hawk's Pro Skater™ 4, anywhere.

Sign up now and get
unlimited night &
weekend minutes
plus hundreds of
anytime minutes
from your Home Service Area, all for

\$29.99

and add 1 MB
of mMode
service for

\$7.99/month

Introducing the first wireless phone to pull off a 360 varial airwalk. Download Tony Hawk's Pro Skater™ 4 to a Motorola T720 with AT&T Wireless and mMode service. Choose from over 100 additional games and applications to download, like WWE™ Mobile Madness and Tom Clancy's Splinter Cell™ Visit an AT&T Wireless Store, go to attwireless.com/mMode, or call 1 888 MY mLIFE.



mLife™ your mobile life made better



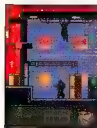
An additional monthly \$1.75 Regulatory Programs Fee will be added to your bill for each line of service to help fund AT&T Wireless compliance with various government-mandated programs. This is not a tax or a government-required charge. Requires activation on a qualified calling plan, mMode service, credit approval, a \$36 Activation Fee, minimum one-year agreement, compatible device and up to a \$175 cancellation fee. Not available for purchase or use in all areas. You can only download games within GPS coverage area. You will be charged for all data usage sent through our network. Data usage is rounded up to the next full kilobyte every 24 hours. Voice usage is rounded up to the next full minute. Unused monthly minute allowances lost. Roaming, additional minute and long distance charges, Universal Connectivity Charge, surcharges, other restrictions, charges and taxes apply. Availability and reliability of service are subject to transmission limitations. Not available with other offers. Offers available for a limited time. You will be bound by the General Terms and Conditions and rate plan materials. All marks are the property of their respective owners. ©2003 & TM THQ Inc. ©2003 & TM World Wrestling Entertainment, Inc. Night and Weekend Minutes: Available on calls placed from the Home Service Area and applicable long distance charges additional. Night and Weekend airtime is from 9:00 p.m. - 5:59 a.m. Monday-Friday and Friday 9:00 p.m. - Monday 5:59 a.m. ©2003 AT&T Wireless. All Rights Reserved.





WIRELESS GAMING REVIEW

WGAMER REVIEWS



TOM CLANCY'S SPLINTER CELL

■ PLATFORM: Java ■ PUBLISHER/DEVELOPER: Gameloft
[HTTP://WGAMER.COM/GAME-1126](http://WGAMER.COM/GAME-1126)

With *Tom Clancy's Splinter Cell*, Gameloft presents the most impressive console-to-mobile port we've seen. As in the console version, you're recruited by the National Security Agency to carry out secret missions. Unlike the console version, you're playing on a tiny little screen—but you'll still get sucked in.

Each mission takes between two and 20 minutes to complete on the easiest setting; harder levels give guards more body armor, let them call in alarms, and allow them to crouch as they fire at you.

It's one of those rare titles in which the developers considered everything.

IT'S ONE OF THOSE RARE TITLES IN WHICH THE DEVELOPERS CONSIDERED EVERYTHING.

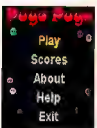
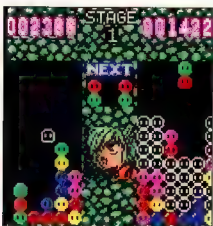
Through six levels and three difficulty settings, you've got to avoid mines, swing over pits, climb and jump over obstacles, dodge lasers, and sneak past guards. The mobile version isn't as complex as the original, but Gameloft has packed the most important stuff into it. Your movement—whether crouching, swinging, or drawing your gun—is smooth and detailed.



WGAMER RATING:
9/10



ABOUT OUR RATINGS: RATINGS REFLECT THE COOLNESS, QUALITY, AND PLAYABILITY OF A GAME, RELATIVE TO OTHERS ON A COMPARABLE PLATFORM. WE'RE FOCUSING ON THE BEST OF THE BEST HERE. TO GET A WIDER PICTURE OF THE MOBILE-GAMES LANDSCAPE, VISIT WWW.WGAMER.COM/



PUYO PUYO

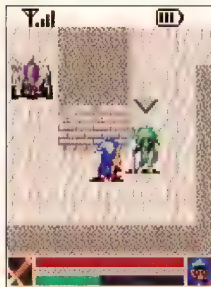
■ PLATFORM: Java ■ PUBLISHER/DEVELOPER: Sega Mobile
[HTTP://WGAMER.COM/GAME-1215](http://WGAMER.COM/GAME-1215)

Among the most blissful puzzle experiences ever created, *Puyo Puyo* combines elements of Sega's classic puzzle game *Columns* with the cute anime characters of the old RPG *Madou Monogatari*. *Puyo's* premise is, at a glance, nothing special: You must arrange items in a particular manner. But don't think this is just another *Tetris* knockoff—*Puyo* pits you against six personable A.I. opponents, adding a new dimen-

sion to a familiar mechanic. The depth of this unique system will keep you feverishly tapping away at your phone, week after week. The only noticeable thing missing is sound; versions for other platforms have decent-quality MIDI background music, and it's disappointing to play this version in complete silence. In the next version, let's hope Sega turns up the volume.



WGAMER RATING:
8/10



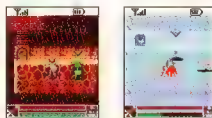
EVERQUEST: HERO'S CALL

■ **PLATFORM:** Verizon's Get It Now
[HTTP://WGAMER.COM/GAME-925](http://WGAMER.COM/GAME-925)

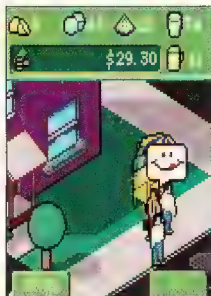
■ **PUBLISHER/DEVELOPER:** Sony Online Entertainment

EverQuest, Sony's MMORPG behemoth, is (for now) single-player only on mobile, but it's a top-notch phone RPG. You start the game humbly, with a rusty knife and torn shirt, humiliated by the owner of the local tavern. Equipped with some torn fabric and the ability to give your opponents tetanus, you enter the first of 32 (!) dungeons. The game offers a series of

long, involving quests that provide almost 60 hours (!!) of gameplay. *EverQuest* includes a number of features not generally seen in a mobile game, such as a matching function that alerts you to the challenges you're about to face. If you remember *Rogue* or yearn for *Edible Goo* while you're away from your PC, *EverQuest: Hero's Call* is the fix you need.



WGAMER RATING:
9/10



LEMONADE TYCOON

■ **PLATFORM:** Verizon's Get It Now
[HTTP://WGAMER.COM/GAME-1145](http://WGAMER.COM/GAME-1145)

■ **PUBLISHER:** Hexacto ■ **DEVELOPER:** Airborne Entertainment

Start small and focus on the fundamentals: *Lemonade Tycoon* is a business sim for our uncertain times. Beginning with a tiny stand on a street corner, you buy supplies, mix up a batch of lemonade, and hustle your drinks. If your price is too high, the line is too long, or your recipe stinks, your customers will disappear and you'll be stuck with melted ice and spoiled lemons. The animations of

customers ambling by and issuing thought balloons are quite hypnotic (though you'll probably want to turn off the sound). As mobile games go, this sim is quite deep. Not only must you set the right price and buy appropriate supplies, you've also got weather, market awareness, demographics, and advertising issues to contend with if you want to get listed on LSX—the Lemonade Stock Exchange.



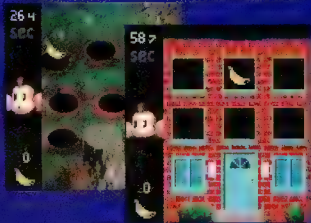
WGAMER RATING:
8/10

SEGA
mobile

Sega's newest
wireless games

Available
now

MORE MONKEY FUN!



AI A'S FUNHOUSE

FANTASY ZONE



SEGA SNOWBOARDING



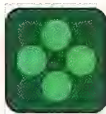
SEGA SPORTS
MOBILE BASEBALL



DEPTH CHARGE

VISIT US AT E3 2003 BOOTH #2129

SEGA



WIRELESS GAMING REVIEW

TOP PHONES TO GAME ON AND HOW TO GET GAMES ON THEM

AT&T WIRELESS

■ **BEST PHONE:** MOTOROLA T720 ■ [HTTP://WGAMER.COM/PHONE-55](http://WGAMER.COM/PHONE-55)

This phone isn't perfect—the keypad is a bit slow—but it offers a large screen, polyphonic sounds, and a slew of games. AT&T's version runs Java games on a new GSM network.

HOW TO GET GAMES: AT&T's game catalogue is browser-based and very simple to use, so start by clicking the mMode soft key. From there, navigate to Entertainment, and then to Games. Then, look through the cate-

gories (Editor's Pick, Action, Most Popular, etc.) to find what you'd like to play (like *Tony Hawk*). On the individual game page, click Buy and follow the instructions.

WWW.WGAMER.COM/HOWTO/AT&T



SPRINT PCS

■ **BEST PHONE:** SAMSUNG N400

Like Sprint's other Vision phones, the N400 sports a color screen, polyphonic ringtones, and high-speed data rates.

Remember: Though most Vision games are available on all Vision color phones, some of the best run only on the N400.

WWW.WGAMER.COM/PHONE-26

HOW TO GET GAMES: To find Sprint's game catalogue, choose Downloads, then Games, then Get New. The games are sorted into categories, so start with What's New. Once you've found a title to try, click Buy It. The game will get added to your Vault (an online repository for your games) and to your bill. Once the game is in your Vault, you can download it to your phone. Watch out: Most Sprint games expire after 30 or 60 days, so play while you can. You can also access the catalogue and your Vault on the web at <http://sprintpcs.com>.

WWW.WGAMER.COM/HOWTO/SPRINT



CINGULAR

■ **BEST PHONE:** NOKIA 3650

With a huge color screen, a camera, and built-in cutting-edge software, the 3650 is by far the most powerful phone in this roundup, and Cingular is selling it at a bargain price. Lots of games have been published for this phone and its Europe-only predecessor, the 7650, though the 3650's funky keypad layout may make it tough to play some of them.

WWW.WGAMER.COM/PHONE-52

HOW TO GET GAMES: The 3650 can run two different kinds of software: J2ME and Symbian. Cingular will soon launch phones with a J2ME download service, which you'll access through the phone's browser. Symbian games are bigger and usually need to be downloaded to your PC and then synced to your phone. Try our online store (www.handango.com/wgr/) for Symbian games.

WWW.WGAMER.COM/HOWTO/CINGULAR



VERIZON WIRELESS

■ **BEST PHONE:** LGLX4400

One of the newest phones featuring Verizon's Get It Now service, the LX4400 is fast, stable, and shaping up to be a favorite of game developers.

HOW TO GET

GAMES: From your phone's Home screen, press the down arrow to get to the Get It Now menu. Click on the Shopping Cart icon, select Shop, and then select Get Games. Most games have several pricing options (such as free demo, monthly, and one-time purchase) that will be added directly to your bill. Choose your price and select Buy. In a minute or two, the game will download. Choose Play Now and you're set.

WWW.WGAMER.COM/HOWTO/VERIZON



T-MOBILE

■ **BEST PHONE:** SONYERICSSON T300

Sony Ericsson's T300 squeezes maximum game performance from its hardware with the Mophun game engine. The smallish screen and low-powered processor mean the battery lasts almost forever.

WWW.WGAMER.COM/PHONE-22

HOW TO GET GAMES: As we go to press this issue, T-Mobile hasn't launched its own download service yet, though we expect it to be activated soon. You can buy games for the T300 via the Web, though. Go to WWW.MOPHUNGAMES.COM for a broad selection and complete instructions.

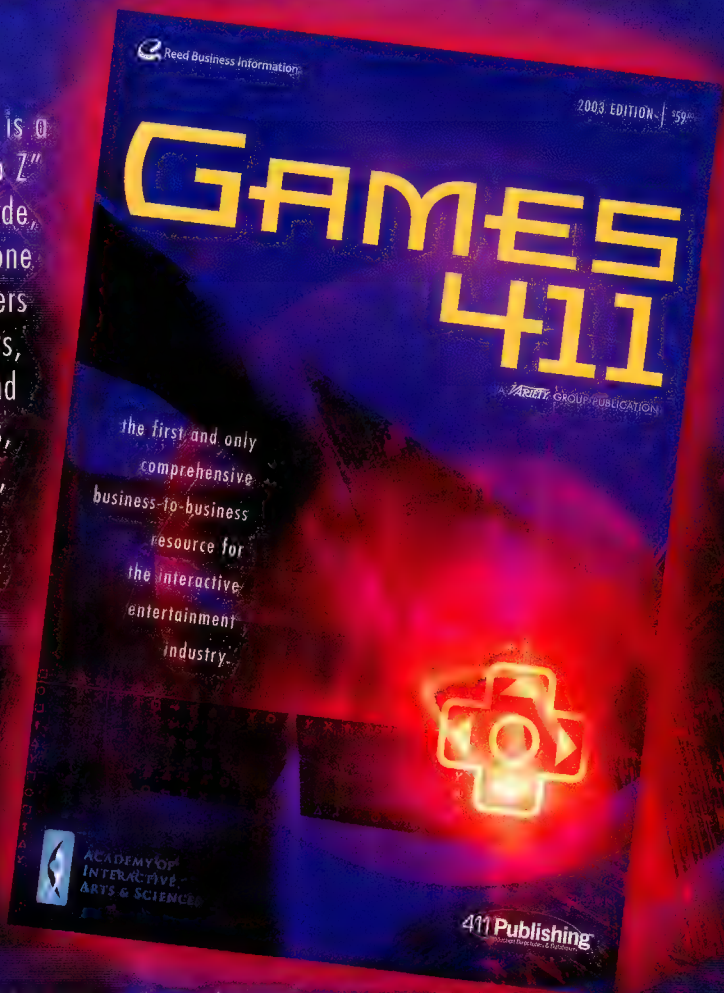
WWW.WGAMER.COM/HOWTO/TMOBILE



WARNING: CARRIER MENUS CAN CHANGE WITHOUT NOTICE. CHECK WWW.WGAMER.COM FOR THE LATEST.

GET IN THE GAME

Games 411 is a complete "A to Z" reference guide, listing everyone from publishers to developers, to software and hardware companies, artists, music producers, marketing and distribution, and retailers.



411 Publishing

ORDER NOW and save \$10.00 when you refer to code **GAEBK**

For Book Orders call 323.965.2022 or visit [//store.411publishing.com](http://store.411publishing.com)

For Advertising Inquiries call 323.965.2038



ACADEMY OF
INTERACTIVE
ARTS & SCIENCES



review crew

our code

Here at *Electronic Gaming Monthly*, each game gets thoroughly played by three reviewers who arrive at their final scores independently before ever discussing the game with one another. So, any interplay within the reviews is the direct result of our crew members' differing opinions—nobody influences anyone else's scores. (But we're not afraid to call someone a dork if his or she gives an awful game a decent score.)

Also, we only review final, reviewable products provided by the publishers.

THE RATING SYSTEM

Each reviewer assigns an overall grade in each game, on a scale from 0 to 10. When a game receives a 10, you can rest assured that it's one of the best games ever made, a classic that will endure throughout the ages.

Conversely, when a game gets a 0.0, it's complete and utter crap and should be treated like a deadly biohazard. We utilize the entire scale, so a game that gets a 5.0 is average, not bad. **We repeat: 5.0 IS AVERAGE.** The scores are now color-coded, so the brighter the reds, the better the game.



OUR AWARDS



Platinum Awards go to games that get all 10s, the ultimate review a game can get.



Gold Awards go to games that average a score of 9.0 or higher. Top-quality stuff.



Silver Awards go to games that average at least an 8.0 (but are lower than 9.0).



GAME OF THE MONTH

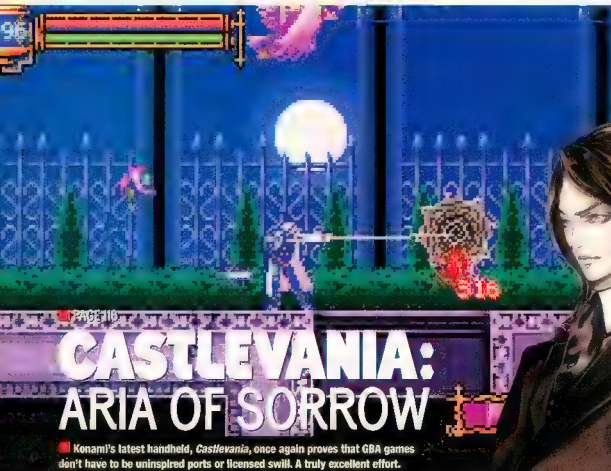
This honor is bestowed upon the highest-reviewed game each month.



SHAME OF THE MONTH

This dishonor goes to the worst game each month that gets unanimously bad scores.

GAME OF THE MONTH



PAGE 110

CASTLEVANIA: ARIA OF SORROW

Konami's latest handheld, *Castlevania*, once again proves that GBA games don't have to be uninspired ports or licensed swill. A truly excellent effort.

directory

- 112 **Marvel vs. Capcom**
- 113 **Last Kingdoms II**
- 114 **Dragon Ball Z: Ultimate Battle 22**
- 116 **Castlevania: Aria of Sorrow**
- 120 **Choplicher: Crisis Shield**
- 120 **Mega Man Network Transmission**
- 121 **Mega Man: The Quest for Color**
- 122 **Sonic Adventure DX**
- 124 **Burrito 2: Point of Impact**
- 124 **Motor Trend Presents Lotus Challenge**
- 127 **Track Point 2: Migration**
- 127 **Tom Clancy's Splinter Cell (GBA)**
- 131 **Inside Pitch 2003**
- 132 **War3 Ware Into Mega Microgames**
- 143 **Mega Man Battle Network 3 Blue & White**



ESRB KEY

ESRB Key:

ESRB Key: Games bearing this mark are suited for infants, toddlers, and young children.

E-Programs: Wholesome fun for the whole family, devoid of tobacco, hard-shots, or heroin use.

T-Teen: Like G-13 movies, teen games feature mild violence and "comico mischief."

M-Mature: Witness these games offer all the gore, sex, drugs, and fun of R-rated fare.

AO-Adults Only: Publishers need to wise up! We haven't seen one since *AvatarDancer* on the 3DO.



■ Apparently, you're not the only one with a wanton disregard for traffic laws.



■ PLAYSTATION 2



ONLINE

MIDNIGHT CLUB II

The eternal quest for street cred continues...

DEMIAN: Rockstar screwed up royally this time—the title's all wrong. It should be *Visime™ Presents Midnight Club II*, because after bombing through Paris' narrow alleys at 180 mph, running over café tables, and then jumping clear across the Seine, you'll need to get the red out of those dry, unblinking eyes. I usually prefer my racing to be of the simulation variety rather than wacky arcade-style, but *Midnight Club II* is so much fun, my inner-sim-driving geek sits down and shuts up.

As in the original, the object is to climb the ranks by challenging drivers, winning intense races, and earning faster cars. There are also cool special moves to unlock—and motorcycles. The cycles are quick but hard to handle, and they're a favorite target in multiplayer games, as a little nudge will send you head-over-heels into oncoming traffic.

The sprawling cities—L.A., Paris, and Tokyo—are actually a little smaller than the first game's in square-mile terms, but each has a clever network of underground tunnels and wild rooftop routes

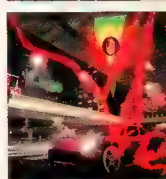
that significantly increases their overall size. Some of the later races get unbelievably difficult, though, requiring you to learn every shortcut (usually through trial and error) to even be competitive.

I've saved the best for last: *This Club* is online, too (assuming you've got a broadband connection). The range of multiplayer games and user-created race routes means near-limitless replay value and the chance to earn cred on a much larger street.

PAUL: As Demian said, *MC2* offers an unremitting sense of speed and a total disregard for realistic physics. The motorcycles are a blast; their unique strengths and weaknesses are perfectly balanced against the cars'. Sadly, too-strong "glue" (computer opponents sticking close together) blights the single-player experience. If you fall behind early on, the A.I. drivers kindly hang back, allowing you to catch up and take the checkered flag. However, wipe out late in the race and your long lead means zip—the herd streaks by and you finish dead last.

Ah, but the online options save the day! Create new courses by remixing checkpoints, play capture the flag, or zap competitors with power-downs like inverted steering and insta-stop. *MC2*'s excellent online racing provides near-endless replayability.

OFFICIAL PLAYSTATION MAG—JOHN D: Demian pretty much nailed it on the single-player stuff—*MC2* is hardcore, high-speed craziness that appeals to gearheads like us as well as those who just crave a quick race. The gameplay dynamics change dramatically online thanks to entertaining and combative power-ups that promote strong rivalries between players. For pure entertainment, it's significantly more fun than *Auto Modellista* (page 126) and consequently, infinitely more addictive. It also bests Capcom's effort by boasting sublime control that mixes the visceral grip and feel you want from a sports-car game with the twitchy controls you want from an arcade experience. Overall, the best racer since *Hot Pursuit 2*.



super special moves



■ Flare up the double drifts to take the lead.



■ Slip through traffic on two wheels.



■ Pop a wheelie on a bank for a speed burst.



■ Drop your knee on especially sharp corners.

THE GOOD: The most-hot-blink sense of speed
THE BAD: The smash-the-controller-to-rage difficulty
FASTER OR FURIOUSER: Yes on both counts.



DEMIAN
9.0

PAUL
8.0

JOHN D.
9.5

PUBLISHER: Rockstar
DEVELOPER: Rockstar
PLAYERS: 1-2 (1-8 broadband online)
ESRB: Teen

www.gamers.com/1273777

GAMECUBE

BATMAN: DARK TOMORROW

This game's greatest villain is a horrible camera



It wouldn't be a *Batman* game without Poison Ivy and some stupid giant plant.



(Center) Dispatch the diabolical followers of Ra's Al Ghul—with stealth!

THE GOOD: Possible graphics
THE BAD: Vile camera
MOST OBSCURE VILLAIN IN GAME: That Camera



JOE: How bad is *Batman: Dark Tomorrow*? It's not just regular bad. It's super bad. To start, its wonky controls and faulty camera actually make you long to play *Resident Evil*. The fixed camera angles often completely shift your perspective as you move from one side of a room to the other—and the controls reverse with each shift. At best, this is disorienting. At worst, it'll get you killed. I've tried, but I can't think of a single worse camera in a game, ever.

That's just the start. You beat bad guys less by skill than by capitalizing on cheap moves. Sadly, the enemies are keen to this fact, too. For instance, imagine Mr. Freeze blasting your feet with his freeze gun, then doing it again as soon as you break free, without giving you even a fraction of a second to run. Now, imagine him doing that eight times in a row. If that sounds fun to you...you're wrong. *DT* is tedious from start to finish, and cuts easily as the worst licensed game since *Superman* for the N64.

G. FORD: Let's see, one point for the cool cinemas and one point for abundant

supervillains like the Joker, Poison Ivy, and Killer Croc—but minus half a point because you can beat virtually all of them the same way. There's just not much to like about this mess. Joe already pointed out the horrendous camera, but the often cryptic objectives and mediocre-at-best graphics also contribute to our shared misery. I got more satisfaction out of cleaning my bathroom on the day I started *Dark Tomorrow* than I did playing this early contender for the year's worst game.

GREG S: After that *Batman* and *Robin* flick, I thought tainting the Dark Knight's image any further was an impossibility—and then Kenaco releases this pile. It's amazing that a decent story featuring a bunch of the Caped Crusader's coolest villains could be so screwed up by clunky, repetitive gameplay that it locks even one redeeming quality. I think this is the most unplayable game I've ever encountered...and I've played some real crap. This is like the Adam West of videogame Batmen—embarrassingly pathetic.

| JOE | G. FORD | GREG S. |
|-----|---------|---------|
| 6.0 | 5.0 | 4.0 |

PUBLISHER: Kenaco
DEVELOPER: Kenaco
PLAYERS: 1
ESRB: Teen
www.gamers.com/1017419



Epilepsy Warning: This game fills the screen with massive amounts of colorful, insane action.

XBOX 1 / ARC OR DREAMCAST, PLAYSTATION 2

MARVEL VS. CAPCOM 2

2D déjà vu on Xbox



When two obscure Capcom characters fight Magneto on a pirate ship, hilarity ensues.

THE GOOD: Fluid, hand-drawn graphics
THE BAD: No Xbox Live support
WE HANNA PUNCH: The Incredible Hulk in the neck



SHAWN: When it comes to 2D Capcom fighters, fans prefer either the methodical, slower-paced battles of *Street Fighter III* or the twitchy superhero spaz-a-lithon that is the *Marvel vs. Capcom* series. Even though I'm more of a strategic fighting fan myself, like the way *MVC2* brings out my relentlessly offensive side, its frenetic pace demands that you bust out moves with impunity, aided with a roster of 60-plus heroes. It's easy to find a combatant who suits your style.

Plus, among Capcom's off-the-leash *Street Fighter* offspring, *MVC2* has the best characters. Love or loathe the loony alien-borne sparring, you gotta admit that *Street Fighter's* Jill Valentine slicing roadkill on Spidey is awesome. Yet, a lot of us have been here already. Admittedly, some Xbox owners haven't played it, so I can't dock this relic for its age, but it is fair to compare *MVC2* to the less piloted, more balanced online-enabled, and just plain superior *Capcom vs. SNK 2*. Against that head-to-head weight, this codex has no chance.

XBB—CHE: Like *Street 2*, great copy-paste

Street Fighters of the less insane variety, but *MVC2* is still an enjoyable, silly fighter offers a ton of vastly different playable characters—some easily exploitable. A few are relatively harmless, while others (like *Jump-4-4*-fighting Dr. Doom) are simply laughable on a conceptual level. Embarrassing characters aside, *MVC2* is still a 2D visual tour-de-force, bursting with vivacious color, stylish humor, and fluid animations. Ultimately, though, the mysterious lack of Xbox Live support (*Capcom vs. SNK 2* has it) makes this antiquated fighter feel wasteful on Xbox. Been there, done that.

GAMENOW—MIGUEL: It may be a little dated, but I still can't hate: *MVC2* showed me a lot of good times back in the day, and I have to say, I had fun playing it again on Xbox. Granted, I'm pretty sure 90 percent of anyone who wants to play it already has it on another console, but this game wrote the book on spastic 2D fighting and has yet to be topped in that regard. Lack of an online option is pretty weak, but frankly, would it have worked? It's damn fast!

| SHAWN | CHE | MIGUEL |
|-------|-----|--------|
| 6.0 | 6.0 | 7.0 |

PUBLISHER: Capcom
DEVELOPER: Capcom
PLAYERS: 1-2
ESRB: Teen



■ No cuddly critters here—just menacing skeletons and flamboyant werewolves.

■ GAMECUBE *Game Boy Advance*

LOST KINGDOMS II

A less embarrassing alternative to Yu-Gi-Oh!

THE GOOD: Intuitive controls
THE BAD: Too easy to waste cards
WORST HEROINE NAME EVER: Tara Grinface

PAUL: Imagine *Pokémon* with a voluptuous sorceress instead of a spunky kid and horrific monsters replacing the cutey furbals, and you'd have *Lost Kingdoms II*. Light on story (even for a 10-hour game), *LK2* instead emphasizes card collecting and tactical monster battles—which would be cool, if only those elements were robust enough to make the experience worthwhile.

Amassing cards is relatively simple, but the game inexplicably encourages you to assemble them into themed decks—even though the enemy assortment in most areas demands a deck more like a Swiss Army Knife than a lightsaber. (You can test your decks in a vanilla Versus mode.) The combat is so-so; it's tense and action-packed, but unforgiving summoning and attack systems drain most of the fun. Your magic points run out far too quickly, and unreliable hit detection wastes your precious cards. Despite a promising concept, *LK2*'s flawed gameplay fails to entertain.

SHAWN: SWF RPG hottie seeks completist card collector for good times and mystic

pleasures. Me: tarot-savvy summoner with a flair for combos. I'm into action, not drama (why tell stories when we could be gettin' it on?). You: lookin' for some unpredictable, magical thrills (just don't expect our time together to make much sense). I can promise you, however, that when we do bump into uglies, we'll finish 'em in a nimble tango of quick wits and technical know-how. I'm no quackie (unlike Paul "Minuteman" Byrnes)—provided you're willing to explore my many secrets.

SHANE: Paul's a bitter, card-hating miser, 'cause *LK2* isn't half-bad. It's a fine adventure, just like its solid (yet strangely overrated) forerunner. The two games are quite similar—strategic combat is still the main focus, and success requires dedication and planning. So if you aren't willing to invest the effort, you'll find yourself defenseless and outta cards in no time. Improvements do exist, including noticeably better graphics, phenomenal music, and an intense challenge. Yeah, it's over too quickly, and the story's pure nonsense, but it's still recommended.



■ Tara Grinface pauses to pay respect to the first game's legendary summoning babe.

| PAUL | SHAWN | SHANE |
|------|-------|-------|
| 5.0 | 6.0 | 7.0 |

PUBLISHER: Activation
DEVELOPER: From Software
PLAYERS: 1-2
ESRB: Teen

www.gamers.com/1297558

S A

I Y U K

i



THE JOURNEY BEGINS INCLUDES 5 EPISODES, A BONUS POSTER AND COPIOUS DVD EXTRAS
ALSO AVAILABLE IN A SPECIAL COLLECTOR'S EDITION WITH AN EXCLUSIVE T-SHIRT AND A CUSTOM ART BOX

APRIL 2003



[WWW.ADVFILMS.COM](http://www.advfilm.com)



■ You won't have make-out sessions with Padmé on these grassy hills.

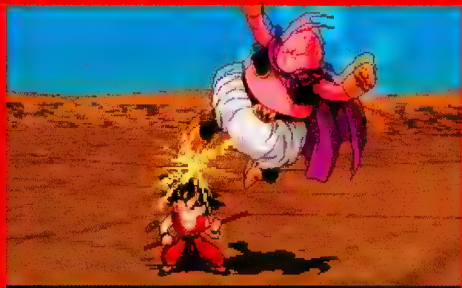
■ XBOX **ONLINE**

STAR WARS: THE CLONE WARS

More fun than a carton of death sticks



■ (Left) CW's tremendous volume of onscreen battles nearly matches the movies.



■ Recognize this featureless, barren wasteland from the hit TV show? Neither do we.

■ PLAYSTATION 3 Also On: None

DRAGON BALL Z: ULTIMATE BATTLE 22

Warning: "ultimate" does not mean "good"



■ If there's registered trademark logos spread up the screen, you'd guess this was a warning.

THE GOOD: Excellent Conquest mode
THE BAD: Hoofin' it with crippled characters
OUR FAVORITE EPISODE & CHARACTER: Ean Sleazebaggave



SHAWN: Feed me to the Sarlac pit for heresy, but I actually prefer *Clone Wars*' terrestrial take on dogfighting to the traditional but tedious X-Wing loop-the-looping. From assault walkers to Wookiee pack animals, impressive ground-based toys abound. Of these, half are such a pleasure to handle that even the ubiquitous escort assignments don't feel like mundane baby-sitting gigs. Plus, slick visuals give the game cinematic grandeur. Too bad, then, that some of the other segments look and play like a hodgepodge of aborted *Star Wars* projects tossed aside in the final moments of the 32-bit era. Just when you're enjoying a tense tank fight, for instance, out pops Mace "lifefike-as-Legos" Windu. You've gotta move his hardly animated ass across a battlefield while armies of clones and droids pause to stare curiously at his clunky movement. But kudoes to the cool multiplayer modes in which Windu has the decency to stay in his damn seat. And the shalloy but fun Live games put this prettier version of *CW* a few parsecs beyond its PS2 and Cube cousins.

BRYAN: This visually enhanced *CW* comes to the Jedi Council table with an extensive single-player campaign, lots of cool vehicles, and massive environments. I agree with my fellow Padawan Shawn, however, that the piss-poor, tacked-on lightsaber fightin' would make *Episode I*'s Qui-Gon Jinn roll over in his grave. Luckily, trying to obliterate Shawn's AF-X Walker in the new online modes upped my enjoyment considerably. It's not quite as good as *Rogue Leader* (GC), but it's worth a look.

XBN—GREG O: Here are some definitive *CW* moments: 1) When yappy wing-woman Luminara finally shut her advice-spewing Jedi pie hole. 2) When Obi-Wan got stuck on the side of a building during a speederbike chase. 3) Any of the 50-plus times I piloted a ship and blew up endless waves of boring foes. Yes, solo missions are a drag, but not all is wrong with the Force. Thank the midi-chlorians for the wonderful online modes that go beyond simply "kill 'em all and let George Lucas sort 'em out." It's a solid choice for avid *CW* Live players.

| | | |
|-------|-------|---------|
| SHAWN | BRYAN | GREG O. |
| 7.0 | 7.0 | 6.5 |

PUBLISHER: LucasArts
DEVELOPER: Pandemic Studios
PLAYERS: 1-4 (1-8 with Xbox Live)
ESRB: Teen
www.gamers.com/1342200

THE GOOD: Being able to turn the power off
THE BAD: Horrible gameplay
BUY INSTEAD: *Dragon Ball Z: Budokai* (PS2)



CJ: *DBZ22* is a first-generation PS1 drawer originally released in Japan in 1995...and it's also a steaming turd. The publisher must think kids will buy anything with Goku on the cover, no matter how awful it is. Here, you get a heaping load of slow, stunted, and incredibly bland one-on-one fighting (against the computer or a friend), more akin to a game of rock-paper-scissors with amputees than a majestic Super Saiyan face-off. Even worse are the game's caprutent visuals. The arenas seem as if they've been pulled straight out of a third-grader's diorama. A project made of poorly painted cardboard, the characters look like paper dolls, and most attacks have two frames of animation (yet still take forever to pull off). I'm not a huge fan of the series anyway, but I'm pretty sure *DBZ* creator Akira Toriyama would take a dump in a bag and sell it to you for the same price and you'd get near-entertainment value out of it.

characters were recognizable, but as my pals' ridicule pointed out, something was conspicuously wrong. CJ assures me these dudes weren't culled from the pages of a dime-store coloring book (even as I clothed their guys with Majin "wad of gum, wearing a diaper" Buu™, mind you), but everything else about the game is third-world. The graphics are a mess, the special moves are unresponsive, the animation is less fluid than a flip book, and the combat lacks strategic incentive.

SHAWN: *DBZ22* reminds me of some generic saw-tooth toys I bought as a kid—the

SHOE: I can't blame CJ for his scathing review—this game is pretty bad. If you ever read a review that says, "DBZ fans may like this game," they're lying. No one will like this game. And if you do, please pay me a visit, so I can punch you in the brain. Poor graphics, strategy-less gameplay, an unbalanced fighting system, and moves that work only 50 percent of the time...these things do not make for a good fighting game. Even the generally despised *Dragon Ball GT: Final Bout* (PS2) is preferable.

| | | |
|-----|-------|------|
| CJ | SHAWN | SHOE |
| 7.0 | 5.0 | 2.0 |

PUBLISHER: Intergame
DEVELOPER: Bandai
PLAYERS: 1-2
ESRB: Teen
www.bandai.com

Join the Anniversary
BASH



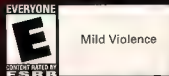
WHY SURF THE NET WHEN YOU CAN CONTROL IT.

Mega Man Battle Network™ Blue version and White version are the biggest, most exciting Battle Network™ action/role-playing adventures yet! Join Mega-Mega.EXE, his pal Lan, and friends as they keep the net safe from viruses, cybercriminals and a slough of other net-based menaces. Each version features different Mega Man styles, Battle Chip types, enemies, bosses and other surprises to discover and trade!

CAPCOM

GAME BOY ADVANCE

www.capcom.com/megaman



©CAPCOM CO., LTD. 2003 ©CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGAMAN BATTLE NETWORK is a trademark of CAPCOM CO., LTD. 2003. ALL RIGHTS RESERVED. The ratings icon is a registered trademark of the Interactive Digital Software Association. Licensed by Nintendo. NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. All other trademarks are the property of their respective holders.



Hero Soma Cruz gets all nasty and demonic when he equips the right souls.



★
GAME OF THE MONTH

GAME BOY ADVANCE

CASTLEVANIA: ARIA OF SORROW

GBA Castlevania lightning strikes thrice

SHANE: Three wonderful *Castlevania* GBA games in as many years...how do they do it? Deal with the devil? A legion of undead coders slaving away at night, perhaps? All I know is that *Aria of Sorrow* is the best GBA title to date—it perfectly blends the exploration-based gameplay of *Castlevania: Symphony of the Night* (PS1) with a refreshing story (set in 2036 and packed with cool twists) and a fiendishly addictive new *Pokémon*-like power-up system. Well, you don't gotta catch 'em all, but 110 of the game's foes drop unique ability-bestowing orbs, or "souls," you can equip (or trade with friends via link cable). Snatching these souls to customize your abilities makes this romp through Drac's abode feel distinctly different and more rewarding than the previous GBA *Vanias*, *Circle of the Moon* and *Harmony of Dissonance*.

Beyond this excellent soul system, *Aria* still outclasses its forerunners—the eerily beautiful graphics look great, the equipment you pick up is creative (you can wield everything from handguns

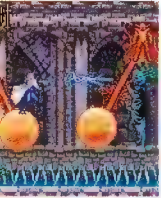
to swords made of lightning), and the music's a big improvement over *HOD*'s janky tunes. Also, expect a sizable challenge this time around, as the regular enemies pack quite a punch and some of the bosses are hellishly nasty.

Don't listen when John "the Hater" knocks *Aria* for its length—he's dead wrong. Getting the true ending took me just as long as achieving 200 percent in *HOD*, and there's plenty of incentive to replay. Trust me. Buy this game.

JOHN R: For all the fuss over this being the first *Castlevania* game set in the future, you'd think *Aria of Sorrow* would have a few more guns, gadgets, and giant robots to fool around with. Aside from finding a handgun fairly late in the game, I can't remember anything that really took advantage of the futuristic setting, which is disappointing. Still, *Aria's* gameplay is top-notch, and for the seven or so hours it lasts, you'll have a hard time putting down your GBA. My only gripe is that it ends too

soon. There's plenty of stuff to keep you busy (two different ways to replay the game, a Boss Rush mode, over 100 enemy souls to collect, etc.), but the main quest this time around is a bit short.

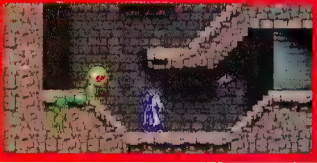
MARK: *Aria of Sorrow?* More like *Ode to Joy*—I haven't been this glued to my GBA since *Metroid Fusion*. Another *Castlevania* in the same mold as the last two handheld adventures would have been welcome enough, but Konami really ups the ante in *Aria* with sharper graphics, great tunes, and the best animation I've ever seen on Nintendo's little system. Everything from the boss fights to the spacing between save and warp points is calibrated for a challenging (but never *too* difficult) experience. And the soul system? Brilliant. It adds meaning to combat and variety to gameplay, making this *Castlevania* that much more addictive. As far as length, though I'd always want more of a game this good, I agree with Shane: The quest, including soul collecting, is a fair size for a GBA adventure.



You'll actually want to clobber enemies over and over, just to harvest souls.

the secret to successful cartography

All intrepid *Castlevania* heroes deserve to fully map out every nook and cranny of Dracula's complex citadel. It's especially tough in *Aria*, as many hidden rooms lie behind breakable walls, ceilings, and floors. Make your quest a lot easier with the Peeping Eye soul. Equip this budging pal and those weak walls light up like magic.



THE GOOD: Versatile soul-stealing system
THE BAD: Wish it were even longer
BEST BOSS: Robo-Dracula (just kidding)



| | | |
|-------|---------|------|
| SHANE | JOHN R. | MARK |
| 9.5 | 9.0 | 9.5 |

PUBLISHER: Konami
DEVELOPER: Konami CE Tokyo
PLAYERS: 1
ESRB: Teen

www.gamers.com/101981



JOHN AND KAREN WERE STONED AND HOOKED UP. AFTER THEY CAME DOWN, THEY REALIZED THAT IF THEY HADN'T

FATHER

SMOKED, THINGS NEVER WOULD HAVE GONE AS FAR AS THEY DID. THE CONSEQUENCES WILL LAST A LIFETIME.

Office of National Drug Control Policy/Partnership for a Drug-Free America®

STONED DECISIONS ARE STILL DECISIONS.
YOUR ACTIONS HAVE CONSEQUENCES, LONG AFTER YOU'VE SOBERED UP.

freevibe.com

knowledge

THE ANTI-DRUG.



www.koeligames.com

STRENGTH. COURAGE. DESIRE.



The Koei logo is a trademark of Koei Co., Ltd. in Japan and/or other countries.
Dynasty Warriors™ 4 and Dynasty Warriors™ 3 Xtreme Legends are trademarks of Koei Corporation and Koei Co., Ltd. ©2003 Koei Co., Ltd. All Rights Reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

PlayStation®2



DYNASTY WARRIORS 4

Tactical Action Without Equal!

- ✦ Play over 50 stages across 17 unique maps
- ✦ Giant siege engines: battering rams, catapults, and bridge layers
- ✦ Fierce new one-on-one duels
- ✦ Create your own officers and bodyguards
- ✦ New character-specific special attacks
- ✦ Brand-new Weapon Upgrade System
- ✦ Kingdom Play! Select a new general for each stage in Musou Mode
- ✦ 3 brand-new officers for over 40 playable characters

MARCH 2003



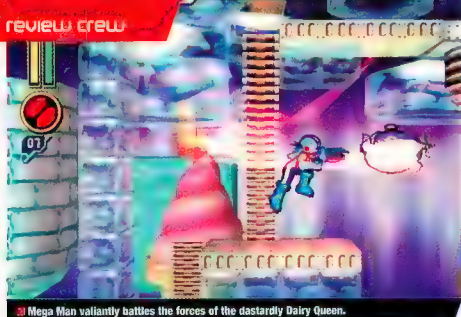
The Warriors Return, and the Battle Rages On.

DW3
REMIX III

Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Memory Card data is fully compatible between both games.

Xtreme Legends
Dynasty Warriors

AVAILABLE NOW

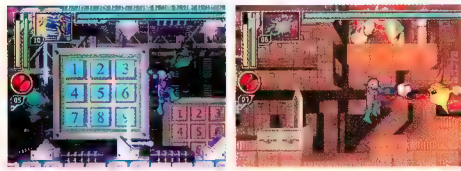


Mega Man valiantly battles the forces of the dastardly Dairy Queen.

GAMECUBE *PlayStation 2*

MEGA MAN NETWORK TRANSMISSION

Prepare to suffer a mega-inferiority complex



(Left) Mega Man explores NumberMan's enchanted, math-filled realm. Yep, NumberMan.



When other pilots suck, Choplifter is there to rescue them.

PLAYSTATION 2 / *Atari On: None*

CHOPFLIFTER: CRISIS SHIELD

Lots of choplifting, but not much chopshooting



This first run is killing Choplifter: You never know when you'll be rescued by double-headed whirlybirds.

THE GOOD: Traditional run-n-jump gameplay
THE BAD: Too difficult to be fun
SPECIAL AWARD FOR: Hardest Mega Man game ever



CJ: I was really excited when I first booted up *Network Transmission*. Here it was, finally—a side-scrolling *Mega Man* in the style of the old games with the look and feel of the *Battle Network* GBA series. But despite great-looking cartoon graphics and heaps of old-school styling, *NT* is just too damn hard to be fun. I mean, there's challenge and then there's losing count of how many tries it took to beat FireMan, the first-level boss. On top of that, the Battle Chip weapon system (borrowed from the GBA games) doesn't fit an action game like this. Your battle chips are randomly selected, and you're completely screwed if you don't have life-replenishment or projectile-weapon chips when you reach a boss. *Mega Man* does have his trusty buster weapon that never runs out (and doesn't rely on chips), but in this game, that weapon is about as effective as trying to take out cars with spit wads. If you're not a superhumanly skilled hardcore fan of the blue bomber, skip *Network Transmission*.

Transmission kicked my ass three ways from Sunday. Now, I'm way hyped to see *Mega Man* back in an old-school side-scroller, and I'm also a fan of the GBA *Battle Network* games, but when you die so easily and everything is nearly impossible to kill, few gamers will persevere. Plus, CJ's right—the Battle Chip system is awkwardly out of place here. It's a shame, really—in between my swearing fits, I was kinda having fun.

SHANE: Have my once-proud *Mega Man* skills atrophied to the point where I have to continue 20 times to beat a level? Nope—this game is just life-threateningly, perversely hard. (I know my skills are intact, because I got further than either CJ or Phil.) Seriously, this is the toughest game the series has ever offered, and the extreme challenge will annoy, frustrate, and ultimately eradicate nearly every gamer who attempts to tackle it. It's sad—the unfair difficulty utterly eclipses the colorful visuals, catchy tunes, and tight gameplay. Rent, rant, then return.

GAMENOW—PHIL: Man, oh man. *Network*

| | | |
|-----|------|-------|
| CJ | PHIL | SHANE |
| 6.0 | 6.5 | 5.5 |

PUBLISHER: Capcom
 DEVELOPER: Arka
 PLAYERS: 1
 ESRB: Everyone
www.gamers.com/60484

THE GOOD: Variety of missions
THE BAD: High difficulty
ABUSED SIDEKICK: Bob, the rappelling rescue guy



PAUL: Fans of the old *Choplifter* will be shocked—this baby plays more like *Microsoft Flight Simulator* (PC) than the side-scrolling shooter you remember. But is it any good? Yes and no. Controlling these choppers is purposely complex: You must account for gravity, momentum, and wind, all while counteracting the helicopter's tendency to rotate against engine torque. It's technical stuff, so at first, you'll be crying out, "Damn you, equal and opposite reactions!" But with practice comes precision, and if you persevere, you'll hear your Huey hovering like a hummingbird.

FORD: Not often does a game make me feel like a Boy Scout, but *Choplifter* manages to pull it off. Just make sure you earn your Patience merit badge before you start playing, or it may be a short trip. In addition to the finicky controls, the frustrating camera complicates airborne saves in tight spots. Still, the game is oddly charming thanks to creative mission goals (as Paul mentioned) and the satisfying feeling you get when you save all the victims in a level. Fun—just be prepared for the turbulence.

Although the drab, PS1-quality visuals aren't very inviting, the imaginative mission concepts are. Rescue guests from a burning hotel, snag hostages from a Speed-ing bus with a bomb aboard, and herd escaped animals back into the zoo. These tasks are memorable but breakin' hard due to touchy controls and some poor game design (like cut-scenes that constantly interrupt your delicate rescue attempts). Overall, it's a creative game, but also an ugly and frustrating one.

CRISPIN: A funny thing happened while I was playing *Choplifter*: I learned how to fly a helicopter. Or, at the very least, I learned that real-life whirlybirds are trickier to pilot than *Vice City*'s Sparrow chopper. Like Paul says, this is a peacenik's flight game. The thought of figuring out how to hover or zip along in a straight line (harder than it sounds) seems about as heart-pumping as an in-flight movie, then you'd better skip this trip. But aviation buffs should give this unusual, peaceful copter sim a chance.

| | | |
|------|---------|---------|
| PAUL | G. FORD | CRISPIN |
| 5.5 | 5.5 | 7.0 |

PUBLISHER: XBOX
 DEVELOPER: Ark
 PLAYERS: 1
 ESRB: Everyone
www.gamers.com/60484



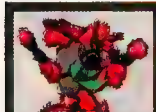
Combat's a mix of luck and skill that plays like a crazy version of rock, paper, scissors.

PLAYSTATION 2

MAGIC PENGEL: THE QUEST FOR COLOR

Years of doodling in the margins finally pays off

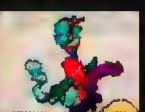
meet our **monsters**



Jen's style: Mutant



Shane's style: Heroic



Gary's style: Obscene

THE GOOD: Intuitive drawing system
THE BAD: Seemingly endless load times
LETS YOU DRAW: Perverse doodles



SHANE: Sure, Pikachu is cute, but do you really feel a meaningful connection with him? Nope, he's just some corporate critter designed in a lab to sell games and breakfast cereal. *Magic Pengel's* (formerly *Color Quest*) monsters are different. In this monster-raising sim, you personally design your fighting furballs, so you feel a real affinity for 'em. The doodling process is instinctive, clever, and versatile—even terrible artists can forge impressive beasts that hurl weapons (or, if you're Gary, their massive genitalia) in battle.

In many ways, though, *MP* seems like a slapdash game built around the excellent doodle-creation system. The battles get repetitive, loading times drag on, the music often seems out of place, and the plot's a bit heavy-handed. Yet that stuff doesn't matter when drawing doodles is just so unbelievably fun. As a game, it's merely OK, but as a creative toolbox, it's exceptional.

JENNIFER: My doodles might not be beautiful—I named one unfortunate beast

Tumoria—but even for the artistically challenged, *MP* offers truly whimsical fun. I found the battles simple but mildly addictive as I leveled up my character and gained new drawing skills and colors. Then I really wanted to go back and create better, more complex doodles. And even if you're just in it to explore the pornographic possibilities, the weird way your creatures animate will serve your questionable motives well. At only \$30, it's the perfect way to waste an entire weekend—or more.

OFFICIAL PLAYSTATION MAG—GARY S: My favorite *MP* moment? Seeing Shane squirm as my beastie's massive purple "doodle" wiggled shamelessly in front of his creations. Sure, I lost the fight, but the fact I could create such a delightful monstrosity is reason enough to play this game. Unlike Shane, I dug the charming story, but I agree the Versus mode will keep me working on the perfect doodle to penetrate Shane's defenses.

| SHANE | JENNIFER | GARY S. |
|-------|----------|---------|
| 7.5 | 8.0 | 7.5 |

PUBLISHER: AgeTec
DEVELOPER: Taito
PLAYERS: 1-2
ESRB: Everyone

www.gamers.com/1323084



Computer Arts

2D & 3D Animation | 3D Modeling
Character Design | Computer Graphics
Digital Imaging | Filmmaking | Game Design
Visual Effects | Web Design | And more...

AA | BFA | MFA Degrees
Portfolio Development | Online Programs

Apply Now for Fall, Spring & Summer Semesters
High School Scholarships & Teacher Grants Available



AcademyOfArtCollege
SAN FRANCISCO

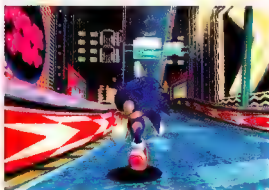
1.800.544.ARTS | www.academyart.edu
79 New Montgomery St., San Francisco, CA 94105
Nationally Accredited by ACICS, NASAD & FIDER
Founded in 1929



Ready to roll, champ?
Let's go!



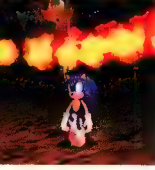
■ How can you tell if your hedgehog's been possessed? He's got no eyeballs.



■ GAMECUBE Available on Xbox 360, PlayStation 3, and Wii

SONIC ADVENTURE DX

Want to relive the thrills of 1999? Fork over 40 bucks



CJ: Playing *DX* brought back fond memories of my first days with Sega's dearly departed Dreamcast. I spent many hours enjoying this game on DC, and playing it now still reminds me how disappointing *Sonic Adventure 2* truly was. But you'd think Sonic Team would've taken a 10-year time for this so-called "Director's Cut" edition to fix the problems that hampered the original DC release, right? No dice. The crappy camera, hit-or-miss spin targeting, and occasionally sketchy control are along for the ride again, only they're more noticeable (and less forgivable) now, since 3D games have improved so much in the last few years. To make matters worse, a new problem—choppy, stuttering slowdown—plagues this version. Hey, wait— isn't the GameCube supposed to be more powerful than the DC?

Yet even with those problems and the boring adventure bits, *DX* still delivers a fun time on the Cube. I'll take this game's more Sonic-and-Tails-centric gameplay over the disjointed *SA2* any

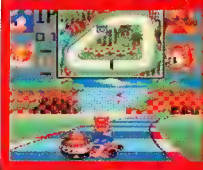
day, and the levels here are fast, pretty, and well designed. Plus, having all the *Sonic* Game Gear (Sega's old portable system) games as unlockable bonuses turns this into a mini *Mega Collection* of its own. If you missed *Adventure* on Dreamcast and are starved for a *Sonic* fix, this is a decent package. But if you wanna save some dough, you might be better off booting up the DC version again.

BRYAN: Hey CJ, our definition of "Director's Cut" must be different from Sega's, because I thought this meant we were getting an improved rendition of Sonic's first Dreamcast adventure. Tossing in a slew of Game Gear games is a nice freebie, but nothing else here impresses. For starters, it doesn't look any prettier on the more powerful Cube—the periodic slowdown is inexcusable (especially in a *Sonic* game), and the camera is still awful. Oh well—at least this game ranks higher than *SA2* on my hedgehog enjoyment scale by keeping the pri-

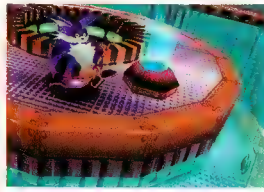
mary focus on rocketing Sonic through cool stages. Playing as the supporting characters isn't nearly as frustrating (or necessary) as it is in the sequel. Still, newcomers and Dreamcast vets alike are best served treating *DX* as a weekend rental.

GAMEWON—ETHAN: I agree with these guys—the horrendously choppy graphics really do detract from this is still a good game. Time has not been kind to *DX*'s first 3D adventure; *DX* can't keep up with the action-platformers of today. This might have looked and played fine four years ago, but trying to pass it off now as a full-price game is a joke. Of all the playable characters, only Sonic is fun, and sadly, none of his stages last for more than 15 minutes. The addition of the Game Gear unlockables gives this disc value for hardcore collectors, but casual players will tire their really reality of those 8-bit history lessons. Save your cash for the legitimately new *Sonic* game coming later this year.

all geared up



Collecting emblems in *DX* allows you to unlock every *Sonic* game made for Sega's Game Gear portable. Here's the rundown: *Sonic the Hedgehog 1, 2, and Triple Trouble; Sonic Drift 1 and 2; Sonic Chaos; Sonic Spinball; Sonic Labyrinth; Dr. Robotnik's Mean Bean Machine; Tails' Sky Patrol; Sonic Blast; and Tails' Adventure.* Hardcore fans will swoon; others will yawn.



■ What, you've never seen a cat fishing before?

THE GOOD: Better game than the lackluster *Sonic Adventure 2*
THE BAD: Choppy slowdown
LAMEST CHARACTER: Big the Cat



| | | |
|-----|-------|-------|
| CJ | BRYAN | ETHAN |
| 7.0 | 6.5 | |

PUBLISHER: Sega
DEVELOPER: Sonic Team
PLAYERS: 1
ESRB: Everyone

www.gamers.com/1324037

MEDABOTS

MORE MEDABOTS. MORE POWER.

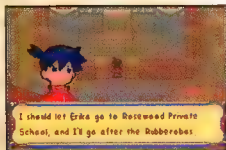
ROKUSHO



METABEE

AN RPG ADVENTURE

Kids everywhere are losing their prized Medabot Medals and Medaparts to a diabolical team of warped Medamaniacs! Join Ikki and his friends as they track down the source of the trouble and beat the Roberobos at their own twisted game!



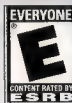
All your favorite Medabots characters!



A 30+ hour adventure!



Trade and Robobattle with friends!



NATSUME

Serious Fun™

www.natsume.com / www.medabots.com

Natsume is a registered trademark of Natsume Inc. Serious Fun is a trademark of Natsume Inc. © 2002, 2003 Natsume Inc. All Rights Reserved. Character Design by Yousuke. Medabots is a trademark of Kocacchi and is used under license. © 1991-2002 Imagineer Co., Ltd. © 1997-2002 Natsume Co., Ltd. Published by Natsume Inc. Illustrations Copyright © 1997 Imagineer, Natsume. © 1993 NAS/Kofu/Ami, TV Tokyo. TM, ® and the Nintendo Game Boy Advance logo are trademarks of Nintendo. The ratings.com is a trademark of the Interactive Digital Software Association.

GAME BOY ADVANCE™



review crew

Best
Best
TOTAL 00 00 00
00 00 00
00 00 00
00 00 00



Ironically, this Proton contains trillions of neutrons and electrons. Hmm.

XBOX 360 ONLY PLAYSTATION 2, CATALAN

MOTOR TREND PRESENTS: LOTUS CHALLENGE

Being a test driver isn't as fun as you thought

THE GOOD: The car models are accurate and Super 7 in real life were near-religious experiences for me; taking Lotus Challenge for a spin was more like going to the laundry. Hours of my life are gone forever, and I had to listen to some semi-incoherent guy rant at length (that'd be the Brit-voiced announcer in Lotus Challenge, not Greg or Che).

The game's strange mix of sim and arcade gameplay will please no one, and will leave serious Lotus fans in support groups, talking about what could have been. The Challenge mode, which follows the careers of a few Team Lotus drivers, is by far the best part, but it's too short and not always well-balanced, difficulty-wise. Cars from the same era feel nearly identical, and keeping the more powerful models on the track is way harder than it should be, considering Lotuses are some of the best-handling cars in the world. Though the innovative circular steering option (which allows you to rotate the analog stick like a steering wheel) works surprisingly well, Lotus Challenge fails to qualify. By, like, 1,000 seconds.

XBN—CHE: Lotus Challenge sports a few clever innovations, but it's so unpolished and ugly that few will stick around long enough to notice. I'd like to kick back and enjoy its nifty "semicircle" steering system and many interesting (and frustrating) Career mode challenges, but when Lotus looks this dumpty and primitive, it's hard to focus on the game's minute merits. With the racing game soaked to the point of saturation, Lotus simply cannot hang with the likes of Sega GT and Project Gotham.

GREG S: I have to agree with my esteemed colleague, Demian; this game is completely stuck in neutral. Not only does every car handle identically, but all of them have zero stopping power. Since the best way to pass on any road course is to out-brake opponents into a turn, a true-to-life driving experience is impossible in Lotus. Not that it matters—careening off the walls won't slow you down, so you can ride the outside barrier for an entire race and count on a solid top-three finish.



(Left) Driving with all four wheels on your car is for sissies.

| | | |
|--------|-----|---------|
| DEMIAN | CHE | GREG S. |
| 3.0 | 3.5 | 4.5 |

PUBLISHER: Xicat
DEVELOPER: Kujia Entertainment
PLAYERS: 1-2
ESRB: Everyone

www.gamers.com/151727

GAMECUBE 7 ALSO ON PLAYSTATION 2, XBOX

BURNOUT 2: POINT OF IMPACT

Kids, do try this at home—not on real streets



Earn boost by performing dangerous shenanigans.

THE GOOD: Kick-ass boost system
THE BAD: All-or-nothing crash physics
BEWARE: Generic rock soundtrack

PAUL: Burnout 2 gets arcade-style racing right. It's accessible to casual racers even as it rewards diligent gamers who master its nuances—both groups will find entertainment aplenty. You can compete in standard races, one-on-one police chases, or the mesmerizing Crash mode, which features spectacular chain-reaction collisions based on monetary damages (in slow-motion, no less). An ingenious boost system awards turbo power for reckless: near-misses and power-slides. It's a new risk/reward setup that defuses the races with a thrilling sense of unpredictability—a daring move can send a leader zooming to the finish for wiping out head-on at 160 mph, while laggards will enjoy the ever-present chance at a stylish comeback.

But it ain't all roses and daisies. The shortage of really cool cars is a letdown. Also, collision physics are literally hit-or-miss: Solid strikes momentarily suspend the action as the game lovingly renders your crash, but oblique contact is consequence-free—you're nudged around guardrails and other cars auto-magically. And for no good reason, the turn-based four-player Crash mode makes you pass around one controller even if others are plugged in. These annoyances notwithstanding, Burnout 2 is fun as hell.

G. FORD: This is the most fun I've had racing since NASCAR's San Francisco Rally days, but Burnout's got that series beat with the excellent speed-boosting Paul mentioned. The single-player missions are wild (except when you need to win all

gold medals to move on, and they're complemented by intense, addictive multiplayer modes. Even after playing it for a week, I didn't want to quit. I won't be quitting; this damn until 5-Zero shows us

SHANE: That curmudgeonly Paul is selling Burnout 2 short. It's easy to get into, intensely fun, and horribly addictive—the best car on the Cube by a long shot. In fact, this version is even marginally better than its PlayStation 2 incarnation. By doubling the number of Crash mode levels, the developers pump up the game's best multiplayer mode—a thoroughly satisfying smash-em-up where mega-damage is the goal. A must for arcade-style driving fans.



That's what you get for using your cell phone during the race. Hang up and drive!

| | | |
|------|---------|-------|
| PAUL | G. FORD | SHANE |
| 7.5 | 8.0 | 8.5 |

PUBLISHER: Acclaim
DEVELOPER: Criterion Games
PLAYERS: 1-2 (1-4 in Crash mode)
ESRB: Everyone

You call y'self hardcore?

OPEN-ENDED ADVENTURES
WILL BRING YOU TO YOUR KNEES.



PlayStation 2



Mild Violence
Suggestive Themes



SQUARE ENIX

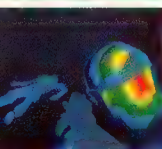
NETSCAPE COMMUNITY PRESENTS

UNLIMITED SAGA

© 2003 SQUARE ENIX CO., LTD. All Rights Reserved. Image Illustration: Tamotsu Kobayashi. The SQUARE ENIX logo and UNLIMITED SAGA are trademarks of Square Enix Co., Ltd. "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. The orange lion is a trademark of the Interplay Digital Software Association. Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories.



Sam's Chinese is still a bit rusty, so he often just lets his pistol do the talkin'.



GAMECUBE

TOM CLANCY'S SPLINTER CELL



Yes, it's as good as you've heard

MARK: *Splinter Cell* does one thing, and does it well: it makes you feel like a badass secret agent, with all the stealth action you know and love (sneaking around, ganking enemies from behind, knocking out security cameras), plus a few ingenious twists (an optical cable to peek under doors, special bullets to divert and gas guards, etc.).

Whether you're blasting through a terrorist compound with guns blazing or taking to the shadows at CIA headquarters without ever firing a shot, excellent level design and a Tom Clancy-style story line (which evolves during missions as well as in between) will keep you playing even after dying 10 times in a row. And, especially for a title with this much gameplay variety, the interface and controls always feel natural on the GC pad. Jumping, climbing, weapons, gadgets—everything is quickly and easily accessible (including noticeable improvements over the Xbox setup) once you adjust. Graphically, however, the transition wasn't so smooth. It never looks *bad*, but many of the special

lighting effects and big levels that made *Splinter Cell* shine on Xbox have been muted here, sometimes affecting gameplay—for example, shadows never really look dark, and the night vision goggles are all messed up. The GameCube is capable of better, and it's a shame *Splinter Cell* doesn't take advantage of it. But uneven graphics and the occasional A.I. hiccup don't matter much to a badass killing machine like you, right? Play it.

SHOE: I don't agree with Mark's nitpicky assessment of the graphics. Sure, the Xbox version looks better, but you won't find a graphically slicker Cube game than *Splinter Cell*. Everything else he says is right on, though. The stealthy gameplay is incredible. Even though you get more varied action from a *Metal Gear Solid*, what's here is so well designed, I remained jaw-dropped impressed from start to finish. The developers crafted such a tight game, with clever level designs that will consistently challenge you. I also like that the GBA link-up stuff wasn't

just half-assed slapped on—the new radar and sticky bomb are nice bonuses and pretty useful. You won't find a cooler special-ops game than this...not even the critically acclaimed *Ghost Recon* or any of the *Metal Gear Solid*s.

GAMENOW—ETHAN: This is my third time running through *Splinter Cell*, and the game just seems to get better and better every time I play it. Ubi Soft's stealth masterpiece has replay value up the wazoo—it's a real rush to master the layout of the levels, then attempt to slip past all of the guards unseen, never setting off an alarm. The GC version looks better than the PS2 edition by a hair, and Shoe's right—the GBA-connectivity feature is actually helpful during gameplay. Using a GBA as an *MGS*-style overhead radar is simply awesome. Hand it to a friend, and you have another set of eyes watching your back (a setup that saved my hide several times). It's a nice addition to an already fantastic experience.

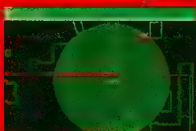


"Whistle while you work, toot-to-toot-toot-toot-toot."

put that new gba sp to use



What you get on your GC.



...and your GBA radar.

This *Cell* may not have the Xbox version's sharper graphics, larger levels, and downloadable mission, or the special PS2-only Power Plant level, but it does have one very cool feature all its own: You can link up a GBA to your Cube to unlock a *Metal Gear*-esque miniradar, plus the ability to detonate wall mines, and use the new sticky bombs at will.

THE GOOD: Awesome gadgets and stealth gameplay
THE BAD: Some Xbox level sections and graphics cut back
THE EXTRA: New opening movie, GBA radar, sticky bomb



| MARK | SHOE | ETHAN |
|------|------|-------|
| 8.5 | 9.5 | 9.0 |

PUBLISHER: Ubi Soft
DEVELOPER: Ubi Soft Shanghai
PLAYERS: 1
ESRB: Teen

www.gamers.com/1294857



■ The stealth is still there, but it's much less important in the GBA *Splinter Cell*.

■ GAME BOY ADVANCE: *Tom Clancy's Splinter Cell*

TOM CLANCY'S SPLINTER CELL

Stealth action redefined. Or not



■ This handheld *Cell*'s story follows its console brothers' mission for mission.

THE GOOD: Sharp graphics for a GBA game
THE BAD: Monotonous gameplay
NEEDS: More weapons



MARK: Ugh. At first glance, the large, well-animated characters and detailed backgrounds may make this miniature *Cell* seem like a nice little action game. But oh-soon you realize that, hiding behind that smooth exterior like stealthy hero Sam Fisher himself, is a bevy of problems ready to sneak up and knock the gameplay right on its ass.

Take the A.I.—according to the guard, or even shot in plain sight of other enemies (including security cameras) without triggering any reaction. This is not to say *Splinter Cell* is easy—quite the opposite. With randomly placed save points and levels that require patience instead of skill, it can be frustratingly difficult. And despite a few fun minigames (a *Silent Scope*-style sniping sequence being my personal favorite), the overall experience is very repetitive. Scanning (where you can move your view ahead a few screens to spot enemies before they spot you) every few steps is always necessary but gets really dull, really fast. A big disappointment.

GAMENOW—ETHAN: On the one hand, this is a visually arresting action game that's great for mature audiences. On the other, it doesn't really feel like *Splinter Cell*. Forcing Sam Fisher to do his dirty work in 2D fundamentally changes the experience; there's more tense platforming and satisfying shooting than real sneaking or stealth. This is not necessarily a bad thing, but it makes for run-and-jump scenarios that feel sorta out of place in Clancy's gritty, realistic environments. Unlike Mark, though, I think it's still worth a try.

JOHN D: *Splinter* comes out smelling better than most pint-sized ports. The blockbuster original donates its story and gameplay for a solid conceptual foundation—Sam does a makeshift 2D version of nearly all his console moves. All the pipe crawling and shadow sneaking give *SC* diversity other GBA adventures lack. It's too bad the stealthy gameplay took a heavy hit in the switch from 3D to 2D. Evasion and problem solving in two planes are very basic linear tasks. Overall, it's mission: sorta accomplished.

| MARK | ETHAN | JOHN D. |
|------|-------|---------|
| 6.0 | 7.5 | 6.5 |

PUBLISHER: Ubisoft
DEVELOPER: Ubisoft Montreal
PLAYERS: 1
ESRB: Teen
www.gamers.com/1294855

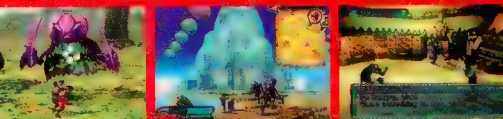


■ No, the main character's not normally called Poupon—that's the name of Jen's cat.

■ PLAYSTATION 2: *Hack Part 2: Mutation*

.HACK PART 2: MUTATION

It's like you never really left in the first place



■ (Right) If you're not a fan of being on your hands, the handy gun can make the underworld easier.

THE GOOD: Creative concept
THE BAD: Boring, repetitive dungeons
PREREQUISITE: *Hack Part 1: Infection*



SHANE: Much like the first game in this four-chapter serial epic, *Mutation* does an admirable job of mimicking an online RPG, gone awry. You'll be surfing fax message boards, reading semibelievable e-mail, dealing with server problems, and chucking at the purposefully misspelled chat dialogue. It's a clever idea, and the previous game story line actually heats up this time. But sadly, the game still doesn't quite live up to the coolness of its high-concept premise. Battles often degenerate to button-mashing, the difficulty is still wildly inconsistent, and the dungeons are woefully unimaginative. If you're like Gary (who derives sick pleasure from optional one-on-one monster raising and building up Friendship meters), you can squeeze enjoyment out of this fundamentally limited experience—but hacking through dull, labyrinthine fake online battles just isn't that compelling to me.

I still see potential here, though, and hope the last two chapters pump up the story quotient and offer better dungeons than the *Hack* might yet have.

JENNIFER: I don't play *Mutation*, and some (Gary!) would say that means I shouldn't be reviewing *Mutation*. But we all agree that certain gamers *might* want to start *Hack Part 2* onward. Don't. It's extremely unimpressive to newbies (with no intro, tutorial, or help system), so an already complex game becomes almost impenetrable. The rewards in the game's metaworld aren't nearly as helpful as the real-life ones you have no choice but to hunt like a desperate ghost. If you really want an awesome online RPG, head for *Final Fantasy XI*.

OFFICIAL PLAYSTATION 2—GARY: I've even playing the same game? Jen! I get that you don't get *Hack*. You're not supposed to. Playing only *Mutation* is like starting a novel on, say, page 137. And Shane...where do I begin? This is a somewhat-heavy dungeon-hack, with some intensely brilliant boss battles. So what, if level design is kinda bland? There are so many layers to this game, but unless you dive into the depths of the *Hack* metaworld, which green mice eat...

| SHANE | JENNIFER | GARY |
|-------|----------|------|
| 6.0 | 6.5 | 8.0 |

PUBLISHER: Capcom
DEVELOPER: Capcom
PLAYERS: 1
ESRB: Teen



TAKE OUT THE COMPETITION. And a mailbox. And three fire hydrants. And a mime. And a pedestrian mall. And anything else that gets in your way. Because with *Midtown Madness 3*, you set the course. If grass seems faster, by all means drive on grass. If the sidewalk's to your liking, you definitely have the right of way. Race through Washington, DC, and Paris and leave your impression on both. *Want to take the medium to*

Microsoft
game studios

EVERYONE
E
CONTENT RATED BY
ESRB

Violence



Official Licensed Product
© 2004 Electronic Arts Inc.

ONLY ON
XBOX

Microsoft, the Microsoft Game Studios logo, *Midtown Madness 3*, Xbox, Xbox Live, and the Xbox logos are trademarks or registered trademarks of the Microsoft Corporation in the United States and/or other countries. The MINI Trademarks are owned by BMW AG and



another level? Then go online with Xbox Live, face off against other like-minded opponents, and talk all the trash your pretty little head can think up. Just remember, there's no right way to get there, as long as you get there first.

MIDTOWN MADNESS 3

www.xbox.com/midtownmadness3

are used under license. MUSTANG 2+2 FASTBACK is a trademark used under license from Ford Motor Company. All other trademarks are the property of their respective owners. © 2003 Microsoft Corporation. All rights reserved. The ratings icons is a trademark of the Interactive Digital Software Association. © 2003 Digital Illusions CE AB.

XBOX LIVE ONLINE ENABLED





■ So your squad skipped bootcamp—at least you can curtail their stupidity by building each soldier's stats.



■ GAMECUBE (also on PlayStation 2 and Xbox)

CONFLICT: DESERT STORM

Co-op combat minimizes casualties in this timely title



SHAWN: Timeliness is one of the few things this squad-based shooter gets right—you just know someone wants to live out the war in Iraq from the safety of the sofa. But I wouldn't blink if U.N. weapons inspectors unearthed a cache of *Conflict* discs buried in the bowels of Baghdad. The U.S. Delta Force puts up such a piss-poor fight in this game, playing through it might actually boost the Republican Guard's morale. Uncle Sam's boys can't shoot straight, even with auto-aim, and the Iraqis are unstoppable bullet-sponges with extrasensory perception.

CRISPIN: Yep, that Gomer Pyle-caliber A.I.—both in your squad of four controllable troopers and within the enemy Iraqi ranks—almost makes me wish this PS2 port had wound up MIA. I've seen some bad guys teleport through objects. I've seen others just stand in the sand, waiting to get gunned down while their buds pursue me with lethal gung-ho gusto. And my fellow Delta opera-

tives...sheesh. I felt as if I had to hold their hands and guide them everywhere. This ain't summer camp, guys—seek some damn cover!

MARK: I must say, I noticed every problem you guys did, *plus* blocky graphics, an awkward button layout for commanding your troops...

SHAWN: ...seizure-inducing sandstorm effects, losing the entire squad to tank shells that pass through three walls without jarring a brick...

MARK: ...right, yeah, all that stuff. But even if I wasn't quite "shocked and awed," I had fun with *Conflict*. Yes, you have to micromanage and take it *really* slow, but patience is rewarded with some thrilling moments. I loved setting up crossfire on the burned-out streets of Kuwait City, or ordering an A.I. squad-mate to run off and draw a tank's fire while I sneaked up and planted C4 on its ass. And speaking of tanks and ass, that's another

thing I loved: When you see enemy armor in this game, you crap your pants. It's truly scary.

CRISPIN: And regardless of our gripes, we have to admit we had a good time going to war together. The two- to four-player splitscreen mode, available for all missions, let us bypass the wonky teammate A.I. by giving us each a trooper to control. I liked how we could all ride in the same vehicle, heal each other, and swap weapons, especially once we figured out that Mark made the best sniper. Of course, we had a lot of laughs the developers didn't intend.

MARK: Yeah, it may be a poor man's *SOCOM*...

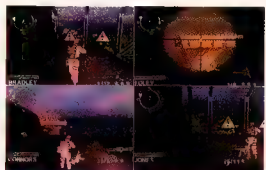
SHAWN: ...more like a homeless man's *SOCOM*...

MARK: ...but on GameCube, where combat sims are as hard to find as Iraqi weapons of mass destruction, that's not such a bad thing.

will the real saddam hussain please stand up?



Although *Conflict*'s makers aren't about to rewrite history, they know no self-respecting couch commando could go without the chance to send Saddam his personal regards through a gun barrel. So, while you can't cap the king himself, you get to assassinate one of his lookalike toadies, Supreme Commander Aziz. And you know: that's more gratifying than tossing darts at your Wal-Mart-bought "Wanted: Dead or Alive" poster.



■ Court-marshal your A.I. allies for insubordination—drafting friends is the fun way to win this war.

THE GOOD: Co-op multiplayer
THE BAD: Numbstun squad-mates
SAFER THAN: Actually fighting in Iraq



| SHAWN | CRISPIN | MARK |
|-------|---------|------|
| 5.5 | 5.5 | 6.5 |

PUBLISHER: Gotham Games
DEVELOPER: SCI/Pivotal Games
PLAYERS: 1-4
ESRB: Teen

www.gamers.com/1265047

PLAYSTATION 2 / Xbox 360

ONLINE

AUTO MODELLISTA

Bad handling and physics drive us up the wall



Sliding looks cool, but your speedometer dipping into single digits is officially uncool.

THE GOOD: A car tweaker's dream

THE BAD: Supercars that drive like pick-up trucks

SADDEST CAR: 35hp Subaru Young SS with a huge rear wing



DEMIAN: I'm confused: Is *Auto Modellista* a car- and garage-decorating simulator or a racing game? If it's the former, it gets a B. If it's the latter—and I'm pretty sure "racing game" is what the team at Capcom wrote on the big white board a couple years ago, right after "what kind of game should we make next?"—well, you see the score I gave it.

Auto Modellista has two major flaws. For one, the handling is all screwed up. Cars drift like crazy, and even a stock Civic oversteers like a pig. But it's not just *Ridge Racer*'s drift; it's horrible, speed-sapping, almost-come-to-a-complete-stop drift. And then there are the wheels, which look like they're made of stone or metal but are actually some sort of space-age polymer. It's often faster to bounce off walls at top speed than to get around corners the old-fashioned way. You, you know, actually turning. Boo!

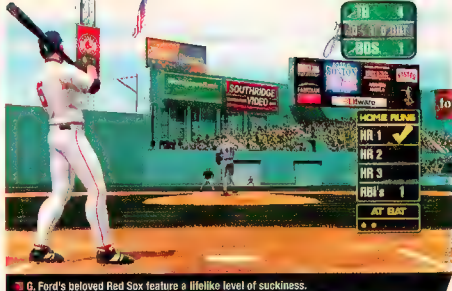
Despite beautiful (and fully customizable) car models, cool speed effects, and online play, *AM*'s overall mediocrity is a real disappointment. The champagne celebrations in the fridge, cold and waiting,

BRYAN: Demián, I don't agree with you more. *AM* couldn't have been the next great PS2 racer, if only Capcom had hired a mechanic who specialized in handling. Constant spinouts will frustrate even the most die-hard gearheads. It's a massive letdown, because the game packs major horsepower in other areas: The slick, custom-style visuals, deeply customizable rides, and online play all impress. Sadly, the shoddy handling sends the whole package speeding into a quagmire, forcing me to raise the yellow caution flag by purchasing this game.

GREG S: What Demián and Bryan are saying is true, but I think the great online aspect of *AM* mostly makes up for its shortcomings. Going online is quick and easy, as is forming races and teams, and just chatting. As for the car handling—yeah, it's a bit weird. But I found I could cope with it all after a while, especially using 4WD vehicles. Once you learn how to properly power-slide and tweak your car, heading online brings the whole *Auto Modellista* experience up to speed.



It's up to you to make the most of it: Body kits, custom decals, and race suits are all yours.



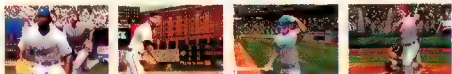
G. Ford's beloved Red Sox feature a lifelike level of suckiness.

XBOX / PlayStation 2

ONLINE

INSIDE PITCH 2003

This rookie can't quite compete with the big boys



THE GOOD: Deep player-creation system
THE BAD: Archaic pitching game
FUN DURING: A rain delay



G. FORD: *Inside Pitch* reminds me of another Microsoft first-year sports effort, *NFL Fever*. Both are fast, fun, and playable, but yet not deep enough to be really recommendable. Still, in terms of establishing franchise roots, *IP* makes some strides.

The highlight is its Create/Train Player mode, where you build a baller and put him through an amusing regimen of stat-building situations before adding him to a team. Fun stuff. The Championship Challenges that have you trying to re-create memorable moments from 2002 prove entertaining, too.

Unfortunately, a few big flaws undercut the promising start. The pitching, with only nine strike-zone locations to throw to,

feels like a step back compared to other series' pinpoint engines. Plus, the requisite Franchise mode and instant replays are toothily MA—what gives? The graphics also fail to impress, and trying to control more than one runner at a time gave me headaches. A decent first effort—certainly fun for a few pick-up games with a friend—but I hope for substantial improvements next year.

BRYAN: *IP* is like a hot Triple-A farm prospect: It has flashes of greatness, but needs another season in the minors to work out the kinks. It's got the basics down—the fast-paced innings, tight controls, and addictive minigames are fine. But Ford's right: The total package is sluck in the shallow end. *IP* lacks the necessary eye-candy, replay options, and Franchise mode to go up against other hardball efforts. I give it a little credit for including online play, but coping with nasty net slowdown is a chore.

OFFICIAL PLAYSTATION MAG—TODD: In a baseball crop festering with both quantity and quality, *IP* makes its mark—as the most average experience of them all. If you choose this over the beautiful-but-too-easy *MVP*, the hardcore *High Heat*, or the middle-ground *WSB 2K3*, you're dumb—wait, I mean, you'll have a good time. *IP* plays like a *Will & Grace* marathon: It's fun enough, but after eight hours, you know there were better ways to spend your time. Plus, the ball physics are lousy, and where's the instant replay?

Dynamic camera angles infuse some extra flava, not unlike the flavor packets in ramen.

| G. FORD | BRYAN | TODD |
|---------|-------|------|
| 5.5 | 6.0 | 5.5 |

PUBLISHER: Microsoft
DEVELOPER: Microsoft
PLAYERS: 1-2 (1-3 online)
ESRB: Everyone

www.gamers.com/1324718

DEMIAN

BRYAN

GREG S.

5.0

5.5

7.0

PUBLISHER: Capcom
DEVELOPER: Capcom
PLAYERS: 1-2 (1-3 online)
ESRB: Everyone



Yes, this is a shot of superfun gameplay. And yes, that's a finger picking a nose. You're just going to have to trust us here.

method to the madness

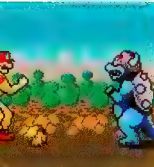


Believe it or not, a story underlies *WW*'s madness—and it's an intriguing one at that. Opportunistic as always, Wario smells loot in the lucrative gaming industry. As gamers it's our job to playtest the results of his dubiously motivated research and development team. And somewhere in between, the game becomes an extended parody of trends past and present.

GAME BOY ADVANCE *Also on Game Boy Advance*

WARIO WARE INC.: MEGA MICROGAMES\$

A portable megadose of genre-bending video crack



The sights and sounds may be subpar, but with gameplay this addictive, everything else is immaterial.

SHAWN: Put simply, *Wario Ware* is a collection of minigames. Well, OK, make that microgames. You see, most segments last no more than five seconds and require as little as a single timed button-press. And although they make the minichallenges in *Mario Party 4* (GC) feel full-fledged, I've grown to love their dose of video Ritalin nonetheless. Because they're thrown at you in rapid succession without explanation or warning, you're forever held in itchy-fingered anticipation, wondering what's next and, more important, what's expected of you. And whether it's a battle with *Metroid's* Mother Brain, an Old West shootout à la *Wild Gunman*, or—I kid you not—a maiden who needs help nose-sucking a strand of snout, you will be surprised, if not bewildered. Also, should you possibly tire of the 200-plus solo shenanigans, you can always tap the excellent two-player offerings. Played on a single GBA, they're ridiculously simple and equally addictive.

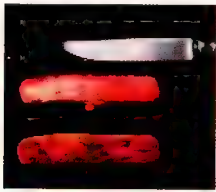
A word of warning, though: *WW* is deeply

Japanese. So to appreciate these nostalgic nuggets, you'll first have to cope with culture shock (a soft spot for reflex-testers like *Simon* or *Boop-It* won't hurt either). Even after playing for 20 minutes, you'll still wanna pass *WW* off as an obstacle course for ADD children. But once you do warm to the idea of hopping a hot dog on wheels that's out to run you over, you'll have also accepted this crack-up collection of time-wasters for its real accomplishment—showing that the finest handheld games aren't always console hits in miniature.

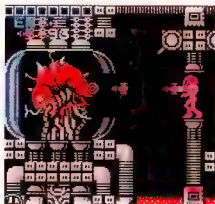
CJ: When I first picked up *Wario Ware*, I had no idea what to make of it. It's very different from anything out there. I've never seen a game as frenetic, fast-paced, or absolutely hilarious as this. I mean, where else are you going to see a collier with streams of tears rolling down its doggy face if you fail to shake its paws? Nowhere, that's where. The minigames found in *Wario* are simple but play spectacularly well, and since you never have to

stick with one for more than five seconds, there's no time to lose interest. Also, because it's delivered in tiny chunks, you can use it to fill any amount of downtime you might have. I know it looks odd, but if you own a GBA, you *must* give *Wario* a chance.

SHANE: I was afraid that the other guys wouldn't be hip to *Wario's* off-kilter groove, but now they're just as hooked as I am. It's so bizarre, funny, challenging, and downright insane that it's hard to believe—you should have seen the disapproving look I got from this old lady on the bus when she looked down all my GBA SP as I was trying to insert a finger into a nostril. Maybe if I'd let her try it, she'd have been converted—this is the kind of simple, brain-bending game anyone can enjoy. Half the fun is figuring out what to do in each game, and once you've mastered a few challenges, it's hard to put down. Brandish this whenever you have a few minutes to kill and you'll be masterfully entertained, even long after you've beaten it.



Beef—it's what's for dinner.



Lay off the booger-sugar, ladies!

THE GOOD: It's stupidly addictive and fun!
THE BAD: Only 200 games? We want more!
MAY CAUSE: Attention Deficit Disorder.



| SHAWN | CJ | SHANE |
|-------|-----|-------|
| 9.0 | 9.5 | 9.0 |

PUBLISHER: Nintendo
DEVELOPER: Nintendo
PLAYERS: 1-2
ESRB: Everyone

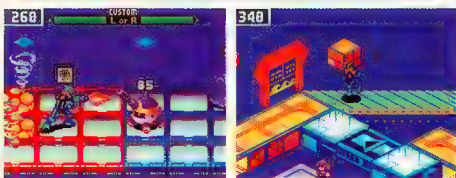
www.gamers.com/1341035

MEGA MAN BATTLE NETWORK 3

Ready for the yearly trip to the Battle Network?



Mega Man valiantly searches for new features in this third chapter...but finds none.



THE GOOD: Fun battle system!
THE BAD: Not enough new features.
SHOULD'VE BEEN CALLED: *Mega Man Battle Network 1.5*



JOHN R: Another year, another *Mega Man Battle Network*. Is anyone surprised? Once again, Capcom has put together a surprisingly solid little RPG that ranks among the best GBA games available. Newcomers to the series will have no problem getting hooked on its fast-paced gameplay and innovative battle system. The problem is that if you've played either of the first two *Battle Network* games, you've essentially played this one. Unsurprisingly, the formula is starting to get a little stale.

Yes, *BN3* has the usual smattering of minor tweaks and gameplay upgrades, but on the whole, it feels less like a sequel and more like another glorified remik of the first game. How many times can they recycle the same story, characters, graphics, and even music tracks before gamers start to lose interest? And was it really necessary to make two versions of the game this time? (Short answer: no.) That said, if you can get past the *déjà vu*, you'll most likely have a great time with *BN3*. Let's just hope the next one offers something new.

GAMEWON—PHIL: Well, John's right about Capcom sticking to its "find a gameplay formula and repeat" philosophy—that has been the hallmark of the *Mega Man* series through its 50-plus incarnations. But even though *BN3* is a lot (well, almost exactly) like its two predecessors, it's still a darn good game with fun characters, a cool plot, and a surprisingly deep battle system. Even if you've been down this road before, it's still a great trip.

CJ: I've never been a huge fan of the Blue Bomber's *Battle Network* games, but this eerily similar third installment is actually slightly better than the last two. The graphics haven't changed much, and the gameplay has had only a few nips and tucks. This time, though, the whole package just feels more cohesive. I still can't completely get into the collect-a-chip battle system, and I wish Capcom would make the multilevel stage layouts less confusing, but you can't have everything.

| | | |
|---------|------|-----|
| JOHN R. | PHIL | CJ |
| 7.5 | 8.5 | 6.5 |

PUBLISHER: Capcom
 DEVELOPER: Capcom
 PLAYERS: 1 (1-2 linked)
 ESRB: Everyone

www.gamers.com/40405

on the side

EXTENUATING CIRCUMSTANCES—WHY WE DIDN'T REVIEW LARA

Hope you enjoyed the first month of our new-and-improved Review Crew. Hopefully, you're digging the larger reviews, copious screenshots, and the fact that every game now gets three reviewers. We're eager for feedback, so let us know what you think, OK? We've also cleared away space for this new column, where we'll give you a tawdry glimpse into the dark underbelly of what affects the Reviews section each month.

First off, you might be wondering, "Why didn't EGM review *Tomb Raider: Angel of Darkness*?" or "Where the hell is Xbox *Phantasy Star Online*?" Good questions. Since it's our policy to review only final, approved code, we're at the publishers' mercy when it comes to getting those copies in, and neither of those games was deemed suitable for us to judge.

Sometimes, we get a game that's

media smoke screen because a company doesn't want bad press (that's why we had to review late retail copies of *Batman: Dark Tomorrow*, for example). More often, a game simply isn't done and gets delayed a few months. So if you see Lara Croft on store shelves when you're reading this, sweat empor. Odds are, the nasty control problems we despised in the preview build are still there. If you see Xbox *PSG*, though, have no fear—with its real-time voice chat, it's the best version yet, provided you have Xbox Live.

Next up, even though our reviewers are swamped with a barrage of review games each month, sometimes a nonreviewable game arrives that threatens productivity. This month, three vampiric import titles infected our office—*Virtua Fighter 4: Evolution* (PS2), *Soul Calibur II* (PS2/Xbox GC), and *Nintendo Puzzle Collection* (GC). Each day at quitting time, you could expect to see editors throw down their assignments in favor of a few time-wasting matches. One of the games in *Puzzle Collection* robbed the most time from our lives—Shoe, CJ, Shane, and Shawn feverishly traded garbage blocks and insults in *Panel de Pon* (the sickeningly cute Japanese version of *Tetris Attack*). *Pokémon Puzzle League*. Four-player action adds a lot to this classic puzzle, and Nintendo would be foolish not to



Release this gem over from Nintendo, OK?

and *SC2* are head-to-head stateside, and they can't get here soon enough. Best games are truly remarkable—deep fighters, packed with tons of unlockable bonuses and goodies. The tough part will be deciding which one of "em is the best fighter of the year—they're both great good.

Also, a few games slipped under our radar this month that we could have reviewed, but didn't make the cut due to space constraints, timing issues, and sunspots. Driving fans should investigate Codemasters' *Colin McRae Rally 3* for PS2. It's a solid rally game, and every bit as fun as the recently released Xbox version. Likewise, the Xbox version of Codemasters' *Pro Race Driver* rules just as much as the

PS2 one. Oh, and we mustn't forget Tecmo's *Gallop Racer 3: A New Breed*—any game with 3,000 unlockable horses deserves mention. If you would never dream of picking up a thoroughly bred racing sim, this probably won't turn you into an equine gaming nut, but for gamers who like to play the ponies, it's a big time.



Gallop Racer 3



You'll never review me, EGM! See ya, ho ho!

REVIEW ARCHIVE

A second look at notable releases from days gone by

- .hack Part 1: Infection** PS2 (Also On: None) 7.5, 7.5, 6.0
 ■ An average RPG with a neat concept—you play in a virtual online world gone berserk
- All-Star Baseball 2004** XB (Also On: PS2, GC) 5.0, 5.0, 5.5
 ■ Shoddy batting and fielding mechanics drag down this once prominent baseball series
- Apex** XB (Also On: None) 8.0 Silver
 ■ You don't just haul ass in this racer—you build your own autos and run a car factory
- ATV Quad Power Racing 2** XB (Also On: PS2, GC) 7.5
 ■ Rusty-around-the-edges racing turbo-boosted with wild-ride obstacle courses
- Big Air Freestyle** GC (Also On: None) 4.0
 ■ A lack of tricks and dull courses bring this broken bike game back down to earth
- Blinx: The Time Sweeper** XB (Also On: None) 7.5, 5.5, 8.0
 ■ This Hoover-toting cat's puzzle-platform game doesn't completely suck
- BMX XXX** XB (Also On: PS2, GC) 2.5, 3.0, 3.5
 ■ Less about strippers than it is about making you play a stripped-down *Dave Mirra* clone
- Breath of Fire: Dragon Quarter** PS2 (Also On: None) 6.0, 8.0, 8.0
 ■ The game's insane difficulty will frustrate even the most experienced RPG player
- Burnout 2: Point of Impact** PS2 (Also On: GC) 8.5, 8.0, 8.5 Silver
 ■ The sequel to this arcade racer fixes a lot of the issues we had with the original
- Capcom vs. SNK 2: EO** XB (Also On: PS2, GC) 7.5, 7.5, 9.0 Silver
 ■ Xbox Live is the real draw in this fighting fan's dream come true
- Contra Advance: The Alien Wars EX** GBA (Also On: None) 6.5
 ■ The Super NES classic shooter loses some of its punch on the tiny system
- Cubivore** GC (Also On: None) 7.0
 ■ Our guarantee: *Cubivore* is the best thing-eating-thing sim you've never played
- Dance Dance Revolution: DDR Mix** PS2 (Also On: None) 8.5 Silver
 ■ Even hardcore fans will be tripped up (in a good way) by the retooled gameplay
- Dark Cloud 2** PS2 (Also On: None) 8.0, 8.0, 9.5 Silver
 ■ An addictive action-RPG that lets you rebuild the world as you save it
- Deathrow** XB (Also On: None) 4.5
 ■ In the future, we will play rugby, and we will curse, and it will be obnoxious
- Def Jam: Vendetta** PS2 (Also On: GC) 7.0, 8.5, 7.5
 ■ Hip-hop stars and wrestling actually works. Word to ya muha, yo
- Devil May Cry 2** PS2 (Also On: None) 7.0, 7.0, 8.0
 ■ Dante and hottie-in-need Lucia blast through a cruddy plot in this too-easy sequel
- Die Hard Vendetta** GC (Also On: None) 4.0
 ■ The movies might be blockbusters, but the game is strictly straight-to-video
- Disaster Report** PS2 (Also On: None) 4.0, 6.0, 6.5
 ■ San Andreas-sized faults crumble this earthquake sim's solid concept
- DOA: Xtreme Beach Volleyball** XB (Also On: None) 7.5, 8.0, 6.0
 ■ Scientists are working to invent a nude code for this beach sport's bouncing she-ninjas
- Dragon Ball Z: Budokai** PS2 (Also On: None) 8.0, 7.5, 7.0
 ■ *Budokai* stands above any of the previous attempts to turn the series into a fighter
- Dynasty Warriors 4** PS2 (Also On: None) 7.5, 7.0, 8.5
 ■ Obese warlords in obscure settings snacking on dim sum and severing heads
- EverQuest Online Adventures** PS2 (Also On: None) 7.5, 5.0, 6.0
 ■ Ugly visuals and lame-o battle system hampered our online quest for fun
- The Getaway** PS2 (Also On: None) 7.5, 6.0, 8.0
 ■ It looks like a *GTA* clone but plays like a Guy Ritchie flick, complete with naughty words
- Godzilla: Destroy All Monsters Melee** GC (Also On: XB) 7.0, 7.0, 7.5
 ■ It's all fun and games till one monster gets hit in the eye with the Seattle Space Needle
- Grand Theft Auto: Vice City** PS2 (Also On: None) 10, 10, 10 Platinum
 ■ As if you don't already know why this game received our highest award
- Gran Turismo 3 A-spec** PS2 (Also On: None) 10, 10, 10 Platinum
 ■ Time and technology have yet to build a better racer than this white-knuckle speed-sim
- Guilty Gear X2** PS2 (Also On: None) 8.0, 8.5, 8.5 Silver
 ■ An addictive, hyperactive 2D fighter acid-washed in '80s hair metal

greatest hit or miss?

Silent Hill 2

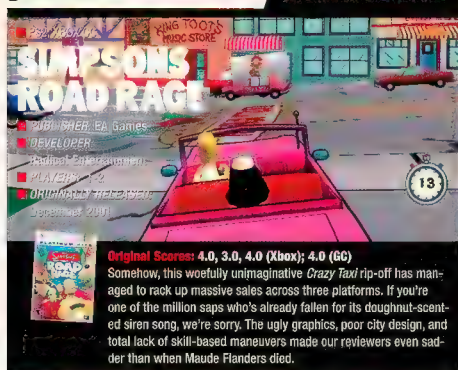
■ PUBLISHER: Konami
 ■ DEVELOPER: Konami CE, Tokyo
 ■ PLAYERS: 1
 ■ ORIGINALLY RELEASED: September 2001 (PS2), December 2001 (Xbox)

Original Scores: 8.5, 9.0, 7.5 (PS2); 7.5, 9.0, 7.5 (Xbox)

If you haven't entered the fog-shrouded city limits of Silent Hill yet, we heartily suggest that you try it out now for \$19.99. The brain-dead puzzles and simplistic combat won't blow you away, but the creepy story and fantastic visuals will. Plus, the PS2 re-release includes the previously Xbox-exclusive Restless Dream scenario.

- High Heat Baseball 2004** PS2 (Also On: XB, GC) 9.0 Gold
 ■ The most realistic baseball sim on the market—period
- Hitman 2** PS2 (Also On: XB, GC) 9.0 Gold
 ■ With elements from *MGS* and *Max Payne*, *Hitman 2* is, quite simply, a hit
- The House of the Dead III** XB (Also On: None) 7.5, 7.0, 7.0
 ■ Nothing new will shock you in this formulaic zombie shooter, but it's still solid fun
- Ikaruga** GC (Also On: None) 8.5, 8.0, 8.0 Silver
 ■ One incredibly innovative, wickedly addictive shooter
- Indiana Jones & the Emperor's Tomb** XB (Also On: PS2) 5.5, 8.5, 8.5
 ■ Looks like Ms. Croft has some competition raiding tombs
- Kakuto Chojin: Back Alley Brutal** XB (Also On: None) 2.5, 4.0, 3.0
 ■ Back-door brutal, is more like it
- Legends of Wrestling II** GC (Also On: PS2, XB) 7.0, 6.0, 5.0
 ■ More like local-access television than *Wrestlemania*'s glamorous theatrics
- Legend of Zelda: The Wind Waker** GC (Also On: None) 9.5, 10, 10 Gold
 ■ GC owners can't go wrong with *Zelda*'s gorgeous cartoon visuals and classic gameplay

greatest hit or miss?



- Lord of the Rings: Fellowship** XB (Also On: PS2) 3.5, 4.5, 3.0
 ■ True to the novels, but to the detriment of pacing and gameplay
- Lord of the Rings: The Two Towers** GC (Also On: PS2, XB) 8.0, 8.5, 8.0 Silver
 ■ This movie-based beat-em-up goes beyond random button jack-hammering
- Lufia: The Ruins of Lore** GBA (Also On: None) 8.0 Silver
 ■ Small-fry RPG succeeds on GBA, thanks to sweet battles and multiplayer action
- Medal of Honor: Frontline** GC (Also On: PS2, XB) 7.0
 ■ The last great war makes for a great old time—especially with multiplayer
- Mega Man & Bass** GBA (Also On: None) 8.5 Silver
 ■ Adds a second playable character to the side-scrolling classic
- Metal Gear Solid 2: Substance** PS2 (Also On: XB) 9.5, 9.5, 8.5 Gold
 ■ *Substance* improves on the original by packin' in a stew of new minimeissions
- MLB Slugfest 20-04** PS2 (Also On: XB, GC) 8.0, 7.0, 6.5
 ■ Tons of multiplayer fun, but don't expect the depth of a baseball sim
- MVP Baseball 2003** PS2 (Also On: XB, GC) 8.0, 8.5, 7.5
 ■ A new pitching system helps bring EA's baseball game back to respectability
- NBA 2K3** PS2 (Also On: XB) 9.0, 9.5, 8.5 Gold
 ■ Another impressive showing strengthens NBA 2K's rep as the *Madden* of b-ball
- NBA Live 2003** PS2 (Also On: XB, GC) 8.0, 7.5, 9.0 Silver
 ■ An innovative control setup breathes new life into *Live*
- NBA Street Vol. 2** PS2 (Also On: XB, GC) 9.5, 8.5, 8.5 Silver
 ■ A mix of both new- and old-school flava makes this baller ' sequel
- Panzer Dragoon Orta** XB (Also On: None) 9.0, 8.5, 9.0 Silver
 ■ Most beautiful on-rails shooter imaginable, with a vast trove of amazing secrets
- Phantasy Star Online Episode I & II** GC (Also On: XB) 10, 9.0, 9.0 Gold
 ■ The Cube's only online game is a doozy of a time-sucking good time
- Pokémon Ruby and Sapphire** GBA (Also On: None) 7.5, 6.5, 7.5
 ■ Pikachu and pals are back, but precious little has improved since *Gold/Silver*
- Pride FC** PS2 (Also On: None) 6.5, 6.0, 4.5
 ■ Anything-goes combat that looks like two dudes spooning and is about as fun
- Primal** PS2 (Also On: None) 6.5, 6.5, 8.0
 ■ A beautiful, interesting adventure kinda compensates for crap combat

- RAD: Robot Alchemic Drive** PS2 (Also On: None) 8.0 Silver
 ■ Live out all your after-school giant-robot fantasies in this novel mech battler
- Ratchet & Clank** PS2 (Also On: None) 8.0, 8.0, 9.0 Silver
 ■ Ratchet and his robot sidekick wield goo-ball weapons in this fun action-platformer
- Red Faction II** PS2 (Also On: XB) 8.0, 7.5, 7.0
 ■ A rocket ride with airtight controls and quicksilver pacing
- Shinobi** PS2 (Also On: None) 7.5, 7.5, 7.0
 ■ Slick bosses and perfect control thrill, but the extreme difficulty cuts like a 3-foot Ginsu
- The Sims** PS2 (Also On: XB, GC) 9.5, 8.5, 8.0 Silver
 ■ Virtual soap-opera teens with innovation and freedom
- Skies of Arcadia Legends** GC (Also On: None) 9.0, 9.5, 9.0 Gold
 ■ This phenomenal skyfaring quest is the GC's role-playing savior
- Sonic Mega Collection** GC (Also On: None) 8.0, 6.0, 7.5
 ■ This compilation will get you up to speed on Sega's speedy mascot
- Star Wars: The Clone Wars** GC (Also On: PS2, XB) 6.0, 8.5, 6.5
 ■ Waste time you will on CW's single-player modes, for the Force is with its multiplayer
- Summoner: A Goddess Reborn** GC (Also On: PS2) 6.5
 ■ An epic quest and intriguing plot don't make up for this RPG's button-mashing battles
- Super Monkey Ball Jr.** GBA (Also On: None) 8.0 Silver
 ■ How'd it miniaturize so much monkey mayhem?
- Super Puzzle Fighter II Turbo** GBA (Also On: PS1) 9.0, 9.0, 7.5 Silver
 ■ A pixel-perfect port of the crown's jewel...and it's portable to boot
- Tao Feng: Fist of the Lotus** XB (Also On: None) 4.0, 6.0, 3.5
 ■ Ineffective blocking and generic characters do not a quality fighter make
- Tenchu: Wrath of Heaven** PS2 (Also On: None) 7.5, 7.0, 7.0
 ■ Ninjas rock, but somehow a lackluster and horribly stupid A.I. snuck in
- Tom Clancy's Ghost Recon** XB (Also On: PS2, GC) 8.0, 7.5, 8.0
 ■ Team-based online squad combat and Xbox Live's first nearly killer app
- Tom Clancy's Splinter Cell** PS2 (Also On: XB, GC) 9.0, 8.5, 9.0 Silver
 ■ Consummate sneak-n-peek play with supercooperative controls
- Tom Clancy's The Sum of All Fears** GC (Also On: PS2) 7.5
 ■ More like *Rainbow Six Lite* or *Tom Clancy's Ghost Recon for Dummies*
- Tony Hawk's Pro Skater 4** GBA (Also On: All) 7.5
 ■ Plays surprisingly like its console big-brother, and is nearly as fun
- War of the Monsters** PS2 (Also On: None) 9.5, 6.5, 7.0
 ■ Manages to make the woefully underrepresented monster genre fun
- World Series Baseball 2K3** XB (Also On: PS2) 8.0, 8.0, 8.0 Silver
 ■ *WSB* stands out with countless customization options and first-rate player models
- World Soccer Winning Eleven 6 Int.** PS2 (Also On: None) 9.0 Gold
 ■ Can this natural-feeling soccer sim take 2003 Sports Game of the Year?
- WWE Crush Hour** GC (Also On: PS2) 2.0, 4.0, 3.5
 ■ We smell what publisher THQ is cookin', and it's damn foul
- Xenosaga: Episode 1** PS2 (Also On: None) 8.0, 8.0, 6.5
 ■ You don't so much play this RPG as watch its loopy plot unfold in hours of cut-scenes
- Yu-Gi-Oh! The Duelists of the Roses** PS2 (Also On: None) 6.0, 4.5, 4.5
 ■ Fans will love this confusing card-battler. Everyone else, however, will abhor it
- Zone of the Enders: The 2nd Runner** PS2 (Also On: None) 7.5, 9.0, 8.5 Silver
 ■ Eye-popping pandemonium with midair mech mayhem

tricks of the trade

trickster



GOTCHA

Apparently, two issues ago, a false *D&A: Xtreme Beach Volleyball* trick was printed. Who knew? Well, we did. Sorry about the April Fools' joke. But threats to fire-bomb the office won't turn those polygonal babes into Girls Gone Wild. Really.

—David S. J. Hodgson
tricks@ziffdavis.com

flashback

Long ago, *EGM* printed an infamous April Fools' trick, claiming *Street Fighter II* had a secret character named Sheng Long. Unlocking him was ridiculously difficult—practically impossible—but gamers are a tenacious lot. A few completed the Herculean task, but of course nothing was unlocked. How do you feel about our old Sheng Long trick?

15% I was fooled. My anger still burns!

15% I was fooled. Kudos, you tomfoolery titans!

13% Pah! An amateurish lie I instantly saw through.

56% Who's Sheng Long? **WINNER!**

Source: *GamePro* (not just), March 2003

TRICKS IN PARTNERSHIP WITH PRIMA GAMES

This is just the tip of the iceberg. More (advice is submerged in the gargantuan Prima guides for *Tao Feng*, *Pokémon Ruby* and *Sapphire*, and *The Legend of Zelda: The Wind Waker*. If you get stumped, seek those tomes of wisdom wherever games are sold.



■ XBOX

TAO FENG: FIST OF THE LOTUS

Wow. This is just like *Mortal Kombat*. Except lame. Fire up a bit of excitement by plodding through this flawed fighting game and conquer it using either Pale Lotus or Black Mantis. When you do, you'll gain access to the Ethereal Plane of Immortality. Looks like a big ice cavern to us. Hoo-boy. Try pummeling your opponent in the corners or use the icy forms in the center to bump (not to mention grind) your foe. What's this? A hackneyed stereotype of an immortal warrior! This is the embarrassingly powerful Zhao Yen (right). He's rough. He's tough. He's able to completely unbalance the game with his chain combos. To unlock him as a playable character, beat his ass with both the Pale Lotus and Black Mantis clans. Then break out *Mortal Kombat: Deadly Alliance*.



■ Zhao Yen is one baad, unbalanced mutba—shut your mouth!

■ PLAYSTATION 2

TENCHU: WRATH OF HEAVEN



Mastering the art of ninjitsu takes years of training. Unless you cheat. Enjoy these handy shortcuts to Ninjajitsu!

At the Title screen:

Unlock all characters (above)

L1, R2, L2, R1, R1, Le, L3, R3

Unlock the bonus stage

L1, Up, R1, Do, L2, R1, R2, Le

At the Mission Selection screen:

For all missions

L1, R1, L2, R2, R1, Squ, L3, R3

For all layouts

R3, L3, R2, L2, R1, L1

At the Item Selection screen:

All Items

(Hold L2 + R2) Squ, Squ, Le, Squ, Squ, Do,

Squ, Squ, R1, Squ, Squ

Increase items

(Hold L2 + R2) Squ, Squ, Squ, Up, Le, Do, R1

■ PLAYSTATION 2

GRAND THEFT AUTO: VICE CITY

Cheat your way over to Little Havana before the end of the storm warning! Simply enter the code below at any time during gameplay, drive into the water, and chug over to the western part of town. This cheat allows your helicopter to float on water, too!

Drive on water

R1, R2, Cir, R1, L2, Squ, R1, R2

■ PLAYSTATION 2, XBOX, GAMECUBE

ATV QUAD POWER RACING 2

To use these cheats, create a new profile and give it the name listed below. Activate multiple codes at once by naming a profile, then going back (without saving) and entering a different name/code. Repeat as desired. These work for all consoles. (If they don't, please write indignant letters to us. We love those.)

Unlock all riders

BUBBA

Unlock all ATVs

GENERALLEE

Unlock all tracks

ROADKILL

Unlock all tricks

FIDDLESELBOW

Maximum stats

GINGHAM

Unlock all challenges

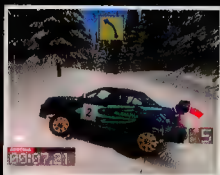
DOUBLEBARREL

Unlock all championships

REDROOSTER

■ PLAYSTATION 2, XBOX

COLIN McRAE RALLY 3



As a swearing Scotsman, Colin McRae would have plenty of unprintable things to say if he knew about Codemasters' plan to charge money for cheat codes on its website. Here's how to unlock all kinds of goodies, including three versions of the Scooby WRX STi (above). Reload your PS2 game until your Bonus code (on the Options screen) is 1154. Xboxers, you want Bonus code 0665. (Have patience—it'll take a while.) Now, enter these cheats.

| Cheat | PS2 | Xbox |
|------------------|--------|--------|
| Jet fighter | LOWWOH | PHORPC |
| Baja buggy | PHOOUT | LOWBNG |
| Hovercraft | MHXIPE | ZHILIA |
| Battle tank | ZIJUOR | MHXAMU |
| RC car | AQVATU | WWXAMU |
| All cars | WWACNU | AQVEVD |
| All tracks | XWJUBU | UZVKZL |
| All parts | UZVLVB | XWVYRE |
| All difficulties | AUNAMA | UVNYHZ |
| Super Ford Focus | UYNFVA | (/a) |

■ GAME BOY ADVANCE

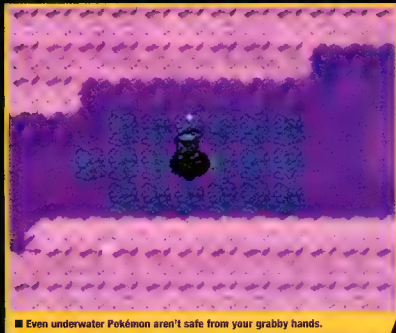
POKÉMON RUBY AND SAPPHERE

Just how do you catch them all? Poké-scholars around the globe have been pondering that very conundrum. Now you can reap the rewards of their arduous research. Use these tried and true techniques to search the various environments where these critters reside, and you'll have caught them all before you know it.

Search in the long grass. There are bound to be random Pokémon in these areas (below), but make sure your own Pokémon is powerful enough to defeat them! In Hoenn, use Cut to create paths through the really long grass. You'll find both Pokémon and trainers there.



Surf the seas. If land Pokémon are found in the grass, you'd think that shallow-swimming Pokémon would be gallivanting around rivers and lakes. And you'd be correct. Be warned that the number of Pokémon you encounter while surfing is



■ Even underwater Pokémon aren't safe from your grabby hands.

limited. Still, we recommend learning the fine art of surfing because it makes water travel so much easier. How do you do it? Well, you need HM03 (Surf), the Balance badge (from the Petalburg Gym), and a Pokémon with the ability to learn Surf. Once you're properly equipped, you can zip around on water as easily as on land!

Get a fishing rod. There are three rods available, and each one snags a different Pokémon type. The Old Rod, given by a fisherman in Dewford Town, is the weakest. You'll get basic Pokémon like Magikarp with it. On Route 118, you'll receive a Good Rod, which doubles the number of Pokémon you can catch! Finally, the Super Rod, which can capture all water critters, is located in Mossdeep City. Using the Super Rod, you'll tend to catch high-level Pokémon.

Dive, dive, dive! This ability is new in *Ruby and Sapphire*. Now you can plunder the ocean depths to obtain Pokémon such as Relicanth, Clamperl, and Chinchou. Find them hiding in the seaweed along the ocean floor (below). As you swim through the weeds, one of these beasties just might challenge you!



Pokécentera. Let's not forget the Rock Smash skill (HM06), which allows you to crush boulders to find Pokémon. Only Geodude lurks under these rocks, though. If you're having trouble finding Skitty and Surskit, maybe it's because they're not in season. Check the television to find out whether they're available.

Pokémon breeding 101. For those rare, rare people who think Pokémon aren't quite precious enough, this game has teeth-grindingly cute baby versions of 'em. Hey, it sorta worked for the Muppets. Just like in *Silver and Gold*, baby Pokémon are back! These are the unevolved stages of your favorite Pokémon from the previous games. With the exception of Wynaut, you can't win baby Pokémon in events or capture them in the wild. Instead, you must breed two Pokémon at the day care and then hatch the baby from a Pokémon egg. For example, if you mate a Vileplume with a female Scyther, an egg containing a level 5 Treecko is created. We don't have the space (or sanity) to list a complete compatibility chart. Just concentrate on finding two Pokémon that show an interest in each other. Talk to the day care man in the pen outside. Pair up your monsters and judge their interest. If they don't seem happy, try a different combination. Some Pokémon (like Groudon or Regies) won't produce eggs because they're genderless or overly powerful.

Pokémon come in 14 breeding types that can mate only with others of the same group. Use this knowledge to create a more efficient breeding program. Their watch your Pokémon grow from Wynaut to Wobbuffet, Pichu to Pichachu, Igglybuff to Jigglypuff, or Azurill to Maril. Experiment on your pocket-sized critters to find winning combinations. Good luck!

do something
with
your
life



or not.

See over there, where it looks like nothing is going on? That's your future if you just sit there.

> A real college degree, focused on advancing technology.

Available on campus or online, right where you're sitting.



Learn more.

www.uat.edu or 800.658.5744

■ GAMECUBE

THE LEGEND OF ZELDA: THE WIND WAKER

Maybe you just got your hands on this masterpiece. Maybe you finished it in three sleep-deprived days immediately after its release—and you're already itching to play it again. Either way, in a game this big you're bound to need a little help. "Where are all those Pieces of Heart? How do I locate those mammoth Octos? How do I get funky with a Great Fairy? What are all the quest items I have to find? And what's with the Wind Waker anyway?" We answer these questions and more in the following pages.

PIECES OF HEART

There are 44 Pieces of Heart to collect. Acquire them by completing side quests or minigames, searching hard-to-reach places, and pulling them up from the Great Sea. This list gives the whereabouts of all 44 pieces and brief instructions for finding them.

1. Forsaken Fortress. In a chest.
2. Windfall Island. Win the battleship minigame.
3. Any postbox. Attached to a letter from the Rito Chieftan.
4. Crescent Moon Island. From Treasure Chart #11.
5. Spectacle Isle. Win the cannon minigame.
6. Pawprint Isle. In the secret cavern. Crawl into the dome.
7. Dragon Roost Island. Attached to a letter from Ballo's mother. Complete the mail-sorting minigame.
8. Dragon Roost Island. Attached to a letter from Hoskit's girlfriend. Give Hoskit 20 Golden Feathers to get the letter.

9. Six-Eye Reef. From the submarine.
10. Needle Rock Isle. In the chest on the island. Reach it with a seagull.
11. Diamond Steppe Island. Treasure Chart #23 shows where it is.
12. Headstone Island. On the highest peak. Reach it with a seagull.
13. Angular Isles. In the chest at the top of the movable blocks.
14. Five-Star Isles. In the submarine.
15. Seven-Star Isles. Defeat the Big Octo.
16. Flight Control Platform. Win the Bird-Man Contest.
17. Tingle Island. Defeat the Big Octo.
18. Greatfish Isle. Inside a chest in the shallow cave. Use your Deku Leaf.
19. Stone Watcher Island. Destroy the platform's cannons.
20. Angular Isles. Treasure Chart #15.
21. Star Island. Bomb the western boulder to enter a secret cavern.
22. Rock Spire Isle. Sold in Beedle's shop

- for 950 rupees. You need Beedle's chart and the rupee-carrying upgrade.
23. Rock Spire Isle. Inside the ring of light left by cannon boats.
24. Bomb Island. Bomb the boulder on top and go into the secret cavern.
25. Southern Fairy Island. From Treasure Chart #4.
26. Varies. Complete the withered Deku Tree side quest.
27. Windfall Island. Auction inside the mansion 1F at night.
28. Windfall Island. From Maggie, after you give her Moe's letter.
29. Windfall Island. Complete Zunari's trading quest by giving the wandering merchant the shop Curu Statue.
30. Windfall Island. Catch the Killer bees.
31. Windfall Island. Help Antan and Linda on their date. Use the Deluxe Picto Box.
32. Windfall Island. From Sam after you decorate the town with trading quest items from Zunari's staff.
33. Pawprint Isle. Treasure Chart #30.
34. Rock Spire Isle. Treasure Chart #2.
35. Three-Eye Reef. Treasure Chart #38.
36. Forest Haven. Treasure Chart #31.
37. Five-Star Isles. Treasure Chart #33.
38. Windfall Island. Get Kreeb after both the windmill is working and the lighthouse is lit.
39. Windfall Island. In the chest on the tiny isle next to Windfall. Illuminate the lighthouse to see the chest.
40. Thorned Fairy Island. From Treasure Chart #5.
41. Bomb Island. Treasure Chart #20.
42. Outset Island. Using All-Purpose Bait, get the gray wild pig to dig in the dark gray soil near where Mesa is working.
43. Outset Island. Earn the rank of Master by training with Orca (hit him 500 times).
44. In a chest on the 50th floor of the Savage Labyrinth. You'll need the Deku Leaf, Power Bracelets, and Mirror Shield.



BIG OCTOS

Six Big Octos lurk beneath the Great Sea (below left). Search for them where you see a flock of seagulls circling in the sky. Once you've found one and incited its ire, use your Boomerang to hit its eyes. Try to be efficient in your Octo-eye-thwacking. Don't forget you can target up to five eyes at once. Each eye shuts after three hits. When all the beast's eyes are closed, it sinks, leaving a ring of light. Use the Grappling Hook to hoist up your booty! Arr, we said booty. Our list shows the six Big Octos' locations, numbers of eyes, and what treasure those bastards cough up.

| Location | Eyes | Reward |
|-----------------|------|---------------------|
| Seven-Star Isle | 12 | Piece of Heart |
| Tingle Isle | 12 | Piece of Heart |
| Fire Mountain | 8 | Silver rupee |
| Private Oasis | 8 | Silver rupee |
| Diamond Steppe | 8 | Silver rupee |
| Two-Eye Reef | 4 | Magic Meter upgrade |

BEEDLE'S SHOP SHIP

Beedle's floating shop is full of wares, including the valuable Bait Bag. Beedle's inventory varies depending on your progress in the game. Here's a list of what he sells in each location and his prices (shown in parentheses).



- Spectacle Isle.** Hoyo Pear (10), All-Purpose Bait (10), 30 Bombs (30)
Windfall Island. 10 Arrows (10), 30 Arrows (30), All-Purpose Bait (10)
Pawprint Isle. Hoyo Pear (10), All-Purpose Bait (10), 30 Bombs (30)
Dragon Roost Island. Hoyo Pear (10), All-Purpose Bait (10), 30 Bombs (30)
Rock Spire Isle. Piece of Heart #22 (950), Treasure Chart #4 (900), Empty Bottle (500)
Greatfish Isle. 30 Arrows (30), 30 Bombs (30), Red Potion (30)
Tower of the Gods. 30 Arrows (30), 30 Bombs (30), Red Potion (30)
Eastern Triangle Island. Hoyo Pear (10), All-Purpose Bait (10), 30 Bombs (30)
Southern Triangle Island. Hoyo Pear (10), 30 Bombs (30), All-Purpose Bait (10)
Shark Island. 30 Arrows (30), 30 Bombs (30), Red Potion (30)
Forest Haven. Hoyo Pear (10), All-Purpose Bait (10), 30 Bombs (30)
Outset Island. Hoyo Pear (10), All-Purpose Bait (10), 30 Bombs (30)



■ Having too many eyes is a crime punishable by Boomerang.

GREAT FAIRIES

Eight Great Fairies, including the Queen Fairy, are hidden throughout the Great Sea. To reach them, you'll need some special items such as Bombs or the Skull Hammer. But once you track them down, each fairy is sweet enough to upgrade one of your abilities or items. Visit any Great Fairy you've previously found for some free healing, as in previous *Zelda* games. Below is a list of each fairy's location, the upgrade she provides, and which item(s) you need to reach her.

Two-Eyed Reef. Double Magic meter upgrade. Boomerang needed. (Defeat the four-eyed Big Octo to free the Great Fairy.)

Northern Fairy Island. Carry more rupees upgrade. Bombs needed.

Eastern Fairy Island. Carry more rupees upgrade. Bombs needed.

Southern Fairy Island. Carry more rupees upgrade. Bombs needed.

Outset Island. Carry more rupees upgrade. Deku Leaf and Bombs needed. (Glide across the bridge with your Deku Leaf and blow up the forest boulder with a Bomb.)

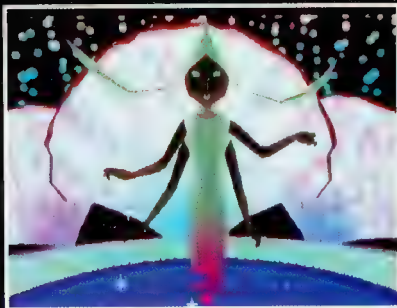
Mother & Child Isles. Fire/Ice Arrows upgrade. Ballad of Gales needed. (Play the song to warp inside Mother Isle.)

Western Fairy Island. Carry more Arrows upgrade. Skull Hammer needed.

Thorned Fairy Island. Carry more Arrows upgrade. Skull Hammer needed.

RINGS OF LIGHT

These rings mark treasure, matey! Treasure! Search for them during a full moon, then use your Grappling Hook to reel in the money! Link sure hauls around a lot of bling-bling in this game. (If Shigeru Miyamoto weren't such a wholesome guy, Link would have



Great Fairies let you carry more rupees, Arrows, and Bombs.

groups to shizzle.) Anyway, here are the locations, number of rings, and the payout for each set of these mysterious rings of light.

| Location | Rings | Rupees |
|-----------------------|-------|-------------|
| Seven-Star Isle | 3 | Red |
| Northern Triangle Is. | 4 | Red |
| Star-Belt Arch | 2 | Red, Purple |
| Greatfish Isle | 4 | Red |
| Five-Star Isles | 1 | Red |

QUEST ITEMS

To navigate *Zelda*'s puzzles and obstacles, you're going to need items. Lots of items. Of course, you'll find most of these without any help. But if a crucial item eludes you (where are them Power Bracelets?), consult this handy list to find out where it is.

Bait Bag. Beedle's shop ship (location varies)

Bombs. Pirate ship

Boomerang. Forbidden Woods dungeon

Deku Leaf. Forest Haven

Delivery Bag. Dragon Roost Island

Deluxe Picto Box. Windfall Island

Dim's Pearl. Dragon Roost Island

Farore's Pearl. Forest Haven

Grappling Hook. Dragon Roost Island

Hero's Bow. Tower of the Gods

Hero's Charm. Windfall Island

Hero's Shield. Outset Island

Hero's Sword. Outset Island

Hookshot. Wind Temple dungeon

Iron Boots. Ice Ring Isle

Magic Armor. Windfall Island

Master Sword. Tower of the Gods

Mirror Shield. Earth Temple

dungeon

Mayru's Pearl. Outset Island

Picto Box. Windfall Island

Pirate's Charm Stone. Pirate ship

Power Bracelets. Fire Mountain

Sail. Windfall Island

Skull Hammer. Monster Island

Spoils Bag. Pirate ship

Telescope. Outset Island

Triforce Shard 1. Greatfish Isle

Triforce Shard 2. Gale Isle

Triforce Shard 3. Stone Watcher

Island

Triforce Shard 4. Outset Island

Triforce Shard 5. Cliff Plateau Isles

Triforce Shard 6. Southern Triangle

Island

Triforce Shard 7. Seven-Star Isles

Triforce Shard 8. Two-Eye Reef

Wind Waker. Dragon Roost Island

STEPPING OUT OF THESE PAGES AND INTO YOUR HOMES!



Join Shoe and the rest of the Game Group editors as they invade your screen with the latest game news and releases that will jumpstart your weekend!

New airing at six different time slots every Thursday!
6:45 pm, 7:45 pm, 8:45 pm,
9:45 pm, 10:45 pm
and 11:45 pm EST.

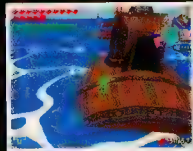
Big Video Game Hunting

CNN
HeadlineNews

HOTWIRED'S
Big Video Game Hunting
hosted by Renay San Miguel
on CNN Headline News.



Float like a Boomerang, sting like a Master Sword.



THE LEGEND OF ZELDA: THE WIND WAKER (cont'd)



■ Blue Chu Chus can't hold their liquor. That dude's had like two beers, tops.

BLUE CHU CHUS

Defeat these rare enemies (above) to earn Blue Chu Jellies, which are used to create the Blue Potion at the Chu Jelly Juice Shop on Windfall Island. The Blue Potion replenishes Link's Heart and Magic meters. It's almost as potent as Grandma's Elixir Soup!

You need 15 Blue Chu Jellies to get Doc Bandam at Windfall Island to create the Blue Potion. After that, you can purchase as many Blue Potions as you want for 60 rupees each, or get a free Blue Potion for five Blue Chu Jellies! The following list shows where each Blue Chu Chu is found.

- Star Island.** Detonate the large southwestern boulder with a Bomb.
- Northern Fairy Island.** Out in the open Crescent Moon Island. Two here!
- Overlook Island.** Hookshot needed
- Mother & Child Isles.** On Child Isle
- Spectacle Isle.** Under bridge
- Western Fairy Island.** Roaming free
- Rock Spire Isle.** Bombs needed
- Tingle Island.** Roaming
- Eastern Fairy Island.** Roaming
- Thorned Fairy Island.** Roaming
- Stone Watcher Island.** Behind the large stone face
- Bird's Peak Rock.** Above the steel door. Grappling Hook needed.
- Diamond Steppe Island.** The Hookshot is required here.
- Shark Island.** Solve switch puzzle to create an updraft (Skull Hammer and Iron Boots needed). Use the Deku Leaf in the updraft to reach the island's high point.
- Southern Fairy Island.** Roaming
- Cliff Plateau Isles.** On top of the largest, tallest isle. Go through the secret cavern. Fire Arrows are required.
- Angular Isles.** On top of larger isle
- Boating Course.** On top of the large gray stone on the smaller isle. Use the Deku Leaf from the larger isle to reach it.

TREASURE CHARTS

While on your boat, bring up your Sea Chart, switch to the Special Charts submenu (press Y), and find a Treasure Chart that matches one of your Sea Chart sections (which fish draw in exchange for Bait). Sail to the location indicated by the X on the Treasure Chart (below), then pull up the treasure with your Grappling Hook. Below is a list of all 41 Treasure Charts.

■ Chart location

- | Treasure location | Treasure |
|--|--------------------|
| 1. Forbidden Woods dungeon | |
| Private Oasis | Silver rupee |
| 2. Windfall Island | |
| Rock Spire Isle | Piece of Heart #34 |
| 3. Needle Rock Isle | |
| Eastern Fairy Island | Treasure Chart #40 |
| 4. Beedle's shop ship | |
| Southern Fairy Island | Piece of Heart #25 |
| 5. Wind Temple dungeon | |
| Thorned Fairy Island | Piece of Heart #40 |
| 6. Tower of the Gods dungeon | |
| Six-Eye Reef | Silver rupee |
| 7. Windfall Island | |
| Star Island | Silver rupee |
| 8. Horseshoe Island | |
| Star Island | Silver rupee |
| 9. Submarine near Crescent Moon Island | |
| Horseshoe Island | Silver rupee |
| 10. Crescent Moon Island | |
| Tingle Island | Silver rupee |
| 11. Dragon Roost Cavern dungeon | |
| Crescent Moon Island | Piece of Heart #4 |
| 12. Earth Temple dungeon | |
| Five-Eye Reef | Silver rupee |
| 13. Two-Eye Reef | |
| Overlook Island | Secret Cave Chart |
| 14. Submarine near Headstone Island | |
| Tower of the Gods | Silver rupee |
| 15. Forbidden Woods dungeon | |
| Angular Isles | Piece of Heart #20 |
| 16. Need Rock Isle | |
| Shark Island | Treasure Chart #28 |
| 17. Spectacle Isle | |
| Ice Ring Isle | Silver rupee |

- | | |
|--|---------------------|
| 18. Windfall Island | |
| Windfall Island | Green rupee |
| 19. Four-Eye Reef | |
| Flight Control Plat. | Island Hearts Chart |
| 20. Earth Temple dungeon | |
| Bomb Island | Piece of Heart #41 |
| 21. Cyclops Reef | |
| Cyclops Reef | Light Ring Chart |
| 22. Submarine near Northern Fairy Island | |
| Spectacle Isle | Silver rupee |
| 23. Windfall Island | |
| Diamond Steppe Island | Piece of Heart #11 |
| 24. Windfall Island | |
| Northern Fairy Island | Silver rupee |
| 25. Cliff Plateau Isles | |
| Forsaken Fortress | Silver rupee |
| 26. Six-Eye Reef | |
| Northern Triangle Island | Octo Chart |
| 27. Private Oasis | |
| Star Belt Archipelago | Silver rupee |
| 28. Shark Island | |
| Needle Rock Isle | Treasure Chart #3 |
| 29. Windfall Island | |
| Mother & Child Isles | Silver rupee |
| 30. Tower of the Gods dungeon | |
| Pawprint Isle | Piece of Heart #33 |
| 31. Windfall Island | |
| Forest Haven | Piece of Heart #36 |
| 32. Three-Eye Reef | |
| Boating Course | Sea Hearts Chart |
| 33. Windfall Island | |
| Five-Star Isles | Piece of Heart #37 |
| 34. Treasure Hunters' boat | |
| East Triangle Island | Silver rupee |
| 35. Wind Temple dungeon | |
| Islet of Steel | Silver rupee |
| 36. Ice Ring Isle | |
| Bird's Peak Rock | Silver rupee |
| 37. Rock Spire Isle | |
| Fire Mountain | Silver rupee |
| 38. Windfall Island | |
| Three-Eye Reef | Piece of Heart #35 |
| 39. Dragon Roost Cavern dungeon | |
| Dragon Roost Island | Silver rupee |
| 40. East Fairy Island | |
| Headstone Island | Triforce Chart #5 |
| 41. Five-Eye Reef | |
| Four-Eye Reef | Great Fairy Chart |

triforce shards

Here are the locations of all eight Triforce Charts and Triforce Shards.

| Chart | Triforce |
|-------------------|-----------------------|
| Islet of Steel | Greatfish Isle |
| Private Oasis | Gale Isle |
| Bird's Peak Rock | Stone Watcher Is. |
| Ghost Ship | Outset Island |
| Headstone Island | Cliff Plateau Isles |
| Outset Island | Southern Triangle Is. |
| Stone Watcher Is. | Seven-Star Isles |
| Overlook Island | Two-Eye Reef |

SPECIAL CHARTS

Beedle's. Just talk to Beedle and check a postbox the next day. Shows where you can find the shop ship.

Ghost ship. In the secret cavern on Diamond Steppe Island, at the end of the warp jar puzzle (Hookshot needed). Gives ghost ship locations during moon phases.

Great Fairy. Treasure Chart #41 leads to this chart, which shows fairy locations.

IN-credible. Tingle sends you this chart in the mail before the Triforce hunt. It shows Triforce Chart locations.

Island hearts. Treasure Chart #10 yields this chart. It shows where all the land-based Pieces of Heart are.

Light ring. Treasure Chart #21 leads to this chart. Now go get rich.

Octo. Treasure Chart #26 earns you this chart, which shows Big Octo Locations.

Platform. Near Flight Control Platform, clear the submarine of enemies to get this chart of all platform locations.

Sea Hearts. Treasure Chart #32 leads to the Sea Heart Chart, which gives the locations of all Treasure Charts leading to Pieces of Heart in the Great Sea. Whew.

Secret Cave. Treasure Chart #13 gets you this handy map to the secret caverns.

Submarine. Clear the secret cavern near the boating course to get the sub chart.

Tingle's. Check a mailbox the day after you free Tingle for this quaint chart.



■ Treasure locations are marked with a pillar of light when you're far away.

If you bought all these games, it would cost about **\$220**. **WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN \$10?**



PLAYABLE DEMOS

- MY STREET
- TOM CLANCY'S SPLINTER CELL
- WINNING ELEVEN 6
- DEF JAM VENDETTA
- GRAND PRIX CHALLENGE



MAY ISSUE ON SALE NOW

DISC 68 PRESENTED BY OFFICIAL U.S. PLAYSTATION MAGAZINE AND PLAYSTATION UNDERGROUND

COOL MOVES

- HITMAN 2: SILENT ASSASSIN
- GRAND THEFT AUTO: VICE CITY
- WWE SMACKDOWN! SHUT YOUR MOUTH

EXTRAS

- MARK HAMILL AS WOLVERINE
- ATV OFFROAD FURY 2: MAKING OF THE COMMERCIAL
- ON TOUR: WIZARD WORLD

INSIDE THE GAME

- AMPLITUDE
- EA SPORTS BIG

DOWNLOADS

- TONY HAWK'S PRO SKATER 4

VIDEOS

- ALTER ECHO
- METAL GEAR SOLID 2: SUBSTANCE
- NBA STREET 2

OFFICIAL U.S. **PlayStation** MAGAZINE

THE REST OF THE CRAP

Seanbaby reviews the stuff we didn't want to

sound off



STAYING SANE

There comes a time in every man's life when he's forced to play a game based on little girls weaving baskets out of rainbows, correctly identifying primary colors, or shopping for training bras. Whether a man can maintain his mental stability through such tests truly proves his worth. But if a man has editors who put him into four such situations every month, that's when you see what he's really made of. To give you a small idea of what I'm made of, I'm currently writing these reviews from a peppermint-beat pleasure cruise with my new lover, a singing Care Bear.

—Seanbaby

GAME BOY ADVANCE KARNAAJ RALLY

Publisher: Jaleco

ESRB: Everyone

Believe it or not, I do take this job seriously. These games get played. I even fought through an advanced stage of this month's *Mary-Kate and Ashley* game, where I had to identify nine letters of the alphabet.

But when I saw the box for *Karnaaj Rally*, I refused to play it. So, here's a review of the box instead. The guy on the cover is obviously just one of the loser developers making a face that looks like insects are eating his genitals. His hair has been clumsily painted blue in *Photoshop*, implying the game has

"attitude," and I assume it's a racing game because he's grimacing next to a blurry pink car. So, if you like things that are about crotch attacks that happen near extreme auto races, check it out!

BOTTOM LINE: Amazingly bad game with amazingly worse packaging



GAMECUBE MARY-KATE AND ASHLEY SWEET 16: LICENSED TO DRIVE

Publisher: Acclaim

ESRB: Everyone

What better way to celebrate the Olsen twins' passage into adulthood than with 30 of the most insipid, infantile minigames ever processed through a marketing research committee's digestive system. It's like *Mario Party* had a debilitating stroke and someone dressed it up in a froly princess costume. I swear that at one point in *LTD*, I was being tortured by a quiz-based minigame when the damn thing asked me to identify the colors of four onscreen cars. Now, I may be a grown man, but even when I was 16, the games marketed at my gender assumed I already knew my colors. The old man in *Zelda* never said, "Find the gold key. Hint: Gold is the color of cookies!"

Let's just hope the game commemorating Mary-Kate and Ashley's 17th birthday will have questions of at least a second-grade level. And in two years time, the developers had better drop the silly quizzes altogether—because if the game based on their 18th birthday is not called *Mary-Kate and Ashley: Barely Legal Waterbed Oil Wrestling*, the public outrage could tear this country apart.

BOTTOM LINE: A party game about turning 16, suitable for ages 5 and under

PLAYSTATION 2 WALT DISNEY'S THE JUNGLE BOOK: RHYTHM N' GROOVE



Publisher: Ubi Soft

ESRB: Everyone

One thing my career in reviewing awful games has taught me: Every seven hours, a different company slaps a new name on the same crappy game about tapping buttons along to music. And aside from adding a little boy in a loincloth and some singing wildlife, *Rhythm n' Groove* fails to make any serious innovations in the world of rhythmic button-pressing. Then again, if you thought *Brimley's Dance Beat* would have been vastly improved if Miss Spears were replaced by a massive dancing bear...well, I guess it wouldn't matter, since no one's going to let you out of those restraints to play it anyway. Lame.

BOTTOM LINE: A game that barely beats out malaria as jungle-related entertainment



PLAYSTATION PINK PANTHER: PINK ADULTIC PURSUIT

Publisher: Dreamcatcher

ESRB: Everyone

If you're one of the people who still remembers the Pink Panther and you're still buying new PS1 games, then congratulations—you've just entered the most exclusive club since The Association of She-male Former Popes. Why is the Pink Panther collecting roasted chickens or pretending to be a life preserver? Who knows. This brings us one step closer to the dystopian society in which every cartoon animal or snack-food mascot has a bad platform game.

BOTTOM LINE: Bad, even among bad cartoon-cat games



classic crap

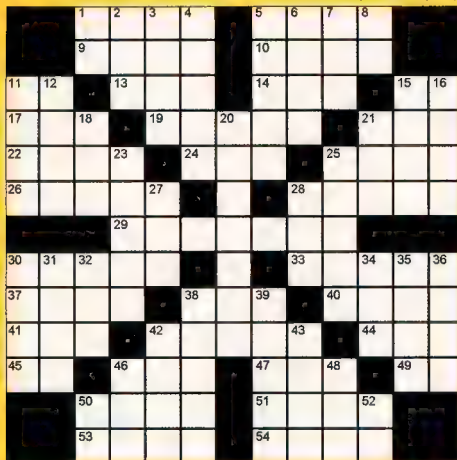
CHESTER CHEETAH: TOO COOL TO FOOL

Help the Cheetos spokesanimal, Chester Cheetah, escape from a danger-filled zoo with the help of totally cool, cheese-encrusted guitar solos. You know, I can't really back this up theologically, but I'm pretty sure the hottest, most Phil Collins-song-filled oven in hell is reserved for the souls responsible not only for this, but also for a *second* Super Nintendo game based on Cheetos released one year later.



CROSSWORD: REBEL ASSAULT

(Solution on page 144)



ACROSS

- Madame's commandos help you out in *Rogue Leader's* Vengeance on Kothlis
- Boss you meet twice in *Blaster Master (NES)*, Illius?
- Talk like *Blinz*?
- Frigid planet of *Rogue Leader*
- Namco 3D fighter (abbrv.)
- Purple-haired PS2 robo-girl
- Doom* wannabe, minus the *N* and *M*
- EGM publisher, for short
- If *Amplitude* is too loud, you're too ...
- Weather condition on 5 Across
- Common abbreviation for PC-to-PS2 strategy game
- Wedge is this type of "man" in *Rogue Leader* (GC)
- Final Fight*-er turned *Street Fighter*
- Where saves are kept on a memory card
- Resident Evil* zombie-skin accessories
- Shows nearby ships in *Rogue Leader*
- Rogue Squadron* missile type
- Like Midge Floigan of DC's *Floigan Bros.*
- Metroid* planet
- Developer Funcom's Norwegian hometown
- A disc that won't play in a PS2 without some ... modification
- G73's* Laguna track
- GameCube's online rookie, for short
- Pikmin* signal of accomplishment
- Hockey league named in Sega's sports titles
- Donkey Kong's suffix relative to DK Jr. (abbrv.)
- Musical performer featured in *Apocalypse* (PS1)
- Droid
- Sudden death (abbrv.)
- NCAA 2003's Hawkkeys
- Star Wars: Knights of the Old Republic* (Xbox) transport ship, the *Hawk Squadron* games
- Like *N64's* *Conker*

DOWN

- PS2 and Xbox game in which you race chairs (abbrv.)
- Can be heard on *Vice City's* Emotion station
- They power *Rogue Leader* cannons
- Skywalker's trademark ship in *Rogue Leader*
- Crewed the *Millennium Falcon* in the movie, but not the games
- Foxy *Jammit* (Genesis) ballplayer
- Pac-Man did it to those pellets
- Jango Fett's story, for short: SW_
- Tomba's girlfriends?
- G73* daily driver
- Lives in Hyrule lakes
- Hunted in an Activision PS1 title that will appeal to rednecks
- Government agency that would be concerned with 16 Down (abbrv.)
- Where you'll always find thick fog in *Silent Hill*
- "First" that boosts health in most games
- Like *3D0's* *Gex*
- Crazy Taxi* customers
- PS2's *Cooper*
- Trippy, wireframe PS2 shooter
- Mario's transportation method if you've got the Frog suit in *Mario 3*
- Where *Tetris* was born
- Pokémon ...bro
- Kenobi, for one
- Up-and-comer *Alter* ... (PS2, Xbox)
- Ecco the dolphin's preferred water
- GameShark code
- The slide you're on in *Rogue Leader*
- Animal Crossing* residents are sometimes these
- Final Fantasy* Black Mage-wear
- Super Mario Bros.* 2 warp portal
- Cable that brings down AT-ATs in *Rogue* games
- Game Boy's *Gradius*: ... (abbrv.)
- Fighting Irish of NCAA games (abbrv.)

MATRIX CONTEST



Enter the Matrix...and win lots of cool stuff!

PlayStation 2



Are You The One? In celebration of the upcoming *Matrix* movies and game, *Computer Gaming World* and *Electronic Gaming Monthly*, in coordination with our sponsors—Nintendo of America, Sony Computer Entertainment America, Infogrames, and Warner Home Video—challenge you to follow the white rabbit through our magazines this month and uncover the truth! Just find all five (5) rabbits hidden on the pages of each magazine and submit your answers at <http://gamers.com/feature/matrix/>. All correct entries will be entered in a random drawing for a chance to win one of the following great prizes:

Grand Prizes (We're giving away five (5) of each!)

Sony PlayStation 2
Nintendo GameCube
Microsoft Xbox

First Prizes (10 for each platform!)

Infogrames' *The Matrix* game for PC, PlayStation 2, GameCube, and Xbox

Second Prizes

30 *Animatrix* DVDs
20 *The Matrix Special Edition* DVDs
10 *The Matrix* DVDs (regular version)

Runners-Up Prizes

20 one-year subscriptions to *Computer Gaming World*
20 one-year subscriptions to *Electronic Gaming Monthly*

HOW TO PLAY

CGW and *EGM* will each have five (5) white rabbits hidden on five (5) different pages of our June issues. To enter, you need to:

- Find the five (5) pages with white rabbits in *EGM*
- Find the five (5) pages with white rabbits in *CGW*
- Log on to the contest page at <http://gamers.com/feature/matrix/>
- Enter the five (5) white rabbit page numbers for *CGW* in sequential order from lowest to highest
- Enter the five (5) white-rabbit page numbers for *EGM* in sequential order from lowest to highest

All correct entries received by July 1, 2003, will then be entered into a drawing for the prizes! Only one entry per person is accepted.

And, oh yeah, the rabbit on this page that you're looking at right now? It counts! It's a freebie. (But don't count any you see on the cover or page.) Now go find the four (4) others...and good luck! Be sure to come back next month for another chance to enter!

Full legal rules available at <http://gamers.com/feature/matrix/>.



NEXT MONTH: JULY 2003 • ISSUE #168

ON SALE JUNE 3

FEATURES

Just when you thought the series would go on quietly gathering our Gold and Platinum awards on GBA, we break news that *Castlevania's* making a proper console comeback. Next month, *EGM* returns from Konami's crypts to open a casket full of exclusive coverage with never-before-seen screens, inside interviews, and hands-on experience. Then we grab aisle seats for *The Incredible Hulk* and *Return of the King*. Find out how Hollywood's been cooperating with game developers for some much-needed quality control.

REVIEWS

- *Tomb Raider: Angel of Darkness* (PS2)
- *X2: Wolverine's Revenge* (PS2, Xbox, GC)
- *Brute Force* (Xbox)
- *Warc World* (GC)
- *Return to Castle Wolfenstein* (Wii)

PREVIEWS

- *Soul Reaver 3* (PS2)
- *Ape Escape 2* (PS2)
- *Fable* (Xbox)
- *XIII* (PS2, Xbox, GC)
- *SWAT: Global Strike Team* (PS2, Xbox)

ADVERTISER INDEX

300 Company
www.300.com 18-19

411 Publishing 100

A.D. Nilesen 100

www.advilans.com 11, 84

Academy of Art College (Stephen's list)
www.aacademyart.edu 333

Acclaim Entertainment
www.acclaim.com 61, 79

Acfision
www.aefision.com 14-15, 23, 56, 57, 64-65

Banfi America, Inc.
www.banfi.com 29, 43, 47-48

Baldsoft Software
www.baldsoft.com 29

Capcom USA, Inc.
www.capcom.com 23-25, 115, 148

DC Comics, Inc.
www.dccomics.com 29, 32

Eastpak
http://usa.eastpak.com 29

Edies Interactive, Inc.
www.edies.com 8-9, 27

Full Soul Real World
www.fullsoul.com 29

Game Music Online
www.gamemusic.com 22

Gillette Company, The
www.gillette.com 21

itoforges.com 21

www.intergames.net 27

Koel Corporation
www.koelgames.com 93, 118-119

Kotanski America
www.kotanski.com 39

Loireland Tobacco Company
www.loireland.com 26

Microsoft
www.microsoft.com 37, 71, 97, 120-129

Midway Games, Inc.
www.midway.com 29, 60, 63

Midstate
www.midstate.com 29

Office for National Drug Control Policy
www.halosyarsandlitorg.com 117

Sega of America
www.sega.com 29

Sony Computer Entertainment America
www.scea.com 4-5

Square Enix U.S.A.
www.squareenix.com 9, 125

Take a Interactive Software
www.take2games.com 59

Target Stores
www.gainintothegame.com 36-44

TKD Media/active
www.tkd-media.com 88-89

TRC, Inc.
www.trc.com 29

Ubisoft Entertainment
www.ubisoft.com 19-17

University of Advancing Computer Tech
www.uact.com 130

VUG - Black Label Games
www.blacklabelgames.com 300-308, 63

VUG - PPG
www.infiniteplay.com 300-308, 63

VUG - Universal Interactive
www.universalinteractive.com 30-31, 59, 60


Warner Home Video
www.warnerhomevideo.com 29, 63

Way3, Inc./Gompany
www.way3.com 83

ANSWERS TO "REBEL ASSAULT" CROSSWORD

on page 143





**WHERE DOES BAMBI THE BOOTH
BABE GET HER E3 UPDATES?
GAMERS.COM, SILLY.**

Log on to Gamers.com
throughout the entire
month of May
for E3 coverage.

We'll be updating
**LIVE FROM
THE SHOW FLOOR**
from May 14th
through the 16th!

Read E3
exclusives
and breaking stories
from 30 of the best
and best known
editors from:

COMPUTER
GAMING
WORLD

XBN
XBOX NATION

GAMENOW

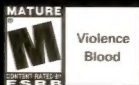
PlayStation
Presents

ELECTRONIC
GAMING
MONTHLY

Artist Spotlight: www.monkeyspin.com Shaun Pendegast. See more of Shaun's work at www.MonkeySpin.com



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 command 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 6 exotic worlds, your knowledge of squad based combat will be severely tested. Depending on the danger at hand, you'll need to utilize the right Brute Force member for the job. Whether you play alone or in co-op mode, the battles escalate, the plot thickens and the violence gets addictive. It's an experience of such epic proportion that it could only exist on Xbox. Good luck. To all four of you.



BRUTE FORCE
DANGEROUS ALONE DEADLY TOGETHER



www.xbox.com



©2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Brute Force, and the Xbox logos 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.

THERE'S NO PLACE LIKE HELL

SUMMON YOUR NERVE. CONTROL THE FATE OF AISSA, AN ORDINARY GIRL AS SHE FIGHTS THE FORCES OF EVIL AND UNLOCKS THE MYSTERY OF HER ANCESTRY. IN THIS CHILLING EXCURSION INTO TERROR, YOU'VE NEVER PLAYED ANYTHING LIKE THIS BEFORE!

The title "CLOCK TOWER 3" is rendered in a stylized, gothic font. The number "3" is significantly larger and more ornate than the words. The text is set against a background of a clock face with red, bloody splatters and a dark, atmospheric scene with a character's face in shadow.

CLOCK TOWER 3



Blood and Gore
Violence

CAPCOM
CAPCOM.COM

PlayStation 2



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 www.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!

