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ISSUE
102

OCTOBER 2001



PlayStation 2



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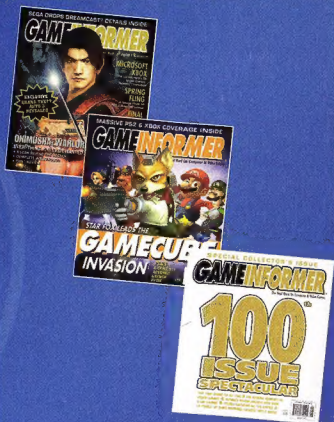
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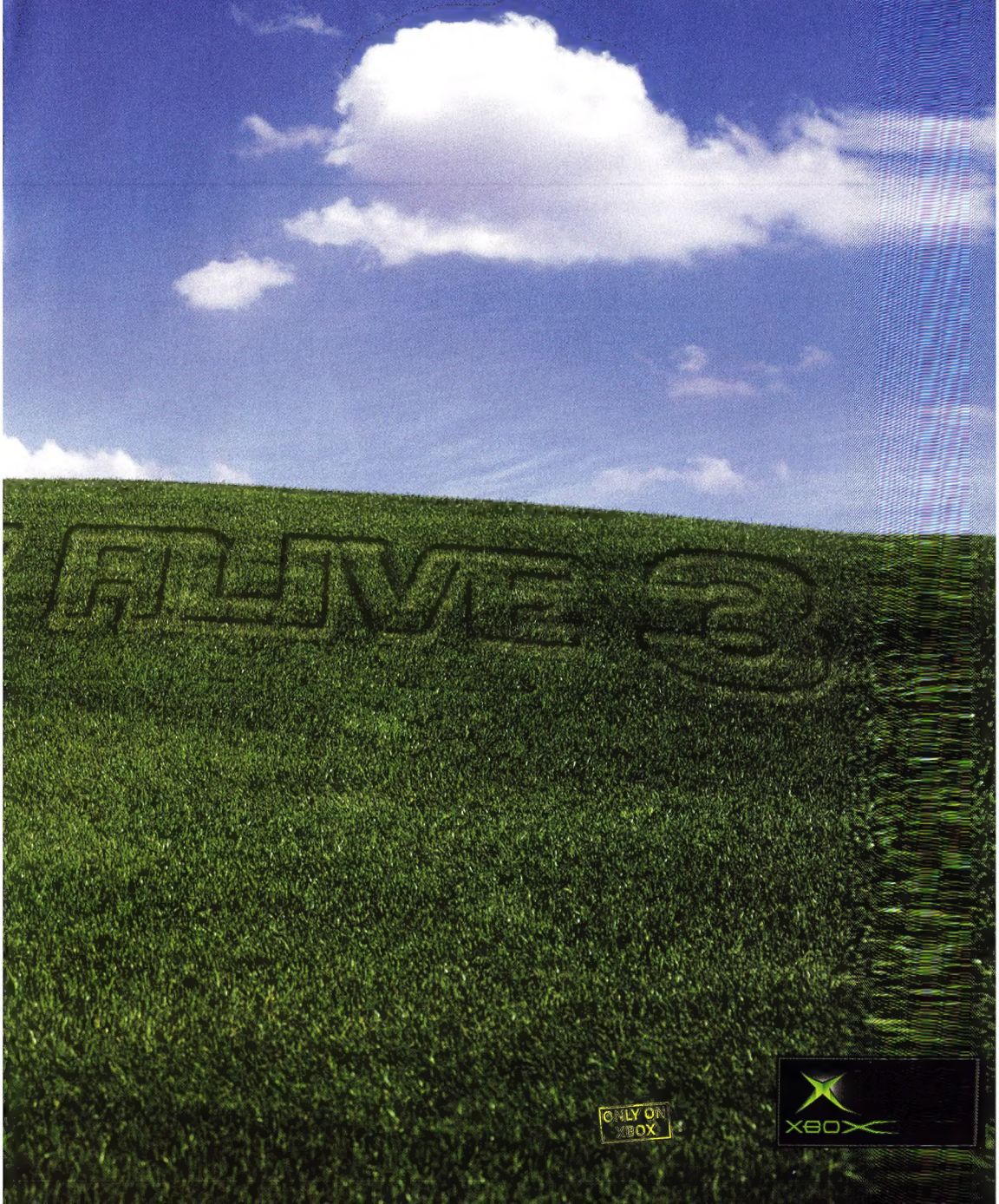
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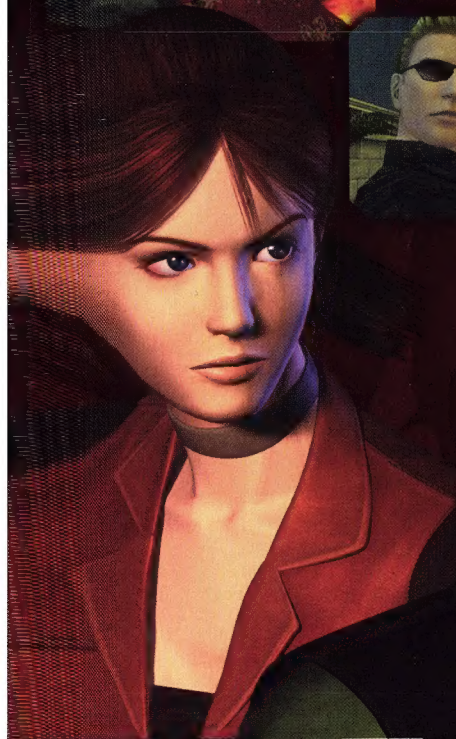
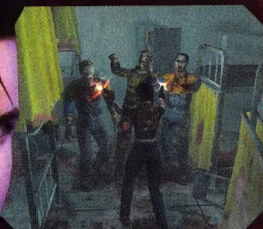
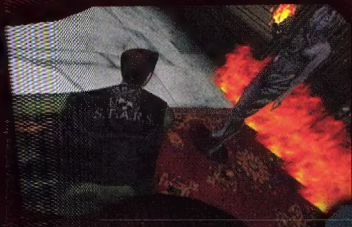


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RESIDENT EVIL CODE: Veronica

X

CAPCOM PlayStation 2

COVER STORY

34 DEVIL MAY CRY

You definitely will cry if you don't read our blow-out account of this incredible game. It has guns, it has swords, it has magic, it has demons. What more could you ask for and not look like a greedy little toad?

FEATURE

40 GAMING UNDER FIRE

The controversy over video game violence has been an issue of debate for nearly a decade, and now a new bill that seeks to regulate the marketing of games might change the way the industry does business forever. Read on as GI interviews the key players on both sides of the issue, separating fact from fiction.



FEATURE

46 SPACE WORLD 2001

This year's Space World contained more revelations for the Nintendo faithful than any other. With notepad and camera in hand, Game Informer made its way to Japan to take in this monumental GameCube event. Learn a load about Metroid, Star Fox, and Luigi, as well as hear about Mario Sunshine and the new Zelda title for the first time!



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PlayStation 2



Violence



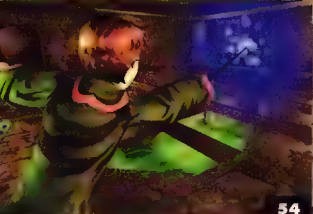
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56



72



54



69



84

GAME INDEX

GAME	PAGE #
1080 Snowboarding 2	48
Amopad, Freestyle Snowboarding	63
Arachnophobia	83
Animal Forest Plus	49
Arcanum: Of Steamworks & Magick Obscura	93
Armored Core 2: Another Age	87
Baldur's Gate: Dark Alliance	86
Barbanian	74
Bombberman Generations	49
Bowling Fever	87
Capcom Vs. SNK 2	81
Casper: Spirit Dimensions	74
Castlevania Chronicles	89
Combat Two	120
Dark Summit	69
Dave Mirra Freestyle BMX 2	84
Devil May Cry	34, 80
Dorkley Kong Rafting	50
Doorn	77
Doshin the Giant	51
Doubutsu Bancho (Animal Leader)	51
Dragon Warrior Monsters 2	76
Elder Scrolls III: Morrowind	58
Elevator Action	120
Eternal Darkness: Sanity's Requiem	49
F-14 Tomcat	77
FIFA Soccer	50
Final Fight One	36
Formula One 2001	74
Fortress	77
Frequency	72
Grand Theft Auto 3	52
Harry Potter and the Sorcerer's Stone	54
Hoegaarden, Ruling Blue Earth	75
Hot Shots Golf 3	72
Jonny Moseley Mad Trip	75
Jurassic Park II: Park Builder	101
Jurassic Park III: The DNA Factor	101
Kabac Warriors	85
Kessen 2	85
Knetica	87
Kirby Tilt 'n' Tumble 2	47
Konosu: Empire of Dreams	100
Lady Sa	101
Legacy of Kain: Soul Reaver 2	71
Legend of Zelda: The Wind Waker	49
Ligi's Mansion	48
Madden NFL 2002	83
Mario Sunshine	49
Max Payne	92
Mega Man Battle Network	87
Method Prime	50
Mickey Mouse	51
Moeba Suit Gundam: Zeonic Front	76
NCAA College Football 2002	91
Move to the Rock Bowl	71
NCAA Football 2002	87
One Piece Manen	89
Ooga Booga	80
Pac-Man Collection	36
Panzer Front	75
Phantasy Star Online Ver. 2	51
Pikmin	50
Pokemon Card Battle	47
Pokemon Crystal	97
Police 911	77
Portal Runner	86
Racer Freestyle Scooter	90
Republic	73
Rune	48
Secret	120
Sega Bass Fishing 2	91
Sheep Raider	75
Sid Meier's SimGolf	84
Silent Hill 2	82
Some Adventure 2	50
Soul Casuar 2	48
Spider-Man 2: Enter Electro	88
SSX Tricky	82
Star Fox Adventures: Dinosaur Planet	51
Star Wars Galaxies	77
Stunt GP	76
Sunny Garcia Surfing	75
Super Monkey Ball	51
Super Smash Bros. Melee	51
Syphon Filter 3	88
Tarzan Untamed	66
Time & Missions Series	76
Terminator	83
Thing, The	60
Time Crisis 2	85
Tom Clancy's Ghost Recon	76
Tony Hawk's Pro Skater 2	94
Top Gun: Combat Zones	86
Universal Studios	50
Vampire Night	76
Virus Striker 3	50
Wave Race: Blue Storm	49
WWF: Backstage	57
WWF SmackDown! Just Bring It	89
X-Men: Mutant Academy 2	89
X-Men: Reign of Apocalypse	100
Yanga Caballista: City Skater	86
Zoe Tycoon	70

16 EDITORS' FORUM

Don't blame us for what we like to call "Super Happy Fun Writing Time," otherwise known as the Editors' Forum. We've given it our all, and have landed flat on our faces once again. Oh well.

18 GI SPY

The Game Informer paparazzi stalk the video game industry, bringing you candid photos of all the action.

20 DEAR GI

Some people really liked our 100th issue. Then again, some people found it to be the bane of their existence. Who can blame them, really? We're actually nice people! Just read what we did for one poor soul who lost his fish.

24 NEWS

Do you remember that movie *Newsies* with Christian Bale and that Italian kid from *Doogie Howser*? Well, that has absolutely nothing to do with what's popping in the world of video games. We just thought you needed reminding. GameCube here! Get your GameCube!

52 PREVIEWS

Here's a little test: We're going to name five games we've previewed, and if at the end your pants are still dry, you don't have

to go to bed standing up tonight. Ready? Here goes — Grand Theft Auto 3, Harry Potter, Baldur's Gate, Morrowind, and SSX Tricky. RUN!!!

74 PHOTOPHILE

GI's fun size preview section is back, and chocked full of goodness. This month, we dole out tidbits of information on such hot upcoming titles at Star Wars Galaxies, Vampire Night, and a new version of Doom for the Game Boy Advance.

78 REVIEWS

Head for the hills! It's the attack of the killer review section! This section has been known to induce unrestrained spending in even the most docile, Sunday school attending, flower sniffing, loafer wearing soccer players! Read at your own risk, and give your wallet to someone you trust.

102 CHARTS

What's hot? What's not? What's up? What's down? It's not NASDAQ, it's the Retail Sales Data and the GI editors' Top 10 Games.

106 PLAY TO PERFECTION

Ohmigosh. Not only do we have an elaborate cover story and an in-depth review of this game in issue, we also have our very own Devil May Cry strategy guide! Can you believe that? Would we do that if we didn't love you?

114 SECRET ACCESS

Some of the most frightening things ever conceived of are hidden deep in Secret

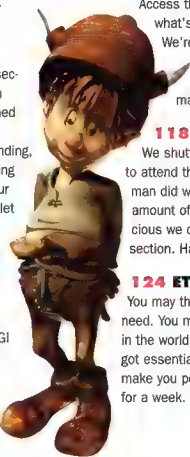
Access story. It's not necessarily what's written, but what isn't written! We're getting goosebumps just thinking about it. Plus, there's a Madden 2002 chart that will make your hair stand on end.

118 CLASSIC GI

We shuttled off to Las Vegas this month to attend the Classic Gaming Expo, and man did we come back with one huge amount of info on Atari! Goodness gracious we could hardly pack it all in one section. Have at it!

124 ETC

You may think you have everything you need. You may think you haven't got a care in the world. Well think again, Cedric! We've got essentials in this month's Etc. that will make you ponder going without toilet paper for a week.



117

WHO WANTS TO BE A

sit-at-home contestant who faces mind bending questions, orders in Chinese food and then, while taking a bathroom break to ponder the advantages of certain lifelines over others, realizes that you could always just push pause and look up the answer on the Internet, but knows that because you're at home, there's no need to worry about making a fool of yourself on national TV and besides, just like on the actual show, you really don't stand a chance of ever becoming a

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Cathy Preston

EDITOR-IN-CHIEF

Andrew McNamara

EDITORS

Senior Associate Editor Andrew Reiner

Associate Editors Jay Fitzloff • Matt Helgeson • Kristian Brogger

Justin Leeper • Matthew Kato

Copy Editors Gabrielle Dane • Sarah Anderson

Mascot Arthur

PRODUCTION

Art Director Thomas Blustin

Production Director Curtis Fung

Production Assistant Rachel Gilles

ADVERTISING

Rob Borm • (612) 486-6155 • Fax (612) 486-6100

email: rob@gameinformer.com

724 First St. N., 4th Floor • Minneapolis, MN 55401

CIRCULATION

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For change of address or subscription inquiry only:

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Circulation Manager

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EDITORS' FORUM

THIS IS A CALL



As a general rule, I try not to just talk about what's in the new issue in this precious editorial space where I get to ramble each month. I'm going to make an exception in this case. I think this month's feature on video game violence is necessary reading for any and all gamers, and I want to make sure you don't skip it because it's not about the latest and greatest game on the market.

Society likes to ignore the deep-seeded causes of its woes. Instead, it would rather whittle it all down to one little thing where it can focus all the blame. Unfortunately, video games are too big a part of our day to day culture now for gamers to not feel the heat of public outcry.

Gaming Under Fire looks at where video games and the moral majority are headed and what you, as a gamer, can do to help keep video

games untainted by the powers that be. I know everyone has their own idea of what is right and wrong, but when push comes to shove, I don't want some bureaucrat deciding what I can and cannot play.

In my humble opinion, video games have come a long way in letting parents and gamers know what to expect out of what's on the shelf – be it in the form of this wondrous publication you hold in your hands now, or a ratings system that plainly labels a game's content. The tools are out there now, but unless people let their opinions be known, video games could become the next victim of a society that doesn't understand its pop culture.

Not following me? Read the feature. You'll see exactly what I'm talking about, and why this issue is so important for us all.


Andy McNamara
Editor
andy@gameinformer.com



Budget cutbacks have eliminated treats in the GI offices! The gamers improvise to procure them. Left to right, Justin, Matt, and Jay shake down Pikachu and friends for their share. Kato and Kristian inspect what Count Dracula has in his bag. Lon and Arthur hand out treats, while Andy and Reiner wait in ambush.

REINER, THE RAGING GAMER

reiner@gameinformer.com

Andy may still have his stupid little "Letter From the Editor" column, but I now hold the title of Editor-in-Chief! While Andy was in Japan mingling with Shigeru Miyamoto and company, I was faced with the daunting task of completing this issue and getting it to the printer on time. At first, I didn't think we'd make the deadline. In hindsight, we probably shouldn't have parted as much as we did. Transforming the office into a strip poker club wasn't the wisest decision, either. The donkey shows, on the other hand, we gotta keep those! Somehow, however, we managed to finish the issue. Just don't read any of the text. No, it's not from last month!

MATT, THE ORIGINAL GAMER

mat@gameinformer.com

With *Axl* still floundering about in the G'n'R studios trying to get that Buckethead freak to perfect his guitar parts, and ODB locked up for the next few years, the music scene is looking pretty grim. Let's not even get into the fact that that DMX 'emittain', ferret-faced Ja Rule dude is stankin' up my television with 10,000 songs where he says, "Bay-bay!" while some R&B hootchie sings a bunch of sappy love crap. Thankfully, the King of Pop came to my rescue with his new single, "You Rock My World." I mean, "Plastic!" is a state cold freak project a game of Space Invaders onto the moon, and freak out the hemisphere! Once the panicked masses have vacated Iowa, I'll take over the state and put up a five-foot razor wire fence around the border. Expect to pay premium prices for sweet corn in the future, suckers.

JAY, THE GONZO GAMER

jay@gameinformer.com

Being rich is going to be the best! I'm so glad I thought of buying a Powerball ticket. Now I'll finally be able to fulfill all my dreams with the millions of dollars that will be mine. I'll invest in some major AV equipment, and buy my way into the next NASA launch. Then I'll project a game of Space Invaders onto the moon, and freak out the hemisphere! Once the panicked masses have vacated Iowa, I'll take over the state and put up a five-foot razor wire fence around the border. Expect to pay premium prices for sweet corn in the future, suckers.

KRISTIAN, THE GAME DAWG

kristian@gameinformer.com

Oh, God. It's time to be creative. Hmm...Don't you hate it when you have to take out the garbage? Yeah, that didn't work too well. How about this: I'm starting a new religion! It's called – damn, that sucks too. What do you people want to hear about? My psychic little life? Here's something that happened to me last night. I watched a Chris Rock movie and thought it was mediocre. Powl! Oh, here's something interesting. I'll be filthy rich soon because I intend on winning the \$280 million lottery jackpot this Saturday. If you write in now, I'll give you \$10 and a slap in the face when I win. Who said reading a gaming magazine wasn't profitable!

JUSTIN, THE DIGITAL DEVIANT

justin@gameinformer.com

This new office setting has spawned a battle for power the likes of which have never been seen before, save for the Masawa/Kawada matches in All Japan. Andy ran screaming to parts unknown. Reiner has a God complex. Jay and Kristian are trying to buy everyone's loyalty with ludicrous tales of Powerball riches. Kato claims to have the Vikes in his back pocket, and Matt's threatening to call in the WWP (Very White Posse) to regulate up in here. Me? I'll just give a Tiger Driver '91 to any fool who steps into my three-square-foot comfort zone. I set an example by release German suplexing Kristian through a temporary wall. Checkmate, you scrawny Servbots.

KATO, THE GAME KATANA

kato@gameinformer.com

I gotta tell ya – don't believe the hype. People are complaining about how crowded our temporary office is till our real digs are complete, but I've never had it this good. At the web site, Justin and I were stuck alone in a room, ignored, and then shut down. I now revel in the constant closeness that only a three-and-a-half foot desk can provide. In fact, at the mag's old building, Matt's desk and mine were closer than they are now. Before coming here, I made him promise me he'd never change, but he has. Now he openly covets with that floozy Reiner – but it'll never last. Anyway, the good times will end once our mammoth 10-foot by 10-foot space is complete.

PlayStation 2

Grand Theft Auto III

"RETURN OF THE ORIGINAL GANGSTERS"
- GAME INFORMER

"GRAND THEFT AUTO 3 WILL DEFINITELY BE ONE OF THE PLAYSTATION 2'S MUST HAVE GAMES OF THIS YEAR"
- PSE2

"GRAND THEFT AUTO 3 HAS ALL THE MAKINGS OF A PS2 BLOCKBUSTER TITLE"
- GAME INFORMER

"GRAND THEFT AUTO 3 WILL BECOME ONE OF THE MOST IMPORTANT GAMES OF THE YEAR"
- IGN.COM

"FRANKLY THERE AREN'T ANY OTHER TITLES LIKE IT OUT THERE, EVEN IF THERE WERE, I HAVE A FEELING THAT THEY COULDN'T EVEN BEGIN TO COMPETE"
- PSM

"ONE OF THE MOST EXPLOSIVE TITLES EVER TO GRACE A HOME CONSOLE"
- GAME INFORMER

"THIS GAME IS GOING TO MAKE AN IMPACT"
- PSM



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GI SPY



1



2



3



4

CANDID PHOTOS FROM THE SEAMY UNDERBELLY OF THE VIDEO GAME INDUSTRY

1 In a recent poll, GI Spy readers were overwhelmingly in favor of more pictures of Tom Ham. Who are we to argue? 2 Todd "The Viking Cowboy" Mowatt shows Justin a thing or two about wrestling by putting the erstwhile Helmut Von Strauss in his dreaded Cuddleplex finisher. 3 Alexis Mervin, Heather Twist-Phillips, and Tom Sarris from the LucasArts public relations posse smile pretty for the GI Spy camera. 4 Rockstar's Jeff Castenega, another GI Spy favorite, gets in touch with his inner Viking at the GI offices. 5 Legendary Dragon's Lair/Space Ace animator Don Bluth signs autographs at the Classic Gaming Expo 2001 in Las Vegas. Hey Don, when's the third *All Dogs Go to Heaven* coming out? 6 "We feel that flannel is going to be very hot this year." George Lucas introduces his new LucasWear fashion line at a worldwide press conference. 7 "Bring me a bottle of wine and two of your finest women," exclaims Electric Playground's Chris Hudak at an undisclosed location nearby the Skywalker Ranch. 8 Capcom's David Siller and Val Klimer lookalike Mark Rogers take a break from working on the company's upcoming hit *Maximo* to strike a pose for the *Game Hombre*.



4



7



6

5



8

EXTREME G RACING

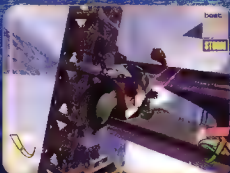
IN THE FUTURE...
WHAT'S BETWEEN YOUR LEGS
IS ALL THAT COUNTS.



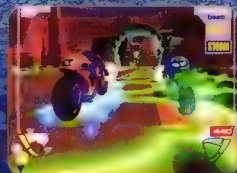
Your pulse quickens. Your stomach drops. You feel it in your legs. With an intense 60+ FPS frame rate and speeds over 700 mph, XGR is super-charged, gravity-defying combat motorcycle racing that will blow your mind. But it's before your parents make you sit down and falk about it.



12 different super-charged bikes packing serious firepower



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



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



Mild Violence



PlayStation 2



Acclaim
www.acclaim.com

DEAR GI

THE TOOTH ISSUE WAS GREAT!

I have to give you guys props. Not only do you send out a great magazine every month, but last month your 100th issue was absolutely incredible. All of you went above and beyond the call of duty. I used to read about other gaming magazines, but now I only need to read one, because I found that Game Informer has taken the best of all other magazines and made it better.

Thanks to everyone who has ever worked at GI, and keep up the good work! I look forward to the next 100 issues.

Darkhawk
Via email

Thanks, Darkhawk. We appreciate the positive feedback. We all worked very hard on issue 100, and we hope that it paid off. Everyone had high expectations, but we feel that the final product was a Game Informer for the ages. However, the best thing about the 100th issue is that it's done, and we can now go back to our usual ritual of afternoon naps and twice-a-day foot massages. Pass the bubbly!



THE TOP 100 GAMES OF ALL TIME WAS CRAZY!

Is whoever wrote the Top 100 Games of All Time list retarded or something? Or were they bought and paid for by Nintendo? Your picks for the 100 best absolutely suck. I wouldn't read your rag even if it were the only thing left on the newstands. I hope your career in journalism comes to a halt very soon since you obviously have no credibility at all.

Yes, I know the fans picked the games, but many of them probably think Britney Spears is the best singer ever. Whoever thought of the idea of letting the readers pick the Top 100 should be fired.

Haruka
Via email

Your Top 100 Games of All Time list reveals your quite obvious bias toward console games. Why is it that, of the top 20, only one (Doom) was originally a PC game? Where is Quake, the first game to feature multiplayer directly over the Internet? Where are the adventure games? Where is Diablo? And why in hell did you put X-Wing on there instead of TIE Fighter? You should have just had the "Top 100 Console Games of All Time" and not even bothered to make your atrocious PC picks.

Ben Taggart
Via email

People, people, why are we fighting? We knew going into the 100th issue that creating a list of the best games of all time that everyone could agree with would be impossible. There are so many great games that have been released, and we could only include 100. Our initial list, which was based on our ballots, reader ballots, and input from professionals in the video game industry, included more than 500 games. All 500 of these games were phenomenal titles, but we had to whittle our list down to 100. This was not an easy job. None of the editors got every one of his pet picks on the list, but in the end, we

all felt that it was a list that represented the best of what video games can be.

For the record, none of us are "retarded." We are not bought and paid for by Nintendo. While you might not agree, we picked what we felt were the best 100 games ever made, console or PC. X-Wing is better than TIE Fighter, Britney Spears IS the best singer ever, and our careers in journalism pretty much ended the day we started working at Game Informer. So there.

ONCE A MONTH IS NOT ENOUGH

WHY?! Why does this magazine torture me day in and day out? Every day I come home, run up the steps, and look to see if my GI has come in the mail. When it's not there, I either cry or take my anger out on my sister.

Either you should make this magazine weekly, or I'll be forced to send hate mail to Jay. Comply or else!

Eric Goldschein
Via email

Hold your horses, pardner! Believe it or not, it actually takes a serious effort to sort through all the games that come out in a single month and organize them into a top-quality video game magazine.

Basically, we don't have the staff it would require to publish a weekly magazine, and even if we did, we don't really think there would be enough content (especially in the slow post-holiday months) to warrant it. Once a month is pretty standard in the industry, and, as we already lose an average of two weekends a month to slaving away in this hellhole we call an office, we're just fine with things the way they are.

By the way, be nice to your sister! When you're older, she'll be a great person to hit up for bail money. Trust us.

THE GREAT POND IN THE SKY

My fish died. I am heartbroken. Please help me
Chim Chim Spirtle
Via email



There, there. Your fish is in a better place now. Your story was so touching that we all chipped in a bought you a new fish. We threw him in an envelope and mailed him third class, so look for him to arrive in the next three to five days. Hope this helps.

THE BALD AND THE BEAUTIFUL

I was just wondering, why is everyone at GI bald? For one, we have Justin, although I think he might be bald by choice. Another is Andy, him constantly wearing that hat makes me wonder. Of course there is Matt - I won't make a comment. And finally Reiner, is he attempting to cover up something with that pink thingy on his noggin? I understand that meeting deadlines must be hectic, but is it worth pulling your hair out?

Christopher Vitale
Via email



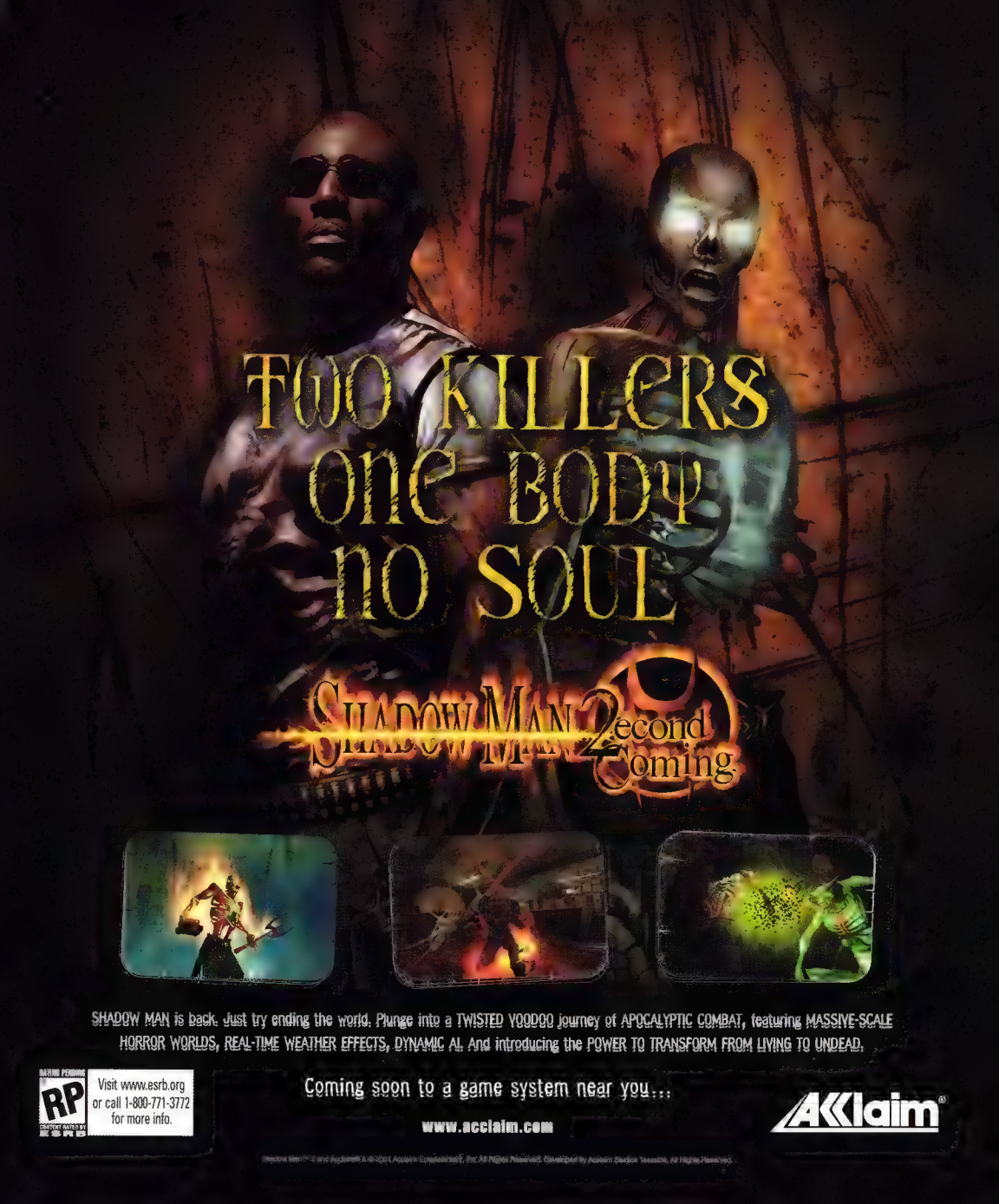
You've found us out! The Game Informer staff are actually from a bioengineered race of superhumans created by the military in the seventies and eighties to ensure that the US maintained its advantage over the Soviet Union in the world of video games. Being more evolved than average human beings; we don't have any superfluous body hair. Of course, to make ourselves more appealing to the average consumer, our creators outfitted us with advanced hair weave systems to emulate real human hair. So what's up with Matt then? That's just to throw nosy readers off the scent! But you were too clever, you magnificent bastard!

HOT BOTZ

I just received my copy of the 100th issue of Game Informer magazine. I was flipping through the pages when I noticed the five hottest girls in gaming history. Considering the fact that I am a girl gamer, I immediately searched for the five hottest guys in gaming history. I was extremely disappointed when I found out there wasn't even a mention of the five hottest guys. I'm sure I wasn't the only girl gamer that was disappointed. If possible, in one of your next issues will you please put the pictures of the five hottest guys in gaming history in a section of your magazine?

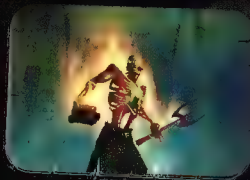
Megan Laughman
Hanover Pa

Oops. Being that we're all red-blooded American males, it looks like our hormones got the better of us. We were



TWO KILLERS
ONE BODY
NO SOUL

SHADOW MAN 2
Second Coming



SHADOW MAN is back. Just try ending the world. Plunge into a TWISTED VOODOO journey of APOCALYPTIC COMBAT, featuring MASSIVE-SCALE HORROR WORLDS, REAL-TIME WEATHER EFFECTS, DYNAMIC AI. And introducing the POWER TO TRANSFORM FROM LIVING TO UNDEAD.

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OCTOBER WINNER!

so busy arguing about video games' hottest women that we plum forgot to do a list of guys. Sorry. To make up for this oversight, we've decided to run a Seven Hottest Men in Video Games pictorial this month. It's on page 78. Enjoy!

DADDY, WHERE DO VIDEO GAMES COME FROM?

What does it take to make a video game?

Johnny L Westbrook
Via email



You see, Johnny, when two game systems love each other very, very much, they decide to get married. Once they're married, they begin to show their love for each other, and their love grows and grows. When this love gets sooo big, a little baby video game is created. If you have any more questions, you should ask your parents or a teacher.

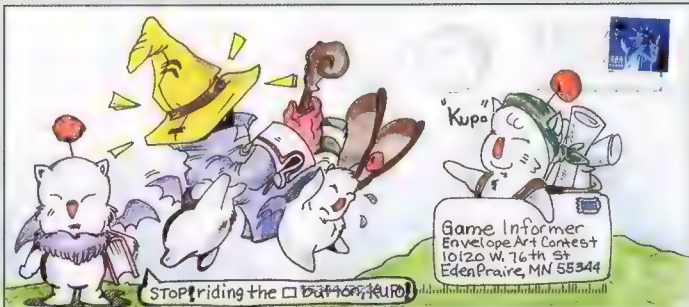
A PERFECT 10?

I love your magazine, but it has a lot of flaws. You claim that Tony Hawk's Pro Skater 2 was the only game that received a perfect 10 score, but this isn't true. In Issue 43, in the article discussing the mascot wars, you list all of the Mario and Sonic games. The Super Mario Bros. (NES) game got a perfect ten. How can you guys manage such a great magazine and not use your resources to remember old game scores?

Robert Hubbs

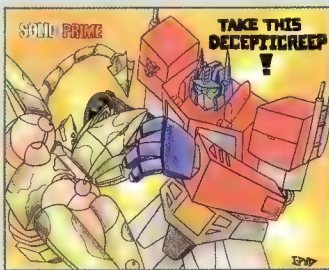
Although we applaud your observant eye for Game Informer minuta, we must clarify our position. The article you saw was in the Classic GI section of the magazine, comparing the Sonic and Mario franchises. We did list Super Mario Bros. as a 10 in that article, but it wasn't a proper review. Just a brief overview. Since the game was released in 1985, some six years before Game Informer came into existence, it never received a review when it came out. Thus, it is not recorded in our Ultimate Review Archive.

Other readers have written telling us that Super Mario 64 also received a perfect 10, but this is also a misconception. Paul did score the game a 10, but in those days, a game's final rating was based on the average of three reviewers' scores. The other two scores brought Mario 64's score down to a very respectable 9.75, and that is the game's Bottom Line. Hope this helps clear things up.



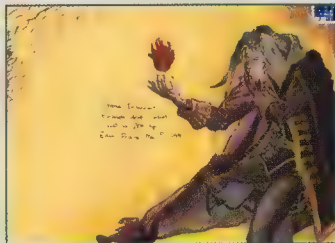
Carrie Correa

It's good to see that kids today still dig Orko from the old He-Man cartoons.



Ian Yost

This is what happens when you refer to Optimus Prime as a "Go-Bot" by mistake.



Clinton Mathews

This magic spell comes in handy for lighting farts.

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, split, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

Send to:

Game Informer • Envelope Art Contest • 724 1st St. N., 4th Floor • Minneapolis, MN 55401



Josh Gilbert

This cool art almost makes us forget how horrible Evil Dead: Hail to the King was. Almost.



Jason Rodriguez

She comes fully equipped with a titanium armor-piercing brassiere.

AB (from parts unknown)

Judging by his expression, Kain's got that not-so-fresh feeling again.



Best RPG of E3
Computer Gaming World



Top 20 Games of E3
GameSpot



#1 Xbox Game of E3
Gamesman



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GameSpy Hall of Fame



- *The sequel to Arena and Daggerfall, the award-winning 1994 and 1996 RPGs of the Year.*
- *Live another life. Play any character you can imagine, from the heroic warrior to the secret assassin.*
- *Explore another world. The enormous game world is open and free for you to discover. Go anywhere you want and do anything you want.*
- *Next generation technology. Realistic textures and objects, incredible polygon counts, and advanced weather systems truly take you to another world.*
- *Download new adventures. Included with the PC version is "The Elder Scrolls Construction Set." Create, share, and download new characters, dungeons, quests and more.*

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GI NEWS

GAMECUBE LAUNCH DELAYED

At the **Electronic Entertainment Expo** in May, **Nintendo** staged a triumphant coup by announcing **GameCube** would be released in North America three days ahead of **Microsoft's Xbox** on November 5. At Nintendo's **Space World** event held in Tokyo, however, the company rescinded this previous declaration by saying that GameCube won't launch until **November 18** in America.

Nintendo's Executive Vice President of Sales and Marketing, **Peter Main**, stated that the reason behind the delay is to ensure the platform can ship 700,000 units on November 18. While the extra wait time will disappoint many, Nintendo's move will at least score it points by not replicating **Sony's** shortchanging of customers at the **PlayStation 2's** launch. As Main quipped, "Our industry has learned the dangers of arriving at a launch party without enough gifts." By the end of the year, the system is expected to ship a total of 1.1 million units in the US.

As far as what will be available on November 18, Nintendo has announced that first-party titles **Luigi's Mansion** and **Wave Race: Blue Storm** will be joined by eight other undisclosed third-party games. A dozen non-Nintendo vids are expected by the end of the year, while the company itself will follow up with three more titles before 2002. Main said that he expects the overall percentage of first-party to third-party software to eventually be at a 60/40 ratio.

First-Party GameCube Titles in 2001:

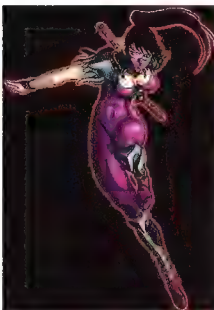
- **Luigi's Mansion** (launch title)
- **Wave Race: Blue Storm** (launch title)
- **Pikmin** (Nov. 19)
- **Super Smash Bros. Melee** (Dec. 3)
- **Eternal Darkness** (Dec. 3)



Although Nintendo unveiled **Mario Sunshine** and **Legend of Zelda** for GameCube at Space World 2001, they won't hit Japan until summer and Christmas 2002, respectively. Peter Main said that Nintendo "Deliberately took our main man Mario out of the launch mix, in order to hold back the biggest star in video game history to lead our second wave of GameCube software." Other notable announced software releases for the console include **NBA Courtside 2002** (January 2002) and **Star Fox Adventures: Dinosaur Planet** (first quarter 2002). The company also declared that a **Pokémon** GameCube title is currently in development for next year, and that **Soul Calibur 2** and **Sonic Adventure 2** are also in the fold. For more on Nintendo's announcements and this year's Space World event, head on over to page 46.

Third-Party GameCube Titles in 2001:

- **All Star Baseball 2002** (Acclaim)
- **Dave Mirra Freestyle BMX 2** (Acclaim)
- **Extreme G3** (Acclaim)
- **NFL Quarterback Club 2002** (Acclaim)
- **Crazy Taxi** (Acclaim)
- **FIFA Soccer 2002** (Electronic Arts)
- **Madden NFL 2002** (Electronic Arts)
- **SSX Tricky** (Electronic Arts)
- **Star Wars: Rogue Leader** (LucasArts)
- **NFL Blitz** (Midway)
- **NHL Hitz** (Midway)
- **Super Monkey Ball** (Sega)



NAMCO DELIVERS FOUR FOR XBOX

As part of **Microsoft's** efforts to garner exciting third-party support for **Xbox**, the company has announced that Japanese developer and publisher **Namco** is making wares for the platform. A total of four titles have been declared so far: **Soul Calibur 2**, **Ridge Racer V**, **Dead to Rights**, and an as-yet-unannounced game. Microsoft says that **Soul Calibur 2** and **Ridge Racer V** will

appear simultaneously with the titles' other versions on different consoles. Meanwhile, **Xbox's Dead to Rights** has promised to beat the **PlayStation 2** edition's projected first quarter 2002 date.

MICROSOFT DELAYS JAPANESE XBOX LAUNCH

Days after **Nintendo** announced that it would be delaying the North American launch of **GameCube**, **Microsoft** delivered its own blow to Japanese gamers. The launch of the platform in Japan will now be pushed back until **February 22, 2002**. *GI* spoke with Xbox's PR Manager, **David Hufford**, who told us that the move was done to guarantee America's supply wouldn't be adversely affected. "We want to ensure that we can meet the 1 to 1.5 million units in the holiday season. Day one [targets are] nice, but getting through the holidays is more important." Although a specific list of launch day titles has not been cemented for either country, Hufford told *GI* that Microsoft is making headway in Japan as developers are getting more familiar with the console. Even though the Feb. 22 launch will cater more to Japanese gaming tastes, Hufford assured us that any titles released there will also come to these shores.

MORTAL KOMBAT 5 SMACKDOWN!

At a **Midway** gamers' event where upcoming company plans were revealed, *GI* was treated to a quick look at ***Mortal Kombat 5***. No details have been released yet, but we do know that *MK5* will hit multiple next-gen consoles, with **PlayStation 2** rumored to be the first to get the game. Video footage revealed Scorpion and Jax standing among some extremely impressive arenas. Lighting and shadow effects played off of the environments' cobblestones quite nicely – not unlike PS2's ***Yokken Tag Tournament***. A full roster hasn't been set yet, but nothing would cap off our excitement like access to all of *MK's* fighters, each with their own unique move sets. Time will tell, and we'll make sure to tell you as soon as we know more.

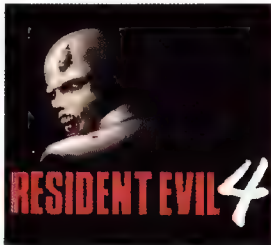


RESIDENT EVIL 4 UPDATE

With ***Devil May Cry***, ***Capcom Vs. SNK 2***, and ***Maximo*** wowing audiences across the board, **Capcom's** showing at **E3** this year was phenomenal – but where was ***Resident Evil***? Not only was there nothing on **GameCube's** ***Resident Evil Zero***, but **PlayStation 2's** ***RE 4*** was also MIA. *GI* spoke with the director of ***Resident Evil*** and ***Dino Crisis***, and the producer behind ***Devil May Cry***, **Shinji Mikami**, along with his right-hand man and director of **DMC**, **Hideki Kamiya**. Both were able to shed some light on the new ***Resident Evil***.

Despite the fact that Capcom has taken its survival horror genre into more action-oriented realms with ***Devil May Cry*** and the second ***Dino Crisis***, Kamiya has assured us that scaring the crap out of you is still rule number one. "In the case of the ***RE*** series, enemies are always there for you to fear. To battle is to survive and therefore you try to avoid battles whenever you can. The fear factor is the most important element of the ***RE*** series and [it] will remain true to the fear factor."

Mikami went on to tell us that both ***Resident Evil 4*** and ***Xbox's*** ***Dino Crisis 3*** are still in the planning stages, so *GI* would not advise any breath holding quite yet. For all you need to know on Mikami and Kamiya's **PlayStation 2** title ***Devil May Cry***, turn to page 34.



GI NEWS



R&D

Game Informer's research and development operatives search the globe, seeking out the untapped licenses that will become tomorrow's killer games. If you have any great ideas for games of the future, be sure to drop us a line. Maybe we'll use our godlike power over the video game industry to turn you into a millionaire – or just steal your idea.

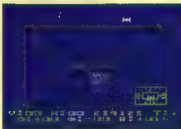
ROCK STAR

Your journey to stardom begins with an elaborate character creation section at the game's onset. You must choose if you want to be part of the rhythm section (bass or percussion), be a guitarist (rhythm or lead), or a singer (lead or backup). With your skill points you're able to customize your musician's talents down to what their influences are and what their musical education consists of. A highly schooled character may be more accurate during performance, but will lack the creativity of a self-taught rocker – a skill which can help during the song creation phase of rehearsal. If you desire, you can multi-class, and design your character to be an axe-slinging lead singer, or any combination of any class you want. You'll choose your bandmates from a pool of local talent and friends, then start rehearsing in your parents' garage as you prepare for your first gig. When your band's talent meter hits an acceptable level, you'll bag your first show and attempt to gather a following. As your characters' abilities and attributes improve, you'll gain fame points, money for better equipment, and eventually the ability to hire a road manager who will keep club owners from stiffing you and let you concentrate on your band and your music. Do you have what it takes to become the next Diamond Dave? Rock Star will let you know.



NAME THAT GAME

Atari's 2600 home console was at an all-time high in 1982, the year of this game's release. Not only did it boast about being a more sophisticated space combat game, it had the goods to prove it. Defending Atarian starbases against the threat of the Zylon Empire required a pack-in gamepad in order to check the Galactic Chart for hyperspace jumps and other features. An Atan comic book was even thrown in for good measure.

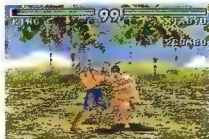


(Answer on page 32)

FIRST LOOK: TEKKEN GBA

Nintendo's Game Boy Advance is a small wonder at replicating old-school gaming goodness, and what better way to do it than with a version of Namco's Tekken series? Tentatively titled **Tekken GBA**, the game is being developed by **Sandbox Studios**, and will host arcade, practice, time attack, survival, and three-on-three tag match modes – everything you need to have some serious fun. Although no pricing or release details have been revealed yet, Jin, Paul, Hwoarang, King, Ling, Nina, and more have been confirmed as playable characters.

Special moves and juggle combos light up your opponent's life, and zooming camera work makes things all the more interesting. The handheld's **link cable** will deliver multi-player options to the title.



TITUS TAKES OVER INTERPLAY

After a summer of rumors and prospective suitors, French publisher **Titus Interactive** has taken over **Interplay Entertainment Corp** after exchanging convertible bonds for Interplay stock. Titus now has a 51.52 percent stake in the company, which is an increase from 34 percent since June, leaving it with 27.09 million shares of Interplay. A statement from Titus reads, "This purchase raises Titus Interactive's voting rights and will enable, during the annual general meeting in September, a re-election of the board and a takeover of Interplay by Titus Interactive."

Word is that Titus not only plans to replace Interplay's entire board of directors, but will also change the company's senior management team. There has been no word on how or if this takeover will effect the development timetable or existence of any of Interplay's current next-gen projects such as **Giants: Citizen of Kabuto**, **Galleon**, and **The Matrix**.

YU-GI-OH YEAH!

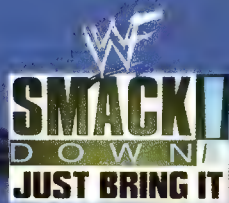
Konami of America is bringing Japan's wildly popular **Yu-Gi-Oh** card game to the **Game Boy Color** this holiday season. **Yu-Gi-Oh! Dark Duel Stories** is modeled after Japan's third Yu-Gi-Oh title, and allows you to construct your deck and battle your way to the fabled Millennium Items. Fans will not only get three limited edition real game cards with their GBC title, but virtual cards can be created and traded with friends. Codes from the real-life game can even be used to access cards for your GBC deck. Konami is now considering bringing over the newest Yu-Gi-Oh cart from Japan for the **Game Boy Advance**, and releasing it next year.



PlayStation 2



10.01



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DEFENDER DOUBLE-TAKE

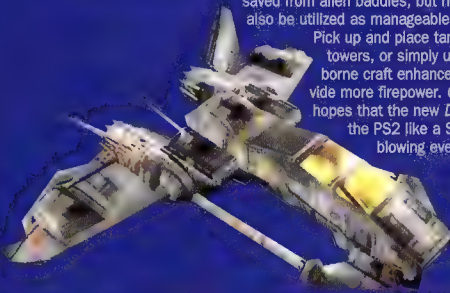
Midway has been known to home console gamers for its re-releasing of classic arcade games, but that's about to change – sort of. The company is planning on revamping a number of its older franchises next-gen style.

Defender will join **Spy Hunter** in this plan on the **PlayStation 2** in 2002 with **Joust** rumored to be the next to go under the knife.

Defender is being handled by **7 Studios**, the same people behind **Midway's Legion: Legend of Excalibur** (check out *GI* issue #97 for the lowdown on the PS2 title). It will bring a real-time strategy element to supplement the already quick-paced foundation that the franchise is known for.

As in the original arcade cabinet, citizens must be saved from alien baddies, but now they can also be utilized as manageable resources.

Pick up and place tanks and laser towers, or simply use them as airborne craft enhancements to provide more firepower. *GI* has high hopes that the new **Defender** will hit the PS2 like a Smart Bomb, blowing everyone away.



THE GOOD, THE BAD, THE UGLY

BAD – **Electronic Arts** has cancelled its **Harry Potter Xbox** title. Rumor has it that this was due, in part, to some executives questioning the console's longevity. Don't ask questions, kids. Never ask questions.

UGLY – It's bad enough that **Steven Spielberg** has chosen **Blade Runner** author **Philip K. Dick's** short story **Minority Report** for a 2002 sci-fi flick. It gets worse, though, now that **Tom Cruise** has signed on for the film's lead role. Could the ugliest thing of all be that **Activision** has signed a licensing deal covering all platforms? We wait for the unreleased **A.J.** video games to hit the shelves before deciding that.



GOOD – **id Software** has announced **Quake IV** for the **PC**. This will be the first **Quake** not developed by id. Instead, **Raven Software** is heading the title as it continues to work on **Jedi Knight II**. **Quake IV** will use the as-yet-unfinished **Doom III** engine, although id promises that the third **Doom** will come out first.

GOOD – Spending a Friday night in front of your computer screen just got a whole lot sexier. **Sony Online** has revived 70's show **The Dating Game** at **The Station** (www.station.com). Find your mate by answering questions with the smoothest lines you can muster. Finally we will no longer date-less in Dorkdom!

LOOSE TALK

Wherever there's a juicy rumor in the industry, Game Informer experts are on it like a fly on stink. If loose lips are spraying hot gossip, we're sucking up the secret saliva and drooling it all over this section. Loose Talk exposes inside rumors for all to see. These leads may turn out to be 100% untrue, but then again, they could also be dead honest, and you've just learned about them months before anyone else!

Once touted as a premier **Xbox** launch title, **Ronin Entertainment's Bruce Lee: Quest of the Dragon** has been temporarily delayed. Insiders tell **Loose Talk** that, while the game is running smooth and the play mechanics are where the developer wants them, Bruce Lee's art isn't up to snuff yet. This snag will push the title's release into 2002.

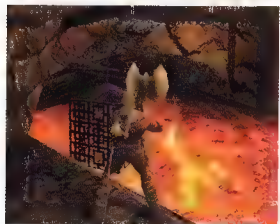
Insomniac is hard at work on a new **PlayStation 2** title. Details are scarce, but *GI* has learned that the unnamed project started out with an Incan woman as its heroine. She has since been scrapped in favor of a lead character whose arm has the ability to transform and perform different functions.

"Skateboarding is not a crime," yell both **Electronic Arts** and **Fox Interactive**. The former is hoping to make amends for its **PlayStation** travesty, **Street Sk8er**. Fox, on the other hand, plans to use its **Simpsons** license once again for a boarding title using the Springfield citizens. Both skating vids will cover the next-gen consoles.

A long time ago, in a galaxy far, far away, **LucasArts' Obi-Wan** started out as a **PC**-exclusive title. Since then, it has bounced over to the **Xbox**, due to the developer's wish to do it justice. Now the talk is that the **PlayStation 2** will get a cut of the action, once again muscling in on formerly Xbox-only games.

Codemasters' E3 lineup wasn't chock full of goodies, but new title **Operation Flashpoint: Cold War** will more than make up for the shortage. Codemasters is already taking an active look at bringing the title to **Xbox**, and perhaps **PlayStation 2**. By the way, you'll thank them 'cause the game rocks like nobody's business.

Before camouflage,
warriors didn't hide.



RUNE

VIKING WARLORD

One unstoppable viking on the road to Valhalla.



PlayStation 2



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In honor of Fred Savage and his brilliant portrayal of a video game junkie in the classic film, *The Wizard*, this month's Trivia section is devoted entirely to motion pictures. Of course, since this is a video game publication, each question is tied to the stream, and your score clearly shows which video game movie you'd continually pop into your VCR or DVD player.

Question 1: In the upcoming film, *Resident Evil: Ground Zero*, Raccoon City and its undead residents will grace the silver screen, but the cast of characters we've come to adore are nowhere to be seen.

Milla Jovovich (*The Fifth Element*) is the star of the film. What character will she portray?



- A. Rain
- B. Alice
- C. Vanessa
- D. Mane

Question 2: For years now, Dimension and Threshold Entertainment has been trying to pen a screenplay for Duke Nukem. Who is currently up for the role of this smart-mouthed gunslinger?

- A. Dolph Lundgren
- B. Brian Bosworth
- C. The Rock
- D. Bruce Campbell

Question 3: What legendary anime, which just released on DVD mind you, is now making its American video game debut as a pinball game?

- A. Ninja Scroll
- B. Patlabor
- C. Golden Boy
- D. Akira

Question 4: There were plenty of stars to be viewed within *The Wizard*, including the darling, puffy-cheeked Fred Savage. While we'll always remember the film debut of Mr. Wonder Years, there was an even bigger star that made an appearance in the film. Who is he?

- A. Christian Slater
- B. Keanu Reeves
- C. William Hurt
- D. Luke Perry

Question 5: Highwater Group's PR sensation Lance Seymour is the brother of supermodel, Stephanie Seymour. Applying the family tie, Stephanie starred in a game of her own with Dennis Hopper and Grace Jones. What was it?

- A. Ground Zero Texas
- B. Supreme Warrior
- C. Hell
- D. Double Switch

Question 6: Usually, when a video game evolves into a sequel, several changes occur. The characters become more dynamic and the world is painted more realistically. When we look at the *Mortal Kombat* movies, the exact opposite happened. Along with a lower budget, many of the big name actors went on to better things. Christopher Lambert played Rayden in the first film, who filled this electric character's shoes in the second?

- A. James Remar
- B. Billy Zane
- C. Chris Tucker
- D. Damian Chapa

Question 7: Plenty of Bruce Willis movies have been transformed into video games, including *Die Hard* and *Hudson Hawk*. None of them, however, feature his likeness. Activision somehow managed to persuade Bruce to star in one of its games. Perhaps running side-by-side with rocker Poe had something to do with it. Can you name the game?

- A. Zork: The Undiscovered Underground
- B. Wages of Sin
- C. Twinsen's Odyssey
- D. Apocalypse

Question 8: What was the animated video game movie that featured a rockin' soundtrack with Alice in Chains, Silverchair, and KMFDM?

- A. Samurai Shodown
- B. Street Fighter II
- C. Arc the Lad
- D. Parasite Eve

Question 9: Which of these miserable films did Acclaim not tap and transform into a game?

- A. Cuthroat Island
- B. Dragonheart
- C. Warlock
- D. Waterworld

Question 10: Titus currently holds the Top Gun license. Before this, however, Spectrum Hobbyco, took a stab at Maverick's world with the PlayStation game, *Fire At Will*. Looking back even further, Microprose, Konami, and Distinctive Software all had their mitts on this high-flying license. Who was the first company to actually bring Top Gun to the gaming scene in the form of a Commodore 64 release?

- A. Ocean
- B. Mindscape
- C. First Star
- D. System 3

Score and Rank



- 1- Street Fighter: The Movie
- 0 Final Fantasy: The Spirits Within
- 1-2 Super Mario Bros.
- 3-4 Double Dragon
- 5-6 The Wizard
- 7-8 Mortal Kombat
- 9 Tomb Raider
- 10 Josticks

Video Game Trivia Answers:

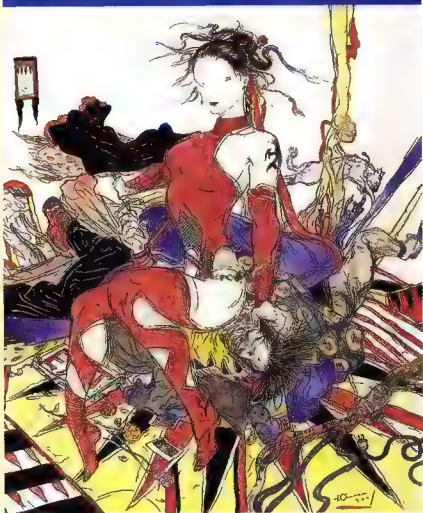
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AMANO Y MANO WITH MARVEL

Final Fantasy artist extraordinaire Yoshitaka Amano is lending his skills to the rebirth of **Marvel** comic book character **Elektra**. The three-part graphic novel, **Elektra & Wolverine: The Redeemer**, pits her against the X-Men's best and will be written by **Grendel's Greg Rucka**.

Amano's last comic project, **The Sandman: The Dream Hunters**, was fairly successful, and Marvel hopes Amano's touch can further help the already hyped series.

Paid for her exceptionally deadly services, Elektra's job is to take out a powerful scientist. Soon, however, the target's daughter becomes unknowingly involved, and Wolverine's own mission to protect her brings the two Marvel characters at odds.



BREAK DOWN

52% of this issue was made from the same space-age materials used in the Space Shuttle

15% of our spacious new office space is temporarily being taken up by 100% of the staff

240% is the increased amount of BO bacteria these new conditions have caused. It's like a human petri dish in here

120% is the increase in the staff's blasphemous statements, according to moderator Justin

46% of the objects on Matt's desk originated from someone else's desk



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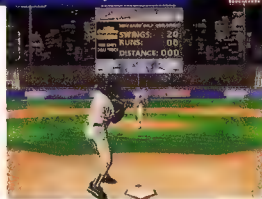
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Hit your receivers with bull's-eye accuracy in this action-packed drill

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WIFFLE Baseball



Mix-up your pitches and send it over the fence – literally! Your choice of two neighborhood locations

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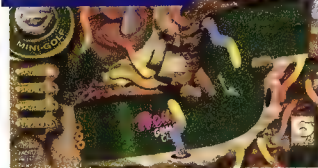
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Tennis Open



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Mini Golf



Navigate complex holes and devilish traps in a full 18-hole course

DATA FILE

► **Capcom** has put the brakes on its entire **PlayStation 2** release schedule. This development is due to some fine-tuning that needs to be done as the games make the trip over to America. The hardest hit of these is **Maximo: Ghosts to Glory**, which is being pushed back all the way till early 2002.

► Hard as nails: **Hero Max Payne** is yet another video game property that has been picked up for a movie treatment. Dimension Films and Collision Entertainment have signed on for the project. Dimension has previously handled the **Scream** and **Scary Movie** films. The PC game will also branch out onto the **Xbox** and **PlayStation 2** before the end of the year.

► Your homemade journey continues as **PlayStation**'s cult classic **RPG Master** is heading over to the **PS2**. Japanese developer **Enterbrain** is at the helm of the project that hits the streets of Japan this December. Hmm, wouldn't the PS2 hard drive go great with this title? Sounds like a perfect fit.

► **Microsoft** is hip on the sports tip. It has hired **High Voltage Software** to continue the **NBA Inside Drive** series on the **Xbox**. **High Voltage** has previously worked on the PC edition of the game as well as **Dreamcast's NFL Quarterback Club 2001**. **NBA Inside Drive** hits the **Xbox** just before the new year.

► The minds and wallets behind **E! Entertainment Television**, **Castnet**, have started the foundations of a digital cable network devoted to video games. **G4**, as the channel will be called, is planning to debut next year and has already hired former **E!** executives to head the project. Previews and reviews of vids will be targeted toward the hardcore gamer audience.

► **Square** keeps on giving the gifts that give, adding **PlayStation RPG Chrono Cross** to **Sony's Greatest Hits** lineup. Not only will the game go for a suggested retail price of \$19.99, but the lyrics to the end-credits song, **Radical Dreamers**, will be thrown in for free. Fellow PC-M RPG Legend of **Dragonair** has also garnered **Greatest Hits** status. Remember, it's never too late to get your June 2000 and August 2000 copies of **Game Informer** – featuring strategy guides for **Dragon** and **Chrono Cross**, respectively.

► **Vivendi** has stepped up to publish **Argonaut's Xbox** title, **Malice**. The game was formerly in limbo after being a high-profile product for **Microsoft's** console. Apart from these developments, **Malice** has also been officially announced for **PlayStation 2**.

CONTEST

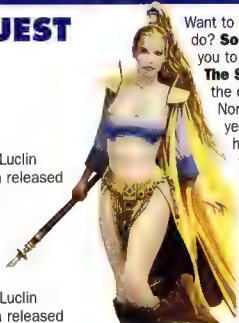
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Second Prize (9)

- A spot in The Shadows of Luclin Beta Test Program
- A copy of EverQuest: The Shadows of Luclin signed by the development team when released



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Go to WWW.EVERQUEST.COM/BETASWEEP to register.

Your name will be placed in a pool of valid entrants for a random drawing to be conducted on October 25th, 2001.

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NAME THAT GAME ANSWER:

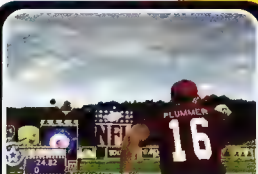
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PlayStation 2



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TO HELL

A dramatic scene with a figure in a white coat and a glowing green orb against a background of red curtains and purple lightning.

*The
Deconstruction
of Resident Evil
and the
Creation of
a New
Franchise*

AND BACK

Embedded within the development of every video game is an interesting story. Some are as trivial as a disgruntled programmer sabotaging code, or a publisher forcing a developer to turn a blind eye on over 300 bugs and release the game no matter the outcome. Other yarns are more engaging, such as a director attempting to strangle a level designer because they didn't see eye to eye on a power-up placement, or a producer heading to jail for the better part of the decade after being caught with a 13-year-old junior high student.

When it came time to break apart *Devil May Cry*, we began to dig for dirt, but we didn't expect to find much. After talking with Shinji Mikami, *Devil May Cry*'s producer and father of the *Resident Evil* series, he filled us in on one of the biggest stories of the year. If you eye *Devil May Cry* as yet another entry into the survival horror series, prepare for a shock. The history behind this game really couldn't be much more interesting (or frustrating).

Roughly three years ago, Mikami entrusted the continuation of the *Resident Evil* series to his good friend Hideki Kamiya, and asked that he begin work on *Resident Evil 4* for PlayStation. "I left this project up to Kamiya and let him do as he wished," Mikami adds, "While observing his work, I was a bit concerned since it was going to be something different, but I also felt the game had great potential." Approximately one year after the project was started, 20% of the game was completed. This sequel was to be set on a large boat, and the work that had been done thus far consisted of the main character's basic actions, and a few enemies moving around in three to four rooms. Seeing that the game was moving out of the traditional *Resident Evil* mold, Mikami asked Kamiya to redesign the game from scratch and change it into a new franchise. Kamiya didn't bite at first. As Mikami illustrates, "It took me three months of persuading before Kamiya said yes to this proposal."

Starting anew is never easy, yet Kamiya knew exactly what he wanted to do. "From the beginning of the project, I wanted to make this a great action game. However, since it was supposed to be a *Resident Evil* title, it was a must that anything that appeared in the game could be explained by biotechnology. For a good action game, you must have attractive monsters and enemies, but because of these biotechnology restrictions, you can't use monsters that can pass through walls like ghosts or huge monsters that stand over 100-foot tall. So, it was only natural for me to think about the demon world when this project was switched to an original title. That was when all the restrictions went away."

Without confinement, the project moved along smoothly, and the beautiful game you see today instantly took shape. In its wake, however, many questions remain unanswered. If Mikami didn't step in, would Kamiya have completed *Resident Evil 4*? On the other end of the spectrum, since the project was scrapped, will Capcom resurrect any of the material for an upcoming sequel? These legendary gaming figures have fed us some tasty morsels indeed, and we can't wait to see what they have in store for us next. Mikami says that there may be a follow-up to *Devil May Cry*, but he doesn't necessarily see Dante returning. Kamiya, as you'll soon see, had plenty of ideas that were left on the cutting room floor, so maybe, just maybe, he'll be driven to implement them into a second adventure.



Devil May Cry

The Birth of a Demon

SPACE ADVENTURE **COBRA** IV VOL. 1



Many of Dante's emotional qualities were inspired by Baloh Terasawa's comic, *Space Adventure Cobra*

If you were to design your own game, what do you think the most challenging aspect would be? Within the decade Game Informer has been in existence, we've talked to almost every director, designer, and programmer within the video game industry. To our surprise, many of these talented individuals claim that most developmental headaches are caused during the conceptual stages, beginning with the creation of the main character. In the three years it took Capcom to develop *Devil May Cry*, Dante wasn't finalized until the very end of the process. If you look at the screenshots we've provided, you'll see that the original Dante wore a tight-fitting vest, whereas the finalized version sports a lengthy trench coat.

From the visual representation, it would appear as though Dante's appearance and actions mimic many of the moves seen in *The Matrix* and several of John Woo's films. If there is a similarity, however, it's purely coincidental.

"As for the inspiration behind Dante," Shiji Kamiya expressed with a raised brow, "there's no specific movie I referred to. But if I have to mention one, it would be a Japanese comic book character named 'Cobra.' He never fears his enemies and always looks perfectly confident. Even when he is in trouble, he talks with lots of irony and a

provoking look. I liked this character very much and always wanted to make a game with a character like him. I gave Dante a cloak that made his intense action look even more colorful. Just when Dante's conceptual design was complete, I was really shocked to see a resemblance to the character Neo from the movie *The Matrix* and thought, oh no, they've done it already," he says with a laugh.

"The reason why his costume is red is to show proof of a hero. In Japan, red is the color for a hero traditionally. The other reason is that since the color of Leon from *Resident Evil 2* was blue, I wanted to try the opposite color this time. Finally, regarding the effect of John Woo films, I don't think firing two guns at a time is considered to be such a unique feature these days. I feel it is only natural for an expert like Dante to hold two guns at a time. If Dante had three arms, I would have given him three guns!"

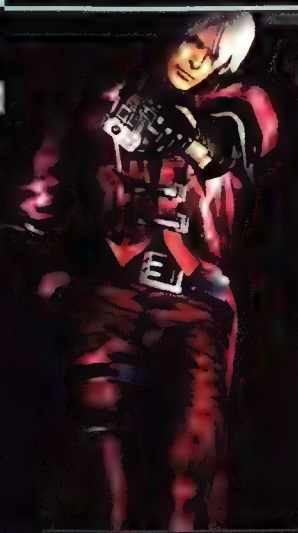


Early on, Dante wore a tight-fitting vest...



...now, it's covered by a trench coat

Dante Never Cries



More than meets the eye. Dante looks normal...

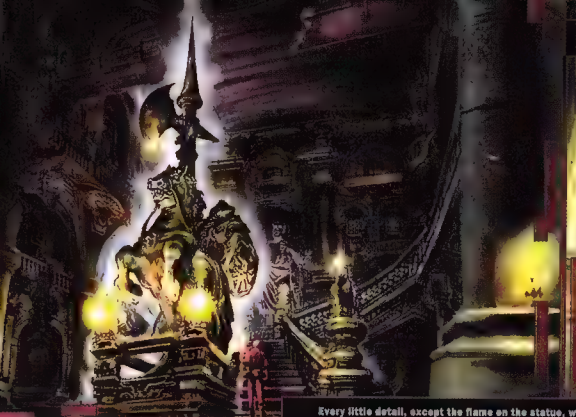


...yet is entrusted with the power to transform into a demon

If you're a seasoned *Resident Evil* player, almost every inch of *Devil May Cry* will seem completely foreign to you. Everything, right down to the attitude of the main character, is a complete turn around. The characters in *Resident Evil* can best be described as frightened survivors, with the enemies filling the roles of bloodthirsty bullies. Dante, on the other hand, is the bloodthirsty bully.

Kamiya puts it best: "The hero has to be invulnerable because the whole theme of this game is coolness. Dante's fearless attitude while shooting is only possible because he is an invulnerable devil hunter. Even when he gets damaged, his invulnerable characteristics are obvious. While I was supervising Dante's motions, I strongly requested that my team members represent his invulnerability. In *Resident Evil*, when you are hit by a huge monster's tail, you would be slammed onto the wall and feel dizzy for a while, and then slowly stand up. However, in the case of Dante, even when he is pierced through his body or when gets shot in the abs, he tries to resist it, and other times, blocks it and comes back to the battle quickly with some kung fu actions. I would be happy if players pay attention not only to Dante's attack actions but also these invulnerability actions."

We don't want to give away too much of the story, but we can tell you that Dante is on a mission to rid the world of a 2000-year-old curse. His confidence may also stem from the fact that he can transform into a winged beast and spray electricity onto foes; accurately aim two pistols, and leap at least 15 feet into the air.



TO HELL AND BACK

Every little detail, except the flame on the statue, was transferred from the concept art to the in-game game graphics

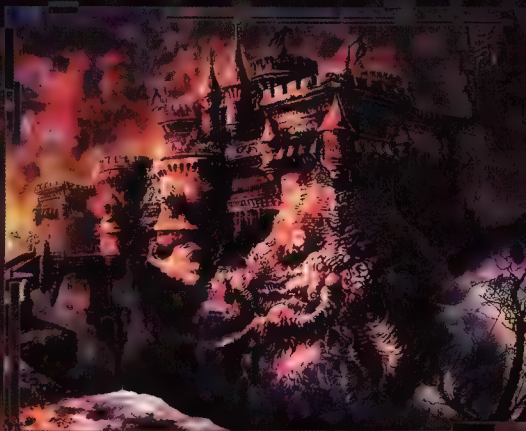
Into the Netherworld

When you play Devil May Cry 3, we guarantee you'll say two things. The first being, "Klok anal!" The second, "This is what a 3D Castlevania should be like."

Most of the adventure takes place within a castle and the surrounding courtyards.

Later within the game, however, you won't believe what environments you enter. Most of the rooms are highly decorated and loaded with destructible objects like tables and boxes. If you compare the early concept art to the finished in-game graphics, you can see that no details were spared. Capcom spent a good portion of the development phase creating realistic textures that seamlessly connect. With the abundance of memory in the PS2, the team was also able to use tons of motion data that resulted in rich animations that are cleaner than any you've seen in a Resident Evil game.

Capcom literally crammed as much as they could into Devil May Cry, yet one environment didn't make the cut. Mikami explains, "The game map of DMC is quite large, but there was an additional stage at the beginning of the project. It was an isolated island in a distant sea where Umbrella's secret lab was situated. We had to cut it due to tight development schedule when the project was still Resident Evil 4. Since the setting doesn't match with DMC's demon world, it had to be cut anyway."



This room had a sadistic feel in the planning stages, but the change from a flame altar to a flourishing fountain transformed it into one of the more peaceful environments



Combating the Evil Forces

When Kamiya first envisioned the gameplay of Devil May Cry, action was the strong suit, but it really didn't break free from the Resident Evil formula. "At the beginning of development, there were some puzzle elements like pushing objects to activate things or going back and forth within a huge map," Kamiya reflects. "But later, I decided to put more focus on the fun of battles and coolness of the main character's action. As a result, we removed those puzzles that can hinder the fast-paced action. When there are some sort of puzzle elements needed, I designed them so you can solve them by doing an action. The core element of this game is to run, jump, shoot, and slash. Even in solving puzzles, you should be able to enjoy those core elements fully."

With countless combos, amazing aerial maneuvers, evasive rolls, and special demon-powered attacks, the gameplay is designed for skillful players who have experience within the action genre. Kamiya elaborates, "In the case of the RE series, enemies are always there for you to fear. To battle is to survive, and therefore you try to avoid battles whenever you can. In the case of DMC, it is completely opposite. You're an invulnerable man who possesses overwhelming power, and are willing to look for enemies and destroy them. Enemies are there as your target of hunting. These changes come from the difference between both games' theme.

DMC's main theme is coolness. Resident Evil's theme is fear. It was my goal to pursue the excitement of battles and the coolness of fighting actions. The action game genre was the best format to achieve my goal."

Within the three years Capcom spent on this project, half of the time was devoted to learning about the PlayStation 2 hardware. "It is difficult to develop a game on PS2," Mikami says. "However, if you put enough effort into the development, you will see the machine's performance limit is quite high. We had quite a hard time in developing Devil May Cry, but it was worthwhile and I'm happy with the outcome." Come October 17, you'll get a first-hand look at the effort Capcom has instilled into this title. Much like the Resident Evil series, Devil May Cry's design is for extensive replay. Every time you beat the game or accomplish a new task, something will be unlocked. If you're wondering if Trish is

hidden within as a playable character, we have bad news for you. "I like this character so much and really wanted to make her playable," Kamiya enthusiastically states, "but could not due to the tight schedule. I'm really sorry! There's also a character called Nero Angelo who is a dark side knight and is Dante's nemesis. I wished to make him playable, but had to give up on that idea due to our schedule. Instead, we have prepared a cool hidden character that perfectly matches the Devil May Cry world. Stay tuned!" We'd love to tell you who this mysterious character is, but even after nearly 40 hours of play, we haven't figured out how to release this secret yet. Even the good folks over at Capcom USA don't know who it is.

This holiday season, a ton of amazing PlayStation 2 titles are coming your way. From Metal Gear Solid 2 to Tony Hawk's Pro Skater 3, some of the greatest franchises in gaming are making a return, but their thunder may be stolen by Devil May Cry. If you avoided Resident Evil for its clunky combat, this is the solution you've been waiting for. If you crave a fast moving action game with incredible controls, you're looking at it. As Kamiya and Mikami pointed out several times over, coolness is the name of the game.

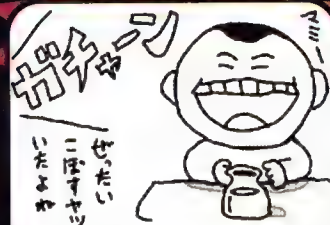


At the beginning of the game, Dante is already armed to the teeth with two pistols and a massive sword



Here's one of the "cool" maneuvers. Dante uses his sword to fling a lizard into the air, then quickly frees his pistols and fires away at its underbelly. The force of the gun keeps the beast airborne

A Special Message From Hidekazu Kamiya



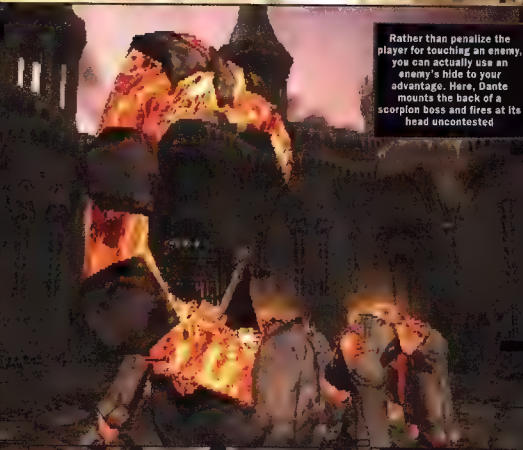
"I would like to ask you all to practice well and control Dante so he destroys enemies beautifully and gracefully rather than slashing blindly."



The game makes use of auto-targeting, which allows Dante to freely circle the enemy and fire away mid-stride



As the game progresses, Dante will obtain new weapons and learn how to perform different moves



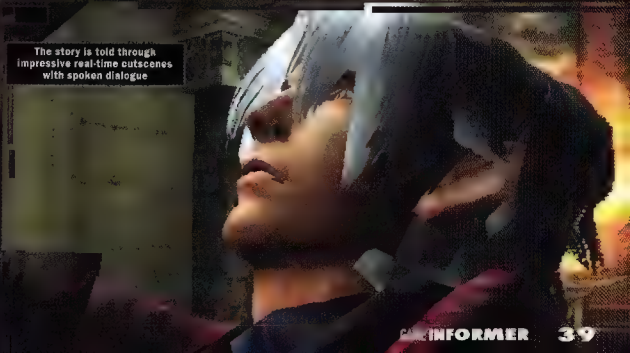
Rather than penalize the player for touching an enemy, you can actually use an enemy's hide to your advantage. Here, Dante mounts the back of a scorpion boss and fires at its head uncontested



Much like Tomb Raider, Dante is capable of firing weapons while jumping



If Nero Angelo isn't the hidden character, then who is?



The story is told through impressive real-time cutscenes with spoken dialogue

GAMING UNDER FIRE:

Game Informer Looks At The Controversy Surrounding Violent Video Games

On the surface, these would appear to be the best of times for the video game industry, one of the few tech sectors that escaped the economic meltdown of the last year largely unscathed. Even in the midst of a transition between console generations, a time that has traditionally seen the industry falter, sales and profits remain strong for most game companies. Total revenues for video games topped 7.7 billion dollars last year, eclipsing Hollywood box office receipts for the second year running. With the PlayStation 2 growing towards maturity in its second holiday season, and long-awaited hardware launches from Microsoft and Nintendo right around the corner, the outlook for the already-strong video game business looks enormously promising.

So why are so many people in video games privately concerned about the future? The answer to this question lies in three words: video game violence. As video games have taken their place in American culture as a mass market form of entertainment, the industry has increasingly been criticized for the sometimes violent and antisocial nature of its games.

Nearly every new media has seen its share of controversy, be it the complaints about comic books that led to the Comic Code of 1954 or more recent concerns about the Internet. Video games have proven to be no exception to the rule. Violent video games have received a tremendous amount of press in recent years, especially following the Columbine High School massacre of April 1999, when avowed Doom fans Eric Harris and Dylan Klebold shot and killed 15 people with ruthless efficiency.

Although Columbine certainly served to bring video game violence to the forefront of national debate, the issue has been a topic of dispute almost since the inception of gaming. Despite massive coverage in both the mainstream and gaming press, most stories have barely touched the surface of this explosive topic. In this article, Game Informer will attempt to trace the history of the video game violence controversy, examine some of the arguments on both sides of the debate, and look at implications that it has for the future of our industry.



A Controversial History



In its day, *Death Race* was considered to be beyond the pale by many in the game industry.

Concerns over game violence date back to the very early days of the industry. The first game to draw the ire of moral watchdogs was *Death Race* (1976), an arcade racer developed by a small company called Exidy. *Death Race*'s rather absurd premise was basically a derivation of demolition derby, but instead of hitting other cars, players scored points by running over human stick figures (which Exidy held were actually skeletons escaping from the graveyard). Upon impact, figures were replaced onscreen with tombstone icons. Although *Death Race*'s brand of macabre humor seems almost quaint by today's standards, the game was sufficiently scandalous to garner a few protests, and was even the subject of a report on the popular television news series *60 Minutes*.

Death Race was not a tremendous commercial success, and the limitations of the early game hardware systems

prevented developers from achieving any approximation of real-life violence for many years after. This would all change in 1992, when Midway released an arcade fighting cabinet entitled *Mortal Kombat*. The game was unprecedented in terms of explicit violence, and nearly single-handedly brought video game violence to the attention of Washington DC and the American public.

Mortal Kombat was Midway's attempt to emulate the success of Capcom's very popular *Street Fighter* series. Looking to distinguish the game from the many *Street Fighter* imitators on the market, Midway scuttled the anime-influenced look of the Japanese fighting games in favor of a new graphics technology that allowed them to use digitized human actors instead of

PREPARE YOURSELF



Columbine killers Eric Harris and Dylan Klebold were fans of the PC first-person shooter *Doom*.



MORTAL KOMBAT
COMING TO LEADING VIDEO GAME SYSTEMS
SEPTEMBER 93



The *Mortal Kombat* controversy brought video games under the microscope of Washington for the first time.



Freshman Senator Hillary Clinton is one of the cosponsors of the Media Marketing Accountability Act.



Senator Joseph Lieberman has been the leader in the crusade against media violence for the last decade.

sprite-based characters. Midway also added new Fatality moves, which allowed expert players to kill their onscreen opponents in a variety of gruesome ways at the end of a match. The Fatalities, some of which depicted a heart being ripped from an opponent's chest or an enemy's skull and spinal cord extracted from his body, proved to be a great success with arcade customers, and the game was soon even more popular than *Street Fighter II* in the United States.

As Midway, in partnership with Acclaim Entertainment, began plans to bring *Mortal Kombat* to the home consoles, trouble began to arise. Nintendo, claiming that the game violated the company's decency standards, forced the developers to create a sanitized version for the Super Nintendo that featured no blood and put blocks over many of the goriest Fatality animations. Sega, sensing an opportunity, allowed an uncensored version to be released for the Genesis, albeit with a code that had to be entered by the user in order to play with full Fatalities and blood. Not surprisingly, the code was soon common knowledge to nearly every Sega owner. All told, the Genesis *Mortal Kombat* outsold the SNES version by a three-to-one margin.

Success frequently comes with a price, and Midway and Acclaim would soon find themselves embroiled in a controversy that would lead them all the way to the floor of the United States Senate. According to Steve Kent's *The First Quarter*, *Mortal Kombat* was first brought to the attention of Connecticut Senator Joseph Lieberman when his chief of staff, Bill Anderson, mentioned that his son had expressed interest in purchasing the game. Upon hearing Anderson's misgivings about *Mortal Kombat*'s level of violence, Lieberman decided to investigate the game further, and was shocked by what he discovered.

Spurred on by growing concerns among his constituents, Lieberman, along with Senator Herb Kohl (D-WI), organized a special Senate hearing on video game violence in December of 1993. The video game industry, not having its own lobbying body, was very unorganized in its response to the Senators' criticisms, and the hearings soon devolved into a squabbling match between rivals Nintendo and Sega. Although no legislation came out of the two rounds of hearings, two significant changes for the industry did occur as a result of the pressure from Capital Hill. One was the formation of the Interactive Digital Software Association (ISDA), which was to serve as both a lobbying and governing body for the video game industry. The other was the institution of a standardized video game rating system, to be administered by the newly-created Entertainment Software Ratings Board (ESRB).

The Battle Over Marketing

While these first hearings ended on a positive note, the issue has continued to be a contentious topic of discussion. In fact, there is a bill making its way through Congress right now that has some very serious implications for the future of the video game industry and the way it does business. How serious? Serious enough that no video game publisher we contacted would agree to be interviewed on the record regarding this issue, for fear of drawing negative publicity towards their more violent games. One source, an employee of a major game company that chose to remain anonymous, explained the industry's cautious attitude. "People don't want to talk about it because you don't want your product to end up on the Senate floor. The Senate has a staff of interns just reading through magazines to look for more ammunition. As they start to make examples, usually they pick a company or two within each of the entertainment industries and make that company the sacrificial lamb. You don't want to be that sacrificial lamb, because that's going to affect the public's perception of your company."

The bill, titled the Media Marketing Accountability Act (MMAA), seeks to enact restrictions on the ways that companies can market and advertise Mature-rated games. Co-sponsored by Senators Joseph Lieberman and Herb Kohl, the bill would bring game marketing under the authority of the Federal Trade Commission (FTC). According to Senator Lieberman's website (<http://senate.lieberman.gov>), the bill would "prohibit entertainment companies from engaging in advertising or marketing [of products that are appropriate or suitable for adults] that is A) intentionally directed at minors; B) presented in venues where children comprise a substantial proportion of the audience; or C) otherwise directly targeted to minors as determined by the FTC."

So, is this merely a case of the government attempting to interfere with free speech? After interviewing some of the key players involved with the issue, the answer was less than clear.

Talking with Senator Lieberman's Communications Director, Dan Gerstein, he commented that the bill was simply a call for media companies to take responsibility. "The research and expert testimony that we've received makes it pretty clear that the media can have a significant impact on children's attitudes and behaviors, and



Held in September of 2000, the Senate Commerce Committee hearings, which are chaired by Joe Lieberman, led to the drafting of the Media Marketing Accountability Act



Industry leaders like Activision's Greg Fleckback and Sega's Peter Moore defend the industry's marketing policies in front of the Senate Commerce Committee

one that offers the entertainment industry no real protection from the whims of the Federal Trade Commission.

"This Safe Harbor notion, while it may be well meaning and somewhat reassuring in theory, the fact is that we wouldn't necessarily be covered," Lowenstein elaborates. "Because the bill says that the FTC decides what a 'significant audience' is. The FTC decides whether your industry has done enough. Based on what? On whatever the FTC decides it wants to make the standard. Another problem is that you can have the FTC in the Bush administration define it one way, and then four years later have a new set of FTC commissioners that define it another way. So, there's no certainty we'd fall under any Safe Harbor provision, because the FTC could set its standards at a much different level than we would find remotely acceptable."

Based on the FTC report on media marketing that was released last year, and updated this past April, there do appear to be inconsistencies between what the government defines a substantial proportion of a youth audience and how that term is defined by IDSA marketing guidelines already in place. The IDSA marketing code dictates that companies should not advertise M-Rated products in print publications and websites that have an under-17 audience of 45% or more, 35% for broadcast media. Lowenstein observes, "As we and others have pointed out, *The Simpsons* has about 75-80 percent of viewers that are over 18. The [FTC report] would appear to be taking the position that you shouldn't be able to advertise a Mature-rated product on *The Simpsons*, because there's a 'significant' under-17 audience watching."

It's more than a little troubling, it's deeply troubling, and in our view, it's unconstitutional. That's why we oppose it. [The bill] puts the government squarely into the business of regulating the marketing of protected speech. That's problematic as far as we're concerned.

IDS A PRESIDENT DOUG LOWENSTEIN
ON THE MEDIA MARKETING ACCOUNTABILITY ACT



Political Science

Whatever your opinion of the Media Marketing Accountability Act, the fundamental argument for protecting children from explicit content hinges on thousands of studies that link exposure to media violence with an increased tendency towards violent or aggressive behavior. Although frequently cited as fact, there have been serious doubts raised about the validity of these findings.

One of the most vocal dissenters of recent years has been Richard Rhodes, a well-known author and scientist who won the Pulitzer Prize for his historical epic, *The Making of the Atom Bomb*. As a survivor of child abuse, Rhodes has turned his attention to the root causes of violence, and has been very vocal in his dismissal of studies that purport to prove a causal link between media violence and real-world behavior. In his essay *The Myth of Media Violence* (recently excerpted in *Rolling Stone*), Rhodes launches a powerful attack on the motivations and research methodology behind many well-known studies on the subject.

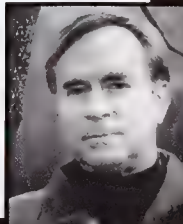
Rhodes writes, "However many national leaders and prestigious institutions endorse the theory, it's a fraud. There's no evidence that mock violence in media makes people violent. Bottom line: To become violent, people have to have experience with violence. Period. No amount of imitation violence can provide that experience. Period."

Later, Rhodes goes so far as to claim that there are studies that prove that media violence can actually decrease the propensity towards violent behavior. In support of this theory, he cites two little known studies. One, a field study by psychologist Seymour Feshbach that controlled the television viewing of 400 boys in private boarding schools, found that most who were administered violent programs showed no changes in behavior, and that "the poorer, semidelinquent youths who had been watching the more violent shows were calmer than their peers on the blander viewing diet." Another, by sociologist Steven F. Messner, compared Nielsen ratings figures for regions with high viewership of violent television with FBI crime rates for those same areas. Surprisingly, Messner concluded that "[Metropolitan areas] in which large audiences are attracted to violent television programming tend to exhibit low rates of violent crime."

Rhodes' writings on the subject have been highly controversial, and Dan Gerstein bristled when we brought up his name in an interview. "Richard Rhodes is part of the modern Flat Earth Society," Gerstein said. "I don't have to [address his criticisms], because research on this is so solid. Most experts say that the link between repeated exposure to violent media and desensitization and increased tendency towards aggressive behavior is as strong as the link between smoking tobacco and lung cancer. We're not saying that youth violence is caused wholesale by exposure to violent video games, movies, or television. What we're saying is that it can have a harmful effect...and it can push vulnerable children who have a distorted sense of reality, who don't have a good values base, or who may have a mental illness, over the edge."

“
There's no evidence that mock violence in media makes people violent. Bottom line: To become violent, people have to have experience with violence. Period.
No amount of imitation violence can provide that experience. Period.”

RICHARD RHODES
AUTHOR, *THE MYTH OF MEDIA VIOLENCE*



In response to Rhodes' faultfinding, Rowell Huesmann and Leonard Eron, two of the researchers whose work is criticized in *The Myth of Media Violence*, reply, "[It's] surprising that a science writer who seems to be as well informed as Richard Rhodes could also blind himself to the truth about this issue. Over 80% of the researchers working in this field concur with these reports. They believe that the 50 years of experimental studies on children and longitudinal studies following children as they grow up have painted a conclusive picture indicting media as one contributing cause of youth and young adult violence."

Doug Lowenstein of the IDSA seems suspicious of the sincerity of the rebuttals of Rhodes' work. "It's the oldest game in the book," Lowenstein comments. "Those that agree with you, you say they're right; and those that disagree with you, you call them names. Why is Richard Rhodes' perspective as a respected scientist dismissed, and other scientists, whose research methodology is rather suspect, are not? Well, it's pretty obvious what the answer is."

Lowenstein went on to add, "It's staggering to me, absolutely mind-boggling, how shoddy some of this research is and how seriously it's taken. I mean, you put three initials after your name, do some research that has a socially or politically popular view, and you'll get it published and people will cite it. Oftentimes, it's a joke." He also referenced a massive study done by the Australian government on the effects of computer games that found almost no correlation between gaming and violence, as well as a report by the Surgeon General of the United States that asserted that the "findings to date suggest that media violence has a relatively small impact on violence."

High Marks For The Industry

Although Gerstein and Lowenstein are often diametrically opposed in their viewpoints, they do agree on one thing: the video game industry has made some tremendous progress in dealing with the issues of game ratings and target marketing. Of particular note was the fact that both men pointed to ESRB ratings as being the most informative and effective ratings system of any form of entertainment.

"Senator Lieberman is very appreciative of the game industry for its efforts to develop and implement the ESRB ratings system, and to promote it, with recent public service announcements featuring Derek Jeter and Tiger Woods," notes Gerstein. "He believes that the ESRB ratings are the best media ratings system out there. It's clear, it's concise, and it provides good information as well as an age-based guideline. He thinks it's a model for how to provide good information to parents."

Lowenstein concurs with Gerstein's assessment, and points out that, "We've been out in front on this issue for a long time. Seven years ago we had a provision in our

advertising code that said you shouldn't market M-Rated games to audiences for whom they're not appropriate. We then made the decision to create a more dedicated monitoring and enforcement arm to ensure compliance with all aspects of the advertising code. We also thought we needed to give more definition to what it meant to say, 'You can't target market to kids.' We were moving on this stuff way before there was a bill."

Talking to the two men, one gets the feeling that the oftentimes tumultuous relationship between the game industry and Senator Lieberman has warmed considerably in the last few years. Whether this is a result of video games' break into the mainstream, or of the IDSA's tireless lobbying efforts on Capitol Hill is unclear, but it is also apparent that the industry has a long ways to go in terms of public perception. Lowenstein cautions that another incident like Columbine, where video games took a large part of the blame for the actions of two disaffected teens, could be devastating to the industry.

"I think that there tends to be much more fear and much less understanding about video games because it's a new media, and it's an interactive media, and many decision makers haven't been personally exposed to it," Lowenstein explains. "We've tried to get the word out through an annual event we host in Washington DC, but the truth of the matter is that if there's another major tragedy that implicates video games, whatever we've done in the last two or three years will be of very little value. Because then you get into a scapegoating environment, where reason and common sense are tossed out, and the urge to point the finger and blame somebody is overwhelming. There's not a lot you're going to be able to do about it if it happens."



ESRB ratings have been praised by many experts as the most informative and best of the entertainment ratings system

An Uncertain Future

And what of the Media Marketing and Accountability Act? At press time, the bill has been referred to committee in the Senate, and has been submitted to the House of Representatives in slightly-altered form, sponsored by Steve Israel (D-NY) and ex-Nebraska football coach Tom Osborne (R-NE). In the fractious House, the bill should face far tougher opposition from the Republican rank-and-file, as well as liberal Democrats concerned about the measure's First Amendment implications. However, Lieberman and Kohl have been very successful in recruiting bipartisan support for the amendment, and with such political heavyweights as John McCain (R-AZ), Orrin Hatch (R-AZ), Hillary Clinton (D-NY), and Robert Byrd (D-WVA) on board, there is a very real possibility that the bill will make it to the desk of the President, whose position on the initiative is unknown.

Although he remains confident that the industry's lobbying initiatives can help defeat the MAAA in Congress, the IDSA vows that the battle will move to the court system if the bill is signed into law. "Even if it passes," Lowenstein said, "I can guarantee you that we would unite with our colleagues in the entertainment industry and mount a vigorous constitutional challenge in the court system. I believe we would eventually prevail."

Whether the federal courts would agree with Lowenstein remains to be seen. The bill, which focuses strictly on marketing and contains no restrictions on companies' right to produce content, occupies a bit of a Constitutional gray area, and Dan Gerstein maintains that the bill is well within the bounds of the First Amendment.

"It's been upheld on many occasions in the courts that companies, while they have a right to make a profit in the free market, don't have a right to deceptively market or advertise their products," Gerstein said. "If a company is advertising in a way that is consistent with the ratings, and is not misleading consumers, then it has nothing to worry about."

Lowenstein contends that the law, while not placing explicit limits on the type of content that companies can produce, would create enough barriers towards marketing and promotion of edgy games, movies, or music that it would function as a form of de facto censorship. "If you actually got M-rated on the books that regulated marketing and sales of M-rated games and R-rated movies and stickered albums, certainly I think that could have a very chilling effect on the creative process. That's exactly why this bill is unconstitutional."

The battle lines are clearly drawn on this issue, as the entertainment industries face off with Lieberman and his supporters. If the future of the Media Marketing Accountability Act is still unsure, it's evident in talking to parties on all sides of the issue that the marketing of violent games will never go back to the free-wheeling ways of the past decade. Whether through industry self-regulation, or dictated by the federal government, the days of brazenly aiming explicit or gory titles at young consumers is a thing of the past. Our anonymous source was content that game publishers would weather these changes with little or no effect on profits. However, he warned that the magazine wing of the game industry could suffer severely.

"In the end, it doesn't hurt us that much, it just changes the venues in which we advertise," he commented. "It's a fairly logical result. Bottom line, if a magazine is geared towards fifteen- or twelve-year-olds, then you shouldn't be



Senator John McCain has been very vocal in condemning the violent nature of video games and other popular media

advertising M-Rated products in that outlet. It's going to hurt the magazines. Video game publishers will play by the rules because they have to, which means that video game magazines that have a large under-18 audience won't get those M-Rated ads."

Many have speculated that MAAA will only be the first in many efforts to curb the explicit content of American entertainment by a new class of decency crusaders, including Lieberman and ex-Education Secretary William Bennett, that Richard Rhodes has dubbed the "moral entrepreneurs." Any attempt, however rational, by the government to attempt to regulate the

entertainment industry could be viewed as a first step down the slippery slope towards outright censorship. Video games, which have traditionally been viewed as mere toys rather than serious art forms like movies or music, may be more vulnerable than most other forms of media. Yet another threat to the well-being of the industry comes in the form of lawsuits stemming from school shootings and other violent acts carried out by children claiming to have been inspired by video games. One such lawsuit was filed by a group of parents whose children were slain in the Columbine killings, and one need only look at the billion-dollar settlement levied against the tobacco industry to see just how severe the repercussions of such a legal action could be.

Ultimately, if video games are to ever gain the level of respect and protection that music, movies, and television have enjoyed, it will take an organized effort by the millions of people that play games. Tellingly, our anonymous source saved his harshest comments for the millions of politically disenfranchised gamers that have long decried the efforts of Lieberman and others on the Internet or in print.

"If we don't take this seriously and if we don't act intelligently, this could be a very grave situation. There are people out there that would like to censor if they could, but if we can be smart as an industry we can take the wind out of their sails," he explained. "People who vote are the same type of people that are pushing these issues. If you didn't vote, then who's to blame? Young people who are playing these games have zero power, because we don't take it. We don't vote, so therefore the Senators don't go after our vote. They're going after the Bible Belt. And you can't blame a Senator for trying to appeal to his constituents. If you look at who Lieberman is talking to, it's not people that are playing video games. You can have 1000 young people that bitch and bitch and bitch; but they don't vote, they don't explore the issue, and they don't think that the industry should take any responsibility."

His message is clear: It's time for gamers, and the industry as a whole, to grow up. In the world of politics, it takes a lot more than angry posts on Internet message boards to accomplish anything. As long as there are violent games, there will be efforts to regulate and curb the content that developers create. Gamers need to begin to take political action if they want to ensure that the companies that make the games we play can continue to thrive. Whether it's an organized protest, a petition, a letter to your Congressman, or the simple act of voting; you can make a difference. However, if we continue to sit idly by while the powers-that-be determine the future of gaming, don't be surprised if you don't like the end result.

GET INVOLVED!

If you are concerned, or want to learn more about some of the issues we've talked about in this article, here are some websites and addresses that can help you get started. Whatever your opinion on this topic is, it's very important that every American citizen exercises their right to vote. It's the best and easiest way to make sure your voice is heard.

Senator Joseph Lieberman

<http://lieberman.senate.gov>

Email: via contact form on website

Washington D.C. Office:

Senate Hart Office Building
Washington, D.C. 20510
(202) 224-4041 Voice
(202) 224-9399 TDD

Connecticut Office:

One Constitution Plaza
7th Floor
Hartford, CT 06103
(860) 549-8463 Voice
(860) 522-8443 TDD
(860) 549-8478 Fax

(800) 225-5605
Toll Free in CT

Senator Herb Kohl

<http://kohl.senate.gov>

Email: senator_kohl@kohl.senate.gov

Washington Office:

330 Hart Senate Office Building
United States Senate
Washington, D.C. 20510
Phone: (202) 224-5653

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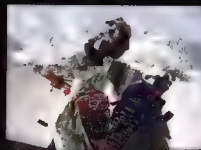
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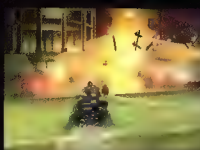
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Throttle the competition with hardcore hand-to-hand combat.



Hyper-realistic racing velocity and major air give new meaning to "breakneck speed."



Make 'em feel you with combat weapons like snow bombs, missiles, and The Atomic Snowball!



Sneak Preview @ www.arcticthunder.midway.com

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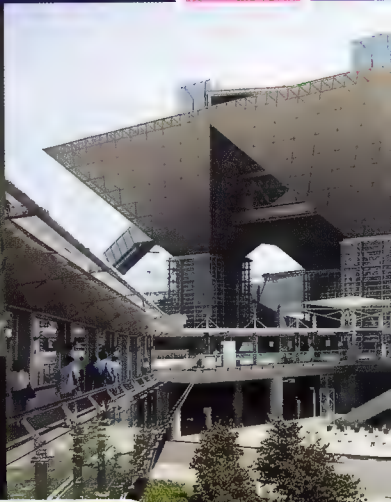
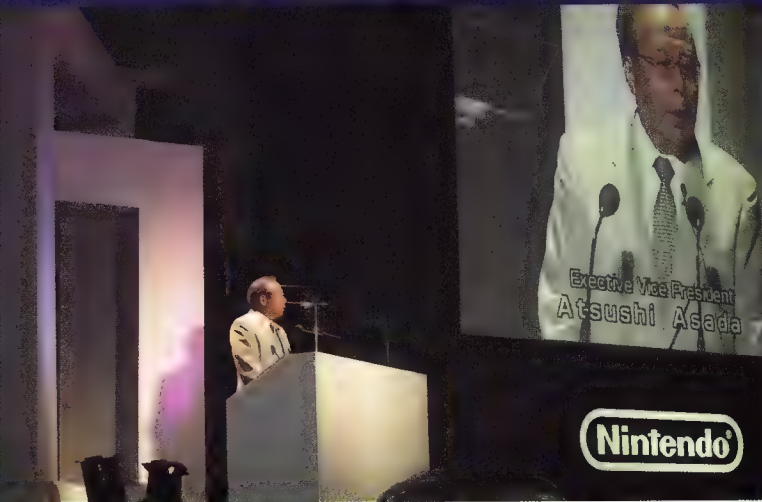


PlayStation 2



Mild Violence

NINTENDO SPACE WORLD 2001



THE DAY BEFORE

Since GameCube was unveiled last May at the Electronic Entertainment Expo in Los Angeles, Space World 2001 was the first time Nintendo's newest hardware was shown in Japan. The show, which ran from August 24-26, 2001, was preempted by a press conference at Tokyo Big Sky the day before that featured launch details as well as presentations of various software – most notably movies of Mario and Zelda.

Mr. Asada, executive vice president of Nintendo Co. Ltd. claimed GameCube to be a "masterpiece of video game system design" and that Nintendo would ship 500,000 units at 25,000 yen apiece on September 14, the official Japanese launch day, and have "4 million by the end of March worldwide." He went on to state that orange and black versions of the console would be available in November besides the standard indigo unit.

Next up was Mr. Iwata, director and general manager, Corporate Planning Division of Nintendo Co., who unveiled the first-party software release schedule for the rest of the year. At launch, Japanese GameCube owners will be able to purchase Luigi's Mansion and Wave Race: Blue Storm, followed by Pikmin on October 26, Super Smash Bros. Melee on November 21, then Eternal Darkness and Animal Forest Plus in December. This left the audience and even Iwata asking, "Where is Mario?"

Cue Nintendo visionary Shigeru Miyamoto, director and general manager, Entertainment Analysis and Development Division of Nintendo Co., and creator of Mario, Zelda, and Donkey Kong. After the applause

and hoots from the crowd died down, Miyamoto proceeded to fulfill his promise from E3 of showing Mario and Zelda, which are currently planned to launch in Japan in the summer and Christmas seasons of 2002, respectively. Due to the fact that Miyamoto did not want to release any info or pictures on the titles, the movies were nothing more than eye candy, but outstanding nonetheless (for more info on the games, check the following pages).

He then followed the movies up by showing an example of how GameCube and Game Boy Advance will work in tandem. Using a version of Kirby Tilt 'n' Tumble 2, currently in development for GameCube, Miyamoto showed that by using a ram & tilt cartridge (which will be available at a later date) you can have a game move seamlessly between the two. By falling through a hole in the GameCube version, the player would move down to the GBA to further maneuver Kirby. Miyamoto stated that most likely the data that was used on the Game Boy Advance would be downloaded from the GameCube, but that was just one example of the interconnectivity between the two.

To finish out the conference, Nintendo showed a movie featuring many third-party titles that would come to GameCube in the future and that would be at the show.



WORLD JAPAN * SPACE WORLD 2001
GAME BOY ADVANCE



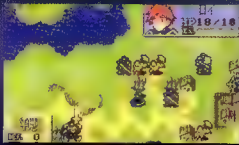
THE SHOW FLOOR

Holding true to Space World tradition, the show floor was all about software that would be available in the near future, with many of the more anticipated titles available only on video monitors scattered throughout the convention center hall. Seventy percent of the floor was dedicated to GameCube, with Game Boy Advance filling out the rest. The six titles slated for launch this year (Luigi's Mansion, Eternal Darkness, Super Smash Bros. Melee, Wave Race: Blue Storm, Animal Forest Plus, and Pikmin) garnered most of the space, but Rune, Bomberman Generations, Sonic Adventure 2, Super Monkey Ball, Phantasy Star Online Ver. 2, FIFA Soccer, Virtua Striker 3, Kirby Tilt 'n' Tumble 2, and Starfox Adventures: Dinosaur Planet were also on display.

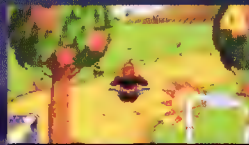
The Game Boy Advance area had a number of solid titles on hand as well with Diddy Kong Pilot, Sabre Wulf, Universal Studios, Tekken, Pokémon Card Reader, Super Mario Advance 2 (a handheld version of Super Mario World), Street Fighter Zero 3, and Fire Emblem being the most notable.

Since the stars of the show were the games, over the next couple of pages we will barrage you with various pictures and info on each title. Enjoy.

One month after the initial launch, black and orange consoles will release in Japan



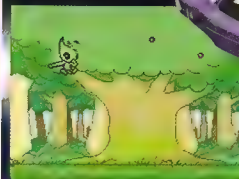
Fire Emblem



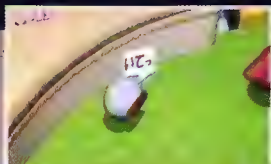
Diddy Kong Pilot



Sabre Wulf



Pokémon Card Battle uses a special reader that enables the game to download programs from the cards



Kirby Tilt 'n' Tumble 2 is played on both the GameCube and Game Boy Advance through the link cable. Notice that the player uses the Game Boy Advance as the controller, and that at times, the game is even played on its screen

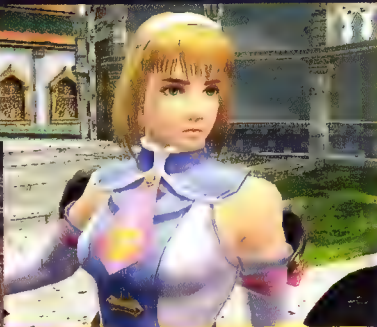
LUIGI'S MANSION

While the theme is still vacuuming, the Space World build of Luigi's Mansion showed some added depth to the game. For instance, not all ghosts can be startled with the flashlight and sucked into oblivion; you must use the environment to lure them out. In one scenario we saw, you had to pull the curtains so the wind would gust in and freeze them. In another, you had to hold off until the ghost got bored of waiting for you before you could strike.



SOUL CALIBUR 2

Soul Calibur 2 looks good and it's the sequel to perhaps the greatest fighting game of all-time. What more can we say? We'll let the pictures do the talking on this one.



1080 SNOWBOARDING 2

Nintendo's much-loved snowboarder was just shown in a quick video clip, but it does look solid. Once again, snow conditions play a big part in this game, and you can expect the GameCube to take that even further.



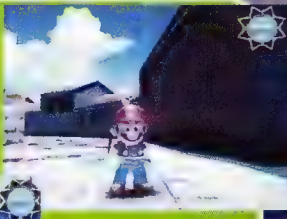
RUNE

Developed by From Software, Rune brings lots of elements together into a unique RPG experience. What that experience is exactly, we aren't entirely sure, but the graphics are definitely inspiring in the close-ups. Although it should be noted that most of the time the game is played from a longer vantage point and often looks only slightly above mediocre.



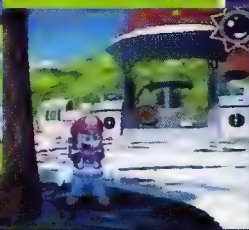
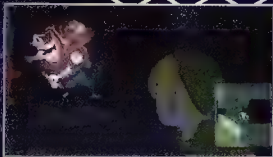
MARIO SUNSHINE

You'll have to excuse the poor screenshots, as we were only able to take them off video shown at the presentation, but at least it's something to look at. To see more on Mario Sunshine, definitely hit the Internet and look around some...it's easy to find. Scheduled to come out in summer of 2002, Mario Sunshine features an expansive environment and plenty of classic 3D Mario elements. In time, many innovations will surely be revealed, including an explanation of that crazy rocket pack thing on Mario's back.



ANIMAL FOREST PLUS

This expanded version of the offbeat, never released N64 game is sure to puzzle some, ourselves included, but Nintendo swears that once you enter the Animal Forest it's hard to get out. This title also has Game Boy Advance expandability. Not only will the GBA allow you to explore extra areas, you can also create textures on GBA and import them into your town. No announcement yet if this game will find its way to the States.



THE LEGEND OF ZELDA

We were surprised when we saw the new cartoonish look for Zelda that replaced the amazing CG-like graphics that were shown at E3. Upon closer inspection, though, the Disney and anime aspects of the game are quite intriguing. While we're sure this game will spark lots of debate in the months to come, you can't really argue the fact that almost every Zelda game has been brilliant. There is little doubt this one will be as well. Like Mario Sunshine, footage of Zelda is available on the Net.



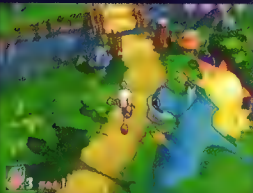
ETERNAL DARKNESS: SANITY'S REQUIEM

Silicon Knights has been working on this game in some form or another for quite some time now, but it seems that on GameCubes it will really come out. The basic premise is that you fight evil in a number of different times with different characters that are able to do different things. So it's, ummm... different. Still sketchy at the moment, but it could just still come together.



WAVE RACE: BLUE STORM

Definitely the gamer's game of the launch lineup both in Japan and in the States, Wave Race is surely going to be a hit. With four-player racing and tons of great water effects, this game will be gracing many GameCubes at launch.



BOMBERMAN GENERATIONS

Hudson has been hard at work taking Bomberman out of the party game circuit and into the world of adventure. Generations has a unique look, but certainly isn't pushing the unit to get there. It's a simple little adventure that mixes in all the fun aspects of Bomberman.





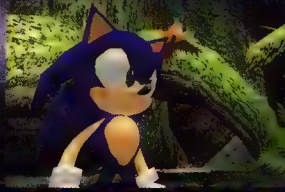
VIRTUA STRIKER 3

Sega's soccer stable was impressive on the GameCube, and had many at the show giving it the thumbs up over EA's FIFA.



UNIVERSAL STUDIOS

In this unique game, you cruise around the Japanese Universal Studios theme park and interact with the various rides and shows. Created by Kemco, this game could be interesting depending on how interactive it is.



SONIC ADVENTURE 2

Whenever we see Sonic on Nintendo, we still get a little confused, but once you get your hands on the controller, there is no doubt that Sonic belongs. This port of the Dreamcast game is running smooth and working good.



FIFA SOCCER

EA Sports' marquee lineup brings plenty of gamers to any system, and nothing is more popular internationally than soccer. It's what soccer is called overseas, silly.

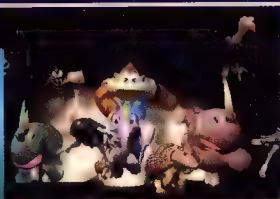
PIKMIN

Still the most curious member of the GameCube lineup, Pikmin is getting close to completion. While we were unable to see much of the new stuff during our playtime, we did see some video of new bosses and creatures that were interesting to say the least.



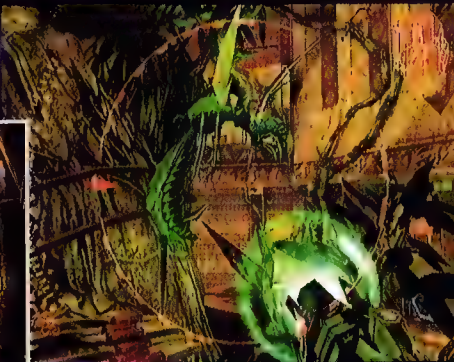
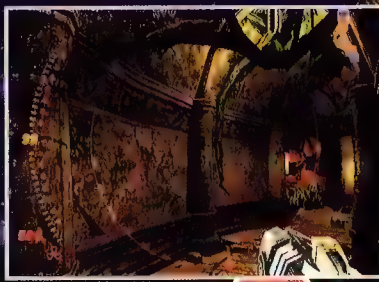
DONKEY KONG RACING

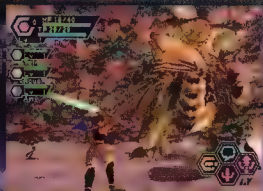
We got some new screens of Donkey Kong Racing, although you can't be sure if it's just CG or the real deal. As far as info goes, Nintendo is still not talking.



METROID PRIME

Painfully missing from the show in playable form, it was interesting to see Metroid Prime running on video. Indeed, the game is a first-person shooter but it apparently zooms out to a third-person view to add flair to all of Samus' various moves.





PHANTASY STAR ONLINE VER. 2

The most successful online game in console history is coming to GameCube and people are already chomping at the bit to get their grubby little hands on it. Better textures and four-player split-screen are just a couple of the improvements you'll find on this GameCube port of the Dreamcast hit.



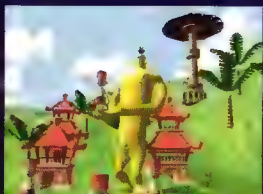
STAR FOX ADVENTURES: DINOSAUR PLANET

slated for first quarter 2002, Star Fox is starting to come together. The demo, however, is still very close to what we have seen at E3. The only new things we saw were past levels that we played when the game was Dinosaur Planet for Nintendo 64. Rare and Nintendo delay a game? Never!



SUPER MONKEY BALL

Filled with various minigames like racing, fighting and pool, you never know what those crazy monkeys are gonna be up to next. The main portion of the game is all about rolling a monkey (a hamster ball through various courses (though it doesn't use the tilt technology like Kirby).



DOSHIN THE GIANT

Big giant on his land. Help people. He happy. sad. What me do next? Did me mention me giant?



DOUBUTSU BANCHŌ (ANIMAL LEADER)

This game is definitely unique and perhaps a title that may never make it Stateside, but you never know. Using the box-looking guy, you cruise around and find animals to assimilate. As you gain their powers, you also take on their animations and such. Sounds interesting, but it's kind of hard to get over the minimalist graphical style.



SUPER SMASH BROS. MELEE

Plays like N64 but looks so GameCube. With dazzling lighting effects and lightning quick gameplay, Super Smash Bros. Melee is gonna tear up the GameCube when it hits November 21 in Japan. Rumor has it that Kid Icarus and Ganondorf are hidden characters.



MICKEY MOUSE

Still only seen on video, it's hard to say much about this game other than it looks and moves like a Disney feature. Now let's just hope it plays like one.



Game Informer had a chance to sit down with Miyamoto in a round table discussion about GameCube and various Nintendo developments. Certainly everything the delightful game designer had to say was enlightening, but we picked out some of his most notable quotes on a couple of unique titles that are under development at Nintendo R&D.

ON ZELDA

"One thing I'm afraid of is that people who already see Link in the very beautiful graphics may be looking forward to the much more sophisticated looking version of him in the next Zelda. I do not want to betray them or shatter their expectations, so what we are doing now is making Zelda as unique as possible because uniqueness is something gamers are always looking for. So I can say that we are ready to make that Zelda."

ON MARIO SUNSHINE

"I'd rather not explain about the new Mario, as I've said I deliberately chose images that will not reveal a lot about the game so that you will not know its secrets. But because we have limited these things, I think you are wondering what is so interesting about the game. One thing is sure is that it's called Mario Sunshine - and it having that name, we really have to sell it during the summer time [laughs]."

"Mario is shouldering on his back some mysterious gadget - some machine. Of course, it contains a secret. We are going to make the right progress for the game, and please look forward to it."

ON 100 MARIOS

"So many projects and so many experiments are being carried out at Nintendo. For example, the 100 Marios or 128 Marios - some of the technology there has already been integrated into Pikmin. And having said that, some other experiments are still going on because we are always looking two or three years in advance, so maybe sometime later we will show some part of 100 Marios."

ON MARIONETTE

"And as for Marionette, it is still under development. It's not a Mario game, but an actual Marionette game utilizing a puppet. I am hoping to make something both complicated and simple at the same time [with this game], which is kind of a contradiction. But already we are experimenting. And once again, sometime in the future we may be able to show you something on it."

PREVIEWS



Callahan Bridge
Vehicles range from the mighty Humvee...



...to the lowly taxi cab...



...to this yummy ice cream truck!

PLAYSTATION 2

GRAND THEFT AUTO 3

UN-F@#\$@#%-BELIEVABLE!

In our March Issue Game Informer broke the news on Grand Theft Auto 3, travelling to Scotland to get the story straight from the game's developer, DMA Design. At that point, the game looked promising indeed, but we were curious to see if the Scottish firm could pull off its ambitious plans to implement the GTA series' free-roaming, wide-open gameplay into a fully 3D world. Upon receiving this playable version of the game a few days ago, we can safely say that this project is going to be a grand slam for both DMA and Rockstar, perhaps one that will rocket both companies into the big leagues of the video game industry.

Fans of the series will be familiar with the basic gameplay structure, as the heart of the experience still revolves around pulling freelance jobs for a number of criminal organizations that occupy the nether regions of the fictional Liberty City. However, being able to do this in an accurately modeled world, complete with real-time traffic, police, and pedestrians takes GTA 3 leagues beyond its predecessors. The previous games in the GTA series were definitely engrossing, but the top-down perspective and try characters provided you with a certain emotional distance from the action. This time, the whole cinematic experience is right in your face, as you squeal around corners, bust caps on gang members, and watch mobsters get splattered in car bomb explosions. Compare

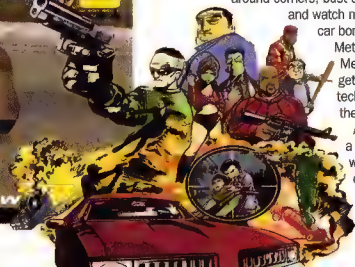
Metal Gear for the NES to Metal Gear Solid and you'll get an idea of how big a technological leap this is for the GTA franchise.

Although Driver might be a good jumping off point when attempting to describe GTA 3, no game has really come this

close to emulating a realistic, open city environment. Every corner of Liberty City is yours to explore, in or out of the vehicle. Your mission will often require you to perform activities either as a driver or on foot, or any combination of the two. On one particularly memorable mission, we had to jack a car, ride it across town to explosives expert Eightball's shop, and grab a car bomb. From there, we were instructed to find an ice cream truck and steal it. After this, we wheeled our new ride down to the docks, near a rival gang's headquarters. Using the L1 button to ring the ice cream truck's chimes, we lured our quarry toward the vehicle, jumped out, and obliterated them with our remote detonator. Other early missions in the game included running hookers to a cop convention, lobbing grenades into laundry trucks, and assassinating the proprietor of a Chinese restaurant that dabbled in the drug trade. Also, DMA has thrown in a tribute to *Midnight Club*, a previous PS2 hit for Rockstar, with a side-mission that sends you on a late-night illegal street race through Liberty City.

There will be over 60 missions in total, but Liberty City holds many more thrills to devour. Strewn throughout each of the city's three areas are stunt jumps that award the player with cash for pulling insane vehicular gymnastics. Also, there are Rampage missions, which require you to kill a specific number of rival gang members in a set period of time, much like the Kill Frenzy from previous GTA games. After putting in several hours with this build, we can safely say we haven't even scratched the surface of this mammoth title.

Although its dark storyline and extremely violent gameplay will no doubt attract attention, we can only hope that the breathtaking scope of this product isn't overlooked by the masses. What DMA has accomplished in this title is truly innovative, and is, in many ways, every bit the equal of what Capcom's *Devil May Cry* or Konami's *Metal Gear Solid 2* will bring to the table this fall.





So all Duke boy on several stunt jumps Midden throughout the city



Fight like a man with your fists...



So the laundry won't pay any protection eh?

The real-time cutscenes feature voice-overs by such crime movie veterans as Joe Pantoliano (*Memento*, *The Matrix*)



...beat on the beats with a bat...



Liberty City has a running train system that you can get on and ride at any time



...or pull an old-fashioned LA-style drive-by shooting



GAME BOY ADVANCE/GAME BOY COLOR/PLAYSTATION/PC

HARRY POTTER AND THE SORCERER'S STONE

FOR ALL YOU HARRY NUTS OUT THERE!

Though just lowly Muggles, J.K. Rowling has given Electronic Arts access to pass through Platform 9 3/4 and ride Hogwarts Express all the way to Gringotts Bank. If you haven't read these books yet, run out and pick them up immediately. Almost every editor on the Game Informer staff has read everything J.K. has published, and are counting the days until the motion picture releases on November 16. On this same day, in fact, Electronic Arts is releasing four different Harry Potter games — one for the PC, PlayStation, Game Boy Color, and Game Boy Advance.

Within all of the highly anticipated titles, Electronic Arts is determined to capture the essence of the books, and at the same time tie in as closely as possible to the visual stylings

of the feature film. Naturally, players assume the role of the enchanted 11-year-old, Harry Potter. We love this little rugrat to death, yet we can't stop thinking, if Harry were an actual human being, he'd instantly be classified as a nerd. All the staples are there. He loves school, hates summer, kisses teacher booty, and wears thick-rimmed glasses. Nerd! Within the world of witchcraft and wizardry, however, Harry is the biggest celebrity around, mainly because he's the only person with the power to stop He-Who-Must-Not-Be-Named. If you're worried EA is focusing too heavily on lil' Potter and not the entire spectrum of the book, you'll be happy to hear that almost every character is included, as are most of the locations.

If you're a huge Harry nut like we are, Electronic Arts' decision to design four different games opposed to just porting one to each platform means quadruple the playing time. Breaking it down, the PC version, which is developed by KnowWonder, focuses heavily on stealth and adventure aspects. In such, as you sneak through the halls of Hogwarts past nosy teachers and unwanted guests, you'll be asked to complete missions and solve puzzles. Of course, a fast-paced game of Quidditch is included as well. However, it's not as sophisticated as the book makes it out to be. Instead of scouring the field to find the Snitch, you'll simply fly through rings all around the stadium, dodge Bludgers and Beaters, then catch up to the Snitch, and if you're quick enough, wrap your fingers around it. The PC version also has an exclusive level set on Pknet Drive. As a precursor level of sorts, Harry must outwit the Dursleys to get his letter of admission to Hogwarts.

Since Argonaut is the developer of the PlayStation translation, the gameplay has more of an action/platform feel to it. Within Hogwarts, you'll chase Draco Malfoy over Forbidden Forest on a

broomstick, ride the mine cart at Gringotts, and attend class where you'll create spells and potions within a handful of minigames. A necessity indeed, you'll also be asked to lead Gryffindor to victory in Quidditch — a level stylized like the one we just described for the PC version. As you probably guessed, a good portion of the game consists of jumping across small cliffs, solving door puzzles, and putting your wand to use against countless hordes of ogres.

As for the handheld releases, the Game Boy Advance title is an isometric adventure with 30 quests, and the Game Boy Color version feels more like an action-packed Pokémon, where players collect and trade Wizard Cards as they learn new powers to tackle more ferocious beasts.

Everything you'd want to see in a Harry Potter game is included, and if you crave more after digesting all four of these games, EA is also working on two additional Sorcerer's Stone titles for the PlayStation 2 and GameCube.



■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** KNOWWONDER (PC, GAME BOY COLOR, GAME BOY ADVANCE), ARGONAUT GAMES (PLAYSTATION) ■ **RELEASE** NOVEMBER 16



The PlayStation version features varied gameplay, including a number of stages set on a joystick.



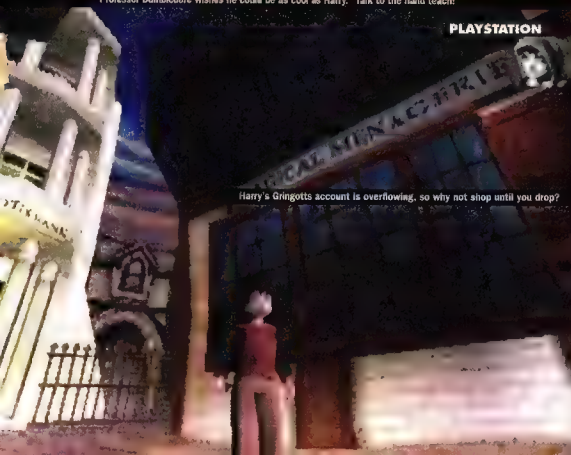
Many of the familiar characters, like Hagrid, are in the PC game.



Professor Dumbledore wishes he could be as cool as Harry. "Talk to the hand teach!"



The owl delivery service plays a large role throughout all of the games.



Harry's Gringotts account is overflowing, so why not shop until you drop?



Learn new spells in class.



Fresh meat!



PLAYSTATION 2

BALDUR'S GATE: DARK ALLIANCE

A MORE EVOLVED DUNGEON CRAWL

In the console world, the Forgotten Realms has been a hard place to get to. Both PlayStation and Dreamcast had versions of Black Isle's enduring and endearing PC adaptation of Dungeons & Dragon's most known campaign setting mysteriously disappear from their coming release roster. When the words Baldur's Gate first got bandied about for PlayStation 2, we were skeptical. Thanks to a recently received playable version, however, we are now firm believers.

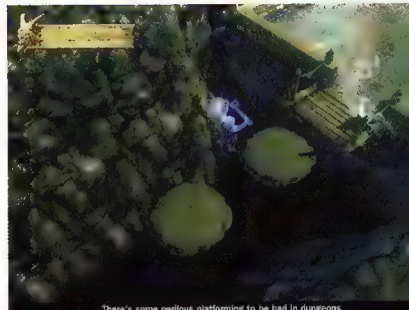
Pictures on these pages may lead readers to suspect that Dark Alliance will be very much like others in the Baldur's Gate line. This is not the case. Other than its isometric view and D&D foundation, the game is a bold step away from the adventures of the past. There is no party to create and form. Instead, up to two players choose from three pre-made characters – a dwarven fighter, a human ranger, or an elven sorceress – and delve into the dungeons.

And what beautiful dungeons they are! It's easy to see that this title was made specifically for the PS2. Torches give off shimmering waves of heat, water ripples are so realistic it will put you in awe, and felled enemies stay where they dropped for the duration of your game. Thanks to plentiful voice-overs and a multitude of monstrous snarls, Dark Alliance also sounds as good as it looks.

One can't spend too much time being enamored with these effects, however, for the action you get drawn into is intense. There are battles involving hordes of monsters, quests to be completed, traps that take some thinking to avoid, and platforming portions that are likely to aggravate. Conquering all these things will put your character up levels, which not only

gets you more hit points and magic power, but also points to spend on feats. What feats are available and/or useful to you depend on your character type. For example, the sorceress would likely spend feat points to learn new spells, while the ranger would learn tricks to use with his bow, and the fighter would gather knowledge that help him do more damage with his weapon. These feat points not only allow players to customize their characters, it adds replay value through sheer curiosity.

The hack n' slash dungeon crawl isn't a unique concept, but Snowblind's D&D take on the genre makes it feel like something special. More quest driven than Gauntlet, and better looking than Diablo, Baldur's Gate: Dark Alliance is the evolutionary link between a brawler and a role-playing game.



There's some perilous platforming to be had in dungeons



If you get lost, L1 brings up a map overlay for reference



6 Points Left

- Gudge
- Endurance
- Toughness
- Null Bash
- Willpower
- Meditation
- Intestinal Fortitude
- Combat Reflexes
- Death Blow
- Improved Critical
- Sword And Fist
- Improved Block
- Shield Expert

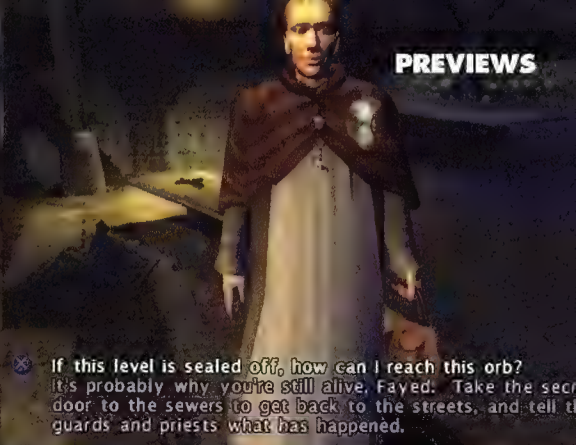
Cost: 4
Next Level: 350%
This feat increases your health regeneration rate.

Choose. Done

As you go up levels, points are spent on feats to customize your character

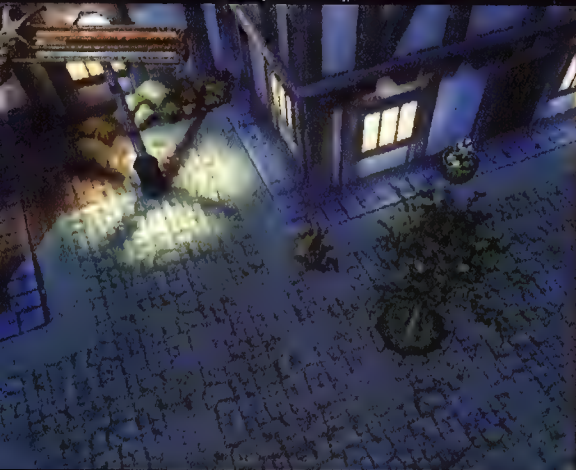


Surrounded by skeletons in a crypt



⊗ If this level is sealed off, how can I reach this orb?
It's probably why you're still alive, Fayed. Take the secret door to the sewers to get back to the streets, and tell the guards and priests what has happened.

There are many of these classic multiple choice conversations



Not all the action happens in a dungeon. Some things are done in the town of Baldur's Gate



Two players can adventure simultaneously



"I'm looking for a scepter with about this much girls, but I'd rather not discuss why."



Spectacular effects have been implemented into gameplay



PC/XBOX

ELDER SCROLLS III: MORROWIND

RPG YOUR WAY

Harnessing the power of previous releases is not an easy task to accomplish – just ask any game developer and they'll tell you. Resting on one's laurels is an easy way to find your game take up permanent residence in the bottom of the bargain bin. With this in mind, the team at Bethesda has embarked on a mission to not only make a worthy successor to its vaunted Elder Scrolls series, but to revolutionize the online gaming community as well. A tall order indeed, but Bethesda has taken matters into its own hands. Not limiting their eagerly awaited title to just one platform, Elder Scrolls III: Morrowind will find its way to both PC and Xbox. When asked about what the Xbox is like to develop on, project leader Todd Howard said, "[The Xbox is] the fastest system we've seen and it's easy to develop for. Morrowind is going to be something really unique, and we finally have a system that can do it justice."

Morrowind will attempt to immerse you in its richly detailed environments as much as possible. The game's developers are promising an exponential increase in the world's detail and visuals from previous Elder Scrolls efforts. You may want to travel to the top of a mountain to watch the sun rise, or maybe you're more at home cozing up beside a fire and watching a thunderstorm rumble through your area. A complete weather system will be implemented as well as other play-heightening details – namely real-time shadows, vast landscapes, skeletal based animation, and a terrifyingly high polygon count. All of this just for you, you lucky little devil!

Upon beginning your first adventure, you'll find an epic, open-ended world begging to be explored. Character creation itself is a learning process. In the beginning, you'll find yourself

waking up on the floor of a prison ship. As you walk around and try to figure out what's going on, other "passengers" will ask you questions. You'll essentially build the foundation of your character based on how you respond. After getting to land and beginning your new life, the realization that you can interact with virtually everything in the game will dawn on you. If you see a book that looks interesting on a shelf, you're able to pick it up and read it. If you see some armor on someone walking around that you want, feel free to bash the wearer over the head and help yourself.

The game is designed to have nearly unlimited replay value as a result of its non-linear gameplay. How you play your character, be it a noble hero or an insidious assassin, will affect everyone around you. Cross one guild, and you may have a contract put out on your head. Join another, and people may be less willing to do business with you. Your character will have access to every skill set in the game, but you'll have to focus on a few to be successful in what you want accomplish with your new alter ego. There will be a main storyline which you can enter and exit at any time. You're given the option of how deep you want to lose yourself in your surroundings.

Add to all of this a mission builder of sorts for the PC version dubbed The Elder Scrolls Construction Set, which will allow you to create your own quests, items, areas, and skills – all fully interchangeable and downloadable with other players' games – and you've got a release that will swallow you whole for months at a time. Watch for an early November release, but don't even think about getting this game before we do. We intend to be first in line.

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** BETHESDA SOFTWAREWORKS ■ **DEVELOPER** BETHESDA SOFTWAREWORKS ■ **RELEASE** NOVEMBER 8



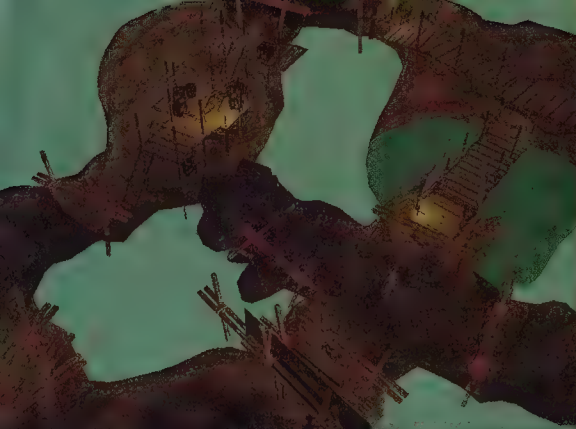
Mysterious ruins will await your exploration



That's not a tree, that's a bug



Can you say high poly count?



The Construction Set at work



PREVIEWS

This Xbox image shows one mean looking sword from a first-person view



You'll find vastly detailed skies during the night



The incredible graphic power of the Xbox is exhibited in this shot



That doesn't look very inviting



Me, that's not Spoil. Stop that



PC/PLAYSTATION 2/XBOX

THE THING

WHO CAN YOU TRUST?

In 1982, John Carpenter scared the living daylighters out of theatergoers with the psychological thriller and remake to the 1951 classic, *The Thing*. We always felt this suspenseful story would translate well into the gaming world, especially since Capcom's survival horror series is greatly influenced by this film. Rehashing the story would have sufficed, yet Universal has a better solution – why not create a sequel?

While the name of the game makes it appear as though it will be little more than an adaptation, it is in fact a full-fledged follow-up that picks up right where the motion picture left off. After losing contact with the Antarctic base, a rescue team is sent in believing a storm knocked out the communications array. As they soon find out, however, a downed satellite dish is only the tip of the iceberg. The base, as you may remember, is completely destroyed, and the structures that survived are soaked in blood. What's going on here?

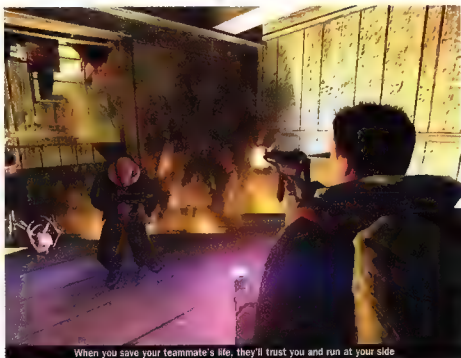
Much like X-Squad, the gameplay is structured as a team dynamic where you issue orders to your comrades. Just like the film before it, this game thrives on two aspects – fear and trust. Developer Computer Artworks has labored long and hard to bring this aspect to life through complex NPC AI that, if pulled off correctly, will display realistic human emotions. Through an impressive isometric third-person perspective which features manual camera manipulation, the exploration has a Resident Evil feel to it. Whether you're interacting with objects or figuring out how to open doors, you'll come to the conclusion that Computer Artworks is familiar with Capcom's survival horror games.

With the action, Computer Artworks' design is leaps and bounds ahead of anything you've seen in a Resident Evil title. When a battle erupts, you'll be able to run and shoot, or continue issuing commands as you jump and seek cover. The targeting is incredibly deep, allowing players auto-aim, free look in first-person, and component target. We're especially fond of the component targeting as it enables you to blast a gun out of someone's hand and knock out the lights. Of course, the main aspect of the game revolves around your interaction with the team. As the game unfolds,

you'll encounter the alien scourge that has leveled the base, and will learn first-hand exactly what this creature does to humans. Just like the movie, many of the humans will become infected, transforming into a creature themselves. Since the beast is shy in nature, you won't know who is infected and who is not. This is where trust comes into play. Should you hand a weapon over to your buddy? Should you let a medic tend to your wounds? Whatever you do, never leave your teammates alone, for the next time you see them, they may be the enemy.

You'll need to watch the NPC's emotions closely. If they shake, there's a good chance they are scared. If they act suspiciously, dig deep into their mind, and if they tip you off, put a bullet in their head. Interestingly, if you run haphazardly through the game, not caring about the outcome of your team, the game's difficulty will ramp up, and you'll actually see several of your teammates formed to a creature's body. If you keep them alive and calm, they'll help you open doors that lead to valuable save spots and secrets. Really, though, you never know who to trust. All you know is that you're not infected and your team is freaking out.

Universal, as any good publisher should, is giving Computer Artworks all the time it needs to make this project golden. Right now, a tentative release date has been set for Spring of next year.



When you save your teammate's life, they'll trust you and run at your side

■ STYLE 1-PLAYER ACTION/ADVENTURE ■ PUBLISHER UNIVERSAL INTERACTIVE STUDIOS ■ DEVELOPER COMPUTER ARTWORKS
 ■ RELEASE OCTOBER 9



If you're certain a teammate is infected, fill him full of lead



The alien species come in all sizes. Shown here is a bigger beast aptly named Rupture



When an infected head is dismembered, it will grow legs and scurry across the floor



PLAYSTATION 2

CAPCOM VS. SNK 2

LET'S GIVE 'EM SOMETHING TO FIGHT ABOUT

Capcom graciously fed Dreamcast fighting fans. As they search to eat with releases like *Marvel Vs. Capcom 2*, *Street Fighter III: Third Strike*, and *Capcom vs. SNK*. The company now moves on to serve up a fighting feast for the hungry owners of PlayStation 2. The monumental matchup between two developer powerhouses is now continuing, this time on the PS2. At your disposal are 44 of the best that both companies have to offer, including new characters from *Street Fighter III*, *Samurai Shodown*, and other famous series. A lot of brutal beatdowns are going to be issued in this one.

In the first *Capcom vs. SNK*, you had to choose which groove you'd go with. These were different tactics that either emulated the SNK or Capcom schools of gameplay thought. For this sequel, you now have three different styles for each side, which encompass things like dash moves, counterattacks, tactical recoveries, and air dodges. This way, you can fine-tune the controls even more to your own specifications.

With increased options and even more of the fighters you love, this collaboration comes even closer to being all-things-to-all-fans of the genre. While controls are always key, the stellar graphics, animation, and music will get 2D fight lovers at Suda51's *Dinner is served!*



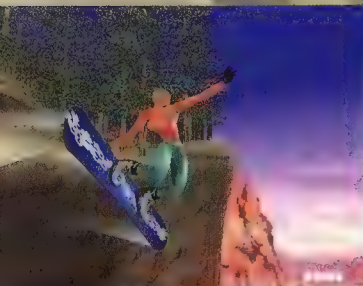
You can't fault the character list

Two franchise players square off

That's a lot of beef

Fighting an unarmed woman? Wussy

■ STYLE 1 OR 2-PLAYER FIGHTING ■ PUBLISHER CAPCOM ■ DEVELOPER CAPCOM
■ RELEASE NOVEMBER 29



Perform a normal trick...



...or really impress the judges with a death-defying Uber move



PLAYSTATION 2

Out of the 12 characters, six are new

PLAYSTATION 2 / XBOX / GAMECUBE

SSX TRICKY

CELEBRITY SHREDFEST

This time around. PlayStation 2 owners won't be the only ones with the ability to shred the dangerous slopes of SSX. In an attempt to christen each console before it makes its voyage into what should be a ferocious holiday battle, the development team at EA Canada is working on versions for the PlayStation 2, Xbox, and GameCube – all of which should ship simultaneously.

If you've already played through the original release, SSX Tricky isn't the full-fledged sequel you've been waiting for. Granted, we've never seen a title expand so fully in every aspect, but when you break it down, it is essentially just an updated version. Switching to the DVD medium, the developers at EA Canada were able to incorporate everything that they originally envisioned. To give the game the sensation that a year has passed since the events of the first SSX tournament, only six of the riders are returning. Apparently, Jurgen and Hiro both sustained serious injuries during the off-season. To fill their boots, six additional characters have signed on and are rowdier than you'd ever imagine. In delivering these wild and crazy personalities, EA has enlisted celebrity voice talent that includes David Arquette, Oliver Platt, Lucy Liu, Jim Rose, Macy Gray, and Billy Zane. The soundtrack features Mix Master Mike, The Plump DJ's, and Aphrodite.

Listening to David Arquette scream in agony is the perfect follow-up to those horrible 1 800 CALL ATT commercials. How did he get such a hot wife, anyway? In addition to the heavy-hitting voices, the character models have been enhanced with facial movements and a handful of flashy garment effects. Certainly, we'd love to push Macy Gray off a mountain, but picking a fight with a fellow boarder could be detrimental to your progress. If you even graze them, the characters will do everything in their power to exact revenge. They may even sacrifice their chances of winning just to ensure that you don't win the gold either.

Many of the courses in the game make a repeat performance, and only two of them are brand spanking new. Interestingly though, all of the existing hills have received major facelifts, and now feature two separate runs to differentiate between trick and racing. Along with the changes in the terrain layout, EA Canada has gone out of its way to alter the lighting and background details. With these changes, some of the tracks will seem somewhat familiar, while others are completely different. A similar method of transformation has been applied to the tricks. Since SSX veers away from the realism of snowboarding, EA felt that the moves should reflect this aspect as well. All of the traditional grabs and spins are still in place, but so are a ton of death-defying stunts, which EA has dubbed Uber Tricks. When you perform one of these maneuvers, you may detach from the board and fly like Superman, doing airborne handstands and spinning like the Tasmanian Devil.

EA assures us that the game will run at a constant 60 frames per second for all three systems. You'll also be able to play the game through widescreen and Dolby Digital 5.1 audio.

■ **STYLE** 1 OR 2-PLAYER ACTION/SPORTS/RACING ■ **PUBLISHER** EA BIG ■ **DEVELOPER** EA CANADA ■ **RELEASE** NOVEMBER



Every course now features two different runs



A ton of additional grabs and jumps have been implemented into the Show Off run



PC

ZOO TYCOON

IS IT AN EVIL PETTING ZOO?

Almost every Game Informer editor majored in zoology before entering the world of journalism. Why did we switch? Because of the injustice that America's zoos are inflicting on those poor animals! Why else?! Seriously, have you gone to a zoo lately? All of the animals are sectioned off from one another. What's the deal with that? In the wild, these creatures have the freedom to roam, converse with one another, and poop wherever they please. With Blue Fang Games' upcoming release, you can rectify the mistakes the zoos are making, and truly allow your visitors to get a good look at all of the animals.

Right off the bat, we began designing the zoo of the future. On the first day, we held a special event. For every guest that entered the park, we inserted another lion into a haphazardly made cage. The lions were so excited that they jumped out of their confinement and began to converse with the humans. Everyone was having a lovely time! People were running around gleefully with their hands waving above their heads, and the lions would play with the children by grabbing them by the legs and waving them around. We didn't pull in as much money as we had hoped, but we felt it was a successful venture — one that we'd repeat on the first of every month.

Seeing that most of the animals were separated by large landmasses in their natural habitats, we decided to throw a Paws Across America event so that the animals could get to know each other, and hopefully become friends. We put five

saltwater crocodiles into the baby chimpanzee cage, six Bengal tigers into the penguin tank, and two lions into Henry the Moose's home. It was awesome! Somehow, though, we managed to lose most of our animals in this, but we think they enjoyed it. They probably just went camping together or something.

By the third day, however, we concocted our greatest idea yet in the now famous Noah's Ark Day celebration. It took some work to tear apart the entire park and insert two of every species into one gigantic environment, but we did it. Most of the species, except the lions and tigers, weren't too pleased with this. We believe this is because the hippos took some big doo-dos all over the place. Ick! Sadly, shortly after this event, the corporation that was funding our zoo stepped in and closed us down. They said we weren't following the rules. At this point, the only thing we could do was try again, hoping that someone would eventually see eye to eye with us.

As you can see, *Zoo Tycoon* allows the player to do just about anything he or she desires. The controls are simple, almost duplicating the schematic used in *Roller Coaster Tycoon*, and the micromanaging options are some of the deepest we've seen. Almost every species on the planet is represented with authentic behaviors and emotions. If the animals like their cage, they may reproduce, or live longer than expected — but as we've illustrated, if you don't like any of that, there are ways around it.



You'll need to keep an eye on your animals' behaviors and emotions. The easiest way to keep them happy is by re-creating their climate and surroundings.



Almost every animal you can think of is included, and even more will appear through research.

■ STYLE 1-PLAYER STRATEGY ■ PUBLISHER MICROSOFT ■ DEVELOPER BLUE FANG GAMES ■ RELEASE OCTOBER 18



These Bengal tigers appear to be lonely. Maybe this seal will cheer them up.

Within seconds, that cute little seal, who clapped his flippers in glee, was devoured, then pooped out.

Though somewhat plicated, the zoom view will allow you to closely monitor your citters.



Different themes for your resort will come through during design.



A forest resort



A lot of water hazards mean a lot of potential frustration.



PC

SID MEIER'S SIMGOLF

TIN CUPS GALORE

The idea that a small white ball doing nothing but sitting placidly on the ground could become a person's most hated and feared enemy should not shock you at all. In fact, millions of people around the world wage war on lush, green battlefields against their tiny foes every day of the year. They may win a battle or two every once in a while, but the fight never ends. Sound depressing? You should watch some of the GI staff golf—now that's depressing. Fear not, though. Salvation may come in the form of silicon with the impending release of Sid Meier's SimGolf. Appealing to the Sim crowd and the golf grunt, SimGolf looks to be the next big thing from the mastermind behind the Sim franchise.

Sid Meier takes you out of the city and into your own golf resort during this offering. You'll play the role of course designer, CEO, and resident pro during your campaign to turn your backwater pitch-and-putt into a sought-after golf retreat catering to the rich and famous. In order to do this you'll need to design your courses so they're fun yet challenging, and at the same time manage your resort's resources to satisfy your guests ever-increasing needs. Once you've plotted out a course you're happy with, feel free to take to the links and

find out first-hand just how good (or bad) your creation is.

There will be a number of ways to make sure your customers keep coming back for more. The more money you take in, the more crazy additions you can make. From airstrips to luxury hotels, your simgolfer will give you their money as long as you can convince them their terrible golf game isn't the only reason they're there.

Not only can you build wondrous accommodations, but the options to hold tournaments, sell memberships, and entice people to build homes on your property will also be available. If you get bored doing that, feel free to dabble in the lives of your guests as they react and give you their comments on the changes you make to the environment. You can even customize and pit your own resident pro against other pros for cash prizes which can be used to upgrade your resort. As you can see from the screenshots provided, SimGolf will not be a game you can start and finish in a day. Patience, planning, and a little bit of luck will be amongst the things you'll need to make sure your course is the best it can be. It's impossible to resist. You, like your Sim father, will soon be Sid's all over again.



Crazy golfing time!



That interface is very reminiscent of the Sims

■ STYLE 1-PLAYER STRATEGY ■ PUBLISHER ELECTRONIC ARTS ■ DEVELOPER FIRAXIS ■ RELEASE OCTOBER 30



PLAYSTATION 2

LEGACY OF KAIN: SOUL REAVER 2

THE BLOOD ON CRYSTAL DYNAMICS' HANDS

We've received thousands of letters and emails regarding the whereabouts of Soul Reaver 2. For those of you who have taken the time to write us (don't do it again), never fear, the game is still in development and should hit retail shelves this fall. Right now, the tentative release date is September 25, but as you've witnessed at least a dozen times now, it could slip again. A PlayStation 2 launch title? Yeah, right! Certainly, the multitude of delays are aggravating, but we'd rather see it a year from now, rather than incomplete and buggy. If you played through the first adventure, you know what we're talking about. In a rush job to get the product out the door, Crystal Dynamics was forced to remove the CG ending. After countless hours of play, the game concluded with little more than the words, "To Be Continued..."

In an attempt to quench your appetites, we bugged the living hell out of the good people at Eidos Interactive, and eventually had them send us the latest preview build. The material we viewed was still very early, but it did give us a good sense as to how the game will play. Right off the bat, within the first 15 minutes, Raziel learns how to ignite the Soul Reaver on command, and judging by the vicious AI of the human enemies, you'll need all the power you can get. We were particularly amazed by the lengthy real-time cutscenes and vast amounts of dialogue. Two of the clips ran for roughly five minutes each and were decked out with animated facial expressions, lip-synching, and realistic body movements. The way the story is told is more like the original Legacy of Kain, where every little detail of the world and adventure are thoroughly described.

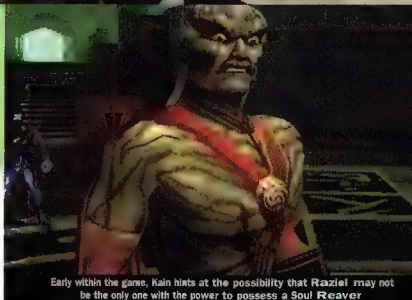
One of the most puzzling aspects of this epic story is the incorporation of time travel. As Raziel tells Kain, he will be flung throughout the uncharted future and back into the bloody past. Of course, the future belongs to Kain, and the past, well, it's Kain's as well...or soon will be. When you backtrack in time, you enter the era when Kain began his crusade. Countless human bodies are impaled on stakes

and mounted to the walls. You'll even see ambient life, such as crows pecking at their decaying carcasses.

Most of the objectives are unique to the series, and after a full day of play, we hadn't pushed one box. Most of the puzzles revolve around the Soul Reaver and the seven elemental properties it will eventually hold. Shifting to the spectral plane once again causes the rooms to warp, allowing access to out of reach places.

In comparison to many of the readily available PlayStation 2 titles, Soul Reaver 2's graphics seem a little dated, but many enhancements have been made since the first installment. Raziel's face and body are fleshed out with the tiniest of details, and the texturing within the environments is very sharp and not nearly as blocky.

Within the front end of the game, Crystal Dynamics is including a ton of goodies. Much like the special features on a DVD movie, players can look forward to viewing a "Making Of" segment, three trailers, and a video of the voice recordings. If the version we played through was indeed Crystal Dynamics' latest work, then the game is still far from complete. No matter when it releases, though, it's definitely worth waiting for.



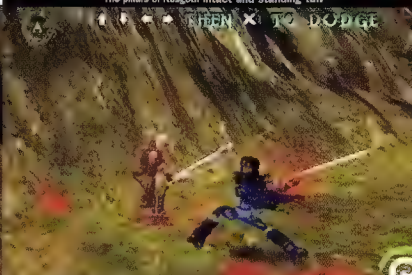
Early within the game, Kain hints at the possibility that Raziel may not be the only one with the power to possess a Soul Reaver



The pillars of Nosgoth intact and standing tall



Though mostly decayed, we find the enhanced PS2 Raziel model to be extremely sexy. Just look at those lips!



Swordplay is much more diverse, yet still bloody as ever

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER**
EIDOS INTERACTIVE ■ **DEVELOPER** CRYSTAL DYNAMICS
■ **RELEASE** SEPTEMBER 25



Vines are a convenient means of transportation



There are always plenty of waves in the jungle



Tarzan's a love, not a fighter

PLAYSTATION 2

TARZAN UNTAMED

TIGHTEN UP YOUR LOINCLOTH

You thought you were too cool for Disney games, didn't you? No self-respecting hardcore so-and-so like you would ever play a title from the company known for a bunch of animated rodents with no personality, right? The times though, friends—they are a changin'. Tarzan Untamed is a fun action game that's worthy of your time, no matter how that you think your flow is.

A large portion of the gameplay consists of 2.5D action sequences. Here, the loincloth lover is swinging from vines and beating up animals. These levels take place on a track, much like *Klonoa 2*. This gives plenty of opportunity to flex PlayStation 2's graphical love muscle. The jungles are beautiful, and loaded with ambient foliage.

Tarzan's jungle lifestyle also includes many of the extreme things most gamers only see in Mountain Dew commercials. Ubi Soft decided to harness this wild man's whiles, and let us live vicariously through him. Bungee jumping stages have you leaping down deep chasms with a vine strapped to your ankles, avoiding obstacles as you attempt to reach rewards in the water below. Water skiing consists of Tarzan being towed by a friendly bird, jumping stumps and weaving around wily crocs. For the surring, you take on the dangerous rapids of a roaring river, trying not to get crushed on rocks or sucked into

whirlpools. While on your makeshift wooden board, there are a flurry of tricks to pull off as well.

Boss battles are totally original. When it's time to take out the big boys, a CG-quality wrestling match ensues. Pound on the buttons to get the upper hand, then enter in a rhythm game-esque series of button presses to wear down the enemy. The difficulty is higher than your typical, predictable attack pattern action game baddies. After defeating any level, you'll be able to replay them for record purposes or score beating. This will unlock new characters to get access to some of the areas.

Ubi Soft opened its wallet to ensure the game is as close to the top-grossing Tarzan movie as can be. It hired most of the voice actors from the motion picture, with the exception of that warthog Rosie O'Donnell. We're pretty sure no gamer will miss her beastly presence, though. The CG outscenes are also of the highest quality, telling the story of an ape-nabbing scientist who gets on Tarzan's bad side. We can't forget to mention the independent hair physics of Tarzan's uncombed mane.

Tarzan Untamed is a big step towards innovation for Ubi Soft, and may help erase the stigma that Disney games are nothing but kid stuff. You can't judge a game by looking at the license on its cover.



Keopin' It in the family



Great environments bring the rainforest to you

■ STYLE 1-PLAYER ACTION ■ PUBLISHER UBI SOFT ■ DEVELOPER UBI SOFT ■ RELEASE OCTOBER 23



PLAYSTATION 2

KINETICA

WHEELS ON THE SOLES OF HER SHOES

In the future, all women wear skimpy outfits and have knock-out bodies. At least, that's what Kinetica tells us. Unfortunately, they'll also brandish wheels on their limbs and be heavily armored. Is this a fair trade-off? We won't incriminate ourselves by answering, but we will say it makes for a very interesting and original racing game.

Wipeout clones are like \$300 million Powerball jackpot tickets: everybody's got one (except Rachel). What makes Kinetica different are the vehicles. These aren't soulless machines, but rather insane carbon-based life forms putting their organs and torsos on the line for the sake of speed. Some are strapped into cycle-like accoutrements, others have four wheels spread out over their limbs. The craziest are those scantily clad cuties with wheelee kneepads. Each driver has varying ratings in acceleration, top speed, drafting, and about a half-dozen other categories. One stat that's synonymous with each rider is the one for insane freaking psycho with a total disregard for themselves or others.

The action takes place on tracks that are anything but flat. At times you'll be in perfect spheres with total freedom to exploit them as you see fit. Gravity will take over at times, though, and may just send you careening into the dark

emptiness of space. Other levels are much more primitive, with palm trees and waterfalls. Still, even these have some sky-grabbing ramps.

What good would insane heights and speed be if you didn't have tricks to pull off? Kinetica gives you several unique tricks for each character, including backflips, corkscrews, and simply standing up (hey, you try standing up while going 130 miles per hour). Holding the R1 button, then executing analog presses accomplishes these daring feats. Just don't mess up, or your flesh will pave the roadway. Successful execution will give you speed bursts to be used at your discretion — a very worthy prize.

Aside from trickery, Kinetica throws other specialties your way. Speed strips can increase your velocity, or be stored for later use. Multiple paths give you time to gather your thoughts away from the wolfpack. You even get a powerslide, so you don't dent your spleen on those tight turns.

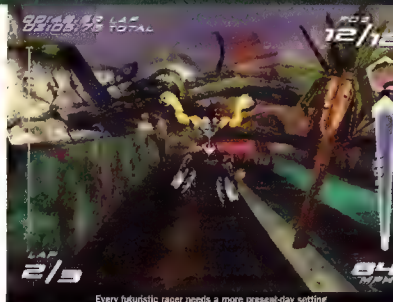
New gimmicks in racing games are getting fewer and further between. Sony's Kinetica is a refreshing twist on this predictable genre. The call on whether it can still supply adequate racing thrills or not will have to wait until our review in a next month's issue.



Racers come in all shapes and sizes



That's not a bad view to stare at all race



Every futuristic racer needs a more present-day setting



Tricks highlight full-body contortion at its finest



Takin' the Nestea plunge

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **DEVELOPER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **RELEASE** OCTOBER 16



PLAYSTATION

SYPHON FILTER 3

GABE LOGAN GETS TOTALLY NUDE!

Just kidding. Much to the chagrin of the GI staff (especially the Game Hombre), Gabe is fully clothed for the duration of *Syphon Filter 3*. This misleading headline was just our way of drawing your attention to what will be the last great PlayStation action game. With so many stellar PlayStation 2 titles set to release this holiday season, there is a good possibility that *Syphon Filter 3* will never receive the success that it truly deserves. Sure, it's getting harder and harder to look at those horrific PS-X textures, but remember this – if this game had released two years ago, it would have been a solid candidate for Game of the Year.

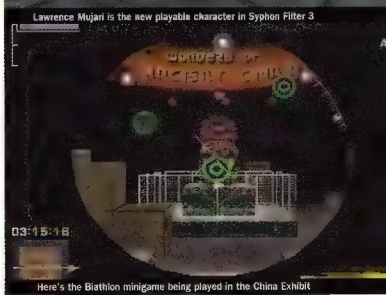
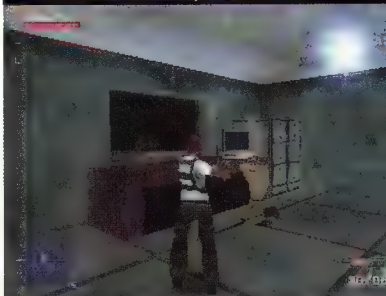
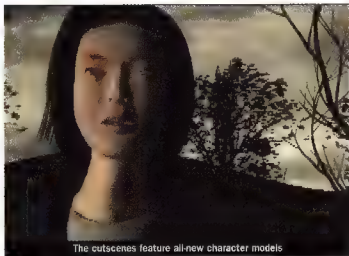
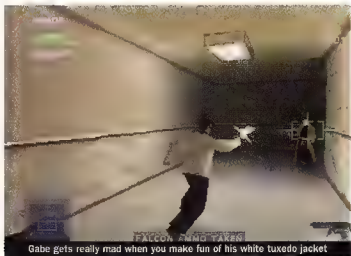
Eschewing the PS2, Sony has decided to end the *Syphon Filter* franchise on the system that gave birth to it, and the millions of people that haven't yet upgraded their gaming rigs will be grateful for it. As a cap-off to the series, the game's story will finally reveal the true origin of the *Syphon Filter* virus. The plot unfolds as a series of flashbacks, with Gabe, Ling, and the game's new playable character, Lawrence Mujari, recalling their careers in front of a special Senate hearing. Secretary of State Vincent Hadden, who is looking to make Gabe the scapegoat for the *Syphon Filter* scandal, has called the hearings to frame the famed agent. The all-new levels then flesh out the action in the past, bringing our heroes' backstories to life. While we won't reveal all the juicy details, suffice it to say that everything you thought you knew about the *Syphon Filter* saga will be changed forever, as the true tale of the virus is uncovered.

The gameplay will remain true to the SF formula, but the treacherous degree of difficulty that turned some gamers away from *Syphon Filter 2* has been eased a bit. The emphasis on stealth has been reduced as well, with the gameplay skewing strongly towards the action portion of the SF experience. Still, expect your skills to be pushed to the limit, as you'll become quite accustomed to reading the words "Mission Failed."

While *Syphon Filter 3* is largely just a refinement of its predecessors, Sony has implemented an awesome MiniGame mode, which adds a whole new level of replayability to the title. There are five types of games: Biathlon, a timed target shooting contest; Demolition, in which players must disarm a set number of bombs before detonation; Terminator, an all-out killing spree; Thief, a stealth minigame played with no weapons; and Assassin, which tests your prowess with the sniper rifle. Even more exciting is the chance to play as one of 12 classic characters, including Chance, Ninja Gabe, and the ever-popular Bag Lady. The games are played in favorite levels from the first two games, like the DC Subway, the China Exhibit, and Washington Park.

If you've never played a *Syphon Filter* game before, it's high time you did. So dust off that old PlayStation, and get your trigger finger ready. If the amazing gameplay and cinematic experience wasn't reason enough, we hear there's a Gabe Logan nude code hidden somewhere in the game! Whoomp, there it is! Go Gabe! It's your birthday! You a big fine special agent, won't ya back that thang up!

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **DEVELOPER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **RELEASE** SEPTEMBER 25





The Bomb

250000

PREVIEWS

REPUTATION: 3,000

PLAYSTATION 2 / XBOX

DARK SUMMIT

SNOW BODY'S BUSINESS

Many a snowboarding game have come and gone in the home video game world. So many, in fact, that with the exception of the rare stand out, the rest of the pack blurs together. ZingBoarder feels the same as ZangBoarder and ZoomBoarder because you're basically doing the same thing in all these games no matter what system you call home.

Wanting to go in a different direction with its inaugural Xbox title (and give PlayStation 2 owners something they don't already have), THQ sought the minds at Radical Entertainment – which already has four PS-X snowboarding games under its belt – to craft a game like no other. From the extensive sneak peek we were treated to recently, this has been accomplished in the form of Dark Summit.

Although it has a trick system and control setup similar to Tony Hawk's Pro Skater, the goal in Dark Summit isn't simply to shred snow as prolifically as possible. Instead, you're trying to make a mountain safe for knuckle draggers everywhere. Chief O' Leary, Mount Garrick's head of security, has decided to close down the slope to all snowboarders. As Naya, Dark Summit's main character who's so hot she doesn't need to wear layers during winter, you must

complete missions that will eventually lead to the downfall of this ludicrous regime. The objectives put before you on your quest for elevation liberation are many. In all, Dark Summit has over 50 challenges. These range from straightforward (score a certain amount of points), to vengeful (ram a skier who bothers you), to serendipitous (knock down ten snowmen).

Completing these missions not only gets you closer to victory, it also opens up more of Mount Garrick for you to explore. These new areas are all linked to the ones you are already familiar with, so eventually, you'll have a full 15 minutes from top to bottom once you have the entire mountain unlocked. These runs aren't cut and dry, either. Each section is wide open and begging to be explored, making for a lot of game despite there being only one course.

As if all this weren't enough, you can also look forward to a wealth of cutscenes, plenty of voice-overs, a variety of equipment upgrades, and multiplayer options aplenty. SSX took the world by storm at the PS2's launch, and now it looks like Dark Summit will do the same when it arrives simultaneously with Xbox.

■ STYLE 1 OR 2-PLAYER ACTION ■ PUBLISHER THQ ■ DEVELOPER RADICAL ENTERTAINMENT ■ RELEASE NOVEMBER 8



Dark Summit's main character, Naya, has a ponytail that puts Lara Croft's to shame



All skiers must be destroyed!!!!



Like Pro Skater, linking tricks can earn you major points



In this, one of Dark Summit's many missions, you must destroy as many snowmen as possible



Occasionally, you'll find fellow boarders to cause havoc with



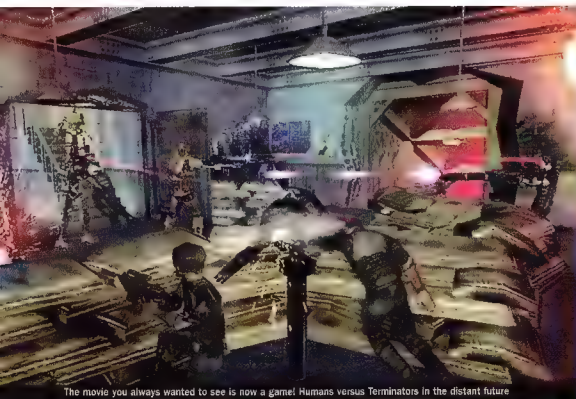
PLAYSTATION 2

TERMINATOR

I'LL BE BACK (AND HE MEANT IT, MAN!)

What the heck is going on here? Did the movie industry invest heavily in video games, or is this recent trend of classic sci-fi films being transformed into PlayStation 2 games just a coincidence? Come next year, Fox plans to drench gamers with acidic blood in *Aliens: Colonial Marines*. Titus is pixelating the future of law enforcement with *RoboCop*. Universal Interactive hopes to scare the poopie out of gamers with *The Thing* (see page 60). To round out this freak (yet very cool) movement, Infogrames is bringing those adorable robots with speech impediments our way through an action-packed Terminator spin-off.

Developing a game that focuses on the modern day events in Terminator would be somewhat boring, so Infogrames has decided to set this adventure in the future, where players control soldiers in John Conner's army and must infiltrate the Skynet complex. Paradigm Entertainment, the developers of *MX Rider*, has been working on this title for quite some time now, and it looks absolutely incredible. The gameplay will unfold through a third-person perspective, and tons of new Terminator robots have been created exclusively for the game.



The movie you always wanted to see is now a game! Humans versus Terminators in the distant future

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** INFOGRAMES ■ **DEVELOPER** PARADIGM ENTERTAINMENT ■ **RELEASE** SECOND QUARTER 2002

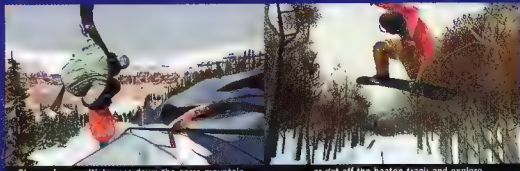
XBOX

AMPED: FREESTYLE SNOWBOARDING

STICKING TO THE SNOW

These days there are many genres a new console has to cover. While we hoped that Xbox's Amped would be about the Marshall stack-toting rudies for some metal band, we'll settle for a snowboarding title. Sure, we'd like to learn how to tape down stage cords nice and smooth, but freestyle runs down Amped's real-life mountains have some pretty silky moves of their own.

Microsoft put on its furry boobies and went in search of the real spirit of the sport: Did they find boarders out to make a quick buck off a vid deal? No, they found pro riders who wanted to help make a game that did snowboarding justice. Amped's 150 songs from indie label, underground bands epitomizes their lifestyle. On the slopes, you'll have to earn your way by exploring for targets on the game's large, multi-run mountains. Impress the press, and you'll find yourself covered in a local 'zine. Microsoft has some work to do with the collision and camera work, but the powder is soft and sexy, and there are plenty of trick lines to keep you busy. With many more snowboarding games on the horizon, Amped's desire to stick to the source of the sport could see it through nicely.



Choose from multiple runs down the same mountain... ..or get off the beaten track and explore



Don't get your head stuck in a snow bank, go out and rip it up!

Yaahhh, that's the ticket

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** MICROSOFT ■ **DEVELOPER** MICROSOFT ■ **RELEASE** NOVEMBER 30



PC

TOM CLANCY'S GHOST RECON

THE HORROR...THE HORROR...

What's the fastest way to get a bunch of pre-teen gamers excited about going into the military? Ship them free copies of Ghost Recon, we say. Even the most-jaded squad-based tactical shooter veteran will have to agree that Ghost Recon is one giant step closer to the real thing. Although those few of you out there who have actually participated in live-fire exercises, or even combat itself, will scoff at this (and rightfully so), take pity on us poor souls who might lack the moxie to face the cold, hard realities of military life.

Drawing on the wildly successful Rogue Spear series, Red Storm is reinventing itself as the tactical shooter genre powerhouse. "We have a new engine, totally new characters, a new storyline, and a new way of controlling the team," said chief game designer Brian Upton in a recent statement. To help achieve these goals, a fresh team christened the Ghosts has been created. Focusing on covert strikes and international peacekeeping missions that do not always go as planned, this group is armed to the teeth with the latest and greatest hardware the Army can give them. You'll find weapons ranging from the M-136 Anti-Tank Rocket to the M-16 Assault Rifle with barrel-mounted grenade launcher.



Guarding a bridge

Detail in the levels will be incredible



Talking a town with an A1 A is a little less than subtle

That's some nice standing around

■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** UBI SOFT ENTERTAINMENT ■ **DEVELOPER** RED STORM ENTERTAINMENT ■ **RELEASE** WINTER 2001

XBOX

KABUKI WARRIORS

MAKEUP AND MURDER

In Japan, Kabuki are revered as talented and honorable performers, doing the dirty job of filling in for the women's roles of theater. Here in the uppity US of A, we see them as little more than effeminate mimes. Of course, there are exceptions (Troma's cult hit, *Sgt. Kabukiman NYPD*, for example), but we still haven't paid nearly enough respect to these fine fellows in pseudo drag. Evidently, they're pretty pissed about this, because they're killing people all over the place in *Kabuki Warriors*, the sequel to Crave's *Kengo: Master of Bushido* fighting game.

Xbox has adopted these misfits, and given them a home alongside other fighters like *Dead or Alive 3*. Much like the 1970's movie, *The Warriors* (coincidentally the second word in the game's title), the object is to do battle with rival gangs of hoodlums. Come across a strapping young lad whose head you don't feel like slicing, and he can join your group, walking blade to blade towards the next adventure.

By now, this series is far removed from its roots - Square's PlayStation *Bushido* Blade series. A life bar negates the chance for one-hit kills, and everything seems to be following the status quo of fighters. Still, by no means does that put *Kabuki Warriors* in the middle of a crowded pack. The power of Xbox will be in full swing, as will the power of the blade thrust. Think the pen is still mightier than the sword? Then grab a ballpoint and say your prayers!



A Kabuki doing a German suplex? Who knew?

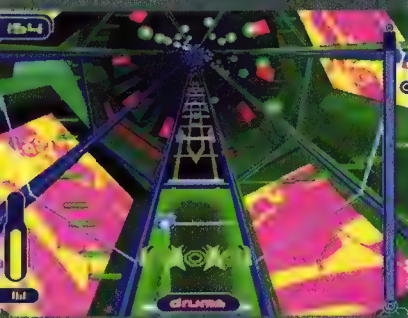
Stabbed through the heart... and you're to blame

Ancient Japanese: circumcision ritual

These boys fight hard, and they play hard, too

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CRAVE ■ **DEVELOPER** LIGHTWEIGHT ■ **RELEASE** NOVEMBER 12

PREVIEWS



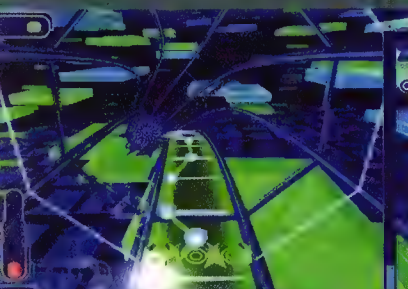
PLAYSTATION 2

FREQUENCY

FEEL EVERY BEAT

Why bother with secret locations, golden hassles, and unexpected drug deaths when the place to rave on a Saturday night is in front of your TV? Frequency's mixture of traditional music game elements with the creative features of MTV Music Generator will let gamers experience every great beats without having to "fill a glow stick."

Think you can hang with the best? Here's your chance to try it... Drifter, Paul Dakenoid, BT, DJ Quest, The Crystal Method, and many more have laid down tracks for your essential and freebie over in a variety of different electronic music genres. The mix or beat not only pleases your ears, but also challenges your timing with their distinct sounds. Start out by hitting all the right buttons to time up, put down the drums, then move on to other unlocked segments like the vocal or synth portions of the song. Survive until the end and you can add your own awe-evoking custom remixes are your chance to cut songs from scratch, and the online mode lets others download and play your latest creations. Difficult as hell to master, but fun every step of the way, Frequency is good times and great music without the cough syrup aftertaste.



Frequency's virtual locations are heat-blazed farm fields out in the middle of nowhere

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **DEVELOPER** HARMONIX MUSIC SYSTEMS ■ **RELEASE** NOVEMBER 14



PLAYSTATION 2

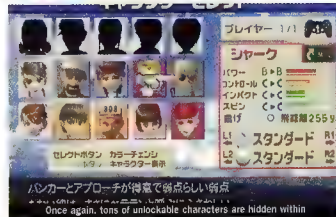
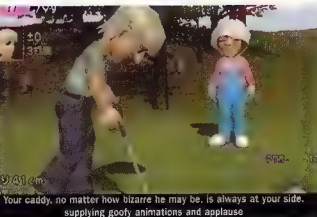
HOT SHOTS GOLF 3

SONY STROKES THE WOOD

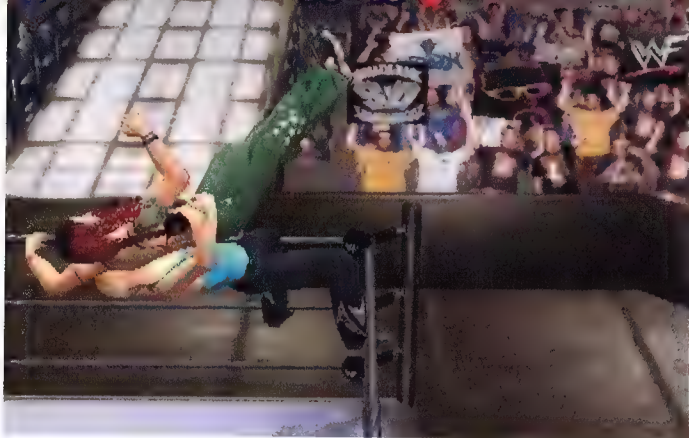
While Matt proclaims his nightly practice sessions have transformed his wrists into PGA material, and Justin brags about his ability to project a hot shot on demand, we've yet to see either of these goonbags actually break par in a golf game. While Game Informer's wood master, Paul Anderson, has gone on to better things—like actually being able to leave the office after lunch to tackle 18 holes—our love for Sony's Hot Shots Golf franchise remains as strong as ever.

After struggling to capture the essence of Camelot's founding release, developer Clap Hanz has gone back to the drawing board with Hot Shots' PS2 debut. As you can clearly see, the artistic direction now directly reflects that of the original title. Adding substance where needed, we can also tell you that Clap Hanz has one-upped Camelot with the implementation of a shop feature. In addition to unlocking characters and opening new courses, players can now spend their hard-earned cash on clubs, balls, clothing, and hundreds of random goodies.

Of course, the graphical presence has evolved to include the flashiest of effects and the smoothest of animation, but one hurdle has yet to be tackled—the difficulty. We walked all over the Japanese import, shooting well below par on every course. The layout of the courses lack hazards, and the shot meter is easy to master. Hopefully, with the American localization, Sony will make a few changes and push the difficulty through the roof. As we witnessed with Hot Shots 2, we'd love to see Sony insert a handful of well-known characters into the mix as well.



■ **STYLE** 1 TO 4-PLAYER SPORTS ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT JAPAN ■ **DEVELOPER** CLAP HANZ LIMITED ■ **RELEASE** FIRST QUARTER 2002



PLAYSTATION 2

WWF SMACKDOWN! JUST BRING IT

THQ BEGINS THE PS2 INVASION

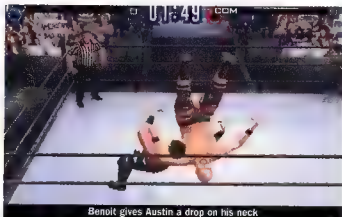
With **WWF having** gobbled up all the competition, the number of licenses available for wrestling video games has slimmed considerably. Luckily for fans, the company with the best reputation for grappling games also happens to be the one holding the rights to the last league standing. This fall, THQ will again apply a submission move to your free time with its first PS2 WWF title, *SmackDown! Just Bring It*.

Keeping the controls and feel of the two very successful PS-X *SmackDown!* titles, the third in the series ups the ante not only with a high-resolution look, but many other refinements and additions as well. Right away, players will note that character animation flows like never before, making all the new moves and reversals that much more breathtaking. Entrances are no longer separate videos, but real-time cutscenes, complete with pyrotechnics and props, that blend into gameplay. Voice-over commentary will be implemented, with Michael Cole and Tazz doing the duty at the desk. Even more interesting, you can accost them, as well as the referee – although only Hebner has the clout to disqualify you.

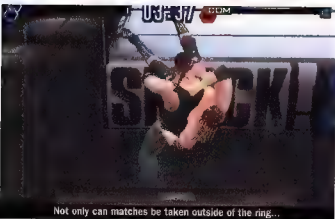
About the only imminent disappointment we can see coming with this game's release is that it lacks many of the wrestlers from the recent ECW/WCW invasion. It's a sure bet, however, that some very familiar faces and costumes will be located within the extensive create-a-wrestler. After all, where would William Regal be without his beloved Tajiri?



Entrances are presented much as they are on television



Benoit gives Austin a drop on his neck



Not only can matches be taken outside of the ring...



...but also to backstage areas aplenty

■ **STYLE 1** TO 4-PLAYER FIGHTING ■ **PUBLISHER** THQ ■ **DEVELOPER** YUKE'S ■ **RELEASE** OCTOBER 23



PC

REPUBLIC

THIS TRANSMISSION IS COMING TO YOU

Topping the dreams and wish list of many a starry-eyed American youngster nowadays is to be the dictator of a small Eastern European country circa 1954. You may be shocked to hear this. Indeed, you may not believe what we're telling you. However, who are you to argue with cold hard facts? You're nobody! Nobody at all!!! If you say any differently, we'll have you arrested and thrown in the clink with our other political prisoners.

Perhaps we've been reading up too much on *Republic*. We didn't mean to talk to you like that. Honest! We're trying out all of our favorite despotic mannerisms to see which will play the best once we get our hands around the game. Playing against up to 15 other people for control of the fictional republic dubbed Novistrana will be quite the trying task. You'll start with a single supporter and a tiny HQ while building your influence among the troglodytes of society.

You may want to play as a politician, businessman, criminal, religious leader, or what have you. It's your background that will determine how effectively you can persuade, hire, and blackmail your way into the limelight of Novistrana's political circle.



If you count all of the polygons in this picture, you have too much time on your hands

■ **STYLE 1** TO 16-PLAYER STRATEGY ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** ELIJAH STUDIOS ■ **RELEASE** SPRING 2002

PHOTOPHILE

PLAYSTATION 2

FORMULA ONE 2001



What is it about Americans anyway? They can't build cars, elect presidents, or understand Formula One. Well, Sony is planning a PS2 tutorial this October that is totally by the book. Aiming to be the GT 3 for F-1 racing, this title excels at its replication of all the cars' parts and the skills needed to command their blazing speeds.

PLAYSTATION 2

BARBARIAN



Pick your warrior and hit the hinterlands for a sword-swinging beatdown with Barbarian. Played as either a fighting game or a Power Stone-like challenge game, this title proves there's more to being a berserker than just chewing on your shield - you have to be able to jam on buttons like a maniac!

PLAYSTATION 2

CASPER: SPIRIT DIMENSIONS



We heard your grill, punk! But O.G. (Original Ghost) is back on the block and lookin' for his props! It's hard for a keep-it-real cartoon apparition like Casper to get his shine on in this world of bling-bling superstars like Shrek and Buzz Lightyear, but this kooky little platformer is already looking better than any sane person had a right to expect.

PLAYSTATION 2

JONNY MOSELEY MAD TRIX



Billy remitt, Tim are for Vidal! Come cut up more powder than the dozens of the Viper Room with Jonny and his posse of freestyleing daredevils. Mount Everest? The Las Vegas strip? More moguls to those who would bust the 60's's 150-plus tricks.

PLAYSTATION 2

SUNNY GARCIA SURFING



All surfing games have pretty much looked and played the same, never really catching anyone's interest but the sport's diehard supporters. On Soft and wood champion Sunny Garcia are determined to change things with its PS2 title. This game has several fictional locations, each with monster waves. Get in the barrel for the ultimate rush, or just paddle around like a punk.

PHOTOPHILE

PLAYSTATION

PANZER FRONT



With the goal of instilling an impressive amount of realism into a tank combat PlayStation game, Agatec will draw on the WWII genre for this upcoming release. Players will choose between two play modes - arcade and mission - and which side to fight for: Germany, Russia, or America. Twenty-eight different maps, varied terrain, opposition, and victory conditions await all of you aspiring tank pilots out there.

PLAYSTATION

SHEEP RAIDER



Forget about Jordan vs. Bird or SKK vs. Caposini: this Infogrames platformer features a real masquerade matchup: White E. Coyote versus his arch-nemesis, Sam Sheepdog. Like last year's Bugs Bunny & Tex Timebunnies, Sheep Raider brings the visual look and outrageous humor of the classic Warner Brothers cartoons to life, with some surprisingly good gameplay to boot. Don't sleep on the sheep.

PLAYSTATION

HOSHIGAMI: RUINING BLUE EARTH



Since the PS2's backward compatibility has given the PlayStation a stay of execution, many smaller companies are taking the opportunity to bring over some previously undiscovered gems from Japan. Hoshigami, a turn-based combat game in the vein of Xenosaga, is one such title. Featuring over 40 missions, a unique combat system, and the ability to create your own enemies, this is just one more reason for those who haven't upgraded to stay behind the times.

PLAYSTATION 2

VAMPIRE NIGHT



Nanoco looks to tap into the horror shooter market that Sega has mined successfully through two House of the Dead titles. Compatible with the legendary Guncon peripheral, Vampire Nights should be a nice change of pace for fans of Silent Scope and the Time Crisis series.

GAME BOY COLOR

DRAGON WARRIOR MONSTERS 2

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ash
ttacked!



Coming in two versions, Cobi and Tara, Dragon Warrior Monsters 2 continues its Pokesimlar run this September. This time around, your home island will sink unless you can travel to other worlds and find a suitable plug. These places are dangerous, though, so you'll need to find and train monsters to survive. Are you up to it?

PLAYSTATION 2/PC

TENNIS MASTERS SERIES



Developed by the French firm Microïds, Tennis Masters Series brings the excitement of the ATP tour home in this complex tennis sim. This one has it all, including every major Tennis Masters Series event and an intuitive gameplay system. Everything, that is, except the actual players. Due to time constraints, the real-life tour pros won't be there, but Microïds promises they'll remedy that shortcoming in the planned sequel.

GAME INFORMER

PLAYSTATION 2

STUNT GP



We first heard about this R/C racing game many moons ago when it was bound for the Dreamcast and being published by Infogrames. After a change of both platform and publisher (Titus is now distributing the Team 17-developed title), it will finally make its way into the hands of American consumers. Hopefully, it will erase all our memories of Re-Volt.

PLAYSTATION 2

MOBILE SUIT GUNDAM: ZEONIC FRONT



Zeonic Front is the real-time strategy counterpart to Bandai's other Gundam PlayStation 2 title, Journey to Jaburo, which is also set in the One Year War period. Load up your Zaku's to accommodate your strategy and switch between mobile suits to flank Gundam do-gooders. Slog Zeon and all that.

GAME BOY ADVANCE

DOOM



Not only is first-person fragging coming to the GBA at the end of September, it's in original Doom style. Featuring the PC version's 27 levels, the handheld's ability to mimic old-school games practices gold in Doom's textured levels. As for multiplayer...well, you know what to do with that.

GAME BOY ADVANCE

BOXING FEVER



Mejestic's rousing shout! First-person boxing that beats the tar out of Ready 2 Rumble on any system, Fever lets you train a fighter and move them up the ranks. Only the title's multiplayer mode and unselectable foe match the beauty of the full-sized fight.

PLAYSTATION 2

POLICE 911

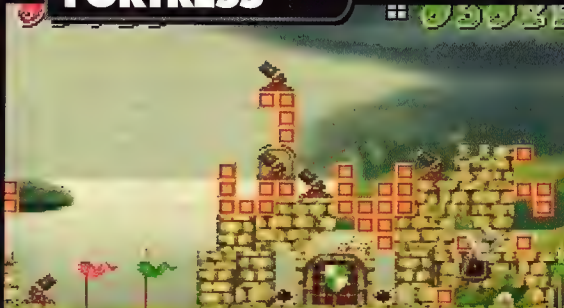


Although we can't fully endorse any game that glorifies the corrupt Los Angeles Police Department, Police 911 is going to turn the shooter genre on its head by making use of a digital camera add-on that actually senses the player's movements. You'll work up a sweat while you duck and dodge to avoid the bullets, all the while dishing out destruction to LA's criminal element.

PHOTOPHILE

GAME BOY ADVANCE

FORTRESS



One part Rampart and another part Tetris, Mejestic's Fortress is a two-player war that will reduce friendships to rubble. Players must quickly build up a base from falling wall pieces and weapons, assembling something that has both offense and defense. Combining puzzle and action in the best of ways, Fortress looks to be another winner in the GBA's growing library.

GAME BOY ADVANCE

F-14 TOMCAT



This may not be the official highway to the danger zone, but it's the freeway to high-flying fun. Based on the SNES game Turn and Burn: No-Fly Zone, Torosoft's various missions support four-player simultaneous action, and end in demanding aircraft carrier landings. The real Top Gun?

PC

STAR WARS GALAXIES



If the development of Star Wars Galaxies doesn't run into any major roadblocks, the talk is that it Galaxies will release simultaneously with Star Wars: Episode II Attack of the Clones. Just six months after this, the first expansion pack should be ready, and as you can see from the screenshot above, the space exploration aspect is shaping up nicely!

REVIEWS

Our crack (or crackhead, we can never decide which) review team rates games in a number of categories to help you sort out the great from the stuff you hate. Each game is reviewed by at least two staff members, and you will find both their opinions on each review. To make things a little easier we have put together some definitions of what the numbers mean, what the reviewers are like (so you can find the reviewer most like yourself), what we look for in a game, and also a cheat sheet so the newbies can understand our advanced video game jargon. Read on and soon you will be talking FPS and FMV with the best of them.

THE SCORING SYSTEM

Game Informer's rating system ranges from 0 to 10, and is similar to school grading. 7 is average, 9 and above is exemplary work, 5 and below is a failure. Aside from concept, entertainment, graphics, playability, sound, and replay value (all explained to the right), other factors that influence a game's final score are how much game you get for your money and how all the game's elements come together.

10 Perfection. One of the best games of all time, if not THE best game of all time. This game has no flaws, and thus this rating is rarely given out.

9 - Worth owning. Fans of the genre should definitely enjoy this game, but even those who don't normally like this type of game may find themselves getting hooked.

8 - Worth playing. Still a great game, but arguably so. It may not be the best ever, but there's enough to keep your fingers wrapped around the controller for some time.

7 - Worth renting. Unless you're a fledgling gamer, you've probably seen everything this game has to offer before. Still, just checking it out won't ruin your weekend.

6 - Limited appeal. There are always a few people that will fall in love with a game of this caliber, but for the most part, those playing it will be yearning for something more.

5 & BELOW - Garbage. From this point down, it's just a matter of how much of a failure the game is. The lower the score, the more you're hating life for playing it.

CONCEPT

What new ideas the game brings to the table and how well old ideas are presented.

GRAPHICS

How good a game looks, taking into account any flaws such as bad collision or pop-up.

SOUND

Does the game's music and sound effects get you involved or do they make you resolve to always play with the volume down?

PLAYABILITY

Basically, the controller to human interface. The less you think about the hunk of plastic in your hands, the better the playability.

ENTERTAINMENT

Flat out, just how fun the game is to play. The most important factor in rating a game.

REPLAY VALUE

The longevity of the title.

- **High** - You'll still be popping this game in five years from now.
- **Moderately High** - Good for a long while, but the thrills won't last forever.
- **Moderate** - Good for a few months or a few times through.
- **Moderately Low** - After finishing it, there's not much reason to give it a second go.
- **Low** - You'll quit playing before you complete the game.



Unlike most gaming jabrons, Justin knows there's life outside video vegetation. He doubles as wrestler Helmut Von Strauss in the Minnesota independent scene, where he violently bonds with other sweaty males - a practice that just gets blank stares when attempted on our GI reviewers. Though the youngest on staff, Justin's tastes are highly old-school, and he plays 16-bit classics as often as he plugs into the latest titles.



ANDY

Handle: The Game Hombre **Expertise:** RPGs, Action/Platform, Driving, First-Person Shooters **Interests:** Space Woot, The Minneapolis Lunch Scene, Behind The Music **Dislikes:** Our New Part-Time Officers, Justin's Stank, Power Outages, Things Broken In The Moyo **Current Favorite Games:** Max Payne, Tony Hawk's Pro Skater 3, Maximo

When Andy's not yelling at a game for "nppin' him off," he plays drums in Minneapolis indie rock band, Unbelievable Jolly Machine. A longtime fan of Metrodri, Andy has been reviewing video games professionally since the days of the 8-bit NES. While a big sports fan in real life, Andy isn't the first to line up for sports titles, but is always willing to put in the extra hours to play a good RPG or strategy game.

REINER

Handle: The Raging Gamer **Expertise:** RPGs, Fighting, Action/Platform, Sports **Interests:** Star Wars, Comic Books, DVDs, Being Editor-In-Chief For A Month **Dislikes:** Not Getting Credit For Being Editor-In-Chief For A Month **Current Favorite Games:** Star Wars: Rogue Leader, Devil May Cry, Gitaroo Man

Reiner considers himself the biggest Star Wars fan in the world. Along with his impressive collection of Star Wars action figures, he has seen the trilogy 527 times. A fan of all game types, role-playing games are his strong suit. In his six years as a professional gamer, Reiner has achieved the impossible. Penetrating the pixel boundary, he not only plays games, he's in one, and can be shot daily in the epic N64 release, Perfect Dark.



JAY

Handle: The Gonzo Gamer **Expertise:** Strategy, Puzzle, RPGs **Interests:** Dungeons & Dragons, Comic Books, Wrestling, Watermelon Cubes **Dislikes:** Continually Driving To The Old Building After Moving **Current Favorite Games:** Baldur's Gate: Dark Alliance, Gitaroo Man, Salyuki; Journey West

Jay lives in his mom's basement just like you. Adding further fuel to his archetypal nerd fire is his love for comic books, metal miniature painting, and twice weekly pencil-and-paper RPG sessions. In fact, he's such a D&D fanatic, he hates professional football simply because it interrupts his Sunday gaming schedule. For for the course, his favorite games are often obscure ones. He is also one damn handsome man.

KRISTIAN

Handle: The Game Dawg **Expertise:** RPGs, Strategy, Sports **Interests:** Seven Minute Commutes To Work, The Countdown To Editorial Meltdown Due To Our Seating Situation **Dislikes:** His Roommate's Brass And Glass Furniture, Sprint PCS Service, Mowing **Current Favorite Games:** Operation Flashpoint, Madden 2002, The Sims

Kristian enjoys opening a can of whoop-ass on his buddies at the ping pong table, then running off to the driving range for a lesson in humility and anger management. The original text-driven Zork started Kristian on the gaming road; Ultima 6, NES Baseball, and Zelda made sure he stayed. Still an avid RPG fan, he can always find time to hunt out a good sports game.



MATT

Handle: The Original Gamer **Expertise:** Racing, Puzzle, Action/Adventure **Interests:** Afronan, New Lunch Spots, Not Commuting To Eden Prairie, Getting Crunk, Because Mary's Back **Dislikes:** Not Being Able To Slack Off By Surfing The Internet, Miyamoto's Megalomaniacal Policies Towards Screenshots Of The New Mario & Zelda Games **Current Favorite Games:** Dave Mira Freestyle BMX 2, Grand Theft Auto 3, Cleaning Up The Funcoiland Warehouse

While record collecting, watching reality television, and playing video games might sound like a state of retarded adolescence, Matt manages to scrap together an almost meaningful existence out of these activities. His encyclopedic knowledge of pop culture is either amazing or annoying, depending on how close your desk is to his. Less esoteric than his colleagues, Matt prefers traditional action and platform games.



JUSTIN

Handle: The Digital Deviant **Expertise:** Action/Platform, Fighting, RPGs **Interests:** Manic Panic, Stairs, Sitting Under The Room's Lone Air Vent, Hagfish **Dislikes:** Politics in Wrestling, Paying \$1500 in Bills in One Week, Construction **Current Favorite Games:** Dance Dance Revolution, Dave Mira Freestyle BMX 2, Devil May Cry, NBA Street



KATO

Handle: The Game Katana **Expertise:** Sports, Action/Adventure, RPGs **Interests:** Back in Black, K'Fell's Modular Shoe Kit, Acme Burgers **Dislikes:** People Who Can't Play What They Say, Anti-Vivings Bettin' Fools **Current Favorite Games:** Madden 2002, Grand Theft Auto 3, NCAA Football 2002, Frequency

When not buying copious amounts of records, Kato can be found exercising good taste, feeding the goats, and trying in vain to update his wardrobe into the 21st century. Like other young men of his generation, he quickly found out that the one true real world application of good grades was the free arcade tokens that were given out as a reward. With allegiance to none, he takes on every game with an equal eye.

NEWBIE CHEAT SHEET

For our newer readers, here is a glossary of terms and acronyms that commonly appear in the magazine. Video game veterans should move along (these aren't the cruds you are looking for).

action - A term we use for games like *Zone of the Enders* and *Gauntlet*

adventure - A term we use for games like *Myst* and *Escape From Monkey Island*

AI - Artificial Intelligence. Usually used to refer to how well the computer reacts to a human opponent

board - A term we use for games like *Jeopardy!* and *Mario Party*

CG - Computer-Generated graphics

DC - Sega Dreamcast

E3 - Electronic Entertainment Expo. The world's largest convention for video games

fighting - A term we use for games like *Street Fighter* and *Dead or Alive*

FMV - Full Motion Video. Usually refers to an animated CG cutscene

FPS - Frames Per Second. How many animation frames happen in one second. Also used to denote First-Person Shooters like *Doom*, *GoldenEye*, & *Unreal Tournament*

framerate - The frames of animation used to create the illusion of movement

frontend - A game's menus and options

GB - Game Boy

GBA - Game Boy Advance

GBC - Game Boy Color

GC - GameCUBE

isometric - Three-quarters top down view, like *StarCraft* or *Red Alert 2*

ISP - Internet Service Provider. The company that provides you with access to the Internet

jaggies - Graphical lines that are jagged when they should be straight

LAN - Local Area Network. Connecting computers or consoles together within a small space to allow communication between them. Provides fast, simultaneous gameplay

minigame - A small, simple game within a larger one

motion-capture - Using human models and infrared cameras to record movement for game animation. Also mo-cap

N64 - Nintendo 64

NES - Nintendo Entertainment System

platform - A term we use for games like *Super Mario* and *Crash Bandicoot*

pop-up - When onscreen objects, usually distant, suddenly appear

PS2 - Sony PlayStation 2

PS-X - Sony PlayStation

puzzle - A term we use for games like *Tetris* and *Chu Chu Rocket*

racing - A term we use for games like *Ran Turismo* and *Mario Kart*

RPG - Role-Playing Game. A game that involves character improvement through collecting and spending points. A term we use for games like *Final Fantasy* and *Dragon Warrior*

SG - Sega Genesis

shooter - A term we use for games like *Mars Matrix* and *Gradius*

SNES - Super Nintendo Entertainment System

sports - A term we use for games like *Madden NFL*

SS - Sega Saturn

strategy - A term we use for games like *Command & Conquer* and *Fallout Tactics*

third-party - Something made for a console by a company other than the console manufacturer

weddings - Kristian's excuse for getting out of deadlines. Who'll get married next? His dog?

REVIEWS



GAME OF THE MONTH DEVIL MAY CRY

Just when you thought you'd seen everything, survival horror has to offer, the masterminds behind *Resident Evil* have a frightening new tale to tell, and a drastically altered gameplay formula to debut. If you love action games, we're sure you'll dial up the devil and sell your soul for this game. Page 80.

By Dave Karger

Devil May Cry



Part man, Part demon, 100% killing machine



The boss battles are loaded with incredible effects and action sequences



To slaughter countless hordes of enemies, you'll obtain Red Orb - items that can be used to power-up your attacks and purchase items



PLAYSTATION 2

DEVIL MAY CRY

MAKES RESIDENT EVIL LOOK LIKE A SLOW-WITTED ZOMBIE

The game you see today was originally destined to be Resident Evil 4 – a sequel that would have taken place on a large boat. Ironically, when you compare Devil May Cry to Resident Evil, there are no similarities, ties, or shared designs. They actually stand apart as polar opposites. Within Raccoon City, fear, story progression, and puzzles are the dominating factors. Devil May Cry is all about kicking ass, and looking good while you do it. Of course, there is a story to follow, but it's sculpted more in the vein of Castlevania than the traditional survival horror mold. It doesn't twist and turn, mess with your head, or surprise you at any point. Basically, the introductory cutscene brings you up to speed, then you play through the rest of the tale.

Another interesting difference lies within the main character, Dante. The gang from Resident Evil always play the helpless victims who run in fear, then find a tool they need to confront the evil and defeat it. Within Devil May Cry, Dante is hardly vulnerable. He's the ultimate bad ass, and everyone fears him. If Dante were in the Resident Evil universe, he wouldn't run from two measly dogs. He'd chop off their heads, and eat their spleens for breakfast. When you grip the controller, you'll feel power, and you'll believe you have the ability to do anything. In most cases, you can.

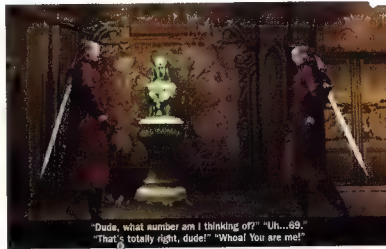
Long gone are the clunky controls, slow spins, and awkward targeting. The only way you'll bump your head onto a wall in this game is if you're flat out stupid. Dante's movements are incredibly precise, and the camera placement always displays the best angle for the action at hand. The sheer number of moves Dante can perform is incredible, but not so elaborate that you need to perform a ten-button combo to activate it. As the adventure unfolds, his prowess grows, augments, and unleashes some of the most devastating techniques fathomable. Just wait until you see his plethora of demon-powered attacks!

In designing the gameplay, Capcom has moved away from the seamless adventure formula and structured the quest more like an old-school platformer. Instead of giving the gamer the freedom to explore, the game is broken into stages that can, if you're in the zone, easily be tackled within a few minutes. While the level branching does take away the sensation of actually being in the world, it pushes

you to retry the stages in hopes of reaching a better end level ranking. This adds countless hours of play to an already epic experience.

Pushing the hardware to the limit, the cinematics and overall look of this title are in a league of their own, topping almost everything else on the market. The effects are very comparable to those within Square's Final Fantasy series, and the environments feel as though they were extracted from a Wes Craven nightmare. All of the enemy types display the highest level of detailing, and showcase extraordinary intelligence, reacting accordingly to every move you make.

I've enjoyed every Resident Evil game, every offshoot, and practically everything Shinji Mikami and Hideki Kamiya have released. Even with countless instant classics under their belts, Devil May Cry is their best work and the most notable survival horror entry yet. Capcom really hit the nail on the head with this one. The gameplay is a tour de force that feeds off of your skills and unleashes hundreds of intense battles. The graphics, while somewhat disturbing, are beautifully designed, becoming transparent when Dante veers behind an object. This is one of the few times, the first being with The Legend of Zelda: Ocarina of Time, and the second with Chrono Cross, where I've debated taking a month-long vacation just to see everything this game has to offer. Reserve it now. Do countless chores. Do whatever you can to get this amazing game! – REINER



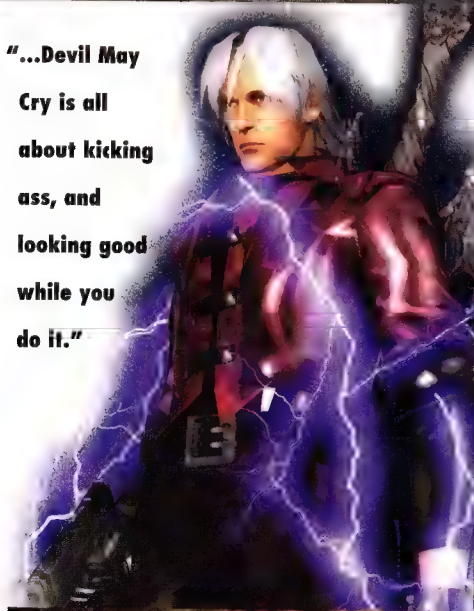
"Dude, what number am I thinking off?" "Uh...69."
"That's totally right, dude!" "Whoa! You are me!"

■ STYLE 1-PLAYER ACTION ■ PUBLISHER CAPCOM ■ DEVELOPER CAPCOM ■ RELEASE OCTOBER 17

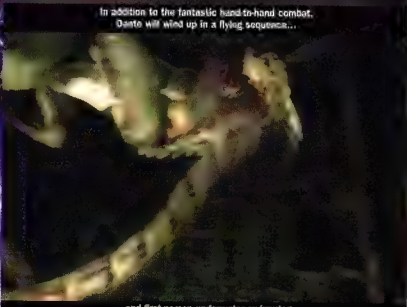


With the demon power comes the ability to leap great distances

"...Devil May Cry is all about kicking ass, and looking good while you do it."



In addition to the fantastic hand-to-hand combat, Dante will wind up in a flying sequence...



...and first-person underwater swimming



Trish may seem like a nuisance early on, but her role toward the end of the game, will blow you away



With auto lock-on, you can freely move and continually fire

THE BOTTOM LINE



9.5

- **Concept:** What a 3D Castlevania should be
- **Graphics:** They're so real that I wouldn't be surprised if you tried to crawl into the TV and run around with Dante
- **Sound:** The soundtrack is a perfect blend between Resident Evil 2 and Castlevania: Symphony of the Night
- **Playability:** I wet my pants just thinking about the moves I can perform and the weapons I can fire
- **Entertainment:** The kick ass action game you've been waiting for. Look out Metal Gear Solid 2!
- **Replay Value:** High

SECOND OPINION

Devil May Cry embodies every single reason why you like video games. The web it weaves is not unlike Castlevania: SotM or Super Metroid (two of my all-time favorites), where your character gains abilities to open up new sections of a vast world. Though it's all done in 3D, it still feels flawless. Don't try to pawn this off as Resident Evil in supernatural clothing, because you couldn't be further from the truth. Devil May Cry is its own unique monster, and Dante is one of the most badass characters around. You gotta love the combo of swordplay and (unlimited ammo) gunplay. I do wish there were more cutscenes, and the fixed camera can bite around corners, but everything else about this title is splendidly outstanding. Unless Metal Gear Solid 2 pulls out a miracle, Devil May Cry will be the demon king of action/adventure for all eternity.

JUSTIN - 9.5

Oh... it's you.

I didn't do anything.
I, I swear!

THE BOTTOM LINE



7

"While there are many cool things about *Silent Hill 2*, the wide array of annoyances will prevent most gamers from really enjoying it."

PLAYSTATION 2

SILENT HILL 2

BIG FOGGING DISAPPOINTMENT

When GI reviewed the first *Silent Hill*, we took a lot of abuse from some of our readers for the substandard score we gave it. I wasn't around for that era, but the Miss Cleo in me says history will repeat itself. While there are many cool things about *Silent Hill 2*, the wide array of annoyances will prevent most gamers, including myself, from really enjoying it.

Silent Hill 2 is dark. Not in the M-rated sense so much as the can't see what the hell is going on sense. Your pocket flashlight will illuminate a small segment of the screen, while everything else will be veiled in a black blanket of obscurity. Of course, much of this depends on your television's settings, and the brightness settings in the game. What came up as pure blackness on my TV was nearly visible on Reiner's. Most objects cast real-time shadows, but other than that little bonus, the lack of light can be a pain in the ass. If that's not enough, when you're not squinting your way through a hallway or room, you're squinting outside as pea soup fog covers everything around you. I know these were intentional graphical effects, I just don't like them. I believe *Alone in the Dark* on PS-X did this effect better.

The gameplay of *SH2* is much more puzzle oriented than *Resident Evil*, and resembles titles like *D2* and *Shadows of Destiny*. There is undead slaying, but despite decent enemy

design and AI, it's both awkward and infrequent. I don't mind a heavy dose of adventure in my action/adventure titles, so this doesn't bother me. Still, the constant backtracking and clueless wandering isn't my idea of an entertaining experience.

This game isn't without its positives aspects, mind you. The map is well done, and your character will write on it as he explores, marking off locked doors or circling points of interest. Without this godsend, navigating the town of *Silent Hill* would be even more futile. Also, audio is cleverly used, with your radio emitting static when monsters are nearby. While not very realistic, you get conditioned to react whenever you hear it activate. Another positive is the effectiveness of melee combat. While ammo is abundant enough, the stick with a nail in it you carry around will also keep foes at bay.

I gave *Silent Hill 2* every opportunity to wow me, but it never did. Instead of the brain-bending adventure with scares and gore that I had so desperately hoped for, it turned out to be a sloppy, monotonous bore that nearly put me to sleep. I kind of wish it would have, so I could've woken up to realize it was all just a bad dream. — JUSTIN

- **Concept:** Tackle a ghost town with a flashlight and a stick with a nail in it.
- **Graphics:** If it's not dark and dingy, it's foggy.
- **Sound:** Good, but that's only because when you lose one sense (in this case, sight), the other senses become more acute to compensate.
- **Playability:** Combat is weak, but it's better than wandering around aimlessly.
- **Entertainment:** A niche group will eat this up, but the rest of the world will rightly shun it.
- **Replay Value:** Moderately Low

SECOND OPINION

Konami's return to Foggy Hill delivers significant improvements in the play mechanics, impressive lighting techniques, and a 3D engine that makes *Resident Evil Code: Veronica X*'s appear severely dated. Furthermore, the suspense and unmerited ambient sounds have been fine tuned to make you leap from your seat. The story also has more depth and a better plot progression. So in a sense, it crushes the original. That is, if you don't mind playing it through squinted eyes. While the extensive use of fog could be looked at as a mood setter, I found it to be incredibly annoying in the first game, and even worse in the sequel. On top of this, most of the environments are blanketed in complete darkness with the only source of light coming from your tiny flashlight. It looks phenomenal and adds to the horror at hand, but makes exploration even more bothersome, especially if your TV's brightness isn't the best.

REINER — 8

■ STYLE 1-PLAYER ACTION/ADVENTURE ■ PUBLISHER KONAMI ■ DEVELOPER KONAMI ■ RELEASE SEPTEMBER 25



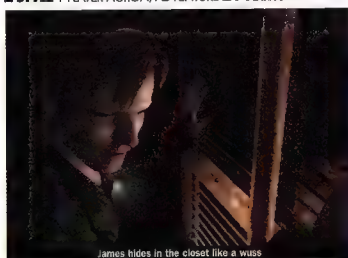
That's worse than a Baby Ruth in the pool



The dead guy won't need this key



Enemies spray some nasty stuff



James hides in the closet like a wuss



"Wow! That chair casts a real-time shadow!"



PLAYSTATION 2

MADDEN NFL 2002

ABSOLUTELY UNSTOPPABLE

"...I've never had such a fun and intense football experience – ever..."

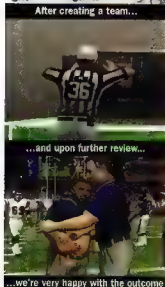
Before there was a Madden NFL 2002, there was a game dubbed Madden 2001. This was a well-liked game that received much praise. The acclaim that it got is nothing compared to the accolades that 2002 deserves. When I tell you that I've never had such a fun and intense football experience – ever – you may think that's a natural progression for this next-gen sequel. However, that would be underestimating the strides this title has made, and just how high the bar has been raised.

Graphically, it's the little things that make this a huge improvement over last year. Recognizable player faces and more detailed jerseys are just the tip of the iceberg. I was awestruck to see almost whole plays that contained tackling and running animations I had never seen before. After 2001's cover star Eddie George complained to developer Tiburon that he never got knocked flat on his back when tackled, this Madden has put in a more natural rendering of momentum. You'll see rushers and linebackers collide, twist, and fall to the ground in a more realistic fashion. Accurate weight transfer is also important to the passing game. QBs have to be much more careful of planting their feet when throwing. Madden 2002 shows lots of cool lame duck throws and more interceptions in general, due also to a smarter

secondary. New animations are also very evident in WR's catching of balls. My favorite is when receivers have to adjust to balls thrown behind them. In fact, even the dropped passes are more fluid and bring out more variety of motions.

I've played my share of Madden through the ages, and one of the many things that brought a smile to my face this time around was the fact that I wasn't immediately killing the computer. Getting used to the swatting vs. interception shoulder buttons (L1 and R1), defensive spin move (L2), and shorter dives (which meant choosing the correct cut-off angle for tackles was more important than ever) made the game harder, even though I already knew it like the back of my hand. Unfortunately, I was also familiar with the iffy collision in some of the replays, but this was more than made up for by the fact that dramatic, letterboxed, and Matrix-style replays are shown after big plays.

Madden is even deeper this year with the return of the Create-a-Team and the Two-Minute Drill, but that's not why my jock is still on the field. Tiburon could have merely made these additions, but it went the remaining nine yards to make a football game that is that much closer to perfection, if it hasn't already got there. – **KATO**



■ STYLE 1 OR 2-PLAYER SPORTS ■ PUBLISHER EA SPORTS ■ DEVELOPER TIBURON ■ RELEASE AUGUST 20



Mike Alstott doesn't need help from Madden's new blocking mechanics



Check out the Houston Texans, and runners' improved forward momentum

THE BOTTOM LINE



9.75

- **Concept:** Veteran Madden features compliment new tweaks, making 2002 almost perfect
- **Graphics:** Accurate faces, new animations, and more TV touches set a new standard
- **Sound:** Summrell asks Madden stupid Q questions – that's real
- **Playability:** The added three-click kicking meter is a great challenge, while the other new controls definitely don't get in the way
- **Entertainment:** Puts last year's Madden in the dust, and should do the same to everyone else
- **Replay Value:** Moderately High

SECOND OPINION

I'm not sure how they do it, but each and every year EA seems to be able to improve upon its near-perfect gameplay structure. Take Madden 2001 for the PS2. When I first caught a glimpse of it out of the corner of my eye last year, I thought people were watching old Vikings film. Needless to say, I was impressed when I realized what it was, and after playing 2002, there's no way I could go back. Not only are the animations and graphics improved, but the gameplay has received an overhaul as well. Passing, running, and defense are all enhanced in this offering, and as a result the thrill of the Hail Mary and the crunch of a sack are greatly heightened. Couple this with the Madden Cards and the numerous game modes, and you've got yet another not-to-be-missed golf/tennis release. In the realm of digital football, EA has yet to relinquish its throne. Long live the King.

KRISTIAN – 9.5



THE BOTTOM LINE



9

"Dave Mirra Freestyle BMX 2 is a seriously entertaining core sports title that has an amazing amount of new features and ideas."

PLAYSTATION 2

DAVE MIRRA FREESTYLE BMX 2

LOOKING AT THE MAN IN THE MIRRA

Wow. After a greedy update to the original Dave Mirra on PlayStation, my hopes for this series had taken a turn for the worse. I was almost afraid to play this PS2 sequel, for fear of it being just a higher-res redux with little more to offer. Silly me. Dave Mirra Freestyle BMX 2 is a seriously entertaining core sports title that has an amazing amount of new features and ideas. Z-Axis went big all the way with Mirra 2. The levels are unbelievable in size. They span blocks of scale area, and are oftentimes several stories tall. To put this in perspective, the original Mirra's Woodward course is contained in one of the dozen buildings in part 2's first level, which also contains a pool with water slides, and a cargo shipyard. I've never played any stages so big and varied. Instead of walls, you'll be told if you're getting close to the boundaries.

Stat recording is done for almost every aspect of the game. Your biggest rotation, longest grind, largest combo, and best run will be tallied. Multiplayer even lets you compete in 13 such record-beating, turn-based games. Nifty tweaks to the gameplay, like a helpful skid and new halfpipe riding physics, enhance an already solid control scheme. The

dynamic crashes will once again make you cringe, as you splinter your genitals on railings and crush your skull underneath train wheels. A new park creator with 3D zoom and pan features a ton of depth, and all you gap freaks have a checklist readily available. The soundtrack is also vastly improved.

Grinding was Mirra's biggest problem, and it's been refined into a less annoying one. You no longer feel magnetically attracted to rails, but now you also can't crash from staying in a grind too long. This means you can put together 500 foot grinds (and are, in fact, required to for some objectives). One thing that still bugs me is the fact that you must complete all level missions before you can move on. With stages so big, it'll take a lot of exploring to find the multiple objects to destroy or collect. Other misses in my book are a camera that gets stuck on dirty laundry, being forced to unlock levels with each individual rider, and a very inconvenient restart option.

I'm extremely impressed with Dave Mirra 2, if you couldn't have already guessed. I'm not saying it's perfect, but it's one damn fine game that will amuse anyone who already has Tony Hawk 3 on their to-buy list. In the world of extreme sports, this is the other must-have game. — JUSTIN

■ **Concept:** BMX that tries its best to establish an original identity, while still staying familiar with Tony Hawk's style

■ **Graphics:** The long draw distance and good animation does the job nicely

■ **Sound:** Rage, Ozzy, Sublime, Tribe...hell yeah!

■ **Playability:** Some collision issues can't nice the great engine and amazing gameplay

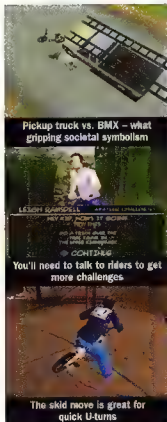
■ **Entertainment:** Easily notches the #2 spot behind THPS for the core sports genre

■ **Replay Value:** High

SECOND OPINION

The 1973 Minnesota Vikings were a pretty damn good team. Why haven't you heard of them? Probably because they had the unfortunate luck of running into the legendary 1973 Miami Dolphins in the Super Bowl, a team that had gone an unprecedented 16-0 the year before. Acclaim's Dave Mirra games have suffered the same fate, pedaling headlong into the unstoppable force that is Tony Hawk's Pro Skater. Dave Mirra 2 makes an impressive leap over its PS-X predecessor, featuring absolutely enormous levels and vastly improved character models. Most of the good things from the last game are still here: the multi-tiered level goals and exhaustive record keeping system. A few new additions, like a nice skid move and a gap checklist, have been implemented, making the total package even more engaging. Let's hope it doesn't get lost in the crowd of Tony Imitators.

MATT — 9



■ **STYLE 1 OR 2-PLAYER ACTION/SPORTS** ■ **PUBLISHER ACCLAIM** ■ **DEVELOPER Z-AXIS** ■ **RELEASE SEPTEMBER 6**





THE BOTTOM LINE



8

- Concept:** The Romance of the Three Kingdoms setting rewrites the dry history lesson of the first Kessen
- Graphics:** More impressive than Kessen due to the deadly spells and ability to be in the thick of large onscreen battles
- Sound:** Koel wants to stress the drama of the game, so why hire second-rate voice actors?
- Playability:** The new battlefield commands fly off your fingertips
- Entertainment:** Kessen II is fun to watch, but what you aren't allowed to do is frustrating
- Replay Value:** Moderate

SECOND OPINION

Kessen has made great strides since making its debut along with the PlayStation 2. This second in what is sure to be a long-running series introduces magic, new unit types, more variety in mission structure, and the ability for generals to take a more hands-on, Dynasty Warriors 2-like approach. All this combined with an interesting story told through some of the coolest cutscenes and movies on PS2 make Kessen II a game worth playing. Unfortunately, all this detail comes at a cost. There is no branching in the story, making one play through the game enough for most. Also, unless you're totally inept, winning battles is pretty easy. What Kessen could really use, and what I'm hoping Koel is planning for the inevitable part III, is online multiplayer. That could turn this already great game into the final word on console strategy.

JAY - 8

PLAYSTATION 2

KESSEN II

BIGGER IS BETTER?

Koel loaded up on new features like a fat man at a cheap Chinese buffet for Kessen II. It has three times the missions of the first and five times the number of onscreen characters. These extra portions don't slow the action down, but there is a price. Just as you shouldn't swim after eating, Kessen II unfortunately puts limits on what you can do.

Don't get me wrong, I was in awe of all the interactive additions. The officer spells were delightful. So was their ability to rally troops and bowl over enemy forces in a real-time death march. I also appreciated the pre- and post-battle strategy meetings. Maybe I expected to do too much. How fun does scaling castle walls or naval combat sound? Very. However, I was frustrated that these were more or less just new locations, rather than situations demanding different combat tactics. I was always made aware of my officers' experience stats, but I couldn't apply them myself or choose which spells I wanted to learn. When it came down to it, I began to wonder if all the info and options available to me made a difference in the outcome of the battles at all. Definitely play Kessen II to blow up guys with meteor showers; just don't expect to do everything with your new abilities. — **KATO**



Fight exotic enemy units...



...defend yourself with magic spells...



Discovering new weapons is an important Postwar activity



...or...Whoa. Hey, what's this got to do with the game?!

■ **STYLE** 1-PLAYER STRATEGY/ACTION ■ **PUBLISHER** KOEI ■ **DEVELOPER** KOEI
 ■ **RELEASE** SEPTEMBER 28

REVIEWS



PLAYSTATION 2

TIME CRISIS 2

DUCK, DUCK, SHOOT!

Gun games are hot or miss affairs, but Namco is pretty consistent with good titles and peripherals. Time Crisis 2 carries on this lineage, and brings forth the best console gun title yet.

The thing separating Time Crisis from all other point-and-shoot games is the duck element. No, you don't launch waterfowl at your enemies — you hide behind obstacles to reload and escape fire. The Guncon 2's action button is at the bottom of the gun's butt, where you'd find a real gun's clip. It's very handy, placement, and serves your marksmanship well.

Fortunately, this PS2 port of the arcade game looks infinitely better than its old, quarter-chomping brother. The graphics have been totally redone, adding both detail and higher resolution. While not a whole lot better than Virtua Cop 2 on Dreamcast, they won't make you want to shoot your eye out.

The minigames here aren't much, consisting of target practice and skeet shooting. The arcade mode has plenty to do, though, including speedboating and train riding. The thrills don't last long, but they still place Time Crisis 2 at the top of the console gun game food chain, especially with the Guncon 2. — **JUSTIN**

THE BOTTOM LINE



8.25

- Concept:** PS2 and Guncon 2 take shooters to the next level
- Graphics:** Lots of new flair and higher resolution help things immensely
- Sound:** It goes rrr-tat-tat-tat
- Playability:** The new Guncon is pure firearm bliss, and who doesn't love double-gunning in one-player?
- Entertainment:** Interesting gameplay elements and unlocking secrets make for a gun-tirring blast
- Replay Value:** Moderately High

SECOND OPINION

Aren't guns supposed to cover for male inadequacies elsewhere? So how come PS2 gun games have a problem with length? I loved the training exercises, but as soon as the juices were flowing, it was all over. TC 2's close enemies and 360° action distinguish it from both Silent Scopes, even if being a short port doesn't.

KATO - 7.5

■ **STYLE** OR 2-PLAYER SHOOTER ■ **PUBLISHER** NAMCO
 ■ **DEVELOPER** NAMCO ■ **RELEASE** OCTOBER 30

REVIEWS



PLAYSTATION 2

YANYA CABALLISTA: CITY SKATER

ALIENS FEAR OLLIES

To compete with Pro Skater in the realm of video game,

skateboarding is a foolhardy venture that has been attempted too many times in the past few years. Koel, apparently aware of this fact, has created Yanya Caballista—a game that manages to not only be completely different from Tony Hawk, but also every other skateboarding game through history.

With a board controller add-on similar to the one included with Surfing H30 attached to the Dual Shock, players cruise around the cel-shaded environments collecting coins and pulling phat tricks. Unlike other skateboard games, points matter little. The goal is to impress an alien race known as Gawoo. When these marshmallow beings see a good combo, they freak out and return to the mothership. As more Gawoo are defeated, new portions of the environments are opened, and eventually, bosses appear for an ultimate skate challenge.

The game is fun, but is ultimately held back by its non-responsive controls. All too often, controller movements that worked just a moment ago will fail you at a crucial point. For those seeking something out of the ordinary, Yanya's quirkiness overcomes this fault, but it isn't going to convert any of the Pro Skater faithful. —JAY

■ **STYLE** 1 OR 2-PLAYER ACTION
 ■ **PUBLISHER** KOEI ■ **DEVELOPER** KOEI
 ■ **RELEASE** SEPTEMBER 25

THE BOTTOM LINE

EVERYONE
E
 7.5

■ **Concept:** Aliens invade Earth, and can only be defeated by gleaming the cube in the most radical of ways.

■ **Graphics:** The cel-shaded look is very reminiscent of Jet Grind Radio.

■ **Sound:** There's no killer soundtrack but the screams of the Gawoo never get old.

■ **Playability:** The one thing holding this game back is the difficulty in pulling the simplest of tricks.

■ **Entertainment:** There's definitely a sense that Yanya could have been great. As it is, it's still an amusing game.

■ **Replay Value:** Moderate.

SECOND OPINION

Yanya Caballista treads the fine line between unique and "it sucks!" like a drunken sailor on shore leave. The basic concept of impressing aliens to death with your skateboard trickery is hilarious, but the cantankerous control scheme didn't offer enough trick variety to keep me interested. It's not deep enough to be a killer app, and it's too hard to be a satisfying diversion.

MATT - 6



PLAYSTATION 2

TOP GUN: COMBAT ZONES

YOU CAN BE MY WINGMAN ANYTIME!

Top Gun's electric mix of glossy action, Republican propaganda, and heroic overtones made it perhaps the most quintessential '80s movie ever. Some 15 years later, Titus and Digital Integration have teamed up to bring the franchise back into the world of video games. Think it's easy to step into Tom Cruise's shoes? Well, it's not. Partly because he's a midget and probably wears a women's size 6, and partly because this game is one very challenging flight combat sim.

At first, I was a bit flummoxed by the high degree of difficulty. Struggling to master the second training mission, I almost turned off my PS2 in a hissy fit. After some more playtime, I gradually became more accustomed to the sweet science of piloting, and suddenly realized that I was actually enjoying myself. In the end, it's the control scheme that makes this game fun instead of frustrating. It's so solid that even when you're failing horribly, you know it's because you suck, not the game. Top Gun isn't for everyone, but it's a nice niche title. —MATT

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** TITUS ■ **DEVELOPER** DIGITAL INTEGRATION
 ■ **RELEASE** OCTOBER 22

SECOND OPINION

Top Gun was boot camp, and I got a lesson in humility. Even after I learned the realistic flight control, I still got burned. The discipline may have been harsh, but I'm a better man for it.

JUSTIN - 7.5

THE BOTTOM LINE

EVERYONE
E
 7.75

■ **Concept:** A flight combat sim fan's flight combat sim

■ **Graphics:** It's attractive, but the short draw distance somewhat diminishes the experience

■ **Sound:** The music evokes mid-80s period Jan Hammer, and you know that's a good thing

■ **Playability:** Unless you've piloted a Tomcat before, expect to struggle at first

■ **Entertainment:** It's a little dry for the casual gamers, but fans of the genre will be pleased

■ **Replay Value:** High



PLAYSTATION 2

PORTAL RUNNER

IT DOESN'T STAND AMONG THE BEST OF THE FIRST-YEAR PS2 TITLES

You might have seen an ad for this game that quoted Game Informer as saying Portal Runner would be, "among the best of the first-year PS2 titles." As much as it pains me to admit, I wrote that. It was in a preview that I wrote based on some nice looking screenshots we received of the game. At the time, I suspected they were doctored, but I gave 3D0 the benefit of the doubt. Upon actually playing the game, it's obvious to me that those screens had been as much PhotoShop work as Belinda Carlisle's nudes in Playboy.

It's not about the graphics, it's about the gameplay, right? Yes, but unfortunately the game is saddled with the same lackluster gameplay that has plagued the entire Army Men series. Sure, I could go on and on with a myriad of little quibbles (the poor camera, the disagreeable analog control), but the real problem with this game is that I can't think of one original idea that it brings to the table. It's one thing to try something new and fail, it's another to not even be able to competently pull off a generic genre exercise. —MATT

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** 3D0 ■ **DEVELOPER** 3D0
 ■ **RELEASE** SEPTEMBER 11

SECOND OPINION

Just the fact that the game struggles with the simplest of movements leads me to believe that the development team hadn't played a game before. Perhaps they just don't care? Let the box art sell it!

REINER - 3.25

THE BOTTOM LINE

EVERYONE
E
 4

■ **Concept:** It's a spin off of the Army Men franchise, and it's third person — you figure it out

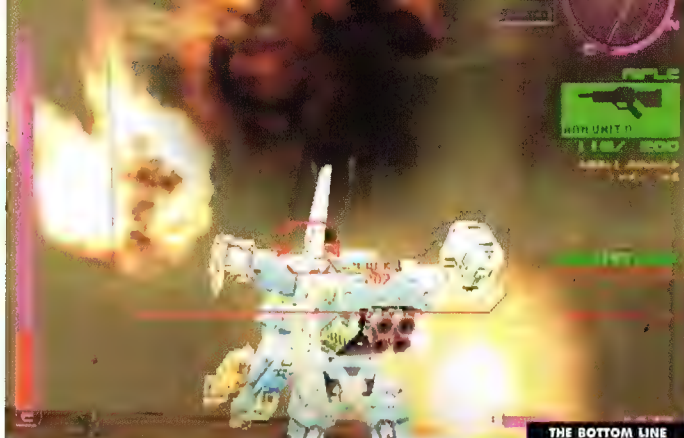
■ **Graphics:** This really isn't up to today's standards

■ **Sound:** The soundtrack is actually really well done

■ **Playability:** Even little things, like an adjustable camera that returns to the default position, aren't there. The basic character control is very clumsy

■ **Entertainment:** It's unoriginal and quite dull

■ **Replay Value:** Low



PLAYSTATION 2

ARMORED CORE 2: ANOTHER AGE

FEEL LIKE MECHAN LOVE

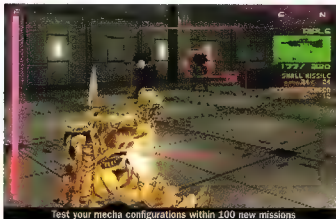
Doing its best PC developer impersonation, From Software has created another stand-alone expansion pack for its highly touted Armored Core series. On the PlayStation, From Software developed two upgrades, Project Phantasm and Master of Arena, for its first Armored Core title. Project Phantasm simply expanded upon the adventure, with an amload of new stages and customization options. Seeing that many players truly enjoyed head-to-head melee, Master of Arena focused solely on enhancing the multiplayer experience. Giving gamers more bang for their buck, the initial Armored Core 2 upgrade, Another Age, is an admixture of both expansions.

Over 100 new missions, additional parts that can be used to create 10 billion different mecha combinations, a continuation to the story, and a highly tweaked multiplayer experience have been implemented to enhance your bipedal gaming experience. If not for the similarities in graphics and gameplay, Another Age essentially could have been

Armored Core 3.

Unfortunately, the most exciting addition within this update has been removed from the American release. Since Sony's online component won't be up and running until November, Agatec was forced to remove the Internet Play. For your sanity, I won't even go into how cool this aspect was.

Realistically, though, why complain? From Software added more than enough new material. Sure, the controls are clunky in comparison to the smooth moving Zone of the Enders, but as you know, it's all about building your own dream machine and using it to blow the galaxy a new hole. — **REINER**



Test your mecha configurations within 100 new missions



Vs. Missions is one of many multiplayer enhancements

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** AGATEC ■ **DEVELOPER** FROM SOFTWARE
■ **RELEASE** AUGUST 21

THE BOTTOM LINE



8.5

- **Concept:** Modeled much like a PC expansion pack, with 100 missions and tons of new parts and customization options
- **Graphics:** The mecha designs, environments, and articulation in movement are just as impressive as they were in the founding body
- **Sound:** Plenty of spoken dialogue, but the soundtrack is still lacking
- **Playability:** Zone of the Enders upped the ante, yet the play remains the same
- **Entertainment:** More mecha action for the hardcore fans
- **Replay Value:** Moderate

SECOND OPINION

I realize that Armored Core is all about swapping mecha parts, but this is a little ridiculous. There isn't much differentiating Another Age from the first PS2 AC. Of course, this means that the controls are second to none, and that mecha junkies will blow their pistons over the customizations to be had. Also remaining the same, however, are the often times boring outdoor environments. I much preferred the bases and other indoor skirmishes, not just visually, but also because they demanded different strategies and parts for my mecha. Fans of the series will certainly recognize all of this and enjoy it, even though Another Age still blows the galaxy a new hole. — **KATO**

KATO — 7.75

REVIEWS



PLAYSTATION 2

NCAA FOOTBALL 2002

HUGE MAN ON CAMPUS

College football games will always be at a disadvantage to their NFL big brothers. What's a developer like Tiburon to do when it obviously has to make Madden its priority? Well, it may not know the ultimate answer to that question, but do think that NCAA Football 2002 is a great response to it.

NCAA 2002 is more based on Madden 2001 than it is the upcoming pro game, yet it touches on 2002 here and there. This was frustrating at times, but I was able to fully enjoy the new tackling and catching animations. One ingenious way Tiburon sets the game apart is by its speed. In real life, college football is about letting the athletes' natural ability and not complicated schemes dictate play. This electricity is put into NCAA 2002 by the quick pace of the action.

Off the field, I loved digging deep into the Dynasty options. From redshirting freshmen to scouting high school talent to imputing the players' real names, I just couldn't get enough — especially since I'll be downloading my senior class into Madden 2002 as rookies. These goodies, along with the title's speed, really gave me a sense of the college game. Whether you compare it to the pro or not, it's hard to ask for more. — **KATO**

THE BOTTOM LINE



9

- **Concept:** EA attempts to make its freshman PlayStation 2 college game perform like a senior
- **Graphics:** The last-second-quarter catch options are so cool to see, and the mascot teams really shine
- **Sound:** I wish the base would have smacked up more often, but they're good to hear along with the crowds
- **Playability:** NCAA plays like a mixture of Madden 2001 and 2002
- **Entertainment:** Redshirting and recruiting are every bit as fun as the on-field action
- **Replay Value:** Moderately High

SECOND OPINION

With the Madden 2001 engine firmly in place, EA was able to implement everything you'd ever want in a college football game. The gameplay is incredibly smooth, and the Dynasty mode is overflowing with customization options. It even has a Campus Challenge and collectible trading cards. Booyaa, baby!

REINER — 9.25

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** EA SPORTS
■ **DEVELOPER** TIBURON ■ **RELEASE** JULY 24



REVIEWS

PLAYSTATION

SPIDER-MAN 2 ENTER: ELECTRO

NEVER MIND NEVERSOFT

"... the game-
play caters to
those who
webbed their
way through
the first
adventure."

With Neversoft focusing on the PlayStation 2, the continuation of Spider-Man's PlayStation adventures has been handed over to the up and coming developer, Vicarious Visions. Very rarely do projects with new creative teams fare well, particularly with the PlayStation lying on its deathbed. Vicarious – the team that worked wonders with Tony Hawk's Pro Skater 2 on the Game Boy Advance, and Spidey on the Game Boy Color – still seems determined, even if they are wearing Neversoft's hand-me-downs.

At the very least, Vicarious could have simply created a new story with different levels. At the most, it could have started from scratch and reinvented the entire package. As any conscientious developer would do, though, Vicarious walked a fine line between both developmental fronts – offering up the same gameplay while having the creative freedom to ever so slightly expand upon Neversoft's vision. For those of you who have doubts, the game is still running on the same engine, and better yet, the story and gameplay seamlessly tie in with the original.

Without skipping a beat, the story picks up right where the last one left off. More interesting yet, the gameplay caters to those who webbed their way through the first adventure. An extensive Training mode is in place for newcomers, but the incredible difficulty curve mainly targets those who already

have a firm understanding as to how this game works. Rather than dish out more of the same with a harder edge, Vicarious has installed diversity. Swinging across rooftops is just as prominent as it was before, but now, you'll find yourself sneaking ever so quietly and monitoring your Spider Sense within Metal Gear Solid-like stealth missions. You'll also use your webbing in ways you never thought possible.

For those of you who spent most of your time hunting for the secrets hidden within each stage, the number of Easter eggs has been expanded upon as well, and yes, there are new costumes (including the popular Spider-Phoenix). When you do unlock these outfits, you can mix and match powers with the Create-A-Spider editor.

The one aspect I didn't enjoy nearly as much is the story. It doesn't have as much star power as before, the plot is kind of silly, and Spidey's dialogue isn't as highbrow. The cameos are also a tad disappointing. In the first game, you never knew who would show up next. In the sequel, it's always one of the X-Men. Since the game is running on the same engine, the graphics are nearly identical. The animation is incredible, yet the character models will still break a fair share of mirrors with their ugly facial maps.

As a complete package, though, I don't think Neversoft could have done much better. I think you'll be quite pleased with the effort Vicarious put into this sequel. — REINER

THE BOTTOM LINE



8.5

- **Concept:**
A sequel geared toward those who played through the original
- **Graphics:**
The camera is still a tad fidgety and the texturing (especially on the character models) is very poor
- **Sound:**
Spider-Man's witty banter is repeated too much, although Stan Lee's narration still rocks
- **Playability:**
It's harder, and demanding of Spidey's every skill
- **Entertainment:**
The abundance of secrets will keep you playing for eons
- **Replay Value:**
High

SECOND OPINION

All the web-slinging, wall-crawling action of the first Spider-Man returns for the second, and likely last, PS-X installment. Added to the already winning gameplay formula are better CG movies, and a list of bonus material so long that finding and playing them all would likely take ten times as long as the game proper. I especially liked how the story was told in Enter: Electro, with a healthy dose of Daily Blue yellow journalism. Unfortunately, not only does Spider-Man 2 retain all the features of the first, it also has most of the faults. Strange camera shifts best out gun-toting thugs as Spidey's most common foe, and lining up the webhead for a swing often takes more time than it should. Those who have played the first will easily overlook these recurring problems, and even people that haven't will be quick to forgive once Spider-Man 2 starts rolling.

JAY — 8.5



Within each level, you'll find hidden comic books...

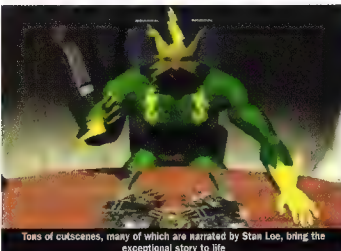


...and photographs by Peter Parker

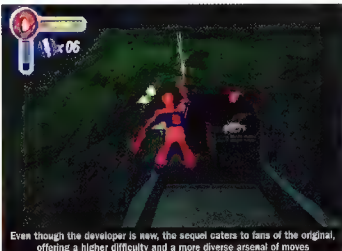


Even though the cameos are less in number, a handful of the X-Men are present

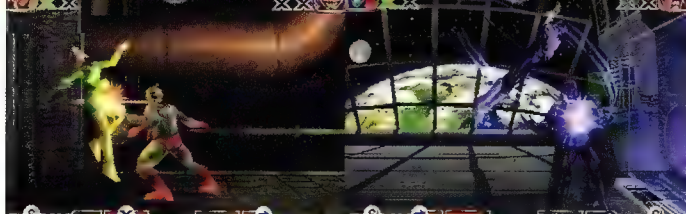
■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** VICARIOUS VISIONS ■ **RELEASE** SEPTEMBER 18



Tons of cutscenes, many of which are narrated by Stan Lee, bring the exceptional story to life



Even though the developer is new, the sequel caters to fans of the original, offering a higher difficulty and a more diverse arsenal of moves



PLAYSTATION

X-MEN: MUTANT ACADEMY 2

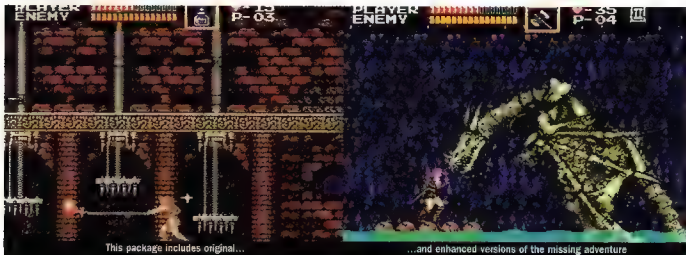
X-TREME X-MEN X-CITEMENT!

The original Mutant Academy game got a 7.5 Bottom Line from the Game Informer crew back in August of 2000. This sequel delivers some improvements to the series, but with no major changes.

Improved graphics are the most obvious enhancement, but there are also new characters, and an x-panded arsenal of moves (like air combos). The new characters include Havok, Nightcrawler, Forge, Rogue, and the hidden characters Spider-Man and Professor Xavier. Professor Xavier is especially interesting, because he fights in his wheelchair — a fighting game first!

The gameplay, as you would expect, is still fast and furious with plenty of moves and specials to pull off. Plus it has all the standard fighting game modes like Arcade, Vs., Survival, Academy (training), and the Cerebro mode where you can check out all the stuff you have unlocked. There is really nothing xtraordinary about X-Men: Mutant Academy 2, but it is a good time for an X-Men fighting game. — **ANDY**

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** PARADOX
■ **RELEASE** SEPTEMBER 18



This package includes original...

...and enhanced versions of the missing adventure

PLAYSTATION

CASTLEVANIA CHRONICLES

THE LOST CHAPTER

Much like Square Soft and its Final Fantasy series, Konami has a forgotten Castlevania skeleton in its closet. Never released in the States, and only available in Japan for a limited time on the ill-fated X68000, Castlevania: Akumajō Dracula is the adventure hardly anybody has seen. To celebrate its rebirth, Konami has included the original version and an enhanced Arrange mode with a CG intro, eight stages opposed to six, and revamped art from Symphony of the Night's creative mastermind, Ayami Kojima.

Since the gameplay is prehistoric, and very much like the first NES release, Konami has implemented a save feature into both versions. If you were expecting this release to be comparable to Symphony of the Night, you'll be sorely disappointed. However, if you love this series, Chronicles fills in the gaps and gives you a look at how the franchise evolved. — **REINER**

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** KONAMI ■ **DEVELOPER** KONAMI
■ **RELEASE** OCTOBER 9

SECOND OPINION

The gameplay finally has depth! The computer opponents won't fall for your dirty little tricks anymore! Air juggles have been incorporated into the combo system! It's kind of fun! Praise the Lord!

REINER — 7.5

THE BOTTOM LINE



8.25

- **Concept:** 3D X-Men beating the pulp out of each other
- **Graphics:** Refined models, increased animation, and better backdrops than the original
- **Sound:** Grunts, groans, and really bad one-liners. In other words, sound is not this game's strongpoint
- **Playability:** Samurai Shodown-styled controls that are quick and responsive
- **Entertainment:** Beat the game with every character and you unlock a pool party with Jean Grey in a bikini. If that's not entertainment, I don't know what is
- **Replay Value:** Moderate

REVIEWS



PLAYSTATION

ONE PIECE MANSION

WORSE THAN DORM LIFE

One Piece Mansion is actually easy to understand. It's just hard to describe. Players begin with a small building and a few tenants, and must try to construct a deluxe apartment according to level. To accomplish this goal, you must use rent to add rooms and elevators.

Sounds almost like an easy sim game, right? The trick to the game, though, is that each tenant has a set of peculiarities shown by colored arrows that point in up to eight directions. If something that person does will piss off neighbors, a red arrow will point to who gets angry. If the tenant's activities make others happy, a blue arrow will indicate who gets the benefits. For example, a sexy girl who likes to take a lot of baths with her windows open will make the apartments to the left and right happy, but anger the person below who has to listen to water running all the time.

Making good tenants happy and unwanted neighbors so angry they leave is the name of the game. One Piece Mansion is a title that anyone who's ever lived in an apartment building or dorm room can relate to, but also, something any person, regardless of living circumstances, can get addicted to. — **JAY**

Like the animations, and this was an original idea, but that's really as much positivity I can throw One Piece Mansion's way. It was more annoying than frantic, and didn't grab me at all. It's not even cheap. At ten bucks, it could've been a maybe. This game sure is one piece all right.

THE BOTTOM LINE



7.75

- **Concept:** Arrange tenants in an apartment building so everyone's happy
- **Graphics:** Cute animations in every room, which are smooth despite all that's going on
- **Sound:** Cute animations in every room, which are smooth despite all that's going on
- **Sound:** Cute animations in every room, which are smooth despite all that's going on
- **Playability:** Fast and easy once the interface is understood
- **Entertainment:** Simple to learn, hard to master. A game that's easy to get caught up in over and over
- **Replay Value:** Moderately High

SECOND OPINION

I liked the animations, and this was an original idea, but that's really as much positivity I can throw One Piece Mansion's way. It was more annoying than frantic, and didn't grab me at all. It's not even cheap. At ten bucks, it could've been a maybe. This game sure is one piece all right.

JUSTIN — 5.25

THE BOTTOM LINE



6.75

- **Concept:** The resurrection of a forgotten Castlevania adventure in its original and modernized forms
- **Graphics:** Back in the day, it would have looked incredible. Almost a decade later, you scratch your head and wonder why you thought such things looked incredible
- **Sound:** Typical 16-bit sound with FM Synthesizer and Roland sound module compatibility
- **Playability:** Similar to the NES Castlevania but with the ability to swing your whip diagonally and down
- **Entertainment:** Purely nostalgic
- **Replay Value:** Moderate

■ **STYLE** 1-PLAYER PUZZLE ■ **PUBLISHER** CAPCOM
■ **DEVELOPER** CAPCOM ■ **RELEASE** SEPTEMBER 11

REVIEWS



DREAMCAST

OOGA BOOGA

LESS THAN YOU'D EXPECT

While Ooga Booga is not a complete disaster by any means, it failed to hold my attention. The bulk of the gameplay revolves around running, wracking enemies with a stick, and lobbing projectiles. It's obvious that the developers put a lot of effort into making this stick out from the pack of mindless brawlers, and I admire the way the game is structured. Progressing through the levels, you gradually learn new attacks and spells, moving from crumpling shrunken reeds to spells and boar riding. The only problem is that these more complex attacks don't prove to be much more effective than the stick that you start with, and every level is essentially the same wacky free-for-all. Graphically, the levels and textures are very simplistic, as are the character models.

Here in Minnesota, we have what we refer to as the "California burger." A California burger is just a like a plain old hamburger, except it has lettuce, tomatoes, and mayonnaise. It's good, but at the end of the day, a hamburger is a hamburger. I feel the same way about this game. There are some neat ideas here, but a beat'em-up is a beat'em-up, and all of Ooga Booga's interesting condiments don't make up for its lack of real meat. — **MATT**

■ **STYLE 1 TO 4-PLAYER ACTION** ■ **PUBLISHER SEGA** ■ **DEVELOPER VISUAL CONCEPTS** ■ **RELEASE SEPTEMBER 1**



- **Concept:** A South Seas SegaNet party game for the dwindling DC crowd.
- **Graphics:** For how long this title has been in development, I expected more.
- **Sound:** Almyrque Mark, Mornersbaugh's Green Bandwidth scores.
- **Playability:** Generally okay, but targeting some of the powerups can be a chore.
- **Entertainment:** Easy to pick up and play, easy to put down again.
- **Replay Value:** Moderate.

SECOND OPINION

If you have to rely on Internet options for a video game to be fun (RPGs notwithstanding), I say why bother? Ooga Booga's minigames are, for the most part, either nothing special or really obvious. Mario Party fans may find paradise where I found pain, but they also like sniffling glue.

JUSTIN - 6



DREAMCAST

RAZOR FREESTYLE SCOOTER

TWO WHEELS ARE BETTER THAN NONE

There are many Pro Skater clones in the console sea, and the best of the bunch happens to be one that doesn't have skateboards at all. Razor Freestyle Scooter on Dreamcast is exactly the same game it was on PlayStation, just with a higher resolution look.

If you never played the PSX version, allow me to summarize the game. Take all the multiplayer options out of the first Tony Hawk's Pro Skater, switch the soundtrack with a bunch of no-name punk bands, and put in scooters instead of skateboards. That may not sound like the makings of a good Dreamcast title, but actually it is. If you can get past Razor Freestyle Scooter's kiddie look and useless storyline, there's actually a good time to be had within. The gameplay is 100% grade-A Tony Hawk, but the level goals are unique and much more challenging than you'd expect.

Of course, choosing Freestyle Scooter over either of the Pro Skaters available on Dreamcast would make you a target for some choice rips amongst your peers, and rightfully so. If you've played out Tony or were to discover this game on clearance, though, you could do a lot worse than exploring the video game version of this passing fad. — **JAY**



- **Concept:** Tony Hawk on two wheels
- **Graphics:** Cartoonish yet sharp. There is no fogging or pop-up to be had.
- **Sound:** If you are familiar with any of the bands on this soundtrack, you're probably an employee of Fat Wreck Chords.
- **Playability:** Not as smooth as Pro Skater, but pretty damn close.
- **Entertainment:** A fun and challenging diversion from superior skateboarding product.
- **Replay Value:** Moderate.

SECOND OPINION

With the possible exception of Grid Session, Razor Freestyle Scooter was my favorite of the of the early Tony Hawk rip-offs for the PlayStation. This late-coming Dreamcast port is the exact same game with high-resolution graphics, which isn't a bad thing at all. The only problem is that the original Tony Hawk did the same thing better two years ago. That's a long time ago, especially when you consider that the jaw dropping THPS 3 is right around the corner. Still, the tight control and well-structured level goals remain compelling, even if the game is over way too quickly. As a simple, fun game, Razor Freestyle Scooter succeeds. If you've played the PlayStation version, there's really no reason to take this for another spin. But, if you're one of the last Dreamcast diehards, you should definitely check this one out.

MATT - 7.75



Like Pro Skater, there's plenty of cool vert tricks to combo together... with grinds on any surface you can find



Challenge Levels ask you to collect wheels... without flinging yourself into the great blue yonder

■ **STYLE 1 OR 2-PLAYER ACTION** ■ **PUBLISHER CRAVE ENTERTAINMENT** ■ **DEVELOPER SHABA GAMES/TITANIUM STUDIOS** ■ **RELEASE AUGUST 7**



LINE OUT 13.5yd

DREAMCAST

SEGA BASS FISHING 2

SEGA DIVES INTO THE DEEP END

The original Sega Bass Fishing and its oceanic brother, Sega Marine Fishing, were two of my favorite Dreamcast titles. There, I said it. I liked a fishing game better than Shenmue, better than Sonic Adventure, hell, almost as much as Crazy Taxi! Does that make me insane? Perhaps, but that gives you a sense of how much I was anticipating this long-awaited sequel. I didn't really expect a big change in the tried-and-true formula, so I was very surprised when I found Sega Bass Fishing 2 to be full-on fishing sim, complete with weather changes, over 100 types of lures, and the ability to maneuver your boat around the different fishing arenas. Also, improved fish AI means that you'll have to be more conscious of your reeling techniques and choice of lure if you want to hook a lunker. Don't expect to pull in 150 fish an hour like you did in the previous games. In a way, I do miss the thrill-a-minute action of the first Sega Bass Fishing, but change is a part of life. This game is still a good bit more exciting than your average fishing game, and it now has a bit of depth to boot. —MATT

SECOND OPINION

Here's the headline: "Sega Perfects Fish AI!" These suckers are just as ugly and stuck up as in real life. Get yourself a cooler of beverages and some snacks, and it'll be the perfect combo of pastimes.

KATO — 8

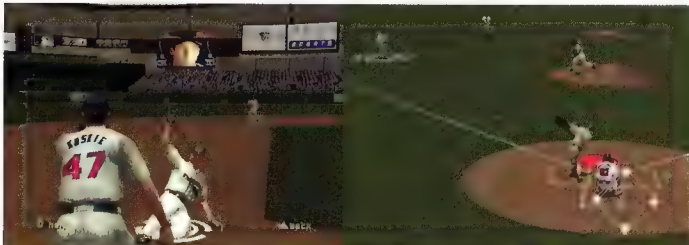
THE BOTTOM LINE



8.5

- **Concept:** Sega's arcade fishing franchise ventures into uncharted simulation waters
- **Graphics:** The fish look as sexy as ever, and you can now tweak your fisherman's appearance
- **Sound:** "He's getting close! Don't let him go! He's getting close! Don't let him go!"
- **Playability:** The Sega fishing controller is recommended, but the regular DC pad does just fine
- **Entertainment:** Even with a slower pace, the added depth makes this a fishing game for true anglers
- **Replay Value:** Moderately High

■ STYLE 1-PLAYER SPORTS ■ PUBLISHER SEGA ■ DEVELOPER SEGA ■ RELEASE AUGUST 16



DREAMCAST

WORLD SERIES BASEBALL 2K2

SEGA DROPS IN A BLOOPER SINGLE

Visual Concepts may have brought in to redeem this series, but success isn't that easy. The addition of fielding and online play should be the go-ahead runs for this game, but they bring problems of their own. WSB 2K2 both giveth and taketh away. Your total control over fielding is overshadowed by inconsistency. Whereas sometimes you're in the perfect spot to catch a line drive, other times it'll sail inexplicably over your head. Once again, 2K2's player faces and graphics are some of the best, but VC didn't bother to put in a lot of catching animations. In fact, some of the game's shortstops are so good they can catch hits while facing the totally opposite direction. Online play also suffers. Due to the lag, trying to swing at a change up can really mess with your head. What's left is a mildly playable title which can only boast about two things with certainty: It has an awesome batter chat showing pitch history and not hitting zones, and it's the only game that lets you play as Ichiro. —KATO

SECOND OPINION

Sega has implemented user control into the fielding aspect, and opened up the multiplayer doors with the inclusion of online play, yet even with these enhancements, the game remains sluggish and sloppy.

REINER — 7

THE BOTTOM LINE



7

- **Concept:** Can Visual Concepts erase last year's travesty with online play and more?
- **Graphics:** Wonderful self-shading for batters—even when they're in a dome
- **Sound:** Giants' announcer Ted Robinson is boredom personified
- **Playability:** Online batting takes getting used to, as does fielding
- **Entertainment:** It's more complete than 2K1, but it doesn't all add up
- **Replay Value:** Moderately High

■ STYLE 1 OR 2-PLAYER SPORTS ■ PUBLISHER SEGA SPORTS ■ DEVELOPER VISUAL CONCEPTS ■ RELEASE AUGUST 13

REVIEWS



DREAMCAST

NCAA COLLEGE FOOTBALL 2K2: ROAD TO THE ROSE BOWL ROAD TO THE OLD BOWL

There are lots of football fans that watch the college game to get away from the money-tainted NFL. Gamers looking forward to the first Dreamcast collegiate pigskin title may be disappointed to find that the NFL has indeed crept into their rah, rah, rah world. NFL 2K1's influence is still a positive thing, if only because its more arcade style suits the big play atmosphere of college ball. Still, if Visual Concepts was going the NFL route anyway, why not add more of the newer NFL 2K's touches on NCAA beyond the menu screens?

Apart from the bands in the stands, the CPU exhibited a flair for bootlegs, quick evasions of the rush, and the option—very collegiate features. I found it annoying to run the option, though, simply because you have to take your thumb off the analog stick and use the d-pad to lateral. This stopped whoever was pitching the ball dead in their tracks—and left them open for a hit. Other than that, there was little to gripe about on the gameplay front. The 2K football series is a successful one for good reason. NCAA 2K2 gives up new and exciting details here and there, but I don't think it'll make you turn your back on the pro game forever. —KATO

THE BOTTOM LINE



8

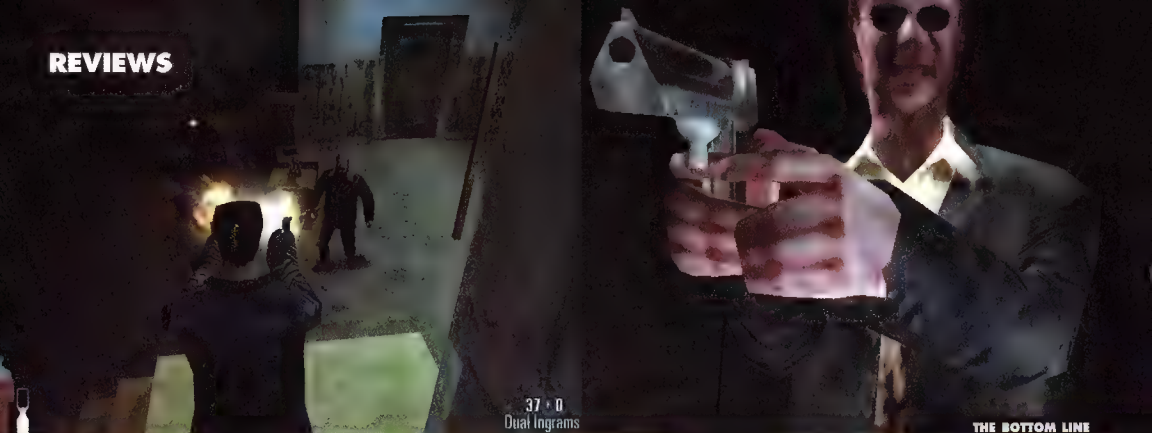
- **Concept:** The players don't have names, but this game is recognizable as NFL 2K1
- **Graphics:** Either you like Sega's player models or you don't. Regardless, the Dreamcast can still hang with any system
- **Sound:** Sega's 2K announcers used to be refreshing at best. Now I'd like to choke them with their microphone
- **Playability:** The d-pad shifts the one true college feature—the option
- **Entertainment:** Internet play could be more valuable than the game itself
- **Replay Value:** Moderately High

SECOND OPINION

The visuals lack the dynamics that EA's PS2 NCAA title delivers, and the gameplay doesn't have the polish of Visual Concepts' NFL series, but Road to the Rose Bowl does stand on its own merits with comprehensive dynasty options and a highly addictive eight-player online component.

REINER — 8.75

■ STYLE 1 TO 4-PLAYER SPORTS ■ PUBLISHER SEGA SPORTS ■ DEVELOPER VISUAL CONCEPTS ■ RELEASE AUGUST 28



THE BOTTOM LINE



9.5

"It's the non-stop, pulse-pounding, spine-tingling, ass-kicking kind of action the likes of which I haven't seen since Doom."

PC

MAX PAYNE

A BEATDOWN BENCHMARK

It isn't very often that I have to pry myself away from a game I'm reviewing nowadays. Usually I'm able to let good enough alone, but not with Max Payne. Mr. Payne took one look at me and said, "your time is mine, young man." Who am I to argue? This is the type of game I find myself thinking about in the wee hours of the morning as I'm trying to get to sleep. There are so many incredible ways to put bullets into baddies it'll make your head spin.

Set in present day New York City, you take control of Max after his family has been murdered. Crazed by their deaths, you set out during the worst blizzard in New York's history looking to dole out vengeance by the barrel full. Sure there's a bunch of other stuff that happens, and it's all very nice, but the plot isn't what drives you to play more (although it doesn't hinder it, either). It's the non-stop, pulse-pounding, spine-tingling, ass-kicking kind of action the likes of which I haven't seen since Doom. There's just no escaping it — this title will have you in its clutches until you've finished it.

As the type of game that seems to have FPS written all over it, Max Payne works much better in the third-person, over-the-shoulder perspective. There's simply too much to see — I think I would have felt shortchanged had I been forced to see the world through Max's eyes only. Plus, the incredible effects would have been totally lost. If you have any taste at all, you've seen *The Matrix*. Max Payne utilizes the same type of

fl-mo action, but you can institute this effect anytime you choose. Dubbed Bullet Time, you'll find this an invaluable tool when attempting to clean out a room full of people shooting at your head. The advantage lays in a slowing of time, yet your aiming retention remains in real-time. You're given a meter which is depleted as you use this skill, but can be replenished as you progress through the game.

Although Bullet Time is an impressive advantage, it won't always be your saving grace. Swift reflexes and a refined attention to detail will have to be your gaming companions all the way through this deep and detailed game. If you do manage to kick a lot of arse, the game has a built-in difficulty sensor which will alter your gaming experience on the fly. This makes for a constantly fluid environment where your play will always equal your skill.

As you might suppose, there's no shortage of action during gameplay. You're given multiple ways of turning people into Swiss cheese with multiple weapons. Everything from Molotov cocktails to grenade launchers are available for you to administer your particular version of butt-kicking. My personal favorite is throwing a grenade behind a few guys, ducking out of sight, then watching their bodies go flying past where I was just standing. I'm sure you'll be able to find quite a few of your own techniques to put holes in bad guys — and that's what this game is all about. — KRISTIAN

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** GATHERING OF DEVELOPERS/3D REALMS ■ **DEVELOPER** REMEDY
 ■ **RELEASE** JULY 25



SECOND OPINION

Games must have a catch. Something that makes it different. Something that gives it style. Some games have it and some don't. Max Payne definitely has it. Namely, Max's fl-mo action scenes. I could deduct some points for the fact that it's a blatant rip-off of *The Matrix*, but the fl-mo makes for some pretty great gameplay mechanics, and Max is the first to put it to good use in video games (though I would guess we will be seeing a lot more of this in the future). Suspending time, then going into a room flying sideways, unloading round after round, is a great experience, and a necessity for getting through some tricky spots. Add to that a great gameplay a gangland epic delivered in a comic book graphic novel style, and Max Payne is a winner and ahead through.

ANDY — 9.25



PC

ARCANUM: OF STEAMWORKS & MAGICK OBSCURA

PLANK-GLIDING IS MY FAVORITE PASTIME

Yes, Of Steamworks & Magick Obscura is one of the best subtitles of all time. Unfortunately, the game that comes with it doesn't quite live up to its name. Arcanum seems to have some good ideas, but the gameplay gets lost in sloppy menus and an equip system that reeks of Diablo. Nothing against Diablo, but if that's what I wanted to play, I wouldn't be wasting my time with something else.

As the game opens, you're quickly ensconced in a plot involving a mysterious ring, a dead halfling, and an ancient elven prophecy. Essentially, Arcanum is Victorian age D&D with different rules. During play you're able to enlist the help of other adventurers who will follow you around and offer assistance during battle. Unfortunately, you have little to no control over what they do or how they do it. One of Arcanum's saving graces is its solid script and creative storyline. The only time I was satisfied with the game was when I was talking smack to some thug or attempting to haggle my way into a good deal. If you're a hardcore RPG soldier, you'll be hard pressed to enjoy this game. Newbies, however, will find Arcanum right up their alley. — **KRISTIAN**



■ **STYLE** 1 TO 4-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** SIERRA STUDIOS
 ■ **DEVELOPER** TROIKA ■ **RELEASE** AUGUST 21

THE BOTTOM LINE



6.75

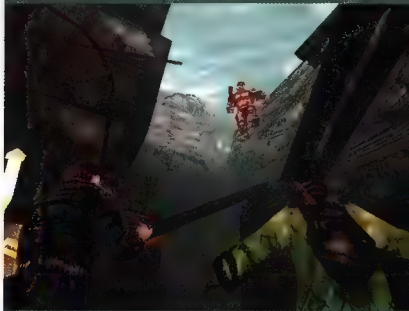
- **Concept:**
Take a plate of Baldur's Gate and add a pinch of Diablo
- **Graphics:**
Not bad looking, but there's nothing too noticeable
- **Sound:**
A ton of environmental effects and great voice acting are a nice bonus
- **Playability:**
The menu systems and interface are a bit tricky at first. It's a good idea to do your homework with the manual before jumping right in
- **Entertainment:**
There's a lot of game to experience here if you can get into it
- **Replay Value:**
Moderate

SECOND OPINION

There's a ton of potential for an absolutely fabulous game in Arcanum. The setting is completely unique, the story setup is instantly engrossing, and the level advancement has so many facets that creating the same character twice seems impossible. Unfortunately, any hope one has of getting completely drawn in is dashed against the rocks thanks to the shoddy engine and unfriendly controls. Actually, the game engine might have been considered wonderful if Baldur's Gate, which Arcanum obviously attempts to ape, had never been. As it is, though, you find yourself wanting to play due to all the great elements, yet hate yourself for continuing to tolerate such cumbersome controls. Whether you'll actually like the game or not depends which side of the fence you lean toward.

JAY — 7

REVIEWS



PC

ANACHRONOX

THE FUTURE IS BLOCKY

Anachronox is truly a confusing title to be reviewing. On the one hand, you've got graphics that would maybe have looked decent four or five years ago. On the other, you've got a great story and plenty of entertaining dialogue. The real question lies in the ability of the story to overcome its graphical weaknesses.

Anachronox is actually the name of a giant artificial world constructed eons ago by an unknown civilization. Although there is quite a bit of exploration to be done in this strange city, the environment is a tool to launch you into a quest to save the entire galaxy. Since this is a role-playing game, you'll meet a number of characters who will join your party, two of which can battle with you as you move through the plot.

If you're able to swallow the graphical ineptitudes and enjoy the story, you'll find there is quite a bit of detail when it comes to how you level up and how you utilize the game's magic system. Detail freaks will love this, but personal computer purists will probably have a hard time getting past the visuals. Proceed with caution. — **KRISTIAN**

THE BOTTOM LINE



7.25

- **Concept:**
An RPG with a ton of storyline, but that's about it
- **Graphics:**
The Quake II engine doesn't fare well in 2001!
- **Sound:**
Great voice acting and a nice soundtrack are a couple of this game's greatest strengths
- **Playability:**
If I take you a little while to get used to the details on play, but you'll come around
- **Entertainment:**
If you can get over the graphics, there's a neat little game in here
- **Replay Value:**
Low

SECOND OPINION

If you're able to get by the fact that all the characters in Anachronox look like painted cement blocks, I think you'll find it plays worse than it looks. This game chugs more than a freshman at a frat party, and if you don't shake your head in disgust during your first combat, you must be new to gaming. Welcome!

JAY — 4

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** ION STORM ■ **RELEASE** JUNE 27



THE BOTTOM LINE



9.25

NINTENDO 64

TONY HAWK'S PRO SKATER 2

DUST OFF YOUR N64, KIDS – TONY'S BACK

"This is a very faithful re-creation of the Tony 2 we know and obsess over..."

In the last year or so, those of us with PlayStations and Dreamcasts have been perfecting our skateboarding Zen. We've learned the art of the manual, multiple vert trick combinations, and crossing gaps off the checklist. Nintendo 64 players may have thought they'd never see the day when they too would be able to enjoy one of the greatest games ever – especially since a port came to Game Boy Advance first – but the time has come. Finally, the Hawk has come back to Nintendo 64!

This is a very faithful re-creation of the Tony 2 we know and obsess over, so suffice it to say all N64 owners must buy it immediately. However, for those of you a little more on the picky side, let me run down the differences between this and its 32-bit CD-ROM relative. First, the good news: it rocks hard. Even after all this time, Tony 2 is still as addictive and entrancing as ever. Everything you loved about it is retained, from the level goals to the park editor to the million-point tricks. No matter what else I say, keep those facts in mind at all times. Graphically, this version has more detail in the visuals, especially evident in things like blowing fans in Venice Beach and nice particle effects while shredding on grass. Two-player doesn't have much of a drop in framerate or draw

distance, making Graffiti and Trick Attack more enjoyable. Of course, the main draw of this THPS 2 incarnation is the fact that load time is nil. This means tasks like checking level objectives or getting into the stat menu are no longer a chore.

Not the perfect score-snagging title the PS-X incarnation was, a few things hold this cart back. I gave the graphics some props, but for the most part this is a visually inferior version. Textures have that rub-your-eyes blurriness, there's too much pop-up, and minor collision issues abound. Trying to get the licensed songs on a cartridge was ambitious, but the end result is chopped up and futile. There's just no rocking out to PE or Rage when the songs seem randomly pasted together. I only nit-pick because we've spunked all over the brilliance of this title no less than three times before.

Should you buy Tony Hawk's Pro Skater 2 for Nintendo 64? I think you already know the answer. It's far too similar to pick up if you own it on something else. If all you have is an N64 for your pure gaming satisfaction, I both pity you and demand that you snag it. Tony is most definitely still the man, and this game is the still the bee's knees. However, it's also the game that I've given the highest score to, while knowing I'll probably never play again. Chew on that. -- JUSTIN

■ **STYLE** 1 OR 2-PLAYER ACTION/SPORTS ■ **PUBLISHER** ACTIVISION 02 ■ **DEVELOPER** EDGE OF REALITY/NEVERSOFT
 ■ **RELEASE** AUGUST 22



SECOND OPINION

There is no denying it, Tony Hawk's Pro Skater 2 is one of the best games around. So there are just a couple of obvious questions that need to be addressed. Is this better than the PlayStation version? No. The gameplay is very close, but the controller is somewhat clumsy and the game isn't quite as smooth as it is on its PlayStation brethren. Is it worth buying? Most definitely, but only if you haven't played it already or just plan to never buy it on PS-X. I am a Tony Hawk 2 addict, so I would advise you to get a PS-X just to play this game the way it was meant to be. If that is not an option, though, don't use it as an excuse to not play this game. Tony Hawk is simply gaming nirvana.

ANDY — 8.5

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REVIEWS



Pac-Man Arrangement

GAME BOY ADVANCE

PAC-MAN COLLECTION

THE ORIGINAL P. DIDDY IS BACK!

As the ultimate arcade icon, Pac-Man has been repackaged and resold more times than the Beatles' greatest hits. Most of the time, museum titles are pretty uninspiring. You pick one up, enjoy some fond memories for a few days, then put it on the shelf while you go right back to the new game you were playing before.

I came into Pac-Man Collection thinking that it would be more of the same, and I'm happy to say I was dead wrong. In addition to bringing back two classics, the original Pac-Man arcade game and the Tetris-inspired Pac-Attack, the cart also features the first home port of a very rare arcade variation on the classic maze runner, Pac-Man Arrangement. Working from the basic Pac-Man blueprints, Arrangement updates the experience with creative mazes that feature jump pads, turbo strips, b-level environments, and a cool power-up that gives you two Pac-Men to control. It's very fun and very addictive. It would have scored higher if not for the inclusion of Pac-Mania, a lame isometric 3D version of the original Pac-Man.

Overall, there's really no reason not to get this game. Three out of four ain't bad, and Pac-Man Collection is one very solid buy. —**MATT**

THE BOTTOM LINE



8

- Concept:** Two classics, one old, and one mind-blowing Pac-Man game that you've probably never played before!
- Graphics:** The refreshes look just as they should, and Pac-Man Arrangement is a sight to behold.
- Sound:** Features all original scores plus new techno-inspired interpretations of the old-school Pac tunes.
- Playability:** As good as you can get without a joystick.
- Entertainment:** For \$35, you'll never have as much fun again.
- Replay Value:** High.

SECOND OPINION

It's too bad Pac-Man and Ms. Pac-Man aren't the games bundled in this collection, but then that would cut into Namco's future sales. The translation of the original arcade game is flawless, and I appreciate the Tetris clone that was Pac-Attack. Dots equal dollars once again.

KATO - 7.5

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** NAMCO
 ■ **DEVELOPER** MASS MEDIA ■ **RELEASE** JULY 13



THE BOTTOM LINE



7

GAME BOY ADVANCE

FINAL FIGHT ONE

BETTER THAN A KICK IN THE FACE

Initially an arcade release from Capcom, Final Fight was shrunk down a couple years later for Super Nintendo. Now, the game has found its way to an even smaller system in the form of Final Fight One for Game Boy Advance. Despite its diminutive form, this Final Fight has more features than its counterparts on SNES. All three characters can now be selected (although only two can play simultaneously with a link cable), and the stage that was previously missing is now present. Entirely new to the game are points that are earned through play which can be used to purchase bonus features.

On paper, all this sounds pretty good, especially if you're reading it through SNES nostalgia-laced eyes. Let me clue you in on something, though. This kind of basic beat-em-up is best left in your decade-old memories where it belongs. Final Fight was good then, but it's only okay now. After about an hour of punching, throwing, and jump kicking, I'd had my fill, and decided to let those street thugs have their way with my character's girlfriend. Off the top of my head, I can think of ten other GBA games I'd rather spend my hard-earned dough on — and I bet you can, too. —**JAY**

- Concept:** If it's not a friend you're playing with, pummel the hell out of it.
- Graphics:** Looks nearly identical to the SNES Final Fight.
- Sound:** Blow quick, short breaths through your teeth to re-create 80% of the sound effects in this game.
- Playability:** If you feel you've beaten on the B button too much, you can switch punch to the A button.
- Entertainment:** Fun for a while, but games of this ilk seem to grow old fast in today's market.
- Replay Value:** Moderate.

SECOND OPINION

Final Fight fans may have been disappointed over the years due to the series' arcade and SNES versions leaving characters or multiplayer modes off here and there. Now your time has finally come, courtesy of the Game Boy Advance. Final Fight One is the ultimate FF package, giving you the SNES title plus a third playable hero and the option to battle alongside a friend. Gameplay is sharp and intense, despite not featuring any sort of dash move to get out of tight spots. Regardless, the quicker fighting styles of Cody and Jay suited my mood, and there were usually various weapons laying around to help out. Picture panels preceding the boss fights and the game's city backgrounds got me into the story — almost a first for me considering FF is a brawler. And a damn fine one at that. I might add.

KATO - 8



■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM
 ■ **RELEASE** SEPTEMBER 12

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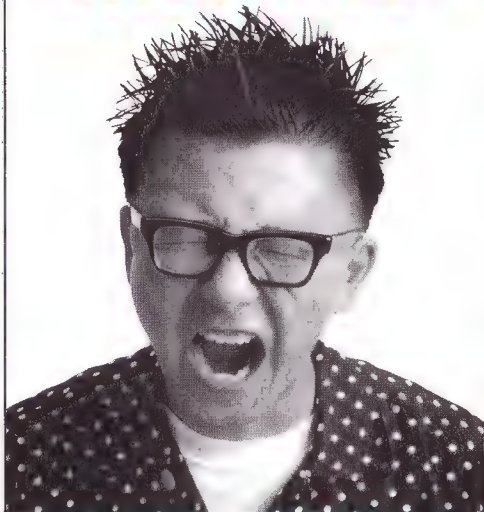
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GAME BOY ADVANCE

MEGA MAN BATTLE NETWORK

MORE TRON THAN TRON BONNE

With its RPG setting similar to the movie *Tron* and card battle elements during battles, Capcom has made one cool game that's hard to classify. The main character is actually a kid who is living in a world where people jack in and out of the web via devices called P.E.T.s. By tapping into the net, you assume the digital persona of Mega Man, who runs around circuit pathways, being attacked by viruses and looking for clues to bring the evil WWW corporation down.

As far as pure addictive gameplay goes, this is a great offering. I could definitely see a normally monotonous car or plane ride zip by with this game's deep play and easy handling. The only problems I see are a sometimes clunky menu system and repetitive battle action. Other than that, the RPG elements of improving your Mega Man, the engrossing plotline, and the multiplayer capability should be more than enough reason for you to go get one of your own. —KRISTIAN

■ **STYLE** 1 TO 4-PLAYER RPG/ACTION ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM
■ **RELEASE** OCTOBER 25

SECOND OPINION

Like a card game with real-time grid battles instead of deck deals, *Mega Man Battle Network* is unique and fun. There's really no reason to have Mega Man attached to the game, though. If you're up for something different, check it out.

JAY — 8

THE BOTTOM LINE



8.25

- **Concept:** A strange mix of a card battle-type game with RPG elements thrown in
- **Graphics:** Lush and detailed environments await you
- **Sound:** There's enough here to get by, but you wouldn't be missing anything if you turned it off
- **Playability:** A little disorienting at first, but after ten minutes you should be fine
- **Entertainment:** A surprisingly fun little game, one I could play for a long time
- **Replay Value:** Moderate



GAME BOY COLOR

WWF BETRAYAL

YET ANOTHER REASON TO GET A GAME BOY ADVANCE

You may not have known this, but I keep a log on my computer of all the scores I've given games over the years here at Game Informer. I use this list to help me score games accurately — to remind me what I've liked and disliked in past issues. After playing *WWF Betrayal*, I went to my trusty log only to discover there are almost no Game Boy Color titles of comparable crappiness.

Imagine, if you will, the most repetitive and stereotypical beat-em-up since the debut of *Double Dragon*. Now, throw in four WWF Superstars that do nothing but punch and kick, finishing off foes with a move only after they're already dead. Finally, dream up a useless storyline, flickering graphics, minimal level design, frustratingly unresponsive controls, and the feeling of your intestines being pulled through your belly button with a sharpened screwdriver. There, that's what *WWF Betrayal* is like. —JAY

SECOND OPINION

For every copy this game sells because of its WWF license, I propose one piece of the development team's body hair gets forcibly removed with a pair of tweezers.

JUSTIN — 3.75

THE BOTTOM LINE



3

- **Concept:** See if WWF fans will buy anything with those three magic letters on it
- **Graphics:** You can almost tell without the text boxes who is who
- **Sound:** Repetitive songs that make you constantly cringe
- **Playability:** Once you master the drop kick, the game is your oyster
- **Entertainment:** Ever pour sand in your eyes?
- **Replay Value:** Moderately Low

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** THQ ■ **DEVELOPER** WAYFORWARD TECHNOLOGIES
■ **RELEASE** AUGUST 8

REVIEWS



Wild HOPPIP appeared!

Check out the new female trainer and pre-fight battle animations!

GAME BOY COLOR

POKÉMON CRYSTAL

PIKA! PIKA! (TRANSLATION: ENOUGH ALREADY!)

If you gotta tell ya, I thoroughly enjoy the Pokémon games, but unless it's a brand-spanking new adventure, I can't stomach any more. Honestly, if Nintendo reissues this game again with the smallest of changes — as in Crystal's case — I'd do anything to get out of playing it. I'll break both of my arms, gestate a baby (if genetically possible), and drink every fluid worthy of the Mr. Yuck sticker.

The only changes between this title and the Gold and Silver versions are pre-fight battle animations, expanded Unown puzzles, a female trainer, a Battle Tower, enhanced Pokédex organization, and new methods to capturing the illusive Suicune. Sure, if you haven't played either of the previous versions, this is the one to get since it offers more than the other two. However, if you've already captured everything at least once over, doing so again just to see a monster shake its tail before battle isn't a reason to run out and buy this game.

The Pokémon craze isn't as popular as it once was, and I think a lot of this has to do with the lack of originality between each of the Pokémon releases. Kids have short attention spans. You gotta change it up to keep them hooked. —REINER

THE BOTTOM LINE



6.75

- **Concept:** Exactly the same as Silver and Gold with a handful of additional goodies
- **Graphics:** Before each fight, a brief two-second animation has been implemented for the opposing monster.
- **Sound:** Do fingernails on a chalkboard ring any bells?
- **Playability:** If you're a girl, you can play as one in the game. Uh...that's it
- **Entertainment:** The new features aren't nearly enough to warrant a second (or third) purchase
- **Replay Value:** Moderate

SECOND OPINION

I don't care what Nintendo says, this is the same freaking game as Silver and Gold. Adding a playable girl and some pre-fight animations does not a semi-sequel make. For those who remember the Pokémon Yellow debacle, this is déjà vu all over again. I still love the series, but the money-grubbing makes me sick.

JUSTIN — 7.25

■ **STYLE** 1 OR 2-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** NINTENDO ■ **DEVELOPER** GAME FREAK/CREATURES/NINTENDO
■ **RELEASE** AUGUST 3

MINIVAN, **ADVANCED.**



EVERYONE
E
CONTENT RATED BY
ESRB



MARIO KART™ SUPER CIRCUIT™

When car shopping, some people will tell you to look for safety. Whatever. It's all about the options, baby! Like, for example, air conditioning. And koopa shells. And lightning blasts on command. Introducing Mario Kart™: Super Circuit™ for Game Boy™ Advance, a no-holds-barred race with all your favorite characters and over

20 new tracks. And with 4-player action off one game pak, say goodbye to those annoying backseat drivers. | LIFE ADVANCED™

REVIEWS



GAME BOY ADVANCE

KLONOA: EMPIRE OF DREAMS

PORTABLE PLATFORM PUSSYCAT

After a PS2 update a few short months ago, Klonoa gets scaled down for the portable masses. The series' simplistic control and clever level design seem tailor-made for the GBA. The end result is a fun game, but doesn't hit the mark as well as previous efforts.

In classic Klonoa fashion, the more I played this game, the more I enjoyed it. This is pure platforming goodness, plain and simple. Grab enemies and use them to get higher up, collect the three stars, and move to the next stage. It's not too different from the other Klonoa games, and like them, it gets more creative as it goes. Minigames, like boarding and forced-scrolling levels, give you something more to do.

I hate to knock a game based on graphics alone, especially on a handheld, but I was hoping for more here. Where are the pseudo-3D backgrounds? I like 2D platformers as much as the next gamer, but this devolves the series. I thought Game Boy Advance was capable of more than this. Without the beauty of the visuals, boredom sets in a little faster. Empire of Dreams is entertaining and a good addition to GBA's library, but this old cat needs to learn some new tricks, or at least remember his old ones.

JUSTIN

THE BOTTOM LINE



■ **Concept:**

Takes away the 2.5-dimensional look of Klonoa, but maintains everything else.

■ **Graphics:**

Sharp and colorful, but I still was a little let down.

■ **Sound:**

Surreal, distorted music doesn't quite fit the mood.

■ **Playability:**

Later levels make you think, but it's still essentially grab n' toss.

■ **Entertainment:**

A hearty platforming meal that by no means wowed me.

■ **Replay Value:**

Moderate.

SECOND OPINION

Color-shading and camera rotations were beautiful tricks for PS2's Klonoa 2, but I think this version still gets by due to its solid platforming core. Doing without the sharp graphics, the challenging return of Klonoa (and some nice level interludes now and again) is just what this GBA version needs to make its mark.

KATO - 7.5



GAME BOY ADVANCE

X-MEN: REIGN OF APOCALYPSE

OLD SCHOOL FOR GIFTED YOUNGSTERS

When a console comes out, developers usually kill themselves to immediately come up with games that max out its capabilities. On the other hand, I'm pleased with what the Game Boy Advance has done with most of its initial titles. Some may be old-school throwbacks, but there's nothing wrong with that. Reign of Apocalypse keeps the GBA lineup strong by sticking to this formula.

Being a 2D brawler, there's nothing else to expect from Apocalypse other than a hard-fought battle to get to the right side of the screen. I was therefore glad that the game made constant use of your ability to move vertically. This spread combat out on different planes, and made you think more than you'd expect. Whenever the going got tough, however, I was always glad to rely on my character's special mutant power. Watching this series of cool animations was similar to Reign's overall roster of moves. Whether it was Wolverine diving claws-first at someone or Storm summoning a wind funnel at a Sentinel, there was variety and detail to be had. Finally, I was a sucker for the stream of character cameos from the X-Men universe, even though I thought boss encounters should have gotten a little more fanfare, especially considering some of the baddies you'll come across.

Enemy pacing and overall flow were problems, but it's nothing you won't thrash your way out of. I'd consider Final Fight a better brawler, which isn't surprising considering it's the dean of the old school. Still, X-Men fans in particular will enjoy letting off more than a little steam with this one. —**KATO**



There is more than one way to skin a cat, and this is also true when killing mutant-busters

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** DIGITAL ECLIPSE ■ **RELEASE** SEPTEMBER 20

THE BOTTOM LINE



■ **Concept:**

Muties' rule of living is simple – survive. So is yours.

■ **Graphics:**

Pretty good for the GBA. It was nice to be able to see and differentiate each character's moves clearly.

■ **Sound:**

An annoying techno beat obscures the fray.

■ **Playability:**

Apocalypse doesn't complicate the simple old-school fun.

■ **Entertainment:**

Activision continues letting the X-Men do what they do best – kick ass.

■ **Replay Value:**

Moderate.

SECOND OPINION

Originally, I was excited about Final Fight coming to Game Boy Advance to fulfill my on-the-go brawler needs, but my taste quickly changed after putting in some time with X-Men: Reign of Apocalypse. Featuring four different X-Men to control, Reign offers lots of action as each character plays a little different (Rogue and Wolverine are sure brawlers, but Cyclops and Storm have various projectile attacks). Plus, as you clear each stage you get attribute points to increase your attack, vitality, and mutant power. Lots of cameos by Marvel super heroes, great animation, and co-op and vs. mode for multiplayer round out this solid GBA action title. Fans of old-school Super Nintendo TMNT titles or Final Fight will appreciate this one. Reign is definitely old school, but has enough new school to keep it fresh.

ANDY - 8

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** NAMCO ■ **DEVELOPER** NAMCO ■ **RELEASE** AUGUST 25



GAME BOY ADVANCE

JURASSIC PARK III: PARK BUILDER

ENTIRELY PREHISTORIC

Naturally, this title doesn't deliver the heart-pounding excitement of a T-Rex breathing down your neck. What it does do, however, is allow you to step into the shoes of Dr. John Hammond and build your prehistoric dream.

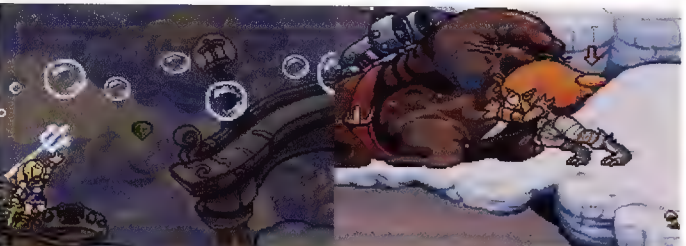
Fashioned as yet another theme park type of game, it has everything you'd expect. You can build shops, research dino DNA, perform off-site excavation, raise ticket prices, advertise, and purchase tour buses. Since it is on the GBA, it does have a few limitations. In total there are 140 dinosaurs. Amazing indeed, yet you won't see all of them. There are only a handful of animated dino icons – based on the class of the species. This, of course, creates confusion and the need to constantly check your menu to see which dinosaurs are in each cage. The play is somewhat absorbing, but when you break it down, there really is nothing to it. You basically have everything at your disposal from the get go, and there's hardly anything that requires micromanaging. Sim junkies won't get much out of this release – maybe an hour tops. However, if you've never explored this genre, this is a great, and simple, game to start with. – **REINER**

SECOND OPINION

It's amazing what companies can cram into a little cart nowadays. This game is big, but not all that engaging. Once you get a handle on the gameplay, things get old quick.

KRISTIAN – 7

■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** KONAMI ■ **DEVELOPER** KONAMI
■ **RELEASE** SEPTEMBER 11



GAME BOY ADVANCE

LADY SIA

LEARNING FROM THE LADY

Is Lady Sia a game aimed at girls because you play a heroine? Of course not. Is it because it's not too hard? Unfortunately, TDK's marketing and PR departments think this is true. Still, I prefer to see it this way: Lady Sia could be a trigger that causes a casual gamer to seek out more titles in the genre. Calling it a long tutorial doesn't do it justice, but it emulates the action/platforming category well enough to get a newbie hooked. Everyone else will find Sia to be a good excursion for an afternoon, with cool vertical layouts for the levels. Even if you aren't challenged by the enemies, getting into the secret areas can be hard. Moves are down to a minimum, but Sia's occasional transformation into a Sasquatch and some secret spells learned from bosses give this lady some sass. Button-mashing contests have even been added to break things up. This cart may not be your first choice for a GBA title, but it's a good time. Someone may even remember it as one of the first platformers they got into. – **KATO**

SECOND OPINION

As the self-proclaimed King of Old-School Gaming, I dub Lady Sia worthy of praise for its classic 2D exploits, fine combat, and expansive level design. So sayeth the king.

JUSTIN – 8

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** TDK MEDIACTIVE ■ **DEVELOPER** RFX INTERACTIVE ■ **RELEASE** SEPTEMBER 21

THE BOTTOM LINE

EVERYONE
E
ESRB
7.25

- **Concept:** Similar to a PC park simulator, but designed exclusively for the GBA
- **Graphics:** Decent, but the dino graphics are repeated way too often. Out of the 140 dinos, only a handful are represented onscreen
- **Sound:** Plenty of beeps and boops. You're better off deaf
- **Playability:** Easy to pick up and play, yet it lacks depth and customization options
- **Entertainment:** An interesting premise that is unfortunately geared toward kids
- **Replay Value:** Moderately High

THE BOTTOM LINE

EVERYONE
E
ESRB
7.5

- **Concept:** Give younger and female gamers a lesson in a classic genre. Sounds patronizing, but it's not bad
- **Graphics:** Nothing to bust a nut for, but the Lady does show some nice touches
- **Sound:** RFX has this emulated pretty good, too
- **Playability:** Nothing but the basics
- **Entertainment:** Sia is an intro to a wider gaming world for some, with just enough to keep everyone interested
- **Replay Value:** Moderate



GAME BOY ADVANCE

JURASSIC PARK III: THE DNA FACTOR

DINO-DON'T

Jurassic Park III: The DNA Factor is a

exercise in ambiguity. Doing basic platforming coupled with an obnoxiously bizarre DNA building minigame at the end of a level is basically all there is to this one. There are a few areas where the game tries to be something other than a clunky Advance release. For example, whatever was happening with the attack animations was on the right track, but something got terribly lost in the translation.

It's a fine line to walk between being quirky and being obnoxious, and unfortunately The DNA Factor has blundered into the latter.

I have a feeling this game looked great on paper, but didn't manage to get fleshed out during development.

That, and the fact that the Jurassic Park genre is being plundered for every last shred of profitability it has for the third time, makes me wince in disappointed agony. I suppose it's a good idea to get while the getting's good, but I'd be surprised if this poor attempt comes to its monetary fruition. Proceed only if desperate or obsessed. These will be the only two areas that will allow you to enjoy things without feeling like you've wasted your money. – **KRISTIAN**

THE BOTTOM LINE

TEEN
T
ESRB
2.75

- **Concept:** Something having to do with dinosaurs and DNA, but I couldn't tell you what.
- **Graphics:** Adequate, but just barely. I wouldn't have been surprised to see this on a GBC
- **Sound:** A little voice acting and terrible effects.
- **Playability:** Easy to pick up as a platformer, but suspect control makes things difficult early
- **Entertainment:** The best part of this game came when I fell into a pit, and was forced to turn the game off
- **Replay Value:** Low

SECOND OPINION

If dinosaurs weren't already extinct, I'd run out and shoot them all just for being the inspiration for this sorry excuse for a game. Whoever designed this is lacking a few DNA strands himself. It's the worst representation of action I've seen in a long while.

REINER – 2

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** KONAMI
■ **DEVELOPER** KONAMI ■ **RELEASE** JULY 17

CHARTS

In association with the NPD TRSTS Video Games Service, Charts presents an in-depth listing of the best-selling software on a month-to-month basis. Are the games you spend your hard-earned dollars on top sellers? Take a look below to find out. We've also compiled a listing of the top-selling Japanese software, and, of course, we included a Top 10 list of the games the GI staff is currently enjoying.

NPD TOP 20

Listings Based Upon NPD Data For July 2002. Based On Units Sold.

RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
1	N/A	Gran Turismo 3: A-Spec	PS2	Jul-01	\$50
There's no easier way to have a fleet of Vipers in your garage than owning this Game of the Year candidate - unless you have enough moral flexibility to run an underground emu smuggling ring, funded by a seedy family of Triads. You didn't hear that from us, but do listen when we tell you GT 3 is every driver's dream.					
2	N/A	Pokémon Crystal	GBC	Jul-01	\$28
Ahhh! What is Pokémon doing back up here in the limelight? Who's buying this stuff? Something tells us deep-pocketed Nintendo is purchasing copies under the identity of recently deceased Florida residents, then burying them in a New Mexico landfill. Will this game keep representing until Pokémon Plaid's inevitable release?					
3	1	Super Mario Advance	GBA	Jun-01	\$30
Sure, this game is a remake of the NES classic, and features a slew of new additions and improvements, but we all know there's one reason people are eating Mario Advance up like corn dogs at the State Fair: Toad. The enigmatic mushroom man is a champion of the people, and just the mention of him is enough to make Andy start sweating.					
4	4	NBA Street	PS2	Jun-01	\$51
Holding strong on the top 5 is this EA arcade roundball utopia. We fell in love with the player-building, unlockable teams and arenas, and fast-paced action. Apparently the rest of the gaming world did, too. Andy took things a step further, though, and also fell in love with Bucks guard Sam Cassell. He says Sam can take it to the hole on him anytime.					
5	N/A	NCAA Football 2002	PS2	Jul-01	\$52
Frat boys do two things: drink beer and buy sports games. Just ask Kristian, our closest link to this curious counterculture. EA's first PS2 college pigskin offering brings Madden's gameplay back with a bunch of determined youngsters, who will be prime for the drafting in Madden 2002. Go! Fight! Win!					

RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
6	7	Sonic Adventure 2	DC	Jun-01	\$41
7	3	Tony Hawk's Pro Skater 2	GBA	Jun-01	\$40
8	20	Final Fantasy Chronicles	PS-X	Jun-01	\$41
9	2	Twisted Metal: Black	PS2	Jun-01	\$51
10	5	The Legend of Zelda: Oracle of Seasons	GBC	May-01	\$31
11	6	The Legend of Zelda: Oracle of Ages	GBC	May-01	\$31
12	17	Gran Turismo 2	PS-X	Dec-99	\$20
13	13	Pokémon Silver	GBC	Oct-00	\$29
14	14	Pokémon Gold	GBC	Oct-00	\$29
15	10	Mario Party 3	NG4	May-01	\$50
16	N/A	MX 2002 featuring Ricky Carmichael	PS2	Jul-01	\$51
17	N/A	Super Mario Bros. Deluxe	GBC	May-99	\$29
18	N/A	Frogger	PS-X	Nov-99	\$11
19	N/A	NASCAR Heat 2002	PS2	Jul-01	\$49
20	8	Castlevania: Circle of the Moon	GBA	Jun-01	\$40

Source: NPD Interactive Entertainment Service • Kristin Baner-WorKoff (516) 625-2481

JAPAN TOP 10

Source: Game Japan
Based On Monthly Units Sold

POS.	L. MO	GAME	SYSTEM
1	N/A	Final Fantasy X	PS2
2	N/A	Hot Shots Golf 3	PS2
3	N/A	Kamikku Party	DC
4	N/A	Derby Stallion 64	NG4
5	N/A	Golden Sun	GBA
6	N/A	Mario Kart Advance	GBA
7	N/A	One Piece Grand Battle	PS-X
8	N/A	Real Robot Regiment	PS2
9	N/A	Generation of Chaos	PS2
10	N/A	Yu-Gi-Oh: Duel Monsters 5	GBA



GAME INFORMER TOP 10

The Staff's Favorite Picks

POS.	L. MO	GAME	SYSTEM
1	1	Tony Hawk's Pro Skater 3	PS2
2	N/A	Devil May Cry	PS2
3	N/A	Madden NFL 2002	PS2
4	2	Gran Turismo 3: A-Spec	PS2
5	5	Final Fantasy X	PS2
6	N/A	Gitaroo Man	PS2
7	N/A	Max Payne	PC
8	4	NBA Street	PS2
9	N/A	Advance Wars	GBA
10	N/A	Dave Mirra Freestyle BMX 2	PS2



PC TOP 10

Based On Monthly Units Sold. Source: NPD Interactive Entertainment
Direct Retailer Sales From Retail (PS2) (2002-07)

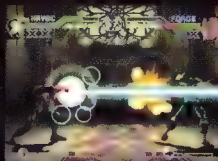
POS.	L. MO	GAME	MONTH	PRICE
1	1	Diablo II: Lord of Destruction	Jun-01	\$35
2	2	The Sims	Feb-00	\$42
3	N/A	Max Payne	Jul-01	\$49
4	3	The Sims: House Party	Mar-01	\$29
5	6	The Sims: Livin' Large	Sep-00	\$29
6	7	Roller Coaster Tycoon	Mar-99	\$27
7	8	Diablo II	Jun-00	\$40
8	N/A	Microsoft Flight Simulator 2000	Oct-99	\$26
9	N/A	Mech Commander 2	Jul-01	\$36
10	10	Half-Life: Blue Shift	Jun-01	\$27



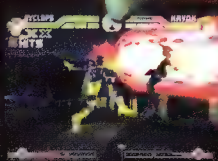
TAKE FIGHTING TO NEW HEIGHTS



Fight as 10 X-MEN from the original roster and 6 new X-MEN: Rogue, Nightcrawler, Havok, Forge and 2 secret characters.



Perform signature mutant moves—even stunning aerial combat—in 10 of the original arenas, plus 6 new locations.



Go solo or take on a friend as you fight to dominate the arena. Enjoy 4 modes of play: Academy, Training, Arcade and Versus.

X-MEN 2 MUTANT ACADEMY 2



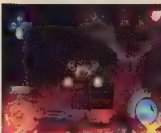
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STAR WARS: STARFIGHTER

■ FORMAT PLAYSTATION 2 ■ STYLE 1 OR 2-PLAYER SHOOTER ■ PUBLISHER LucasArts ■ REVIEWED MAR-01



With the inspirational Episode I soundtrack blaring, ships swarming from every direction, and countless laser blasts flying by at breakneck speeds...

perposterous, yet there it is right before your eyes...

Star Wars console game to date. My love for Star Wars plays second fiddle here...

A must-have for everyone. -REINER

9.25 rating box with a star icon

PLAYSTATION 2

Table listing PS2 games: 4X Evolution, Adventures of Conker & Cream, Ace-Striker Baseball 2002, Aqua Aqua, Army Men: Art of Attack 2, Army Men: Green Rage...

Table listing PS2 games: Ring of Ruby, Rumble Race, Run, Run! Running Wildcard, Shadow of Destiny...

NINTENDO 64

Table listing N64 games: 4X First Mission, Banjo Toad, Banjo Topy, Bomberman 64, Bomberman Online...

GAME BOY ADVANCE

Table listing GB Advance games: Akihiro's Revenge, Advance Wars, Advance Wars 2: Black Hole, Advance Wars: Days of Wrath...

PLAYSTATION

Table listing PS games: 100 Berraing, 100 Berraing, 100 Berraing, 100 Berraing, 100 Berraing...

DEAD RAY

Table listing Dead Ray games: American McGee's Alice, American McGee's Alice 2, American McGee's Alice 3...

GAME BOY ADVANCE

Table listing GB Advance games: Advance Wars, Advance Wars 2: Black Hole, Advance Wars: Days of Wrath, Advance Wars: Days of Wrath...

PLAYSTATION

Table listing PS games: 100 Berraing, 100 Berraing, 100 Berraing, 100 Berraing, 100 Berraing...

ECHOLON

■ FORMAT PC ■ STYLE 1 TO 16-PLAYER SHOOTER ■ PUBLISHER BETHESDA SOFTWAREWORKS ■ REVIEWED JULY-01

Echelon's real strengths start to come to light when you complete the training missions and embark on your second mission...

Table listing PC games: 4X Evolution, Alan Wake, Alan Wake: American Gothic, Alan Wake: American Gothic...

Table listing PC games: 4X Evolution, Alan Wake, Alan Wake: American Gothic, Alan Wake: American Gothic...

Table listing PC games: 4X Evolution, Alan Wake, Alan Wake: American Gothic, Alan Wake: American Gothic...

Table listing PC games: Back to White, Blade of Darkness, Blair Witch Volume One, Blair Witch Volume One...

Table listing PC games: Back to White, Blade of Darkness, Blair Witch Volume One, Blair Witch Volume One...

Table listing PC games: Back to White, Blade of Darkness, Blair Witch Volume One, Blair Witch Volume One...

Table listing PC games: F-zero Maximum Velocity, F-zero Maximum Velocity, F-zero Maximum Velocity...

Table listing PC games: F-zero Maximum Velocity, F-zero Maximum Velocity, F-zero Maximum Velocity...

Table listing PC games: F-zero Maximum Velocity, F-zero Maximum Velocity, F-zero Maximum Velocity...

POKEMON STADIUM 2

■ STYLE 1 TO 4-PLAYER/STRATEGY ■ PUBLISHER NINTENDO ■ REVIEWED MAY-01



I actually enjoyed this first Stadium. However, I didn't enjoy it so much that I was looking forward to playing through the exact same game again...

Table listing Pokemon Stadium 2 games: Pokedex, Project G! I'm Going In, Project G! I'm Going In, Project G! I'm Going In...

Table with columns: Release Date, Title, Publisher/Distributor, System, Release Date, Title, Publisher/Manufacturer, System. Contains game titles like 'Alone in the Dark: The New Nightmare', 'Puzzle Agent 2', 'Popper Arena', etc.

Table with columns: Release Date, Title, Publisher/Manufacturer, System. Contains game titles like 'Grand Theft Auto 3', 'Star Wars: The Force Unleashed', 'Skies of Arcadia VR', etc.

Table with columns: Release Date, Title, Publisher/Distributor, System. Contains game titles like 'Bass Fishing', 'Delapan', 'Madden NFL 2002', etc.

SPY HUNTER

FORMAT: PLAYSTATION 2 ■ STYLE: 1 OR 2-PLAYER RACING
PUBLISHER: MIDWAY ■ RELEASE: SEPTEMBER 25

It's inevitable that the video game classics make their way to newer systems. Too many people have fond memories of these games from their youths. So in the case of Spy Hunter, we always knew it was going to happen, it was just a question of whether it was going to get

its just desserts. As it prepares for a late October launch date, we have seen PS2 Spy Hunter in a number of forms, but our most recent build is really starting to shape up. Gone is the straightforward scoring of the original. Now, your job behind the wheel of the Interceptor is to complete different objectives on each level.

Table with columns: Release Date, Title, Publisher/Distributor, System. Contains game titles like 'Jump Gate On-Line', 'Legends Starter Pack', 'Lock On: Modern Air Combat', etc.

Table with columns: Release Date, Title, Publisher/Manufacturer, System. Contains game titles like 'Book of Hours', 'The Sims', 'The Sims 2', 'The Sims 3', 'The Sims 4', etc.

CRASH BANDICOOT: THE WRATH OF CORTX

FORMAT: PLAYSTATION 2 ■ STYLE: 1-PLAYER ACTION/PLATFORM
PUBLISHER: UNIVERSAL INTERACTIVE ■ RELEASE: OCTOBER 30

With Naughty Dog no longer holding the marsupial's leash, one can only wonder what the future holds for Universal Interactive's multi-million unit selling pet. Certainly, it would have been nice to see Crash's original development house continue the adventure and user in his PlayStation 2 reign, but rather than sulk and moan, we remain completely optimistic. Especially since Traveler's Tales, a developer who has done little more than develop action/platform games, has signed on to give this recent a powerful new pulse. In creating Crash's new adventure, Universal made the wise decision to continue the story arc rather than start anew or retell the same tale. Uka-Uka and his loyal servant, Dr. Neo Cortex, are holding the world hostage with a destructive secret weapon. How cunning!

Table with columns: Release Date, Title, Publisher/Distributor, System. Contains game titles like '18 Wheeler: American Pro Trucker', 'Crash Bandicoot: The Wrath of Cortex', 'Disney's Tron: Evolution', etc.

BUFFY THE VAMPIRE SLAYER

FORMAT: PC ■ STYLE: 1-PLAYER ACTION/ADVENTURE
PUBLISHER: FOX INTERACTIVE ■ RELEASE: NOVEMBER 11

Based on the screens we've seen so far, Buffy The Vampire Slayer is looking extremely impressive. So good, in fact, we're increasingly hopeful that the game will distinguish itself from the scores of derivative licensed-based games released each year. The game is a 3D free-roaming action/adventure title, with a combat system that allows for elaborate countermeasures and a wide variety of fighting techniques. Buffy will be equipped with a number of abilities, ranging from gymnastic moves to martial arts to her special Slayer Sense. As you can see, the game looks absolutely gorgeous, and should be even more impressive once all the planned creature-mutating and spell-casting effects are added to the mix.

Table with columns: Release Date, Title, Publisher/Manufacturer, System. Contains game titles like 'Brolye Casino 1.5', 'Games Action Adventure Pack', 'Racing Madness 2', etc.

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PLAY TO PERFECTION



BASIC TRAINING

COMBAT

If you're fluent in Resident Evil, then you might as well run out and buy Extermination. Devil May Cry's combat system is a far cry from anything you've seen in a survival horror game. It demands quick reflexes and a ton of strategy. Combos can be strung together easily, but linking combos to multiple enemies is a different story altogether. The best moves are the triple Alastor slash and any Jump attack maneuver. If you really want to impress your friends, perform the sword uppercut, then while the enemy is airborne, pull out your firearms and fill it full of lead before it drops to the ground.



RANKING

When you enter battle, a meter appears on the right and determines how you're doing with the words Dull, Cool, Bravo, Absolute, and Styling. By comboing an enemy then transferring your string to another, you'll achieve higher ranks. At the end of a level, you'll also receive a grade. Running through the levels as quickly as possible, never getting hit, and achieving Styling ranks will send

your ratings through the roof. Of course, you'll be rewarded well for performing amazing feats. If you want a ton of Red Orbs, then seek out the S rank.

DEMON POWER

In addition to aiding Dante with a boost in speed and power, the demon power (which you first get with the Alastor sword) will slowly heal you when it's active. You won't find any Purple Orbs hidden within the levels, so you'll need to purchase them. Spend a few hours early on (preferably the spectre room in Mission 4) to max your demon power out.



LEVELING UP

While it's fun to whip through the levels, we recommend you sit back and level up a tad as the game's difficulty eventually shoots through the roof. Find a room where the enemies continually respawn and drop a ton of Red Orbs. By Mission 5 make it a goal to have the Air Hike and your Alastor moves at level 2.

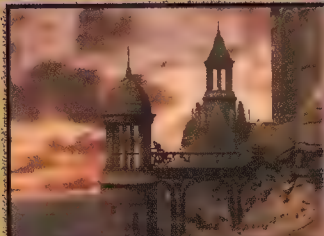


SECRET MISSIONS

There are 12 Secret Missions in the game. Finding them is basically dumb luck. Some are incredibly difficult to locate; others are as simple to trigger as opening a door. Not wanting us to give away all of the hidden goodies, Capcom asked that we only print a few of the Secret Missions this month. We should have the rest of them in next month's Secret Access section. As a reward, each time you complete one of these stages, you'll receive a Blue Orb Silver.

THE CASTLE WALK

First, take a moment to regain your composure after that bitchin' introductory sequence. When the game begins, your sexy accomplice will take the high road, and while it's not illustrated within the story, it's your duty to explore the lower route. Work your way along the rocky pass, grab the glowing **Yellow Orb**, then jump on top of the bridge and enter the pavilion. Wait here for a few seconds and a **Blue Orb Silver** will drop. From here, continue along the path and enter the castle.

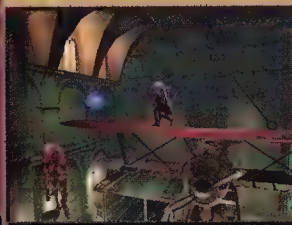


Hop onto the bridge, then enter the pavilion for a special Blue Orb surprise!

MISSION 1

This expansive area is void of hostility, so go ahead and get accustomed to the controls. As you do so, though, pick up as many **Red Orbs** as you can. You'll need to gather 45 to proceed further. You'll also find another **Blue Orb Silver** hidden in the back of the room on a ledge near the broken staircase and to the left of the statue. Simply double jump off the wall to reach the ledge, then run around the corner and grab it. If you think your jumping skills are up to par, scale the horse statue in the middle of the room and jump on the spear to free a handful of additional **Red Orbs**. Once you have the goods, locate the lower level door with the red glow, and pass through it. In this small room, smash the armor to the left to unearth another **Blue Orb Silver**, then simply pass through the adjacent door. This nicely furnished room needs some work, so go ahead and smash all of the tables to free a few more **Red Orbs**. When you feel content or run out of stuff to smash, proceed up the stairwell.

Once again, break everything within the room, and then hop on top of the dresser and leap to the next level. There's nothing to do here except grab the **Rusty Key** from the marionette, which will in turn attack you. Blast him to hell, then retreat into the pit and pass through the door. Hop into the water on the left to find a **Blue Orb Silver**, then return to the main chamber where the mission originated. Use the **Rusty Key** on the door to the left. Double jump onto the plane to find another **Blue Orb Silver**, then meander to the back of the room and smash the armor on the circular platform. Behind them is an energy lock. Simply perform multiple sword combos on it until every icon lights up. This will make the platform you're standing on lower to the dungeon. Defeat the enemies, then return to the area from whence you came. Another crop of ugly goombas must be slaughtered before the seal is freed from the red door. What's behind this strange chamber door? Why, nothing but the end of the mission.



Walking onto the wing of a plane is dangerous, but this time, it's a fruitful expedition



Double jump off of this wall to reach a Blue Orb Silver

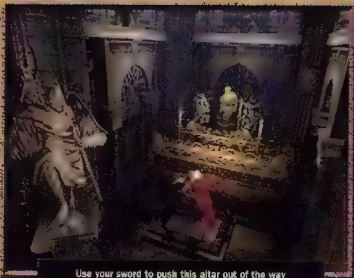
MISSION 2

Maneuver to the back of the room (away from the screen), and enter the door on the right. Once inside, destroy the objects in your path for a Red Orb and a Blue Orb Silver. If you passed on powering up, you can do so again at the golden altar.

Backtrack into the hall, then run forward (toward the screen). When you reach the end of the hall, check out the mural on the wall.

A cutscene will ensue, after which you will receive the **Alastor Sword**. Now, pass through the door into the library and jump to the balcony. Chopping up the table will reward you with a **Shotgun**. Examine the painting to free up another **Rusty Key**.

Backtrack down the hall to the central door and use the Rusty Key to enter. In this luxurious circular room, battle the marionette minions, grab the Red Orbs atop the fountain, then hop onto the second level and maneuver through the far door. Halfway down the hall, you'll run into an altar with a trapdoor below it. Use your sword to move it, then plummet to the mossy alcove. Grab the **Staff of Judgement**, and an exit will appear. This secret passage leads back to the library. This time around, however, the library isn't such a peaceful place. When you touch the door, a handful of spectres will appear. Do away with them, and then return to the hall. Oh look! How cute! Quickly step on as many of the mites as you can to gather up some free Red Orbs. The last thing you need to do is insert the Staff into the mural that held the Alastor.



Use your sword to push this altar out of the way

MISSION 3

Run past the dancing trees and up to the glowing altar. Touch it and the undead seal on the door behind you will vanish. Rather than taking a moment to pray at this unholy chapel, use the door to reach the great outdoors. Cross the bridge and examine the loons on the walls. Hmm...Now, backtrack toward the castle. Seeing that the bridge is actually a huge piece of crap, you'll fall into a hidden chamber within the ocean.

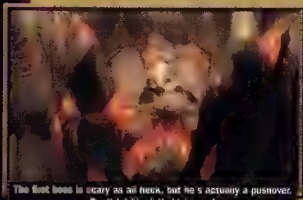
Don't hang around here too long, as your health is slowly trickling away. Blast the skulls with your Shotgun, then step on the central platform to return to the top. The junky bridge is actually together again...kind of. You can either jump across it, or drop to the underwater cavern and defeat the skulls again to reach the other side – where another **Blue Orb Silver** resides.

When you finish this sequence, return to the castle and approach the altar. Grab the **Pride of Lion**, then mentally prepare yourself for the first boss battle. This flaming scorpion may look menacing, but he's actually quite simple to

defeat. Just stay away from his mouth, hop onto his back, and hack away. Yes, most games penalize you when you touch an enemy, but Devil May Cry applauds it. When the boss's health meter is depleted, the blue door will open. If you pass through this door, the stage will end. However, if you backtrack to the bridge and drop into the water, you'll encounter the first Secret Mission.



Return to the far side of the bridge to grab a Blue Orb Silver



The first boss is scary as all heck, but he's actually a pushover. Don't let him intimidate you!

MISSION 4

Welcome home! The first thing to do is run down the hall. Yes, again. There's something different about it this time. Halfway into your jaunt, that silly scorpion guy will return, and he'll be pissed. Simply run into the screen (à la Crash

Bandicoot), and jump out of the way of his blasts. At the end of your journey, enter the door, then exit. You lost him. Whew! Return to the lavish fountain room and approach the cloaked lion statue. The shield will disappear thanks to the Pride of Lion.

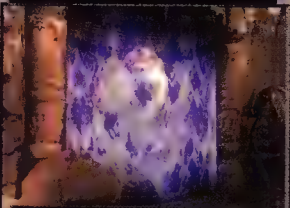
Yes, it's a beautiful statue, but it needs to be destroyed. Hack it to bits and a shadow beast will appear. When it takes to the air, roll out of the way of its attack, then counter with as many shotgun blasts as you can fit in. Just stay away from him, and fire away. When his glowing heart is exposed, run up and hack away, avoiding the rising spikes all the while. Repeat this process and this feisty center will go down before you know it. This feat, of course, opens the lion door. If you're interested in completing two Secret Missions before you tackle the last portion of this level, head out into the hallway first. The mural where you grabbed the Alastor Sword is now a Secret Mission. On the opposite end of the hall, the power-up room has transformed as well.

MISSION 3: SECRET MISSION

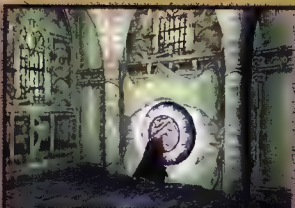
After defeating the boss, return to the bridge and drop down to activate this bonus stage. To accomplish this task, you'll need full demon power to successfully deliver a critical blow to this spectre. So instead of blowing your wad on the boss, save your power. You shouldn't need much health to destroy this beastie in one fluid shot.



Avoid the silly scorpion by running into the screen



Approach this lion to open the door above



Slash the energy lock to raise the platform in the center of the room rise

In this large chamber, simply drop to the bottom and slash away at the energy lock. When it lights up, run to the center of the room and stand on the platform – which will bring you to the top of the room. Jump to the ledge and grab the **Death Sentence**. Backtrack down the stairs to the first door you see, then pass through. Insert the Death Sentence into the female bust to free the **Melancholy Soul**. This action will trigger a kickin' cutscene. Before you follow your new friend outside, hop on top of the bed's canopy and grab the loot. After this, head outside and get ready for a tough fight.

The secret to this guy is to stay afloat. If you're grounded, he'll slaughter you with his lightning quick combos and energy blasts. Just bounce around and jump slash him. When he reels back, hit him hard with a combo. When his energy gets low, he'll flee to a new battleground. Follow him and continue your onslaught. When he falls, the mission ends.

MISSION 4: SECRET MISSION 1

Pass through the mural that held the Alastor Sword. To successfully kill 100 of these critters, use your sword and comb the three bug groupings.

MISSION 4: SECRET MISSION 2

Head to the hallway then enter the power-up room to trigger this stage. To rack up 100 kills here, simply walk over the bugs. If you use your gun or sword, they'll run away.

**MISSION 6**

Run away from the screen and you'll come to a dead end. Examine the debris to the left and a **Blue Orb Silver** will fall from the heavens. From here, turn and head the other way. The first door you pass (besides the one you used to get here) holds a **Rusty Key** on the far side. As soon as you touch it, a dozen buzzing bugs will appear. Use your Shotgun to make quick work of them, then return to the previous area. Directly across from the door you just entered is a tunnel that leads to health power-ups and a Red Orb station. Hack it to bits to get the goodies within. Return from this nook and head to the only door you haven't ventured through yet. There's not much here, except for an annoying reaper mini-boss. You won't have much room for movement because of the force field, but if you've mastered the jump and slash, you should be able to take him out fairly quickly. Your goal is to hit his skeletal head. When you do, though, he'll become enraged and will spin at you with three to four strikes. Just run in circles and jump to dodge these painful attacks. When he goes down, you'll find the **Guiding Light** just around the corner.



Examine this wall to find a Blue Orb Silver



Repeatedly strike this container to free a ton of Red Orbs

MISSION 5

This stage starts out with a bang. Before you can enter the castle again, another shadow creature appears. The tricky thing is, you're on the clock, and you must complete this stage before it reaches zero. Do away with this beast, and then leap along the outskirts (where you fought the boss). If you have the Air Hike (which costs 4,000 Red Orbs), you can launch on top of the tall spire and grab a **Blue Orb Silver**. Otherwise, drop down to the door. Enter, and then pass through to the expansive stairwell. You can run down if you like, but we prefer jumping and free falling. At the bottom, insert the Melancholy Soul into the lion door to complete the mission.



If you have Air Hike, you can reach the Blue Orb Silver atop this spire



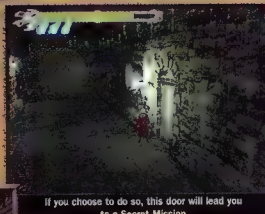
Defeat this creature as quickly as you can...



...then enter this castle and look up to the lion door

MISSION 7

Just like before, Dante's health will slowly tick down, so you'll need to maneuver through this stage as quickly as you can. Before you advance further, the tunnel on the right holds a slew of Green Orbs. Grab them if you need the health. Just before you enter the door, that pesky scorpion will reappear. Again, just run away from him and leave the vicinity. Before returning to the elongated



If you choose to do so, this door will lead you to a Secret Mission



Touch this dial to end the mission

stairwell (through the lion door), venture into the room where you found the Rusty Key. This room is now a Secret Mission. You don't have to go here, but we recommend doing so. When you return, reach into the stairwell and return to the bedroom. Simply touch the sun panel to move on to the next stage.

MISSION 7: SECRET MISSION

After the scorpion encounter, reenter the Rusty Key room. The goal is simple – destroy the spiders with critical hits. No problem!

MISSION 8

If you were observant at the beginning of the game, you probably saw these ledges as you hunted out 45 Red Orbs. Make the leap across the expansive gap, and then enter the green door—where the mission actually begins. In the next room, grab the Red Orbs atop the ledge, then enter the topmost door. Hop over the ledge, then head toward the opening. A gate will drop down, and the stupid scorpion will confront you yet again. After a witty quip, repeat the strategy you used when you first fought him. He's a little tougher now, but if you're on the ball, he'll go down with little hassle. Hopefully, this time he's gone for good. When the gate opens, move on to the next courtyard. Hop onto either of the horse statues' backs, then leap to the nearby ledge to find a **Blue Orb Silver**. Next, grab the **Trident** and drop into the green-lit hole. Smash the glowing lever to make the gears turn and lower the drawbridge. Run behind the gears to the **Grenade Gun**. When you're ready, drop through the trapdoor.

In this room, insert the Trident into the central stand. When the gates begins to lower, run out of the room (via the door), then proceed to the room directly below. If you make it in time, hop into the water on the right to find a **Blue Orb Silver**. Now, pass through the double doors.



The scorpion boss has added new moves to his arsenal, but he's still a wuss.



Leap over this boulder to find another Blue Orb Silver.

MISSION 10

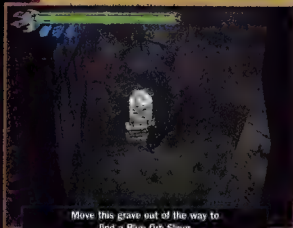
Before you open up and kick the living bejesus out of everyone in the vicinity, touch the grave directly ahead. A mysterious white dot will float out and latch itself

to enemies. When you kill them, the dot will move on. Do whatever you can to follow it, otherwise you'll be stuck in an endless loop of screens. When you reach the end, you'll run into two spiders. If you completed the first Secret Mission, you'll know how to handle these arachnids. Before passing through the door that opens, grab the **Holy Water** from the far-left corner.



Follow the white dot that emerges from the grave.

MISSION 9



Move this grave out of the way to find a Blue Orb Silver.

Cross over the drawbridge, and wave goodbye to the castle. When you come to a series of graves, check behind the central one for a **Devil Star**. Proceed down the long, winding staircase and enter the door. As soon as you step foot in the courtyard, a handful of lizards will attack. Believe us, they don't much care for the Grenade Gun. Before passing through the well-lit cave, check the outskirts for Red Orbs, a **Yellow Orb**, and **Holy Water** atop the structure on the left. You'll

also find a **Blue Orb Silver** to the left of where you began. Slash the grave to get it.

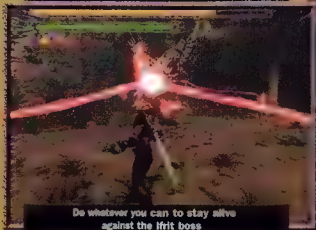
In the next area, scale the outer walls and grab the **Devil Star** and **Yellow Orb**. In doing so, you probably passed an energy lock. Heat it up, then hop across the platforms that lead to the **Ifrif Gauntlets**. After obtaining this power, move to the previous area. In getting the Ifrif power you've awakened an actual Ifrif—and he's none too happy. Basically, avoid his energy blasts and counter with Alastor powered Grenade shots. He won't go down quick, but you can find a rhythm to his madness.

When he vanishes in a flash of light, locate the door with one lit torch next to it. Use the Ifrif power to light the other one and open the door.

You'll find yourself within lush foliage. Check everywhere, especially on top of the dead tree trunk for a slew of Red Orbs. When you touch the chamber door, a new enemy type will reveal itself. Defeat the hordes, then continue on. Purchase some items if you want, then move into the next outdoor area. A **Yellow Orb** awaits on the ledge to the right, and if you jump over the ledge near the stairs, you'll find a **Devil Star** as well as a Red Orb station. Defeat the enemies within this zone and collect 200 Red Orbs to open the door and complete the mission.



Hop across these platforms to reach the powerful Ifrif Gauntlets.



Do whatever you can to stay alive against the Ifrif boss.

MISSION 11



Ride the platforms to a slew of goodies

Before you can get your bearings, a spectre will appear. This time around, he's much easier to defeat — thanks in part to the black launch pads that randomly appear. Just step on these, then use the Irit kick to crack his skull. When the coast is clear, explore the surroundings, then ride the pad and jump to the balconies on the sides to gather some much-needed Red Orbs, a **Devil Star**, and a **Blue Orb Silver**. Next, jump into the well, and knock out the wall with the

cracks of light shining through it. Kill the dinos and head back to the center of the well to find another **Blue Orb Silver**. Return to the room that housed the dinos, then jump up to the location of the **Sign of Chastity**. If you have the Air Hike power you can reach the ledge behind the Sign. Slash the wall for a hidden stash of Red Orbs. If you're up for a challenge, enter the door next to the well to access a Secret Mission.

After this, head through the topmost door (the one next to the moving platform). Before making the leap across, drop down and insert the Sign of Chastity into the **Chalice**. This action



At long last, he's on his ass

will anger an old friend. To topple its corrupt ways, stick and weave, then apply demon-powered combos when you see an opening. When he jumps to the ledge, quickly follow him, otherwise he'll light you up. When he falls, insert the Chalice onto the stand on the far ledge. Now, access the lower door to complete the stage.



Knock out this wall to reveal a secret chamber

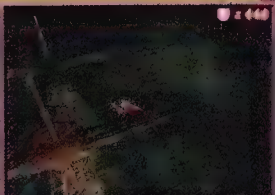
MISSION 11: SECRET MISSION

Enter the wooden door next to the well to activate this bonus game. Instead of combating the spectre populace, you'll need to find a way to get the Blue Orb dangling in the sky. Even with the Air Hike, you cannot jump high enough. Bounce off of the spectres' heads repeatedly to elevate to its location.

MISSION 12



Take a dip and search the floor to find a rare Untouchable piece



Run along the masts and collect the Red Orb

Descend the stairs, and destroy the creatures that stand in your way. Smash the Red Orb station, then hop into the water. Swim toward the hole in the ship's hull and enter. Avoid the lizard for now, and hop out of the water. Run up the stairs, then grab the **Needle Gun**. Examine the treasure chest behind the gun to find a **Devil Star**. Drop back into the first dipping hole and kill the dino with your new weapon. Search the floor to find an **Untouchable**. Return to dry land, and maneuver upstairs to the deck. Hop across the masts for a handful of Red Orbs, then slash the door with the Alastor to remove the curse. Once you defeat the

spectre, open the door to trigger a cutscene.

Of all the bosses to return, Irit comes swooping in. Even though he can keep you grounded with his energy net, he's a lot easier than he used to be, especially with the Grenade Gun.

Find a comfortable position and unload.

When he explodes in fire, the lock on the door will be freed.



Irit is more powerful, but he's still no match for the Grenade Gun

MISSION 13

Run over and grab the **Staff of Hermes** from the statue on the right. Doing this will somehow make the boat sink. Swim through the small grate, and destroy the two dinos in the next room to release the curse on the stairs. Before proceeding this way, head through the other opening on the floor. After combating the evil forces, you'll

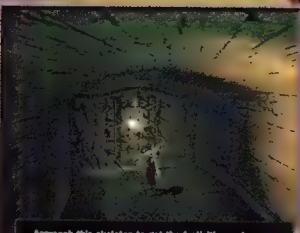


Navigate the pirates' ship and head to the bottom to find a Blue Orb Silver

run headfirst into a **Blue Orb Silver**. Now, head back and swim below. Simply locate the hole in the hull and you're freed of this underwater hell.

MISSION 14

Hop out of the puddle you're in and dive into the one on the right to find a **Blue Orb Silver**. Maneuver onto dry land and trek carefully into the cavern. Off to the immediate left, a chest holds **Holy Water**. Continue forward and through the door. Now that the mission is officially underway, run across the holes in the ground to the skeleton that is holding the **Emblem Shield**. Once you grab it, a gate will rise and the room will begin spinning. The



Approach this skeleton to get the festivities underway



If you have the Air Hike maneuver, you'll be able to scale the ground the waterfall and snag a Yellow Orb

holes you walked over will now be filled with spikes. Cautiously run forward past these perils, then pass through the open gate. Ride the platform to the surface and jump to the ledge across the way to pick up a **Blue Orb Silver**. A bottle of **Holy Water** resides under the waterfall as well.

If you have the Air Hike, hop on top of the central structure, then leap to the platforms on the rock wall. Work your way up to

the top of the waterfall to find a **Yellow Orb**. When you're ready, locate the cave and move on to the next area. Blow away the dinos, then drop to the cave with the lantern lit entrance. Hop along the ledges and cross the bridge. The only thing to do in this scenic area is destroy the Red Orb station. From here, head back and move on to the next cave. If you collected 200 Red Orbs, the seal on the gate will vanish. Eliminate the scum that occupy this zone, then leap up to the **Devil Star** on the leftmost cliff. If you climb the structure on the right and jump over the wall, Red Orbs will rain down. To pass the next gate seal up on the stairs, you'll need to rack up 100 Red Orbs.

In the next room, run around the circle and grab the Red Orbs, then open the door to move on to a new stage.

MISSION 16

Return to the surface. If you have the Air Hike, hop to the top level of the coliseum and you'll eventually run into a **Blue Orb Silver** and a **Yellow Orb**. Return to the courtyard and head to the drawbridge. Insert the wheel to lower the bridge. When you step into the castle, all the lights are out, so you best have the Luminite. In front of the power-up station, you can double jump out to a **Blue Orb Silver**. Behind the stairs you'll stumble across another **Blue Orb Silver** and an energy lock that needs power. Use your Ifrif flying kick or the Alastor demon power to take out the bat. This will release the curse from the door. Step into the next room where another mysterious energy being awaits. Whenever you attack it, it will split in two. Just keep combating the forces, and they'll eventually vanish.

Exit this room through the red door. As you trek through the hallway, you'll see that the makeup of the castle has changed. At the end of the hall, open the tall blue door. Once inside, examine the water on the ground. When the slime boss appears, activate the energy locks on the side of the cathedral to make the boss solidify and expose his glowing hit zone. When this happens, unleash a flurry of attacks. Whatever you do, stay away from the boss when it doesn't take form. If it grabs you, you'll need to defeat a handful of skulls as well as a spider mini-boss to return to the battle. Exit through the door parallel with the altar, then insert the Staff at the end of the bridge. When the two paintings appear, jump into the right one. Next to the bed awaits a **Blue Orb Silver**. On top of it rests an **Untouchable**. Touch the mirror, then exit this room and head into the second painting. Oddly, that's it for the mission.



This enemy continually multiplies into different forms. Just stick with him and he'll eventually run out of steam



Light up the energy locks, then assault this boss' glowing weak spots

MISSION 15

Ah yes, the old stomping grounds. After removing the spiders that have made a home here while you were away, run into the hall and open the door with the purple glowing shield. Within the rubble in the corner you'll find **Luminite**. Above this location is a ledge that holds a handful of Red Orbs. Proceed down the stairs, and knock out the wall with a crack in it to find **Holy Water**, a **Blue Orb Silver**, and a ton of additional goodies. This



Break through this wall for a handful of wonderful surprises



This part is optional, but we recommend going out of your way to get the Nightmare-B

next segment may seem impossible, but there's an easy solution. Instead of fighting the spectre on the moving floor, work your way past the retractable spikes to the doorway on the left. Blow them away, then step on the glowing platform. After this, continue along the path and hop across the platforms over the purple lava to the **Pair of Lances**. Now, leave this area and open the door with the red shield

emblem within the courtyard hallway.

This part of the castle is actually a mirrored version of the one you were just in. Basically, use the same strategy as you did before. The only difference is that you'll need to activate two energy locks to reach the highly coveted **Nightmare-B** weapon. Before leaving the area, grab the **Blue Orb Silver** that falls in the place of the Nightmare-B.

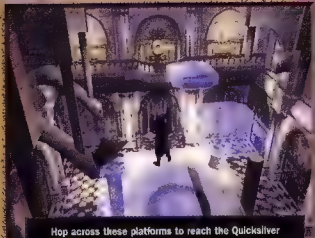
Leave this area and insert the Lances into the central door. Walk over to the center of the coliseum and Ifrif will make a final appearance. This time around, he's as vicious as ever and one of the biggest pains in the butt you'll ever run across. Use the side passages to zoom to the top level, and attack him with the Grenade Gun. Unfortunately, the Nightmare-B has no effect on him. With quick reflexes and a lot of luck, Ifrif will finally return to the grave he crawled out of. After the impressive outscene, hop onto the central platform. It will lower you to the **Wheel of Destiny**.



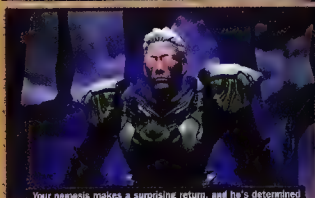
Ifrif's skills have improved. Hopefully, yours have as well

MISSION 17

Ascend the starwell and maneuver through the red doors. In this room, two frames are hung, but a picture only appears in one. Hop into it, then approach the door to make two augmented dinos appear. Combat them the best you can and the curse will be lifted. From here, enter the door and head to the end of the hall. Within the next room, a huge T-Rex boss will open fire. Hop onto the top level and run around the corner to the right to find a **Blue Orb Silver**. To defeat the T-rex, stand on the circle in the hall, then when he launches a fireball, knock it back at him with your sword. Rotate the lever next to the mirror that appears so that the light reflects off of the ceiling-based mirror. Run over and grab the **Quicksilver** that appears. Backtrack to the hallway and insert the Quicksilver into the door.



Hop across these platforms to reach the Quicksilver



Your nemesis makes a surprising return, and he's determined to send you to the afterlife

As you'll quickly find out, your old buddy is back, and he's none too happy with what you've been doing. He's extremely quick now, and his attacks will suck away your life in no time. If you haven't used an Untouchable yet, this may be a good place to try one out. Rapid combos and taking advantage when he's dazed are the most effective techniques. No matter how you approach him, though, he'll give you the fight of your life.

MISSION 19

Step into the vortex and you'll reappear in the painting room. Backtrack all the way to the broken bridge, then jump into the new picture that appears (on the right). Touch the mirror to create a ripple, then walk through it. Head outside and grab the **Philosopher's Stone** (Harry Potter?). After an easy boss battle, ascend to the top level and double jump onto the tower. Simply drop off the side to snag the floating **Blue Orb Silver**. Now, head into the door and pass through the mirror again. From here, continue your journey back into the castle. Step on the glowing puddle, then activate the orb next to the glowing pool. Jump through to the opening that appears to complete the mission.



Pass through the mirror to the new world.



Punt yourself up onto this tower and drop down to get the Blue Orb Silver

MISSION 18

After the difficult boss battle, you'll be rewarded well with the **Perfect Amulet** and the **Sparda Sword**. Step onto the vortex to return to the painting room. The second painting is now lit, so go ahead and jump into it. In this swimming stage, navigate the passages and destroy all of the barrels you come across. One of them holds a **Blue Orb Silver**. Eventually, you'll locate a door. In the next room, an underwater spectre will pose a minor threat. Take them out to open the passage to the next room, then continue forward. Activate the energy lock to flood the room. Swim as quickly as you can to the top, where the **Philosopher's Egg** resides. Repeat this process, but this time cut your swim in half and enter the door. Before you do anything here, run around the edge of the area and cross through the double doors. At the end of the hallway rests a **Blue Orb Silver**. Now, drop below and insert the Egg into the lantern. Another slime boss will appear. Use the same strategy that you did before to topple this one.

Examine the lantern again and you'll pick up an **Elxtr**.



Inserting the Egg into this lantern will bring about a boss battle

MISSION 20

Work your way forward and slash the blood dividers to pass through. In the second chamber, another slime boss is eagerly awaiting your arrival. Reuse the strategy you've become accustomed to. Just beat the tar out of this guy. He's a tad harder, especially if he pulls you in. Halfway through the battle, your lovely accomplice will briefly interrupt. When the battle commences, you'll need to finish this guy off for good. When you destroy the body, his circular soul will emerge. Walk on it, then watch the killer cutscene.

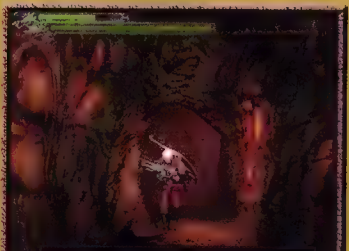


The slime boss is empowered with new tricks, but he's still no match for your devil power

MISSION 21

Just off to your right lies a **Holy Water**. If you backtrack to the previous room, you'll find an **Untouchable** behind a pillar. When you're ready to advance, return to this stage's starting point and hop up to the unprotected door. Work your way along the heart to the glowing switch. Break it, then return to the door that opens. Work your way through this living environment, passing through all of the corridors to the lava pit. Do away with the bats, then activate the energy lock to raise two platforms. Hop across, then repeat the process to move on to the next area.

You'll find yourself back in the heart room, but only on the upper tier. Make the leap across the cavern to the energy lock. Activate it and the heart will begin pumping blood to the door – which in turn frees the curse. Simply open the door to finish the stage.



Navigate the organic path to the lava room



Activate the energy lock and the heart will begin to beat

MISSION 23



After escaping, use Trish's gun to put an end to this transforming monster.

This is it. All you have to do is make it out in under five minutes. While it would be nice to skip all of the enemies, you can't. Take them out as quickly as you can to release the seals on the doors. The route you need to take is back through the castle into the hall. Pass through the door on the left and Dante will fall through the ground. Blast the living hell out of the boss, and Trish will help you. Fire rapidly until your demon power is full, then activate it to deliver the final shot. You'd think that was it, but there's actually one little thing left to do – escape. Much like the destruction of the Death Star in *Return of the Jedi*, you'll need to fly out before the castle explodes. Navigate the winding terrain and shoot out any columns that stand in your way. Once out, sit back and enjoy the explosive ending.

MISSION 22

Approach the Abe Lincoln-like statue and a cutscene will commence. Before you know it, you'll be flying through space after the ruler of the realm. In this shooter stage, pound away at the four balls that appear, then target the demon's chest. When your devil power is full, press L1 to unleash a fiery blast that tears through your opponent's hide. Try to complete this exercise without using an Untouchable or Vital Star.

When he goes down, so will you, but the battle is far from over. In the next scene, you'll need to knock away the orbs to fill your demon power. When full, jump across the moving platforms to the devil's chest, then unload. When the power runs out, you can always resort to a firearm – although they don't deal much damage. If you activate an Untouchable, you'll have unlimited demon power for a brief period of time. To regain your demon power, use your sword to cut through the orbs spread across the stage. Also, if your health gets low, destroy the lava devil that appears. He'll cough up a Green Orb. Basically, use whatever you can to blast this devil back to the depths of hell.



Blast the spinning blue orbs to fill up your demon power and reveal this boss' weak spot



Your normal weapons won't do much damage, so continually fill up your demon power and unload

SECRETS

HARD MODE

Complete Normal mode, then save your game. This difficult mode will begin immediately. The great thing is, you still have all of your weapons and items. As you'll quickly see, many of the items you get are different. Furthermore, the enemies wield different weapons and are much more aggressive. Lastly, if you hit Select, a Total Results chart awaits.

DANTE MAY CRY MODE

Complete Hard mode.

SECRET ACCESS

PS2  PC **PLAYSTATION 2/PLAYSTATION/PC**



MADDEN NFL 2002

This Madden Card checklist took us forever to compile. So you better enjoy it... or else! We've included cute little boxes for you to mark when you unlock a new card. If you're an avid football card collector, then you know how valuable a tool this checklist is. Bring it to school and use it to propose trades with your friends.



PLAYERS

Using one of these cards will temporarily boost your player's abilities. The Bronze card boosts for one play, Silver for one quarter, and Gold for one half.

Card #	Description
1	James Allen
2	Marcus Robinson
3	Brian Urlacher
4	Corey Dillon
5	Takeo Spikes
6	Peter Warrick
7	Sam Cowart
8	Rob Johnson
9	Eric Moulds
10	Mike Anderson
11	Brian Griese
12	Ed McCaffrey
13	Trevor Pryce
14	Rod Smith
15	Courtney Brown
16	Tim Couch
17	Wali Rainer
18	Mike Altost
19	Derrick Brooks
20	Warrick Dunn
21	John Lynch
22	Keyshawn Johnson
23	Warren Sapp
24	David Boston

25	Jake Plummer
26	Frank Sanders
27	Darren Bennett
28	Doug Flutie
29	Rodney Harrison
30	Freddie Jones
31	Junior Seau
32	Derrick Alexander
33	Donnie Edwards
34	Tony Gonzalez
35	Eric Hicks
36	Marvin Harrison
37	Edgerin James
38	Peyton Manning
39	Mike Peterson
40	Mike Vanderjagt
41	Dexter Coakley
42	Raghib Ismail
43	Emmitt Smith
44	Jay Fielder
45	Oronde Gadsden
46	Sam Madison
47	Brock Marion
48	Lamar Smith
49	Jason Taylor
50	Zach Thomas
51	Hugh Douglas
52	Chad Lewis
53	Donovan McNabb
54	Corey Simon
55	Jeremiah Trotter
56	Troy Vincent
57	Jamal Anderson
58	Ray Buchanan
59	Shawn Jefferson
60	Jessie Tuggle
61	Jeff Garcia
62	Terrel Owens
63	Bryant Young
64	Jessie Armstead
65	Tiki Barber
66	Kerry Collins
67	Ike Hilliard
68	Jason Sehorn
69	Michael Strahan
70	Amani Toomer
71	Tony Boselli
72	Kyle Brandy
73	Mark Brunell
74	Kevin Hardy
75	Keenan McCardell
76	Jimmy Smith
77	Fred Taylor
78	Wayne Chrebet
79	Victor Green
80	Mo Lewis
81	Curtis Martin
82	Vinny Testaverde
83	Desmond Howard
84	Johnnie Morton
85	Robert Porcher
86	James Stewart
87	LeRoy Butler

88	Brett Favre
89	Ahman Green
90	Antonio Freeman
91	Darren Sharper
92	Eric Davis
93	Mike Minter
94	Mushin Muhammad
95	Wesley Walls
96	Drew Bledsoe
97	Terry Glenn
98	Ty Law
99	Willie McGinest
100	Lawyer Milloy
101	Greg Biekert
102	Tim Brown
103	Rich Cannon
104	Charlie Garner
105	Andre Rison
106	Tyrone Wheatley
107	Charles Woodson
108	Isaac Bruce
109	Marshall Faulk
110	Torry Holt
111	Orlando Pace
112	Kurt Warner
113	Aeneas Williams
114	Elvis Grbac
115	Qadry Ismail
116	Jamal Lewis
117	Ray Lewis
118	Michael McCrary
119	Jonathan Ogden
120	Shannon Sharper
121	Matt Stover
122	Rod Woodson
123	Champ Bailey
124	Stephen Davis
125	Bruce Smith
126	Jeff Blake
127	La'Roi Glover
128	Joe Horn
129	Ricky Williams
130	Shaun Alexander
131	Cortez Kennedy
132	Levon Kirkland
133	Marcus Robertson
134	Anthony Simmons
135	Shawn Springs
136	Ricky Walters
137	Jerome Bettis
138	Jason Gildon
139	Kordell Stewart
140	Dewayne Washington
141	Blaine Bishop
142	Eddie George
143	Jevon Kearse
144	Steve McNair
145	Samari Rolle
146	Frank Wycheck
147	Cris Carter
148	Daunte Culpepper
149	Robert Griffith
150	Randy Moss



HISTORIC PLAYERS

Activating one of these cards adds the historic superstar to your roster.

151	Carl Banks
152	Bill Bates
153	Jerome Brown
154	Jim Burt
155	Keith Byars
156	Dwight Clark
157	Gary Clark
158	Roger Craig
159	Richard Dent
160	John Elway
161	Boomer Esiason
162	Jumpy Geathers
163	Kevin Greene
164	Dan Hampton
165	Rodney Hampton
166	Tim Harris
167	Ken Harvey
168	Craig Heyward
169	Jay Hilgenberg
170	Marni Hoge
171	Keith Jackson
172	Rickey Jackson
173	Joe Jacoby
174	Pepper Johnson
175	Brent Jones
176	Seth Joyner
177	Jim Kelly
178	Jim Lachey
179	Steve Largent
180	Dexter Manley
181	Charles Mann
182	Dan Marino
183	Wilber Marshall
184	Clay Matthews
185	Jim McMahon
186	Karl Mecklenburg
187	Matt Milten
188	Art Monk
189	Joe Morris
190	William Perry
191	Tom Rathman
192	Barry Sanders
193	Phil Simms
194	Mike Singletary
195	Jackie Slater
196	Pat Swilling
197	Steve Tasker
198	John Taylor
199	Herschel Walker
200	Steve Young



CHEATS

Usually, the Bronze card boosts for one play or drive, Silver for one quarter, and Gold for one half. Sometimes, though, team powers change by 25, 50%, and 75%, and certain cards up the difficulty level.

- J J2011st and 5
- J J2021st and 15
- J J2035th Down
- J J2043rd Down
- J J205Human Flow
- J J206Super Drive
- J J207Da Boot
- J J208Tight Fit
- J J209Da Bomb
- J J210Lame Duck
- J J211Mistake Free
- J J212Fumbblits
- J J213BINGOI
- J J214Unforced Errors
- J J215Mr. Mobility
- J J216Extra Credit
- J J217Touchy
- J J218Bad Spot
- J J219Toast
- J J220Jam
- J J221Pocket Protectors
- J J222Penetration
- J J223QB on Target
- J J224Coffin Corner
- J J225Wind Gust
- J J226Hands of Glue
- J J227Hands of Stone
- J J228Couch Potato
- J J229Time Out
- J J230Ouch!
- J J231Worker's Comp
- J J232Passerby



HIDDEN STADIUMS & TEAMS

These cards are extremely rare, but well worth getting. Once you activate one, the teams and stadiums will be available within Exhibition mode.

- J233Super Bowl XXXVI
- J234Super Bowl XXXVII
- J235Super Bowl XXXVIII
- J236Super Bowl XXXIX
- J237Aloha Stadium
- J238Redskins Stadium
- J239Old Oakland Stadium

- J240Old Houston Stadium
- J241Pittsburgh Stadium
- J242Old Denver Stadium
- J243Tiburon Stadium
- J244EA Sports Stadium
- J245Dodge City Stadium
- J246Nile High Stadium
- J247Alpha Blitz Stadium
- J248Madden Stadium
- J24958 Colts
- J25066 Packers
- J25168 Jets
- J25270 Browns
- J25372 Dolphins
- J25473 Bills
- J25574 Stealers
- J25676 Raiders
- J25777 Broncos
- J25878 Oilers
- J25980 Raiders
- J26081 Chargers
- J26182 Redskins
- J26283 Raiders
- J26384 Dolphins
- J26485 Bears
- J26586 Giants
- J26688 49ers
- J26790 Eagles
- J26891 Lions
- J26992 Cowboys
- J27093 Bills
- J27194 49ers
- J27296 Packers
- J27398 Broncos
- J27499 Rams
- J27584 All Madden
- J27685 All Madden
- J27786 All Madden
- J27887 All Madden
- J27988 All Madden
- J28089 All Madden
- J28190 All Madden
- J28291 All Madden
- J28392 All Madden
- J28493 All Madden
- J28594 All Madden
- J28695 All Madden
- J28796 All Madden
- J28897 All Madden
- J28998 All Madden
- J29099 All Madden
- J291Madden Super Bowl
- J292Marshals
- J293Mummies
- J294Sugar Blitz
- J295Monsters
- J296Tiburon
- J297EA Sports
- J298John Madden



CHEERLEADERS

Rather than studying the curves on these cards, they can be used to pump up the crowd for the given team.

- J299Bears
- J300Bengals
- J301Bills
- J302Broncos
- J303Browns
- J304Buccaneers
- J305Cardinals
- J306Chargers

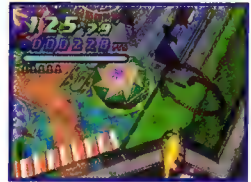


- J307Chiefs
- J308Colts
- J309Cowboys
- J310Dolphins
- J311Eagles
- J312Falcons
- J31349ers
- J314Giants
- J315Jaguars
- J316Jets
- J317Lions
- J318Packers
- J319Panthers



- J320Patriots
- J321Raiders
- J322Rams
- J323Ravens
- J324Redskins
- J325Saints
- J326Seahawks
- J327Steelers
- J328Titans
- J329Vikings

The Game Informer Staff
Minneapolis, MN



CITY CRISIS

Chase Car Mode – Achieve an S ranking on the Bus Chase mission and at least A rankings on all of the Rescue missions.

Disaster Mode – Achieve an S ranking in Final Rescue mode.

Final Rescue Mode – Achieve an S ranking with the sports car to unlock this difficult mode.

Cindy Alexander
Los Angeles, CA

**DARK ANGEL:
VAMPIRE APOCALYPSE**

Enter all of these cheats at the Code Entry screen.

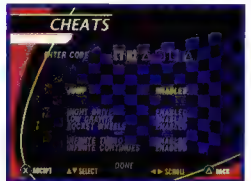
Increase Intellect – COMPUTERS

Increase Research – SOCCER

Increase Strength – MARTIALARTS

Increase Health – MOUNTAINBIKING

Porker Paul
Fatsjo City, HI



CART FURY

Enter all of these codes at the Cheats menu within the Options screen. You'll know the codes work when a bell rings out or an enabled message appears.

Infinite Continues – L1, L2, L1, □, △, ○

Infinite Turbos – X (x2), □ (x2), L2 (x2)

Jump – L1, L2, L1, R2, X (x2)

Low Gravity – R2, R1, □ (x2), L1 (x2)

Rocket Wheels – L1, R2, △, □ (x2), △

Sam Donaldson
Chicago, IL

ATV OFFROAD FURY

Enter both of these cheats at racer names within the Pro-Cheats mode.

All Bikes – CHACING

All Tracks – WHATEXIT

Neville Smits
Brookdale, KY

EXTERMINATION

Expert Mode – Collect all 15 Dog Tags (which we've listed for you) and Roger's Knife, then complete the game and save the data. Now, start a new game with the file "Rear of Compound." If you check your inventory, you'll see that you now have a ton of ammo and med kits. Unfortunately, the enemies are now twice as hard to kill.

Dog Tags

Here's a listing of all 15 Dog Tag locations in the order you'll need to pick them up.

Tag 5 – After the train crashes into the wall, enter the newly made hole and hop up on the platform on the right. In-between the two metal boxes lies the Tag.

Tag 4 – Use the code (512 04 791) to enter the Command Center. Head to the far corner where the computer is. The Tag is cleverly hidden to the left of the computer terminal and next to the box. You'll see its glow.

Tag 1 – Defeat the freight elevator mini-boss and it will drop the Tag on the conveyor.

Tag 12 – Grab the parka, then head up the ladder next to where you entered. The Tag is in front of the bridge.

Tag 11 – Enter the tool room to access the Filtration Plant. Head to the left and stop at the slope. Swing across the ledge to the balcony. Hop onto the higher platform to find this elusive Tag.

Tag 9 – After wrapping your mitts around the Receiver Unit, duck under the ledge near the stairs. Use your Knife to cut the tripwire. A handful of items, including the Tag await.

Tag 6 – When you meet the watchdogs near the wrecked train, use the Receiver Unit to locate the Tag.

Tag 7 – After entering the train room, a room lies dead ahead. Use your Knife to remove the wooden crates on the left and the Tag will appear in front of the metal boxes.

Tag 13 – In the same room as Tag 7, head up the stairs to a vent that overlooks this area. Enter, then veer to the right. When you reach the end, turn right again to find the Tag.

Tag 3 – Another tag is lying in the same vicinity as Tag 7. Just scour the outskirts of the room and you'll bump into it.

Tag 10 – Talk to Cindy, then look behind her in the corner for the Tag.

Tag 2 – When you confront Fifel, use the Receiver Unit to locate the ledge that leads to the Tag.

Tag 14 – After blowing away Roger, the Tag will appear in front of the bridge.

Tag 8 – In the zone holding the ice car, look in the corner to find the Tag.

Tag 15 – After exchanging choice words with Madigan, look in the corner after her runs off with the bomb.

*"GJ David"
(location unknown – last seen tapping a keg at an AA meeting)*



NFL GAMEDAY 2002

Hidden Teams – At the Team Selection menu, press **○** for the Super Bowl teams, and **○**(x2) to display the All-Pro teams.

Easter Eggs

Enter all of these cheats at the Code Entry menu within the Options menu.

989 Players – 989 SPORTS

Bobo Teams – ALL BOBO

European Players – EURO LEAGUE

Faster Running Backs – SUPER FOOT

Floating Players – POP WARNER

GameDay Stadium – GRUDGE MATCH

High Endurance – ENDURANCE

Huge Football – BIG PIG

Huge Players – TINY

Mutated Players – PENCILS

NBA Players – BASKETBALL

Post Game Cheerleaders – FASHION SHOW

President Players – OVAL OFFICE

Reduced Fatigue – FATIGUE

Red Zone Players – RED ZONE

Strong Defensive Line – LINE BUSTER

View Credits – CREDITS

*Vlad Wilhem
Astrode, NH*

THE SIMPSONS WRESTLING

Enter all of these hidden character/cheat codes at the Press Start screen.

Bumblebee Man – **○**, Left, Up, Left, Down, R1

Moe Szylack – **○**, Left, Up, Left, Down, L1

Professor Frink – **○**, Left, Up, Left, Down, R2

Ned Flanders – **○**, Left, Up, Left, Down, L2

Mirror Matches – Up (x2), Down (x2), Left, Right, Left, Right, **○**, L2, **○**, R2, **○**, L1, **○**, R1

Infinite Energy – **○**, R1 (x3), Down, Up

Infinite Health – **○**, R1 (x3), Right, Left

Multi-Rope Attacks – **○**, R1 (x3), Up, Down

Big Heads – **○**, L1 (x3), Up, Down

Flat Land – **○**, L1 (x3), Left, Right

No Outlines – **○**, Right, Up, Right, Down

*Tito Marrana
San Mateo, CA*

ALONE IN THE DARK: THE NEW NIGHTMARE

Infinite Saves – Grab a Charm of Saving, then save the data. Reboot the machine and load the file you just saved. Another Charm of Saving will be in the same spot you originally picked it up from.

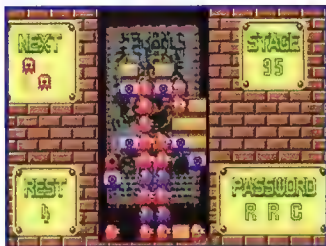
*"Mr. Monday Night"
Fargo, ND*

MARIO KART SUPER CIRCUIT

Special Cup – Secure Gold Cups in all of the races to unlock this incredibly challenging circuit.

Super Mario Kart Tracks – In GP mode, achieve an A rank or better in each Cup. When this is completed, go to the Cup Selection and press the L or R Button to display the new tracks. Also, if you link two GBA's together with only one cartridge, you can race on these classic courses.

*Jesse Tuggle
Sacred Hills, ME*



PAC-MAN COLLECTION

Enter all of these level codes at the Password screen within PacAttacks Puzzle mode.

- Level 5 – MYX
- Level 10 – SRY
- Level 15 – MTN
- Level 20 – MWS
- Level 25 – SRT
- Level 30 – WHT
- Level 35 – TGR
- Level 40 – RMN
- Level 45 – SDB
- Level 50 – XPL
- Level 55 – KRW
- Level 60 – TMP
- Level 65 – QTM
- Level 70 – WTM
- Level 75 – SNC
- Level 80 – BSK
- Level 85 – HPN
- Level 90 – BTF
- Level 95 – RRC
- Level 100 – LST

*Marcus Robinson
Houston, TX*

RAYMAN ADVANCE

Enter all of these codes from the Pause screen.

- 99 Lives** – Left, Right, Down, Right, Left, R Button
- All Items** – R Button, Up, Left, Right, Left, L Button
- All Powers** – Down, Left, Right, Left, Up, L Button
- Invincibility** – Right, Up, Right, Left, Right, R Button
- Level Select** – Up, Left, Right, Down, Right, L Button
- Refill Health** – L Button, Down, Left, Up, Down, R Button

"The Rhino"

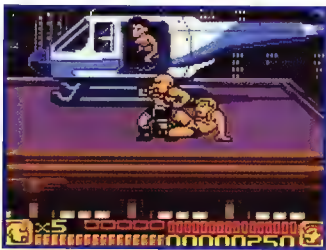
Toledo, OH

GAME BOY COLOR

POKÉMON CRYSTAL

Suicune Locations – This pesky bugga is spread all throughout this adventure. Just search below the bush in Mount Mortar, Cianwoods, and the outskirts of National Park to draw him out of hiding. After this, go to Tin Tower, and he'll battle you.

Sherry Hughes
Pittsburgh, PA



WWF BETRAYAL

Enter this code at the Password screen

Debug Mode – 4232

Huey Lewis (No News)
Nestchester, WV

GAME SHARK

PS2 PLAYSTATION 2

RUNE: VIKING WARLORD

Master Code (Must Be Entered) –
ecb96bf814285bfc

Infinite Health –
4d3bd3441456e7dd

Infinite Rune Power –
4d3bd34c1456e7dd

Max Bloodlust –
4d3bd3481456e7dd

KLONOA 2: LUNATEA'S VEIL

Master Code (Must Be Entered) –
ec8db1681426f134

Infinite Air –
4ca1eb9e1456f025

Infinite Health –
3ca1eb781456e7a3

Infinite Lives –
3ca1eb801456e788

Moment Doll Bells –
3caa3ca01456e7a3

TEST DRIVE OFFROAD: WIDE OPEN

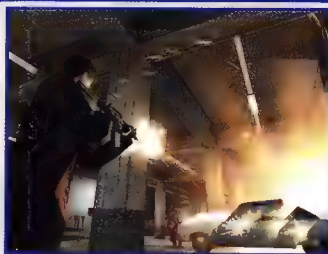
Master Code (Must Be Entered) –
ec8782e4142ce55c

Infinite Continues –
3cb9abb81456e7a1

Max Cash –
1cb9daf414be598c

PC PERSONAL COMPUTER

CODE OF THE MONTH



MAX PAYNE

Begin the game with the "developer" command line parameter. When gameplay commences, press F12 to bring up the console window. At this point, any of the codes below may be entered.

All Weapons – getallweapons
Bullet Time – getbullettime
Debug Mode – coder
Framerate Counter – showfps
God Mode – god
God Mode (Disable) – mortal
Infinite Ammo – getinfiniteammo
No Clipping – noclip
No Clipping (Disable) – noclip_off

Chance Williams
San Francisco, CA

DESPERADOS: WANTED DEAD OR ALIVE

Activate the Cheat menu by simultaneously pressing [Left Shift] and F11. At this point, any of the codes below may be entered.

Flashlight Kills – zeus (press [ALT])
Hint Display – medic
Invisibility – hollow man
Max Ammo – jackal
New Weapons – powerman
Show Dialogue – fidel castro
Show Objects – show me all
Short Briefings – whats my destiny
Sound Zone Display – supersonic
Stop Time – timeless
Victory Condition – epitaph
Win Stage – clint

Steve Vaughn
Green Bay, WI



STARTOPIA

Sinclair Spectrum Mode – During gameplay, hold F11, then type "[cliveroolz]". A message will appear signaling correct code entry.

Alter Game Speed – During gameplay, hold F11, then type "rshiftspeedup". A message will appear signaling correct code entry. Now, hold Right Shift and a directional button to change the speed.

Scoozer Viewpoint – During gameplay, hold F11, then type "rshiftscoozercam". Hit [Number Lock], [Right Shift] + 8, and [Right Shift] + and 7 to change the views.

Kenneth Falden
Lexenbug, RI



CULTURES

Turbo Mode – During gameplay, press F2, then type "funspeedup". When entered correctly, a pair of legs will appear in the upper left-hand corner.

Bruce Campbell
New York, NY

ENTER TO WIN

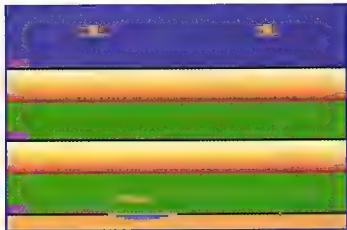
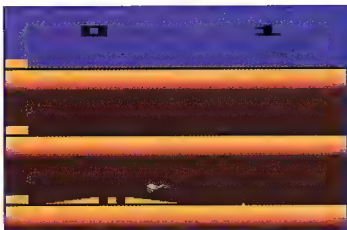
Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

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CLASSIC GI

LOST & FOUND

THE UNEARTHING OF ATARI 2600 PROTOTYPES



A case where neither the original or the revamped version was released, here's Stunt Cycle transformed into Dukes of Hazzard...

In the modern market, it is all too easy for a video game to fall through the cracks and never be heard from again. Despite the talent, desire, and intentions of the programmers at the development helm, the forces working against a game's release are great. Finances falling apart, consoles dying before their time, and publishers mandating a complete overhaul or pulling the plug entirely are but a few amongst the multitude of reasons why many games that are announced never come to fruition. Since the cost of producing a console title is considerable, when a game is aborted, it is usually done so early, with the only evidence that it ever existed being a press release and a screenshot or two.

The video game industry wasn't always so costly a venture to explore, however. Whereas a video game today takes an average of 40 people around 18 months to create, back in the dawning of the programmable home console, almost all titles were produced in six months by a lone programmer with an idea to express. When the 2600 started to make Atari a household name, and selling a million copies of a cartridge seemed well within reach, every person who could compile code (or had a friend that could) started churning out legions of games – most of them horrible.

It was this market glut that caused the video game industry to fold late in 1983. This sudden pulling of the profitability rug caused many to immediately cease working on games, no matter how far along the project was. Perhaps this helps explain

why so many 2600 prototype cartridges are still being discovered decades after the system's prime.

Often housed in plain black casing with nothing but a hand-written white label identifying what it is, prototype cartridges are the ultimate piece in a classic video game collection. While an ultra rare game can be worth hundreds of dollars with its box and instructions intact, prototype games, despite their usual lack of packaging accoutrements, are worth even more due to there being only a handful in existence.

In fact, rarity is the only thing that makes prototypes worth so much cash, for the games themselves are usually incomplete, and oftentimes have bugs that make them impossible to finish or play. Even if the prototype does have a finished game on it, there's no guarantee that it will be a good one.

A great majority of these unearthed games deserved to be buried in the first place. Other than the lackluster graphics and gameplay that was all too common with 2600 titles, many prototypes turn



...and Saboteur changed into A-Team



Two examples of what prototype carts look like

out to be licensed games designed solely to make a quick buck. For example, Dukes of Hazzard is nothing but Stunt Cycle with a car graphic instead of a motor-



cycle, and A-Team is a reworked version of Saboteur. Ironically enough, both Stunt Cycle and Saboteur were never released in the first place, so they're prototypes based on prototypes.

There are certainly exceptions, though, most notably in arcade translations that regrettably never made it to market. Tempest, Sinistar, and Elevator Action all seem to be winners even though they are unfinished.

Despite the high amount of prototypes that have been found, every year a few more magically turn up. The garage sales and personal memorabilia collections of former industry employees seem to be the greatest source, but the places these treasures are dug up are as varied as the games themselves. Two Activision games were recently discovered in a salvage yard. More interesting still, no current or former Activision employee can identify what are currently known as Unknown Game #1 and Unknown Game #2.

Luckily for fans, it isn't necessary to meticulously



GREATEST GAME OF ALL TIME

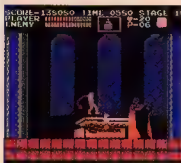
By Patrick Smith



Every month one of Game Informer's readers picks his or her personal choice for Greatest Game Of All Time.

CASTLEVANIA

■ FORMAT NES ■ PUBLISHER KONAMI



In my 14 years of being a gamer, I have played many games. Games that range from, "Well, at least I only rented it..." to "Oh my God! This is the best game ever!" The one that I think is the Greatest Game Of All Time

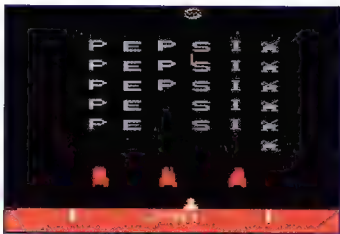
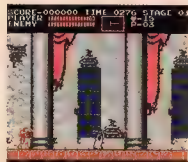
would have to be Konami's Castlevania for NES.

Like many young kids at the time, I thought vampires and monsters were so cool, and when my older brother brought back this game and started to play it, I fell in love with it. I mean it has all of your classic monsters – The Mummy, Frankenstein's Monster, The Creature from the Black Lagoon, Death, and of course, Dracula.

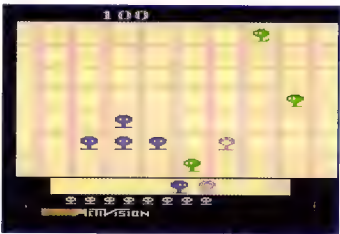
With adding gameplay, and graphics that were pretty good at the time, Castlevania was bound to be an instant hit. It also laid the groundwork for a series that just got better and better with titles like Simon's Quest and Dracula's Curse on the NES, Super Castlevania 4 and Dracula X on the SNES, and one of the best PlayStation games ever created, Symphony of the Night. (Let's just forget those two mishaps on the N64, okay?)

Now let's get to the part of the game that really shines...the music. In my opinion The Castlevania series has basically known for its great music over the years.

With songs that just get stuck in your head like Vampire Killer or Bloody Tears. These classics really set the mood and get you into the game. So dust off your Nintendo or boot up that emulator, and pop in this masterpiece.



Although not truly a prototype, Pepsil Invaders was never released to the public. Coca-Cola commissioned Atari to make 150 of this Space Invaders knock-off for its Atlanta employees. In it, the spaceship destroys Pepsil instead of aliens.



Kabobber

search landfills to get your hands on these prototype games. Thanks to the Internet and a plethora of Atari 2600 emulators, many of these diamonds in the rough can be played by simply downloading the ROMs that their owners have willingly made available to the public.

Playing on a PC just isn't like playing on an actual Atari, though. To allow others to play these lost games as they were meant to be experienced, owners of the prototypes will sometimes make copies of the cartridges – often complete with cart labels and boxes – and sell a limited number to the public.

At this year's Classic Gaming Expo in Las Vegas, three prototypes were made available in cartridge form for the first time. All were released in limited quantities, and all sold out. Together, they make a good representation of the gems that are still being unveiled for a console that's 20 years past its prime.

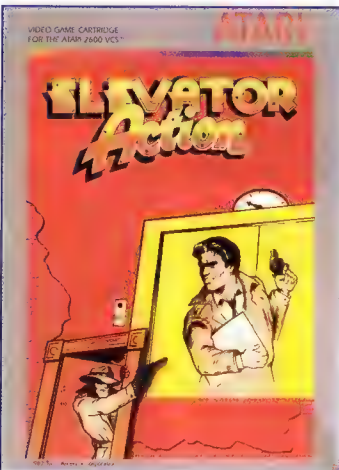
Turn the page to read our reviews of these three

games, and remember – if you should ever come across a black cart with a hand-written white label stuck to it, check it before you chuck it. You could inadvertently be abandoning a lost piece of video game history.

Those interested in learning more about prototypes or anything Atari are encouraged to visit the very thorough www.atariage.com.



Some of the best games that never came out are arcade translations. Here's Sinistar for the Atari 2600



Prototype owners sometimes burn actual cartridges of their extremely rare game, often complete with boxes and instruction manuals

THIS MONTH IN GAMING HISTORY

use in its new video game club. When the legal dust settled, Coleco agreed to pay Atari a royalty for every 2600-compatible device it made. This opened the door for anyone willing to pay the fee to release their own Atari-like modules, and it wasn't long before a barrage of clones and compatibility devices were announced and released.

To give its newest system a huge library of available software right out of the starting gates, Coleco offered the public the Expansion Module #1. Plugged directly into the Colecovision, this affordable device allowed the console to play every Atari 2600 cartridge. Atari was not amused, and a lawsuit was quickly filed. Showing it wasn't scared of any court battle, Coleco soon released Gemini, an inexpensive 2600 clone that Columbia House quickly licensed to

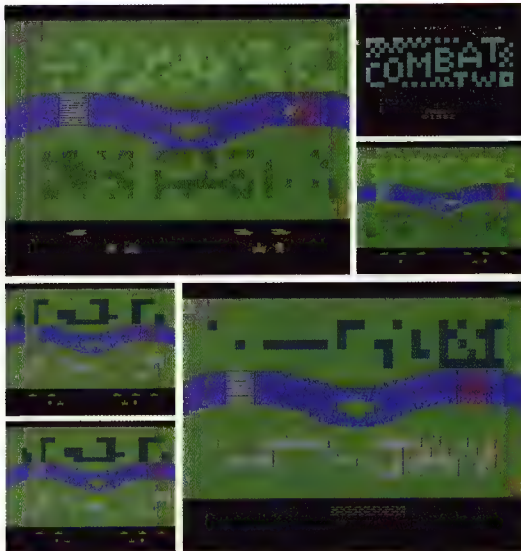


ATARI 2600

COMBAT TWO



RETRO RATING
7



When you take into account that Combat is one of the most popular Atari 2600 cartridges by default since it was included with every console, it's surprising that it wasn't until 1982 that Atari got around to nearing completion on a sequel. As testament to how popular this title could have been, at this year's Classic Gaming Expo, 250 copies were sold on cartridge – a relatively huge amount for a released prototype. They quickly sold out.

For something that isn't finished, Combat Two is quite polished in the gameplay arena. Players begin with a fortress and a tank on opposite corners of the screen, with a bridged river and either walls or trees between them. Like the original, the goal is to shoot each other, but that's pretty much where the similarities end. It takes three shots to destroy an enemy tank, and players get three tanks each. If your tank is in your fortress, you can launch a guided missile at your opponent, but it takes a long time to prep a second shot. If you destroy your enemy's base, you eliminate his missile usage and destroy all his spare tanks. Combat Two even allows players to lay down their own tree lines or blockades if they so desire, which is quite an original idea considering the time period which it was to be released in.

Combat Two gives some fun multiplayer action, but lacks the depth of its predecessor in its current form. There are no air battles, nor the multitude of options, such as invisible tanks and bouncing bullets, that gave the first such longevity. Combat Two could also have been Atari's answer to Armor Battle, Intellivision's tank game that it boasted as superior to the first Combat. If this is the case, though, then Combat Two is weaker than the cart it was to challenge. Despite these faults, Combat Two is no slouch amongst the 2600's library of unreleased games, and fans likely won't be disappointed.



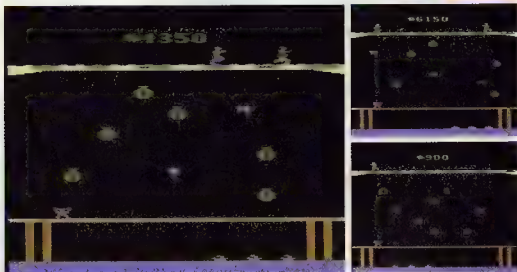
■ STYLE 2-PLAYER ACTION ■ DEVELOPER ATARI ■ YEAR DEVELOPED 1982

ATARI 2600

SECRET AGENT



RETRO RATING
8.5



Produced by Data Age, Secret Agent was finished in 1983, but was never released due to the company going bankrupt from putting out too many low-selling games with expensive licenses. Only two originals have ever been discovered, and only 50 copies were made available at this year's CGE. Amongst the three games we cover here, Secret Agent is the most complete, and also the most fun. Similar to Activision's Kaboom!, the game has one or two players use the paddle controllers to move a spy at the bottom of the screen. Various things that this spy would want, such as money and secret documents, fall from above, but so do objects that will kill the spy. The goal is to collect enough of the good stuff, then deliver it to a waiting speedboat when a tone sounds. It's really too bad that Data Age didn't get Secret Agent out before it, and the industry, took a dive. The gameplay is quite infectious, and not only would Secret Agent have sold well in the 2600's heyday, it would probably have been considered one of the greats.

■ STYLE 1-PLAYER ACTION ■ DEVELOPER DATA AGE ■ YEAR DEVELOPED 1983

ATARI 2600

ELEVATOR ACTION



RETRO RATING
6



The two most common themes for prototypes seem to be TV shows and translations of arcade games. Elevator Action obviously falls into the latter category. Even though this cart is definitely not finished as evidenced from its lack of sound and a bug that allows you to stay suspended indefinitely in the air after a jump, it's quite clear that the complete product would have been an excellent port of the arcade thriller. Due to the 2600's graphical limitations, much of the animations from the arcade, such as opening doors and falling lights, are not present, but all of the action is. The main thing holding back this prototype from being fun is the amount of time you must wait for the elevators to show up. One can shoot 100 enemy spies before the lift you were waiting on arrives. Surely this problem would have been rectified were the game finished, but that doesn't relieve any impatience when it happens to you. On an emulator, Elevator Action is worth downloading, but it may not be worth the asking price in cartridge form.

■ STYLE 1-PLAYER ACTION ■ DEVELOPER ATARI/TAITO ■ YEAR DEVELOPED 1983

SEGA CD



POPFUL MAIL

Hear Outtakes – After completing the game and seeing the logo at the ending, just hang tight. Soon, a screen will tell you your time and medal, then you'll get to hear some of the bloopers from the three hours of audio that was recorded. The amount you will hear depends on how quickly you finished the game.

Test Mode – During gameplay, go into Options and highlight Quit Game. Don't choose yes or no, but instead hit **Left, Right, Left, Right, Left, Right, Right, Right, A**. You'll be taken out of that screen. Enter Utilities to find Test Mode.

SHINING FORCE CD

Find Domingo – In the first book's night battle, there will be a lake on the right-hand side with a few bushes around. Search the bushes to reveal this hidden character.

Find Magic Creature – In the battle outside the castle wall in the first book, search around to the right of the drawbridge, and you'll get this new character.

Find Higns the Ninja – In the first battle of book two, take your leader due north from where he begins. Search the wall. Higns will appear, then disappear. Now search the shadows of the middle tower to find him for good.

Find Rush – In battle 21 in book two, you'll be brawling with Barbara. Search the first Gargoyle statue, and you'll discover Rush.

Turbo Speed – At the game's title screen, hit **Up, Down, Up, Down, B**, then hold **Start, A**, and **C**. The main screen will appear. After picking your name, hold those same three buttons again, and hold onto your butt.

CLIFFHANGER

99 Continues – Plug in the second controller. At the title screen, hit **Left, Right, Start, C, A**. You'll see 99 Continues, and know you've gotten the hook-up.

Level Skip – Plug in the second controller. At the title screen, hit **Start, C, B, A, Right, Left, Right, Left**. You'll see Level Skip to let you know you're on the right track. Now, whenever you want to skip the level you're on, pause and hit **C**.

WILD WOODY

Cheat Mode – To access any of the codes below, at the title screen you must hold both **Down, A**, and **C** on the first controller, and **Left** and **B** on the second controller. You'll hear a tone.

Full Health – To rejuvenate your Woody, just hit **A** on the second controller.

Invincibility – To be impervious to damage, just hold **C** on the second controller, and use the d-pad to run around.

Sketch – To enable both Sketch and Pencil power-ups, just hit **B** on the second controller.



NINTENDO 64

STAR WARS: SHADOWS OF THE EMPIRE

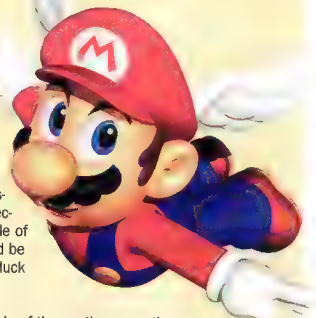
Playable Enemies – Start a Medium difficulty game on Traditional configuration. Enter your name as **_Wampa_Stompa**. Don't forget the two spaces and case sensitivity. Now go to any third-person Dash level. Hit **Right** on the d-pad and the **Right-C** button simultaneously, then hit **Up** on the d-pad. Hit **Right-C** to scroll through views, and you'll end up behind an enemy. Now you can control it throughout the level!

Drive the AT-ST – Do the above code, and go to the Battle of Hoth. When the AT-STs show up, press **Left** on the d-pad and **Right-C** simultaneously, then hit **Up** on the d-pad. Hit **Right-C** to scroll through views and you'll come to an AT-ST view! Have fun romping and stomping.

View Ending – Begin a new game on Hard difficulty. Enter **_Credits** as your name, and you'll see the end credits, as well as a helpful hint.

SUPER MARIO 64

Black Bug Room – Much like the Minus World in Super Mario Bros., this strange area is virtually inescapable. Get all 120 stars, then cannon blast yourself up to the roof with Yoshi. Nab the winged hat and leap off the roof. Go into the cannon again, and aim for the highest tower, which is in the castle's center. Go on the left side of the wall (the one facing the castle, before the perpendicular section), and jump-dive into the side of it. You'll fall into the castle, and be trapped in a black room. Good luck attempting to get out.



Unlimited Lives – From the outside of the castle, go up the second tree from the waterfall for an extra life. Enter the castle, then leave, and the life will be there again. Take your time and stock up.

Unlimited Final Bowser Tries – The third time you face Bowser, you can get a free life with each attempt. After dying, go behind the top-left pillar, and you'll get a 1-Up.

Easy Money – Run around any wooden post five times, and get five coins for your effort.

Healing – If you're in danger of dying, jump into the nearest pool. Come out, and you'll feel good as new, and not as stinky.

Regulate Wet-Dry Water Level – Mario can easily pick how much water is in Wet-Dry World. He's a plumber, after all. The higher he jumps into the picture to enter the world, the more water there will be.

TUROK: THE DINOSAUR HUNTER

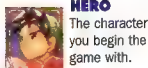
Ultimate Code – This will get you level select, more weapons than you can strap on your back, and lots of other cool dino-fighting aids. Go to the Enter Cheat menu, and use **NTHGTHDQCDRTDRK**.



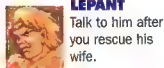
PLAYSTATION

SUIIKODEN

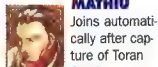
Still short a few Stars of Destiny as you near the end of Suiikoden? Here's a list of all 108 characters and where to find them. Just remember, this list isn't in the order that the Stars are found, rather it is arranged as the game presents them on the tablets in the castle and at the end of the game. Happy hunting!



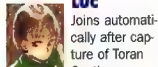
HERO
The character you begin the game with.



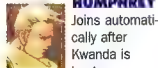
LEPANT
Talk to him after you rescue his wife.



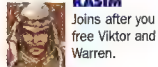
MATHIU
Joins automatically after capture of Toran Castle.



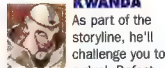
LUC
Joins automatically after capture of Toran Castle.



HUMPHREY
Joins automatically after Kwanda is beaten.



KASIM
Joins after you free Viktor and Warren.



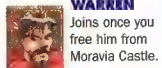
KWANDA
As part of the storyline, he'll challenge you to a duel. Defeat him, then when speaking with him afterwards, choose "Something's wrong." Then, "I want you to join us" to recruit him.



PESMERGA
After defeating Neclord, talk to Mathiu at the Castle. Return to the organ in Neclord's Castle to find Pesmerga.



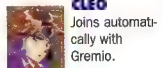
GREMIO
Joins automatically, then dies. To have him revived for the end of the game, collect all the other Stars.



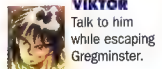
WARREN
Joins once you free him from Moravia Castle.



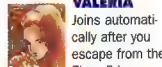
KUN TO
Have Tai Ho in the group. Talk with him after you've gotten the Fire Spears.



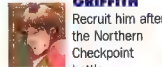
CLEO
Joins automatically with Gremio.



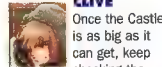
VIKTOR
Talk to him while escaping Gremminster.



VALERIA
Joins automatically after you escape from the Elven Prison.



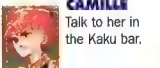
GRIFFITH
Recruit him after the Northern Checkpoint battle.



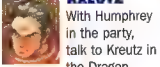
CLIVE
Once the Castle is as big as it can get, keep checking the Inn. Once he shows up, talk to him.



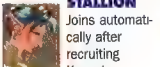
FLIK
Talk to him with Viktor in the party after your defeat at Scarletia Castle.



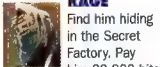
CAMILLE
Talk to her in the Kaku bar.



KREUTZ
With Humphrey in the party, talk to Kreutz in the Dragon Knights Fortress.



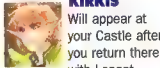
STALLION
Joins automatically after recruiting Kwanda.



KAGE
Find him hiding in the Secret Factory. Pay him 20,000 bits to join.



FU SU LU
He's in the Kobold Village after Kwanda's army is defeated. Pay for his 10,000 bit meal to recruit him.



KIRKIS
Will appear at your Castle after you return there with Lepant.



MILICH
After defeating Scarletia's army, spare Milich's life and he'll join.



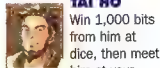
PAHN
Joins automatically near the beginning, but you must later find him at Kouan and forgive him to seal his allegiance.



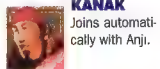
SONYA
After beating her at the Floating Fortress, talk to her in the cell of your Castle. Tell her you don't mind her feelings to get her in the group.



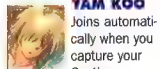
ANJI
With Tai Ho and Yam Koo in your party, go to an island north of Teien to find Anji. Succeed in his combat challenge and he'll join.



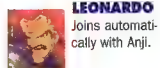
TAI HO
Win 1,000 bits from him at dice, then meet him at your Castle. Talk with him and he'll join.



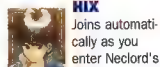
KANAK
Joins automatically with Anji.



YAM KOO
Joins automatically when you capture your Castle.



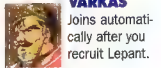
LEONARDO
Joins automatically with Anji.



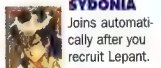
NIX
Joins automatically as you enter Neclord's Castle.



TENGAAR
Joins automatically after Neclord is dead and you leave his castle.



VARKAS
Joins automatically after you recruit Lepant.



SYDONIA
Joins automatically after you recruit Lepant.



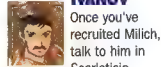
EILEEN
Joins automatically after you recruit Lepant.



LEON
Once your Castle is as big as it can get, go to Kalekka. Find Leon there. He'll ask you to deliver a message to Mathiu. Return to your Castle, and give Mathiu the message. Mathiu will give you a letter. Give this letter to Leon to recruit him.



GEORGES
In Kirou, beat one of his card game records and he'll join.



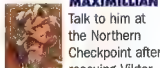
IVANOV
Once you've recruited Milich, talk to him in Scarletia Castle and he'll join.



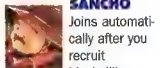
JEANE
Talk to her in Anteii once you have found over 45 Stars.



EIKEI
Talk to him in Teien once the main character is at level 40 or higher.



MAXIMILLIAN
Talk to him at the Northern Checkpoint after rescuing Viktor.



SANCHO
Joins automatically after you recruit Maximillian.



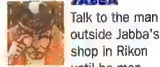
GRENSEAL
Joins automatically after you defeat Teo.



ALEN
Joins automatically after you defeat Teo.



TESLA
After recruiting Kimber, talk to him in Anteii.



JABBA
Talk to the man outside Jabba's shop in Rikon until he mentions a Nameless Urn. Fight Holly Faenes in the desert area outside of town until you get a Nameless Urn as treasure. Show this to Jabba to recruit him.



LORELAI
Talk to her in the Inn at Kouan after you're level 25 or higher.

**BLACKMAN**

Located in the north end of Kalekka, he'll join if you can get to him without stepping on any of his plants.

**JOSHUA**

Joins automatically after the dragons are cured.

**MORGAN**

Talk to him in the temple at Qlon.

**MOSE**

Joins automatically once the Fire Spears are loaded on the boat.

**ESMERALDA**

Fight Nightmares in Soniere Prison until you get an Opal. Go to the second floor of Antei's inn to find Esmeralda. Give her the Opal to recruit her.

**MELODYE**

Talk to him in Kirov once you've recovered the Sound Crystal in Kalekka. Give it to Melodye to recruit her.

**CHAPMAN**

Talk to him at the armory in Antei.

**LIUKAN**

Rescue him from Soniere Prison, then visit him at your Castle once you encounter Milich's pollen attack.

**FUKIEN**

Talk to him at the temple in Qlon.

**FUTCH**

Joins automatically with Joshua.

**KASUMI**

Joins automatically after you recruit Milich.

**MAAS**

Talk to him in the Great Forest.

**CROWLEY**

Once your Castle is maximum size, find Crowley hidden in the caves around Qlon. Talk to him and he'll join.

**FUMA**

Talk to him at the eastern corner of the Dragon Knights Fortress.

**MOOSE**

Talk to Moose in the Warriors' Village with Maas, Meese, and Mose in your party.

**MEESE**

Joins once talked to if Maas has been recruited.

**SERGEI**

Talk to him in the bar at Kaku once you have your Castle.

**KIMBERLY**

Kimberly lives in Antei. Once Liukan has been abducted by Milich, go see Mathiu at your Castle. He'll give you a letter to take to Kimberly. Talk to her, and she'll join after a date with Flak.

**SHEENA**

With Lepant in your party, talk to her at Seika's inn.

**KESSLER**

Talk to him at the entrance to the Secret Factory.

**MARCO**

Win 5,000 bits from the cup game he runs in Warriors' Village.

**GEN**

Talk to him in Teien after trying to get by the rapids.

**HUGO**

Find the War Scroll in the caves by Qlon's temple. Go in the temple and give it to Hugo to recruit him.

**HELLION**

Agree to the terms she presents at Teien's inn.

**MINA**

Equip the Toe Boots on the main character, then talk to Mina at Antei's inn.

**MILJA**

Joins once Liukan examines the dragons.

**KAMANDOL**

After recruiting Gen, knock on Kamandol's door in Teien.

**JUPPO**

Joins automatically when you recruit Lepant.

**KASIOS**

With Milich in the party, speak with Kasios on the second floor of Scarletia Castle.

**VIKI**

Recruit her when you first meet her in the Great Forest.

**RUBI**

With Kirkis in your party and at least level 40, talk to Rubi in Kobold Village.

**VINCENT**

After rescuing Viktor, return to the cell area to find Vincent. Talk him into joining.

**MEG**

With Juppo in your party, talk to her in Kaku.

**TAGGART**

Joins after rescuing Viktor.

**GIOVANNI**

Joins automatically after Lepant is recruited.

**QUINCY**

Found in Garan, she'll join once you've recruited 80 other Stars.

**APPLE**

Talk to her in Seika after defeating Kwanda.

**KAI**

Once you have your Castle, talk to him outside of Garan.

**LOTTE**

Find her at Rikon's inn once you have recruited at least 45 Stars. She'll tell you about her lost cat. Catch the cat in Kaku, and return it to Lotte to get her in the fold.

**MACE**

With Maas, Meese, Moose, and Mose in your party, talk to Mace at his cabin in Seek Valley.

**ONIL**

Once you've got your Castle, talk to her in Seika.

**KUROMIMI**

Joins after the Village of the Elves is burned down.

**GON**

With Kuromimi in the Kobold, talk to him in Kobold Village once Kwanda's army has been defeated.

**ANTONIO**

Marie must be recruited first. With this done, talk to her at the Castle until she mentions she could use a cook's help. Go to Seika and talk to Antonio to fulfill Marie's request.

**LESTER**

In Kirov, taste the stews in the houses to the right and left of Sarah. Go to Kun To's mansion and tell Lester the stews were good to recruit him.

**KIRKE**

Re-enter Lorimar after leaving it for the first time, and head west. Kirke will be there.

**ROCK**

Talk to him while breaking into Lepant's house to recruit him.

**LEDON**

Talk to him outside of the Secret Factory.

**SYLVINA**

Joins after the defeat of Kwanda.

**BELL**

Joins automatically after the Fire Spears are loaded.

**GASPAR**

After beating Kwanda's army, find Gaspar in Kaku's bar. Win 5,000 bits from him at dice to recruit him.

**WINDOW**

Find the Window Crystal in the caves by Qlon. Give this to Window in Warriors' Village and he'll join.

**MARIE**

Talk to her at Seika's inn after you've gotten your Castle.

**ZEN**

Buy the Red, Yellow, and Blue Seeds in Teien, Rikon, and Warriors' Village (respectively). Bring these to Zen in the temple of Qlon and he'll join.

**SARAH**

Talk to Sarah in Kirov, and she'll start you on a scavenger hunt that will have you trading items with everyone in town. Once you've gotten the Soap, talk to her again to recruit her.

**SANSUKE**

Talk to him in the Great Forest.

**QLON**

Once Milich has joined, talk to Qlon in Antei to recruit him.

**TEMPLETON**

After you leave the destroyed Village of the Elves, return to find Templeton.

**KRIN**

Joins automatically after you recruit Lepant.

**CHANDLER**

Once you have your Castle, talk to Chandler at Kwaba.

DINO WORM LIGHT VS. COBRA LIGHT VS. SHARKLIGHT

Manufacturer: Nyko vs. Nuby vs. Interact
Website: www.nyko.com vs. www.nubyinteractive.com vs. www.interact-acc.com
List Price: \$9.99 vs. \$9.99 vs. \$11.99

On the dark planet known as Game Boy Advance, three beasts battle to see which can best bring light to the shadowy surface.

Cobra Light: I click on tightly and have an extra expansion port.

Dino Light: Growl! I'm the most adjustable.

CL: Where are you? Hsss!

DL: Growl! Down here!

CL: Hey, your connection plug iss upsside-down.

DL: I guess that's why I'm adjustable. Growl!

CL: I guess that's why you're ssstupid.

Shark Light: I'm a shark, man!

DL & CL: Huh?

SL: And I require extra batteries, man!

DL & CL: Uh...

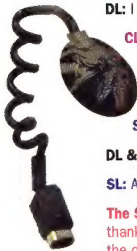
SL: And I cost more money, man!

The Sun: [rising suddenly] You all suck, and thanks to all of your incompetence, I'm still the only worthwhile GBA light source around.

CL: <GASSSP!>

DL: Eeeek! Growl!

SL: I'm a shark, man!



JOANNA DARK ACTION FIGURE

Manufacturer: bbi • **Website:** www.blueboxtoys.com
List Price: \$29.99

You undressed her with your eyes during Perfect Dark cutscenes, and now you can do it for real when you buy bbi's new 12-inch Joanna Dark action figure. Available in either body armor or a black leather jumpsuit, Joanna is fully articulated so you can put her in all kinds of positions. She also comes with a wide array of weapons, but you may just want to pull a gun of your own out on her. Like the press release says, "This babe is ready for action!"

GAME BOY COLOR PERSONAL ORGANIZER

Manufacturer: Innovation • **Website:** www.innovation.com
List Price: \$19.99

It's an address book, it's a daily planner, it's a clock, it's a calculator, and it can tell you what time it is all over the world. Heck, it even plays a cute tune while you look through all your stuff. There's only one thing this cart can't do, at least on the one we have, and that's save any information! That's right, go ahead and spend hours inputting all your friends' addresses, just make sure you never turn your Game Boy off if you want to ever look at them again. A great idea ruined by an extreme oversight. Good work, Innovation!



BOXES

Manufacturer: Cardboard Fairies
Website: www.i5ive.com/article.cfm/budget_decorating_crafting/66606
List Price: Boxes are everywhere. Go find one today!

Can you imagine a world without boxes? Would you even want to? With our recent move, we at Game Informer have come to realize just how much this cubed invention has touched lives the world over. We love boxes so much, we've decided to move in with a bunch of them. Don't look down on our chosen lifestyle. Sure, our dads may reminisce about how nice crates used to be to us, or that we really seemed to get along with palettes. Forget all that! It's boxes now and forevermore. Boxes, will you marry us?



PRO RACER

Manufacturer: Radica
Website: www.radicagame.com
List Price: \$24.95

Here's an interesting controller that puts a steering wheel feel in the palm of your hands. Essentially, the left half of the Pro Racer slides up and down, allowing analog movement best suited for driving games. Since it's so small and light, the d-pad and buttons on its face also make a suitable alternative to a Dual Shock.

We could see the Pro Racer being especially cool to use with games that have both action and driving portions, such as Driver 2 or the upcoming Grand Theft Auto 3.



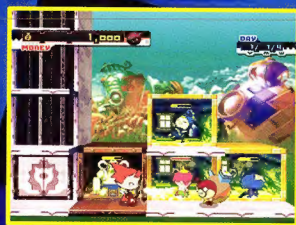


ONE PIECE MANSION™



THERE GOES THE NEIGHBORHOOD!

IT'S NOT EASY BEING THE LANDLORD OF THE ONE PIECE MANSION. IN THIS WACKY PUZZLE GAME IT'S YOUR JOB TO MAKE JURE LIFE RUN! SMOOTHLY. BUILD UP YOUR MANSION AS HIGH AS YOU CAN, RAISE THE RENT AND COLLECT MORE MONEY. BUT, IT'S ALSO UP TO YOU TO KEEP EVERYBODY HAPPY, HAPPY, HAPPY... OR ELSE THEY'LL MOVE AND JUMP OUT ON THEIR RENT. CAN A JUMO WRESTLER, NEWLYWYED COUPLE, CAT LADY, STUDENT AND MORE REALLY GET ALONG! IT'S GOING TO TAKE SOME SERIOUS SKILL TO KEEP THE PEACE AND MAKE SURE LIFE AT THE ONE PIECE MANSION REMAINS! STRESS FREE!



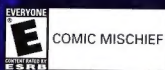
♥ Keep the Peace Among Your Tenants in Order to Make More Money and Add to Your Mansion



♥ Wacky Gameplay that Will Leave You Frantic!



♥ A Puzzle Game Full of Crazy Tenants!



CAPCOM

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HALF MAN.
HALF DEMON.
PURE VENGEANCE.

OCTOBER
17TH
2001



Devil May Cry

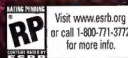
FROM THE CREATORS OF "RESIDENT EVIL"

DEVILMAYCRY.COM

PlayStation 2



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