

DEUS EX 2: MINDBLOWING TECHNOLOGY AND TACTICS

# GAMING TRANSFORMER

The Final Word On Computer & Video Games

# TONY HAWK'S PRO SKATER 4

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ISSUE  
110

2002



PlayStation.2

THREE SIGHTS NOT TO BE MISSED IN ROME. TURNS 2, 5 AND 7.



Mild Lyrics



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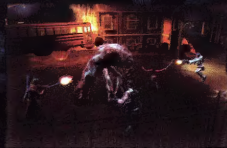
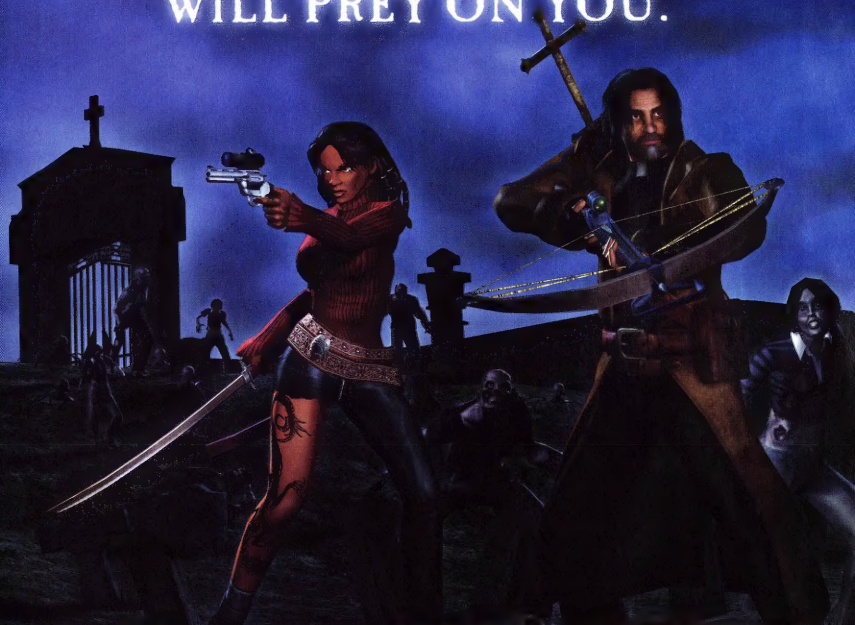


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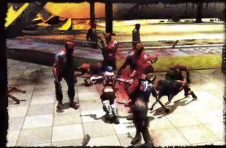
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Blood and Gore  
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PlayStation 2





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Blood and Gore  
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PlayStation®2

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**MIDWAY**

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

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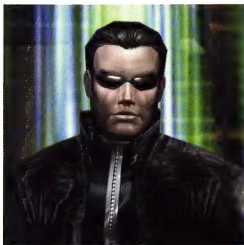


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## COVER STORY

### 32 TONY HAWK'S PRO SKATER 4

You may think you've seen all that Tony Hawk has to offer. Well, think again people! We divulge things in this feature that will make your toes curl and your nostril hairs smolder. Tony and company have more tricks, more secrets, more customizable features, and more heart-stopping action than ever before. This title will be a way of life for many, and a religion to its hoards of faithful followers. Read it before your snotty little brother gets the pages all gooey.



## FEATURE

### 40 DEUS EX 2

If the original Deus Ex was an incredible achievement, the second coming will surely astound even the most jaded of gamers. The ability to escape your pathetic husk of a social life and enter into a fully-interactive world rife with intrigue and danger is coming soon. Where many have tried and failed, Deus Ex 2 will reign supreme. Join with us on a journey to find out what makes this follow-up title tick.



## FEATURE

### 46 GLADIUS

If you know about this game, you're a nerd. If you don't know about this game, you're a poorly-informed nerd. Since there's no denying your true identity, you might as well flip on over and read about this incredible new title from LucasArts. It's like nothing you would expect, but it's everything you want. Think of it as Final Fantasy Tactics meets The Legend of Dragoon. Interested? You bet you are, pal.





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**14 EDITOR'S FORUM**

With one new editor and one new contributing writer, this month's Forum is a crowded mass of garbled text — kind of like it was for the months previous to this one. After all, the more things change, the more things stay the same.

**16 GI SPY**

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

**18 DEAR GI**

One of you lucky readers out there is a billionaire, and you don't even know it. Not only have we done you the service of cluing you in, but we've also dated out valuable advice on how to handle your selfish, selfish girlfriend. Bow to us, your text-based masters!!

**22 GI NEWS**

The virtual drug king as EverQuest is coming to the PlayStation 2! You say you don't own a PS2? Well, there might be a console price war in the offing! That's good for us, and even better for you poor souls who have been saving up your money for months. But wait, there's more! Resident Evil 0 info, Infogrames owning The Matrix license and a little something about the Simpsons should wet your whistles.

**50 PREVIEWS**

Finally, info on X-men: Wolverine's Revenge, Neverwinter Nights, and Madden NFL 2003 has arrived. You're not going to find information this good anywhere else, so you'd better put this magazine in a safe after you're done reading it so spies can't get to it.

**74 REVIEWS**

Whaddya wanna know? What we thought of Medal of Honor Frontline? How cool The Sims: Vacation is? How Resident Evil for the GameCube fared? We've got your scoring right here, Junie.

**88 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.

**92 PLAY TO PREFERENCE**

Complete walkthrough and secrets for Medal of Honor Frontline.

**93 SECRET ACCESS**

You know you're not fast enough to beat Spider-Man, accurate enough to give Tiger Woods a run for his money in his newest game, or smart enough to get through Resident Evil. That's okay, get your cheats here!

**102 CLASSIC GI**

Take a trip back to the old days when the NES was but a blip on the home console radar. One man was instrumental to its success here in the US. Then, he switched sides and helped out Sega with the Master System. GI has the exclusive interview, and a really smashing Beyond Oasis strategy guide to boot.

**108 ETC**

A new collectable card set is out, and you've got to get them all before they're gone! Also, Peter Pan is on the loose, and there's a new stereo out that will totally blow your mind, dudes. Peace out.



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# LETHAL SKIES

## Elite Pilot : Team SW



Experience G-Force using the controller.



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



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



Mild Language  
Violence

PlayStation 2



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# EDITORS' FORUM

## SAVE THE GAME BOY ADVANCE



I love my Game Boy Advance. I'm not afraid to admit it. It has been my best friend on so many occasions I can't even remember. All the times

I'm in the car, on a plane, or just plain stuck waiting for a bus or a meeting – my Game Boy Advance is there for me. Unfortunately, I have seen an annoying trend lately that has forced me to stand in defense of my little LCD buddy.

You see, the Game Boy Advance is a powerful little machine; quite capable of duplicating Super Nintendo games with ease. Unfortunately, the powers that be have been using the Game Boy Advance

for the forces of evil and releasing sub-par, low technology games that would even stink on the original black and white Game Boy. Some have been so bad that I have wondered if they were developed on an Atari 7800 or worse.

So, my plea to game developers everywhere is to please stop making these atrocious insults to Game Boy Advance players. We know a bad game when we see them and so do you. Three monkeys and a development kit do not a Game Boy Advance game make! My portable pal deserves better.

Andy McNamara  
Editor  
andy@gameinformer.com

### REINER, THE RAGING GAMER

reiner@gameinformer.com

We didn't have the budget to hire two new editors, but I figured what the heck? I actually ran into Chet outside of the Game Informat office. He was holding a sign that said, "Will wash windshield for food." Perfect! He's a real go-getter! As for Lisa, I "accidentally" ran her over with my Jeep. As compensation, and after she came out of that coma, I gave her a job. Most of us... Wait... Let me rephrase that: Most of the Associate Editors will probably have to take pay cuts for their inexcusable actions, but that's just part of the game, isn't it?

### MATT, THE ORIGINAL GAMER

matl@gameinformer.com

I'd like to take this opportunity to welcome to the new new peers... er... video game experts that have joined the GI staff this month. We've undergone a lot of personnel changes over the last year or so, and while we all miss some of the great people that have left us, I think that our current team is one of the strongest this industry has ever seen. I have no doubt that all our readers will come to love them as much as I do. Welcome to the gang, Chip and Leslie! Oh, and I take my coffee with cream and just a hint of sugar.

### KRISTIAN, THE GAME DAWG

kristian@gameinformer.com

A few weeks ago, Minnesota opened its first Krispy Kreme establishment. All I've been hearing is Krispy Kreme this and Krispy Kreme that. I just don't subscribe to the KK fanboy bonanza going on around here. That's not to say that the Kreme doesn't make a quality donut, because they most definitely do – it's just that they're certainly not the best donuts out there. I'll take a bakery fresh donut with that lightly crunchy outside, and the soft warm inside with white frosting and sprinkles over a Krispy any day of the week.

### JUSTIN, THE DIGITAL DEVIANT

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I had a mullet once. I'm man enough to admit it. I was a kid at the time, and my mom was cruel enough to let me look how I wanted. Back then, we didn't call it a mullet. It was "long in the back." I know now how horribly wrong the style was. In fact, I literally have nightmares about owning one. Amazingly, some are still rocking the mullet. Readers, you have a responsibility. Don't let these ignorant rubes embarrass themselves any further. Stop the mullet in all its forms – gels in formulas, that means you. Besides, it's easier to remedy than a Tac tattoo on your butt.

### KATO, THE GAME KATANA

kato@gameinformer.com

I'd like to extend my welcome to new additions Chet and Lisa. Now that I got the cut of the way, let me give you the dirt. I recently caught these two speaking Vegetarian. Not that there's anything wrong with not eating meat – it's good to have a hobby. But when I heard these two whispering about vegetarianism, I became concerned. I'd like to warn our readers in advance to watch out for any subliminal messages regarding the cut in those two's reviews. Oh and Chet, I hear you don't like football. Well, I'm sorry it had to end this way...

### CHET, THE CHRONIC GAMER

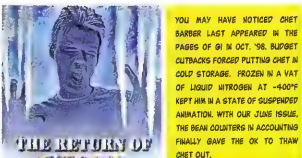
chet@gameinformer.com

In exchange for washing their windows... veggies good, meat based... the GI staff lets me do all of their work – suckers! A better offer than before, as it definitely beats internet, and only acting... animals love you... as their lowly errand boy; no more receiving coffee for Maharashtra. Perhaps one day in the near future... animal flesh causes cancer... they will actually recognize my superior gaming skills, and give me one of those paycheck things for all of the arduous work. Oh yeah, did I mention that I am a vegetarian?

### LISA, LA GAME NIKITA

lisa@gameinformer.com

On my first day, we tried to decide what my handle would be... Should we make obvious the fact that I have marriedly more estrogen than anyone else does in this room? Does the word "game" need to be involved? How do I feel about global warming, cold fusion, hot dogs, parallel parking, getting coffee for senior staff, etc.? I was a little curious about that last one, but it was my first day. I can be so agreeable sometimes. (Parasites included: Poo! Poo! Polygon Princess. Gaming Goddess and anything sounding "materal".)



1. Too engrossed in a comic book at the monitoring station, Matt is unaware that Chet's vital signs flatten. 2. Justin and Lisa check the temperature in the refrigeration pod. 3. Andy, Reiner, Krishan and Kato prep Chet for the final stages of thawing.





IN ANCIENT EGYPT THERE EXISTED A FORCE SO POWERFUL,  
IT HAD TO BE LOCKED AWAY FOR A MILLENNIA.  
NOW ONE BOY HAS RELEASED THAT POWER!

# Yu-Gi-Oh!

## FORBIDDEN MEMORIES



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# GI SPY



## CANDID PHOTOS FROM THE SEAMY UNDERBELLY OF THE VIDEO GAME INDUSTRY

1 Mark McDonald (EGM), Julia Roether (Gottlieb Harris), Matt Dork, and Edle Klisko (Golin Harris) making good use of the free bar at the Interactive Achievement Awards. 2 HighWater Group honcho Dan Harnett would really like you to meet Majestic's Liz Buckley. 3 The Microsoft posse's on Broadway! From left to right: Jordan Weisman, Chad Ellman, Shon Dameron, Carlos de Leon, and Michael Wolf. 4 Andy, HighWater Group's Marlam Sughayer, and Laura Heeb (far right) enjoy dinner while Tips and Rick's Anatole Brown does his best Larry Flint impersonation. 5 Andy and Kristian get some precious cuddle-time with Sega's Kirsten Merit and "The Pork Chop" - Bryce Baer. 6 Epic Games' Cliff Hieszinki is surprised to discover that Mutant X star Victoria Platt is a really big Unreal fan, apparently. 7 Sony San Diego Studio's Jay Beard and Tim Neveu settle their differences like men at a recent The Mark of Krii press event. 8 Insomniac's Ted Rice, Sony's Connie Booth, and Oddworld's Loren Lanning prove that the console wars are nothing personal.







# DEAR GI

## UNDERWEAR QUESTION

What the hell is up with the guy in Maximo: Ghosts to Glory wearing boxers?

Bryan Nashif  
Via yahoo.com

**Briefs were too constricting.**

## SAY IT AIN'T SO

I read in last month's GI that arcades are never going to make a comeback. The more I thought about it, the more disturbed I was by the idea that my future children will never know the joy I knew when the newest Street Fighter installment came to my local arcade. Or, the satisfaction of spending hours practicing combos until I could beat the masters with but a flick of the wrist. With arcades going out of business everywhere I look, it pains me to know that the warm accepting feeling of a group of misfits wasting their money after school in a dark, sticky-floored room is but a thing of the past.

What is equally as disturbing is the fall in popularity in two-player games. With no real revolution in the genre since Street Fighter 2 and Virtua Fighter, both of which were released over 10 years ago, the once proud king of video game genres is now laying gasping for air in a polluted, garbage-soaked gutter. Perhaps online gaming will revive the genre, providing an arena for the bruised loyal warriors of the two-player genre to live anew. But, will online gaming allow you to see the look of disbelief in your opponent's face as you finish him with a combo that has taken you countless hours of practice? I doubt it.

Ali Jamalzadeh  
Via email

Those are nice sentiments, and we wish we could say something to make you feel better. However, we really see no possible way for the arcades to return to their former glory. Just be glad that you got to experience the magic while it lasted. As for fighting games, we don't think things are as bleak as you make them out to be. Virtua Fighter 4 and DOA 3 have been amazing gameplay experiences in the last year, and with Mortal Kombat: Deadly Alliance, Jojo's Bizarre Adventure Volume 5, Soul Calibur 2, and Tekken 4 on the way, console fighting fans should have a lot to be excited about in the upcoming months. It might not be the charm of standing for hours in a smoky game dungeon, but a few buddies gathered around a television can be a good time in its own right.



## BAD MEMORY?

First things first, I gotta tell you guys that your magazine is truly superb. Keep up the good work! I have a question, too. My brother went to a game retailer recently, with the intent of buying a PS2 memory card, and an employee told him any memory card not made by Sony will screw the system up. Is this true? Thanks again for putting out a great magazine!

Jason Gamble  
Via yahoo.com

**In our experience, first-party memory cards are generally more reliable than third-party alternatives. However, many of the GI staff have used third-party memory cards with no trouble whatsoever. As to the claims that third-party cards can "screw up" your PlayStation 2, there is no evidence to suggest that any sort of memory card would have an effect on the internal workings of your PlayStation 2. At worst, you might experience some lost game saves due to a defective card, but nothing that would have serious consequences.**

## PALE N' LOVELY

When I was looking through Issue #108, I fell in love with December, the Goth Gamer. She is ssssooo hot; with her pale skin, her dark evil poems, and that evil look in her eye. She rules. If she would write back in the next issue, that would rule.

David Brown  
Via email



**We hate to break it to you David, but there is no December. The dark beauty in question is actually GI's Production Assistant, Rachel**

Gilles, who was nice enough to dress up in goth drag for a photo shoot last month. She's a world class hottie to be sure, but her taste in fashion is more flannel than vinyl. So, if you fell in love with December for her looks, Rachel's parents are the ones to thank. However, there is some bad news. If you were infatuated with December for her macabre poetry, we regret to inform you that you're actually in love with...Matt. Yes, the Original Gamer seems to be very in touch with his feminine side, and was the author of the brilliant poems in question. Who knows, there might even be a future for you two. He claims to have a long-

term "girlfriend" who lives in the Niagra Falls area, but we've never met her. Also, he seems to be a really big Liza Minelli fan - not that there's anything wrong with that. If you want, we can pass him a note from you during third period.

## GIRL BOGARTS PS2

I have a problem that I was hoping you might be able to help me with. It's about my girlfriend. When we started dating over a year ago she had no interest in video games whatsoever. I, on the other hand, have always been a video game fanatic. In an attempt to get her to share in my interests and spend some quality time together, I did everything I could to try and get her to see the excitement that could be had in these electronic marvels. Sadly, I succeeded. At first, everything was fine, as I enjoyed watching her get into games the way I always had.

Unfortunately, I soon began to realize that watching her was all I was doing; I never got a chance to play. Whenever we were together she would immediately grab the controller and pop in Cookie & Cream or Ecco the Dolphin, while I yearned to play some Metal Gear or Final Fantasy. You may be thinking that it would be reasonable to just take turns.

However, as soon as her hour-long turn was up, she would insist that she had had her fill of video games for the day and that we should do something more

romantic like cuddle or go spend time outside. I don't want to cuddle or go outside, I want to play my PlayStation! There aren't enough good two-player games out for us, and she is no good at Madden, NHL, FIFA, or Knockout Kings. What can I do to get my PlayStation back? Should I just grow some cojones and lay down the law? Please help me.

Adam Florida  
Via email

**There's no easy way out of this, but here's some tips. Quit showing and brushing your teeth, and your lady won't want to**

come within ten feet of you, much less cuddle. This will give you more time to play games after she's gone. Another tactic that has worked for us in the past is to wipe boogers all over the controller. Believe us - she won't want to be touching that thing anytime soon. Or, you could fake a seizure every time she turns on the PS2, and then get a shady back alley doctor to say that the fast graphics and bright colors are the cause. Of course, you could always approach her openly and honestly, politely suggesting that you would like to get your fair share of gaming in - but that would be just crazy.

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Comic Mischief  
Violence



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Recently we contacted you regarding our new Prize Payment Security System PIN #. This is for your protection. Please take a moment now to validate your PIN #. This will assure you that your prize winnings will be paid only to: Miguel Sanchez.

Your PIN Number is [number withheld]. Please click the link below to include it in the Security area provided on the F.A.S.T. entry form.  
<http://www.freelotto.com>

Your PIN NUMBER is your Personal Identification Number and can only be used by Miguel Sanchez to claim prizes from FreeLotto Automatic Subscription Play and prize verification. Do not disclose this number to anyone. It assures you, that upon submitting the winning entry in accordance with the Rules of FreeLotto, using the convenient F.A.S.T. service Miguel Sanchez and only Miguel Sanchez will be paid \$10,000,000.00 (Ten Million Dollars) in the FreeLotto Superbucks Game or other prizes.

FreeLotto.com  
 Via email



You may be wondering, "Why is this letter in Dear GI?" So are we. For many months now, a mysterious Latin lothario by the name of Miguel Sanchez has been receiving at least three emails a day from FreeLotto.com at our Dear GI email address. We've tried to unsubscribe to the list. We've written obscene missives to FreeLotto. We've begged them to stop spamming us. Heck, we've even broken down and cried like little babies. Apparently, nothing can stop the fiendish harpies at this godforsaken dot-com from making every single minute of our days a living nightmare. So, as a last resort, we've put the call out to Dear GI readers: If you are Miguel Sanchez, or know of a Miguel Sanchez, please tell him to contact the folks at FreeLotto.com. By our calculations, he's won approximately \$1.7 billion dollars in cash prizes and free vacations over the last year. Miguel, a bright future waits for you, only a click away – just tell them to stop torturing us about it. Godspeed, amigo. As for FreeLotto.com – we look forward to your eventual bankruptcy.



**Richard Lee**  
 Mega Man wears laceless shoes for a reason



## JUNE WINNER!

**George Patsoaras**  
 "He he! Pull my finger!"



**Freddy Velazquez**  
 "No, you can't see my heart boxers right now! There's evil afoot!"



**Miguel A. Bustamante**  
 Lighting fans never gets old



**Jeremy Rooney**  
 "Shut up! I don't look like Kurt Cobain!"

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit, or carve the best damn 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 North 1st St., 4th Floor • Mpls, MN 55401



**Chijuyo**  
 "I hope he can't smell my BO. Otacon forgot to pack my Speed Stick."





# GI NEWS

## EVERQUEST NERDS TO INFEST PLAYSTATION 2

**Sony Online** is bringing the realms of Norrath to the **PlayStation 2** in the first quarter of 2003. **EverQuest Online Adventures** will be a stand-alone title, with no crossover ties to the series' **PC** worlds. Also making this game unique is that it isn't a port, but a new online-only title that takes place 500 years prior to the original **EverQuest**. *Game Informer* talked to Sony Online's VP of Marketing, **Scott McDaniel**, who gave us insight into this upcoming **EverQuest** experience.

"This game has been in development for about 14 months already, from the ground up for the PlayStation 2. It has a dedicated team, it will have a dedicated server, and it's going to have dedicated connectivity. What we did for the PC with **EverQuest**, we plan on doing for the PS2. We're confident this really will be the killer app for the modern peripheral," said McDaniel.

Despite being a prequel, players will recognize the original three continents and its 13 classes spread over nine races, which doesn't include ogres or the Vah Shir. Other familiarities include some similar mobs and items. McDaniel characterizes **EverQuest Online Adventures'** experience as "quicker." "Our goal is to get people, with their character, running around, leveling up really quickly so that they can continue to spiral out in their explorations." This will be aided by the fact that **Adventures** isn't a zone world, but rather a seamless, persistent title which won't feature load times.

Sony has not outlined pricing yet, although it wants to follow the monthly model already in place on the PC. In order to foster a "plug and play" feeling among PS2 owners, a hard drive, ISP, or keyboard will not be required for this **EQ**. For those

without the latter, **Adventures** will use a menu chat system with quick access to sentences of commonly used vocabulary. As far as the PS2's as-yet-officially-unannounced hard drive goes, McDaniel told us Sony Online is still brainstorming on how to give players future expansions to **EverQuest Online Adventures**. "We're looking at the methodology to dynamically adding content to the world. Without a hard drive that's a hell of a challenge. We're trying to figure out what the best way to make the content fresh is going to be. And we do not have the final plan on that as of yet."

*Game Informer* will have more on **EverQuest Online Adventures** for the PlayStation 2 after **E3**.



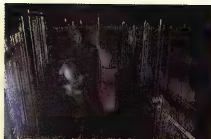
Shilverback



## FIRST LOOK AT GAMECUBE'S RESIDENT EVIL 0

*Resident Evil 0* has been on our radar for some time. **Capcom's** survival horror prequel, in fact, started out as an **N64** game. It even made a playable appearance on that console over two years ago. Since the development of the **GameCube** and the company's exclusive deal with **Nintendo** for the **RE** series, however, Capcom has shifted *RE 0* onto its newest system — complete with all the spine-tingling graphics in the remake of the original *Resident Evil*. The game should ship in October.

While the entire *Resident Evil* series will be forever changed thanks to Nintendo's console, some of what we once knew about *RE 0* when it was on the N64 has stayed the same. The prequel features S.T.A.R.S. Bravo team member Rebecca Chambers and an ex-Navy SEAL on the run named Billy Cohen. The pair spend a good amount of time on a train infested with Umbrella undead. What sets this game apart is that players can switch between controlling both Billy and Rebecca in real-time. We can only imagine what kind of puzzles this will make for; not to mention the double-barreled action. Rebecca and Billy get into some pretty tight situations — making your control of both of them even more important to their survival.



*Resident Evil 0* - N64

*Resident Evil 0* - GC

ONLY SKATEBOARDS TURN TRICKS  
ONLY SKATEBOARDS TURN TRICKS  
ONLY SKATEBOARDS TURN TRICKS  
ONLY SKATEBOARDS TURN TRICKS  
ONLY SKATEBOARDS TURN TRICKS



They've wrestled (yuck!), they've driven crazy taxis, and now the *Simpsons* are imitating **Tony Hawk**. Just like daredevil Captain Lance Murdoch, **Electronic Arts** is encouraging young people to take an interest in danger with **PlayStation 2's** *Simpsons Skateboarding* this summer. Co-published by **Fox Interactive**, the game features a cast of nine Springfieldians in the 13th Annual Skate Tour, complete with 40 tricks, a dozen boards, multiplayer competitions, unlockable characters, and a variety of the show's locations. Visit the Kwik-E-Mart, make your way through Itchy and Scratchy Land ("The Violentest Place on Earth"), or dare to jump Springfield Gorge. Is happiness just a Flaming Moe away? Sounds like a good name for a trick to us.





Cijametes fontain  
ammonis.

So d'ars idig poop.



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.

R&amp;D

## RADIO EMPIRE



As a recently awarded lottery winner, your character has wanted nothing more in life than to own a radio station. Sooner rather than later, he finds that running a successful station is a lot of work. You're on your own,

buck! Striking the perfect balance between music, talking, and commercials takes a little bit of guesswork and a lot of research. It's a good idea to do your homework before turning on the transmitter for the first time. You'll start out with a fledgling AM station that hasn't been living up to its potential. By recruiting new on-air talent, switching around programming, and offering listeners a different musical selection, more advertisers will be interested in putting their spots on the air through your station. The more money you make, the more the radio community will accept you as a legitimate businessperson. Once the station has respect, you can start to convince owners of bigger stations to sell — thus beginning your rise to media moguldom! Organize concerts, sponsor sporting events, hold pie-eating contests, and even hire high-profile morning show talent to keep your listeners tuned in. If your ratings are high enough, you might even be able to start syndicating your most popular segments to other companies. No one will be out of your reach!

## NAME THAT GAME

This month's mystery game

is a real zinger! If you already know what it is, kudos to you. If not, here are a few hints. The genre is turn-based strategy. The system is PlayStation. And the developer is Atlus. No, it's not Tactics Ogre. Still stumped? The development team also had a hand in the creation of Kartia. We can't give away any more. If you can't figure it out, you should be thrown in the brig!

(Answer on page 30)

## TOP 10 REASONS THE XBOX IS SELLING HOOKY IN JAPAN

1. The Japanese are easily inspired that George Bush (the) threw up all over the place.
2. Where are the Roommate games?
3. The Japanese aren't big first-person shooter buffs. Bye-bye Halo.
4. Despite the allure of down-loading your own songs to the iero drive, i-rop just doesn't mix with any video game.
5. In Japan, the symbol X is a strong negative "Xmas." Who wants to buy a "No Box"?
6. Even the Japanese computer is too damn big.
7. The press must have gotten hold of those secretaries' Xbox ads with Bill Gates in full gasha garb.
8. They thought the Xbox was a new Y2K machine.
9. Being large with green eyes, residents of Tokyo thought that Godzilla was back.
10. They chose the Herzbürger instead.

## DEVELOPER TOP 5

Source: IGN.com

TONY HAWK'S  
PRO SKATER 4  
PRODUCER



1. Bomberman — NES
2. Super Mario Kart — SNES
3. Grand Prix Legends — PC
4. X-Flora — IBM
5. GoldenEye 007 — N64

## READER TOP 5

BRYAN BOYD  
WABECA, MN



1. Super Mario Kart — SNES
2. Grand Theft Auto 2 — PS
3. Super Mario 64 — N64
4. Zombies ate My Neighbors — SNES
5. Bomberman 64 — N64

Calla informs us looking for your Top 5 list. Consider yours. Please send your top five to:

Game Informer Magazine  
Attn: Top Five  
100 North Ave. St., Allentown  
Missouri, Mo 64501

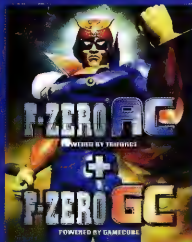
Remember that unless every month will be included as a drawing to win a GI gift. So get writing!

## SACRE BLUR!

The developers behind **Xbox's RallySport Challenge**, **Digital Illusions**, are back behind the wheel for the console's **Midtown Madness 3**. Race through the streets of Paris and Washington D.C. with 30 licensed vehicles and three modes: Blitz, Checkpoint, and Cruise. Pissing off Parisian pedestrians will be as much fun as putting your hood through a bakery storefront. There's no better way to break bread with the denizens of the City of Lights this fall.



## F-ZERO G-FORCES SUPPLIED BY TRIFORCE



A few months ago, we told you about **Nintendo** teaming up with **Sega** and **Namco** to create the **Triforce** arcade board based off of the **GameCube**'s architecture. The first fruits of this technology have been announced in the form of **F-Zero** (tentative title) for the GC and arcade.

The Triforce board was designed around the GameCube so that the arcade-to-home console conversions of games would be easier. The similarities between the two is being further exploited by having data between **F-Zero GC** and **F-Zero AC** (the arcade edition) transferable via the system's Memory Card 59.

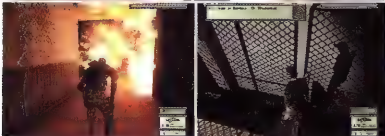
**Sega's Amusement Vision** studio will develop the games under the supervision of Nintendo, who will publish **F-Zero GC**. Sega, on the other hand, will put out the arcade cabinet. No dates for either title have been released yet. **Game Informer** contacted Namco about its plans to utilize the Triforce arcade board, but a representative said it has nothing planned at the moment.

## CLANCY'S LONE WOLF

Tom Clancy's name has already been applied to a host of group-based tactical shooters, but the latest **Xbox** game published by **Ubisoft** is of a different breed. **Tom Clancy's Splinter Cell** is a third-person adventure debuting this fall, starring a lone operative named Sam Fisher.

The game's story revolves around a sub-agency of the National Security Agency (NSA) called Third Echelon. This black-ops group operates in a slightly different manner. You'll use stealth and ingenuity to move through the title's 14 levels as a force of one. Unlike most games of this ilk, however, "stealth" doesn't just involve crouching like a monkey, but will entail sneakily scaling pipes, rappelling down walls, and other maneuvers.

**Tom Clancy's Splinter Cell** uses a modified **Unreal** engine capable of some notable visual effects. We've already seen some impressive shadows induced by a searchlight scanning a perimeter fence. Get out your wire cutters and load your gun, 'cause you're going in.



**STILL BAD** - First **GT Concept 2001 Tokyo** (see **GI #106**), now **GT Concept Geneva**, slated for release this July in Europe. New **Gran Turismo** games continue to come and go and we get...NO ACTION! **GT Concept Geneva** is the latest **GT 3**-based title featuring exclusive prototype cars. **GI** contacted **Sony** of America, who told us that territory-specific **GT Concept** games MAY be a new trend. Will **Detroit's** finest be next?



**GOOD** - The headline screams, "Lara Croft Gets Naked for Cash." **Eidos** donated the **Yam Rolder** costume of former **Lara Croft** model **Neil McAndrew** (1998-1999) to a children's charity auction run by **UNICEF**. If you see **Matt** running around in the green latex vest at **E3**, you know you won.

**UGLY** - **Minnesota** gets its first **Krispy Kreme** doughnut shop, and the whole state freaks. People camp out, cops work overtime to control the crowds, and Gov. **Jesse Ventura** decides to glaze over the state's 10,000 lakes.

**GOOD** - For the 10th anniversary of **Virtua Fighter**, **Sega** will release a **RPG/Adventure VF** for the **GameCube** called **Virtua Fighter Quest** in 2003. This new title is said to feature every **VF** character in the series.

**BAD** - **Sony's** having memory card problems. Sound familiar? Not since the console's launch in Japan two years ago has the small but important peripheral been such a thorn in the console's front side. Once again, supply shortages are to blame and it's, as the Japanese would say, "Uncool."



Whenever there's a juicy rumor in the industry, **Game Informer** experts are on it like a fly on s---. If loose lips are spraying hot gossip, we're sucking up the secret saliva and drooling it all over this section. 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! In the industry and need to get back at the boss who fired you by spilling some secrets? Email us at [loosetalk@gameinformer.com](mailto:loosetalk@gameinformer.com) and we'll be your shoulder to cry on.

**Loose Talk** has learned that **Shinji Mikami** has started on **Project Devil**, the tentatively named sequel to last year's **PlayStation 2** title featuring **Dante**. Not much is known at this point, although half of the game's missions are apparently playable with **Trish**. We believe this may be the first shot from **Project Devil**, which will appear on the console in 2003.



**Nintendo's** official website recently let fly with listings for games that may or may not be real. A **Super Mario World X** was mentioned for **GameCube**, while a **Final Fantasy** title was listed for both the **GC** and **Game Boy Advance**. Also, the **ESRB's** site had a **GC** vid titled **Pichu Bros: Party Panic**, suggesting a **Pokémon** spin-off. Are these for real? Nintendo's not saying, so stay tuned.

**Square's Final Fantasy** once hoped to topple **Enix's** rival **RPG Dragon Quest** (**Dragon Warrior** over here), but the tables have turned. **Enix** is searching for a "well known" developer to spearhead its upcoming next-gen **Dragon Warrior** title. The company plans to spring for production values that'll equal or better **FFX**. Also, development on **Star Ocean 3: End of Time** is underway by **Tri-Ace**, the makers of **Valkyrie Profile**. The title is expected by 2003, and is already turning heads.

**Metal Gear's Hideo Kojima** is set to supervise a new **Konami** project entitled **Eclipse**. The **GameCube** vid is scheduled for a release in 2004, and its theme involves the relationship between a father and a child. Whether that child actually turns out to be the father's bio-engineered brother remains to be seen.

**Pixar** has announced its next three animated films: **Finding Nemo** (an underwater adventure), **The Incredibles** (about a family of super heroes), and **Cars**, set for release starting in 2003. As with Pixar's other films, such as **Monsters Inc.** and **Toy Story**, expect video games for these movies as they appear in theaters.





PC Screenshot

Best RPG of E3  
Computer Gaming World



Xbox Screenshot

Top 20 Games of E3  
GameSpot



Xbox Screenshot

#1 Xbox Game of E3  
Gamesman



PC Screenshot

Elder Scrolls Series  
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.*

The Elder Scrolls III

# MORROWIND

[www.elderscrolls.com](http://www.elderscrolls.com)

**Bethesda**  
SOFTWARES INC.  
a ZeniMax Media company



Blood  
Violence

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# VIDEO GAME TRIVIA

Are you as bad ass as the illustrious Solid Snake, or as mindless as our bone-headed blue boob, Azurik? Hopefully, you can nail at least a few of these questions and elevate yourself to the rank of one of our other video game action heroes.

**QUESTION 1:** What is the name of the development team who originally developed *Castlevania* and *Contra*, and then broke away from Konami?

- A. SNK
- B. Hudson Soft
- C. Tream
- D. Irem

**QUESTION 2:** What is the name of the main boss – the super intelligent white monkey – in the PlayStation game, *Ape Escape*?

- A. Sinister Simian
- B. Spectre
- C. Sherlock Simian
- D. Spank the Monkey

**QUESTION 3:** Before *Crash*, and even *Way of the Warrior*, Andy Gavin and Jason Rubin (*Naughty Dog*) made a few other games. What was there first console creation?

- A. Dream Zone
- B. Rings of Power
- C. Keep the Crazy
- D. Bandicoot Wars

**QUESTION 4:** When Sega announced the release of the Sega CD, Nintendo countered and announced that it partnered with Sony to create its own CD machine. What was the name that the companies tentatively called it?

- A. Ultra Drive
- B. PlayStation
- C. Super CD
- D. Nintendo CD

**QUESTION 5:** How many Army Men games have been released? This number also includes ports.

- A. 19
- B. 26
- C. 37
- D. 53



**QUESTION 6:** Who created the first Easter Egg in a video game, and which game was it in?

- A. Shigeru Miyamoto, *Donkey Kong*
- B. Warren Robinette, *Adventure*
- C. Dan Bats, *Tower of Doom*,
- D. Ray Kaestner, *Burger Time*

**QUESTION 7:** The more widely known *Illusion of Gaia*, actually was a sequel to what commonly overlooked Action/RPG?

- A. Actraiser
- B. Soul Blazer
- C. Secret of Mana
- D. Star Ocean

**QUESTION 8:** When the Super Famicom appeared in Japan, NEC released the *SuperGrafx* to compete. How many games came out for the system before it finally failed?

- A. 7
- B. 3
- C. 16
- D. 29

**QUESTION 9:** Name this developer who has created some of the greatest and most under appreciated games around, which include *Rz* and *Space Channel 5*?

- A. Yuji Naka
- B. Shinji Mikami
- C. Hideo Kojima
- D. Tetsuya Mizuguchi



**QUESTION 10:** What is the name of the first and only videotape based game system?

- A. Magnavox VHS 500
- B. Atan Interactive VHS
- C. ViewMaster Interactive Vision
- D. Caleco TapeVision



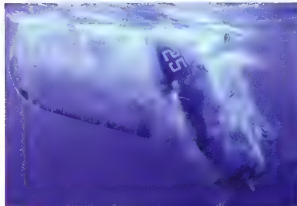
## SEVERAL TITLES SINK

Maybe it's not our fault, but a month after *The Game* Hombre's *Letter to the Editor* about abandoning game projects, entitled "The Will to Kill," a trio of publishers have decided to axe some high-profile titles.

**Electronic Arts** is scrapping *Medal of Honor: Fighter Command* (an aerial combat game), as it was thought to be getting away from the series' first-person shooter roots. It's not all up in flames, however. *Game Informer* talked to a representative for EA who told us that we could very well expect to see elements of *Fighter Command* in future *Medal of Honor* installments.

**989's** decision to delay *MLB 2003* makes it the second year in a row that **Sony** has failed to deliver a baseball title for the **PlayStation 2**. Ron Eagle, speaking for the publisher/developer, told us, "The game wouldn't be able to meet quality standards." He further explained that getting the physics to where they wanted them to be would have put the game into the All-Star break. *MLB* is striving for unparalleled depth, something this extra time will hopefully allow. Would Pete Rose even be on it being delayed again?

Finally, word from **Konami** is that it's severing its ties with the **ESPN** sports branding. The company tells us that its sports games would indeed continue, but that they would be moving into different areas. An action direction is the way forward we hear, so expect more extreme titles from the publisher in the future.



**1.2%** The percentage separating the sales of the Xbox and Bandai's Wonderswan: handheld in one week in Japan. By the way, the Wonderswan sold more in that week

**90%** of the days this month, at least one of the GI editors has been gone from the office on a business trip

**99%** of the time, Kristian has been successful in avoiding knowing anything about *Star Wars: Episode II* before its release

**53%** of the time the rest of the editors call Chet, "Chip." Which one does he prefer? Who knows?

**76%** of the staff had to review one of the myriad versions of Activision's *Spider-Man*

### Score & Rank



0-1 Azurik



2-3 Sarge



4-8 Chris Redfield



7-9 Dante



10 Solid Snake

THE MANIA IS ABOUT TO BEGIN ALL OVER AGAIN.



# LEGENDS OF WRESTLING



42 of wrestling's greatest including: Hulk Hogan, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam and many more!



Dominate your foes with the all-new ISP system for lethal one-button combos!



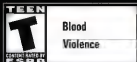
First-ever interactive wrestler entrances with announcer introductions!



Never-before, in-depth career guidance by Captain Lou Albano and "Mouth Of The South" Jimmy Hart!



Bull Rogers, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam, Jimmy "Superfly" Snuka, Road Warrior Hawk, Road Warrior Animal, Terry Funk, George "The Animal" Steele, Iron Sheik, Greg "The Hammer" Valentine, King Kong Bundy, Ricky "The Bruiser" Steamboat, Ted DiBiase, "Superstar" Billy Graham, Mr. Fuji, Captain Lou Albano, Sgt. Slaughter, The Sheik, Ivan Koloff



PlayStation 2



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# grand theft auto III

ACTUAL PC SCREENSHOT

"GRAND THEFT AUTO 3 EXPANDS THE VERY IDEA OF  
WHAT A GAME HAS TRADITIONALLY BEEN" - IGN.COM

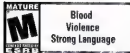
"AN AMAZING GAME." - NEW YORK TIMES

"A MAFIOSO MASTERPIECE" - MAXIM



## COMING SOON TO PC!

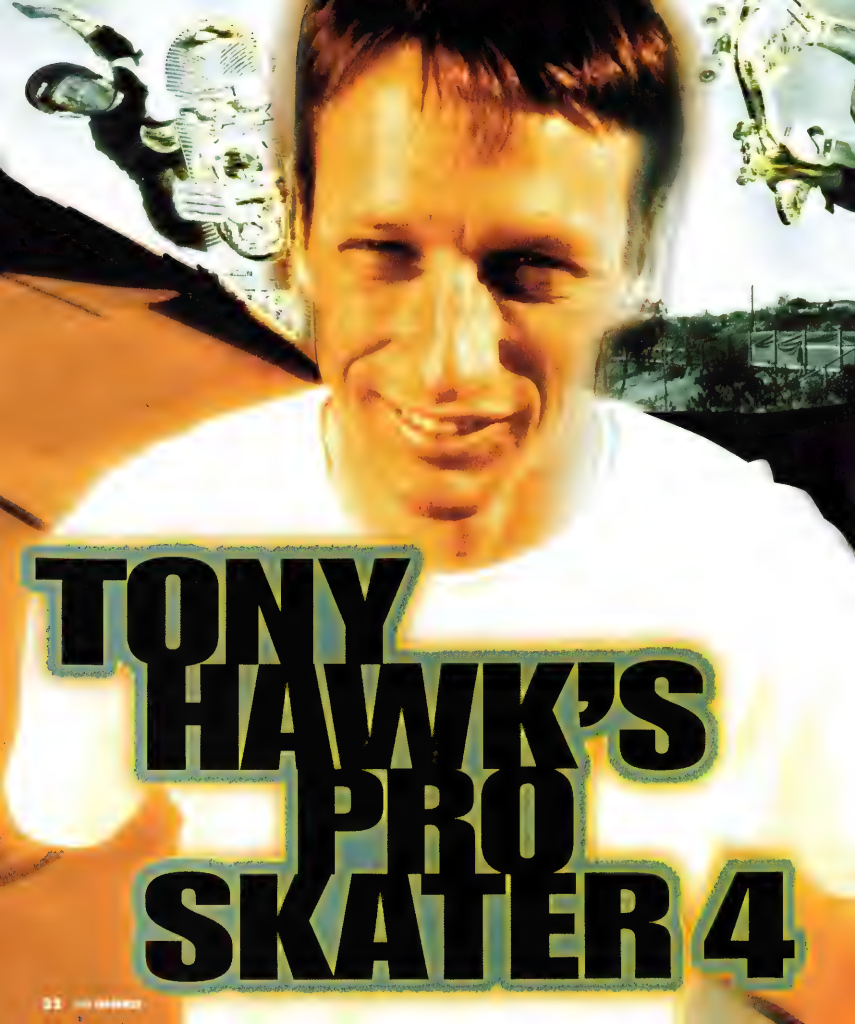
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PlayStation 2



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# TONY HAWK'S PRO SKATER 4





# THE SPINE-TINGLING SEQUEL

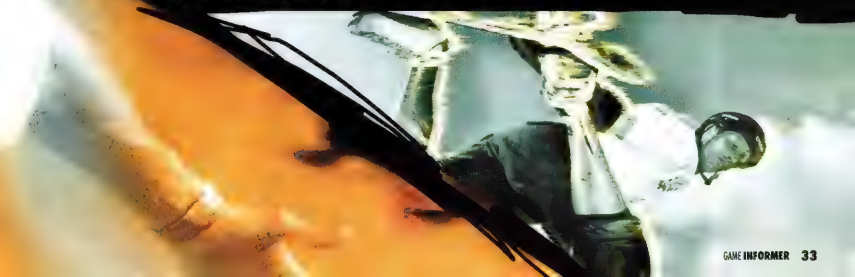
**T**he Tony Hawk's Pro Skater series has emerged as one of video games' best-selling franchises, topping the sales charts continually and annually. The formula that Neversoft has developed has proven to be overly addictive and something that gamers, no matter how much they try, cannot put down. It has essentially become the premium video game drug of choice. In terms of replay value, nothing can top it. As for the level of skill involved, it's setting a new standard with each passing release. Although the calisthenics involved hold true to sitting on your butt and staring at a TV while gingerly pressing buttons; this is, in fact, a major contribution to the goal of elevating games toward the level of a sport. Michael Jordan would shoot hoops for six hours a day to improve his game and Tony Hawk players across the country are doing just the same: practicing day and night, in hopes

of becoming the greatest digital skateboarder in the world. The response this series has generated is terrifying.

With status like this, it would seem unnatural—suicidal even—for Neversoft to scrap their award-winning formula and try something different all within the span of one year. As mind-altering as this revelation may be, Neversoft is intent on reworking the entire engine from the ground up. “We started over again...to a very large degree,” exclaims Joel Jewett, Neversoft's President. As brilliant as Tony Hawk's Pro Skater 3 may have been, successfully making the technology transition from the PlayStation to the PlayStation 2, Xbox, and GameCube, the final product didn't embody the vision that the development had originally intended. Producer Scott Pease elaborates, “We wanted to take the game in a new direction, but knew we wouldn't have enough power with the old engine. We built Tony Hawk 3 on Renderware. That

enabled us to ship the game on time. This year with Tony Hawk 4, we scrapped Renderware and are reworking our engine. It's a daunting process, but [we] had to do it.” For most developers, a maneuver of this caliber would equate to years of planning and coding. Neversoft seems confident that it can do it within a year and release all three versions of the game on time for the holiday season. Feeling how awestruck we were over this startling announcement, Scott calmed our nerves by saying, “We're keeping a lot of the core physics and stuff like that. Really, what we wanted to do was make the levels much bigger and more alive than ever before.” The fact remained, however, that Neversoft had to accomplish this task within a year—not even a year. Always confident, Joel boasted, “Pound for pound, we can chum out more than any other developer, baby! Tony Hawk 4 is bigger and better!”

■ PLATFORM PLAYSTATION 2, XBOX, GAMECUBE ■ STYLE 1 OR 2-PLAYER ACTION/SPORTS (ONLINE DETAILS TBA) ■ PUBLISHER ACTIVISION  
■ DEVELOPER NEVERSOFT ■ RELEASE WINTER



# HAWK



"In developing Tony Hawk 3, we ran into an unforeseen problem," Joel comments. "We'd design our levels, set the objectives, then ship it. When all was said and done, we would look back at those levels and say 'God, there's so many different things that we could have put in there as goals.' They didn't get in there because we had to move on. Also, at the time, you didn't know that specific level as well as you know it now. If we went back to Tony Hawk 3, we could have made some killer goals. That's one of our biggest focuses this time – to insert goals that are much deeper."

For most Tony Hawk fanatics, the Career mode was a great way to get to know the game; a primer of sorts for the long nights spent discovering new lines and perfecting skills. For the majority of the players out there – those who aren't concerned with scoring 30 million in one combo – the Career mode is the beginning and ending of the game. Recognizing this, Scott boasts, "This time around, we attacked the Career mode. There's so much more to do." Touching on the original vision, Neversoft didn't want the game to feel like a grocery checklist, yet that's essentially what it had become – complete an objective, mark it off of your list, move on to the next stage. Scott injects, "[Tony Hawk 4] feels more like real skateboarding than getting a list of goals to do. We had to do that in Tony Hawk 3 because we didn't have a lot of time."

Right off of the bat, you are subject to the sensation that you aren't in Kansas anymore. Tony Hawk 4 is in fact a

completely different game. The levels in the previous installments were easy to navigate and mentally map. This time around, the levels are actually fashioned as individual worlds. Drawing a comparison to Grand Theft Auto III, as you skate around, you feel overwhelmed by how much there is to see. The worlds truly seem endless. The first stage in the game is a college campus that is loosely modeled after the University of California, Berkeley. At first, and in comparison to the levels in the previous installments, this world seems somewhat barren and more real in composition. You won't see a handful of ramps set up in the middle of the street, nor crazy rails protruding radically from buildings.

The worlds were designed with realism in mind, and the result is just that. Another interesting observation is that the time meter has been removed. In such, the Career mode has adopted the freedom of Free Skate. In Tony Hawk 3, Neversoft experimented ever so subtly with the interaction of characters. In Tony Hawk 4, this has been amplified. Previously, the only connection you had with the characters was that you could run them down, get clobbered by them, or bring an axe to the old man in front of the haunted house. This time around, however, you can freely talk with everybody, including other pro skaters who happen to be tricking out within the general vicinity. When a conversation begins, the characters deliver the goals that you'll need to accomplish. For example, some civilian (whose look is randomly generated) may ask you to

grind five different rails within one minute. If you accomplish this task, you'll receive a cash reward. Another character, who happens to be a security guard, may not take well to your kind and will race off to bust all of your skating buddies. In this instance, you'll need to reach your skating friends before he does. This guy is fast, so you'll have to trick out on rails to gain speed. An arrow also appears for this challenge, leading you to the skater locations.

When you chat it up with other professional skaters, they want to see your mad skills. To much astonishment, all of the skaters feature authentic spoken dialogue. Joel quips, "Just the fact that we're going to orchestrate recording voices for 14 professional skaters who are freakin' flying around the entire planet all the time...that's huge, baby!" When you complete these goals, something truly extraordinary occurs. Scott filed us in, "We're going to have a given number of goals in the level that unlock additional pieces of geometry. Basically, if [you] complete Jamie Thomas' goal, he'll drag in some ramps into the level. As you go through and unlock these skater goals, you'll have the ability to go to a menu and toggle the Trick Set geometry on and off. So essentially, these additions will change the lines. You can basically mix and match the objects in the environment to your liking." This addition won't detract from the gameplay, but rather open the doors for even more elaborate trick strings.

As you can see, the objectives bring about amazing rewards, and are usually fairly



Much like Tony Hawk 2, cash icons are hidden throughout the stages.

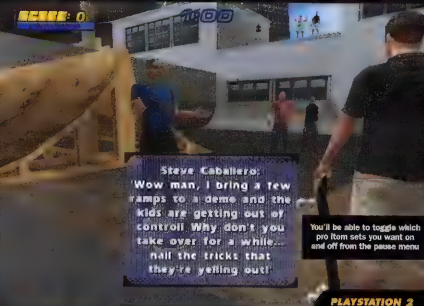
The size of the levels has increased dramatically, rivaling the likes of the cities in Grand Theft Auto III

diverse – tapping into every gameplay aspect. You may need to put an end to a fraternity party by smashing all of their kegs or run over each player on the college football team (which sports Vikings-like purple and gold uniforms). You never really know what you'll be doing next. Senior Designer Chad Findley adds, "Without the time limit, we can spend a lot more time on the goals and they can be a lot more complex." Institutions like S.K.A.T.E. will make a return, and will also be augmented in numerous ways. For instance, in a new goal dubbed C.O.M.B.O., you'll need to grab all of the letters in one combo line. These runs are extremely tough, targeting the hardcore players. Fortunately, however, if you mess up, you can hit the pause button, then access a Retry Last Goal option.

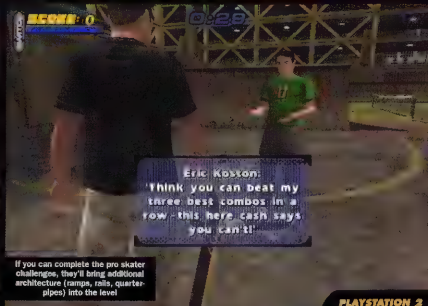
COVER STORY



GAMECUBE



PLAYSTATION 2



PLAYSTATION 2



All of the character models have been completely redesigned (from 3,000 polygons to 4,000). Also, if Neversoft has time, you may even see flowing garments and bruises and scrapes.



11





The balancing of the difficulty is one of the most troublesome aspects of developing a game like this. It has to appeal to newcomers, but also have the competitive edge that will keep the fan base hooked. "Before, we would tune the game so that the weaker players could unlock all of the levels," Scott comments. "In doing that, however, we know there's a whole hardcore subset of people who are really good at the game, who want challenges that are really hard. So we're restructuring the way it works. The first time you play through, there will be a set of goals that allow you to get through the levels. Then there's extra pro goals after that that are insanely tough. You'll unlock new goals that go all the way back to the first level."

Neversoft hasn't finalized how many goals will be in the final game, but predicts that there will be approximately 160 different challenges to complete. In the previous games, you could fly through the Career mode rather quickly once you knew where everything was. At this point, the game transformed into an endurance test, asking players how many times they wanted to beat the game. Neversoft is scrapping this formula. If the developer's estimates are correct, the time it takes to beat the game once should equate into how many times it took you to complete Tony Hawk 3 with every character. As for the bevy of secrets, the reward system is now based on the cash that you earn. With it, you can purchase new boards and clothing, or can save up for a secret level or skater.

The objective variety will surely push gamers' skills to the limit. "I think there's a lot of people out there that have played the games, but don't necessarily know the language of the games," Joel comments. "For example, I may know how the game works, but I never got to a point where I mentally knew how to perform a Kickflip. Now, we're adding in some goals that will help teach people how to play the game and program the mind. Right now, we're calling it

Skate Tetris. Essentially, the way it works is when you're playing, characters in the level will yell out tricks and you will have to perform them. You gotta keep your flow going as a list builds on the side of the screen. If you get too many tricks on the screen without knocking them off, then you're out. For me, this [gameplay mechanic] has made me a better player. Basically, I know what trick is coming out. I know the name of the trick. And I know how to do it.



## THE ANATOMY OF THE SPINE TRANSFER

The Spine Transfer is the new play mechanic in Tony Hawk 4. Much like the Manual and Revert, this maneuver will allow players to connect larger combo lines. Here's how it works.



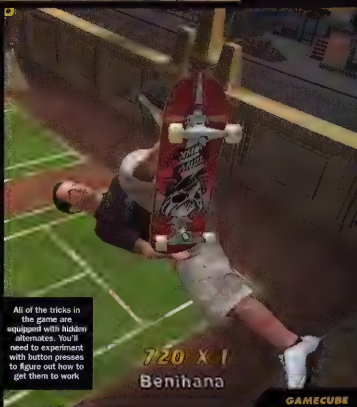


By the time you're done with this version of the game, I'm hoping that all of the people out there will be better players. From there, we'll try and move forward."

For those of you who feel comfortable with the formula up to this point, Neversoft is expanding upon it once again. In Tony Hawk 2, the Manual was added. In Tony Hawk 3, combos were extended through the implementation of the Revert. Keeping with this theme, players will now be able to trick for hours on end with the new Spine Transfer maneuver. The way this trick multiplier works is quite simple and very much like the Revert. Basically, if you press R2 when you reach the top of a ramp, your skater will kick off of the top either to connect to an adjoining ramp, or launch to whatever may reside behind the ramp. Most of the levels are designed to tap into this trick. Furthermore, Neversoft has added a Recovery move. This tactic isn't a multiplier, but it will lend aid. If you launch off of a quarterpipe at an odd angle and will surely eat asphalt, you can press R2 before crashing to straighten yourself out (much like the Big Air drops in Tony Hawk 2). Of course, if you successfully nail

this move, you can Revert once you land to continue your combo string.

Additionally, if you enjoyed the Hidden Combos in Tony Hawk 3, every trick (including the grabs) should have a hidden alternate that is unlocked through specific button presses. Since most of the levels take place in sprawling urban areas, you'll also be able to skitch on the back of vehicles — complete with a balance meter. Neversoft also intends to push player skills to the next level in several of the objectives. Skating on solid land may be tricky enough for some gamers, but you'll have to adapt quickly as you'll now be tricking out on moving objects. In the college stage, one of the pedestrians wants to see if you can Spine Transfer between the floats in a parade ten times. At this moment, three floats appear on one of the city streets. You'll need to launch onto one of them, then transfer to the others over and over again. Of course, since the floats are moving, the game quickly transforms into a test of physics and trajectory. As if this wasn't enough, the floats eventually turn a corner, thus altering the strategy yet again.

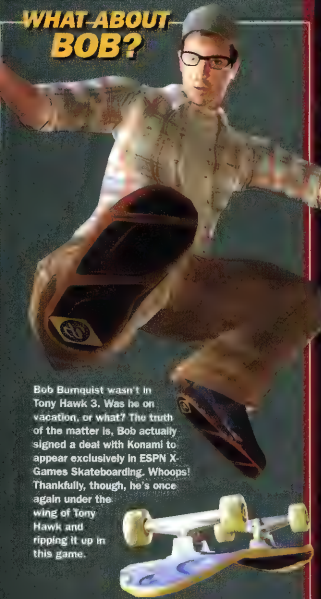


## SKATEBOARDING IS FOR LOSERS!



Minigames are dispersed through all eight of Tony Hawk 4's worlds. You may find yourself playing tennis, shooting three-pointers, or even dodging monkey poop for hours on end. Naturally, you'll be rewarded cash bonuses for excelling in these minigame diversions.

## WHAT ABOUT BOB?



Bob Burnquist wasn't in Tony Hawk 3. Was he on vacation, or what? The truth of the matter is, Bob actually signed a deal with Konami to appear exclusively in ESPN X-Games Skateboarding. Whoops! Thankfully, though, he's once again under the wing of Tony Hawk and ripping it up in this game.

SCORE: 1832



You'll encounter (and interact with) every walk of life within the zoo world.

PLAYSTATION 2

The amount of time you spend in a level finding new lines, opening new areas, and simply traversing the terrain is incredible. In all honesty, if the game were comprised of just one level, we have a feeling that Tony Hawk fans wouldn't complain. As of now, Neversoft is shooting for eight different worlds –

the same number in the previous three games. All of these stages are expansive, and none of them are used for the sole purpose of a competition. Each, actually, features at least one traditional ranking competition against other skaters. Sticking with the theme of the game, these events are unlocked by talking to people. If you ever do tire of a stage (which we doubt you will), you'll need to seek out the exit. On the college level, you'll need to pay a cab driver to drive you to the next world – which, for the time being, is a zoo. If you thought Neversoft reached its creative height with the cruise ship in Tony Hawk 3, wait until you see this stage.

Every animal imaginable is represented in some fashion, and most of them are interactive. You can grind on giraffe necks, pay your respects to the seals, and even hang with monkeys. Goofing around with the animals seems purely novelty at first, but as you'll quickly see, they actually unlock a number of interesting things. For instance, if you launch off of a bird cage onto an elephant's back, the beast will rampage, smashing picnic tables in its wake (which turn into ramps), then barge through the sealed doors on the aquarium – opening a new area for you to skate in. Touching on Neversoft's sick humor, if you use the binoculars surrounding the hippo pen you'll spy (for a brief second only) two hippos in the distance trying to create a family. Gross! Of course, the most amusement comes from the monkeys. You can sit back and watch them bounce from one

tree to the next. Don't stand there for too long, however, as one of the lil' buggers will toss his feces at you. Thankfully, there's glass in the way. The poo sticks to the window, then slowly slides down. Nasty! We won't even get into what the apes or lions do. Let's just say, people's lives are sacrificed.

As it stands now, Tony Hawk 4 is overflowing with additions, but it doesn't end here. For those of you who truly need a break from the action, you'll now have a chance to take out your frustration within minigames that tie into the themes of the worlds. In the zoo, you'll be treated to a Kaboom-like minigame where you must dodge monkey poop. In the college level, you can use your skateboard as a racket and compete in a surprisingly good tennis game, or simply shoot hoops at the basketball courts. Basically, if you can see it, there's a good chance that you'll have the chance to interact with it.

As far as new skaters, Neversoft didn't want to comment at this time, but did admit that all of the skaters from Tony Hawk 3 should be back; and after taking a much-needed break, Bob Burnquist is making his triumphant return. All of the perks that you've come to expect – like the Create-A-Skater and Park Editor – are still a part of the picture, and have been drastically overhauled. Online play and split-screen multiplayer modes will receive extensive tweaking as well. It's hard to fathom that Neversoft could pull all of this together within one small year, yet from what we've seen, the game is well on its way to becoming the best in the series and the first to emerge as something far greater than you could ever imagine. More mind-boggling yet, Neversoft is developing all three versions at once; and unlike Tony Hawk 3, all of them will release on the same day. Chad broke it down perfectly, "We're not #S1\$bling around here." Believe the hype: Tony Hawk 4 is bigger and better in every conceivable way.



The gaps in Tony Hawk 4 are very inventive, and as always, cleverly named.

350 X 2  
Beanplant + Arfl Arfl Arfl

PLAYSTATION 2



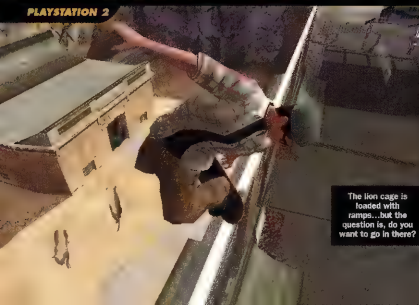
We figure most gamers will spend a significant amount of time near the monkey habitats.

PLAYSTATION 2



The new graphics engine has allowed Nevebolt to create expansive worlds showing every detail without clutter.

GAMECUBE



The lion cage is loaded with ramps...but the question is, do you want to go in there?



"I wonder what would happen if these apes got loose?"



# DEUS

*Shining The Light*



**In most games,** the developers spoon-feed you the experience. They give you a problem with one solution. They give you cutscenes that tell the story like a book. You basically sit back and watch it go by. Ion Storm does something different. With games like *Thief* and *Deus Ex* (pronounced *day' us*), you are given the tools to make up your own story; the tools to solve the problems your way. Instead of the passenger of the adventure, you are the driver. The game is as much about you, the individual, as it is about you, the in-game character.

These types of games, which Ion Storm calls *Immersive sims* (a term coined by Looking Glass, a company where many Storm employees originated), are an ambitious offshoot of the first-person shooter. The original *Deus Ex* took a different path than any other FPS before it, blending RPG and character-building elements. The experience was different for every player who took its reins, because you had virtually limitless options on what you

could do. It followed a new, advanced agent working for the government — JC Denton — on a twisted tale of deceit and corruption. How this character evolved was up to you. He could become the hacker, turning security systems on enemy troops. He could be the explosives expert, wielding an arsenal of volatile bombs and mines. His specific skill levels were built up at your choosing via earned points. You wouldn't have to change your style to fit *Deus Ex* — it would tailor itself to your style.

*Immersive sims* have built up a nice following in gaming over the years, but that's simply not enough. The time has come to aim for the top. *Deus Ex 2* is being designed primarily for the Xbox, but will also appear on PC and PlayStation 2. It will usher in a new era of free-form gameplay and open-ended brilliance, and will make a whole lot of games — both PC and console — look simply juvenile by comparison. *Game Informer* gives you an early glimpse at the direction *Deus Ex 2* is going, and how it's getting there.

■ **FORMAT** PLAYSTATION 2/XBOX/PC ■ **STYLE** 1 PLAYER ACTION/ADVENTURE ■ **PUBLISHER** EIDOS ■ **DEVELOPER** ION STORM ■ **RELEASE** TBA

# EX 2

## On A Revolution



## The New Style

Making games that play like a dream has always been job one for Ion Storm. Perhaps the sole complaint we had with *Deus Ex: The Conspiracy* on PlayStation 2 was that its graphics were a generation or two behind – understandable, since the PC game released in 2000. However, the developer's focus for *Deus Ex 2* is to get the visual beauty up to speed with the perfect control. Says Warren Spector, Ion Storm's Studio Director, "I personally put graphics and flash second, but the challenge this time is to take no prisoners. We know we can do the gameplay.

This time, we're focusing a lot on graphics and technology." To accomplish this, the company hired a team of A-list artists to act along with its already talented team of programmers as they slaved to get the most out of the system hardware. The results, however early, have been nothing but mind-altering. These include impressive bit-mapping effects, volumetric shadows, and, as Harvey Smith, the game's Project Director and Lead Designer boasts, "the most sophisticated physics I've seen in a game."

These new, impressive visual and technological advances aren't just for bragging rights. As Spector states, "Things that are flash and sizzle for other games are gameplay for us." Every shadow serves a purpose. Each new physics model is to make objects that much more interactive. These enhanced elements will quickly become more necessary for your survival than for your aesthetic enjoyment. Following is a breakdown on what you can expect from both *DX 2's* technology and game theory.

## Speech Tags

### WHAT THIS IS:

Chatter by NPCs is related to their mood, the people they're with, and the things in their line of sight. Thus, you never know what someone is going to say.

### WHY IT'S COOL:

**EXAMPLE #1** You've been on a killing spree, taking no prisoners. A gung-ho soldier commends you on your violent ways, and gives you more ammo to continue fighting the good fight.

**EXAMPLE #2** Awaiting the subway, you stand next to a bum. He talks your ear off about his woes. A cat gingerly crosses your path. The bum remarks, "Hey, check out that cat." You fire at the feline until it's dead. He exclaims, "Why'd you have to kill the poor cat?" before fleeing.



## Artificial Intelligence

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## Lighting

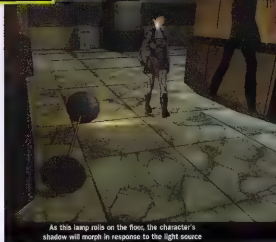
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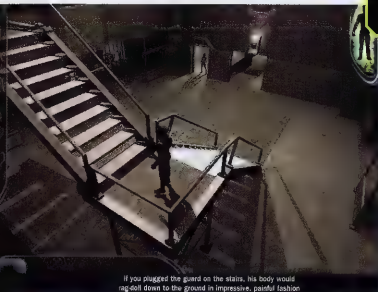
Every light source you see in the game is real, and every reaction to it is dynamic. Bulbs emit rays that are perceived by textures, which then change depending on the distance and angle. Also, real-time shadows are cast in relation to the light. These shadows aren't just painted on textures, but are volumetric, meaning they have depth to them. They crawl up walls, and appear on moving objects as they pass.

### WHY IT'S COOL:

**EXAMPLE #1** A bad guy is hot on your trail. You open up a door and duck down, concealing yourself in the shadow it casts. The enemy doesn't spot you, and continues walking.

**EXAMPLE #2** You're traversing through a well-lit corridor. You round a corner and see the shadow of a foe coming your way. You get the jump on him before he realizes you're there.

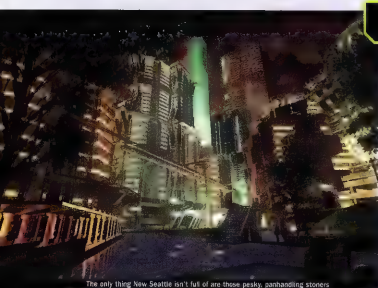




If you plugged the guard on the stairs, his body would rag-doll down to the ground in impressive, painful fashion.

“ This time, when we ship Deus Ex 2, I don't want anybody saying, 'The graphics are so-so, but the gameplay rocks.' No, I want 'Final Fantasy what?' 'Metal Gear who?' ”

**WARREN SPECTOR**  
EXECUTIVE PRODUCER



The only thing New Seattle isn't full of are those pesky, garbarding otters.

## Physics

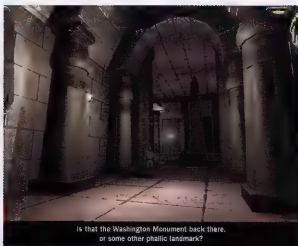
### WHAT THIS IS:

All of the objects in Deus Ex 2 have their own collision fields. Unlike the first Deus Ex, where the fields were vague, those in DX 2 are detailed to the exact polygon. These objects realistically react to being touched by other objects or surfaces in the game (and when stacked or thrown).

### WHY IT'S COOL:

**EXAMPLE #1** The sound of footsteps echo up a staircase. You pick up a barrel and throw it down the flight; crashing onto an adversary below.

**EXAMPLE #2** Sauntering through an office, you run into a chair with wheels. It collides with another just like it, knocking them both over. Their round geometry make them both spin around in a circle as you titter with glee.



Is that the Washington Monument back there, or some other phallic landmark?

## Object Density

### WHAT THIS IS:

Having more objects clutter up the area. Deus Ex was known for its wealth of items to interact with, and Deus Ex 2 will have even more stuff laying around. You can waste away the time between firefights by absorbing the scenery – as well as taking, pushing, stacking, eating, or just playing with all the plentiful items placed in the environment. Besides, what fun is a bunch of empty rooms?

### WHY IT'S COOL:

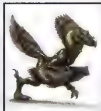
**EXAMPLE #1** A mission takes you through an alleyway where 12-foot fences block an apparent dead end. You stack garbage cans and crates against the wall, enabling you to jump over the fence, and enter a secret area.

**EXAMPLE #2** Security cameras are everywhere. You're in a classroom loaded with desks. You duck behind one until the lenses are pointed elsewhere. You duck behind another desk, closer to the door, and wait for the coast to clear again. You continue this until you get to the doorway, then hack into the security system to turn the cameras off, allowing you to stroll through unnoticed.

## FYI...



All Dogs Go To Heaven: Producer Warren Spector's wife stopped playing Deus Ex because of the guilt she felt after accidentally killing a dog in the game.



Life Imitates Game: Nearly every seemingly far-fetched theory and ideal in Deus Ex is based on fact – biotechnology, shadow governments, etc. In fact, paleontologists have discovered a fossil with feathers much like the game's Greasest.



The Non-Violent Approach: Fanatical gamers have been able to successfully complete Deus Ex without so much as drawing their weapon.

## You're The Star

Deus Ex put every gamer in the shoes of augmented super-agent JC Denton. To give you even more freedom in the sequel, and partially due to the high volume of female players for the original Deus Ex, Ion Storm is letting everyone customize their own unique main character (though Denton will still show up). This includes selecting their gender and ethnicity. Continuing with the advanced AI theme, NPCs will address you differently depending on which character-building choices you make. Of course, the best thing about this new option is the ability to give yourself bosoms.



**We want to change the world.**

**WARREN SPECTOR**  
EXECUTIVE PRODUCER

## Black Market Blues

Augmentations are the key to building a better hero. Canisters lying around in Deus Ex would allow you to tweak your arms, legs, and eyes in different ways, giving you the ability to see through walls, move massive objects, or become invisible. The list of these in Deus Ex 2 has tripled!

In fitting with the chaotic state of the world in DX 2, black market augmentations will show up; many spawned from behind the red curtain of Russia. Since they are not regulated by a governing body, they are much darker and more bizarre. For example, one augmentation to restore your life is called a leech drone. This mini probe droid will seek out life forms, sap them of their energy, and transfer it to you. You don't have to choose any of these, of course; but if you do, they will start at one level higher than standard augies. However, each will have a side effect, making it crucial to pick the right mix. For example, one may make your melee weapons super fierce, but make you walk slower in the process.



The tentative heads-up display shows each area for augmentation, including ears, lungs, and skeleton.

## Fire At Will

Sneaking around, picking locks, hacking computers and disarming security all help you stay alive, but you will also need to take a few lives in the line of duty. Deus Ex 2 has a variety of weapons for every taste. You can choose to build skills for each weapon type, including the big guns, your pistol, and the rifles. Let us not forget explosives and melee devices. Also, you can attach upgrades to the weapons themselves to make them more effective (adding a scope, installing a silencer, etc.). Firearms can be commandeered from your downed enemy, or you can choose to just shoot it out of their hand.



Is there any wonder why Deus Ex has so many leather couches?

Ion Storm may focus on the collective team, but Warren Spector, its Studio Director and Executive Producer for Deus Ex 2, is a certifiable gaming visionary. His role in such classics as System Shock, Ultima 6, and Thief proves this – not to mention his work on the original Deus Ex. We sat down to talk to the outspoken game-maker about his past and gaming's future.

## Warren Spector Interview

**How does it feel to finally be making console games?**

I've been wanting to do a console game since 1991. Now, we have a publisher in Eidos that supports us making this move, and for the first time we have consoles that are powerful enough to support the kind of games we want to make. Before the PS2, we couldn't even think about making a game like Deus Ex. It wouldn't work. Anyone who says they don't want to reach the broadest possible audience, and expose the most people that can to what they do, is just nuts.

**When Deus Ex released, how did you feel?**

We took things to an extreme in Deus Ex that nobody had really gone to in terms of giving players the power to make decisions and make choices, and show them the consequences of those choices. We had no idea how people were going to respond. It was terrifying. If they compare our stealth model to Thief, we were doomed. It's not as good. Thief is a razor-sharp game about sneaking. If they compared our combat model to Half-Life, we lose. Half-Life is nothing but shooting. If they compared our role-playing depth to Baldur's Gate or anything from Square, forget it. We're not there. If people got that they were what was important: their creativity

was important, their story was important, and their choice was important, and they could change their approach to every gameplay situation based on how they wanted to deal with it right that second... If they got that, we win. Luckily, on the PC and so far on the PS2, people are responding exactly the way we wanted them to, or hoped they would.

**Why do you put so much time and effort into your games?**

There aren't enough people making games like this, with the type of depth and sophisticated gameplay. We don't settle for the easy, bloody answer. All of that sophistication and depth is in the service of making the players' experience unique, and allowing players to get at it easier. We want to change the world. I want to make every other developer in the world ashamed of themselves. I want them not to be able make to the same old lame game they've been making for the past ten years.

**How do you view competition?**

I want to play games! I'm not at all afraid of competition. If someone makes a better game than me, I'll learn from that. It's just a different approach to life and business and games.



## Anything But Normal Mapping

Polygons are all well and good, but the more it takes to compose each onscreen model, the more juice it saps from the system. Thus, Ion Storm is taking advantage of something called normal mapping for *Deus Ex 2*. This is a way to add massive details to simple models by placing multiple textures on them. This way, a character made up of a mere 3,000 polygons can look like it contains 30,000. Minute details such as clothing wrinkles and facial features can be added, and hardware power isn't sacrificed. We witnessed a video demo showing the transformation from wireframe to detailed character model, as the camera panned around a female agent.



A wireframe model of the female agent.



One texture layer is added, along with a light source.



More definition is added, such as hair and clothing lines.



Detail is further enhanced, including creases and other fine features.



The finished product, in all her glory.

■ We get our rocks off, creatively, by letting the player have the power.

**HARVEY SMITH**  
PROJECT DIRECTOR/LEAD DESIGNER



A sampling of *Deus Ex 2*'s enemies.

## Who And What To Shoot

There are plenty of forces arrayed against you in *Deus Ex 2*. They encompass human, animal, robotic, and any combination of the three. Many enemies are better left alone, as you sink by them praying they don't hear your footsteps or see your shadow. Some, like the tank-sized prehistoric Karkian and the feathered Gruesel, actually have a symbiotic relationship, making them that much more devious.



Enough people have told me I'm insane that I'm starting to believe it. If we're not the best at what we do, what business do we have being in this business? Making games is so hard, it's almost beyond words. The stress is so high. The money we're spending is so huge. If you don't believe that you can do better than anyone else, you couldn't survive for 10 minutes.

**How much longer does it take to make a detailed game like *Deus Ex 2*?**

For us on *DX 2*, there's a lot of up-front work. We've been working on this for a long time. We started with the next-generation Unreal engine, and we're replacing the parts that don't add up to the gameplay we wanted. Only now are we starting to see that the tools are in place. Once we have those simulation tools in place, I think the actual implementation is not going to take a lot of time. In a simulated game like this, you typically end up at a point where the game's playable from start to finish, and everybody looks at it and goes, "Oh my God, this sucked! You can complete the game and it's no fun!" Then starts the six to nine months of tweaking and tuning and balancing and realizing you don't have enough paths through a map, and there aren't enough tools in place for players to actually engage in the kind of dialogue with the creators that

you want. And that's where the fun part comes in. There's a moment in every one of these games when I'm beating my head against a desk going, "Why do we do things the hard way?" In fact, I look at some of the things we're doing, and I think to myself if we just did a shooter: no dialogue, no story, a bunch of locked doors, nail the combat...we'd probably sell 10 times as many copies. It would be way better than any shooter anybody's ever done. But at some point, it wouldn't be as satisfying. Instead of providing a game that appeals to everyone, because everybody can find a way to make their way through it, we'd be making this tiny little thing. I don't want to do that.

**Ion Storm is big on fan feedback. How much does it affect the development of *Deus Ex 2*?**

People who don't show respect for players - go kill yourselves now. You don't want fans designing the game, but you want their input. You have to listen to your publisher. You have to listen to your friends. You have to listen to players. You take all their feedback, and you weigh it against your personal experience and personal goals as a developer, and say, "Which of these things do I really need to pay attention to? Which of these things are just the rantings of crazy people?" Everything

in game development is about trade-offs. There's a benefit to every decision, and there's a cost to every decision. Until you've done this five or 10 times, you're not equipped to understand what the trade-offs are. You have to filter the response, and believe that you know what you're doing at a fundamental enough level that you can ignore what people tell you.

**What, to you, makes a good game?**

A game that engages players, and lets them make choices throughout the game. The easy answer is a game that's fun; but that's completely meaningless. A game needs to realize that fun is different for everybody. There are plenty of games out there where you step on a secret trigger in a hallway, and you hear the same NPC say the same thing every time, and they go to the same spots, and they draw the same weapon, and they start shooting at you. How is that interactive? How is that a game? For us, we have a whole different philosophy on how this all will work. Games are about players and developers having a little dialogue.



# GLADIUS

THE LEGEND OF FINAL FANTASY TACTICAL DRAGOON


"I've had enough of Star Wars [games]," exclaims Gladius' director, Robert Blackadder. So have we, Robert...

Amidst the creatively oppressive number of Star Wars games constantly pumped out of LucasArts, it's not at all curious that some of its talent tires of the same established universe and genres. Fortunately, Blackadder's vision has swayed LucasArts to grant him the creative autonomy to take an ambitious step in a direction that deviates from the formula of what a LucasArts game has been.

In short, Gladius will attempt to combine and surpass the strategic genius of Final Fantasy Tactics and the active combat system from the underappreciated, The Legend of Dragoon. To ensure that the team realizes this vision, Blackadder required all of his designers to play through FF Tactics before they began work on Gladius.

Although movement within the arenas will remain turn-based, the combat will offer more dynamism and variety than The Legend of Dragoon ever did. Depending on the character class and assigned attacks, players can execute a wide array of combo moves (regulated by the Swing Meter), team offensives, projectile attacks, magic, and monster summons. The combos — our favorite element — will consist of many different controller mechanics such as inputting elaborate string combinations, tapping at precise moments, mashing buttons rapidly, and aiming techniques. Producer Daniel Tyrell assures us, "We want to keep combat feeling as fresh as possible, so we are looking at games like Mario Party for inspiration." Thank goodness he's only looking into the controller mechanics themselves for inspiration. If executed correctly, this will translate into an epic strategy/RPG experience that's less passive, and more skill based.

■ PLATFORM PLAYSTATION 2/XBOX/GAMECUBE ■ STYLE 1 OR 2-PLAYER STRATEGY/RPG  
■ PUBLISHER LUCASARTS ■ DEVELOPER LUCASARTS ■ RELEASE SPRING 2003



“Gladius is a mixing of things that has not been done like this before.”

ROBERT BLACKADDER  
DIRECTOR

The Galak are supporting characters.

He is a good one, you know.

The Mongrels strike fast.

## ENVIRONMENTAL EFFECTS

The battles will transpire in one of 20 colseums, all of which present unique obstacles and different situations. When attacking and moving, players will need to take variables into consideration such as elevation, barriers, weather, and even spectators. Since each arena resides in a particular city with specific enemies, you'll confront foes who bear a slight advantage due to the arena's layout, terrain, and audience.

Although fans can aid foes, they ultimately root only for the most spectacular team. If you act smartly, and nall those combos accurately, you can sway the crowd to a favorable thumbs-up! Once the crowd meter fills completely, the characters actually morph into slightly larger versions, allowing for increased movement and a more rapidly-increasing special move meter.

To further ensure that gameplay variety prevails and monotony falls, most battles will necessitate particular party requirements. Each gladiator league forces players to deploy certain character classes or a combination of classes, although some will permit more leeway. With 19 class types and over 100 variations on the models, the possibility of confronting the same exact situation twice is unlikely. Players can build their gladiator school to consist of Druids, Legionaries, Samnites (12 foot, overweight giants), Centurions (commanders), Berserkers, Secutors (light gladiators), Barbarians, Channeles (magicians), Summoners, Galdrs (witches), and more. If the party lacks one of the particular classes needed, the player must then seek out a member of that class, and try to recruit him or her. To complicate this process a little and add depth to the characters, certain gladiators may not join your school. This depends on who's already registered to your school, since some gladiators hold personal and national grudges.

Obtaining new members mostly depends upon your school's popularity and, more importantly, how good of an offer you can afford. To aid in your



FEATURE

There are also characters that specialize in commanding

decision as well as effectively maintain an existing party of 36, Tyrrell (a sports gaming expert) has devised elaborate catalog sheets which record performance statistics on each character, like critical hit mental status, etc. Unfortunately, we're uncertain as to whether recruiting actually requires players to search through towns, or simply analyze lists. Since character, item, and weapon management will be an integral element, serious fans of the strategy and RPG genres will be happy; but LucasArts will hopefully provide some sort of explanatory tutorial so as not to alienate interested newbies.

There are four regions in the world: Northg, Imperia, Southern Expanse, and Windward Stoppes







Press the corresponding buttons as the bar slides for a combo



The red line indicates that you're in range to attack. Because the area of damage can extend beyond one space, you do have the possibility of hitting other enemies close by



Hit the button in the red for a precision attack on the Samnite



## REPRESENTIN' REPLAY VALUE

Item and weapon management will probably be carried out as veterans might expect. There are numerous potions, relics, armor, swords, and shields to customize your character with. Players can even adjust the gladiators' size – small, medium, and large. LucasArts will also consider including an option that allows friends to swap and trade items.

Given the game's non-linear approach and battle variation, the incentive for trading will be limited only by the developer's ability to create enough unique rewards and secrets. Some of these may consist of hidden characters and arenas, while others will bestow weapons like a Super Shoryuken Blade of Decapitation – or perhaps not. Blackadder and Tyrell still have yet to decide how to distribute these rewards, but some will certainly be granted for winning seemingly impossible matches. Blackadder lightheartedly states, "If you can manage to take out six Samnites with three lowly Legionaries equipped with sticks, I think that qualifies the player for a gratifying prize." After seeing our first 12 foot, D-cup-sized Samnite in action, we concurred.

Gladius will accommodate a few extensive two-player modes to maximize replay value and entertainment: Cooperative and Head-to-Head. The Cooperative play basically allows friends to go through the story together, with each person controlling a group of combatants. Fortunately, anyone can freely plug in and play without having to begin a separate two-player game.

The versus competition simply pits schools against each other. Battles in Head-to-Head resemble those from the story mode, but with one exciting difference – the manner in which combos are conducted. When one player engages another in a combo attack, the second player has the possibility to block attacks by more accurately inputting buttons on the same Swing Meter. Although we didn't get a chance to see Head-to-Head in action, we can just imagine the cool-looking spectacle that the swift collisions of swords and shields will create, not to mention the painful thumb cramping that intense grudge matches of this nature will certainly cause. But that's the kind of gratifying pain we adult gamers...er, we mean old-school gamers, can appreciate.

A victory pose is in order upon winning a grueling battle



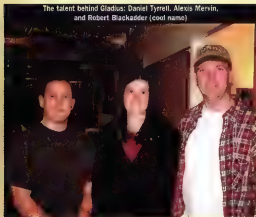
## AN EPIC TALE

The ability to freely travel around and the presence of arcade elements makes it seem unlikely that we should expect a coherent story applied to *Gladius*. However, Blackadder has a dedicated writer aiding him in the plot and character development process. Blackadder wants to employ the story as a compelling tool that directs players in the necessary direction, while simultaneously granting the individual the liberty to regulate the specifics on how to reach the essential destination. Assuming that the story remains intact despite varying perspectives, *Gladius*, in terms of replay value, could emerge peerless on consoles.

The overall plot places Valens, the protagonist, and Ursula, his female counterpart, against a sordid group of dark forces led by the despicable Nephil. This evil crew hopes to resurrect the Dark God of Chaos and bring the four main regions of the world under their control. Valens' story mainly deals with revenge. When his father is murdered, the gladiator school of Imperia loses most of its members, so Valens takes charge to rebuild its reputation and ultimately exact revenge upon his father's slayer.

Ursula, our heroine from Nordagh and despiser of Imperia, and Eriand, her brother, wish to flee from the oppressive rule of their father and one day hope to battle at the Emperor's coliseum. Although LucasArts won't reveal too much of Ursula's adventure, Blackadder promises that it will expose a darker, more serious version of the overall plot.

The talent behind *Gladius*: Daniel Tyrreth, Alexis Wernin, and Robert Blackadder (cool name)



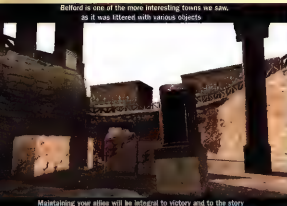
*Final Fantasy Tactics* epitomized the strategy genre for consoles, and *The Legend of Dragoon* showed us that turn-based RPGs don't need to be passive. We can only hope that *Gladius* will successfully incorporate these two crucial gameplay elements, as well as maintain a compelling story and simple interface. This will ensure LucasArts's continued support of things NOT Star Wars related, and of course, give us gamers an experience we shall not forget.

## FEATURE



Here's an artistic representation and in-game capture of Ursula powering up

Belford is one of the more interesting towns we saw. It was littered with various objects.



The detail in the models is pretty nice - every character has between 3,000 and 6,000 polygons, plus over 200 points of articulation



Maintaining your allies will be integral to victory and to the story



# PREVIEWS



PLAYSTATION 2, GAMECUBE, XBOX

## X-MEN: WOLVERINE'S REVENGE

METAL GEAR SOLID MUTANT STYLE

**If you ask** 100 people who their favorite X-Men character is, there's a good chance that the majority of them would instantly blurt out Wolverine. Of course, the women out there would probably say Storm or Rogue, maybe even Beast because he's fuzzy, but in all seriousness, what do girls know about comic books anyway?! All kidding aside, however, Wolverine is a fan favorite; and through the years, his popularity has soared—rivaling the likes of Spider-Man. He's a one-man killing machine, and that's why we love him. Rather than focusing on the entire X-Team, Activision is developing a game that centers solely on Logan. If you're unfamiliar with the story of Wolverine, the plot within the game will bring you right up to speed.

This isn't an original tale per se, but it has an original twist to it. Spanning several decades, the story within Wolverine's Revenge explores his chaotic past, war-hardened present, and deadly future. The comic book junkies out there will be happy to hear that this tale dips into just about every facet of Wolverine's life, including the mystery surrounding the Shiva Virus, and the secret behind the Department H organization. Does Weapon X ring any bells? If not, prepare to be stunned. Wolverine may have evolved into a lovable character, but once you see his past, we're sure you'll gasp in disbelief. He has indestructible adamantium claws for a reason, and no, they're not for climbing trees.

As you take a stroll down memory lane (which should consist of exploring the Canadian tundra) you'll be thrust into a luxurious gameplay experience. Of course, action is the name of the game—but that's not all developers Warthog

PLC and Gene Pool have in store for us. Yes, you will use your claws to rip through countless hordes of operatives, and you may even bump and grind with some of Magneto's crew.

Since Wolverine is basically a feline trapped in a human shell, several gameplay components have been created around his unique powers. We're not quite sure how this will work mechanically, but Wolverine can actually track enemies by using his animal-like senses. His accelerated healing factor will also be used frequently. Basically, if you feel like it, you can run into a room filled with guards, dispose of them stoppily—taking a few gunshot to the chest—then sit back and relax as your healing powers mend your wounds.

Much like Metal Gear Solid 2: Sons of Liberty, the quest ranges from barnstorming action to stealthy espionage. Duck behind corners, silently sneak up and dispose of a mercenary—it's all in a day's work. The storytelling that we touched on earlier will be expressed through finely animated sequences with vast amounts of spoken dialogue. If you look at the screenshots closely, you see that Wolverine dons a number of different outfits—including his casual X-Men attire. For a good portion of the game, you'll be under the guidance of Xavier and his pupils. Who knows? Cyclops and Wolverine may exchange a few choice words at some point.

On the graphical end of the spectrum, great care has been taken to ensure that Wolverine appears absolutely perfect. The chest hair looks nice, but it's too bad it's not furry, real-time fuzz. Warthog and Gene Pool have also instituted a number of flashy effects like motion-blurring and light trails. The combat system is said to be quite extensive and laden



Kicking a killing machine may seem like an odd attack plan, but it seemed to work.



If only his entrails would spill out over the floor. If only.

with combos. From what we hear, however, you may not be able to impale your claws through someone. Granted, it would be cool to see the claws protrude through someone's back; but through the years, Wolverine has steered away from the mature market and has become a name brand for kids and adults alike.

■ STYLE: 1-PLAYER ACTION ■ PUBLISHER: ACTIVISION ■ DEVELOPER: WARTHOG PLC/GENE POOL ■ RELEASE: FIRST QUARTER 2003





"Agghmaht smah!"



"Mofos... klar... too... much... gonna... hurt."



Now that's what we're talking about!



The story digs deep into Wolverine's history, bringing the Shi'ra-Yous and Dept. H back into the forefront.



If you look closely, you can see that Wolverine is sporting the X-Men belt buckle.



Look at that height! Why don't mutants enter the Olympics!



XBOX

# BRUTE FORCE

## MICROSOFT'S TACTICAL SHOOTER

**Brute Force is a** team-based tactical combat game for the Xbox. If you are unfamiliar with this genre, then you should be commended for your resourcefulness when it comes to purchasing games. Games of this caliber really couldn't be attempted on consoles until now, and developers have just recently started experimenting with this kind of gameplay. Thus far, however, the results haven't turned too many heads. With the horsepower of the Xbox, Digital Anvil may in fact be the first developer to truly deliver a genre-defining game.

For some strange reason, four seems to be the magic number when it comes to this style of game. As has been the case with the most recent batch of squad-based shooters, players will be able to instantly switch control between four different characters—all of which are equipped with unique abilities and armaments. You can assume the persona of a sniper, a war-hardened trooper, a savage alien, and a scout—all through the click of a button. Setting up strategies based on each character's AI patterns is the secret to success. If you really get into this aspect of Brute Force, you can customize arsenal and equipment. Miniguns, Stealth Suits, Psychic Blasts, Sonic

Cannons—your name it, and it's probably represented in the game in some fashion. Interestingly, all of the weapons are designed to take advantage of certain enemies and environments. It's up to you to figure out what works best. In total, you'll traverse across six gigantic worlds, one of which takes place near an erupting volcano. In this area, you'll be subject to ash rain. This may sound cheesy, but it's actually one of the coolest effects we've seen on the Xbox. At times, you can hardly see anything in front of you, and you'll also notice the ash move realistically to the changing wind patterns. Of course, we've never been in an ash storm before, but this is what we imagine it would actually look like.

All of the stages are overflowing with objectives that you and your teammates must complete. Success may not be enough for most gamers, however. Better performance translates into more powerful commandos. Each character grows in skill when excelling in their respective specialty. For instance, at the beginning of the game, the sniper may not have the best eyesight in the world. If he takes his time and effectively brings down the lizard adversaries, his skills will graduate. Before long, he'll be able to eradicate foes



"Dude, this guard duty stuff blows! I don't care what the commander says. I have to do—I'm going to that Kid Rock concert!"

from a mile away with little effort.

If you struggle with the deployment of characters, never fear. You and three additional players can play the entire mission campaign cooperatively. Get this: If a buddy has to disconnect early, he can sign off and the CPU will take over. If he changes his mind, he can jump right back in. Additionally, if you don't want to be on the same team, four-player deathmatch is also available, and offers a wide selection of different modes.

We have high expectations for Brute Force, and are anxious to see how it pans out. Of course, there's always the possibility that it'll follow in the footsteps of X-Squad and Project Eden. It sounds promising, but we'll have to wait and see.

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** MICROSOFT ■ **DEVELOPER** DIGITAL ANVIL ■ **RELEASE** FALL

You'll need to study enemy formations and set up strategies to eliminate them with as little ammo and as quietly as you possibly can

The lava stage delivers unprecedented lighting and particle effects





You'll have the option to customize the firepower of each commando



"You know what they say, baby. If a guy has a huge gun, then he must have a..."



"This little guy is supposedly quite vicious, but he's kind of cute - like E.T. I can't shoot him. You do it."



## PREVIEWS

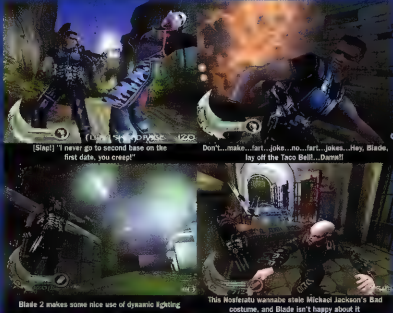
PLAYSTATION 2 / XBOX

# BLADE 2

## HOLY CRIPES, IT'S SNIPES!

**Blade for the PlayStation** was a complete misstep, which is probably why Activision wisely chose to take the development reins from Hammerhead and hand over the franchise to Mucky Foot (the developers of the PC cult classic Starpoint). Can the company finally deliver a game that lives up to the storied legacy of the Blade films? Tim Magic 8 Ball says, "All Signs Point to Yes." While we would never doubt the wisdom of a useless hunk of plastic, let us reserve the final judgement on Blade 2 until we get reviewable code in hand. For the time being, look upon these admittedly gorgeous screenshots and dream of what might be.

Due to scheduling difficulties, Blade 2's storyline will bear no resemblance to the pick-off the movie, but rather will follow our blackclad hero's quest to rid the world of a new breed of supervampires known as the Reapers. Blade don't fear the Reapers, and neither should you, as there will be access to a new multi-directional martial arts fighting system that lets you clobber enemies coming from all directions - just like in Saturday afternoon kung fu flicks. Of course, if that doesn't work for you, you can always just bludgeon and blast the foes with an assortment of guns and knives. Graphically, Blade 2 should shine. Heck, we hear that there are 3,000 polygons in Wesley's high top fade alone!



[Sleep] "I never go to second base on the first date, you creep!"


Don't make...fart...jokes...no...fart...jokes...Hey, Blade, lay off the Taco Bell...Damn!

Blade 2 makes some nice use of dynamic lighting

This Nostalgia wannabe stole Michael Jackson's Bad costume, and Blade isn't happy about it

■ **STYLE** PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** MUCKY FOOT  
 ■ **RELEASE** SUMMER

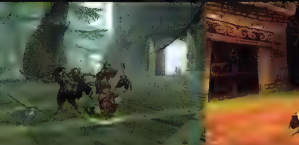





Utilizing your weapons (including a bow with a first-person view) and Kuro's flying ability is key in many levels.




Is this the next Disney movie? Um... No, not ever. Boisterous combo finishes give this game a firm M ESRB rating.



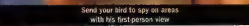
Defense will have to be woven into your combo strings if you are to survive.



Stealth kills require sheathing your sword. This may leave you unprepared should you be found out and attacked.



Icons for faces are assigned on the fly, and can be quickly changed during battle.



Send your bird to spy on areas with its first-person view.

PLAYSTATION 2

# THE MARK OF KRI

## THE SIGN OF THE WARRIOR

"It's frustrating when violence isn't done justice," laments Jonathan Beard, head of Mark of Kri's developer, SCEA's San Diego Studio. Most video action "doesn't resemble brute combat," he says, and that's what this game is trying to fix. Taking on almost a dozen foes at once shouldn't have you fighting them one at a time — like in most titles — but instead, should be a wild, free-wheeling melee of weapons and flesh. That's where Mark of Kri distinguishes itself.

The key to the game's combat system is the right analog stick. Swinging it around in a 360° arc when enemies approach will assign a controller symbol to up to nine of them. Thus, you can tap the square button to backwards thrust someone behind you, while still being able to battle an enemy in front of you that corresponds to a separate button. Now this certainly does resemble Beard's vision of "brute combat" — and we haven't even touched on the game's gore factor.

Looking at the screens above, you could easily think that Kri was some upcoming Disney film. That's not a mistake. The team's creative lead for the title, Jeff Merghart, had worked for the legendary animator Don Bluth, thus influencing the game's look. "We should be able to use this [style of animation] for adults," says Jonathan Beard, signaling that Bluth's style isn't sacred — and definitely not above being splashed with more than a little blood. He told us the team would always remind themselves, "Let's not

cheapen the combat, or cheapen the payoff," despite the game's "cute" look. Combo strings are unleashed through using a mix of assigned and unassigned buttons and are as graphic as tossing impaled soldiers off your spear like rag dolls.

The Mark of Kri's hero, Rau, is a warrior through and through, something the game hopes never to lose sight of. Sure, there will be some things to figure out, but this definitely is not an action/platformer. Rau doesn't even have a jump button. What he can't slash his way through, he'll have to make up for in stealth. Sheathing your sword lets you maintain an element of surprise that is also aided by your bird companion Kuzo. Players can fly him as a recon scout to perch through the levels. Here he can give you a first-person lay of the land, letting you know which guards have horns (and can therefore call for reinforcements). Taking care of them is best done with your bow — one of four weapons you'll have to intelligently utilize for maximum results.

How high is Sony on The Mark of Kri's combat mantra and matching gameplay system? The technology behind it is being patented as we speak. Hopefully its inventive brand of haok n' slash can meet the demands of a gaming community that is currently infatuated with massive worlds and other feats. Then again, try slaying nine guys at once.

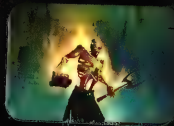


"Turn the lights off, and put your kids or little brothers to bed, because this one is not for the faint of heart."

IGN.COM

# TWO KILLERS ONE BODY NO SOUL

## SHADOW MAN 2 <sup>Second Coming</sup>



SHADOW MAN is back, just try ending the world. Plunge into a TWISTED YODDOD 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.



98% -  
PLATINUM AWARD



Blood and Gore  
Strong Language  
Violence

PlayStation 2

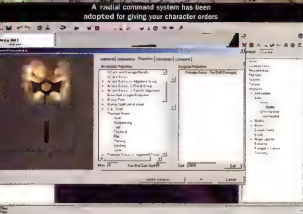


**Acclaim**  
www.acclaim.com



Spells will be better than ever before

A radial command system has been adopted for giving your character orders



The Toolset can be used to create anything you want, in this case it's a battle axe with 100 worth of fire damage added to it



PC

# NEVERWINTER NIGHTS

SIMPLY CAPITOL

**For many of** us who delve into the sometimes-eclectic, but (nearly) always entertaining realm of pencil-and-paper Dungeons & Dragons, it's usually a colossal struggle to arrive at the predetermined gaming site (unless it's your house of course). First of all, going anywhere requires getting up from the couch or beanbag. This is a massive undertaking that many a D&D faithful has struggled with for years on end (except for those Navy SEALs who wrote us a couple of months ago – we swear we're not talking about you. Don't kill us). Then there's the very real possibility of sun poisoning during the trip to and from your preferred method of transportation. This means when you finally roll that first d20, you're probably guzzling Gatorade and slathering some type of cream or balm on your burnt skin to alleviate the stinging. Imagine a world where you could play D&D with your friends without having to leave your house or get up from your chair. Imagine playing a game where your Dungeon Master can interact with you in real-time in a completely unique virtual environment. Now imagine waiting two months – people, *Neverwinter Nights* is almost here.

As a game which has been in development for FIVE – count 'em – FIVE years, *Neverwinter Nights* is better described as a labor of love than it is a title that just took a while to produce. During a recent trip to BioWare's Edmonton offices, *Game Informer* had the opportunity to see and play this incredible title that has been a topic of nerdy discussion for to these many moons. As we went from character creation to the Dungeon Master Client, we soon found that *NWN* was not just another game attached to the *Forgotten Realms*. Instead, it's a title that we have a feeling will become an institution like *StarCraft* or *EverQuest*.

The game itself will utilize 3rd Edition rules the same way the *Baldur's* series used 2nd Edition – fully and completely. Not only will players have access to all of the updated features that 3rd Edition brings, but it also allows gamers to see a lot of the rolls that would be made if you were a pencil-and-paper participant. For example, when entering combat,

the computer will roll your initiative, then you hit and damage rolls with their respective modifiers. Not a bad little feature for a D&D title, is it?

As a single-player adventure, this title will definitely excite. The wordsmiths at BioWare have once again woven an intricate and compelling story, but moreover the multiplayer *Toolset* will delight. Using this innovative feature, anyone can make their own adventure – complete with dialogue, plot, different environments, customizable weapons, armor, and items – in a persistent world, and then link it to other games on other systems. If you had the time and inclination, you could literally recreate the entire single-player adventure on your own. We expect this *Toolset* to usher in a wave of player-created creativity that few games in history have enjoyed.

Since 64 players can play a module at once, you could potentially have one player and 63 other people acting as NPCs (shopkeepers, villagers, etc) or you could have one DM and 63 PCs (warriors, mages, etc). The possibilities are nearly endless when it comes to replayability.



■ **STYLE** | TO 64-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** INFOGRAVES  
 ■ **DEVELOPER** BIOWARE ■ **RELEASE** JUNE 11





PLAYSTATION 2/XBOX/GAMECUBE/PC/GBA/PSONE

# MADDEN NFL 2003

## SOMETHING TO PROVE

**Most of EA's** sports titles last year showed large leaps over the franchises' initial nifty efforts. NHL did, NASCAR did, and Madden NFL definitely did. Repeating this procedure in 2003 would seem harder than ever, but developer Tiburon has always managed to keep the franchise on top with a Madden installment that reinvigorates the faithful and keeps the franchise on top.

So what's going to break the game wide open this year? Well, for starters, some of the old Madden features (such as designing your own plays) have returned alongside some alluring new ones (like participating in mini-games to further your skill). What you learn there will translate into results come game time via a batch of new animations to complement the already fluid play. While the player models seem very similar to 2002, much progress has been made along the margins. Crowds are noticeably more 3D and animated, the audio has been revamped, and stadiums' upper decks have been lit up with details, including vibrant luxury boxes. On the field, Madden looks to continue to deliver a realistic approach that sacrifices none of the speed and intensity of the pro game. Not wanting to show its hand just yet, EA hasn't announced all the subtleties of the gameplay, but we hope that gang tackles and more INTs will be included.

Is this just a case of "another year, another Madden title?" Far from it. EA and Tiburon have to deal with both Microsoft's NFL Fever and Sega's NFL 2K, not to mention the success of their own product. If last year was any indication, all it could take are some key additions to open our eyes to a whole new game.

### Rookies



Here's a first look at some of Madden NFL 2003's newest members



New England proved you've got to intimidate the Rams' receivers physically. Madden 2002 gives all the INTs necessary



Fave shakes off a wide-open Freeman in search of his new love: Terry Glenn

### Mini Camps



Perform these tasks to rack up points and claim some trophies. Drills span all the positions: asking you to punt and pass for accuracy or work on your defensive special moves.

### Playbook



Not only is Create-A-Playback deep and deeper than ever (you can make your own formations), playbooks are now fully customizable. Pick from any team's arsenal to build a gameplan 83 plays large.



PLAYSTATION 2

# TENCHU III: WRATH OF HEAVEN

## BAD MAMMA-JAMMAS IN PAJAMAS

**Ninja have the** best of both worlds. They are the most cunning of travelers – able to move virtually undetected. When push comes to shove though, they are some of the most skilled, fearless fighters that history has ever known. Tenchu: Stealth Assassins for PS-X captured this balance nicely. The sequel, which flashed back to the earlier years of main characters Ayame and Rikimaru, didn't fare quite as well. For its next-generation debut, Tenchu III: Wrath of Heaven, the series has a clean slate. K2 Interactive has emerged from the shadows to become the new developer, and promises the best ninja experience to date.

Tenchu III is a full-fledged sequel. So, for the record, the order of the games based on story chronology is Tenchu II, Tenchu I, and Tenchu III. If we didn't know better, we'd think George Lucas was writing this stuff. Wrath of Heaven follows the journey of three playable characters. The only one unveiled so far is the silver-haired hunk, Rikimaru, who we called the best new video game character of 1999. It'd be insane to think that his cute partner in crime, Ayame, wouldn't make it a three-peat in this game, too.

The stealth aspects of the series seem well intact, with the familiar detection meter on the lower-left portion of the screen. The circle displays the awareness level of the nearest enemy, ranging from clueless, to suspicious, to totally sure of your presence and hell-bent on your death. A better draw distance for this version means you'll be able to see further to scope out danger. Maybe the most exciting thing to ponder is what new Stealth Kills await in this next-generation Tenchu. We anticipate some stellar red particle effects, as well as decapitations and disembowlings. Joy!

Combat in Tenchu is receiving a much-needed overhaul from the previous incarnations. Combos will be the order of the day. We're told the focus will be more on hand-to-hand skirmishes, though many of the ranged weapons will also be available.

Thankfully, our favorite item is still around. That, of course, is the poisoned rice bowl. Toss it out in the open, wait for a passing soldier to eat it up, then sneak up while he's gagging his guts out and hack him up! Also returning are sharp shurikens and primitive grenades.

A next-gen sequel to Tenchu has been on our wish list for a while now. We're keeping our fingers crossed that K2 will do this series justice, and train Rikimaru and crew to be even more deadly than before.



Beautiful language, isn't it?



Riki brandishes a spear against a fat, bald guy. Who would you bet on?



Rikimaru gets a third-eye view of some unsuspecting enemies



You're not the only alibi around, y'know

■ STYLE 1-PLAYER ACTION ■ PUBLISHER ACTIVISION ■ DEVELOPER K2 INTERACTIVE ■ RELEASE FALL

# GAMEINFORMER

MAGAZINE

PRESENTS

# THE SONY BIG MINI SWEEPSTAKES

# WIN!

# SONY



MHC-GS200



MHC-GX20

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Minneapolis, MN 55401

Your name will be placed in a pool of valid entrants for a random drawing to be conducted on August 07, 2002.

# SONY

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XBOX

# HOUSE OF THE DEAD 3

WEEKEND AT BERNIE'S: THE NEXT GENERATION

**We here at** Game Informer like shooting stuff that's already dead. Don't believe us? Check out issue 100, where we name House of the Dead 2 among the Top 100 Games of All Time. It may have only ranked #99, but it was still the only gun game on the list. And just to be in the company of games like Legend of Zelda, Final Fantasy and Metal Gear should be an honor...or so we think. Walk into any arcade, and you're assaulted by countless games wanting you to shoot the heck out of whatever's onscreen. What makes House of the Dead the superior shooter? One word: gore. Few gaming experiences can compare with the cathartic bliss of shooting limbs off a zombie that then spews forth multi-colored fluid and chunks of flesh. You can't help but give a sadistic cackle, and shout out something to the effect of, "Suck on that a'one time!"

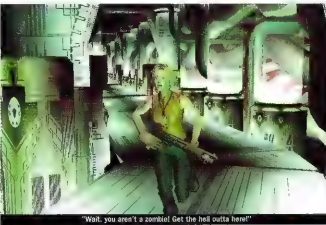
As fun as pulling the trigger a few thousand times is, there are inherent faults in all gun games. Sega seems to have remedied each of them in House of the Dead 3, though, giving you no choice but to grip the pistol and start plugging. Worried that titles in this genre are too short and lack replay? House of the Dead 3's levels have been made much longer, helping add variety and longevity. It's going to be impossible to see everything in just one bloody trip

through. Branching paths show you new areas, and multiple endings compel you to strap on your hip waders and dive headlong into the disgusting abyss a few more times. A new timer will make sure you do your monster-slaying at a brisk pace.

With the power of Xbox reigning over these evil undead like a glowing green Satan, you can expect the denizens of this most wicked of homes to be more gruesome, graphic, numerous and violent than ever. Just look at those screenshots! Heck, if you're feeling ambitious, take this issue outside and shoot at the pictures with your BB gun (kids, get moon or dad's permission first!). Not content to carry a puny pistol, House of the Dead 3 will give you a shotgun, allowing you to spray enough buckshot to take down a horde of advancing demons with one shot.

House of the Dead 3 is yet another Sega game currently exclusive to Xbox. Is Sega doing its best to make sure Microsoft's virgin console doesn't suffer the same ill fate as Dreamcast? Regardless, bathing it in the blood of this game is a good way to sustain Xbox's life.

■ **STYLE** 1 OR 2-PLAYER SHOOTER ■ **PUBLISHER** SEGA  
■ **RELEASE** FALL



"Well, you aren't a zombie! Get the hell outta here!"

"Look back there! They killed someone from 18 Wheeler American Pro Truckers! Ah, that's not so bad..."



TIME  
62

What's a zombie's favorite treat? Deadwood. Nahahahaha!!!



TIME  
58



PLAYSTATION 2

## SHINOBI

THANK JAH FOR THE NINJA

**Shinobi is among** the best ninja franchises in video games, but our hooded friend has been in hiding since before stealth blew up as a gameplay element. What has Hotsuma, the ninja master behind the Oboro clan, been doing in the meantime? While early reports suggest he's doing kick-box aerobics to J-Lo dance remixes, we have reason to believe he's been practicing the deadly arts deep in seclusion, waiting for the time for a video game comeback of epic proportions.

The fact that it's taken Shinobi a while to resurface is actually a good thing. If it had shown up on Dreamcast, the audience would've been much smaller than a series like this deserves. Now that it's headed for the huge installed base of the PlayStation 2, everybody can get a little piece of ninja love. Post-apocalyptic Tokyo is the setting for our hero, and evil has overtaken the streets in the form of fearsome, bloodthirsty demons. These are not the kind of adversaries you'd want to attack head-on. Luckily, Hotsuma has more tricks up his sleeve than David Copperfield.

Using spiffy next-gen technology, the main character can travel so fast that only a faded image appears. This allows him to get in touch with his flight instincts, and save the fighting for the poor schmoes with heavy artillery. Walls are no problem for a trained ninja, and Hotsuma will be scaling vertical bases with ease — as well as leaping tall buildings with cat-like efficiency. Of course, there will come a time to lace up your tabi boots and get ready for a fight. When this happens, Hotsuma is well equipped with devastating combat combos for stringing together attacks like Christmas tree lights. Touching on the more mystical side of the ninjitsu way of life, magic will be at our hero's disposal for those times when you need just a little extra oomph to dispatch foes.

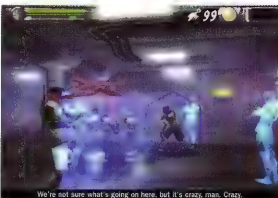
Shinobi is sneaking your way this fall. Meditate on how cool the game is going to be until that point arrives. Think of the sound of one hand clapping. Ohhhmm...



Who needs webbing when you have thousands of years of Japanese mysticism?



Up on the rooftop, click click click!



We're not sure what's going on here, but it's crazy, man. Crazy.

■ STYLE 1-PLAYER ACTION ■ PUBLISHER SEGA ■ DEVELOPER SEGA ■ RELEASE FALL

## PREVIEWS



PLAYSTATION 2 / XBOX / GAMECUBE

## NFL 2K3

FRANCHISE FUNDAMENTALS

**Now that it** is no longer dragging around the Dreamcast, NFL 2K3 developer Visual Concepts can finally get down to serious business. Last year, 2K2 for the PlayStation 2 and Xbox was like a whole new experience compared to the DC; and hopefully, the changes can continue to mount in the series' favor. Franchise mode has been redesigned — with two big differences: better presentation and trade logs on the computer's part. Hopefully, the preceding fact will extend to the payrolling screen, doing away with the clumsy analog system of old. On the field, the title will be smarter than both a style and AI standpoint. Updated player models look less beefed-up than previous efforts, coaches have been included, and animations show everything from desperate QB throws to defenders going for the strip — and that's only one example of how your CPU opponent is smarter. Visual Concepts has made end zone defenses more aggressive to reflect a team's tendency to bunker down when their backs are to the wall. An improved audible system lets you counter this with your own on-field smarts à la Peyton Manning. While EA's Madden seems to be expanding with more features, NFL 2K3 is shining up and improving its fundamentals. As any coach will tell you, that's the first step towards success.



Threading into double coverage? Chris "Cousin" Chandler must be behind center

Some give credit to God when they score, Freeman salutes Ben Vorteen



Tom Brady famous? The refs will never allow it!

"I said stay down!"

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



PC

## WARCRAFT III: REIGN OF CHAOS

YES, MASTER?

As the release of this much-anticipated title draws closer and closer, we have the distinct feeling that you people just can't get enough WarCraft III. Well, we can't either, but we've been playing the multiplayer beta for days on end so well I do our best to clue you in. There are now four races (Humans, Orcs, Night Elves, and Undead) and persistent heroes for you to deal with. This means that you play your game and choose a hero to lead your race. Then, if you're smart enough to keep them alive, they'll be there for you at the beginning of your next mission. You've got to love that. As they level up and gain experience they'll be given access to different spells and special abilities to use on the battlefield. A high level hero can easily mean the difference between victory and defeat.

In terms of gameplay, things have been shifted around a little bit to balance out play dynamics. An idea called upkeep will put tighter restrictions on the number of units you have on the field. The more you have, the less gold your peons will bring in from the mines, which in turn slows down your unit production. Right now the cap is 90 units, but players will reach that limit at different speeds based on how they spend their money. The balance of the races is shaping up nicely, and we (like you) are chomping at the bit to see how the single-player experience shapes up. We'll have more for you soon.



Those Undead are trying to wipe the Orcs off the map.



XBOX

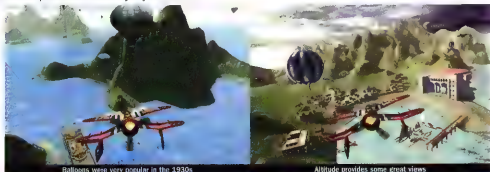
## CRIMSON SKIES: HIGH ROAD TO REVENGE

RED HORIZON

**Combining the thrilling** aspects of low-altitude air combat with the high-octane feel of an action movie, players who pop in *Crimson Skies* are in for an aerobic treat. As the air pirate Nathan Zachary, gamers will launch themselves headlong into 1930s America as Nathan scours the land to find those who murdered his best friend.

Featuring an enormous world—in which you can fly anywhere you can see—CS will allow you to interact with your environment in unique and interesting ways. Players can trigger landslides on some levels, collapse water towers and bridges on others, and engage in a bunch of other destructive behavior that will likely dazzle and delight those who just can't get enough of airborne mayhem. Of course, you're going to need a sweet plane to help you do that. Never fear—10 war planes bristling with weaponry will be available for use, and for those who think they're good enough, a four-player split screen mode will be waiting for you to show off your skills to your pathetic friends. Don't worry if you're not up on your flying techniques, though. Microsoft is confident that even the most landlocked gamer in the world will be able to pick this one up and start blowing stuff away before they can say "Jack Robinson!"

Since *Crimson Skies* is very action-oriented and arcade-like, the development team has spent a lot of time putting in the obligatory shortcuts, stunt zones, unlockable bonus items, and much more. We're hoping for an early fall release, and from what we've seen so far, Microsoft should have no problem hitting that timeframe. In the meantime, get those fingers limbered up and don't break any of your controllers.



Balloons were very popular in the 1930s

Altitude provides some great views



Digitizing gets a 600c easier when your opponent starts smoking



Let's hope this pilot is buckled in

■ **STYLE** | TO 6-PLAYER ACTION/STRATEGY ■ **PUBLISHER**  
BUZZARD ■ **DEVELOPER** BUZZARD ■ **RELEASE** JUNE 22

■ **STYLE** | TO 4-PLAYER ACTION ■ **PUBLISHER** MICROSOFT ■ **DEVELOPER** MICROSOFT ■ **RELEASE** FALL



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PLAYSTATION 2/XBOX/GAMECUBE

## MISSION: IMPOSSIBLE OPERATION SURMA

HUNT'S ON THE HUNT

**Ethan Hunt is back** (as you may have suspected) and is ready to dole out high-tech punishment all over again. One might wonder how he's gotten himself into the middle of another messy situation where gizmos and high-powered weaponry are needed to conquer some power-hungry foe — but that's his job, people! You wouldn't want to take away his livelihood, would you? It seems a microchip dubbed the IOEWorm is disabling security systems of the world's largest corporations, then providing unobstructed access to the highest bidder. This can only mean trouble!

With his team of highly-trained IMF operatives, Mr. Hunt will embark upon a variety of missions in a plethora of locations (the Middle East, Rome and Eastern Europe to name a few) to make sure the evil Surma Corporation doesn't achieve world domination. Getting away from the more linear play structure, Paradigm has implemented a number of different ways to finish each mission and a host of gadgets and weaponry to help along the way. Get your trigger fingers ready, Operative — this article will self-destruct in three seconds...



That's one nice backpack

■ **STYLE** 1-PLAYER ACTION  
 ■ **PUBLISHER** ATARI/INFOGAMES  
 ■ **DEVELOPER** PARADIGM ■ **RELEASE** WINTER



PLAYSTATION 2/XBOX/GAMECUBE/PC

## JURASSIC PARK: PROJECT GENESIS

DINO YOU ARE, BUT WHAT AM I?

**Dr. John Hammond** was a man of large ambition, but small foresight. As you know, he bought his own island (that can't be cheap), built a theme park, hired a crack staff of scientists and other hangerson, and then had it all go straight down the chopper. Where did he go wrong? Was it hiring Jeff Goldblum, or was it that pesky enzyme that nature found a way to get around? Whatever it was, we all know that you could do better in your sleep. You made that kick-ass macaroni diorama of a desert scene when you were in fifth grade — so we know you've got the skills that will pay the bills for Jurassic Park: Project Genesis.

During your time with this title, you'll be able to design and manage your very own Jurassic Park. Or, if you're in more of an action-oriented mood, battle your way through

15 missions as you attempt to keep your enormous reptiles from killing each other and your customers. Be it piloting a rescue chopper to return order to an island completely overrun by crazy dinosaurs, or terraforming and building your version of the perfect theme park, Project Genesis has a number of tricks up its sleeve. If bilking the public into paying millions to see your creation gets boring, hop into Ranger Cam and patrol the paddocks. You can look for naughty critters in the Ranger's helicopter or leave the Cam for the lab and brew up a serum that forces your charges to do your bidding. It's going to be a dino-riffic winter — at least that's what we hear. Look for this one to make its shelf debut right around Christmas on all systems.



With Ranger Cam, players can stop uncomfortable situations like this from getting too out of hand

Getting people out of barn's way is a good idea if you want them to come back

This Raptor is about to get a splat

Balloons!

■ **STYLE** 1-PLAYER ACTION/STRATEGY ■ **PUBLISHER** UNIVERSAL INTERACTIVE ■ **DEVELOPER** BLUE TONGUE SOFTWARE  
 ■ **RELEASE** WINTER



XBOX

## TOE JAM & EARL III

### NO JIVE TURKEYS UP IN HERE

#### It's been almost a decade

since two aliens from the planet Funktron taught us Earthlings the definition of funk. Since that time, nothing has been done to funkify the planet. The Ohio Players are still mired in controversy over a sticky album cover, and George Clinton is enjoying his golden years. Thus, it's time for Toe Jam and Earl (and their new cohort, the lovely Latisha) to break us off a little sunthin' sunthin' yet again.

The call came down from Lamont the Funkapotamus: Collect the 12 sacred Albums of Funk. Some L7s (squares) residing on the third rock from the sun have them, and as Hammer would say, that's just not propa'. The bizarro trio must make their way through huge tracts of land—randomly generated, we might add—to recover these ancient relics of yore. To accomplish their mission, our hip heroes will have to rely on this strange, new world to provide them with helpful items that come in the form of presents either lying around or distributed via door-to-door solicitation.

Many of the gifts Toe Jam, Earl, and Latisha will use are familiar to those who've put in their time with the Funkatron crew in the Sega Genesis games. These include Icarus Wings for taking flight, Rocket Shoes for super speed, and a whole lot more. That's far from the extent of T&E III's gameplay, though. A rhythm-game-style element will require you to copy button combinations to keep the beat in order to get Earth's denizens to feel all

funked up. Mini-games and side quests abound, and you can even bring a bud to double-team in split-screen.

Since this is an Xbox-exclusive title, you can expect amazing visuals and sound. Voice-overs accompany almost every interaction, and over 40 original songs will make your eardrums say "Damn!" It's been a long time coming for Toe Jam and Earl to return to Earth. We have a feeling it'll be worth the trip.



Toe Jam kills while the carrot dude does his thing



Earl tells this doctor guy to talk to the flipper



New addition Latisha becomes a Pygmy

■ **STYLE** 1 OR 2-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** SEGA ■ **DEVELOPER** VISUAL CONCEPTS/TOEJAM & EARL PRODUCTIONS, INC ■ **RELEASE** OCTOBER

PLAYSTATION 2/GAMECUBE

## STAR WARS: THE CLONE WARS

### BEGUN, THIS CLONE WAR HAS

*Attack of the Clones* is the greatest movie ever! If you disagree with this bold statement, then you must be a sappy *Lord of the Rings* fan, or someone with imperceptible taste when it comes to storytelling. Certainly, the dialogue could have benefited from a little polish, but the action sequences simply crushed all of our expectations and we're still drooling over the final battle. To no astonishment whatsoever, LucasArts is creating a game that begins with this magnificent fight. The Clone Wars is developed in conjunction with Pandemic Studios and centers around the heroes of a young Jedi Knight who must protect the Republic from the power-hungry separatists. The screenshots may lead you to believe that *The Clone Wars* is an RTS when in fact, it's actually an action game that bears semblance to *Shadows of the Empire*—where the action is a perfect blend of vehicle combat and battles on foot. Basically, through the 17 sprawling missions, you'll have the ability to run around and slash troops with your lightsaber, then if you feel like it, freely pilot a vehicle at any given time. Saweeeee!

Sorry Xbox owners, *The Clone Wars* is currently slated for release on the PlayStation 2 and GameCube this fall.



Behold! The origin of the mechanical walkers!

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** LUCASARTS ■ **DEVELOPER** PANDEMIC STUDIOS ■ **RELEASE** FALL



## PREVIEWS



GAMECUBE

# SUPER MONKEY BALL 2

## NEW TOO MUCH MONKEY BUSINESS

**Super Monkey Ball's** less-is-more aesthetic and painfully addictive gameplay translated into strong sales for the GameCube launch title, and now Sega is bringing out a sequel that promises to take it beyond its predecessor. The game's episodic gameplay, which requires players to tilt the 3D environments in order to move their monkey through a series of increasingly difficult obstacle courses, will remain unchanged. Everything else, from the level designs to the awesome Minigame mode, has been completely revamped, and SMB 2 will be more grandiose than the first in every way.

To start, there are 150 brand new stages in the single-player game—nices of which are incredibly detailed and lush. Sega has also implemented a new Story mode, which is said to feature a host of unique challenges for your orb-dwelling primate. If it's as hard as the first, these two modes alone will take years off your life, as the pleasurable stress wrecks havoc on your weak heart. Death will be a sweet relief, friends, but sweeter still will be the new Minigame mode, which will showcase both the classic and enhanced versions of old favorites like Monkey Races, Monkey Billiards, and Monkey Golf. Sega also promises that they are adding three new games to the mix as well. They aren't telling us any details thus far, but we have a sneaking suspicion that one of them might be Monkey Soccer (see below)—but that's just a guess, mind you.



This is one of the new Minigames, but we have no idea what it could possibly be.

■ **STYLE** | TO-4 PLAYER ACTION ■ **PUBLISHER** | SEGA  
 ■ **DEVELOPER** | SEGA ■ **RELEASE** | FALL



GAMECUBE

# ANIMAL CROSSING

## NINTENDO'S ANSWER TO THE SIMS

**Our initial impressions** of *Animal Crossing* led us to believe that the title would be a farming RPG akin to the Harvest Moon series, but we can now safely state that this game is more accurately described as a console-friendly version of *The Sims*, with an odd Nintendo twist.

At the outset, you take control of a character that is living in a modest shack. From there, it's all up to you. Multitudes of activities are there to experience—from writing letters to other characters in your village to fishing to designing t-shirts. Your interaction with other denizens of *Animal Crossing* are key to the experience as your virtual buddies will reward your kindness with presents, which are often rare or valuable items. Of course, the most coveted prizes will be the 10 classic NES emulators that are hidden in the game, including *Donkey Kong*, *Donkey Kong Jr.*, and *Balloon Fight*. Every prize and trinket you find will be displayed in your house, which gradually grows to accommodate your newfound wealth.

Amazingly, every event of the game occurs in real-time. The elapsed time since your last outing is calculated by measuring your last save against the GameCube's internal clock. This allows for scheduled events, like festivals and birthdays, which you must be logged into the game to enjoy. Even more mind-blowing is the fact that, with a friend's memory card in slot two,



Finding references to other Nintendo products isn't hard.

you will be able to travel to other villages entirely different from your own. This is of import, because you'll be able to sell common fish or other items from your region for premium prices, as they are often rare in another player's town. If that wasn't enough complexity, Nintendo also plans to implement Game Boy Advance link capabilities that will allow you to download mini-games into your GBA. Also, the company will release special *Animal Crossing* collectible cards that can be inputted into the game by the Nintendo Card-E-Reader. There's a lot to chew on here, kiddies, so plan on devoting some serious time to *Animal Crossing* when it releases.



Daylight and season changes are commonplace.



There'll meet dozens of interesting characters...



...each with their own distinct home.

■ **STYLE** | TO-4 PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** | NINTENDO ■ **DEVELOPER** | NINTENDO ■ **RELEASE** | TBA

INTERNET & LAN PLAY

# WARNING!

This game may cause prolonged sleeplessness, hours of entertainment and the desire to blow off work. If you suffer from wimpiness, cowardice or general unsubstantiated fear - *Hired Team* will whip you into shape.

## HIRED TEAM TRIAL GOLD

IN STORES NOW

TRANSMISSION: 06.15.2064

You have been selected to participate in a highly confidential training program. Only an elite group of candidates have been afforded this opportunity. Should you survive the rigorous training, you will join the ranks of the world's top counter-terrorism force - *Hired Team*.

END TRANSMISSION

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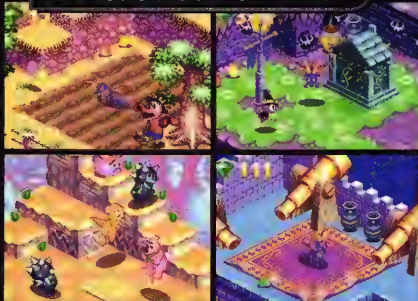
**PC CD ROM**

**MATURE**  
**M** Violence  
Blood and Gore  
ESRB

# PHOTOPHILE

GAME BOY ADVANCE

## SPYRO: SEASON OF FLAME



The Elder Dragons can't breathe fire! It's up to Spyro and his compatriots to find out why! Much like the last PlayStation adventure, players can control four different characters (Spyro, Shella, Agent 9, and a surprise guest!). Developer Digital Eclipse has also created larger levels with isometric, top-down, and side-scrolling play. Universal Interactive hopes to have this GBA title on shelves within the third quarter. Flame on, fiery dude!

XBOX/PC

## DRAGON'S LAIR 3D



Players once again assume the role of the bumbling hero, Dirk, who must rescue Princess Daphne from the evil Wizard Monstro and the Dragon King. Dragon's Lair 3D will also remain similar in look to the arcade classic, thanks to the return of Don Bluth, the original character designer. However, instead of completing tasks with timed movements and taps, players must now solve various puzzles, overcome death-defying traps and obstacles, and bust-up dangerous monsters in real-time. With 15 levels, nearly 40 different enemies, numerous secrets and power-ups, and 1080I support, Dirk's return this fall hints at something of epic proportions.

PLAYSTATION 2/XBOX/GAMECUBE

## F1 2002



Last year's F1 action from EA was so hot, your wheels would fall off if you weren't careful. Okay, maybe that was because we were ramming other cars at high speeds, but this could be the year F1 finally pushes you over the edge to get that Kimi Raikkonen tattoo you've been dreaming about. A dozen new challenges await you, as does the first opportunity to race the 2002 World Championship season - including the Toyota and Renault teams. Also along for the ride this spring (May for PC/PS2 and June for GC) are EA's trademark unlockable sports cards and "hero shots," similar to NHL 2002.



PLAYSTATION 2/XBOX/GAMECUBE

## FREAKY FLYERS



While it doesn't appear particularly freaky (have you seen Michael Jackson lately?) there is most certainly a whole lotta flying going on in Midway's upcoming action/race. Encompassing ten tracks and three game modes (Adventure, Stunt, and Dogfight), Freaky Flyers presents an attractive alternative to standard kart racing titles. Midway promises that the game will be a feast for the eyes, and feature a ton of cool stunt maneuvers to keep things interesting.

PLAYSTATION 2/XBOX/GAMECUBE

## NCAA COLLEGE FOOTBALL 2K3



Sega Sports' last college football game was way too much like NFL 2K1. Will this year's rah-rah recruit bear a striking resemblance to NFL 2K2, then? Well, one thing that 2K3 has going for it is that it isn't chained to the Dreamcast's code like NCAA 2K2. Also, developer Visual Concepts has promised us an expanded Legacy Mode, more college atmosphere, and other simperies. Hopefully all this will come together to give you football this fall that's as hotly contested as the BCS standings.

PHOTOPHILE

PLAYSTATION 2/XBOX/GAMECUBE

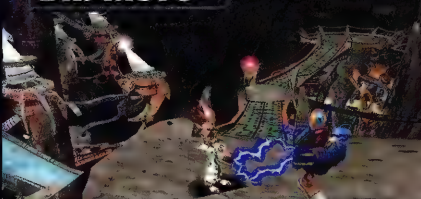
## SHAUN MURRAY'S PRO WAKEBOARDER



Activision is attempting to bring the free-spirited, freestyle feel of its extreme games to wakeboarding—a sport where you hold onto a cord for dear life. Could it work? Naturally. Pray that the boat driver isn't too intoxicated as you get dragged through cones after course of aquatic adrenaline. Use the wake to get some air, then add a few grinds and flatland tricks for the ultimate run.

PLAYSTATION 2/GAMECUBE

## DR. MUTO



The doctor is in and platforming is his game. Midway has high hopes for Dr. Muto, and from what we've seen thus far, it looks like it's going to be a decent game. Doc can transform into a handful of different critters for navigation and combat purposes. Weapon warfare plays a huge roll in the outcome of this adventure as well. Look for it on GameCube and PlayStation 2 this fall.

PLAYSTATION 2/XBOX/GAMECUBE

## BATMAN: DARK TOMORROW



With an original story penned by DC Comics, players assume the role of Gotham's caped crusader and must unravel the mystery behind the disappearance of Commissioner Gordon. While the majority of the game unfolds through hand-to-hand combat, you'll also be asked to use your intellect to solve puzzles and a utility belt full of gadgets delivers amazing versatility for the crime fighting action at hand. Kemco is handling the development and publishing duties, and hopes to have Batman on shelves this November.

PLAYSTATION 2/XBOX/GAMECUBE

## NBA 2K3



All the ports of NBA 2K2 are out and in the hands of greedy bullies, and already it's time to unveil next season's Sega Sports NBA game. Since it will be designed for the next-gen systems rather than Dreamcast, expect some killer graphics to match the superior play mechanics and second-to-none Franchise mode. Also, you'll be able to play as the star-heavy Mavericks right out of the starting gate! Dirk Nowitzki loves you.

GAMECUBE

## GODZILLA: DESTROY ALL MONSTERS MELE



What's big, green, and destroys buildings? King Kumber? No, it's Godzilla! This cinematic legend has yet to receive a worthy video game adaptation, but Infogrames (the King of licenses) is going to change all that in a GameCube-exclusive knock-down, drag-out title this September. Battle each of the big lizard's archenemies, and take out a few highways along the way - just say it was an accident. Go go Godzilla!

PLAYSTATION 2/XBOX/GAMECUBE

## MORTAL KOMBAT: DEADLY ALLIANCE



For obvious reasons, Li Mei is now our favorite Mortal Kombat character. Look at that getup! Those little buggers have to pop out at some point! Since we last viewed Deadly Alliance, much has changed. Boon and his team have inserted the vast amounts of blood that we've grown to love, and as you can see, several new characters are also up and running. Lastly, and for the fan boys out there, Kung Lao will make a triumphant return!

KENPO

LUI HE BA FA

TAI CHI

TANG SOO DO

PLAYSTATION 2/XBOX/GAMECUBE

## KELLY SLATER'S PRO SURFER



If it's Anybody's Pro Anything, you know it's going to be good. Activision has painstakingly built a reputation as THE alternative sports game publisher, and looks to keep this tradition alive with Kelly Slater. A long time in coming - now scheduled for mid-July - the game promises to be a break from the Tony Hawk formula we know and love, and embrace the art of hanging ten. Best surf game ever? That won't be too tough to achieve.

XBOX

## KAKUTO CHOJIN



Microsoft is keeping the release date of their upcoming street fighter, Kakuto Chojin, under wraps for now. Did someone say "Christmas"? We didn't hear anything, did you? In any event, this title will attempt to put the kibosh on canned AI responses during a fight. Each move you make will elicit a unique counter-move by your opponent. Also, players will have the opportunity to design their own fighting style through a unique combination editing program.

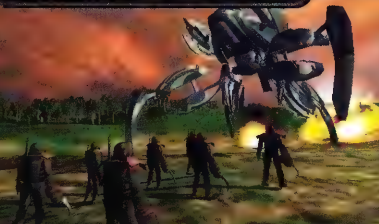
PLAYSTATION 2

## MEN IN BLACK II: ALIEN ESCAPE

Tommy Lee Jones and Will Smith are back for more balls-out action in Infogrames' upcoming PS2 third-person action/shooter. An early look at the game indicates that the title leans heavily on some cool particle effects that render the laser-singing, alien-splattering action all the more gorgeous. If that wasn't exciting enough, we hear that DJ Jazzy Jeff is a playable character!

PLAYSTATION 2/XBOX

## BATTLE ENGINE AQUILA



Battle Engine Aquila, a first-person combat title tentatively scheduled for a winter release, is set to arrive on both the PlayStation 2 and the Xbox consoles simultaneously. Published by Infogrames, BEA will put players behind the controls of a mech-like combat vehicle as assorted nations battle over control of the dry land left after the seas rose. Featuring large battlefields, multiplayer split-screen modes, and an engaging plot line, this will certainly be a title to watch in the coming months.

PLAYSTATION 2/XBOX/GAMECUBE

## XIII



Del-shaded graphics may seem like kids' stuff, but there's nothing funny about being XIII's protagonist – an amnesiac who may have assassinated the president. This first-person shooter is based on the first five books of Jean Van Hamme's Belgian comic, and owes much to our own nagging questions and suspicions regarding the death of President Kennedy. Were you behind the fence on the grassy knoll or just a book depository patsy? Find out in the first quarter of next year.

PHOTOPHILE

PLAYSTATION 2

## DINO STALKER



The simple fact of the matter is that the world can't live without a first-person shooter where players square off against dinosaurs. Luckily, Capcom is bringing Dino Stalker to your PS2 sometime this fall. With a script written by Flagship (think Resident Evil and Onimusha), DS will pit gamers against large lizards in the air, on land, and under the sea. There will be a host of weapons to choose from, and the game will even support the Gun Con 2.

PLAYSTATION 2/XBOX/GAMECUBE/PC

## RAYMAN 3: HOODLUM HAVOC



Rayman 3: Hoodlum Havoc will remain very similar to the previous installment. Still, the game will have enhanced graphics, new and smarter enemies, expansive levels, and a deeper combat system, which Ubi Soft is pretentiously calling "Tactical Arcade Combat." We're assuming that Tactical Arcade Combat simply indicates the new moves it's endowed Rayman with (Power Flat, and the Grapple and Super Helicopters) rather than an entirely new fighting system. Still, we couldn't care less if Ubi simply wants to create a buzzword, so long as Hoodlum Havoc debuts this fall achieving – and surpassing – the quality of its predecessor.

GAME INFORMER

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XBOX

## DEATHROW



Violence is a sport – at least to Ubi Soft and developer South End Interactive. In *Deathrow*, scoring points is the objective, and you are encouraged to do so with any means necessary. Have an opponent in your way? Engage in advanced hand-to-hand combat to baseline toward the goal. Just be wary of payback: There are no penalty boxes and no technical fouls. If you're afraid of injuries, you might as well retire and take up checkers. *Deathrow* is set for a fall release.

PLAYSTATION 2/XBOX/GAMECUBE

## X-MEN: NEXT DIMENSION



Ambition has never lacked in the X-Men fighting games. Just quality execution. On paper, *Next Dimension* certainly continues this trend, offering fighting game fanatics a combat system that at least matches, if not eclipses, the best from Capcom. Each of the 24 characters possesses more counter-attacks and types of aerial and ground combos than we can elaborate on. In addition, every level is fully 3D and littered with multi-tiered sections and other interactive elements, which expands the strategic element even more.

XBOX

## SEGA GT 2002



Sega is putting its faith in the Xbox hardware to craft the highest horsepower racing sim ever. We're talking over 100 licensed vehicles, from the latest sports cars to hooties from the 1970s. We're talking exact handling specs, so you know they control like real life. We're talking two-player showdowns. Go ahead – kick the tires. This model rolls onto showroom floors this fall. We'll even throw in the undercoating for free! You'd be a fool not to buy!

PLAYSTATION 2/XBOX/GAMECUBE

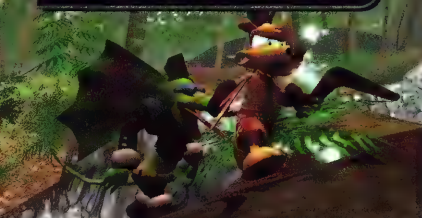
## MINORITY REPORT



Activision is hoping that the inevitable marketing blitz for *Minority Report* – the upcoming Steven Spielberg/Tom Cruise sci-fi thriller – will translate into strong sales for their multiplatform third-person action/adventure based on the film. Fun fact: *Minority Report* is based on a short story by bizarre science fiction writer Philip K. Dick, the author of such eddy-titled masterpieces as *The Transmigration of Timothy Archer*, *Flow My Tears, The Policeman Said*, and *Do Androids Dream of Electric Sheep?* (which was the basis for Ridley Scott's classic *Blade Runner*).

PLAYSTATION 2/GAMECUBE

## TY THE TASMANIAN TIGER



Electronic Arts, which has proven itself king of nearly every genre, is tossing a shrimp on the resurging action/platform barbie with Ty The Tasmanian Tiger. Developer Krome Studios drops this animated animal-turned talking tigered into the Australian Outback – with his boomerang arsenal – on a journey to save his species. This game hopes to tell all corners, “That’s not a platformer. THIS is a platformer!” All shall see this fall.

GAMECUBE

## BEACH SPIKERS



Things have been a little slow in the world of video game volleyball lately. Matt still claims that Konami’s nearly forgotten NES v-ball title, Kings of the Beach, is one of the greatest games ever, but we stopped listening to him a long time ago. Beach Spikers – a GameCUBE port of Sega’s successful Japanese arcade cabinet – looks to bring the sport back into the spotlight with gorgeous graphics, four-player simultaneous play, a World Tour mode, and an advance AI tracking mode for CPU-controlled characters.

PLAYSTATION 2/XBOX/GAMECUBE

## NCAA FOOTBALL 2003



EA’s NCAA Football 2002 was notable for giving football fans a small peek at some of the new moves that were to come in Madden NFL 2002. We can only hope that this new NCAA game can both continue to expand along these lines and give it its own unique feel. Coming to all three next-gen platforms this summer, NCAA 2003 ramps up the collegiate pageantry by including new Division I-A stadiums, team-specific fight songs, and more.

PHOTOPHILE

GAME BOY ADVANCE

## MEGA MAN ZERO



To make Mega Man’s notoriously difficult gameplay more accessible to newbies, Capcom has implemented a Cyber Ell System. This feature is basically a series of power-ups scattered throughout each level that ultimately decrease the difficulty. Fortunately, for classic gamers, using these items isn’t obligatory. Furthermore, Capcom included the Admiralty System that actually tracks your performance, and rewards you based upon time to completion, power-ups used, damage taken, etc.

PLAYSTATION 2/XBOX/GAMECUBE

## NASCAR THUNDER 2003



For all you who cry, “left turn” when you think of NASCAR, feast your eyes on this righty-tighty shot of Watkins Glen from EA’s new NASCAR Thunder title. Tiburon is back at the helm, and is incorporating more depth into the game’s already exciting Career mode – debuting first on the GameCUBE this summer. Now you can spend money to create your own team, including crew chiefs, guys to build your car’s chassis, and the like. On the track, Thunder throws some situational challenges your way, and has a new game engine under its hood – making for even better graphics, physics, AI, and damage.

# REVIEW

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, and what the reviewers are like (so you can find the reviewer most like for yourself), and also a cheat sheet so the newbies can understand our advanced video game jargon. Read on soon you will be talking FPS and FPS 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, fit 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 game 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 get your fingers wrapped around the controller for some time.
- 7** - Worth renting. Unless you're a fledgling gamer, you've probably seen every thing 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 who 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 reprinted.

## GRAPHICS

How good a game looks, taking into account the 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 for the hands, the better. 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.



## ANDY

**Hobbies:** The Game Hombre. **Expertise:** RPGs, Action/Platform, Driving, First-Person Shooters. **Interests:** Long Weekends of Playing Video Games And Eating Junk Food. **Stops:** E3 Parties, Discovery Channel Dailies: EverQuest Game Designers Who Put Major Time Sinks into Shadow of Luthin That Result in Crap Ass Lost 1/Rush! **Current Favorite Games:** Star Wars: Jedi Outcast, Dungeon Siege, Medal Of Honor Frontline, Tony Hawk's Pro Skater 4

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



## MATT

**Hobbies:** The Original Gamer. **Expertise:** First Person Shooters, Puzzle, Action/Adventure. **Interests:** Civil War, Wisconsin, Metallica, My New Pony Sneakers, Drum Machines, And, You Will Know Us By The Trail Of Dead. **Dailies:** The City Of Minneapolis Towing My Car, Washing Machine Breakdowns, The Evil Scavenger Who Outdid Me At The Last Minute For A Vintage Yamaha RX15. **Current Favorite Games:** Spy Hunter (GBA), Animal Crossing, Eternal Darkness: Sanity's Requiem

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



## JUSTIN

**Hobbies:** The Digital Deviant. **Expertise:** Action/Platform, Fighting, RPGs. **Interests:** Frequent Flyer Miles, Moby Face, Jumping Out Of A Plane, The Bloodthirsty Gang Dilemma: A Lot Thanks To My Negative Attitude, My Negative Attitude, My Huge Couch, That Scary Peter Pan Guy In Dc. **Current Favorite Games:** Final Fantasy Tactics, Hot Shots Golf 3, Deus Ex: The Conspiracy, NBA 2K2, Air Hockey

Unlike most gaming journalists, Justin knows there's life outside video vegetation. He moonlights as wrestler Justin Lay in the Minnesota independent scene, where he violently bonds with other weary readers - a practice that just gets blank stares when attempted on other IG reviewers. Though the youngest on staff, Justin's tastes are highly off-the-beat, and he plays ESRB classics as often as he plugs into the latest titles.



## CHET

**Hobbies:** The Chronic Gamer. **Expertise:** Fighting, Action, RPGs, First-Person Shooters, Shooter, Platform, Adventure. **Interests:** Storm Troops, Air Bikes, Unreal Clan Tournaments, Classic Gaming, Blade II, Vegetarianism (Meat Suckst) Dilligale! Paul W. S. Anderson (IRE Movie Crazed), Moving, Cool Weather. **Current Favorite Games:** Unreal Honor Fucks, The Resistance Inched With Vegetarianism. **Over-Viewing Games:** Teen Horror Fucks, The Resistance Inched With Vegetarianism. **Current Favorite Games:** Unreal Horror Fucks, 2003, Street Fighter Alpha 3, Tekken 4, Resident Evil (GC): Capcom Vs. SNK2

Chet considers gaming to be a lifestyle, which means that he spends a ridiculous amount of time with his games. When he's not in an intense session with his UT clan, insane Asylum, or relishing with one of his consoles, he's hopefully eagerly awaiting arcades where fighting games still rule. Although he places all other activities at a distant second, he realizes the importance of society. Unfortunately, mimicking the motions for Dragon Punches and Fireballs only confuses and scares most people



## REINER

**Hobbies:** The Raging Gamer. **Expertise:** RPGs, Adventure, Strategy, Action/Platform, Sports. **Interests:** My Superhero-Like Strength, The Transformers DVD, Attack of the Clones (Billard), Meat Eaters (We Have Party Teas For A Reason: Vegetarians (Silly Grass Eaters), People Who Don't Worship Me As A God), Justin's Stupid Scorpion (Flash) **Current Favorite Games:** Medal Of Honor Frontline, Star Wars: Jedi Outcast, Tony Hawk's Pro Skater 4



## KRISTIAN

**Hobbies:** The Game Dawg. **Expertise:** RPGs, Strategy. **Sports Interests:** The Two Towers Trailer, Raising Arizona, Raging Light Pictures. **Dailies:** Tail Roads, That Ridiculous Song "Freedom" By Paul McCartney, Bud Selig. **Current Favorite Games:** Dungeon Siege, Madden NFL 2002 ( Xbox ), Hot Shots Golf 3



## KATO

**Hobbies:** The Game Katana. **Expertise:** Sports, Action/Adventure, Rac'ng, Action/Platform. **Interests:** The Ten Dumb Soundbites, The Two Towers Trailer, Justin's Negative Attitude, Bryant McKim. **Dailies:** People Who Die's M-To-The-N, Tree Roots Invading My House. **Man Doin' Current Favorite Games:** Madden NFL 2002/2003, NASCAR Thunder 2002/2003, Hot Shots Golf 3, Ha! Sport Challenge



## LISA

**Hobbies:** The Game Nikita. **Expertise:** Puzzle, Action/Platform. **Interests:** Hunting For Perfect Parking Spots, Curious The Common Cold, Kitting Scores (And Not Getting Mad For It), The Lord Of The Rings. **Dailies:** The Common Cold, Pizza Hut's P Zone, Shameless Use Of Bullet Time, Overload DVD's Without Enough Gently Special Features. **Current Favorite Games:** Rayman Adventure, Streets Warfare, Resident Evil (GC), Mario Party

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 569 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 pal's boundary. He not only plays games, he's in one, and can be shot day in the eye NES release. Perfect Dark.

Kristian enjoys opening a can of whoop-ass on his buddies at the ping pong table, than running off to the charging garage for a lesson in humility and anger management. The original teen-driven Zuck 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 pound out a good sports game.

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

Barring a brief and ill advised "I want to be popular, so I'll stop playing games" phase in late junior high, Lisa has been subduing her friends to down out boss battles since she was 8. She has been known to be philosophically about why *Angry Birds* is disproportionately under-appreciated and wishing that some "big" games were more fun - even if that means less party.



## 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 droids you are looking for).

**action** - A term we use for games like *Zone of the Enders* and *Call of Duty*.

**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.

**band** - A term we use for games like *Jacob's Ladder* and *Mano Party*.

**beam-mapping** - A technique where varying light effects simulate depth on textures.

**CG** - Computer-Generated graphics.

**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*.

**frame-rate** - The frames of animation used to create the illusion of movement.

**interface** - A game's menus and options.

**GBA** - Game Boy Advance.

**GGC** - 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.

**jagged** - Geometric 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.

**mini-game** - A small, simple game within a larger one.

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

**motion blur** - Phantom frames follow an object to give the impression of realistic speed.

**N64** - Nintendo 64.

**NES** - Nintendo Entertainment System.

**NPC** - Non-Player Character. Those people and creatures you see wandering around in games that are not being controlled by actual humans.

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

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

**PS2** - Sony PlayStation 2.

**PS4** - Sony PlayStation 4.

**particle effects** - Things like smoke or sparks created in real-time.

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

**reding** - A term we use for games like *Gran 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 *Halo Infinite* and *Dragon Warrior*.

**scaloped coin** - The best coin dish ever invented.

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

**SNES** - Super Nintendo Entertainment System.

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

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

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



## REVIEWS



### GAME OF THE MONTH **MEDAL OF HONOR FRONTLINE**

Frontline continues the Medal of Honor series, but with enhancements brought only by the power of PlayStation 2. This means that players get fresh new graphics, better collision detection, more precise controls (at least as exact as analog sticks can provide), and an intense sense of realism the previous games could have only hoped to achieve. Although Frontline doesn't introduce any significantly new gameplay elements, that compelling sense of excitement and tension that popularized the MoH games will keep players capping Nazis to Frontline's finish. Good luck, and enjoy. Page 76



The various death animations are cool



We wish you actually get to use this plane



Sniper shots are exciting, as well as deadly

PLAYSTATION 2

## MEDAL OF HONOR FRONTLINE

### SAVING PRIVATE PLAYSTATION 2

Initially, I worried when I discovered that the next edition of my favorite console FPS series would appear on PC. I irrationally assumed that DreamWorks would focus its talent on creating a stellar PC experience, and leave PC's shrapnel for the PS2 version. Fortunately, although different, Frontline offers every bit of Nazi-eradicating enjoyment found in Allied Assault.

The opening scenario situates players in the assault of Omaha Beach. I won't reveal too much—bombs exploding, boats, turret bullets whizzing by, bodies flying, your nervous friend venting himself—except that if you've seen Saving Private Ryan (sans ultra violence—apparently the ESRB condones Nazi genocide for ages 13 and up, but not blood), you know what to expect. Furthermore, the feeling of tension and excitement perfectly sets the mood for the entire game.

The gameplay will remain familiar to fans, almost too familiar actually, which is the title's only significant weakness. Although the mechanics—everything from sneaking around and photographing top secret information, to causing mass destruction—are executed flawlessly, there are hardly any new ones. I originally devoted bleeding fingers to MoH and Underground because they presented game mechanics and situations that, at the time, didn't exist on console FPSs. This third incarnation simply lacks that sense of freshness.

Frontline successfully applies the old Neo Geo marketing phrase, "Bigger, Badder, Better." It bests its predecessors in one key area: Every mission conveys a nail-biting tension that absorbs the player as never before. Certainly the crisp, detailed graphics, authentic sounds, and seemingly genuine story help, but nothing convinces you that you're a part of the battle like running through an open field full of Nazis and tanks, popping heads left and right; or getting surrounded by gunfire, shielded only by a car, and being forced into a grueling 15-minute grudge match with your sniper. And let's not forget the Omaha Beach thing.

Intelligent AI, as well enemy injuries and deaths, further heighten the game's realism factor. Most of the time, players will need to consider the foes they face carefully, as there's plenty of variety in attack methods, as well as various types of enemies. Some

will feign retreat, dodge left and right, head for cover, fight from behind corners, and even flip tables for protection. When you manage to nail a few Nazis, you must be sure to hit a vital organ, since they won't immediately expire from a bullet anywhere else. Fortunately, Frontline's collision detection has improved with its new graphics engine, which means that shots hit their desired target more often.

This also means that precision weapons—my favorite—are more accessible and have greater effect. Once you grow accustomed to analog targeting, capping Nazis in the face will quickly become second nature. I understand some players (especially we who realize the superiority of the mouse/keyboard interface, and, cough...newbies) will still find it difficult to aim accurately in intense situations. So, DreamWorks added a wide array of other weapons, including various machine guns, grenades, handguns, turrets, and explosives. Hopefully, next time DreamWorks will take the time to support a mouse and keyboard.

With hordes of other features and tons of secrets and codes, there's plenty of incentive to replay Medal of Honor, besides just venting frustration through Nazi destruction. I highly recommend Frontline for everyone. —CHT



Kaboomooom! Many of those various vehicles must be destroyed

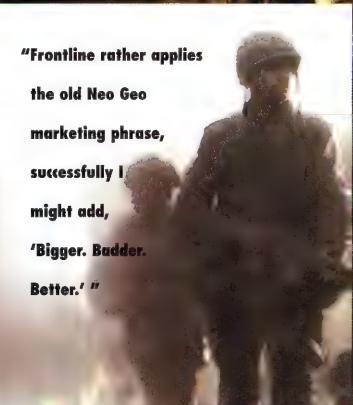
■ STYLE 1 PLAYER ACTION ■ PUBLISHER ELECTRONIC ARTS ■ DEVELOPER DREAMWORKS ■ RELEASE JUNE 4

# GAME OF THE MONTH MEDAL OF HONOR FRONTLINE



These special bullets are just one of the many secrets.

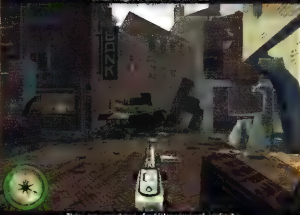
**"Frontline rather applies the old Neo Geo marketing phrase, successfully I might add, 'Bigger. Badder. Better.'"**



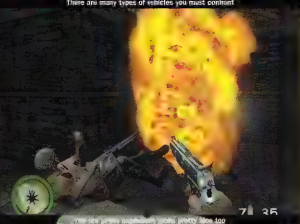
The characters' textures are extremely realistic.



Cause a light to create a distraction.



There are many types of vehicles you must contend.



The old Neo Geo marketing phrase, successfully I might add, 'Bigger. Badder. Better.'

## THE BOTTOM LINE



**Concept:**  
A great idea still, with some new situations, but it still resembles its predecessors too much.

**Graphics:**  
Crisp, clean, detailed textures running at a smooth 60fps, most of the time anyway.

**Sound:**  
The sound of tanks, fire, and Nazis puts you right in the action.

**Playability:**  
It's pretty smooth and about as good as you can get with a controller. How about a mouse/keyboard interface next time, guys?

**Entertainment:**  
The game is a blast. From the moment you storm Normandy Beach to the ending, the controller will remain in your hands.

**Replay Value:**  
Moderate.

## SECOND OPINION

Medal of Honor Frontline is an adrenaline-pumping thrill ride. The detail and precision that went into this game left me speechless and looking on in a bewildered state of awe. The level of intensity is almost too much to bear, and the graphical realism that it achieves is staggering. When an explosion erupts, showing thousands of particle effects into the sky, you can almost feel it and may react by physically ducking out of the way. All of the missions bring forth unique objectives and varying AI routines for the situations at hand. As you progress through the levels, you'll trigger jaw-dropping action sequences — many of which bring out the gruesome details of WWII. Of course, Frontline could have benefited greatly from multiplayer, but even without this glaring necessity, it's still one of the best FPSes on the market.

**REINER — 9.25**



## REVIEWS



PLAYSTATION 2

# UFC THROWDOWN

BARBIC AND LOVING IT

**A** more fitting definition of human chess never existed. Ultimate Fighting Championship mixes punching, kicking, and grappling. The fighters rely on their killer instincts to avoid losing both tournaments and consciousness.

Throwdown expands, albeit slightly, upon the legacy of the first two UFC games: the Dreamcast original and Xbox's Tapout. Gameplay-wise, it's nice to see people taking damage from the cage. As deep as the arsenal is, though, I still win one of two ways: either I punch the other guy till he folds like a napkin, or I hop on top of him and bend him in cruel and unusual ways. It's still a hook, though.

Career mode's added depth—the game's other addition—is a great move in my book. While the physical aspects are kiddie-pool shallow as always, the actual enhancing of your fighter is superb. Challenges akin to Soul Calibur's Mission mode increase your skills in varying ways, and you compete in tournaments (after sparring) to build your level and try out a new discipline. I really wish Crave would realize appearance customization does count, though.

Put the two recent UFCs next to each other, and this one's the ugly duckling. However, you don't need to be a beauty pageant winner to know how to choke someone out. UFC still has outstaged game potential, but Throwdown is its best effort so far. —JUSTIN

THE BOTTOM LINE



8.25

- **Concept:** Are you ready? Are you ready? Let's get it on.
- **Graphics:** If Microsoft was smart, it'd use this to show how much better Xbox can look. Some of the models look like they're in big head mode.
- **Sound:** Obscure screaming and shrieks highlight the typical noisy noises.
- **Playability:** A few extras, like using the cage as a weapon, add to an already meaty package.
- **Entertainment:** The career mode shines more than in previous UFC titles, making this game the winner. But it isn't pretty.
- **Replay Value:** High.

### SECOND OPINION

The idea of rolling around with half-naked men may keep most gamers at bay, but I actually found it to be a pleasant experience. In comparison to the other UFC games, the combat hasn't changed too terribly much, a great deal has been implemented into the Career mode. Not bad.

REINER — 7.75



THE BOTTOM LINE



8

PLAYSTATION 2

# HEADHUNTER

HEAD, I SAID. YOU'LL END UP DEAD

**W**hen Headhunter was first planned on the Dreamcast (releasing only in Europe), it was obviously Sega's attempt at making a Metal Gear Killer. Since then, Metal Gear Solid 2 raised the bar to a level few could hope to reach, but Headhunter still stands as an entertaining action/adventure.

The story, while unoriginal at its roots, kept me hooked. Protagonist Jack Wade is a bad motorfingir suffering from amnesia, and is trying to reclaim his bounty-hunter glory. To get there, he's got to start from square one. That means he must complete VR training missions to gain headhunter licenses, which give higher security clearance and more powerful weaponry. We all expect to earn licenses in racing games (GT 3), but it works well in this genre, too.

The combat isn't super-innovative, with lots of ducking behind things and corner creeping. It does the job, however, and is complemented by some clever puzzles. The targeting is admirable, but the camera is not. Focusing around town on your motorcycle is a good break from piling up body counts, but the poor graphics make it obvious Headhunter was made for the Dreamcast hardware.

Headhunter is not without its blemishes, but I really got into the game. Beatmen Metal Gear and venturing more? Seek out some Head of your own. —JUSTIN

■ **Concept:** An amnesiac bounty hunter takes on the baddest criminals in town

■ **Graphics:** It's easy to see this was a Dreamcast game, with its poppy filled, badly textured driving scenes; and ugly character models

■ **Sound:** Middle of the road, with increasingly dramatic tunes and gruff voice acting

■ **Playability:** Action/adventure vets will ease into this like a VW Bug in a handicapped parking space

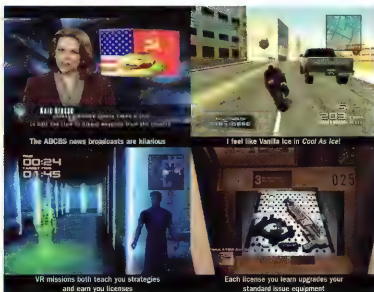
■ **Entertainment:** A very good game that covers all the genre's bases

■ **Replay Value:** Moderately High

### SECOND OPINION

When I heard that Acclaim had picked up the publishing rights for Headhunter, I didn't think that putting out a game that couldn't even make it to the Dreamcast sounded like a good idea. Now, I'm happy to say that I was wrong. The title merges the stealth and combat of a Metal Gear Solid 2 with clever touches that help immerse you in its setting. Getting around town with your motorcycle and the miss during the load screens are just a few examples. Unfortunately, I wonder if the specifier of the Dreamcast still has a hold on Headhunter. The camera and targeting were often frustrating, and while I loved whipping donuts on my motorcycle, having to ride around town just to secure the mandatory points on it seems like a limited use for an idea that wasn't fully developed. Regardless, Headhunter is a bit of a fun fact that I suggest you look into.

KATO — 8



The ABCS news broadcasts are hilarious

I feel like Vanilla Ice in Cool As Ice!

VR missions both teach you strategies and earn you licenses

Each license you learn upgrades your standard issue equipment

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CRAVE  
 ■ **DEVELOPER** CRAVE ■ **RELEASE** JUNE 4

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** ACCLAIM  
 ■ **DEVELOPER** AMUZE/SEGA ■ **RELEASE** APRIL 29



PLAYSTATION 2

## WIPEOUT FUSION

HRESVELGR?

**B**eing that it's the 21st century, I think it's fair to ask: Where the hell are those flying cars we've been promised? Well, at least fans of the series can now enjoy Wipeout more because the PlayStation 2's technology almost matches its futuristic racing theme. Right? I don't think it's that easy. Even though the PS2 hardware is "next gen," the game's thrills can't keep up entirely.

Despite having a pretty good sense of speed (while having a field of over a dozen other opponents) and some impressive courses, I just didn't find the payoff any greater than if I was playing a PS-X edition of the series. I'm not saying the game is outdated, but maybe it just don't think a new console makes it much more compelling. For example, the one gameplay element that I enjoyed was that you could damage out of a race if you bounced around corners or didn't take the time to recharge your shields. But that's not new – the series has done it already. I had no problem enjoying Fusion's scenery as it whizzed by, but maybe it is the way we stopped seeing games like this through futuristic, rose-colored glasses. Perhaps we should accept that maybe we don't want the future to be like this after all. – **KATO**

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** BAMI ENTERTAINMENT ■ **DEVELOPER** SONY COMPUTER ENTERTAINMENT EUROPE ■ **STUDIO** LIVERPOOL ■ **RELEASE** MAY 13



PLAYSTATION 2

## SPIDER-MAN

THE AVERAGE ARACHNID

**H**aving enjoyed the PlayStation Spider-Man adventures, I was pretty excited about this release. Now, I'm wallowing in disappointment, having discovered that Spider-Man is just another middling third-person action game that falls prey to the fatal flaw that fells so many of its ilk: a bad camera system. Don't get me wrong – this game is fun. Treyarch has made some nice improvements to the gameplay, including a quick zip-line web that makes scaling buildings a breeze, and a bevy of unlockable combos that give some semblance of the depth to the beat-em-up action at hand.

Just wish that it wasn't so damn frustrating. The camera seems to be mounted on a swivel, which frequently results in you running in the wrong direction. The fluid nature of the gameplay, which involves crawling on walls, swinging from the rafters, and climbing on the ceiling, demands a camera that can keep up. The lock-on camera just isn't enough to remedy this problem. I will say that the sequences that take place above the city are more manageable, and there are some great levels, especially Ultimate's Lair. It's good, but it could have been much better. Still, it's a worthy purchase for fans of the first two. – **MATT**

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** TREYARCH ■ **RELEASE** APRIL 16

THE BOTTOM LINE

**E** **6.5**

- **Concept:** The series attempts to make the jump to the PS2 with the wonder still intact.
- **Graphics:** Draw distance and speed aren't a problem, and some of the weapon effects are cool.
- **Sound:** Another A-list soundtrack with Future Sound of London, Orbital, BT, and more.
- **Playability:** If you can't pick up and play this game, I suggest you check your pulse for signs of life.
- **Entertainment:** About as fun as...you'd expect from racing around a track...in the future.
- **Replay Value:** Moderate.

## SECOND OPINION

Lots of tracks, various weapons, solid controls, blasting specials, cool extras, and thumper music make this futuristic racer a winner. However, I do wish that Fusion offered a tad more to set it apart from its predecessors.

CHET – 8.5

PLAYSTATION 2

## SAVAGE SHIES

■ **STYLE** 1 OR 2-PLAYER ACTION/SHOOTER  
 ■ **PUBLISHER** BAMI ENTERTAINMENT  
 ■ **RELEASE** APRIL 1



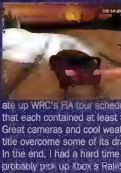
For those of you who are not familiar with this title's turbulent history, at one point in development, the entire game was based on rock n' roll's Prince of Darkness, Ozzy Osbourne. In the words of Ozzy: "How [expletive] cool is that?" True, it's a terrible concept for a game, but I would have seriously considered laying down 50 cents to see Ozzy Osbourne riding on the back of a dragon with "Flying High Again" blaring in surround sound. In my humble opinion, that would be comedy at its finest. Without Ozzy, Savage Shies doesn't have much to offer. Certainly, I appreciate the fact that the game boasts over 20 different playable creatures and 25 campaigns, but the gameplay is very dull. Picture, if you will, a free-roaming Panzer Dragon without the sophisticated look-on technology, fluidity of control, or enormous boss battles. It's not a complete failure, per se, but its gameplay is generations behind games that were released five years ago. – **REINER**

**M** **5.5**

PLAYSTATION 2

## WORLD RALLY CHAMPIONSHIP

■ **STYLE** 1 OR 2-PLAYER ACTION/RACING  
 ■ **PUBLISHER** BAMI ENTERTAINMENT  
 ■ **RELEASE** MARCH 22



Freshly christened as a rally fanatic after my spin with RallySport Challenge, I was excited for World Rally, and for the most part – it didn't disappoint. While offering a pretty basic physics model, a few options, and fewer cars, I ate up WRC's FIA tour schedule, complete with 14 locations that each contained at least five segments of track apiece. Great cameras and cool weather and road effects help this title overcome some of its draw distance and fog problems. In the end, I had a hard time putting it down, although I'd probably peek up Xbox's RallySport first if it came down to the two of them. – **KATO**

**E** **7.5**

THE BOTTOM LINE

**E** **7.75**

- **Concept:** Extend Spidey's successful PS-X run with a game based on the movie.
- **Graphics:** Not bad, but not as sharp as the Xbox or GC versions.
- **Sound:** Bruce Campbell's acerbic narration is hilarious.
- **Playability:** The new combos are great, as are the flying boss battles, but things get a little annoying indoors.
- **Entertainment:** Yes, this game is fun, but serious technical issues detract from the overall experience.
- **Replay Value:** Moderate.

## SECOND OPINION

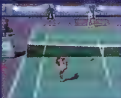
I liked the campy Spider-Man games better, but this movie version isn't too bad. Even though the PS2 beamsticks is the worst of the bunch, it's still a good play; but only because it's Spidey. Any other game with a camera this bad would be crucified.

ANDY – 7.5

PLAYSTATION 2

## WTA TOUR TENNIS

■ **STYLE** 1 OR 2-PLAYER SPORTS  
 ■ **PUBLISHER** ROCKAWAY  
 ■ **RELEASE** MARCH 26



In keeping with its storied tradition of sports games, Konami uses WTA Tour Tennis as an opportunity to squander what is probably the best roster of women tennis players ever assembled, including such greats as Serena Williams, Hingis, Davenport, Seles, and Capriati.

Sadly, the gameplay engine is buggy, featuring a painfully slow backswing, jerky and spastic player movement, and a weird bug that often leaves you stuck in place as you attempt to hit an overhead smash. Another double fault for a company that needs to give up on athletics. – **MATT**

**E** **5**



"...I jumped out of my seat more times than I care to admit."



"Barry? Where's Barry?"



You can actually see the zombie tear off a piece of your flesh.



The zombie AI has improved dramatically. They'll run in pursuit, swing at you, and even lunge in your direction.

GAMECUBE

# RESIDENT EVIL

RELIVING THE HORROR

In 1996, the release of Resident Evil ushered in a new era for video games. At the time, the thought of jumping out of your seat in fright while playing a game seemed absurd. As we quickly realized, however, Resident Evil made most gamers sleep with their nightlights on. It was, in many ways, the first title that successfully captured the essence of horror and suspense, and was one of the pioneers of cinematic camera work. Gamers who missed out on this landmark release back in the day now have the chance to experience the terror firsthand with this GameCube-exclusive remake.

Rather than simply porting the game over in its 32-bit form, Capcom has completely redesigned RE from the ground up. Just to clear up some confusion, it's still the same game, but the feeling that it emits is entirely foreign. Yes, if your memory serves you correctly, you will be able to pinpoint the differences that have been made—whether it be the paint color in a room, structure of Chris' spoken dialogue, zombie formations, or item placement. To give the game a much-needed boost in visual quality, all of the environments and character models have been redesigned, capturing the true essence of realism. When I say realism, I'm talking about seeing water on screen, then leaning forward and trying wick it off of the TV. You'll also notice that many of the environments are accompanied by looping video which is used to create authentic lighting and animated

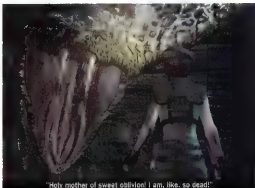
objects such as swaying grass and spinning fans. All of these elements intensify the atmosphere. A hallway that once well lit may now be blanketed in darkness. Does a zombie lurk within the shadows? Perhaps.

Of equal interest, Capcom didn't want gamers to run through the game at breakneck speeds. The layout of the mansion hasn't changed in the slightest, yet alterations accompany almost every puzzle. The enemy intelligence, awareness, and aggressiveness have been boosted as well. Some of the zombies will actually run after you and lunge for your neck. To balance this increase in difficulty, Capcom has inserted a handful of new attacks—primarily counter maneuvers. When a zombie latches onto you, if you have a specific weapon in your inventory (such as a grenade or dagger), you'll jab it into them, thus freeing yourself. The character control is still a tad robotic, but a 180-degree turn has been added. Yet again, however, there is no solution to the awkward camera positions that blinds your perspective. You may hear entering down a hall, but you won't know what it is until it enters your frame or you approach it.

As was the case seven years ago, I jumped out of my seat more times than I care to admit. The suspense is far greater. The gore more defined. Resident Evil is well worth revisiting. —RENER



Chris soon realizes that the sharks are real and not kids with snorkels and cardboard fins.



"My mother of sweet oblivion! I am, like, so dead!"

THE BOTTOM LINE

MATURE  
M 9.25  
ESRB

- **Concept:** A remake of the 1996 survival horror classic
- **Graphics:** Unprecedented realism is found within the character models, lighting effects, and environment details
- **Sound:** Carry B-movie quality of dialogue
- **Playability:** Even with a new 180-degree turn, the movement remains robotic. On the other hand, the enemy AI has been overhauled to make the game twice as challenging
- **Entertainment:** Same game with a new feel! Well worth revisiting
- **Play Value:** High

SECOND OPINION

Represents: old-school PS-X with fresh GameCube graphics—an enhancement compelling enough to warrant a purchase, I promise you. The combination of incredibly beautiful textures and the alteration of certain suspenseful events managed to score the pins out of me all over again. Fortunately, Capcom extended its talents and improved the gameplay a tad. Jabbing zombies in the eye socket, exploding heads into a gooey mist, and lighting corpses are the more invigorating additions. Also, certain puzzles differ slightly to keep the thinking component interesting. Unfortunately, little else has changed. I know, it's only a remake, but I wish Capcom refined the sluggish controls and developed more practical methods of dodging. Nevertheless, RE popularized the genre, and this remake only proves that it remains king of survival horror.

CHEAT — 8.75

■ STYLE 1-PLAYER ACTION/ADVENTURE ■ PUBLISHER CAPCOM ■ DEVELOPER CAPCOM ■ RELEASE APRIL 30





## GAMECUBE

## BURNOUT

FREEWAY DRIVING FOR DUMMIES

**S**emis and grannies and drunks – oh my! The daily commute is a dangerous and frustrating one. It's hard to keep from raging on the guy in the BMW in front of you who's devoting more attention to his cell phone than to keeping his foot on the gas, but Burnout is a good alternative, with much less consequence.

Racing is fun, but crashing is better. It's great to weave in and out of Burnout's traffic, narrowly avoiding the buses and taxis on the streets while battling your racing rivals. However, sometimes the desire to see carnage is too heavy to bear, and you go speeding into the side of a hatchback with reckless abandon. To me, barreling into one car, taking flight, and smacking another helpless vehicle with enough velocity to reverse your mid-air rotation is worth the price of admission. The multi-angled replay only sweetens the pot.

I liked Burnout on PS2, and it's still a fun romp. You won't find customizing options or an extensive list of vehicles to buy, but if it's chaos and destruction you want, it's chaos and destruction you'll get. – **JUSTIN**

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** ACCLAIM ■ **DEVELOPER** CRITERION STUDIOS  
■ **RELEASE** APRIL 30



## GAMECUBE

## SPIDER-MAN

EVERYTHING A SPIDER CAN?

**T**his game is going to cash in big time on kids' excitement over the movie, and it should. Spider-Man is a pretty solid game, and gives you what you'd expect in an Activision sequel. The new zip lines are rather useful, and having the next-gen power to fill out the city levels is a welcome sight. I also enjoyed the many training levels, which weren't merely hand-holders, but were often fun in their own right. However, I feel that this game didn't fully maximize the opportunity that the movie's spotlight provided.

While I loved the wealth of combo moves and web slinging, the added flavor it gave to the title was hampered by the way levels were broken up. Several times I was excited by what I thought would be around a corner, but was instead disappointed by a cutscene and the abrupt end of the stage. This stop 'n' go formula gave boss battles little bite and drama. Moreover, Spidey's mojo was often hampered by a wonky camera and zip lines that you could never be too sure of. GameCubers should see this as an action title that'll help fill the console's otherwise sparse cupboard in the genre. – **KATO**

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** TREYARCH  
■ **RELEASE** APRIL 16

## SECOND OPINION

You can't help but love diving in and out of traffic as you make your way through Burnout's mythologized courses. Unfortunately, that is where all the excitement ends. The interface is slightly goofy, but once you get the hang of it you'll be pulling powerwheels with the best of them. Not a whole lot of depth and only decent graphics, but plenty of fun. I highly advise you to check this game out.

ANDY - 8

## THE BOTTOM LINE

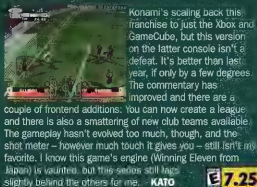
T 7.75

- **Concept:** Realistic driving with customizable crashing
- **Graphics:** Less motion blur than in the PS2 version, which pleases me. Good looking in nearly every respect
- **Sound:** Screamscree...SMASH!!!
- **Playability:** You have all the tools for avoiding accidents at your disposal
- **Entertainment:** I ask you, who doesn't like vehicle collisions? Who?
- **Replay Value:** Moderate

## GAMECUBE

## ESPN MLS EXTRATIME 2002

■ **STYLE** 1 TO 4-PLAYER SPORTS  
■ **PUBLISHER** KONAMI  
■ **RELEASE** APRIL 9



Konami's scaling back this franchise to just the Xbox and GameCube, but this version on the latter console isn't a defeat. It's better than last year, if only by a few degrees.

The commentary has improved and there are a couple of frontend additions: You can now create a league; and there is also an smattering of new club teams available. The gameplay hasn't evolved too much, though, and the shot meter – however much touch it gives you – still isn't my favorite. I know this game's engine (Winning Eleven from Japan) is vaunted, but this series still lags slightly behind the others for me. – **KATO**

E 7.25



## GAMECUBE

## VIRTUA STRIKER 2002

■ **STYLE** 1 OR 2-PLAYER SPORTS  
■ **PUBLISHER** SEGA  
■ **RELEASE** MAY 21

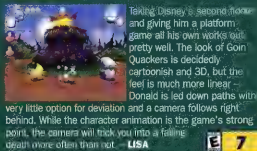
As *Saturday Night Live*'s Fernando once said, "you look mahloous!" Despite being the best-looking soccer title to date, however, Virtua Striker 2002 doesn't fare as well in the gameplay department. Most irritating is that when you try to steal the ball, your defender will be automatically repositioned in front of the guy dribbling – which is a slide; you don't want to take it. Is this kind of hiccup that prevents the game from being as smooth as it looks. On the bright side, however, great death has been added to this arcade franchise through the Road to International Euro mode. – **KATO**

E 6.75

## GAMECUBE

## DONALD DUCK: GOIN' QUACKERS

■ **STYLE** 1-PLAYER ACTION/PLATFORM  
■ **PUBLISHER** DISNEY  
■ **RELEASE** MARCH 27



Taking Disney's second forerunner and giving him a platformer game all his own works out pretty well. The look of Goin' Quackers is decidedly cartoonish and 3D, but the feel is much more linear – Donald is led down paths with very little option for deviation and a camera follows right behind. While the character animation is the game's strong point, the camera will tick you into a falling death more often than out. – **LISA**

E 7

## SECOND OPINION

Spider-Man has tons of combo moves, gorgeous graphics, and great voice-over work (which is more than a little matching at times). New York is rendered on a massive scale and the Spidey abilities are more fun, abundant, and easier to use than the PlayStation version.

LISA - 8.5

## THE BOTTOM LINE

E 8

- **Concept:** A nice conjunction of another Spidey installment and movie marketing
- **Graphics:** The city gives are a sight to savor; though and exposures have some nice particle effects
- **Sound:** Tobey Maguire and Willem Dafoe impressed, although most of the speech was repetitive
- **Playability:** Spidey's stickiness to any object can frustrate, but you'll never run out of moves to pull
- **Entertainment:** It's a good time, but not quite "The Amazing" Spider-Man
- **Replay Value:** Moderate

## REVIEWS



XBOX

# 2002 FIFA WORLD CUP

A ROAD DIVIDED

The decision to split this year's World Cup between venues in Japan and Korea was a political one. Removing the world cup from FIFA last November was a strategic marketing move on EA's part. It's akin to putting out a version of Madden, only to ask fans to buy another copy of the game just to be in the playoffs. Evil. That aside, you will get sucked into the hype and love almost every minute of 2002 FIFA.

This title will help you understand the rest of the planet's World Cup fever. Through its superb audio, 3D representations of the ferocious videos, and more, to this end, EA actually went and added new animations. Players will fight for the ball as they run down the pitch. Also welcome are larger models and much-improved faces.

While I applaud EA for giving us such advancements, the game has also taken a step back. Even on the fastest speed (which I recommend), the title is sluggish at times and can exhibit questionable AI—particularly around the goal. Also, headers aren't as easy as in FIFA 2002, even if sweet new juggling moves have been added. This FIFA adds and subtracts to please and misuses in a shell game that has me slightly confused on whether to buy it or not. Will the US's success in June push me over the edge? **KATO**



**Concept:** Make you buy a whole new game just to complete EA's other soccer title, Road to the World Cup.

**Graphics:** Faces have been improved, even if there's still a some texture tearing.

**Sound:** The crowd's exuberance ruts off onto you and the unorchestrated score is cooler than you think.

**Playability:** The new juggling controls are fun to play with, but as a whole, the game can be less than fluid at times.

**Enter/Exit:** How the stance to turn non-soccer fans into World Cup warriors.

**Replay Value:** Moderate.

### SECOND OPINION

This is an epitaph of a soccer game. The incredible extras coupled with fluidly timed gameplay and silky-smooth graphics make this title a must-own for any sports fan—not just you faithful few who keep the American Footy Game alive. The passing AI could use a bit of tweaking, but who cares? This is by far the best soccer title available today.

**KRISTIAN — 9.25**



XBOX

# STAR WARS: JEDI STARFIGHTER

FOCUS ALL FIREPOWER ON THE XBOX DEFLECTOR SHIELDS

If the Xbox is so powerful, then why do most of its games appear as though they were made on the PlayStation 2? Oh wait...they weren't! There must be a race between developers to see who can port over a game from the PlayStation 2 to the Xbox the fastest. As of now, it doesn't seem like companies are using the power of the system to do anything more than system to system conversions. Don't get me wrong—the more games the better...right? It just seems silly to me that developers don't take advantage of the Xbox's technical capabilities to enhance the software. I guess the saying "time is money" has a great effect on our industry. Bummer.

As you've probably gathered, the Xbox port of Jedi Starfighter is identical to the original PlayStation 2 release. The only significant difference is an additional multiplayer bonus mission set within the busy cloud tops of Coruscant. You'll also get an exclusive glimpse at two new LucasArts games (Indiana Jones and Gladius). On the technical side, the only modification, which is a slight one, is that the framerate doesn't hang up or chug when the action becomes frenzied.

As a Star Wars game, Jedi Starfighter is a success. The missions are fairly complex, and the new Force powers bring about much needed combat diversity. Unfortunately, the story is just as big of a disgrace as its predecessor is. Where am I? And why does Jango Fett keep showing up? The Episode II material really has no place in this game, but I guess it did bring about a chuckle or two.

Again, and I stress the point, gameplay is King. Starfighter has it in droves. I wouldn't recommend this game for those of you whose lives don't revolve around Star Wars. It's a game for geeks. That's it. — **REINER**



The gameplay is incredibly smooth and loaded with interesting mission objectives. Adi Gallia commands the Force well and can unleash it against the droid and Geonosian adversaries.

■ STYLE | OR 2-PLAYER SPORTS | PUBLISHER LUCASARTS ■ DEVELOPER LUCASARTS ■ RELEASE MAY 15



**Concept:** A Force-powered sequel with Episode II ties.

**Graphics:** PS2 texturing, PS2 effects, PS2 models. I'm surprised the PS2 logo didn't come up!

**Sound:** The voiceovers are a bit flat, but at the same time, highly obvious.

**Playability:** Targeting...smooth movements...diverse missions...measurably powerful Force attacks.

**Entertainment:** Even after the game is over, longevity feeds its head through hidden objectives and cooperative and head-to-head multiplayer modes.

**Replay Value:** Moderate.

### SECOND OPINION

Like any good video game need, I love Star Wars. When those sacred words fade into a star field at the beginning of every game, I always get tingles down my spine. Like many a video game need knows as well, games based in the Star Wars universe are hit and miss. Sometimes the Force flows through them, and other times you try to force it down the toilet. Jedi Starfighter actually ends up sitting right in the middle. It has some great story elements, and the chatter that goes on during battle really makes you feel a part of the action. Unfortunately, the gameplay doesn't convey a sense of flight. More often than not, I felt as though I was in the helm of a floating barrel than piloting a craft. I enjoyed this one, as it is very well produced, but the game mechanics are only average.

**ANDY — 7.75**



## XBOX SPIDER-MAN THE ARACHNID X-FACTOR

Activision has had its hand in Spider-Man's webbing for several years now and has proven time and time again that it knows how to create a stellar game that is faithful to this license. Of course, the Spider-Man motion picture is an entirely different beast than the lighthearted comic adventures. Certainly, Activision could have forged a game that follows the film's story verbatim. I highly doubt, however, that gamers would've enjoyed having an emotional heart to heart with Aunt May, or having to attend school every day. Rather than experimenting with a newfangled formula, Activision and developer Treyarch stuck with their guns and developed a game that complements its existing stable of Spider-Man games.

For those of you familiar with these titles, you'll feel right at home. In my opinion, the only striking difference between this game and the previous endeavors is the artistic direction—it's much darker, keeping with the cinematography of the film. Of course, the wall crawling experience is heightened through a handful of new gameplay elements. In addition to the plethora of combat and webbing maneuvers, players can now compete in intense aerial battles that display insanely detailed cityscapes and come equipped with slick lock-on controls. As the game unfolds, you'll also have the ability to unlock new combo sequences. To say the very least, the controls are bursting at the seams with options and strategies. Once again, however, the camera system is your greatest

foe. The action is blistering, yet the camera moves like a slug and requires constant maintenance from the player.

Don't let this discourage you, though. Assuming the identity of the most agile character in comics proves to be thoroughly amusing yet again. Out of all three versions (Xbox, PS2, GC), Spider-Man shines brightest on Microsoft's console. The graphics are sharper and as an added bonus, this is the only version that offers exclusive material: two extra levels featuring Kraven the Hunter. —REINER



The Xbox version features two exclusive levels featuring Kraven the Hunter

Spider-Man and Scorpion fighting side-by-side? Say what?!

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** TREYARCH  
■ **RELEASE** APRIL 14

THE BOTTOM LINE  
E 8.25

- **Concept:** Based on the motion picture, yet modeled exactly like the Activision's existing Spider-Man games
- **Graphics:** The reflections on the buildings are pitifully conceived. The texturing on Spidey couldn't be much sharper or defined, either.
- **Sound:** The orchestrated movie score with new voiceovers by Tobey Maguire, William Dalton, and Bruce Campbell
- **Playability:** Tons of moves...frustrating camera system
- **Entertainment:** The varying level goals generate an engaging play experience
- **Replay Value:** Moderate

### SECOND OPINION

The camera is about as useful as a qualified bug. We're all griping about it, but that only shows how inexcusable a bad camera is now—especially for a series in its third incarnation.

What's even worse is how your controls get screwed up when you try to correct its position. Most aspects of Spider-Man are super, though. Spidey's vast arsenal of moves gives you many options for every situation. I personally like zipping. The only time the web-bond doesn't shine is when Tobey Maguire labors through a voice line. Queef! On the other hand, Bruce Campbell proves again that he's the man as your nemesis (sorry, Stan Lee). It's a good-sized quest, backed by replay-inducing points which unlock cool bonuses like the free-player Pithead Bowling (I got a 233 my second game). In the arachnid wars, I'll choose a screenshot every time, but in the movie and game domains, it's spiders all the way.

JUSTIN — 8.25

## XBOX NBA 2NIGHT 2002

■ **STYLE** 1 TO 4-PLAYER SPORTS  
■ **PUBLISHER** KONAMI  
■ **RELEASE** MAY 5



This is not the same game I played on PS2, sacrificing better graphics for choppy play. I thought 2Night on PS2 was a contender, but the Xbox's is a lottery candidate. Maybe it's the very badly thought out control scheme. Every other game uses a shoulder button to coach or protect the ball—why must I click the left analog stick here? I can't even change it. With this gameplay perfection, things like bad collision and ball physics bother me a lot more. There's a good Franchise mode, but it has no hope of challenging NBA 2K2 or Inside Drive. —JUSTIN

E 6.25



## XBOX BURNOUT

■ **STYLE** 1 OR 2-PLAYER RACING  
■ **PUBLISHER** ACTIVISION  
■ **RELEASE** APRIL 30

While lacking in substance—primarily cars—Burnout excels in delivering edge of your seat racing. In many ways, this game bears resemblance to Driver and Crazy Taxi, where perfection is key, and squeaking between the narrowest of gaps is a prerequisite. Of course, you won't need to complete missions or drop off passengers. This is a straight-up racing game that thrives off of intensity and pushes the user to improve his or her skills. Like I said, a handful of cars really isn't acceptable nowadays, and the graphics could have benefited from a little polish. On the other hand, the gameplay—the only thing that truly matters

—IS SIMON — REINER

E 7.75

## XBOX PIRATES: THE LEGEND OF BLACK KAT

■ **STYLE** 1 OR 2-PLAYER ACTION/ADVENTURE  
■ **PUBLISHER** ELECTRONIC ARTS  
■ **RELEASE** MARCH 26



There's a hell of a naval battle game in The Legend of Black Kat. It's just too bad that it has to play second fiddle to a fairly mediocre third-person hack n' slash adventure. As cool as the ship warfare is, I wish that the landlocked sequences had more to do with real piracy (i.e. robbing and pillaging) instead of the pedestrian antics of the game's buxom heroine. Unsurprisingly, this looks better than the PS2 version, but me timbers remain unshivered. —MATT

E 7.5





PC  
**HEROES OF MIGHT AND MAGIC IV**  
A GOLDEN NEWBIE

**D**ue to space constraints, I'll forego my usual introductory ramblings and cut to the chase — this is a great game. With 11 hero classes to choose from, 37 advanced hero classes, six town types, 300 structures, and over 60 controllable creatures: Heroes of Might and Magic IV is a well-tuned engine firing on all cylinders. The gameplay sucks you in as you begin the quest to level your characters and defeat your foes, and the music is astonishingly good. I know it seems odd to be so amped about a title's music, but it really is impressive. I turned off the monitor and simply listened to the sound from time to time.

You're in for a treat graphically as well. All of the structures and units have been painstakingly modeled, leaving your game looking fresh, crisp and cutting-edge. Then there's the gameplay — good luck getting out of a sitting with less than an hour's worth of time investment. There's just too much to explore and experience — you'll be hooked before you finish choosing your first skill upgrade. The difficulty can be a bear at times, so unless you consider yourself a seasoned veteran of this franchise, I would suggest starting on a lower skill setting. — KRISTIAN

THE BOTTOM LINE  
**E 8.75**

- **Concept:** A turn-based strategy game with a whole lot of detail thrown in
- **Graphics:** Sharp enough to slice tomorrow
- **Sound:** The best music I've heard in a PC game in a long, long time. Distinctive, but not overpowering.
- **Playability:** There are a few gameplay possibilities that you won't mind
- **Entertainment:** A fantasy gamer's delight. This title has more gameplay possibilities than you can shake a stick at.
- **Replay Value:** High

**SECOND OPINION**

From the cornucopia of goodies, to map exploration, to the freedom and depth in the creation and control of your heroes, this game keeps the good times rolling. Also, nothing gives me more pleasure than slaughtering Lephrechauns for their Lucky Charms. Add in some awesome sound, and you just might lose track of all time and even overlook the fact that MAM IV didn't ship with multiplayer mode (patch forthcoming). Just don't forget to go buy it.

**KATO — 8.25**

■ **STYLE** 1 TO 6-PLAYER STRATEGY ■ **PUBLISHER** 3DO  
■ **DEVELOPER** NEW WORLD COMPUTING  
■ **RELEASE** MARCH 26



PC  
**THE ELDER SCROLLS III: MORROWIND**

ONE SWEET THING

**M**orrowind is a triumph. Everyone involved with this project should be elated with what they've given the gaming world. This title is one of the most in-depth and cerebral role-playing games I've ever had the pleasure of playing. From the all-important character creation phase to the incremental development of your digital companion, everything that makes an RPG fan love these types of games is here in force. Players could literally spend hundreds of hours with this title and still have more to find and explore throughout the expansive world. Then you've got the quests, the side quests, the guild errands, and scores of other delectables to keep your butt in your chair.

Although the incredible depth is good, the game seems to grind a lot when it comes to loading, and the menu system could use some work. Of course these things are forgivable for many fans, but for those who are mere initiates of this genre, it might be a bit off-putting. All told, I wouldn't hesitate to recommend Morrowind to anyone who loves spending every waking moment in a completely immersive virtual world. For those who need a bit more action to spice things up, this title will most likely be too much to handle. — KRISTIAN



THE BOTTOM LINE

**T 9**

- **Concept:** Step into an enormous world and quest to your heart's content
- **Graphics:** Visually stunning, but the draw distance is shorter than previously expected
- **Sound:** A lot of time went into making the sound and music good enough so you'll never turn off your speakers
- **Playability:** Easy-to-learn movement controls, but the menu interface can be a bit clunky
- **Entertainment:** RPG fans will be in heaven from the opening scene to the climactic ending
- **Replay Value:** Moderate

**SECOND OPINION**

There are no "what ifs" involved within Elder Scrolls III. It is, in the journey you take to the journey you make. The open-ended freedom can best be described as a single-player EverQuest. The amount of time you'll invest into developing your character, and tackling the side quests and guild missions will consume your days and nights. The expansiveness of the quest is far from perfect, however. Aggravating zero loading occurs without warning, and the combat system is void of options. Nonetheless, the adventure at hand holds a certain undeniable charm that causes you to turn a blind eye to its shortcomings. If you've ever complained about why you couldn't do this or that in an RPG, there are no boundaries here to keep you from experiencing what you want, when you want it. Even after the game is over, unparalleled depth bears its head within the quest-building Construction Set.

**REINER — 8.75**

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** BETHESDA SOFTWARES  
■ **DEVELOPER** BETHESDA SOFTWARES ■ **RELEASE** APRIL 29

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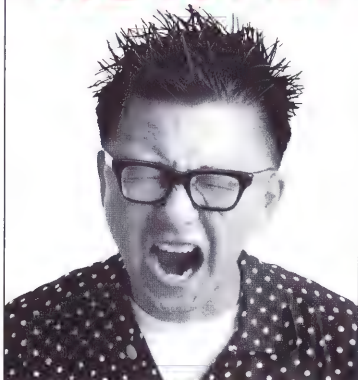
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PC

## DUNGEON SIEGE

YOU CAN'T, YOU WON'T AND YOU DON'T STOP

It's nice to see a game with a long development cycle come out and perform.

Dungeon Siege is a title we've been hearing about forever it seems, and now all of that waiting is paying off. Gas Powered has taken the brawler/RPG genre to the next level with this high-toned release. The most remarkable achievement that I noticed during my all-too-short time with DS is the utter and complete absence of loading times anywhere, in any level. You'll pop up out of multi-floored dungeons just as fast as you will a small peasant hut. Impressive, no?

Luckily, the gameplay is able to back up this remarkable programming with solid controls and intriguing tactical situations.

As you add characters to your group, you'll be presented with a number of different formations to facilitate organized movement. Do you use a wedge arrangement; putting your ranged units on the wings, or will you decide to put everyone in a defensive circle to protect your flanks? These are the happy conundrums that make this game fun to play. Well, that and hacking increasingly larger things to bits as the game wears on. Diablo fans (you knew I was going to call you out), here's what you're going to be spending your free time with for the next couple of months. Don't be afraid! —KRISTIAN



■ **STYLE** 1 TO 10-PLAYER ACTION/RPG ■ **PUBLISHER** MICROSOFT ■ **DEVELOPER** GAS POWERED GAMES ■ **RELEASE** APRIL 4

THE BOTTOM LINE



9.25

■ **Concept:** Hack n'slash action, but cutting-edge programming makes things leap to life

■ **Graphics:** A densely populated world, in terms of both creatures and objects, is skillfully represented

■ **Sound:** Things go "splat" and "whiz" where you want them to

■ **Playability:** Clicking the mouse and hitting the spacebar to pause the game is about as complicated as it gets

■ **Entertainment:** This impressive title is sure to toke any gamer's fancy

■ **Replay Value:** High

### SECOND OPINION

There are so many things to like about *Dungeon Siege* that I really don't know where to begin. Not only are the 3D worlds exquisite, they make maneuvering your characters much more intuitive and manageable than anything that has come before it. In fact, the interface is so good that after you experience it, I promise you'll never be able to play *Diablo* again — *Siege* makes it seem that archaic. The action is also an outstanding hybrid that lets the player hack away at will, but also pause and tactically position party members. Simply put, if you love to level up and collect items like myself, *Dungeon Siege* will instantly have you hooked. Sure, the story is a tad lackluster, but once you get crawling through the world fighting the monster hordes, you'll never want to come back to the real world again. Pack mules and multiplayer rule!

ANDY — 9.25



PC

## THE SIMS: VACATION

HERE WE GO AGAIN

Let's make believe that the Sims franchise is actually crack cocaine.

Since crack is an incredibly addictive substance, any new version of said material being released will likely elicit the following reaction among its adherents: "Oh my God! A new version of crack is out! Maybe I can buy some new furniture!" Well my crack-bout little friends, this is true. Yes, you can buy new furniture. Yes, you can call a cab from your house and go on a vacation with your family. Yes, you can play assorted carnival games and so on and so fourth. The only thing really holding this game back is the time passage rate. Like I've said all along, if things went a bit slower the game would be much more engrossing.

Would it matter to you if I gave this game a zero? Of course not! You're going to buy it regardless. Luckily for you, *Vacation* doesn't even come close to approaching a zero. It has a wealth of new interactions and locations to explore, and adds more and more replay value to a game which has a heaping helping of it already. So buckle up, Sims slaves — you've got a new way to avoid the reality of life for the next three weeks. —KRISTIAN

THE BOTTOM LINE



8

■ **Concept:** It's a Sims expansion, if that doesn't spell it out for you, nothing will

■ **Graphics:** Same as always — crisp and clean

■ **Sound:** There are a few more Simlish phrases to hear, but nothing groundbreaking

■ **Playability:** If you're playing this game, you've probably played the others. There's nothing new to worry about here

■ **Entertainment:** If you're a Sims fan, vacation will definitely no disappoint

■ **Replay Value:** High

### SECOND OPINION

The *Vacation* expansion pack adds a new wrinkle to the Sims experience. They work. They date. They go on vacation. Need I say more? What's that? You want additional details? Well, it's still the same game, but it does allow you to unlock new items for the house, complete in carnival games, and...uh...ermm... Look over there!! (buried footstep revealing into distance)

REINER — 7

■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** MAXIS ■ **RELEASE** MARCH 20

# REVIEWS



GAME BOY ADVANCE

## MEGA MAN BATTLE NETWORK 2 A ROBO HOEDOWN

This is exactly what a GBA game should be. Battle Network 2 has a simple interface, a cool character, plenty of gameplay variety and strategy, and an addictive quality. Like the first game, MMBN2 combines the RPG elements of everyone's life revolves around a virtual world and their virtual PCs—yours being Mega Man.

Although players will spend some time completing quests and adventuring in reality, the significant portion of gameplay takes place on the NET. In this element, your adventure through the network and PCs, completing various tasks, solving puzzles, and battling numerous viruses. The combat is executed well. Players fight on a grid in real-time, having access to charges, various items, power-ups, and weapons that help Mega Man suppress virus proliferation.

Overall, BN2 is fun, with only a few minor problems (found random battles to be unwelcome, especially when adventuring, and the explanations sometimes inadequately direct you around the virtual and real worlds). Still, these faults don't detract from game quality too much. Definitely don't miss out on Mega Man's latest adventure. —CHET

THE BOTTOM LINE

**E** **8.75**

- Concept:** Though Mega Man is known throughout RPG with a unique premise, this is unique.
- Graphics:** The graphics are great, the animation is fluid, and the characters are nice.
- Gameplay:** The variety of the tasks the user's asked to do makes this a fun game to play.
- Playability:** It offers a simple interface that players will easily use to play other GBA titles.
- Relevance:** RPG definitely possesses an addictive quality that will have you playing until the end, which is really what a GBA game should be.
- Value:** Mega Man Battle Network 2 is a great value.

SECOND OPINION

Mega Man Battle Network 2 is not only a well-executed action/RPG title for GBA, it could hold its own with many of the RPGs out there on any system. It has strategy, it has action, heck, BN2 has everything. A must for your Game Boy Advance collection.

ANDY — 8.5

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** JUNE 4



GAME BOY COLOR

## YU-GI-OH!: DARK DUEL STORIES

YU-GI-OH-GOD-MAKE-IT-STOP!

Let's start with the good things about Dark Duel Stories: It contains hundreds of monster cards divided over 20 classes, six terrain types, and a host of Special Magic cards. In addition, you can build your own monsters, and fuse existing cards into hybrid monsters. That's a lot of depth.

Unfortunately, there are just too many things wrong with this game. Given all the gameplay intricacies, the lack of a tutorial mode is puzzling. This deficiency is exacerbated by a steep learning curve. I stepped through my first two battles; basically playing cards at random. Then, in my third match, the CPU got incredibly tough, fusing wicked new monsters that I had no hope of matching up against. This is pretty unappealing to the casual player, and the bare-bones presentation doesn't deliver any type of plot. This is odd, given that the Yu-Gi-Oh franchise is a big part of this game's draw. I know it's fashionable to rip on Pokémon, but that series always does a great job of making this type of niche game palatable and entertaining to a wide audience. Konami would be wise to learn from their example. —MATT

■ **STYLE** 1 OR 2-PLAYER STRATEGY ■ **PUBLISHER** KONAMI ■ **DEVELOPER** KONAMI ■ **RELEASE** APRIL 1



SECOND OPINION

Take a license barely known outside of Japan, throw in some mediocre gameplay, and you've got a recipe bound for failure. Although Yu-Gi-Oh isn't awful, it lacks the variety of others in its genre and suffers slightly from unbalanced gameplay.

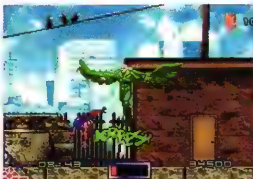
CHET — 6.5



THE BOTTOM LINE

**E** **5.5**

- Concept:** A portable version of the popular Yu-Gi-Oh! collectible card game.
- Graphics:** A few neat bubble cutscenes spice things up a bit, but it's mostly just menus.
- Sound:** Play for 50 hours, and you'll probably hear one minute of unique music.
- Playability:** The interface is simple, yet sometimes irritating, and there is no tutorial mode to help guide you.
- Entertainment:** If you live and die by Yu-Gi-Oh, you'll love it; everyone else would be wise to avoid this one.
- Replay Value:** High.



GAME BOY ADVANCE

## SPIDER-MAN

THE ITSY BITSY SPIDER

Marvel's wall crawler has spun an extravagant web on the Game Boy Advance. Instead of focusing on just one play mechanic, which has been the case for most of Spider-Man's handheld games, developer Digital Eclipse created an all-encompassing adventure that is just as complex as Spider-Man's console brethren. Although sophisticated — making use of every button on the GBA (even Select) — the controls are fashioned to be responsive and easy to maneuver. The difficulty balance and level designs were created around the expansive move set, forcing players to use all of the actions frequently. It really does play like a dream, and for the loyal Spider-geeks out there, the atmosphere within the game ties into the extensive comic book universe more than it does the movie license that it's based on.

Given the fact that this is a movie to game translation, I had my doubts at first. However, after a few minutes of play, I couldn't put the GBA down — an addictive quality that I've rarely encountered from a handheld action game. Excelsior! —REINER

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** DIGITAL ECLIPSE ■ **RELEASE** APRIL 16



THE BOTTOM LINE

**E** **8.5**

SECOND OPINION

Power Activation is sure taking both its license and its GBA games seriously. Spider-Man is an inventive, entertaining title. It's the best way to shoot sticky fluid on the go.

JUSTIN — 8.5

- Concept:** An action-packed side-scroller that ties into the movie license, but also borrows extensively from the comic universe.
- Graphics:** The character animations are very impressive. I was also taken aback by the detail that went into the Mode 7 web swiveling stages.
- Sound:** Typical GBA beeps and bips.
- Playability:** Complex moves...brilliant level designs.
- Entertainment:** Challenging and over-flowing with gameplay elements.
- Replay Value:** Moderate.

## BLENDER BROTHERS

■ **STYLE** 1-2 PLAYER ACTION/PLATFORM  
 ■ **PUBLISHER** NFOGRAAMES  
 ■ **RELEASE** APRIL 14



I have no idea what the hell the name means, or how exactly it relates to the character. I don't really even understand the convoluted story, but nevertheless, Blender Brothers offers a solid experience. The game's main strengths lie in its variety of gameplay mechanics, mini-games, and platforming. Unfortunately, it's way too short, the challenge is a bit lacking, and the character designs appear quite lame. If you're ten, or simply into a decent, albeit short action title, Blender Brothers should fit the bill. — **CHET**

**E 7.5**

## MOTOGP

■ **STYLE** 1-PLAYER RACING  
 ■ **PUBLISHER** N642  
 ■ **RELEASE** MARCH 13



I hate this game's archaic point of view, which I've dubbed Pole Position Syndrome. Without Mode 7 scaling (think Mario Kart), this game is behind-the-back

perspective games merely seem like you're going forward, with a few right or left turns. To me, that's no fun; and the only game to do it well in the last 10 years is Road Rash. With nothing but standard racing here, MotoGP isn't worth playing. The sense of speed is good, but otherwise it's a sub-par release. — **JUSTIN**

**E 5**

## FROGGER: THE GREAT QUEST

■ **STYLE** 1-PLAYER ACTION/PLATFORM  
 ■ **PUBLISHER** KONAMI  
 ■ **RELEASE** MAY '95



Frogger: The Great Quest is a serviceable platform title that neither offends nor inspires. The graphics are respectable, but predictable; and the sound takes full

advantage of the GBA's tinny speaker (sarcasm intended). The only thing truly exceptional about this iteration of Frogger is that he's so darned big. Should a frog really be human sized? Then again, if you want to be picky, would a frog really wear a quaint little vest? — **LISA**

**E 5.5**

## ATARI ANNIVERSARY ADVANCE

■ **STYLE** 1-PLAYER ACTION  
 ■ **PUBLISHER** NFOGRAAMES  
 ■ **RELEASE** MARCH '06



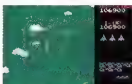
For everyone who played games like Asteroids and Centipede as a kid, this is a great little cart to pop in and rev up some nostalgic moments from your gaming past. For

those who play these six games for the first time, it may be a little harder to get into. Since I was a Huffy riding, Dukes of Hazzard watching child of the 80's, I found playing these old classics particularly appealing. The Atari trivia game I could have done without, however. — **KRISTIAN**

**E 7**

## ARCADE ADVANCED

■ **STYLE** 1 OR 2-PLAYER ACTION  
 ■ **PUBLISHER** KONAMI  
 ■ **RELEASE** APRIL '72



We all know the Game Boy Advance's predilection to the preserving of old school gaming, and I found this collection of six Konami arcade titles (Frogger, Rush 'n Attack, Time Pilot, Yie Ar Kung-Fu, Gyuss, and Scramble) to be yet another example of this — more or less. Maybe I'm in the minority here, but frankly, Frogger and Rush 'n Attack just aren't that fun anymore. Instead, I found that Time Pilot was the main draw for me here, as well as a good thumb workout. Similarly, Gyuss and Scramble served well as sometimes formidable reflex exercises. The one problem I have with this package, overall, is that high scores aren't kept when you turn the GBA off — a disservice to a legacy of quarters spent and lives lost in arcades throughout the early/mid 80's. — **KATO**

**E 7.5**



## DINOTOPIA: THE TISTONE PIRATES

■ **STYLE** 1-PLAYER ACTION/PLATFORM  
 ■ **PUBLISHER** TDK INTERACTIVE  
 ■ **RELEASE** APRIL '02

James Gurney's series of Dinotopia books could have transformed into the perfect backdrop for a game. In some respects, developer RFX Interactive had the right idea in mind: The Utopian society shared by humans and dinosaurs is prominently displayed within the environments, and gigantic thunder lizards frequently populate the screen. Unfortunately, the same level of detail didn't transition into the gameplay. The level goal of finding an egg then bringing it to an exit is repeated through most of the stages. On top of this, the platforming is void of challenge — coming across as an afterthought more than an integral gameplay component. Beautiful background details, dull play.

— **REINER**

**E 6**

## THE SCORPION KING: SWORD OF OSIRIS

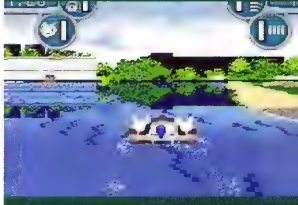
■ **STYLE** 1-PLAYER ACTION  
 ■ **PUBLISHER** UNIVERSAL INTERACTIVE  
 ■ **RELEASE** APRIL '05



While I still have hopes for the movie, the Game Boy Advance version of The Scorpion King is doomed to be as bland as the Rock's acting. There are some highlights to the game, like the multiple weapons and the various power-ups the Hero's Gauntlet offers, but overall it plays like a run-of-the-mill NES title. Since we all know the GBA is capable of SNES caliber titles, this sad fact alone makes this game unacceptable in my book.

However, if you absolutely love the Rock and The Scorpion King movie, there are worse games you could be playing. — **ANDY**

**E 5**



## GAME BOY ADVANCE SPY HUNTER BETTER THAN EXPECTED

I would have been perfectly satisfied with a well-done version of the old top-down Spy Hunter arcade game for my GBA. But Midway did me one better by attempting to bring this recent 3D update of the series to the world of handheld gaming — an ambitious undertaking — to say the least. I'm happy to report that it's been largely successful in this endeavor.

Graphically, the developers have used various scaling techniques to create a responsible facelift of the PS2 version, and even throw in some impressive water and fire effects for good measure. It's not quite at the level of Nintendo's handheld kart racers, but it's close — and that's high praise.

The levels are constructed much like the home console version, requiring you to complete a handful of primary and secondary level goals in one run. Doing this isn't always easy, as the courses frequently branch into multiple paths, forcing you to use strategy as well as firepower to finish the mission. The effective control scheme equals few instances of road rage, although I did find myself cursing the fact that the turbo and gas were both mapped to the A button. That's about the worst thing I can say about this game, which is a no mean feat for a GBA racer. Short but sweet: put Spy Hunter down as one of the nice little surprises.

— **MATT**

### THE BOTTOM LINE

**E 7.5**

- **Concept:** Jery the cyborg with an axe hand? Not for the arcade racing fanbase.
- **Graphics:** Nice Mode 7 scaling, nice car models, and some neat reflective water.
- **Sound:** A catchy (not-so) rock ballad. Peter Gunn's bark of the menus, regular techno/metal driving soundtrack.
- **Playability:** Right on, save for the inadvertently wasteful dash.
- **Environment:** Although it doesn't resemble karts to a (long-term) superfan, Spy Hunter is a pretty damn good.
- **Replay Value:** Modestly low.

### SECOND OPINION

I'm glad to say that this edition of Spy Hunter has all the feel of its console brethren. Unfortunately, this also means that many of the stages are basically the same. However, there still are alternate routes to pursue — even if you can't always tell where they are on the screen. All told, this is one port you'll be happy to play.

**KATO — 7.5**

■ **STYLE** 1 OR 2-PLAYER ACTION/RACING ■ **PUBLISHER** MIDWAY ■ **DEVELOPER** MIDWAY ■ **RELEASE** JUNE '11



# 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

Source: NPD TRSTS Video Games Service  
Data For March 2002  
Based On Units Sold

RANK	L. MO	GAME	SYSTEM	SCORE	RELEASE DATE	PRICE POINT
1	3	<b>Super Mario Advance 2</b>	GBA	9.5	Feb-02	\$30
<p>Why are developers making new games? Super Mario Advance 2 is proof that gamers will buy everything twice. For 2003, we predict that there will be over 500 re-releases, and five new games created by developers that don't have a grip on how this industry works. We can't wait for Super Mario World to be reissued on the GameCube!!!</p>						
2	1	<b>Grand Theft Auto III</b>	PS2	9.5	Oct-01	\$50
<p>GTA III is no longer the best-selling video game! It was inevitable, but still comes as a shock. Regardless, what better game to best Grand Theft Auto than one starring Mario? Gracious in defeat, we'd like to think GTA III's star would give Mario a hearty handshake. Who are we kidding? He'd launch a rocket down the greasy plumber's pipes faster than you can say, "Mama mia!"</p>						
3	N/A	<b>Virtua Fighter 4</b>	PS2	9.75	Mar-02	\$50
<p>Kick! Punch! It's all in the mind! If you don't play VF4, then you must be blind! If you haven't purchased this game yet, run out and do so now...seriously! Get off of your butt and run to your local video game retailer! No! We're not kidding! If you don't leave in the next ten seconds, we're going to tell your mom what you did with the vacuum cleaner! 10...9...8...</p>						
4	4	<b>Sonic Advance</b>	GBA	8.5	Feb-02	\$36
<p>Sega and Nintendo sitting in a tree! K-I-S-S-I-N-G!!! Ioki! Just the thought of seeing Miyaamoto swapping spit with Naka makes us want to rinse out our eyes with soap. Sega may have fallen from grace, but as you can clearly see, the company has rebounded nicely and currently has three titles in the top 5. Go, Sega! Go!</p>						
5	5	<b>Sonic Adventure 2 Battle</b>	GC	7.5	Feb-02	\$50
<p>Sonic Adventure 2 Battle is still tearing up the charts! In a related story, hedgehog sales are way up, according to our source in the exotic pet community. They may be cute and cuddly now, kids, but be warned: Hedgehogs crawl down your throat and suffocate you in your sleep! It's true! Beware!</p>						

RANK	L. MO	GAME	SYSTEM	SCORE	RELEASE DATE	PRICE POINT
6	N/A	<b>James Bond 007 in...Agent Under Fire</b>	GC	9.25	Mar-02	\$51
7	14	<b>Grand Theft Auto 2</b>	PS-X	7.75	Oct-99	\$10
8	19	<b>Motocross Mania</b>	PS-X	5	Jul-01	\$10
9	N/A	<b>Knockout Kings 2002</b>	PS2	7.75	Mar-02	\$51
10	N/A	<b>Tiger Woods PGA 2002</b>	PS2	7.75	Feb-02	\$50
11	N/A	<b>Triple Play 2002</b>	PS2	6.75	Mar-02	\$50
12	9	<b>Max Payne</b>	PS2	7.75	Dec-01	\$50
13	N/A	<b>All-Star Baseball 2003</b>	PS2	9	Feb-02	\$51
14	2	<b>State of Emergency</b>	PS2	8	Feb-02	\$50
15	N/A	<b>Crash Bandicoot: The Huge Adventure</b>	GBA	8.5	Feb-02	\$37
16	8	<b>Final Fantasy X</b>	PS2	9.75	Dec-01	\$49
17	16	<b>Super Smash Bros. Melee</b>	GC	9.25	Dec-01	\$50
18	15	<b>Driver 2</b>	PS-X	8.75	Nov-00	\$20
19	N/A	<b>James Bond 007 in...Agent Under Fire</b>	Xbox	9.25	Mar-02	\$52
20	12	<b>Halo</b>	Xbox	9.5	Nov-01	\$49

Source: NPD Interactive Entertainment Service • Kristin Barendse/No-Staff (516) 655-3661

## JAPAN TOP 10

Source: Game Press  
Based On Imports/Units Sold

POS	L. MO	GAME	SYSTEM
1	N/A	<b>Armored Core 3</b>	PS2
2	N/A	<b>Kingdom Hearts</b>	PS2
3	N/A	<b>Super Robot Big Battle IMPACT</b>	PS2
4	N/A	<b>Fire Emblem Sword Seal</b>	GBA
5	N/A	<b>One Piece Grand Battle 2</b>	PS-X
6	N/A	<b>Nobunaga's Ambition</b>	PS2
7	N/A	<b>Tekken 4</b>	PS2
8	2	<b>Let's Organize a J-League Pro Soccer Team</b>	PS2
9	N/A	<b>Biohazard</b>	GC
10	1	<b>Onimusha 2</b>	PS2

## GAME INFORMER TOP 10

By GI Staff/Editors/Readers

POS.	L. MO	GAME	SYSTEM
1	N/A	<b>Medal of Honor: Frontline</b>	GC
2	N/A	<b>Resident Evil</b>	PS2
3	3	<b>Star Wars: Jedi Outcast</b>	PC
4	1	<b>Virtua Fighter 4</b>	PS2
5	N/A	<b>Elder Scrolls III: Morrowind</b>	PC
6	6	<b>Duress Ex: The Conspiracy</b>	PS2
7	4	<b>All-Star Baseball 2003</b>	Xbox
8	2	<b>Super Mario Advance 2</b>	GBA
9	7	<b>Final Fantasy X</b>	PS2
10	9	<b>Grand Theft Auto III</b>	PS2



## PC TOP 10

Source: PC World/DIGI-Sales.com/Source: PC World/Source: Bioware/Source: EA  
Based On Retail/Units Sold

POS.	L. MO	GAME	MONTH	PRICE
1	N/A	<b>The Sims: Vacation Expansion Pack</b>	Mar-02	\$30
2	4	<b>The Sims</b>	Feb-00	\$42
3	1	<b>Medal Of Honor: Allied Assault</b>	Jan-02	\$44
4	N/A	<b>Star Wars: Jedi Knight II: Jedi Outcast</b>	Mar-02	\$47
5	3	<b>The Sims: Hot Date Expansion Pack</b>	Nov-01	\$28
6	2	<b>Harry Potter &amp; The Sorcerer's Stone</b>	Nov-01	\$27
7	18	<b>Command &amp; Conquer: Renegade</b>	Feb-02	\$42
8	N/A	<b>Ghost Recon: Dungeon Siege</b>	Mar-02	\$49
9	5	<b>Roller Coaster Tycoon</b>	May-99	\$21
10	7	<b>The Sims: Livin' Large Expansion Pack</b>	Sep-00	\$28

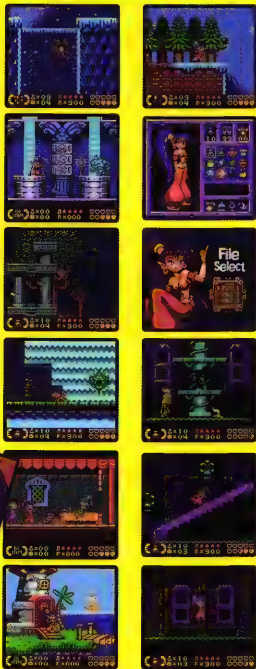


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CAPCOM

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E

Mild Violence

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**NFL 2K2**

► **FORMAT** PLAYSTATION 2 ► **STYLE** 1 TO 4-PLAYER SPORTS  
► **PUBLISHER** SEGA SPORTS ► **REVIEWED** JAN-02

Although not everyone looks like they do in real life, I'd say these are the best bugs I've ever seen in a football game. New plays and presentation also give a great distance to make this a joy to play, along with the commentary (and I'd say superior) differences in the Dual Shock. All told, this 2K2 is great, not just because it's the only real alternative to Madden, but because it has truly shortened the distance between itself and the EA franchise. The Dreamcast? It's been left in the dust. —**KATO**



**PLAYSTATION 2**

18 Wheeler	7.5	Dec-01	Zivko Soft	7.75	Feb-02
Amplitude Pro Theater	7.5	Dec-01	Mosonic, Inc.	6	Apr-02
Aza Combat 4D	8.5	Jan-02	Mosonic, Inc.	7	Feb-02
Call of Duty	8	Nov-01	Motorola	6.5	Jan-02
EA Star Baseball 2003	9	Apr-02	Warner Music	6.5	Jan-02
EA Soccer	8	Nov-01	Mosonic, Inc.	7	Dec-01
Armored Core 2	8.5	Oct-01	Namco	8	Feb-02
Amplitude	7	May-02	EA GAMES/THUNDER 2002	8.75	Mar-02
Army Air	7	Nov-01	NBA 2K2	8.5	Dec-01
Base Baller	7	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K2	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K3	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K4	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K5	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K6	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K7	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K8	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K9	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K10	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K11	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K12	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K13	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K28	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K29	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K30	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K31	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K32	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K33	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K34	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K35	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K36	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K37	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K42	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K44	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K45	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K47	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K48	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K50	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K57	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K58	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K59	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K62	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K63	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K64	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K65	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K66	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K67	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K68	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K69	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K70	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K71	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K72	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K73	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K74	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K75	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K76	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K77	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K78	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K79	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K84	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K90	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K92	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K93	7.75	Nov-01	NBA 2K2	8.5	Dec-01
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Baseball 2K98	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K99	7.75	Nov-01	NBA 2K2	8.5	Dec-01
Baseball 2K100	7.75	Nov-01	NBA 2K2	8.5	Dec-01

Dragon Hunter III	8.75	Nov-01	5	Oct-01
EA Soccer Manager	5.5	Jan-02	5	Nov-01
EA Soccer Manager 2	7.25	Feb-02	5	Nov-01
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EA Soccer Manager 73	7.25	Feb-02	5	Nov-01
EA Soccer Manager 74	7.25	Feb-02	5	Nov-01
EA Soccer Manager 75	7.25	Feb-02	5	Nov-01
EA Soccer Manager 76	7.25	Feb-02	5</	





# PLAY TO PERFECTION



## WALKTHROUGH AND SECRETS

# MEDAL OF HONOR FRONTLINE

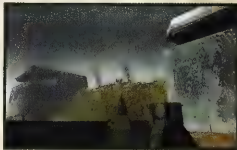
*This strategy is based on the medium difficulty level. Although things ought to remain the same if you play it on hard, you will have tougher enemies, and fewer Health Packs. Good luck – you'll need it.*

### BASIC TRAINING

1. Mess around a little to get used to aiming while moving around. This tactic will need to become second nature if you wish to succeed in some of the later levels.
2. Remember to reload whenever you aren't close to any enemies. You never know when someone will pop out, and you don't want to run out of ammo prematurely.
3. The sniper, at least for us, is the most useful weapon in the game. As soon as you get it, again, practice aiming at some stuff to get accustomed. Also, for quick deaths, always go for the headshot – peace-out in one hit!
4. When you get the rocket launcher or bazooka, use it whenever you see a large group of enemies near each other. These weapons are infinitely more useful than grenades. Also remember to shoot at the feet of enemies; otherwise, the rocket may just pass them by.
5. Get used to camping a lot. Whenever you enter a new area, the first thing you should be on the lookout for is a cover spot so that you can use your sniper. Doing this may lengthen things, but it will prevent you from starting over, and over, and over again.

### D-DAY

#### YOUR FINEST HOUR



▲ Destroy the white objects with smoke emanating from them.

#### Meet Captain on Shore

This task is easy. Just go up the beach and walk towards him; he'll be calling you.

#### Provide Covering Fire for Squad

First, you must rescue four soldiers by providing them with cover fire. You'll find them in the middle of the field asking you to "come over here!" Go towards them and simply shoot at the enemies in the bunkers. There are a number of soldiers running around, but these guys are always behind the metal structures or in holes waiting.

#### Rejoin Squad at Shingle Bankment

Simply run up to that hill covered with barbed wire, and speak with one of the soldiers. If you can stay at the base of the hill just in front of the barbed wire, you should avoid taking any significant damage.

#### Rescue Engineer at End of Embankment

He is behind a structure to the right. Go over to him. Follow him, providing some cover. This will now allow you to breach the Sea Wall.

#### Rendezvous with Captain at Base of Bunker

Go up to the wall of the bunker on the left and meet your Captain to complete the objective.

#### Cross the Minefield and Man Machine Gun

Go into the small bunker and jump up to the machine gun turret sitting to the left.

#### Destroy NG Nests on Ridge

There are two of these in between the large enemy bunkers. They are identified by their light brown appearance on the green hill.

#### Eliminate Enemy Soldiers in Trench

Actually, you will have to alternate between hitting the nests and taking out these guys. However, they shouldn't present too many problems.

#### INTO THE BREACH



▲ Shoot the guys in the other bunker from here.

#### Clear Machine Gun Bunker

Get near the corner, just out of range of the gunner at the door. Zoom in and blow him away. You will have to peer in and out of range to line up your shot, if you wish to conserve life.

#### Destroy Radio Link to Upper Gun Deck

Go around to where the first mounted machine gun was, and cap some more enemies. Head upstairs and make a right into the room. Kill the guard and shoot out the radio.

#### Find Smoke Grenades

Head out of the radio room around the other corner and kill the enemies. You will encounter them right as you enter the underground bunker area.

#### Clear Both Gun Decks

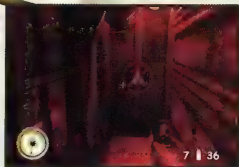
Keep going up; you'll eventually encounter some metal doors, which lead to the gun decks. Bust in and eliminate all of the enemies. From this gun deck, equip your M1 Garand and shoot at the enemies in the other gun deck.

#### Mark Gun Deck with Smoke Grenade

Find the red box on the ground and hit your action button. Now leave the gun deck.

# A STORM IN THE PORT

## SPECIAL CARGO



▲ Turn off the valve to pass in safety, and then blow up the engine

### Sabotage U-Boat Engines

Just proceed through the initial area, blasting away the crewmembers. After you pass the kitchen, turn off the valves. Blow up the piece of engine in the next room to complete this objective by pressing the action button on the red square. Destroy the box to the right of the door for health. Enter the tunnel that opens next to it.

### Set Explosives in Aft Torpedo Room

Proceed through the tunnel. Now you will encounter a series of areas that require you to attach bombs. Again, they are identified by red squares. There will be two. Also notice the Health in between the torpedoes on the right in the first room.

### Disable Radio Communication

You will proceed to the communications room. Just blast it.

### Set Explosives in Fore Torpedo Room

Just go to the end of the room with torpedoes and set an explosive on the red square.

### Find Enigma Code Book

The first cabinet on the right in the sleeping quarters houses the Code Book. It is across from the wall of pictures. Open the cabinet to reveal the book.

### Escape through Exit Hatch

Return to the room with the periscope and exit via the ladder.

## EYE OF THE STORM



▲ Shoot the numerous guards that appear from this chimney before you go for the access hatch

### Find Resistance Weapons Cache

Right at the beginning, there will be two guys on the left behind the boxes. Take them out quietly. There will also be a guard atop a tower firing at you; the MP-40 will do the trick. You will come to a few stairs on the other side. Don't miss the grenades under them. Once on the roof, take on the enemies. Just beware of the left side of the rooftop; a mounted machine gun will be unloading from a ship. Get the sniper before you attack him. The Briefcase is across the catwalk.

### Find Rooftop Watch near U-boat Pen 2

Take out some enemies on the ground, and proceed back down the ladder and stairs. The boxes previously blocking your path will be cleared. After you get up the flight of stairs, you will come to an open area. Be careful of the mounted machine gun to the far right at the end of the street. Take out the guard there as soon as you turn the corner. At the end, to the right of the shipyard past the mounted machine guns, is a door. Go back to the warehouse directly across. There is a metal overpass there. Next to some boxes, you will find a ladder. Go up. Hide behind the last chimney on the left and take out the guards on the overpass and at the end of the roof with the sniper. At the end of the roof chain, you will find access to the warehouse. Be aware that once you fall in, you will have to take out lots of guards with your machine gun. Also, before you leave this initial room, go up the ladder on the other side for some goodies.

### Destroy Supply Trucks

Proceed through the area. It is pretty straightforward. At the end of the open area, you will find your trucks.

### Acquire Deployment Roster

Proceed inside after the trucks, and go right. At the room in the end, you will find the Roster. Be careful of the guards inside this room, though. After you kill them, go outside and blow up the last truck, which is slightly away from the other group.

### Infiltrate Wet Docks Facility

Once you blow up the last truck, climb the boxes, and go up this newly formed bridge.

## A CHANCE MEETING

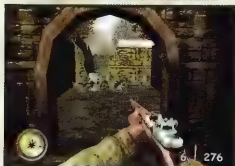


▲ Make sure you hit all three parts before leaving

### Sabotage Engines in Research Facility

Kill the enemies in the beginning easily. When you get to the train, flip the switch, mount the machine gun and kill as many guys in the open area as

## SEASIDE STOWAWAY



▲ Blow up the barrels and go through the hole. Just shoot from a distance to avoid damage

### Collect Resistance Drop at Insertion Point

Pick this up right at the beginning and proceed; it is a small white box. Watch for the guards once you leave this area. Jump up to the Jeep and start unloading on the enemy, providing cover fire. Check the indoor structures to obtain various items.

### Man Machine Gun in Church Tower

Be careful of the tank; proceed when its turret isn't pointing straight ahead, and after you've killed as many enemies on the other side as possible. When you pass the tank, go to the end of the street and climb up the church building. Provide cover fire with the gun at the top.

### Secure Submarine Fueling Roster

Pick this up after you save the second objective, you'll come to a room with a Nazi interrogating a prisoner. Next to the door on the left, you'll find the Roster.

### Breach Wall to Docks

After you leave the room with the Roster, you'll encounter three enemies by a turret. Kill them and the subsequent enemies that appear. There will be an open room on the left with a number of barrels. Blast them to complete this objective.

### Locate Submarine Fueling Dock

After you breach the Wall to the Docks, go through the small forest area, and go left to fulfill this objective. Beware though, as you will encounter a horde of enemies. If you go to the path on the right, you will find a mounted machine gun which will allow you to mow them down with ease.

### Stow Away in Submarine Cargo Crate

Jump around the barrels at the gate near the truck to stow away.



possible before moving on. You'll eventually proceed indoors; destroy three parts of the engine to finish the objective.

#### Acquire Engine Blueprints

Just proceed through the first facility and you will encounter a few scientists with the Blueprints on the table. To the right of the Blueprints is a box containing some Health.

#### Infiltrate U-boat Bunker

When you get to the vents, they will all be closed. Simply launch a shot at the one on the far left. You will come to a red room, flip the switch on the console. Go downstairs.

#### Destroy All U-boats

Flip the switch in the area where you infiltrate the U-boat Bunker to destroy a few more. Proceed down and kill the enemies, and head up the stairs. These will lead you to the final U-boat. In this area, try to take out as many guards from the catwalk as possible.

#### Blow up Fuel Depot

Go down and get on the U-boat; this will open the doors. Kill these guys with the sniper rifle. Go to the gun deck and blow up the large tanks outside. Lay the final charges.

#### Find Dock Gates

Just walk outside and go through the gates.



## NEEDLE IN A HAYSTACK

### ROUGH LANDING



▲ Run into them to obtain the clothes

#### Acquire Civilian Clothing

You obtain this in the second area when you destroy the second tank. It is hanging on a clothesline on one of the houses.

#### Find the Matches

In the second village, there is a bridge with a few enemies by a fire. Go kill these guys and get the Matches. I suggest staying on the opposite side of the bridge and killing these guys with the sniper rifle in safety.

#### Barnes Must Destroy All Tanks

You will accomplish this objective as you proceed through the mission. Simply proceed from village to village and Barnes will find and destroy all of the tanks. You simply need to provide cover and kill as many enemies as possible while he lays bombs. Beware though: if you get too close to a tank before Barnes destroys it, it will fire its cannon at you, inflicting severe damage.

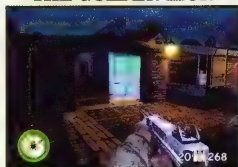
#### Protect Barnes

Again, simply killing as many enemies as possible will help finish this objective. If you destroyed every tank, this objective will be complete. For this sixth tank, move around as much as possible, to avoid taking any damage from the mounted rocket launchers. In general, we suggest trying to position yourself behind an object at each area you enter, and taking enemies out with your sniper. Keep the machine gun ammo on reserve for melee situations, and for the path areas linking each village.

#### Create Distraction to Open City Gates

Simply go to the haystack next to the windmill at the end and press your action button to start a fire, and create a distraction.

### THE GOLDEN LION



▲ Go through these doors to get the toolbox

#### Locate Tools and Sabotage Vehicles

In the beginning there will be a fairly large number of guards to fight. Find the mounted machine gun straight ahead and to the right, and make good use of it. Lure enemies here and take them out with ease. When you cross the bridge, go to the left. Go down the alley. There will be three guards sitting by a fire; take them out quickly, before they can set the alarm. If they do, kill them, turn off the alarm, and kill the enemies that will appear behind you. Now, go through the blue doors here to get the Tools. In the trunk of the vehicles, you can find Items and Health; don't miss them. To disable the vehicles, simply open the hood and hit your action button.

#### Sabotage Motor Pool to Signal Resistance

This will be one of the cars in the lot with the best by the first alarm. Simply disable it to complete the objective.

#### Meet Operative in Garage

Now go the opposite way from the bridge and you'll find another alleyway. Go through here to meet this Operative.

#### Get an Officer's Uniform

Now you must peace-out a lot of Nazis here. I suggest simply moving slowly and taking guys out with the sniper. Hit the guys in the buildings surrounding you and disable the vehicles here; destroy that alarm too. Return to your friend in the truck. Your best bet is to run for cover behind the vendor carts on the left. Take them all out with your Sniper Rifle. Go disable more vehicles, kill the alarm, and return to the truck. Do the same thing again, but get into the laundry truck and get a uniform.

#### Locate Contact in Golden Lion Bar

Kill some more enemies and make your way over the bridges. You'll come to a blue door with a lion plaque next to it. Enter the door. Go to the piano player and tip him. Go upstairs; throw the three Beers to start a fight. Go down to meet the Informant.

### OPERATION REPUNZEL



▲ Go behind the curtain and grab the map, after you kill everyone first, of course

#### Find Kitchen Key Set



▲ Grab the keys and run downstairs

Right at the beginning, go to the left and enter the door on the right, showing your papers when necessary. Once you enter the house, however, you must fight, so off the sitting guard ASAP, and get ready to fight a number of other guards. Don't forget about the Health on the desk behind the sitting guard. The Keys are hanging in the room upstairs on a coat rack. Proceed downstairs and go through the door. Proceed through these next corridors carefully,

patiently, and meticulously. When you get to the kitchen, try letting the guards come out to you, and then kill them. After the kitchen, kill the two guards and go up to the stage, where you will find a Kit and some grenades. Throw all of the grenades up the stairs through the doorway to kill as many guards as possible. Off the rest with your gun. When you get to the bar, go behind it to get the shotgun! When you get outside, kill the two guards, but don't go outside. Rather, shoot them from the doorway. Now there will be a number of guards above you. Stand under, not walking out too far, and you will be able to off them without taking any damage. However, watch for guards going down the stairs, as they will be able to hit you easily.

#### Search the Paintings

Once you pass these guys, you will eventually come to a large lecture hall full of enemies. Kill the two at the door, then run all the way to the right. When you get to the boxes, duck down. Kill the three enemies on the upper level first. Then kill the rest on the ground from the top. Constantly move around and duck to avoid enemy fire. Be patient here and off them one at a time, as you will likely be low on health. The only painting you need to check is the one behind the Nazi flag in the lecture hall directly across from the entrance. You will uncover a map.

#### Destroy Clocks to Find Hidden Notes

After the lecture hall, you will come to a series of small rooms full of clocks. Don't destroy them, since they have nothing in them. Duck before the top, and take the guy out on the second level straight ahead, but not the guy on the first floor. Run in and take the other three out with the shotgun. You will eventually enter a house. From the main hallway, go to the last door on the left and enter. The small clock on the left right when you walk in, houses Documents.

#### Find Keys to Cell Door

In the last room from the secret passage behind the rooms, you will find the keys to the cell door. This section shouldn't be too tough as you will receive more weapons and more Health. I suggest using the shotgun and blasting enemies in misle combat.

However, it would be prudent to launch a grenade into this room to clear out any enemies without taking any damage.

#### Locate Gerritt

In the room where you found the Keys, you will also encounter a door on the right. Enter it to find Gerritt. Go up to the roof, offing the enemies there. Now fall on that white structure over the edge of the building to land safely. Grab the car to finish the objective.

## SEVERAL BRIDGES TOO FAR

### NIJMEGEN BRIDGE



▲ Hide behind here and try to kill as many enemies as possible

#### Defuse Charges Under Bridge

Proceed up the stairs, taking out the two guards at the top. Try killing them from the stairs. You will get a sniper rifle now. Proceed slowly, killing the two oncoming guards. You will come to a mounted machine gun. Stand at the lower right side of the first burning truck, and you can just make out the gunner's shadow. Take him out, and then the rest. Go to the machine gun and kill the enemies that come up from the stairs. Go down and kill the two guards. Now defuse the explosive. Go across the catwalk and take care of those two explosives. Go up the stairs. Turn left and you'll eventually hit another mounted machine gun; take 'em out. Turn around and go the other way. Dispatch the guards on top of the bridge with the sniper, and then the ones at ground level. After a few minutes, go to the right, and climb the ladder on the steel pillar of the bridge - it is next to a burning truck. Kill the guards at top, especially the ones hiding on the struts. Aim down now on the unsuspecting Nazis below. Head down again. Proceed forward until you get to a blockade and another turret. Take on these guys and head downstairs to the right for more explosives. Head up the other stairs, and eventually make your way down the road on the right.

#### Destroy Anti-Aircraft Gun

Once you start down the road, veer left, killing the three enemies. You will encounter a bunker; enter it and head right, killing some more foes. Press the action button on the barrel next to the gun. Go in the opposite direction from here to find the supply truck.

#### Escape in Medical Supply Truck

You'll encounter some more enemies; just kill them and hop in to finish.

### YARD BY YARD



▲ Stand here and take out the guards in safety

#### Clear Enemy Checkpoints from Main Road

Take out the enemies with your sniper on the other side of the fence. Enter the store from the white building on the right. Man the turret and hit the red barrel across the street. Kill as many guards as possible and head to the corner on the street where you originally started. Take out these guards. Go behind the houses, entering the house with the white gate. Get the Bread on the table and kill the guards. After you crawl through the little tunnel to the other house, hit the door on the far side for some Health; now go through the first door. Man the mounted machine gun and kill the enemies on the street. Rescue the citizen and kill the guards at the gate. Try to approach the gate slowly, as there is a mounted machine gun just to the left; kill this guy first. Go back a bit and on the left, you'll see an alley. Head down it. Make your way to the top of the house, and hit the red barrel. Destroy the tank that emerges. Before you leave this house out the backdoor, get the shotgun next to the backdoor. You'll come to another house; man the turret and hit the red barrel to destroy the last fence. When you leave here, pass the turret next to the citizen being harassed; the tank will fire its turret, which will kill you quickly. Proceed with your killing spree. Go through the yards, jumping on the ladder, over the fence.

#### Destroy Radio

In the last house on the right, just before the house opposing you down a long path, you'll find the Radio. Destroy it.

#### Find Your Way to Central Arnhem

Enter the building facing you; go upstairs and enter the red door.



## ARNHEM KNIGHTS



▲ Go upstairs and fire at the enemies below; if you don't, the Bazooka Joe's will kill you quickly

## Destroy Panzer IV Tanks

This one is tough; just blast through the enemies, killing them as quickly as possible. When the first tank comes, man the mounted machine gun and take it and the enemies out. Now you will come to a wrecked house. On the other side of the wall, you will encounter a mounted machine gun and a few

enemies with bazookas. To the right of the safety wall are some stairs – duck and go up them. Kill the mounted machine gun guy and Bazooka guys from up here safely with the sniper rifle. After you've done that, you'll encounter the second tank. Kill the troops first with some bazooka rounds, and then head for the mounted machine gun just behind the tank. Take it out.

## Neutralize Panzerschreck Squad

You'll complete this objective simply by mauling enemies with the B.A.R. near when you encounter the second tank, assuming you can make it through the mission.

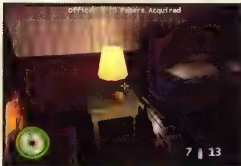


## Meet Jigs at Custom House

Simply proceed through the level and meet up with him at the end. He is in the building to the left of the last tank. Go upstairs to meet him.

## ROLLING THUNDER

## ON TRACK



▲ Get the papers off of the nightstand before you proceed

## Steal Officer's Uniform

Enter the room next door, and go to the shelf on the wall to get the Clothes.

## Steal Officer's ID Papers

On the nightstand, next to the bed, you'll find the ID Papers.

## Enter Train Station

Head downstairs and switch from your weapon to ID Papers. Show them when necessary. Destroy Station Controls. Go to the door on the left where there are three guards. Show them your Papers and enter.

## Destroy Station Controls

Make your way downstairs and then upstairs once your cover is blown. Once you go upstairs, you'll find the controls. Peace them out.

## Board Sturmgeist's Train

Pass the first two trains through to the hallways. Proceed through the next two sets of indoor trains. When you get to the first outside one, hop on!

## RIDING OUT THE STORM



▲ Destroy these boxes for needed goodies

## Destroy Radio

First hit the boxes directly left of you for some weapons. Open the door to enter the train and avoid taking any damage from the train tank. Kill the enemies inside and make your way through; we suggest launching a grenade each time you enter a car, just to get rid of enemies quickly. Once you get outside again, stand at the door and try to off the enemies – they should come to you. Run over the tank, and when you get to the next car, start shooting at the barrels. Once they explode run to the inside of the next car. You can destroy the train tanks on the other tracks by climbing up the ladders in the cars and using the turrets. Hit the front end of them or their turrets to destroy them. You will come to the radio room. Nail it.

## Hunt Down Sturmgeist

You will eventually run into him at the end. Watch the cutscene and get ready to off his guards.

## Hunt Down Sturmgeist's Briefcase

You will find this in the initial room you encounter him in.

## DERAILED



▲ When you enter the first gates, turn right and kill the enemies on the ground, then the enemies up on the buildings

## Infiltrate Train Yard

Proceed straight and encounter some enemies. Make sure you don't miss the ones on the platform to the left. Enter the doors at the end.

## Find the Demolition Charges

Once you enter, go right and hit the guys hiding. Now go straight and enter the first structure on the left to find a charge and rifle. Hit the guys directly across from you and then return to the entrance. There are guards on the top of a few structures to the right. Nail 'em. Enter the structure across from where you found the first charge and go upstairs. Take out the guards on the other side from up here.

## Destroy Fuel Depot

There will be some switches here to line the circular structure up. Flip them. Now go down to the engine and press your action button. Proceed forward, killing the surrounding enemies. Enter the little gray structure to the right of your destroyed engine. Now go all the way to the brown gate, and lay charges. Now you will find the fuel depot. Lay your charges. Go around behind to the big blue structure and lay one more charge.

## Find Transportation to Gotcha

Mount the blue engine and proceed through. You will find one more big light here, and then at the end, you will see a transport car. Get in it!



# THE HORTEN'S DEN

## CLIPPING THEIR WINGS



▲ Flip this switch to open a new area

**Find the Weapons Stash**  
Go downstairs and enter the room. Flip the white switch. Go into this area, and then the rooms. You will find a back room with a stash of weapons.

**Find the Ammo Room**  
Keep going through and you will find a room full of Ammo.

**Find the Spy Camera**  
In the last trunk, next to the ammo room, you will find the Camera.

### Photograph 5 Blueprints

Go through the kitchen, to the other end. Push the action button when you enter the lab. After this, you'll enter a series of labs which contain Blueprints. Photograph two in the first room you encounter. You'll find two more in the room next door. There's one adjacent to these rooms. Enter that room and photograph the last one.

### Locate the Plans for HO-IX

In the room to the right of the room with the last Blueprint, you can get the HO-IX Plans.

### Find a Way into the Manufacturing Plant

Just continue on down the hallway, and you'll run into the damn thing.

### Destroy the Test Engine

Make your way through the plant, in the last room, beyond the planes. You will encounter an engine room. Go up the stairs to the red button. Go around back, and flip the switch until the arrow is in the red. Now go to that red switch and flip it.

### Exit the Facility

Just proceed through. When you get to the area with molten metal, use your bazooka on the enemies at various levels for quick kills.

## ENEMY MINE



▲ Just ride by blasting as many barrels as you can

**Ride Mine Cart to Secret Radar Installation**  
Just ride the damn thing and be sure to hit as many barrels as you can, which will make offing Nazis easy.

## UNDER THE RADAR



▲ Lay the charge and enter the hole in the floor that it creates

### Find the Demolition Charges

These are exactly to the left of you behind the building of where you begin. Hit the guards at the machine gun with your Sniper; grab the charges.

### Disable Both Radar Stations

You'll encounter a tower at the end of the first road. Place a Charge in here. Hit the barrels near the trucks to explode them as well. Go across to the other side slowly, as there will be a number of Bazooka-wielding characters to combat. Go through the paths. When they split off, go to the left and take out the enemies on the other side of the gate with your sniper rifle. Proceed to the right path. Make your way through the paths. When you get past the last mounted machine gun, you'll go left. Head up the ladder and take out the Radar Station. Watch out for the other machine gun across from this station though.

### Radio Allies Your Position

Once you pass this, you'll come to another set of structures, with a tank, so be careful. Inside the first, you can find the Radio.

### Find Entrance to HO-IX Hangar

Leave here and head to the right to finish off the level. Good luck... eat your veggies.

## STEALING THE SHOW



▲ It may seem like overkill, but since it's the last fight, why take the chance

### Find and Eliminate Sturmegeist

Immediately turn around to find lots of Health. It worries us that they are providing so much so soon! Now just stay in this first structure and slowly off the enemies as they come. The most effective weapons we found were the sniper and bazooka. When you off enough of them, go outside and mount one of the guns to the left or right of the entrance; finish them off. Now, reap your rewards. When you enter the hangar with Sturmegeist, hit as many barrels to eliminate guards. When you've offed every guard, equip your Bazooka to kill Sturmegeist. Three or four hits and he'll be history.

### Steal the HO-IX

Easy enough - Just press your action button on the plane as soon as you complete the previous objective.

## UPON COMPLETION



▲ These are just a couple of the cool bonuses that you can unlock in the game

Once you complete Frontline, you'll unlock a myriad of special bonus options. Make sure you get Gold on every mission though. Here is a list of all the cool extras:

MOHton Torpedo	Achilles Head
Bullet Shield	Rubber Grenades
Perfectionist	Men With Hats
Invisible Enemy	Snipe-O-Rama

# SECRET ACCESS

PS2 PLAYSTATION 2

NINTENDO GAMECUBE



## ARMY MEN RTS

Enter all of these cheats during gameplay. You'll hear a foghorn when the codes are entered correctly.

**2,000 Plastic** - Hold R2, then press  $\Delta$   $\square$   $\square$   $\square$   $\times$   $\Delta$   $\times$   $\times$

**5,000 Plastic** - Hold R2, then press  $\Delta$   $\square$   $\square$   $\square$   $\times$   $\Delta$   $\times$   $\times$

**Random Team Colors** - Hold R2, then press  $\square$   $\square$   $\square$   $\square$

**(x2), X, O**

**Suicide** - Hold R2, then press  $\square$   $\Delta$ , Left (x2),  $\Delta$ ,  $\square$

"The Jockey Juggalo"  
Detroit, MI



## STAR WARS: JEDI STARFIGHTER

LucasArts has just released a top-secret code that will allow players to unlock a mystery vehicle. Simply enter the cheat below at the Code screen to get it! You won't have to go to the Bonus Materials menu, either. Just start a game.

**Z-95 Headhunter** - HEADHUNT

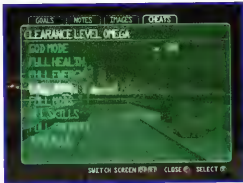
"The Rhino"  
Toledo, OH

## WIPEOUT FUSION

Enter all of these codes at the Cheat menu.

- All Features -  $\times$   $\Delta$   $\square$   $\square$   $\square$   $\square$   $\square$   $\square$
- Animal Ships -  $\Delta$   $\times$  (x2),  $\Delta$   $\times$
- Fast Ships -  $\square$   $\times$  (x3),  $\Delta$   $\times$
- Infinite Shields -  $\Delta$   $\square$   $\square$   $\square$   $\square$   $\square$   $\square$
- Retro Planes -  $\times$   $\square$   $\square$   $\square$   $\square$   $\square$   $\square$

Jim Armstrong  
Washington, DC



## DEUS EX: THE CONSPIRACY

Head to the Notes/Goals/Images menu (by pressing Select during gameplay), then enter the code below.

All Cheats - L2, R2, L1, R1, Start (x3)

"Kod Arson"  
Lenoir City, TN



## TIGER WOODS PGA TOUR 2002

Enter all of these cheats at the Enter Password screen.

All Courses - GIVETUP

Play as Big Mo Ya'a Vatu - 01UTAVAA06T

Play as Brad Faxon - ENOXAF14D

Play as Cedric Andrews - TSWERDNA120

Play as Erick Von Severin - RVESNOV08G

Play as Jesper Parnevik - 0KVENRAPO2U

Play as Jim Furyk - 0KYRUF05R

Play as Justin Leonard - 0RDRANOEL130

Play as Kellie Newman - SNAMWEN172

Play as Lee Janzen - INEZNA11W

Play as L'Mo - P2UTAVAA15S

Play as Melvin Tanigawa - WAWAGINAT07I

Play as Monty - EYTNOM09E

Play as Notah Begay III - DYAGEB04E

Play as Stuart Appleby - UYBELPPA160

Play as Solita Lopez - GZEPOL10R

Play as Super Tiger - 2TREPUS01S

Play as Vijay Singh - SHGANS03P

Unlock Everything - ALLORN0THN

"The Armchair Quarterback"  
Canton, OH



## STAR WARS: ROGUE LEADER

Enter all of these cheats at the Passcodes screen.

**All Technology Upgrades** - First input "AYZBIRCL". R2 won't beep in acceptance. From here, input "WRK-FORIT". R2 will chirp, signaling correct code entry.

**Asteroid Field Level** - First input "TVLYBXXL". R2 won't beep in acceptance. From here, input "NOWARII!". R2 will chirp, signaling correct code entry.

**Death Star Escape** - First input "PYST?000". R2 won't beep in acceptance. From here, input "DUCKSHOT". R2 will chirp, signaling correct code entry.

**Documentary** - Input "?INSIDER". R2 will beep in acceptance.

**Level Select** - First input "!!??QWTTI!". R2 won't beep in acceptance. From here, input "CLASSIC". R2 will chirp, signaling correct code entry.

**Millennium Falcon** - First input "MPVQU?A". R2 won't beep in acceptance. From here, input "OHIBUDDY". R2 will chirp, signaling correct code entry.

**Naboo Starfighter** - First input "CDYXR?Q". R2 won't beep in acceptance. From here, input "ASEPONE!". R2 will chirp, signaling correct code entry.

**Slave I** - First input "PZ?APBSY". R2 won't beep in acceptance. From here, input "IRONSHIP". R2 will chirp, signaling correct code entry.

**The Fighter** - First input "ZT?IRGBA". R2 won't beep in acceptance. From here, input "DISPSBLE". R2 will chirp, signaling correct code entry.

**Triumph of the Empire Level** - First input "AZTBOH!H". R2 won't beep in acceptance. From here, input "OUTCAST!". R2 will chirp, signaling correct code entry.

**Unlimited Lives** - First input "JPV?UC". R2 won't beep in acceptance. From here, input "RSBFRNL". R2 will chirp, signaling correct code entry.

"The GI Staff"  
Minneapolis, MN




### PIRATES: THE LEGEND OF BLACK KAT

All of these cheats should be entered during gameplay.

**All Treasure Chest Keys** – Hold the L and R buttons, Y, Back, A, X, click Right Analog, White, click Left Analog, Black, B, click Left Analog.

**Easy Chest Location** – Hold the L and R buttons, then press Y, A, X, B, White, Back, click Left Analog, Black, click Left Analog, click Right Analog.

**Extra Gold** – Hold the L and R buttons, then press B, click Right Analog, White, X, A, click Right Analog, Back, click Left Analog, Y, Black.

**Invincibility** – Hold the L and R buttons, then press A, Y, click Left Analog, B, click Right Analog, Back, click Right Analog, White, Black, X.

**Invincible Wind Dancer** – Hold the L and R buttons, then press Back, B, White, A, click Right Analog, Black, X, click Right Analog, Y, click Left Analog.

**New Sword** – Hold the L and R buttons, click the Right Analog, then press Back, Black, click Left Analog, X, A, White, Y, click Left Analog, B.

**Unlimited Items** – Hold the L and R buttons, then press B, White, Back, Black, click Right Analog, click Left Analog, X, A, click Right Analog, Y.

**Unlimited Wind Boost** – Hold the L and R buttons, then press Back, White, click Right Analog, X, click Left Analog, Y, Black, B, A, click Left Analog.

**Alternate Costumes** – At the Title Screen, simultaneously press and hold the L and R buttons, click and hold the Left Analog, and also press and hold Back and Up (on the D-Pad). All of these buttons must be pressed and held at once. When the digits appear in the lower left-hand corner, click the Right Analog to change the costume values.

Blonde Hair and Pink Bikini – 0000:0110  
 Blonde Hair and Yellow Bikini – 0000:0101  
 Blue Hair and Copper Body Suit – 0000:1010  
 Blue Hair and Red Bikini – 0000:0011  
 Blue Hair and Silver Bikini – 0000:0111  
 Brown Hair and Yellow Bikini – 0000:0100  
 Pink Hair and Black Body Suit – 0000:1001  
 Purple Blackbeard – 0000:0001  
 Purple Hair and Silver Body Suit – 0000:1011  
 Red Hair and Black Bikini – 0000:1000  
 Red Hair and Orange Bikini – 0000:0010

Carlos Manteno  
 Vinewood, OR



### RALLISPORT CHALLENGE

Enter both of these codes as Driver Names.

**Classic Cars** – TheGoodStuff  
**Expert Cars** – WheelToWheel

Shaak Ti

Mos Espa, TE

### GAUNTLET DARK LEGACY

Enter all of these codes as Player Names.

10,000 Gold – 10000K  
 Alien (Wizard) – SKY100  
 Baseball Player (Knight) – DIB626  
 Bon dage (Dwarf) – NUDD69  
 Cheerleader (Valkyrie) – CEL721  
 Evil Shaman (Wizard) – GARM99  
 Football Player (Knight) – RIZ721  
 Grim Reaper (Valkyrie) – TWN300  
 Invincibility – INVULN  
 Jedi (Knight) – DARTHC  
 Jester (Dwarf) – ICE800  
 Jester Stick Figure (Dwarf) – STX222  
 Kung-Fu (Knight) – SJB964  
 Modern Warrior (Knight) – STG333  
 Ninja (Knight) – TAK11B  
 Ogre (Warrior) – CAS400  
 Orc Boss (Warrior) – MTN200  
 Pharaoh (Wizard) – DEST00  
 Rat (Warrior) – RAT333  
 Roman Centurion (Knight) – BAT900  
 School Girl (Valkyrie) – IVA555  
 Shrunken Enemies – DELTA1  
 Summoner (Wizard) – SUN224  
 Triple Shot – MENAGE  
 Waitress (Knight) – KAO292  
 X-Ray Vision – PEEKIN  
 Zombie (Wizard) – GARM00

"Gi Droid"  
 (location unknown – last seen  
 transforming Ellen DeGeneres into a robot lover)

## CODE OF THE MONTH

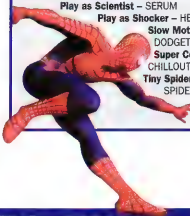


### SPIDER-MAN – PLAYSTATION 2/GAMECUBE/XBOX

Enter all of these codes at the Cheats screen. You'll hear the Green Goblin laugh when a code is inputted correctly.

All Fighting Moves – KOALA  
 All Goodies – ARACHINID  
 Big Headed Enemies – JOELSPENUTS  
 Big Mode – GOESTYOURHEAD  
 First-Person Perspective – UNDERTHEMASK  
 Goblin Costume – FREAKOUT  
 Hidden Training Levels – HEADEXPLODY  
 Infinite Webbing – ORGANWEBBING  
 Level Select – IMIARMAS  
 Level Skip – ROMITAS (Pause the game and select Next Level)  
 Play as Captain Stacey – CAPTAINSTACEY  
 Play as Henchman – KNUCKLES  
 Play as Henchman 2 – STICKYRICE  
 Play as Henchman 3 – THUGSRIC  
 Play as Mary Jane – GIRLNEXTDOOR  
 Play as Police Officer – REALHERO  
 Play as Scientist – SERUM  
 Play as Shocker – HERMANSCHULTZ  
 Slow Motion Attacks – DODGETHIS  
 Super Coolant – CHILLOUT  
 Tiny Spider-Man – SPIDERBYTE

Nathan Lane  
 Fargo, ND



## 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 halloved pages will receive a Secret Access t-shirt.

Send To:  
**Secret Access**  
 Game Informer Magazine  
 724 North First Street, 4th Floor  
 Minneapolis, MN 55401  
 secretaccess@gameinformer.com





## RESIDENT EVIL - WALKTHROUGH AND SECRETS

This walkthrough is based on Chris Redfield. From Jill's perspective, the puzzles will remain the same, but certain weapons and story segments will differ.

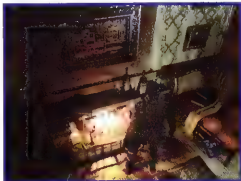
### DISC 1

- Grab the Ink Ribbon. Go to the end of the room and snag the Shield. Enter the door.
- Go left down this corridor to meet a zombie. Return to the Main Hall for the Handgun.
- Kill the zombie, and grab the File from Kenneth's body. Enter the next door.
- Go upstairs and into the hallway. Get the Arrow. Go to the second level of the Dining Room and push the statue off. Go to the Main Hall.
- Go downstairs – stopping between the first and second floors. Open the painted door. Use the Arrow on the Crypt Door.
- Get the book and grab the Sword Key. Return to the hallway with Kenneth's body. Go down the hall and bear left. Head downstairs to the Kitchen
- Get the Dagger and Key, and return to the Main Hall; go through the other double doors. Head through the next door. Get the items behind the cabinets.
- Enter the first door on the left. Grab the Bag and Herbs. Head into the Bathroom back inside. Drain the tub for a Key.
- You'll find the Shotgun Room, where you'll find items. Don't take the Shotgun. Head through the double doors and save.
- Run upstairs and head to the left into the Study. Light the fire and go around to the other door. Enter, and go to the right. Get the Whistle and Ammo. Go to the Dining Room. Go through the second door on the top right.
- Enter the silver door to a balcony. Run around through the next door. Enter the double doors to the Dining Room. Return to the room you just came from, but go downstairs into the tombstone on the right.
- Get the items and return to the door at the base of the stairs. Save and leave. Return to the Shotgun Room; replace it with the rusty one.
- Go outside on the second floor, where there were some Herbs, and blow the Whistle. Kill the dogs to get the Fake Key. Go upstairs to the Armor Room. Replace the Armor Key with the Fake Key.
- Head down to the corridor just past the room that held the rusty shotgun. You'll need the Blue Jewel (Dining Room), the Poison (outside), and the Crest (Dining Room). Get the Grenade and Memo off the desk. Go right and enter the first room on the right.
- Collect the items. Kill the zombies from the closet.
- Return to where you found the Grenade and go straight down this hall. Enter the door at the end.
- Go to the valve and select "yes." Select the first option, then place the bag of Poison into the tub. Get the Shining Mask.

- Run past the enemies and turn left when you get to the door. Enter the door directly across from the one with the two zombies. Place the Blue Jewel in the eye.
- Go to the Main Hall with the Armor Key. Go upstairs and to the right. Enter the door on the left. Unlock, but don't enter, both of the locked doors. Pass the double doors and open the locked doors, which are marked red on your map.
- Go to the Main Hall and through the locked door just to the right. Run past your friend and enter the Dining Room, and then the hallway. Enter the door on the left closest to you. Go to the save room to the left of the stairs. Get the Serum on the shelf and go to your friends
- Enter the door and pass the zombie on the left. Go through this new door.
- Light the candles. Move the bookcase on the right. Kill the zombies and get Documents inside the cabinet. Head into the double doors you unlocked.
- **Knight Puzzle** – Knight number 1 is closest to the screen on the left; number 2 is farthest on the left; number 3 is farthest on the right; number 4 is closest to the screen on the right. Push the knights to their original positions in the following order: 2, 4, 3, 2, 1, 3, 4, 1, 4.
- Examine the box. Check the front, top, and then back. Go out and head left. Head to the first door on your right. Go downstairs to the save room.
- Head upstairs and go left. Enter the door the zombie pops out of. Enter the door on the right side of the screen.
- **Wasp Puzzle** – Head to the end of the room; grab the Hook. Get the Wasp from the display next to the door. Combine them. Grab the Wasp on the display to the left of the door. Put the Gold Wasp in its place. Put the other Wasp where you received the Gold Wasp. Press "yes." Grab the object.
- Go to the Graveyard and then to the Crypt. Place the first Mask on the first tombstone on the left.
- Head to the Piano Room in the hallway with Kenneth's body. Head to the back right corner, and move the shelf. Grab the Cover and combine it with the Pages. Use this on the piano. Select "yes" to let her play. Carry the Emblem.
- Enter the first floor corridor with the dogs. Go to the end and enter the second to last door, which is on the left.
- **Picture Puzzle** – The first picture on the right must be colored an orange red; the middle one must be purple; and the final one must be green. Press the action button on the painting of the woman. Select "yes."
- Get the Mask and head to the Crypt. Place the Mask on the fourth tombstone
- Go to the Piano Room. Get the Document and the Gold Crest. Replace it with the Wooden Crest. Return to the Dining Room and put the Gold Crest above the fireplace.
- **Clock Puzzle** – Press the action button on the clock. Now move the hands so they say 6 o'clock. Get the Armor Key.
- Go to the Main Hall and then upstairs. Go left and enter the first door to the left. Run to the end and enter the stairs with the save room area.
- Go to where you met Richard. With your new Armor Key, enter the door previously locked.
- **Snake Boss** – In the back left corner is the final Mask. Return to the Crypt.
- Place the Masks on the tombstones. Kill the zombie and grab the items.
- Go to the picture room with the crows. Head through the door, and enter the one to the right. Put the Medallion into the

slot and enter the Shed.

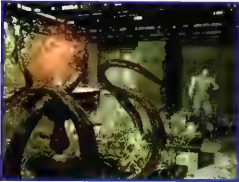
- Search for items. Go through the double doors. Get the herbs on the right. Go to the Shed and enter the other door.
- **Dog Statue and Tombstone Puzzles** – Move the red arrow to the west position and the other to the north. Place the Wind Crest into the tombstone on the right. Grab the three new ones. Inspect them and place them in the tombstone on the left. Grab the Gun and enter the next gate.
- Enter the house. Grab the Map at the stairs. Grab the Crank on the wood. Leave the house. Return to the Shed.
- Go through the double doors. Go through the next gate. Use the Crank. Head down the lift. Run to the gate directly across. Pass the snakes. Go through the next door.
- Turn right into the first door. Go through the double doors. Inspect the pool balls and note their numbers and colors: 2 is blue, 3 is red, 4 is purple, 5 is orange, and 6 is green.



- Return to the save room and deposit everything except the Red Book. Head out and turn right, but before you cross the broken boards, push the Box onto them to block vines. Jump over the box and go through the door. Enter Room 002.
- Grab the File on the desk. Push the left bookcase back and the right one to the left.
- Push the crates into the water. Run across. When you see the shark, return to 002. Enter the Bathroom. Get the Key on the shelf and return to the hallway leading to the save room.
- Enter the locked door. Grab the Gun and Bullets. Enter this bathroom and drain the tub. Quickly get the Key and leave. Go to the shark area. Head left and enter the Control Room.
- **Control Room Puzzle** – Go down the ladder and inspect the white board on the table and get the number. Go to the tank window. When the shark breaks it, press the switch on the computer to the right of the window. Turn around and hit the switch on the other computer. Leave the room and turn left. Input the number that appeared on the white board. Go to the second console and hit the button. Finally, go to the last computer with the lever and hit the button. Now hit the switch on the first computer. Go into the hallway and enter the door on the right
- Go left and get the Shells in the back right area. Go through the doors. Walk past the first part and climb on the platform near the second. When the shark goes out of control, push the control panel into the water. Flip the switch. Get the Key and return to the door outside the computer lab. Go through the double doors and up the ladder.
- Go to the other door in 002 hallway. Check the corpse in the hall to get Bug Spray. Use the Bug Spray in the wall's hole. Return to the room with the corpse and take a left at the corpse for a Key.
- **Chemist Room Puzzle** – Go to the panel across from the table and solve the puzzle. To solve it, you must light the candles in the Spoker Room. Under them you'll find the eyes on this panel. The color of the candle corresponds to the color of a ball. Input the number on the ball that corresponds to each eye.

• **Red Book Puzzle** – Enter 003. With the Red Book, go to the bookcase and insert it after you've removed the White Book. Put the picture together on the books' bindings. The head is at the right and feet are at the left.

• **PLANT BOSS** – Enter the door that required the ball puzzle to open. Get four Containers and fill one with Red Powder and another with Yellow. Go to the sink and get Water. Now go to the wall on the right next to the Red Container. You'll discover that these numbers correspond to colors. Now go to the wall to the left of the door. This will reveal the formula to create the Poison. Use the numbers from the other wall to mix your Water and Powder. First add the Water and Red Powder to make Purple (4), mix the new Purple with Yellow (6) to create Orange. Continue this process until you get a brown substance.



• **PLANT BOSS 2** – Go to the shark area. Go up the ladder in the Control Room and proceed through the doors. Go downstairs on the right and enter the first door on the left. Pour the brown mixture onto the plant's roots. To kill it with Chris, just get up on the balcony and shoot at its core. Dodge the tentacle attacks. After you shoot it twice, it will spray acid, in which case you should run. Get the Key from the fireproof downstairs and go to the mansion. First, enter the Chemical Room.

• Open the locked door on the bottom of the Main Hall.  
 • Kill the zombie and get the jewel box. Return to the second floor of the Dining Room. Enter the second door on the right, go around the stairs, and go in the first door on the left.  
 • **Eagle Puzzle** – Push the boxes against the wall. Turn out the light next to the door and grab the Red Jewel. To get it, the eagle can't see you; have it facing towards the Yellow Gem, and then run under the eagle to the Red one. Quickly grab the Red Jewel. Do the same for the Yellow.

• **Box Puzzle** – Insert the Red Jewel in the box. Take the piece at the top left. Flip it so that its flat edge faces left, and insert it in the top right. Take the piece that is second to the left on the bottom, and place it just to the left of the first piece. Take the piece in the corner and place it just under the second piece so that it goes around the edge to the right. Take the last piece on the right, flip it so that it points down, and place it under the first piece on the right-hand side. Insert the final piece. Get the Broach and inspect it.

• Enter the room with the tiger's head and insert the Yellow Jewel. Go to the room with the picture puzzle. Once you enter the hallway, enter the door directly across. Turn on the light. Leave and enter the first door on the left. Go upstairs to the Study on the right. Off the Hunter.

• Return to the stairs/save area. Enter the door at the end.  
 • **Wall Crushing Puzzle** – Move the statue to the end between the walls. Run behind the right wall and flick the switch! Now quickly run back to the statue and push it to the left until it taps the wall. Descend the ladder.

• Run by the spiders and head right for the Shells. Go left into the door. Go into the back area of the Kitchen and take the elevator.  
 • Kill the zombies and get the Herbs. Head left through the door directly in front for items. Enter the door to the right. Head up to the trap room with the knights and enter the door at the end.

• **SNAKE BOSS** – Shoot and run when he raises his head. If his head gets close, run away. When you're finished, get the

Book and inspect it. Go to the Graveyard.

• Go through the Picture Puzzle room and through the gate in the next rooms. Get the Crank and Battery, and enter the Pool. Go down the elevator and install the Battery; return to the pool and refill it with water. Take the other elevator back down and enter the new area. Head through the door next to the ladder.

• Grab the Ammo and enter the door. Get the Crank Shaft from Enrico's body and return to the save area. Use the Crank on the panel to the right of the typewriter.

• Head to the boulder and run out of the way when it rolls.

• **SPIEDER BOSS** – Just run in circles, dodging its poison, and occasionally stopping to shoot it. When it charges you, you'll get hit, but it won't deplete much health. Get the Knife and cut through the webs on the door to the right.

• When you reach the panel, use the Crank three times. Dodge the boulder. Get the Spray that was behind the boulder. Enter the door.

• **Statue Puzzle** – Slide the statue back until it covers the rectangular section and then use the Crank twice on the panel. Push the statue on the circular piece in the middle of the room. Push it off and then on again to turn it 180 degrees. Push it in the hole next to the other statue. Combine this new item with the Cylinder Shaft. Now return to the lift area and put this piece where you originally found the Cylinder Shaft. The code is 4231.

• Enter the door. Run past the enemy. Pull the lever. Go through the door on the left that is just before the lever. Hop up on the boxes in the corner for goodies. Push the big box on the ground onto the lift and hit the button. Return to the first part and descend the ladder.

• Push the box into the crushing mechanism. Head to the area with the monster and hit the lever again. Put the Flamethrower on the panel. Get the Box on the dresser to the right and inspect it. Ascend the ladders. Return to the Main Hall. However, before you return, get the other octagonal piece in the first outside area that leads to the mansion!

• Combine the octagonal object with the Red and Blue Octagonal Medallions and insert them in the door under the staircase.



• Push all of the stones down the chasm quickly. Get the Memo inside the coffin. Take the lift down.

• Place the Medals in the statues on both sides of the pool.

## DISC 2

• Descend the ladder. Grab the MO Disk. Head downstairs. Enter the doors on your left. Enter the doors on the right.

• In the X-Ray room, grab the Files off the desk for JOHN and ADA. Get the two X-Rays and hang them on the wall. Flip the switch near the door and the problem areas on the patients will light up. Put the names of their highlighted organs in alphabetical order. If you take the first letter from each part, you get the word "CELL." Leave, and go down the long hall with a zombie.

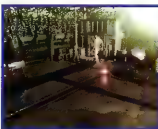
• This room is full of bodies. Input JOHN for the Login and ADA for the password, and then CELL for the second password.

• Return to the area outside the X-Ray Room. Enter the first door on the right. Get the Memo, and insert the MO Disk. Get the Slides from the other desk. Head to the Projector Room.

• Take the items and watch the Slides to get the number, 8462. Input the code on the panel. Get the Key.

• Go downstairs. Go to the fan and take a left; enter the door straight ahead of you. Enter the first unlocked door on the right. Head to the Fan Room. Open the door on the left.

• Enter the vent. Kill the bugs and enter the vent on the right. Insert a MO Disk. Turn around and push the shell. Go save.  
 • Go down the hall towards the screen. Enter the door and have some Health and Ammo.



• Kill these bugs in the Furnace Room. Get the Capsule and return to the room where you inserted the first MO Disk. Insert the Capsule in the Freezer. Don't run with the Capsule; reinsert it into its previous place.

• Enter the last door in the Furnace Room and insert a MO Disk. Go to the next room and head to the back side of the center structure to flick the switch. Save and ride the elevator to the right.

• **TYRANT** – Flip back up and shoot. Get the Memo from Wesker's body. Unlock the door using the switch in the back-left corner.

• Enter the door you unlocked with the MO Disk. Get Jill and head upstairs to the save room. Ascend the ladder. Enter the first door on the left. Get the Shells and Health. Get the Battery on the ground and proceed. Insert the Battery.

• Use the Flare and kill Tyrant again. Just shoot at him a few times, and when he faces you, shoot only once and dodge his charging attack. Congrats!

## COMPLETING RESIDENT EVIL

• **Hidden Costumes** – Complete the game with either character to unlock the Closet Key (which resides in the item box when you begin a second game). Be sure to beat the game on all of the difficulty settings as each skill level rewards you with a different outfit.

• **Invisible Enemy Mode** – Complete the game on the Hard difficulty.

• **Real Survival Mode** – This insanely difficult mode is unlocked after the game is beaten with Chris or Jill.

The only noticeable difference between the normal game and Real Survival is the removal of item transportation between boxes.

• **Rocket Launcher** – Complete the game on the Normal or Hard difficulty setting in under three hours.

• **Samurai Edge Handgun** – Complete the game on the Normal or Hard difficulty setting in under five hours.



# CLASSIC G



## BRUCE LOWRY: THE MAN THAT SOLD THE NES

*It would be nice to believe that the video game industry is only about games. However, as anyone who has ever paid their own phone bill knows, money is what makes the world go 'round, and the gaming industry is not exempt from this natural law. Classic G has often taken a look back at the people that created our favorite titles, but there is another group of professionals who made vital contributions to the success of video games. Of course, we are talking about the sales, marketing, and public relations executives that put their lives on the line and their careers on the line to bring hardware systems and software into homes across the world. Without their efforts, many of the amazing gameplay experiences that we have enjoyed might exist only in the imagination of their creators.*

*One of these people is Bruce Lowry, the man who was instrumental in launching both the Nintendo Entertainment System and the Sega Master System. He was among the first American employees of Nintendo, and later, Sega, and has rubbed elbows with many of the elite names in the game industry, including Nintendo's Minoru Arakawa and the late head of Sega, Isao Okawa. After a brief hiatus from video games, Lowry is back; now heading the upstart publisher Summitsoft and sitting on the board of Guidance Interactive, a company that is working on some groundbreaking medical technology for the Game Boy Advance.*

*On a recent trip through Minneapolis, Lowry stopped by the Game Informer offices for an exclusive interview. For nearly an hour, he engaged us with a question and answer session on his experiences at Nintendo and Sega, as well as his future plans for Summitsoft.*

**Let's talk about your background: We know that your first big entrance into the industry was working with Nintendo in bringing the NES to America. How did you get involved with that?**

That was in 1982, when I joined Nintendo to start the consumer products division. At the time, the one US product we were bringing in was called Game & Watch; the little LED, handheld products. That was a neat thing. Then, in 1983 or 1984, we started talking about bringing a video game system [to the States]. Of course, that was an interesting time because Atari was on the decline, and people would say, "What do you want to bring another video game product out for?" But, we had done something that was rather unique; we had a product that was actually better.

**Was it difficult to get people to buy into the idea of a video game machine in 1984?**

Well, it was. You have to remember that at the end of the Atari era, tremendous amounts of real estate had been dedicated at retail for the category. All of a sudden, [the market] had eroded to virtually nothing. You had buyers that were in a very awkward position; they had to find some product or category that they could bring in to replace that missing revenue. So, that was somewhat in our favor, but at the same time people had the concern of, "Well, is this industry over? Are video games over?" I probably heard that a hundred times from different buyers. So, it was difficult at first; I don't think people realize how difficult it was.

**Were you convinced that this system was so good that it wouldn't matter what people thought?**

Well, we thought that the system was – graphically and gameplaywise – far superior to what was out there. You had Atari go through three different hardware systems: the 2600, the 5200, and the 7800. They brought out all three versions, and everybody thought the graphics would be better,

and the graphics were basically the same. So, to come out with another machine, and say, "This is even better!" the perception of most people was, "Well, we've heard that two different times from Atari." The mission ahead of us was that we had to really show them that this was a better product. That was difficult.

**Did you really try to sell the Robbie the Robot angle, to market the NES as a toy more than a game system?**

In hindsight, it's kind of interesting. Going back to that period of time, there were not a lot of connotations to the video arcade industry. It was always, "Kids hang out in arcades, and there's drugs and there's this and there's that." This was a bad situation; video games really had a bad name. If you notice, when we brought out the Nintendo Entertainment System, it doesn't say "video game." There was a lot of thought behind that, the idea of making the "Nintendo Entertainment System," not using the word video game. We included the light gun; we included Rob the Robot. Our first TV commercial keyed around a family in the home – the two boys at the coffee table with Rob the Robot; dad sitting with the light gun, shooting at Duck Hunt; and the mom standing behind them with a sparkle in her

eye, her hand on her husband's shoulder, thinking, "It's good to have the family back together!" [Laughs] The robot, you might say, was the Trojan Horse.

**When did you move over to Sega?**

We got rolling at Nintendo, and were going around the country to promote it. That was when I was approached by Sega, in numerous meetings. Basically, they asked me whether I thought I could do it again; launch another game system. I think you always question yourself a little bit, but I decided to take on the challenge. So, I set up the US operations of Sega and launched the Sega Master System as the president of Sega. Launched that across the nation. That was a very good system, actually better graphically than the Nintendo.

When we started Sega, we had four months to prepare for CES. We had a company that basically consisted of one employee – me. I had to put this all together. The first person I hired was my marketing guy, Bob Harris, and his condition of hiring was that he needed a company car. The reason that he needed a company car is that his car had broken down in the parking lot where we met for the interview! [Laughs] He wanted to know if we could get the new car right now if he got the job! [Laughs] That gives you a clue as to the kind of people that we had.

**We heard you had a funny story about the naming of the Sega Master System...**

We had to come up with what we were going to call it, and nobody could figure out what to [name it]. We came up with this idea that we were going to call it the Sega Master System. It sounded as good as anything else we had on the board. We had a white marker board with a bunch of names up there and we had these rubber darts we threw at it, and whichever one stuck, that was the name we were going to give it. So, Master System kept coming up and it sounded pretty good, plus we knew we could come out with a system that cost less called the Base System, which we actually did.

So, then we had to go to Japan and meet with

Nintendo's packaging of the NES helped overcome the stigma that the video game market had at the time





Isoo Okawa, who was the head of CSK, [Sega's parent company - ed.] We met him at the Imperial Hotel, and he spoke no English at all. We walked in with this whole package, and he had an aide that did translating. We sat down, and Okawa-san sat down and looked at our packaging, and he said something in Japanese. It was translated: "Why would you ever call this the Master System?"

Well, first of all, we're still in shock from what we're doing and whom we're meeting. We figured that throwing darts at the white board was not the answer! [Laughs] Bob Harris, who was a real happy guy because he had his new car, was sitting next to me, and I kicked him in the leg, because I was not going to give this answer. And he proceeds to come up with this dissertation about the martial arts.

First of all, he said, "This is a competitive industry, and in the martial arts, there is only one who will always win. That is the master. That's why it's called the Master System." [Laughs] Well, Okawa thought that was the greatest! [Laughs] And we never had to tell him about throwing darts at the chalkboard!

There were a lot of things that happened like that in the early days; it was as scientific as people make it out to be. There was a lot of trial and error. We made mistakes and we learned from those mistakes. I think that that was critical. There's not as many people in the industry today that were in it back then in the early years, and that's unfortunate.

**As someone who has worked with both, what are the key differences you saw between how Sega operated? Why has Nintendo endured as a hardware manufacturer and Sega failed?**

I think, with Nintendo - and this is some thing we've seen with each of their hardware platforms - is that they've set their game plan years and years ago, and they've stayed with it. A lot of times, you've heard the press and retailers say, "Gee, you should bring out your next system, you're waiting too long to bring it out." Nintendo says, "No, we have the course that we're going to follow." And they stick to it. Sega, I think got caught up in watching what the other guy was doing, and adhering too much to that, not following their own plan. Sega had grown to the point where it had captured a tremendous market share, and should it have been able to hold it. But they got preoccupied with the threat of Sony coming into the picture; they started making some critical errors that hurt their market position. We knew that Sony was going to grab some market share; just

by the way that Sega was covering, if you will. It was like, "Oh no! Sony's coming!" Well, they lost sight of the fact that Sega was the video game company - they were IT! They didn't have to be threatened by anyone, but for what-ever reason, they got caught up in that.

**Now that you're getting back in the business, how are some of the ways in which you've noticed that it's changed since the 80s?**

One of the things that obviously happened is there has been a lot of consolidation of publishers. There's like four large major publishers, and that's it. I don't think you see the creativity that was there when you had a lot more publishers and a lot more developers, that it wasn't all being controlled by a few parties.

I think where [Summitsoft] is looking to go is to look at certain areas in the game market and try to bring some unique things to the marketplace. You know, I was at two retailers looking at some stores, and you go down the aisle and you see so much the same. We're trying to do something unique.

**We heard about an interesting Game Boy Advance product you were working on that would help kids test for juvenile diabetes?**

I'm on the board of a company called Guidance Interactive. What we're working on is a system that allows children or young adults that have diabetes to do monitoring - in some cases it's four times a day - to a reward system for their monitoring using the Game Boy Advance. Basically, the way the system would work is there would be one component that plugs into the Game Boy Advance just like a cartridge and it is the part that will read the testing. You do the test, and then you will record the data into it. If you maintain the regimen that you're supposed to, it will allow access to games or levels that you couldn't access in existing games. So, it's kind of a reward system.

The insurance companies like it because, right now, if the kids stay on this regimen, they won't have all the complications that can develop. That's critical. So, they're really behind this, because they know that utilizing a product like the Game Boy Advance, the kids are more likely to do their testing. What we're trying to do is make it something where it's a fun reward that you're getting. That's us. Paul Wetzel, who's the President of Guidance Interactive, his son is a diabetic, so he's personally committed to this.



This month, in 1997, Nintendo released what many still consider the finest space shooter ever released: Star Fox 64. Shigeru Miyamoto used the advanced (for its day) architecture of the Nintendo 64 to create a fast and furious 3D flight combat title.

The game was praised by the press, and struck a chord with N64 owners hungry for quality software. The game was so popular that it set a new mark for US game sales, moving a whopping 300,000 units off retail shelves in just five days - a record aided by the inclusion of the Playable PC controller add-on. This number has since been eclipsed, but the popularity of the Star Fox franchise is still strong, and will likely become even greater with the upcoming release of Star Fox Adventures: Dinozaur Planet on the GameCube.

**"There were a lot of things that happened like that in the early days; it wasn't as scientific as people make it out to be. There was a lot of trial and error, we made mistakes and we learned from those mistakes."**

# GREATEST GAME OF ALL TIME

By Jeremy Bosco

Every month one of Game Informer's readers picks his or her personal choice for Greatest Game Of All Time.



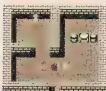
## DESTINY OF AN EMPEROR

FORMAT NES  
PUBLISHER CAPCOM

Maybe it's because, despite my young age (I'm only 20), I grew up playing the 8-bit classics on the NES and Sega Master System, but my NES (actually, I have three that work fine) gets more playing time than my PlayStation. The game I've played the most is Destiny of an Emperor.

The game is a classic strategy/RPG epic. The role-playing side presents itself in the overall gameplay and the storyline; the strategy comes in during the battles, where you actually need to think of what you're going to do next, especially in the major battles. Also, another bit of strategy is that, after those major battles, you can fight and possibly capture the same enemies out in the field. Sometimes they join with you instantly; sometimes you have to bribe them. Those warlords can really help you in the long run.

The most unique aspect, however, is that the game is a history lesson, being based on actual Chinese wars that were fought in the early part of the last millennium. Also, the character is modeled on the actual general and warlords that participated in those wars. They even kept the original names of the ancient provinces (Wei, Shu, and Wu) and the cities that existed then. I can't think of too

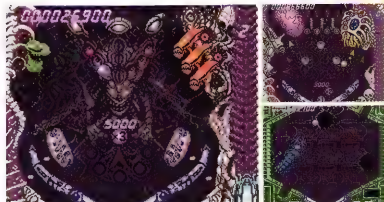


many games that do this. Even though I have beaten this game close to 100 times, every time I play it I still get very engrossed in the experience. And, it still takes me around 20 hours to finish it (this time is mostly consumed in the build-up to the battles). If you have a functioning NES or an emulator, find this game. You won't be disappointed.



TURBOGRAFX 16

## ALIEN CRUSH



**S**adly, pinball games rarely get the royal treatment when it comes to video game adaptations. Amazingly, TurboGrafx had two great ones. The original, *Alien Crush*, is a classic in every respect. While only taking place on one two-screen table, the amount of interaction present is staggering. Little extraterrestrials beg to get a silver ball beat-down, and hitting each spot on the table will yield a different result. A bevy of bonus stages are played when you hit the ball into a certain creature's mouth at the right time. These consist of smashing skulls, taking out segmented centipedes, and other soft-fu activities. Musically as well as graphically, *Alien Crush* was a tremendous feat. The vibe is perfectly captured, and is ideal for dark rooms. Ball physics are consistent and realistic. Score may be the only reason to keep playing, but it makes the game impossible to put down. *Devil's Crush*, the sequel, expanded the playing field, but *Alien Crush* is the smoother of the two, and reigns as one of the best pinball vids of all time.

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** NEC ■ **DEVELOPER** NAXAT  
 ■ **YEAR RELEASED** 1989

COMMODORE 64

## LUNAR LEOPER



In this age of impeccably recreated animations and motion capture technology, we as gamers expect a lot from our video games. If it's not completely believable, for the most part we don't want anything to do with it. Back in the days when the Commodore 64 was popular, this wasn't such a sticking point. Games like *Lunar Leoper* undoubtedly helped contribute to this way of thinking, however. Showing ahead-of-its-time graphical animations, this was a game that made rescuing little space-people from aliens incredibly fun. Unfortunately, things change, and *Leoper* (not you, Justin!) just hasn't been able to keep up with some of its more popular cousins – even with a healthy injection of nostalgia. C64 collectors would do well to add this game to their collections, but John Q. Gamer would be well advised to sink his time and money into something with more teeth.

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** SIERRA ■ **DEVELOPER** SIERRA  
 ■ **YEAR RELEASED** 1981

SNES

## STREET FIGHTER II



**F**ighting games, as we know them, began here: Capcom's *Street Fighter II*. Arguments can be made about *Karate Champ*, the original *Street Fighter*, and others. However, just like *Street Fighter II*, *Street Fighter II* is the turning point for the genre. A cast of eight World Warriors – including a sumo, a Russian wrestler, and a limb-extending swam – could be chosen, and each had at least two special moves that caused major damage. The rest of the characters' arsenals were equally as deadly, with three types each of punches and kicks and countless variations depending on the situation. The SNES cart's graphics broke ground for animation, sprite size, and background visuals on a home system. Few game franchises have been duplicated as often as *Street Fighter II*, including about a dozen by Capcom itself. Beat the game with each fighter to see the endings, but spend insane amounts of time mastering your favorite warrior. It doesn't get any better than this.

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM  
 ■ **YEAR RELEASED** 1992

SATURN

## BURNING RANGERS



**T**his futuristic fire-fighting game was an instant cult classic – partly because the Saturn was basically a dead planet when it released, but mostly since it was a well-done action/adventure by Yuji Naka (who is also credited with *Sonic the Hedgehog* and *Nights*). The game has all the makings of a masterpiece, but is held back by both the Saturn's limited power and the fireman motif. As one of two new recruits to the Burning Rangers squad, your task is to save survivors and put out blazing infernos. The standard-issue jetpack and charging pistol combo become your best friends, and lead to quite a few thrills. The game's audio, including a guide who's always available to point you in the right direction, does well to compensate for the awful graphics. The rarely-in-the-right-spot camera isn't quite so easily overlooked, though. It's a shame how few people got to experience *Burning Rangers*. Let us rejoice in the fact that Sega is making games equally among the current console crop, so that history will not repeat itself.

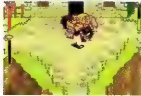
■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** SEGA ■ **DEVELOPER** SEGA  
 ■ **YEAR RELEASED** 1998

SEGA GENESIS



# BEYOND OASIS

Go north off the boat to enter the town. From there, go up again and get greeted by a large commotion. Dramatic music tells you it's time for some action. Kill the biggest foe, and all the rest will go down with him. After talking with an elder, go west, young man to the castle.



Once in the castle, go in the left door after the fountain for the treasure room. You can leave the castle and come back as many times as you want to stop up on goods.

When you're satisfied, take the other door to get to your dad, the king. He'll give you a key. Read the books and go back east, past the first village to the Water Shrine.

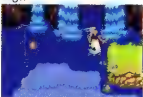


You'll need to wind around after the village to reach the shrine. In its second room, be wary of the crossbows aimed at your head when you enter. The next two rooms have multiple enemies, one in each with a key. The following room requires you to do a running jump over a rushing tide. You'll then encounter a crab boss, who spits bubbles, tries to grab you, and jumps around.

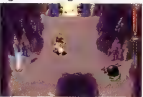
You can beat on the claw first, then hit when its mouth is opened. Keep your distance and use the sword. Crabby goes bye-bye, and you can nab Dytto, the Water Spirit.



Head back to the castle, stopping by the old man in the village to refill your energy. You'll be told to find a waterfall area. Work back east to the first bridge, then go north as far as possible. Now go up to the waterfall and activate Dytto. She'll open a secret passage.

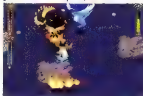


This dungeon really gets you acclimated to the combat. Duck for the snakes and gels, and jump for the bats. Avoid the flames, too. There is a small door that can be destroyed with hits. Tuck inside for a 100-Arrow Bow. Go through the wooden door, and push the pot onto the green switch. Now use the water to summon Dytto, and bubble out the flame in front of the door. Hit one green switch to make another pot to push on the second green switch in the following room. Now go to Mr. Boss.



This boss is pretty darn tough. He won't come out when there are three flame creatures, so stand on dry land and kill one. Now, summon Dytto, and use her tornado attack (charge A), and your own

dagger, to lash away at the demon's head. His hands start going after you when his health is below halfway, so be wary of them, too. Appropriately, defeating this spectre will get you the Fire Spirit, EFreef.



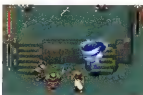
Don't run to the castle just yet. Instead, take the waterway south and duck under the bridge. EFreef should pound on the icicle, and you'll get a fire spirit gem. You can also go underneath the southern bridge (leading back to the village) and use Dytto's bubble attack for one of her spirit gems. Now you can go home, daddy's boy. He'll send you northeast of the Water Shrine. Use the rat's fire to make EFreef break up the ice obstacle in your path, and the swamp to get Dytto to put out the fire on the stairs.



Battle some drones to get into this dungeon. Another basic rock-push opens a door. Don't forget the spout for Dytto. Many enemies greet you next, but you'll get a fire gem for finishing them all off. Now use a bow to activate the switch on the left to open the door on the right. After the snake room, sprint up. Defeat the big, armored foe to sneak aboard the ship.

## BASIC TRAINING:

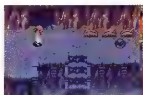
- Take the time to kill enemies. You'll never know when they will drop rank-increasing hearts or items.
- Always look at your surroundings. It's easy to overlook spirit summon points.
- Combos are important to successful combat. Experiment with multiple taps and pushing directions while holding B to find some serious attacks.
- You can discard an item or weapon by pressing Start while it's highlighted. This is good for upgrading to better stuff, or grabbing some grub even though your inventory's full.
- Dytto's double-tap healing spell comes in handy, especially since water, which summons her, is plentiful.
- If your AP meter (the blue one) is getting low, and you see a summon point nearby, feel free to hit A, B, and C to dismiss your ally, then let your AP recharge and call it again.



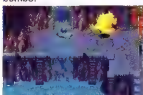
Once on the ship, hit the levers and get EFreef. There's a secret room to the right of the first circular light spot on the floor. Slash around blindly and get a Dytto call potion. Take out another armored guard and go topside. Thrash the bad-dies, grab some meat, and be introduced to Silver Armlet—your sworn enemy! He flees, but leaves some gargoyles for you to tangle with. Jump-kick them.



Once on dry land, grab the two chests, get Dytto to heal you if needed, and go in the cave. Position the levers (from left to right) left, right, right. This opens a passage to a flame bow, among other things. In the next room, you don't need the rock to get the chest; you just have to be fast. In the north room, stop the boulder barrage by hitting the green switch. In the wooden door room, avoid the water for now and just go up to get the red key. There are also a few torches to get EFreef. Summon him, get the chests in the water, then backtrack to the icicle so he can open that area up. Kill the gargoyle to stop the water and you can nab the key. Continue on.

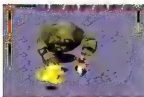


In this room, first kill the zombies, and then flick the switch. Use your fire bow to light the torch, which reveals some chests and a mess o' rats. Blast the guard in the next room (this unleashes an ogre). Beat him to create some stairs. Ya gotta climb 'em, right? Smack the area behind the waterfall to get the ATM bow (no, it doesn't give you cash). Drop down into the water to get the blue key. The burner is this will cause you to go all the way back to the start. Oh well. Open the blue gate where you got the red key for a tough battle with handsome rewards. Exit to the left for a shortcut and Hyper bombs.



Make it back to where you were, and go through the red door. Toss bombs on the green switch to get more chests, fire up the other torch, summon EFreef, and go through the door. It's boss time again. This rocker isn't too tough. Make sure you've got EFreef. Hit the bad boy when he's in his regular form, and stay out from under the boulder shadows to avoid damage. When the boss himself turns into a boulder, turn tail and run. He'll be beaten in no time, and you'll get a necklace. Outside, head west, and then north.





You'll see a door and an opening. Forget the door, and fight the horde in the opening. Now take the right door, battle the bots and collect the booty, then take the left door. The switch only serves to start the boulders a droppin'. The lower room has a big armored guard and some wheeled spikes. Grab the key and use the corresponding door. You get ambushed again. Fight it out, and break north. Now go down the right-hand section, and meet a mess of snakes and rolling spikes. Use the spikes strategically to kill the snakes, and go in the room above.

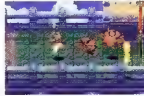


Now, head to the left section of the fork in the path. Here you'll have a tough fight. Go through the gate, and look out for bombs. Now you'll pass through some spear-shooting corridors. Remember they hurt enemies, too. You'll be outside. The lower door leads to a wizard room, which gives you a red key. Exit the room and drop off of the right wall. There are two gargoyles in the red door that want a piece of you. You may want to get Efreit from the torch through the right door in the opening to even the odds. Efreit will come in handy downstairs, too, where another troop needs their butts kicked. Beat them, and this area's done.

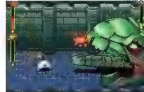


You're going to be doing quite a bit of climbing net. Work your way up, starting at the right, and do battle with many foes. When possible, use a sweeping strike to nail enemies on ledges above you. On the next screen, climb the

stairs to Dytto, and continue right and up. You'll then continue up and left to reach the Wall Fortress. After the short first room, you'll run across some wind and a few pesky flamethrowers. To pass them, allow one enemy to get swept to the left, and slowly walk away between the flames. The green boulder stops them. Run back and clear up the baddies and continue right.



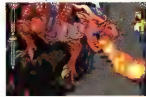
The next part is also gusty, but there are only some boulders to dodge. Now, kill a mess of enemies; dodge some spikes, and move on. Defeat the horde of gun domes and then avoid the spikes while killing the stuff brought down by the gargoyle (Efreit can be summoned here). When you hear an odd noise, it's safe to continue. When you see two green switches, stand on one and hurl a bomb at the other to open the teleport to Silver Armet, which brings you to a boss. The tongue is this big guy's weak point. Keep running to the left to avoid his sucking and blowing actions. If you find the screen won't scroll, just dodge the rocks and wait for the tongue. You'll now get the warp ability. Try it out on the odd crack in the floor.



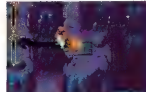
Once outside the fortress, backtrack near the mini water-fall to the warpable crack. Now roll left and work your way around. You'll end up going down the mountainside - which you CAN fall off of. Continue your winding until you end up indoors. Grab the chests, avoid the spikes, and take out the inconveniently placed red wizard for the key. Now, drop down the left side of this cliff to get the green key. You'll end up back on top. Drop off the right side this time for the green door. Your next task is killing a bunch of troops and a fire monster. Before moving on, go right to the teleporter so you get the

red key. A platform room later, and it's boss time yet again.

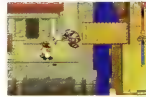
To kill this dragon, merely hit it in the face. Dodge the triple ball shot, and run away from the big flames it spews. Also, remember not to fall off the ledge, but you can go to the left and right of the dragon. Man, you'd think these bosses would get tougher. Oh well - take the moving platform up to the handy Shade.



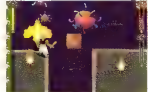
Use Shade's A-tap grappling to get out of the area. Make sure you don't run out of AP, or you'll have to go all the way back to where you got Shade. When you get to the brown lava area, go back in the door and drop down the left side for another grapple point. Let Dytto refill your health, duck outside to refill your AP, then get Shade again and mosey on. Some tough jumping follows (thank goodness for Shade), and you get a new ring. Now head to the warp crack and go home.



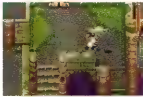
The warp dumps you west of the castle. It's a short trip back to the kingdom, though. Wait till later to do any forest exploring. Oh no! Your home has been invaded! Head south to the next screen. There's an open door in the building next to the boat with some scared villagers hiding out. They talk to a shrine in the forest, so it's back to you. It's a little tough to find, but you need only go up and right for a bit, then keep going left. At the solitary tree, head left, down, and right to summon Shade. He'll get so you across a gap to the shrine itself.



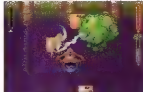
In the dungeon, ditch Shade for Efreit, using the torches in the gargyle room (you want to light all the torches with him along the way). Unlike other dungeons, you can de-summon, and your AP will return. Go left. The first chest is a fake, but Efreit will kill it, giving you the real one with a gold key. Go back and into the wooden door. The ogre with the key is all you need to worry about here - ignore the rats. In the north room, Efreit will bash the stalagmite for you. Now go right and get Shade, so you can grapple past the gap for the gold key. Step on the green switch, and grab the blue key. This door is where you busted the stalagmite. Get Efreit again and go in. Light all the campfires (look when you do), and grab the chests in the right-hand room. Go in the door that opens.



Here you'll get the gold key for the door in the previous room. This wasay in the green key from gwaay in the beginning, so backtrack to the first left room, and through the green door - just avoid the boulders and spikes for a key. Efreit will bash another ice stalagmite so you can go left for a key. There's a drip that you'll need to summon Dytto from to smite the fires up the stairs (tap A). Kill all the zombies in the north room to open the door. Stand on the switch and return from whence you came. There is now a hole in the formerly zombified room. Duck in for the blue key. Go back up again and use it. Bust the chest, then push a block onto the switch. Jaunt right and go through the warp for a nice Shade stone. That's the good news. The bad news? You have to backtrack all the way to the right-hand part of the dungeon so you can swing around by the Shade summons. Grab another key, and warp to the front room. If you lit all the torches, the boulder boss appears again. Efreit will help, as will a long sword.



You need three red keys at this point. We told you how to get 'em, so don't blame us if you don't have them. One room has two chests; another can let you pick from any of the three summons. Use Dytto to heal you, but stick with Shade for the boss. He'll keep you from taking damage when you fall or get hit. Arm your best sword, and jump platforms to the middle. The boss lies here. Strike him until he croaks. The big green brains that roam around are pushovers, and the balls the boss shoots won't hurt with Shade. Now jump off to the side and walk through the north door. Is that Audrey?? No, it's Bow, your new summon friend.



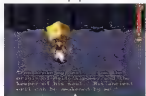
You know where to go, right? Get back to the kingdom, through the crevice in the boathouse, and use Bow to chomp through the gate. You'll turn up in the castle, with lots of knights to behold. Silver Armet makes All look like a champ, and sends you to a warty dungeon. He sure likes to toy with our hero. Take the water to the steps, but duck in the hole first. The room you end up in has zombies, but your reward for their demise is a gold key. Go through the wooden door, past the Shade spot, and get Bow to bash the gate. Grab Shade, ignore the blobs, and creep north.



Take the right-hand path, then the next right. Lots of roll-y guys and zombies must be killed for the green key. Shade will grab the two chests (containing Shade stone and blue key) on the right for you. Now

have Dytto extinguish the flames and go left, back to the main room. Use the green key in the obvious spot. Down the stairs, kill the blobs for a Bow stone. Take the hole and roll right. When you summon Dytto, the green ball will attack her. Beat him and then have your nymph take out the flames in this room. Go up the stairs.

You can reach Bow from the ledge, so he can break the gate. Move back downstairs for Efreet, and go through the formerly blocked door. He'll help you with the zombies, too, as you work to the Bow summon. Go on the green switch and call him to you (hit A twice). With his head on the switch to stop the boulders, run up to the next room. Grab the Bow stone in the left-most chest and then summon Dytto. Use her dummies to erase the waterfall (don't get sucked in by the current), and go in to get the cube. Go see pops.

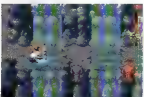


Go east out of the castle, and head north. There is a new set of stairs to take. Continue north (stopping to grab the chest) until you reach a Shade summon. Get his services, and drop down on the right. Get another Bow stone, and head north. Work your way around and up through the grapple spot (and the Shade stone soon after). You'll be battling ogres and snakes all the way. There's another stone along the right side (do NOT jump the ledge). Head left after grabbing it, and find Silver Armet with your sis, who gives you the last status item you need. Now it's time to go after Silver!



Clean house in room one to get through. The second has you slowly going north, avoiding boulders and letting said rocks hit armored guards. The next is a no-brainer – go with the flow. You're swept through two more parts of enemy warning in one room. Avoid the clears next

and get the chests, followed by a fall to the left. Keep looking left to beat the current and avoid the wizards. Go up. Now cruise right, past boulders and fish. Dytto will make short work of the flames.



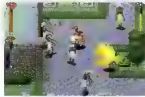
Go down by the chest, then go north and jump across. Don't get Bow just yet, instead, jump over to the stalagmite, and have Efreet break it. Now make Bow beat the gate, and weather the painful platforming. The space to the right is quickly filled by three ogres, but they leave good prizes. Don't forget the switch. Come back in, and the bottom platform will now move, allowing you easy access to Shade's summon. Now go south. You'll wind around to the red key, which you should go back north and use in the red door.



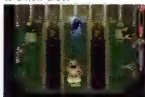
To get further, you must use one of the flamethrowers to summon Efreet, then brave the toxic mud to light the torch. Beat the baddies in the summon room, and go right. Hit the middle switch first, and then hit the switches on Dytto, Efreet, Shade, and Bow – in that order. Go back and take the new bridge north to the boss. This one's difficult: with no summons, hit one of the boss's eyes with your A shot, then equip your wizard and shoot its third, middle eye. Fireballs will be nailing the ground, and an easily avoided black hole will threaten to suck you up. After a while, the third eye will shoot a white laser straight down. Just focus on the eyes, and have plenty of life-refilling items on hand.



No rest for the wicked, as you must now face spikes and enemies to get a key. Summon Shade, hit the trigger, and then toss a bomb at the upper-right switch to open the door. Don't go in until you reset the trigger. Get to the roof, grapple across, hit the switch, and go back inside. Hurry down where the water was for some fish items and a switch that reveals a chest key. Now backtrack outside and over the rooftops. Summon Dytto by shooting your armet beam at a blue blob and extinguish the fire (after the summon monster dies by it). In the next area, kill enemies until a fire guy shows up. Summon Efreet on him to take out the stalagmite. Stick around in this room for an Efreet stone. Throw a bomb in the zombie area to get a dirty trick played on you, with a Shade Call reward. Go north to the castle.



You know what to do when there are unlit torches. The bad guys will give you a gold key, ignore the switches and go up. Hit the green switch to get the left platform moving so you can work to the door. Again, lighting torches will open the door. The switch just makes it easier for you to go back a room. Onward! Use the mirror to get Shade, then go south, hit the switch to stop the monster flow, and move outside. Grab the green key and go back to the corresponding door (moving platform room). You'll have a mess of wizard killing to do to open this door. Grab the goodies and run. Push the two boulders on the switches, then stand on the middle one. A Shade summon comes up. Use it, then charge the A button. Hmm...there's a hidden warp point. Get rid of Shade, and shoot an armet beam onto that spot on the floor to warp to a new area.

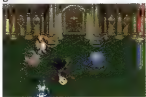


The next puzzle requires you to toss a bomb onto one

switch, then quickly run to the other; or, get Shade from the right and charge A to get him to stand on one while you're on the other. Go to the outside again and drop down the hole. You want the lever next to you to be pointing right. The other three (from nearest to farthest) should be right, left, left. This'll make the blue key room accessible. Now get back on the blue door ledge and go in with Efreet (he'll bash the obstacles for you). You'll need fancy jumping to cross the spikes. Be wary of the summon killer, too. Get Shade by shooting at an armored guard, and go left. Work around and drop down in the section after grappling (looks like a dead end). Bow will crash the gate. Break either the fireball or ice stalagmite to get through.

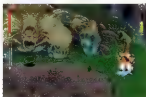


Inside, the enemies don't stop. Get Shade (same way as above) and charge A. Have the fake you run up and hit the switch to stop the flow. Run up and it's time for the showdown with Silver Armet. First he tosses some gray bad guys at you, which are easily beaten. Then, it's just you and him – and the endless stream of enemies he summons. Use your Shade Call for the easiest time, and pinpoint your attacks at Silver himself. One of his spells hurts you regardless, but otherwise you shouldn't be taking too much damage. Silver will go down, and open a doorway to the roof of all evil: the game's final boss.



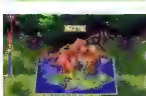
This monster is big and ugly, but not too tough. Keep Shade from the previous battle. The head is his weak point, but you need to take out the tentacles to damage it. Run to the left and right sides, and slash any onscreen tentacles with a powered-up sword. Then, run to the boss and hit him in the head. Keep up this pattern, ignoring the little, exploding blobs and

other distractions. The head will spit fire after taking a good deal of damage, but health power-ups will flow freely. Kill this monstrosity, and become the savior of Oasis!



## BONUS DUNGEON

A cool hidden addition to Beyond Oasis is this 100-floor dungeon. It's located in the northwest section of the forest, behind a solitary tree. Inside, you'll battle through dozens of floes of random enemies. Every tenth floor will yield a prize. Unfortunately, you won't be able to enlist the help of any summons. You can leave at any time, but dying will merely bring you out of the dungeon.



## SONY MINI SYSTEMS

**Manufacturer: Sony • Website: [www.sony.com](http://www.sony.com) • List Price: \$180-\$300**  
Video game audio doesn't get much better than this. The Sony Mini Systems, which come in an assortment of colors and bundles, feature an extraordinary function called Game Sync. When you press the Game Sync button, the Mini System automatically powers up and detects the game input. No big whoop, right? Well, get this: If you activate the Game Sync Mixing button, you can layer in an additional audio source (such as a CD, tape, or tuner frequency). The sound channels blend in perfect harmony. For plug and play purposes, the Mini Systems are equipped with audio inputs on the front of the machine. Sony has created a handful of different Mini Systems, some offering 60-disc changers, Dolby Digital ready 5.1 channel inputs, surround sound, MiniDisc outputs, and MP3 format playback from CD-R/CD-RW discs. At long last, a sound system designed specifically for gamers!



## GAME INFORMER BUSINESS CARDS SERIES 2

**Manufacturer: Blustin Industries • Website: [www.gameinformer.com](http://www.gameinformer.com)  
List Price: \$1 Million Dollars! Or A Handshake & A Smile**

When the Game Informer office was loaded onto a forklift and shuttled downtown, we quickly realized that no one could contact us. It was great! The corporate powers that be, however, didn't like the fact that most of the staff members were on extended vacations, and forced us to send out new business cards. This time around, we decided to show the world what our normal day-to-day attire consists of (remember: Minnesota's fashion sense is several decades behind the rest of the world). Tight leather chaps...feathered hairstyles...oh yeah! If you work for a video game company (that doesn't suck!), we'll freely exchange with you. Our last series of cards stirred up quite the craze as industry insiders feverishly tried to track us down and complete their sets. Just a mental note for you all: Matt's card is the rarest in the set, so make sure you get (i.e. molest) him to get his card!



## PETER PAN'S HOMEPAGE

**Manufacturer: Randy Constan  
Website: [www.pxyland.org/peterpan/](http://www.pxyland.org/peterpan/)  
List Price: Free!**

Video games bring out the child in many of us. For some though, it takes a sprinkling of pixie dust and some green spandex. Such is the case for Randy Constan, who on his site goes by the name of Peter Pan. This 48-year-old software engineer's fashion parade (which also includes fairy princess and *Little Rascals* ensembles) isn't just for his own personal enjoyment—his star is twinkling for God! Browse the site to see if you want to be his next Tinkerbell, for tips on making your own purple panny outfit, or just for a hysterical, tear-inducing laugh.



## PROJECT MAJESTIC MIX: A TRIBUTE TO NOBUO UEMATSU

**Manufacturer: KFSS Studios  
Website: [www.majesticmix.com](http://www.majesticmix.com)  
List Price: \$15.95**

If you've ever found yourself humming music from a Final Fantasy game, you may want to listen to this original tribute album that pays respects to the legendary game composer, Nobuo Uematsu. Fans and musicians alike collaborated to remix Uematsu's tracks from the Final Fantasy series, Chrono Trigger, and Front Mission: Gun Hazard. The musical styles are quite diverse as well, ranging from classical to rock. It's amazing how dedicated Square Soft fans can be. This album is extremely rare, but KFSS Studios' website will lead you in the right direction if you do plan on purchasing it. You can also listen to a handful of the tracks on the website. Future tribute and compilation albums are also planned.



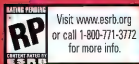




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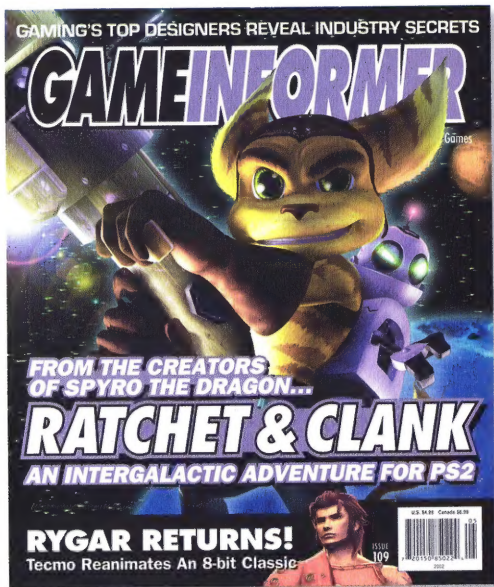
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\*Actually, we'll find a way to go on, but this next year of Game Informer promises to be the best ever, and it would be a shame if you weren't with us. C'mon, you know you could never read another game magazine. Wouldn't you feel dirty knowing that you could have had another year of the best for just ten dollars?

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