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UP AS TANNER



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**PLAYABLE PS2
DEMO DVD!**
12 EXCLUSIVE GAME
DEMOS INSIDE!



**THE CRYSTAL
METHOD**
ON GAME SOUNDTRACKS
AND THEIR NEW ALBUM



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OR NOTHING**
HANDS ON WITH THE
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FIRST PS2 INFO!

FIRST LOOK
**FINAL
FANTASY XII**
BADASS CHOCOBOS

HANDS-ON
**NFL STREET
NECESSARY ROUGHNESS**

**SILENT
HILL 4**
EXCLUSIVE LOOK!
FIRST SCREENS OF THE
SCARIEST GAME YET!
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SYPHON FILTER THE OMEGA STRAIN

EXCLUSIVE PLAYABLE DEMO & ONLINE DETAILS



CHEAT!
FINAL FANTASY X-2
BEAT THE GAME IN 88 EASY STEPS
NEED FOR SPEED
LEARN TO DRAG AND DRIFT
PRINCE OF PERSIA
FIND THE MAGIC FOUNTAINS



18 REVIEWS
WORTH THE WAIT?
**SONIC
HEROES**
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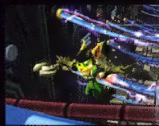
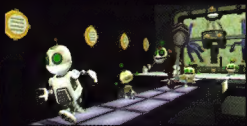
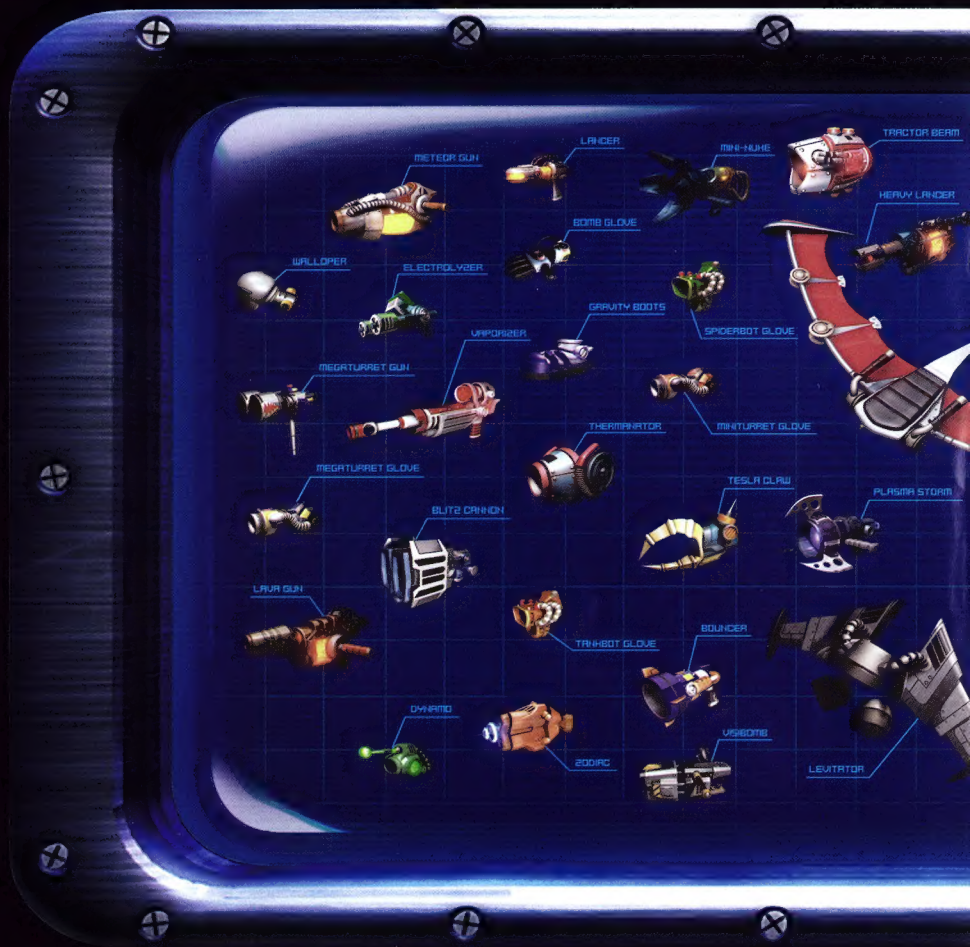
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They're back. And they're itching for action. With tons of planets to conquer in a whole new gigantic galaxy, you better believe Ratchet & Clank are gonna sink their teeth into some destruction. Ummm, destruction. With weapon upgrades, mods, armor and the ability for Ratchet to get stronger and smarter as the game goes on, this could get uglier than The Grandmas In Bikinis Calendar after-party. Speaking of parties, there's also hoverbike racing, space combat and gladiator arenas. As far as weapons and gadgets go, Ratchet & Clank are stacked with over 50 new ones, along with unlockable upgrades, so by the end of the journey, you'll go through more weapons and gadgets than a hungry fat man will go through chicken wings at lunch. Lock and load, baby, lock and load. www.us.playstation.com



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SLIDER

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HOVERBOMB GUN

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PlayStation 2



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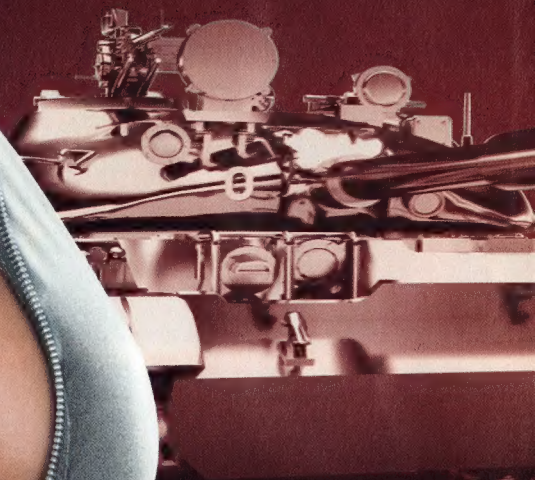


Good or Evil?

Shaken or Stirred?

Life or Death?

Heidi or Shannon?



TEEN
T
ESRB
Violence
Suggestive Themes



PlayStation 2



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THREE DISTINCT ENDINGS DEPENDING ON HOW YOU PLAY THE GAME.

The Suffering is an all-new next-generation entry into the action horror genre, and the first game of its kind to probe into the very unsettling and seedy underbelly of a maximum-security penitentiary, which is haunted by horrific and grotesque apparitions, all represented by the unique and disturbing executions that previously befell them. Take on the role of Torque, an inmate who must face much more than his own inner demons and the harsh and gritty reality of death row, as he fights to escape the unleashing of the penitentiary's gruesome secrets in what amounts to be a challenging and terrifying journey through one of the most hellish environments ever imagined. The Suffering features ultra-mature content and three distinctly different endings depending upon how you choose to survive.

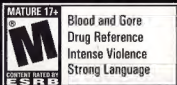
CREATURE DESIGN BY STAN WINSTON STUDIOS

"Midway's action/horror title could be the most gruesome videogame ever"

—IGN.COM

"...adults will get a demented, scary ride"

—Game Informer



PlayStation 2





MIDWAY



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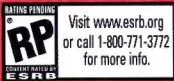




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actual screenshot



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5 out of 5 - Official PlayStation Magazine

9.5 out of 10 - Official Xbox Magazine

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PlayStation.2



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4.5 out of 5 - Official PlayStation Magazine

9.6 out of 10 - Official Xbox Magazine

www.splintercell.com



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3 MILLION GAMERS CAN'T BE WRONG

Syphon Filter is the stealth blockbuster. It may not have the same kind of profile as some of its peers, but *Syphon Filter* is very stealthily one of the really big hits in the sneaking genre. All three previous chapters performed spectacularly well on PS1, clocking up sales in excess of 3 million copies, despite the fact that they were very much in the shadow of *Metal Gear Solid*. You can still track them down really cheap on the Greatest Hits label if you want to give yourself a bit of a history lesson. They're good games, and like many of the biggest hits right now, they deal with situations, fears, and challenges that are more contemporary than fantasy. The war on terror and the fear of weapons of mass destruction are both tackled in *The Omega Strain*, and they're supplemented with a style of online gameplay that is hopefully the beginning of a new trend. Rather than pitting players against each other, you'll work cooperatively as a team to complete every mission in the game. To get a taste of how it will look, try out the single-player demo on our DVD this month.



John Davison
Editor-in-Chief

ABOUT OUR CONTRIBUTORS

PABLO
Pablo started drawing superheroes as a kid; after a career in magazine design, he began illustrating for a living. Check out his work in this month's voice acting piece on page 36 or visit his website.



JOHN SCALZI
John's new book, *The Book of the Dumb*, is out on store shelves right now. Which means you should go buy it. Yes, right now. What are you still doing here? Do you think we're kidding when we say stuff like this? Go!



ROBIN WILSON
Best known as the lead singer of the Gin Blossoms, Robin is also one of the most hardcore gamers you'll ever meet. This month, his regular *Outsider* column focuses on playing game stores; so keep ideas on how to keep him as a customer.



DARREN GLADSTONE
Darren's one of those guys down the street who lives to help you maximize your home theater setup. Only thing is, he doesn't live down your street—so he'll just tell you what he can in our mag. He's also the previous editor for *Computer Gaming World*.



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Videogames Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG



EARLY CHILDHOOD RATING
Suitable for all children 3 and under. Contains minimal violence or cartoon language by parents.



EVERYONE RATING
Suitable for all ages. Contains minimal violence or cartoon language.



TEEN RATING
Contains suggestive themes, mild or strong language, and minimal violence. Some parents may consider it suitable for children 13 and older.



MATURE RATING
These games contain more adult themes, such as blood, language, and sexual themes. Decided not suitable for children under 17.



ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Perks sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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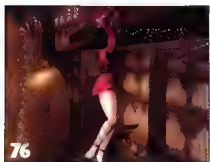
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VARIETY

This month's demo disc has a little bit of everything for you

Whether you like racing with mar-supials or on dirtbikes, saving the world as a ninja or a brave adventurer, or strategizing with mythical creatures, this month's demo disc has it all. And be sure to check out the special features on *Fatal Frame II*, *Final Fantasy XI*, *SOCOM II*, and more. Can you spot the *OPM* editor?



CRASH NITRO KART

THE DETAILS:

Crash is back in the driver's seat, and you'll kart race available on you PS2 (not that it's great or anything, but hey, it's the series, so...), and you'll see two of *Crash Nitro Kart*'s tracks using the new engine.

HAVE YOU TRIED...

...boosting like a man? ...the way you're bumping from a ramp and get a boost when you land. The better you time it, the better it'll be. ...boosting like a madman? You can also boost when coming out of a power slide. Boosting adds together for progressively stronger boosting teamwork. Tough. For some reason...

MAXIMO VS. ARMY OF ZIN

THE DETAILS:

This demo includes the game's first two levels in their entirety. It's just enough to give you a feel for some of Maxie's new moves, as you try them out against your typical assortment of Zin.

HAVE YOU TRIED...

...the devastating spin attack? When you're surrounded, the best way out is often to use the spin attack by hitting Square and moving the left analog stick in a circular motion. ...saving peasants? Not letting peasants die yields rewards, like coins and armor. ...getting 100 percent? There are a lot of factors in mastering both of the two levels. Can you do it?

NIGHTSHADE

THE DETAILS:

Run on walls, blow away your enemies, use magic, and perform other wicked things. You'll be underground of a mutant insect menace of this one-level demo of *Syphon Filter*.

HAVE YOU TRIED...

...executing a late, throwback "barrel" rolling? ...your enemies in the immediate area within a few seconds not only rewards you with a cool little screenshot showing the enemy, but it also grants a special move meter. ...getting an A Rank? At the end of a battle, you'll be judged based on your speed and kills. Note the best *Syphon Filter*...

MTX: MOTOTRAX FEATURING TRAVIS PASTRANA

THE DETAILS:

We were under the impression that *MTX* is more focused on stunts, but all the demo offers is a single race with cover-boy Travis Pastrana (or Kenny Bartram in two-player mode).

HAVE YOU TRIED...

...landing tricks? Use a combo of both the Circle and Triangle buttons in order to pull off your nacnacs, can-cans, and other tricks. Also, use the L2 and R2 buttons to tweak your moves. [So what if it serves no purpose in a race?] ...getting the hotsheet? By timing the drop of the gate correctly, you can burst into an early lead. Press forward on the left analog for an extra boost.

WRATH UNLEASHED

THE DETAILS:

Wrath Unleashed Preview's page 74) across a sort of unofficial sequel to *Azothin*, the classic "3D" game that combined strategy with fighting. Play a full game (even two-player) in this demo.

HAVE YOU TRIED...

...winning against the computer? ...the way you learn the game's strategy (even though you also have to get a knack for its fighting mechanic, but I mean on beating the demo the first time you play). ...winning without ever having the advantage? ...once you're good enough to beat out first challenge... (yanking on the Fire team with your "Water" team... only igniting at Fire environments. You won't succeed.

DISC PROBLEMS?

If you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

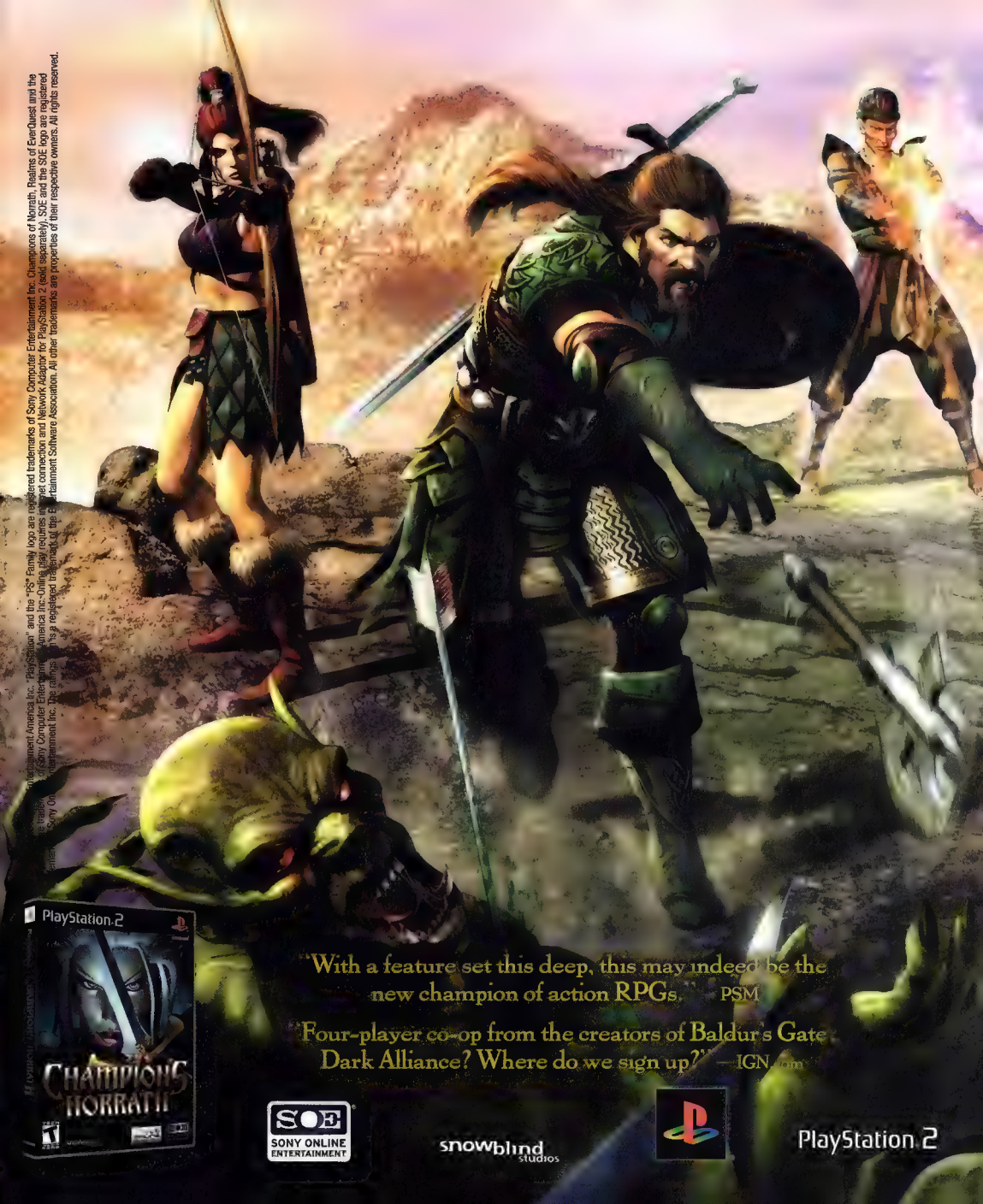
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PlayStation 2

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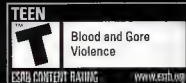
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Game Experience may change during online play

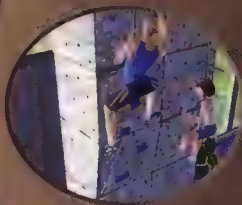
So, where to?



Mona Lott is a dancer at Club Rubb. She digs her man Bing, but, that doesn't mean she won't have some lovin' to spare.



Fran Footarrow lets it all hang out at Pixel Acres. Play your cards right and you'll be seeing more of her. A lot more.



Goldie Toane - flex for her at the gym, and she'll coo over your buff body and maybe tell you a few dirty jokes if you're lucky.



Randy Hart's a regular at Casa Caliente where he loves to give bear hugs on the bear rug. A word to the wise - don't pull his finger.

The Sims
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ea.com



ONLINE
PLAYSTATION 2



PlayStation 2

EA GAMES

Chrono love

Being somewhat of an RPG nerd, my friends (also RPG nerds) and I have often debated the merits of *Final Fantasy VII* versus *Final Fantasy IX*.

Recently, I bought *Final Fantasy Chronicles*, and though I'm only 10 hours into *Chrono Trigger*, I like it more. All of my friends say *FFVII* or *FFIX* is better, but I don't think so. What do you guys think?

Raphael Cornford
via e-mail

Now that Gary Steinman's not here to weigh in, we'll let new RPGGeek Scooter answer the question: "I love me some *Chrono Trigger*! Hey, Square Enix—give us *Chrono Break* already!"

Jobless

I just want to ask this. What would you do if you lost your job of being a game tester? What job would you have after that?

Brandon Thammavong
via e-mail

Well, we're not game testers—we're magazine editors. But what would happen indeed if we were to suddenly lose our jobs? Who knows? Some of us might go to other magazines, others might go into PR. Heck, some of us might get into game development! Worse comes to worst, there's always Arby's.



Giancarlo's secret job

While surfin' the tube the other day, I stumbled across a movie with a familiar name in

the credits. I grabbed the issue of *OPM* I got that same day and was surprised. The movie was called *Blood Red*, and it starred Giancarlo Giannini. It was about a wine-grower who fell in love during a war for land in California. Did your news editor change his name?

Chris Traslavina
via e-mail



Nope. As much we we'd like to think Giancarlo was an itinerant wine man, it's just a coincidence. We have to clear the air once and for all. His secret shame is that he's a homeless ninja.

Voice of Shinra

I just purchased *Final Fantasy X-2* and heard the voice of the Bullwigg Shinra. He sounded familiar. I did some research and found nothing, so I decided to ask you guys! Could you tell me who provides the voice and what shows he might've been in?

Soccacuddle1631
via e-mail

Actually, Shinra is voiced by a "she": Pamela Seagall Adlon. She's done some game voices (*Run Like Hell*, *Escape From Monkey Island*) and even a movie or two (*Brother Bear*). The last *Final Fantasy*-related voice she did before *FFX-2* was Jue, the main female in "Final Flight of the Osiris" from *The Animatrix*. Finally, if you watch *King of the Hill*, she's the voice of Bobby Hill (hey...a woman voices Bart Simpson, too).

TATTOOS OF THE MONTH

I love the Tattoo of the Month feature you've been running. With *Defiance* just around the corner (when this letter was written—Ed.), I thought I'd round up a bunch of photos of *Legacy of Kain* fans with tattoos from the series. Katri, Smackbabe, Lee, Lucie, and I all have Kain's clan symbol somewhere on our bodies. Lucie also has Kain and Raziel's faces. Zoe has Raziel's clan symbol. Sean Burch has Moebius' infinity loop.

Amy Hennig from Crystal Dynamics was kind enough to send me photos of a GameStop manager on the east coast who is getting the scene from *Soul Reaver* where Kain breaks the sword over Raziel on his leg, but I didn't know how to get a hold of him to ask permission to send that one in.

Ben Lincoln
via e-mail

Whoa, that's a dedicated clan of gamers! You lot have certainly earned our (not so) coveted Tattoo of the Month award...



NEON GENESIS EVANGELION

THE DIRECTORS' CUT

For the first time ever, experience director Hideaki Anno's true vision of anime's future in *Neon Genesis Evangelion: The Directors' Cut*. Features the final six episodes of this groundbreaking science-fiction series with scenes previously unavailable outside of Japan.

Resurrection (Episodes 21-23): Available 1.13.2004.
Genesis Reborn (Episodes 24-26): Available in March.



www.advfilm.com



A slew of readers all turned away by Scooter saying no.

www.bigbot.com
Go here to fulfill all of your Transformers-related needs. Even if those needs involve those stupid Mini-Cons.

Camels?

I know I'm reacting kind of late to this, but did anyone else notice that in your *Final Fantasy* article (issue 75), on page 136, that Paine's Songstress outfit is a bit, shall we say, camel-like?

Fred Hising
via e-mail

Whatever are you talking about? This is a family magazine, son. We have no idea of which you speak. Really.

Ben Lincoln's revenge

Congratulations, *OPM*. Your ridiculously biased review of the new *Legacy of Kain* game has ensured that I will never subscribe again. If I can't trust you to give at least a decent rating to an excellent game, it's not worth my money to read the opinions of your staff.

2.5 stars? You honestly think that the game that fans of the series have been waiting seven years for is on the same poor level as *Fire Warrior*? Did Eidos not buy enough advertising space? Or maybe you gave it to someone who doesn't like action/adventure games to begin with. I can't believe you gave a higher rating to a game involving suffocating people with bags and sodomizing them with crowbars. What's wrong with you?

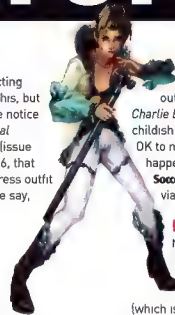
Thanks for trying your best to prevent another game in the series from being made. I appreciate it.

Ben Lincoln
via e-mail

...Well, sorry we have a difference of opinion. But that was our opinion, and we're sticking to it. Also, as often as we'd wish, we don't wield the power to cancel games outright, so no need to blame us in that regard. Guess you're not so psyched about being awarded the *Tattoo of the Month* this issue now, eh?

Eight craaaazy nights

In the *Calendar* for December 2K3, you say there are no animated Hanukkah specials except *Eight Crazy Nights* (which, I must agree, did suck). Well, *Rugrats* has a



Hanukkah special (along with any other holiday out there). You mentioned *Charlie Brown* and other such childish cartoons, so I just OK to mention *Rugrats* (and I just happen to be Jewish).

Soccardude1631
via e-mail

Poké-Mini-Con

Now don't get me wrong—I hate the *Transformers Armada* cartoon as much as anyone else (which is a lot). But I think you guys are being too judgmental about the Mini-Cons being implemented into the game. In every review I've read, you guys have complained about the Mini-Cons being in the game. Yeah, they crap up what otherwise had potential for being a decent remake of a classic show, but I think it sounds like they have the potential to be a really cool gameplay element. I think the Mini-Cons deserve a second chance.

DERANGED28
via e-mail



True, they might turn out to be a really cool gameplay element. But still, just the mere existence of those twinks is enough for us to make fun of them every chance we get.

OPM out on the street

OK, so tonight I finally get my new issue of your magazine and I was flipping through and saw the editors' pictures (like always). As I was ogling over Gary's pic, I started wondering about something. When you guys are out, do you ever get recognized? Even if it's just someone walking up to you and saying, "Hey! Great mag!" Has anyone ever noticed you? I know that if I saw Joe walking down the street near me, I'd start freaking out as if "NSync had just pulled up. You guys all take care and be careful not to get attacked by a rush of sobbing teenage girls.

Meghan Weiner
via e-mail

In fact, most of the staff has! Joe and Giancarlo's smooth pates, John's wry Britishness, and C-Bake's boyish charm have all been recognized by our adoring public. Scooter has been winning about the fact that nobody recognizes him, but we tell him that "going outside" is a prerequisite to encounter people who don't actually work with him.

ASK US ANYTHING!

Scooter will still say "No!"



FULL THROTTLE AHEAD

Q. Is there any way for me to get my hands on a copy of *Full Throttle* for the PS2? When I first heard about it from y'all, I couldn't wait for it to come out. Then I heard that LucasArts canceled it. Is there any way that I can get it somehow? I need to know! Thank!

Dallas Blake
via e-mail

A. Yeah, nope. It's gone. Pout.

PSX3?

Q. I've heard about PSX, which is like a PS2 with multimedia abilities, and PS3, which will have its own line of games. Are they the same?

Lu
via e-mail

A. No.

BRING BACK MORRIS!

Q. Hey, will you please bring Heather Morris in for an interview? I'd pitch in like \$5 if you will!

GillianSeed
via e-mail

A. Sure thing, buddy. We need her.

BOOGIE DOWN WITH YOUR PS2

Q. Hey, can you import a game on your PS2 using a CD or an MP3 player? I tried hooking my player up to it, but nothing happened. I thought I would investigate since it uses a USB cord to hook up to the computer, and I noticed there were a few on the PS2. Do I need to press some special button? Or is it just not possible?

Matt!
via e-mail

A. As the Japanese would say, "No music giracy (or) you!"

PS2 DEWI?

Q. I decided to get an Xbox 'cause I knew that *Hero's* is coming out. The first game I got was *Deus Ex Invisible War*, and it really was fast, crazy stuff. My friend wants to know if this game will be in his PS2 one day.

Bamboeknight
via e-mail

A. *Nein, my friend.*

War was developed for Xbox. There might be another DX game, but not that one.

FREEBIES

Q. Is it possible that I can get a PlayStation magazine for free?

Mark Ramos
via e-mail

A. Unless you steal that gold PlayStation one, you bought a copy, no.

METALLIKATO?

Q. Do any of the guys in the *OPM* office know martial arts or have black belts? I thought it would be a good question...

Matthew Parisella
via e-mail

A. Nosirrebbob—unless you count the red belt as Metallikato that Scooter claims is his.

SEQUEL TO A FINAL FANTASY

Q. I was wondering, do you have to beat *Final Fantasy X* in order to play *Final Fantasy X-2*?

I mean I bought *Final Fantasy X*, but I can't beat it. I really want to get it, but I'm not sure if I should spend my money to get the game and not even know what's going on.

Mike Kissiday
Highlands, NJ

A. Nye. No need to have played the previous game. Of course, it helps, but it's not necessary.

STORY TIME

Q. I sent an e-mail where part of it was a story I wrote. Would one of you be willing to read it and tell me what you think?

Dan Scjavi
via e-mail

A. Nops. We don't read unsolicited stories. It's a legal thing.



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Nightshade



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WORLD

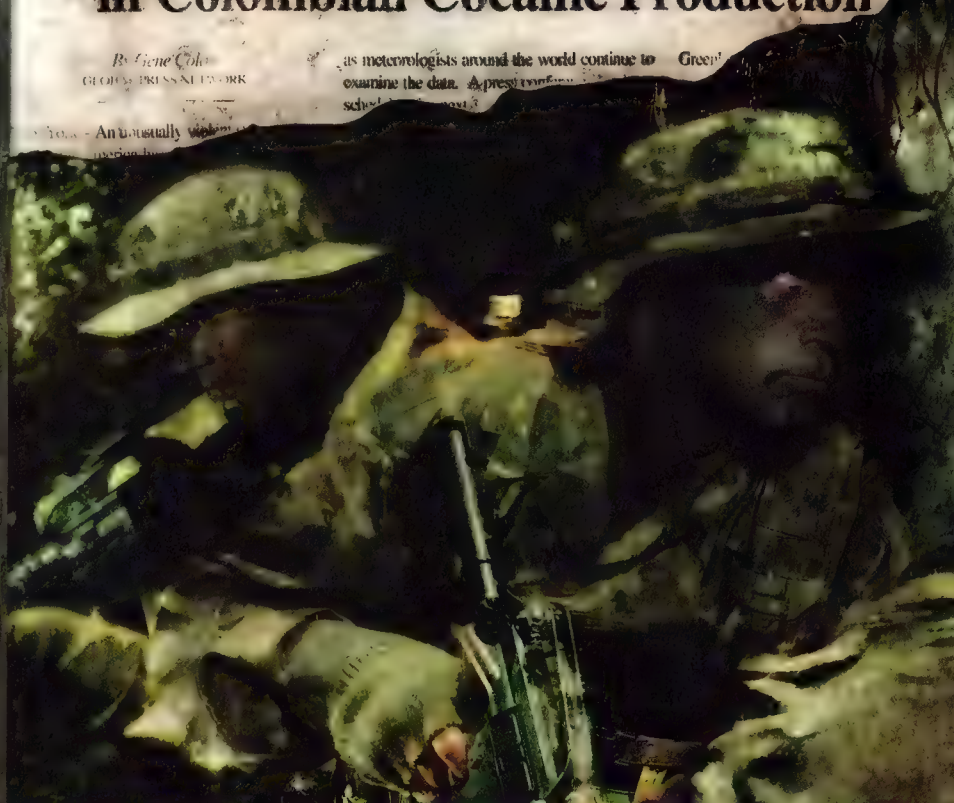
Bad Weather Credited for Sudden Drop in Colombian Cocaine Production

By Gene Col...
GLOBE PHOTOS/ALAMY

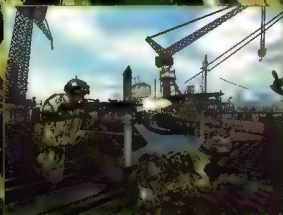
...as meteorologists around the world continue to
examine the data. A press conference
scheduled for next...

...to... An unusually violent
...period has...

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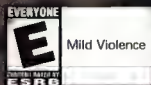
Forget your helmet and rulebook, wanna be. Style rules at this party.

Through the leg patches and behind the back, players

best bring whatever you got to keep the ball moving.

Out on the street, the only thing more important

than dominating is looking good doing it.



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FAMILIAR ALLIES ARE AT HAND.
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TEEN



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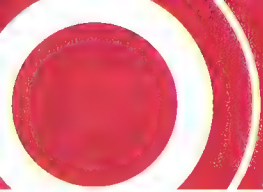
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SPIN

News, views,
opinion, wit,
and wisdom.



FINAL FANTASY XII

Badass chocobos, scary knights,
and fey-looking dudes! Who's
changing *Final Fantasy* so much?

SIEGFRIED AND ROY

Believe it or not, Vaan actually was even gayer before Yoshida finalized his design. Yoshida commented that Vaan was much more effeminate, but when Kohei Takeda (who did voice and motion-capture work for Vaan) got involved, Vaan adopted a more carefree, boyish spirit than before. We still think he looks too metrosexual.





40
HOT CHICK
Meet 007's worst nightmare
Heidi Klum is evil.



42
RAINBOW 6
Men in camouflage
Tactical fun for everyone.



52
WINNERS
Like TV loves games
It would gamers love Spike TV.

The *Final Fantasy* series has always been operatic in scope—with grandiose plots that include love, betrayal, psychological breakdowns, and, in the case of *Final Fantasy III/VI*, an actual opera. With *Final Fantasy X-2* being more *Charlie's Angels* than Richard Wagner, and *Final Fantasy XI* being an online experience, *Final Fantasy XII* looks to be the first "normal" *Final Fantasy* title since *FFX* in 2001. Except instead of someone like Hironobu Sakaguchi or Yoshinori Kitase at the helm, the director of *Final Fantasy XII* is Yasumi Matsuno—the same Matsuno who directed *Vagrant Story* and both *Final Fantasy Tactics* games. In addition, his development team at Product Development Division 4 includes Hideo Minaba (art director), Akihiko Yoshida (character designer), and Isamu Kamikokuryou (background art)—a group most famous for *Final Fantasy Tactics*.

What does this mean for *FFXII*? Scant details were released at a recent Square Enix presentation, but Matsuno and his team are already shaking things up. We

Turkey, India, and even contemporary New York. Minaba commented that he and Matsuno were "history otakus" (fanatics) and that ancient Rome was the primary influence. Considering the gritty CG battle scenes, plus some other scenes that take place in a gladiatorial arena, the harsh Roman influence is quite evident. Matsuno joked that even the lovable mooglees are being redesigned—he described an initial moogle design as "scary" and sporting "steel boots." Finally, recall that Matsuno's most famous game, the original *Final Fantasy Tactics*, also takes place during a war and has a mature and complex story filled with kings, cardinals, and dastardly political manipulations.

When asked directly if Matsuno will infuse *FFXII*, a more mainstream title, with his darker touches, he replied, "[Well], the movie *Gladiator* won the Academy Award for Best Picture and was quite popular. Some people see the darkness in the message and setting of the movie, while others just enjoy it for gladiator fights and action. *FFXII* is the same way. Players who just

Matsuno and his team are already shaking things up on *Final Fantasy XII*.

know that the effeminate-looking fellow, Vaan, is the main character. Princess Ashe is the other protagonist, but there won't be a romance between her and Vaan. We also heard that the traditionally static camera will be rotatable, à la *FFXI*, and you even have a limited first-person view.

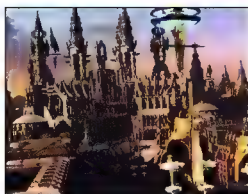
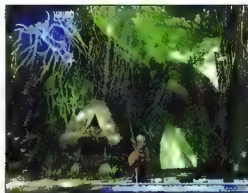
[Kamikokuryou joked that he's used to just doing background art, but now he has to create ceiling art, since players will be able to look up]. No one at Square Enix would talk about the battle system—when asked if the game will be more strategic like *FFT*, Minaba laughed and answered, "I leave it up to your assumption—it's too early to say." The story is set during a war between Dalmasca and Arcadia, with Ashe possibly leading a rebellion against Arcadia and encountering wannabe air pirate Vaan during her struggle.

Yet beneath the beautiful *FF* imagery, there are quite a few dark touches. Several scenes in the trailer depict chocobo-riding knights cutting through and goring foot soldiers. When asked about artistic influences, Matsuno and Kamikokuryou both referred to Mediterranean architecture,

want to play and enjoy will enjoy it, whereas players who are familiar with my past games, who are looking for that darkness, will find hints of the tone throughout." While we still know only a few details about *FFXII*, what we've seen so far and what we know of Matsuno and his team indicate that *FFXII* will be a very different and possibly much darker *Final Fantasy*

IVALICE?

Oddly enough, anyone who's played *Final Fantasy Tactics Advance* on their GBA has had a small sneak preview of *FFXII*. In *FFTA*, one character proclaims that Ivalice is just like the *Final Fantasy* game she's played—she's actually referring to *FFXII*. While it's not the same exact Ivalice as in *FFTA*, *FFXII*'s Ivalice is populated by the Bangaas and Vieras races as well. In the *FFXII* presentation, Matsuno commented that diversity is one of the key themes and that much of the game would deal with social classes between these races. Also, note that the Judge, an important character from *FFTA* is now the actual logo for *FFXII*. Matsuno commented that the Judge, an "impartial police court" in *FFTA* is now an "order of knights who inspire terror."





In the Same Boat

Square Enix has yet to officially announce any support for PSP, but the company's president, Yoichi Wada, agrees with Koei's stance that the PSP won't compete directly with the GBA because of its hardware and the type of games that will be available.

THE WATCHDOG

LAWYER UP

All right, folks, it's time for another one of my famous hypotheticals. Let's say you're playing one of those massively multiplayer online games, and it's one of those fantasy games in which you can build or buy items that you can then sell to other players for real-world money through eBay. Now, let's say that back in the game world, your character is attacked or his abode is ransacked or whatever, and the objects you've been cultivating—the ones you can sell for *real* live money, remember—are stolen or taken. Here's the question: Have you been robbed? Should you be able to press charges in the real world?



Let's add another wrinkle: Say your game character was attacked *because* your attacker saw you selling objects on eBay and realized you were making money—and by attacking your character in the game world, he could take your items and then sell them on eBay, making money you could have earned. Now have you been robbed? Should you be able to press charges?

At the moment, this is an academic exercise, but perhaps not for much longer. Already in at least one other country, a case similar to this has become *more* than hypothetical. In November 2003, *China Daily* reported that a Chinese citizen sued his online game provider because another player in the game stole his collection of game weapons. The plaintiff, who had invested thousands of hours and yuan in the game, apparently felt the game operators owed him a safe environment. He sued to get his weapons back, plus 10,000 yuan (about \$1,200) for emotional damages. The game company is contesting the suit, noting that its user agreement indemnifies it from such legal actions.

As more people spend more time in these virtual worlds, I expect more real-world lawsuits will arise. Even if game providers are able to use their user agreements to cover their own backs, individual game players are likely to go after each other, especially if there is money involved, like in a case involving items that can be sold in the "real" world.

The fact of these objects offers a number of interesting legal questions. For example: What exactly is virtual property, which has real-world value but not real-world physicality? Is it intellectual property, like a novel or a song? Can it be considered actual property? Or is it a new form of property that hasn't existed before? And in a world that is created by computers [physical property, owned by some person or company] and software [intellectual property, likewise owned by some person or company], what rights do the users who create things that have value—who do actual "work"—have? Do they have any rights at all?

It's potentially an exciting time for the way we view property and personal rights online. But until it's all figured out, guard your items well.

Would you sue? Tell Scatzi what you would do. Leave a message on the **OPN** boards at **1UP.com** or drop him some mail at johncatzi@1up.com.

PSP DYNASTY

Koei gives its perspective on Sony's handheld

With the release of PSP's conceptual image, and the official unveiling only months away, developers are leaping into PSP development. Koei, which provided a number of key games for the PlayStation 2 launch, is one of the first major companies to officially announce support for the system. Since this marks Sony's first foray into portable gaming, there seems to be an inherent risk that requires a leap of faith from developers, but for Koei, the decision was easy to make.

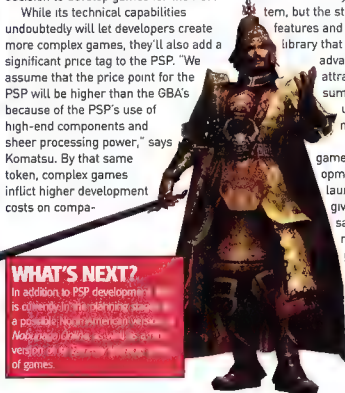
"We see the PSP as a complete digital entertainment system that will provide new mobile gameplay experiences through progressive features such as 3D graphics and wireless LAN," says Kiyoshi Komatsu, president and COO of Koei. "After [Sony's] announcement of the PSP, Koei carefully evaluated the system's potential as a new digital entertainment platform, and we made a decision to develop games for the PSP."

While its technical capabilities undoubtedly will let developers create more complex games, they'll also add a significant price tag to the PSP. "We assume that the price point for the PSP will be higher than the GBAs because of the PSP's use of high-end components and sheer processing power," says Komatsu. By that same token, complex games inflict higher development costs on compa-

nies, which ultimately affects pricing for games when they hit store shelves. Yet Koei doesn't seem concerned with the possibility of its portable games costing just as much as their console counterparts. Komatsu adds, "It's conceivable that the games we release for PSP could be available at a price range comparable to software available for other handheld platforms."

One of those other platforms is Game Boy Advance. Successive iterations of Nintendo's handheld have continued to dominate the market, but most developers think PSP will attract a different type of market not only because of its price, but also because of the types of games that will be available. "Since the GBA and the PSP have different feature sets and possibly different price points, we perceive initially that the target markets will differ as well," says Komatsu. "Core gamers will be the early adopters of the system, but the strength of the PSP's features and a more diverse game library that includes more advanced games will attract current consumers as well as new users to the portable market."

As for the three games Koei has in development for the PSP launch, Komatsu won't give any specifics, but he says that the lineup will represent the types of games Koei has produced over the past few years. Portable *Dynasty Warriors*, anyone?



WHAT'S NEXT?

In addition to PSP development, is Koei looking into obtaining assets as a possible Nintendogs wireless? *Motogp2* is the sequel to the PSP version of the Sega racing game of games.

Sei You, Sei Me

The Virtua Fighter series heads in a new direction

After years of referring to the project formerly known as *Virtua Fighter Quest*, Sega has finally taken the wraps off the latest game in the *Virtua Fighter* series, and we're a bit surprised to see what the development team at Sega-AM2 has come up with. Now known as *Virtua Fighter: Cyber Generation*, the game is an action-RPG, in which you take

on the role of a young boy named Sei who hunts for treasure (or hidden data) in a virtual world known as the Matr...err, Nexus. Interestingly, the hidden data includes information on the characters from *Virtua Fighter*, but it's not entirely clear what role they'll take

in the game. *Cyber Generation* has only been announced for Japan, but a North American release is likely to happen.



DATA STREAM

Incredible!



Michael Giacchino, who composed the soundtrack for *Medal of Honor: Underground* and *Medal of Honor: Frontline*, is also the composer working on the score for the upcoming Disney and Pixar superhero movie *The Incredibles*.

Frankie Says Relax



Rockstar is making some minor changes to *Grand Theft Auto: Vice City* to appease the Haitian government as well as protest groups claiming that the game was racist in its portrayal of Haitian immigrants.

Knock You Out



Electronic Arts announced that professional boxer Roy Jones, Jr. will be the cover athlete for EA Sports' *Fight Night 2004*. It's scheduled for release this spring.

MotoGP3?



The development team behind *MotoGP* and *MotoGP 2* for the Xbox has already announced a vehicle-based PlayStation 3 project with the codename of *Avalon*. The game will use the studio's *Blirney 2* engine.



DID YOU KNOW?

Yakov Smirnoff was voted "Comedian of the Year" twice. He is also an "accomplished painter."

DATEBOOK

JANUARY 2K4

SUNDAY

Think warm thoughts. It's **National Oatmeal Month**, **Hot Tea Month**, and **National Soup Month**. You'll need all that warm food after giving it up for **National Blood Donor Month**.



MONDAY

Sonic Heroes leads the charge of PS2 releases. **Supercar GT**, **Corvette**, **PBA Bowling 2004**, **IHRA Drag Racing 2004**, **X-Files**, **The Fast and the Furious**, **Jack Part 4**, and **Lord of the Rings: Treason of Isengard**, are also in stores this week.

TUESDAY

Danny Thomas would have been 91 today. Celebrate by going to IHOP and ordering your eggs **Danny Thomas** style. After the waitress slugs you, go home and Google it to see what it means.



THURSDAY

Happy New Year! **Betsy Ross** and **Paul Revere** kick off the year by sharing a birthday. Those two knew how to party. One if by land, two if by sea, indeed.

FRIDAY

The **TUP.com Awards** are announced live on the Internet at www.tup.com. **CBS** runs now through Sunday in Vegas. It's where we'll be getting our material for **The List** for the next year or so.

SATURDAY

J.R. Tolkien's birthday. He'd have been eleveny-two. But he's not. 'Cause he's dead.

Friend of **OPM** **Michael Stone** celebrates his 43rd birthday.

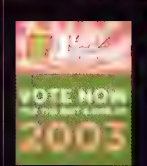


It's **Fabulous Wild Men Day**. Three cheers for our very own fabulous wild man, **Jason Babler**.



Star Trek: Shattered Universe comes out today. We think the title accurately describes how Paramount feels about its once-storied franchise.

Buy **The Crystal Method's** new CD, **Legion of Boom**, today.



The **TUP.com Awards** are announced live on the Internet at www.tup.com.

CBS runs now through Sunday in Vegas. It's where we'll be getting our material for **The List** for the next year or so.

Chasing Liberty, a movie about being the president's daughter, and **First Daughter**, a flick about being the president's daughter, open today. Don't they know that the movie we really want to see is **Bush's Daughters Gone Wild?**



Don't know what to wear to school tomorrow? Check out **TUP.com's** guide to buying gaming-related clothes.



It's **Penguin Awareness Day**. He's off to our favorite penguin, **Chilly Willy**!



Batman's **Solo: Dark Alliance II**, **Maximo vs. Army of Zin**, **Tom Clancy's Ghost Recon: Jungle Storm**, and **Daredevil: The Man Without Fear** are in stores.

It's **John Davison's** birthday. He claims to like vodka, fast cars, and loose women. Feel free to send him the first two, but his lovely wife **Andrea** might get upset if the last one comes in the mail.

Along Came Polly is in theaters. It has a great cast, including **Ben Stiller**, **Jennifer Aniston**, **Debra Messing**, **Alec Baldwin**, and **Simpsons** regular **Hank Azaria**.

Fly, Fly, Wayne, Indiana. **George Carlin** is bringing his out-of-date comedy act to your fair city tonight.



We've got a honey today. It's **Winnie the Pooh's** birthday.



Oscar nominations are announced at 5:30 a.m. If **Lord of the Rings** doesn't win best picture this year, there will be hell to pay.

It's also former **OPM** newshound/current **TUP.com** EIC **Sam Kennedy's** birthday.



Drinking game alert! **The Golden Globe Awards** are on NBC tonight. Every time someone says "Hollywood foreign press," take a drink. You'll be plowed before they get to the **Cecil B. DeMille** award.

They talk at the **Yakov Smirnoff** "What a Country" Theater in Branson, Missouri, are in for a treat. It's **Yakov's** birthday. They'll probably hear some joke about how in Russia, you don't celebrate birthdays, birthdays celebrate you. [Yawn.]

Justin Timberlake and **Carol Channing** turn a year older today.



Advent Preview

Want to watch a special *Final Fantasy VII: Advent Children* preview from the comfort of your couch? Buying *Final Fantasy X-2: International - Last Missions* is the only way to make that happen at the moment, and it's only coming out in Japan. Boo!

THE OUTSIDER

THE BUCK STOPS HERE

If it's a Tuesday, you know where you'll find me—at the local mall, checking out the just-released new titles at GameStop or EB. That's where I spend my gaming dollar. Of course, they only sell games and gaming culture—which I dig, so I shop there a lot. Still, I feel there are a few things gaming retailers should do to ensure my loyalty.



Foremost, I want a rewards program like the one I joined at Suncoast, where the reward points I earn with every purchase can be applied toward future discounts. We all deserve this from gaming retail, and the first national gaming retailer to create such a program is going to win all of my business. I figure I'm good for at least 10 new releases for myself this year—that's \$500 right there. Plus, I often buy games as gifts, not to mention magazines, preview classics, strategy guides, memory cards, peripherals, and whatnot. Heck, I'm the reason this industry is so huge. These people should be falling over themselves to get to me.

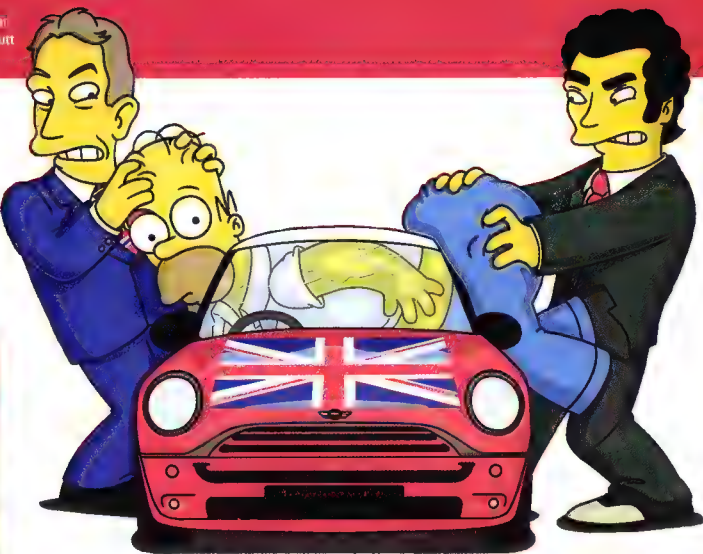
They'd be one step closer to having me, too, if each store featured a touch-screen kiosk with game release info. These days, I tote around a fussy 2-year-old who routinely smashes every *Voldo* action figure and *Wonder Woman HeroClix* within reach of the stroller. I often don't have time to stand in line to ask a simple question. Some stores have an out-of-date bulletin board lost in the clutter, but it seems I always have to sally up to the register whenever I have a question. The practical solution to all of this is a touch-screen kiosk. It should have release info, but no trailers or demos—I don't want to wait behind some kid zoning out and jabbing buttons. I need to find out when my game is coming in, *dis* *Angel of Darkness*, and get the hell out.

Also, I'd probably buy twice as many strategy guides if I thought I'd get a few more bucks when I trade them back in. How about \$5 in credit or \$2 cash? It's only fair when I bought it new for \$15.

Lastly, I've heard rumors that some gaming retailers hold tournaments for store credit and cool prizes, but I've never been invited to or stumbled upon one. These need to happen more frequently and with better publicity. I'd be practicing all week if I knew I could win one of those cool limited-edition colored PS2s or some such thing in a *Soul Calibur II* throwdown or *Midnight Club 2* LAN party. This type of event would draw big crowds at the mall...and sell lots of games. I'd probably have a Network Adaptor by now if I had offered a demo or found a cross-town rival.

I don't ask for much—only what I pay for. And I'm only trying to help. So if the game stores notice their sales going down, it's probably because I'm shopping somewhere else.

Robin Wilson (@rwjnblossom@aol.com) sings lead for the *Re* Blossoms. You can probably earn reward points at record stores by buying one of his albums.



URGE TO SUE, RISING

Sega takes EA and the Simpsons to court over *Road Rage* incident

In a not-so-shocking turn of events, Sega of America has filed a lawsuit against publishers Electronic Arts and Fox Interactive, as well as developer Radical Games, over *The Simpsons Road Rage*, claiming the game infringes on a couple of key patents Sega owns relating to *Crazy Taxi*. The similarities are definitely there—both games have a comparable gameplay structure in which players are charged with picking up passengers and dropping them off at specific

locations while the requisite hilarious hijinks ensue.

Sega's not laughing. The company has asked the court to prohibit any additional sales of the game, as well as recall the game from retail outlets across the country. The case seems like a slam dunk for Sega, but the companies named in the lawsuit have yet to officially respond. *The Simpsons: Road Rage* has sold more than 1 million copies to date across multiple platforms, so there's no point in selling your copy on eBay.

GET IT OVER WITH ALREADY!

Videogame developer and pachinko manufacturer Sammy has purchased a majority stake in Sega from Sega's parent company, CSK. Sega and Sammy were in heated merger talks a few months back, but Sega eventually left the deal on the table and decided to remain independent. While the stock purchase builds the business relationship between the two companies, Sammy has yet to buy enough stock to officially have decision-making power within the company.

GRAN TURISMO TEASE

Three reasons why GT4 Prologue makes us want the final game even more



More Than 40 Cars

Prologue, which is basically a preview version of *Gran Turismo 4* released in Japan, has a bigger car selection than most full games. At any rate, there are plenty of cars to choose from, and their range in performance demonstrates how the driving physics have evolved since *Gran Turismo 3*.



Diverse Tracks

The New York City track shows how Polyphony's been able to cram more detail into the game without sacrificing a brisk framerate. But the real treat is *Cita di Aria*, a track that lets you speed through the alleyways of a small Italian town. If the other tracks in the final game are half this much fun, then we can't wait!



Put to the Test

You can only race against opponents on three of *Prologue*'s tracks, so the others mainly serve as time-attack areas, but there is a separate school mode that puts you through 46 driving tests similar to the license challenges in previous games. The tests help ease you into the whole *Gran Turismo* experience.



METHOD MEN

The Crystal Method feels the need for speed

The guys in The Crystal Method are no strangers to videogames. In fact, by providing the entire soundtrack to 1998's PS1 release *N20: Nitrous Oxide*, they were among the first well-known artists to have music featured in a game. In 2003, the band went a step further, debuting the first single off its new album in *Need for Speed: Underground*. We chatted with TCM's Scott Kirkland to find out what happens when the music industry and the videogame industry meet.

OPM: Your work has shown up in a lot of games, from *N20* to *Amplitude*. How did you get involved in gaming?

SK: Our first-ever experience with videogames was *FIFA '98*, and we really enjoyed the combination of our music with a great game, so when Fox Interactive came to us with idea of licensing our songs for the score of *N20*, we were completely up for it.

Plus, we're both gamers ourselves. We

both have PS2s and Xboxes. I love the sports-related games [especially NFL and soccer] and some of the action games, like *Star Wars*; Ken [Jordan] likes *GTA3* and shooting games. We definitely spend more time than we should playing videogames.

OPM: What got you involved in *Need for Speed: Underground*?

SK: EA came to us a few months ago, and we played them the first single from our new album, *Legion of Boom*. They really liked it and asked if we would like to put it in *Need for Speed*. The game was coming out around the same time we were releasing the single "Born Too Slow." We thought it was a great way to get our new single out as it was hitting the radio. Plus, any kind of cross-marketing these days is a good thing. Both Ken and I have discovered songs ourselves while playing videogames, so we figured it couldn't hurt to have our music in games.

OPM: Did offering an exclusive song for *NFSU* score you advance copies of the game?

SK: Yes, we got a few copies. The game is great—quite an adrenaline rush. We think people are really going to like this game.

OPM: How do you think technology will affect music and the creation of music in the coming years?

SK: It is already affecting music. We were able to do a track on *Tweekend* with [Stone Temple Pilots singer] Scott Weiland without ever being in the same room. The widespread use of broadband will definitely expand the recording process of artists spanning the globe because it will allow you to work with someone in real time without having to be in the same country.

OPM: The big labels are in trouble, the RIAA is suing 12-year-old girls, and music fans are getting bitter. What needs to happen for big labels to recover?

SK: They need to embrace things like iTunes, Napster, Rhapsody, etc., and they need to bring the price of albums down in order to make it affordable for that 12-year-old girl to buy the album instead of downloading it. Some trading of rarities or obscure tracks is fine for people who love music, but we think that downloading albums instead of buying them is not a good thing.



57" Arnold's chest measurement at the peak of his body-building career.



WORD of MOUTH

Roll out the red carpet—the famous voices behind the games

These days, when you read the credits for a blockbuster videogame like Electronic Arts' *James Bond: Everything or Nothing* or Activision's *True Crime: Streets of L.A.*, they look a lot like the credits for a Hollywood production. That's because after decades of loud boasts that convergence is coming, it's finally here.

Hollywood's A-list actors have migrated to videogames as a new outlet for work. While top-tier names, such as Arnold Schwarzenegger and Jennifer Garner, get decent paychecks for time in a sound studio, the games business can't compete with the multimillion-dollar salaries of live-action films, or even the smaller scales and back-end deals for feature-length animated films. Many of the actors you hear in games are doing it more for a love of videogames. There's also the bonus of gaming's target demographic. It doesn't hurt rising stars to lend their voices to a game and reach the same audience that will watch their new TV series or feature film.

"We've gone from an industry where it's acceptable to have your programmers and testers provide the voices in your games to one where it's become a necessity to use professional actors," says Lev Chapelsky, president of Los Angeles-based Blindlight Media, which matches game companies with Hollywood talent.

As the price of game development rises (*Enter the Matrix* cost over \$21 million to develop and featured the entire cast of the movie), so will the budgets for voice talent, sound effects, original soundtracks, and original scores.

"Contracts for actors vary on a lot of particulars, like whether the actors are reprising a film role they're known for—like Schwarzenegger's *Terminator* character—or whether it's an original character, like the virtual cast of the *True Crime* game."

explains Margaret Tang, casting and voice director at Womb Music, an agency credited with such games as *True Crime, Spawn, Pitfall Harry, and Call of Duty*.

"Until recently, there wasn't much negotiation for videogame voice acting because game companies would hire voice actors and pay them scale (roughly \$500 for four hours' work)," says Larry Hummel, co-head of the animation voiceover department at International Creative Management. "But with celebrity talent, we're now dealing with six-figure paydays and points on the back end—similar to a movie deal."

There are two ways to use Hollywood celebrities in videogames: Of course, there are Hollywood-licensed movies and TV series, which require separate deals for the

Alias. "She doesn't seem to gain weight, she doesn't seem to need a lot of sleep—she seems to be ready to go at any time."

Other stars, like Gary Oldman, who voiced two characters in *True Crime*, delved into games to impress their kids. The same is true for Christian Slater, who's starring as Edward Carnby in 2004's *Alone in the Dark* movie and as a virtual Carnby in Atari's accompanying game. "As an actor, games are a new venue of creative expression," explains Slater, a big gamer himself. "It'd be fun for my 4-year-old son to move Dad around the TV screen." But even the

"In the videogame industry, it's become a necessity to use professional actors."

stars' likenesses and voices on top of the actual movie or TV rights (*The Return of the King, Alias, Futurama, The Simpsons: Hit and Run*). Alternatively, more and more original properties are casting voices, likenesses, or both (*True Crime, Grand Theft Auto: Vice City, Call of Duty, XIII*).

Then there's *James Bond: Everything or Nothing*, which features Pierce Brosnan, John Cleese, Shannon Elizabeth, Heidi Klum, an original script by Bruce Feirstein (who's penned several *Bond* movies), an original score by Sean Callery (composer for *24*), and a new *Bond* theme song by Mya.

"Actors do seek out EA because of our hit franchises," boasts Nick Earl, vice president and general manager of EA Redwood Shores Studios. "But we cast games just like a movie, seeking to put the best actors in the appropriate roles."

More games like *James Bond* will follow this trend in the near future, thanks to the ability of developers to faithfully replicate actors' likenesses.

"I think there's probably nothing better than having a virtual character," says Jennifer Garner, who provided the voice and likeness for the virtual Sydney Bristow in

busiest voice actors, like Clancy Brown (HBO's *Carnivale*), who's done about a dozen games, don't make a living off videogame work.

"I doubt one could support one's self solely from game voiceovers," says Brown, who most recently worked on *Crash Nitro Kart*. "Actors like to act. I do these games for fun and a little money. If I can squeeze in a game here or there, then good for me."

Other actors, like *Scooby-Doo: Monsters Unleashed* star Matthew Lillard, who provided voiceover commentary for EA's *Sled Storm*, do it for the "lifetime of free EA games, which was written in my contract."

As videogames continue to gain acceptance in the mainstream, game companies find themselves competing against the entertainment industry (not just other game studios) for your valued cash. With the next generation of game machines right around the corner, this is just the tip of the iceberg.

But despite all the glitz and glamour of Hollywood's A-listers, one thing remains the same. Perhaps Larry Shapiro, agent at Creative Artists Agency, puts it best: "Gameplay will always be paramount to successful games."



Virtual Stars

Hey, is that a celebrity in my game? From the top corner, Jada Pinkett Smith as Niobe in *Enter the Matrix*. Jennifer Garner as Sydney Bristow in *Alias*. Arnold Schwarzenegger as the Terminator in *Rise of the Machines*, and Heidi Klum as Katya Naidonova in *James Bond: Everything or Nothing*.



WHEN ROBOTS ATTACK

Game imitates art

Doug Chiang, Academy Award-winning design director for *Star Wars Episode I* and *II*, is joining the ranks of Hollywood talent making the leap to videogames with his multimedia project *Robota*.

From its start in Chiang's childhood as a sketch of UFOs hovering over immense sailing ships, *Robota* slowly took on a life of its own. In September 2003, the project officially launched with the publication of a "film book"—a graphic novel of sorts, or perhaps a picture book for adults—based on Chiang's story and artwork, and co-written by award-winning sci-fi novelist (and erstwhile *OPM* contributor) Orson Scott Card.

But the book is only the beginning. Chiang has bigger plans for *Robota*, plans that involve a far-reaching, multiformat development of the story. These plans include a novelization of the *Robota* story (also by Card), a CG animated film, and a collection of websites offering background and side stories. Of course, what we're most interested in is a videogame incarnation, and we have recently learned that the rumors are true: Chiang is already in the planning stages of a *Robota* videogame.

Now, don't rush down to your EB just yet—the game isn't expected to release until spring of 2006. Yes, that's a "6" at the end, and you know what that means: What you're looking at could be considered a concept sketch for a PS3 game.

Chiang is quick to point out that the deal hasn't been finalized, and as such, all details are subject to change; we won't even know who's developing the game for another few months. But Chiang has confirmed the involvement of visual-effects studio Sony Pictures Imageworks, which will put its theatrical talent to work developing assets for use in the game that will then be turned over to a game-design studio.

With such stunning imagery—not to mention the high-profile talent associated with the project—you can expect to hear a lot more about the budding *Robota* franchise as more details emerge.

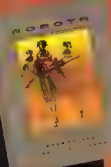


ROBOTA REIGN

Bow down to your mechanical overlords

Robota is a sweeping story set 2 million years in the distant past. Orpheus, a wayward planet wobbling between Earth and Mars, gets locked into a collision course with an as-yet-unpopulated Earth. In an attempt to warn its inhabitants, a race of sentient robots called the Olms visit Orpheus and treat its inhabitants to vastly advanced technology. Fast-forward hundreds of years, when the robos that Orpheus' natives so zealously built with their new technological toys rule the planet with quite the literal iron fist. The humans now serve their robot masters, and Orpheus is now known simply as *Robota*. Trouble is, no matter what you call it, it's still on a collision course with Earth.

Robota is the story of that impending collision, of a rebellion on Orpheus, and of the creation of life on our own little planet. The 175-page hardcover includes 75 pieces of original artwork by Doug Chiang, as well as a story by Chiang and Orson Scott Card. It's available from Chronicle Books for \$35.



FORGOTTEN REALMS

Baldur's Gate

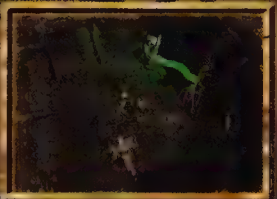
DARK ALLIANCE III



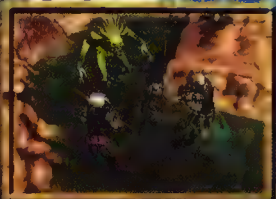
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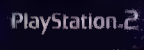
Over 40 new levels of addictive combat



Five new customizable heroes



Vicious monsters, unrivaled graphics and explosive spells



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KILLER BOD

Supermodel Heidi Klum embraces evil in *Everything or Nothing*

Though some call her lethal, stunning catwalk queen Heidi Klum has never been found guilty of crimes against humanity...until now, that is. In *James Bond 007: Everything or Nothing*, she plays Katya Nadanova, a villainous vixen with a taste for trouble. Still, according to Klum, naughty girls need love, too. —Scott Steinberg

OPM: So what's with the Bond connection?

Heidi Klum: Anything with Bond attached instantly becomes a cult thing. I wanted to be part of such a high-profile ensemble cast, too. Besides, it's great to be bad.

OPM: Got a wild side, do we?

HK: You bet! I love to be the girl who gets to jump off buildings, kiss Pierce Brosnan, leap from a helicopter in the game...you know, all the stuff I normally do in real life.

OPM: How'd you get selected for the role of Katya?

HK: I wish I knew. Electronic Arts just asked out of the blue. I don't know why they picked me, but I can tell you I agreed right away. Games are so amazing. As much grief as [interactive entertainment] gets in the media, the hobby isn't going anywhere.

OPM: Do you yourself clock in lots of time behind the joystick?

HK: Unfortunately, no. But you shouldn't infer anything from that—I've just got too busy a schedule to sit down and play. If I had the time, I'd get a PlayStation 2 and spend hours in front of it. The system has the most high-tech games and the most variety.

DPM: Point taken. Mind discussing your digital alter ego a bit?

HK: Katya is a Russian undercover agent. As her, I play the reigning bad girl, just like Willem Dafoe plays the headlining bad guy. It kind of sucks in one way, since bad girls always die in the end. But on the bright side, it's a fun ride while it lasts. And I get to kick Bond's ass.

OPM: Share any traits with the femme fatale?

HK: No way! I'm just a hard-working girl from Germany who can't do stunts, hates heights, could never rappel off a building, and wouldn't shoot anyone if her life depended on it. I'd rather make the world a better place. Although it's funny—no one ever asks me to.

OPM: Care to clear up any misconceptions audiences might have about you personally after they play *Everything or Nothing*?

HK: You always hear my character in the game threatening to kill people. But honestly, I'm a puppy dog. I sound all tough when I'm on there onscreen. In reality, while recording those voiceovers, I could barely keep myself from cracking up!



Photo from parade.com

TASTE THE RAINBOW

PS2 gamers get to patriotically fight terror come spring

If you were jealous of those Xbox kids playing the stick, streamlined *Rainbow Six 3*, well, just wait until this spring and then you can play it on your PS2. Ubisoft Shanghai, the same talented team that brought *Splinter Cell* over to the PS2, is now working on porting *Rainbow Six 3*.

The basic premise: *Rainbow Six* is an international team of counterterrorists who right wrongs worldwide. You play Ding Chavez and command three other agents while viewing the action in the first person. What makes controlling your team so easy is the voice recognition system employed: You can say specific commands like "breach and clear" or simply the catch-all "go go go," which, depending on what your teammate is focused on, will issue an appropriate command to your team. Fortunately, those of you without headsets aren't left out of the fun, as you can also issue commands using

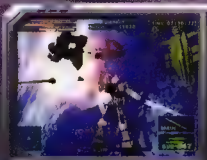
the joystick. You vocally work your way through 15 missions, sporting more than 30 different guns and 10 neat gadgets.

One of the unique features for the PS2 version will be a split-screen co-op mode. You and a buddy can now go through the campaign together, breaching doors left and right. Sadly, there won't be an online co-op mode, but the team felt that co-op is usually better in person. Online play will be either survival (last man standing rules) or sharpshooter (your basic deathmatch). The PS2 version will also feature some unique maps and missions—like a level set in Trieste, Italy.

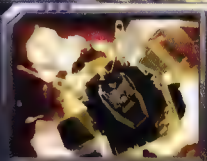
Since Ubisoft Shanghai is doing the port, this version looks just as good as the Xbox game that was such a success before the holidays—complete with *Splinter Cell* lighting and all. It's about time we got another awesome tactical shooter besides *SOCOM II*.



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OPERATION
MAYDAY

37

The number of missions you have to complete in *Driver3* to get through the entire game



STOP FIGHTING

Rodriguez and Rhames both starred in boxing-related movies, but Rourke actually became a professional boxer in 1991.

DRIVER GOES TO HOLLYWOOD

An all-star cast signs on for the third game in the Driver series

Atari's pulling out all the stops for *Driver3* (what's with that name?), the latest game in the *Driver* series, which features the return of Tanner. Playing the role of the feisty undercover cop is Michael Madsen, who starred in *Kill Bill* and *Reservoir Dogs*. Madsen's also provided voice work for a number of games, including *Grand Theft Auto III*. Ving Rhames, who reprised his role from *Mission Impossible* in Atari's *Mission Impossible: Operation Surma*, is playing Tanner's partner, Tobias Jones. He and Tanner travel to Miami, Nice, and

Istanbul to stop an international car-theft ring and blow stuff up.

Joining Madsen and Rhames is industry veteran Mickey Rourke, whom you might remember from *The Thin Red Line* and *Once Upon a Time in Mexico*. Rourke will be lending his talent to the part of Jericho, the main villain and leader of the crime organization in *Driver3*; Michelle Rodriguez, best known for her role in *The Fast and the Furious*, plays the leader of the Miami branch of the gang. *Driver3* is on track for release in March.

SPEED RACER

Tanner and Jones will utilize all vehicles in *Driver3*, including motorcycles, which are perfect for navigating through crowded streets or small roads.



Madsen, Rodriguez photos/Cosby, Rourke, Rhames photos/everett.com

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Blood
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PRINCE CHARMING

Seven things you didn't know about The Sands of Time

1. THAT'S REAL WRITING ON THOSE SWORDS

Those aren't just pretty designs on the flats of the Prince's blades. Each sword has a name, written on its side in Arabic. Jordan Mechner, series creator and consultant on *The Sands of Time*, tells us, "There were many multicultural influences throughout the Persian empire in the ninth century, so this seemed a plausible choice [at least, as plausible as having magic swords in the first place]." The names of the swords, in order, are The Sword of the Mighty Warrior, The Sword of the Avenging Warrior, and The Sword of the Enlightened Warrior. Wondering why a reader wrote in last month, claiming it said "A Strong Knight Before Me"? Apparently the Arabic word "safi" ("sword") looks very similar to "sabak," ("before," or "superior to").

2. FARAH'S CRAZY

The gobbledegook "magi" word she tries to sell the Prince on is just that, gobbledegook: "The magic word 'Kakolookiyam,'" says Mechner, "is Sanskrit for ancient wisdom, or something like that. Its origins are lost in the mists of time, probably sometime around the end of 2002 just before we had to lock the script for the actors to record the game dialogue." In case you didn't catch that, that means they made it up.

3. THE MAGIC FOUNTAINS AREN'T QUITE ALL THERE, EITHER

If you've visited the fountains, you may have noticed that the entrances to the rope-bridge areas always seem to disappear once you come out. And you no doubt noticed the similarities between those areas and the steamy pool encounter near the end of the game. We ask about the relationship between the two, but Mechner is characteristically coy. "The magic fountains," he says, "and the strange things the Prince experiences after he is sealed in the tomb with Farah occur in that hazy borderland between dreams and waking life. This happens to us all now and then...but maybe in the palace of Azad, it happens a little bit more often."

4. THE PRINCE IS RELATED TO SAM FISHER

The *Prince of Persia* team and the *Splinter Cell* team were designing their games at the same time, and traded many ideas back and forth. "For example," Mechner says, "*Prince of Persia* used the *Splinter Cell* physics for curtains and draperies...which in turn were based on a rope constraint system originally developed for *Prince of Persia*." That's why both games have such neat-looking curtains.



5. THE PRINCE ONCE KNEW HOW TO RIDE

At one point the *Prince of Persia* team considered having segments of the game take place on horseback. This was eventually ruled out as being too difficult to implement well in the time allotted for the game's completion. They decided, instead, to focus on perfecting the Prince's movement on the ground. (We think they did a pretty good job.)

6. THE DESIGNERS REALLY LIKE SUBTLE DETAILS

In our cover story a few months back, we pointed out that if you roll the Prince around in a dusty area, his clothes will get dirty...and if you let him wait a bit, he'll clean himself off. But did you notice that all of the Prince's idle animations change over the course of the game? This just another subtle way of illustrating the Prince's evolution as a character.

7. THE GAME ORIGINALLY HAD MORE BOSS BATTLES

The Sands of Time was a very ambitious project, so ambitious that several segments had to be cut from the final game in order to meet the projected release date. One of the biggest elements that got cut was a series of battles with a Sand Gryphon (left), a fierce creature that the Prince was slated to fight three times before finally defeating it at the end of the game. Who knows, maybe we'll see this creature in a sequel.



92.8%

Average rating of *The Sands of Time* across PS2, Xbox, GameCube, and PC



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After developing *Karateka* in his last year at Yale in 1985, Jordan Mechner went on to create the beloved *Prince of Persia* franchise, for which he is best known. Mechner was involved with *Prince of Persia: The Sands of Time's* development, and we asked him a few questions, making him reflect on both his involvement with *TSOT* and the challenge of writing for games in general.

OPM: How did you get involved with *TSOT*, and what was your role?

JM: Ubisoft approached me in 2001 with the intention of doing a new *POP* game for next-gen consoles. Producer Yannis Mallat invited me to Montreal to see the demo the team had done, showing the kind of gameplay they had in mind. I was blown away and knew right away this was a project I wanted to be part of.

I started out as just a creative consultant. My role expanded as the project developed, ultimately to a degree far beyond what was originally envisioned. My involvement [and frequent-flyer mileage] kept increasing until it just got too inconvenient for me not to be there full-time. So I moved my wife and kids up from L.A. to Montreal for the last four months of the project. From that point, my involvement was total, like everyone else on the team.

OPM: What were you doing before?

JM: Writing movies. I just directed a documentary, *Chavez Ravine: A Los Angeles Story*, about the Mexican-American neighborhood that was razed to build Dodger stadium.

OPM: So, how does writing for film compare to writing for a game?

JM: What's common to both media is the need to create believable imaginary worlds that will draw an audience in and make them care [about] what happens next. The difference is that in a movie, the story is the most important thing. In a game, it's the player's actions that count—the story is just a supporting element.

As a game writer, you need to discipline yourself and not get seduced into inventing a complex plot with a huge cast of characters and long cut-scenes that will just sit alongside the gameplay instead of supporting it.

OPM: How did you handle the writing specifically for *TSOT*?

JM: Well, *TSOT* is an action-adventure emphasizing acrobatic exploration and combat. Much of the time, you're accompanied by a female sidekick, so the primary function of the dialogue is to bring that relationship to life. It would feel unnatural for two people who supposedly care about each other to fight hordes of enemies in total silence, without ever shouting so much as a "Look out!"

For me, the challenge with *TSOT* was to build a world that's a gigantic playground—where every wall and column offers potential for the Prince's acrobatic moves—and also a realistic environment whose every feature, magical and otherwise, is justified by the story.

OPM: One could see the influence of old movies like *Thief of Baghdad* in earlier *POP* games. From where did you pull influences for *TSOT*?

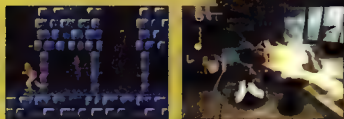
JM: Definitely, the team was inspired by recent movies like *Crouching Tiger, Hidden Dragon* and *The Matrix*, which explode the boundaries of realistic physical action yet still suspend your disbelief. It also draws a lot from *Raiders of the Lost Ark*, even more than the original *POP* did. To me, *Raiders* is the touchstone against which all action-adventure movies are measured. As far as videogames, *Ico* and *Mekroid* were both big influences in different ways. Then there are the classics—the 1001 Nights tales, the *Shah-Nemeh* or *Persian Book of Kings*, and Greek mythology. When you steal from the best.

OPM: What advice would you give budding game designers?

JM: Do what excites you. Don't do something just because you think it's what publishers want or the market wants. Most important, choose jobs based on the people you'll be working with, rather than salary or job title. Those things are temporary, but the working relationships you form will last you a lifetime.

OPM: If you weren't making games, what would you be doing instead?

JM: Probably dipping olives in a beach somewhere.



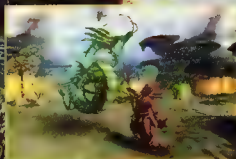
Jordan Mechner
Developer
of *Prince of Persia*

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PlayStation 2



wrathunleashed.com

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the game pad

by **Damen Gladstone**

GAMERS' CHOICE TVs

With all the different types of HDTVs out there, which ones are the best? Well, that depends on how much you've got left in your savings account. But for a quick rundown, let's look at the different types of televisions:



LCD

With LCDs, we enter the "money is no object" range. Yes, you can get a small panel for your car, which will cost you little, but why not go for the gusto, friend? Sharp has been making some very cool-looking LCD panels (which work as televisions and PC monitors) for a while now, and we'd be dopes if we didn't tell you to pick up the **Aquos LC-37HV6U**. This 37-inch widescreen beast will set you back about \$6,400, but damn, does it look good.

Adventures in HD

Poor bastards, that's what we are. It becomes even more painfully obvious every time we head to the video section of the electronics store. The tasty televisions lined up against the far wall taunt us with gorgeous good looks and crisp pictures. And, like the gold diggers they are, these televisions will take you for everything you're worth. If you're ready to pay for these high-maintenance HD sets till it hurts, then welcome to the quickly growing club. This month we'll look a little more closely at the HDTV craze and what it means to you, your wallet, and the games you want to play.

TV: THE NEXT GENERATION

In the last column, we said, "A good HD set will shine a too-bright spotlight on a crappy picture...your eyes will start bleeding from all the imperfections." In short, HDTV is a gateway drug for home-theater use. Once you spend a lot of money on a good set, you'll be chasing after the perfect picture. This means buying component-video cables (which are rarely included in the box), investing in an HD decoder (they are only starting to be incorporated into sets), and looking for any and all shows broadcast in HD [not many good ones are, yet, but they should be within the next few years]. These are



Plasma

We can't remember the last time we spent close to \$8,000 on a 50-inch television, and we doubt you can either. Prices for plasma sets are dropping, but still, when you've got to choose between a used car and an HDTV, something is wrong. If you have more cash than you know what to do with, go right ahead, but consider this the worst option. While a good LCD panel can last as long as 20 years, the life span of a plasma television is roughly six to eight years, which means you'll be losing your investment after a couple thousand hours of use.

That said, a "modest" 42-inch set can fit the bill here, and we've got two choices from Panasonic. The **TH-42PX20U** (\$6,500) widescreen set has just about all the bells and whistles, including a built-in NTSC tuner. But those in need of a deal should try to hunt down last year's model, the **PT-42PD3-P**. Like the new version, this set also looks great whether it's turned on or off. The big difference: You can find it (if you can actually find it, that is) for as low as \$3,600.

SEND US YOUR QUESTIONS!

E-mail our resident expert at daren_gladstone@ziffdavis.com, and we'll answer all your questions in an upcoming issue.

legit concerns for people who actually plan on watching television. As PS2 owners, though, we care about only one

HD SURVIVAL TIPS FOR GAMING

The most obvious first step: You absolutely need to get your hands on some high-end A/V cables. The S-Video cable will give you a better picture for just about any set you own. If you're on a budget, grab component cables, still! Need a quick debriefing on what the hell the cables are all about? Check below. All you need to know is that Radio Shack sells knockoff brands for cheap, Sony's cables sell for about 20 bucks each, and Monster Cable has some high-end stuff that costs more than a car.

Which one is worth your money? Our advice is to play it safe with Sony. We've run into problems with some cheap third-party adapters, and unless you're a total hi-fi nerd, you probably don't need to drop upward of \$60 for 10 feet of wire.

While on the topic of connectors and cables, you need to make sure your television of choice has the right inputs to keep you connected. Having side and front A/V inputs is handy for quick connecting and disconnecting, but you also need the right hookups in back. You want at least two component connections on the back of your television. One claim is already staked for your PS2, but you also need room to hook up your HD decoder, DVD player, or both!

There's another potential snag: We're seeing televisions that have two or three component-video connections, but one of them is analog [this means no HD-quality progressive scan for one of your sources]. So keep a sharp lookout when you're at the store: Always get a firsthand look at all the inputs on the set. After all, you're the one who's gonna have to hook up that sucker later at home.

To perfect that picture, you're going to need to do some fine tuning on your own. Sure, you can fiddle with color, contrast, brightness, and hues all day—but do you really want to? [Seriously, do you want to? We can cover that topic in another issue.] Thankfully, most good televisions come with presets for the terminally lazy. Generally speaking, we've found that settings such as Multimedia, Game, Vivid, Sports, and Weak Signal often sharpen the picture and make *Soul Calibur II* look great.

The last, but certainly the most important, tip we'll keep banging into your heads every damn month is to try to avoid burn-in. Any game that has a constant, stationary, and very bright image can permanently screw with your set. That is, if something has health meters, ammo gauges, or scores constantly posted onscreen, say goodbye to your plasma or CRT-based rear-projection television right now. One way to minimize damage is to keep the brightness well below the 50 percent mark on your set; however, you should seriously consider using something else for gaming.



Direct-View HDTV

These flat-tube sets can range from relatively cheap and average-sized [Samsung has a 27-inch television for around \$700] to upward of 40 inches, which will cost a whole lot more than one month's rent. We gave a shoutout last month to Sony's **KV-34HS510** [\$2,000] and continue to give props to this truly stick little set. Wait, did we say "little"? With a widescreen tube and a sharp picture, you'll be in the zone for games and movies.



Rear Projection

OK, you've already been debriefed about the hazards you may run into on a rear-projection set. Despite the warning, Hitachi's 57-inch **S75500** looks mighty nice. There are plenty of inputs, it's got outstanding picture quality, and most importantly, it's a pretty impressive deal for what you're spending—we've seen it going for less than 2,400 clams.

ACT LIKE YA KNOW

■ **480p, 480i, 720p, 1080i** Let's cut to the chase: The "i" stands for interlaced, a standard analog signal [all TV sets can handle 480i]. The "p" stands for progressive, and that's basically what you're going to see on HDTVs. The number lets you know the screen resolution. Make sure a TV set is capable of the resolutions you want before you plunk down your money.

■ **Composite Video** That boring ol' yellow cable. The standard video cable that dates back to the beginning of color television gives you a basic picture, but there's nothin' HD here, friend.



■ **S-Video** Invented in the 1980s, this barrel-shaped plug solved some problems. And it gives you a better picture. However, it still doesn't stack up to component video.



■ **Component Video** The best way to get the best picture is to separate the colors. Three RCA jacks—usually colored red, blue, and green—will give you the sharpest picture possible for your PS2. Cost-saving tip of the day: If you don't want to go out and buy specific component-video wires, any RCA cables will do. We've got a pile of cords in the office, and they all work just fine.



HATTORI HANZO

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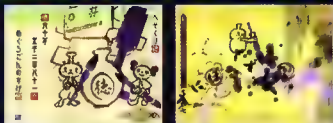
PlayStation 2

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From Wal-Mart to EB, nearly every major retailer plans to adopt a carding system that works in conjunction with ESRB ratings. No more selling M-rated games to the kiddies.

ONLY IN JAPAN



MOJIBRIBON

There's no point mincing words here: *Mojibrizon* is an exceedingly odd game. This shouldn't come as a huge surprise given developer Nana On-Sha's previous titles. (See below), but even compared to them, *Mojibrizon* manages to break the mold.

The game begins with Mojibri's quest to be cool, yapping cool. This would sound vaguely normal if not for the fact that Mojibri is a calligraphy-brush-carrying ink-jabber living in an inky world, who raps by drawing Japanese characters on a big piece of paper. As ridiculous as that premise is, it certainly gives the game a distinct look—and it looks even better in motion, as ink splats fly off Mojibri's pen and splatter onto the paper. *Mojibrizon* also dynamically creates songs for you, and it's fun to trade raps through the hard drive via the Network Adaptor.

What isn't entirely fun is the game itself—it's incredibly mystifying to those not fluent in Japanese. The gist of it is that you have to push down on the right analog stick to make Mojibri start writing (and rapping). And that's about it. You can write harder to add a bit of extra flourish for additional points, and you also have to move your ink level to keep a smooth supply so as not to break your rhythm. But in general, it's just all about pushing down. And letting go. And pushing down again.

By now, you might get the picture. If not, you're welcome to import the game to figure it out on your own, because—surprise!—it's never coming over here, what with the game being based on Japanese characters and all. Bit of a roadblock to easy porting, that.

THE MADNESS OF MATSUURA

Masaya Matsuura, creator of *Mojibrizon*, has produced a series of progressively more bizarre music games at Sony from his Nana On-Sha studio. Witness:

PaRappa the Rapper: The original *PaRappa* is a fun and innovative take on the music genre with kick-ass songs wrapped up in a bizarrely sweet love story.



UmJammer Lammy: The guitar-based sequel took away PaRappa and gave us Lammy, a lamb with the intelligence and luck of 24's Kim Bauer.



Vib Ribbon: *Mojibrizon*'s direct predecessor features the same basic gameplay, but with vector graphics and the ability to create new levels from your audio CDs. It's also really good and was actually released in Europe. Not fair!



PAM & PALS

Aren't you a little busy for a stormtrooper? Pamela Anderson presents Best Fantasy Game to *Star Wars: Knights of the Old Republic* with a legion of Imperials.



Ray Mysterio lays the smackdown on Chris Jericho

photos from www.ew.com

AND THE WINNER IS...

The first annual Video Game Awards debuts on Spike TV

Hosted by David Spade on December 2 at Las Vegas' MGM Grand, Spike TV's first annual Video Game Awards did its part to further propel gaming into the mainstream. Seen in about 475 kajillion more homes than *04's G-Phoria* and featuring a budget backed by MTV Networks, the show boasted impressive production values—everything from game parodies to rousing performances by such initial-happy artists as P.O.D., Andrew W.K. (who rocked out in a wheelchair!), and DMX. Meanwhile, celebrities like Ray Liotta, Jenna Jameson,

Jaime Pressly, and Lil' Kim appeared to present and accept awards (or, in the case of MTV Wildboyz Steve-O and Chris Pontius, to bare their genitalia to thousands).

In its catering to the mainstream, however, the program fell flat as a whole. Nowhere was this better exemplified than in the actual awards handed out, though that's what Spike TV gets for letting its "I like what TV ads tell me to like" audience pick winners. Below, check out our thoughts on seven of the bigger awards. For a complete list of all 16, visit SpikeTV.com.

CATEGORY	WINNER	OUR TAKE
GAME OF THE YEAR	Madden NFL 2004	Unlike a few other VGAs handed out, we can see <i>Madden</i> winning the most prestigious award—it's a great game. But does a game that—let's be real—only incrementally better its previous version really deserve top honors?
BEST MUSIC	Def Jam: Vendetta	We can't argue here. How can a game centered around some of the biggest rappers in the biz not have around some of the best music in a game? DMX really brought down the house with his medley of songs from the game.
BEST PERFORMANCE BY A HUMAN	Ray Liotta, Grand Theft Auto: Vice City	No surprise. Liotta brought a real tough-guy, mob sense to the role of Tommy Vercetti. But really, what's with the actual name of this award? Isn't something like "Best Voice Acting Performance" a little less lame?
BEST GAME BASED ON A MOVIE	Enter the Matrix	You've gotta be kidding. With other candidates like <i>The Return of the King</i> , <i>Knights of the Old Republic</i> , <i>Nightfire</i> , <i>The Hulk</i> , and <i>Tron 2.0</i> as nominees, freakin' <i>Enter the Matrix</i> won't! Never underestimate the power of hype.
BEST ACTION GAME	True Crime: Streets of L.A.	What?! <i>Enter the Matrix</i> was a bad enough choice, but choosing a two-star game as the best in the most common game genre is absolutely inexcusable. Nick Kang may be a cop, but he totally stole this award.
BEST SPORTS GAME	Tony Hawk's Underground	A fine choice, but wait a second here....Last time we checked, football is a sport. And wasn't <i>Madden</i> declared the Game of the Year? How can the best game overall not be the best game in its genre?
BEST FIGHTING GAME	WWE SmackDown! Here Comes the Pain	Yeah, the pain has arrived, all right—the pain that we feel from not seeing <i>Soul Calibur II</i> win this category (though it was declared Most Addictive). You'd think there are a lot of wrestling fans who watch Spike TV or something...



Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

Happy New Year, everyone. The next 12 months are going to be some of the busiest we've had in a long time. We'll have a new system to play with. We'll learn the specs of the next PlayStation, and we get to play some huge new games.

MONTHLY PS3 UPDATE

Now that it's 2004, we're potentially much closer to a formal announce-

ment from Sony on PlayStation 3. If the rumors are to be believed, we'll probably hear something at the Game Developer's Conference in March, followed by a more formal announcement at E3 in May. Microsoft is said to be rolling out early demos of Xbox 2 (or Xbox Next, as it's currently called) at these events as well, and we'll almost certainly see both machines in stores



before the end of 2005. So what can we expect to see in the early demos? Probably lots of stuff that doesn't really look much like a game. When PS2 was first shown, we got to see lots of fancy effects—and little else. If the rumors as to the system's power are to be believed, PS3 is capable of generating some pretty startling visuals. Imagine the Nike Gridiron TV ad, only running in real time. Expect to hear a lot from me on this subject throughout the year.

BATTLE

JOIN IN ON THE BATTLEFIELD
After trashing PC gamers with a penchant for shooting at each other, EA is rumored to be looking into a PS2 version of *Battlefield 1942*. It could even be set in a different time period with different units.

GLADIUS

SEQUEL IN THE WORKS FOR THIS YEAR
Gladius was excellent, but not many people bought it. The smartest thing LucasArts could have done is treat the first game as a promo for the sequel. And that's what is happening. Hooray for smart people.

THE NEXT GRAND THEFT AUTO GAME IS...

Rumors still persist that it's set in the '70s, in a Vegas-style town, and is called *Sin City*. Rockstar is being incredibly quiet on the subject, and it seems unlikely we'll hear anything from them before E3. One of two things will subsequently happen. It'll either astound us all with an amazing list of incredible ideas that push the boundaries of game design even further, or it will be little more than just another version of the same game rehashed for the third time. If it's the latter, *GTA* stands to become Rockstar's *Tomb Raider*, and just like *Eidos*, they'll be accused of being nothing more than a one-trick pony. Fingers crossed that I'm just being a cynical old cow about that.

I TOLD YOU SO

Remember back in Issue #75 when I told you that EA was working on a new boxing game? Not to toot my own horn, but I told you so. *Fight Night 2004* looks awesome.

E-MAIL ME!

Get some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_macLaver@ziffdavis.com

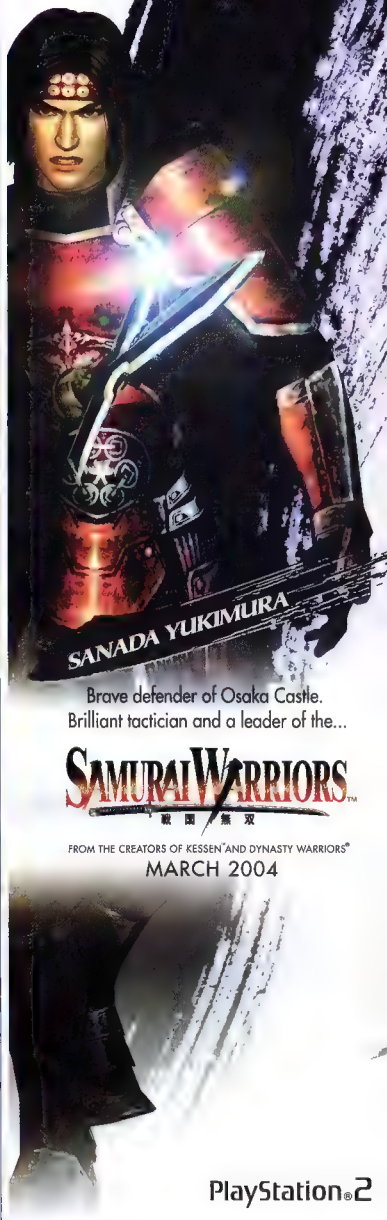
SSEXY

SEX 4 SET FOR 2004?
With *SSX 3* proving so popular, it's rumored that the team at EA Canada is already hard at work on a new game with even more online features. Rumor has it that there's a PSP version in the works too.



SPEED

WHEELS TURN FOR SPEED CONTINUED
I know there's another game in the series, so please, someone, tell our friends at EA how many wheels it has and what it is. The car is a sports car.



SANADA YUKIMURA

Brave defender of Osaka Castle.
Brilliant tactician and a leader of the...

SAMURAI WARRIORS

FROM THE CREATORS OF KESSEN AND DYNASTY WARRIORS®
MARCH 2004

PlayStation®2



SOUND STATION

By John
Scaris

Starting *MX Unleashed*

Breaking Benjamin & *Expire*

Breaking Benjamin's frontman, Brian Toller, says that he can't remember the last time he got so pumped up as he did when he got the job of making the album about his brother's death.

Benjamin's new album, *Expire*, is a powerful rock record that explores the death of a loved one. Benjamin's new album, *Expire*, is a powerful rock record that explores the death of a loved one. Benjamin's new album, *Expire*, is a powerful rock record that explores the death of a loved one.



Depsywa *Two Angels and a Dream*

The album is a mix of classic pop metal and hard rock. It's a mix of classic pop metal and hard rock. It's a mix of classic pop metal and hard rock. It's a mix of classic pop metal and hard rock.



Ra *From One*

Did someone exhume King's X when I wasn't looking? Ra has the same walking hard-rock-meets-prog-rock sort of vibe to it, which can be groovy if you like that sort of thing. Ra has the same walking hard-rock-meets-prog-rock sort of vibe to it, which can be groovy if you like that sort of thing.



Relient K *Two Lefts Don't Make a Right...*

This is what power punk would sound like if it were performed by Care Bears. Relient K has the moves and the sonic posturing down just fine, but lyrically, it comes across as almost endearingly naive. Golly, wouldn't it be nice if girls came with mopping rings, so we'd know what they were thinking? I, which ramps down the energy quite a bit. If you were a kid whose parents were suspicious of your musical choices, you could play them this CD, and it'd be hard to see how they could complain about any track. Then, when they closed the door, you could slip on Sum 41 and rock 'em out.



Trapt *Trapt*

Trapt makes slickly produced, alt-rs-drone guitar rock that you wouldn't be able to identify as belonging to any band in particular—in other words, it's a triumph of the major-label artist-selection process. How difficult is it to cultivate even the slightest edge of individuality in these bands? I ain't blame Trapt; it's just doing what it takes to get signed. But even the best-track here, "Still Frame," sounds so much like everything else on the radio that you get the feeling you've heard the song before, even if you never ever have. That's how you get signed, yes, but it's not how you build a career.



Koei

thank
25th
Anniversary

PlayStation 2



SAMURAI WARRIORS

戦国無双

FROM THE CREATORS OF KESSEN™ AND DYNASTY WARRIORS™

MARCH 2004

PRODUCTS RANGE FROM
RATING PENDING TO TEEN
RP-T
CONTENT RATED BY ESRB

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Xtreme Legends

DYNASTY WARRIORS 4

\$29.99 MSRP



DVD REVIEWS

By John Scalzi



ONCE UPON A TIME IN MEXICO

(Antonio Banderas, Johnny Depp)

Let's begin with what Robert Rodriguez is *not*: He's not a world-class director. His style is too self-consciously borrowed from his betters, and his story material is generally too slight to generate resonance, unless you're willing to make a case for substantial depth in *The Faculty* or *Spy Kids 3D*. So, he's not great, and to be truthful about it, I don't expect him to be. But what he is—and what shouldn't be discounted—is a really good director: someone who loves cinema, has a blast with the moving image, and is committed to making sure that people on the other side of the screen get at least some

inkling of the fun he's having. Like his contemporary and friend Quentin Tarantino, Rodriguez is an enthusiast—a real fan of films. *Mexico* spills out that enthusiasm in spades. Again—not a great film. It doesn't have the mythic quality of the films it's so obviously modeled upon, including *Once Upon a Time in the West*. But Rodriguez nevertheless heaps it on in the film, throwing action sequences and quirky characters up against the wall to see what sticks—and quickly moving past what doesn't. As a result, this continuation of the story begun in *El Mariachi* and *Desperado* is best if you don't think

too much about it and just go with the flow. Rodriguez gets help from a cast (Banderas, Depp, Salma Hayek, Wilton Daboe, Mickey Rourke) that comes in with its own iconography attached; you know the characters, even if you've never met them before. It's wild, only marginally in control, and a kick to watch, which I suspect was the entire intent. Rodriguez may not be a great director, but if he keeps having such a great time behind the lens—and sharing those times with us—simply being really good is good enough.



UPCOMING DVD RELEASES

January 2, 2004
American Wedding

January 6, 2004
Babylon 5: Season 4
Cheers: Season 7
Foster: Season 2
Mutant X: Season 1
Out of Time
The Shield: Season 2
Underworld

January 13, 2004
Curb Your Enthusiasm: Season 1
Freddy vs. Jason
Johnny English
New Adventures of Spider-Man: Season 1

January 20, 2004
Blacula
Calvin Fever
Conan: The Complete Uncensored, Uncut, and Uncensored
MTV's Punk'd: Season 1
Once Upon a Time in Mexico

January 27, 2004
Barbarian: The Complete Series
Crucial: Season 6
Crucial
House of the Dead
Labyrinth: Collector's Edition



AMERICAN WEDDING

(Jason Biggs, Alyson Hannigan) I think the *American Pie* films are big, steaming pastries filled with glistening chunks of crap and other obnoxious body effluvia, but three films in, it's hard to argue with their success—therefore, it's best to judge them on their own low baseline. On that criteria, *American Wedding* is pretty much in sync with the other films in the series: one part Stifler, one part Jim's dad, one part Jim and Michelle, one part bodily functions, then shake well and stand back (preferably behind a plastic tarp). A nice bonus is Fred Willard as Michelle's dad, as clueless as Eugene Levy's character. And terrifying as it is to admit, Stifler's grown on me, like a rank lichen. Someone help me. I'll never be a fan of these films, but if you are, you'll be happy.



OVERHEARD

"I'd be insufferable if I had the book. ... I'd be on a balcony, I'd be so boring." —Kate Beckinsale



SCARE TACTICS

...and a Nightmare on Elm Street (right), don't you.



CABIN FEVER

(Rider Strong, Cerina Vincent)
Five college buds go on a rustic cabin retreat to do what college buds always do at rustic retreats, and this horror film does to them what horror films always do to young attractive people in the woods. The twists are the highly contagious disease that appears to make people ooze blood for no good reason, as well as the sick sense of humor that is either amusing or entirely disruptive, depending on your point of view. Personally, I think there's something good about not always going for the cheap laugh when you're trying to scare the hell out of people; they can't all be *Evil Dead*, which this flick is clearly inspired by. But those looking for a good scream aren't likely to complain. It will cure you of any desire to get a mountain cabin with your pals, and maybe that's the point.



UNDERWORLD

(Kate Beckinsale, Scott Speedman)

The superhot Kate Beckinsale as a deliciously pale vampire clad in tight, black leather. Yes, yes, a thousand times, yes. The rest of this entirely pointless flick, which owes equal debt to *Romeo & Juliet*, *The Matrix*, and the various *Blade* films: Eh, maybe not so much. Which is disappointing, because you shouldn't be able to screw up a tale about vampires and werewolves going after each other, especially when you have the aforementioned Ms. Beckinsale. And yet, this film skates right on that edge. In the end, I give it a pass, since I'm kind of a sucker for stylish-looking films, even one bereft of comprehensibility as this one is. This is not the same thing, however, as saying I recommend it to others. You Goth Kids (you know who you are) should have a tolerable time; those of you who don't wear black nail polish on a regular basis might wish to skip this.



THE CRITIC: THE ENTIRE SERIES

(Jon Lovitz)

This underappreciated cartoon series features Lovitz as a fat, balding, sarcastic film critic. I can identify because I'm three out of four of those things, and like the character, I know the pain of wasting large tracts of one's life watching films that ought to be classified as war crimes. Aside from the personal identification, I liked the series because it had a snarky sense of humor, dialled down a notch or two from *The Simpsons* (with which it shared its producers) brand of comedy but with a nice urban—and urbane—bite. Sadly, the series lasted only 23 episodes, but that means you can have it all in one DVD package. Worth a gander if you've never seen it, and if you've seen it, you don't need me to tell you it was fun while it lasted.



FREDDY VS. JASON

(Robert Englund, Ken Kirzinger)
This collision of two entirely tapped-out horror-film franchises has two things going for it: Director Ronny Yu, who is so much better than his material here that it's almost a crime, and the final reel, in which the two horror icons try to turn each other into hot, steamy serial-killer kabobs (Freddy's brought the skewers!). In the meantime, however, you've got to wallow through all your basic, witless horror-genre clichés and pointlessly killing of attractive but profoundly stupid young people. The film gives a nod to the histories of both Freddy and Jason, such as they are, so that's nice, but it's not enough to make this film that great an addition to either franchise. Considering the devalued state of both franchises, that's bad news.



JOHNNY ENGLISH

(Rowan Atkinson, Natalie Imbruglia)
A comedy that doesn't give a damn if you like it or not, mostly because it was already a huge hit worldwide before it even washed up here. This is not an entirely bad thing for the film, since its brand of goofy, lame slapstick-meets-James Bond is kind of like a renewed effort from the *Pink Panther* era, a film genre well past its sell-by date here in the U.S., unless the name Austin Powers is attached. On the other hand, it's hard not to be amused by Rowan Atkinson in stепенiously inept mode, and you won't near me complaining about the opportunity to ogle Ms. Imbruglia. And John Malkovich, slumming as the film's villain, is a hot. Accept that you and every other U.S. citizen are an afterthought to the filmmakers, and you'll be fine.



OPEN RANGE

(Kevin Costner, Robert Duvall)
Kevin Costner generally comes across as a humorless windbag, but give him the right material and you're reminded the man can act and is capable of subtleties not immediately apparent in his laconic, latter-day Gary Cooper shtick. *Open Range* gives him good material both as an actor and a director—it's a Western (which Costner is suited for) in which his character struggles between the kind of person he was and the kind of person he'd like to be. There are gunfights and other Western conventions all hand-ed with realistic care. Costner also surrounds himself with fine actors, including Duvall and Annette Bening as Costner's love interest. Plus, there are lots of smartly observed moments and well-acted scenes. It's well worth your time.



OUT OF TIME

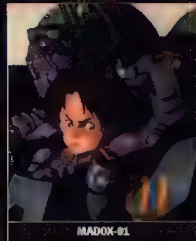
(Denzel Washington, Eva Mendes)
For my money, the pairing of Denzel Washington with director Carl Franklin is always a good one, even if the general moviegoing audience doesn't seem to clue in. The two made the criminally underappreciated *Devil in a Blue Dress* nearly a decade back, and *Out of Time* seems to have gotten the same criminally underappreciated treatment. But what's not to like? You've got Washington—in fine form as a good man in a compromised situation (he's a cop who's stolen some cash)—who rather surprisingly discovers that all the evidence in a murder points to him, and he has to dig his way out as investigators (including his soon-to-be ex-wife) are closing in. Franklin milks this juicy scenario for everything it's worth, and it's worth a fair bit.



SWIMMING POOL

(Charlotte Rampling, Ludovic Sagnier)
An author (Rampling) gets writer's block and is subsequently dispatched to a villa in the south of France, which comes complete with a hot teenage girl (Sagnier). And I'm thinking, why don't I get that from my book publishers? That's just not fair. On the other hand, things become all seamy and criminal, so maybe it's just as well I'm left at home. The psychosexual twists and turns of *Swimming Pool*'s plot are a real hoot, and you may end up watching the film twice just to try to figure what the hell's going on. But it's the good, exciting kind of confusion, not confusion borne from poor plotting. And between Sagnier and Rampling, lovers of dangerous females young and old will get more than their money's worth.





MADOX-01



Neon Genesis Evangelion



Innocence: Ghost in the Shell

ANIMANIA!

Planes, warriors, and a full-metal jacket

Wind, Snow, and Contrails

If you liked *Macross Plus*, *Top Gun*, or some similarly stylish ode to powered flight and mechanical violence, Bandai's *Yukikaze* might be up your alley. From Studio Gonzo (the *Last Exile/Vandread* crew), it's the very pretty, laid-back story of an experimental fighter aircraft with a potentially dangerous attachment to its pilot. Two versions of Volume 1 will be released on February 17: a one-disc vanilla release with a 5.1-channel English dub, as well as a two-disc extravaganza with 5.1 tracks in English and Japanese and a limited-edition patch.

Seven More Samurai

Over in Japan, Gonzo is busy at work on a new series based on unusual source material. *Samurai 7*, due to hit Japanese airwaves next spring, is a TV series based on Kurosawa's legendary *Seven Samurai*. In the director's chair is Toshifumi Takizawa, who directed the *Dirty Pair* classic *Flight 005 Conspiracy*, but we've yet to see how far he plans to stray from the original's inspiration. We hope it doesn't go as far as a certain videogame adaptation.

Metal Skin Panic

AniMeigo has a little piece of

American anime history tentatively scheduled for a January 2 release. *MADOX-01*, a sci-fi comedy about a hapless bachelor trapped in a suit of experimental powered armor, is coming out on DVD with a brand-new English dub after being out of print for years. It's a funny show—the military wants the suit back, and our hero just wants to meet his date—and it was also the very first "for fans" anime release in the United States.

Ending All Over Again

ADV Films has six more episodes of *Neon Genesis Evangelion* on-

the way for fans who just can't get enough of Hideaki Anno's phantasmagoric nightmares. Episodes 21 through 26 of the series are getting a special Director's Cut revision, featuring new edits and footage. Volume 1 is due out on January 13—it has both the original and revised versions of episodes 21, 22, and 23, plus a 25-minute interview with Richard Taylor of Weta Workshop.

Awful Sights, Swinging Sounds

If you'd rather listen to a Gainax production, Geneon Entertainment's music arm has three new albums coming on January 20. On that particular day, you'll be able to pick up the first *Evangelion* OST album (*Hum*), the first *His and Her Circumstances* album (double hum), and a fistful of tunes by hard rockers The Pillows on the first *Furi Kuri* soundtrack (insert

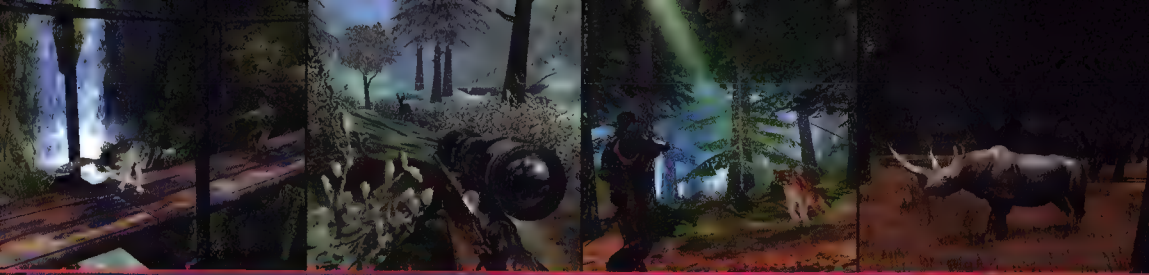
frantic circle pit). One of these things is not like the others...

Ghost Cracking Open

For a new look at Mamoru Oshii's *Ghost in the Shell* sequel, hit the newly updated webpage promoting *Innocence: Ghost in the Shell* at www.innocence-movie.jp. The full trailer is now available, previewing the movie that's scheduled to hit Japan next March and the United States not long after.

Oscar, Meet Satoshi

After *Spirited Away*'s big win at the Oscars last year, some of 2003's top anime features are up for consideration in the Best Animated Feature category of the upcoming Academy Awards. In addition to several Western productions, features *Pallbearer* (XXII), *Pokémon Heroes*, *Cowboy Bebop*, and *Millennium Actress* are all reportedly in the running.



THE HUNTER HAS JUST BECOME THE HUNTED!



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WARNING: The next evolution of hunting has taken a dangerous turn. Get ready for hunting action unlike anything you've ever encountered, with "kill or be killed" consequences that will leave you trembling at the knees and fearing for your life!



PlayStation 2

ACTIVISION™



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THE LIST

Our 9 new objects of desire

METHOD ACTING MY BABY'S DADDY

New movie releases are sparse in January, but check out Method Man flexing his acting chops in this comedy about a trio of guys whose girlfriends become pregnant at the same time. The film also features Eddie Griffin, Anthony Anderson, Michael Imperioli, and John Amos.



WEAPONS OF MASS DISTORTION THE CRYSTAL METHOD LEGION OF BOOM

If you love the track "Born Too Slow" featured in *Need for Speed Underground*, you'll no doubt enjoy the rest of TCM's third album, a wild mix of rock, techno, breakbeat, and hip-hop. The disc includes appearances by ex-Limp Bizkit guitarist Wes Borland, beat-box impresario Rahzel, and former Kyuss frontman John Garcia.



SNEAKY WRIST ACTION CASIO COLOR CAMERA WATCH

Is there nothing that you can't do with a watch now? Casio's Color Camera Watch can take up to 100 images, which you can then easily transfer to your PC. Its resolution is no better than a camera phone's, but it's still a neat little gadget. The stainless steel version is \$329, while the black version goes for \$299.



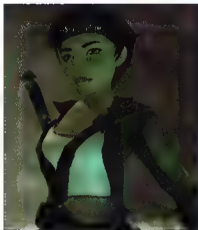
QUACK, QUACK THE iDUCK

Currently on sale only in Japan, this 16MB USB storage duck is for the computer user who already has absolutely everything. A number of stores import them to the United States, so Google "iDuck" and you'll no doubt have some luck. Comes in many colors, too!



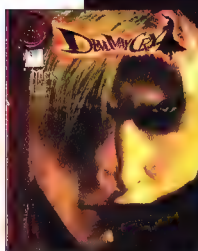
OVERLOOKED GAME BEYOND GOOD AND EVIL

We've been championing Michel Ancel's creation for the better part of a year now, and we're not going to stop now that it's out. Released during the most crowded holiday season we can remember, it got overlooked. But now that the dust has settled, check out this game. It's an intelligent, beautiful, and classy game with great ideas and awesome characters.



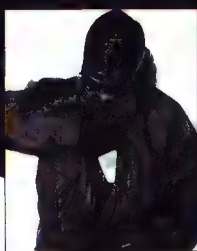
EXPENSIVE ASTRO TOY DEFENDER AND DEFENDER II ARCADE UNIT

OK, so it's a little on the expensive side at \$2,995, but what you do get is a rather sophisticated and fun game. Defender II is the more complex of the two titles, and features the game's most iconic enemy, the "Mick" that can shoot, fly, and even explode. It's a classic arcade game that's still going strong. For more information, visit www.brooks.com.



CAPCOM BOOK DEVIL MAY CRY

This four-issue limited-series comic book from Dreamwave loosely tells the story of Dante's adventures in the first videogame and explores his struggle to maintain control of his supernatural side. Writer Brad Mick claims that this will be "THE rock-'n'-roll comic book." To prove his point even further, all chapters in the series will be named after heavy metal songs. We salute you with the rock horns, Mr. Mick.



DIGITAL CLOTHING BURTON SHIELD IPOD JACKET

Burton's cool-looking limited-edition Amp jacket, which has an iPod remote embedded into the sleeve, proved so popular that the company is now producing a new version called the Shield, which you can order from Burton's website for a mere \$379.95. The (admittedly very expensive) jacket works with all three generations of iPod. www.burton.com



HOLY CRAF! FAMILY GUY

Some complained that *Family Guy* was just a *Simpsons* wannabe, but many thought it was the funniest thing on television. After it was cancelled last year, fans rushed by the series' DVD box sets and have continued to watch reruns on Adult Swim. All this attention has prompted Fox execs to make an unprecedented move and actually bring the show back. Now, everyone go buy the *Family Guy* box set and see if it works for that show, too!



when's the last time
mail got you this excited?

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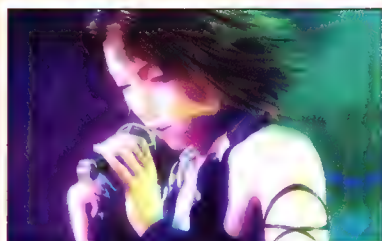
GF GAMEFLY™
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BY THE NUMBERS

IN ASSOCIATION WITH
EB GAMES
electronics boutique

PS2 Top 20 Sales

You know what was cool? That scene in *True Crime* where the FBI investigators pursue a blonde, yellow-haired girl who spoke accurate Cantonese too? Too bad that wasn't in *True Crime*.



Yeah! Girl power! Woo hoo! We love the encuring spirit of femininity; hey, we even read some Naomi Wolf on occasion! You all love feminism too, since *Final Fantasy X-2* is numero uno this month.

Title/Publisher	Rating
1 Final Fantasy X-2 (Square Enix U.S.A.)	*****
2 Need for Speed: Underground (EA Games)	*****
3 SOCOM II: U.S. Navy SEALs (Sony CEA)	*****
4 True Crime: Streets of L.A. (Activision)	***
5 Medal of Honor: Rising Sun (EA Games)	****
6 Tony Hawk's Underground (Activision)	*****
7 The Lord of the Rings: The Return of the King (EA Games)	*****
8 WWE SmackDown! Here Comes the Pain (THQ)	****
9 FIFA Soccer 2004 (EA Sports)	*****
10 Manhunt (Rockstar)	****
11 NBA Live 2004 (EA Sports)	*****
12 Ratchet & Clank: Going Commando (Sony CEA)	*****
13 Madden NFL 2004 (EA Sports)	*****
14 Eye Toy (Sony CEA)	*****
15 Prince of Persia: The Sands of Time (Ubisoft)	*****
16 Legacy of Kain: Defiance (Eidos)	****
17 Jak II (Sony CEA)	****
18 SSX 3 (EA Sports Big)	*****
19 The Simpsons: Hit & Run (Vivendi Universal)	****
20 KillSwitch (Namco)	*****



PS1 Top 10 Sales



1 Beyblade Crave
2 Namco Museum Vol. 3 Namco
3 Shrek Treasure Hunt TDK
4 Tarzan SCEA
5 Final Fantasy IX Square
6 ATV Mania Gotham
7 Bratz Ubisoft
8 Final Fantasy Tactics Square
9 DDR Konamix Konami
10 Madden NFL 2004 EA

Japan's Top 10 PS2 Games

1 Minna no Golf 4 SCE
2 Gundam: AEUB vs. Titans Bandai
3 GT2: Prologue Edition SCE
4 Neon Genesis Eva 2 Bandai
5 Wild Arms Alter Code F SCE
6 Castlevania Konami
7 MOH: RS EA
8 R. Racing Evolution Namco
9 Let's Make Bball Team! 2003 Sega
10 Kamen Rider Banpresto

Top 10 PlayStation Rentals



1 True Crime (PS2) Activision
2 Tony Hawk's UO (PS2) Activision
3 Manhunt (PS2) Rockstar
4 WWE SD: HCTP (PS2) THQ
5 Max Payne 2 (XB) Rockstar
6 MOH: RS (PS2) EA
7 Mario Kart: DD (GC) Nintendo
8 Conflict: DS2 (PS2) Gotham
9 Madden NFL 2004 (PS2) EA
10 OTA: Vice City (XB) Rockstar

SOURCE: BLOOMBERG, WEEK ENDING NOV. 30, 2003

Top 10 Sales, All Systems

1 FF X-2 (PS2) Square Enix
2 OTA Combo Pack (XB) Rockstar
3 NFS: U (PS2) EA
4 SOCOM II (PS2) SCEA
5 True Crime (PS2) Activision
6 MOH: RS (PS2) EA
7 Mario Kart: DD (GC) Nintendo
8 True Crime (XB) Activision
9 Tony Hawk's UO (PS2) Activision
10 NFS: U (XB) EA

Trend Spotter: Falling

The Tick once mused, "Gravity is a harsh mistress," and we totally agree. Yet for some reason, a few games seem to actually feature a falling level as a feature. All we can say is "free fall-ing."



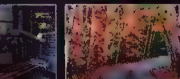
JAMES BOND 007: EVERYTHING OR NOTHING



MISSION: IMPOSSIBLE II



KVA



SPY FICTION

FALL

Infectious!

The flu and Syphon Fitter got us thinking about viruses. Icky!

1993
YEAR THAT THE UNITED STATES HAD A HANTAVIRUS OUTBREAK. THE VIRUS IN 24 IS LOOSELY BASED ON IT.

41
NUMBER OF ITEMS LISTED IN THE CENTER FOR DISEASE CONTROL'S LIST OF BIOTERROR AGENTS

2004
YEAR THAT THE SYPHON FITTER VIRUS IS RELEASED

2020
YEAR THAT THE SYPHON FITTER VIRUS IS RELEASED

SOURCE: CENTER FOR DISEASE CONTROL AND PREVENTION, SYPHON FITTER GAME, AND MARIO KART'S VIRUSES.

Source: EB Games, November 2003. Numbers reflect the sales at EB and are list affiliated outlets, and don't include other retail outlets. That's probably why you'll never see Deer Hunter crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the EB staff.



SOUL CALIBUR II



REFLECTIONS OF TRADITION. Excitively on the PlayStation 2 computer entertainment system, Tekken legend Heihachi jumps into the Soulcalibur II arena. The battle will be hard fought with old Soulcalibur favorites and new masters ready to battle anyone with the guts. And the fighting continues with over 10 modes of play, including the new Weapon Master Mode, giving you the chance to unlock hundreds of weapons, costumes, arenas and hidden characters.



Violence
Suggestive Themes

PlayStation 2

PREVIEWS

Traveler's tip:
Never visit
Silent Hill.

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SILENT HILL 4

The creepiness continues

Ready to get creeped out again? Fresh off the best game in the series, Konami is already hard at work on *Silent Hill 4*, scheduled for release later this year. This is the first time you're seeing it anywhere.

As with previous games in the series, an eerie premise sets the tone for the adventure ahead. Protagonist Henry Townsend, a resident of Ashfield (a town near Silent Hill), awakens from a nightmare only to find himself locked in his apartment. The windows do not open, the walls cannot be broken down, the telephone does not work, and nobody can hear his voice from the outside," the game's producer, Akira Yamaoka, tells us. "[The front door is] locked with chains and a huge lock. In short, he's trapped.

"On the fifth day that Henry finds himself locked in his apartment, he sees a huge hole in his bathroom wall," Yamaoka continues, without a hint of humor as to how bizarre that sounds. "Henry cannot stop himself from climbing inside. Beyond the hole, he finds himself in a gore-filled world where there are strange creatures and ghosts." Hmm...any idea where that could be?

And therein lies the mystery for Henry. He can enter the creepy hole and encounter various monstrosities, or stay in the safety of his own room, which would make for a pretty boring game. "The theme of the story lies in solving the connection between the room where you live and the alternate world," says Yamaoka. "Why is the alternate world tied to your room?"

We can't wait till we're able to answer that question ourselves.

Publisher: Konami **Developer:** Konami **Release Date:** Fall



OPM
EXCLUSIVE





66 CLEESE

One of the minor celebs in
007: Everything or Nothing



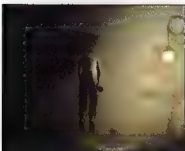
76 NINJAS

And even a few samurai in
Koels *Samurai Warriors*



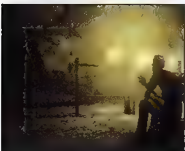
82 BLOOD

Lots and lots of it in
Midway's The Suffering



RUMOR DEBUNKED!

No Metal Gear Solid 3 connection.
It seems that a current rumor started by European websites suggests that *Silent Hill 4* uses the same gameplay engine as Konami's own *Alien* (*Metal Gear Solid 3: Snake Eater*). Not so, says producer Yamaoka. "That is a rumor," he laughs. "It's mystelidous to hear such things!"



ANY DEJA VU?

Will the settings ring a bell?
"Silent Hill 4 takes place in totally different settings," says Yamaoka. "However, there are some names which may seem familiar to you. People you would never expect."



DARKNESS

Embrace it
"There's no direct connection in story lines, but there is a common theme of the alternate world of *Silent Hill*," says Yamaoka. "The story is darker than in past games."





TERMINATOR 3: REDEMPTION

The best part of *T3: Rise of the Machines* (see Reviews) is the included demo of *T3: Redemption*. Again starring Arnold, *Redemption* is a third-person shooter with lots of vehicular mayhem. Besides hoofing it on foot in the future, Arnold jumps into jeeps, helicopters, and even the future-killer tanks that SkyNet uses. The sharper graphics and better controls already make it better than *Rise of the Machines*.

Publisher: Atari **Developer:** Paradigm **Release Date:** Summer



THE NIGHTMARE BEFORE CHRISTMAS

Capcom recently supplied us with a bunch of new screenshots from *The Nightmare Before Christmas*. Only thing is, the company is still keeping mum on the details. All we know is what Capcom has previously announced (i.e., it's a sequel, and it features puzzles to solve) and what we can infer from the new screens. Looks like Jack Skellington uses some sort of mighty phlegm against the forces of evil. We shall see.

Publisher: Capcom **Developer:** Capcom **Release Date:** October

JAMES BOND 007 EVERYTHING OR NOTHING

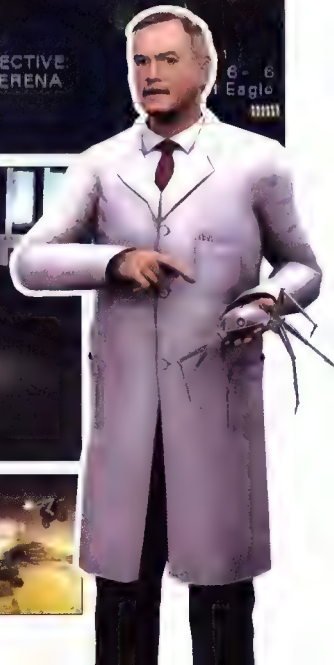
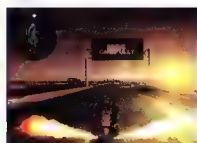
Everything Bond and nothing bad

This is the first Bond game that feels like, well, a Bond movie. With an all-star cast (Brosnan, Willem Dafoe, Heidi Klum, etc.) lending voices and faces, you can't get much closer to the real deal. Don't assume that the third-person view means the game is slow and stealthy—*Everything or Nothing* is quite action packed. The context-sensitive melee combat means that you need only two buttons to make Bond punch, kick, grapple, or throw baddies over ledges. The aiming scheme combines lock-on with manual; you can automatically target center-of-mass, then fine-tune your aim for a head shot, which is both newbie-friendly and hardcore. Our favorite feature? A free-falling level in which Bond jumps down to save Shannon Elizabeth—without a parachute or a rope.

Publisher: EA Games **Developer:** EA Redwood Shores **Release Date:** February



HANDS ON



STEALTH BOMBSHELL



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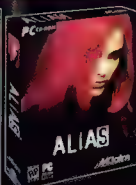
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Intense camera work from multiple angles



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ALIAS



Violence

abc

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XBOX



PlayStation 2

Acclaim
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ALIASTHEGAME.COM

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ALIAS

HANDS ON

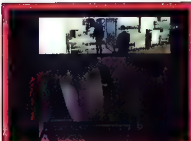
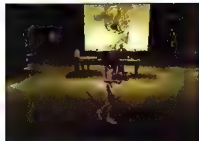
Cocktail dress included

If you've ever wanted to be a super she-spy who can also serve a mean Bloody Mary, then look no further than *Alias*.

Taking place after the infamous Super Bowl episode, *Alias* feels like a lost episode (or two) of the second season, thanks to the authentic script and voiceovers. For example, an early mission involves finding detailed plans for yet another Rambaldi device (an oft-used story line from season one). You have to plant a radioactive serum in a drink, serve said drink, then sneak around the rest of the level.

The controls feel solid and pretty much resemble the feel of any traditional third-person sneaker (except the camera is a bit fast and wonky during combat). We like that the splitscreen mode, which shows incoming guards and other threats on one side of the screen and you on the other, both alerts you and builds tension.

Publisher: Acclaim **Developer:** Acclaim Studios Cheltenham **Release Date:** March



DOING THE SPLITS
Slicing the screen for tension. Instead of a timer or radar, you're shown incoming threats or other necessary information via splitscreens. Acclaim wants to warn the player in a more cinematic way by ditching the played-out flashing radar screen.



TRANSFORM

And roll out...

The level we played shows potential for a solid balance of robot- and automobile-based action throughout. Some situations require Hotshot to shoot. Decepticones in robot form and others require the speed of a sports car, but most of the time, it's just your choice.

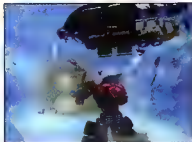
TRANSFORMERS ARMADA PRELUDE TO ENERCON

HANDS ON

Now officially worth looking forward to

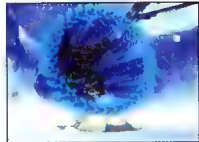
If you're like us, your hopes for Atari's *Transformers* game have been Mini-Con-sized at best. After all, it's based on the stupid *Armada* generation, and, well...it's a freakin' *Transformers* game. But put away those "I hope it'll be at least mediocre" thoughts. We've played a good portion of the game's huge Amazon level, and it isn't merely enough to satisfy...*Prelude to Energon* is a damn fine videogame. Our early version allows play only as the speedster Hotshot, but it offers a pleasing mix of third-person shooting, driving, exploration, and—oh, yeah—transforming!

Publisher: Atari **Developer:** Melbourne House **Release Date:** May



HUGE LEVELS

If you can see it, you can go there. If we have any complaints about our limited time with *Prelude*, it's the potential for getting lost. These environments are absolutely humongous.



REC

30 03

11-09-37

75

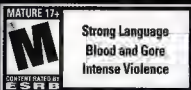
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PlayStation 2



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100 bullets?
More like 100s
and 100s of em!

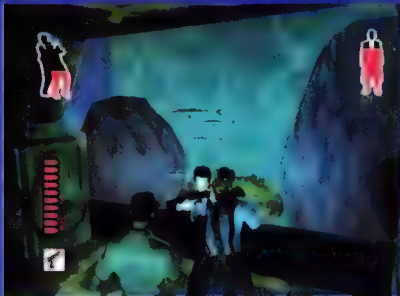
BACK IN BATS
Batman creator Brian K. Kane is also keeping himself busy these days as writer for DC's *Batman* series.



THE RED STAR

Using Christian Gossett's distinguished art style, which combines computer animation and digital painting, Archangel Studios' *The Red Star* has become one of the most-talked-about independent comic-book series in recent years. Acclaim's beat-'em-up adaptation takes place in the comic's corrupt future run by the United Republics of the Red Star. Use melee and ranged combat with three Heroes of the Red Star.

Publisher: Acclaim **Developer:** Acclaim Austin **Release Date:** September



100 BULLETS

Brian Azzarello is taking a very active role in *100 Bullets*, a game based directly on the *Vertigo* comic-book series he's written for nearly 50 issues. So how can anyone game-ify a comic so dependent on slow pace? Well...we're not entirely sure. But we do know you play as Cole Burns and Snow Falls, and their stories come together near the end. Acclaim also promises us a feature that "blows away bullet time." We shall see.

Publisher: Acclaim **Developer:** Acclaim Austin **Release Date:** October

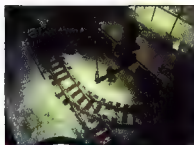
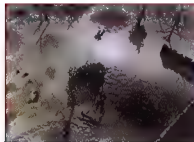
COMBAT ELITE WWII PARATROOPERS

Just call it World War II: Dark Alliance

Between *Dark Alliance II*, *Champions of Norrath*, and *Fallout: Brotherhood of Steel*, the *Baldur's Gate: Dark Alliance* engine sure is getting a workout these days. But would you ever suspect its use in a World War II game? Neither would we, but that's exactly what BattleBorne—a team of ex-*Dark Alliance* guys from Snowblind Studios, who are getting tired of Nazi-busting first-person shooters—is doing with *Combat Elite: WWII Paratroopers* (a title we're told will likely change).

Beginning with D-Day, prepare to embark upon more than 60 missions with three intelligent squadmates (one controlled by a friend, if you wish). Start as a private and move forward in rank as you advance across Europe, including notorious battles like Market Garden.

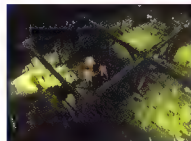
Publisher: Acclaim **Developer:** BattleBorne **Release Date:** June 6 (60 years after D-Day!)



FIRST LOOK

NAZIS MUST DIE

This time in third person
If you're tired of first person iterations
of the Third Reich, we think you'll like
Combat Elite's perspective.



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WITHOUT YOU SHE WOULD

THE HARMONIC VIBES

WE WILL THROUGH THE

OUR FUTURE IS IN HER HAND

SHE IS OUR

I MUST

SPEAK WITH MOBSAMANA

THE LIVING FRESH POSSES A

BUT I WANT

I WANT TO BE A

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hack//SIGN

As seen on
CARTOON NETWORK

PlayStation 2



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ESPN MAJOR LEAGUE BASEBALL

Will an ESPN facelift to Sega baseball make it rise above the competition? It certainly can't hurt. Broadcasters Jon Miller and Karl Ravech team up for commentary, and we're also promised cut-scenes and dynamic close-ups that mimic the presentation style of the total sports network. The new K-Zone feature visualizes players' unique strike zones, and GameCast gives pitch-by-pitch accounts of *simmed* games.

Publisher: Sega/ESPN Videogames **Developer:** Visual Concepts **Release Date:** Spring



MVP BASEBALL 2004

Fresh off a successful (if somewhat flawed) rookie year, EA's MVP Baseball series is the early favorite for 2004's best PS2 baseball game. Although the most exciting addition is obviously online play, the new batting system is the biggest addition, as it allows total control of your swing with the left analog stick. We're also psyched about the inclusion of all AA and AAA teams for the new Dynasty mode!

Publisher: EA Sports **Developer:** EA Canada **Release Date:** Spring

NFL STREET

Necessary roughness

Ah, the joy of playing football in the street—no crowds, no refs, just pure gridiron action. But make no mistake about it, *NFL Street* is hardly just a normal football game in a new setting. For one thing, the game features 7-on-7 gameplay with players handling both offensive and defensive duties. The environments also affect how players perform. So, for example, sand slows down the overall pace, while black-top gives the advantage to quicker players.

Of course, the current NFL stars won't be the only ones hitting the streets. A number of old-school players and legends make appearances as well, including William "The Refrigerator" Perry, Lawrence Taylor, and the recently retired Barry Sanders.

NFL Street also includes online play and plenty of special items to unlock (namely, new clothing for the players).

Publisher: EA Sports Big **Developer:** Tiron **Release Date:** January



64,000

Shaq's enormous house in Orlando covers this many square feet. It's also his shoe size.



www.ultimatewarrior.com

Go here to read the insane ramblings of the Warrior himself!



NBA BALLERS

Don't mean a thing without the bling

If anyone can make a 1-on-1 arcade basketball game like *NBA Ballers* work, it's Midway. The creators of *NBA Jam* and its arcade successors have transformed the typical 1-on-1 formula by giving you dozens of jukes and special moves to break your opponent's ankles. In addition to all of the basic *Jam*-type features—like catching fire after hitting three straight shots—expect some fun little touches, like passing the ball to someone in the crowd for a little give-and-go action.

Ballers also offers a couple of different tournament options, as well as a mode where you build a player from the ground up. After each win, your individual character statistics improve depending on your performance, so, if you've made a lot of three pointers, then that stat level will increase. You can also earn some serious bling for which player as you progress further into the game.

Publisher: Midway **Developer:** Midway **Release Date:** February



AND PROFILIN'

Dress like the real ballers

You can deck out a created character with jewelry and other fancy items.



SHOWDOWN: LEGENDS OF WRESTLING

The "golden age" of professional wrestling lives on in the third *Legends of Wrestling* game. *Showdown*'s roster includes some of the biggest names in wrestling, including the Ultimate Warrior, Jake "The Snake" Roberts, and Bret Hart. There's also two-man commentary and new match types—one of which lets you relive 16 of professional wrestling's most entertaining matches in real, licensed venues.

Publisher: Acclaim **Developer:** Acclaim Studios Austin **Release Date:** April



WORLD SOCCER: WINNING ELEVEN 7 INT'L

Konami's making a big push to topple FIFA as the dominant soccer series in North America with its next *Winning Eleven* game. Not only has it implemented a brand-spanking new graphics engine to create better player models, but Konami has also improved the Master League mode to allow players to dive much deeper into the world of team management than they could in last year's version.

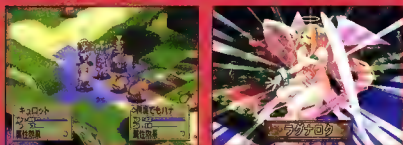
Publisher: Konami **Developer:** Konami Iyodo **Release Date:** February



WORMS 3D

As possibly the greatest cut-classic series in the history of strategy videogames, *Worms* has developed quite a following. In 3D for the first time, *Worms 3D* offers a new way for as many as four four-member teams of angry annelids to blast away at each other in a turn-based fashion. Judge wind and other factors as you utilize classic weapons (bazooka, missiles...sheep) and some new ones optimized for 3D play.

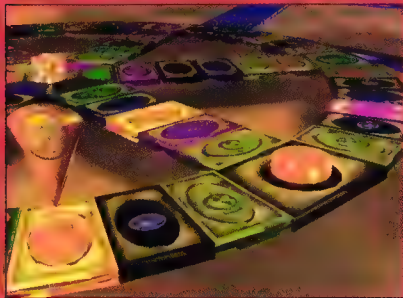
Publisher: Activision **Developer:** Team17 **Release Date:** March



LA PUCELLE: TACTICS

Fans of the surprise strat-RPG hit *Disgaea* will get another helping soon when *La Pucelle: Tactics* hits shelves. The "demon-hunter" cadets go out into the world" story line promises more wackiness, and the modified tactical battle system is different, without losing any depth. Though publisher Masfist is a relative newcomer to the scene, its experienced staff ought to do a great job with this one.

Publisher: Masfist **Developer:** Nippon Ichi **Release Date:** Spring



TRIVIAL PURSUIT UNHINGED

Attech Studios doesn't have a great track record in the world of interactive board games, but *Trivial Pursuit Unhinged* includes several cool features that make it more than just a videogame version of a board game. For example, Unhinged mode adds a bigger party element, enabling you to wager wedges. Meanwhile, six B-list celebrities (Whoopi, etc.) voice questions.

Publisher: Atari **Developer:** Attech Studios **Release Date:** March

WRATH UNLEASHED

Archon reborn

Your impression of *Wrath Unleashed* will depend on which half of the game you see. If you see one screen, you might think it's a 3D fighter, see another and you might believe it's a strategy board game. Actually, like the PC cult classic *Archon*, it's two games in one.

Each army of fantasy creatures looks small on the hexagon-laden strategy map, which is divided by different elemental properties. On a large scale, the goal is to take control of key spots, netting your side more energy to power magical support spells and thus shape the field's elements to your advantage. It takes a lot of smaller individual battles—fast-paced real-time clashes in trap-filled arenas—to get there, though, as the "pieces" suddenly turn into towering 3D monsters with physical and magical attacks. A four-player multiplayer mode rounds out the package, making this a unique addition to PS2's small lineup of party games.

Publisher: LucasArts **Developer:** The Collective **Release Date:** February



SQUARING OFF

Location determines advantage

The Fire Demigod seen here has the cards stacked against him when fighting a Water Frost Dragon in an Earth/Water battle square such as the one before you.



Fantastic heists, impossible escapes, and busty brunettes — all in a day's work for anime's favorite thief.

LUPIN THE 3RD

TREASURE OF THE SORCERER KING



Use disguises and stealth to evade your enemies, especially Interpol Inspector Zenigata.



Play as gun-toting Jigen...



...or the sword-wielding samurai, Goemon.

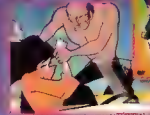


Can you pull off the ultimate heist?

Solve puzzles and gather clues to loot the King's fortune in this cinematic action adventure!

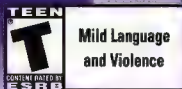
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www.bandagames.com



LUPIN THE 3RD

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PlayStation.2





LOOKS FAMILIAR

But at least it has ninjas
Samurai Warriors should play very similarly to Dynasty Warriors, Musou attacks and all.

FIRST LOOK

SAMURAI WARRIORS

The Dynasty is over (well...for now)

Anticipating *Dynasty Warriors 5* this year? Tough. You're not getting it. But Koei does have a very similar tactical-action game in store for you.

Samurai Warriors takes the tried-and-true gameplay established in the *Dynasty Warriors* series and moves it from the Chinese Three Kingdoms era to medieval Japan. So instead of busting out the Musou attacks with characters you were just getting to know (like Liu Bei and Cao Cao), you're now presented with 15 characters you're familiar with only if you're into Japanese history, including such samurai heroes as Yukimura Sanada and Maeda Keiji. There are even ninjas, both male and female. [Just don't count on much sneaking around.]

Publisher: Koei **Developer:** Omega Force **Release Date:** March



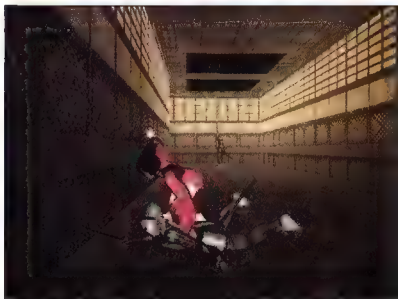
RED NINJA END OF HONOR

Getting the hang of it

Imagine not only witnessing your father's murder, but also being handed and left for dead by the people who killed him...only to survive. Yeah, you'd probably want some revenge—and that's exactly what the female lead, Kurenai, seeks in *Red Ninja: End of Honor*.

Set in feudal Japan, *Red Ninja* pits Kurenai against the Black Lizard clan. Her primary weapon: the very same tether she was hanged with. Fortunately, she's become skilled with the rope and can use it to target enemies' specific body parts to entangle them, rip off their limbs, or even hang them. In addition to the rope's three attachments (which give it more versatility), Kurenai has the standard ninja arsenal, including smoke bombs, blowguns, and crazy explosives.

Publisher: Vivendi Universal Games **Developer:** Tantalus **Release Date:** Fall

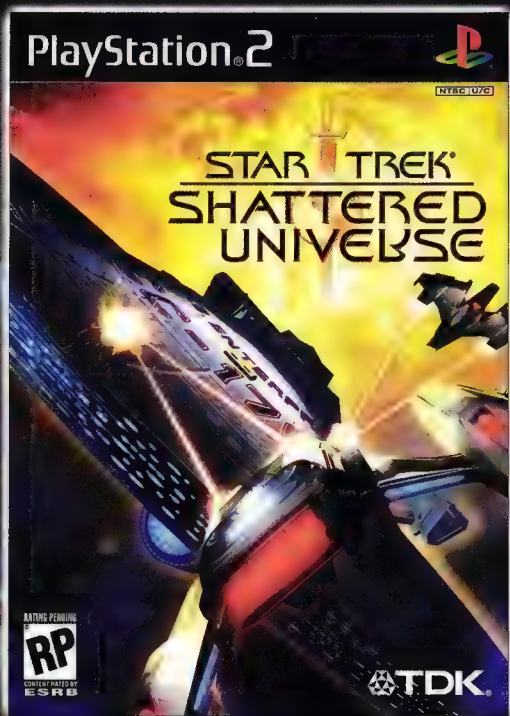


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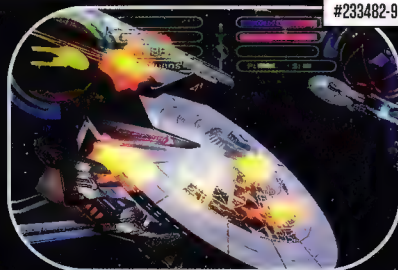
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PSI-OPS: THE MINDGATE CONSPIRACY

What a pleasant surprise! Before Midway demonstrated this game (formerly known as *ESpionage*) to us, we were chalking it up as just another military-operations title. *Psi-Ops* is unique, though. Your six mind powers (telekinesis, pyrokinesis, remote viewing, etc.) aren't just a gimmick—they offer you a chance to surpass any given obstacle in several different ways. Stay tuned next month for a more in-depth look.

Publisher: Midway **Developer:** Midway **Release Date:** May



FIREFIGHTER FD18

If you were one of those kids who wanted to be a fireman when you grew up, Konami has the game for you. In *Firefighter FD18*, you jump into blazing infernos in third person and complete objectives such as, well, putting out fires and saving civilians. While playing the preview version, we encountered tools like the trusty fire hose, the ax, and fire-retardant foam—we only hope you can also use the jaws of life.

Publisher: Konami **Developer:** Konami Tokyo **Release Date:** March



AIRFORCE DELTA STRIKE

It's not easy to make an arcade flight game that stands out from the *Ace Combat*-influenced norm, but *Airforce Delta Strike* is certainly giving it a go. The hook? A character-driven story. Through a ton—yes, many—of hand-drawn cutscenes (complete with anime-styled hand-drawn art representing the different characters), you'll find yourself sucked into heated rivalries and political maneuvering.

Publisher: Konami **Developer:** Konami **Release Date:** February

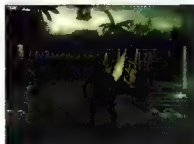
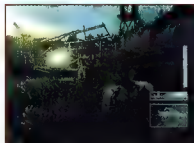
SPLINTER CELL PANDORA TOMORROW

Splintering off into its own game

Sam Fisher has learned a lot since *Splinter Cell*. He has new moves, such as the half-split jump and the SWAT turn, plus better gadgets, like the laser-sighted pistol and thermal/night-vision-upgraded optical cables. Placing him in larger, more open-ended levels means that Sam has more ways to approach a situation.

And we're still excited about the slick new multiplayer mode, where up to four players can split themselves into teams of mercenaries and spies. Spies are veritable Sam Fisher Juniors, with gadgets and stealthiness, while mercs carry guns and spy-detecting equipment, all via a first-person viewpoint. If you ask us, we prefer the spy side, if only to get a chance to toy with the mercenary players in the dark.

Publisher: Ubisoft **Developer:** Ubisoft Shanghai **Release Date:** March



MY THREE EYES

New gadgets, newer digs

Many missions, like this early one in Indonesia, have a lot of options in terms of where Sam can sneak.



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– Maxim Magazine

"...one of the best games of the year."

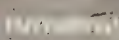
– GameSpy

"Driving! Climbing! Building! Running! Skating will NEVER be the same again!"

– Official PlayStation 2 Magazine [U.K.]



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NEVER SLOTTI
ACTIVISION



Wroom!
Wroom!
Wooooooooom!

3

Recent or soon-to-be-released PS2 games, with *Unleashed* in the title (*MX*, *Wrath*, and *Wakeboarding*)



MICRO MAYHEM

If you were to label the vehicles in *Micro Mayhem* as Micro Machines, technically, you'd be wrong... but not too far off. You race these miniature cars across a variety of tracks; some races take place within a house (the cellar, the kitchen), while others are in more exotic locales (a stable, the tomb). If you're one of the fortunate few, you can use the track editor to create your own tracks within the levels.

Publisher: Jaleco **Developer:** Jaleco **Release Date:** February



HEY, LOOK!

I can fly that.
When you're bored with cars, trucks, and mechanics, earn a ride in a vehicle like this fine biplane.

HANDS ON

MX UNLEASHED

Created somewhere over at Rainbow

Ever since *Championship Motocross Featuring Ricky Carmichael* hit PS1 back in '99, motocross gamers have looked to THQ. Well, say good-bye to the champ, dirt-bike fans—he's not connected with *MX Unleashed* in any way. Fortunately, developer Rainbow Studios is—and it wants to do for motocross what it did for all-terrain vehicles in *ATV Offroad Fury*.

From our playable version, it's easy to see that this could very well happen. *MX Unleashed's* physics—whether used to represent the rag-doll motions of each racer or the movement of a freshly plowed-into hay bale—add a great deal of realism. You've got a slew of places to check them out, too—the game spans 44 race tracks (22 indoor, 22 outdoor). Also, spend hours scoring trick points and partaking in minigames in the five enormous freestyle environments. You can even commandeer monster trucks, dune buggies, and other vehicles!

Publisher: THQ **Developer:** Rainbow Studios **Release Date:** February



THE FAST AND THE FURIOUS

Oh, look...another street-racing game imitating *The Fast and the Furious*. Oh, wait, this is *The Fast and the Furious*! Set on the mean streets of L.A., *Furious* draws on vehicles and characters from the films, including Brian, Suki, and O.J. Expect to slap some crazy mods on your ride—this one is developed by *Gran Turismo* veteran Team Cheetah, so it might end up being a bit more sim and a little less arcade.

Publisher: Vivendi Universal **Developer:** Genki **Release Date:** Summer

IT'S TIME FOR SOME NEW HEROES.

SONIC HEROES

It's Sonic Heroes, the all new game with an all new way to play. A revolutionary team-based system will have you switching characters on the fly. Twelve different heroes, four different teams and three different consoles make for one new game that never gets old.



PlayStation 2



SEGA



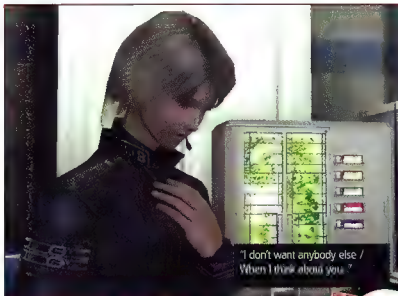
THE SUFFERING

Man or monster? You decide

Torque, the main character in *The Suffering*, has been convicted of murder and thrown into Abbot State Penitentiary, a shambling ruin with a seriously haunted past. But when the shades of centuries of executions come home to roost, he finds himself the recipient of an early parole...if he can make it out alive.

A hybrid of third-person action and survival-horror, *The Suffering* subjects you to hallucinations, flashbacks, and plenty of mind games (not to mention brutal profanity). But the most interesting feature is your ability to choose Torque's destiny: Treat your fellow refugees with kindness, and it will be revealed that Torque is innocent. But if you kill wantonly throughout the game, not only will it be proven that Torque is indeed guilty, but you will find yourself controlling a monster—literally—as Torque's personal demons take over.

Publisher: Midway **Developer:** Sumeal **Release Date:** March

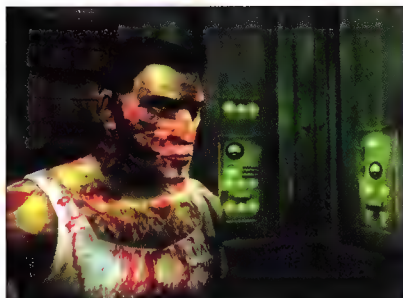


"I don't want anybody else / When I think about you."



OOPS!

You do need that DualShock, after all. If you read last month's *Lifeline* preview, you'll remember we said no controller is necessary to assist in the game. We got a actual copy of the game that we realized we were wrong—you do need one to execute speech, pull up a map, and perform other functions. Sorry.



LIFELINE

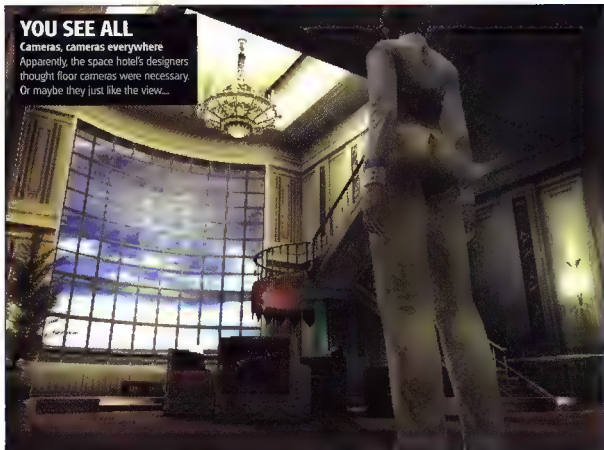


You say it, she does it (supposedly)

We've been hearing about this voice-recognition game for months, but only now has Konami sent us a playable version of *Lifeline*. It's still too early to say if we like it or not, but one thing is clear: The game will live or die based on how well its concept comes to fruition.

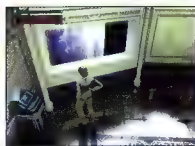
Set in a futuristic space hotel, *Lifeline* stars you, a faceless, lucky bastard locked away in a control room, safe from the alien monstrosities killing almost everyone else on board. Fighting for her life is Rio [voiced by She Spies' bubbly babe Kristen Miller], a girl you speak to and advise through a USB headset. To be frank, the 10,000-plus phrases we're told Rio will recognize aren't registering too well with her. She's not always dodging when we tell her "dodge"; she's not always shooting when we tell her "shoot." But assuming Konami can work out the kinks in the next couple of months, this could be one fine sci-fi adventure.

Publisher: Konami **Developer:** Sony CEI **Release Date:** Spring



YOU SEE ALL

Cameras, cameras everywhere
Apparently the space hotel's designers thought floor cameras were necessary. Or maybe they just like the view...



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The most heavily reviewed final code for *Star Trek: Shattered* (Inverse and *Taproot* months ago) has finally arrived



RING A BELL?

Animal, vegetable, or mineral?

He lives in a desert, he looks like a cactus, he walks like a man, he runs like the wind. What on earth could this green guy be?

FINAL FANTASY XI

The game that keeps on giving

After beating a particularly good game, have you ever wished that it could just keep going on forever? *Final Fantasy XI* is the answer to your prayers. And we're not talking about the pointless leveling chores that plague most massively multiplayer online RPGs. Oh, there may be times where you'll want to go slay countless sheep to level up, but you'll never *have* to—there's always something else to do. Every town has citizens who need jobs completed and guardsmen who need missions carried out for the good of the nation. Completing odd jobs earns you gil, while doing missions advances the central story of the game. Yes, you can beat *FFXI* by completing the last mission... but by the time you get that far (months after you begin), you can count on at least one expansion pack having been released. So, OK, it may not literally go on forever...but it's close enough to make no difference.

Publisher: Sony CEJ **Developer:** Square Enix USA **Release Date:** March



COMING SOON

The latest on what's coming out and when. Exact release dates are never fixed.

JANUARY

Beck//OUBAKAN	Intellektuell	It's not the game over
Baldur's Gate: Dark Alliance	RAM	Entertainment no more
Carmen Sandiego: Secret of the Saguaro	Intellektuell	Baldur's Gate: DA with guns
Fallout: Brotherhood of Steel	Intellektuell	More action from the Gungwe
Maximo vs. Army of Zin	Capcom	Grand Theft Auto meet... the
NFL Street	Capcom	Maximo is Deamo
Star Trek: Shattered	OK	The next big thing in books
Sonic Heroes	OK	Enter the mirror universe
		the world's best... possibly

FEBRUARY

AliForce	Intellektuell	It's not the game over
Black9	RAM	Entertainment no more
Bond 007: Everything or Nothing	Intellektuell	Baldur's Gate: DA with guns
Champions of Norrath	Capcom	Grand Theft Auto meet... the
Chopin: Crisis Sonata	Capcom	Maximo is Deamo
Corvette	OK	The next big thing in books
Drift Racers: Kaido Battle	OK	Enter the mirror universe
The Fast and the Furious	OK	the world's best... possibly
Mega Man Anniversary Collection	Capcom	It's not the game over
Headhunters: Redemption	Capcom	Entertainment no more
Ice Nine	RAM	Baldur's Gate: DA with guns
Lupin the Third: The Mystery of Mamo	RAM	Grand Theft Auto meet... the
MX Unleashed	RAM	Maximo is Deamo
NBA Ballers	RAM	The next big thing in books
Highshade	RAM	Enter the mirror universe
Pitfall: The Last Explorer	RAM	the world's best... possibly
R-Type Final	RAM	It's not the game over
Rise to Honor	RAM	Entertainment no more
Seven Samurai 20XX	RAM	Baldur's Gate: DA with guns
SNK vs. Capcom: SVC Chaos	RAM	Grand Theft Auto meet... the
SRS: Street Racing Synthetic	RAM	Maximo is Deamo
The Suffering	RAM	The next big thing in books
War Chess	RAM	Enter the mirror universe
World Soccer: Winning Eleven 10	RAM	the world's best... possibly
Wrath Unleashed	RAM	It's not the game over



Nightshade



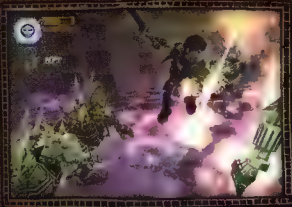
Cy Girls

MARCH

Alien	RAM	It's not the game over
All-Star Baseball 2004	RAM	Entertainment no more
Cy Girls	RAM	Baldur's Gate: DA with guns
Drive3r	RAM	Grand Theft Auto meet... the
ESPN Major League Baseball 2004	RAM	Maximo is Deamo
Final Fantasy XI	RAM	The next big thing in books
Firefighter ED 3D	RAM	Enter the mirror universe
IHRA Drag Racing Zone	RAM	the world's best... possibly
Lifeline	RAM	It's not the game over
Micro Mayhem	RAM	Entertainment no more
MLB 2005	RAM	Baldur's Gate: DA with guns
MTX: Motocross F/ T. Road	RAM	Grand Theft Auto meet... the
MVP Baseball 2004	RAM	Maximo is Deamo
PBA Bowling 2004	RAM	The next big thing in books
Samurai Warriors	RAM	Enter the mirror universe
Saturday Night Speedway	RAM	the world's best... possibly
Showdown: Legends of Wrestling	RAM	It's not the game over
Splinter Cell: Pandora Tomorrow	RAM	Entertainment no more
Thivial Pursuit Unhinged	RAM	Baldur's Gate: DA with guns
The X-Files: Resist or Serve	RAM	Grand Theft Auto meet... the

MAXIMO ARMY OF ZIN

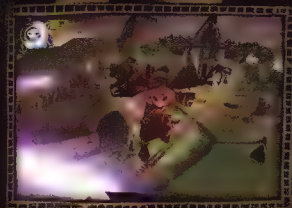
MAXIMO
IS BACK
AND THIS TIME
IT'S WAR.



Arsenal of devastating combos and attacks.



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SYPHON FILTER





by Joe Rybicki

syphon filter

THE OMEGA STRAIN

It is the present day. Not the near future, not the day after tomorrow—*today*. Reports of viral outbreaks are pouring in from all over the globe, outbreaks that are eerily familiar to certain key figures in the upper echelon of government. Syphon Filter has returned, stronger and deadlier than before. This bio-engineered virus, capable of targeting specific ethnic groups or even individuals, has fallen into the hands of madmen. They have created a new strain that attacks victims indiscriminately: the Omega Strain. Now the fate of the world lies in the balance.

So, what else is new? Gabe Logan has saved the world so often that even he's lost count. Gabe Logan is practically a one-man army: capable, knowledgeable, and as lethal as the Syphon Filter virus. Gabe Logan will know what to do.

Too bad you're not Gabe Logan.

SYPHON FILTER

VISIT SCENIC CARTHAGE!

HAVING TROUBLE COMPLETING ALL THE OBJECTIVES IN THE SYPHON FILTER DEMO? THIS WALKTHROUGH WILL HELP



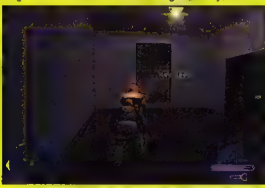
You begin on the streets of Carthage, Michigan, next to the building that was partially destroyed by the car bomb. Before you do anything, turn around and grab the pistol out of the case behind you; it fires in three-round bursts, which will deplete your ammo quickly, but it's also the gun that all the cool terrorists are wearing this season, so you'll find plenty of replacements.

Your first order of business is to protect the Carthage Health Authority officer, who's taking fire from terrorists down the street to your right. Don't get too close, though; he doesn't know you and will assume you're just another gun-toting terrorist. Take out all the legitimate terrorists in the area, and he'll realize you're on his side and leave you alone.

Lock-on is your friend here: Tap and hold R1, and you'll target the closest enemy. You can run around all you want and you'll stay locked on, as long as you're within your weapon's range. You'll notice that the targeting cursor changes color if you continue to hold down R1. Green is the weakest lock, meaning many of your shots will go wide of their target. Red is the strongest lock, meaning you'll be seeing a lot more red coming out of the bullet wounds your enemy will be sporting momentarily. So, red: good. Green: not so good. Remember it.



Once the threat is eliminated, look for the dark alley to the left of the parking garage. Climb up the fire escape [hit ⊕] and head inside. You'll see a door on your left with a keypad lock. The CHA officer down the hall has the code. But how to get it from him without killing him or yourself?



CONTINUED ON PAGE 90



SAME AS IT EVER WAS...

The fact that you no longer control Gabe in *Siphon Filter: The Omega Strain* is the least of the changes made for the first PS2 installment of this long-running series. A new platform, a new game engine, a new cast of characters, even a new real-world controversy—*The Omega Strain* is not merely a prettied-up version of the successful PS1 franchise. And that's not even mentioning what is easily the biggest addition: four-player cooperative online play.

To get the whole story, we talked with Creative Director John Garvin and Technical Director Chris Reese of Sony Bend, the studio responsible for the three previous *Siphon Filter* games. (Located in Bend, Oregon, the studio was known as Eidetic before it was bought by Sony.) One of the biggest surprises for us was learning that Gabe had been promoted out of the position of main character, and we wondered why.

Garvin sets us straight in a hurry. "Gabe is still the main character," he points out. "He is the commander-in-chief, the head of the Agency, and the man calling the shots. You follow his story, often through what you see and overhear in the Agency headquarters. You actually help him find a cure for the Omega Strain and break open the conspiracy. You watch as Gabe comes very close to the edge in what he is willing to do to get to Niculescu and expose Meta Global Funds. The difference is that you don't play [as] Gabe; you create your own agent who has his or her own career to think about."

Going multiplayer, of course, was

the biggest reason not to have gamers playing as Gabe," Reese chimes in.

"We wanted players to create their own identity and be able to achieve goals, stats, and weapons on their own."

"Plus," adds Garvin, "we could not very well have four Gabe Logans running around the streets of Carthage; there is only one Gabe Logan."

But all it takes is one Gabe Logan to sell some 3 million *Siphon Filter* games. He more than holds his own against the Solid Snakes and Sam Fishers of the world—not that the developers consider them competition. "We like to play lots of games around here," Garvin says, "and we see elements in all of them that we think are pretty cool. But none of them have captured that action-movie feel that we go for. We wish someone would, because then we could play a *Siphon Filter*

game we didn't work on."

He's not exaggerating. Both Garvin and Reese—along with a significant portion of the rest of the *Omega Strain* team—have been creating *Siphon Filters* since the first game. They live and breathe *Siphon Filter* and can recall characters, plot lines, and levels at the drop of a hat. "My personal favorite is the church level in the first *Siphon Filter*," Garvin confesses. "I like the setting—the rooftops, the catacombs where you fight with Lian, the breaking through the stained glass window, the climbing puzzles, the overall layout. I also like what the level reveals: You think you're running around vaccinating all the poor victims in the mission, only to discover later that Markinson had tricked Gabe and was using Gabe to murder them all. That's classic *Siphon Filter*."



A dynamic map will let you choose which objectives you want to show up as waypoints on your radar.

syphon timeline

AN EXTREMELY ABRIDGED SUMMARY OF THE EVENTS LEADING UP TO SYPHON FILTER: THE OMEGA STRAIN

■ Syphon Filter 1 ■ Syphon Filter 2 ■ Syphon Filter 3 ■ Related Events

1984 AUGUST

Lawrence Mujari, a soldier fighting against apartheid, infiltrates a South African mine to free the indentured workers. He discovers that many workers have been exposed to a biological agent unearthed deep within the mines.

1987 MAY

Gabe Logan, an officer in the Army Special Forces, is assigned to a convoy shipping arms to Kabul, Afghanistan. He meets Lian Xing, who helps him make the delivery to the Afghan rebels.

1993 APRIL

Gabe Logan is recruited into "the Agency," a secret organization within the U.S. government whose purpose is to monitor and police the activities of other government agencies.

1994 SEPTEMBER – 1996 JANUARY

Gabe recruits Teresa Lipan into the Agency. She is sent to South Africa to investigate possible bioagents research. There, she learns of a virus that seems to target distinct genetic groups of people. She works directly with Lawrence Mujari, who now works for Pharcom, a pharmaceutical corporation based in Kazakhstan.

1995 DECEMBER

Gabe recruits Lian Xing into the Agency.

1997 NOVEMBER

Agency Director Thomas Markinson orders Teresa to assassinate Mujari and destroy all of his lab records. She refuses, resigns from the Agency, and goes into hiding in Arizona.

1999 AUGUST 06

Gabe and Lian are ordered by Agency Deputy Director Benton to infiltrate the Costa Rican base of international terrorist Erich Rhoemer and capture his medical technicians.

SYPHON FILTER 1 BEGINS

1999 AUGUST 23

Rhoemer attacks Washington, D.C., with viral bombs. Gabe is sent in to diffuse the situation. The D.C. subway system is destroyed, and Rhoemer escapes.

1999 AUGUST 24

Blood analysis from Rhoemer's men reveals similarities to a series of antiviral drugs manufactured by Pharcom.

1999 AUGUST 27

After accessing Pharcom's computer files, Gabe discovers that Benton is a double agent. Markinson sends Gabe and Lian to Rhoemer's military base in Kazakhstan. Lian is captured.

1999 SEPTEMBER 06

Markinson reveals to Gabe the existence of a genetically engineered virus called Syphon Filter. Gabe and Markinson infiltrate Rhoemer's prison stronghold in Ukraine. Gabe rescues Lian, who has been infected with the Syphon Filter virus.

1999 SEPTEMBER 07

Gabe travels to Kazakhstan to access Pharcom's computers. He discovers Markinson there and learns Markinson wanted the Syphon Filter virus for the Agency. Rhoemer arrives and murders Markinson. Gabe kills Rhoemer and loads the Pharcom disks on a plane to return to the United States. An Agency hit squad captures Lian.

SYPHON FILTER 2 BEGINS

1999 SEPTEMBER 08

Gabe's plane is shot down over the Rockies. Lian is taken to an Agency base in Colorado. She escapes, steals a chopper, and rescues Gabe and the data disks.

1999 SEPTEMBER 15

Lian slips into a coma. Gabe contacts Lyle Stevens and offers to trade the data disks for a cure for Lian. They meet at the Agency Labs in New York, where Gabe is taken prisoner. He escapes his cell and makes Dr. Elsa Weissinger prepare a vaccine. Gabe kills Stevens. Teresa is killed while trying to extract Gabe.

SYPHON FILTER 3 BEGINS

1999 OCTOBER 04

Agency activities have been officially suspended by order of the State Department. Gabe and Lian are subpoenaed to appear before closed hearings with U.S. Secretary of State Vincent Hadden.

1999 OCTOBER 14

Gabe travels to Ireland to sabotage shipment of stolen viral containers.

1999 OCTOBER 15

Lian learns that one of the key leaders in the Syphon Filter consortium is Vince Hadden, the man prosecuting Gabe, Lian, and Mujari.

1999 OCTOBER 15

Gabe brings out his surprise witness: Teresa Lipan. Gabe attempts to arrest Hadden, but Mara Aramov intervenes and kills Hadden. Gabe captures Mara.

PRELUDE TO OMEGA STRAIN

2001 JUNE 01

New U.S. President Warren Pierce establishes the International Presidential Consulting Agency, directed with locating and eliminating terrorist threats to the United States.

2001 AUGUST 15

Gabe Logan is made commander-in-chief of the IPCA. He appoints Lian Xing, Teresa Lipan, and Lawrence Mujari to the new Agency, among others.

2003 FEBRUARY – MAY

Outbreaks of nonlethal, Syphon Filter-like virus in Romania, Turkey, Bulgaria, and Greece.

2003 AUGUST – 2004 MARCH

Outbreaks of stronger Syphon Filter-like virus in Spain, Malta, Finland, Uganda, Italy and Michigan. Fourteen people die.

2004 MARCH 15

Mujari is sent to Carthage, Michigan, to investigate. He disappears.

2004 APRIL 15

Agency operatives Imani Gray and Alima Haddad are sent to Carthage to investigate the outbreak and Mujari's disappearance.

SYPHON FILTER: THE OMEGA STRAIN BEGINS...

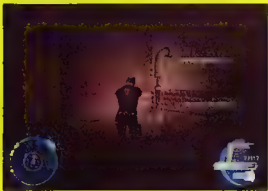
SYPHON FILTER

Hit Select, and you'll bring up your stun jack—this won't kill the guy, but it'll make him twitch a little. (Well, a lot.) Sneak up behind him, holding **X** to crouch, and zap him.

Head back to the locked door, but before you do anything, why not try shooting the keypad [hit L1 to go into first-person targeting mode] to see what happens? Oh look, the door opened. Guess you didn't have to zap that guy after all. At least you got a new gun out of the deal. Grab the bio-data gear and a new flak jacket and get back down to street level.



More terrorists—where did they come from? Oh well, time to do a little more street cleaning. This is a good opportunity to try some head shots: While targeting an enemy with R1, press L1. You'll go into first-person mode with your target centered on the bad guy. Now bring your target up ever so slightly. If you see a red bar that says "Headshot," you're in the right place. Fire, dammit.



Now that things are a little quieter, head back to the dark alley to find your first water sample. Before you vacate the area, let's take a look at a couple of secrets you'll be able to access with the help of another human being—once you go online with the full game.

First, note the water-main valve in the corner of the alley. Open it, then race across the street into the burning building. Inside, you'll find Broussard's laptop. Was it water-damaged by the time you got to it? Try running faster. **FASTER!!** No good? Well, that's probably because you can't actually retrieve the laptop without the help of another human. If you were playing this level online, a teammate stationed outside the



As in previous *Siphon Filters*, a danger gauge gives you an indication of when to duck and roll.

...ONLY DIFFERENT

The trick is to make *The Omega Strain* every bit as much a classic, while also making a great number of changes. Some alterations are relatively minor: Accredited voice actors, for example, are now being used for the story segments. [Reese and Garvin confess that much of the story in *Siphon Filter 2* had to be cut because the voice acting was not up to their standards.] Some of the changes are less minor: Players now have a limited number of weapon slots, so you must intelligently swap out weapons over the course of a level. (To balance this, weapon crates will retain the weapons you swap for their contents.) And some of the changes are major departures for the series: The ability to create your own character rather than control Gabe Logan is one. The ability to play as a team with other user-created characters online is another. And a third factor helps bring these elements together: You earn new weapons, accessories, and awards by completing objectives within the missions. The more you play—solo or online—the better you play, and the better you play, the more cool stuff you get, from new guns to new duds.

For example, in the game's first level [which, you may have already noticed, you can experience with the help of that round, plastic, platterlike device stuck in the middle of your magazine], you have seven major objectives. Complete them all, and you earn a field patch and a boost in rank. No biggie, right?

Well, if you complete them all while taking out enemies with more head shots than body shots, you get a bonus

item: the Dragunov sniper rifle. Now you can use the Dragunov in future missions, or even in the original mission if you'd like to try for an even better rating. Have another go at the level, but aim for quantity over quality of kills, and you'll get a different bonus item: the Gewehr 33E machine gun.

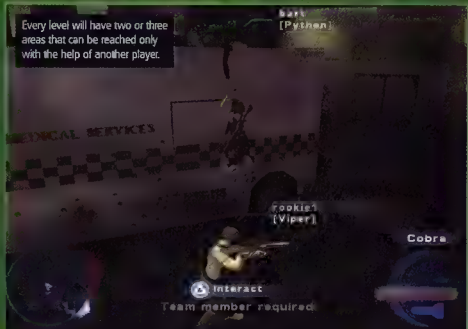
These are just two examples of bonuses you'll unlock; others range from the mostly cosmetic (different kinds of knives, for example) to the truly essential (increased health and armor capacity). You'll even unlock new abilities, like a head-snapping stealth move or a targeting modifier that let you lock on to your enemies' skulls (or instant head shots).

STOP PLAYING WITH YOURSELF

And all of these new abilities can be used online, so the experience of play-

ing with your friends becomes as much about showing off your new skills and gear as it is about teaming up to beat the missions. "Multiplayer adds a lot more to the game than throwing out additional enemies for the players to take on," Reese tells us. "There is a real sense that the missions can be accomplished in a more effective manner with the right team of players. It's all about achieving rewards and showing off to your friends what kind of an elite player you are by putting the smack down on the enemies and accomplishing objectives."

Furthermore, as you progress through the game, your rank will improve, and you'll earn special commendations from the Agency. These are not just empty words; your character actually earns patches and medals upon completion of certain objectives.



Every level will have two or three areas that can be reached only with the help of another player.

Boat (Pushman)

Bookies (Viper)

Cobra

Interact

Team member required

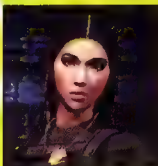
THE INTERNATIONAL PRESIDENTIAL CONSULTING AGENCY

Returning Characters



Lian Xing

Chief of Operations. Formerly an operative in the Chinese Secret Service, where she met Gabe on an operation in Afghanistan. Later an operative for the pre-IPCA Agency. Infected with Syphon Filter, but recovered with Gabe's help.



Teresa Lipan

Deputy Chief of Operations. Formerly an ATF agent, later an operative for the pre-IPCA Agency. Fled the Agency rather than assassinating her friend Lawrence Mujari. Reports of her death were greatly exaggerated.



Lawrence Mujari

Assistant Chief of Operations. Head of Biological Science. Formerly a freedom fighter working against apartheid in South Africa, later an employee of crooked pharmaceutical corporation Pharcom. A pacifist.



Elsa Weissenger

Intelligence Supervisor. Assistant Head of Biological Science. Former employee of Pharcom, where she was instrumental in developing the Syphon Filter virus. Later repented and allied with Gabe to help fight the Omega Strain.

New Characters



Gary Stoneman

"Stone"
Intelligence Operations Commander. Formerly a Marine, later a CIA contract killer. Knows Gabe from work in Granada. May still have connections to the CIA. Father figure to Alima.



Imani Gray

Investigative Operations Commander. IPCA. Formerly a CIA technology expert, where she worked with Stone. A Harvard graduate—with honors—she has precious little respect for raw recruits (e.g., you).



William Crusher

"Crush"
Intelligence Officer, chopper pilot. Formerly a NATO peacekeeper, where he flew dozens of operations, many under Stone. Somewhat simple-minded, but loyal almost to a fault.



Alima Haddad

Field Research Specialist, chopper pilot. Formerly a Marine. A native of Kuwait, her parents were killed in the Gulf War, prompting her to move to the U.S. She now claims dual citizenship in the U.S. and Kuwait. Daughter figure to Stone.



Gabe Logan

Commander-in-Chief. Formerly an officer in Army Special Forces, later an operative for the pre-IPCA Agency. Strong, silent type; all-around badass.

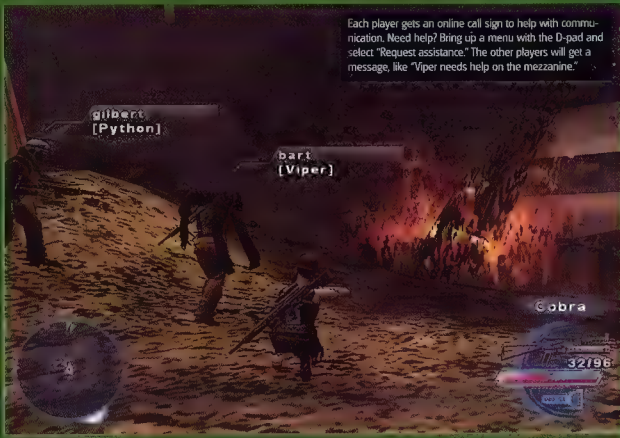
These awards can be displayed on your character's clothing to prove to anyone you run into online just how much of a badass you are.

And, of course, certain bonuses will be available only through online play. (Check out the demo walkthrough to the left for a couple of examples.) "Our goal was to have at least one bonus weapon, item, or other reward per online mission," says Garvin. "We didn't want the players who couldn't go online to feel like they were being excluded from too much gameplay—but we also wanted to reward online players who could use things like the Buddy Climb to figure out how to complete team mission deadlines more quickly."

If all this talk of team building and buddy climbing has left you deathmatch devotees with an itchy trigger finger—well, you might want to look elsewhere to

get your aggressions out. *The Omega Strain* is co-op only in online play. We wondered why the designers went this route, especially considering *Syphon Filter 2* introduced spitscreen deathmatch. "Co-op play," Garvin tells us, "has been integral to the style of gameplay we created in our 'buddy' missions within the series. For instance, in *Syphon Filter*, players fought alongside Lian in the catacombs, while in *Syphon Filter 2*, players battled hand-in-hand with Chance and Teresa. We always wanted to create a game where we could play with our friends instead of against our friends. Also, a number of games feature player-versus-player battle modes. Not many console games, though, offer online cooperative play, so we're really providing players with a unique online experience."

If you think this means online play is all flowers and sweet



Each player gets an online call sign to help with communication. Need help? Bring up a menu with the D-pad and select "Request assistance." The other players will get a message, like "Viper needs help on the mezzanine."

SYPHON FILTER

building could grab the laptop before the water got to it, netting you a bonus objective.

The second item deals with that EMS trailer parked in the middle of the street. If you were playing with another person, you could have a teammate boost you up to the top of the trailer. From there, you could jump through that open window into a room containing some C4. You



would use it to blow open the subway gate at the end of the street, which offers quick access to Proust, the final objective. You'd still need to complete all the objectives in between, but this way, you could split your team in two and beat the mission in half the time.

But you're not playing online, are you? So let's move along. Continue down the street, and you'll see a glass-walled entryway to the subway system. Blast that terrorist and go on down. There are two terrorists at the bottom of the stairs; take them out, and you'll be able to pick up a combat shotgun, very powerful at close range.

A little ways down the hall, you'll see three terrorists pouring out of a side passage. Take them out—but before you go into the passage, look down the hall. To the left, you'll see a terrorist marked as a "C4 Trigger Man." This guy is



dangerous: He has a dead-man switch wired to explosives in one of the storefronts on the left side of the hall. If he dies, the store goes boom. So you'll want to take him out from a safe distance—a head shot with your pistol should do the job nicely.

Go down the passage and get yourself another water sample. Continue out the other side and turn right. You'll see another C4 aficionado at the end of the hall. This time, it's the store on the right that's wired for an explosive party, so stay to the left. When you get near the stairs, turn left and go through the double doors. At the end of the long, dark hallway is another stairway leading up to the street, but before you get too close, stop and take out that C4-toting bastard.

Head up to street level, but before you break through the glass, hang back and try to take out the final C4 trigger man. Once he's disposed of, climb through the window and rescue another CHA officer. Now head down to the end of the street where the ambulance is parked. Behind the ambulance is a field lab unit with a ventilation

We asked the developers if they could tell us any secrets about the level on our side. "I would," says Chris Reese, "but I fear that may put my life in jeopardy. The only hint I will give you is to be very observant of your surroundings. It might come in handy to crawl around in a vent. Oh, see, I have already said too much."



nothings whispered into your headset, you're way off. Sure, you're not shooting at other humans, but this fact alone makes for a surprisingly refreshing online experience. Instead of the tense, drawn-out face-offs in a *SOCOM* match or the mindless, pointless death-and-resurrection cycles of *Quake* or *Tribes*, you have a fast-paced—but still very focused—experience continually driven forward by mission objectives. And instead of going one-on-one against unpredictable humans, you and three friends play as highly skilled soldiers who must face overwhelming odds. Because of this, surprisingly, the pace of the online experience has more in common with *Ghostnet* than with *SOCOM*. The checkpoint system means you don't even have to worry too much about survival; you end up fighting for bonuses and bragging rights, which makes for a much lighter, arcade-like experience.

TOO CLOSE FOR COMFORT

That's not to say the game is light fare by any means. In fact, the events of *The Omega Strain* converge so closely with reality that it caused problems for the team in the real world. The game was originally slated to include a level set in the subways of Toronto, where the player would need to fight against the (fictional) Quebec Liberation Front. Unfortunately, Canadian officials thought the QLF bore a little too close a resemblance to the now-disbanded separatist group Front de libération du Québec, which murdered a Quebec cabinet minister in 1970.

And the Toronto Transit Commission wasn't terribly pleased with the



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SYPHON FILTER



duct snaking into the street. Walk up to it and hit **Ⓜ** to crawl inside.

You'll come out into a room with CHA suits; grab one, and those ungrateful officers will stop shooting at you. Crawl through the duct next to the suits to get out. You'll emerge in a square with a fountain; take out the terrorists to save two more CHA officers, then get another water sample from the fountain.

Now head over to the triage tent. Go inside and turn right. You'll find a body on a stretcher—it's just waiting for you to try out your field autopsy skills. Once that gruesome task is done, head



outside and go across the square to climb back into the ventilation unit. Continue through the changing room until you're back by the ambulance. Head down to the other end of the street and climb into *that* ventilation tube. If you see a lot of computers at the other end, you're in the right place.

Make two lefts through the tent to exit into a tiny courtyard with a generator in it. Turn on the generator, then go back inside the tent and turn left to activate the Bio-data Scanning Machine. As soon as you turn it on, you'll need to run back out to the courtyard; terrorists will be swarming around the generator, trying to destroy it.



Stick close to the generator and defend it while the timer counts down. Once the scanning is complete, climb through the duct by the scanning station to exit the tent. Save your final CHA officer and collect another water sample from the fire hydrant. Climb the wall to the left of the metal gate to get into the subway system again.

Look, another ventilation duct! Climb on in. This is a good time to try out your flashlight if you haven't already. Just tap **Right** on your D-pad,

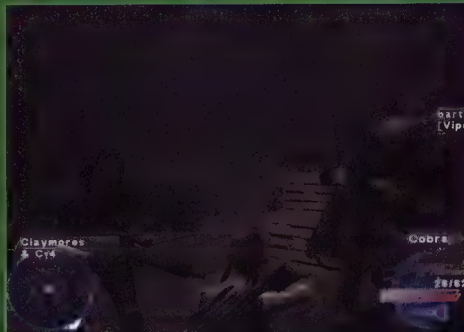


From time to time, you will be required to perform stealth missions. These often take place outside the main story line in flashbacks or side stories.

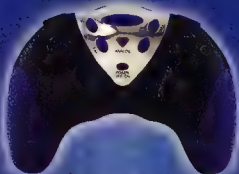
prospect of gamers shooting up the subway system, either. "The fact is, someone is putting the Toronto subway as a terrorist site," a spokeswoman told the Canadian press. "That is a very dangerous thing to do. We have to be careful about letting some person who's doing something that really doesn't seem ethically correct pit Canadians against Canadians." As a result of the complaints, Sony vowed to remove any "component related to the Quebec separatist adventure."

And this isn't the first time a *Siphon Filter* game has hit a little too close to home. *Siphon Filter 3* was originally slated to release in the fall of 2001, but in the wake of the terrorist attacks on New York City, the decision was made to delay the game—which, completely coincidentally, included levels set in Kabul, Afghanistan. All this led us to wonder if such realistic plot elements were worth the effort.

"We have always set *Siphon Filter* in real-world settings," Garvin tells us, "and based the plot on realistic world events. We created the bioterrorism plot long before it was a buzzword, and the plot of the first *Siphon Filter* dealt with weapons of mass destruction long before September 11. But we have always been careful not to use real terrorist groups; for instance, in *SF3*, we chose not to use the IRA because we were concerned that real-world events might get too close to what we were doing in the game. We have no desire to offend anyone, but we want to keep the game as real as possible, because that's what we are interested in—and, because we feel it gives the gameplay scenarios a little more resonance. We



Maximize your Competitive Edge



Wireless Controllers



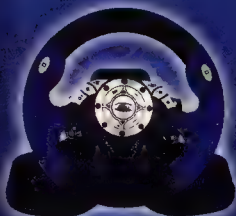
Mini Controllers



Gaming Screens



Sound Systems



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For PlayStation 2

SYPHON FILTER

Once you get out of the duct, turn right to take out the terrorists there and grab yourself a FA-MAS rifle. Oh my, yes. You'll also be taking your last water sample here.

Head down to the subway platform. Turn right and descend into the darkness. Yes, it's really dark. But one of those guys you just killed was carrying something that will come in very handy. Simply hold down Right on your D-pad



until the icon under your health bar changes from a flashlight to what looks like a pair of goggles. Now tap Right—your new night-vision goggles will become fully active. Oooh, green.

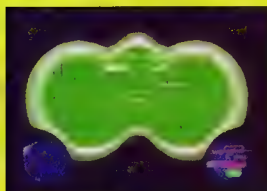
Don't miss the FA-MAS bullets and flak jacket down here. Continue upstairs to the far platform, turn right, and go upstairs to the power-supply switch. Flip it and head back down to take a walk



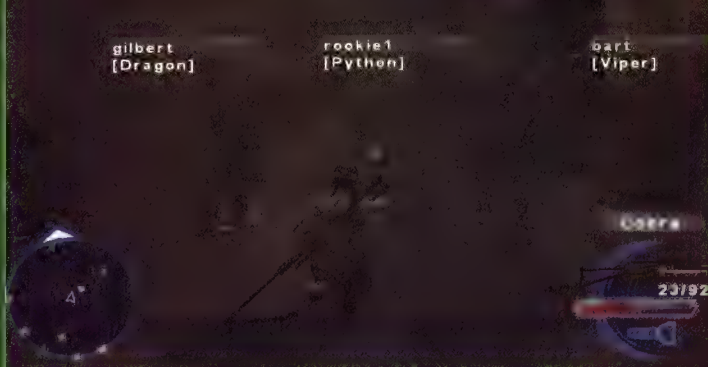
on the newly de-electrified tracks. While heading down this long tunnel, you'll run into guys chucking blinding flashbang grenades at you; if you hear a clink-clink, turn away from the grenade and its effect will be negligible.

At the end of the tunnel is another subway station. Head up to the top of the stairs. To the left is a counter, and behind that counter is Proust, wearing a flak jacket and toting a pretty fierce piece. Hope you've been practicing your head shots. If so, he's history—just one shot is all it takes. If not, you'll have to dance around while you wear down his flak jacket; either way, you'll take him out eventually.

Congratulations, recruit. Assuming you've completed all the previous objectives properly, you have now successfully finished your first Omega Strain mission.



Certain levels will require you to extract hostages or incapacitated civilians. The going's slow with a body stung over your back.



think that players are growing tired of the same old comic-book villains. So, as always, we try to be fair in our depiction of events, and we take care not to offend, but we will not back down from our real-world scenarios.

Want proof? We asked Garvin for a little background to set up the level that you'll be playing on this month's demo disc. "At the end of *Syphon Filter 3*," he tells us, "Gabe is put in charge of a new Agency, Mara escapes from prison, and the future looks bright. In the two years since, Gabe has built a new Agency called the IPCA, a 'black box' oversight agency with the cover name International Presidential Consulting Agency. The primary focus has been investigating a number of suspicious outbreaks of a virus similar to *Syphon Filter*, primarily in third-world countries. The investigation really takes off when Dr. Elsa Weissenger appears out of nowhere. In her detailed deposition, it's revealed that Mara was not working for Hadden, but for some European financier. Right about the same time, a Chechen arms dealer starts making the rounds to black-market arms dealers around the world, offering to sell a bioweapon: the Omega Strain. All hell breaks loose when the Omega Strain shows up in the Michigan port city of Carthage. Gabe sends Mujari to investigate. Mujari disappears, and Gabe sends a new team led by Jimani Gray to find out why. As a new agent, you are assigned to that team, and the game begins."

During the course of the game, the player will help Gabe stop the Chechen terrorists, finally unmask the *Syphon Filter* conspiracy and Mara's connection to it, uncover the man in shadow and even help find a cure for the Omega Strain with their field work.



GETTING IT RIGHT
If you're itching to get your hands on the game, we don't blame you. You got one level with your magazine this month—but you're going to have to wait a while for the final game. It's been delayed until May, from its original planned release date of February. No nefarious villains or global catastrophes caused this delay, though; the game just isn't done yet.

"We were incredibly ambitious from the very start of this project," Reese confesses, "and we were determined to introduce multiplayer in a way that would not detract from the single-player game, but actually enhance it.

Garvin concurs. The leap to the next-generation platform was not nearly as daunting as making the leap to online play," he says. "We were challenged with reinventing *Syphon Filter* for a dynamic online experience, while making sure the single-player game was fun and rewarding, too. We didn't want either to feel tacked on, and I think we've succeeded. We know our fans are anxious to get their hands on the game, but we're convinced they will think the extra time was worth it."

"Our goal always is to make the next game better than the last on all levels: gameplay, story line, characters, weapons, missions, and cool stuff. Thankfully, the genre is huge and we still have a lot of game to build. We've only scratched the surface of what we can do with the *Syphon Filter* world."

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Mild Language
Violence



PlayStation.2

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REVIEWS

Making the world a more perfect place.



ZIN IS IN Old school to the Max

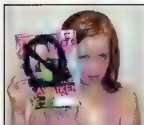
There wasn't a whole lot that was really exceptional this month, but *Maximo vs. Army of Zin*'s vast improvement over its predecessor made it Game of the Month.

MEET THE CRITICS



JOHN DAVISON

John's New Year's resolution: pick a haircut and stick with it. And play more *SOCOM II*.
Current Favorites: *NFSU*, *SOCOM II*, *Prince of Persia*
Favorite Genres: Driving and shooting



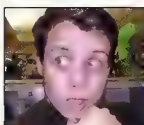
DANA JONGEWAARD

Dana was excited about her new job at *OPM*—till she had to review *American Idol*.
Current Favorites: Anything not based on a TV show
Favorite Genres: RPG, Puzzle, Adventure



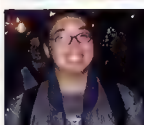
JOE RYBICKI

Joe couldn't decide which frightened him more: *Fatal Frame II* or *Lowrider*.
Current Favorites: *Fatal Frame II*, *SOCOM II*
Favorite Genres: Puzzle, Adventure, Online Shooting



CHRIS BAKER

At the VGA after-party, Chris "accidentally" grazed Jenna Jameson as she walked by.
Current Favorites: *Baldur's Gate: DA II*, *Maximo vs. AOZ*
Favorite Genres: Action, Adventure, Strategy, Sports



THIERRY (SCOOTER) NGUYEN

With Gary gone, Scooter became our Man in Japan. He loves Pocar! Sweat now.
Current Favorites: *FFX-2*, *Prince of Persia*, *Dark Cloud 2*
Favorite Genres: FPS, RPG, pretending to be Japanese



GIANCARLO VARANINI

Giancarlo wants to buy a \$150 wheel just for *GTA Prologue*. Yes, he's an idiot.
Current Favorites: *GTA Prologue*, *R&C*, *Madden*
Favorite Genres: Sports, Action, Driving, Sitting



REVIEWS

PS2 GAMES

- 101 American Idol *
- 105 Baldur's Gate: Dark Alliance II ****
- 101 Blowout *
- 102 Carmen Sandiego: The Secret of the Stolen Drums **
- 101 EverQuest Online Adventures: Frontiers ****
- 102 Fatal Frame II: Crimson Butterfly ****
- 102 Haunted Mansion **
- 103 Intellivision Lives! ****
- 103 leopard! **
- 103 Lowrider **
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- 100 Maximo vs. Army of Zin ****
- 103 Mission: Impossible—Operation Surma **
- 104 Monster 4x4: Masters of Metal ****
- 99 Sonic Heroes **
- 104 Terminator 3: Rise of the Machines **

PERIPHERALS

- 105 2.4GHz Wireless Controller ****
- 105 BFM-V9000 ****



100
CLASSIC

Maximo makes good
use of his big brain.



102
SCARY

Fatal Frame II rocks
because of her terrible



105
FAMILIAR

Return to Baldur's Gate
because it can just make itself



Sonic used to be a relatively simple blue hedgehog. His life revolved around running really fast, freeing cute, fuzzy creatures from their mechanical confines, and occasionally beating the snot out of the evil Dr. Robotnik. But at some point, Sonic Team thought it would be a good idea to give Sonic some animal friends with abilities that complement his speed. These characters added some variation to Sonic's otherwise straightforward adventures, but with *Sonic Heroes*, it's now clear that they've aided in the destruction of a once proud franchise.

Each of *Sonic Heroes'* four teams has a speed character, flying character, and strength character, who has the ability to smash objects and glide. You can switch among these characters at any time during a level, although

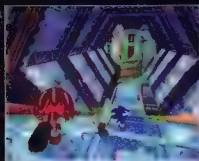
some spots require a specific character's skill to pass. At any rate, with the exception of the Sonic-type speed characters, none of these characters are all that fun to control, mainly because they slow the game's pace. In addition, the speed characters have a tricky jump attack that becomes the source of some major problems later in the game because of its inconsistent behavior—sometimes it works properly and sometimes it doesn't, but either way, it seems to be based more on luck than skill.

But let's give credit where it's due—*Sonic Heroes* is a giant mess on the whole. For starters, you encounter plenty of nice little glitches throughout the game, including random spots where characters just fall through solid objects because of some lame collision detection.

Walking up a ramp only to see Sonic (or whichever furry you're controlling) fall right through it is incredibly irritating, to say the least. Then there's the camera, which isn't actually all that bad, until you try adjusting it manually, which you have to do to find some secret areas. For some reason, the camera doesn't move back to its default position right away, but instead occupies a spot behind the lead character's head, obscur-

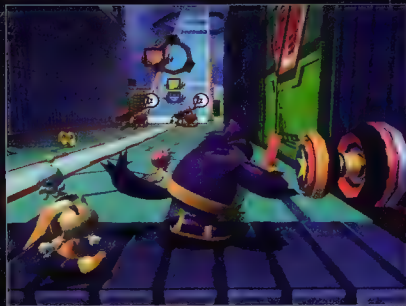
HERO SANDWICH

But hold the suckiness
With the exception of Sonic, and possibly Knuckles, all of the characters in *Sonic Heroes* are just plain stupid.



ing enemies and obstacles and making jumps more difficult.

The lack of polish doesn't end there. The level design for a good portion of the game is sloppy at best, featuring very few truly entertaining moments. It just feels like you're playing through the same section (albeit with a few adjustments) multiple times before the ending area magically appears. Interestingly, the levels for the Chaotix team are a little different than the others—they require you to search for certain items. While this seems like a nice departure initially, it becomes painfully clear that



these are the worst levels, simply because their design really isn't conducive to searching for tiny objects.

If you've been an ardent follower of all things Sonic over the past few years, then you'll likely be disappointed by *Sonic Heroes'* lack of polish. And you'll be more

disappointed by the fact that this game does little to return the series back to what made it so fun to begin with. New characters plus less-than-stellar level design equals disappointment.

Biancarlo Varanini



SONIC HEROES

Where's Sonic going next? Into the garbage can, that's where!



Any old-school gamer who ever laments that "they sure don't make 'em like they used to" hasn't played *Maximo: Ghosts to Glory*—for better or for worse. The debut of Capcom's hero in hearted boxers to 3D is a game-play-driven experience full of platforming and good ol' hack-'n'-slash elements. Only thing is, its obscene difficulty reminds us that some elements pertaining to the games of yore have disappeared for a reason.

Army of Zin moves the series in a positive direction. What *Ghosts* did well, *Zin* does better; what *Ghosts* did poorly, *Zin* improves.

The solid gameplay remains, with a few new attack moves added as well. Maximo can even save himself from falling to his death by sticking his blade into a ledge, then hoisting himself up.

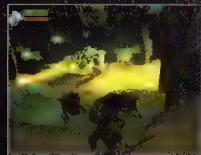
Something also has to be said for the game's look. Though weak in texture use in some spots, *Zin* maintains the original's great graphics and adds some even better music that suits the action at hand. The look of Maximo, his world, and all of its denizens capably blends a feel of cartoonish humor with an all-business, heroic tone. At a time when moral ambiguity marks just about every new videogame star, it's nice to see a character so purely heroic.

In an attempt to further emphasize Maxie's heroism, *Zin* presents him with frequent (arguably too many) chances to save others from the Army of Zin, a robotic legion powered by human life force. If our scar-faced protagonist (the story details the origin of his distinguishing battle mark) rescues a peasant or soldier, he's rewarded with keys, coins, or other useful accessories; saving a peddler (even the ones who



SAVE THE BABES

"My hero!"
Saving dames (and dudos) in peril nets Maximo coins and power-ups.



inexplicably make a living in the human-free, highly dangerous bowels of the earth), can net him powered-up weapons, items, moves...and boxers. These magical BVDs allow for souped-up abilities. My only complaint: You can only equip one at a time, and switching among them grows tiresome. Each boasts useful, but limited, power, so there's no reason you shouldn't permanently possess one's capability once you buy a pair.

Of all *Zin*'s improvements, the most marked is the fun factor. A big part of this has to do with the toned-down difficulty—instead of being next to impossible, *Zin* is merely really freakin' tough. Even when you die frequently (sometimes cheaply), the game never feels unbeatable—and it never is. However, don't be surprised if you start giving the sturdiness of

your controller a workout near the end, when there are too many places to fall to your death (often unfairly, due to camera flaws).

The Death Coins continue system is used again, and it is still frustrating: Running out of coins means starting all the way back at the beginning of a level, instead of at the last checkpoint. Only the most hardcore gamers could possibly enjoy this archaic continue method. This system makes *Zin* more difficult than it ought to be—and it's plenty difficult to begin with.

Still, *Zin* is one fun game for anyone who longs to play 'em like they used to. With a little more refinement, Capcom could have a truly great series on its hands by the time *Maximo 3* comes around.

Chris Baker



MAXIMO VS. ARMY OF ZIN

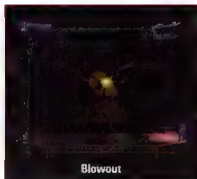
For anyone who longs to play 'em like they used to

JUST A LITTLE POPULAR

When the call went out for auditions for season three of *American Idol*, more than 70,000 people responded.



American Idol



Blowout



American Idol



Blowout

AMERICAN IDOL

Publisher: Coentmasters

Developer: Hothouse Creations

MSRP: \$9999 **ESRB:** Everyone

There's something fundamentally wrong about the fact that you can beat *American Idol*—and not miss a single note—with the sound off.

The game gives you the opportunity to compete against other contestants for a shot at being the next *American Idol*. After making important decisions about things like your wardrobe, hairstyle, and eye shadow intensity, you're allowed to select a song from a list of easy-listening favorites. Rather than have you do any real singing, *American Idol* instead emulates *DDR* and has you punching buttons (or using your dance pad) in time to the music. Simon Cowell, Paula Abdul, and Randy Jackson provide lackluster voiceovers for the evaluations; victories unlock additional outfits.

In addition to competition, there are four other modes, but none of them actually offers any gameplay. In karaoke and party play modes, your character mouths the words to your song of choice, and you're supposed to sit there and sing along. There's no way for the game to rate you, although in party play mode, you and your friends can rate each other. And jukebox mode lets you listen to game characters sing the songs. Whoopee!

There's really no reason to buy this game. If you like karaoke, get *Karaoke Revolution*. If you like punching buttons, *DDR* will fit the bill. And if you actually like the type of music that's performed on *American Idol*, then just tune in to your local lite-rock station.

Dana Jongeward



BLOWOUT

Publisher: Majesco

Developer: Terminal Reality

MSRP: \$999 **ESRB:** Teen

Seeing *Blowout*'s \$10 price tag might lead you to assume that it outright sucks. Not so. It's actually a decided step above all-out mediocrity—a slight one, granted, but still a pleasant surprise.

Blowout most obviously compares to a *Contra* game because of its 2D-shooter look and feel. As the game progresses, you collect a variety of weapons (machine gun, shotgun, flamethrower, etc.) and pretty much just blast the crap out of every mutant insect, crustacean, and what-the-hell-izit in front of you. And while the large boss characters who make no biological sense also have *Contra* written all over them, the game's emphasis on platforming and—welcome or not—backtracking actually sparks memories of old-school *Metroid*.

Meanwhile, its map system seems ripped almost straight out of *Castlevania: Symphony of the Night*.

Come to think of it, the only real hint of originality comes by way of *Blowout*'s control scheme. This could be the only PlayStation game I've ever played that uses almost every button except X. Not a big deal, but worth noting.

Unfortunately, the only thing worth noting about the game's hero, Marshall "Dutch" Cane, is that he's easily the most pathetic attempt at creating a videogame badass I've seen in a long, long time. And do they really have to make a joke about his cigar smoking once every seven minutes? Let the man char his lungs already! Since no one will pay attention to his game, the man deserves a vice.

Chris Baker



3,472

Damage per second each *EQ* player (in a group of 200) had to inflict on The Sleeper (a dragon with 10 billion hit points) in order to kill it within four hours.



EVERQUEST ONLINE ADVENTURES: FRONTIERS

A worthy update—just don't play it alone

Publisher: Sony Online Entertainment
Developer: Sony Online Entertainment
MSRP: \$2999 **ESRB:** Teen

Frontiers is a puzzling game. It's pretty damn good when you're playing with a bunch of cool peeps, but there aren't nearly enough people playing it. And frankly, there won't be unless more of you buy it. But if you're not predisposed to liking MMORPGs in general, much less *EQ2A*, I wouldn't really recommend this game. So, I ultimately find myself wanting to like it more than I actually do like it.

Total newbies to MMORPGs will have a pretty rough beginning with *Frontiers*. While the tutorial is decent, the game still has some newbie-unfriendly elements. For one thing, you can never tell where the hell you are, since there's no in-game map.

But the worst aspect of the newbie experience is the lack of low-level players. In *EverQuest*, you'd often be awash in random people's typings, whether they were selling items, looking for a group, or shrieking for help. After starting a newbie character here, however, I hardly saw anybody—I can literally count the number of people I ran into (besides my coworkers) on one hand. Early on, a quest pretty much requires you to group together, and I had a hard time even doing that.

Contentwise, while the graphical updates seem more like a

touch-up than an overhaul, *Frontiers* adds quite a bit to the core game. The addition of ogres as a race (cool) and alchemist as a class (questionable) are solid. Trade skills have been added for this one, so you're not limited to just killing and looting—you can make a reasonable living by crafting items, just like in the PC game. Finally, there's a whole lotta new areas to explore, with some cool high-level dungeons and quests hidden in the world.

And it's at the higher levels that the EverCrack feeling starts to kick in. New high-level dungeons, such as the Pirate Cove or the Barren Coast, are filled with good players fighting, looting, laughing, and loving—all the good and sociable players are high level. Abilities, spells, and epic quests are all much better at higher levels, as well, but

alas, it takes an obscenely long time to reach these epic levels. You're going to need to kiss most of your life away if you're starting from scratch.

Again, I find myself wanting more people to play *Frontiers*, so I can have a better experience. But I can't just say "go buy this, because odds are, if you don't understand the phrase "I'd druid LFB! will also SOW," then this is not the game for you. Unless you have friends already playing or a high tolerance for monotony, you might want to give *Frontiers* a pass, especially with *Final Fantasy XI* around the corner. But if you're already zipping around Norrath with your cool level-55 monk, then this is a pretty awesome expansion for you.

Thierry Nguyen





FATAL FRAME II: CRIMSON BUTTERFLY

If it doesn't scare you, you're already dead

Publisher: Tecmo
Developer: Project Zero
MSRP: \$49.99 **ESRB:** Mature

Dread is a complex emotion. More powerful than shock (think dogs jumping through windows) or revulsion (dogs with cozzing, four-way-splitting heads jumping through windows), it's much more difficult to sustain. Dread must be nurtured with horror, carefully regulated so as not to desensi-

tize the recipient. Make the horror too frequent, and it becomes commonplace; too infrequent, and the recipient has time to recover.

Crimson Butterfly walks that fine line very well, throwing some disturbing visuals at you before backing off just long enough so you almost start to feel like you're safe...and then coming back at you twice as hard as before. It toys with you coyly, snatching away your flashlight here, swiping your camera there. But to my great relief, it never gets as nasty with you as in the previous game.

Whereas the first *Fatal Frame* requires you to hoard your film and health items like priceless jewels, *Crimson Butterfly* is a bit more generous. Right off the bat, you get an (admittedly weak) endless roll of film, so if things get really bad, you can always fall back on it. Things tend not to get that bad, though, as I found just enough of the more powerful film when and where I needed it. It's a similar situation with health items, which seemed plentiful but not ubiquitous—not so many that you stop feeling nervous, but not so few that you start feeling frustrated. Which leaves you free to feel just plain scared.

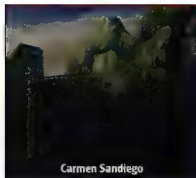
Another great tactic is being forced to lead your twin sister around the village. She has a bad leg and can't run as fast as you, so you're limited to a quick hobble as you try to get away from the specters. Things get even more tense as you learn

that the entire history of the village revolves around sets of ill-fated twins.

These techniques are all the more impressive to me because I found *Crimson Butterfly's* premise to be less scary than the original game's. Perhaps it's the ancient Japanese village setting; I was able to overcome the cultural barrier of the Japanese mansion in *Fatal Frame*, but adding a barrier of time as well as culture—well, it's just too far removed from my life. I guarantee, if this game were set in the suburban Midwest, it would make me weep like a little girl. As it is, it just makes me shake a little. That may also be due to the somewhat less terrifying ghost designs—shades of villagers with torches just don't scare me that much. (Although I must admit that the laughing girl in the bloodstained kimono standing on a pile of corpses did make me want to go find a happy place.)

As with most games like this, your mileage may vary. You may be less willing than I am to suspend your disbelief and give in to the game; you may not be willing to make the commitment of playing only at night, in the dark, with the surround sound cranked up. If so, it may not be as scary for you. But one thing I can guarantee: If you like to be scared, you owe it to yourself to play this game.

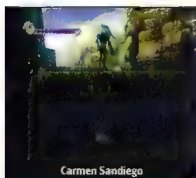
Joe Rybicki



Carmen Sandiego



Haunted Mansion



Carmen Sandiego



Haunted Mansion

CARMEN SANDIEGO: THE SECRET OF THE STOLEN DRUMS

Publisher: BAM! Entertainment
Developer: Artificial Mind & Movement
MSRP: \$39.99 **ESRB:** Everyone

It was with some sadness that I discovered that *Carmen Sandiego: The Secret of the Stolen Drums* does not come with a spiffy *World Almanac*. Those of you who've played these games in the past will also be disappointed to find out that you don't perform investigative work (questioning witnesses, examining evidence) to generate an arrest warrant for a particular criminal, eventually working your way up to catching Sandiego herself. Rather, you get a run-of-the-mill action-adventure game with sprinkles of puzzle solving and fact learning tossed in.

As Cole Gannon, you run around, hit robots and monsters with your staff, collect puzzle pieces, and use said pieces in actual puzzles related to the region (like unscrambling a tribal symbol). The puzzles and between-mission areas give you chunks of educational info, but the rest is just mediocre running, hitting, and jumping action.

For a potentially edutaining game aimed at youngsters, the stealth aspects (you often need to sneak behind Carmen's robots to hit them) are a bit difficult; press too hard on your analog stick, and you're detected right away. Also, the camera gets sticky in the most annoying places.

It's sad to see an old franchise become something so generic—if you're really set on learning something while you game, try listening to *Ulysses* on tape the next time you play *Ratchet & Clank*.

Thierry Nguyen



HAUNTED MANSION

Publisher: THQ Mediasive
Developer: Disney Interactive
MSRP: \$39.99 **ESRB:** Teen

The box office success of both *Pirates of the Caribbean* and *Haunted Mansion* has assured us that we'll be seeing a steady stream of Disneyland-ride-based entertainment over the next few years. Cross your fingers, kids—maybe the next game will be *Mad Tea Party*!

In what passes for plot in *Haunted Mansion*, main character Zeke Holloway stumbles upon a mansion, and he's then charged with eradicating the haunts contained within. Gameplay is very formulaic: Enter a room, fight off the various enemies (spiders, ghosts, knights in shining armor) who attack you, solve the puzzle so you can turn on the light, then use your soul catcher to collect the souls hiding in the room. Also scattered throughout the mansion are various artifacts that earn you extra lives and additional currency.

Combat is incredibly simple, since your only weapon is the soul catcher, which has unlimited ammunition. The game even keeps a tally of the number of souls remaining in a room, so you're never stuck returning to previously explored rooms to see if you've missed any. And if you do die of fright, you'll be resurrected in the exact same spot in battle, as long as you have lives left.

This is by no means an original game, nor is it very challenging, but I still had a decent time playing it. If you enjoy puzzle solving and are looking for a way to kill an afternoon, there are worse ways you could spend your time.

Dana Jongewaard

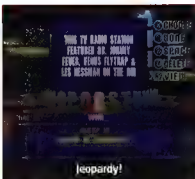


DID YOU KNOW?

Intellivision's *Major League Baseball* (1983) was the first licensed sports game. It's just *Baseball* in *Intellivision Lives!*



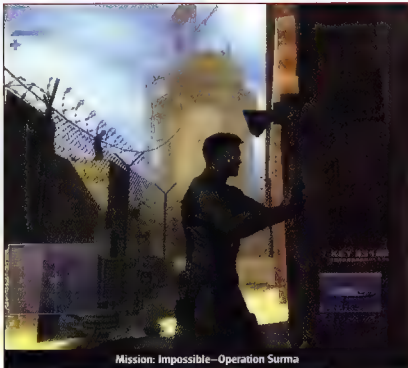
Intellivision Lives!



Jeopardy!



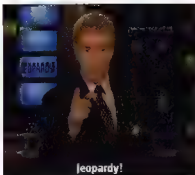
Lowrider



Mission: Impossible—Operation Surma



Intellivision Lives! (Shark! Shark!)



Jeopardy!



Lowrider

INTELLIVISION LIVES!

Publisher: Crave

Developer: RealTime

MSRP: \$1999 **ESRB:** Everyone

"And so I sit here / With a condition / I really need my / Intellivision."

So laments the unnamed singer of "My Intellivision," one of eight amusing tracks inspired by Mattel Electronics' early-'80s system that are included as background for *Intellivision Lives!*. Truth be told, I've kinda been feeling the same condition myself lately—inner nostalgia has screamed at me to return to the games of my first console.

Only thing is, now that my condition is remedied, I've figured out a name for it: as-soon-as-I-actually-play-these-again-I'll-find-out-how-crappy-most-really-are-itis.

That's not to say *Lives!* isn't worth picking up—in fact, I'd encourage it for children of the '80s or hardcore gamers who yearn for a better understanding of gaming history. A few commercials starring the late George Plimpton enhance the package, as do the funny, interesting production notes. You even get an idea of what the system's odd controller was like by hitting Select in the middle of any game—some games even *require* it.

And just because most of the 60-plus games in this collection are nearly unplayable by today's standards (don't let *Frog Bog*'s amazing day-and-night graphics make you forget that its control totally bites), that doesn't mean they all blow. In fact, some remain downright fun (most notably *Night Stalker*, *Snafu*, *Baseball*, and *Shark! Shark!*). Of course, another 60 or so games are excluded, mostly for licensing reasons. But you can't have everything. Most suck anyway

Chris Baker



JEOPARDY!

Publisher: Atari

Developer: Artech Studios

MSRP: \$2999 **ESRB:** Everyone

He may yield to Johnny Gilbert when it comes to presenting the 5,200 answers in PS2 *Jeopardy!*, but Alex Trebek has been kind enough to visit this review to offer a few that missed the cut. Lionel Richie has, for no apparent reason, also stopped by to correctly question each answer. Take it away, Alex....

ALEX: Thank you, Chris. The category: Laziness. The answer: Just as it did with *Wheel of Fortune*, Artech has cut serious corners with *Jeopardy!*, making only these minuscule updates to the three-year-old PS1 version.

LIONEL: What are new answers and partially improved graphics?

ALEX: Correct! Next category: Obvious Omissions.

Answer: With a USB port included on every PS2, Artech was foolish to leave out compatibility with this device for *Jeopardy!*.

LIONEL: What is a keyboard? Do that to me one more time, Alex!

ALEX: Indeed. The category: Annoyances. Answer: The creepiest thing in PS2 *Jeopardy!*.

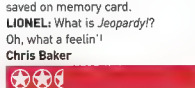
LIONEL: What is the freaky full-motion video of you, Alex? Ooh, I could do this *all night long!*

ALEX: Precisely. Final category: Total Mediocrity. The answer: This entirely uninspired PS2 game may satisfy diehard fans of the show it's based on, but only because of features like a sample contestant exam and a contestant profile saved on memory card.

LIONEL: What is *Jeopardy!*?

Oh, what a feelin'!

Chris Baker



LOWRIDER

Publisher: Jaleco

Developer: Pacific Century Cyber Works

MSRP: \$3999 **ESRB:** Teen

No matter what else you say about *Lowrider*, you can't claim it's pretty. From the menu screens to the low-polygon vehicles to the hilarious, badly drawn 2D crowds, this car-bouncing rhythm game (which in itself sounds like a weird joke) looks like the kind of thing a couple of bored college students would put together in their free time. Or maybe a couple of horny college students would be more accurate, judging from the leading screens (why does Whitesnake come to mind?) and the assortment of just-barely-PG-13 hood murals offered as customizations for your ride.

The ultrasimplistic gameplay doesn't do much to change the first impression delivered by the bargain-basement presentation. The gameplay consists mostly of timed bounces. You get points for bouncing well (I swear I'm not making any of this up), and winning a round nets you cash, which you can then use to gradually turn your junkyard salvage job into a head-turning land shark.

I know this all sounds ridiculous, and it is. And yet, there's a certain goofy, tacky charm to the game that's oddly appealing. Maybe I'm a sucker for the so-bad-it's-good vibe, but cruising down the San Diego strip while cartoony, paper-thin spectators call out the bounces they want to see—to me, that's comedy. It ain't worth 40 bucks by any stretch of the imagination, but it's sure to be a trophy find when it hits the clearance bins.

Joe Rybicki



MISSION: IMPOSSIBLE OPERATION SURMA

Publisher: Atari

Developer: Paradigm Entertainment

MSRP: \$4999 **ESRB:** Teen

Some games feel all wrong from the moment you put the disc in, and *Mission: Impossible* is one of them. On paper, it has all the necessary parts to make it something very special indeed, but it fails to deliver on its promises. It desperately, desperately wants to be *Splinter Cell*, but if that's what you're expecting, you're going to be sorely disappointed. It does not act as good, the voice work isn't as good (I didn't realize Vin Phames was in it until someone told me, and Ethan sounds more like Snake than Tom Cruise), and most important, the controls aren't as good.

Although not as bad as *Tomb Raider*, *MI* is marred by an appallingly complex control system that (if you're anything like me) you'll never get used to. The camera system is partly to blame. The left analog stick is, predictably, used for movement and the right is used for the camera. But for some reason, everything on the right stick is ass backwards. Fortunately, you can invert the vertical movement, but you're stuck with a lateral system where moving the stick to the left moves your view to the right. The net result is that, more often than not, you'll end up moving it the wrong way.

This isn't the only problem: Simply trying to make Ethan perform the moves of an action hero feels unnecessarily convoluted. Pulling a gun and shooting at a guard requires you to tap the D-pad, the equip button, the action button, and then the fire button before you can drop him. Why couldn't they have stolen *Splinter Cell*'s controls while they were

stealing some of its other ideas?

As in the movies, gadgets play a big part—but the logic of how you come to acquire them is never adequately explained during missions, so you often start out with very little in your possession, but then find yourself suddenly equipped with a fancy techno marvel just by walking down a flight of stairs.

Some attempt has been made to provide a degree of freedom to the gameplay. White Atari would have us believe that it's "open ended," what it really means is that you can either kill everyone or you can sneak around. Either action takes you to the same place in the story, though, so it's no more "open ended" than the games it's trying to imitate. Which kinda sums up the whole game. As it's sure to imitate plenty, but it fails to equal any of its peers.

John Davison



Mission: Impossible—Operation Surma



Mission: Impossible—Operation Surma



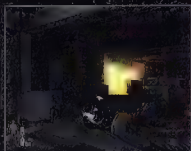
REVIEWS

Practiced
bravado?!

Come on.

...AND NOT SO BIG MONEY

After three months, *Terminator 3* still hadn't made its money back at the box office. Duh.



MAX PAYNE 2: THE FALL OF MAX PAYNE

The bigger they come...

Publisher: Rockstar

Developer: Remedy

MSRP: \$49.99 ESRB: Mature

I think I liked the first *Max Payne* more than a lot of people. This is probably because I took all that over-the-top film noir narration as somewhat tongue-in-cheek. [Though how you could possibly take lines like "The sun went down with practiced bravado" seriously is beyond me.] I thought the first game had a lot of technical issues, but in my mind, the story and the gameplay were enough to counteract those weaknesses.

It's a similar situation with *Max Payne 2*—only this time, there isn't quite enough on the gameplay side of the scale to outweigh the dumb technical problems.

At least they're not the same problems as in the last game, but honestly, that doesn't really make them any less annoying. It's now possible to skip cinematic, for example—but you often do so at the price of having to watch a loading screen.

Speaking of loading screens, you'll become very familiar with them, due to the frustrating save system and the multitude of cheap deaths. For some reason, the game has neither checkpoints nor an autosave function, so anytime you want to save your progress, you need to head out to the main menu and do it there. That's not a huge annoyance in itself (though a quick-save would have been most welcome), but combined with the fact that you have to sit



through a good 30 seconds of loading every time you die—even if you died in exactly the same spot as your last save—it gets pretty excruciating.

And you'll be dying a lot. I don't know whose idea it was to include so many jumping segments, but I see two possible remedies: Either a) fire that person and never speak of this again, or b) improve the controls so that you're not as likely to just slide off ledges, ladders, and platforms. Being able to, I dunno, walk instead of having to run all the time might be a good start. Adding options for controller sensitivity would help things, too.

I know I'm sounding very negative here, but I gripe about these things only because the game itself is so good. The story, while not as unnerving as the original, is still more interesting than just about any other

videogame plot; what other game lets you play through the main character's twisted dreams?

Other highlights include the revamped bullet time (it's not just for diving anymore!), the dramatically improved physics (exhibited best when defenestrating an enemy with the help of a shotgun), the frequently witty script, the introduction of a second playable character, and the significant increase in non-playable characters for Max to interact with.

The bottom line: *Max Payne 2* is still a blast to play—it's just that you're likely to spend as much time watching cinematics, storyboards, and loading screens as actually playing the game. For a six- to eight-hour game, that's just not right.

Joe Rybacki



Monster 4x4: Masters of Metal



Terminator 3: Rise of the Machines



Monster 4x4: Masters of Metal



Terminator 3: Rise of the Machines

MONSTER 4X4: MASTERS OF METAL

Publisher: Ubisoft

Developer: Clear Channel Entertainment

MSRP: \$29.99 ESRB: Everyone

Sunday! Sunday! Sunday! Monster trucks collide with PlayStation 2! Grave Digger, Madusa, Prowler, and Bulldozer—see all of your favorite monster trucks as they go head-to-head on exciting open-circuit courses, smashing their way to the finish line! Smash! Smash! Smash! Fences, lampposts, skating rinks—nothing is safe! Don't like outdoor races? Fine! Check out the traditional stadium tracks for a taste of what it's like to really control a monster truck! These bad boys don't steer like your mom's station wagon! You might even have trouble adjusting to these behemoths, but that only means more crashes! The real pros can demonstrate their skills in the driving challenges! Like wheelies and doughnuts? This game has them! But, who cares? Stadium racing and skill challenges aren't as fun as outdoor racing, unless you're playing with a bucket of nachos sitting next to you! Nachos! Nachos! Nachos!

Looking for a serious challenge? Then don't bother with *Masters of Metal*! The competition drives like a raccoon drunk on moonshine! Drunk raccoons! An entire career lasts only a matter of hours! Where do you go when you've completed everything and become the champion? Nowhere! Nowhere! Nowhere! Because there's no reason to keep playing!

Masters of Metal offers inconsistent fun and excitement! Tickets are only \$30 at the gate, but there are better shows in town!

Giancarlo Varanini



TERMINATOR 3: RISE OF THE MACHINES

Publisher: Aron

Developer: Black Ops Ent

MSRP: \$29.99 ESRB: Teen

A game that reenacts the actual war with the machines that's only glimpsed at during the course of the three *Terminator* movies could have worked. Instead, what you get is a generic shooter [with fighting elements] made even worse by what appear to be totally amateur design gaffes.

The destructible environments don't really explode—walls and columns simply disappear when fired at. The auto lock-on disguises the crapacular hit detection: A rocket to the head sails right through said head. Also, while California's governor may not be the fastest robot around, that doesn't excuse the obscenely long weapon-switching times (if it takes Terminators 10 seconds to go from an empty gun to a live one, how the hell are they winning?). The one piece of *Terminator* flavor: a series of painfully unfunny quips from the Governor himself.

At first, the fighting portion looks snazzy...until you notice that all you need are three kicks, a throw, then repeat. Whether you're fighting a T900 or the TX, it doesn't matter—they all fall for that brain-dead tactic.

Really, the best thing on this disc is the *T3: Redemption* demo and the "Sergeant Candy" video (also included on the T3 DVD). It is, thankfully, a roughly four-hour affair, but that time is probably better spent actually watching the two excellent (and one decent) *Terminator* movies.

Thierry Nguyen



FUN WITH ACRONYMS

If the BFM-V9000 follows traditional gamer naming conventions, the "B" stands for "big" and the "M" stands for "monitor"...



2.4 GHz Wireless Controller



BFM-V9000



2.4 GHz Wireless Controller



BFM-V9000

2.4GHZ WIRELESS CONTROLLER

Manufacturer: Logitech

MSRP: \$34.99

Why is 2.4GHz so important that it's actually part of this controller's name? Because the vast majority of wireless controllers operate on the 900MHz band, which is both slower and more prone to interference from household devices. While this is not a problem in many applications, 2.4GHz is where you want to be for timing-intensive games such as shooters and platformers.

GET DISCONTINUED

The best of the rest in wireless. You get what you pay for, mostly. Cordless Controller: ****
2.4GHz - Logitech - \$39.95
Chameleon Wireless: ***
900MHz - Pelican - \$34.95
Predator Wireless: **
900MHz - Pelican - \$39.95

The only other wireless controller I'm aware of that operates on the 2.4GHz band is Logitech's fine wireless unit. But Hip Gear's product here has one advantage over Logitech's: Its D-pad is actually usable.

On Logitech's controller, the D-pad is recessed, making it far too easy to dig your thumb or down while you're trying to hit Left or Right. Many other wireless pads suffer from similar malaises.

Hip Gear's pad has the opposite problem: The buttons are set so high, with so much dead space, that you have to hit them much more firmly than on a standard DualShock. That's not to say Hip Gear's pad is uncomfortable—just be prepared to get your ass kicked while you get the hang of it.

Joe Rybicki



BFM-V9000

Manufacturer: Elite Interactive

MSRP: \$34999

No, the price isn't a misprint. For the price of a decent 27-inch flat-tube TV, you can be the proud owner of a 13-inch LCD screen. Someone held me back; I'm tempted to rush to the store right now.

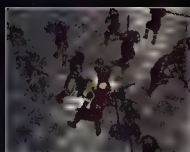
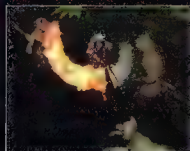
Sorry, I'll quit the sarcasm. In all seriousness, the BFM is a well-designed, stylish product. The TFT LCD is supported by an integrated tripod system that is surprisingly sturdy. It comes with two small speakers that slide into the sides of the screen in an ingeniously compact fashion, and—my favorite feature—an S-video cable that carries both video and audio in a single plug. Why doesn't my TV at home have this?

The unit feels fairly sturdy, and surprisingly heavy, so it probably won't tip over or slide around if you put it on, say, a coffee table. This is all good.

What's not so good is the fact that the screen is astonishingly dark; I set the game and the screen to their highest possible brightness settings and still could barely see a thing in *Fatal Frame*. Even the brightest sections of *Prince of Persia* look as though a storm's moving in. The screen also seems to lack a certain crispness; this is surprising for a TFT screen, and there's no sharpness control to fix it. On top of everything, the unit I reviewed had odd vertical bands of brightness, which I couldn't seem to get rid of.

Plus, in case I hadn't mentioned it, it's three hundred fifty dollars. If you're desperate for something portable that's also fairly large, you might consider it. Maybe.

Joe Rybicki



BALDUR'S GATE: DARK ALLIANCE II

Just wait for Champions of Norrath

Publisher: Vivendi Universal

Developer: Black Isle

MSRP: \$49.99 ESRB: Teen

I might not seem fair to compare a finished game like *Baldur's Gate: Dark Alliance II* to an incomplete one such as Sony Online's similar action-RPG, *Champions of Norrath*, due out in a few months. But when the unfinished title already beats the completed product, that says a lot. Fortunately, that's more of an endorsement for *Champions* than a damning of *Dark Alliance II*. Still, the latter is disappointing even compared to its predecessor.

Things start off well enough for *Dark Alliance II* when you notice you have five characters to choose from instead of the last game's three. However, they all seem somehow less appealing—and not just because, like all other characters in the game, they look worse than those in part one. The fact that you have no way to immediately customize their looks or battle stats (as you can in *Champions*) also takes a bit away from the RPG-ness of it all.

Thankfully, each time your character levels up, you have plenty of customization options. Do you spend all your points on low-power spells that you can progressively soup up, or do you save them until you level up again to, for example, grant Dorn the Barbarian the ability to wield two-handed weapons in one hand? It's fun strategy, but nothing you haven't seen if you played the last game (and not-



ing you won't see soon enough in *Champions*).

In fact, the only thing you really haven't seen before in a PS2 game like this is the ability to forge your own powered-up weapons. However, this only really amounts to granting a cool name to your blade (something like "+1 Remarkable Great Axe of Might") with a slight boost to its actual effectiveness.

With a few exceptions, the forgettable dungeons in *Dark Alliance II* tend to feel blindly laid out by runners-up in a "create your own *Dark Alliance* level" contest. I don't remember encountering so many narrow halls in the last game—the layout also highlights how slowly the camera moves.

Furthermore, with *Champions*: breathing down its neck, how can *Dark Alliance II* lack not only any online capability, but also



the option to team up with three friends? It's still a two-player-only affair. A fun one, granted, but the more the merrier.

Complaints aside, it's tough to mess up a game that uses the same technology as the best *Diablo*-style game ever on a console. If incessant hack-n-slash doesn't bore you, *Dark Alliance II* has enough solid gameplay to entertain you until *Champions*. But you're better off waiting.

Chris Baker





REPLAY

Making you all pringles of gaming.



PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number 1 indicates its rank in the top-selling games for each system. ♣ indicates game supports online play.

GAME	PUBLISHER	SCORE	ISSUE
Jack//INFECTION	Bandal	4.5	65
Jack//MUTATION	Bandal	4.5	69
Jack//OUTBREAK	Bandal	4.5	73
Jack//QUARANTINE	Bandal	4.5	76
18 Wheeler American Pro Trucker	Acclaim	4.5	52
4x4 EVO	GOD Games	4.5	44
2002 FIFA World Cup	EA Sports	4.5	58
100 Combat: UK: Shattered Skies	Titus	4.5	53
Activision Anthology	Activision	4.5	64
Aero Elite: Combat Academy	Sega	4.5	67
The Adventures of Cookie & Cream	Ageec	4.5	44
Aggressive Inline	Acclaim	4.5	59
Altitude	Namco	4.5	53
Aliens Versus Predator: Extinction	EA Games	4.5	72
All-Star Baseball 2002	Acclaim	4.5	44
All-Star Baseball 2003	Acclaim	4.5	56
All-Star Baseball 2004	Acclaim	4.5	67
Alter Echo	THQ	4.5	73
Amplitude	Sony CEA	4.5	68
Antz Extreme Racing	Empire	4.5	61
Ape Escape 2	Ubisoft	4.5	70
Aqua Aqua	3DO	4.5	42
Arc the Lad: Twilight of the Spirits	Sony CEA	4.5	70
Arctic Thunder	Midway	4.5	50
Armored Core 2	Ageec	4.5	39
Armored Core 2: Another Age	Ageec	4.5	48
Armored Core 3	Ageec	4.5	61
Army Men: Air Attack	3DO	4.5	44
Army Men: Green Rogue	3DO	4.5	45
Army Men RTS	3DO	4.5	56
Army Men: Sarge's Heroes 2	3DO	4.5	45
ATV Offroad Fury	Sony CEA	4.5	58
ATV Offroad Fury 2	Sony CEA	4.5	64
ATV Quad Power Racing 2	Acclaim	4.5	66
Auto Modellista	Capcom	4.5	69
Backyard Wrestling: Don't Try This at Home	Eidos	4.5	75
Baldur's Gate: Dark Alliance	Interplay	4.5	52
Barbarian	Titus	4.5	57
Bass Strike Virtual Fishing Tournament	THQ	4.5	51
Batman: Rise of Sin Tzu	Ubisoft	4.5	74
Batman: Vengeance	Ubisoft	4.5	51
Battle Engine Aquila	Atari	4.5	65
Battlestar Galactica	Vivendi Universal	4.5	76
Beyond Good and Evil	Ubisoft	4.5	75
Big Mutha Truckers	Empire	4.5	71
Bionic: The Game	EA Games	4.5	75
Black & Bruised	Majesco	4.5	67
Blade II	Activision	4.5	62
Blood Omen 2	Eidos	4.5	57
BloodRayne	Majesco	4.5	63
Bloody Roar 3	Activision	4.5	47
Bloody Roar 4	Konami	4.5	75
BMX XXX	Acclaim	4.5	65
Bombastic	Capcom	4.5	72
Breath of Fire: Dragon Quarter	Capcom	4.5	67
Britney's Dance Beat	THQ	4.5	58
The Bouncer	Square EA	4.5	42
Bruffy the Vampire Slayer: Chaos Bleeds	Sierra/Fox	4.5	73
Burnout	Acclaim	4.5	52
Burnout 2: Point of Impact	Acclaim	4.5	63

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PRINCE OF PERSIA: THE SANDS OF TIME

Fantastic fountains

Before you play the game, you might want to freeze time and read our handy guide to the 10 magic fountains.

INSIDE REPLAY

110 Final Fantasy X-2

In just two pages, we tell you how to finish the whole game with a 100 percent rating. Packed full of both finality and fantasy—all just for you!

PS2 Games

- 113 Jak II
- 107 Medal of Honor: Rising Sun
- 116 Need for Speed Underground
- 109 Ratchet & Clank: Going Commando
- 118 Reader Reviews
- 120 Rewind
- 112 Tony Hawk's Underground

114 SOCOM II: U.S. Navy SEALs

Soldiers always appreciate good intel before going into a hot zone. That's why we gave you annotated maps—so you can be a crack-jack militiaman.



112 TRICK!

Tony Hawk's Underground
Specials for special people



116 DRIFT!

Need for Speed: Underground
Roads for adults, you see



120 REWIND!

February 1999

GAME	PUBLISHER	SCORE	ISSUE
Butt-Ugly Martians: Zoom or Doom!	Crave	73	
Cabela's Big Game Hunter	Activision	67	
Cabela's Dangerous Hunts	Activision	76	
Cabela's Deer Hunt 2004 Season	Activision	74	
Capcom vs. SNK 2	Capcom	51	
CART Fury	Midway	47	
Casper: Spirit Dimensions	TDK Mediatrice	50	
Castlevania: Lament of Innocence	Konami	74	
The Cat in the Hat	Wendy Universal	76	
Chaos Legion	Ubisoft	70	
Chessmaster	Capcom	70	
Chopper: Crisis Shield	Xicat	69	
City Crisis	Take 2	68	
Clock Tower 3	Capcom	68	
Colin McRae Rally 3	Codemasters	68	
Commandos 2: Men of Courage	Eidos	62	
Conflict: Desert Storm	Gotham Games	63	
Conflict: Desert Storm II	Gotham Games	74	
Conflict Zone	Ubisoft	63	
Contra: Shattered Soldier	Konami	64	
Cool Boarders 2001	Sony CEA	66	
Crash Bandicoot: The Wrath of Cortex	Universal	76	
Crash Nitro Kart	Wendy Universal	76	
Crucy Ltd.	Acclaim	46	
Crouching Tiger, Hidden Dragon	Ubisoft	74	
Culdoop	SNK	75	
Dark Angel: Vampire Apocalypse	Metro	49	
Dark Cloud	Sony CEA	66	
Dark Cloud 2	Sony CEA	66	
Dark Summit	THQ	52	
Devil May Cry	Capcom	59	
DDRMAX	Konami	63	
DDRMAX 2	Konami	74	
Dead or Alive 2: Hardcore	Tecmo	59	
Dead to Rights	Namco	65	
Def Jam: Fight for NY	EA Sports Big	67	
Defender	Midway	62	
Deus Ex: The Conspiracy	Eidos	56	
Devil May Cry 2	Capcom	66	
Dino Stalker	Capcom	61	
Disaster Report	Agecat	65	
Diogenes: Hour of Darkness	Allianz	72	
Disney Golf	EA Games	61	
Dion's Extreme Skate Adventure	Activision	63	
Dion's PK: Out of the Shadows	Ubisoft	63	
Donald Duck: Go! Quackers	Sony CEA	64	
Downfall	Titus	47	
Downfall: Dominion	Sony CEA	71	
Dr. Muto	Midway	65	
Dragon Ball Z: Budokai	Atari	63	
Dragon Ball Z: Budokai 2	Atari	74	
Dragon Rage	3DO	56	
Drakan: The Ancients' Gates	Sony CEA	53	
Driven	Bam	52	
Driving Emotion Type-S	Square EA	41	
Driving Racers	EA Games	64	
Dropsite	Bam	57	
Dual Hearts	Atari	61	
Dynasty Tactics	Koei	68	
Dynasty Tactics 2	Koei	74	
Dynasty Warriors 2	Koei	58	
Dynasty Warriors 3	Koei	52	
Dynasty Warriors 3: Xtreme Legends	Koei	65	
Dynasty Warriors 4	Koei	68	
Dynasty Warriors 4: Xtreme Legends	Koei	75	
Ecco the Dolphin: Defender of the Future	Acclaim	56	
Egg Mania: Eggstreme Madness	Kernco	61	

GAME	PUBLISHER	SCORE	ISSUE
eJay Clubworld	Crave	73	
Endgame	Empire	59	
Enter the Matrix	Atari	71	
Eternal Fantasia	Konami	49	
Escape From Monkey Island	LucasArts	65	
ESPN College Hoops	Sega Sports	76	
ESPN International Track & Field	Konami	39	
ESPN International Winter Sports 2002	Konami	54	
ESPN MLS Extra Time	Konami	44	
ESPN National Hockey Night	Konami	45	
ESPN NBA 2Night	Konami	42	
ESPN NBA 2Night 2002	Konami	56	
ESPN NBA Basketball	Sega Sports	75	
ESPN NHL Hockey	Sega Sports	73	
ESPN NFL Football	Sega Sports	72	
ESPN Wimmer X Games Snowboarding	Konami	41	
ESPN Wimmer X Games Snowboarding 2002	Konami	53	
ESPN X Games Skateboarding	Konami	49	
Eternal Ring	Agecat	38	
Eve of Extinction	Eidos	56	
Everblue 2	Capcom	66	
Everquest	Agecat	39	
EverQuest Online Adventures	Sony Online Ent.	66	
Evil Dead: A Fistful of Boomstick	THQ	70	
Evil Twin	Ubisoft	52	
Evolution Skateboarding	Konami	63	
Evolution Snowboarding	Konami	65	
Extermination	Sony CEA	48	
Extreme-G III	Acclaim	50	
Eye Toy	Sony	78	

Score well in "Boogie Down." Get a high enough score, and you now have even more songs to wail, boogie down to.

F1 2001 EA Sports **72**

FL 2002 EA Sports **60**

F1 Career Challenge EA Sports **71**

FL Championship Ubisoft **43**

FL Championship Season 2000 EA Sports **41**

Fantavision Sony CEA **40**

Fatal Frame Tecmo **55**

Ferrari F355 Challenge Sega **61**

FIFA 2001 Major League Soccer EA Sports **39**

FIFA Soccer 2001 EA Sports **51**

FIFA Soccer 2002 EA Sports **75**

FIFA Soccer 2004 EA Sports **75**

We had a hard time finding any good titles or codes, and we know that there are a lot of your soccer fans out there. So why don't ya help us out with some tips for FIFA? Thank you much!

Fighter Maker 2 Agecat **64**

Final Fantasy X Square EA **53**

Final Fantasy X-2 Square Elin EA **75**

We just told you how to get 100% complete in the game (see page 130)! What more do you want? Come back next month.

Finding Nemo THQ **71**

Fireblade Midway **59**

Fisherman's Challenge Konami **67**

Ford Racing 2 Gotham Games **76**

Forever Kingdom Agecat **53**

Formula One 2001 Sony CEA **50**

Freaky Flyers Midway **72**

Freedom Fighters EA Games **73**

Freestyle EA Sports Big **59**

Freestyle Metal X Midway **77**

Frequency Sony CEA **52**

Frogger: The Great Quest Konami **69**

Frogger's Adventure: The Rescue Konami **76**

Fugitive Hunter Encore **76**

FunKasner Flex's Digital Hit Factory XS Games **76**

MEDAL OF HONOR: RISING SUN

Multiplayer abilities



Choose the best character for your individual playing style with the help of this handy chart, courtesy of our friends at Prima.

MULTIPLAYER CHARACTERS KEY

- Accuracy** A high score indicates better firing accuracy.
- Aggression** A high aggression score indicates a tendency to attack rather than look for more powerful weapons/armors; it also means one is more likely to pursue enemies.
- Defensive** A high rating indicates a greater likelihood to attack rather than look for a health pack; table value is the health ratio threshold for retreating for health [a higher rating means less retreating].
- Camping** A high value indicates a preference for camping or sitting in an ambush point.
- Teamwork** A high value relates to better cooperation with teammates [Team Deathmatch only].
- Grenades** A high value means more likely to use grenades.
- Jumping** A high value means more likely to jump when strafing.
- Crouching** A high value indicates a tendency to crouch when camping or using cover.
- Fine Rate** A high value indicates an increased rate of fire.
- Dodging** A high value indicates a better dodge chance [quieter reaction speed].

ALLIES

Name	Accuracy	Aggression	Defensive	Camping	Teamwork	Grenades	Jumping	Crouching	Fire Rate	Dodging	Total Score
Zaitic	2	2	2	1	4	2	8	5	1	36	
Rickshaw Joe	3	7	5	2	1	10	5	5	1	33	
Tanaka	5	1	8	6	8	2	3	7	3	41	
Spinnelli	4	4	5	5	6	6	3	9	4	45	
Tarver	2	7	2	7	5	3	6	4	5	7	49
Raj	5	10	10	5	1	6	1	8	5	1	52
Jee	6	5	10	2	10	4	3	7	6	7	56
Geoff	6	5	8	6	6	5	6	6	6	5	59
Leefer	5	6	6	4	4	4	10	4	10	10	63
Danno	7	5	10	5	10	8	4	5	7	1	67
Floyd	7	10	4	10	10	7	3	7	7	69	
Silva	10	6	5	9	7	5	6	8	4	1	71
Laurin	9	9	10	8	5	5	5	8	7	7	75
Bromley	9	10	10	6	5	9	6	5	8	8	82
Harrison	10	9	10	10	8	7	9	10	10	8	87

AXIS

Name	Accuracy	Aggression	Defensive	Camping	Teamwork	Grenades	Jumping	Crouching	Fire Rate	Dodging	Total Score
Illyuma (Stone worker)	2	2	2	7	1	4	2	8	9	8	56
Ukuma (Coal)	3	2	1	2	8	1	1	7	6	3	36
Kaipo (Sea creature)	5	1	8	6	6	2	3	3	2	3	41
Kandler	4	7	3	10	2	8	4	9	4	6	65
Roda	7	7	7	7	5	3	6	4	5	7	69
Toragami (Tiger)	7	10	10	2	7	0	1	6	7	1	52
Seiguel	6	5	7	2	10	4	3	5	6	7	55
Morja	6	6	6	6	6	6	6	6	6	6	54
Dogan	5	6	6	4	4	4	10	4	10	10	66
Fukami	7	5	5	10	2	4	8	7	5	6	67
Takeuchi	7	10	5	10	10	7	3	7	7	69	
Heigen (Camper)	10	6	8	9	7	5	6	6	6	1	71
Oomoro	9	8	5	4	1	10	8	6	10	25	
Shogun	10	10	10	2	10	10	9	7	10	10	85
Matsuno	10	10	10	1	7	9	10	4	10	8	85



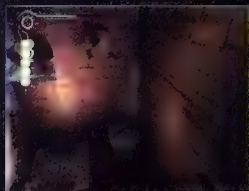
PRINCE OF PERSIA: THE SANDS OF TIME

Boost the Prince's health by drinking from all 10 magic fountains



1) THE GUEST ROOMS

Before jumping down to the lower floor of the guest rooms, slip through the circular hole in the wall. Follow the glowing hallway to the magic fountain.



2) COURTYARD

Locate the block in the corner of the alcove where the sand cloud was located. Stand atop this block, run up the wall on the right, then leap across to grab the ledge. You'll find a corridor on the other side.



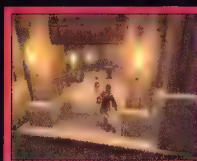
3) THE TOWER

At the top of the tower, before you climb the ladder, turn to the left and run along the wall under the buzz saw to reach the hole in the wall. Follow the corridor to the mysterious rope bridges.



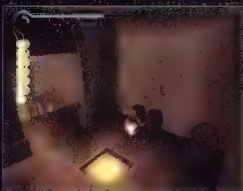
4) THE BATHS

After getting your new sword, stop halfway down the secret corridor and locate the cracked section of wall on the right. Use the sword to smash through the wall.



GO OLD SCHOOL

Relive the original Prince of Persia by playing the original game on the PlayStation 2. The game is available on the PlayStation Store for \$19.99. You can also find the game on the PlayStation 3 and PlayStation 4. The game is available on the PlayStation Store for \$19.99. You can also find the game on the PlayStation 3 and PlayStation 4. The game is available on the PlayStation Store for \$19.99. You can also find the game on the PlayStation 3 and PlayStation 4.



5) THE STABLES

Don't exit the stables after opening the gate! Instead, smash through the barrels and the cracked masonry near the floor switch to reveal another mysterious corridor leading to another magic fountain.



6) THE PALACE RESERVOIR

Before you climb the rope out of the reservoir, swing into the uppermost archway. Run up the wall opposite the archway and leap for the bar. Swing across to the cracked wall and bust it open.



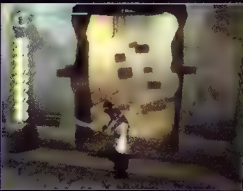
7) HALL OF LEARNING

Run along the wall on the upper level; go past the two sets of buzz saws to the ledge with the shiny blue energy crystal on it. Smash through the weak spot in the wall.



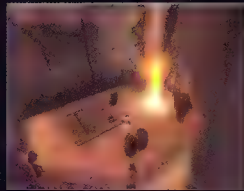
8) THE PRISON

Enter the corridor leading out of the prison area and locate the cracked wall on the right. Smash through the wall to uncover another secret passage.



9) THE TOWER OF DAWN

There is a cracked wall prior to the final left turn in the corridor leading from the entrance to the tower. Break through the wall to reveal another secret passage.



10) SCALING THE FOUNDATION

After your first battle with the black sword, drop from the edge by the sand cloud. Shimmy around, drop to the bar, and flip up into the room above. Smash through the door.

RODICI

Prince of Persia: The Sands of Time. Karateka went on to sell 500,000 copies.

NO RARITANUM

Even Berkeley. Just look at your periodic table for proof.

GAME	PUBLISHER	SCORE	ISSUE
For Fighters: Viggos Revenge	Acclaim	46	
Furunaia	Vivendi Universal	72	
G.I. Jockey 3	Koe	69	
Gadget Racers	Conspiracy	59	
Galeanos: Ash	Sammy	61	
Gallup Racer	Tecmo	46	
Gallup Racer 2003: A New Breed	Tecmo	69	
Gauntlet: Dark Legacy	Midway	46	
The Getaways	Sony CEA	66	
Giants: Citizen Kabuto	Interplay	51	
Gitanoro: Man	Koe	53	
Gladiator: Sword of Vengeance	Acclaim	75	
Gladius	LucasArts	74	
Goblin Commander: Unleash the Horde	EA Games	76	
Godai: Elemental Force	3DO	54	
Gradus III and IV	Konami	59	
Grand Prix Challenge	Atari	68	
Grand Theft Auto: Vice City	Rockstar	63	
Grand Theft Auto III	Rockstar	62	
Grandia II	Ubisoft	53	
Grandia Xtreme	Enix	62	
Gravity Games Bike: Street, Vert, Dirt	Midway	61	
The Great Escape	Gotham Games	72	
GTC Africa	Majesco	58	
Gulley Gear X	Majesco/Sammy	51	
Gulley Gear X2	Sammy	66	
Gungnava	Sega	61	
Gungnirion Blaze	Working Designs	59	
Half-Life	Sierra	59	
Harry Potter: Quidditch World Cup	EA Games	75	
Harry Potter and the Chamber of Secrets	EA Games	64	
Harry Potter and the Sorcerer's Stone	EA Games	76	
Harvest Moon: Save the Homeland	Natsume	51	
Haven: Call of the King	Midway	54	
Headhunter	Acclaim	67	
Herdy Herdy	Eidos	56	
Heroes of Might and Magic	3DO	46	
Hidden Invasion	Conspiracy	60	
High Heat MLB 2002	3DO	44	
High Heat MLB 2003	3DO	45	
High Heat MLB 2004	3DO	67	
Hitman 2: Silent Assassin	Eidos	63	
The Hobbit	Vivendi Universal	76	
Hot Shots Golf 3	Sony CEA	54	
Hot Wheels: Velocity X	THQ	66	
The Hulk	Vivendi Universal	70	
Hunter: The Reckoning—Wayward	Interplay	72	
Hyperionic Xtreme	Majesco	67	
I-Ninja	Namco	67	
Ita	Sony CEA	50	
Indiana Jones and the Emperor's Tomb	LucasArts	71	
Indy Car Series	Codemasters	61	
Island Excursion Stunts	EA Games	65	
The Italian Job	Eidos	72	
Jade Cocoon 2	Ubisoft	53	
Jak and Daxter: The Precursor Legacy	Sony CEA	74	
Jak II	Sony CEA	59	
James Bond 007: Agent Under Fire	EA Games	52	
James Bond 007: Nightfire	Activision	64	
James Cameron's Dark Angel	Sierra	65	
Jeremy McGrath Supercross World	Acclaim	53	
Jet Set	Sony CEA	63	
Jonny Moseley Mad Tix	3DO	54	
The Jungle Book: Rhythm n' Groove	Ubisoft	69	
Jurassic Park: Operation Genesis	Universal	68	
K-1 World Grand Prix	Konami	71	
Karaoke Revolution	Konami	65	
Kelly Slater's Pro Surfer	Activision	61	
Kengo: Master of Bushido	Crave	42	
Kessen	EA Games	39	
Kessen II	Koe	51	
Kill Switch	Namco	55	
Kinectica	Sony CEA	50	

GAME	PUBLISHER	SCORE	ISSUE
The King of Fighters 2000/2001	Bandai	76	
The King of Route 66	Sega	67	
King's Field: The Ancient City	Ageia	55	
Kingdom Hearts	Square EA	61	
Konoha 2: Lunatic's Veil	Namco	60	
Knockout Kings 2001	EA Sports	42	
Knockout Kings 2002	EA Sports	55	
Kya: Dark Lineage	Atari	76	
Le Mans 24 Hours	Infogrames	48	
Legacy of Cain: DeFiance	Eidos	76	
Legala 2: Duel Saga	Fresh Games	63	
The Legend of Alita Koei	Ubisoft	54	
Legends of Wrestling I	Acclaim	53	
Legends of Wrestling II	Acclaim	65	
Legion: The Legend of Excalibur	Midway	59	
Lego Racers 2	Lego Media	51	
Lethal Skies	Sammy	58	
Lethal Skies II	Sammy	74	
Looney Tunes: Back in Action	EA Games	76	
The Lord of the Rings: Fellowship of the Ring	Black Label	63	
The Lord of the Rings: The Two Towers	EA Games	63	
The Lord of the Rings: The Return of the King	EA Games	75	
RETURN OF THE CODE	Once you complete the game for the first time, you'll unlock the secret codes list. Then, do the following: 1) Start a mission. 2) Press Start to pause the game. 3) Press and hold L1+R1+L2+R2. 4) Enter the code for the intended effect.		
Code	Effect		
*, *, *, *	All upgrades		
*, *, *, *	Always devastating		
*, *, *, *	Infinite missiles		
*, *, *, *	Invulnerable		
*, *, *, *	Perfect mode		
*, *, *, *	Restore health		
*, *, *, *	Targeting indicator mode		
*, *, *, *	Unlocks Aragon's 4-hit combo		
*, *, *, *	Unlocks Galadriel's level 4 abilities		
Mad Griffin Bouncy Hunter	Vivendi Universal	71	
Mad Maestro!	Eidos/Fresh	56	
Madden NFL 2001	EA Sports	38	
Madden NFL 2002	EA Sports	48	
Madden NFL 2003	EA Sports	60	
Madden NFL 2004	EA Sports	72	
CHEAP WAY TO MAKE MONEY	Start a regular game (season or home playoff), save, and then quit. Reload your franchise file, and it will resume where you last saved, but the computer will recharge everyone, so all your ticket sales, concessions, and whatnot will be doubled. This only works when you're the home team, though.		
Magik Pongel: The Quest for Color	Ageia	69	
Maichant	Rockstar	76	
STAR POWER	Herr's breakdown of how the star system works. Look up for codes themselves next month! The stars represent how well you played last at the end of the game, you get a score that is based on all the stars you get added together. For every level in which you get three stars, you open artwork (available under Bonus Features on main menu). The 20 weeks are broken down into groups of five (1-5, 6-10, 11-15, 16-20). If you get three or more stars in any of those groups, you open up a bonus level of which there are four total. Finally, if you score five stars in a level (only available by playing on Hardcore difficulty), you open part of a code; these codes show up on the artwork itself.		
The Mark of Kri	Sony CEA	59	
Marvel vs. Capcom 2	Capcom	61	
Max Hoffman's Pro BMX 2	Activision	60	
Max Payne	Rockstar	53	
Maximo: Ghosts to Glory	Capcom	54	

REPLAY FORUM

RATCHET & CLANK: FAT LOOT

When you get to the mining site on planet Tabora, it won't take you long to figure out that you can earn vast amounts of bolts by trading crystals in to the mystic repair guy. There are 86 crystals, which amounts to 86,000 dollars. This is great and should be taken into consideration when you try to use the magna bolts found on planet Jaba in the first arena battle. Also, when you wander through the desert, you should notice that there is some sort of vehicle that can be reached by the magna bolts on a platform. This is not a sandspeder but a very delicate mining machine that can be used to rack up the rartanium. Since it is so weak, you will want to collect all of the crystals (it's not hard) and dispatch all of the enemies associated with the crystals. This way when you do mine for the rartanium, you won't have to keep running back to the platform to retrieve a new vehicle if yours explodes. A total of 32 rartanium can be found—and believe me, you'll need them to upgrade your ship before you visit the deep-space disposal. This game rules!

Joey Mitchell
jim_thome_rulz@a
hotmail.com

Thanks for the hookup on these two ways to score some cash and bolts. We like readers who inform—because that means less work and more play for us editors. Keep it up!

GAME	PUBLISHER	SCORE	ISSUE
MDK2 Amageddon	Interplay	45	
Medal of Honor: Frontline	EA Games	54	
Medal of Honor: Rising Sun	EA Games	76	
Those multiplayer tips weren't enough for ya? Fine them—try going into the Options menu and inputting these passwords:			
Password	Effect		
MANDARIN	Achieve head mode		
PUFFER	Always sniper mode		
TING	Bullet-shield mode		
TRIGGER	Invincible soldiers mode		
HOGFISH	Perfectionist mode		
DARISEL	Rubber grenades mode		
GARIBALDI	All replay items		
SPINFOOT	Makes everyone's arms HUGE		
SEAHORSE	Men with hats		
TLEFISH	Silver-bullet mode		
GOBY	Unlimited ammunition		
BUTTERFLY	Unlocks all missions		
Mega Man X7	Capcom	74	
Men in Black II: Alien Escape	Infogrames	60	
Metal Arms: Glitch in the System	Vivendi Universal	75	
Metal Gear Solid 2	Konami	54	
Metal Gear Solid 2: Substance	Konami	67	
Metropolismaniacs	Natsume	61	
Midnight Club 2	Rockstar	58	
Midnight Club II	Rockstar	63	
Midway Arcade Treasures	Midway	76	
Mike Tyson Heavyweight Boxing	Codemasters	58	
Minority Report	Activision	65	
Minotaur	Eidos/Fresh	56	
MLB 2004	Sony CEA	67	
MLB Slugfest 20-03	Midway	59	
MLB Slugfest 20-04	Midway	67	
Mobile Light Force 2	X5 Games	69	
Mobile Suit Gundam: Encounters in Space	Bandai	65	
Mobile Suit Gundam: Federation vs. Zeon	Bandai	61	
Mobile Suit Gundam: Journey to Jaburo	Bandai	48	
Mobile Suit Gundam: Zeonic Front	Bandai	54	
Mojo!	Crave	73	
Monopoly Party	Infogrames	65	
Monster Rancher 3	Tecmo	50	
Monster Rancher 4	Tecmo	75	
Monsters, Inc.	Sony CEA	55	
Mortal Kombat: Deadly Alliance	Midway	64	
MotoGP	Namco	39	
MotoGP2	Namco	53	
MotoGP3	Namco	67	
Motor Mayhem	Infogrames	67	
MTV Music Generator 2	Codemasters	46	
MTV's Celebrity Deathmatch	Gotham Games	76	
The Mummy Returns	Universal	52	
Musik Maker	Magix	69	
MVP Baseball 2003	EA Sports	67	
MX 2002 Featuring Ricky Carmichael	THQ	67	
MX Rider	Infogrames	52	
MX Superfly Featuring Ricky Carmichael	THQ	59	
My Street	Sony CEA	67	
Myx III: Exile	Ubisoft	63	
Nyctic Heroes	Koei	64	
Namco Museum	Namco	53	
NASCAR 2001	EA Sports	40	
NASCAR: Hot	Infogrames	47	
NASCAR Thunder 2001	EA Sports	51	
NASCAR Thunder 2003	EA Sports	62	
NASCAR Thunder 2004	EA Sports	73	
NASCAR: Dirt 2 Daytona	Infogrames	63	
Naval Ops: Warship Gunner	Koei	71	
NBA 2K2	Sega Sports	54	
NBA 2K3	Sega Sports	63	
NBA Hoop	Midway	63	
NBA Jam 2004	Acclaim	75	
NBA Live 2001	EA Sports	42	
NBA Live 2002	EA Sports	51	
NBA Live 2003	EA Sports	63	

FINAL FANTASY X-2

100 percent walkthrough to a perfect ending

Chapter 1 Start

- 1.6% LUCA**
- Examine the moogles [Yuna] at Harbor, No. 2.
 - Complete the Bef Back the Result Plate mission.

- 3.4% CELSIUS**
- Speak with Rikku, Paine, Brother, Buddy, and Shinra.
 - Speak to the barkeep in the cabin.
 - Rest in the cabin.
 - Watch the sphere movie The Reason for the Journey.

- 6.0% MT. GAGAZET**
- Get to the top of the Gagazet ruins within the time limit.
 - Complete the Complete With LeBlanc's Gang mission.

- 6.6% CELSIUS**
- Speak with Brother and choose "Be nice."

- 8.2% LUCA**
- Complete the Truth Behind Yuna's Concert mission.
 - Speak with Rin in the Luca Stadium basement.

- 8.4% MI'THEN HIGHROAD**
- Arrive at Mi'then Highroad.

- 13.0% MUSHROOM ROCK**
- Speak with Yavel.
 - Speak with Clasko at the entrance, then complete the Mushroom Rock Fiend Quest mission.
 - Lead Clasko into the *Celsius*.
 - Speak with Lucil twice at the Youth League headquarters.
 - Repeatedly speak with Maechen until he agrees to shake your hands at the Youth League headquarters.
 - Speak with Ormi, Logos, and Maroda at the bottom of the valley.
 - Get back to the *Celsius* and watch the Crimson Squad Report 1 Sphere located in your Treasure Spheres collection.
 - Speak to Clasko in the cabin.

- 14.0% D'JOSE TEMPLE**
- Get the letter of Introduction from Gippal.

- 14.6% MOONFLOW**
- Complete the Escort Transportation Vehicle mission (don't lose any luggage).

- 15.0% GUADOSALAM**
- Reach the Fairplane entrance.

- 15.2% THUNDER PLAINS**
- Reach the Thunder Plain.

- 17.4% MACALANIA WOODS**
- Speak to Bayra in the southern section.
 - Speak to Donga at the Holy Spring.
 - Speak to Pukitak in the northern section.
 - Speak to Tromell five times at the Sphere Spring.
 - Complete the Chase Down O'aka mission.
 - Head back to the *Celsius* and speak to O'aka in the cabin.
 - Before the Chapter 3 mission Ensure Safety of Travel Agency ends, pay off all of O'aka's debts.

- 18.2% BIKANEL DESERT**
- Complete the Al Bhd Machine Parts Excavation mission.

- 18.8% BEVELLE**
- Speak to Baralaf in the middle of the city.

- 19.0% CALM LANDS**
- Reach the Calm Lands.
 - Begin to advertise for one of the two companies located in the Calm Lands.

- 19.4% MT. GAGAZET**
- Reach Gagazet Mountain.

- 21.6% BESAID ISLAND**
- Complete the Find Wakka mission.

- 23.4% ZANARKAND RUINS**
- Answer yes to Cid in Yevon Dome/Chamber of the Faith.
 - Complete the Scored Treasure Sphere mission.

- 23.6% CELSIUS**
- Complete the Get the Soldier's Uniform mission.

- 25.2% KILIKA ISLAND**
- Get to Dona's home and talk to her.
 - Complete the Grab the Sphere! mission.



Chapter 2 Start

NOTE: If you choose New Ebon at the beginning of Chapter 2, the max percentage is 99.2 percent.

- 22.6% CELSIUS**
- Take a nap in the cabin.
 - Give the spheres to the Youth League.

- 28.6% MUSHROOM ROCK**
- Give the sphere to Nooj.

- 29.2% CELSIUS**
- Complete the Challenge Gun Shooting mission.

- 30.0% BESAID ISLAND**
- Complete the Challenge Gun Shooting mission.

- 30.2% KILIKA ISLAND**
- Reach Kilika Island.

- 31.0% LUCA**
- Get an interview with Shelinda.

- 32.4% MI'THEN HIGHROAD**
- After you capture the chocobo in the Chocobo mission, get to Calli within the time limit.
 - Take Clasko, Calli, and the chocobo to the front of the travel agency on the *Celsius*.

- 33.4% MUSHROOM ROCK ROAD**
- Speak with Elma and Lucil in front of the Youth League headquarters.
 - Speak to Nooj at the bottom of the valley.
 - Head back to the *Celsius* and watch Akagi Report 7.

- 33.6% MOONFLOW**
- Complete the Sell Tickets mission, you must sell all 10.

- 33.8% GUADOSALAM**
- Speak to the soldiers near LeBlanc's hideout.

- 34.0% THUNDER PLAINS**
- Speak to Cid.

- 35.4% MACALANIA FOREST**
- Complete the Find the Musicians mission.

- 36.2% CALM LANDS**
- Let Clasko off of the *Celsius*.
 - Complete the Get Rid of the Fiends in the Ruins mission.
 - Catch the chocobo before Chapter 3 ends.
 - Speak to Lian and Ayde at the center of the Calm Lands.

- 36.6% ZANARKAND RUINS**
- Speak to Isaar in the dome corridor.
 - Finish the mission Secret Mission before Chapter 3 ends.

- 37.0% D'JOSE TEMPLE**
- Complete the Get the Soldier's Uniform mission.

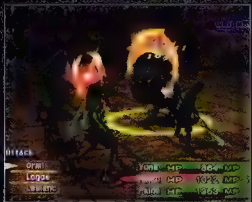
- 37.2% BIKANEL DESERT**
- Complete the Oasis Investigation mission.

- 38.2% MT. GAGAZET**
- After Kimahri allows Yuna to investigate at Fayth Scar, speak to him a second time.
 - Go to Fayth Scar to trigger the hot-spring event.
 - Complete the Grab the Soldier's Uniform mission.

- 38.4% CELSIUS**
- Complete the Get the Soldier's Uniform mission.

- 41.8% GUADO SALAM**
- Complete the If Stolen, Steal It Back mission.

- 42.2% CELSIUS**
- Complete the Operation Smuggle Into Bevelle mission.



Get some sleep and rest up on the way to finish the game, which is why you need to bring Yuna to Luca.

Chapter 3 Start

45.6% CELSIUS

- Sleep in the cabin.

46.4% LUCA

- Win the Sphere Break tournament.

47.0% MI'IHEN HIGHROAD

- Complete the Stop the Machina on Rampage mission.

47.4% MUSHROOM ROCK ROAD

- Speak to Luciel and Yaibal at the entrance.

47.6% DJOSE TEMPLE

- Speak to Gippal at Djose Temple.

47.8% MOONFLOW

- Speak to Tobli on the south side.

49.8% GUADOSALAM

- Watch the sphere in LeBlanc's hideout.
- After watching the sphere, speak to Maechen.
- Obtain Akagi Sphere 4 from the treasure box at LeBlanc's hideout, then head back to the Celsiusus and watch Memory of Akagi 4.

50.0% THUNDER PLAINS

- Speak to Rian and Aide on the north side.

50.8% MACALANIA FOREST

- Complete the Secure the Safety of the Travel Agency mission after paying off O'aka's debt.

51.2% BIKANEL ISLAND

- Talk to Marnela at the Cactuar Nation

51.6% CALM LANDS

- Complete the Rescue All the Tourists mission.
- Go to the center area and place a CommSphere.
- Watch Shinra set up the CommSphere at the upper part of the ruins.

52.0% GAGAZET MOUNTAIN

- Complete the Prevent Ronso From Deploying mission.

52.2% ZANARKAND RUINS

- Talk to Issar in the hallway in Yevon Dome.

54.2% BESAIID ISLAND

- Complete the Defeat the Monsters in the Temple (Besaid Temple) mission.

55.2% KILIKA ISLAND

- Complete the Defeat the Monsters in the Temple (Kilika Temple) mission.

55.8% CELSIUS

57.4% BEVELLE

- See Gippal in the anteroom.
- Under Bevelle, Great Depth Area, view Nooj and others in a meeting.
- Under Bevelle, Great Depth Area, pick up Akagi Sphere 1. Head back to the Celsiusus and watch Memory of Akagi 1.

59.6% DJOSE TEMPLE

- Complete the Defeat the Monsters in the Temple (Djose Temple) mission.
- Listen to the whistle four times at the Farplane Abyss.

headquarters.

- Head back to the Celsiusus and watch the One Who Seeks Death sphere.
- After obtaining all of the Akagi spheres, defeat Nooj at the bottom of the Sealed Cave.

85.8% DJOSE TEMPLE

- Complete the Challenging Machina Faction's Super Machina mission by defeating the experiment when it's not in its strongest form.

86.2% MOONFLOW

- Complete the episode.

87.4% GUADOSALAM

- Complete the episode.
- After completing the episode, talk to Tromwell.
- Head to the previously locked house, obtain the Baralal Sphere, then head back to the Celsiusus and watch the Secret of the Temple sphere.

88.4% THUNDER PLAINS

- Complete the Hunt Monsters Around the Lightning Tower mission.
- Find Cid in the cave and defeat the boss.

Chapter 4 Start

61.4% CELSIUS

- Watch Memory of Akagi 2 and Memory of Akagi 3.
- Sleep in the cabin.

62.2% CELSIUS COMMSHERE

- Speak to Wakka at Besaid Island.
- Speak to Donna at Kilika Island.
- Speak to Yaibal at Mushroom Rock Road.
- Speak to Maroda at Bevelle.

63.0% CELSIUS

- Speak to Paine on the deck.

67.4% CELSIUS COMMSHERE

- Speak to Wakka and Beklem at Besaid Island.
- Speak to Bartello at Kilika Island.
- See Shelinda interviewing the citizens of Luca.
- Gather evidence at Mihen Highway—the suspect will be either the chocobo eater or Rikku.
- Listen to the Al Bhed talking at Djose Temple.
- Speak to Uno at Guadosalam.
- Catch the chocobo with transmission sets at Thunder Plains.
- Listen to the band member talking at the Macalania Forest entrance.
- Speak to O'aka at the Macalania Forest travel agency.
- Speak to Nhadalza at Bikanel Island.
- Listen to Clasko talk about his chocobo at the Calm Lands chocobo farm.
- Speak to Kimahri at Mt. Gagazet.
- At the Mt. Gagazet hot spring, watch Commspheres 3, 7, 8, 10, 11, 12, 14, 15.

68.2% MOONFLOW

- Complete the Find Tobli mission.

69.2% CELSIUS

71.6% CELSIUS, COMMUNICATION SPHERE

- Speak to Beklem and Lulu at Besaid Island.
- Listen to Dona talk at Kilika Island.
- Speak to Bartello at Kilika Temple.
- Speak to Luciel and Yaibal at Mushroom Rock Road.
- Speak to Elma at MoonFlow.
- Speak to Uno at Guadosalam.
- Speak to O'aka at the Macalania Forest travel agency.
- Speak to Issar at the Zanarkand ruins.

72.0% THUNDER PLAINS

- Complete the Defeat the Monster in the Thunder Plains mission.

73.0% CELSIUS

73.4% THUNDER PLAINS

- The concert begins.

75.6% CELSIUS

- Speak to LeBlanc and the others in the power room.

Chapter 5 Start

77.6% CELSIUS

- Watch Memory of Akagi 5 from the Treasure Sphere Collection menu.
- Speak to Buddy on the bridge.
- Rest in the cabin, then watch Brother express his grievances.
- Speak to Buddy in the engine room.

78.4% ZANARKAND RUINS

- Complete the episode.
- Listen to Maechen speak.

80.2% BESAIID ISLAND

- Complete the episode.

81.2% KILIKA ISLAND

- Complete the episode.

81.8% LUCA

- Complete the Chase the Moogles mission!

82.0% MI'IHEN HIGHROAD

- Complete the resolution part of Rin's investigation.

85.0% MUSHROOM ROCK ROAD

- Complete the Youth League Battle Tournament mission.
- Speak to Luciel at the Youth League

- Go back to the Celsiusus and listen to Cid on the deck.

- Do to the bridge; you will find Cid and Brother arguing.

89.0% MACALANIA FOREST

- Complete the episode.
- Listen to O'aka and Wantz in front of the travel agency.

90.2% BIKANEL DESERT

- Complete the Find All the Cactuars mission.
- Complete the Finding the Last Cactuar mission.
- Complete the Last Battle in the Desert mission.
- After completing the episode, talk to Benzo in the Cactuar Nation.

92.0% BEVELLE

- Complete the episode.
- During the Hidden Labyrinth subevent, obtain Akagi Sphere 6 from the top layer of Bevelle and Akagi Sphere 8 from the 20th layer, then watch the Memory of Akagi 8 sphere.
- Defeat Trema during the Hidden Labyrinth subevent at the bottom layer.

92.4% CALM LANDS

- Bring one of the PR companies to level five.
- Catch the special chocobo during the 'Cave in Depth of the Ruins' subevent.

93.6% GAGAZET MOUNTAIN

- Complete the episode.

96.0% CELSIUS

- See Cid's family events. Speak to Shinra at the bridge, listen to Brother and Buddy's negotiation, head to the cabin to see some fighting, then head to the deck and speak to Rikku.

100.0% FARPLANE

- Defeat VegnaGun.
- Defeat ?????

Level 5 complete!

- Listen to the whistle at the depth of Farplane.
- During the conversation with Fayth, choose "I want to walk with you."



TONY HAWK'S UNDERGROUND

Special list



Specialists

Memorizing every special move in THUG for every skater isn't only impressively hard, it's pointless. At least it's pointless now that you've got the OPM list of THUG specials.

BOB BURNOQUIST

Left, Right, Grind
Left, Down, Grind
Up, Down, Grab
Left, Right, Grab

Casper Handstand (Freestyle)
Levitate Grind
Shifty Shifty
Samba Flip

STEVE CABALLERO

Right, Up, Grind
Left, Down, Grab
Down, Up, Grind
Up, Down, Grind

Ho Ho Sad Plant (Lip)
FS 540
Faction Guitar Slide
Darty Grind

KAREEM CAMPBELL

Up, Right, Flip
Left, Down, Grab
Right, Down, Flip
Down, Up, Grab

360 Ghetto Bird
Kickflip Backflip
Quad Heelflip
Sit Down Air

RUNE GLIFBERG

Right, Up, Grab
Left, Right, Grab
Right, Down, Grab
Left, Down, Grab

Double Kickflip Varial Indy
Fingertip Airwalk
540 Tail Whip
Double Kickflip Madonnas

TONY HAWK

Right, Left, Grab
Left, Down, Grind
Right, Down, Grab
Left, Down, Grab

360 Varial McTwist
360 Shovit Nosegrind
Indy 900
360 Varial Heelflip (Lip)

ERIC KOSTON

Up, Right, Grind
Right, Left, Grind
Left, Right, Grab
Right, Up, Grab

Fandangle
Yeah Right (Freestyle)
Flying Squirrel
Chomp on This

BUCKY LASEK

Left, Down, Grind
Right, Left, Grind
Right, Down, Grab
Up, Left, Grind

1990 Invert (Lip)
Heelflip FS Invert (Lip)
Big Spin Air
Big Hitter II

BAM MARGERA

Up, Right, Grab
Down, Up, Flip
Down, Up, Grind
Left, Right, Grind

Bam Bend Air
The Jackass
Stupid Grind
Grind N Barf

RODNEY MULLEN

Up, Down, Flip
Left, Right, Grind
Right, Left, Grind
Right, Down, Grind

Gazelle Underlip
Crooks Darkslide
5-1 Fingertip Nosegrind
Rodney Primo

CHAD MUSKA

Right, Down, Grind
Right, Left, Grind
Left, Down, Grind
Left, Right, Grind

Moonwalk Five-O
Muska Manual (Freestyle)
Ghetto Tag Grind
Rusty Slide Manual (Freestyle)

ANDREW REYNOLDS

Left, Right, Grind
Left, Right, Grab
Right, Down, Grab
Up, Down, Grab

5050 Switcheroo
Bigspin Shifty
Kickflip Backflip
360 Flip Tail Grab

PAUL RODRIGUEZ

Left, Down, Grind
Down, Up, Grind
Right, Down, Grab
Up, Down, Grind

Noлие 360 Flip Crook
Yeah Right Slide
Noлие Flip Underlip
Russian Boneless (Lip)

GEOFF ROWLEY

Up, Right, Grab
Down, Right, Flip

Rodeo Wrap
Casper Flip 360 Flip

Right, Left, Grind
Up, Down, Grind

Darkslide Handstand
Sprong (Freestyle)

ARTO SAARI

Left, Right, Grind
Down, Up, Grind
Down, Right, Grind
Left, Right, Flip

Head Balancer (Freestyle)
Mix It Up
One Foot Darkslide
Hardlip Late Flip

ELISSA STEAMER

Right, Down, Grind
Right, Left, Grind
Left, Right, Grind
Down, Up, Grab

No Comply 360 Shove-It (Freestyle)
Ho Ho Street Plant (Freestyle)
CoFin
Semi Flip

JAMIE THOMAS

Right, Down, Grind
Down, Up, Grind
Left, Down, Grind
Up, Down, Grind

Crook Bigspinlip Crook
Primo Handstand (Freestyle)
American Tribute
Skull Grind

MIKE VALLEY

Down, Left, Grab
Down, Up, Grind
Down, Right, Grab
Left, Right, Grind

1-2-3-4
Flip 2-Switch (Freestyle)
Flamingo
Slam Spinner (Freestyle)

HIDDEN CHARACTERS

Gene Simmons
Down, Right, Grind

Iron Man
Up, Up, Grind
Left, Right, Grab

Boo! Bust
Down, Down, Grind






SOCOM II: U.S. NAVY SEALs

How to get the upper hand online



Guidance

SEALS

As with most escort maps, Guidance requires some serious teamwork on the part of the SEALs if any of the VIPs are going to make it out alive. Your best bet is to have three players take one VIP each—that way if one of the escorts gets capped, another player can pick up the stranded VIP. Send two teammates out in front to scout for hidden terrorists and, more important, mines. Mines are the bane of a SEAL's existence, and they'll put an end to a tightly formed group of SEALs and VIPs in a hurry, so leave some room between you and your teammates. It will also help to have a couple SEALs lag behind the group to keep an eye out for sneaky terrorists trying to approach from the rear.

You're going to need to breach the wall at 1 with some C4 to get to the extraction point, which means the terrorists will know with absolute certainty that you'll be passing this way. Think they'll mine in front of that wall?

It's also a good idea to breach the wall at 2, since the main entrance to the extraction area is guarded by a turret and, you can be certain, a pant load of mines. [They can try to plant mines inside the breach point at 2, but your C4 will detonate any mines close enough to matter.]

You'll pass through less choke points by taking the hostages via route 3-4-5-6, but watch out for terrorists around 6; there are a lot of nooks and crannies for them to hide in.

Speaking of nooks and crannies, when leading the hostages, keep an eye on how close they are behind you—they can get hung up on scenery.

Oh, and if you want to save yourself a little effort, have someone call an air strike from 7. In addition to clearing out the base around the extraction zone, the attack will breach the wall at 1.

TERRORISTS

This is one of the easiest escort maps to defend since there's just a single extraction point. Don't be surprised, though, if the SEALs elect to hide a single hostage because of that; if just one VIP survives the round, the SEALs win.

You can help swing the odds even more in your favor by equipping several players with PMN mines and mining the crap out of the extraction area—just be careful not to put the mines too close together, or one blast will take them all out.

One good place to stake out is 8, since it's an area terrorists can jump over but SEALs have to breach. Drop a mine on the SEAL side of the culvert; there to give someone a nice surprise.

Rushing over the top of the hill at 9 will get you as close to the SEALs (and, more importantly, the VIPs) as possible, as quickly as possible. This tactic works best with big groups, but make sure you leave some players free to defend the extraction zone.

While you're on your way over the hill, don't forget about the turret at 10—you present a lower profile here than at most turrets, and the sandbags look like rocks to the unwary eye.

Remember, killing SEALs is secondary to killing VIPs: if you have a choice between killing a VIP and killing a SEAL, go for the VIP every time. Your teammates will praise you even if it gets you killed.

SEAL START X



Images you've been living under, courtesy of PlaySoccom.com, the U.S. Navy SEALs, and the U.S. Navy SEALs. All other trademarks are the property of their respective owners.



Crossroads

SEALS

This map can get hot and heavy for the SEALs, who arguably have a tougher time defending their base than terrorists do. But you can help cut off invasion routes by flipping the switches located at 1 and 2, which demolish the archways at 3 and 4, respectively. (In case you're wondering, the terrorists can do this, too, so don't hang around under any arches with explosives strapped to them.)

You've got a turret at 5, but as it's up on a veranda, it makes a pretty obvious target. Better put someone in the base with a shotgun if you're so worried about it, worrywart.

A similarly obvious target is the bell tower at 6, but a good sniper can make it work anyway. You can't deny the field of view you get from up there, in any event.

TERRORISTS

With fewer open routes around it, your base is much easier to defend than the SEALs. If you (or the SEALs, for that matter) flip the switch at 7, all you need is to put a couple general-purpose grunts at or near 8 and 9 to protect all the approaches. For extra insurance, you can also mine all the entrances to your base building itself, but it's best to keep someone in the area regardless.

The long streets at 10 and 11 are basically deathtraps for terrorists, so unless you're quick on the draw with a sniper rifle, it's a good idea to work your way through the buildings around the central square. Jumping from the stairway to the awning at 11 will help.

The tents surrounding the bomb at 12 might seem to offer cover, but don't forget that any moderately powerful gun will blow through those tents like they're paper. If you're in a firefight in the square, be especially careful to move erratically, otherwise enemies will be able to track your movement behind the tents even when they can't see you.

One of the biggest weaknesses of the SEAL base is that they can't see a terrorist planting the bomb until they're almost on top of you. But remember that the converse is true as well, so try to bring a spotter along when you plant the bomb whenever possible.



Enowapi

SEALS

You're in for a treat here, SEALs, and by "treat," we mean "major pain in the ass." The terrorists, if they so choose, can simply retreat into their little basement hideout and guard the bomb location indefinitely. If you're going to have any chance of planting that bomb, you'll need to survive the initial assault. One good way to help that cause is to call air strikes from 1 to hit either Delta (2) or Echo (3). There's a nice side effect to hitting Echo, though: The strike opens up a gap in the fence, making it unnecessary to breach either of the gates. You'll be able to strike both targets if you move quickly enough.

While all this is going on, chances are the terrorists won't be guarding their back door carefully, so head around and climb up onto the plateau at 4. Watch out for mines! In fact, that goes double once you're actually inside the gates. If you can make it to the turret at 5, you can bombard the inside of the base, taking out just about any terrorists that haven't yet dashed underground.

Once you've made it inside and headed into the basement at 6 or 7, pause a moment to let your eyes adjust to the dark; otherwise, any terrorists that have been hiding out there will have a big advantage.

TERRORISTS

Two words: "duck" and "cover." Funnel your whole team into the basement, plant some mines at the entrances, and you're all but impregnable.

If you don't want to try such cowardly tactics, why not open the gate with the switch located at 8, plant a mine or three outside, then close the gate? Won't they be surprised when they try to plant their C4?

Make sure you have players who are at least checking the bridge at 1: the last thing you want is someone sneaking in the back way.

And whether you're taking the coward's path or not, shoot out the lights in the basement. It'll take just a few moments for your eyes to adjust to the darkness, giving anyone who's in the basement a major advantage over any SEALs who try to plant the bomb. Don't just turn the lights off with the switch, though, because the SEALs can find the switch and turn the lights back on.



Drift
away:

FURIOUSLY FAST: GIANT
by all know him from *The Fast and the Furious* and *XXX*, but do you remember Win Diesel as the voice of the Iron Giant?

NEED FOR SPEED: UNDERGROUND

Get your dragging and drifting chops down



DRAG RACING TIPS

DRIFTING is a great way to get a head start in a drag race, but it's also a great way to lose. Drifting is a great way to get a head start in a drag race, but it's also a great way to lose. Drifting is a great way to get a head start in a drag race, but it's also a great way to lose.

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GAME	PUBLISHER	SCORE	ISSUE
The Terminator: Dawn of Fate	Atari	4.0	63
Test Drive	Infogrames	4.0	58
Test Drive Off-Road: Wide Open	Infogrames	4.0	48
Tetris Worlds	THQ	4.0	57
Theme Park Roller Coaster	EA Games	4.0	62
The Thing	Universal	4.0	41
Thunderstrike: Operation Phoenix	Eidos	4.0	52
Tiger Woods PGA Tour 2001	EA Sports	4.0	44
Tiger Woods PGA Tour 2002	EA Sports	4.0	55
Tiger Woods PGA Tour 2003	EA Sports	4.0	63
Tiger Woods PGA Tour 2004	EA Sports	4.0	73
Time Crisis 2	Namco	4.0	49
Time Crisis 3	Namco	4.0	74
TimeSplitters	Eidos	4.0	39
TimeSplitters 2	Eidos	4.0	63
Tokyo Xtreme Racer 3	Crave	4.0	76
Tokyo Xtreme Racer Zero	Crave	4.0	45
Tom Clancy's Ghost Recon	Ubisoft	4.0	65
Tomb Raider: The Angel of Darkness	Eidos	4.0	72
Tony Hawk's Pro Skater 3	Activision	4.0	63
Tony Hawk's Pro Skater 4	Activision	4.0	63
Tony Hawk's Underground	Activision	4.0	76

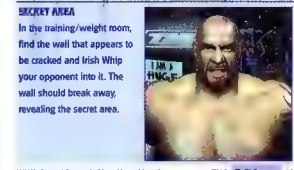
GAME	PUBLISHER	SCORE	ISSUE
Wallace & Gromit in Project Zoo	Bam	4.0	74
War Jetz	3rd	4.0	48
War of the Monsters	Sony CEA	4.0	64
Warhammer 40,000: Fire Warrior	THQ	4.0	74
Warriors of Might & Magic	3DO	4.0	44
Wave Rally	Eidos	4.0	53
Way of the Samurai	Atari	4.0	59
Wheel of Fortune	Bam	4.0	76
Whiplash	Eidos	4.0	76
Whirl Tour	Vivendi Universal	4.0	63
Whiteout	Konami	4.0	65
Wild Arms 3	Sony CEA	4.0	62
Wild Wild Racing	Interplay	4.0	39
Winback	Koei	4.0	43
Wipeout Fusion	Bam	4.0	57
Wizardry: Tale of the Forsaken Land	Atari	4.0	53
Woody Woodpecker: Buzz Buzzard Park Dreamcatcher	THQ	4.0	57
World Championship Pool 2004	Jaleco	4.0	76
World Destruction League: Thunder Tanks	3DO	4.0	42
World of Outlaws: Sprint Cars	Infogrames	4.0	55
World Series Baseball 2K3	Sega Sports	4.0	67
World Soccer: Winning Eleven 6 Int'l	Konami	4.0	67
World Tour Soccer 2002	Sony CEA	4.0	53
World Tour Soccer 2003	Sony CEA	4.0	65
WRC: World Rally Championship	Bam	4.0	57
Wreckless: The Yokuzo Missions	Activision	4.0	63
WTA Tour Tennis	Konami	4.0	57
WWE Crush Hour	THQ	4.0	68

UNLOCKABLE How to Unlock
Alternate Ending Complete story mode twice
Crest-a-Deck Mode Beat Stamma Jamma in story mode
Gene Simmons Complete story mode on Normal difficulty
Hotter Than Hell Beat story mode on any skill level
Iron Man Complete beginning story mode
Level: THPS2 Hangar Find old skull icon on Moscow map
Movie: Always Hard Find three secret tapes
Movie: Balls 1 Find three secret tapes
Movie: Balls 2 Find six secret tapes
Movie: KISS Concert Activate K4-S5 letters on Hotter Than Hell level
Pedestrians Find every game in the game
Level: THPS2 School 2 There's a red icon in the back quarter-pipe section of the train station in New Jersey; get it
THUD Complete story mode on Sick difficulty level
Level: Venice Beach There is a small smoking ski-god statue (from the beach) in the back-left corner of Hawaii in front of a shop. Olive into it and hit it.

Input	Effect
↑, ↓, ←, →, X, Y, Z, Start	All driving upgrades unlocked
↑, ↓, ←, →, X, Y, Z, Start	All fighting moves unlocked
↑, ↓, ←, →, X, Y, Z, Start	Bigger car (must be in car before you enter it on the Pause menu)
↑, ↓, ←, →, X, Y, Z, Start	Shows Nick Kang's current location

Tsuguna: Atonement	Atari	4.0	53
Turok: Evolution	Acclaim	4.0	62
Twisted Metal: Black	SCEA	4.0	63
Twisted Metal: Black Online	SCEA	4.0	61
The Tasmanian Tiger	EA Games	4.0	62
UFC Throwdown	Infogrames	4.0	58
Union	Tecmo	4.0	40
Unlimited Saga	Square Enix	4.0	74
Unreal Tournament	Infogrames	4.0	60
V-Rally 3	Infogrames	4.0	64
Vampire Night	THQ	4.0	52
Veox	Acclaim	4.0	67
Victorious Boxes	Empire	4.0	31
Virtua Fighter 4	Sega	4.0	55
Virtua Fighter 4: Evolution	Sega	4.0	72
Virtua on Marz	Sega	4.0	76
Wakeboarding Unleashed	Activision	4.0	70

GAME	PUBLISHER	SCORE	ISSUE
WWE SmackDown! Shut Your Mouth	THQ	4.0	64
WWE SmackDown! Just Bring It	THQ	4.0	64
X-Men: Next Dimension	Activision	4.0	64
X-Squad	EA Games	4.0	38
X2: Wolverine's Revenge	Activision	4.0	69
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	4.0	66
XGRA: Extreme-G Racing Association	Ubisoft	4.0	74
XIII	Ubisoft	4.0	75
Yanga Gullstar: City Skater	Konami	4.0	49
Yin-G-Oni: The Duellists of the Roses	Koel	4.0	67
Zapper	Infogrames	4.0	64
Z.O.E. Zone of the Enders	Konami	4.0	44
Zone of the Enders: The 2nd Runner	Konami	4.0	68



007 Racing	EA Games	4.0	41
3Xtreme	989 Studios	4.0	21
40 Winks	GT Interactive	4.0	28
4D Dalimats: Puppies to the Rescue	Eidos	4.0	41
2002 FIFA World Cup	EA Sports	4.0	58
X-Box 360: The Duellists of the Roses	Sony CEA	4.0	15
Ace Combat 2	Namco	4.0	1
Ace Combat 3: Electrosphere	Namco	4.0	31
Aces of the Air	Ageton	4.0	64
Action Bass	Take 2	4.0	37
Action Man: Operation Extreme	Hasbro	4.0	41
Air Hockey	Mud Duck	4.0	70
Alki the Heartless	Crystal Dynamics	4.0	18
Aladdin in Nasira's Revenge	Sony CEA	4.0	45
Alio Lalis International Soccer	Rockstar	4.0	23
Alien Resurrection	Fox Interactive	4.0	38
All-Star Racing 2	Mud Duck	4.0	71

PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	4.0	41
3Xtreme	989 Studios	4.0	21
40 Winks	GT Interactive	4.0	28
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2002 FIFA World Cup	EA Sports	4.0	58
X-Box 360: The Duellists of the Roses	Sony CEA	4.0	15
Ace Combat 2	Namco	4.0	1
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Aladdin in Nasira's Revenge	Sony CEA	4.0	45
Alio Lalis International Soccer	Rockstar	4.0	23
Alien Resurrection	Fox Interactive	4.0	38
All-Star Racing 2	Mud Duck	4.0	71

GAME	PUBLISHER	SCORE	ISSUE
All-Star Slammin' D-Ball	Agetec	46	57
Alone in the Dark: The New Nightmare	Infogrames	55	61
Alundra	Working Designs	44	4
Alundra 2	Activision	32	14
The Amazing Virtual Sea-Monkeys	Conspiracy	66	71
American Pool	Mud Duck	67	66
Animanicas Ten Pin Alley	ASC	17	17
Animorphs: Shattered Reality	Infogrames	37	10
Apocalypse	Sony CEA	23	23
Apocalypse	Activision	46	26
Arc the Lad Collection	Working Designs	52	58
Arcade Party Pak	Activision	28	28
Arcade's Greatest Hits: Atari Collection 2	Midway	47	7
Arcade's Greatest Hits: Midway Collection 2	Midway	4	4
Armored Core	Sony CEA	44	3
Armored Core: Master of Arena	Agetec	31	20
Armorines: Project S.W.A.R.M.	Acclaim	4	35
Army Men: 30	THQ	44	20
Army Men: Air Attack	3DO	44	27
Army Men: Air Attack 2	3DO	44	29
Army Men: Green Rogue	3DO	47	47
Army Men: Sarge's Heroes	3DO	47	32
Army Men: Sarge's Heroes 2	3DO	40	34
Army Men: World War	3DO	47	34
Army Men: World War—Final Front	3DO	45	35
Army Men: World War—Land, Sea, Air	3DO	49	39
Arthur Ready to Race	The Learning Co.	42	15
Assault	Midway	44	42
Assault	Activision	44	34
Atari Anniversary Edition Redux	Infogrames	53	53
Atlantis: The Lost Empire	SCEA	48	48
ATV: Quad Power Racing	Acclaim	39	39
ATV Mania	Gotham Games	73	73
Austin Powers Pinball	Gotham Games	64	64
Auto Destruct	Electronic Arts	6	6
Azure Dreams	Konami	10	10
Backstreet Billiards	Asci	15	15
Ball Breakers	Take 2	36	36
Ballistics	Infogrames	27	27
Ballz!!! 2000	Interplay	21	21
Bass Landing	Agetec	26	26
Bass Rise	Bandai	28	28
Batman & Robin	Acclaim	13	13
Batman Beyond: Return of the Joker	Ubisoft	39	39
Batman: Gotham City Racer	Ubisoft	46	46
Battle Hunter	Agetec	48	48
Battlecats: Global Assault	3DO	31	31
Best Wars	Hasbro	50	50
Best Blade	Cave	66	66

As if you really want to keep that blade spinning...here's a trick to prolong this agonizing game. Hit **C** + **+** (instead of **+**) when you launch your blade. Whee!



Big Air	Acclaim	49	20
Big Bass Fishing	Take 2	8	58
Big League Slugger Baseball	Agetec	4	74
Big Off of Bass 2	Konami	44	45
Big Strike Bowling	Gotham Games	68	68
Billiards	Agetec	45	45
Blo F.R.E.A.K.S.	Midway	40	10
Black Bass with Blue Marlin	Hot-B	49	29

GAME	PUBLISHER	SCORE	ISSUE
Blade	Activision	44	41
Blade Lacrosse	Acclaim	48	48
Blaster Radius	Pygnosis	19	19
Blast Master: Blasting Again	Cave	38	38
Blasto	Sony CEA	48	8
Blockids	Natsume	69	69
Bloody Roar	Sony CEA	44	6
Bloody Roar 2	Sony CEA	21	21
Blues Big Musical	THQ	46	46
Board Game: Top Shop	Agetec	45	45
Bombberman Fantasy Race	Atari	49	19
Bombberman Party Edition	Vsual	38	38
Bombberman World	Atari	13	13
The Bombing Islands	Kemco	47	47
Boombots	SouthPeak	27	27
Bottom of the 9th '97	Konami	1	1
Bouling	Agetec	43	43
Bouling	Agetec	45	45
Bratz	Ubisoft	n/a	n/a
Brave Fencer Musashi	Square EA	15	15
Bravo Air Race	THQ	44	1
Breakout	Hasbro	39	39
Breath of Fire III	Capcom	49	9
Breath of Fire IV	Capcom	40	40
Brigandine	Atlus	15	15
Broken Sword	THQ	5	5
Broken Sword II	Cave	27	27
Brunswick Circuit Pro Bowling	THQ	13	13
Brunswick Circuit Pro Bowling 2	THQ	31	31
Bug Riders	GT Interactive	3	3
Bugs Bunny & Tex: Time Busters	Infogrames	41	41
Bugs Bunny: Lost in Time!	Infogrames	23	23
Burger's Block	Jaleco	35	35
Burstick Wake Boarding!	Natsume	44	44
Bushido Blade 2	Square EA	14	14
Bust A Groove	989 Studios	16	16
Bust A Groove 2	Enix	36	36
Bust-A-Move 4	Natsume	17	17
Bust-A-Move 99	Acclaim	19	19
Buzz Lightyear of Star Command	Activision	39	39
C-12: The Corps Adventure	Konami	12	12
c-12: Final Resistance	Sony CEA	58	58
Casper's Palace 2000	Interplay	41	41
Casper's Palace II	Interplay	15	15
Caspar vs. SANK Pro	Capcom	60	60
Card Games	Agetec	50	50
Cardinal SYN	Sony CEA	9	9
CART World Series	Sony CEA	44	44
Casper: Friends Around the World	Sound Source	41	41
Castlevania Chronicles	Konami	40	40
Castlevania: Symphony of the Night	Konami	4	4
Castrol Honda Superbike	Electronic Arts	21	21
Centipede	Hasbro	22	22
Championship Bass	EA Sports	33	33
Championship Motocross 2000: Feet, Ricky Carmichael	THQ	44	44
Championship Motocross Feet, Ricky Carmichael	THQ	25	25
Championship Surfer	Mattel	41	41
Chessmaster II	Mindscape	23	23
Chicken Run	Eidos	40	40
Chocobo Racing	Square EA	23	23
Chocobo's Dungeon 2	Square EA	29	29
Chocobo's DX	Square EA	38	38
Circuit Breakers	Mindscape	12	12
Civilization II	Activision	18	18
Cleopatra's Fortune	Mud Duck	71	71
Clock Tower	Asci	2	2
Clock Tower II: The Struggle Within	Asci	28	28
Colin McRae 2.0	Codemasters	40	40
Colin McRae Rally	Sony CEA	30	30
Colony Wars	Pygnosis	4	4
Colony Wars: Red Sun	Pygnosis	31	31
Colony Wars: Vengeance	Pygnosis	14	14
Command & Conquer: Red Alert	Virgin	44	44
Contender	Sony CEA	17	17

REPLAY FORUM

BATMAN: SIN TZU RISING

Hey, I'm trying to get through *Batman: Rise of Sin Tzu* (I like playing up Nightwing with Tim Drake Robin), and I was wondering if you have any cheats for the game.

Thomas Elliott
Philadelphia, PA

Alright, this is pretty easy. First, hold down L1, L2, R1 and R2 simultaneously at the Start screen. Then you can input any of these codes:

All moves unlocked:

↑ ↓ ← →

Infinite power bar:

↑ ↓ ← →

Infinite health:

↑ ↓ ← →

Unlock final difficulty:

↑ ↓ ← →

Just unlock everything:

↑ ↓ ← →

DRIVING WEIRD CARS IN VICE CITY

If you have finished the car jobs at

Sunshine Autos, this helps. The trick

is: Save your game at

Sunshine Autos, then

enter the "weird

wheels" code. Look

at the Deluxe to see if

the cheat worked.

Load the game and

repeat the code.

Keep loading and

entering until you

can't get in the car

any more. When you

can't get in a Caddie

and you blast across

Vice City! Enter the

"cars float on water"

cheat to make a fast

boat!

Ericssky@aol.com

GAME	PUBLISHER	SCORE	ISSUE
Contender 2	Bam	41	41
Cool Boarders 2	Sony CEA	44	3
Cool Boarders 3	989 Studios	44	1A
Cool Boarders 4	989 Studios	44	27
Cool Boarders 2001	Sony CEA	44	39
Countdown Vampires	Bandai	44	32
Cover Top: Nuclear Dawn	Activision	44	34
Creatio Baseball 2	Sony CEA	44	3
Creatio Baseball: WARPED	Sony CEA	44	15
Crash Bash	SCEA/Universal	44	39
Crimo Killer	Interplay	44	12
Critical Depth	GT Interactive	44	3
Croc	Fox Interactive	44	1
Croc 2	Fox Interactive	44	22
Crossroad Crisis	Agetec	44	50
Crusaders of Might & Magic	3DO	44	30
CTR: Crash Team Racing	Sony CEA	44	26
CyberTiger	EA Sports	44	27
Dance Dance Revolution	Konami	44	42
Dance Dance Revolution: Disney Mix	Konami	44	49
Dance Dance Revolution: KonamiX	Konami	44	57
Danger Girl	THQ	44	39
Dark Omen	Electronic Arts	44	9
DarkStalkers 3	Capcom	44	16
Darkstone	Tala 2	44	43
Dave Mira Freestyle BMX	Acclaim	44	38
Dave Mira Freestyle BMX: Maximum Remix	Acclaim	44	47
David Beckham Soccer	Majesco	44	61
Dead in the Water	ASC	44	17
Dead or Alive	Tecmo	44	9
Deathtrap Dungeon	Eidos	44	9
Deception III: Dark Delusion	Tecmo	44	31
Delta Force: Urban Warfare	Novologic	44	61
Demolition Racer	Infogrames	44	26
Designa	Koei	44	16
Destruction Derby Raw	Midway	44	39
Devil Dice	THQ	44	13
Doctor's Laboratory: Mandark's Lab?	Bam	44	59
Diablo	Electronic Arts	44	8
Die Hard Trilogy: Vno Las Vegas	Fox Interactive	44	31
Digimon Digital Card Battle	Bandai	44	48
Digimon Rumble Arena	Bandai	44	55
Digimon World	Bandai	44	36
Digimon World 2	Bandai	44	46
Digimon World 3	Bandai	44	57
Dino Crisis	Capcom	44	25
Dino Crisis 2	Capcom	44	38
Dirty Jockey	Massif	44	71
Dino's Dinosaur	Ubisoft	44	36
Dino's Treasure Planet	Sony CEA	44	64
Donald Duck: Goin' Quackers	Ubisoft	44	39
Downhill Mountain Bike Racing	Activision	44	27
Dracula: The Last Sanctuary	DreamCatcher	44	56
Dracula: The Resurrection	DreamCatcher	44	48
Dragon Ball GT	Bandai	44	4
Dragon Ball Z: Ultimate Battle 2Z	Infogrames	44	69
Dragon Tales: Dragon Seek	NewKidCo	44	45
Dragon Valor	Namco	44	38
Dragon Warrior VII	Enix	44	51
Dragonseeds	Jaleco	44	15
Driver	GT Interactive	44	24
Driver 2	Infogrames	44	40
Ducati World Championship Racing	Acclaim	44	41
Duke Nukem: Land of the Babes	Infogrames	44	40
Duke Nukem: Time to Kill	GT Interactive	44	14
Duke Nukem: Total Meltdown	GT Interactive	44	5
Dukes at Hazard	SouthPeak	44	29
Dukes of Hazard II: Daisy Dukes It Out	SouthPeak	44	41
Dune 2000	Electronic Arts	44	27
EA Sports Soccer	EA Sports	44	41
Eagle One: Harrier Attack	Infogrames	44	32
Echo Night	Agetec	44	23
EWX Anarchy Rulz	Acclaim	44	38
EWX Hardcore Revolution	Acclaim	44	30



READER REVIEWS

No turtles in time, just sands of time

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone's, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

PRINCE OF PERSIA: THE SANDS OF TIME

What you said: "There isn't enough you can say about this game. *Prince of Persia: The Sands of Time* remembered why we liked the games of old, of the SNES and Genesis days. It is a pleasure to play. You don't want to put it down, and not just for the great story or the fantastic, awe-inspiring graphics. Sure, they add to the atmosphere, but the game is just fun to play.

I find myself constantly looking for different ways to pass certain areas. Sure, you could take the

What we said: "*Prince of Persia: The Sands of Time* is one of my favorite, games ever. I'm tempted to just stop the review here and let you experience this excellent game for yourself."

Our Score: **★★★★★**

TEENAGE MUTANT NINJA TURTLES

What you said: "The music starts, you listen. As for the meaningful dialogue, you skip it. When I inserted the *Turtles* game, my first thoughts were 'Finally, they're back.' Unfortunately, they should have stayed in their shells."

"Prince of Persia: The Sands of Time remembered why we liked the games of old, of the SNES and Genesis days."



easy route, but you can also challenge yourself. It's difficult when it should be and easy at other times. If you die, you are usually brought back to within one to three minutes of gameplay, which in most cases is fun to redo.

The fighting is also as fun as it gets. You can try to hack-n-slash your way through only to find your self dying over and over. It needs strategy: Should you vault over an enemy, or stay grounded? Is it better to roll to the guy across the screen or focus on the one in front of you? Each battle flows, and each enemy has its own way of fighting. Slashing through sand zombies is blissful even if it takes too long.

Short and sweet, here's the scoop: Play this game somehow. Buy it, borrow it, rent it, steal it (OK, maybe not), whatever you have to do. Yes, it is that good."

Your Score: **★★★★★**

Jeffrey Kendall
snoopy_jeff@yahoo.com

"First off, the gameplay is fun for a while, but after noticing all you do is fight a bunch of ninjas with the intelligence of a sock, you get pretty bored. What else is annoying and boring? The jokes you hear every time you hit the square button. You can't even block! The 'dash' move is useless most of the time. You'd also think the Versus mode would be good, but you get dogged even on the easiest setting. Once you hit the floor, you might as well drop the controller, because the CPU won't let you get back up. I bet if the Turtles were real, even they wouldn't play this game."

Your Score: **★★★**

Richard Blair
MidgetMan2002@aol.com

What we said: "But oh, how the little things disappoint, frustrate, and annoy.

All these things just make me wanna stop playing and do something else. Stickball, anyone?"

Our Score: **★★★**

GAME	PUBLISHER	SCORE	ISSUE	GAME	PUBLISHER	SCORE	ISSUE
Ehrgeiz	Square EA	★★★★	21	Ghost in the Shell	THQ	★★★★	4
Einbinder	Sony CEA	★★★★	8	Glover	Hasbro	★★★★	28
Elemental Gearbolt	Working Designs	★★★★	11	Gold and Glory: The Road to El Dorado	Sony CEA	★★★★	42
Eliminator	Psychonix	★★★	20	Jaren/Jururo	Sony CEA	★★★★	1
The Emperor's New Groove	SCEA	★★★★	40	Jarin/Jururo 2	Sony CEA	★★★★	29
Equestrian Showace	Mud Duck	★★	71	Jaren/Jururo: Issa 2	Sony CEA	★★★★	10
ESPN MLS GameNight	Konami	★★★★	40	Grand Theft Auto 2	Rockstar	★★★★	27
ET: The Extra-Terrestrial: Interplanetary Mission	NewKidCo	★	54	Grand Theft Auto: London 1969	Rockstar	★★★★	22
Eternal Eyes	Crave	★★	38	Grand Tour Racing '98	Activision	★★★★	1
Evil Dead: Hall to the King	THQ	★★★	41	Grandia	Sony CEA	★★★★	26
Evil Zone	Titus	★★	25	Griestream Saga	THQ	★★★★	10
Expendable	Infogrames	★★	34	The Grinch	Konami/Universal	★★	39
FL 2000	EA Sports	★★★★	33	Grind Session	Sony CEA	★★★★	34
FL Championship Season	EA Sports	★★★★	40	Grudge Warriors	Take 2	★★	34
FL Racing Championship	Ubisoft	★★★★	39	Guardian's Crusade	Activision	★★★★	19
Family Feud	Hasbro	★★★★	39	Gubble	Mud Duck	★	68
Family Game Pack	3DO	★★	33	Gundam Battle Assault 2	Bandai	★★★★	62
Fantastic Four	Acclaim	★★	3	Gunfighter: The Legend of Jesse James	Ubisoft	★★★★	52
Fatal Fury: Wild Ambition	SNK	★★	30	HardBall '99	Acclaim	★★	15
Fear Effect	Eidos	★★★★	31	Harry Potter and the Sorcerer's Stone	EA Games	★★★★	53
Fear Effect 2: Retro Helix	Eidos	★★★★	43	Harry Potter and the Chamber of Secrets	EA Games	★★★★	64
Felony II-79	Asci	★★★	1	Harvest Moon: Back to Nature	Natsume	★★★★	40
FIFA 98	EA Sports	★★★★	4	HBO Bowling	Acclaim	★★	41
FIFA 99	EA Sports	★★★★	17	Heart of Darkness	Interplay	★★★★	13
FIFA 2000	EA Sports	★★★★	27	HELLBOX: Asylum Seeker	DreamCatcher	★	73
FIFA 2001 Major League Soccer	EA Sports	★★★★	39	Hello Kitty's Cube Frenzy	NewKidCo	★★	20
FIFA Soccer 2003	EA Sports	★★★★	63	Herc's Adventures	LucasArts	★★★★	2
The Fifth Element	Activision	★	15	High Heat Baseball 2000	3DO	★★	22
Fighter Maker	Agegate	★★★★	21	High Heat Major League Baseball 2002	3DO	★★★★	43
Final Fantasy	Square EA	★★★★	21	Hogs of War	Infogrames	★★★★	38
Fighting Force 2	Eidos	★★	29	Hooters Road Trip	Ubisoft	★★	55
Final Fantasy Anthology	Square EA	★★★★	26	Hoshigami: Raining Blue Earth	Aius	★★	53
Final Fantasy Chronicles	Square EA	★★★★	47	Hot Shots Golf	Sony CEA	★★★★	7
Final Fantasy Origins	Square Enix	★★★★	67	Hot Shots Golf 2	Sony CEA	★★★★	30
Final Fantasy Tactics	Sony CEA	★★★★	21	Hot Shots Golf 3	Sony CEA	★★★★	25
Final Fantasy VIII	Sony CEA	★★★★	1	Hot Shots Golf 4	Sony CEA	★★★★	25
Final Fantasy XIII	Square EA	★★★★	22	Hydro Thunder	Midway	★★	31
Final Fantasy X	Sony EA	★★★★	22	HRA Drag Racing	Bethesda	★	53
Final Fantasy X-2	Sony EA	★★★★	22	In Cold Blood	DreamCatcher	★★	49
Final Fantasy XI	Sony EA	★★★★	22	Incredible Crisis	Titus	★★★★	38
Final Fantasy XII	Sony EA	★★★★	22	Inspector Gadget: Gadget's Crazy Maze	Sony CEA	★★★★	50
Final Fantasy XIII-2	Sony EA	★★★★	22	Intelligent Cube	Sony CEA	★★★★	2
Final Fantasy XIV	Sony EA	★★★★	22	Intellivision Classic Games	Activision	★★	28
Final Fantasy XV	Sony EA	★★★★	22	Int'l Superstar Soccer '98	Konami	★★★★	11
Final Fantasy XVI	Sony EA	★★★★	22	Int'l Track & Field 2000	Konami	★★★★	27
Final Fantasy VII	Sony EA	★★★★	22	InuYasha	Bandai	★★★★	68
Final Fantasy VIII	Sony EA	★★★★	22	Invasion From Beyond	GT Interactive	★★	19
Final Fantasy IX	Sony EA	★★★★	22	Iron Soldier 3	Vertical	★★★★	35
Final Fantasy X	Sony EA	★★★★	22	Iron Soldier	Vertical	★★★★	35
Final Fantasy XI	Sony EA	★★★★	22	Iron Soldier 2	Vertical	★★★★	35
Final Fantasy XII	Sony EA	★★★★	22	ISS Pro Evolution	Konami	★★★★	35
Final Fantasy XIII	Sony EA	★★★★	22	The Italian Job	Rockstar	★★★★	57
Final Fantasy XIV	Sony EA	★★★★	22	Jackie Chan Stuntmaster	Midway	★★★★	30
Final Fantasy XV	Sony EA	★★★★	22	Jade Cocoon	Crave	★★★★	23
Final Fantasy XVI	Sony EA	★★★★	22	Jarret & LaBonte Stock Car Racing	Codemasters	★★★★	38
Final Fantasy VII	Sony EA	★★★★	22	Jeopardy!	Hasbro	★★★★	17
Final Fantasy VIII	Sony EA	★★★★	22	Jeopardy! 2	Hasbro	★★★★	29
Final Fantasy IX	Sony EA	★★★★	22	Jeremy Johnson Superstar Bowling	Acclaim	★★	43
Final Fantasy X	Sony EA	★★★★	22	Jersey Devil	Sony CEA	★★★★	10
Final Fantasy XI	Sony EA	★★★★	22	Jet Moto 2	Sony CEA	★★★★	7
Final Fantasy XII	Sony EA	★★★★	22	Jet Moto 3	989 Studios	★★★★	26
Final Fantasy XIII	Sony EA	★★★★	22	Jetpack Madness	XS Games	★★★★	70
Final Fantasy XIV	Sony EA	★★★★	22	Jimmy Johnson VR Football	Interplay	★★	2
Final Fantasy XV	Sony EA	★★★★	22	Jojo's Bizarre Adventure	Capcom	★★★★	31
Final Fantasy XVI	Sony EA	★★★★	22	Juggernaut	Jaleco	★★★★	26
Final Fantasy VII	Sony EA	★★★★	22	K-1 Grand Prix	Jaleco	★★★★	28
Final Fantasy VIII	Sony EA	★★★★	22	K-1 Revenge	Jaleco	★★★★	18
Final Fantasy IX	Sony EA	★★★★	22	Kagero: Decryption II	Tecmo	★★★★	14
Final Fantasy X	Sony EA	★★★★	22	Karla	Aius	★★★★	12
Final Fantasy XI	Sony EA	★★★★	22	Kensei Sacred Fist	Konami	★★	17
Final Fantasy XII	Sony EA	★★★★	22	Kidkicking	Agegate	★★	58
Final Fantasy XIII	Sony EA	★★★★	22	Killer Loop	Crave	★★	27
Final Fantasy XIV	Sony EA	★★★★	22	King of Fighters '99	Agegate	★★★★	41
Final Fantasy XV	Sony EA	★★★★	22	KISS Pinball	Take 2	★★	46
Final Fantasy XVI	Sony EA	★★★★	22	Klonoa	Natsume	★★★★	6
Final Fantasy VII	Sony EA	★★★★	22	Knockout Kings	EA Sports	★★★★	16
Final Fantasy VIII	Sony EA	★★★★	22				
Final Fantasy IX	Sony EA	★★★★	22				
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Final Fantasy IX	Sony EA	★★★★	22				
Final Fantasy X	Sony EA	★★★★	22				
Final Fantasy XI	Sony EA	★★★★	22				
Final Fantasy XII	Sony EA	★★★★					

LOGAN THE SOUL REAVER

and **Tasker**, one of the scriptwriters for *Soul Reaver 2*, also wrote *Origin*, the official backstory of X-Men's Wolverine.



GAME	PUBLISHER	SCORE	ISSUE
Knockout Kings 2000	EA Sports	27	☆☆☆☆
Knockout Kings 2001	EA Sports	29	☆☆☆☆
Konami Arcade Classics	Konami	23	☆☆☆☆
Koudouka	Infogrames	35	☆☆☆☆
Kurt Warner's Arena Football Unleashed	Midway	34	☆☆☆☆
The Land Before Time: Return to Great Valley	TDK Mediactive	46	☆☆☆☆
The Land Before Time: Great Inland Valley	Sound Source	39	☆☆☆☆
Largo Winch //Commando Sar	Ubisoft	57	☆☆☆☆
The Legend of Dragon	Sony CEA	34	☆☆☆☆
Legend of Legalia	Sony CEA	19	☆☆☆☆
Legend of Mana	Square EA	35	☆☆☆☆
Lego Island 2: The Brickster's Revenge	Lego Media	46	☆☆☆☆
Lego Rock Raiders	Lego Media	38	☆☆☆☆
Lilo & Stitch	Sony CEA	39	☆☆☆☆
The Lion King: Simba's Mighty Adventure	Activision	42	☆☆☆☆
The Little Mermaid II	THQ	39	☆☆☆☆
Lode Runner	Natsume	39	☆☆☆☆
Looney Tunes Racing	Infogrames	39	☆☆☆☆
Looney Tunes: Sheep Raider	Infogrames	51	☆☆☆☆
Lunar: Silver Star Story Complete	Working Designs	22	☆☆☆☆
Lunar 2: Eternal Blue Complete	Working Designs	40	☆☆☆☆
Madden NFL 99	EA Sports	25	☆☆☆☆
Madden NFL 2000	EA Sports	25	☆☆☆☆
Madden NFL 2001	EA Sports	37	☆☆☆☆
Madden NFL 2002	EA Sports	49	☆☆☆☆
Madden NFL 2003	EA Sports	62	☆☆☆☆
Madden NFL 2004	EA Sports	62	☆☆☆☆
Marble Master	Conspiracy	39	☆☆☆☆
Martin Gough: Unification	Take 2	52	☆☆☆☆
Marvel Super Heroes	Capcom	2	☆☆☆☆
Marvel Super Heroes vs. Street Fighter	Capcom	18	☆☆☆☆
Marvel vs. Capcom EX	Capcom	30	☆☆☆☆
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	40	☆☆☆☆
Mary-Kate and Ashley: Winner's Circle	Acclaim	45	☆☆☆☆
Maze Destruction	ASC	33	☆☆☆☆
Mat Hoffman's Pro BMX	Activision	45	☆☆☆☆
Maximum Force	Midway	2	☆☆☆☆
MDK	Playmates	3	☆☆☆☆
Medal of Honor Underground	Electronic Arts	39	☆☆☆☆
MediEvil	Sony CEA	14	☆☆☆☆
MediEvil II	Sony CEA	32	☆☆☆☆
Mega Man Legends	Capcom	39	☆☆☆☆
Mega Man Legends 2	Capcom	39	☆☆☆☆
Mega Man X4	Capcom	4	☆☆☆☆
Mega Man X5	Capcom	41	☆☆☆☆
Mega Man X6	Capcom	53	☆☆☆☆
Men in Black-The Series: Crashdown	Infogrames	54	☆☆☆☆
Metal Gear Solid VR Missions	Konami	25	☆☆☆☆
Metal Slug X	Agectec	43	☆☆☆☆
Micro Machines	Midway	5	☆☆☆☆
Micro Maniacs	Codemasters	3	☆☆☆☆
Mike Tyson Boxing	Codemasters	39	☆☆☆☆
Miracle Space Race	Mad Duck	71	☆☆☆☆
The Misadventures of Tom Bonne	Capcom	31	☆☆☆☆
Miss Spider's Tea Party	Simon & Schuster	41	☆☆☆☆
Missile Command	Hasbro	28	☆☆☆☆
Mission: Impossible	Infogrames	28	☆☆☆☆
MLK Mythologies	Midway	3	☆☆☆☆
MLB 98	Sony CEA	1	☆☆☆☆
MLB 99	Sony CEA	9	☆☆☆☆
MLB 2000	989 Studios	21	☆☆☆☆
MLB 2001	989 Studios	33	☆☆☆☆
MLB 2002	Sony CEA	46	☆☆☆☆
MLB 2003	Sony CEA	60	☆☆☆☆
MLB 2004	Sony CEA	70	☆☆☆☆
MLB Bottom of the 9th 99	Konami	12	☆☆☆☆
Mobile 1: Rally Championship	Electronic Arts	32	☆☆☆☆
Mobile Armor	Agectec	70	☆☆☆☆
Mobile Light Force	X5 Games	69	☆☆☆☆
Monaco Grand Prix	Ubisoft	21	☆☆☆☆
Monkey Hero	Take 2	18	☆☆☆☆
Monster Magic	Sunsoft	29	☆☆☆☆
Monster Bass!	X5 Games	70	☆☆☆☆
Monster Rancher 2	Tecmo	26	☆☆☆☆
Monster Rancher Battle Card, Episode II	Tecmo	36	☆☆☆☆
Monster Rancher Hop-A-Bout	Tecmo	41	☆☆☆☆
Monster Seed	Sunsoft	20	☆☆☆☆
Monsters, Inc.	Sony CEA	51	☆☆☆☆
Mort the Chicken	Cave	41	☆☆☆☆
Mortal Kombat: Special Forces	Midway	36	☆☆☆☆
Mortal Kombat Trilogy	Midway	14	☆☆☆☆
Moto Racer	Electronic Arts	3	☆☆☆☆
Moto Racer 2	Electronic Arts	14	☆☆☆☆
Moto Racer World Tour	Infogrames	40	☆☆☆☆
Motorcross Mania	Take 2	48	☆☆☆☆
Motorcross Mania 2	Gotham Games	72	☆☆☆☆
Motowhead	Fox Interactive	14	☆☆☆☆
Mr. Domino	Acclaim	15	☆☆☆☆
Mr. Driller	Namco	33	☆☆☆☆
Mr. Pac-Man Maze Madness	Namco	38	☆☆☆☆
MTV Music Generator	Codemasters	28	☆☆☆☆
MTV Sports: Pure Ride	THQ	39	☆☆☆☆
MTV Sports: Skateboarding Feat. Andy Macdonald	THQ	39	☆☆☆☆
MTV Sports: Snowboarding	THQ	27	☆☆☆☆
MTV Sports: TJ Lavin's Ultimate BMX	THQ	45	☆☆☆☆
MTV's Celebrity Deathmatch	Gotham Games	76	☆☆☆☆
The Mummy	Konami	41	☆☆☆☆
Muppet Monster Adventure	Midway	39	☆☆☆☆
Muppet Race Mania	Midway	39	☆☆☆☆
My Disney Kitchen	Bam	n/a	☆☆☆☆
N.G.E.N. Racing	Infogrames	35	☆☆☆☆
Nazgo	Fox Interactive	3	☆☆☆☆
Nintendo Winter Olympics 98	Konami	6	☆☆☆☆
Nintendo Museum Vol. 3	Namco	n/a	☆☆☆☆
Did you know that Dig Dug is Mr. Driller's dad? Seriously, it's true!			
NASCAR 98	EA Sports	26	☆☆☆☆
NASCAR 2000	EA Sports	26	☆☆☆☆
NASCAR 2001	EA Sports	38	☆☆☆☆
NASCAR Heat	Hasbro	40	☆☆☆☆
NASCAR Rumble	Electronic Arts	31	☆☆☆☆
NASCAR Thunder 2002	EA Sports	52	☆☆☆☆
NASCAR Thunder 2004	EA Sports	74	☆☆☆☆
NBA Fastbreak 98	Midway	47	☆☆☆☆
NBA Hoopz	Midway	43	☆☆☆☆
NBA In The Zone 98	Konami	7	☆☆☆☆
NBA In The Zone 99	Konami	9	☆☆☆☆
NBA In The Zone 2000	Konami	28	☆☆☆☆
NBA Live 98	EA Sports	3	☆☆☆☆
NBA Live 99	EA Sports	16	☆☆☆☆
NBA Live 2000	EA Sports	28	☆☆☆☆
NBA Live 2001	EA Sports	39	☆☆☆☆
NBA Live 2002	EA Sports	53	☆☆☆☆
NBA ShootOut 98	Sony CEA	8	☆☆☆☆
NBA ShootOut 2000	989 Studios	30	☆☆☆☆
NBA ShootOut 2001	989 Studios	30	☆☆☆☆
NBA ShootOut 2002	Sony CEA	50	☆☆☆☆
NBA ShootOut 2003	Sony CEA	63	☆☆☆☆
NBA ShootOut 2004	Sony CEA	76	☆☆☆☆
NBA Tonight	NBA on NBC	28	☆☆☆☆
NBA Tonight	ESPN Digital	14	☆☆☆☆
NCAA Final Four 99	989 Studios	18	☆☆☆☆
NCAA Final Four 2000	989 Studios	28	☆☆☆☆
NCAA Final Four 2001	Sony CEA	40	☆☆☆☆
NCAA Football 98	EA Sports	2	☆☆☆☆
NCAA Football 99	EA Sports	12	☆☆☆☆
NCAA Football 2000	EA Sports	25	☆☆☆☆
NCAA Football 2001	EA Sports	36	☆☆☆☆
NCAA GameBreaker 98	Sony CEA	4	☆☆☆☆
NCAA GameBreaker 99	989 Studios	15	☆☆☆☆
NCAA GameBreaker 2000	989 Studios	25	☆☆☆☆

REPLAY FORUM



DEFY THIS!

I know you guys didn't like *Legacy of Kain: Defiance*, but I won't hate on you; I bet you've heard enough from other fans. Can you help out those of us who do like it? Basically, do you guys have any codes for this? Please? Thanks!

Will Jemas
New York, NY

Sure thing. You ask and we serve. We went straight to Eidos, and here's their reply:

Note that all directional buttons are using the D-pad, not the analog stick. Hit Start to pause the game, then enter in the desired code. Hit Start again to activate the cheat if you entered it correctly!

Fill'er up:

↑, ↓, ←, →, R1, L1, ⓧ, ○, △

Give all ups:

↑, ↓, ←, →, R1, R2, ⓧ, ○, △

Give all slams:

↑, ↓, ←, →, R1, ⓧ, ○, △

Infinite reaver charge:

↑, ↓, ←, →, R1, R2, ⓧ, ○, △

All dark chronicles:

R1, ↓, R2, L1, →, R2, ⓧ, ○, L1

All bonuses:

R2, ↓, L2, R1, →, L2, ⓧ, L1, ⓧ

Invincible:

↑, ↓, ←, →, R1, R2, ⓧ, ○, L1

GAME	PUBLISHER	SCORE	ISSUE
NCAA GameBreaker 2001	Sony CEA	37	☆☆☆☆
NCAA March Madness 98	EA Sports	7	☆☆☆☆
NCAA March Madness 99	EA Sports	18	☆☆☆☆
NCAA March Madness 2000	EA Sports	29	☆☆☆☆
NCAA March Madness 2001	EA Sports	41	☆☆☆☆
Nectars: Military Madness	Ialcoco	17	☆☆☆☆
Need for Speed II	Electronic Arts	3	☆☆☆☆
Need for Speed: High Stakes	Electronic Arts	34	☆☆☆☆
Need for Speed: Porsche Unleashed	Electronic Arts	33	☆☆☆☆
Need for Speed: V-Rally	Electronic Arts	3	☆☆☆☆
Need for Speed: V-Rally 2	Electronic Arts	28	☆☆☆☆
Newman/Haes Racing	Pygnosis	7	☆☆☆☆
The Next Heats	Hasbro	24	☆☆☆☆
NFL Blitz	Midway	37	☆☆☆☆
NFL Blitz 2000	Midway	38	☆☆☆☆
NFL Blitz 2001	Midway	38	☆☆☆☆
NFL GameDay 98	Sony CEA	13	☆☆☆☆
NFL GameDay 99	989 Studios	3	☆☆☆☆
NFL GameDay 2000	989 Studios	25	☆☆☆☆
NFL GameDay 2001	989 Studios	37	☆☆☆☆
NFL GameDay 2002	Sony CEA	49	☆☆☆☆
NFL GameDay 2003	Sony CEA	62	☆☆☆☆
NFL GameDay 2004	Sony CEA	74	☆☆☆☆
NFL Xtreme	989 Studios	11	☆☆☆☆
NFL Xtreme 2	989 Studios	24	☆☆☆☆
NHL 98	EA Sports	2	☆☆☆☆
NHL 99	EA Sports	15	☆☆☆☆
NHL 2000	EA Sports	26	☆☆☆☆
NHL 2001	EA Sports	38	☆☆☆☆
NHL Blades of Steel 2000	Konami	28	☆☆☆☆
NHL Breakaway 98	Acclaim	2	☆☆☆☆
NHL Championship 2000	Fox Interactive	27	☆☆☆☆
NHL FaceOff 98	Sony CEA	14	☆☆☆☆
NHL FaceOff 99	989 Studios	26	☆☆☆☆
NHL FaceOff 2000	989 Studios	26	☆☆☆☆
NHL FaceOff 2001	Sony CEA	38	☆☆☆☆
NHL Rock the Rink	Electronic Arts	32	☆☆☆☆
NHL Ticks Racing	Infogrames	48	☆☆☆☆
Nightmare Creatures	Activision	3	☆☆☆☆
Nightmare Creatures II	Konami	33	☆☆☆☆
Ninja: Shadow of Darkness	Eidos	15	☆☆☆☆
Nuclear Strike	Electronic Arts	3	☆☆☆☆
O.D.T.	Pygnosis	15	☆☆☆☆
Oddworld: Abe's Exoddus	GT Interactive	15	☆☆☆☆
Oddworld: Abe's Oddysee	GT Interactive	1	☆☆☆☆
Omega Boost	Sony CEA	25	☆☆☆☆
One	ASC	4	☆☆☆☆
One Piece: Mansion	Capcom	50	☆☆☆☆
One Piece: World	Atencio	3	☆☆☆☆
Pandemonium 2	Midway	2	☆☆☆☆
Panzer Front	Agectec	51	☆☆☆☆
Parappa the Rapper	Sony CEA	2	☆☆☆☆
Parasite Eye	Square EA	22	☆☆☆☆
Patchy Eye II	Square EA	37	☆☆☆☆
Patriotic Pinball	Gotham Games	70	☆☆☆☆
Persona 2: Eternal Punishment	Atlus	41	☆☆☆☆
Peter Jacobson's Golden Tee Golf	Infogrames	41	☆☆☆☆
PGA Tour 98	EA Sports	3	☆☆☆☆
Phic: The Adventure	Agectec	74	☆☆☆☆
Pinabee	Konami	68	☆☆☆☆
Pipe Dreams 3D	Empire Int.	52	☆☆☆☆
Pitfall 3D	Activision	9	☆☆☆☆
Planet of the Apes	Ubisoft	63	☆☆☆☆
Play With The Teletubbies	Knowledge Adv.	36	☆☆☆☆
Pocket Fighter	Capcom	11	☆☆☆☆
Point Blank	Namco	6	☆☆☆☆
Point Blank 2	Namco	20	☆☆☆☆
Point Blank 3	Namco	44	☆☆☆☆
Polaris SnowCross	Vitality	38	☆☆☆☆
Pong	Hasbro	27	☆☆☆☆
Pool Hustler	Activision	15	☆☆☆☆
Populous: The Beginning	Electronic Arts	21	☆☆☆☆
Porsche Challenge	Sony CEA	1	☆☆☆☆
Power Play Sports Thiva	Ubisoft	58	☆☆☆☆



REWIND

Going back to the end of 1998

Even though this came out in January 1999, we probably wrote it around November or December of 1998. We celebrated the best and worst of that year, and made a really big deal about the number four on the cover.

COVER FLASHBACK

Whoa, guess what game got previewed: This same month five years ago? The original *Syphon Filter*. Described as "equal parts James Bond and Solid Snake," we were impressed by Gabriel Logan's array of moves, weapons, and gadgets. Our only concern in the preview was about the slippery controls, but the final release got a respectable four discs, and now we're all looking toward the cooperative-online *Omega Strain* title. Go back a few pages for more Logan antics!

Semi-overlooked, but a good prequel, if you will, to *Xenosaga*.

- **Puzzle:** *Devil Dice*
The one puzzle game that bested *Bust-A-Move 4*.
- **Racing:** *Gran Turismo*
The start of a franchise so big it has its own set of awards.
- **Worst game:** *Fifth Element*
As we said, "so damned bad that it's actually almost fun to play."

TOP 5 CRAZINESS

Editors' Top 5

1. *R-Type Delta* (snakes versus)
4. *Bust-A-Move 4* (weezy, but still good)
2. *R4* (we're still in good gaming territory)
3. *Silent Hill* (no argument there)
5. *Jeopardy!*

You read that right, the number one game we editors were playing in February of 1999 was *Jeopardy!* What the hell were we thinking?

BEST GAME OF FEBRUARY 1999:

While it's nice and good to see *FIFA 99* maintain the strong legacy of the series, what's a little troubling are the other good games of the month. We're not disputing the four discs for *Bust-A-Move 4* or *Contender* (one of the best boxing games ever), but really, four stars each for *Jeopardy!* and *Wheel of Fortune*?

Even five years ago, we were wondering where the heck Pet Sajak was for the *Wheel of Fortune* game. Well, at least we can say, "Back in our day, *Wheel of Fortune* and *Jeopardy!* were actually



good games!" to the kids who don't like the most recent versions on the PS2.

WORST GAME OF FEBRUARY 1999:

WCW/nWo Thunder. Or, as the deck put it: "thunderously bad." Even ignoring our disbelief of wrestling as a sport, the game itself is just plain horrendous. We're lucky to have a wrestling game as good as *Smackdown: Here Comes the Pain*, considering how horrible this one is by comparison.

STUPID PERIPHERAL: JOGCON

We actually spent a whole half-page—complete with photos and bad jokes—about using the suffix "con" in different ways—telling you all about this nifty new controller that was bundled with *R4*. It's laid out just like a DualShock, except instead of analog sticks, there's a big honkin' disc in the middle—supposedly to simulate the driving wheel. It kinda worked, except it was only used for—you guessed it—*R4*. Sure, *GT3* kinda supported it (as in, acknowledged its existence), but otherwise the JogCon sadly (or deservedly, depending on your point of view) faded away into obscurity.



BEST AND WORST OF 1998

The biggest story this issue? Our *DPM* Editors' Awards for 1998. A lot of PC gamers proclaim 1998 as the best gaming year ever, with the triple-combo of *Half-Life*, *StarCraft*, and *Grim Fandango* all coming out that year. 1998 was also a pretty awesome year for the PS1, as evidenced by the slew of classics that were re-released that year. No less than three franchises started in 1998, franchises that all have hot titles we're looking forward to in 2004. Here's the breakdown of the "Best" awards:

- **Game of the year:** *Metal Gear Solid*
No surprise.
- **Action game:** *Crash Bandicoot: WARPED!*
Back when Naughty Dog focused on sports and not on *GTA*-izing.
- **Sports:** *Hot Shots Golf*
Who would of thought that a golf game would win?
- **Fighting:** *Tekken 3*
Hi, Heihachi!
- **Adventure:** *Metal Gear Solid* (We didn't mind giving one game two awards.)
- **Strategy:** *Final Fantasy Tactics* (Hey, an advance peek at *FFXII* here.)
- **RPG:** *Xenogears*



Crash Bandicoot: WARPED!



Devil Dice



Final Fantasy Tactics



Gran Turismo



Hot Shots Golf



Metal Gear Solid



Tekken 3



Xenogears

GAME	PUBLISHER	SCORE	ISSUE
Power Rangers Lightspeed Rescue	THQ	40	40
Power Show!l	Acclaim	49	49
Power Soccer 2	Pygmysoft	5	5
Power Spike Pro Beach Volleyball	Infogames	41	41
The Powergirlz: Chemical X-Reaction	Bam	51	51
Poy Ray	Konami	3	3
Pro 18 World Tour Golf	Pygmysoft	19	19
Pro Pinball: Big Race USA	Empire	37	37
Pro Pinball: Fantastic Journey	Empire	37	37
Pro Pinball: Time Shock!	Take 2	10	10
Psygodet	Pygmysoft	15	15
Punky Blunk	Jaleco	6	6
Putter Golf	Ageatec	53	53
Puzzle Star Sweep	Ageatec	48	48
Puzznic	Mud Duck	71	71
Q-Bert	Hallim	28	28
Quake II	Activision	27	27
R-Type Delta	Ageatec	23	23
R-Types	Asci	17	17
R4: Ridge Racer Type 4	Namco	20	20
Racing	Ageatec	43	43
Rage Ball	Ageatec	68	68
Railroad Tycoon II	Take 2	30	30
Rainbow Six	Red Storm	27	27
Rally Cross 2	989 Studios	15	15
Rampage	Midway	4	4
Rampage 2: Universal Tour	Midway	21	21
Rampage Through Time	Midway	36	36
Ray Tracers	THQ	5	5
RayCrisis	Working Designs	38	38
Rayman 2: The Great Escape	Ubisoft	35	35
Rayman Brain Games	Ubisoft	50	50
Rayman Rush	Ubisoft	57	57
Razer Freestyle Scooter	Cave	41	41
RC de GO!	Acclaim	40	40
RC Helicopter	Ageatec	68	68
RC Revenge	Acclaim	37	37
RC Stunt Copier	Titus	25	25
Re-Volt	Acclaim	26	26
Reel Fishing II	Natsune	34	34
Reel Fishing III	Natsune	34	34
Reel Fishing IV	Natsune	34	34
Reel Fishing V	Natsune	34	34
Reel Fishing VI	Natsune	34	34
Reel Fishing VII	Natsune	34	34
Reel Fishing VIII	Natsune	34	34
Reel Fishing IX	Natsune	34	34
Reel Fishing X	Natsune	34	34
Reel Fishing XI	Natsune	34	34
Reel Fishing XII	Natsune	34	34
Reel Fishing XIII	Natsune	34	34
Reel Fishing XIV	Natsune	34	34
Reel Fishing XV	Natsune	34	34
Reel Fishing XVI	Natsune	34	34
Reel Fishing XVII	Natsune	34	34
Reel Fishing XVIII	Natsune	34	34
Reel Fishing XIX	Natsune	34	34
Reel Fishing XX	Natsune	34	34
Reel Fishing XXI	Natsune	34	34
Reel Fishing XXII	Natsune	34	34
Reel Fishing XXIII	Natsune	34	34
Reel Fishing XXIV	Natsune	34	34
Reel Fishing XXV	Natsune	34	34
Reel Fishing XXVI	Natsune	34	34
Reel Fishing XXVII	Natsune	34	34
Reel Fishing XXVIII	Natsune	34	34
Reel Fishing XXIX	Natsune	34	34
Reel Fishing XXX	Natsune	34	34
Reel Fishing XXXI	Natsune	34	34
Reel Fishing XXXII	Natsune	34	34
Reel Fishing XXXIII	Natsune	34	34
Reel Fishing XXXIV	Natsune	34	34
Reel Fishing XXXV	Natsune	34	34
Reel Fishing XXXVI	Natsune	34	34
Reel Fishing XXXVII	Natsune	34	34
Reel Fishing XXXVIII	Natsune	34	34
Reel Fishing XXXIX	Natsune	34	34
Reel Fishing XL	Natsune	34	34
Reel Fishing XLI	Natsune	34	34
Reel Fishing XLII	Natsune	34	34
Reel Fishing XLIII	Natsune	34	34
Reel Fishing XLIV	Natsune	34	34
Reel Fishing XLV	Natsune	34	34
Reel Fishing XLVI	Natsune	34	34
Reel Fishing XLVII	Natsune	34	34
Reel Fishing XLVIII	Natsune	34	34
Reel Fishing XLIX	Natsune	34	34
Reel Fishing L	Natsune	34	34
Reel Fishing LI	Natsune	34	34
Reel Fishing LII	Natsune	34	34
Reel Fishing LIII	Natsune	34	34
Reel Fishing LIV	Natsune	34	34
Reel Fishing LV	Natsune	34	34
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Reel Fishing LVII	Natsune	34	34
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Reel Fishing LXXXXXXXIV	Natsune	34	34
Reel Fishing LXXXXXXXV	Natsune		

NEXT MONTH

March 2004
On sale Feb. 10

FINAL FANTASY XI FIRST REVIEW

Is it better than *EverQuest*? Find out next issue when we live an alternate life as a fuzzy little wizard guy in a stripey tunic.



OPM is the only magazine where you can find honest-to-goodness playable demos.

ON THE DISC BOND, JAMES BOND

SEVEN PLAYABLE DEMOS

PLAYABLES

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- NFL Street
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FEAR WILL BE REDEFINED

A promotional poster for Resident Evil Outbreak. The scene is framed by a large circular opening, possibly a tunnel or a window. In the foreground, two characters are silhouetted against a bright, fiery background. The character on the left is a muscular man in a tactical suit, holding a handgun. The character on the right is a woman in a dark, form-fitting outfit, also holding a handgun. They are looking towards a large, burning building with the letters 'A R' on its facade. A car is partially visible in the lower right, also engulfed in flames. In the background, several zombie-like figures are running through the fire. The overall atmosphere is dark and intense, with a strong red and orange color palette.

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