59 NEW GAMES REVIEWED!

HARRY POTTER: 6 NEW GAMES! WHAT YOU NEED TO KNOW.

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

ELECTRONIC GAMING MONTHLY™

WORLD'S FIRST REVIEW

GRAND THEFT AUTO *vice city*

THE BIGGEST GAME OF THE YEAR IS HERE!

- 3 REVIEWS!
  OUR CRITICS PUT GTA:VC TO THE TEST
- STRATEGIES
  YOUR SURVIVAL GUIDE TO VICE CITY

FINAL FANTASY

UPDATES ON FF:X-2, XI, TACTICS ADVANCE, CRYSTAL CHRONICLE & MORE!



COVER #1 OF 3
LANCE VANCE: THE SMOOTH CRIMINAL

DISPLAY UNTIL DECEMBER 3



REVIEWED:
- Tony Hawk 4
- NBA 2K3
- TimeSplitters 2
- Phantasy Star Online (GC)



PREVIEWED:
- Lord of the Rings
- Minority Report
- Rygar
- Resident Evil 0

ZIFF DAVIS MEDIA Issue 161
December 2002 $4.99/$6.50 Canada
12>
0 14024 06960 8
EGM.GAMERS.COM

PlayStation 2



Complex, character-based story set in a unique world that combines sci-fi and fantasy



Transform yourself into 12 powerful summons, from the Blood Juggernaut to the Blade of Sand

Real time party-based combat where you control a variety of characters, from spellcasters to assassins



Learn to craft deadly poisons, cast a meteor storm or devour your enemy's soul



TEEN T CONTENT RATED BY ESRB

Blood
Violence

WWW.SUMMONER2.COM

volition

THQ

www.thq.com

©2002 THQ Inc. Summoner, Volition, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

In a world of villains, a goddess reborn
struggles to fulfill a prophecy.



"As it stands, Summoner 2 easily reigns as the best dungeon crawler on console, and one of the most engrossing RPGs around."
- GAME INFORMER

Summoner 2™

"...this game is packed with gaping quests, enthralling side stories, and a complex backbone the likes of which are rarely seen."
- IGN.COM

"Summoner 2's strengths lie in the depths - a superbly written science-fantasy story, memorable characters, and surreal settings..."
- GAMEPRO





FOIL AN ALIEN PLOT TO RULE THE WORLD

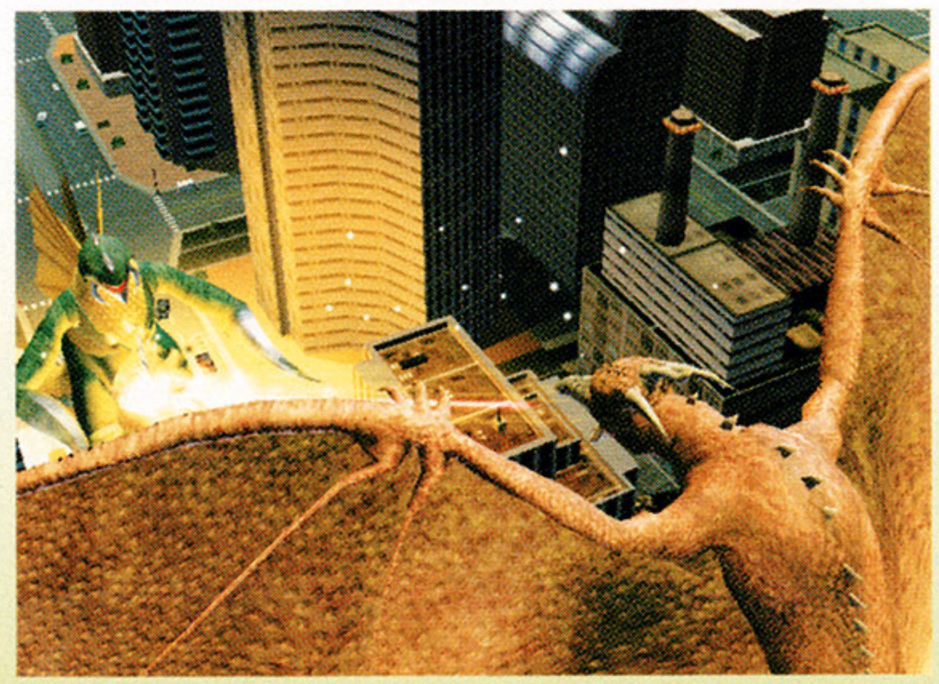
EARTH'S GREATEST CITIES
BECOME THE BATTLEFIELDS
FOR LEGENDARY MONSTERS





怪物たち!

4 PLAYER FIGHTING MAYHEM



中にゴジラの一部は、死火レーザー光眼から放した闘と思われる。線によるものが今回の帰還を果たした。か最後に東京には、ゴジラる。ら、数年目の出現してメカゴジラは、そことであメカニックの双子の強敵では粉ゴジラと闘ってもあるた。ビル半は自然発火砕し、街の大に包まれ、東の爆発で火炎メ昨日早(東京)京中心部は大なメタラといカゴジ朝、突然の攻リックの怪物う巨は東京防衛撃。昨日ゴジが揚々と帰還に紛争し、意ラ衛撃。昨日ゴジが突然の気に紛争し、意ラは東京防々と帰還に気揚々と帰

CHOOSE FROM OVER 10 MONSTERS AND 5 MODES OF PLAY

怪物たちの LEGENDARY MONSTERS. EPIC BATTLES.

があるようです。現在、調査が進行中です。
詳細は、godzillaoncube.com をご覧ください。

気ラが巨、東京爆し
揚は突大メ　中発、

- 東京
- 大阪
- サンフランシスコ
- ロンドン
- ロサンジェルス

悲しい ことがあった時こそ、食べなきゃだめです。落ち込んじゃったら、元気がでるものを食べましょう。サトウのジュースで心なごむ「おふくろの味」に！サトウならどんな料理も美味しく変身！怪物さえも・・！サトウで楽し くお召し上がり ください。おいしいよ！

風味

TEEN T CONTENT RATED BY ESRB
Violence

ATARI

Godzilla® Destroy All Monsters Melee © 2002 Infogrames, Inc. All rights Reserved. The Atari trademark and logo are the property of Infogrames. Developed by Pipeworks. Gigan, Godzilla®, King Ghidorah, Mechagodzilla, Megalon, Rodan and the character designs are trademarks of Toho Co., Ltd. © 2002 Toho Co., Ltd. All rights reserved. All other trademarks are the property of their respective owners. The Ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners. LICENSED BY NINTENDO. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo.

日刊日本

No.03

週末特版　これは恐いぞ！

NINTENDO GAMECUBE™

GODZILLA®

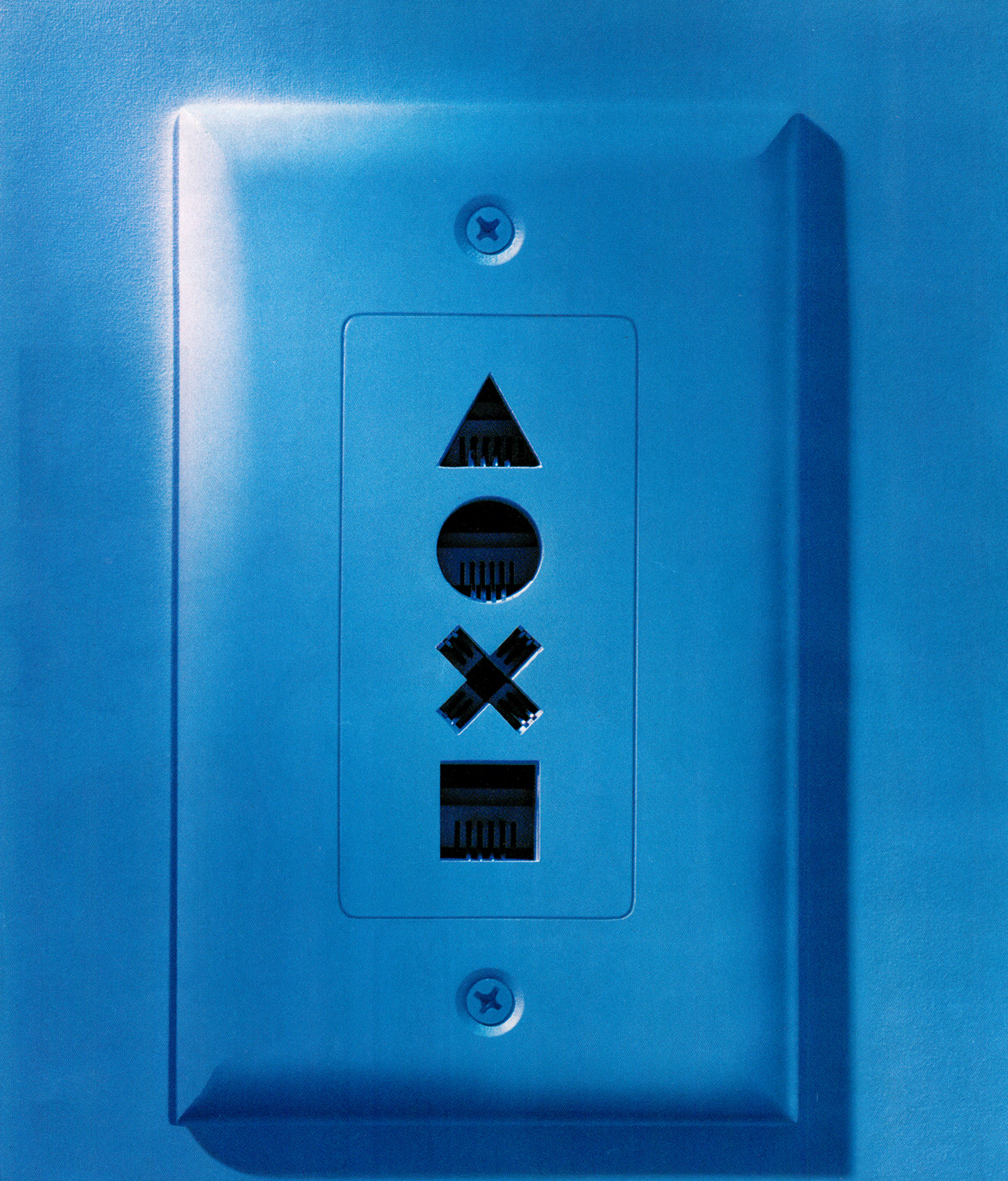
DESTROY ALL MONSTERS MELEE

www.godzillaoncube.com



気揚々と帰火還

伝説の大怪



PLAYSTATION®2. NOW ONLINE.

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

LIVE IN YOUR WORLD.
PLAY IN OURS.™



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

WHAT YOU GET:

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

WHAT YOU NEED TO CONNECT:

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

OTHER STUFF:

- **The Network Adaptor works with just about any ISP subscriber, including AOL, AT&T Worldnet® Service, EarthLink,™ SBC Yahoo!® Dial and Sympatico. Check with your ISP for details.**

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


AutoModellista™


ATV Offroad Fury™ 2


Madden NFL™ 2003


Tony Hawk Pro Skater™ 4


SOCOM: U.S. Navy SEALs


Frequency™


Twisted Metal:Black™ ONLINE


NFL GameDay™ 2003


Tribes™ Aerial Assault

ONLINE
BROADBAND AND DIAL-UP

Look for this icon indicating PS2 games with online capability

www.playstation.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. NFL GameDay 2003 ©2002 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other (NFL-related) marks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC. logo is a registered trademark of NFL players. www.nflplayers.com. ©2002 PLAYERS INC. All other games featured herein are trademarked and copyrighted properties of their respective publishers and/or licensors.

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

Middle-earth stands on the brink of destruction.

You will unite. Or you will fall.

TEEN
T
CONTENT RATED BY ESRB

Blood
Violence

©2002 New Line Productions, Inc. The Lord of The Rings and the characters, names, and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and Game Boy Advance are trademarks of Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

Join THE LORD OF THE RINGS OFFICIAL FAN CLUB
1-800-451-6381
www.lotrfanclub.com

NEW LINE CINEMA

America Online Keyword: Lord of the Rings

www.lordoftherings.net



Fight as Aragorn, Legolas or Gimli, each with their own unique combat styles and upgradable abilities.



Battle sauron's evil minions, including the Cave Troll, Ringwraiths, and Uruk-Hai, from the Mines of Moria to the Walls of Helm's Deep.



Throughout your epic journey, enjoy exclusive actor interviews, scenes from the movie *The Two Towers*, and the original score from *The Fellowship of the Ring*.

THE LORD OF THE RINGS
THE TWO TOWERS™



PlayStation®2

GAME BOY ADVANCE

IN STORES NOVEMBER 2002

JOIN THE ADVENTURE AT lordoftherings.ea.com

EA GAMES™

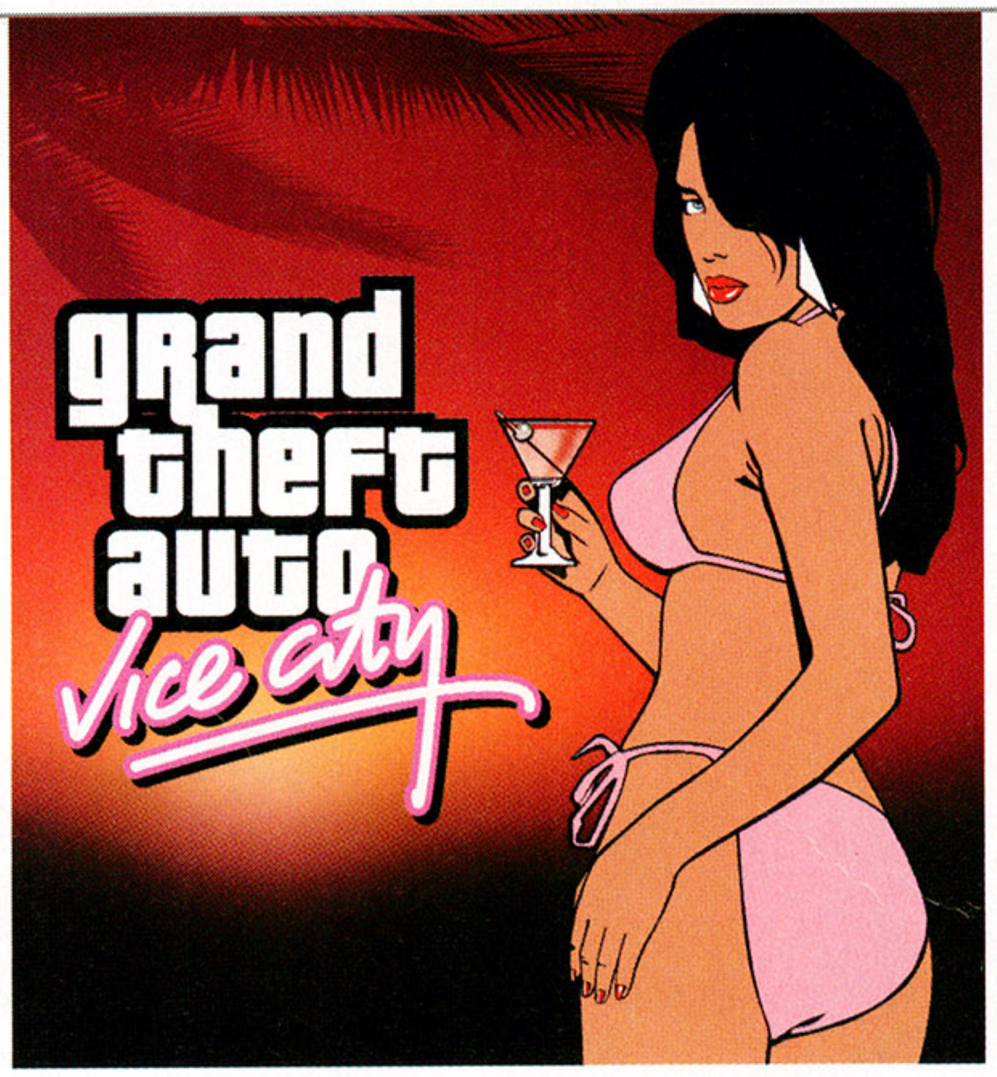
eagames.com

CONTENTS

December 2002 Issue 161

Game Directory

116	XIII
114	ATV Offroad Fury 2
228	Big Air Freestyle
246	Blinx: The Time Sweeper
202	BloodRayne
202	Burnout 2: Point of Impact
114	Capcom Fighting All Stars
270	Contra Advance: The Alien Wars EX
228	Cubivore
250	Deathrow
117	Def Jam Vendetta
202	Defender
228	Die Hard: Vendetta
202	DDRMax
142	Fatal Frame
234	Godzilla: Destroy All Monsters Melee
152, 193	Grand Theft Auto: Vice City
114	Haven: Fall of the King
204, 228, 272	Harry Potter and the Chamber of Secrets
204	Hitman 2
250	House of the Dead III, The
204	Legaia 2: Duel Saga
210, 250, 272	Lord of the Rings: The Fellowship of the Ring, The
104, 106	The Lord of the Rings: The Two Towers, The
272	Lunar Legend
236, 252	Medal of Honor: Frontline
130	Minority Report
204	NASCAR: Dirt to Daytona
204, 236, 250	NBA 2K3
212, 258	NBA Live 2003
212	NBA ShootOut 2003
212	NHL 2003
143	NHL 2K3
238	Phantasy Star Online Episode I & II
258	Quantum Redshift
218	RAD: Robot Alchemic Drive
214	Ratchet & Clank
216	Red Faction 2
212	Reign of Fire
126	Resident Evil Ø
258	Rocky
112	Rygar: The Legendary Adventure
258	Serious Sam
260	Shenmue II
220	Shinobi
218	Shox
218	Silent Scope 3
100	Sims, The
118	Skies of Arcadia: Legend
240	Sonic Mega Collection
129	StarCraft: Ghost
115	Star Ocean 3: Till the End of Time
242	Star Wars: The Clone Wars
270	Star Wars Jedi Knight II: Jedi Outcast
143	Sudeki
218	Suikoden III
236	Sum of All Fears, The
218	Superman: Shadow of Apokolips
222, 236, 270	TimeSplitters 2
268	Toe Jam and Earl III: Mission to Earth
270	Tom Clancy's Ghost Recon
136-137	Tom Clancy's Splinter Cell
225, 272	Tony Hawk's Pro Skater 4
116	Treasure Planet
142	True Fantasy Live Online
236	Ty the Tasmanian Tiger
138	Unreal Championship
116	War of the Monsters
272	Yoshi's Island: Super Mario Advance 3



Welcome to ***Grand Theft Auto: Vice City***. Rockstar's follow-up to *GTA3* is here, and we've got the exclusive first review, some helpful strategies for hitting the mean streets and a shocking behind-the-scenes look at the game's creation. It all begins on **page 152**.



Square drops the RPG mother-lode with new versions of *Final Fantasy* for GBA and GC, plus a real **sequel to *FFX*** on **page 36.**



EA's wizkid enchants six consoles this fall. Catch up with ***Harry Potter*** on **page 54**.



Gaming was born **30 years ago**; what will it be like in the year 2032? Find out on **page 178**.

Departments

Editorial 12d

Letters 20

Press Start 36

Meet the revamped Joanna Dark from ***Perfect Dark Zero*** for Xbox. (That's right—Xbox.) Plus the latest on a crop of new ***Final Fantasy*** games and our guide to the best **Home Theater Setups**.

Gossip 72

PS2 GC Xbox PS GBA

Previews 98

PS2 gamers can look forward to mingling with ***The Sims***, swinging the 'ole diskarmor with ***Rygar*** and controlling the heroic chaps from ***The Lord of the Rings: The Two Towers***. GameCubers get serious with ***Resident Evil Ø*** and ***Minority Report.*** Finally, Xbox owners visit the depths of ***Splinter Cell.***

Review Crew 192

The holiday gaming flood rushed in, bombarding the Crew with the likes of ***Tony Hawk 4***, ***PSO Episode I&II***, ***NBA 2K3***, ***TimeSplitters 2*** and a little game called ***GTA: Vice City***.

Tricks 274

Playing fair got ya down? Cheat your way through *Sonic Mega Collection* and *Ty the Tasmanian Tiger*, or check out the mini-games in *Yoshi's Island*. Plus a special *Super Mario Sunshine* glitch.

The Final Word 292

SYSTEM COLOR KEY

PS2 GC Xbox PS GAME BOY ADVANCE GAME BOY COLOR

ELECTRONIC GAMING MONTHLY (ISSN #1058-918X) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Class Postage Paid at New York, NY 10016 and additional mailing offices. Single issue rates: $4.99. The one year (12 issue) subscription rate is $24.97 in the U.S. and $40.97 outside the U.S. Checks must be made payable in U.S. currency only to Electronic Gaming Monthly magazine. POSTMASTER: Send address changes to Electronic Gaming Monthly, P.O. Box 55721, Boulder, CO 80322-5721. For subscription service questions, address changes, or to order, please contact us at: Web: http://service.egmmag.com (for customer service) or http://subscribe.egmmag.com (to order); Phone: U.S. and Canada (800) 779-1174 or (850) 682-7624, elsewhere (303) 604-7445; Mail: Electronic Gaming Monthly, P.O. Box 55721, Boulder, CO 80322-5721 (please include your mailing label with any correspondence as it contains information that will expedite processing); Fax: U.S. and Canada (850) 683-4094, elsewhere (303) 604-0518; E-mail (please type your full name and the address at which you subscribe; do not send attachments): subhelp@egmmag.com. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the the prior written notice of Ziff Davis Media Inc. To reuse any material in this publication, obtain a permission request form at www.icopyright.com/ziffdavis/, or have a form faxed or mailed to you by calling (425)430-1663. Copyright © 2002 Ziff Davis Media . All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication (or on this Web site) or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager. For reprints, contact Reprint Services at 800-217-7874. Olga Gonopolsky, Ziff Davis Media Inc. 28 E. 28th St., New York, NY 10016. Tel: 212-503-5438. Fax: 212-503-5420. olga_gonopolsky@ziffdavis.com. Electronic Gaming Monthly and EGM are trademarks of Ziff Davis Media Inc. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 140496720 RT. We come from the land of the ice and snow, from the midnight sun where the hot springs blow.

Printed in the U.S.A.

Audit Bureau of Circulations

He's Back!

This time on Nintendo GameCube.™

NINTENDO GAMECUBE™

Float Like A Butterfly
Sting Like A Bee
– Kain

NINTENDO GAMECUBE™

THE LEGACY OF KAIN SERIES

BLOOD OMEN 2™

This game is intended for mature audiences ONLY.



Take your enemies head on or deliver to each a final lethal surprise with Kain's many stealth means.



When battle-ax and sword edges dull, Kain turns to Dark Gifts such as rupture and possession.



Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

www.LegacyofKain.com

MATURE M CONTENT RATED BY ESRB
Blood and Gore
Violence

PlayStation 2

XBOX

CRYSTAL DYNAMICS

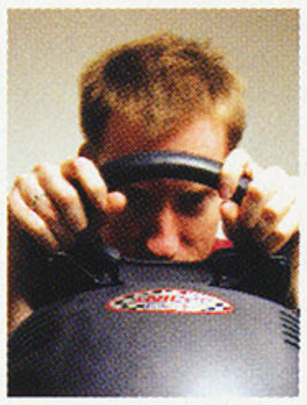
EIDOS INTERACTIVE

Developed by Crystal Dynamics. ©2001 Crystal Dynamics. Blood Omen 2, Crystal Dynamics and the Crystal Dynamics logo are trademarks of Crystal Dynamics. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. ™ & ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

EDITORIAL

Paradise City

By Crispin Boyer



If any game understood that players sometimes just wanna kick back, jack a car, drive it through a strip mall, launch it off a parking garage, land on a firetruck and then steal the ambulance that comes to clean up the carnage, it was last year's PlayStation 2 super-hit *Grand Theft Auto III*, which packed an amazing amount of gameplay freedom into a superbly scripted, interactive-gangster-flick plot. Gamers loved it.

Funny thing: Many, many, *many* news outlets loved it, too—for exactly the same reasons. A game that lets you back over old ladies and gets banned in Australia sells papers and grabs ratings on the nightly news. "Woe is the nation's youth," and all that—never mind that the game in the spotlight is Mature-rated and on a console whose average owner is at least 25.

Now, we have *Grand Theft Auto III*'s follow-up, coverstar *GTA: Vice City*, which ramps up everything we loved about the last game and hurls it into a sun-soaked, acid-washed spittin' image of 1980s Miami. How much better is this sequel than *GTA3*? Burn rubber to page 193 for the world's first review and find out. How much more iffy publicity will *Vice City* get than the last game? It's too early to say, but we figure more than a few newsfolks eyed *Vice City*'s Oct. 29 release date and went, "Cha-ching—easy story!" It doesn't surprise *GTA* publisher Rockstar Games. "Do I expect the negative press? Sure," says Terry Donovan, Rockstar's chief operating officer. "Am I worried about it? No. It's not something I'm particularly excited about, but it's not something I particularly care about, either."

You shouldn't, either. So when you see the inevitable stories about the sins of *Vice City*, ignore them. They're old news. Just keep your hands on the wheel and eyes on the road. Say, is that a parking garage up ahead?

—Crispin Boyer, Features Editor

Contributors



Jonathan Dudlak

We still trust Jonathan with a few previews and reviews each month, despite the fact that he left a job at *EGM* to work in a paper-tube factory. That's right: *a paper-tube factory*.



Darren Gladstone

Darren has contributed to the likes of CNET, *Wired*, *Playboy* and some public-bathroom stalls. Now, he's sunk to a new low: being a regular *EGM* freelancer.



Jeanne Kim

How do we deal with those who dare leave *EGM* like Jeanne here? Damn them to appearing on CNN Headline News, Thursdays at 4:45 PST to talk about games! Haha—wait.



Dan Leahy

No longer Editor in Chief of *GameNOW*, Dan has more time for the truly important things in life: football and football video games. What? Oh, right. And his wife and kids.



Demian Linn

Though we crushed Demian's old employer—celebrity-obsessed game magazine *Incite*—between our toes like so much cottage cheese, we don't believe in holding grudges.



Peter Suciu

This NY-based freelance writer has covered trends in home theater and video games for the past several years. He currently writes for *FHM* and *Newsweek*.



Official U.S. PlayStation Magazine

John Davison, Joe Rybicki, Chris Baker, Gary Steinman and Todd Zuniga: If you're in trouble, and you can find them, then maybe you can hire the *OPM* team. Baaaaaaa ba ba-ba-baa!



GameNow

If you're ever around Ethan Einhorn or Phil Theobald and they aren't too busy doing reviews for *EGM*, ask them, "Game *when*?" and they'll totally go, "*GameNOW*!"



Xbox Nation

Evan Shamoon: ex-Green Beret with a heart of gold. Greg Orlando: part man, part machine, all business. Together they're out to make *XBN* and clean up the streets—permanently.



Miguel Lopez

Yo, man. Sucks cuz Miguel is hella busy now kickin' it for *GameNOW*, *EGM*'s fresh sista magazine. At least he bailed before his slang affected our writing. Word.



Christian Nutt

When he's not busy pretending to work for us or *Gamers.com*, Christian enjoys piña coladas and getting caught in the rain. He's not much into health food, but he does like champagne.



David Hodgson (Prima Games)

How many ways could Dave match the danger and intensity of doing game guides for Prima? Two: testing jet planes for the Navy or doing the tricks section for *EGM*. (He chose *EGM*.)

Looking for love, in all the write places

Want to work for us, America's #1, most-read, most bad-ass video-game magazine? Of course you do. We're looking for experienced writers in the San Francisco Bay Area who can handle witty prose, heavy deadlines and video-game controllers, all equally well, for freelance or possibly even full-time work. Interested? Send a resume and preview/review writing samples to egm@ziffdavis.com with the subject heading **Freelancer: Your Name**. And watch how quickly we delete your email if you actually use "Freelancer: Your Name" as the subject line.



Eat My Shorts

Our fabulous, wonderful contest will return next month (if we feel like it). Issue #159 and 160 winners will be notified by mail (again, if we feel like it).

ELECTRONIC GAMING MONTHLY
Number 15.12
December 2002
egm.gamers.com

Editor in Chief
Dan "Shoe" Hsu • shoe@ziffdavis.com
Executive Editor
Mark MacDonald • mark_macdonald@ziffdavis.com
Managing Editor
Jennifer Tsao • jennifer_tsao@ziffdavis.com
Features Editor
Crispin Boyer • crispin_boyer@ziffdavis.com
News Editor
Chris "CJ" Johnston • chris_johnston@ziffdavis.com
Previews Editor
Greg Sewart • greg_sewart@ziffdavis.com
Reviews Editor
Che Chou • che_chou@ziffdavis.com
Web Content Editor
James Mielke • james_mielke@ziffdavis.com
Associate Editors
Shane Bettenhausen • shane_bettenhausen@ziffdavis.com
Greg Ford • greg_ford@ziffdavis.com
Tricks Editor
David Hodgson • tricks@ziffdavis.com

Art Director
Monique Martinez • monique_martinez@ziffdavis.com
Associate Art Director
Stefan Belavy • stefan_belavy@ziffdavis.com

Copy Chief
Kristen Salvatore • kristen_salvatore@ziffdavis.com
Copy Editors
Greg Ford • greg_ford@ziffdavis.com
Tom "T-bone" Edwards • tom_edwards@ziffdavis.com

Contributors
Chris Baker, John Davison, Jonathan Dudlak, Ethan Einhorn, Darren Gladstone, Jeanne Kim, Dan Leahy, Demian Linn, Miguel Lopez, Christian Nutt, Joe Rybicki, Mike Reisel, Evan Shamoon, Gary Steinman, Peter Suciu, Phil Theobald, Todd Zuniga

International Editor
John Ricciardi
Japanese Correspondent
Yutaka Ohbuchi

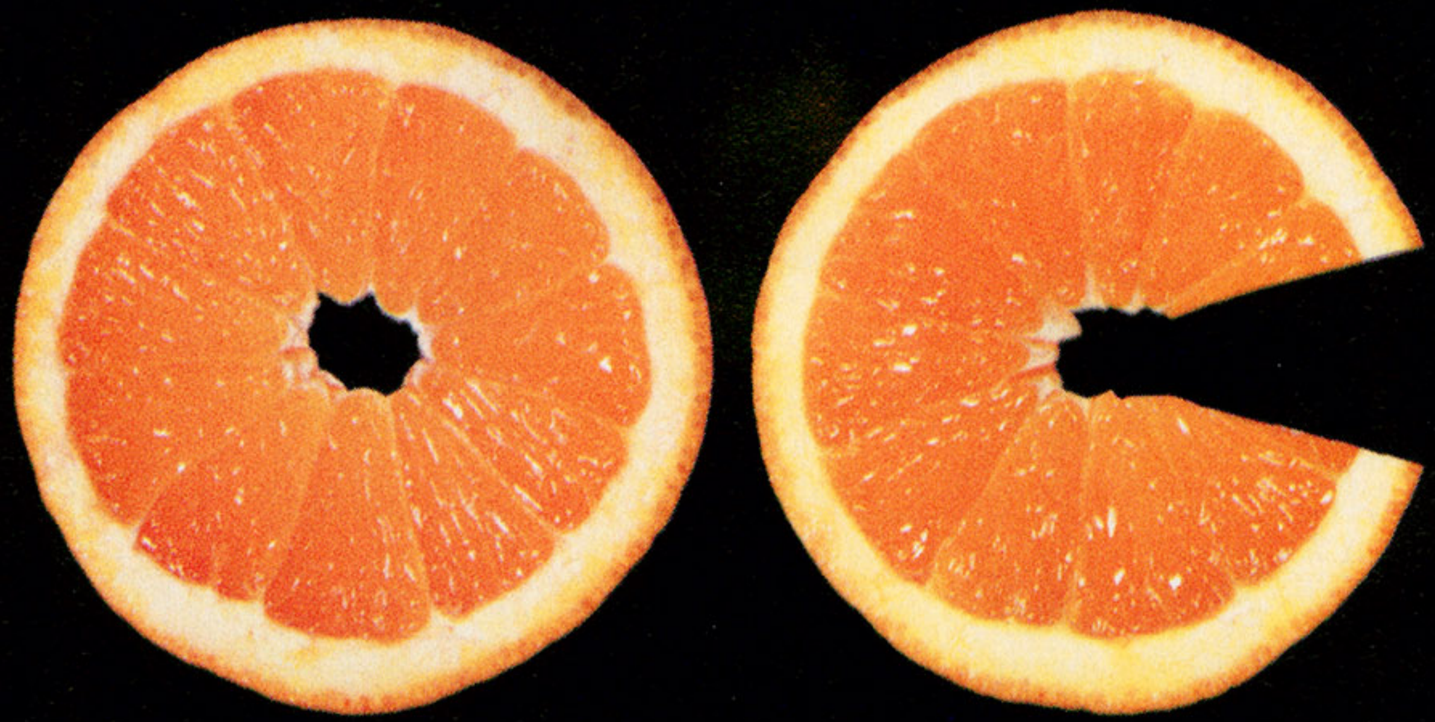
Manufacturing Director
Carlos Lugo
Senior Production Manager
Anne Marie Miguel
Graphics Manager
Michele Kellogg
Assistant Production Manager
Teresa Newson

Vice President/Game Group
Dale Strang
Editorial Director
John Davison
Creative Director
Simon Cox
Business Director
Cathy Bendoff
Senior Newsstand Sales Manager
Don Galen
Advertising Inquiries Contact:
Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783

SUBSCRIPTION SERVICE NUMBER:
800-779-1174 (U.S. and Canada)
WEB SITE: http://service.egmmag.com
PLEASE SEND ALL SUBSCRIPTION QUESTIONS TO:
P.O. Box 55722, Boulder, CO 80322-5722
DO NOT CONTACT THE EDITORS RE: SUB. PROBLEMS

Group Publisher
Lee Uniacke
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher
Stan Taigen
415-357-4915 • stan_taigen@ziffdavis.com
NORTHWEST
Regional Sales Manager
Marci Yamaguchi
415-357-4944 • marci_yamaguchi@ziffdavis.com
Account Executive
Meighan O'Rourke
415-357-4920 • meighan_orourke@ziffdavis.com
BAY AREA
District Sales Representative
Mary Gray
415-547-8782 • mary_gray@ziffdavis.com
Account Executive
Mary Letson
415-357-4925 • mary_letson@ziffdavis.com
MIDWEST/EAST
Regional Sales Manager
Marc Callison
630-382-9034 • marc_callison@ziffdavis.com
Regional Sales Manager
Ian Sinclair
203-255-5795 • ian_sinclair@ziffdavis.com
Account Executive
Emily Olman
415-357-5226 • emily_olman@ziffdavis.com
SOUTHWEST
Regional Sales Manager
Karen Landon
760-942-6277 • karen_landon@ziffdavis.com
Senior Account Executive
Linda Philapil
415-357-8781 • linda_philapil@ziffdavis.com
East Coast Online Sales
Jonathan Nagy • 212-503-4685
West Coast Online Sales
Allison Rotcop • 415-547-8564
Senior Marketing Manager & Creative Director
Rey Ledda
415-547-8775 • rey_ledda@ziffdavis.com
Marketing Coordinator
Wayne Shiu
415-547-8248 • wayne_shiu@ziffdavis.com
Senior Advertising Coordinator
Tipler Ubbelohde
415-357-4930 • tipler_ubbelohde@ziffdavis.com
Sales Assistants
Kristeen Laut
415-547-8778 • kristeen_laut@ziffdavis.com
CJ Amit
415-547-8783 • cj_amit@ziffdavis.com

Founder Steve Harris



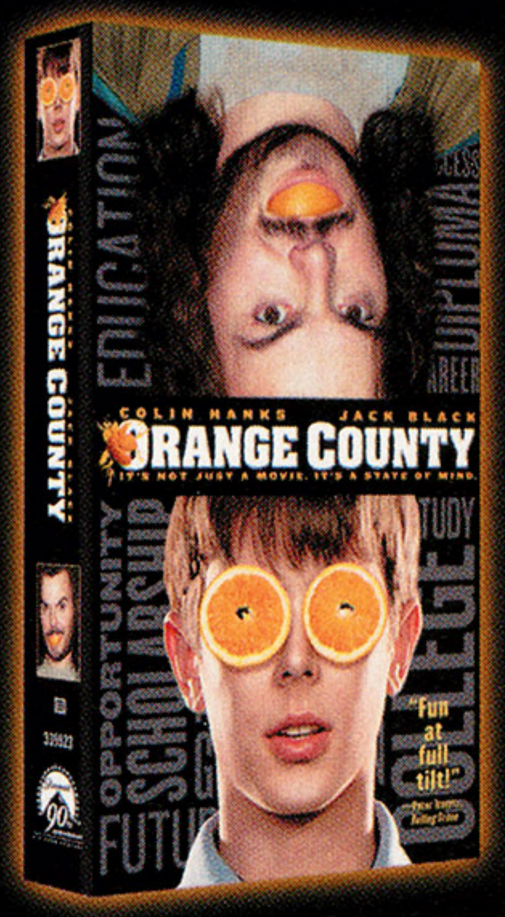
COLIN HANKS JACK BLACK

ORANGE COUNTY

"IT'S THE NEW YEAR'S FIRST HAPPY **SURPRISE!** FUN AT FULL TILT. A WOW CAST."
PETER TRAVERS, ROLLING STONE

"CRAZY, SEXY, COOL"

AND JACK BLACK AIN'T BAD EITHER!
A PINCH OF COOL, A BIT OF CRUDE,
SHAKE REALLY WELL AND YOU'VE
GOT YOURSELF 'ORANGE COUNTY'.
JACK BLACK IS INSANE."
RICHARD REID, NORTHWEST CABLE NEWS



"A TREAT! A COMEDY WITH AN EQUAL SHARE OF WIT AND HEART."

ANDREW JOHNSTON, US WEEKLY

PARAMOUNT PICTURES PRESENTS AN MTV FILMS/SCOTT RUDIN PRODUCTION "ORANGE COUNTY" COLIN HANKS JACK BLACK CATHERINE O'HARA SCHUYLER FISK JOHN LITHGOW WITH LILY TOMLIN ORIGINAL SCORE BY MICHAEL ANDREWS MUSIC SUPERVISORS MANISH RAVAL TOM WOLFE EDITED BY TARA TIMPONE PRODUCTION DESIGNER GARY FRUTKOFF DIRECTOR OF PHOTOGRAPHY GREG GARDINER EXECUTIVE PRODUCERS HERBERT W. GAINS ADAM SCHROEDER WRITTEN BY MIKE WHITE PRODUCED BY SCOTT RUDIN VAN TOFFLER DAVID GALE SCOTT AVERSANO DIRECTED BY JAKE KASDAN

SOUNDTRACK AVAILABLE ON COLUMBIA/SONY MUSIC SOUNDTRAX

TM & COPYRIGHT © 2001 BY PARAMOUNT PICTURES. ALL RIGHTS RESERVED.

BUY IT ON VHS AT A GREAT LOW PRICE NOVEMBER 12TH.

MTV MUSIC TELEVISION™

PG-13 PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 13
FOR DRUG CONTENT, LANGUAGE AND SEXUALITY ®
For more information on film ratings, go to www.filmratings.com

Paramount 90TH ANNIVERSARY™ A VIACOM COMPANY

www.paramount.com/homevideo

Availability, date and art subject to change without notice. TM & Copyright © 2002 by Paramount Pictures. All Rights Reserved.

LIFT YOUR THUMBS WITH PRIDE,
FOR THEY SEPARATE MAN FROM BEAST.



Keep your thumbs happy. Play video games. Get them at EBgames.com.

© EB Games Online, Inc. 2002. All rights reserved.

EB GAMES™.COM

AND YOU WILL KNOW US BY OUR GAMES

Authority 2k3

EVERYONE
E
CONTENT RATED BY ESRB

NBA

POWERED BY ESPN

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2002. All Rights Reserved. www.segasports.com. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. Made and printed in the USA. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. ESPN is a trademark of ESPN, Inc. ESPN branded elements © Disney.

NBA 2K3



Experience the joy of flight.



Develop the will to win.



Control your body and your rival.



It's time to play with the big boys.

DRIVE AND DISH ON THESE PLATFORMS

NINTENDO GAMECUBE

XBOX

PlayStation.2

SEGA SPORTS

segasports.com



DROP IN TO THE ULTIMATE SKATEBOARDING CHALLENGE!

YOUR CAREER IS WHAT YOU MAKE OF IT...



14 of the world's top pros challenge you to prove your skills.

Featuring songs by N.W.A., Offspring, and System of a Down.
Official Strategy Guide available from Brady Games.

** Online play exclusive to PlayStation®2 computer entertainment system.*

TEEN
T
CONTENT RATED BY ESRB

Blood
Comic Mischief
Mild Lyrics
Suggestive Themes

© 1999-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision O2, Pro Skater and Sports Revolution are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. PlayStation 2, Xbox, and GameCube versions developed by Neversoft Entertainment, Inc. PlayStation and Game Boy Advance versions developed by Vicarious Visions Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks of Microsoft Corporation in the U.S.A. and/or other countries and are licensed under Microsoft.™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

PlayStation® 2 computer entertainment system screenshots shown.

"Groundbreaking and brilliant..."

"Neversoft has another masterpiece on its hands."

-Official PlayStation Magazine (#60)

TONY HAWK'S PRO SKATER™ 4



Tons of new goals in the deepest career mode to date.



All new tricks - skitch behind cars, skate on moving objects, and transfer over spines.



*New multiplayer and online modes including Score Challenge and Capture the Flag!**

Tony Hawk's Pro Skater™4 is the ultimate challenge. Pros challenge you to make your mark in huge free-roaming levels, taking on 190 progressively harder goals with no time limits to hold you back. Decide when you're ready to take on your Pro Challenge and move into the pro ranks, where it's a whole new game. Build your skills, earn respect, and show that you've got what it takes to Go Pro...

Compatible with Playstation® game console and compatible with Playstation® 2 computer entertainment system

XBOX™

NINTENDO GAMECUBE™

GAME BOY ADVANCE

Vicarious Visions inc.

NEVERSOFT

ACTIVISION O2™

SPORTS REVOLUTION™

activision02.com



Letters to the Editors

WHAT'S YOUR PROBLEM?

MISSING AN ISSUE? SUBSCRIPTION DELAYED?
Then don't bug us! We're all huddled together in an adobe hut south of the equator making this mag every month. Talk to the subscription folks who get paid to deal with people like you!

Phone toll-free: (800) 779-1174
Web site: http://service.egmmag.com
Snail mail: P.O. Box 55722; Boulder, CO 80322-5722

LETTER OF THE MONTH

Hacker's Delight

Is there any logical reason at all that can explain Sega's monthly fee of $8.95 a month for *Phantasy Star Online Episode I and II* for GameCube, considering:
a) The Japanese (JP) fee is roughly $12 for three months
b) The *PSO* servers don't even save our character data and, as the past has shown, have had horrible security concerning hacking.

I have nothing against online fees. I bought *PSOv2* for Dreamcast, and had multiple Hunter's Licenses during the time that I played it. But a 2.25X rate hike over the JP version for even worse service is just inexcusable.

Phillip Roncoroni
goodcow@bellatlantic.net

Your points are valid, Phil, but they fail to see the whole picture. To get a better understanding of Sega's pricing policy, we asked Rich Briggs (senior product manager at SOA) to clarify. Rich says,"The higher monthly fee is necessary given the increased customer service and online network costs in the US. Japan, being a smaller geographic area than the U.S., has lower costs associated with its online infrastructure. Japan also tends to have less extensive customer service issues than the U.S. With respect to security, U.S. hackers were the primary cause of most of the problems with the Dreamcast versions of *PSO*. There were not nearly as many problems with Japanese hackers, and Sonic Team was constantly forced to update the servers to counteract various U.S.-spawned issues. Therefore, there are added security costs for running the servers in the U.S., since the security has been improved dramatically over the DC version. So, in fact, the higher fee will actually lead to better customer service, better online maintenance and better security than the DC version, all of which are necessary given the reasons listed above. Finally, the monthly fee brings with it access to new downloadable quests, items and events."

Congratulations, **Phillip Roncoroni**! You win an InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Game Boy Advance or Game Boy Color. Hopefully, you'll put your GameShark to good use. Try entering the "no monthly fee" code for added value!



Heartless Bastards

Can't y'all make a *Kingdom Hearts* for GameCube?

Afrrrothunder2k2@aol.com

Well, Afropuff, it's not really up to us. You'd have to talk to Square about that one, but since you're probably not in a position to do so, we went ahead and asked (Kingdom Hearts director) Tetsuya Nomura for you. He told us, "Personally, I like the GameCube. I think it's a great system. However, when *Kingdom Hearts* was first announced, many people reacted as if we made the wrong decision by developing it for the PS2 and not the GameCube. I think that actually made me not want to pursue it." So, unfortunately, that sounds like a big fat "no" to GameCube owners. Still, it's not all bad news. While you won't be prancing about with Mickey and Sora, you can still look forward to *Final Fantasy Crystal Chronicles*, which will most likely make it to GameCube in 2003, and that's a game that won't be on the PS2.

Power Tools

I've started noticing something weird with Nintendo. It started with *Luigi's Mansion*. Nintendo's always adding some kind of gadget to their characters. First it was Luigi and his vacuum cleaner, now Mario and his water pack, and even Link with his new ship. I don't really have a problem with this. I'm just bored.

Bpet13@msn.com

Thanks for writing in, B-pet. We too have noticed Nintendo's penchant for equipping their characters with the latest in home appliances (although we're not sure if a boat counts as an appliance). Even poor Fox McCloud has to carry a stick around. Why, if Samus didn't already have a Swiss Army all-in-one laser/grappling hook/electric toothbrush attached to her arm, we're sure Nintendo would give her something heavy to carry—like a refrigerator. So what does this mean? We have no idea.

NUMBERS

In your poll for the Samus thing in the last issue, you said 78% for *Metroid Prime* and 32% for *Metroid Fusion*. As this equals 110%, I am assuming it was a mistake? What were the real numbers?

IonicCricket@msn.com

As you've proven, 78 plus 32 does in fact equal 110. Which is precisely the number we wanted to convey. We're so totally busted! Ha ha!

Pop S.T.A.R.S.

I heard that J-pop superstar Ayumi Hamasaki is the spokesperson for Capcom's *Resident Evil Zero*. I also heard that Capcom will model Rebecca Chambers after her. I need to know if this is true. If it is, I'll buy the game even though I don't have a GameCube! I'm a big fan of J-pop stars like BoA and Utada Hikaru, but Ayumi is my favorite! Please let me know!

Timothy Springer
bunnyofdoom4007@yahoo.com

We're impressed by your dedication to Miss Hamasaki (you know, buying the game even though you don't own a GameCube), but we don't suggest putting a pre-order down just yet. If the rumor is true, the advertisements and commercials will almost certainly only run in Japan. Capcom did something similar with popular bikini model Otoha for their *Devil May Cry* campaign. As for whether Capcom is going to redesign Rebecca in the likeness of the popular singer, we doubt that will happen. After all, by the time you read this, the game will already be out in Japan, giving Capcom not a lot of time to perform such digital surgery. Further evidence against the Ayumi/Rebecca



A Hamasaki is notorious for its ability to blend in with its surroundings.

WNW POLL: WHY CLONE WHEN YOU CAN MORPH?

WORLD NEWS WATCH

WWW.MIDWAY.COM

NOVEMBER 2002

Dr. Muto Revealed!

Meet The Man Behind The Morph

www.drmuto.midway.com



Burnitall Enterprises

Stock Soars On New World-Domination Franchise

War Over The Worlds

Evil Genuises Who Want To Rule It All

$1.79/CANADA $2.15

51

0 86441 18256 7



MAD SCIENCE WATCH

The Doctor Is In



screenshots from PlayStation®2 computer entertainment system

Are You A Man Or A Mouse?

Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun



Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller

Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Splizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.



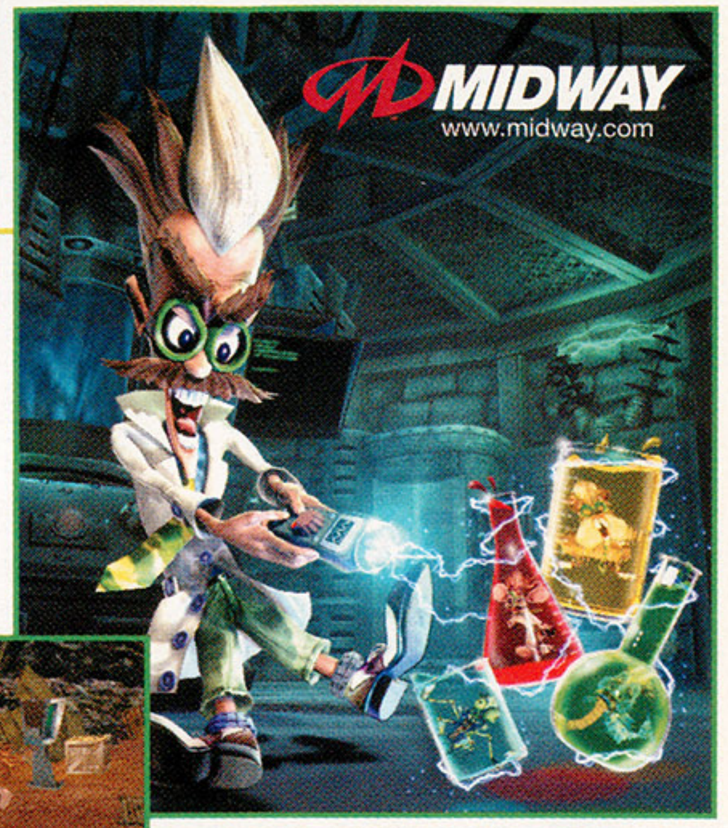
According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

Muto's technology is receiving so much attention and interest that he will begin selling the Splizz Gun through TV infomercials next month. Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Splizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for next generation videogame platforms.

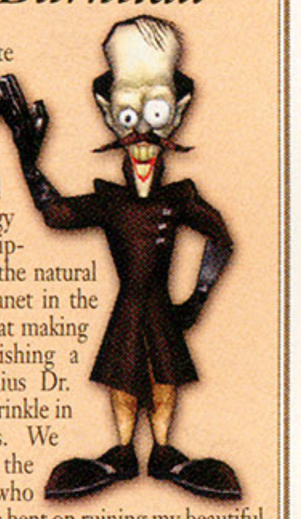


Defend yourself against burly Rent-a-Cops, vicious "Charks," and other henchmen of your rival, Professor Burnitall



PROFILE ON...

Professor Burnitall



As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system; he's a master at making energy while demolishing a society. But the genius Dr. Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts! PAH!" Burnitall went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into!"

DR. MUTO™

TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence
Suggestive Themes

Fall 2002

PlayStation®2

XBOX

Coming Soon

NINTENDO GAMECUBE™

Coming Soon

GAME BOY ADVANCE

Dr. Muto © 2002 Midway Games West Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. DR. MUTO is a trademark of Midway Games West Inc. Distributed under license by Midway Home Entertainment Inc. TM, ® Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

ANs Fueled By
BAWLS®
GUARANA
1/01/02
OhioLANgames (OH)
ohiolangames.com
MPCON XI (MI)
mpcon.org
East Side Melt Down (NH)
esmd.kewlchats.net
1/02/02
TNL Gaming (CA)
tnlgaming.com
King of the Couch (TX) *PS2*
kingofthecouch.com
Central PA LAN (PA)
pagaming.com/centralpalan
1/08/02
Bomb Squad - Protocol17 (TX)
neodux.com/protocol17
1/09/02
The LAN Spot (AL)
thelanspot.com
ChaoticGamers (MA)
chaoticgamers.com
LanJunkies (ME)
lanjunkies.com
1/16/02
Columbia Com. LAN (MO)
columbiacLAN.org
South Jersey LAN (NJ)
crimsonblade.org/sjlp-lan/
Asylum LAN
asylumlan.com
Incoming Danger LAN (IN)
id-lan.com
11/23/02
NOLGA (OH)
nolga.org
The AGP (TN) *XBOX*
theagp.com
1/27/02
TurkeyCon (IL)
turkeycon.com
1/29/02
ECS Extreme LAN (AZ)
ecsexteme.com
*Dates are subject to change
For more info on LANs and to find out how you can get a free 12-pack go to bawlsgaming.com



LETTERS

You can write EGM at:

EGM Letters
50 Beale Street, 12th Floor
San Francisco, CA 94105
E-mail: EGM@ziffdavis.com

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

Also note: We just can't write back to everyone, but make your comments constructive—or at least humorous—and you might get sumpin' back! Oh, and good grammar and punctuation is cool, too!

theory is that the character model of Rebecca that's currently featured on the Japanese demo disc of *Resident Evil Zero* is the same one we've been looking at for the past couple of years. So unless Capcom's got something up their sleeve, we expect Rebecca to look like the same ol' girl we've known all along.

Heavy Metal

In issue 160 on page 35, you preview *MechAssault*. Assuming that the game takes place in the Battletech universe, the largest mechs in the game wouldn't exceed 100 tons. Your preview states that you would be piloting "an 800-ton war machine." While I would love to be the first person on the field with such a behemoth (by the way, that would kick major ass—you know how many LBX's you could load on that bastard?), in this (MechWarrior) universe it's just not possible. Maybe there is a chance you guys were thinking of saying eight 100-ton mechs? Or maybe I just should let you make your own excuses.

Greg Lund, WA
robotechmechie@earthlink.net

Greg, you sure ask the tough questions! Since 800 tons equals around 2,143,383 pounds and a 100-ton mech would weigh "only" 267,922 pounds, we'd wager that a mech would more likely weigh the latter than the former. But at the same time, the last time we tried to put a MechWarrior on our Costco digital bathroom scale, it broke. So what the true weight of one of these gargantuan beasts is, we'll never know! Then again, we can think of lots of better things you could be doing with your time than asking us crazy questions like this.

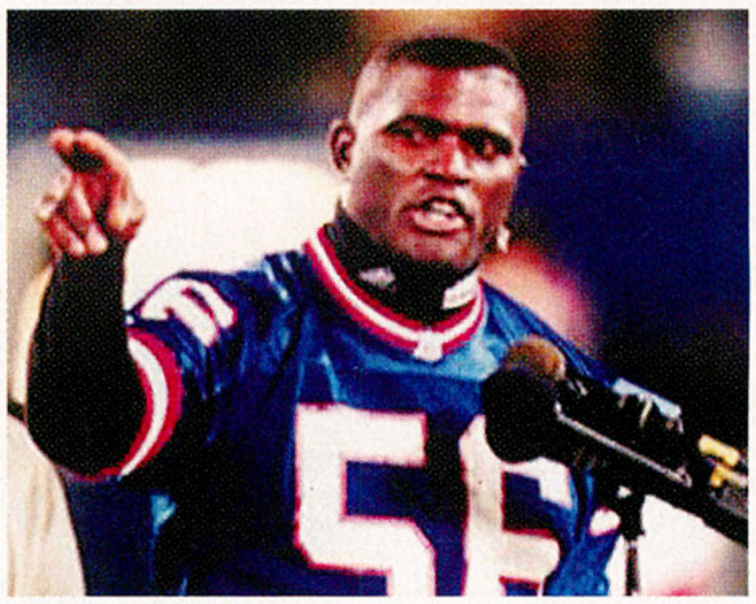
Who You Callin' Stoopid?

Todd Zuniga is an idiot. I just read his "25 Reasons You'll Love *Vice City*," and his comment #4 is full of mistakes. Lawrence Taylor was not a defensive end; he was a linebacker—and Martin Scorcese didn't direct *Any Given Sunday*; Oliver Stone did. Those are two examples of sacrilege in one sentence. Tell Todd that if he wants to make cutesy off-hand pop-culture references, he should make sure they aren't stupid.

ibkis@hotmail.com

Thanks, Ibkis, for saying the things we'd like to say, but can't, because if we do, Todd will cry. And there's nothing worse than seeing a grown man cry. Actually...it's not *that* bad. So, on second thought, we're going to make Mr. Zuniga pay dearly for his folly. We're going to tie him to a chair and make him listen to his own poetry! That'll teach him!

(Continued on page 24)



"If you ever...EVER...get my position wrong again, Zuniga, I am gonna make you eat your damn foot-shoe, laces and all. YOU HEAR ME? I'M CALLIN' YOU OUT, BOY!"

Post Office

So you've just finished reading the magazine from cover to cover, but you want more *EGM*? May we suggest the *EGM* message boards, viewed daily by literally thousands of other gamers just like you? Hit egm.gamers.com and strike up a conversation today!

This month we asked our readers "Which new mascot will dominate this holiday? *Sly Cooper*, *Ratchet & Clank*, *Blinx* or *blarg* *Ty the Tasmanian Tiger*?"

"*Blinx*, because he has been advertised the most. Plus, *Blinx* has the most original idea. "

—Maverick6187

"They all sound like lame ideas conceived by image consultants. *Bubsy* comes to mind. The Bobcat with tons-o-tude"

—emanlive

"I would have to select *Sly Cooper* simply because I have been bombarded with the most advertising for it."

—p_webb

Not recommended for people who need their beauty sleep.

BAWLS®
GUARANA
High Caffeine Guarana Beverage

© Copyright 2002, Hotwarms Corp.

BAWLS® Guarana. So much caffeine it's scary.
www.bawls.com

(Continued from page 22)

Girls Need Work

I think you would have to be pretty desperate if you wanted to buy *Dead or Alive: Xtreme Beach Volleyball* for Xbox. It is nothing more than playing Barbie—you get to dress the girls up and everything! They should rename it *Barbies Go to the Beach*. I bet people wouldn't even notice the difference. Are you editors honestly excited about this game? And if you are, ask your new managing editor Jennifer Tsao what she thinks about it. I do have to hand it to Tecmo though. I bet sales for this game will be freaking high. Who knows. Maybe this game will give Microsoft some extra "bounce" in its step this holiday season.

JerCat86@go.com

That's a pretty cold-ass attitude to take with a game that isn't even out yet, boss. You'd hold a grudge against *DOAXBV* just because all the characters are girls and you get to dress them up? Well, we think it's an idea whose time has come, baby! Then again, maybe the game just might actually be good. You ever think about that, hotshot? But in the spirit of objectivity, we asked our managing editor what she thinks. Jennifer Tsao says, "Me, I'm not too into the *DOA* series," but suggests you give the game a spin "If big breasted chicks bouncing around on the beach in a variety of skimpy outfits is your thing. But it's not mine."

MOM SPOTS

Am I the first person who has noticed that the tattoo on the new guy from *Resident Evil Zero* says, "Mother Love"?

Sikpuppy13@aol.com

Maybe you are, maybe yer not! Who's to say?



Point Blank

I purposely skipped *The House of the Dead II* on Dreamcast just because

LETTER ART: THE FUTURE OF TOMORROW IN TODAY'S MAIL

Letter Art of the Month WINNER

Dale Davis • Davie, FL



Dale Davis from Davie, Florida, seems to have a monopoly on the letter "D," but we won't hold that against him. Not when his truly bizarre drawing of Knuckles, fighting for his life amongst a tangle of weeds and unidentifiable stuff, held us in awe for over five minutes. But that's okay. You win, Dale!

GameShark

Get creative with your postal supplies. Slather your "art" over a standard #10 envelope (the long, business type) and then send it to this art-loving mailing address real quick. (Don't forget the stamp!)

EGM Letter Art, 50 Beale St., 12th Floor
San Francisco, CA 94105
(or e-mail EGM@ziffdavis.com)

Make sure you send us your address and which console you'd like your GameShark prize for in the event that you win. By "win" we mean "pass." See, all entries are subjected to a battery of tests to determine durability and flavor. Those entries able to withstand being run through a car wash (two times) will be entered to win our Letter Art of the Month award. From there on out, it's all based on flights of fancy, menstrual cycles and falling stars. Make a wish!

Almost Sharkworthy

Are *GTA3*'s main man and Solid Snake just hanging out, or is this some weird neo-samurai seppuku ritual we don't know about? Don't tell us! We don't wanna know!



Sayun Tip• Oakland, CA

The nice thing about the Letter of the Month and Letter Art of the Month contests is that no purchase is necessary. One great way to share the contents of EGM with your friends is through the long lost art of storytelling, where the tribal chief would tell the young cubs, "Yo, check it. I'm a tell you how it used to be...back in the day." But if the rigors of tradition are too much for you, you can always find official contest rules on our extra-official web site: www.egm.gamers.com.

QUESTION of the Moment

What is your favorite video-gaming moment of all time?

Defeating level 51 on *Super Smash Bros. Melee* with Link. My thumb throbs just thinking about it!

BURNINGRED601@aol.com

My favorite gaming moment would be when Albert Wesker in *Resident Evil Code: Veronica X* started to beat Chris Redfield silly at the end of the game.

bioject_@hotmail.com

The moment you arrive at the moon in *The Legend of Zelda: Majora's Mask* (N64) is perfectly surreal.

blake7521@hotmail.com

The end of *Metal Gear Solid*. The whole story built up to one helluva closing. Master Miller is Liquid, and all the work was for naught—I feel like such a tool!

mattmach75@yahoo.com

The bathtub scene in *Eternal Darkness* scared the heck out of me. Twice.

floy6200@students.rowan.edu

When I unlocked Sonic and Tails in *Super Smash Bros. Melee*.

pokemon_sux58@hotmail.com

My favorite gaming moment has to be in *Fear Effect* when Glas got his arm cut off. As if that wasn't enough of a shocker you then proceed to play the rest of the game with only one arm. (Great frickin' idea!) This game was also the first one that I personally ever heard a swear word in.

Sincerely, Alesia42
alesia42@adelphia.net

My most favorite gaming moment was when I beat *Halo* on Legendary mode. The end sequence took me about 30 tries, but finally I beat it with one second to spare.

logansmailbox@yahoo.com

Next Month's Question of the Moment:

Where do you think games will be 30 years from now?

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

30 years is a long time!

THE MANIA IS BACK

LEGENDS OF WRESTLING II™

• Over 65 ring warriors • New match types : 6 & 8 Man Tag, Ladder, Cage and Battle Royal



• Body Slam Challenge • All-new storyline career mode • DVD bonus footage and wrestler interviews

Legendsofwrestling2.com

GAME BOY ADVANCE

RATING PENDING
RP
CONTENT RATED BY ESRB

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

XBOX

PlayStation.2

NINTENDO GAMECUBE

Acclaim
acclaim.com

Legends of Wrestling™ 2 and Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. Screens shown were taken from the Xbox version of the video game.

You don't play with Voden05, Voden05 plays with you.

XBOX LIVE

www.xbox.com/live

©2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The names of actual companies and products mentioned herein may be trademarks of their respective owners. Xbox Live subscription sold separately.



LETTERS

Sega did not have the balls to release an official light gun for the game. And for those types of games, I refuse to use a game-pad controller or any third-party light guns unless it's made by Namco. Now, I understand Sega wanted to avoid any negative media coverage since the game came out right around the rash of unfortunate high-school shootings. But there is no reason that in 2002 they can't release a light gun for *The House of the Dead III* like they did with the classic *Virtua Cop 1 & 2* on Sega Saturn.

ninjascroll@earthlink.net

Yo, ninja. We know how you feel about the 3rd-party light gun thing. We like the first-party stuff ourselves, but beggars can't be choosers. But if you want to know our honest opinion, we think that *House of the Dead III* controls even better with the regular Xbox pad. Since the game auto-reloads the pumps, all you need to do is whale on the shoot-button. It's less carpal-tunnel-syndrome inducing than yanking a trigger for hours on end. Trust us on this one.

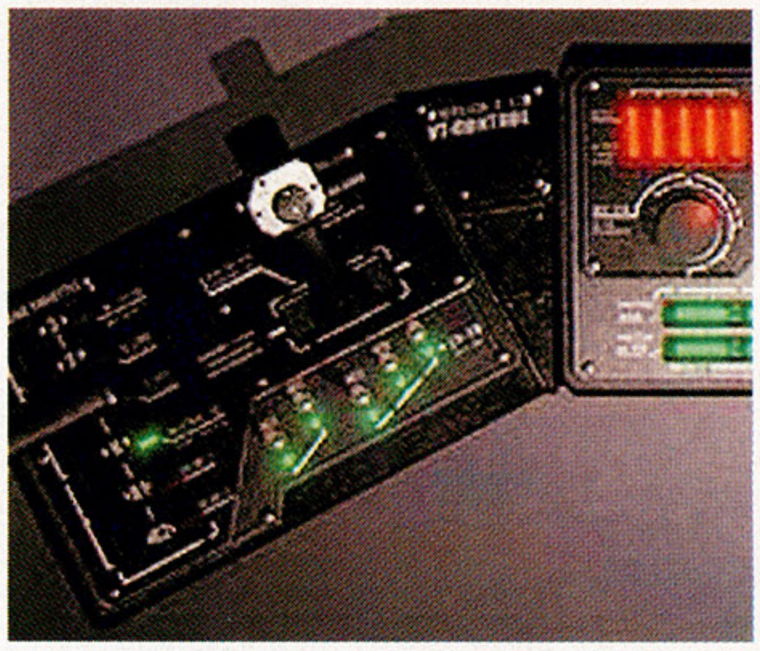
Balls of Steel

I just want to say kudos to Capcom for having the juevos to take a huge risk on that monstrosity of a controller for their upcoming title, *Steel Battalion*. You could argue that they are pioneers for bringing the arcade experience home.

I wondered if you folks think this is going to be a new trend or just a fluke. Thanks!

Jake
E-mail address withheld by request

Capcom is indeed taking a big chance bringing over the boutique-est of boutique games in *Steel Battalion*, a game that will put buyers back about $200 bones this December. But in all honesty, they kind of had to do it. Since the Xbox sells less than a handful of units in Japan every month (Japanese gamers could care less about the Xbox), that means that Capcom is selling even fewer boxes of the game/controller set (you have to buy the set; the game doesn't work with the regular controller). Unless millions of gamers start buying the



The *Steel Battalion* controller is so freakin' big we can't fit the whole thing in this box. In fact, it's so freakin' big in real life we can't fit the whole thing in our house, either. Dang!

TID BITZ

Lint from the pocket of the pants of the mind of the crew at *EGM*...

You've done it before. So what ever happened to *EGM* 3D?

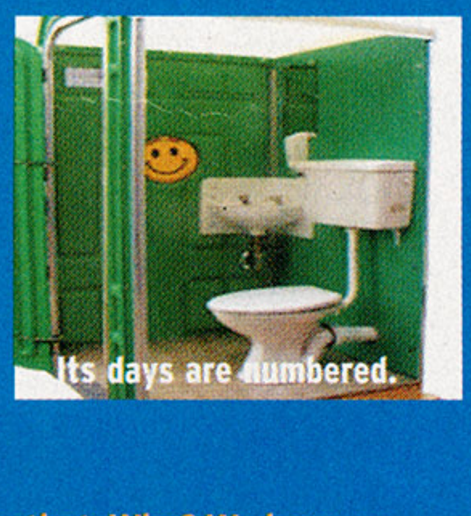
SuperC182
@aol.com

There was an accident involving the flimsy 3D glasses, a badger and a roll of masking tape. It got ugly. Real ugly.

SILLY QUESTIONS! ANSWERS!

I don't know if you guys have noticed this, but when you are playing the Blizzard level in *SOCOM: US Navy Seals*, if you just happen to blow up an outhouse with C4, you get a funny remark from one of your team members.

atreidesmx@hotmail.com



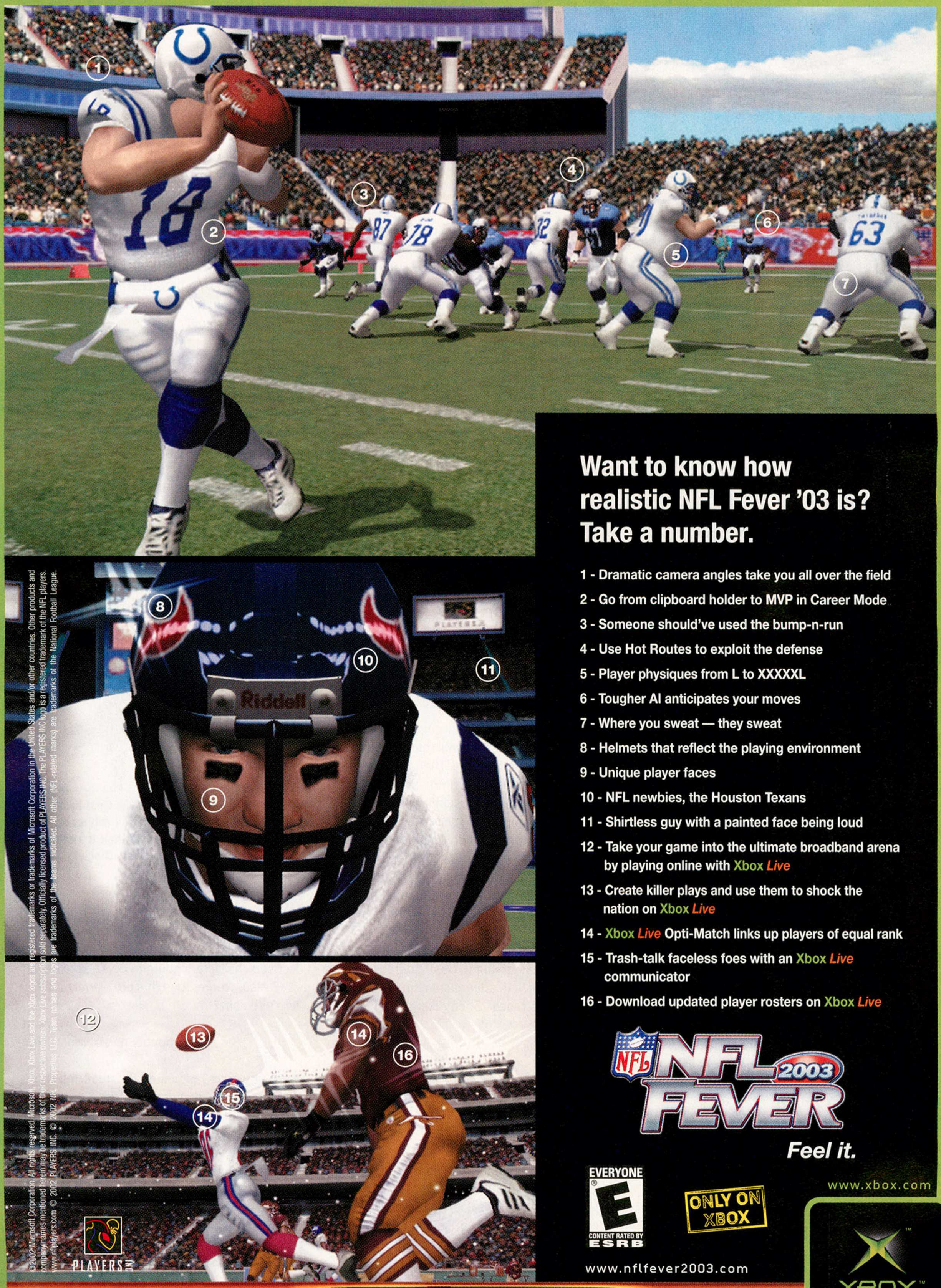
You know, we try not to notice things like that. Why? We have no answer for that. It just seems like the right thing to do.

If Mario were a tree, what kind of tree would he be?

supersayiandj80@hotmail.com

Mario would be an Eastern White Cedar (scientific name: *Thuja occidentalis*), due to its small, compact size. Go in peace, tree lover.

Got a stupid game-related question? Send it to EGM@ziffdavis.com with the subject heading "No one is more stupider than me!" Your letter might appear in this very blue box!



© 2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Xbox Live and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. Xbox Live subscription sold separately. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2002 PLAYERS INC. © 2002 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other NFL-related marks are trademarks of the National Football League.

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

1 - Dramatic camera angles take you all over the field

2 - Go from clipboard holder to MVP in Career Mode

3 - Someone should've used the bump-n-run

4 - Use Hot Routes to exploit the defense

5 - Player physiques from L to XXXXXL

6 - Tougher AI anticipates your moves

7 - Where you sweat — they sweat

8 - Helmets that reflect the playing environment

9 - Unique player faces

10 - NFL newbies, the Houston Texans

11 - Shirtless guy with a painted face being loud

12 - Take your game into the ultimate broadband arena by playing online with Xbox *Live*

13 - Create killer plays and use them to shock the nation on Xbox *Live*

14 - Xbox *Live* Opti-Match links up players of equal rank

15 - Trash-talk faceless foes with an Xbox *Live* communicator

16 - Download updated player rosters on Xbox *Live*

NFL NFL 2003 FEVER

Feel it.

EVERYONE E CONTENT RATED BY ESRB

ONLY ON XBOX

www.xbox.com

www.nflfever2003.com

XBOX LIVE ONLINE ENABLED

XBOX

Your high score is my low score.

—Voden05

XBOX LIVE

www.xbox.com/live

©2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The names of actual companies and products mentioned herein may be trademarks of their respective owners. Xbox Live subscription sold separately.



LETTERS

game, regardless of the price, Capcom's going to be losing money on the effort. But we're sure that any gamer who goes through the effort of picking one up will be fortunate to experience one of the most engrossing games ever made. If you want to know what it feels like to pilot a huge mech, you can't do much better than *Steel Battalion*.

Male Call

Jennifer Tsao is a hottie. Is she single?

Orayus@aol.com

Geez. You know...if the men on this staff (you know who you are) got as much fan mail from female readers—of legal age—as the ladies on staff get from the male equivalent, there would be a lot less fighting. Anyway, Jennifer is very flattered by your interest, but she does in fact have a boyfriend. Guess that means you can give the car keys back to dad.

You Have A What?

As I was eagerly busting through one of the fattest *EGM*'s of the new millennium (*EGM* #160), I came upon pg. 55. Then I saw it...that gloriously evil little illustration of "Mario" and Mom. I stared in blank fascination for a moment, then went into hysterical convulsions of laughter that didn't stop until I was on the floor and hurting. My girlfriend stared at me like I was a freak having a seizure, and I was just lying there helpless, unable to reveal that way back in grade six, I *was* that boy. Ooooh, *EGM*, you are soooo evil—I love it. I haven't been so moved since you drove me to madness, trying to beat a defenseless *Street Fighter II* arcade machine into oblivion attempting to reach "Sheng Long" back in the day.

Lincoln Irwin

Lothar9@shaw.ca

You have a girlfriend?

Heart Problems

Hey *EGM*! I've been a *Final Fantasy* fangirl since moogles could breakdance, so I've been dying to get *Kingdom Hearts*. However, I read your review of *KH* in your last issue and I noticed that all three reviewers found the difficulty level much steeper than they'd expected. That scares me in a way. Is *Kingdom Hearts* so hard that the average gamer will have trouble beating it, or is it just too hard for most young children? I really don't want to be tortured by a boss that won't let me progress through the wonderfully delicious, delicious storyline!

Victoria

twiiitch@hotmail.com

Vicky (may we call you that?), as much as we'd like to say that *Kingdom Hearts* really isn't that *hard*, it is. The Disney element is just a ruse to lure you into Square's carefully designed trap—a trap that will have you throwing your controllers and crying yourself to sleep. Seriously, though, *Kingdom Hearts* is very difficult stuff.



Hi, I'm Sephiroth! I'm one of the final bosses you'll meet in *Kingdom Hearts*. I will make your puny life even more miserable than it already is. Cross my path at your own risk. Giggle!

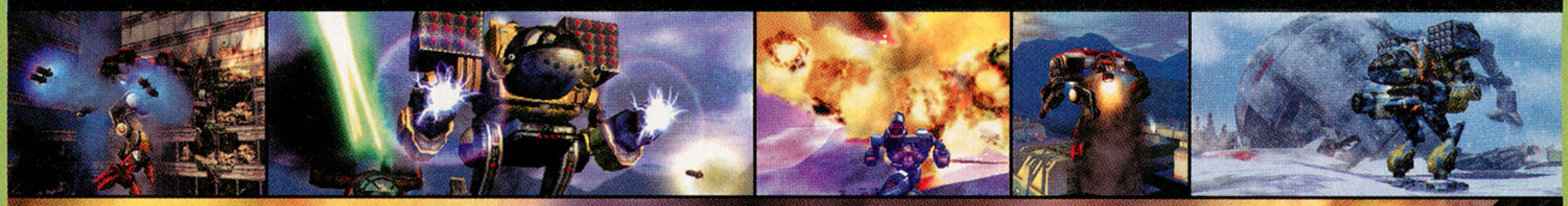
Rare Instance

I just read that Microsoft bought Rare. So are all the Rare games that don't have Nintendo-licensed characters going to be Xbox exclusive? Also, where does this put *Perfect Dark Zero*'s release?

Matt

mpapcun22@twmi.rr.com

Matt, you have just asked the question that thousands of gamers are wondering, and the fact of the matter is no one knows what Rare is really working on now. Never the most prolific of developers (read: they take their sweet time), Rare definitely has *Kameo* in the cooker, and they've confirmed that anything they were working on for the GameCube (that doesn't involve Nintendo licenses) is now being developed for Xbox. *PDZ* is definitely on the menu, but we don't know when it's coming.



GAVE PEACE A CHANCE.

All else has failed. The lines between good and evil have been drawn: There's you and there's everybody else. Your weapon is a 40-foot-tall walking death machine. Your mission is destruction. Tanks, helicopters, buildings, the planet itself. Welcome to war in the 31st century, where peace is one of those things you read about.

MECHASSAULT™

For added destruction play online with **Xbox *Live***. Engage others on a massive scale. Download new 'Mechs, new missions, even enemies. This is epic devastation taken to a whole new level and it's only available on Xbox *Live*.

TEEN T CONTENT RATED BY ESRB

Violence
Blood

DAY:1:STUDIOS

www.xbox.com

www.mechassault.com

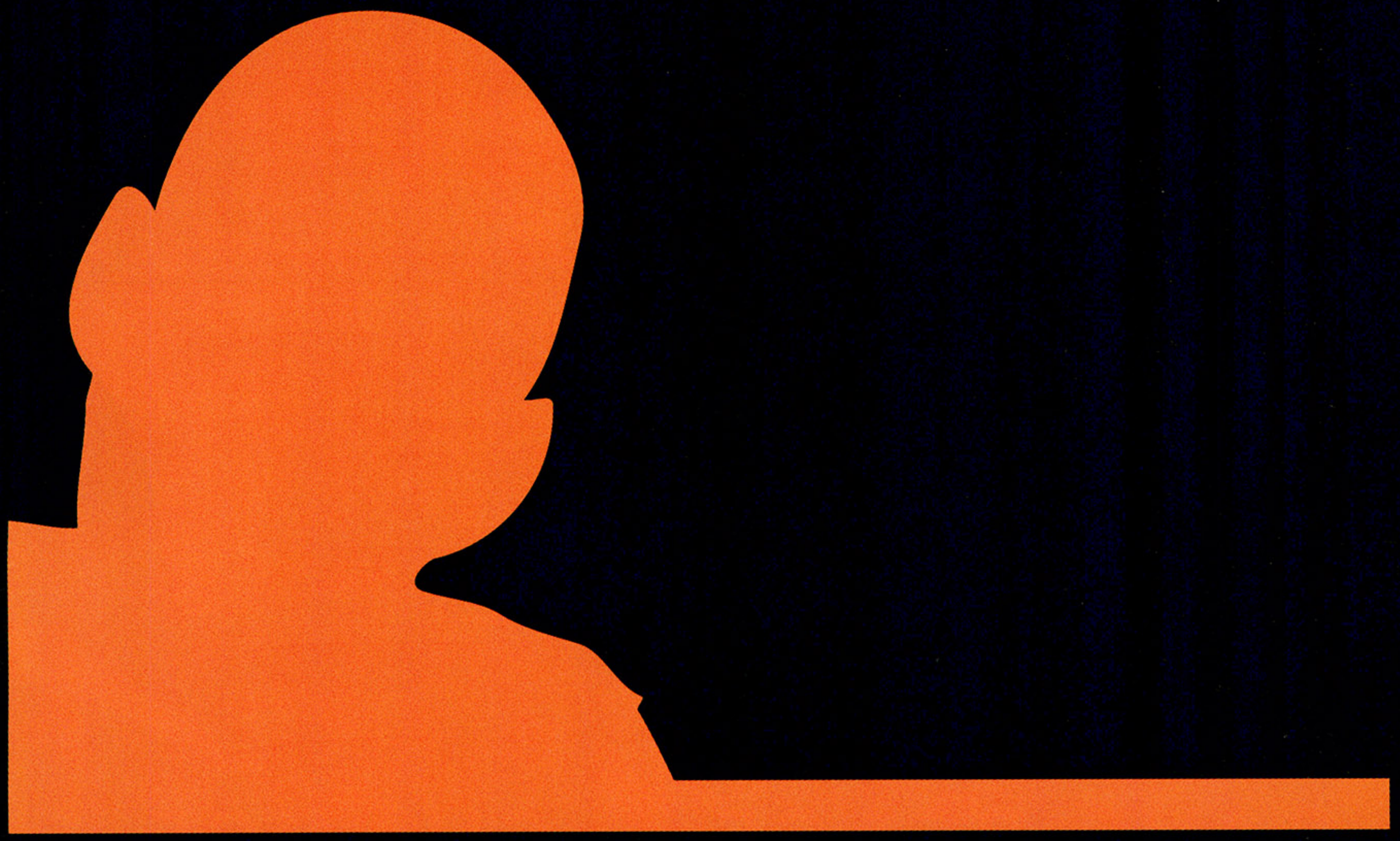
fasa studio

ONLY ON XBOX

XBOX LIVE ONLINE ENABLED

XBOX™

© 2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Xbox *Live*, Fasa logo, MechAssault, and the Xbox logos are either registered trademarks of Microsoft Corporation in the United States and/or other countries. Xbox Live subscription sold separately. Portions ©Day 1 Studios. All rights reserved.



IT'S ABOUT AS CLOSE TO "GOING PRO" AS A GAMER CAN GET.



Xbox *Live*™ is the world's only no-holds-barred, high-speed, ultimate gaming arena. Jump from game to game and play thousands of other players using one Gamertag. You can't do that anywhere else.

XBOX™

© 2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Xbox *Live*, the *Live* logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The names of actual companies and products mentioned herein may be trademarks of their respective owners. Xbox *Live* subscription sold separately. †Whacked! includes three arenas. MotoGP includes three tracks.

YOU AIN'T GONNA RULE THE ULTIMATE ARENA WITH A NAME LIKE BUNNY23

Use your unique Gamertag to build your rep across all games. After all, you'll need it to grow your legend in this arena.

THOSE VOICES IN YOUR HEAD ARE VOICES IN YOUR HEADSET

With the hands-free Xbox Communicator, you can talk trash, call plays, disguise your voice, and even mute the sucker that won't shut up.

DOES RUINING SOMEONE'S DAY MAKE YOU DO THE DANCE OF JOY?

Well, for $49.99,* you can dance the dance all you want with Xbox *Live*. This is the arena where dreams are crushed.

USE OPTIMATCH™ AND QUICKMATCH TO SEE HOW YOU STACK UP

Quickly find opponents on your skill level, so you won't waste your time with rookies or get schooled by grizzled veterans.

DOWNLOAD NEW CONTENT, SO THE GAME NEVER ENDS

Get different weapons, new characters, additional levels, and more with downloadable content that will extend your game like never before.



GET YOUR STARTER KIT FOR JUST $49.99* AND ARM YOURSELF FOR ENTRY.

$49.99* INCLUDES:

1 YEAR OF XBOX *LIVE* SERVICE

XBOX COMMUNICATOR HEADSET

WHACKED! AND MOTOGP ONLINE GAMES†



$49.99*

www.xbox.com/live

XBOX LIVE

*Manufacturer's suggested retail price.

I ALONE HAVE THE FIFTH FREEDOM.

THE RIGHT TO SPY, STEAL, DESTROY AND ASSASSINATE,
TO ENSURE THAT AMERICAN FREEDOMS ARE PROTECTED.
IF CAPTURED, MY GOVERNMENT WILL DISAVOW
ANY KNOWLEDGE OF MY EXISTENCE.

I AM SAM FISHER.

I AM A SPLINTER CELL.



STEALTH ACTION REDEFINED

You make the rules in the high stakes game of covert espionage. Work alone, outside the boundaries of the law, to thwart cyberterrorist attacks against the United States. With thermal goggles, fiber optic cameras, prototype guns and other dirty tricks, you redefine justice and punishment. Rappel, split jump, glide along ziplines, force information from your enemies, even use them as human shields. And remember - a dead witness is not really a witness.

RATING PENDING
TM
RP
CONTENT RATED BY ESRB

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

Ubi Soft ENTERTAINMENT
www.ubi.com

PC CD ROM

XBOX

© 2002 Ubi Soft Entertainment. All Rights Reserved. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft Entertainment. Splinter Cell is a trademark of Ubi Soft Entertainment. All Rights Reserved. All other trademarks are the property of their respective owners. Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

Tom Clancy's

SPLINTER CELL™

www.splintercell.com



PlayStation.2

INTRODUCING THE

TACTICAL ARTS SYSTEM

- a unique battle system never before seen in the RPG genre.

PLAYFRESH.COM

SPECIAL FEATURES

Call on elemental forces to battle enemies, heal injured friends, and destroy barriers. Utilize special attack combos and combine weapons and items to create new and more powerful weapons. Add hours of gameplay with multiple side-missions and mini games.

EXTREME

HEAVY COMBAT

TURN BASED RPG GAMING
OLD-SCHOOL STYLE...ENJOY!
-J. FRESH

TEEN
T
CONTENT RATED BY ESRB

mild violence

EIDOS INTERACTIVE

Legaia 2 Duel Saga © 2002 Sony Computer Entertainment Inc. Published under license by Eidos Interactive Inc., 2002. Legaia 2 Duel Saga is a trademark of Sony Computer Entertainment Inc. Fresh Games, Eidos, Eidos Interactive and the Eidos logo are trademarks of the Eidos group of companies. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Legaia 2

Duel Saga™

レガイア デュエルサーガ

IN STORES NOW IN STORES

Fantasy Stars

RPG powerhouse Square prepares a bevy of new Final Fantasy titles for PS2, Game Boy Advance and even (yes!) GameCube



Final Fantasy X's Yuna, before her Lara Croft makeover for *FFX-2* ▼

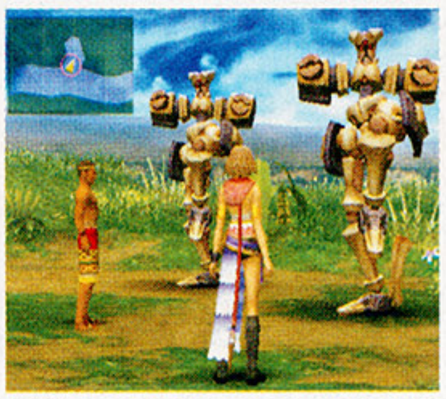
Yuna 2.0: Girl you looks good, won't you back that ass up? You a fine, fine woman, won't you back that ass up?

Having gorged ourselves on their excellent *Kingdom Hearts*, we decided it's time to look ahead at Square's next wave of RPGs, if only to start thinking of excuses for all the hours of school and work we'll be missing. With four *Final Fantasy* titles due out over the next 12 months (that means at least four new spiky-haired, angsty teenage anti-heroes), Square has something planned for every system out there. Well, every system except one (sorry, Xbox owners). Here's what's on deck.

Final Fantasy X-2 (PS2)

The most intriguing of Square's '03 games is undoubtedly this mysterious side story to *Final Fantasy X*, currently known as *FFX-2* (the official title is still under wraps). *X-2* was originally planned as two separate spin-off titles (one starring *FFX*'s bubbly thief Rikku, the other focusing on summoner Yuna), but now they've been combined into one game, possibly including a third main character. The big image you see here comes from a teaser poster on sale at the recent Tokyo Game Show; it shows a sexy, gun-totin' Yuna with silhouettes of two other characters in the background. What's it all mean? Our guess is, *X-2* will chronicle Yuna and Rikku's journey to rescue Tidus (yep, he's alive—see the "FFX: Another Story" bit on the next page) from whatever faraway, ethereal prison he's being held in. Although a U.S. release hasn't been announced yet, you can bet your last Gil we'll see it in stores here before next Christmas.



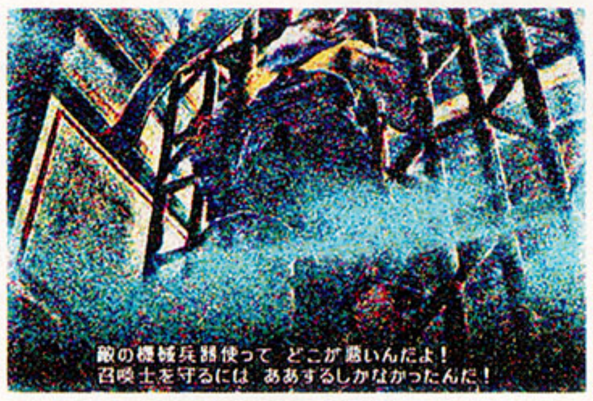








The battles look familiar, but *FFX-2* promises a new emphasis on action—check out the run-and-jump cliff sequence, and Yuna pulling herself up onto a ledge.



FFX: ANOTHER STORY

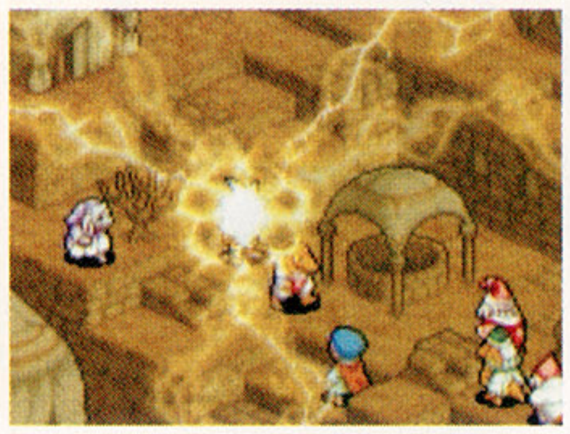
Back in January of this year, Square released *Final Fantasy X International*—basically the U.S. version of *FFX* with a few bonus additions—in Japan. One of these extras is a special five-minute video called "FFX: Another Story," which takes place two years after the events of the game and shows a super-grainy video of our hero Tidus (left) alive but imprisoned. Is it an epilogue to *FFX*? Or a prologue to *FFX-2*? Hmm...



Square and Nintendo: together again. It's enough to make a grown man cry.







Although it looks like the old PS1 *FF Tactics*, *FFT Advance* is an all-new game.





Saga has an interesting style and colorful graphics, but the playable version at the Tokyo Game Show had players moaning.



Wanna play *Final Fantasy I & II* with revamped graphics and new CG cut-scenes? Start begging Square.



Final Fantasy: Crystal Chronicles (GC)

The first GameCube game to emerge from Square and Nintendo's rekindled romance marks the birth of a new *Final Fantasy* series called *Crystal Chronicles*. Though it shares the *Fantasy* name, *CC* is an all-new quest that has nothing to do with any of the main *FF*s. According to Director Akitoshi Kawazu, *Chronicles* will be a real-time action-RPG with connectivity elements that will allow up to four people to play together using GBAs as controllers. Interestingly enough, Nintendo, not Square, will be publishing this game in both Japan and the United States when it releases sometime in 2003.

Final Fantasy Tactics Advance (GBA)

Final Fantasy Tactics Advance was shown in playable form for the first time at the Tokyo Game Show, and from what we've seen so far, it looks like fans of the PS1 version of *Tactics* will definitely be pleased. The story involves three modern-day kids who find a book called (what else?) *Final Fantasy*, which sucks them and their town into a mysterious world based on the *FF* games. Once there, the classic *FFT* formula kicks in: turn-based strategy battles, Jobs and Abilities to master, and a new system that allows you to create and shape the world you're in on the fly. Sounds groovy. Expect a U.S. release sometime next summer.

Unlimited Saga (PS2)

The latest entry in Square's long-running *Saga* series of RPGs hits Japan this December. Showcasing a new graphics technology that allows developers to display cartoon-like characters without using polygons or conventional 2D sprites, *Unlimited Saga* definitely has a unique visual appeal. Unfortunately, the playable demo we tried at the Tokyo Game Show was all too brief, focusing on the game's boring battle system. If previous *Saga* games are anything to go by, *Unlimited* will likely appeal more to hardcore gamers than anyone else. A U.S. release is undecided, but likely.

Final Fantasy I&II (PS1)

Continuing their trend of re-releasing classic *FF* games on current platforms, Square is bringing out *Final Fantasy I&II* in Japan for the PlayStation. It's a graphically enhanced port of the first two games in the series, with new CG cutscenes and bonus features, but sadly, this compilation has very little chance of making it to the United States because of the current PS1 market (which is pretty much dead, bless its soul). But that shouldn't stop you from heading to squaresoft.com and demanding that they bring this baby over here ASAP.

Final Fantasy XI (PS2, PC)

Square's first massively multiplayer online RPG is off and running in Japan, but its U.S. release is still up in the air, as the company searches for a publisher willing to handle the massive server computers required for the game to run online. According to Square, talks with several major publishers have been heating up lately, and an announcement may not be too far off. Of course, Sony will have to release the PS2 hard drive in order for the game to be playable. At the very least, a PC version will be arriving here in the near future.

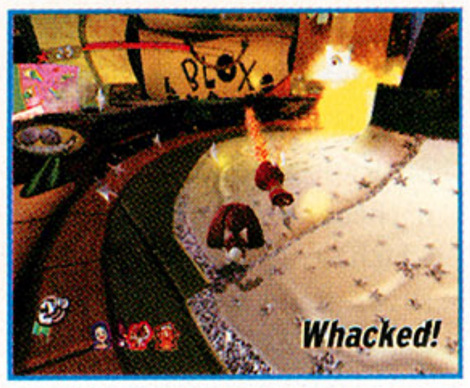
—John Ricciardi





Sure, you can talk to 35-year-olds who live in their parents' basements everyday. But talking to 35-year-olds who live in their parents' basements *and* look like hot elven chicks? For that, you need *FFXI*.

PRESS START



XBOX LIVE PACK-INS CONFIRMED

When you go buy an Xbox Live Starter Kit on Nov. 15, you'll get two sample games to try out: *MotoGP: Online Demo* and a "lite" version of *Whacked!* This *Whacked!* contains a smattering of the party game's stages, characters and modes, while *MotoGP* is a 'Net-enabled demo of THQ's motorcycle racer with three tracks open: Jerez, Mugello and Sachsenring. Owners of the full *Moto* can use the demo to unlock online play for all its tracks.

Rare Leaves Nintendo, Joins With Microsoft

The rumors have been flying for months: Insiders claimed Rare, the developer behind such mammoth games as *GoldenEye 007*, *Banjo-Kazooie* and *Donkey Kong 64*, would be jumping ship from the S.S. Nintendo to develop for other platforms. But when? And what games, for what consoles? All these questions were put to rest last month when Microsoft announced they'd collected all the Jiggies, Mumbo tokens, bananas and wayward Tribals they could to purchase the U.K.-based developer in a $375 million deal.



The dynamic duo, Banjo and Kazooie.

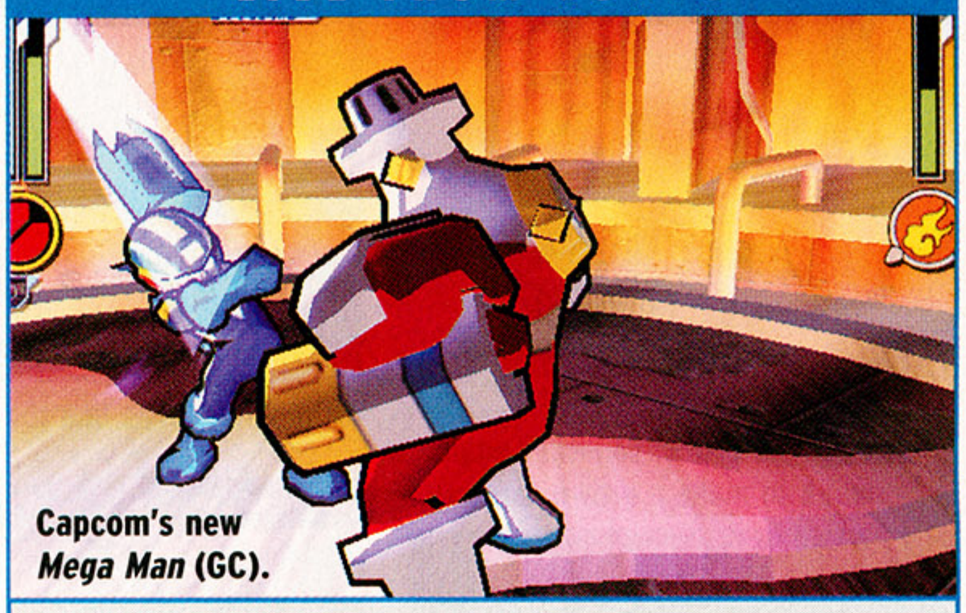
This means that from now on Rare will be building games exclusively for Xbox. Even better news for Xbox owners is the fact that all of the company's game franchises (except those that Nintendo owns, like *Donkey Kong* and *Star Fox*) are along for the ride, including *Banjo-Kazooie*, *Perfect Dark*, and *Conker*. Rare's first Xbox game will be the shape-shifting adventure *Kameo: Elements of Power* (originally announced a year and a half ago as a GameCube exclusive), coming spring 2003.

A total of five Rare titles are scheduled to hit Xbox in the next two years, including a racing title (hmm—can you say "character-based kart racer"?) and a platform game (we know of one musical bear and his kazoo-blowin' buddy that haven't seen much action lately). But as any Nintendo fan'll tell ya, just because you hear a release date for a Rare title doesn't mean you should believe it. Rare's co-founder Tim Stamper claims this new deal with Microsoft could signal a change in this department as well. "We aim to produce games to a quality and not to a deadline," says Stamper. "[But] we do feel that with all the support we have on Xbox [from Microsoft], it will enable us to deliver games on a more timely basis." Hmm, we shall see....

Saved By Zero

The only other Rare title confirmed for Xbox at this point is *Perfect Dark Zero*, a prequel-sequel to their popular Nintendo 64 first-person shooter. As you can see from the artwork, *PD* heroine Joanna Dark sports a completely different look from her N64 days. "We've spent a long time focusing on what we need to do to make Joanna absolutely stunning in the game," Rare's co-founder Chris Stamper tells us. "When Xbox fans see how she fits into the rest of [*Zero*], I think they are going to be very excited." When asked about Xbox Live connectivity for *Zero*, brother and co-founder Tim Stamper stopped just short of promising online play, telling us, "That's a pretty natural fit."

LIVE FROM TOKYO



Capcom's new *Mega Man* (GC).

***EGM* went to the Tokyo Game Show, and all they brought back were these lousy news bits:**

■ **Tecmo surprised...well, no one, really, by quietly announcing that the next game in its *Dead or Alive* fighting series—known for now as *Dead or Alive: Code Cronus*—will be Xbox exclusive. *DoA* mastermind and Tomonobu Itagaki wouldn't reveal anything about *Cronus* when we met with him, stating only, "It will defy your expectations."**

■ **Meanwhile, Capcom is working on *Onimusha Tactics* for the Game Boy Advance, which looks very similar to (you guessed it) the quintessential strategy-RPG *Final Fantasy Tactics*, but in a medieval Japanese setting. Announced but not actually at the show was a new *Resident Evil Survivor* light-gun game for the PS2—but given that the last *RE*-themed *Survivor* didn't make it to the States, chances this one will make it over are doubtful. Elsewhere at Capcom, *Street Fighter EX* developer Arika is working on a new *Mega Man* game for GameCube (above), set in the same universe as the *Battle Network* GBA games, and featuring cartoony, cel-shaded 3D graphics with classic 2D gameplay. A U.S. release date is pending.**

■ **Microsoft was very proud of the upcoming Xbox version of *Capcom vs. SNK 2 EO*, which will include Xbox Live support. It's the first U.S. online fighting game—and it's about time! In other Xbox online news, *Phantasy Star Online* for the Xbox will include *Episodes I and II*, just like the GameCube release.**



At the announcement, Rare displayed a short video of the new *Kameo*, representing just two-and-a-half-weeks' worth of work.

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

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

SUB REBELLION™



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



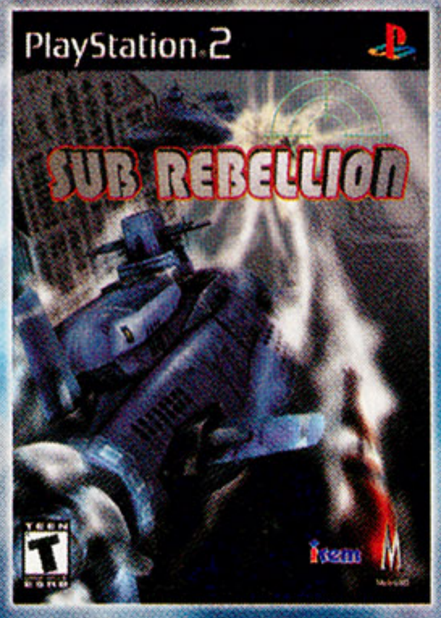
Utilize guided nuclear, ultrasonic and acoustic torpedoes for underwater overkill



Master countermeasures, advanced sonar and evasion technologies



Witness hyper realistic water-physics and lighting effects



www.subrebellion.com

TEEN
T
CONTENT RATED BY ESRB

Violence

PlayStation®2

irem

Metro 3D

©2002 IREM SOFTWARE ENGINEERING INC. All Rights Reserved. IREM SOFTWARE ENGINEERING and the IREM SOFTWARE ENGINEERING logo are registered trademarks of IREM SOFTWARE ENGINEERING INC. Sub Rebellion and the Sub Rebellion logo are trademarks of Metro3D, Inc. Published by Metro3D, Inc. Metro3D and the Metro3D logo are trademarks of Metro3D, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The rating icon is a registered trademark of the Interactive Digital Software Association.

It's in the Cards:

Nintendo's e-Reader gizmo launches



Nintendo's habit of releasing goofy, gimmicky add-ons (as anyone who owns a Game Boy Camera, Nintendo 64 Transfer Pak or R.O.B. robot can attest to) proudly marches onward with the e-Reader, a miniature card scanner available now that plugs into your Game Boy Advance. When you swipe specially designed e-cards through the device, it extracts the encoded information and dumps it into your GBA. Single cards don't hold much—the stats of a particular Pokémon (from the Trading Card Game) or a Game & Watch handheld classic—but a whole series of cards, scanned in succession, can unlock larger goodies, like entire 8-bit Nintendo Entertainment System games (spread out on five cards for only $5). The e-Reader's final function allows you to unlock secrets in GameCube titles like *Animal Crossing*; just hook up your GBA (with e-Reader attached) to your GC via the system-link cable and scan special cards. It takes a monstrous tangle of cords, but *Crossing* nuts will leap at the chance to unlock new songs, clothing, furniture and other worthwhile goodies.

For such a limited accessory, $39.99 is a bit pricey, and swiping cards up to 10 times (for those old 8-bit games) can get tedious. But in the end, if you're really into *Pokémon*, *Animal Crossing* or retro gaming, the e-Reader is likely worth your time and money.

BACK TO THE FUTURE A look at the e-Reader launch titles

Excitebike-e



This might be the e-Reader's first killer app—a classic NES racer with simple-yet-addictive gameplay. It's the kind of game you can pick up and play again and again in short, rewarding bursts. Also, since you can design your own unique courses, you'll never run out of new tracks. **A definite must-buy.**

Balloon Fight-e



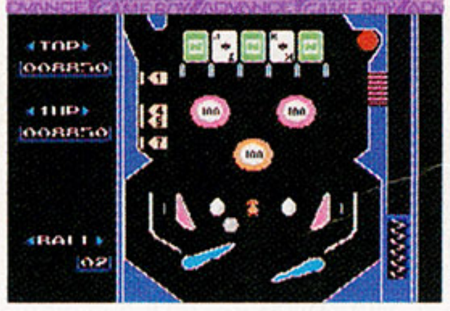
You might not have played this obscure NES oldie, but it's actually **quite fun**. It's a blatant rip-off of Atari's arcade classic *Joust*, but here, instead of knocking riders from ostriches, you're popping their balloons. If you tire of the normal game, you can also fiddle with the bonus side-scrolling mini-game.

Tennis-e



If there's one e-Reader game to skip, this is it. In 1985, this **bare-bones** tennis title might have cut it, but nowadays it's a bore. The matches drag on forever, the computer A.I. is nonexistent and the options are scarce. Even referee Mario seems bored. Pick it up only if you must have every e-Card title.

Pinball-e



It's certainly no *Pokémon Pinball*, but for $5, it's not a bad deal. The graphics are lame, but **the gameplay's solid**. There are plenty of targets, lights and doodads to flip your balls up against, so it's fine for killing time. Get good enough and you can make it to a cool bonus level starring Mario.

Donkey Kong Jr.-e



Mario's darkest hour resurfaces on your GBA. In this game, Nintendo's beloved plumber has kidnapped Donkey Kong and it's your job as DK Jr. to save your daddy. **Time-tested platforming gameplay**, catchy tunes and good graphics (for 1985) make it worth your swiping effort.

e-Card Expansions Future uses for your new gizmo



If you scan the three-card evolution cycle of a specific Pokémon type, like Pichu, Pikachu and Raichu, **you'll unlock a special *Pokémon* GBA mini-game.** In theory, that means persistent card collectors could have a sizable collection of Pokémon-themed diversions.



Swiping *Animal Crossing* e-Cards unlocks exclusive items, songs and other all-important freebies. You can link the e-Reader to your 'Cube to get the goods, or if you don't have the cable, just write down the passwords displayed on your GBA screen and input them later at Nook's Shop.



The next wave of NES e-Cards hits on Dec. 4. This series includes ***Donkey Kong-e, Mario Bros.-e, Ice Climber-e, Baseball-e*** and ***Urban Champion-e.*** For the most part we love this chance to revisit the classics, but *Urban Champion*? That one's better left back in 1985, lost and forgotten.

–Shane Bettenhausen

THE MOST ACCLAIMED GAME OF THE YEAR

- "Awesome"
  - IGN
- "Heir Apparent to GoldenEye"
  - Electronic Gaming Monthly
- "A Brilliant Game"
  - Nintendo Power
- "First Halo, Now This"
  - Xbox Nation
- "The Definitive PS2 Shooter"
  - PSM
- "...a Game of the Year Title..."
  - Gaming Horizon

TIMESPLITTERS™2

OUT NOW!







TEEN
T
CONTENT RATED BY ESRB

Violence

EIDOS INTERACTIVE

XBOX

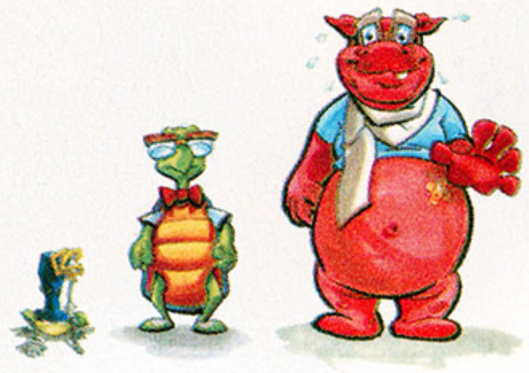
NINTENDO GAMECUBE

PlayStation®2

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

PRESS START





fterthoughts: Sly Cooper

If you're a PS2 owner and a fan of platform games, we bet *Sly Cooper and the Thievius Raccoonus* has stolen more than a few hours of your time. We sat down with producer Brian Fleming and programmer Bruce Oberg from developer Sucker Punch to get the skinny on thieving moves left on the cutting-room floor.


Overall-wearing octopus guy, meet the sharp end of Sly Cooper's cane.

EGM: How close does the final *Sly* come to your original design ideas?

Brian Fleming: In the abstract, it's almost exactly what we wanted. We wanted a character-based action game that was fast and fun to play, and at that level, it's exactly what we'd hoped for. At the next level of detail, things start to diverge. We'd imagined a particular kind of sequence—which I'm not going to talk about because someday it might show up in a game—and we were like, "Oh yeah, that's definitely going to be, say, 25 percent of the gameplay." Well, it didn't end up in the game because we haven't figured out how to make it work yet. But for the most part, it's pretty true. If I had the original pitch document, you'd be pretty surprised at how similar it is.

EGM: Other than that 25 percent, was there anything else you wanted to put in the game but weren't able to?

Bruce Oberg: One of the things we cut was a transporter power-up. You'd hit the button and a little whirlwind would sit there. Then you could go somewhere else and come back, to make it easier to navigate around the world—kind of like the set warp points in some of the Rare titles [*Banjo-Kazooie* or *Donkey Kong 64*, for example]. To navigate around, we thought it'd be cool to mark the places you wanted to come back to. It created bugs, but it didn't end up being a problem that needed to be solved.

BF: Another feature we had was something called Rewind, which let you move to any checkpoint in a level. It was kind of complicated, and it didn't end up working, either. Really early on we had something called the Slurp Gun, and you were going to be able to power-up your cane and turn it into a one-item vacuum cleaner that would pick something up and move it. That was one of those things where we actually built real game levels that required this power-up, but ended up discarding those. The problem was we came up with all these great ideas of using the Slurp Gun, but they all ended up being really puzzle-y, and we just weren't going in that direction with this game.

EGM: In all the levels, there's always something right in front of you to whack or interact with. Does that come from a particular design philosophy?

BF: It's very intentional. I don't know if I'd brand it as a philosophy; it's more of a goal

(continued on page 44)



Take a closer look



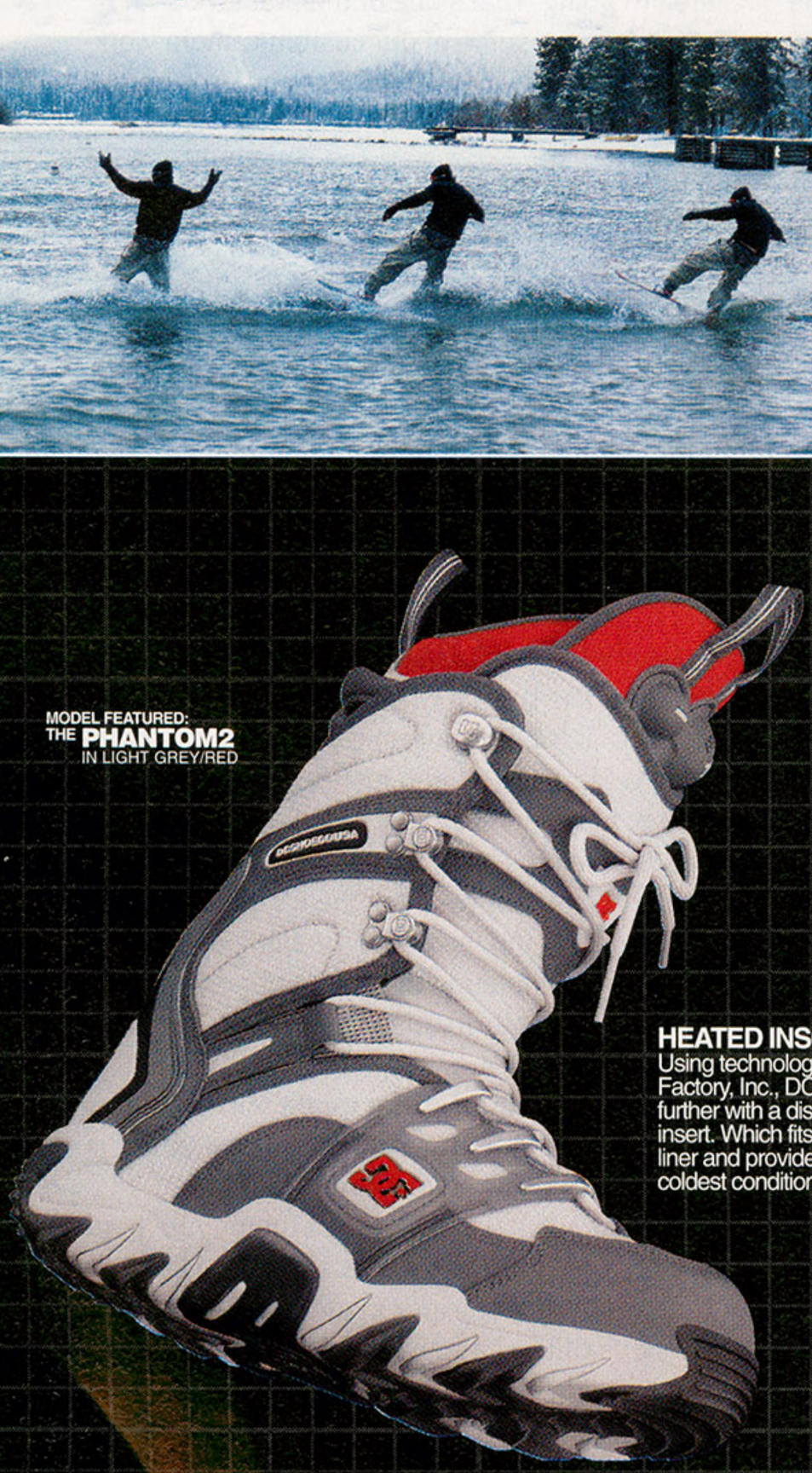
Sly has incredibly detailed backgrounds, but in your rush to recover the Thievius Raccoonus, you may have missed a few things. "There are some textures in the second world in Muggshot's level that are actually the box covers from *Rocket: Robot on Wheels* [Sucker Punch's Nintendo 64 game]," Fleming tells us. "They're torn-down signs. And all the graffiti in that area is actually the initials of the people who worked on *Sly*, spray-painted on the walls."

SCOTTY**WITTLAKE**

40-STAIR BOARDSLIDE • LAKE TAHOE, CA. SEQUENCE: PETER TANKERSLY

PRIVATE NO PUBLIC ACCESS

THE MOST INNOVATIVE FEATURES - EXCLUSIVE TO DC.



MODEL FEATURED:
THE **PHANTOM2**
IN LIGHT GREY/RED

HEATED INSOLE
Using technology licensed from the Heat Factory, Inc., DC has taken comfort a step further with a disposable footwarmer insert. Which fits in the insole of the boot liner and provides warmth in even the coldest conditions.



PUMP WITH AIR BLADDER
Air pump and patented release valve with patented Inflatable air bladder provides adjustable ankle protection and custom fit.
(US patent #6409487)
(US patent #6189172)

GEL-PADDED TOE CAP
Patent-pending silicone gel pad in front cushions toes on impact.

DCSHOECOUSA

TO SEE THE LATEST NEWS, TEAM INFORMATION AND PRODUCT,
VISIT OUR WEB SITE AT *WWW.DCSHOECOUSA.COM*

PRESS START



ANIME-OUS RACCOONUS

Beat the game and you're treated to a very anime-esque version of *Sly Cooper*'s opening cinema. That movie is actually the intro of the Japanese version, where all the cut-scenes feature this new style. Likewise, players in Japan will be treated with the American intro upon finishing the game.

Mastering the Master Sprints

Finishing *Sly* with 100 percent is no easy task when Master Thief Sprints stand in your way. Arm yourself with these tips from the developers—you'll need 'em:



Be the ball: On flat land or downhill, the fastest way from point A to B is the roll.

Avoid enemies: Run past enemies instead of confronting them.

Forget the sneaking: Find ways to jump or double-jump around ledges you'd normally sneak around.

Keep the barrel: In levels where you wear the barrel, try confronting enemies while wearing it, instead of jumping out first. You should be within range to swipe them right after they hit you out of the barrel.

Shortcuts are your friend: In many levels, there's usually a shorter way of getting where you want to go.



(continued from page 42)

or a habit. The way we would describe it is, we had a very specific idea about the pacing of the game, whether it's little things to do, like breaking things, or larger stuff. There were sequences that we prototyped and tried—a lot of sequences—that involved stealth, but the pace was unacceptably slow for us. You were required to hide and stay hidden for what we consider to be too long. A lot of games have done stealth and we feel like one of the things we tried to constantly pay attention to was keeping the player moving and interacting. It was a pretty pervasive thing, to keep the pacing up.

EGM: Which of the levels are you most proud of, and why?

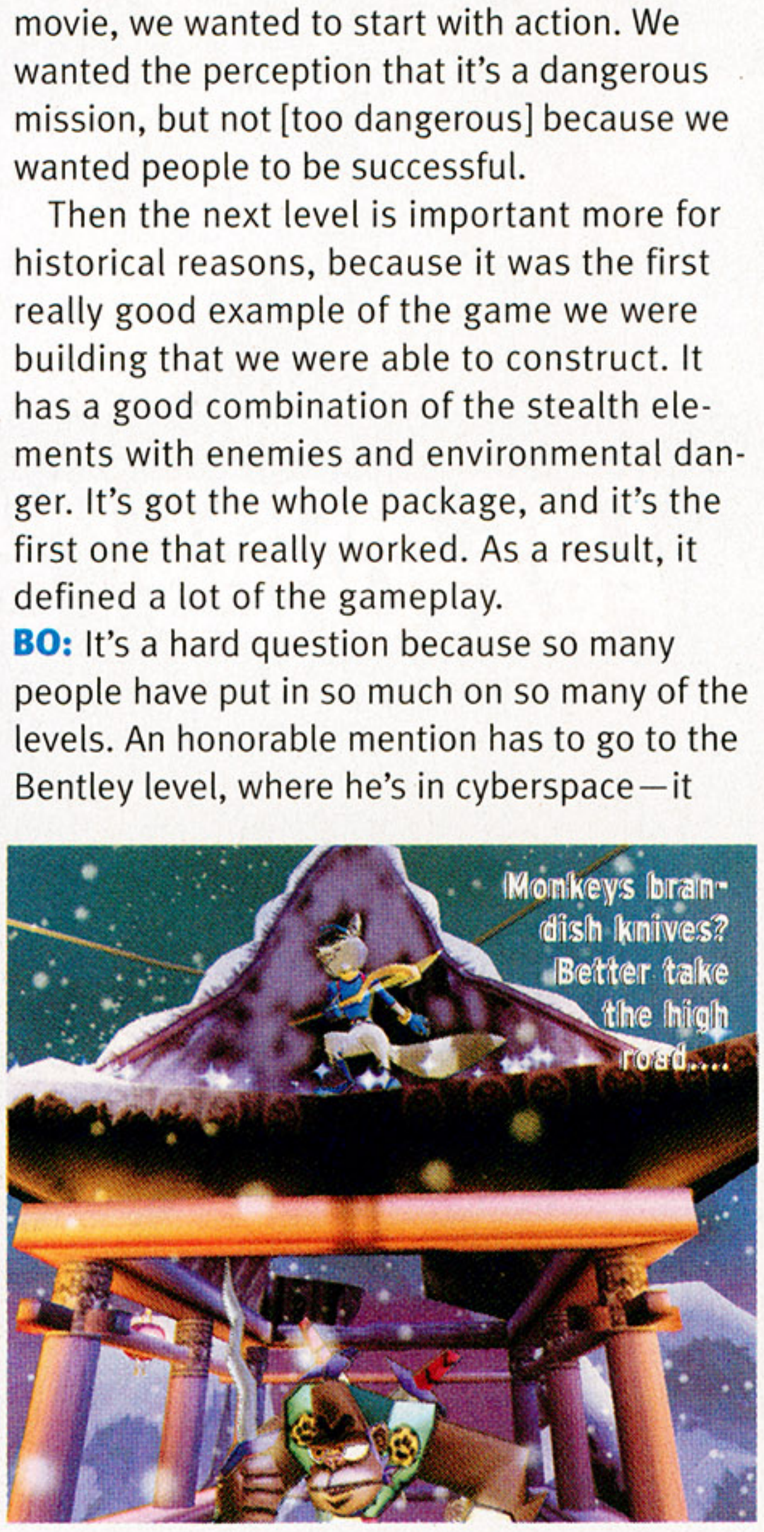
BF: That's a good question, and I have to say, that's a new question!

BO: Yeah, that's one we have not heard before.

BF: I'll tell ya—there's a very easy answer for me on that. I am incredibly proud—and this is going to sound dorky—of the first two levels of the game. The Paris level on top of the building...we didn't want to start with a movie, we wanted to start with action. We wanted the perception that it's a dangerous mission, but not [too dangerous] because we wanted people to be successful.

Then the next level is important more for historical reasons, because it was the first really good example of the game we were building that we were able to construct. It has a good combination of the stealth elements with enemies and environmental danger. It's got the whole package, and it's the first one that really worked. As a result, it defined a lot of the gameplay.

BO: It's a hard question because so many people have put in so much on so many of the levels. An honorable mention has to go to the Bentley level, where he's in cyberspace—it





looks completely different from anything else in the game and it's a really cool turn. I didn't work on it myself, but I was really proud that we were able to do that.

BF: Yeah—make a geeky '80s game. [laughs]

BO: I'd say my favorite level is the library—the first barrel level you play. It's super fun; a lot of people enjoy it on many different levels, it's dangerous but it's kind of cool, it's got the stealth going. That's one of the first levels where we got some of our custom camera work working. Like where it's the Batman view and the camera's over your shoulder looking down on the bad guy from above. Or where there's light coming through all the windows and we're casting shadows on everything that's moving back and forth. A lot of the lighting was worked out on that level. It's got tons of technical stuff going on that maybe you won't notice.

EGM: One of the criticisms of the game is that it's too short, that someone can finish it in eight to 10 hours. What's your response to that?

BF: I'm not going to tell you that this is the longest game ever, but I do think it's got a good balance. The person who [finishes it] in eight hours is at the far short end of the spectrum. They've gotta be a good gamer, very experienced, play a ton of games. Do I think that's an acceptable time? Yes. Do I wish it was a bit longer? Sure. But we think there's enough "good stuff" and reward for opening all the safes and completing the Thief Sprints to keep people playing to 100 percent.

EGM: The ending for the game leaves things wide open for a sequel. Have you started thinking about that at all?

BF: We really haven't. Most of the people here are on a much-deserved vacation. Those of us that are here are working on the international versions of the game. So our heads *are* very firmly on the one game right now.

Break AWAY

Get ACTIVE Stay

PEPSI · Frito Lay · Tropicana · QUAKER · Gatorade

the PepsiCo family of companies

What's holding you back? Get out. And get to your local Y. Much more there than you might think.

YMCA

gymnastics | swimming | volleyball | camping | soccer | rock climbing | scuba | football | aerobics
basketball | softball | working out | baseball | yoga | skateboarding | martial arts | www.ymca.net

SAVE OUR SPECIES.
EXTERMINATE THEIRS.



TEEN
T
CONTENT RATED BY ESRB

Violence

PlayStation®2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE



DEFENDER®

SAVING THE HUMAN RACE

Only Defender gives you the power to save the human race from the onslaught of an alien invasion. Now the timeless action videogame returns, all-new and in full 3D, with non-stop space combat, strategic gameplay, special weapons, and a ship designed to be an alien's worst nightmare.

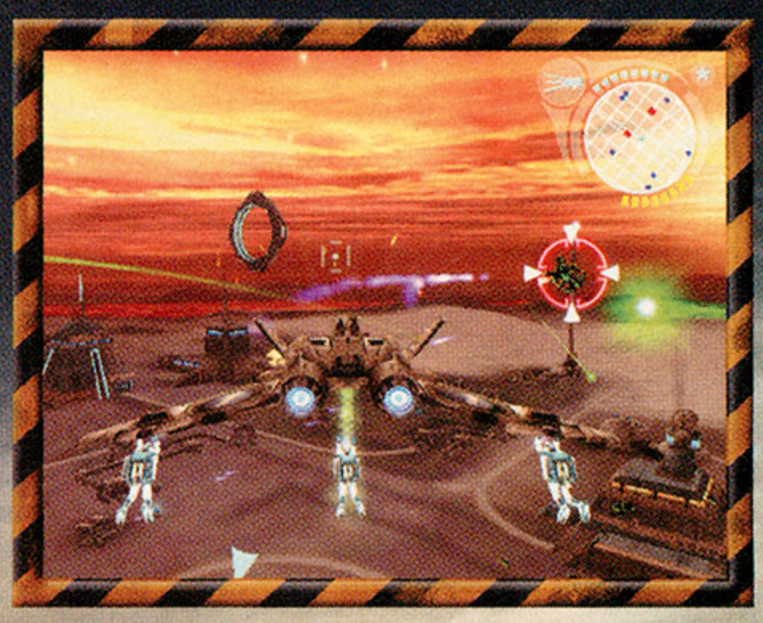
YOU ARE THE LAST LINE OF DEFENSE. YOU ARE THE DEFENDER.



Screenshots from PlayStation®2 computer entertainment system







Screenshot from Xbox™ video game system

BECOME A DEFENDER AT WWW.DEFENDER.MIDWAY.COM

MIDWAY™

Defender © 2002 Midway Amusement Games, LLC. All Rights Reserved. DEFENDER, MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. Developed by California Seven Studios, Inc. Distributed under license by Midway Home Entertainment Inc. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

Cute. In a scary,

FREE MINI HINT BOOK WITH PURCHASE*

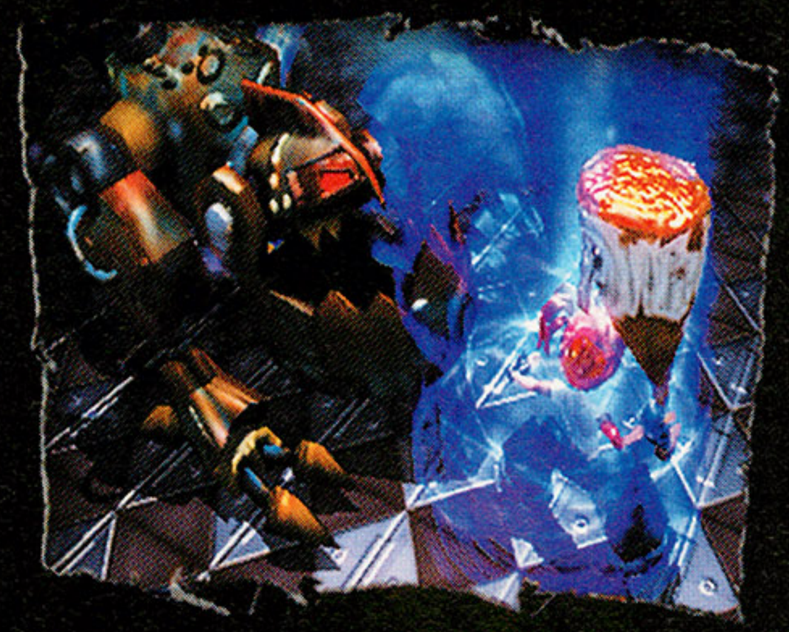
TEEN
T
CONTENT RATED BY ESRB

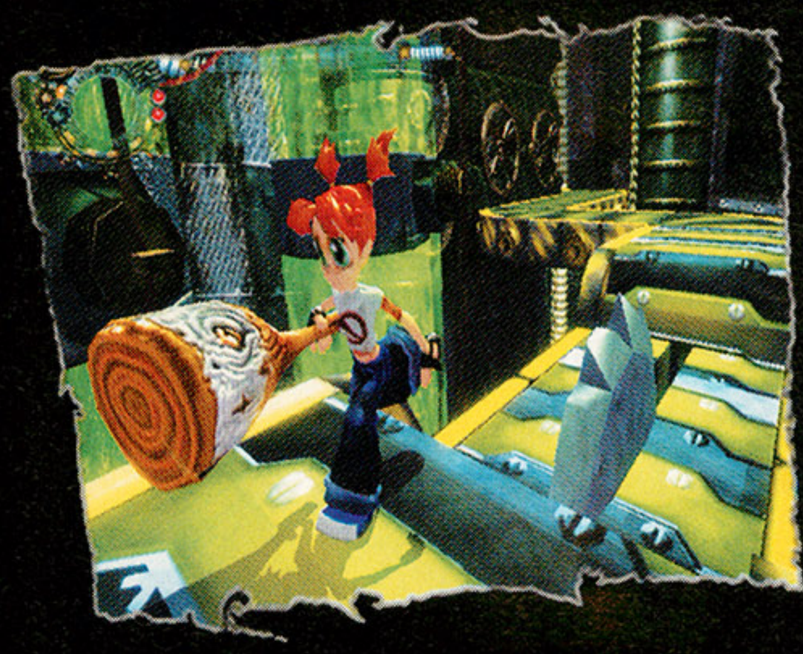
Strong Language
Suggestive Themes
Violence

XBOX

PlayStation.2

crush-your-skull kinda way.







Say hello to Malice, evil's 90-pound nightmare.
As Malice, you'll take on the evil Fire God
and his hell-bent minions, wield apocalyptic weaponry
and solve mind-bending puzzles in a twisted
netherworld. CUTE IS ONLY SKIN DEEP.
VENGEANCE GOES TO THE BONE.



Malice™



malice.sierra.com

SIERRA™

PRIMA GAMES

ARGONAUT GAMES PLC

© 2002 Sierra Entertainment, Inc. All rights reserved. Sierra and the Sierra logo are trademarks of Sierra Entertainment, Inc. Malice © 2002 Argonaut Software Ltd. Malice, Argonaut and the Argonaut logo are trademarks of Argonaut Software Ltd. Developed by Argonaut Software Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. © 2002 by Prima Games. All rights reserved. Prima Games is a division of Random House, Inc., registered in the United States and other countries. *Free Mini Hint Book included in the first 375,000 games.

MIB MOST WANTED FUGITIVES





CORN FACE

Zone Restriction: Restricted
Home Planet: Kernal
Species: Brinta
Eyes: Yellow and bloodshot
Hair: Only in his dreams
Sex: Just once, back in the '80s
Complexion: In need of serious exfoliation
Special Abilities: Twice the strength of average human
Weaknesses: Melted butter, salt

ALIASES: Corn Hole, Big Mean Alien Guy, Mr. Nasty, Max

GENERAL BACKGROUND: Like a side dish gone bad, Corn Face is an angry, violent offender who will repeat on you without warning. With his vicious temper and a grudge against all MIB agents, NEVER attempt to detain Corn Face without backup. Unless you want to get creamed.

WARNING: THIS FUGITIVE IS CONSIDERED ARMED AND EXTREMELY UGLY.
TO REPORT AN ALIEN SCUM SIGHTING, GO TO: **www.mib2game.com**

MIB MOST WANTED FUGITIVES





SHARK MOUTH

Zone Restriction: Restricted
Species: Charcarodonii
Eyes: Watery
Hair: Nope
Sex: At your own risk
Complexion: Scaly
Special Abilities: Razor-sharp teeth have been known to transform slow swimmers into lunch meat
Weaknesses: chubby human legs splashing in the ocean

ALIASES: Chum Breath, Buzz-Kill, Flipper, Finnigan

AL BACKGROUND: With an insatiable appetite for killing, Shark Mouth is the most notorious of one of the most savage and unpleasant races in the universe. Ironically, his species also rs themselves culturally superior, largely based upon their curious enthusiasm for big-budget s. Their biggest local success, "Sharks," is notable, if only for its high body count.

RNING: THIS FUGITIVE HAS AN EXTREMELY BAD TEMPER AND WILL BITE YOUR HEAD OFF AT E SLIGHTEST PROVOCATION. TO REPORT AN ALIEN SCUM SIGHTING, GO TO: **www.mib2gam**

CAPTURE XARNAK
NEURALIZE PLUMBER
BUY MILK

Now available on Nintendo GameCube™ system

NINTENDO GAMECUBE™

PlayStation®2

GRAB A SPONGE, MEN — THE SCUM'S HIT THE FAN.
— Z

MIB

MIB

sent to investigate the
flooded ship full of alien remains. but
discovered that while the ship's interior remained
cell on the ship was completely empty. It has now
High Council, believing that the Maximus had cr
compelled to inform Men in Black Command on Earth
with the grim knowledge that there
unaccounted
them charge
criminals at
as ordinary
lady was fou
security chec
ylothian sec
ull alert and
s imperative
lien prisoners should be disguised as ordinary inc
s crucial to con
ithout arousing s
global propor
ganization and

hull, they

uring a routine airport

s actually part of

Smell you later, Grokk!

NICE DOGGIES.. STAY.

PlayStation®2 screenshots shown

LOOKS LIKE HE'S FROM URANUS.

MIB
MEN IN BLACK II
ALIEN ESCAPE

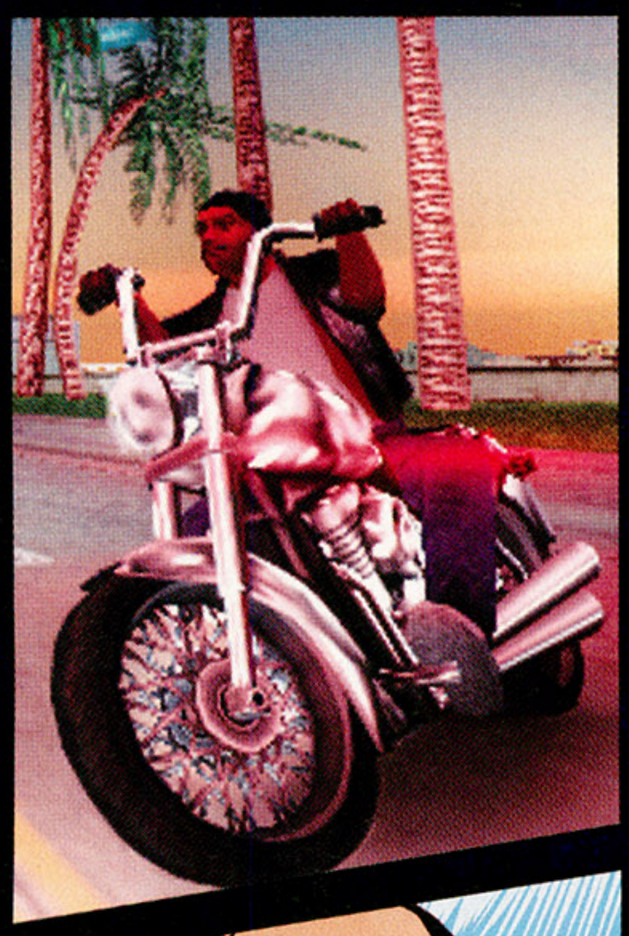
www.mib2game.com

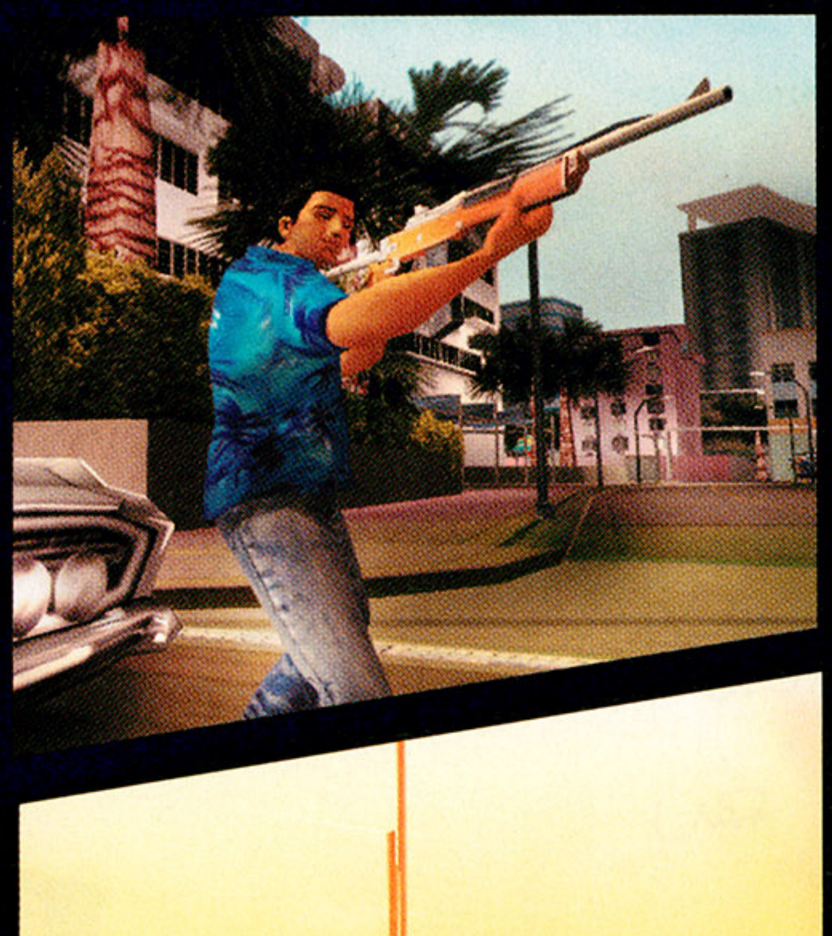
TEEN
T
CONTENT RATED BY ESRB

BLOOD
COMIC MISCHIEF
VIOLENCE

ATARI®

Men in Black™ II: Alien Escape TM & © 2002 Columbia Pictures Industries, Inc. All rights reserved. Developed by Melbourne House. Nintendo, Nintendo GameCube and the official seal are trademarks of Nintendo. ©2001 Nintendo. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners. Manufactured and marketed by Infogrames, Inc., New York, NY.

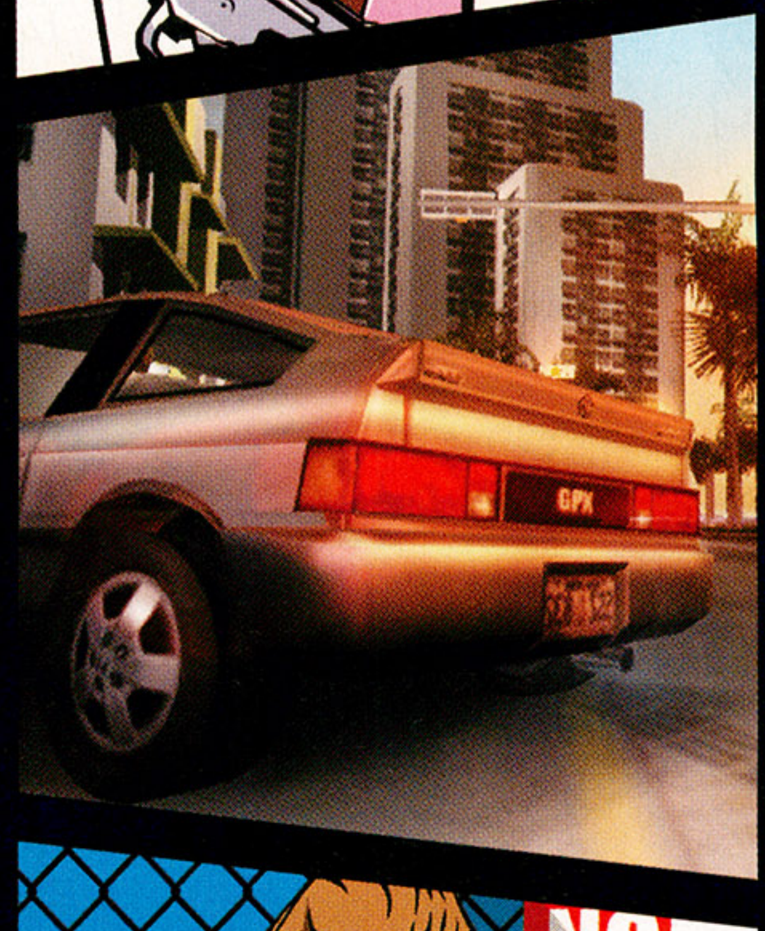


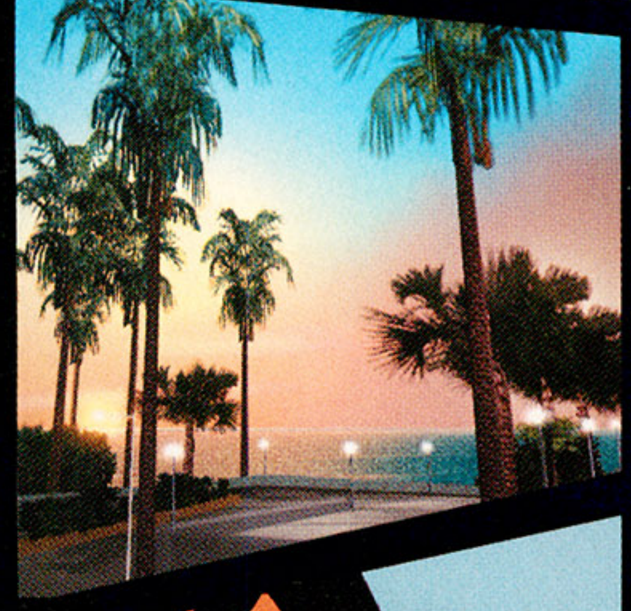


















SOUNDTRACK ALBUMS AVAILABLE EXCLUSIVELY ON EPIC RECORDS

WWW.VICECITYRADIO.COM

EPIC

RATING PENDING
RP
CONTENT RATED BY ESRB

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

PlayStation®2

grand theft auto

vice city



WWW.ROCKSTARGAMES.COM/VICECITY

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2002 Rockstar Games, Inc. Rockstar Games, the Rockstar Games logo,Rockstar North and the Rockstar North logo are trademarks of Take-Two Interactive Software, Inc. Rockstar Games and Rockstar North are subsidiaries of Take-Two Interactive Software, Inc. All other marks and trademarks are properties of their respective owners. All Rights Reserved. Note: Rockstar will be following IDSA guidelines for M rated games in the marketing of this game. This game contains violent language and behavior and may not be appropriate for persons under the age of 17. It is a comic interpretation of gangster activity and the story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.

PRESS START

Welcome Back, Potter

EA's iconic wizard, Harry Potter, explores the Chamber of Secrets on six consoles

What to play if you're:

Very Potter: If you've ever slept on a *Harry Potter* pillow or uttered the word "Flippendo!" in public, you're probably stoked to try as many *Chamber of Secrets* games as possible. We recommend dabbling in five of them to get the ultimate experience.



Fairly Potter: You've read the books or seen the movie, but you've yet to go off the mystical deep end. Picking up the GameCube and Game Boy Advance versions will give you a tidy, rewarding Potter one-two punch.



Nary Potter: If you're a bona fide Harry hater, you're really only hurting yourself. Pottermania isn't some flash in the pan—the source material is really just that amazing. Quit chugging the Hatorade and pop Harry into your Xbox. It'll kill some time until *Halo 2*.



Illustrations by Jeremy "Norm" Scott



Guy Miller, gaming guru and J.K. Rowling's close pal.

Behind-the-Scenes Magic: An Interview with

EGM: Do you feel that *Chamber of Secrets* was better suited than *Sorcerer's Stone* to becoming a game?
GM: I don't think that the second one is especially better suited. Each has its special bits and set pieces that you can extract. When I read *Sorcerer's Stone*, I felt that the six challenges at the end were almost as if J.K. Rowling (the author of the *Harry Potter* books) had said, "Now this would make a great video game."

EGM: Why make several unique *Chamber of Secrets* games across different platforms?
GM: Originally, we were going to lean solely on next-gen consoles, but we decided that it would be commercially viable to go onto everything. For that reason, and because we wanted to make the best game on each platform, there are a number of unique titles. J.K. Rowling has given us lots of extra fiction to slot into



Guy Miller, creator of the Chamber of Secrets games.

each of the games. A serious *Potter* fan can and should play all of them.

EGM: Do Hermione and Ron feature more prominently in the game? Did you consider letting the player control them?

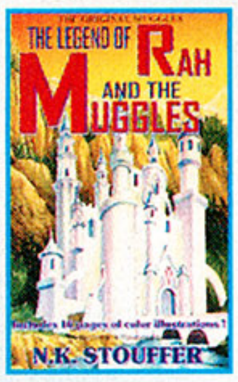
GM: No, the experience is to "be Harry Potter." You are the Boy Who Lived. It would have to be a "be Hermoine" or "be Ron" game in order to play as them. We do stress the theme of "Friendship, Loyalty and Courage," so Harry does interact with them a great deal. They help lead Harry in the right direction.

EGM: How did you work with Warner Bros. to create a cohesive visual style with the film?

GM: We do lots of movie-set visits. We meet regularly with David Heyman, the film's producer, and we've had meetings with Chris Columbus, the director. We've been working hand and glove with WB to make it look right. Certainly, we have our own take on things. For example, our Diagon Alley

(continued on page 56)

PRESS START



MYSTERY OF THE MISSING MUGGLES

One word you won't hear in any of this year's *Harry Potter* games is "muggle," a term that's used extensively in the books to describe people who cannot use magic. Why was it removed? The problem stems from a lawsuit filed by Nancy Stouffer, the author of *The Legend of Rah and the Muggles*, an early '80s fantasy novel. Her cockamamie lawsuit was recently thrown out, but it was too late for "muggles" to make it back into the game.

A QUICK LOOK AT WHAT'S NEW IN HARRY'S WORLD

Linking Up With Harry

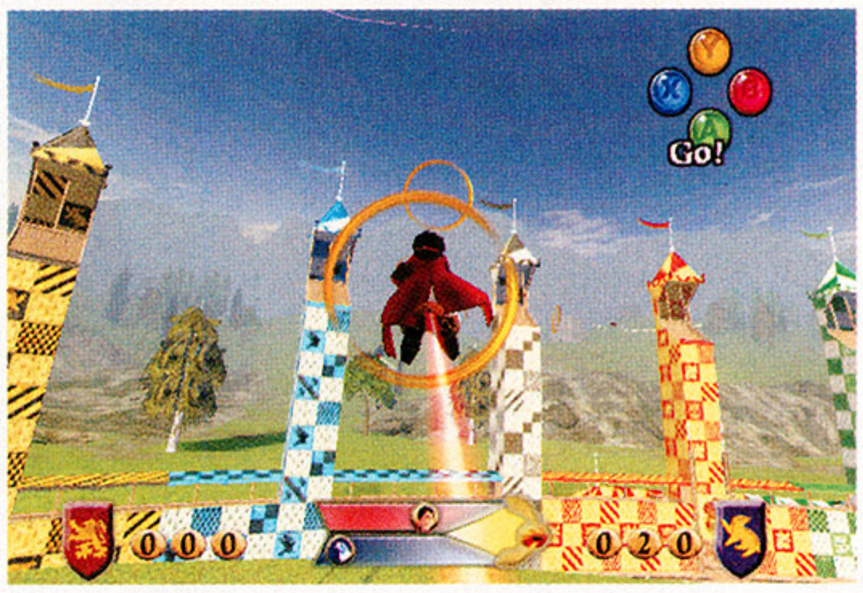


Magical things happen when you link the GameCube version of *Chamber* to your Game Boy Advance. First, your GameCube starts belching out crisp $100 bills, and then your GBA turns into a mongoose. Naw, not really. In reality, if you link the GC to your GBA (with the handy GC/GBA link cable, sold separately) with no cartridge in the GBA, you can download a simple sliding-puzzle game using *Potter* artwork. That's kinda cool (for a total freebie), but if you hook it up with the GBA version of *Chamber* inserted, you'll unleash some special exclusive content. In the GBA game, Harry can now visit the Forbidden Forest, a misty grove teeming with Guytrash. No, a "Guytrash" ain't some trailer-park redneck in a wifebeater—it's an evil undead hound that *Harry Potter* author J.K. Rowling created for the game. These beasts haven't even appeared in any of the books yet, but we're not so sure we dig the name J.K. cooked up for them.

If you successfully complete the Forbidden Forest, you'll find an item that unlocks a new area in the GC game—the Wizarding Bank, Gringotts. Here, Harry can chat up some goblins and find special rare wizard cards while examining his giant pile of money. This location cannot be accessed in either the Xbox or PS2 versions of the game, so GameCube owners can point and laugh at those less fortunate than themselves.



Yep, that's Gringotts Bank in the distance. The secret to getting inside lies in connecting your GBA and GC together via a link cable. Here, Harry casts "Crossmarketo Supremo!"



If EA upgrades Quidditch this much every year, we'll have an EA Sports online version in no time flat!



Back to the Quidditch Pitch

Going to magic school isn't only about studying dusty old books and wearing silly hats. In fact, these kids are totally into their physical activities. The most popular sport among witches and wizards combines elements of rugby, soccer and, well, flying around on a broomstick to create a chaotic good time. Every one of this year's *Harry Potter* titles offers a playable form of Quidditch, but it's the next-generation titles that best capture the game's heart-pounding excitement.

Here's a quick refresher course: Each Quidditch team consists of seven broomstick-mounted players who zip about trying to score points by landing a ball in the opponent's goal. Of course, that's too simple, so some other balls, called Bludgers, fly around with a mind of their own, knocking players from their brooms. To make it even more absurd, another ball, known as the Snitch, randomly appears in the air. If a team catches this wily winged bauble, they're rewarded mega points. That's where you come in—Harry is his team's Seeker, charged with the task of snagging the Snitch.

(continued from page 55)

has to be much more integrated and larger; every shop has to be there. We visit parts of Hogwarts that you never see in the film. J.K Rowling has been heavily involved. We've had regular meetings with her in which she guides and helps us. She's even given us creatures for our games that have yet to appear in the books. She was developing the world for six years before she even started writing the books.

EGM: Did any games inspire the creation of the next-gen *HP2* games?

GM: Yes, we looked at *Zelda*, naturally—all of them. I went back to the NES, SNES and N64 ones. I was creative director on the original *Tomb Raider*, so I've also drawn upon that experience. The annoying, pixel-perfect jumps of *TR* were, of course, not brought over.

EGM: Did any of the film's actors provide voices for the game?

GM: No, they're all sound-alikes, and they're very, very good. They've all been OK'd by the film's producer, to make sure they all sound as close as humanly possible to the original actors.

EGM: Is it difficult to craft a game that appeals to such a wide audience?

GM: I think we as game makers sometimes

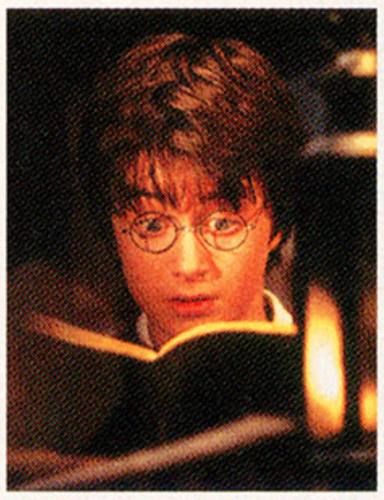
100,000,000+

MAGIC NUMBER

The number of Harry Potter books sold worldwide passed that all-important benchmark in June of 2001. Chances of outselling the Bible (6 billion in print) still undetermined.

POTTERMANIA IN 2003 AND BEYOND





What does the future hold for young Harry? Only creator J.K. Rowling knows for sure. In 2003, we should (hopefully) get the fifth book, but the third movie won't arrive until 2004.

Harry's Future Plans

The future of the *Harry Potter* empire doesn't seem quite as definite as it did a year ago. The fifth book, *Harry Potter and the Order of the Phoenix*, was originally expected to come out during the summer of 2002, but the publisher has now pushed the release back to "sometime in 2003." Details on the tome remain shrouded in magical mystery, but we did score a few good clues on possible plot points. "I expect an all-out battle between the forces of good and evil," claims EA's Guy Miller. "You have to think about what the *Order of the Phoenix* means—the phoenix is a loyal bird, so it's all about loyalty and choosing sides."

Likewise, the future of the film series is a little shaky. Warner Bros. announced that there won't be a movie based on the third book, *Harry Potter and the Prisoner of Azkaban*, until at least the summer of 2004. This delay will directly affect EA's games, since they will have to wait until then to release a third adventure for Harry, but that doesn't mean another game based on the books can't come out. "*Harry Potter Online* is not dead," says Miller. "The idea behind it is for you to play along with others as a student at Hogwarts. Harry is there, and he's in the background, but you're just a student." EA's mum on the topic of what platform this online Hogwarts adventure might end up on, but we speculate that a multi-tiered assault on Xbox, PS2, GameCube and PC is likely.

Also, Miller and his team are already working on the game based on P*risoner of Azkaban*, even though it's still a year-and-a-half away. It's his favorite book of the series so far, so he's excited about implementing features like the Marauder's Map and Harry's escapades to Hogsmead. "The tough thing about the third book is that there's no boss at the end, whereas the first two both have great bosses," remarks Miller. "We're going to have to be a bit more creative with the climax."

forget that young kids are actually more sophisticated than we give them credit for. They're incredibly resilient, their hand-eye coordination is great and they understand concepts far better than many people over 30 do. Developers tend to dumb down games too much. Especially on the next-gen systems, our goal is not to dumb it down, but rather to lift the bar. The first major encounter is with the Whomping Willow, and it's difficult. If you can get past that, you're set for the game. To get back to the original question, of course it's difficult, as it's such a broad spectrum of ages—literally 8 to 80. If we stay true to the fiction, true to what made *Harry* so popular with everyone, we will appeal to everybody. My mum's in her 60s and she gets it. My 15-year-old son gets it, too.

—Shane Bettenhausen


Kingdom Hearts OST (2CD)
TOCT24768


Final Fantasy X OST (4CD)
SSCX10054


Final Fantasy XI OST (2CD)
SSCX10069


Wild Arms 3rd Adv OST (4CD)
SVWC7118

GameMusic.com
World's BIGGEST
Game Music Store!

visit us online at:
www.gamemusic.com


Dracula X Nocturne in the Moonlight OST (KICA7760)

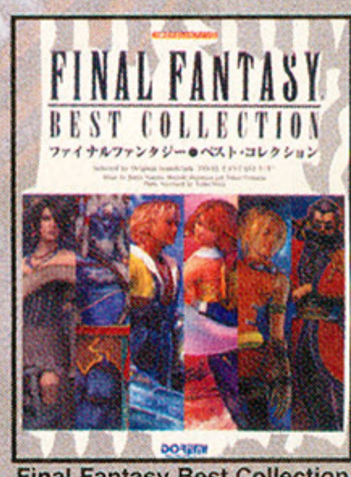

Xenosaga OST (2CD)
SSCX10062

we got alot of cool collectibles!


Huge Selection of Game/Anime Collectibles


Metal Gear Solid 2 OST
KMCA127


We got tons of Anime DVDs too!


Final Fantasy Best Collection
Piano Solo Sheet Music
(DORE2037)

FREE Shipping available online!

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

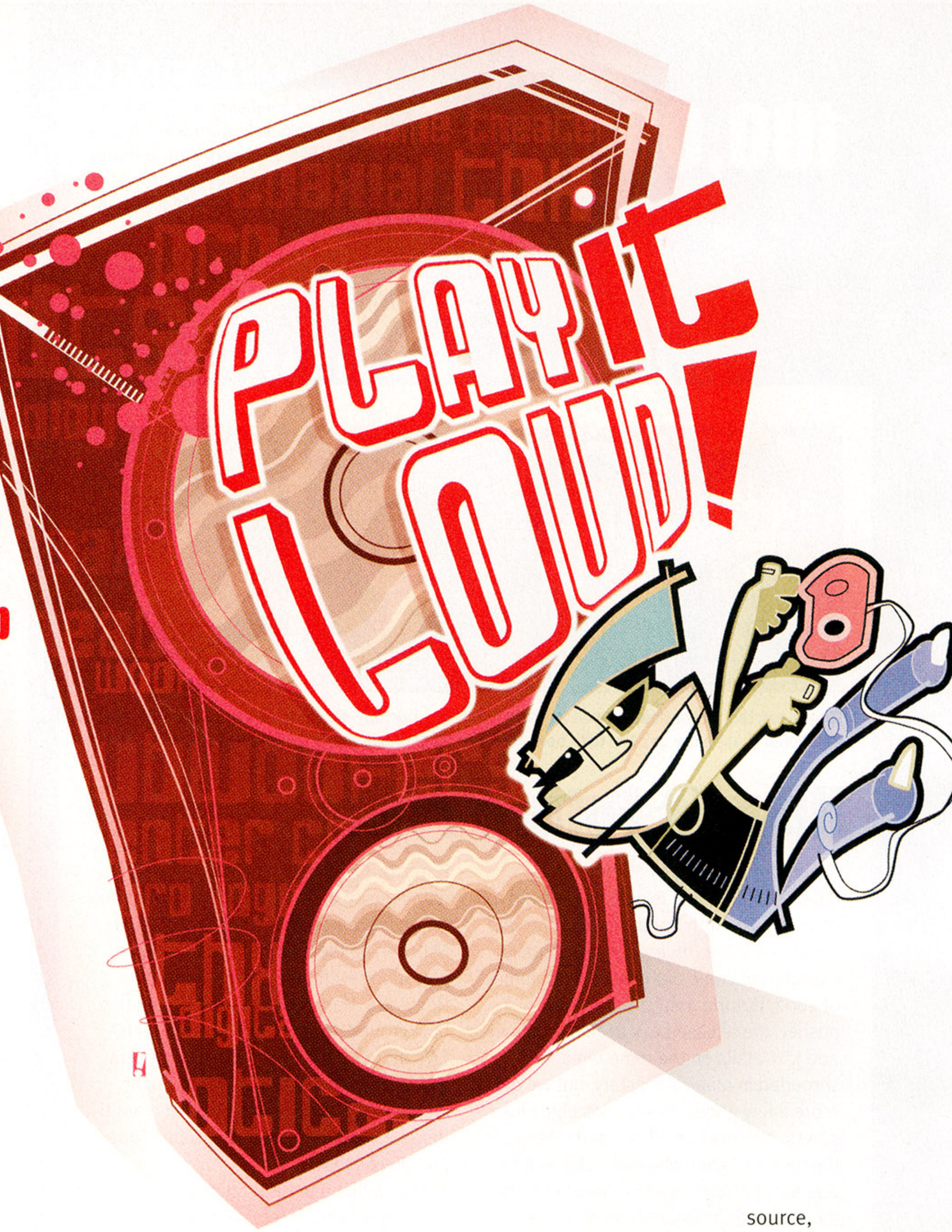
www.gamemusic.com
1-800-979-9889

If you don't have Internet access, please call our toll-free number at 1-800-979-9889. Outsi
of US, please call 1-626-575-0873. Phone hours are Monday - Friday, 9 - 5 Pacific Time. V
accept Visa/MasterCard/AMEX. All trademarks are the properties of their respective owne
Game Music Online - 3798 Rockwell Ave. El Monte, CA 91731. E-Mail: gmo@gamemusic.co
Fax: 1-626-575-0879 Sorry, our warehouse is not opened to public.

PRESS START

PLAY IT LOUD!

Achieve total in-game immersion with our guide to building a sonic-booming surround-sound setup



We call 'em "video" games, but nowadays, that's only half the tale. A growing pile of games is being coded with room-rumbling audio effects that are more than just extra bells and whistles. We're talking about hearing that zombie as he shuffles out of the shadows behind you, or the bullet that whizzes just inches from your right ear, or the roar of a TIE fighter's engine as it zeroes in on your six.

More to the point, we're talking about the boom in console games that use surround sound to immerse you in their worlds. Cool, eh? But there's a catch: To experience these boffo effects, you need boffo gear—that tiny, tinny speaker on your boob tube ain't gonna do it. So listen up as we give you the ins and outs of today's ear-rattling game-audio technology, and recommend rigs that'll deliver the surround-sound goods in your price range.

Battle of the formats: Dolby vs. DTS

Ancient cave paintings show us that games from the good ol' days offered what's called mono, or one-channel, sound. It didn't matter if you had one speaker or a dozen; they'd all pump out the same signal. It was the equivalent of hearing *Halo* on grampa's transistor radio. Then along came consoles that supported stereo sound, a two-channel format that offers a clear distinction in what you hear from the left and right speakers. It worked just fine for the side-scrolling platform games on the Genesis and Super NES. After all, 2D graphics only need 2D sound, right?

Meanwhile, Dolby Laboratories introduced surround sound to movie theaters—and eventually brought the technology to the home with VHS and laserdisc—in the form of Dolby Surround. Dolby Surround added more dimension to conventional stereo by providing three sources of sound in the front (left, center and right) and one in the rear, all decoded from an ordinary, two-channel analog stereo source. Dolby Surround is the most supported surround-sound format in games today—you just need a stereo receiver that can decode Dolby Pro Logic, along with four speakers, to hear it.

Dolby's most recent advancement is Pro Logic II, which one-ups Dolby Surround by splitting the rear signal into left and right channels. That makes five sound signals in all from a conventional two-channel analog source, resulting in a richer, more 3D-sounding experience that doesn't require you to jack in with a special digital cable (and we'll tell you why that's so important in a sec). Pro Logic II is becoming an increasingly popular surround-sound format for games. It's also backwards compatible, so you can hear Dolby Surround-encoded effects just fine on a Pro Logic II-enabled stereo system.

But Dolby's cock-of-the-walk surround-sound format is Dolby Digital, a.k.a. Dolby 5.1, which provides six channels of digital surround sound. You get front-left, front-right and front-center channels for the clear positioning of dialogue and effects, while discrete rear-left and rear-right channels immerse you in more precise ambient,

Look for the Logos

Games with surround sound will feature one of these logos on the back of the box, usually in the lower right corner.

DOLBY SURROUND | DOLBY SURROUND PRO LOGIC II | DOLBY DIGITAL | DIGITAL dts SURROUND

Illustrations by Pixel Pushers Design

DRIVEN BY PURE LUST
FRIGHTENINGLY BEAUTIFUL
MEN DROP AT HER FEET

XBOX

NINTENDO GAMECUBE

PC CD

PlayStation 2

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Strong Language
Violence

BLOODRAYNE.COM

BLOODRAYNE™

OCTOBER 31, 2002

TERMINAL REALITY

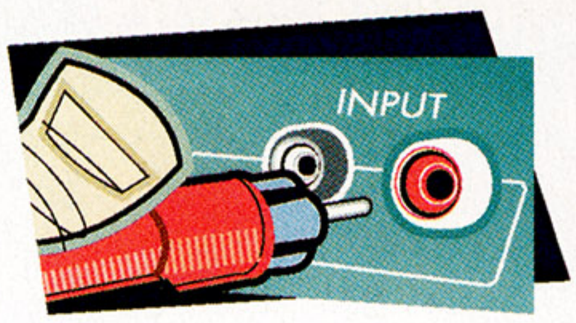
MAJESCO

www.majescogames.com

©2002 Terminal Reality. Developed by Terminal Reality. Licensed to and published by Majesco Sales, Inc. ©2002 Majesco Sales, Inc. All Rights Reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2001 Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association.

Got the Hookups

Analog connections are the red-and-white stereo jacks that sprout from all consoles. An analog cable is all you need to hear Dolby Surround and Pro Logic II effects. For Dolby Digital and DTS, you gotta buy an optical-digital cable. Coaxial is another kind of digital connection found on many receivers. It's handy for jacking in MP3 players.



Analog



Optical-digital



Coaxial

positional sounds than those you'd hear from Pro Logic II. The sixth channel uses a subwoofer to pump out low-frequency bass effects when, say, the Death Star goes kablooey, or the blond guy in *Dumb and Dumber* chugs Turbo-Lax. Nearly every Xbox title supports Dolby Digital. Of course, you need speakers to handle all those channels, and that's where the term "5.1" comes in. The "5" refers to the five main speakers (front, center, right, rear-left and rear-right) in your home-theater setup, while ".1" denotes the subwoofer.

Dolby Labs isn't the only company making noise when it comes to surround-sound formats; Digital Theater Systems (DTS), a competing 5.1 format that first shook audiences in 1993's *Jurassic Park*, is becoming more and more popular on DVDs. Many newer DVD flicks, in fact, contain both a Dolby Digital audio track and a DTS audio track. Because it can reproduce higher and lower frequencies of sound, DTS is often considered a richer audio experience by snooty audiophiles. Its use in games, however, is limited. Last year, Electronic Arts began a partnership with DTS to bring multi-channel digital audio to several PlayStation 2 titles, including *SSX Tricky* and *NHL 2002*. Activision recently jumped on the DTS wagon with *Street Hoops*.

Great, now what do I need if I want to hear it all?

The ingredients list for your surround-sound system is short and sweet: You need a source (in this case, your game system and a game encoded with surround sound), a receiver to decode the signal, and speakers to pump the signal out to. The most important component is your receiver—you'll need to make sure the one you buy can decode the surround-sound format you favor. Fortunately, most receivers these days support Pro Logic II (and thus Dolby Surround) and Dolby Digital. Many receivers support DTS, too, though that's a little less common.

Surround-sound speaker setups come in all shapes and sizes, and higher-quality, individually sold speakers can cost a bundle. The good news: Gamers who are lean on funds can turn to "home theater-in-a-box" systems. These all-in-one surround-sound solutions pack a receiver and 5.1 speaker setup in one tidy package, often for less-than-budget-nuking prices. Oh, and if you're going to play Dolby Digital- or DTS-enabled games or movies, you'll need to connect your console to your receiver via a separately sold optical-digital cable. For Dolby Surround and Pro Logic II-enabled games, you need only the regular red-and-white cables that came with your system (see "Got the Hookups" above for more info).

So, which box rocks the block?

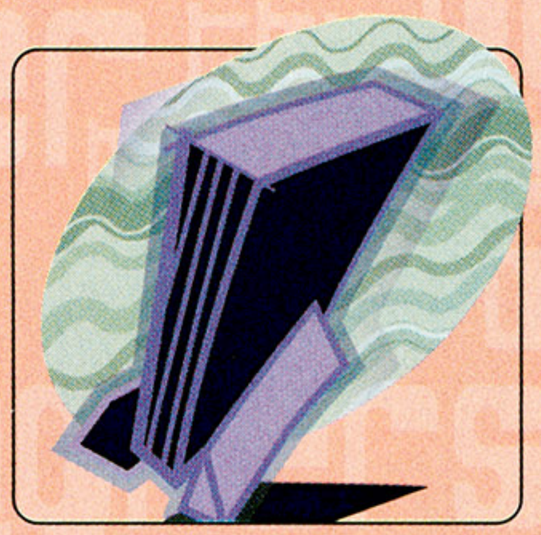
Microsoft's Xbox is by far the spunkiest console in the surround-sound department. It was designed from day one to pump out Dolby Digital audio during gameplay, so nearly every Xbox game offers 5.1 surround sound. Just be sure to buy the optional Advanced A/V Pack and an optical-digital cable to hook your Xbox to your Dolby Digital-compatible receiver.

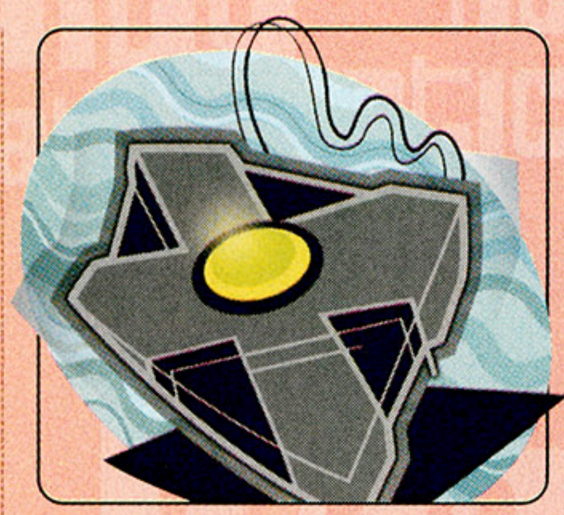
The PS2, on the other hand, lacks built-in Dolby Digital support. Because Dolby 5.1 takes a load of processing power, no PS2 title packs in-game Dolby Digital effects (although you'll hear them in some cinemas). A few games do offer DTS 5.1 sound, but they're outnumbered by PS2 titles with the inferior but still nifty Dolby Surround. DVD movies with Dolby Digital and DTS play just fine on the PS2, though again, you'll need to buy the separate A/V adapter and optical-digital cable.

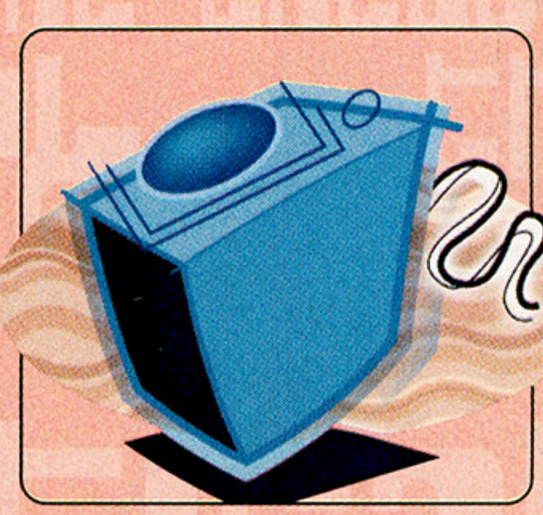
The GameCube is the lowest on the surround-sound ladder, mainly because it lacks an optional optical-digital jack and is therefore cut off from the digital-only Dolby Digital and DTS formats. That's why Pro Logic II, which doesn't require a special connection, is so crucial to 'Cube owners. It doesn't offer quite the degree of rear-channel separation that Dolby Digital boasts, but it's close. You'll think so the first time you hear that TIE fighter scream up behind you in *Rogue Leader*.

Sound Advice

If you game on this...







Look for these features in a receiver...

Pro Logic II compatibility and DTS support. Also look for Dolby Digital support if you watch DVD movies on your PS2.

Dolby Digital all the way, baby! The Xbox was designed with the 5.1 format in mind, and nearly every Xbox game supports it.

Dolby Pro Logic II compatibility is a must for 'Cube owners. And remember: Pro Logic II receivers also decode Dolby Surround.

Must-hear game...


SOCOM: U.S. Navy SEALs


Medal of Honor: Frontline

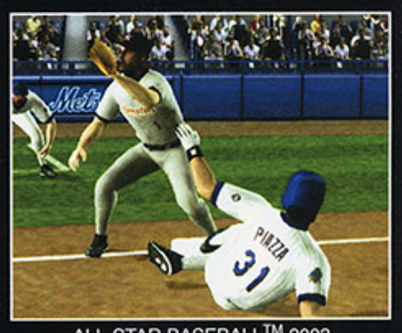

Eternal Darkness

METROID® PRIME

Evil must be exterminated.
But first it must be found.



STAR FOX® ADVENTURES



ALL-STAR BASEBALL™ 2003



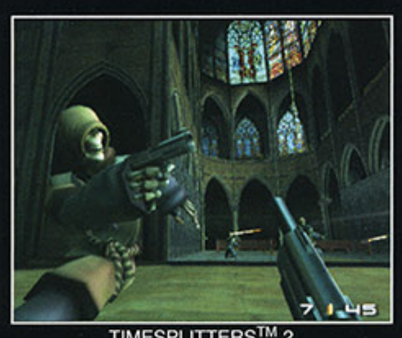
DIE HARD™ VENDETTA



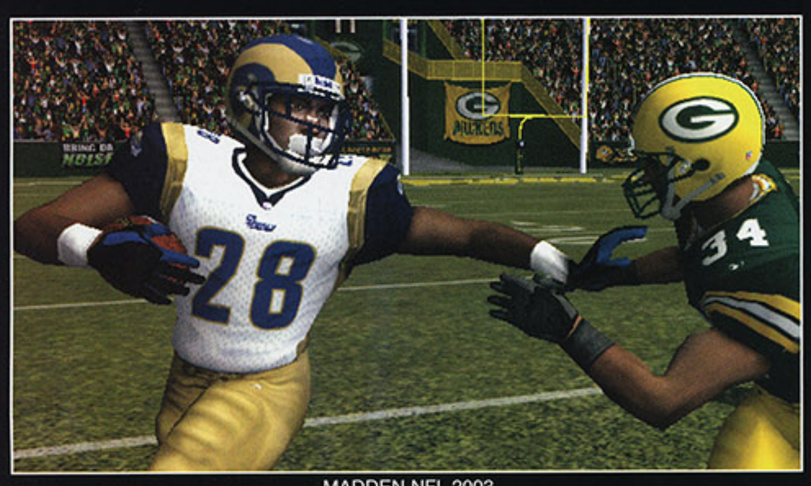
F-ZERO® - COMING SOON



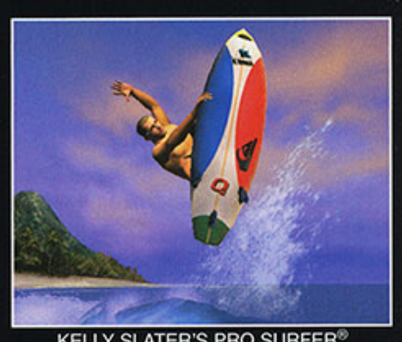
NHL® 2003



TIMESPLITTERS™ 2



MADDEN NFL 2003



KELLY SLATER'S PRO SURFER®



NEED FOR SPEED™ HOT PURSUIT 2



MEDAL OF HONOR FRONTLINE™



METROID PRIME



Born to Play



RESIDENT EVIL® ZERO



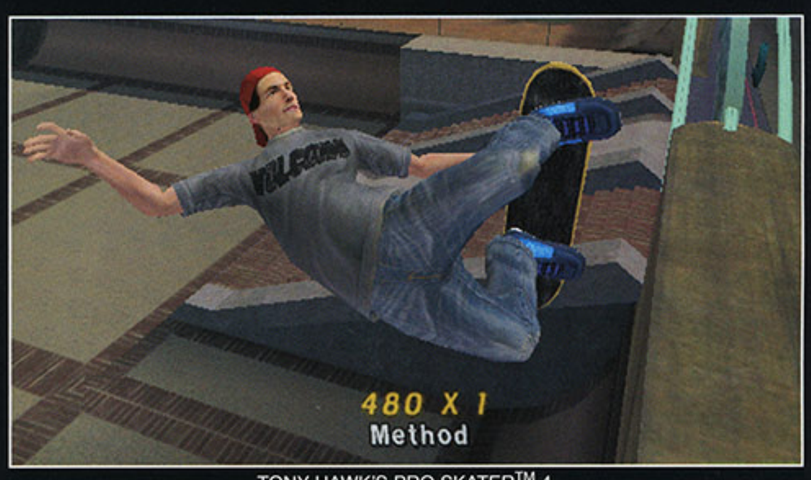
1080° - COMING SOON



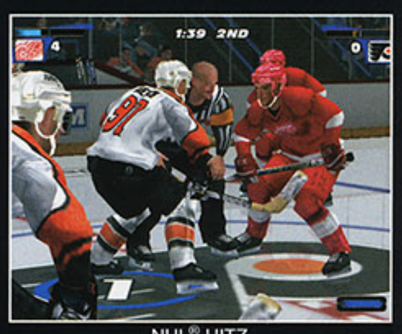
NBA 2K3



NFL 2K3



TONY HAWK'S PRO SKATER™ 4



NHL® HITZ



FIFA SOCCER 2003



TUROK™ EVOLUTION™



MORTAL KOMBAT® DEADLY ALLIANCE™



NASCAR THUNDER™ 2003



007™ NIGHTFIRE™

NINTENDO GAMECUBE™

PRODUCTS RANGE FROM EVERYONE TO MATURE
E-M
CONTENT RATED BY ESRB

Game trademarks and copyrights are property of their respective owners. The Nintendo GameCube logo is a trademark of Nintendo. © 2002 Nintendo.

THANX, LUCASFILM

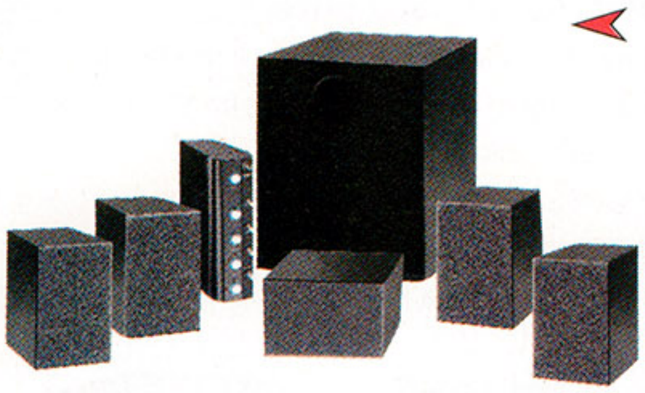
We've all seen the THX logo crackle to life before a flick's opening credits, but what does it mean? THX isn't a surround-sound format like Dolby Digital or DTS. It's actually a certification process for movies and audio gear. Lucasfilm established the standard to ensure that what you're hearing sounds as close as possible to what the movie's director intended.

Surround-Sound Buyer's Guide

Now that you're ready to hear everything, here's a selection of super surround-sound systems for every budget

Surround on the cheap

Why play games in stone-age stereo when these home theater-in-a-box setups (and one game-specific kit) are so dang affordable?



InterAct DSS-900 5.1 THX-certified Speaker System • $150

This mini-surround system is tailor-made for console gaming. It offers true 5.1 Dolby Digital sound for Xbox owners and a Pro Logic mode for the many PS2 and GameCube games with Dolby Surround. And, of course, it comes with a 5.1 array of speakers that are small but get the job done.

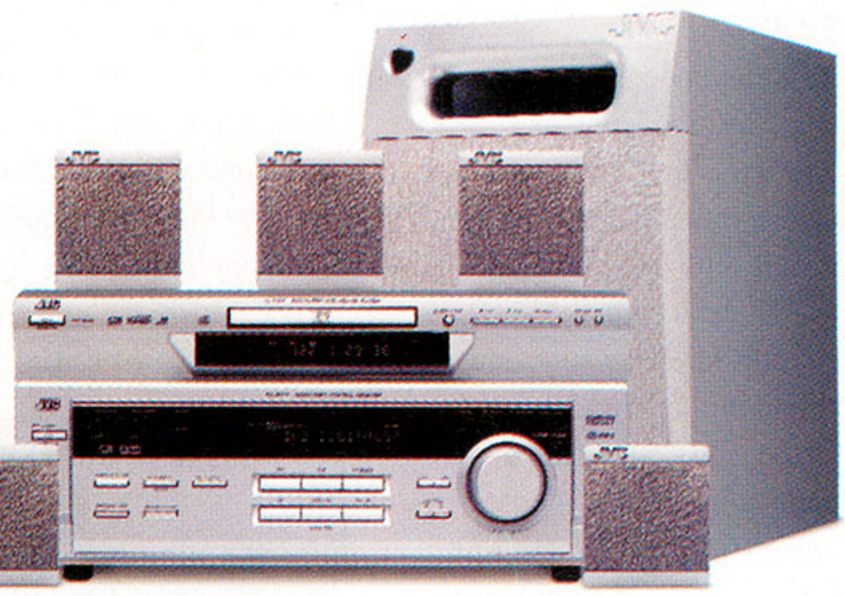
Pioneer HTP-220-S/K Home Theater in a Box • $475

With 100 watts pumped to each of its five main channels, this home theater-in-a-box system packs a lot of power. Even better, the receiver supports Dolby Digital, Pro Logic II and DTS, so it's compatible with every surround-sound format in today's games.



JVC DS-TP570DVD Home Theater in a Box • $500

This easily installed all-in-one system (which includes a sleek DVD player) will turn your living room into a mini-theater without taking up more than a modicum of space. Dolby Digital, DTS or Dolby Pro Logic II playback will fill a room via five shielded mini-cube satellites and an 8-inch powered subwoofer. And the system is small enough to make the move to a bedroom or den if your home-theater interests grow to a larger system.



The junior-executive systems

Now that you're serious about surround sound, you're ready to rise above the all-in-one deals. Match one of the receivers below with a set of Harmon Kardon 5.1 speakers for a rig that'll scare the neighbors.



Sony STR-DE685 Receiver • $300

This sucker decodes 32-bit Dolby Digital, Dolby Pro Logic II and DTS, pumps 100 watts of total power, and features Sony's Digital-Cinema Sound System. An assortment of modes lets you tweak any type of surround soundtrack, tailoring it to your preferred level of ambience. You also get nine inputs for 5.1-channel sources, such as games, DVD-Audio or Super Audio CD. And the price really can't be beat.



JVC RX-8020VBK Receiver • $400

This could easily be considered the ultimate gamers' receiver. In addition to supporting all the surround-sound formats, it includes five separate amps and a front-mounted USB input for cranking MP3 files from a player or PC. A 7.1 pre-amp lets you add a couple of extra speakers, for a true 360-degree surround field. Add the digital-acoustics processor with seven preset sound fields and you can re-create a concert in your living room, or make it sound like you're really storming the beaches of Normandy in *Medal of Honor: Frontline*.



Harman Kardon HKTS 5 Home Theater Loudspeaker System • $450

Ideal for more moderate-sized living rooms, this 5.1 speaker system comes with four high-output, 3-inch woofer satellites, a dual-woofer center channel and a magnetically shielded subwoofer. The small satellites provide accurate sound dispersion over a wide listening area, operating in conjunction with an elliptical waveguide while allowing for inconspicuous installation on walls or atop a shelf.

PRESS START

HEAD GAMES

Tired of the neighbors pounding on the walls whenever you crank *Mario Sunshine* to 11? Dolby has developed a new technology, called Dolby Headphone, that reproduces multi-speaker surround sound—including Dolby Digital 5.1—in a pair of ordinary headphones. You just need a compatible receiver and products that support it (look for the Dolby Headphone logo). The idea is catching on. Pioneer, in fact, just released an Xbox-branded headphone system in Japan (about $500, right). No word on when it will come stateside.



Surround-Sound Buyer's Guide *(continued)*

Rigs for the Filthy Rich

If you're reading this while sitting on the solid-gold can in your private jet, these super systems are for you, Richie Rich. And us blue-collar types can still dream....



Rotel RSX-1065 Receiver/Amplifier • $2,000

Big sound needs a powerful amplifier, and if you can afford this one, you probably have a room that can handle it. This unit incorporates a five-channel amp and support for every surround-sound format. Though rated at 100 watts per channel, it's been measured to handle 200 watts per channel independently, so you know this dynamo will do more than just fill a room with ambient noises. Set some cash aside for the inevitable disturbing-the-peace violations.

JVC RX-DP10VBK Audio/Video Control Receiver • $1,500

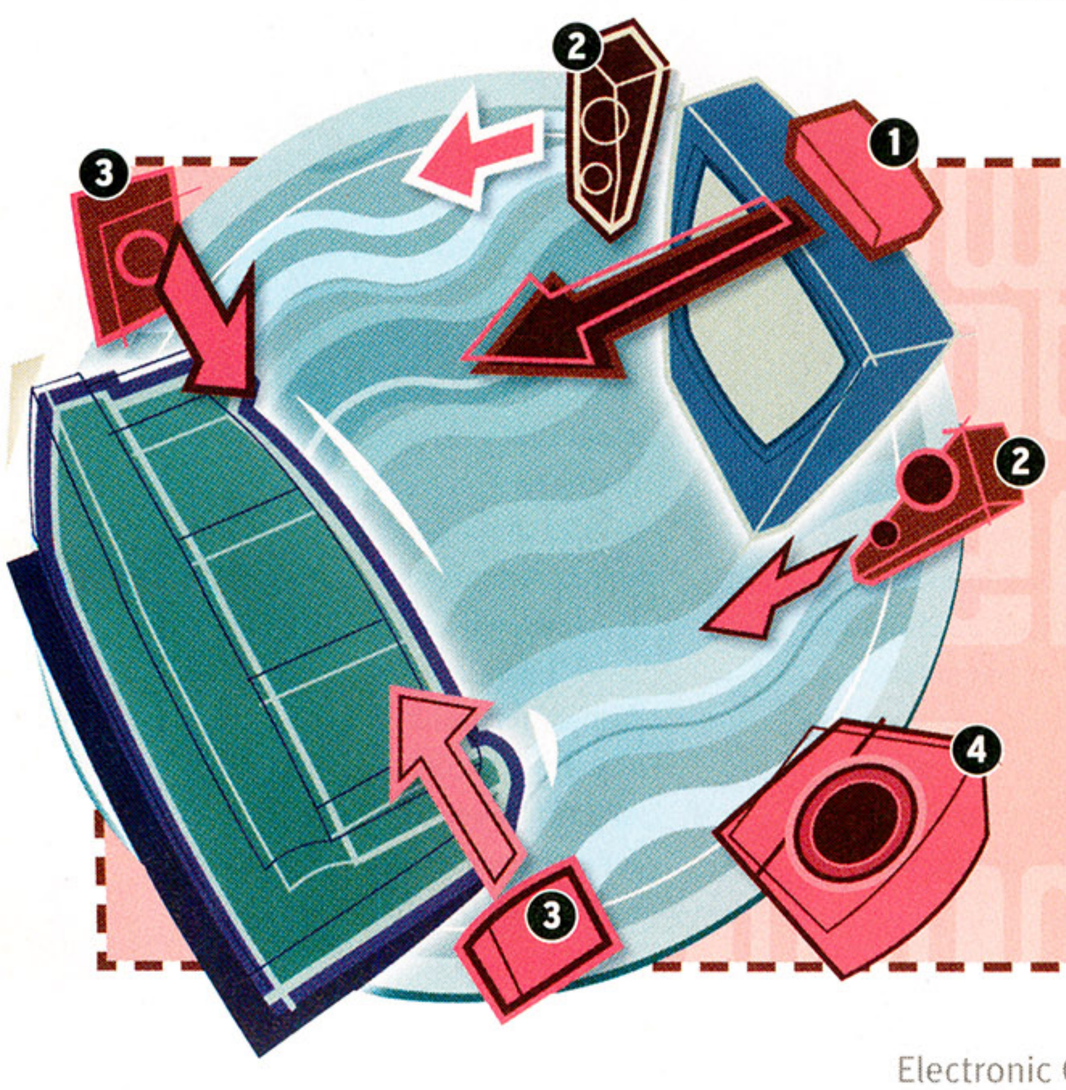
JVC's top-of-the-heap receiver, this THX Ultra-certified system incorporates dual heat sinks to reduce audio interference, while improving clarity and channel separation with seven independent 120-watt amps. With dual 24-bit Motorola digital-signal processors to control Dolby Digital, DTS and Dolby Pro Logic, you'll get sound that not only rivals that of a high-tech movie theater—it might actually surpass it.



Polk Audio Floorstanding-based Speaker System • RTi150 fronts ($890 each); CSi40 center ($480); FXi50 surrounds ($300 each); PSW404 subwoofer ($480). Total price: $3,340

Bigger can be better, and this 5.1 array of speakers will leave an impression with anyone who sees—and then hears—them. The intimidating front towers will give your system that monolith look, while the real-wood construction and poly-composite dynamic-balance drivers provide superior performance. In fact, the assembled system delivers sound you simply can't rival, short of actually digitizing yourself into a game.





Add Boom to your Room

Essential tips for setting up a 5.1 speaker system

- Be sure the room you're using for surround-sound gaming is larger than 10 feet by 10 feet.
- Your center speaker (1) should go directly above or below the TV. Don't be afraid of resting it on your set—home-theater speakers are magnetically shielded and won't hurt your TV.
- The front-left and front-right speakers (2) should be of equal distance from your TV set. The greater the distance, the wider your sound field.
- The rear speakers (3) should be behind your seating position (but not too far behind), and should be the same distance apart as the front speakers. Position them about 2 feet above your ear.
- The subwoofer (4) can go anywhere except behind your seating position. It can be as far off to the side as necessary.

—Peter Suciu

Death is my business
and business is good.



HITMAN 2
SILENT ASSASSIN

OUT NOW

MATURE
M
CONTENT RATED BY ESRB
Blood
Strong Sexual Content
Violence

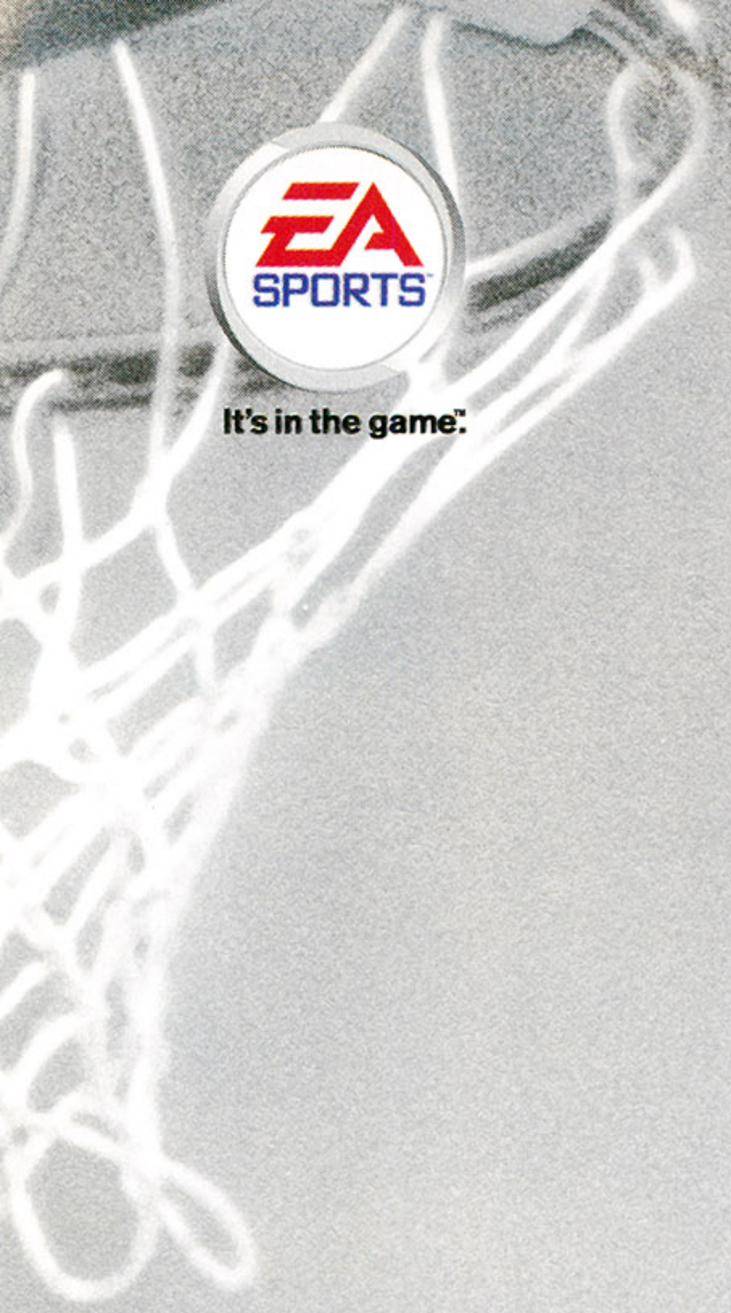
XBOX

PC CD

PlayStation®2

hitman2.com

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



EA SPORTS

It's in the game.™

The one dance where you want to send your date home in tears.

RATING PENDING
RP
CONTENT RATED BY ESRB

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

© 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo and "It's in the game." are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, and conferences are the exclusive property of the respective institutions. NCAA, the NCAA logo, and March Madness are trademarks or registered trademarks of the National Collegiate Athletic Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

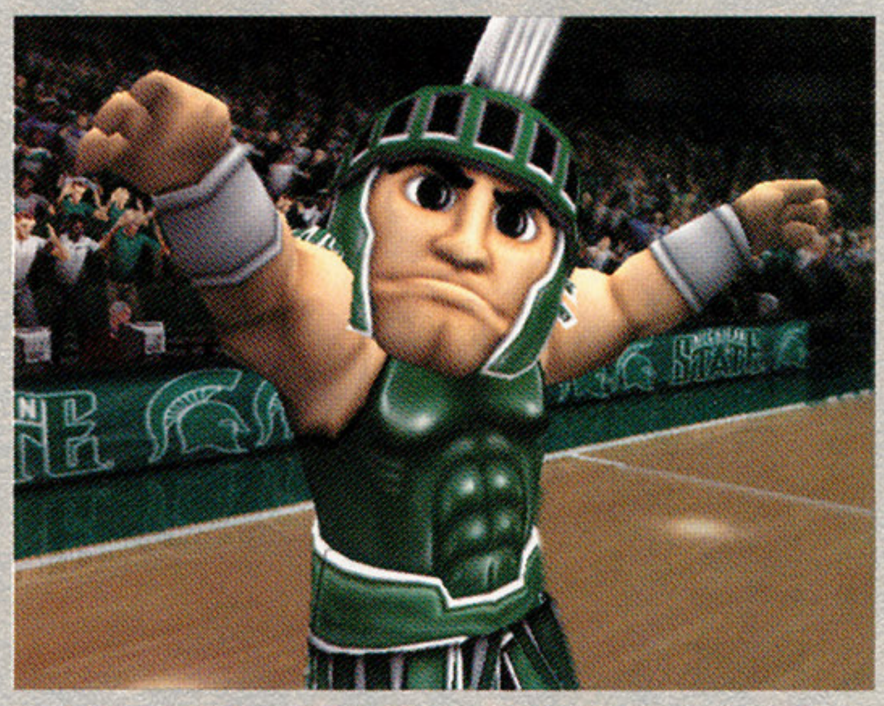
OFFICIALLY LICENSED PRODUCT OF THE UNIVERSITY OF NOTRE DAME



Flex your unique skills with EA SPORTS™ Freestyle Control.



Recruit the players. Build a dynasty. Dominate the brackets.



162 top schools. 120 fight songs. 49 mascots. 1 winner.

EA SPORTS™

NCAA® MARCH MADNESS® 2003

COLLEGIATE LICENSED PRODUCT

OFFICIALLY LICENSED COLLEGIATE PRODUCTS

NCAA BASKETBALL

PlayStation®2

easports.com

THE THREAT IS IN YOUR HANDS. BOTH OF THEM.

UNDERSTAND THE RIGHTS OF

EA SPORTS FREESTYLE CONTROL

IT'S HARDWOOD MAGIC IN THE PALM OF YOUR HAND.
SET YOURSELF FREE.

EVERYONE
E
CONTENT RATED BY ESRB

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

© 2002 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo, If it's in the Game, It's in the Game, and Electronic Arts are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

NBA

nba.com

EA SPORTS™ TRAX
BONUS MUSIC CD INSIDE
Exclusive tracks from:
Busta Rhymes, Fabolous, Just Blaze, Snoop Dogg & more.

Only on PS2 and XBOX.

YOU HAVE THE RIGHT

TO EXPRESS YOURSELF WITH THE RIGHT ANALOG.

The right to freely express yourself in 360 degrees. EA SPORTS™ FREESTYLE CONTROL. The right to use both hands, to crossover, to stutter step, to spin. To confuse defenders with behind-the-back, through-the-legs, one-handed-palming, backing-down-in-the-paint, fade-away, ball-handling skills. Cuz you'll never make it in the NBA playing with only one hand.



YOU HAVE THE RIGHT

TO BREAK THE DEFENSE ANY WAY YOU SEE FIT.

Put together fiendish combinations of 100 new moves and exploit the D. If you cannot afford room for a jumper, room will be provided for you with a little stutter-step fade-away action. Crowded lanes beg to be taken apart with your patented brand of hole-picking-360°-spinning-crossover artistry. String 'em out, spin 'em 'round, leave 'em crying and finish big.



YOU HAVE THE RIGHT

TO DEFEND AGAINST ANY OFFENSIVE FREEDOMS.

The right to form a well regulated-fast-moving-big-balling defensive force. The right to reach into personal space. To perform b-ball blocks like an eight-armed hoop octopus. To borrow without consent, anywhere, any time. To turn hands into brick laying fly swatters. To pound the floor, clean the glass, take the charge and eat your competitors for breakfast, lunch and dinner.



WELCOME TO THE RIGHTHAND REVOLUTION.

EA SPORTS™ NBA LIVE 2003

nbalive2003.ea.com

NINTENDO GAMECUBE · XBOX · PC · PlayStation 2

THE ANDROMEDA GAME

In perhaps the vaguest game announcement ever made, Sega revealed that they're working on a game with author Michael Crichton (*Jurassic Park, The Andromeda Strain*). All we know about the yet-to-be-named title is that it comes out in 2004 and is "based on an original concept" from the author. Cross your fingers for *Runaway: The Video Game*. (Ya remember *Runaway*, don't you? The 1984 Crichton-directed movie starring Magnum P.I.?)

CELEBRITY GAMER: GWEN STEFANI

Talking Malice with No Doubt's Gwen Stefani

Celebrities are normal people, too—just incredibly rich ones. You like games; they like games. Each issue, we'll talk to a different celebrity who plays games, is involved in their creation, or is lucky enough to be in one.

This month, we caught up with No Doubt's frontwoman, Gwen Stefani, who provides the voice of the heroine in Sierra's character-based action-adventure title *Malice* (pictured below), available early next year for PS2 and Xbox. No Doubters Tony, Adrian and Tom play cronies in *Malice*, and the band also provides some of the game's tunes.

EGM: What favorite digital diversions do you groove to, little miss rock star?
Gwen Stefani: Intellivision is where it's at. I have to go old school. *Frogger, Ms. Pac-Man*...you name it.

EGM: Think *Malice* will be the break No Doubt needs to hit it big?
GS: Ha, maybe. Either way, it's an exciting collaboration. We see it as a great way to put our music out there for the public. Video games are the future.

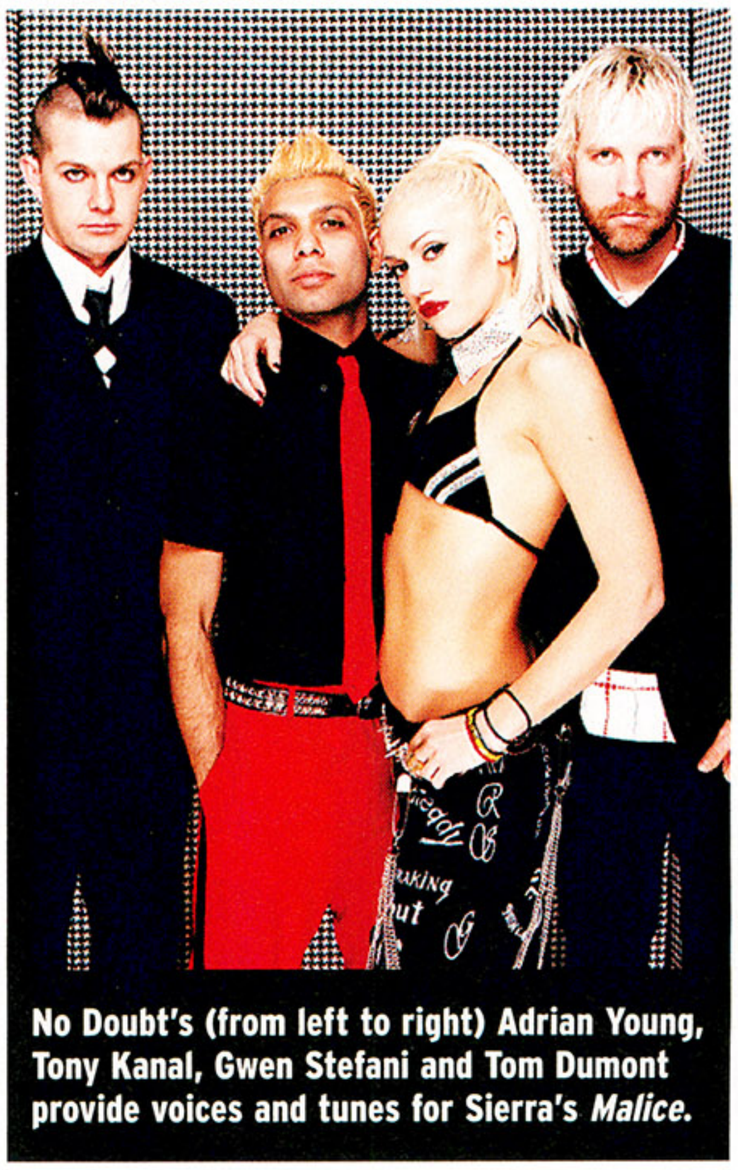
EGM: You're just a girl–albeit now, a 3D-rendered one. Is that bizarre or what?
GS: It's weird. Everyone says Malice and I are so much alike. Hearing that is flattering, but also kind of strange. Picture what it'd be like if it happened to you.

EGM: Hmmm...something of a transgender bender, we'd think.
GS: I see your point...the lead character is female.

EGM: Very observant. Notice anything else odd here?
GS: Yeah...that Malice girl is bound to stir up controversy. The game's set in a fantasy world, but she's got a lot of pent-up aggression.

EGM: Just like you, right?
GS: Not really. I've never even been in a fight. I relieve aggression through my music.

EGM: Us too. The armpit trombone's a classic. Wait, that's disturbing.
GS: Not as disturbing as how many hours people will probably clock into this game. The dedication is amazing. You know what they say about too much of a good thing.

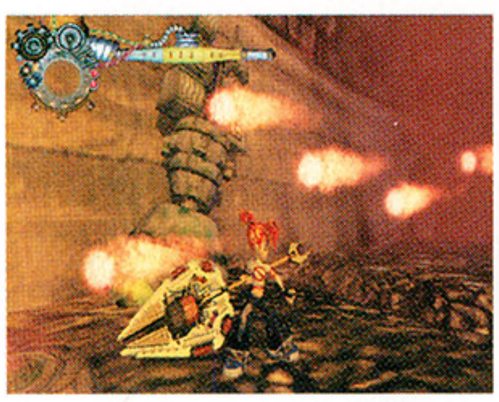


No Doubt's (from left to right) Adrian Young, Tony Kanal, Gwen Stefani and Tom Dumont provide voices and tunes for Sierra's *Malice*.

EGM: It's simply orgasmic?
GS: [sighs] No.

EGM: Moving right along, then, what makes *Malice* so unique?
GS: It'll interest females. Ask yourself why the only other games featuring girls are stereotypical stuff like *Tomb Raider*. I'm curious myself to see how many ladies want to give it a try.

EGM: So compared to your day job, is this gig a dream come true or what?
GS: Something like that. Playing the character of Malice was really exciting for me. Who knows? Maybe it'll kickstart my career!









Shinobi Comix

Calling all fans of comics with ninjas in them. Dark Horse will release its Sega-licensed book, *Shinobi: The Rise of Hotsuma*, on Nov. 6. Scheduled as a one-shot title only, it tells the story of main *Shinobi* ninja Hotsuma and his rivalry with his brother Moritsune. The price for this hot slab of ninja action is a cool $2.99.

Greece Unfriendly to Gamers

Crazy as it might sound, all electronic games were banned in the nation of Greece at the end of July 2002. Greek Law 3037 was intended to suppress illegal gambling devices, but the vague wording of the bill meant that arcade games, home consoles and even portable systems like Game Boy were suddenly forbidden in both public and private places. Persons found playing—including tourists—faced the possibility of huge fines and up to a year in jail. Luckily, by mid-September, the law was repealed.

Games will never be the same

Don't just play your game be a PART of the ACTION. The KINYO GAME ZONE SURROUND SOUND SPEAKER SYSTEMS and PULSATING HEADPHONES make you feel like you are actually in the game. Now you can make the roar of the crowd, the rumble of formula racers and the thunder of combat a unique reality.

If you're looking for LIFE-LIKE Gaming Excitement, The KINYO GAME ZONE SURROUND SOUND SPEAKER SYSTEMS and PULSATING HEADPHONES will make your gaming experience come alive.

Enter the Game Zone

Surround Yourself with Pulse Pounding Sound

Designed for:

PS2
PSone
Xbox
GameCube
N64



Pulsating Headphones



Game Zone 4.1™



Game Zone 5.1™

Available at:

GameStop Babbage's software etc FuncoLand EBGAMES MEIJER

KINYO®

Where Sound Dreams Come True - www.kinyo.com

All other trademarks and/or registered trademarks are the property of their respective owners



PRESS START



SNEAKERS SNEAKS INTO TOYS "R" US

When we weren't looking, a new Xbox game managed to "sneak" its way past us (OK, bad pun...but can you blame us?). *Sneakers*, Microsoft's cartoony mouse battler (and one of the titles that accompanied the Xbox launch in Japan), is now available exclusively at Toys "R" Us. If you were Microsoft, would you release a game you thought was any good to only one chain of stores? Didn't think so.

Retro Riot

(Solution on page 294)

ACROSS

1. ._ (PS2)
5. Ex-Konami sports license
8. Wield plasma grenades in *Halo*
9. *Evil Dead* (PS2) star
11. *Final Fantasy* frequent
12. "On, Off" in binary
13. Combo-crazy fighter, for short
14. Manufactured the Eighty-Eight in '86
15. Wizard of *Kid Icarus* (NES)
18. Limits traction in *RC Pro-Am* (NES)
19. You're usually "on the _" in *Grand Theft Auto III*
20. Ran with the QB in *NFL 2K3*?
23. Skip a turn
25. Piles of this game got buried in the desert
26. You work for these guys in *Grand Theft Auto III*
27. Oddworld's Munch only has one
30. What "A," "V" and "X" are in *Street Fighter Alpha 3*
33. (46N) _ *s'ihsoY*
36. *SOCOM* (PS2) star
38. _-*Sea Battle* (Atari)
40. *Street Fighter III* relative newbie
41. What you listened to *Stryper* on in the '80s (c'mon, admit it)
42. Strategy-game controllable
43. Card game turned video game
44. Shoe, Che and Jen are A____s
45. Step up from dial-up for online gaming
46. Like *Ghosts 'n' Goblins'* Arthur after one hit
47. *Metal Gear*'s Petrovich's prefix

DOWN

1. *Rayman 3:_ Havoc*
2. Stats? (abbrv.)
3. _-shading
4. Signal a touchback in football games
5. *Batman* Riddler's "real-life" alias
6. Brake
7. He's the guy who created Sega's *Sonic the Hedgehog*
8. McRae of rally-racing games
10. He holds Princess Daphne captive in *Dragon's Lair*
11. Talks like a *Harvest Moon* cow?
16. Emerging '80s clothing brand
17. '80s outgrowths _ Tag and _-disc
21. *Q-Bert*'s Coily is made of 'em
22. There are 1,024 of these in a MB
24. Sony's masked raccoon Cooper
28. 1980s movie-turned-NES game
29. Were both jackets and pants in the '80s
31. Dreamcast shooter *Mars* _
32. Do this to play arcade driving sims
34. *Grand Theft Auto III* gang member, for one
35. Popular PS1 *Castlevania* acronym
36. Sega Saturn platformer flop
37. The NES is _ as *Back to the Future*
39. They made Samus what she is today
42. PS2 keyboard port

Turtle Power Rises Again

They're heroes in the half shell—and they haven't been in a decent video game in a long time. But thanks to Konami, the Teenage Mutant Ninja Turtles are making a gaming comeback; the company recently signed a deal to make games starring the amphibious party ninjas for multiple platforms. The first of the new *Turtles* titles—all based on the new animated Fox series debuting early next year—will show up in time for the 2003 holiday season.



Sing it: "Raphael is cool but crude (gimme a break!)."

Z.O.E. DVD, Boyee



It's time to pull out the game and pop in the anime. Arriving in stores Nov. 19 is *Z.O.E: Dolores, i – Volume One*, the first DVD of the anime TV show based on Konami's PS2 mech-battling game. Can't wait 'til then to get your giant-robot fix? On shelves right now is *Z.O.E: Idolo*, the animated movie that kicks the story off. AD Vision is handling the publishing duties for both titles.

Remember November



As the last month before the holidays, November is one busy-ass month when it comes to gaming. Unglue yourself from the tube for these important days:

➤ **NOVEMBER 11:** Veterans Day: And no, finishing *SOCOM* doesn't make you qualify.
➤ **NOVEMBER 13:** Sadie Hawkins Day: Girls, ask your favorite guy over for some "Animal Crossing," if you know what we mean.
➤ **NOVEMBER 15:** Happy first birthday, Xbox. We'd say you've grown, but that would be impossible.
➤ **NOVEMBER 18:** Another first birthday: Nintendo's GameCube. It seems like just yesterday we were eagerly awaiting the new *Zelda*.... Oh, wait....
➤ **NOVEMBER 28:** Thanksgiving Day: Remember to give thanks for all of your blessings—like being able to buy *GTA: Vice City* by yourself without getting your mom's permission.

PlayStation®2

OUT OF THE TOMBS...

RATING PENDING
RP
CONTENT RATED BY ESRB

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

PC CD

tombraider.com

© 2002 Core Design Limited. Lara Croft, Tomb Raider and Core are registered trademarks of Core Design Ltd. Lara Croft Tomb Raider: The Angel of Darkness, the Tomb Raider logo and the Core Design logo are trademarks of Core Design Ltd. Eidos Interactive and the Eidos logo are trademarks of the Eidos Group of Companies. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

PRESS START



DOOM MOVIE RELOADS

***Doom* is finally headed to the silver screen. Er...maybe. Many previous attempts to make the world-famous first-person shooter into a movie have fizzled, but according to the deal struck between developer id Software and Warner Bros., the movie must begin shooting by the end of 2003 or the rights revert back to id. The good news: the film version is rumored to be based on *Doom III*. The bad: they're shooting for a PG-13 rating (yikes).**

Quartermann — Game Gossip & Speculation

Welcome, pilgrims, to another edition of Quartermann's monthly gossip column. Yours truly has a full slab of juicy rumors this month, so make room on your plate next to that Thanksgiving turkey, stuffing, figgy pudding and pumpkin pie (mmm...The Q is getting hungry). I guarantee, this is one feast that won't make you fall asleep in front of the tube.

Nintendo working on new Kong



Now that Rare's gone all green (see the full story on pg. 38) and moved to Microsoftland, **Nintendo's** left to reclaim the ***Donkey Kong*** series. In the works now at Nintendo's EAD development group in Japan is a completely new ape—err, GameCube title—tentatively called ***Donkey Kong Next.*** *DK Next* will be among a few titles set to ring in a new era of Kong-ness, including ***Donkey Kong Plus,*** the GC/GBA/which-is-it?-title shown at last May's Electronic Entertainment Expo. (*DK Plus* is a remake of 1994's Game Boy *Kong*, with new levels and a create-your-own-stages mode, playable on either GC or GBA.) Perhaps most exciting of all, The Q hears that the new GC game will feature a redesigned DK, sporting something more like a 3D version of the old arcade artwork than Rare's take on the character. As long as we're not gonna be subjected to the DK Rap anymore, you can count me in. Speaking of Rare, a company called **Zoonami** (founded by former Rare/Nintendo staffer Martin Hollis) is working on a new title that The Q's getting amped about. I've been sworn to secrecy on details for now, but the new title is code-named ***Game Zero***. And trust me—this game ain't no "zero." More to come, folks....

Bumps in the road for Lady Croft?



Video-game vixen Lara Croft's return to video gamedom after a three-year hiatus is still *scheduled* to take place before the end of this year—but your friendly neighborhood rumor-slinger has heard we might have to wait a lil' bit longer. ***Tomb Raider 6*** (a.k.a. *Tomb Raider: The Angel of Darkness*) is close to missing its December 2002 release date and may instead **slip to 2003.** Will Lara be pushed out the door partially dressed, or will the team be given more time to stitch up a few loose ends? You'll know the answer if you see *AOD* on shelves before the end of the year. One of the issues that's still a sticking point, The Q hears, is tying together the three separate areas of *AOD*'s gameplay in a way that isn't jarring. What are they? Glad you asked. You've got your usual *Tomb Raider* stuff, some bits with Solid Snake-style stealth, and areas in which you switch between Lara and her sidekick boy-toy, Kurtis. Either way, the new game's bound to be out before the next movie....

Q-Mann Quickies

I've got a triumvirate of little tidbits this month, so bear with me here as we count 'em down.... After *Phantasy Star Online* makes its Xbox and GC debut in the United States, we should hear the first word on **Sonic Team's next project.** And guess what? It'll be the team's first game for **PlayStation 2**—and it might not be a new *Sonic*. More as I get it, folks.... Sony's put the ax down on any more ***Mark of Kri*** (originally planned as a trilogy) due to the first game's lagging sales. I guess it's true—all dogs go to heaven, but not all great games get sequels. Funny how that works.... And (as if the almighty Q-ster hasn't heard this one hundreds of times before) rumor has it that **Nintendo's** working on a **next-generation Game Boy Advance!** Backlit? Who knows, but I have heard one thing: It'll incorporate cellular phone technology for online gaming on the go.

The Hot Q: Nintendo Goes Third Party?



This one's almost too far-fetched for even The Q-Mann to report, but since it's currently making the rounds, I'll pass it along anyway...here goes: Sega did it, and now the Quartermeister has heard that Nintendo may be considering a similar move. This particularly hot rumor comes in the wake of Rare's and Left Field's departures from the company's nurturing wing. Current speculation has other second-party developers cashing out in a similar manner once their current slates of projects are done. Will Nintendo go through with it and leave the hardware biz? If it does happen, chances are good that Game Boy would continue on unaffected. Can you imagine Mario on anything other than a Nintendo system? I dunno if I want to....

And that, my minions, is the last of this month's Q-rumor injection. If you want to write this ol' weathered seadog, point your e-mails to quartermann@ziffdavis.com. Alas, I cannot respond to you all (especially with all the *Metroid* I need to be playin'!). But I leave today with a hearty farewell and hope you enjoyed the brew of rumors. Until next time...peace out.

—The Q

Bits of Q



- Takara's working on a *Transformers* game (platform undetermined) starring the Autobots and Decepticons from the original series. A Japanese release is expected in 2003, and a U.S. version is very likely (sweet!).
- Are you an Xbox fan disappointed you ain't gettin' *GTA*? Well, hold up—an Xbox version of *State of Emergency* is soon to hit the 'Box with a new multiplayer mode. (Hmm—maybe that's not much consolation after all.)
- Sega's *Shinobi* just came out on PS2, and Overworks already has plenty of ideas lined up for a sequel. As long as the first *Shinobi* doesn't tank, you can expect more ninja action in the near future.
- A sequel to Tecmo's schoolgirl-horror game, *Fatal Frame*, is in the works, scheduled to tie in with the release of the Dreamworks movie.

The Mark of Kri™

PlayStation®2

LIVE IN YOUR WORLD
PLAY IN OURS™

THE WIND CHANGES DIRECTION, YOU'RE DONE.

YOU CAST A SHADOW, YOU'RE DONE.

STIR UP THE BIRDS, YOU'RE DONE.

CHOOSE THE WRONG ESCAPE ROUTE, YOU'RE DONE.

THE BABOON SEES YOU, YOU'RE DONE.

HE HEARS YOU, YOU'RE DONE.

FORGET TO HIDE A BODY, YOU'RE DONE.

HE BLOWS HIS HORN, YOU'RE DONE.

HE SMELLS YOU, YOU'RE DONE.

THE BOAR SQUEALS, YOU'RE DONE.

YOU SHOOT AND MISS, YOU'RE DONE.

HE DRAWS HIS SWORD, YOU'RE DONE.

HE TURNS AROUND, YOU'RE DONE.

STEP ON THE LEAVES, YOU'RE DONE.

LEAVE A FOOTPRINT, YOU'RE DONE.

STEP ON A STICK, YOU'RE DONE.

TAKE THEM OUT IN THE WRONG ORDER, YOU'RE DONE.

GOOD LUCK. In combat, your first mistake is your last. A one-of-a-kind fighting system allows you to take on multiple enemies. By marking selected opponents, you select which enemies to battle, when to engage them and which weapon to use to reduce them to dust. In other words, use your brain or your body pays the price.







MATURE
M
CONTENT RATED BY ESRB

Violence,
Blood and Gore

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. The Mark of Kri is a trademark of Sony Computer Entertainment America Inc. ©2002 Sony Computer Entertainment Inc. **www.playstation.com**



TEEN
T
CONTENT RATED BY ESRB

Mild Language
Mild Violence

NINTENDO GAMECUBE

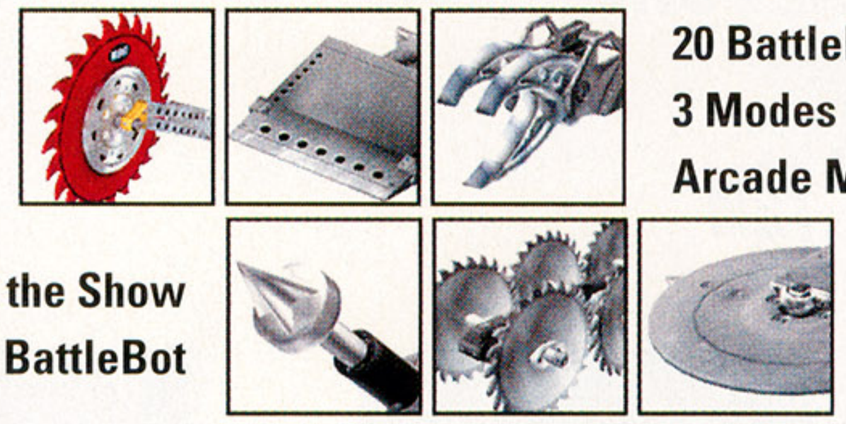
PlayStation 2

Game and Software © 2002 THQ Inc. © 2002 BattleBots® Inc. All rights reserved. BattleBots and related logos, characters, names, and distinctive likenesses thereof are the exclusive Licensed Property of BattleBots Inc. and used under exclusive license. All Rights Reserved. Developed by Warthog. Warthog and its logo are trademarks of Warthog. THQ and its logo are registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.™, ® and the Nintendo GameCube logo are trademarks of Nintendo.

POWER STEERING.
PRECISION HANDLING.
GRIPPING, CIRCULAR
DISC OF DEATH.



DRIVE ONE TODAY.



20 BattleBox™ Arenas of Destruction
3 Modes of Gameplay – Tournament Mode, Arcade Mode and Multiplayer (1-4 players)

Choose From a Variety of BattleBots® Seen on the Show
Build Your Own BattleBot

BATTLEBOTS®

Kick Bot!

BATTLEBOTS AUTHENTIC PRODUCT

www.battlebots.com

THQ®

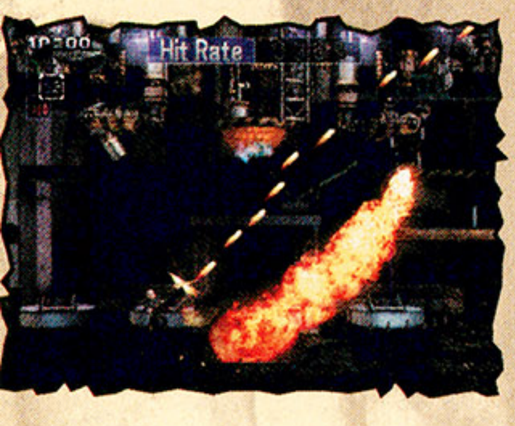
www.thq.com

KONAMI®

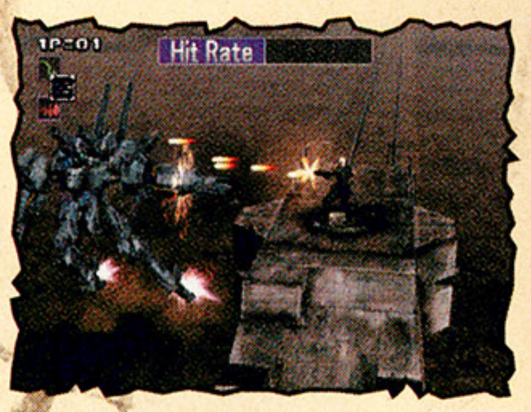
www.konami.com

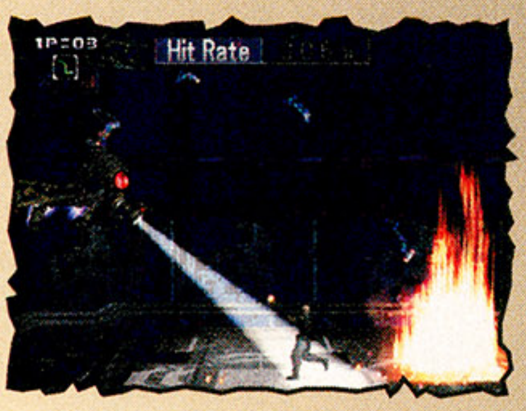
"THE GREATEST ACTION SERIES OF ALL TIME MAKES ITS TRIUMPHANT RETURN" *PLAY*

"TOP 5 PS2 GAMES" *EGM*









TEEN T CONTENT RATED BY ESRB

Animated Blood

Violence

GAME BOY ADVANCE

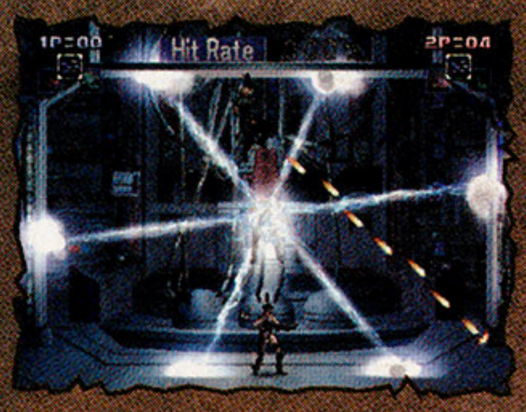
PlayStation.2

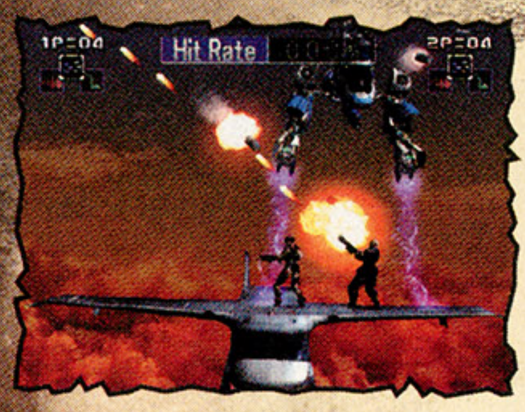
CONTRA SHATTERED SOLDIER™ and CONTRA ADVANCE THE ALIEN WARS EX™ are trademarks of KONAMI CORPORATION. KONAMI® is a registered trademark of KONAMI CORPORATION. © 1987 2002 KONAMI & KONAMI COMPUTER ENTERTAINMENT TOKYO ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, and Game Boy Advance are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

THE ULTIMATE RUN AND GUN
SHOOTER RETURNS







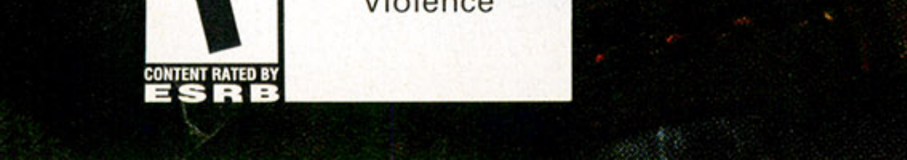




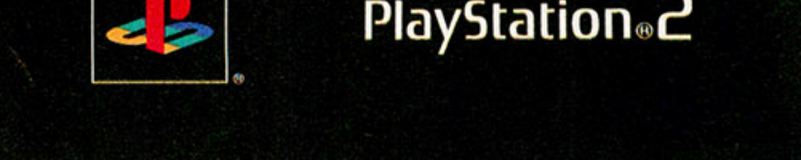


CONTRA
SHATTERED SOLDIER™









TEEN
T
CONTENT RATED BY ESRB

Violence

NINTENDO GAMECUBE™

PlayStation®2



WHAT DO THE GALAXY'S MOST DANGEROUS FUGITIVES SEE WHEN THEY HAVE NIGHTMARES?



You're Jango Fett, the most ruthless bounty hunter the galaxy has ever seen. They made you the genetic template of the clone army for a reason: you're fast, you're lethal and nothing comes between you and your prey. Fly, fight and tear your way through 18 levels on six unique worlds that make up the seedy underbelly of the Star Wars universe. And teach the galaxy's most wanted that in the end, there's no place to hide.

STAR WARS BOUNTY HUNTER™

WWW.STARWARSBOUNTYHUNTER.COM

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. *Star Wars Bounty Hunter* is a trademark of Lucas Licensing Ltd. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Official Star Wars Web Site
www.starwars.com

PRESS START

Charts - August 2002

TOP 20 BEST-SELLING GAMES



1 Madden NFL 2003
EA Sports
9.5 Dan L | 9.5 Dean | 9.0 Jonathan
PS2 | EGM Gold | NEW!



2 Super Mario Sunshine
Nintendo
9.5 Greg S | 9.5 John R | 9.5 Mark
GameCube | EGM Gold | NEW!



3 SOCOM: U.S. Navy SEALs
Sony CEA
9.5 Che | 9.0 Crispin | 9.5 Mark
PS2 | EGM Gold | NEW!

4 NCAA Football 2003
EA Sports
PS2 | EGM Gold

5 Madden NFL 2003
EA Sports
Xbox | EGM Gold | NEW!

6 Grand Theft Auto III
Rockstar
PS2 | EGM Gold

7 Yu-Gi-Oh! Dark Duel Stories
Konami
Game Boy Color

8 Dead to Rights
Namco
Xbox | NEW!

9 Gran Turismo 3 A-spec
Sony CEA
PS2 | EGM Platinum

10 Medal of Honor: Frontline
EA Games
PS2 | EGM Silver

11 Super Mario Advance 2
Nintendo
Game Boy Advance | EGM Gold

12 Onimusha 2: Samurai's Destiny
Capcom
PS2 | NEW!

13 Dragon Ball Z: Legacy of Goku
Infogrames
Game Boy Advance

14 NFL 2K3
Sega Sports
PS2 | EGM Gold | NEW!

15 Street Hoops
Activision 02
PS2 | NEW!

16 Yu-Gi-Oh! Forbidden Memories
Konami
PlayStation

17 Stuntman
Atari
PS2

18 NFL 2K3
Sega Sports
Xbox | EGM Gold | NEW!

19 NBA Street
EA Sports Big
PS2 | EGM Silver

20 Halo
Microsoft
Xbox | EGM Platinum

Source: NPD TRSTS Video Games Service. Call Kristin Barnett-von Korff at (516) 625-2481 for questions regarding this list.

TOP 10 RENTALS

BLOCKBUSTER



1 Stuntman
PS2
Atari

2 NCAA Football 2003
EA Sports
PS2

3 Medal of Honor: Frontline
EA Games
PS2

4 Test Drive
PS2
Atari

5 Madden NFL 2003
PS2
EA Sports



6 Spider-Man
PS2
Activision

7 Freekstyle
PS2
EA Sports Big

8 Grand Theft Auto III
PS2
Rockstar

9 NCAA Football 2003
Xbox
EA Sports

10 Men in Black II: Alien Escape
PS2
Infogrames

Source: Blockbuster Video, August 2002

TOP 10 BEST-SELLING GAMES IN JAPAN

1 Dynasty Warriors 3: Mousho-den
PS2
Koei

2 Project Minerva
PS2
D3 Publisher

3 Auto Modellista
PS2
Capcom

4 Super Mario Sunshine
GameCube
Nintendo

5 My Summer Vacation 2
PS2
Sony CEI

6 Powerful Pro Baseball 9
PS2
Konami

7 Gundam: Lost War Chronicle
PS2
Bandai

8 Ape Escape 2
PS2
Sony CEI

9 Groove Adventure Rave
PS2
Konami

10 Ever 17: The Out of Infinity
PS2
Kid

Source: Weekly Famitsu, *week ending 9/1/02*

I bet you wish you were on summer vacation right now—swimming, riding your bike around a seaside trail, catching bugs, making those bugs fight each other in a lil' ring.... Hey! That's exactly what you do in Sony's *My Summer Vacation 2*, which is still in the Top 10 even though it came out in July. A lotta people must wish they were still on vacation too, eh?



Summer Vacation

IT BEGINS AS A DREAM...









FreeFormer™ engine moves seamlessly between racing, shooting, flying, gliding, boating and dog-fighting gameplay in a seemingly boundless universe!

Haven: Call of the King delivers an epic experience of multiple gameplay styles seamlessly blended together in a massive universe. You must fight to save your people from an ancient evil and draw upon everything you've ever learned to find the hero within and answer the call of the king to free your people from the tyranny of enslavement.

TEEN T CONTENT RATED BY ESRB — Mild Violence

Coming 2003: NINTENDO GAMECUBE. · XBOX · GAME BOY ADVANCE

Fall 2002: PlayStation 2

Haven: Call of the King © 2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Haven: Call of the King is a trademark of Midway Home Entertainment Inc. TM, ©, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. The ratings icon is a trademark of the Interactive Digital Software Association

MIDWAY

...THEN IT GETS REAL.

Traveller's Tales

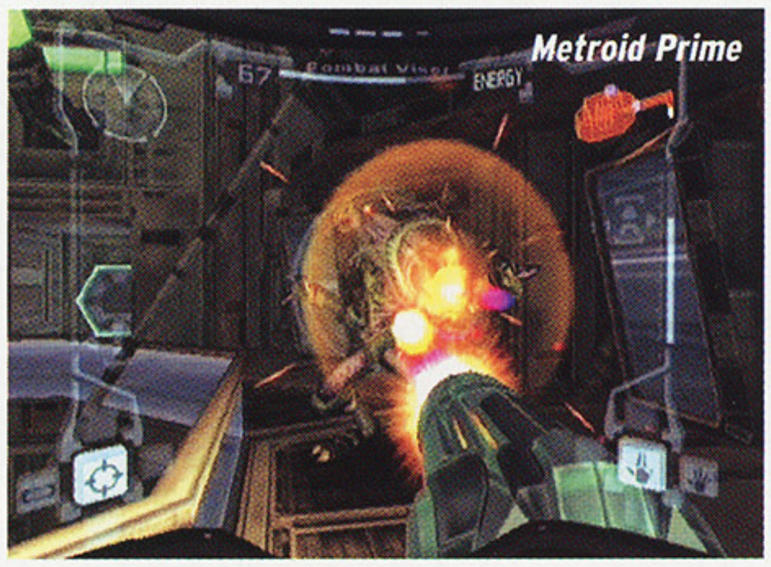
HAVEN™
CALL OF THE KING

HAVEN.MIDWAY.COM

Coming Soon

November

Altered Beast: Guardian of the Realms (Action) GBA
ATV Offroad Fury 2 (Racing) PS2
Baldur's Gate: Dark Alliance (RPG) GC, Xbox
Batman: Dark Tomorrow (Action) PS2, GC, Xbox
BMX XXX (Sports) PS2, GC, Xbox
Contra Advance (Shooter) GBA
Contra: Shattered Soldier (Shooter) PS2
Crimson Sea (Action) Xbox
Cubivore (Misc.) GC
DDR MAX: Dance Dance Revolution (Music) PS2
Defender (Action) PS2, GC, Xbox, GBA
Disney Sports Basketball (Sports) GC
Disney Sports Football (Sports) GC
Disney Sports Skateboarding (Sports) GBA
Disney Sports Soccer (Sports) GC
Disney's PK: Out of the Shadows (Action) PS2, GC
Dragon Ball Z (Action) GBC
Dr. Muto (Action) PS2, GC, Xbox
Evolution Worlds (RPG) GC
FIFA Soccer 2003 (Sports) PS2, GC
Fire Blade (Action) Xbox
Harry Potter: Chamber (Adv.) PS2, GC, Xbox, GBA
Haven: Call of the King (Adventure) PS2
Hunter: The Reckoning (Action) GC
James Bond 007: NightFire (Shooter) PS2, GC, Xbox
Justice League: Injustice for All (Action) GBA
Kakuto Chojin (Fighting) Xbox
Legends of Wrestling 2 (Action) PS2, GC, Xbox
Lunar Legend (RPG) GBA
Mace Griffin: Bounty Hunter (Action) PS2, Xbox
MechAssault (Action) Xbox
Medal of Honor: Frontline (Shooter) GC, Xbox
Metal Gear Solid 2: Substance (Action) Xbox
Metroid Fusion (Action) GBA
Metroid Prime (Shooter) GC
Minority Report (Action) PS2, GC, Xbox
Monster Rancher Advance 2 (Misc.) GBA
Mortal Kombat: DA (Fighting) PS2, GC, Xbox, GBA
MX Superfly (Sports) Xbox
NASCAR: Dirt to Daytona (Racing) PS2, GC
NHL 2K3 (Sports) PS2, GC, Xbox
Phantasy Star Collection (RPG) GBA
RAD: Robot Alchemic Drive (Action) PS2
Ratchet & Clank (Action) PS2
Red Faction II (Shooter) PS2
Resident Evil ø (Action) GC
Revenge of Shinobi (Action) GBA

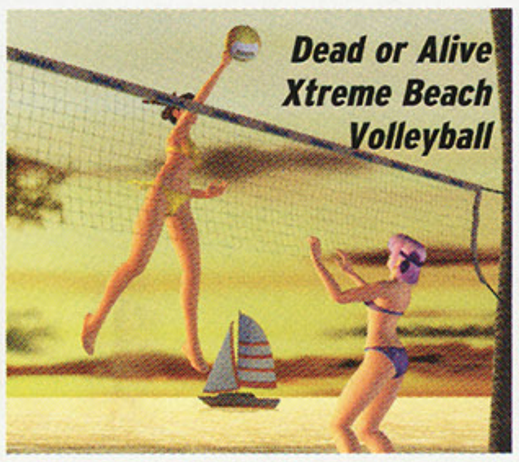


Rocky (Sports) PS2, GC, Xbox, GBA
Rygar: The Legendary Adventure (Action) PS2
Shinobi (Action) PS2
Sonic Mega Collection (Action) GC
Spyro: Enter the Dragonfly (Action) PS2, GC
Star Wars: Bounty Hunter (Action) PS2
Star Wars: Jedi Knight II (Shooter) GC, Xbox
Star Wars: The Clone Wars (Action) PS2, GC
Street Hoops (Sports) GC
Suikoden III (RPG) PS2
Superman: Shadow of Apokolips (Action) PS2
Superman: The Man of Steel (Action) Xbox
Tiger Woods PGA Tour 2003 (Sports) PS2, GC, Xbox
Tom Clancy's Ghost Recon (Action) Xbox
Tom Clancy's Splinter Cell (Action) Xbox
Tony Hawk 4 (Sports) PS2, GC, Xbox, PS1, GBA
Total Immersion Racing (Racing) PS2, Xbox
Treasure Planet (Action) PS2, PS1, GBA
Unreal Championship (Shooter) Xbox
Vexx (Action) PS2, GC, Xbox
Wreckless: The Yakuza Missions (Action) PS2
WWE SmackDown! Shut Your Mouth (Action) PS2
Xbox Live Starter Kit (Hardware) Xbox

December

DOA Xtreme Beach Volleyball (Sports) Xbox
Kirby: Nightmare in Dreamland (Action) GBA
Legend of Zelda: A Link to the Past (Adv.) GBA
Motor Trend Lotus Challenge (Racing) Xbox
NCAA College Basketball (Sports) PS2, GC, Xbox
Shenmue II (Adventure) Xbox
Steel Battalion (Action) Xbox
Street Fighter Alpha 3 (Fighting) GBA
Super Bust-A-Move 2 (Puzzle) GC
Tomb Raider: Angel of Darkness (Action) PS2
Tom Clancy's Ghost Recon (Action) PS2







IMPORT CALENDAR

Space Fishermen



Import Pick of the Month: Someone must be playing fishing games because companies keep on making them. But if you're still one of the unconverted, perhaps Sony's *Space Fishermen* (PS2) will change your mind. Featuring cartoony graphics, crazy character designs and a totally unique premise (fishing...in space...yes, really), reeling in the big 'uns takes on a whole new meaning.

PlayStation 2

10/24 ***Space Fishermen***, Sony CEI (Action)
10/24 ***Taiko no Tatsujin***, Namco (Music)
10/31 ***Ultraman Fighting Evolution 2***, Banpresto (Fighting)
11/7 ***Technic Beat***, Arika (Music/Puzzle)
11/23 ***Lupin the 3rd***, Banpresto (Action)
11/28 ***Dark Chronicle***, Sony CEI (RPG)
11/28 ***Star Ocean 3: Till the End of Time***, Enix (RPG)
11/28 ***Tales of Destiny 2***, Namco (RPG)
12/12 ***Point Blank Collection Plus Time Crisis***, Namco (Shooting)
12/19 ***Unlimited Saga***, Square (RPG)
12/19 ***XI (Sai) Go***, Sony CEI (Puzzle)

Game Boy Advance

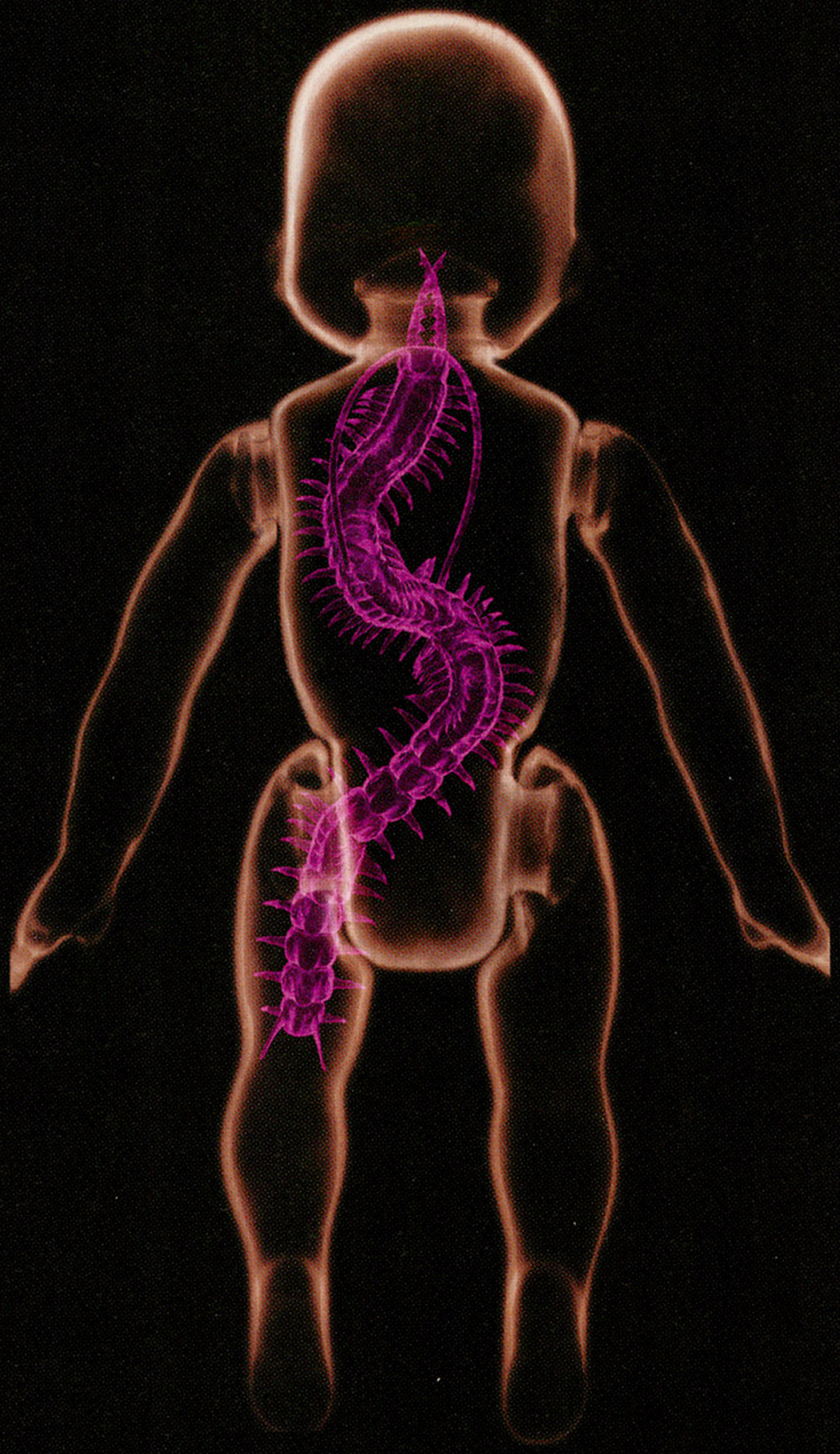
10/25 ***Kirby***, Nintendo (Action)
11/21 ***Pokémon Ruby***, Nintendo (RPG)
11/21 ***Pokémon Sapphire***, Nintendo (RPG)
12/6 ***Kururin Paradise***, Nintendo (Puzzle)
12/13 ***Klonoa Heroes: Legend of the Star Medal***, Namco (RPG)

GameCube

11/28 ***Eternal Arcadia Legend***, Sega (RPG)
Nov. ***Bio Hazard ø***, Capcom (Survival Horror)
Dec. ***Mr. Driller Drill Land***, Namco (Puzzle)

*Schedule subject to change without notice. Consult your local import-game store for the latest release info. Come for the food, stay for the pie.

It's what's inside that counts.



MAGIC
The Gathering®
ONLINE



With 350 new cards, the *Onslaught*™ expansion is the perfect entry into the **Magic: The Gathering**® Online game. And the new Morph mechanic allows you to keep a poker face as your opponents lose their heads. That's because you play Morph cards face down. So they won't know what's lurking underneath, except that it's going to be one nasty surprise.

ONSLAUGHT™

free game download:
www.magicthegathering.com

All trademarks are property of Wizards of the Coast, Inc. ©2002 Wizards.



PRESS START

IN DUBIOUS HONOR OF THE HSU AND CHAN COMIC BOOK, COMING TO YOU IN JANUARY FROM SLAVE LABOR GRAPHICS AND, WELL, ME, EGM HAS RELENTED TO MY INCESSANT BEGGING AND IS PRESENTING THIS VERY SPECIAL FOUR-PAGE HSU AND CHAN ADVENTURE, A FEAT NEVER TO BE REPEATED!

AT LEAST, NOT TIL THE EDITORS STOP ROCKING BACK AND FORTH AND CHANTING, "WHAT HAVE WE DONE?"

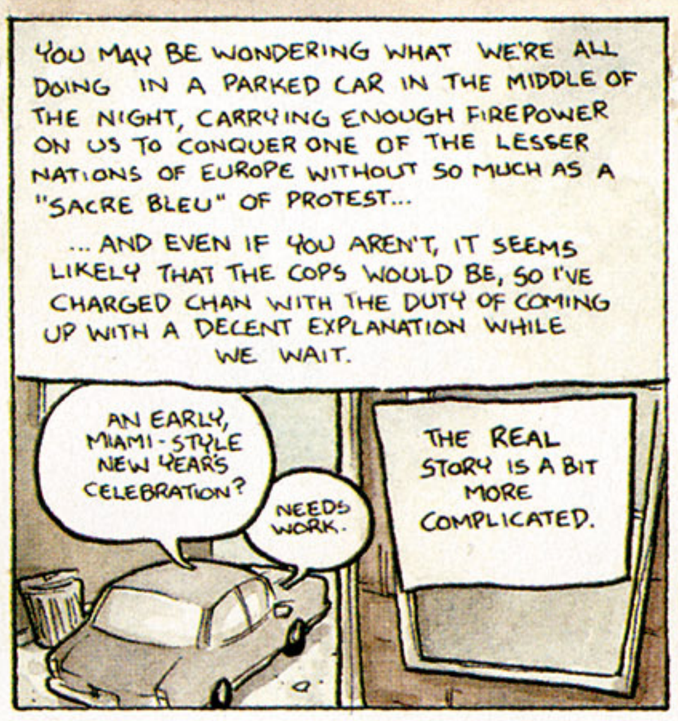
READ AND ENJOY!

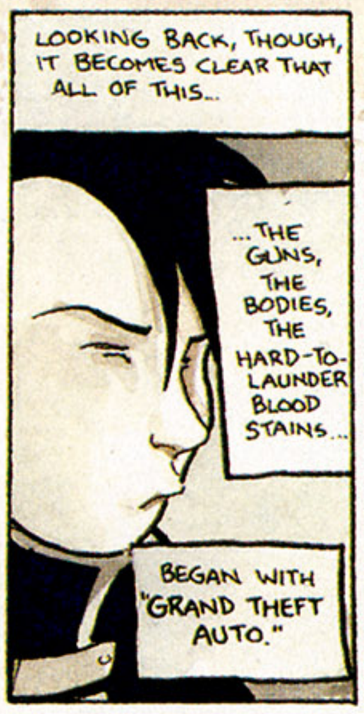
HSU AND CHAN
GAME DESIGNERS STAR IN...

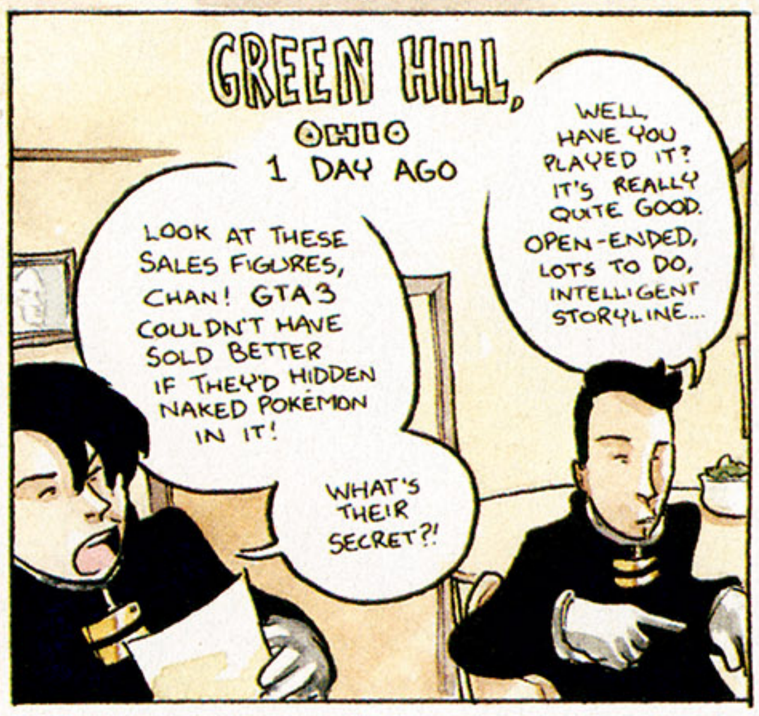
"HSU CRIME STORIES"

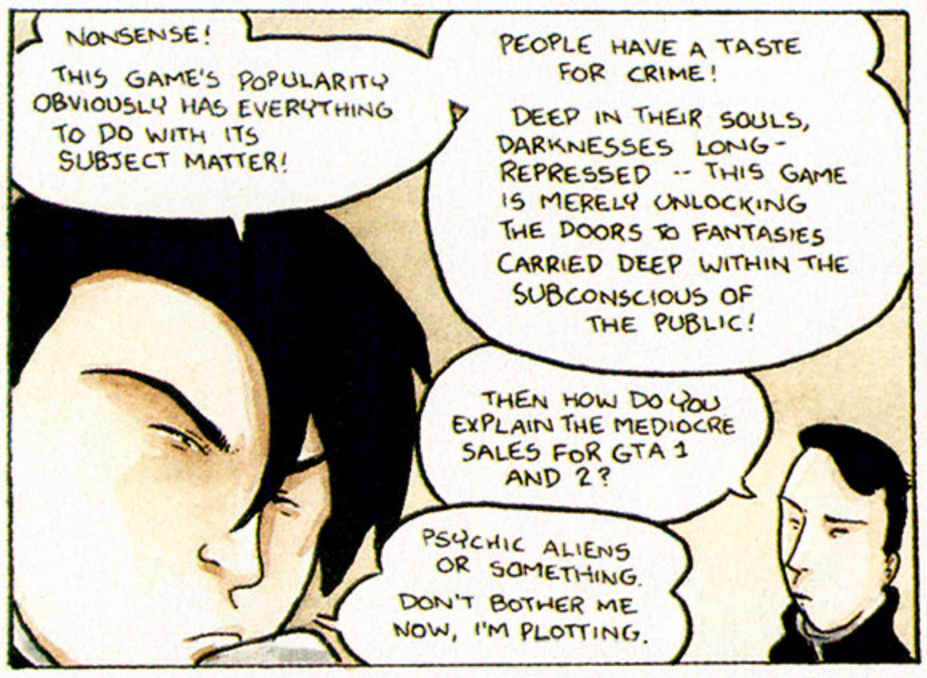






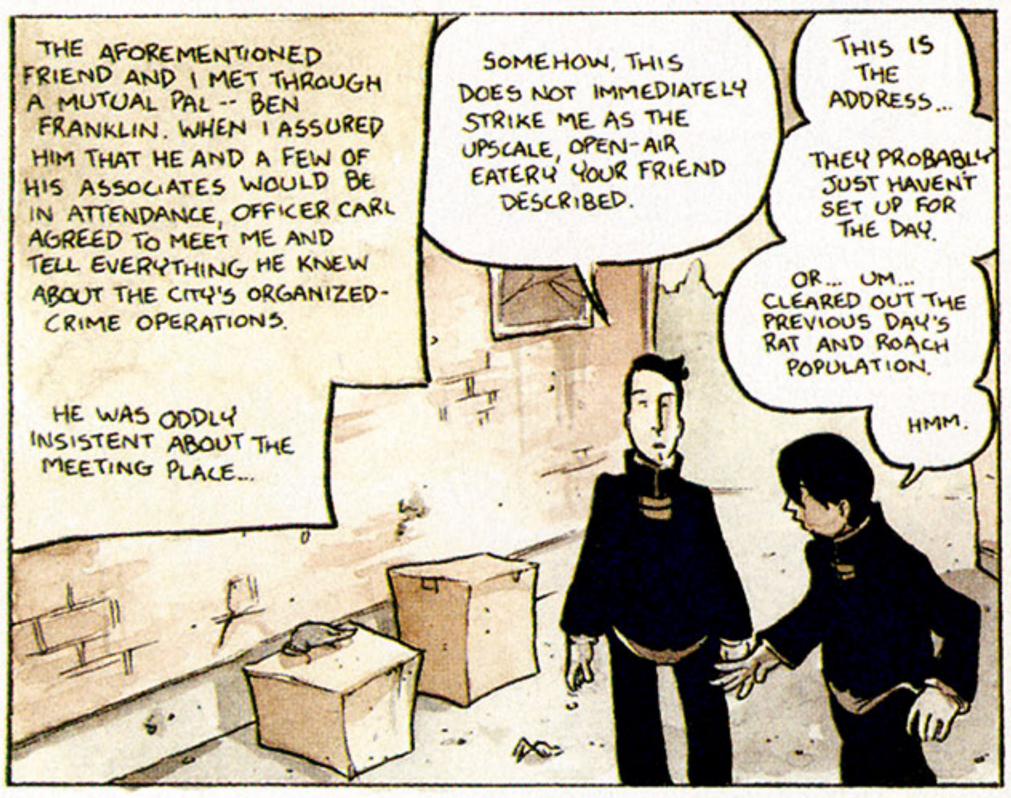
















ADVENTURER

HERO

GODDESS

WARRIOR

GUARDIAN

DARKENED Skye

IF IT'S EVIL... IT'S OVER!



www.darkenedskye.com

IN STORES THIS NOVEMBER

SIMON & SCHUSTER INTERACTIVE
A VIACOM COMPANY

NINTENDO GAMECUBE

TEEN
T
CONTENT RATED BY ESRB

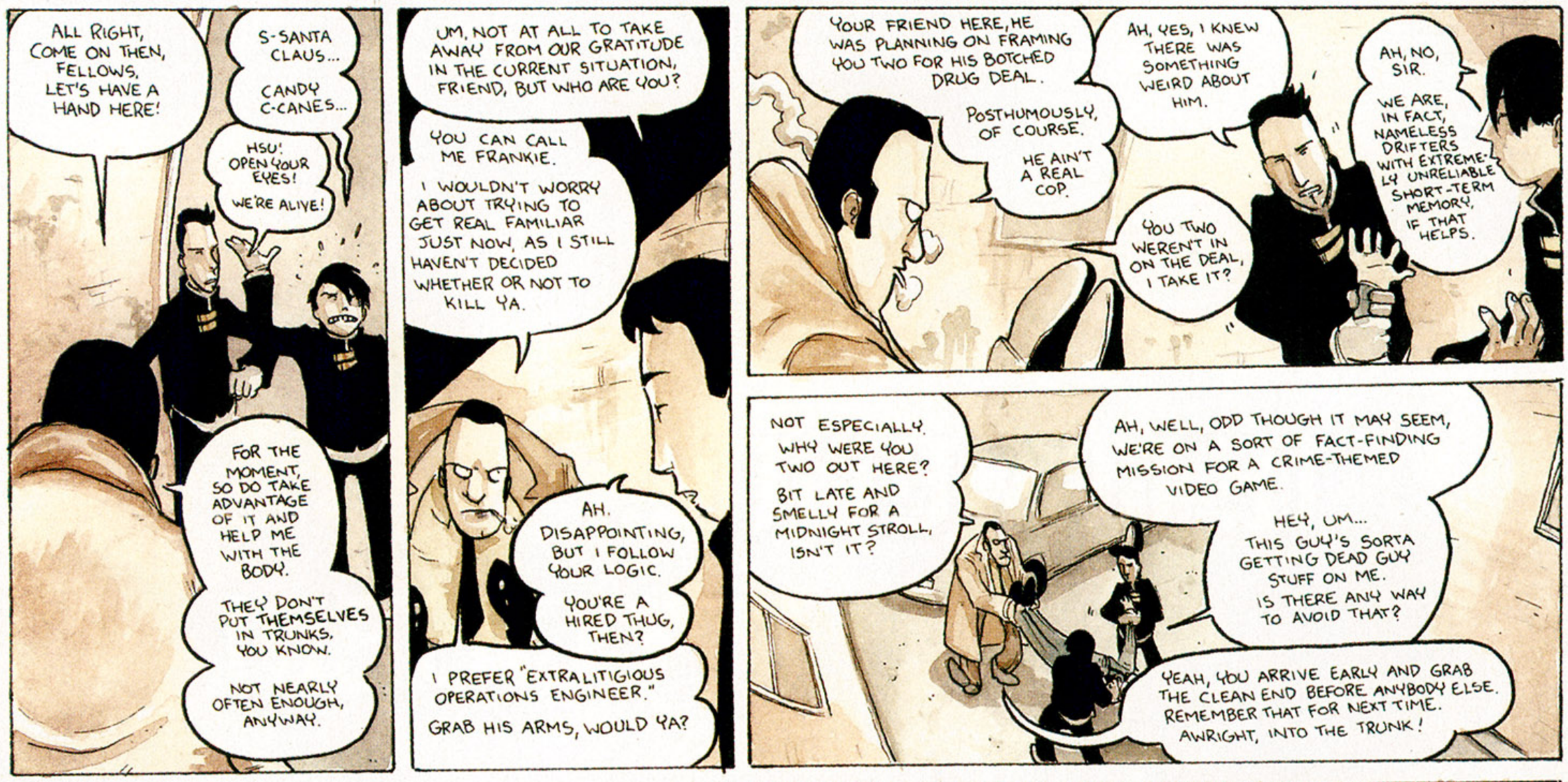
COMIC MISCHIEF
VIOLENCE

Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo.

PRESS START

By Jeremy "Norm" Scott









Does your phone get it?



get it now℠

get games℠

get tones℠

get going℠

Introducing Get It Now℠ only from Verizon Wireless. Now you can download games and other cool stuff right to your wireless phone. Get Games. Get Tones. Get Mail. Get Pix. Get Fun. Get Going. Get it?

verizonwireless

We never stop working for you.℠

1.800.2 JOIN IN verizonwireless.com

Get It Now℠ capable phone and digital service required. Not available in all areas. Charges apply for downloading applications. Applications vary by phone. See store for details. ©2002 Verizon Wireless. JAMDAT and JAMDAT Mobile are trademarks or registered trademarks of JAMDAT Mobile, Inc. ©2002 JAMDAT Mobile, Inc. All rights reserved. UNO and DATE BALL are trademarks owned by Mattel, Inc. ©2002 Mattel, Inc. All Rights Reserved. Wheel of Fortune is a registered trademark of Califon Productions, Inc. Wheel of Fortune ©2002 Califon Productions, Inc.; portions ©2002 Sony Online Entertainment Inc. All Rights Reserved.

PRESS START

GO?
GO WHERE?
FIRST ON OUR ITINERARY, WE NEED TO DROP BY MY PAL NICK'S. HE CAN HELP US WITH THE GUY IN THE TRUNK.
BODY DISPOSAL?
"POSTHUMAN RELOCATION AND PROCESSING," YOU UNCOUTH RUFFIAN.
GET IN THE CAR.

NICK'S PLACE WAS LOW ON GLAMOUR, BUT HAD OTHER QUALITIES TO RECOMMEND IT, ASSUMING YOU WERE AN ENTIMOLOGIST OR BACTERIAL SPECIALIST. IT WAS AS IF SOMEONE HAD TAKEN A HELL'S KITCHEN ONE-BEDROOM AND WHACKED IT WITH THE UGLY STICK THIRTY OR FORTY TIMES.
FRANKIE!
MI AMIGO!
BEEN A LONGTIME!
COME IN! COME IN!
MUST WE?

PLEASE! MAKE YOURSELVES AT HOME! HAVE A SEAT!
AH... NO THANK YOU.
SO, FRANKIE...

... WHAT BRINGS YOU HERE TONIGHT, AND WHO'RE YOUR TWO FRIENDS?
AH, WELL, I'M HSU TANAKA, THAT'S MY BROTHER, CHAN...

WE'RE VIDEO GAME DES--
EEK!
YARR!!

CRACK! SNAP! KILL!

I THOUGHT YOU SAID HE WAS GONNA HELP WITH THE GUY IN THE TRUNK.
IN A MANNER OF SPEAKING. HE'LL BE KEEPING HIM COMPANY.
NICK WAS CARL'S ACCOMPLICE-- THEY WERE GONNA TAKE THE DRUG MONEY AND SKIP TOWN.
YOU HAVE WEIRD FRIENDS, FRANKIE.
HUSH.

NEXT STOP WE GOTTA MAKE IS AT THE TWINS' -- THEY'RE A PAIR OF STUNNINGLY BEAUTIFUL SISTERS...
HOT DOG!
...WHO ARE CRIMINAL PSYCHOPATHS.
HEY, THEY'RE GIRLS, BIG SURPRISE. YOU'RE NOT GONNA KILL THEM, RIGHT?
IF I TOLD YOU, WHERE WOULD THE SUSPENSE BE?
NOW GRAB HIS LEGS, AND MIND THE SQUISHY PARTS.
ICK!

WHEN WE ARRIVED ON THE SCENE, WE FOUND THAT THE TWINS WERE ALL FRANKIE HAD DESCRIBED AND MORE -- THEY WERE DEAD.
ICK!
THIS DOES TAKE THEM DOWN A NOTCH OR TWO ON THE ATTRACTIVE-O-METER.
HMM.

YOU SEEM TROUBLED, FRANKIE.
I RATHER AM, ALL TOLD.
UNLIKE THOSE LAST TWO, THE TWINS WERE NOT SMALL-TIMERS, AND I WASN'T SENT TO KILL THEM.
UNDER NORMAL CIRCUMSTANCES, IT WOULD TAKE AN ARMY TO BRING DOWN THE TWINS.

IT DOESN'T LOOK LIKE THERE WAS MUCH OF A STRUGGLE.
YEAH, THAT'S WHAT HAS ME TROUBLED. WHY WAS I SENT OUT TO TAKE CARE OF TWO SMALL-TIMERS WHEN THE TWINS ARE BEING KILLED BY A MASTER ASSASSIN?
UM... EFFICIENCY? COINCIDENCE?
YOU TELL ME, YOU'RE THE HOMICIDAL SOCIOPATH FOR HIRE.

OKAY, FELLAS, NEXT STOP IS THE BOSS'S PLACE. I GOT A CALL TO MAKE.
TO YOUR BOSS AGAIN?
NO. MY GUESS IS THAT THE BOSS IS ALREADY DEAD. THERE'S ONLY ONE ASSASSIN IN OUR ORGANIZATION BRUTAL AND CRAFTY ENOUGH TO HAVE DONE THIS...

FIGARO.
LINUS FIGARO IS HIS NAME.
HE'S A MANIAC, BUT A DARNED SKILLED ONE.
HE LIVES TO KILL. WOMEN, CHILDREN, IT DOESN'T MATTER TO HIM.
HE HAS COLD, HARD EYES, AND A HOLLOW, EMOTIONLESS VOICE.
HE'S SEVEN FEET TALL, AND WHEN HE TALKS, FIRE COMES OUT HIS NOSTRILS.

...REALLY?
AH... WELL, MAYBE NOT THAT LAST PART.
ANYWAY, WE'RE GONNA NEED SOME HELP ON THIS ONE.
THE GUY I'M CALLING IS THE BEST.
HE LOOKS A LITTLE ODD, BUT HE'S RUTHLESS, AND HE GETS RESULTS!

SHORTLY...
KNOCK KNOCK KNOCK KNOCK
THAT'S YOUR SPECIALIST'S KNOCK?
YEAH, THAT'S HIM. OPEN IT!

!
!
!

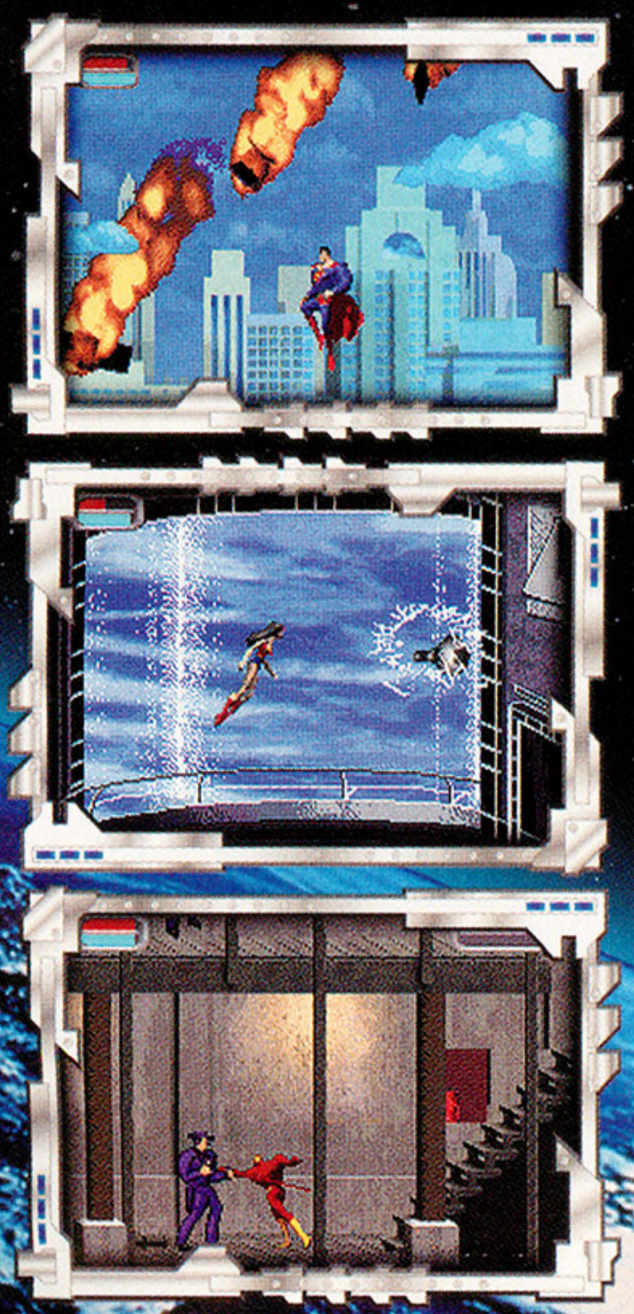
GUESS HOW MUCH I DON'T WANT TO HEAR THE EXPLANATION FOR THIS.
OH, SURE, LIKE YOU'VE NEVER MOONLIGHTED IN YOUR LIFE...

JUSTICE LEAGUE™

INJUSTICE FOR ALL

MIDWAY





JUSTICE LEAGUE COMES TO THE GAME BOY® ADVANCE

When global catastrophe strikes and the world is in peril, the call goes out for the Justice League, the greatest super heroes of all time. Fighting for truth, justice and freedom, *Superman, Batman, Wonder Woman, The Flash, Green Lantern, Hawkgirl* and *Martian Manhunter* have banded together to fight for the common good against the *Injustice League* in an all-new action adventure title for the Game Boy® Advance. Featuring 12 levels of non-stop action, gamers will overcome dangerous obstacles, an onslaught of villains and discover power-ups on the path to victory!

GAME PREVIEW AT:

WWW.JUSTICELEAGUE.MIDWAY.COM

EVERYONE

E

CONTENT RATED BY ESRB

Violence

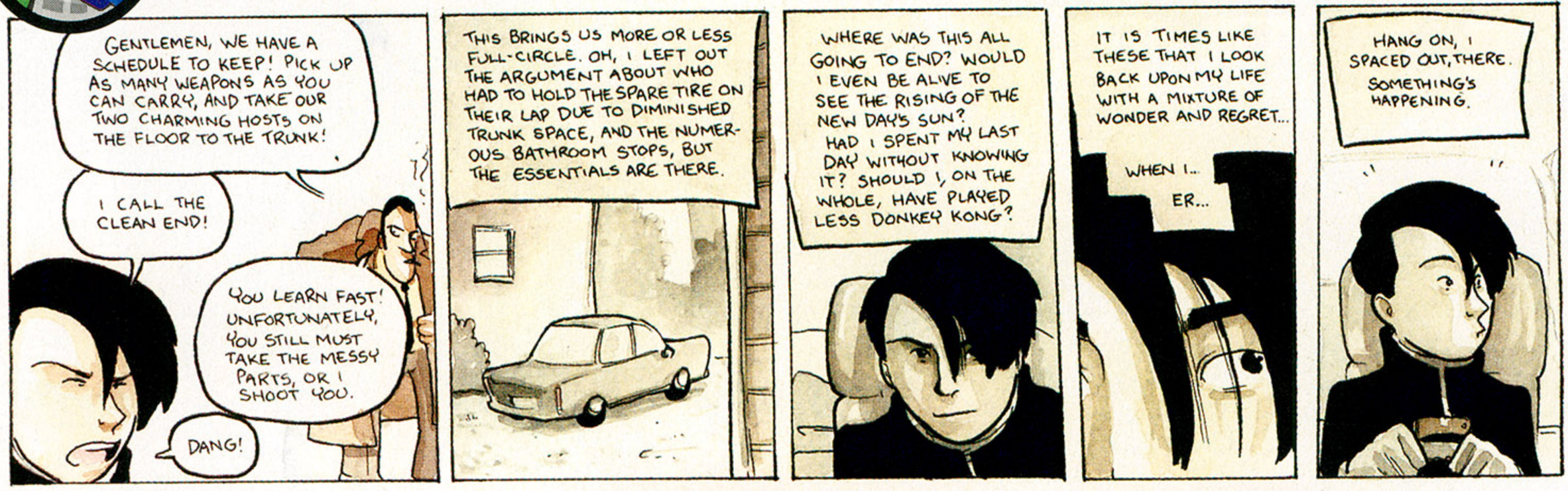
GAME BOY ADVANCE

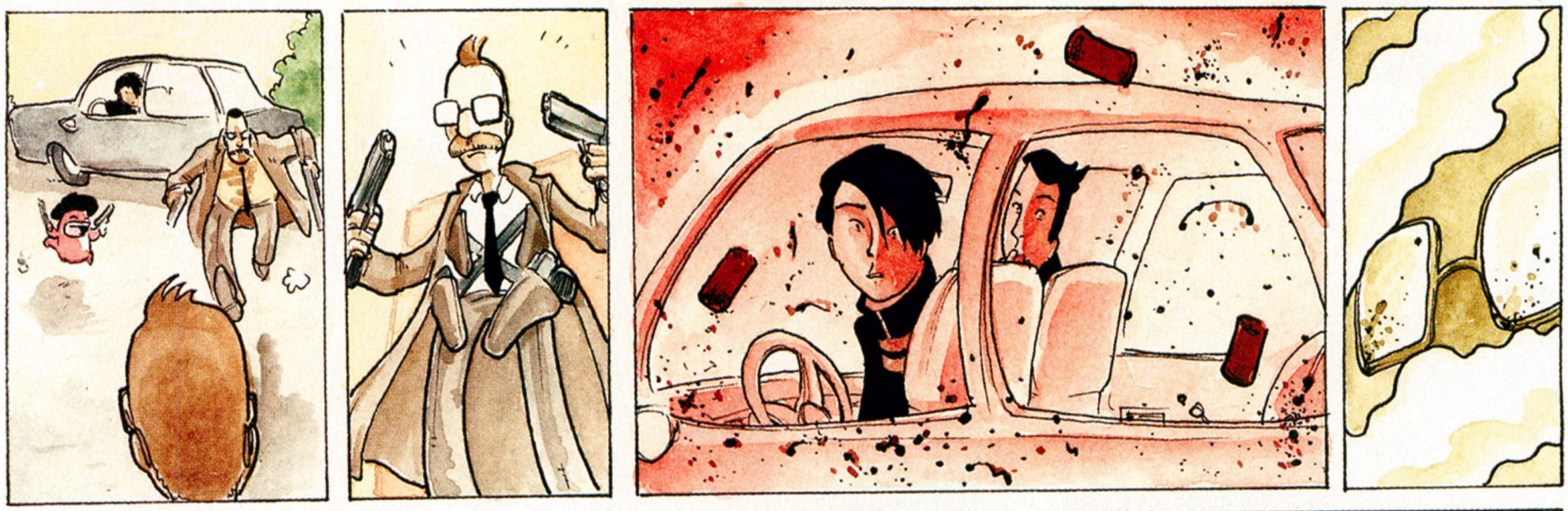
Justice League: Injustice For All video game © 2002 DC Comics and Midway Home Entertainment Inc. MIDWAY and the MIDWAY LOGO are registered trademarks of Midway Amusement Games, LLC. All rights reserved. Distributed under license by Midway Home Entertainment, Inc. TM. ® and Game Boy Advance are trademarks of Nintendo.

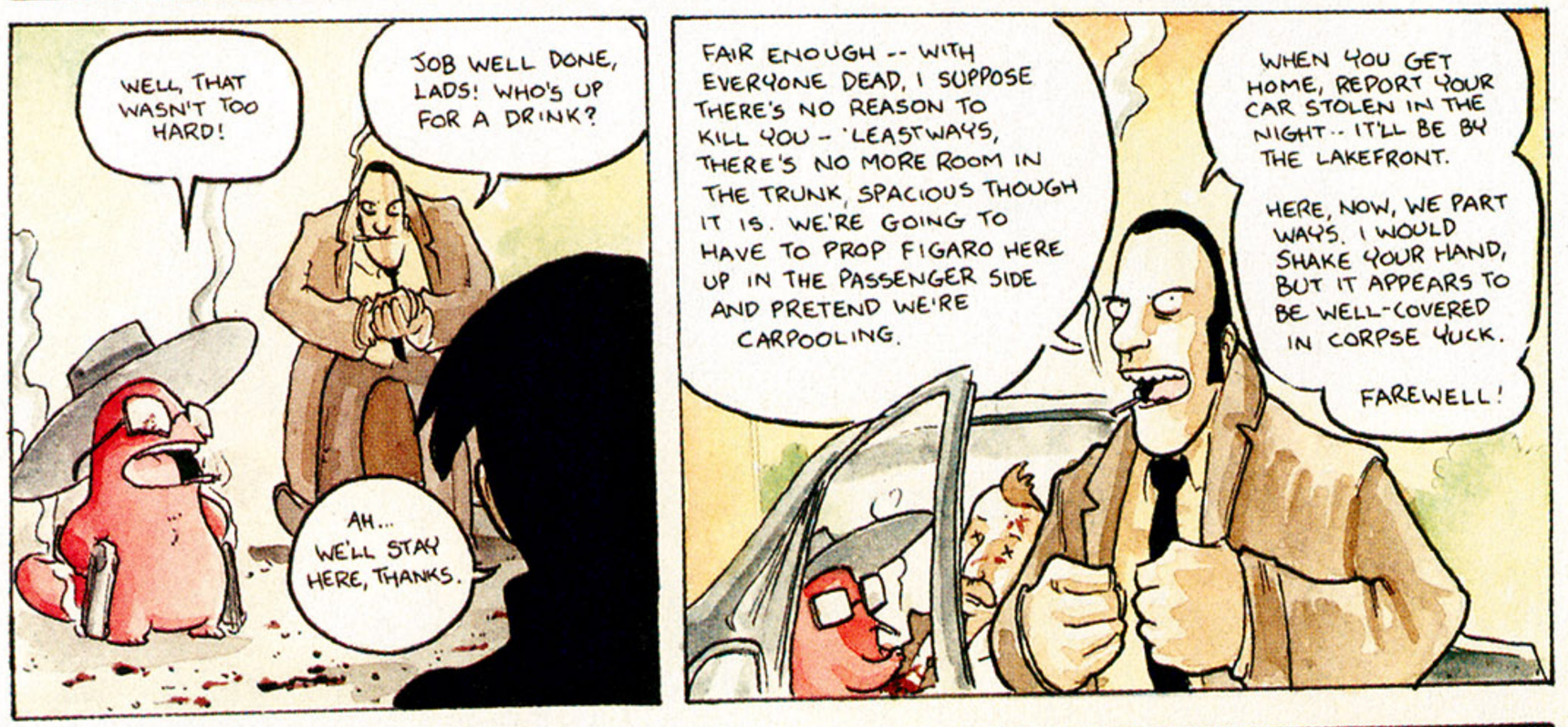
DC Bullet Logo, JUSTICE LEAGUE and all related characters and elements are trademarks of and © DC Comics.

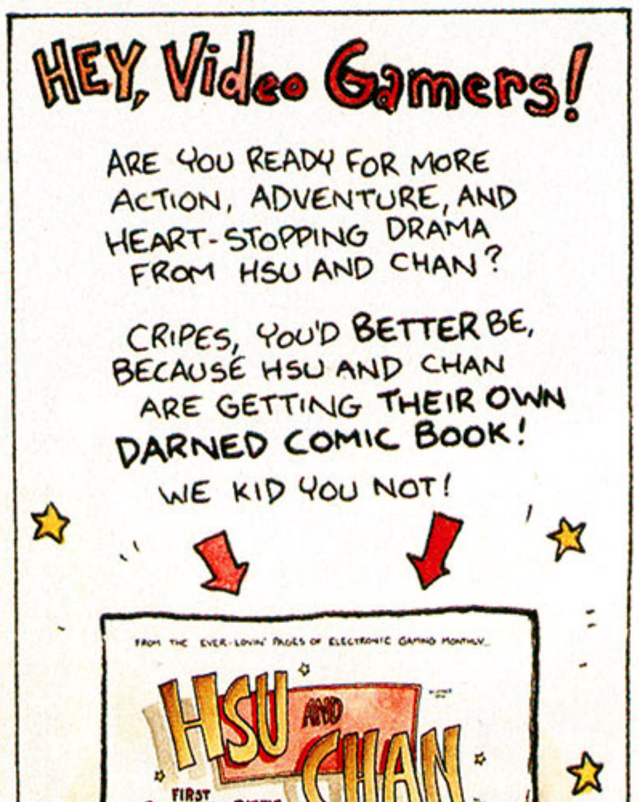
WBIE LOGO: ™ & © Warner Bros.

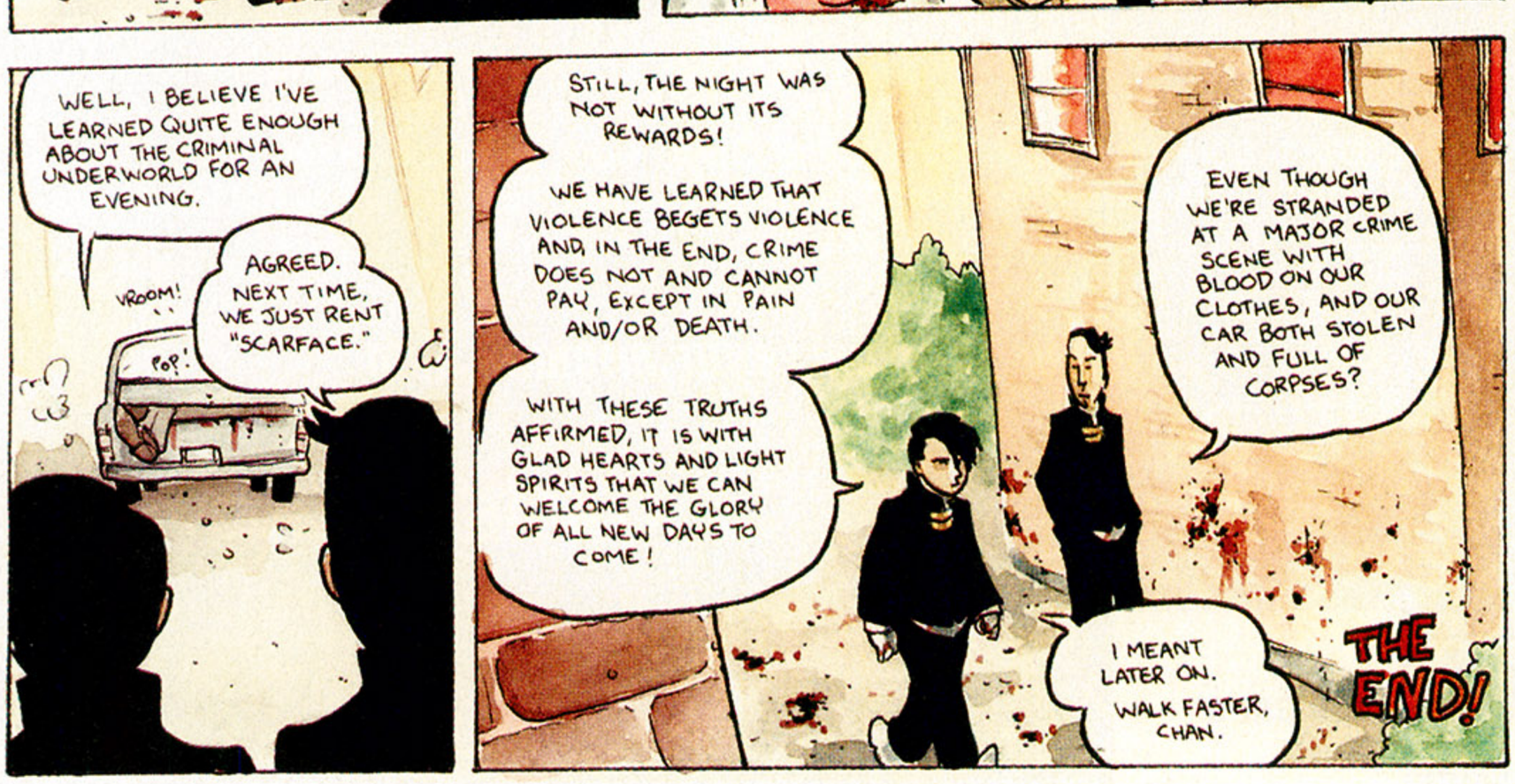
(s02)

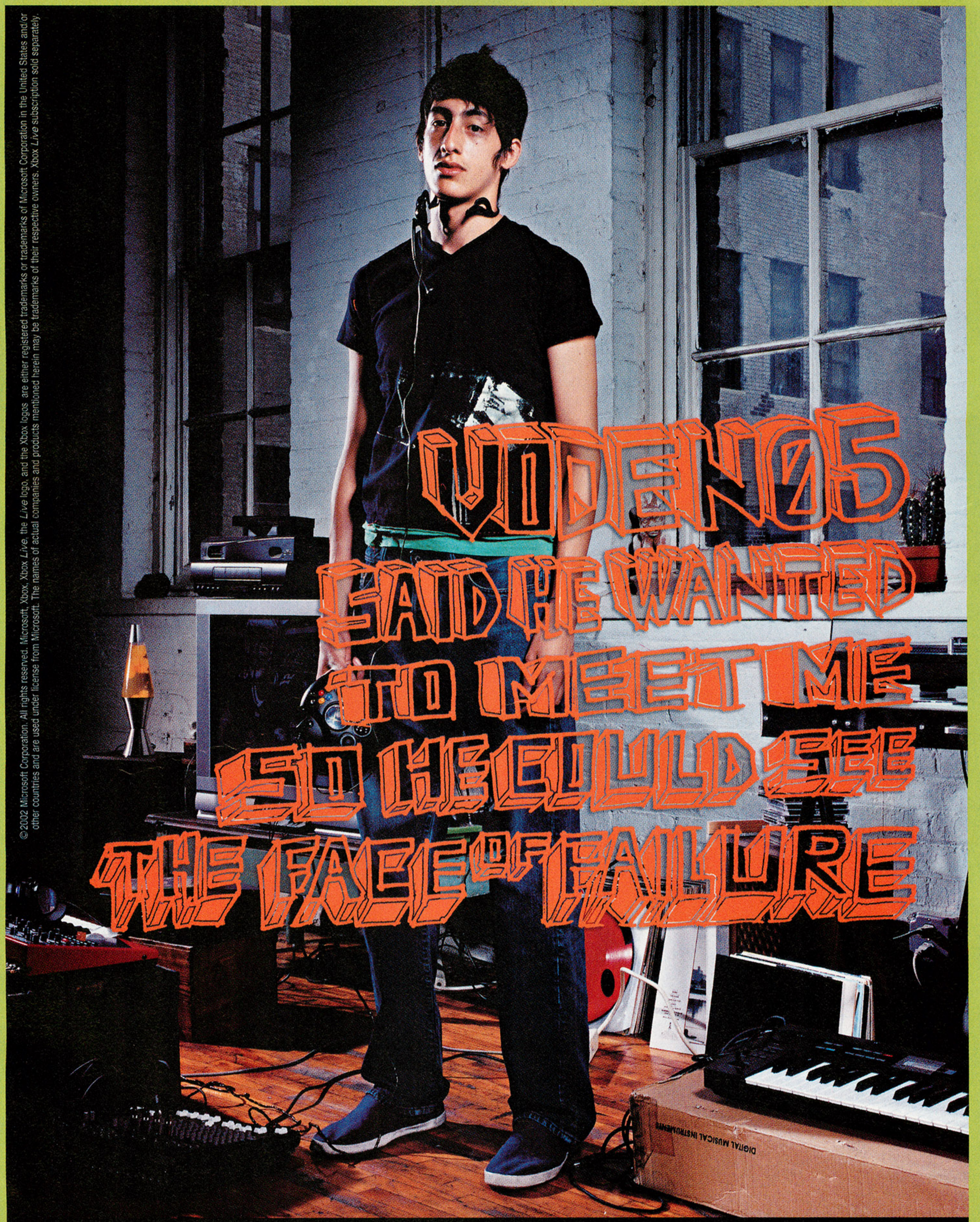

GENTLEMEN, WE HAVE A SCHEDULE TO KEEP! PICK UP AS MANY WEAPONS AS YOU CAN CARRY, AND TAKE OUR TWO CHARMING HOSTS ON THE FLOOR TO THE TRUNK!
I CALL THE CLEAN END!
YOU LEARN FAST! UNFORTUNATELY, YOU STILL MUST TAKE THE MESSY PARTS, OR I SHOOT YOU.
DANG!
THIS BRINGS US MORE OR LESS FULL-CIRCLE. OH, I LEFT OUT THE ARGUMENT ABOUT WHO HAD TO HOLD THE SPARE TIRE ON THEIR LAP DUE TO DIMINISHED TRUNK SPACE, AND THE NUMEROUS BATHROOM STOPS, BUT THE ESSENTIALS ARE THERE.
WHERE WAS THIS ALL GOING TO END? WOULD I EVEN BE ALIVE TO SEE THE RISING OF THE NEW DAY'S SUN? HAD I SPENT MY LAST DAY WITHOUT KNOWING IT? SHOULD I, ON THE WHOLE, HAVE PLAYED LESS DONKEY KONG?
IT IS TIMES LIKE THESE THAT I LOOK BACK UPON MY LIFE WITH A MIXTURE OF WONDER AND REGRET...
WHEN I...
ER...
HANG ON, I SPACED OUT, THERE. SOMETHING'S HAPPENING.




WELL, THAT WASN'T TOO HARD!
JOB WELL DONE, LADS! WHO'S UP FOR A DRINK?
AH... WE'LL STAY HERE, THANKS.
FAIR ENOUGH -- WITH EVERYONE DEAD, I SUPPOSE THERE'S NO REASON TO KILL YOU - 'LEASTWAYS, THERE'S NO MORE ROOM IN THE TRUNK, SPACIOUS THOUGH IT IS. WE'RE GOING TO HAVE TO PROP FIGARO HERE UP IN THE PASSENGER SIDE AND PRETEND WE'RE CARPOOLING.
WHEN YOU GET HOME, REPORT YOUR CAR STOLEN IN THE NIGHT -- IT'LL BE BY THE LAKEFRONT.
HERE, NOW, WE PART WAYS. I WOULD SHAKE YOUR HAND, BUT IT APPEARS TO BE WELL-COVERED IN CORPSE YUCK.
FAREWELL!


HEY, Video Gamers!
ARE YOU READY FOR MORE ACTION, ADVENTURE, AND HEART-STOPPING DRAMA FROM HSU AND CHAN?
CRIPES, YOU'D BETTER BE, BECAUSE HSU AND CHAN ARE GETTING THEIR OWN DARNED COMIC BOOK!
WE KID YOU NOT!
FROM THE EVER-LOVIN' PAGES OF ELECTRONIC GAMING MONTHLY...
HSU AND CHAN
FIRST PURCHASE-A-RIFFIC ISSUE!
ON SALE JANUARY 2003! TELL YOUR LOCAL COMIC SHOP TO ORDER A BAJILLION COPIES, OR BUY ONLINE FROM SLAVE LABOR GRAPHICS AT
www.slavelabor.com
GOD BLESS YOU!


WELL, I BELIEVE I'VE LEARNED QUITE ENOUGH ABOUT THE CRIMINAL UNDERWORLD FOR AN EVENING.
VROOM!
POP!
AGREED. NEXT TIME, WE JUST RENT "SCARFACE."
STILL, THE NIGHT WAS NOT WITHOUT ITS REWARDS!
WE HAVE LEARNED THAT VIOLENCE BEGETS VIOLENCE AND, IN THE END, CRIME DOES NOT AND CANNOT PAY, EXCEPT IN PAIN AND/OR DEATH.
WITH THESE TRUTHS AFFIRMED, IT IS WITH GLAD HEARTS AND LIGHT SPIRITS THAT WE CAN WELCOME THE GLORY OF ALL NEW DAYS TO COME!
EVEN THOUGH WE'RE STRANDED AT A MAJOR CRIME SCENE WITH BLOOD ON OUR CLOTHES, AND OUR CAR BOTH STOLEN AND FULL OF CORPSES?
I MEANT LATER ON. WALK FASTER, CHAN.
THE END!



© 2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Xbox *Live*, the *Live* logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The names of actual companies and products mentioned herein may be trademarks of their respective owners. Xbox *Live* subscription sold separately.

www.xbox.com/live

XBOX LIVE

XBOX

在烈陣皆者闘兵臨前臨兵闘者皆陣烈在

You can't fight
what you can't see.

OVERWORKS™

在烈陣皆者闘兵臨前臨兵闘者皆陣烈在

SEGA is a registered trademark of SEGA CORPORATION. SEGA and Shinobi are registered trademarks or trademarks of Sega Corporation and its affiliates. ©2002 SEGA CORPORATION. Original Game ©OVERWORKS/SEGA, 2002. All Rights Reserved. www.sega.com

Shinobi™

sega.com/shinobi

PlayStation 2

SEGA®

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

FIGHT LIKE A SUPERHERO.

ACTIVISION®

activision.com

MARVEL™

PlayStation.2

XBOX

NINTENDO GAMECUBE

TEEN
T
CONTENT RATED BY ESRB

Violence, Suggestive Themes

MARVEL, X-Men, and all Marvel characters: TM and © 2002 Marvel Characters, Inc. All rights reserved. www.marvel.com. Game code © 2001-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.





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



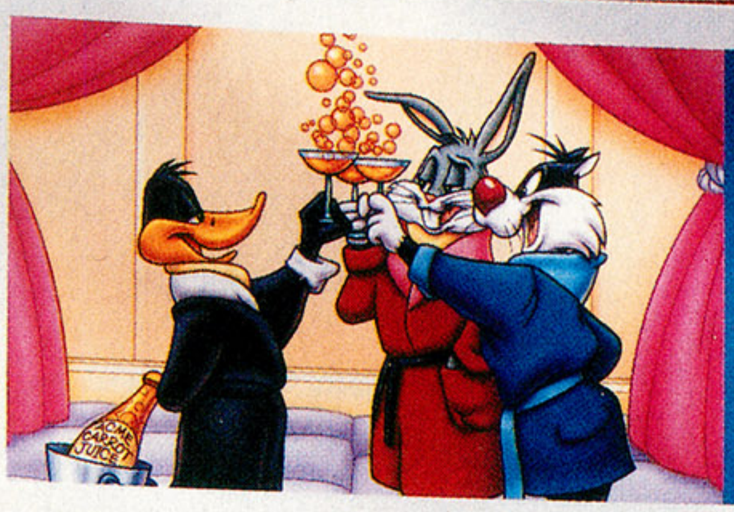
BATTLE THROUGH EXPANSIVE 3-D LEVELS THAT RECREATE EPIC COMIC AND FILM SUPERHERO BATTLES.



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

X-MEN™
NEXT DIMENSION

AVAILABLE LATE OCTOBER 2002



DAFFY'S™ WILD BACCHANALIAN BASH ENDS IN ALL-OUT BRAWL!

Hollywood's only real news source!

THE HOLLYWOOD EYEWITNESS

www.looneytunes-games.com

TAZ™ ATTACKED WITH GIANT MALLET.



EXCLUSIVE

Weapon found at Bugs'™ Hollywood Hills Estate.

TAZ™ BATTLES HIS OWN DEMONS!

Psychotic episodes put his lead role in jeopardy.

Yosemite Sam™ urgent to find his replacement for upcoming movie! Auditions Bugs™ and Daffy Duck™.



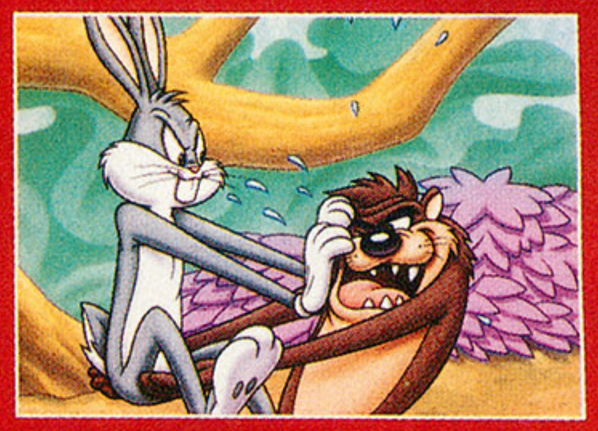
EVERYONE E Mild Violence Violence CONTENT RATED BY ESRB

PLUS: ***SYLVESTER™ FLIES INTO A RAGE!***



Bugs™ seeks anger management!

MOVIE SET IN SHAMBLES AFTER BUGS™ HAS MELTDOWN.



XBOX

INFOGRAMES™

Blunt trauma injuries reach all time high! Are you at risk?

© 2002 Infogrames Interactive, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

LOONEY TUNES, characters, names and all related indicia are trademarks of and © Warner Bros.
WBIE LOGO: TM & © Warner Bros.
(s02)

ONLY ON XBOX

TO MAKE IT TO THE TOP ALL YOU NEED IS TALENT,
FAITH AND AN ENDLESS SUPPLY OF TNT.

Legendary director, *Yosemite Sam*, is casting the lead for his new feature film. Whoever lands the role is sure to become an instant Hollywood icon. But there can be only one. Who will it be? *Daffy Duck? Bugs Bunny? Taz? Sylvester?* Praised for "great graphics, a wacky sense of humor and some frantic multiplayer fun," by XBM, Loons is a no-holds-barred, no-rules, anything-goes, free-for-all struggle for stardom. Welcome to the dark side of Hollywood.





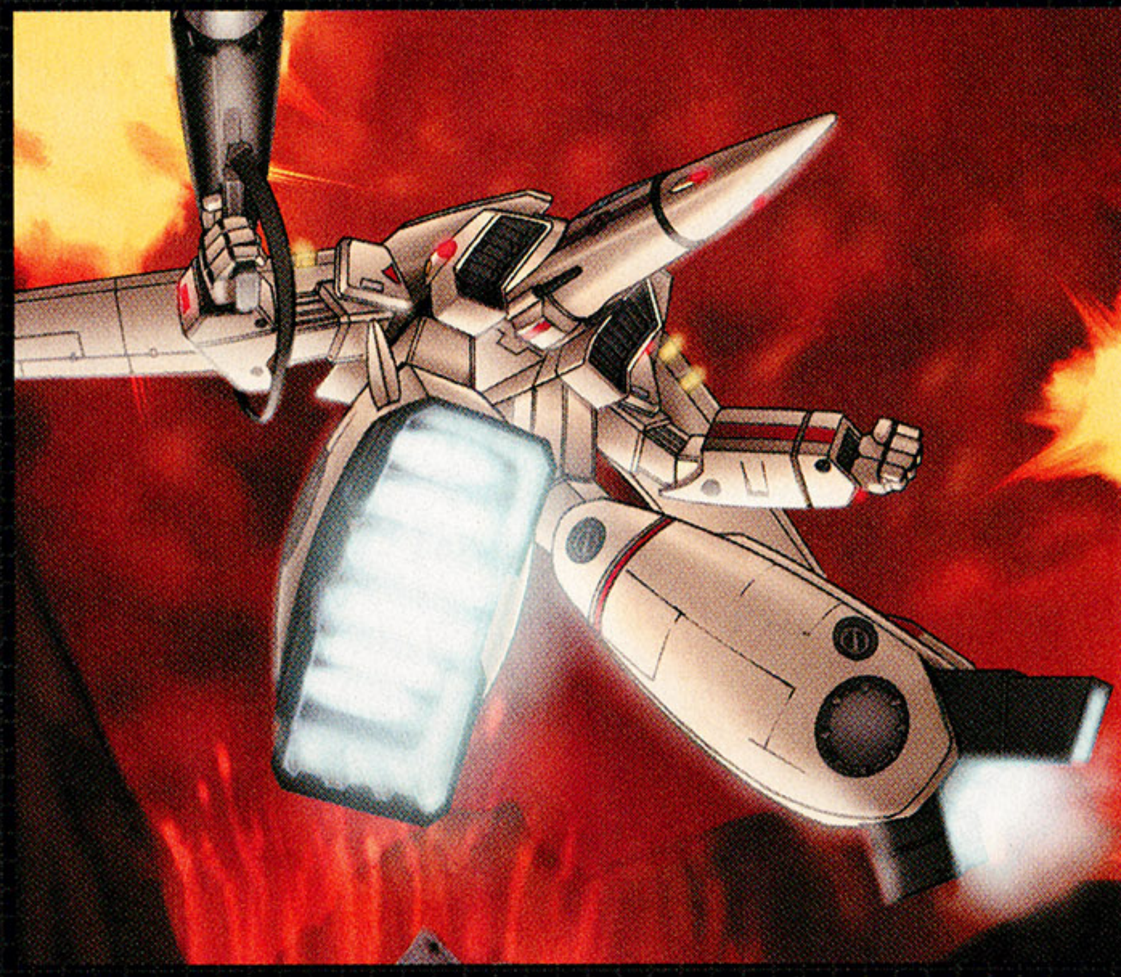




TO SURVIVE, YOU MUST
CHANGE INTO A WARRIOR.

TO SAVE HUMANKIND, YOU
MUST CHANGE INTO A HERO.





ROBOTECH® BATTLECRY™

www.robotechgame.com

TDK mediactive™

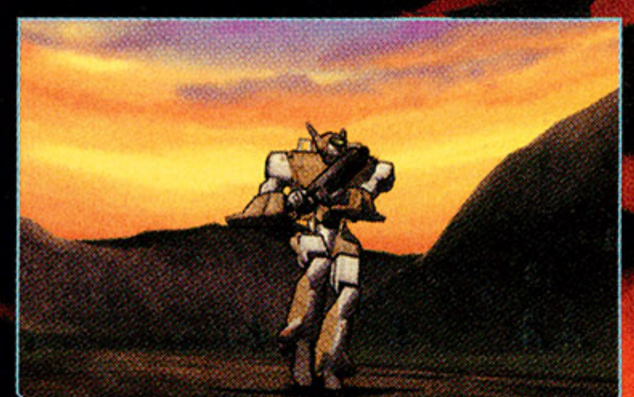
Harmony GOLD™

VICIOUS CYCLE

© 1985-2002, Harmony Gold USA, Inc. All Rights Reserved. ROBOTECH and associated names, logos and all related indicia are trademarks of Harmony Gold USA, Inc. All Rights Reserved. Videogame © 2002 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC. Developed by Vicious Cycle Software, Inc. Some elements © 2002 Vicious Cycle Software, Inc.Licensed by Nintendo. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

CHANGE OR DIE.







Xbox™ video game system screenshots shown.

AVAILABLE FALL 2002

ALSO AVAILABLE: ROBOTECH®: THE MACROSS SAGA™ FOR GAME BOY® ADVANCE.

TEEN
T
CONTENT RATED BY ESRB
Violence

NINTENDO GAMECUBE

XBOX

PlayStation.2

Previews

This Month in Previews

PlayStation 2

100-102 The Sims
104,106 The Lord of the Rings: The Two Towers



The Lord of the Rings: The Two Towers

112-113 Rygar: The Legendary Adventure
114 ATV Offroad Fury 2
Capcom Fighting All Stars
Haven: Call of the King
115 Tom Clancy's Ghost Recon
Star Ocean: Till the End of Time
116 Treasure Planet XIII
War of the Monsters
117 Def Jam Vendetta

GameCube

118 Skies of Arcadia Legends
126,128 Resident Evil Ø

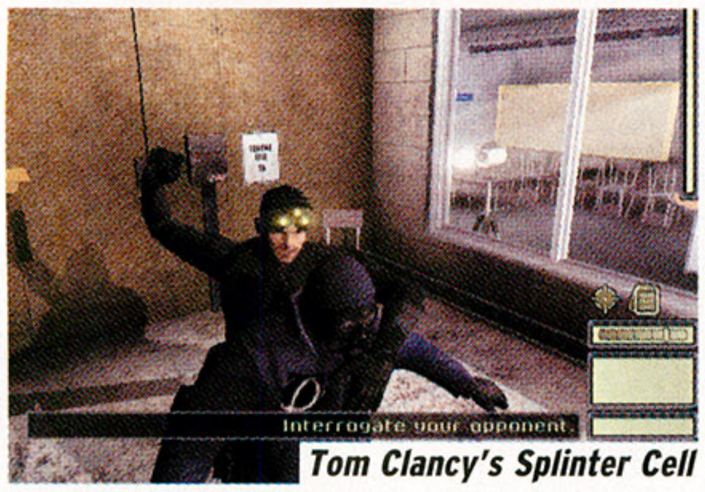


Resident Evil Ø

129 StarCraft: Ghost
130 Minority Report

Xbox

136-137 Tom Clancy's Splinter Cell



Tom Clancy's Splinter Cell

138,140 Unreal Championship
142 Fatal Frame
True Fantasy Live Online
143 NHL 2K3
Sudeki

WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

This is the season for turkey dinners, spending time with your family and starting all your holiday shopping. It's also around this time every year that we start hearing about game delays. And this year there are some pretty major titles being pushed to early 2003 and beyond.

The first piece of bad news has broken Xbox-owning hearts across the country. Sega's *Panzer Dragoon Orta* won't see a release until January. Why, you ask? Sega assures us that developer Smilebit simply needs more time to get this gorgeous shooter to run perfectly and add as many cool new features as possible. Trust us: Some of the stuff you'll be able to unlock in *Orta* will blow your mind.

One of the biggest titles to slide is Sony's *Getaway*. The first shots of this *GTA3*-like game came out before the PS2 was even released, and over two years later, it's still not in our hands. Hopefully the release date won't slip again (it's now January 2003).

Then there's Eidos' *Tomb Raider*, which probably won't be making its PS2 launch this month. That's not too surprising considering this game's supposed to revitalize the ailing franchise. You can bet developer Core is going to work on it as long as possible before releasing it to the cynical public.



If you thought running your real life was tough, try living a virtual life in *The Sims* on PS2. We break down this living simulator on page 100.

Personally, I'm most disappointed that Capcom's *Auto Modellista* has been delayed from November 2002 until March 2003. This is the title that will get PS2 racing fans off their butts and into stores to buy online adapters. It's just an incredible-looking game.

Finally, EA Games has delayed *The Sims* (previewed on page 100) until January because they're afraid the game might get lost in the holiday shuffle. In other words, they know *GTA: Vice City* will own this retail holiday season, and they don't want to compete with that. Who can blame 'em?

—Previews Editor Greg Sewart

TOP 5 Preview Picks

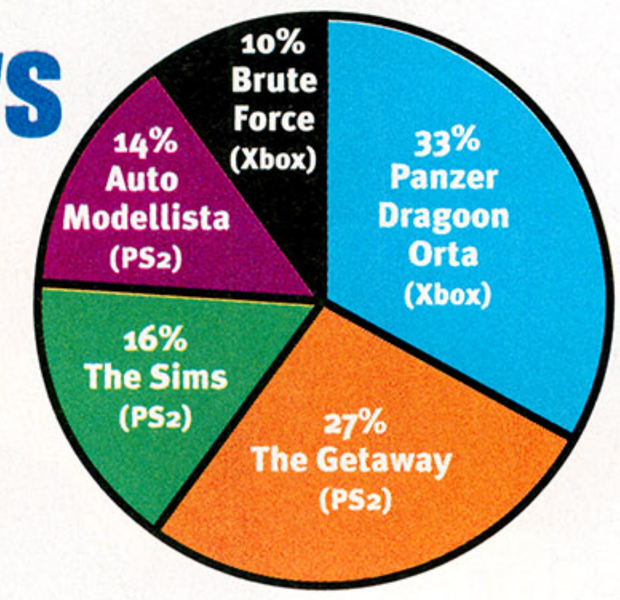
1.	Tom Clancy's Splinter Cell	Xbox, November 2002
2.	Resident Evil Ø	GC, November 2002
3.	The Lord of the Rings: The Two Towers	PS2, November 2002
4.	The Sims	PS2, January 2003
5.	StarCraft: Ghost	PS2, GC, Xbox, 2003

Depressing Delays

Visitors to Gamers.com tell us which game delays they're the most disappointed about.



Panzer Dragoon Orta



(Source: Gamers.com poll, 9/02)

CRASH. CUBED.

Links with

Game Boy® Advance.

NINTENDO GAMECUBE

UNIVERSAL INTERACTIVE

EUROCOM ENTERTAINMENT SOFTWARE

EVERYONE

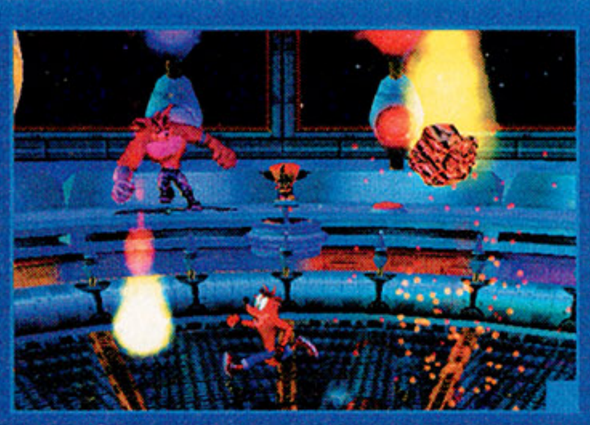
E

CONTENT RATED BY ESRB

Mild Violence







CRASH BANDICOOT THE WRATH OF CORTEX

Special delivery, one Bandicoot. The Wrath of Cortex comes to Nintendo GameCube. With super-fast load times, explosive action and Game Boy® Advance connectivity, Crash is breaking out of the Cube.

crashbandicoot.com

"Crash Bandicoot: The Wrath of Cortex" interactive game © 2002 Universal Interactive, Inc. Crash Bandicoot and related characters ™ and © Universal Interactive, Inc. All rights reserved. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

PS2

PREVIEW

The Sims

Publisher:	EA Games
Developer:	Maxis/Edge of Reality
Players:	1-2
Genre:	Simulation
% Done:	95%
Release:	January 2003
Also On:	None
Web Address:	www.thesims.com

The Good: The best-selling PC game of all time finally hits the PS2.

The Bad: Maxis decided to leave online support to *The Sims Online* for the PC.

And The Ugly: Fierce two-player competitions will have you dancing on your opponent's grave—literally.



If any of these "Motive" monitors gets too far in the red, you'll be looking at one unhappy Sim.

GEAR IS HERE

Unlock the Goodness



Knowing that cool unlockable items are a nice bonus in any console game, Maxis has added lots of fun little treasures to the PS2 version of *The Sims*. Completing tasks earns you goodies, so from the strip-poker table (pictured above) to a bug zapper, treadmill or teppan yaki table (for Japanese-food fans), your Sim's acquisitive urges are sure to be satisfied. Various new costumes, hair styles and clothing can also be unlocked in the single-player game. They then become available in the open-ended Classic mode.

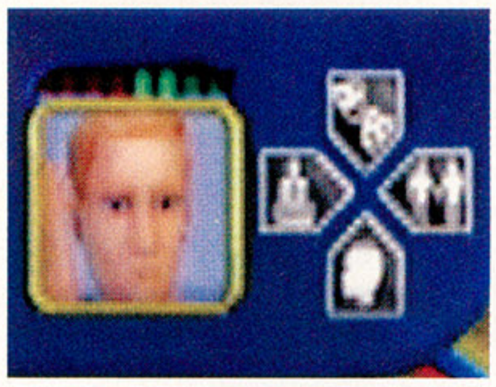
The objective sounds simple enough: Cook dinner for Mom so she'll lend you the $800 you need to get a place of your own. Easy, right? Controller in hand, you direct your character to the stove, tell him to whip up a nice meal and wait for the cash to roll in. But seconds later, there's smoke billowing up from the range. Flames engulf the kitchen. Your guy throws his arms up in despair and flees. The smoke alarm blares as a firefighter storms in, dousing the place with water. Worst of all, Mom's pissed and won't even think about lending him money now. That's when you realize you probably should have had your character learn to cook before asking him to go all "Iron Chef."

While (The Sims) may be a firmly established entity on the PC, the game needed some tweaks to truly appeal to a console audience.

Welcome to *The Sims*, where the successes—and failures—of countless little individuals on your TV screen depend on how well you micromanage their behavior. This best-selling of all PC games hits PS2 early next year, and while it may be a firmly established entity on the PC, *The Sims* needed some tweaks to truly appeal to a console audience. Developer Maxis has added an all-new 3D graphics engine, PS2-exclusive unlockable items, and a radical change in gameplay design.

The basics will be familiar to anyone who has played the game on PC. You start by creating your own character (or Sim), and that's where your first important decisions are made. Will you be a tall, dark, handsome—and obsessively neat—Virgo? Or a blonde-haired, blue-eyed party girl with a penchant for lazing about on the couch? Your Sim's looks and personality traits are completely up to you. Next, in the game world, you direct your character's behavior to make sure all needs are provided for. Success in the game depends on your Sim's motives. Hunger, hygiene and fun are among every Sim's eight primary motives, and your job is to tend to those desires and keep your Sim fed, bathed, entertained and generally out of trouble.

This is not necessarily an easy task (as evidenced by the aforementioned kitchen fire), but Maxis has made sure new players won't be overwhelmed by the game. Goals start out simple—fixing Mom's TV, for example—then grow more difficult as players become familiar with the game mechanics. The idea is to get you playing right away, without a lengthy tutorial.



GET A GRIP

On-screen guides will remind you which buttons you need to press, but the same general rules apply: X to select, Triangle to cancel, Analog stick to rotate the camera and L1 and R1 to change speed.



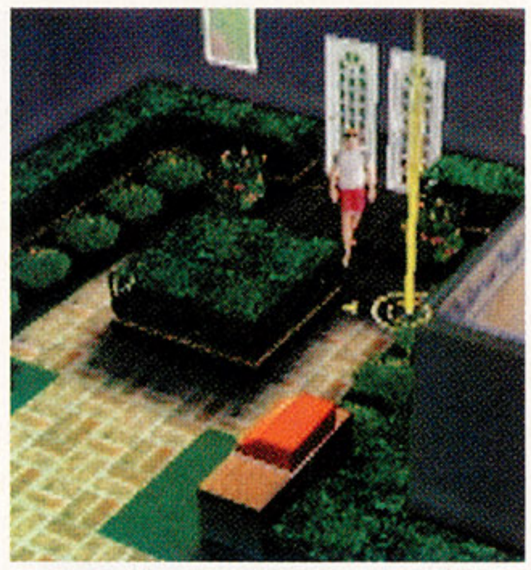


Interior decorating (above left) is just one of the aspects of building a life for your Sim.

"That was definitely the goal," says Design Director Michael Perry, who worked on the original game and now heads design for the PS2 team at Maxis. "*The Sims* is a really big game...so introducing it to players a little bit at a time by giving them specific goals was really our objective." You'll also get lots of tips, with in-game Sims often suggesting a better solution to the problems you might face.

But even if you don't figure out what to do right away, fear not. "It's still *The Sims*," continues Perry. "If you don't take care of your Sims, they're going to try to solve their own problems." Sims' self-directed efforts can often lead to humorous results, like when your lonely Sim tries to give a backrub to an unsuspecting, and unreceptive, lady friend. Or when your bladder-challenged Sim decides to relieve himself, well, wherever he is at that particular moment. "They may not do it the right way," Perry chuckles, "but they'll try."

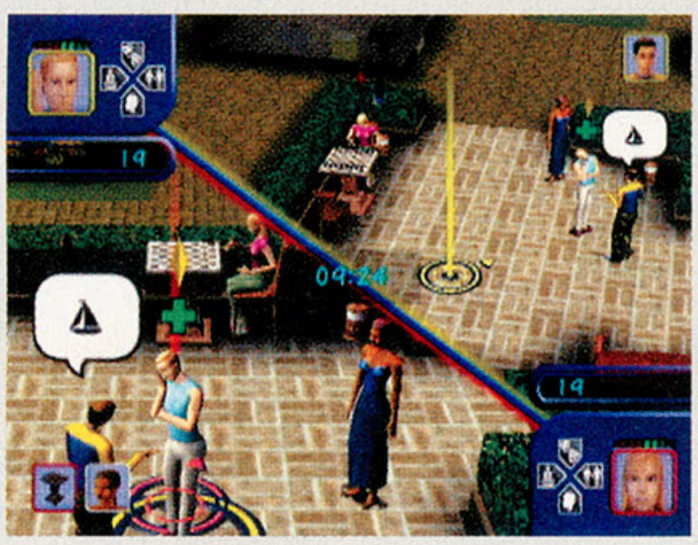
Controls are simple and intuitive, and have all been adapted for the PS2 controller—no USB mouse



DON'T FEAR THE REAPER

Layin' the Smack Down, Sims-style

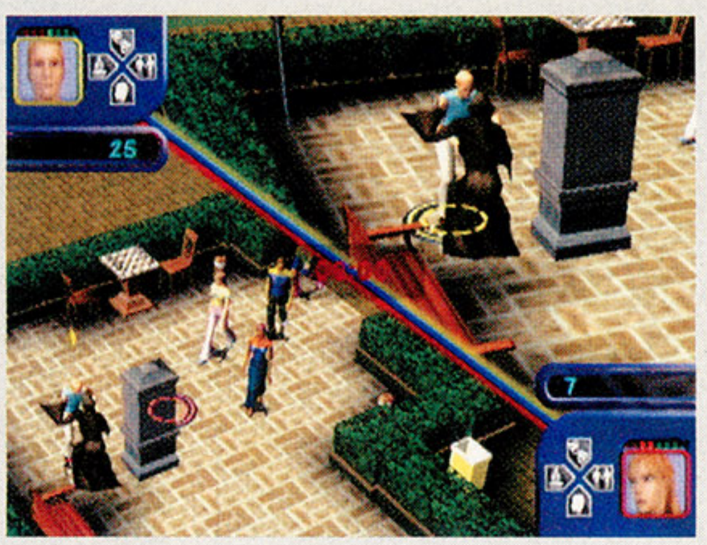
In the single-player mode of *The Sims*, each level you beat will unlock split-screen two-player challenges. You'll compete in appointed tasks, such as acting as a con artist to convince people to give you money, or impersonating a bum and begging for food. Players' wins and losses will be recorded, too, giving champions the ultimate bragging rights. You'll also be able to take your memory card to a friend's place and export your Sims to their PS2. So if you're playing against a buddy, according to Sinjin Bain, COO at Maxis, "You can load up your favorite Sim and come in and kick his ass."



In this challenge, players have to get other Sims to give them free food. Both players operate on the same turf, so resources are limited.



Scores and other stats are displayed in the blue corners of the screen. With four minutes to go, Yellow is pulling ahead 22 to 14.



Red is defeated (note the tombstone marking her unfortunate demise by starvation). Yellow celebrates by dancing with the Grim Reaper.

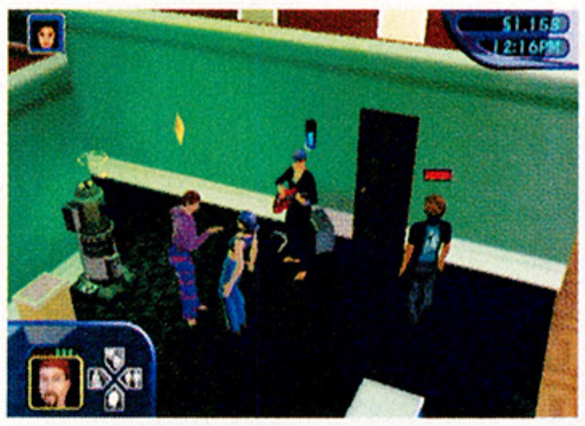
PS2

PREVIEW



A NEW LOOK

Maxis tapped Texas-based developer Edge of Reality to create a new 3D graphic environment for *The Sims* on PS2. The most important distinction is that you'll now be able to rotate the camera and watch your Sims go about their lives from any angle you desire.









Worried about expressing your individuality? Don't–the Create-A-Sim mode gives you hundreds of thousands of ways to show just how special you are–or wish you were.

or keyboard necessary. Mapping out what your Sim needs to do is straightforward; just click on the bed and tell him to take a nap if he's tired. If he's feeling lonely, click on his best friend and ask him drop by for a visit. Maxis had no reason to stray far from the formula that worked so well on the PC. "*The Sims* is a really special game," Perry says. "We wanted to build on top of that."

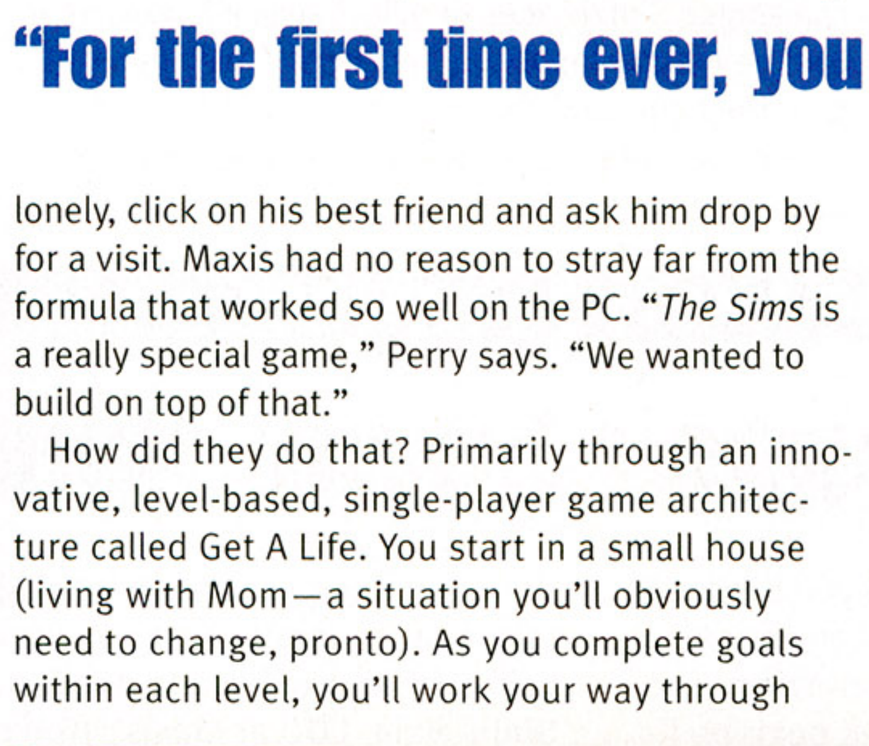
How did they do that? Primarily through an innovative, level-based, single-player game architecture called Get A Life. You start in a small house (living with Mom—a situation you'll obviously need to change, pronto). As you complete goals within each level, you'll work your way through seven progressively bigger houses, making new friends and learning more skills along the way. Eventually, you get to a mansion at the end of the neighborhood, effectively "beating" what was a completely open-ended, limitless environment in the PC version. "For the first time ever," notes Perry, "you can actually win *The Sims*."

"For the first time ever, you can actually win The Sims."

– Maxis Design Director Michael Perry

A seven-level single-player game might seem a bit short, but there's icing and then some. Each time you complete a level, you'll unlock two-player competitive areas, and finishing Get A Life unlocks the original, open-ended *Sims* game of yore. Budding chefs and console control freaks, get ready.

–Jennifer Tsao



The icon above a Sim's head indicates well-being. A green plus sign means the Sim above likes what she's hearing.



Certain characters, like Bella Goth (above) in her signature red dress, come from the original game on PC.

PARDON MY SIMLISH

What the...?





For each new version of *The Sims*, developer Maxis creates new vocal tracks in Simlish, the incomprehensible pseudo-language spoken in the game. The recording sessions work the same way as animated movies. "We do the animations while stand-up comics watch on a screen and act out the voices," explains Maxis COO Sinjin Bain. "But I'll leave it to your interpretation as to what they're actually saying."

"Laughs, thrills, wit and scary monsters. The movie that people were hoping for when they went to see 'Men In Black II.'" – Roger Ebert, CHICAGO SUN-TIMES



COOL VHS EXTRAS...

- Cool additional spider scenes

MONSTER DVD EXTRAS...

- Additional scenes
- Director's original spider short
- Hidden spider trivia
- Cast/Filmmaker commentary
- DVD-ROM games

OWN IT OCTOBER 29 ON DVD AND VIDEO!

WARNER BROS. PICTURES PRESENTS
IN ASSOCIATION WITH VILLAGE ROADSHOW PICTURES AND NPV ENTERTAINMENT AN ELECTRIC ENTERTAINMENT PRODUCTION DAVID ARQUETTE EIGHT LEGGED FREAKS KARI WUHRER SCOTT TERRA DOUG E. DOUG SCARLETT JOHANSSON MUSIC BY JOHN OTTMAN CO-PRODUCER KELLY VAN HORN EDITED BY DAVID J. SIEGEL, A.C.E. PRODUCTION DESIGNER CHARLES BREEN DIRECTOR OF PHOTOGRAPHY JOHN BARTLEY A.S.C., C.S.C. EXECUTIVE PRODUCERS ROLAND EMMERICH PETER WINTHER WILLIAM FAY STORY BY ELLORY ELKAYEM & RANDY KORNFIELD SCREENPLAY BY JESSE ALEXANDER & ELLORY ELKAYEM PRODUCED BY DEAN DEVLIN AND BRUCE BERMAN DIRECTED BY ELLORY ELKAYEM

ELECTRIC

PG-13 PARENTS STRONGLY CAUTIONED
Sci-Fi Violence, Brief Sexuality and Language

Play the Game: www.eightleggedfreaks.com

America Online Keyword: eight legged freaks

© 2002 Warner Home Video

PS2

PREVIEW

The Lord of the Rings: The Two Towers

Publisher:	EA Games
Developer:	Stormfront Studios
Players:	1
Genre:	Action
% Done:	95%
Release:	Oct. 22, 2002
Also On:	None (for now)
Web Address:	lordoftherings.ea.com
The Good:	Perfectly captures the movie's breathtaking battles
The Bad:	No multiplayer mode
And The Ugly:	When Gimli asks Frodo to help him braid his beard



Each character has his own unique strengths. Legolas here has the best long-distance attack, highest agility and the prettiest hair.







If you walk into your local game retailer this fall and ask for *The Lord of the Rings*, the surly know-it-all behind the counter will probably sneer and shoot back, "Which one?" Cringing with embarrassment and confusion, you might head home with some junky, off-brand Frodo substitute. The lords of marketing have conspired to confuse you, but we'll set you straight. This game, EA's *The Two Towers*, is the only title based on New Line Cinema's blockbuster film series. Any other Tolkien-inspired titles you see on the shelves are based solely on the books, not the movies. (To see how those other *LotR* games fared, check out this month's Review Crew. It ain't pretty.) So if you're looking to relive the epic grandeur of the big-screen flicks, look to *The Two Towers*.

Surprisingly, EA decided not to go the obvious fantasy-RPG route with this game. Though chatting up townsfolk in the pub and collecting copper pieces to buy a leather gauntlet might please die-hard fanboys, EA aimed to craft a game that anyone could pick up and enjoy. With that in mind, they extracted the single coolest element of the movie—the giant battles—and made an action game that places you in the thick of them. Since the peace-loving hobbits don't see much combat in the movies, in *The Two Towers*, you control the more badass members of the Fellowship: Aragorn the Ranger, Legolas the Elf and Gimli the Dwarf.

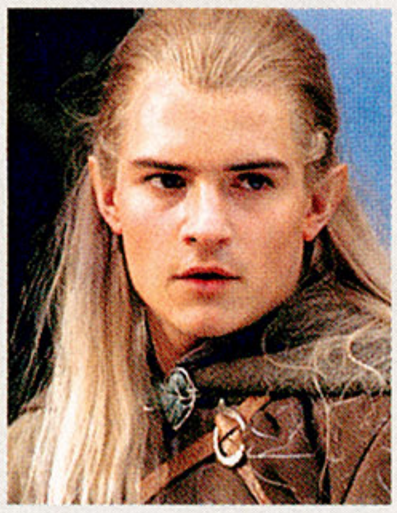
Though it's called *The Two Towers*, the title of the

CHOOSE YOUR FELLOW



ARAGORN

Race: Human
Weapon of Choice: Sword
Style: Well-balanced range and melee attacks
Personality: Loyal, brave and heroic



LEGOLAS

Race: Elf
Weapon of Choice: Bow
Fighting Style: Best at sniping from long distances
Personality: Quiet, reserved and prissy



GIMLI

Race: Dwarf
Weapon of Choice: Ax
Fighting Style: Up-close and personal head-bashing
Personality: Grumpy, dumpy and short

THE ONLY THING THAT CAN STOP THE RACE IS GOOD WEATHER



WHITEOUT



Experience the thrills, spills and sub-arctic chills of authentic snowmobile action. Careen along snow-packed trails in blinding blizzards. Bust big, frosty air with over 30 different tricks. And pray for endless winter storm fronts. It's Whiteout. And it's got racing down cold.

TEEN
T
CONTENT RATED BY ESRB
Strong Lyrics

XBOX

PlayStation 2

PC CD ROM

KONAMI®

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. KONAMI® is a registered trademark of KONAMI CORPORATION. © 2002 KONAMI CORPORATION. All rights reserved.

PS2

PREVIEW



BILBO'S BALLAD

If you ever need a little *LotR*-related pick-me-up, track down a copy of the hit single by Leonard Nimoy (yep, Mr. Spock himself), "The Ballad of Bilbo Baggins." Better yet, track down the music video on the Internet. Your life will be irrevocably altered by the experience, guaranteed.



Amid the chaos of war, Aragorn keeps his cool by singing "Lord of the Rings" to the tune of Ozzy's "Bark at the Moon." Try it!







second movie in New Line's trilogy, the game actually encompasses all of the coolest battles from *The Fellowship of the Ring*, the first movie. That means you'll be protecting the hobbits from Ringwraiths at Weathertop, crackin' skulls in the Mines of Moria and battling the Cave Troll in Balin's Tomb before you even start in on the new stuff. In fact, the very first level of the game takes you back in the timeline even further than you'd expect. We don't want to spoil it, but trust us, it's incredibly cool. By the game's end, you're defending Helm's Deep from Saruman's army of 10,000 Uruk-Hai, which is every bit as dramatic and impressive as you'd imagine.

The gameplay offers a new evolution in the time-tested hack 'n' slash genre. At the outset of every level, you must choose your character, and each option offers different melee and projectile weapons, fighting styles and special moves. You'll need to master their unique strings of combo attacks in order to deliver massive damage to your foes. The game will grade each move and combo that you perform, so at the end of the level, you're awarded experience based on how expertly you fought. You can then spend these points on new attacks and upgraded weapons. Players who want to mix it up can alternate between using Aragorn, Legolas and Gimli. Or, if you have a favorite character, you can choose to use him exclusively. Dedicated gamers who max out all three heroes will unlock a hidden level and secret character.

Visually, the game perfectly matches the grand vision of the film, and all of the characters and locations look exactly like their cinematic counterparts. Some of the stages use very subtle lighting, so the screens you see here might look a little dark. In motion, however, these levels fill with legions of smoothly animated creatures and flickering torches—and the result looks great. An appropriately spectacular soundtrack complements the graphics. All of the background music hails directly from the film's epic, Academy Award-winning score, and all of the main actors have recorded new dialogue exclusively for the game.

To boost *Towers'* replay, developer Stormfront has included an inventive new section of extras that can be unlocked through repeated play. Savvy players can discover behind-the-scenes featurettes on the making of the game, interviews with the actors from the film and exclusive clips from the second movie.

—Shane Bettenhausen

SPOILER ALERT

Hide Your Eyes!



If you're trying to remain a *Two Towers* virgin until the movie's December release, you might want to leave this game on the shelf for now—between every level, you'll be assaulted by fairly sizable snippets of the flick. Of course, if you've read the books, you won't be surprised by the events and might enjoy this sneak preview. It's your call.







MIDWAY

THE ONLY THING LEFT STANDING IS FREEDOM.

FIRE BLADE™

Feel the Roar of War







In the cockpit of Fireblade there is one goal: use whatever means available to annihilate the terrorist cells flaming up around the globe. Battle through 18 Missions in 4 campaigns at the helm of the carrier chopper or the Vendetta attack copter and unleash a barrage of hi-tech deadly weapons. Go turbo, or remain undetected from enemies in stealth mode. To win the war, you've got to end the war. Attack and destroy!

TEEN
T
CONTENT RATED BY ESRB

Blood and Gore
Violence

XBOX

NINTENDO GAMECUBE.

PlayStation®2

Witness the explosive action of Fire Blade firsthand at:
fireblade.midway.com

Fireblade © 2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Fireblade is a trademark of Midway Home Entertainment Inc. Midway claims no copyright to the U.S. government footage of helicopters. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft."

SMASH

The last thing to go through your mind will be your ass.

BURNOUT™ 2

POINT OF IMPACT









HEART RACING. POLICE SIRENS FLASHING BEHIND YOU. HANDS CLENCHING THE WHEEL AS YOU MANEUVER THROUGH THE MOST REALISTIC TRAFFIC SCENARIOS EVER DEVELOPED. EYES WATERING AS YOU WITNESS THE MOST REALISTIC AND HORRIFIC CRASHES EVER SEEN IN A GAME. MUSCLES TENSING AS YOU TRY TO MAINTAIN CONTROL THROUGH 30 OPEN ROAD STAGES. YOU'VE PICKED YOUR CAR FROM AN AUTOMOTIVE ARSENAL OF 14 ALL-NEW VEHICLES. HOPEFULLY, CAR AND DRIVER WILL SURVIVE THE POINT OF IMPACT. OR THE LAST THING TO GO THROUGH YOUR MIND WILL BE YOUR ASS.

EVERYONE

E

CONTENT RATED BY ESRB

Mild Violence

Copyright 1998 - 2002 Criterion Software Limited. Burnout is a registered trademark of Criterion Software. Developed by Criterion Games. www.criteriongames.com. Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

HULK



Criterion GAMES

PlayStation 2

Acclaim®

www.acclaim.com



Take on the cut-throat Yakuza mafia as a top-level cop or spy in **40 INSANE MISSIONS** —double the number of the original hit.



Blast away enemies with new **CAR-MOUNTED ROCKET LAUNCHERS** and blast away friends in **MULTIPLAYER** showdowns.



For even more high-impact action, **DON'T BRAKE FOR PEDESTRIANS.** Now if they get in your way, they're gonna pay.



Drive down the mob in high-speed pursuits, then explore the city at your pace in **EXCLUSIVE FREE ROAM MODE.**

Screenshots taken from PlayStation®2 computer entertainment system gameplay.

ALL-NEW FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM AND NINTENDO GAMECUBE™

Enter to win cool prizes at
GOWRECKLESS.COM

ORIGINAL HIT AVAILABLE ON XBOX™ VIDEO GAME SYSTEM

ACTIVISION®

BUNKASHA GAMES

STEALTH studio

Traveller's Tales

PlayStation.2

NINTENDO GAMECUBE

XBOX

activision.com

© 2001-2002 Bunkasha Publishing Co., Ltd. Portions © 2002 Activision Publishing, Inc. PlayStation®2 game engine © 2002 Traveller's Tales. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark, and Wreckless and Wreckless: The Yakuza Missions are trademarks of Activision, Inc. and its affiliates. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

MORE MISSIONS
MORE MAYHEM
MORE WRECKLESS.

WRECKLESS

The Yakuza Missions™

TEEN
T
Violence
CONTENT RATED BY ESRB

"...smash into pretty much anything you see...get that euphoric feeling that comes rarely in life."
— PSM, October '02

PS2

PREVIEW

Rygar: The Legendary Adventure

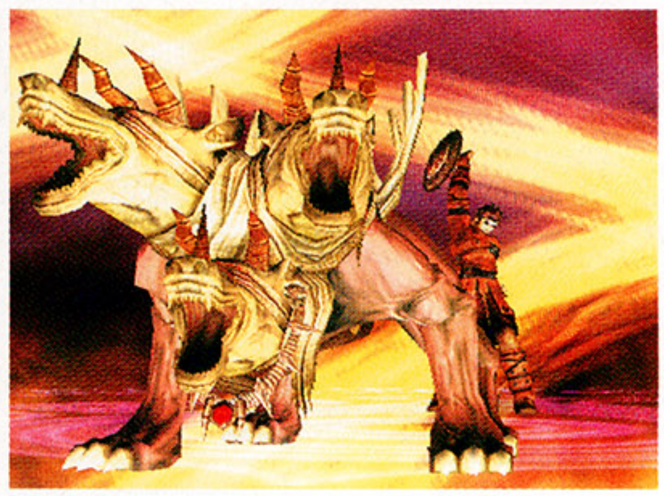
Publisher:	Tecmo
Developer:	Tecmo
Players:	1
Genre:	Action
% Done:	90%
Release:	November 2002
Also On:	None
Web Address:	www.tecmoinc.com

The Good: It's the closest thing to a good 3D *Castlevania* that you'll play anytime soon.

The Bad: People might overlook *Rygar* in favor of *Shinobi*.

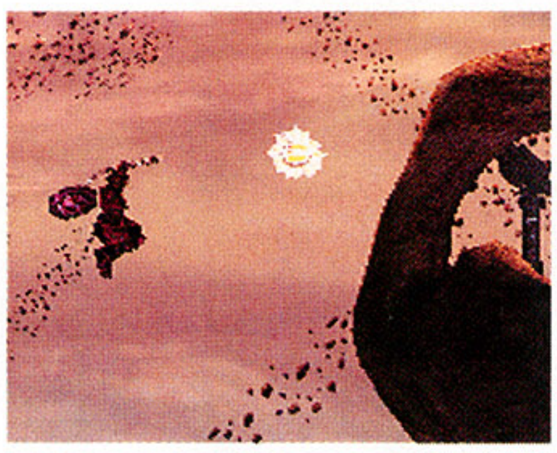
And The Ugly: Catching a Diskarmor, thrown full force, in the teeth.





Rygar has the ability to summon various allies from the netherworld. Wanna bet this three-headed pooch is gonna go fetch a bone?

Here we find our hero, Rygar, showing the Sphinx the best way to do morning stretches and exercises. Rygar's so nice!



Rygar makes like Klonoa, jumping from one floating swing-target to another. How those targets end up all over the world of Argus remains a mystery, but we think the Communists are responsible.

The name Rygar is probably unfamiliar to most gamers. Originally appearing in 1986 in an arcade game, and then in 1987 in a Nintendo Entertainment System episode, Rygar is an action hero cast in the same mold as the Simon Belmonts and Samus Arans of the day—he's just not as famous. Now, with *Shinobi*, *Ninja Gaiden* and other old-school heroes making a comeback, the time seems ripe for Rygar to do the same. "*Rygar* [for PS2] originally started out as a brand-new action game with a completely different character," says producer Satoshi Kanematsu. "But the more we thought about it, the more it made sense to bring Rygar out of retirement and make a new game in the land of Argus."

So, with Tecmo's Grecian hero back in the saddle, what's new in the land that time forgot? Well, in classic gaming style, Rygar must save Princess Harmonia from the barbaric Titans (monsters based on characters from Greek mythology, such as the Cyclops) who swiped her and tore up the kingdom in the process. Situations like this are enough to make a guy go batty. But not Rygar!

Rygar is free to roam about this lavishly detailed world filled with ancient ruins and impressive islands in the sky, searching for items while monsters attack him from all angles. With the help of his trusty Diskarmor (see sidebar), Rygar can mutilate, dismember and decapitate nearly any enemy he comes across. When he's not using it to kick ass, the disc also comes in handy for leveling the local scenery. Giant statues, pillars and buildings of all shapes and sizes come crumbling down when hit enough times. What's the point? Secret treasures, power-ups and artifacts lie in wait, and the only way to find them is to up-end the structures that hide them.

As you're roaming around Argus, getting into fights and hunting for treasure, you'll



The Diskarmor makes any enemy a projectile.

SAY WHAT?

IT'S JUST A NAME



Rygar: The Legendary Adventure **pays homage to the original arcade-game title:** ***Legendary Warrior Rygar*****. And did you know that Rygar's name in Japan is actually Zane? Kind of like Billy Zane (that dude who went berzerk in *Titanic*), minus the Billy. What a fun fact!**

DISKARMOR DISSERTATION

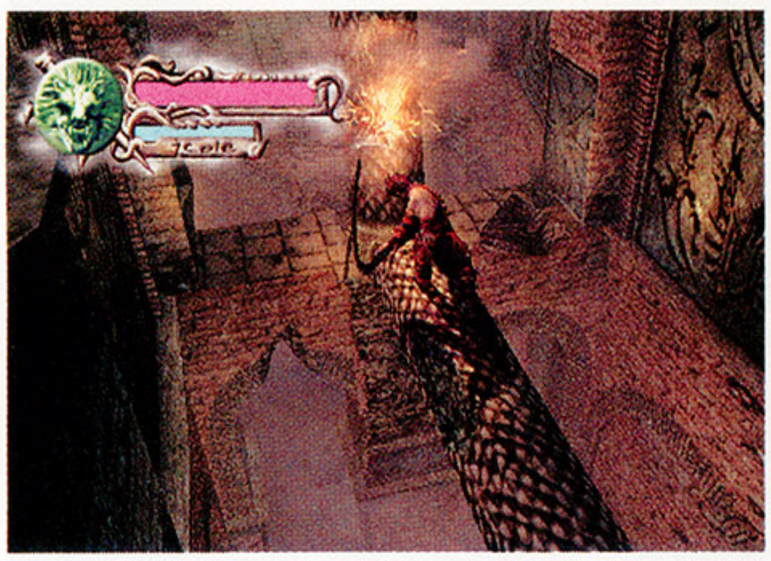


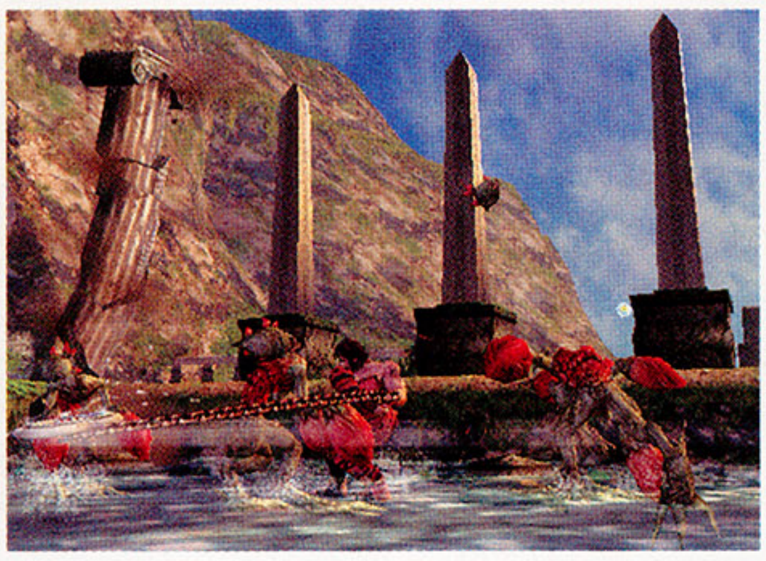
The Diskarmor is Rygar's bread-and-butter. He lives and dies by it, and for good reason—it's ultra versatile. Rapid button-presses result in fast but weak attacks, giving less experienced players a chance at success, but requiring them to do a lot more work than necessary.

Advanced players will learn to grab enemies with the Diskarmor's spikes, and then, using the left analog stick, swing the impaled monsters around, slamming them into other creatures before finally crushing them on the ground. Damn straight.

Each Diskarmor has its own specialty moves. The Dark Diskarmor has a lethal attack called the "Crushing Viper," while the Holy Diskarmor dishes up the "Winter Gale." Mastering these moves makes life easier in the areas where enemies swarm you from all sides—it also makes boss fights mercifully shorter. All told, each Diskarmor has up to 10 unique moves, giving you plenty of attacks to discover.

Of course, the circular Diskarmors double nicely as shields, and, with a simple press of the L1 button, Rygar blocks any attacks that come at him from the front. And as if there wasn't enough to do with Rygar's all-in-wonder tool, various icons strewn about the world of Argus (called lift-targets, swing-targets and hook-targets) allow our hero to access hard-to-reach areas with the greatest of ease. Makes you wanna rush right out to Wal-Mart and buy one, doesn't it?





want to pay attention to your combo meter. For example: If you strike an enemy five times before it dies, you'll get a five-hit combo. Chain combos from one enemy to another and you'll soon start racking up crazy points. Kanematsu tells us that the highest anyone at Tecmo has gotten on the combo meter is in the 900s, so you now have an official goal to beat. Thankfully, though, Rygar isn't completely alone, so he doesn't need to defeat all the monsters himself. Should the going get rough, he can call upon the aid of various demons to savage the opposition in battle.

Though your action-game cravings are likely to be sated with the loads of cool titles coming out this holiday season, we highly recommend a trip to Argus. It's a beautiful place to visit, and Rygar is an accommodating host whose time has most certainly come.

—James "Milkman" Mielke

LET'S CUSTOMIZE



Even if you've found all the Diskarmors in the game, you can still improve their performance by finding rare artifacts known as mystic stones. Hidden throughout the kingdom of Argus are a few dozen of these rocks. Some can be placed on any Diskarmor, while others will work only on certain models. Each stone brings a different benefit; one might raise your attack power while another replenishes your health for each enemy defeated. But they're not easy to find, so you definitely have to earn them.



ATV
Offroad Fury 2

Sony CEA • November 2002 • Also On: None — The first *Offroad Fury* was an awesome game, which is why it's no surprise that *ATV 2* plays exactly the same. Naturally, though, you'll get more tracks, more ATVs and a deeper create-a-rider mode. The best addition? Online play. Now you can hook up to the 'Net and prove how good you are against players around the world.









Capcom Fighting All Stars

Capcom • 2003 • Also On: Arcade — They pummeled Marvel's superheroes. They decimated the cast from SNK. Who's left for Capcom to beat up on? Why, themselves of course! Famous fighters like Ryu and Charlie go up against other Capcom celebrities such as Strider Hiryu and Mike Haggar (from *Final Fight*). Plus, three all-new characters will debut in this upcoming 3D (graphics and gameplay) brawler.



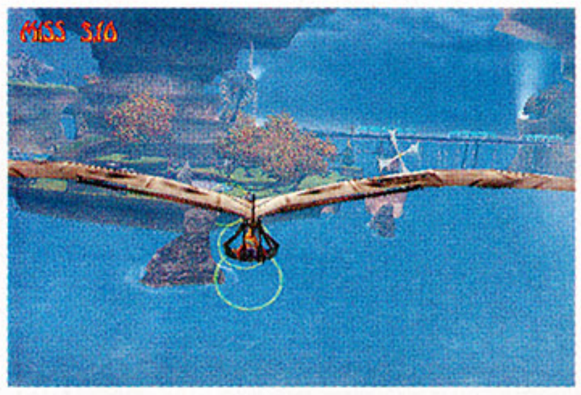


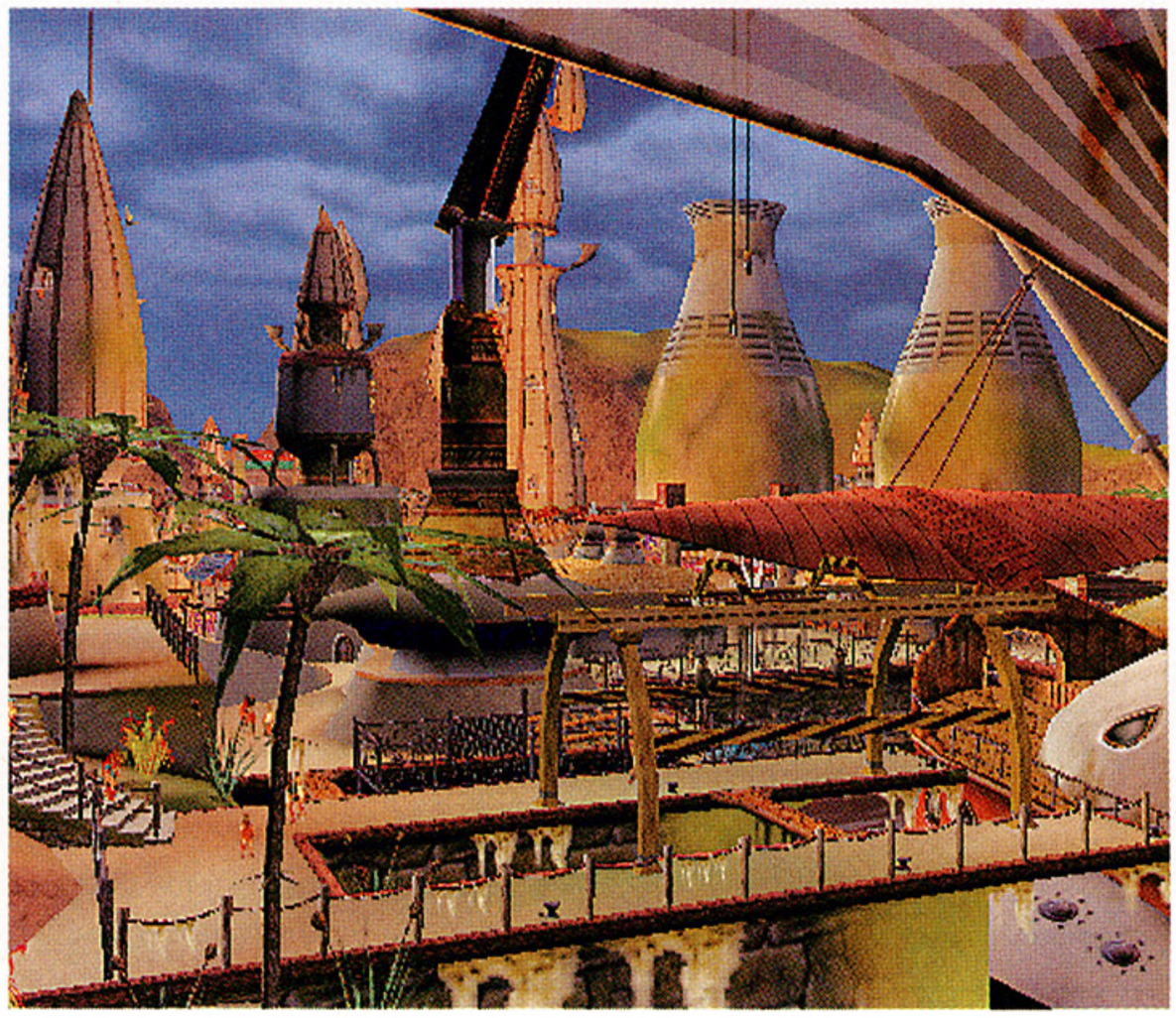


Haven: Call of the King

Midway • November 2002 • Also On: GC, Xbox — Take the sprawling platformer playgrounds of *Jak & Daxter*, place *Zelda*-style puzzle-filled dungeons here and there, add a corn-rowed red-haired hero and you'll have something close to this upcoming action/adventure from Midway.

The cool part about *Haven*, besides your multi-purpose yo-yo-like weapon, is that you can go to anyplace you can see (and you can see quite a lot, just check the big screen to the right)—including other planets in the sky.



Tom Clancy's Ghost Recon



Ubi Soft • December 2002 • Also on: Xbox — In this tactical first-person shooter, you lead a squad of dogfaces into battle. Send commands to each soldier, switch between team members and let the computer handle your other teammates as they provide cover fire. It's up to you, soldier, to go into the Russian territories and defuse a potential powder keg: It's happy hour in Krasnoyarsk and they're running out of vodka. If the Russian countryside is too cold for your tastes, try some desert missions. Just pick your troops, arm them to the teeth and send them out into the field. While the PS2 version lacks the Xbox version's online component, you can still go the split-screen route.

Star Ocean: Till the End of Time



Enix • February 2003 • Also On: None — This futuristic RPG may start on a resort, but it all goes downhill when the hero's parents go missing and are presumed dead. He takes up arms on a quest to find them—or their killer. This interesting storyline is complemented by a versatile battle system that offers more control and action than RPG players are used to—you'll manually run and attack enemies with your party members, trying to score combo hits.















Treasure Planet

Sony CEA • November 2002 • Also On: None — Avast ye, mateys! To coincide with the release of Disney's latest flick comes this platforming adventure. Follow the plot of the movie as pirate-wannabe Jim Hawkins as he searches for the lost treasure of Captain Flint. In addition to your usual run-'n'-jump gameplay, thar be plenty o' sailboardin' across intergalactic landscapes.





XIII

Ubi Soft • Spring 2003 • Also on: Xbox, GC — The deluge of first-person shooters this holiday season (*TimeSplitters 2*, *Turok: Evolution*, *Medal of Honor*, *Ghost Recon*) means future games in the genre will have to work harder to grab gamers' attention. Developer Ubi Soft hopes to have something special with *XIII*. Based on a popular French comic book, the game uses stylish, cartoony graphics, with bubble-lettered words like "BOOM" and "NOOO" that pop up after window smashing or bad-guy bustin', creating a graphic-novel look. The multiplayer side of *XIII* will include teamplay and possibly some online support.







War of the Monsters

Sony CEA • January 2003 • Also On: None — *War of the Monsters*, from developer Incog Inc. (*Twisted Metal: Black*), is a 3D fighting-game spoof on cheesy giant-monster movies like *Godzilla*. Up to four players can battle it out in large cities using characters like Japanese-style robots, giant monsters (duh) and strange alien beings.

The part that impresses us most is the sheer interactivity with the environments. Want to take down your opponent quickly? Grab that building and skewer him with it. Or just throw him up against it for some extra damage. Or maybe grab that passing train and use it as a projectile. Everything you see can be used or destroyed. And the whole thing's got that campy, *Mars Attacks* sci-fi look and feel to it.











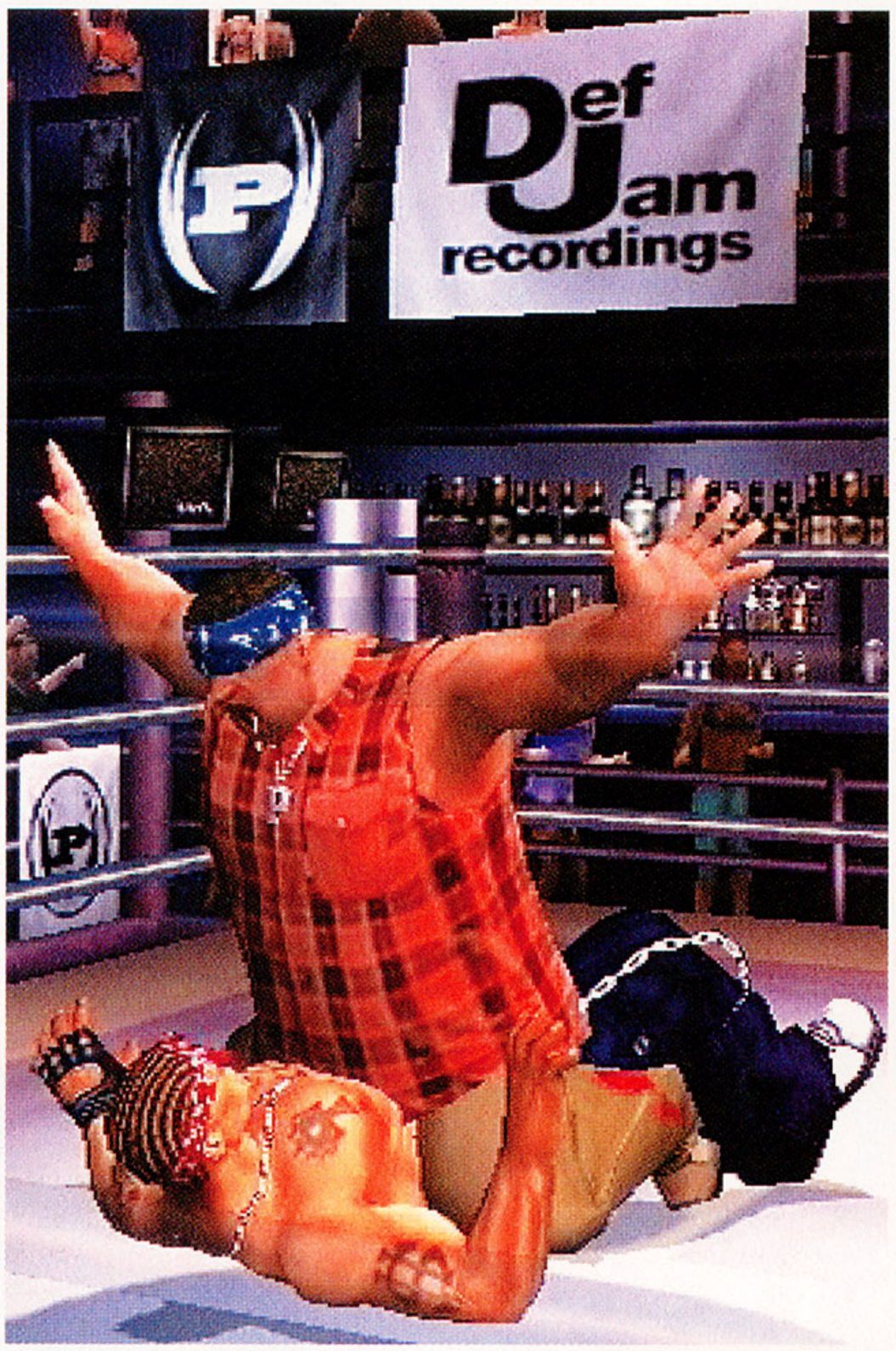


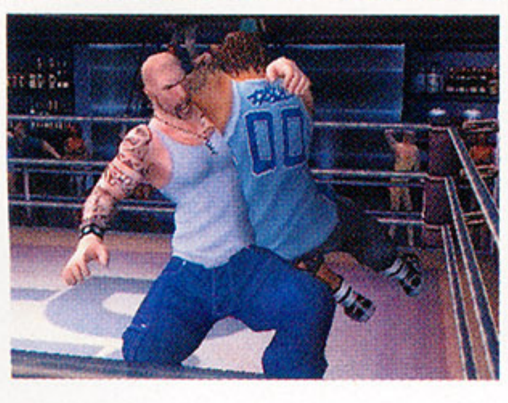
Def Jam Vendetta

EA Big • 2003 • Also On: None — EA and Def Jam Records are thinking something, and it goes a little bit like this: professional wrestling plus hip-hop equals millions of happy punks. To that end, they're hooking up to produce *Def Jam Vendetta*.

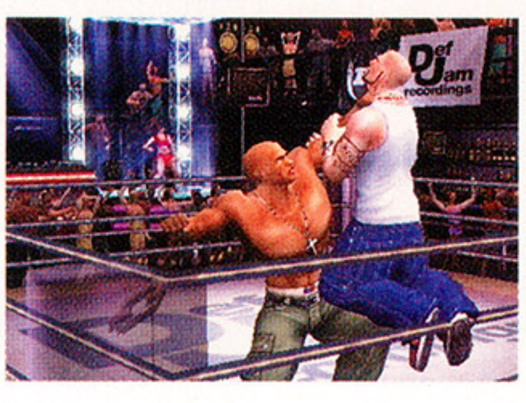
You can imagine the premise, which boils down to beating the collective ass of the Def Jam roster for cash, women, power and fame. The list of artists is exhaustive, including Ghostface Killa, NORE(aga), Method Man, Christina Milian, Ludacris, DMX, WC, Capone, Keith Murray, Scarface and the venerable Funkmaster Flex. You'll take the role of a no-name buster off the street and work your way through the underground-fighting circuits. The Def Jam artists play the roles of boss characters. Sketchy about the fact that it's a wrestling game? Well, the team that made *SSX* is behind this one, so there must be something to it.













PREVIEW

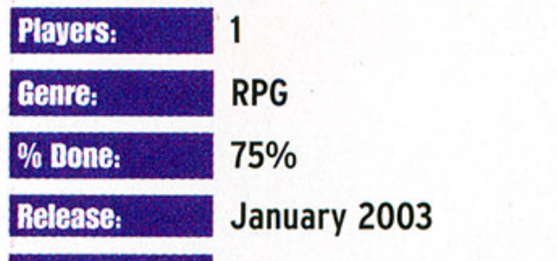
Skies of Arcadia Legends

Publisher:	Sega
Developer:	Overworks
Players:	1
Genre:	RPG
% Done:	75%
Release:	January 2003
Also On:	Dreamcast (kinda)
Web Address:	www.sega.com

The Good: An overlooked RPG classic is getting retrofitted.

The Bad: The battles can get harsh—too many, too slow.

And The Ugly: This game took 45 hours to complete on DC, and they've added stuff. We want our lives back!



SKIES FLIES AGAIN

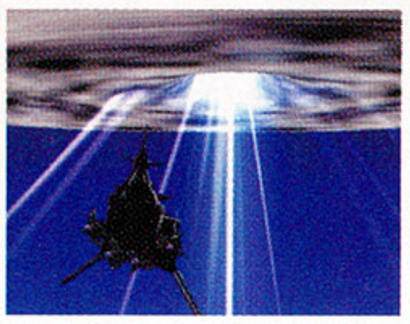
REIMAGINED



As mentioned, *Skies* appeared on Sega's ailing Dreamcast and sailed to the top of the charts, but developer Overworks isn't content to rest on those laurels. For starters, they sped up the somewhat sluggish battle system with new menu shortcuts. Plus, new events and characters like Piastre (pictured) will reveal more of the game's history and tie it to a projected sequel.







Left: "Every time I try to talk to someone it's 'sorry this' and 'forgive me that' and 'I'm not worthy.'"

When *Skies of Arcadia* appeared on the Sega Dreamcast, only the hardest of the hardcore saw it coming. The game hit the system quietly, but ended up being one of the DC's most beloved RPGs. *Skies* refined a classic concept—a large cast of characters struggling against an evil empire—and cloaked it in smooth, stylish visuals and a soaring musical score. Now the game is back on the GameCube with a slew of additions (see sidebar) and is poised to give RPG-starved gamers the type of experience they deserve.

The story starts off simply enough; you're cast as Vyse, a dashing young pirate. While on a treasure run, you rescue a mysterious girl being pursued by a huge battleship, and all the trouble in the world follows you home.



Fortunately, our hero has two fine females to help him out. The mischievous Aika and the wan Fina are by Vyse's side at all times. Like many RPG heroes, Vyse is a player. Unlike many, though, you can actually see why the girls like him—he's whine-free and has his own flying ship. Good thing for the ride, too, as the game's world is made up of floating islands—hence the title. In the skies, you'll encounter other pirates and run afoul of the malevolent agents of the empire.

Skies features two fighting styles. On foot, you'll grapple with enemies in the usual turn-based way, fighting them off in hand-to-hand combat. Special moves and dazzling spells are at your disposal, in addition to the melee attacks you'd expect. While in transit, you'll be presented with ship-to-ship battles that require you to plan ahead to launch devastating attacks. They look sweet, but book some free time—you'll be staring at circling ships 'til you nod off.

A proven success on its native platform, *Skies* should rope in a whole new group of fans on the GameCube.

— Christian Nutt



Above: Check out the tension in this shot. You think Aika and Fina are gonna just let ol' triple-tail have their man?

Disney | SQUARESOFT

KINGDOM HEARTS

An amazing new adventure
from the creators of FINAL FANTASY®



PlayStation 2

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

© 2002 Disney. Tarzan™ Owned by Edgar Rice Burroughs, Inc. and Used by Permission.
Copyright © 2002 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved.
Developed by SQUARESOFT
© 2002 SQUARE CO., LTD. All Rights Reserved. Character designs: © 1997, 1999 Square Co., Ltd.
All Rights Reserved. FINAL FANTASY and the SQUARESOFT logo are registered trademarks of
Square Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer
Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

EVERYONE
E
CONTENT RATED BY ESRB

Violence

RED★FACTION™II

THE PLIGHT OF

GEO-MOD TECHNOLOGY
Red Faction troops circumvent a heavily guarded front gate by creating an entrance of their own in Sopot's military compound.

EXCLUSIVE PHOTOS

THE RED FACTION®

CITY IN FLAMES
A distant shot of Sopot City, capital of the Commonwealth, where a conflict between the Red Faction rebels and the Dictatorship Government has resulted in mass destruction.

RED★FACTION™II

COMMONWEALTH COUP

The Red Faction is using their entire arsenal in the latest attempt to



Aesir Fighter 2.0

FROM THE AIR

The Red Faction customized Aesir is a maneuverable air assault vehicle equipped with optical zoom which allows for precise hits on enemy targets.





Drop Point *5:37am*
Troops assemble at the Sopot Harbor.

SOPOT CITY

CIVILIAN UPRISING

After Sopot's forces withdrew from the main city, several Red Faction rebels raided Harbor Island and desecrated the symbolic statue of the dictator.

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

RED FACTION II

For more up-to-the-minute coverage of the conflict, go to *www.redfaction2.com*

© 2002 THQ Inc. Red Faction,® Geo-Mod™ Technology, Volition, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

BREAKDOWN

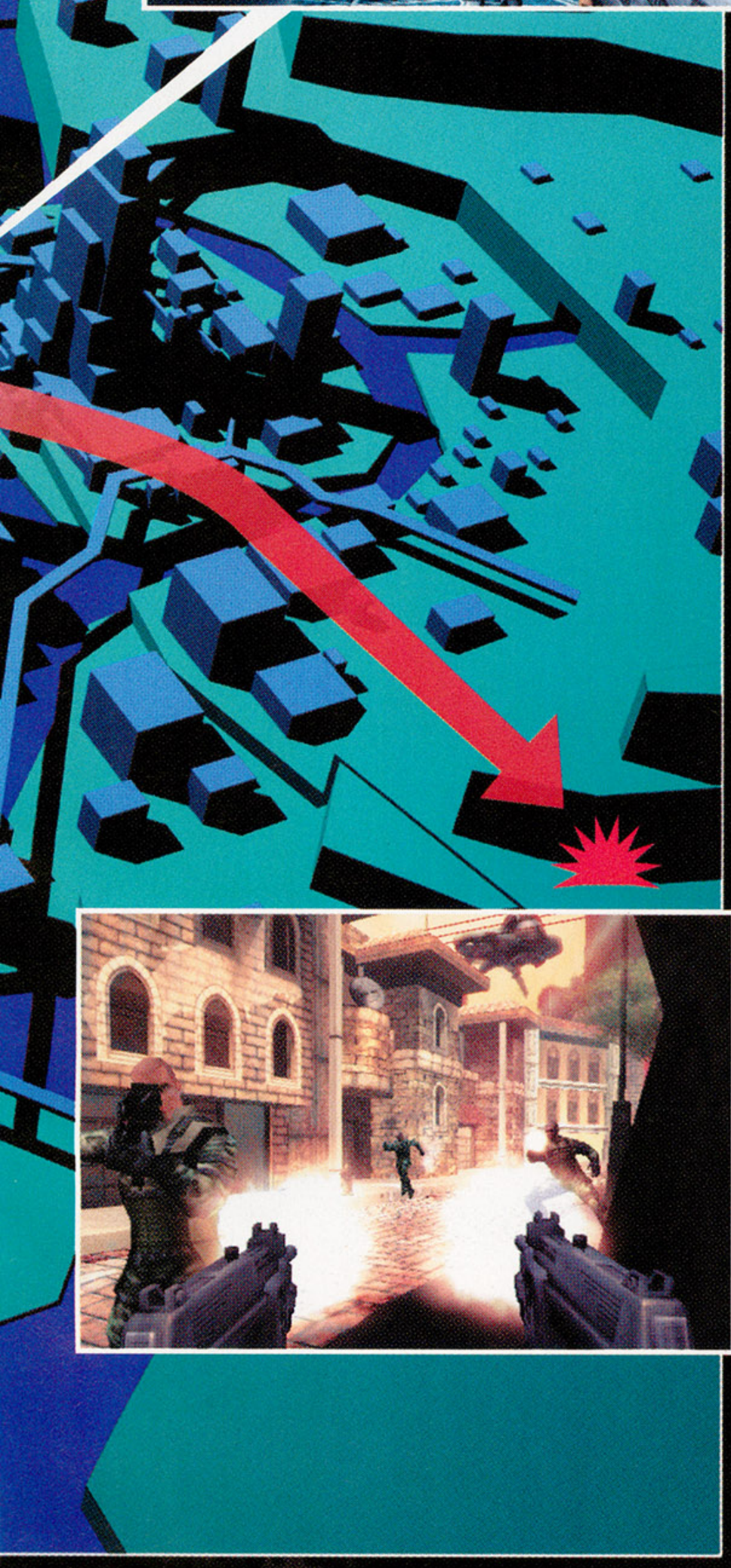
D'ETAT

overthrow the Dictator Sopot.



Public Information Building *6:05am*
Commonwealth Elite Guards attempt to fend off the attacking Faction soldiers.





The Slums *6:22am*
Rebel soldiers continue to fight despite rumors of growing animosity between Faction leaders.

THE REBELS

SUPER SOLDIERS

ALIAS, the best of the Faction Super Soldiers, is shown here in demolition gear.

NGL-8 Nanotech Grenade Launcher

Demolition Charges

Battle Armored Personal Combat System

THE WEAPONRY

These are only a few of the many weapons at the disposal of the Red Faction army.

CMRD-32 MAGNETIC RAIL DRIVER

Fires metal slugs that go through just about any barrier without losing velocity. The targeting scope makes this weapon extremely accurate.

N.I.C.W. - NANOTECH INDIVIDUAL COMBAT WEAPON

Capable of delivering automatic armor-piercing rounds as well as launching grenades.

CAR-72 MILITARY ASSAULT RIFLE

A fully-automatic, high-powered rifle in a lightweight compact frame.

PlayStation®2

volition

THQ®

www.thq.com

FURY 2K3

EVERYONE

E

Violence

CONTENT RATED BY ESRB

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2001. All Rights Reserved. www.sega.com. © 2002 NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2002. All rights reserved. © NHLPA. NHL 2K3 is an Officially Licensed Product of the NHLPA. NHLPA, National Hockey League Players' Association and the NHLPA logo are trademarks of the NHLPA and are used under license by Sega of America, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.™, ® and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. ESPN is a trademark of ESPN, Inc. ESPN branded elements © Disney. Screenshots taken from PlayStation 2.

NHL 2K3



This is hockey like Roenick plays it. Hard-nosed and furious.



It speeds toward you so fast you don't have time to blink.



It sends you into the boards with the force of a wrecking ball.



So get tough or you'll be eating ice.

WREAK HAVOC ON THESE PLATFORMS

NINTENDO GAMECUBE

XBOX

PlayStation.2

SEGA SPORTS

segasports.com

PREVIEW

Resident Evil Ø

Publisher:	Capcom
Developer:	Capcom
Players:	1
Genre:	Survival-Horror
% Done:	80%
Release:	November 2002
Also On:	None
Web Address:	www.capcom.com

The Good: Two simultaneously playable characters shake up the *RE* formula.

The Bad: Still a lot of playing fetch and backtracking.

And The Ugly: Not Rebecca Chambers. Sooooo hot.

LIVE CELLS

REØ Speed Taggin'



Behold, the first second-person shooter on contemporary consoles! Yup, in *REØ* you can control both Rebecca and Billy at the same time, for twice the firepower in those tough-to-breach places. You may need an additional prosthetic hand to play this with ease, but you can move and aim your sidekick with the C-stick while you plug the undead with your selected character. Results are killer: Not only can you double up on zombie damage, but you've also got two moving targets to distract formerly banded bad guys.



When threatened, Rebecca follows one simple rule: Go for the groin.

You found Bravo Team diary.
Pick up Bravo Team diary?
You picked up the Bravo Team Diary.

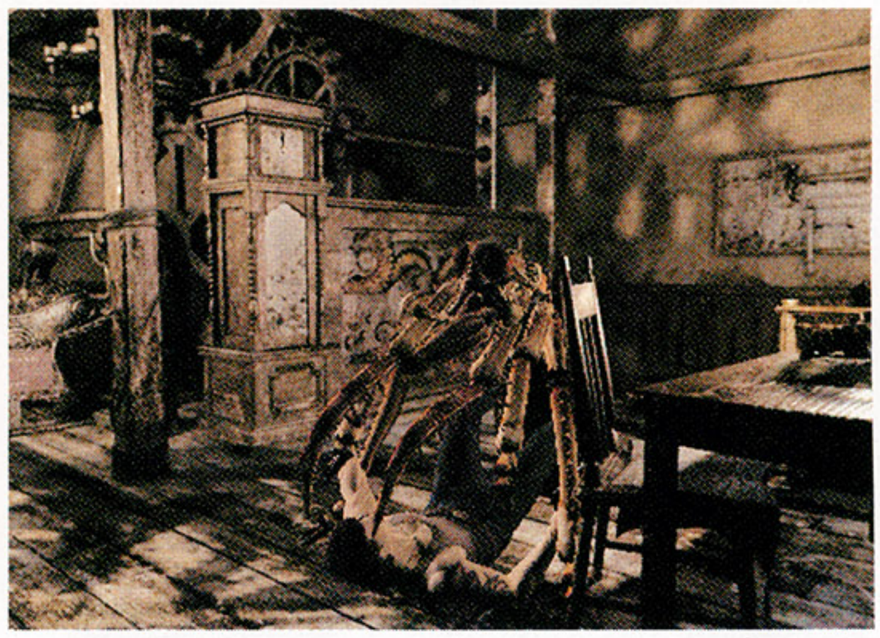
July 23, 1998
9:23 p.m.
It's been an hour since our chopper's engine failure and crash landing in Raccoon Forest. We'd been sent to investigate two bizarre murders in the suburbs of Raccoon City, but right now, it's looking like we might be a little late....

We saw an overturned military police vehicle with several dead guards. Young fox/S.T.A.R.S. member Rebecca Chambers found a file that said they were transporting a criminal named Billy Coen. The captain thinks he killed the guards and fled into the woods, but if you ask me, whatever killed those men ain't human.

10:05 p.m.
The captain had us split up to search for Coen, but I wasn't stayin' out in those freakin' woods alone. I followed Rebecca to an abandoned train. She got on and I was happy to follow her to shelter. Big mistake. The place was lousy with what looked like walking dead men; I'd never seen anything like it. Rebecca went on a rampage, taking down the zombies with a mere handgun. She was going so wild I was afraid to help or show myself—I thought she'd shoot me, too!

(continued on page 128)





You'll find old *RE* locations (like the *RE1* mansion, left) and new enemies (mutant slugs, frogs, and the bug above) in *Ø*.

If you want these games, you're gonna have to pony up a little more than just milk and cookies.



$5 OFF

any video game title or accessory $19.99 and up

© 2002 Best Buy

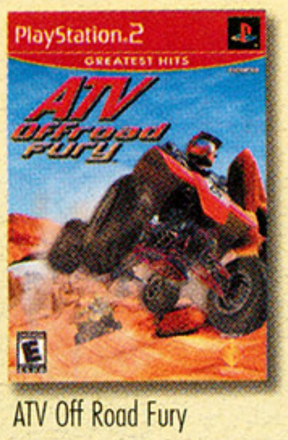
Good only at Best Buy retail stores in the USA. Not good in combination with other coupons or offers. Limit one coupon per title or accessory per customer. Not valid on prior purchases. Valid on in-stock items only; no rainchecks. No dealers. Coupon must be presented at time of purchase. No copies. Coupon value is 1/100 of one cent. Good through 2/1/03.

Cashier Instructions: Scan coupon UPC. Scan qualifying product UPC. Scan all other product(s) being sold. Press "Total." Select "Yes" to apply package pricing. Write "VOID" on the coupon and place in the register coupon media file.

BEST BUY

#4810823

4 00048 10823 0



ATV Off Road Fury



Jak & Daxter





Gran Turismo 3 A-Spec



© 2002 Best Buy

BEST BUY

All the games you're into, and everything to play them on.

Turn On the Fun

BestBuy.com™





You can control both players at once or let the A.I. handle your partner.



(continued from page 126)

10:40 p.m.
Caught my breath for the first time since I boarded the train, just in time to hear Rebecca talking to someone in the next room. It was Billy! Why she agreed to work with him I'll never understand, but they actually make quite a team. He gave her a radio to keep in contact, which is handy. I was following Billy when I heard Rebecca call out for help on her radio. I knew I shouldn't have left her unsupervised in that room full of those parasitic jellyfish things! She escaped relatively unharmed—just put together a green and red herb mixture (she's skilled like that; Billy can't handle that pharmaceutical stuff) and was back to her old self in no time.

11:30 p.m.
The train's moving! Rebecca and Billy went up to the roof to find out why, and I guess something spooked Rebecca—she fell through a hole in the roof and got locked in the galley. But that Billy, he's all right after all. The guy found a dumbwaiter that fed Rebecca's location and sent her down some supplies to help her get out. I was a little tied up with some strangely familiar-looking attack dogs....

12:12 a.m.
Had some impure thoughts when Rebecca picked up that shotgun. Good thing this diary's private.

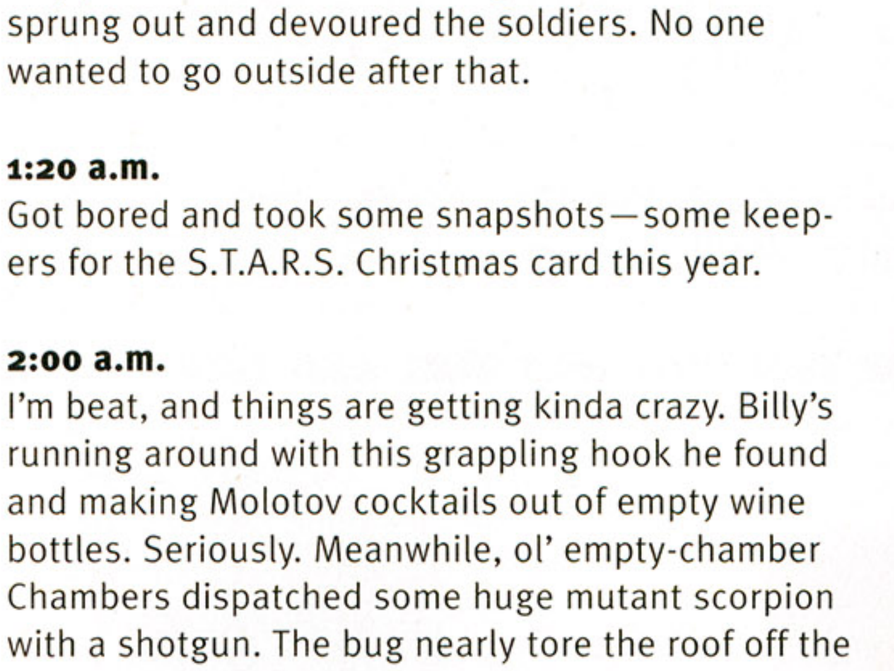
12:45 a.m.
Billy found a briefcase that would only open after Rebecca stuck these two medallions on it. It was the most bizarre locking mechanism I've ever seen. I'm glad I didn't have to figure it out; I'd still be wrestling with the damn thing.

The card inside seemed like our ticket to freedom, but just as we used it to unlock the train's outer door, we heard voices. There were soldiers on the train talking to some scientist about containing a T-virus. I could have sworn one of the voices was a fellow S.T.A.R.S. member, a shady character I've never liked. Then, out of nowhere, a pack of those tiny parasites I've been seeing all over the train sprung out and devoured the soldiers. No one wanted to go outside after that.

1:20 a.m.
Got bored and took some snapshots—some keepers for the S.T.A.R.S. Christmas card this year.

2:00 a.m.
I'm beat, and things are getting kinda crazy. Billy's running around with this grappling hook he found and making Molotov cocktails out of empty wine bottles. Seriously. Meanwhile, ol' empty-chamber Chambers dispatched some huge mutant scorpion with a shotgun. The bug nearly tore the roof off the train. I'm settling in for the night...found a nice quiet corner...zombies gently moaning...lulling me to sleep...nibbling my...leg...?

—Jonathan Dudlak

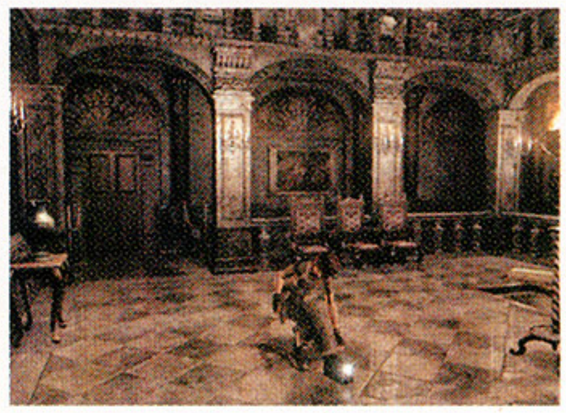


INVENTORIUM

Zero Tolerance



Jill Valentine's huge Backpack O' Storage can't save you here. Now that you can swap items between your dynamic duo, Capcom has tightened down on inventory slots, forcing you to leave all the unnecessary junk behind. You can always pick up a dropped item later; it's not going anywhere. But if you think you'll just be able to lug along that two-slot shotgun *and* standard pistol, plus ammo for each, and still have the space for the inevitable emblem or valve handle, think again, Johnny Pack Mule.



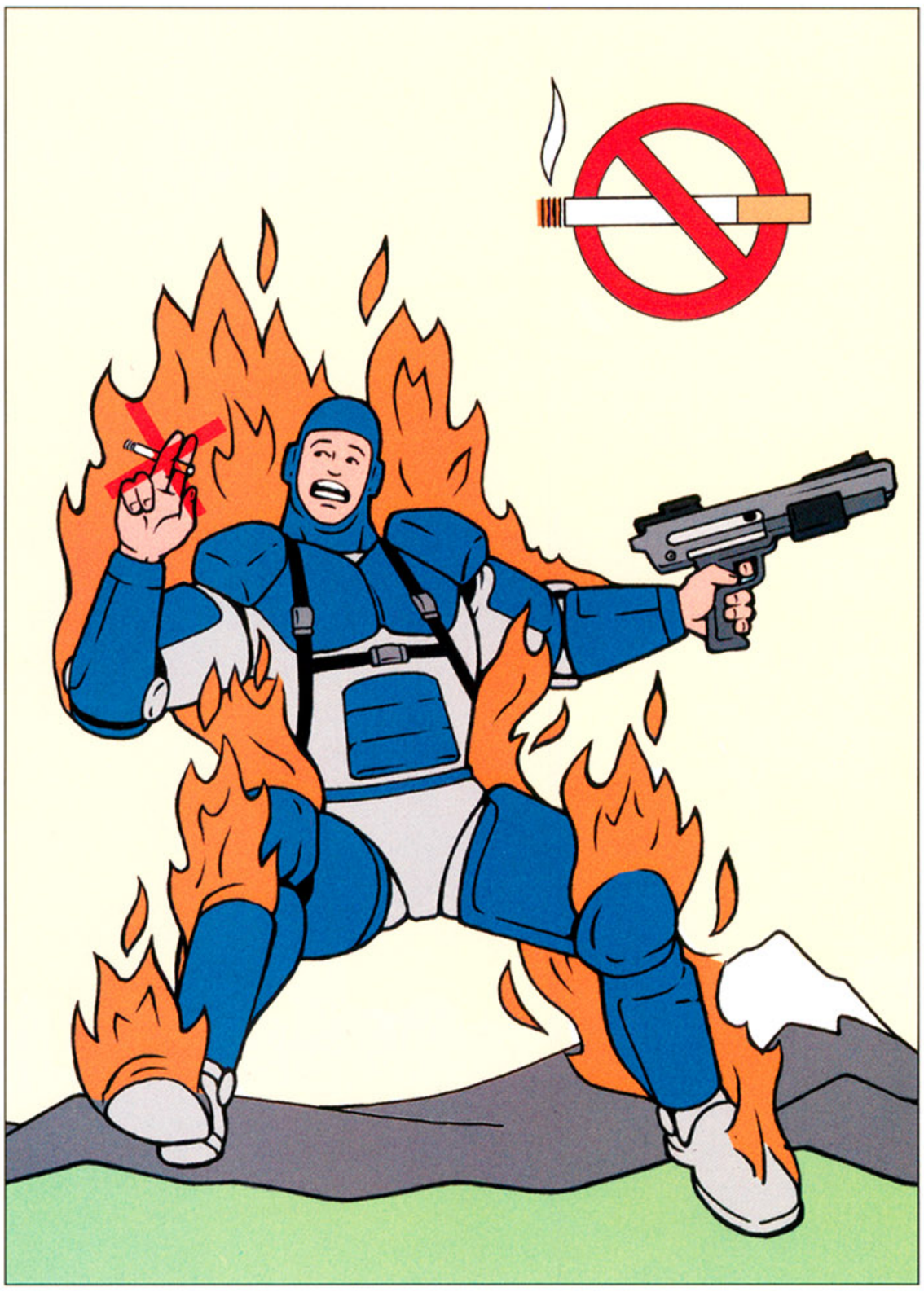
Inventory full? You can *finally* drop items anywhere in *REØ*.



JETPACK 3941

FOR YOUR SAFETY

TRIBES™ AERIAL ASSAULT




RIGHT TURN

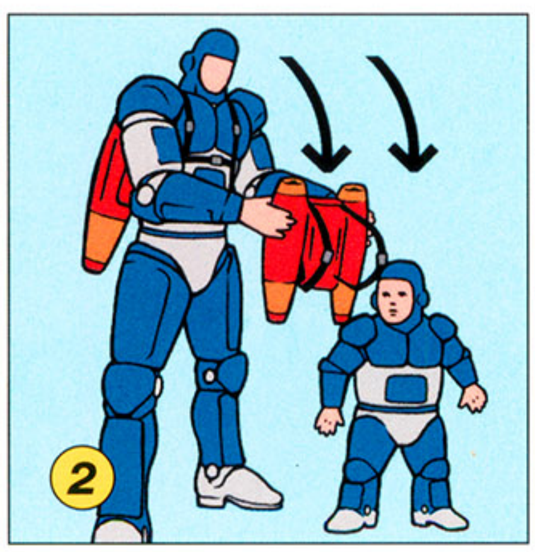

LEFT TURN


STOP

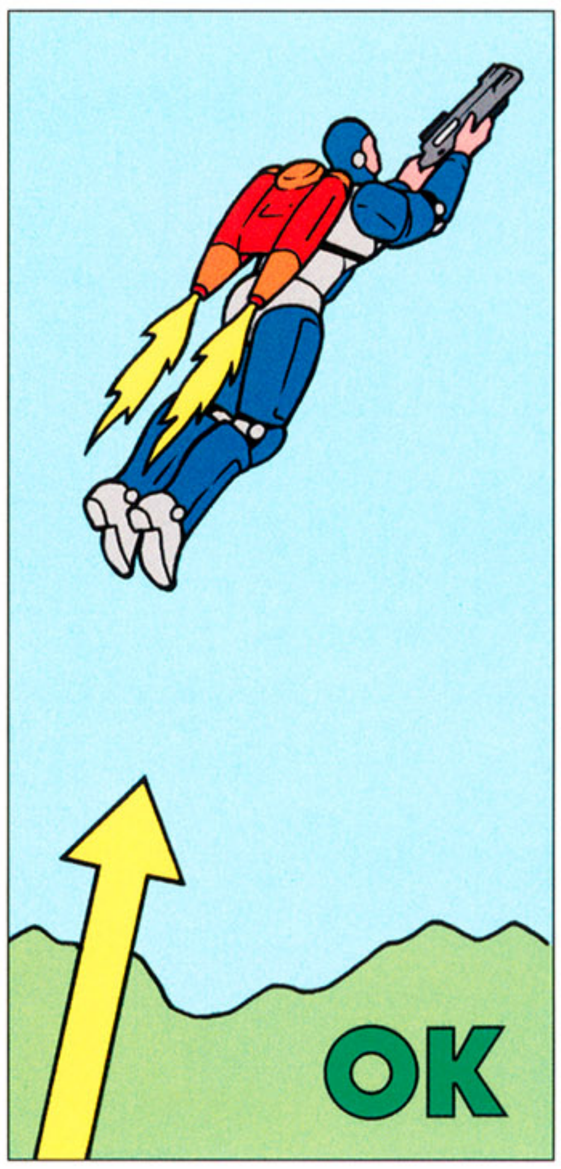

RESTART

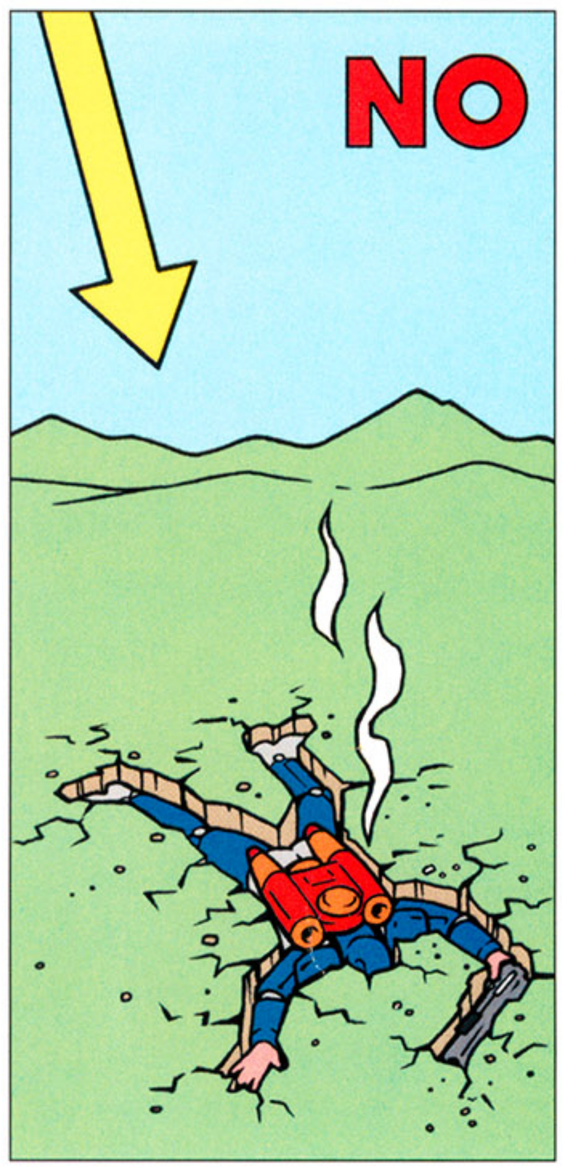
AFFIX OWN JETPACK BEFORE ASSISTING OTHERS





JETPACK CONTROL

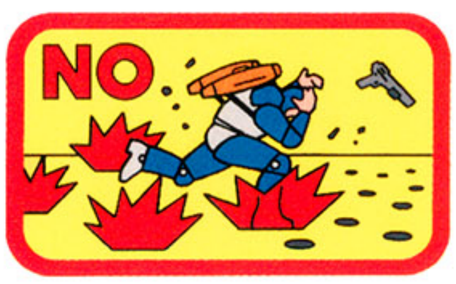


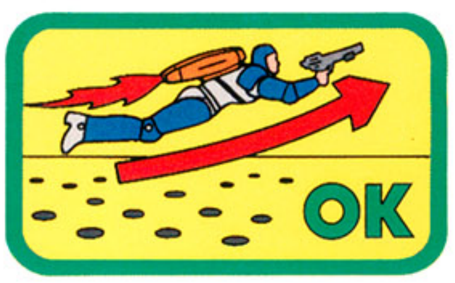


JETPACK CARRY-ONS



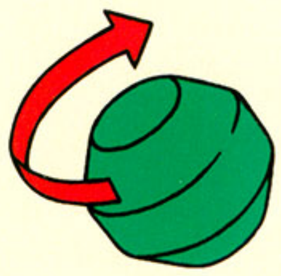
MINEFIELD AVOIDANCE



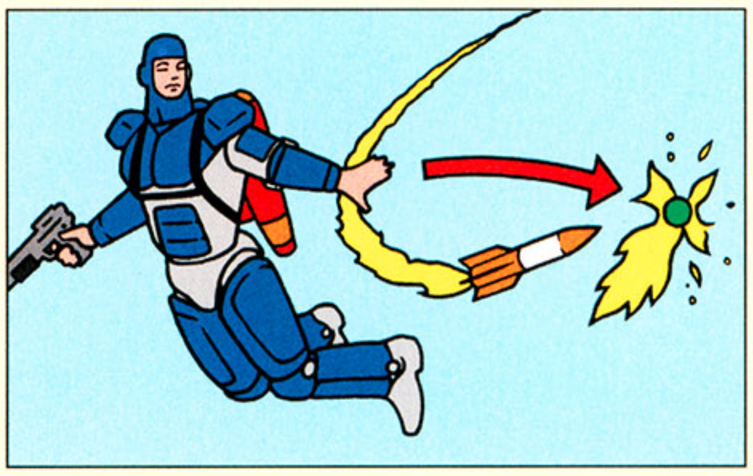


© 2002 Sierra Entertainment, Inc. All rights reserved. Sierra, the Sierra logo, Tribes, and the Tribes logo are trademarks of Sierra Entertainment, Inc.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Developed by Inevitable Entertainment.

IN CASE OF MISSILE LOCK THROW:



FLARE GRENADE



DO NOT THROW:



SHOE



SPITBALL



TANTRUM

OUT OF AMMO



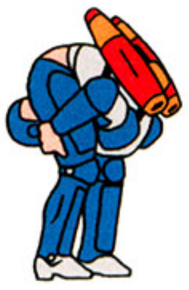
1 READY



2 LEAN



3 BEND



4 KISS ASS GOODBYE

FALLING TO YOUR DEATH



FUTILE FLAPPING

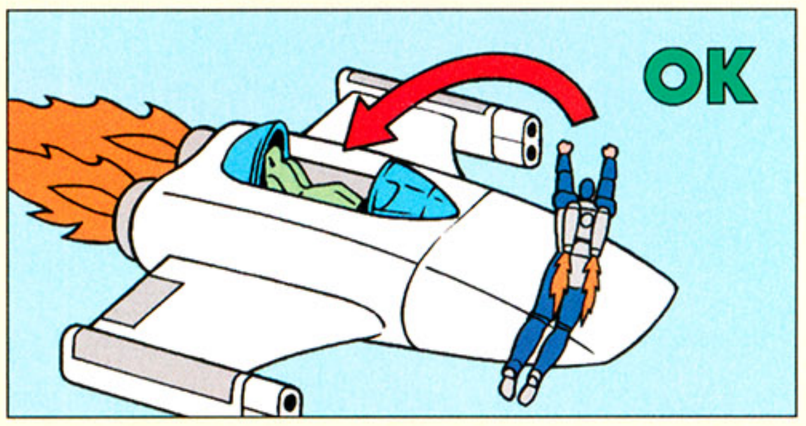


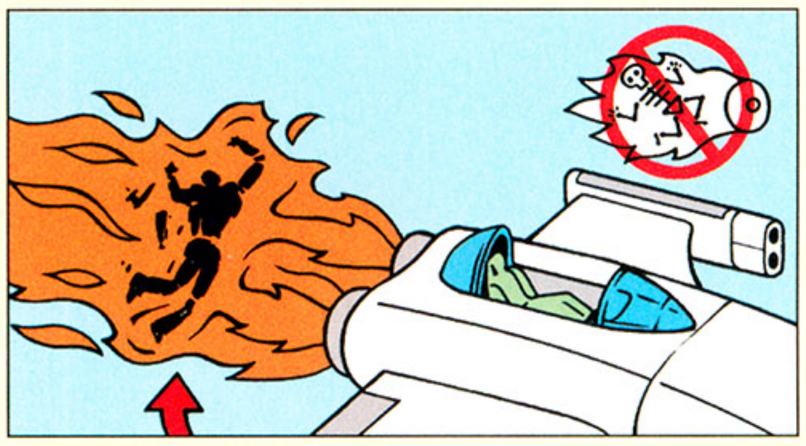
CANNONBALL

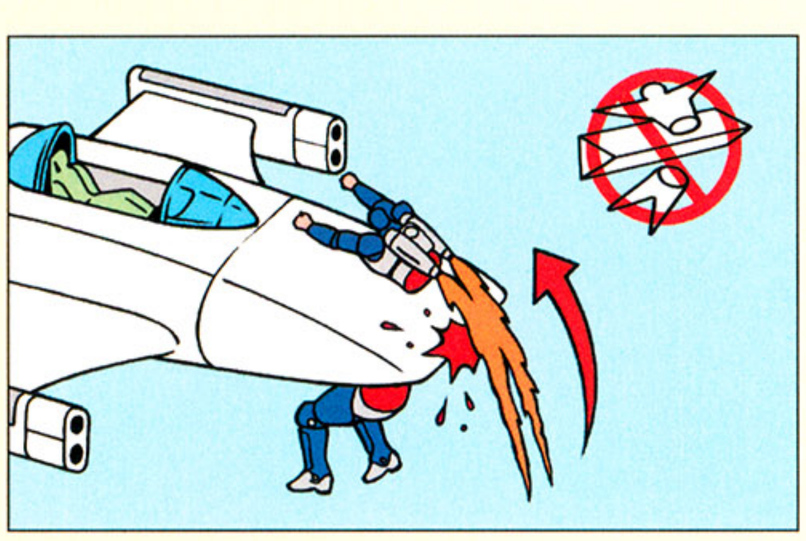


PRAYER

ENTERING TRANSPORT





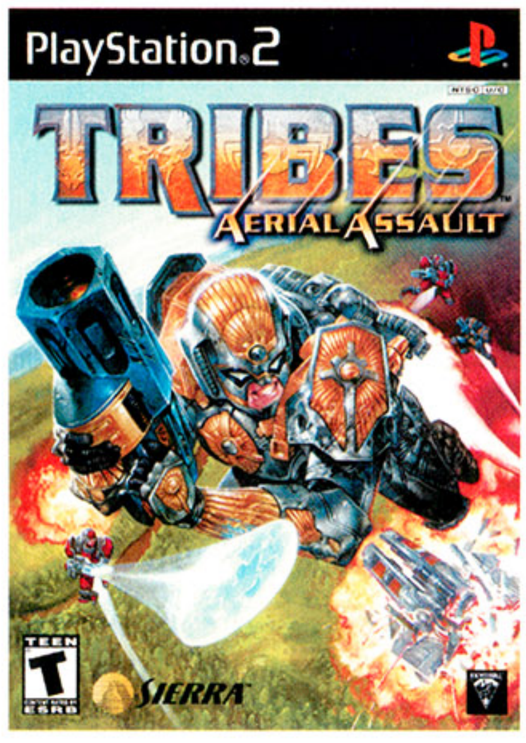


ATTENTION: IF YOU CANNOT PERFORM THESE FUNCTIONS, PROCEED DIRECTLY TO TRIBES.SIERRA.COM FOR A TRIBES VIDEO FEATURING "DOWNFALL."

- DON'T FLY ALONE. PLAY WITH UP TO 16 PEOPLE OVER MODEM OR BROADBAND USING SONY'S NETWORK ADAPTER. SHARE THE PAIN.
- JETPACKS LET YOU TAKE THE CARNAGE AIRBORNE. THE FORECAST CALLS FOR RAIN—OF BLOOD.
- CATCH BIG AIR—AND CATCH THEM UNAWARE—WITH EXTREME SKIING, JETPACK-STYLE.
- CAN'T GET IT UP WITH YOUR JETPACK? JUMP IN A FIGHTER, BOMBER, ARMED TRANSPORT OR GRAVBIKE.







TEEN T Violence — CONTENT RATED BY ESRB

SIERRA™

PlayStation®2

Exclusively for the PlayStation®2 computer entertainment system.

PREVIEW

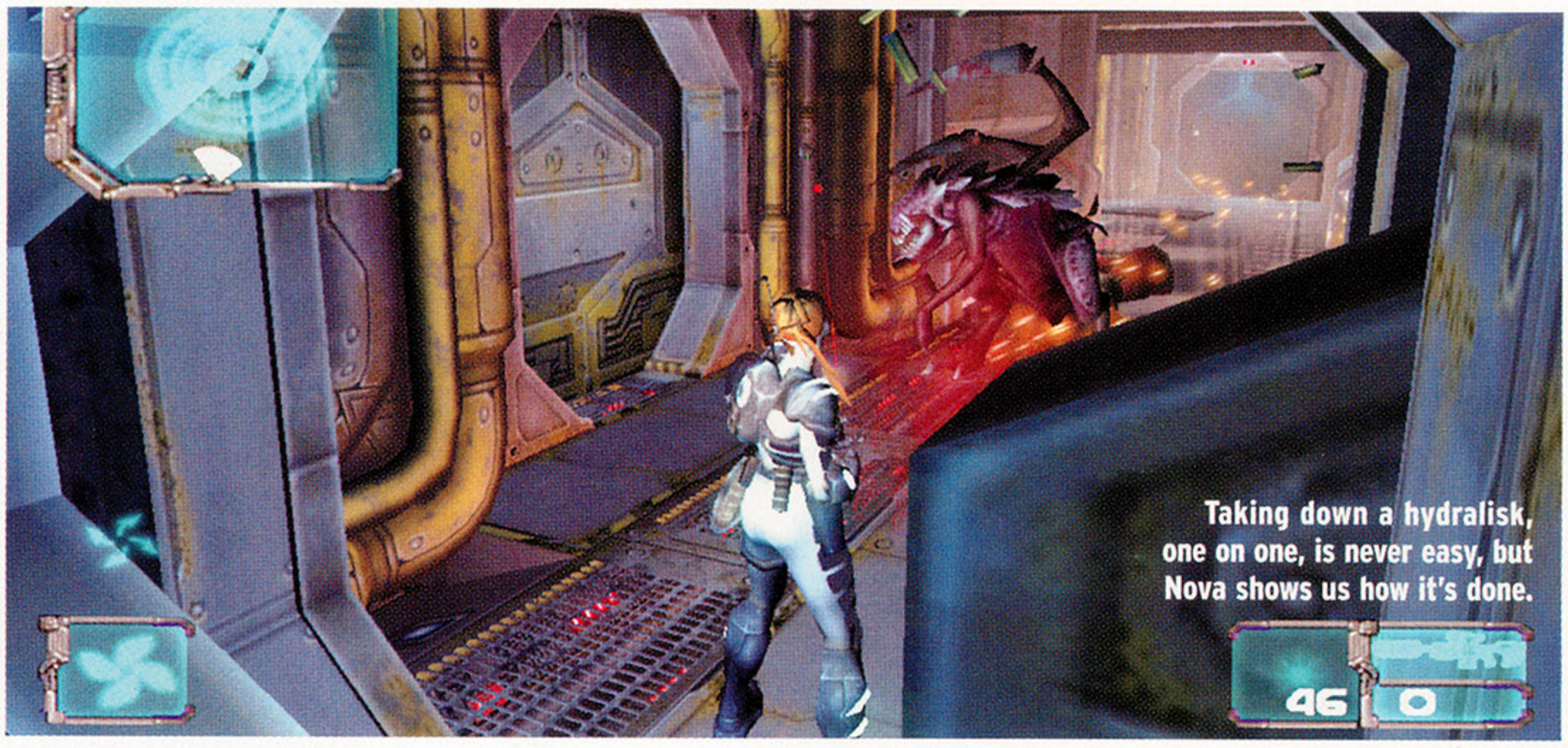
StarCraft: Ghost

Publisher:	Blizzard
Developer:	Nihilistic Software
Players:	1-2
Genre:	Action
% Done:	40%
Release:	Fall 2003
Also On:	PS2, Xbox
Web Address:	www.blizzard.com

Good: *StarCraft* is alive and well on consoles, in a 3D adventure that will make Solid Snake sweat.

The Bad: PC owners are S.O.L. This game is for consoles only.

And The Ugly: Getting chewed to pieces by a Zergling rush. Ouch.

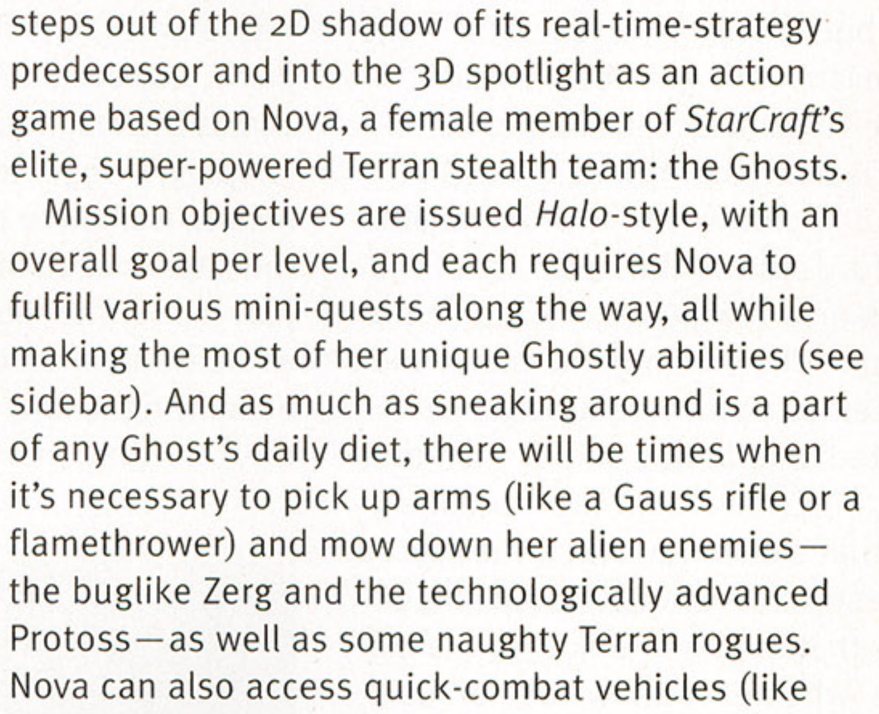


Taking down a hydralisk, one on one, is never easy, but Nova shows us how it's done.

We love stealth-action games like no one's business. *Metal Gear Solid 2: Substance*, *Splinter Cell*, heck, even *Tenchu 3* all set our pants on fire. But it is a competitive genre, and it takes a pretty big deal to make us notice something new. Enter the new big deal—*StarCraft: Ghost*. Set in the wildly popular (on PC) *StarCraft* universe, *Ghost* steps out of the 2D shadow of its real-time-strategy predecessor and into the 3D spotlight as an action game based on Nova, a female member of *StarCraft*'s elite, super-powered Terran stealth team: the Ghosts.

Mission objectives are issued *Halo*-style, with an overall goal per level, and each requires Nova to fulfill various mini-quests along the way, all while making the most of her unique Ghostly abilities (see sidebar). And as much as sneaking around is a part of any Ghost's daily diet, there will be times when it's necessary to pick up arms (like a Gauss rifle or a flamethrower) and mow down her alien enemies—the buglike Zerg and the technologically advanced Protoss—as well as some naughty Terran rogues. Nova can also access quick-combat vehicles (like the Harley-Davidson-esque Vulture) in order to get across dangerously open fields as fast as possible, or a small walking tank (the Goliath) to combat enemy Protoss dragoons. And if that wasn't enough to distance her from the competition, who else besides Nova can radio Terran HQ to send in a fleet of siege tanks or battlecruisers to level enemy bases? Solid Snake only wishes he had that kind of backup.

—James "Milkman" Mielke


Cloak mode does wonders for slipping by Terran marines.

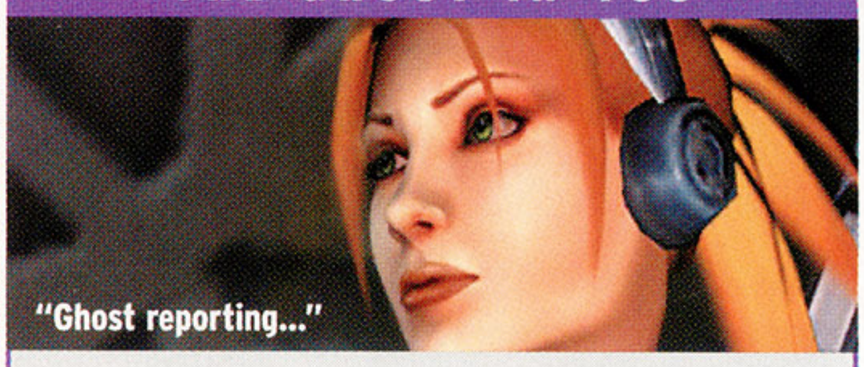
NO BRAINER

Consolation



Blizzard VP Bill Roper had a few words to share about the decision to bring *StarCraft: Ghost* to consoles, considering that all of Blizzard's recent hits (*StarCraft*, *Diablo II*, *WarCraft III*) were developed for PCs. Bill told us, "We have always felt that games should be designed with their target platform firmly in mind. The design for *StarCraft: Ghost* is specifically aimed at the console in many ways—from gameplay to control scheme to meeting the expectations of console gamers. We have no intentions to bring the title to the PC, just as, when we created *WarCraft III*, it was for the PC and was not brought to the consoles."

THE GHOST IN YOU


"Ghost reporting..."

The Ghost unit has many abilities and skills. We dissect a few of the things that Nova can do...and walking through walls isn't one of them. Casper she ain't!


Cloaking

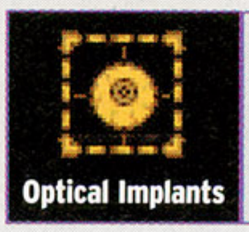
This is Nova's bread-and-butter move. Rendering her invisible will keep you out of harm's way, unless the enemy has a detection unit (observer, overlord, etc.).


Lockdown

This skill allows the ghost to stop mechanical units in their tracks. The downside is that this move is ineffective against the Zerg organic units.


Nukes

Pretty self-explanatory, but impressive nonetheless. When you absolutely, positively have to wipe everything out, calling in a nuke is the only way to go.


Optical Implants

Upgrading Nova's peepers so she can see things from farther away helps her snipe, nuke and prepare for battle better. Binoculars are for suckas.

PREVIEW

Minority Report

Publisher:	Activision
Developer:	Treyarch
Players:	1
Genre:	Action
% Done:	85%
Release:	November 2002
Also On:	PS2, Xbox
Web Address:	www.activision.com
The Good:	Ultra-smooth jetpack combat
The Bad:	No jumping-across-magnetic-cars level
And The Ugly:	The hero's hushed-up drug habit. Just say no, kids!



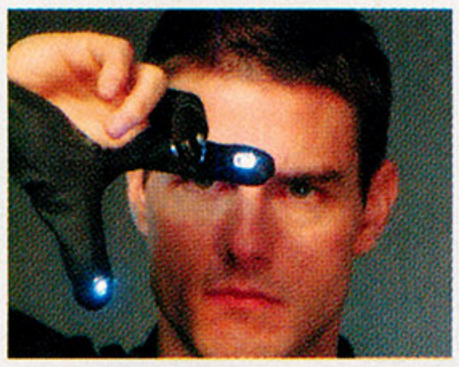




Kicking thugs in a disco might remind you of Dead to Rights, but luckily, MR's hero has mad moves.

CHANGING FACES

CRUISE CONTROL





Since Tom Cruise won't let anyone use his image in a video game, the developers decided to completely rework the character. "Our Anderton is a serious tough guy," explains producer Offerman. "Our hero needed to be perceived as supremely confident, capable and a leader." That meant making him a good six inches taller than Cruise, and giving him a bad-ass blonde crew cut and a serious look.

This past summer, everyone who ran to see *Minority Report* witnessed one of the most thought-provoking summer blockbusters ever made. In fact, the plot twists and logic conundrums had a carload of us *EGM*ers arguing the whole way home from the theater. Converting such a complex, multi-layered flick into an action game might seem like a difficult task, but Activision recruited the right team for the job: Treyarch, the guys behind this year's biggest movie-to-game smash, *Spider-Man*.

Ultimately, they decided that the best way to handle the gargantuan plot was to take some liberties with it. "The story follows the basic arc of the film, but we diverge on a few points," explains producer Alex Offerman. "The villain in the movie didn't really lend himself to a video game plot, so instead we've created a nefarious corporation that is trying to subvert PreCrime." And the storyline's not the only thing that's been reworked—check out the character in these screenshots. "It was important to the licensor that the hero look unmistakably not like Tom Cruise [who never allows use of his likeness]," says Offerman, "so we made him older, with blonde hair and brown eyes." Acquainted with the new Anderton? Good. Now get ready to run, because you've been accused of a murder you have yet to commit.

The game chronicles John's quest to clear his name, and that journey leads him across more than 15 levels peopled by PreCrime officers determined to bring you to justice. Luckily, this John Anderton gets a lot more physical than Tom Cruise's version. You've got a brutal arsenal of punches, kicks, combos and grapples at your disposal. Treyarch developed a new collision system that allows you to knock enemies down stairwells, over railings and even through breakable objects—all with realistic "rag-doll" physics. If fisticuffs aren't cutting it, you can grab the weapons dropped by the cops, including a full lineup of conventional guns, vomit-inducing Sick Sticks and those neat concussion-grenade launchers from the movie. Several stages also allow you to rocket around using a jetpack, just like in the film.



One part of the flick that didn't make it into the game, however, is the scene in which Anderton leaps across the magnetic cars. "We had plans for the car-jumping/*Frogger* level," says Offerman, "but ultimately, we had to pick and choose, and we felt that the jetpack sequence would offer a really cool gameplay mode with more replayability value." As much as we wanted to hop across futuristic Lexuses, he's actually right—the jetpack adds a great dimension to the gameplay, making it a worthy tradeoff.

– Shane Bettenhausen

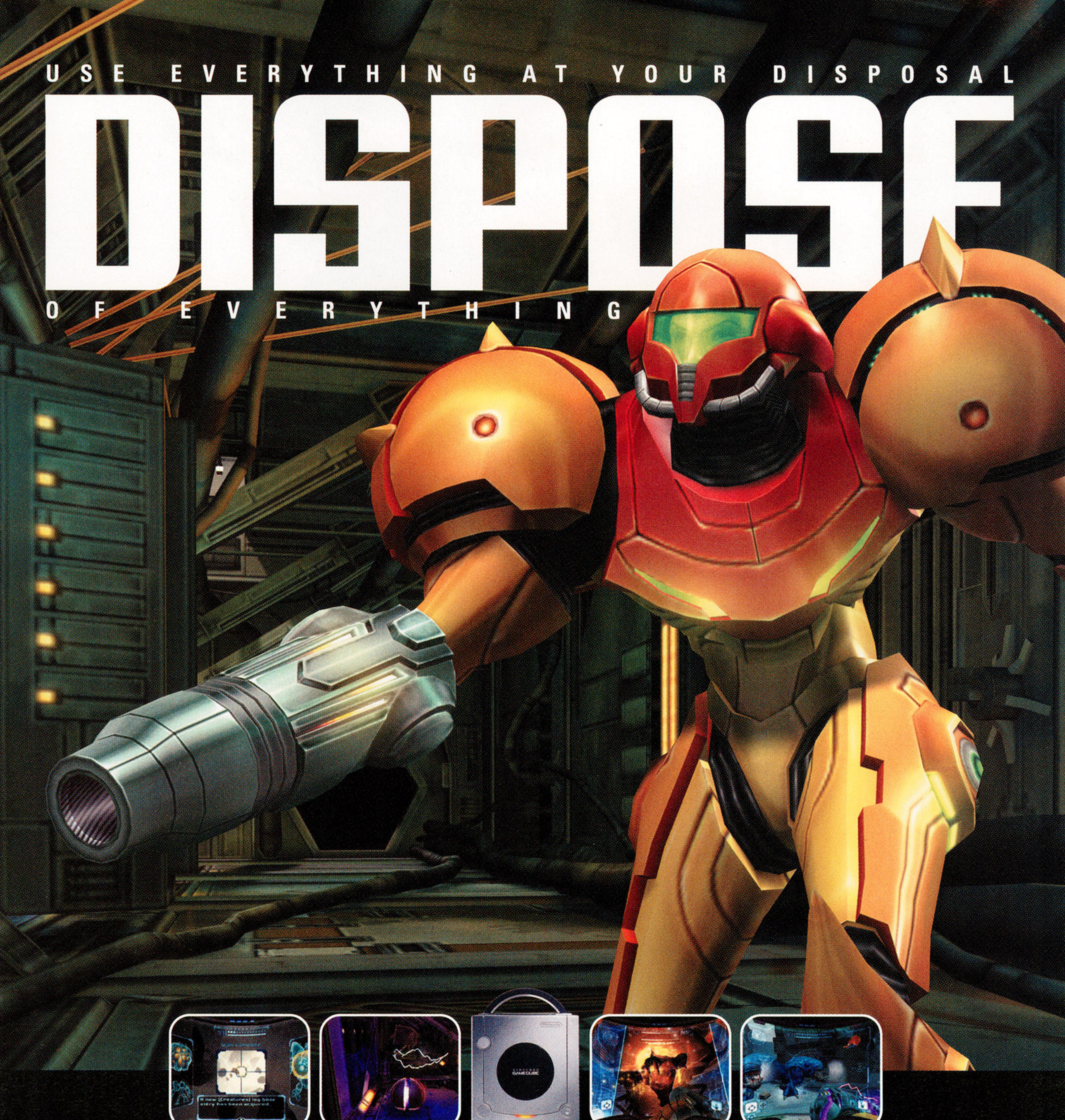


Treyarch estimates that average players will need at least 20 hours to complete the game, and they promise some cool unlockables for replaying the harder difficulty settings.

USE EVERYTHING AT YOUR DISPOSAL

DISPOSE

OF EVERYTHING



The four-mode visor. The morph ball. The freeze beam. The wave beam.

METROID® PRIME

Evil must be exterminated. But first it must be found.

TEEN
T
CONTENT RATED BY ESRB

Violence

© 2002 Nintendo. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2002 Nintendo. www.metroid.com



Can you see the 300,000 Nazis, 600 Panzer tanks and 29 batteries of artillery in this picture?

Neither could they.

1944: The Long Road to Berlin

Jun. 6: D-Day

Since dropping behind enemy lines 3,000 ft. above Normandy, France, your efforts have pushed the Nazis deep into the Ardennes forest.

Dec. 16: The Battle of the Bulge

During the worst blizzard in war history, Hitler's greatest gamble begins on a 90 mile loosely held Allied front.

Dec. 24: The Ardennes Forest

Hold the Allied line until a break in the weather allows American and British forces to begin bombing again.







Jan. 12, 1945: Nazi Berlin

Strike the heart of the Axis war machine. Join the fight. Play Medal of Honor Allied Assault™ Spearhead. 15 new weapons. Multi-player action. Help crush the Nazis once and for all. *moh.ea.com*

Medal of Honor Allied Assault™ Spearhead. You Don't Play. You Volunteer.™



MEDAL OF HONOR
ALLIED ASSAULT™
SPEARHEAD



eagames.com

©2002 Electronic Arts Inc. Electronic Arts, EA GAMES, the EA GAMES logo, You Don't Play, You Volunteer, and Medal of Honor Allied Assault are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. Medal of Honor is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products. All rights reserved. GameSpy and the "Powered by GameSpy" design are trademarks of Game Spy Industries, Inc. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

EVERY NATION HAS ITS FLAG.

NASCAR® Dirt to DAYTONA® is a white-knuckle thrill ride that rips through four different intense NASCAR® series. Slide around dirt tracks on the edge of your seat, pull a few G's in a Modified, trade paint with other trucks and discover just how far 750 horses and a steering wheel can take you in the NASCAR® Cup Series. So strap on your helmet for the ultimate racing experience. And remember to salute the flag on your way to victory.

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation.2

NINTENDO GAMECUBE

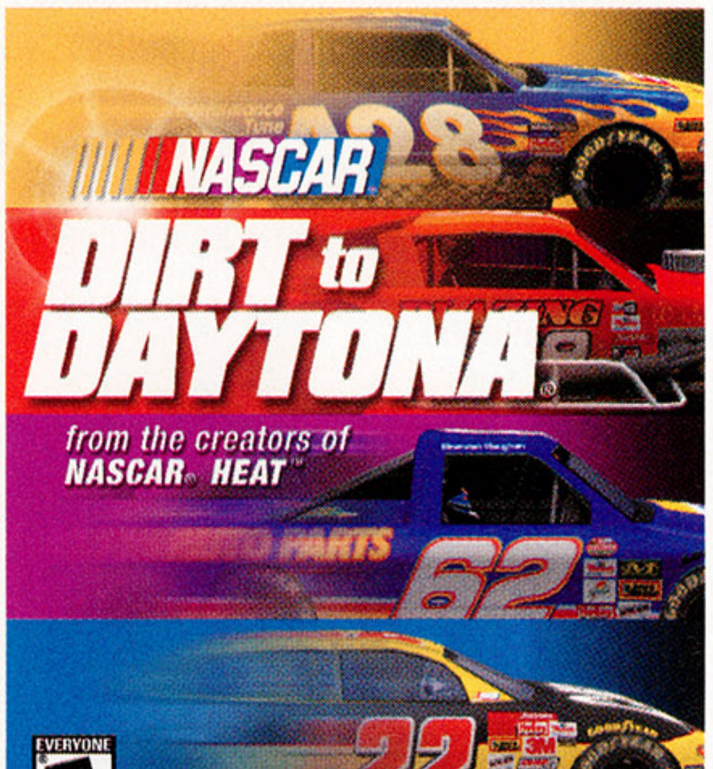
INFOGRAMES™

© 2002 Infogrames, Inc. All Rights Reserved. NASCAR ® is a registered trademark of the National Association for Stock Car Auto Racing, Inc.; TM, ®, and the Nintendo, GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. CAT and Caterpillar are registered trademarks of Caterpillar Inc. © Caterpillar 2000 The trademarks of "Bill Davis Racing" and the number 22 are licensed under the permission of Caterpillar. Ward Burton's likeness and signature are licensed under permission of TSII. Winston-Salem, NC; John Andretti ~ Officially licensed by Petty Marketing Company, L.L.C. "the General Mills Trademarks used under license." DAYTONA ® is used under license from International Speedway Corporation.








NASCAR
DIRT to DAYTONA
from the creators of
NASCAR® HEAT™
EVERYONE
E
INFOGRAMES







PREVIEW

Tom Clancy's Splinter Cell

Publisher:	Ubi Soft
Developer:	Ubi Soft Montreal
Players:	1
Genre:	Stealth-Action
% Done:	95%
Release:	November 2002
Also On:	PS2, GC (next year)
Web Address:	www.splintercell.com
The Good:	Realistic lights and shadows
The Bad:	Online feature won't be ready until 2003
And The Ugly:	Failing your mission and watching terrorists triumph



Earlier this year, Tom Clancy's overactive paranoia destroyed Baltimore in the summer blockbuster *The Sum of All Fears*. Now, he's sending gamers out to Azerbaijan to fight terrorists in *Splinter Cell*, a stealth-action game that rivals big-budget Hollywood flicks in terms of scope and production. But don't look for big names like Morgan Freeman or Ben Affleck to pop up in this latest adventure. The buzz around *Splinter Cell* has less to do with movie stars and everything to do with how incredibly sweet the game looks—although it's practically impossible to check out these *Splinter Cell* screens and not think about a certain other sneaking, peeking, kill-from-the-shadows action title by the name of *Metal Gear Solid 2*. Both games put you in the rubber jumpsuit of a seasoned covert operative and send you off to hostile reaches of the world, alone and packing all sorts of heat. But whereas *MGS2* told a sprawling meta-tale of shadow governments and super villains, *Splinter Cell* sticks to real-life locales and probable geopolitical tensions. This is, after all, a Tom Clancy game.

Though *Splinter Cell* looks uncomfortably similar to *MGS2* on the surface, the game plays and feels completely fresh, thanks to its many genre innovations. Armed with an almost-done copy of the game this month, we give you five reasons why *Splinter Cell* is one mission worth taking this holiday season.

Sam Fisher, master of the Heimlich Maneuver

It's getting hot in herrrre. But keep those tights on, Sam.

LIVE CELLS

Splinter Cell Online



The good news is that *Splinter Cell* is Xbox Live-compatible, meaning you'll be able to download new content to extend your covert tour of duty. The bad news is that Ubi Soft won't have the goods ready until at least spring of 2003. The developers are still up in the air about what exactly will make the online cut next year, but they've hinted at new levels, weapons, gadgets and bosses. You'll snag the extra goodies off Microsoft's Xbox Live network, then store them away safely on your Xbox hard drive. Unfortunately, *SC* won't have a true head-to-head deathmatch mode. Imagine the possibilities, eh?



TOM CLANCY

Although he started out as an insurance broker in Maryland, Tom Clancy has become the most popular military novelist of our time. Just look at his smug mug. Nothing but peace in his heart.

Reason #1: *Splinter Cell*'s story unfolds like a Tom Clancy novel. The game stars Sam Fisher, a lone, middle-aged operative—someone referred to as a "splinter cell"—who functions under the watchful eye of the National Security Agency's Third Echelon black-ops division. Fisher may not sport a rugged mullet or have a manly, perverse codename like Solid Snake, but he embodies the same quiet, cutthroat efficiency we love in our action heroes, and he's even got a touch of down-to-earth humility that's rare among the breed. His first sortie takes him out to Eastern Europe, where he investigates the disappearance of two fellow agents. Typical of a Clancy novel, the action in *Splinter Cell* spans four different countries.



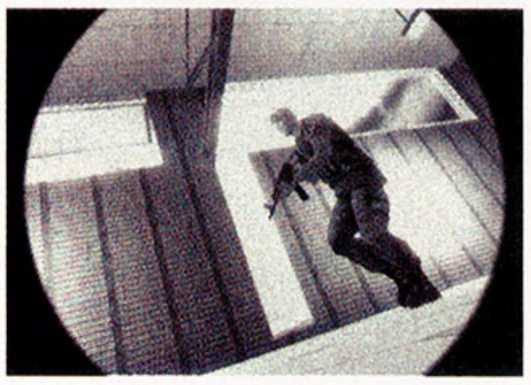
George Clooney, eat yer sexy, stubbly-faced heart out.



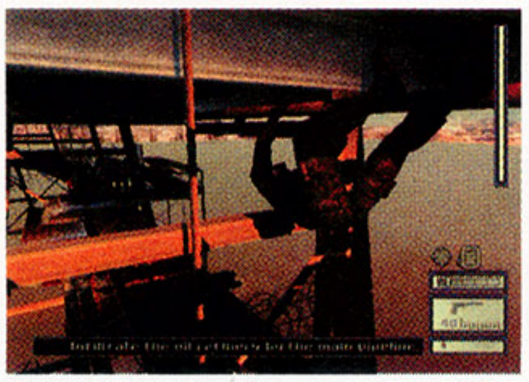
You'll never tire of seeing your own shadow in the pale moonlight.

Reason #2: Not only are *Splinter Cell*'s graphics awesome to behold, they're also an integral part of the gameplay. Notice the complex network of light sources and shadows in these screenshots—admire how they fall, elongate, warp and curve naturally around objects, people and backgrounds. These real-time shadows provide plenty of ambience for the already detailed and cluttered environments. More importantly, though, shadows can betray your hiding spot just as easily as they can help you spot enemies around well-lit corners. Keep your eye on the "light meter" that tells you with scientific certainty how concealed you really are. Like some high-tech ninja, you'll learn to use the cover of darkness.

Reason #3: You like toys? *Splinter Cell*'s collection of experimental gadgets makes The Sharper Image look like the poor man's Sears catalog. On the stealth tip, Fisher's equipped with an assortment of infrared and thermal goggles, as well as fiber-optic and deployable reconnaissance cameras. In other words, you've got plenty of ways to set up shop and spy on tango while you lay low in the dark. Fisher's standard weapons come in the cold-steel form of an F2000 assault rifle or the lightweight 5.7mm pistol, both of which feature handy noise suppressors. Finally, Fisher never leaves home without his land-warrior PDA Palm device, excellent for all his espionage needs. Ultimately, it's up to you to decide when and how you use your gadgets.



Trust us, www.peeping-toms.com has nothing on *Splinter Cell*.



Fisher can hang, shimmy and wrap his legs around poles galore.

Reason #4: *Splinter Cell* teaches the stealth-action genre new tricks. Sam Fisher might be graying around the temples, but he's got a few moves even ol' Snake could benefit from. The name of the game is stealth and Fisher has plenty of ways to stalk his prey; moving around while crouching helps you stay silent and out of sight (the slower you move, the quieter you are). And, unlike in *MGS2*, jumping is an important part of *Splinter Cell*. For instance, Fisher can double-jump off walls to reach a higher ledge, then shimmy across to an opening and pull himself up. In the right place, at the right time, he can even bust out a Jet Li-style split jump to climb up narrow hallways, in position to pounce on unsuspecting guards below.

Reason #5: Last but not least, *Splinter Cell* has intelligent enemies. No, that doesn't mean they're interested in discussing the finer points of Derrida's essays in *Responses to Questions on the Avant-Garde*, but they are enthusiastic about shooting you in the face. Like you, guards rely on sight and sound to do their job. Shoot out the lights, turn on the infrared goggles and watch them creep around in the dark with their hands out in front of them, listening for your every step. Even though guards walk their pre-scripted routes, they're unpredictable—charging in or falling back based on your actions—once alerted. This makes for good replay value, and we like that.

—Che Chou



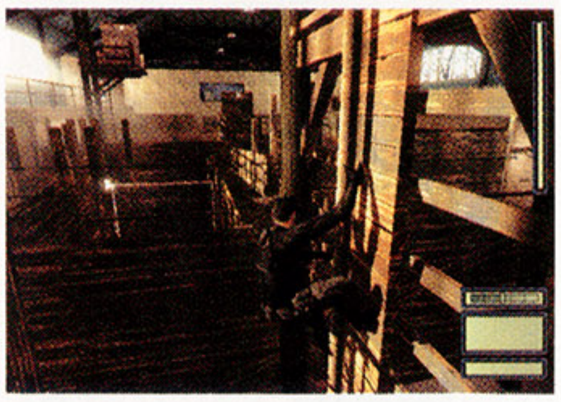
In pitch blackness, you're invisible to guards and cameras.

PERSPECTIVE

The Camera Loves You



One of the biggest differences between *Splinter Cell* and *MGS2* is the way the two games handle camera control. In *MGS2*, unless you're in first-person view, camera angles are fixed, preset for maximum cinematic or gameplay effect, so you never have to fuss with them. It works, but you never feel like you have total control. The camera in *Splinter Cell*, controlled with the right analog stick, can rotate 360 degrees, giving you the freedom to do stuff like walk in one direction while looking in and facing another. The best part is that the whole system feels incredibly intuitive and natural.





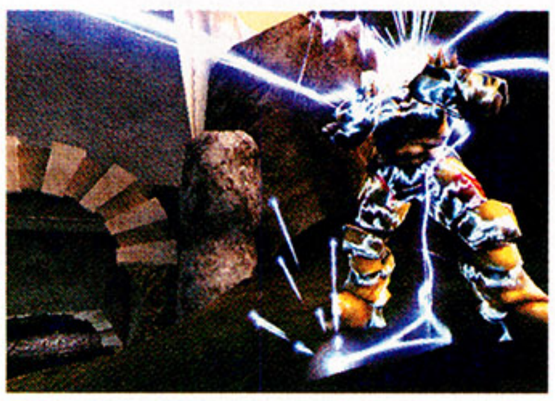
PREVIEW

Unreal Championship

Publisher: Atari
Developer: Digital Extremes
Players: 1-4 (2-16 online and LAN)
Genre: First-person shooter
% Done: 95%
Release: Nov. 15, 2002
Also On: None
Web Address: www.atari.com
The Good: A fast-paced adrenaline rush, and one of the prettiest Xbox games so far.
The Bad: Without a broadband connection, you'll be missing out on half the fun.
And The Ugly: Getting fragged just inches from the endzone in Bombing Run.



Use the handy-dandy new sidestep move to avoid getting barbequed by your opponents. Plus, it looks really cool.


Above: See, kids? Now you know why mom always warned you not to play around power lines.



"He's in the open...all alone for the shot. He's going...going...BLAM! He's dead!" Forget everything you thought you knew about first-person shooters, because developer Digital Extremes has created a new spin on the genre with *Unreal Championship*. The result—the most sinister futuristic sports game we've ever seen—might be the best reason we've come across to sign up for Microsoft's online service.

Retooled and ready for the Xbox Live launch, this follow-up to *Unreal Tournament* (PS2, Dreamcast, PC) sets itself apart from your traditional gun-toting first-person shooter. How, you ask? First, you can form teams from a variety of computer-controlled characters. With your teammates, you can pull off combo moves akin to assisting on a shot in hockey or basketball. Take the Link Gun, for example: Shoot one of your teammates with a steady stream from this weapon and his Link Gun dishes out a more powerful shot. And, if you're good enough, the members of your squad will improve over time. Want to see how your draft picks are doing? Just check out the stats for each character; they're each graded in different categories, including accuracy, aggressiveness, agility and tactics.

The game itself consists of five different play types. You've got your traditional first-person shooter modes—Deathmatch, Team Deathmatch and Capture The Flag—and two new ones, Double Domination and Bombing run. (Check out the program sidebar for

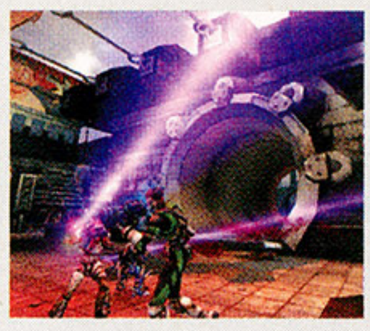
LET'S GET READY TO GIIIIIIB!

Tonight's Main Events:

Two new events were added for this year's contest: Double Domination and Bombing Run. The rules are as follows:



DOUBLE DOMINATION: Each map has four control points. Your team must simultaneously hold at least two of these points for several seconds in order to score. The fun part is the tension of knowing the positions you're trying to hold will get swarmed at any moment.



BOMBING RUN: Your job is to grab the bomb at the center of the level and get it into the other team's base, passing it to teammates when necessary (when you're playing with bots, you can tell them to pass the bomb). The best way to describe it: rugby with guns, but much more violent.

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

Shenmue II™

Vengeance is just the beginning.







TEEN
T
CONTENT RATED BY ESRB

Use of Alcohol
Gambling
Violence

SEGA®

www.xbox.com/shenmue2

ONLY ON XBOX

XBOX™

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





Above: This mad-hatter lookin' dude seems like he'd be more at home in a game like *Twisted Metal: Black* (PS2). We can't think of a better reason to frag his ass back to the stone age.

more on those.)

If that isn't enough variety for you, there are plenty of ways to alter each match by using Mutators, tweaks and options that add new twists to the game. James Schmalz, creator of *Unreal*, says to expect about 12 Mutators in *UC*, ranging from Vampire (killing enemies allows you to regain health) to Big Head (the bigger your lead in number of kills, the bigger your head gets). Schmalz's favorite? Insta-Gib. "These matches get so insane," he says, "because everyone is armed with a supercharged rifle that'll kill anybody with one shot." Kill? That's the understatement of the year; one shot and bodies disintegrate into bloody chunks. But the twist we found most interesting is the Species Mutator, which gives each of the six different races (Juggernaut, Mercenary, Egyptian, Nightmare, Alien and Robot) species-specific traits. The aptly named Juggernauts, for example, are slower but more heavily armored, while the Aliens can move faster and jump farther, but are more susceptible to damage.

Along with these gameplay adjustments come totally new control mechanics. You can double-jump and quick step (double-tap in any direction to leap out of harm's way). There's also a new gauge to worry about: adrenaline. As you mop up the competition, this meter rises, eventually allowing you to perform *Street Fighter*-style controller movements for bonus powers like invisibility or berserker rage (where you deal out more damage for a short period of time).

Everything else about *Championship* has been designed to ensure that the action maintains a breakneck pace. All the weapons are strategically placed throughout each level, maps incorporate plenty of ambush spots and, most importantly, A.I.-controlled bots can join the fight in multiplayer (if only *Halo* could do that!). So, whether you're alone and broadband-less, or you're looking for some competition with your buddies in split-screen play, you can always pop in a few bots to ensure a suitably chaotic, bloody battle.

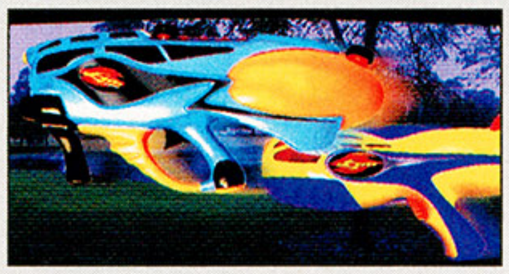
With that said, let's be brutally honest: Playing *Unreal* offline is like watching *Porky's* on network TV. Sure, you can do it, but with all the good stuff cut out, it's hardly ideal. *Championship* demonstrates all the strengths of Xbox Live. Take the voice communication, for example. If you're anything like us, you'll likely use it for talking smack, but it also comes in handy for coordinating movement in team-based matches. (Pre-pubescent readers take note: There's in-game support for various filters that will mask your squeaky voice.) And the other fringe benefit of broadband gaming—downloadable content—will be available shortly after *UC* comes out. Schmalz says that when Digital Extremes sent the game to Microsoft for certification, they also sent the first upgrade pack with three additional maps.

– Darren Gladstone

UNREALITY CHECK

Lock and Load

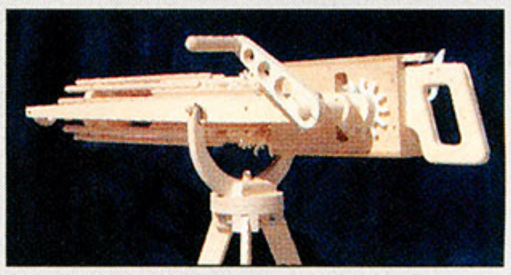
You've got a crazy arsenal to choose from in *Unreal Championship*. But are all your weapons of the fantasy variety? We've searched high and low for real-world comparisons, and these are the best we could come up with. Prepare yourself for the next arms race.



STORM 2100:
Like the Link Gun in the game, the Storm 2100 water gun has two fire modes: a steady stream for those distant enemies, or a quick blast for short-range shots. Another similarity? You'll have to change your shorts if either hits you.



STAR WARS BATTLE DROID BLASTER:
This time-honored classic almost resembles the standard-issue rifle in *Unreal Championship*. The Star Wars blaster, however, makes only annoying whining sounds, and runs off a couple AA batteries.



RUBBER-BAND GATTLING GUN:
Got $400 to blow on the most asinine rubber-band gun on the planet? Probably the closest thing you'll get to *UC*'s mini-gun without getting arrested, this monstrosity can fire off 144 rubber bands as fast as you can turn the crank!





MX SuperFly™

RACE FAST.
JUMP HIGH.
HOLD ON.

FEATURING
RICKY CARMICHAEL





#1 RIDER RICKY CARMICHAEL

WWW.MXSUPERFLY.COM

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

PlayStation.2

NINTENDO GAMECUBE

XBOX

THQ
www.thq.com

© 2002 THQ Inc. Ricky Carmichael used under exclusive license by THQ Inc. THQ, the THQ logo and the MX Superfly logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo Gamecube logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

PREVIEW GALLERY

Fatal Frame

Tecmo • October 2002 • Also On: PS2 — One of the most unnerving games we've ever played is bringing its unique brand of survival-horror to the Xbox. Defeat ghostly apparitions by taking their picture (no, really) as you search for your missing brother in this most haunted of houses. Special camera attachments and more-powerful film improve your chances of making it out alive in this game, which is reportedly based on a true story.



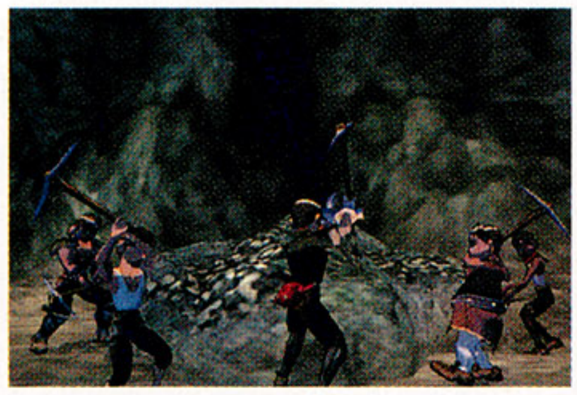


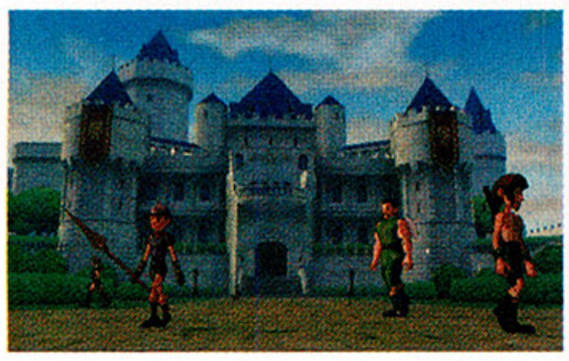



True Fantasy Live Online

Microsoft • 2003 • Also On: None — Get used to seeing the term MMORPG—it stands for massively multiplayer online RPG—because quite a few of them are headed to consoles in 2003. In an MMORPG, you create a custom character that interacts with hundreds or thousands of other players online.

True Fantasy, a joint effort between Microsoft and *Dark Cloud* developer Level-5, is one of the first MMORPG's for Xbox Live. It won't be mission-based like *Phantasy Star Online*, in which you assemble a party of four and take on linear levels one at a time. Instead, *True Fantasy* will put you in a completely open world in which you choose what to do and where to go. If you feel like gathering a group of friends to go slay a dragon, do it. If you're more of a loner, you can leave those jokers behind. Or, if you enjoy the simpler things in life, you can just go fishing.

PREVIEW GALLERY

NHL 2K3

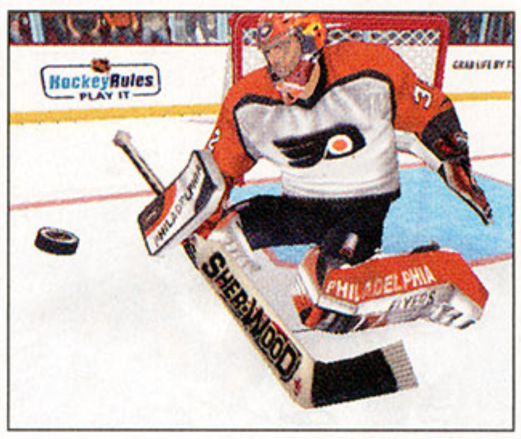
Sega Sports • November 2002 • Also On: PS2, GC — Even though this game is coming to all three major consoles, the only way to play hockey online in 2002 will be on the Xbox version of *NHL 2K3*. And even better, the game is shaping up to be one of the most versatile, solid-playing hockey titles we've ever dropped the gloves with. Honest! When we fired this baby up, it was impressive just how much control we had over our players, whether we were pinning the puck on the boards or on a breakaway.











Sudeki

Microsoft • 2003 • Also On: None — The first thing you'll notice about this RPG is its graphics. It's an impressive-looking game, especially in terms of the size and scope of the areas you'll be traversing. Microsoft's being pretty stingy on details about *Sudeki*, but we can tell you that your party will consist of four characters—a sorceress, a swordsman, a gunslinger and a shape-shifter—and that in addition to their individual spells and attacks, they'll be able to combine and perform team-based moves against their foes.



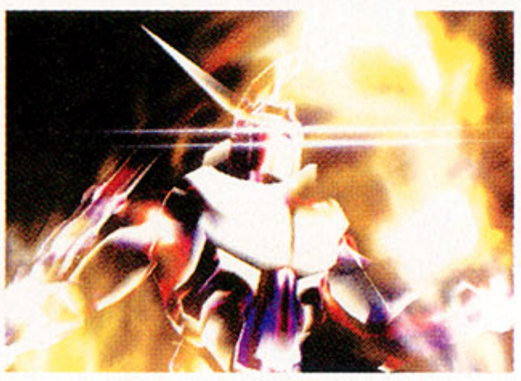












PRE-ORDER PIPELINE

POWERED BY COMPUSA's gamefixx.com we're your connection!

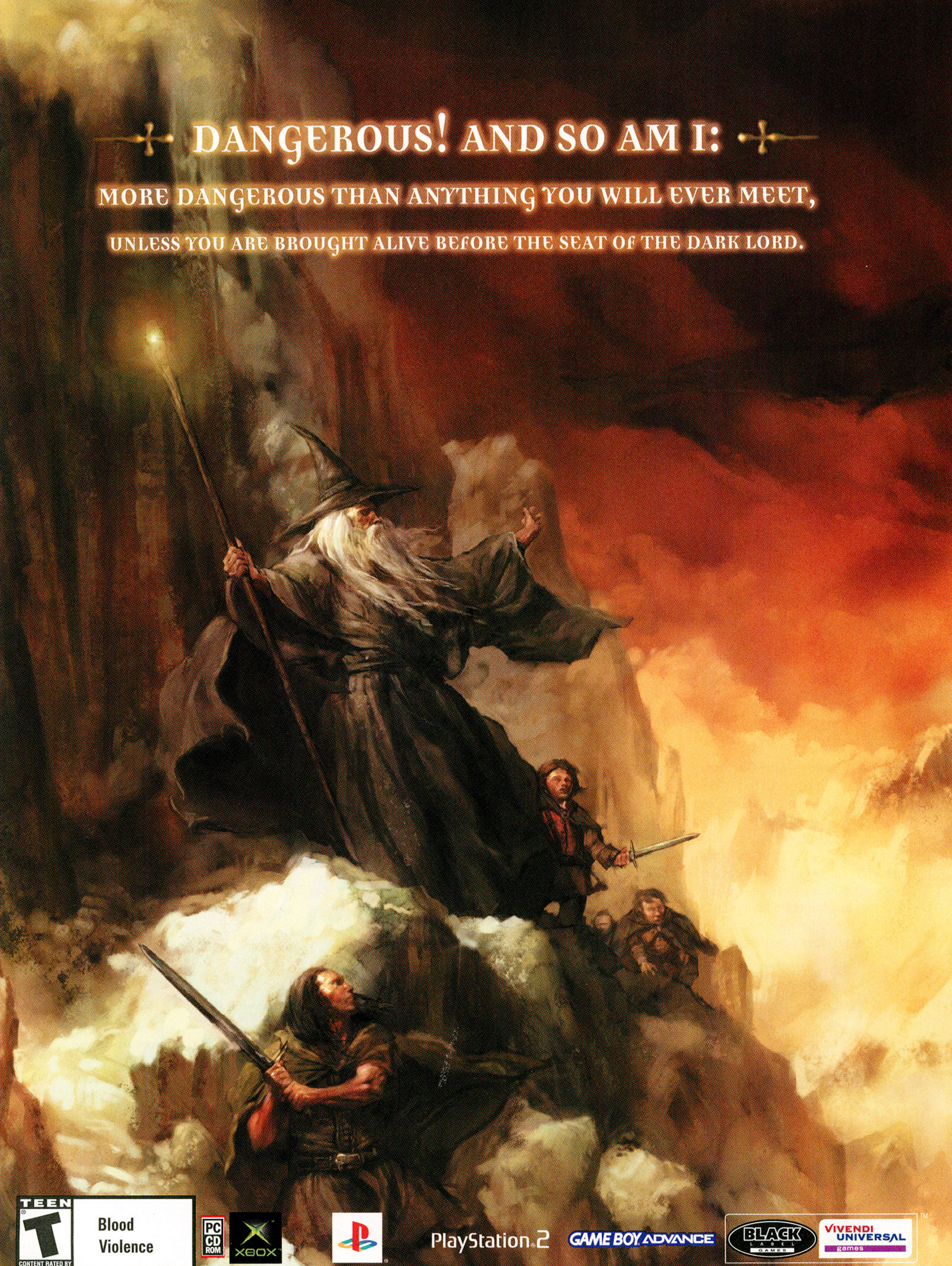
GAME	PUBLISHER	RELEASE DATE
PlayStation 2		
Grand Theft Auto: Vice City	Rockstar Games	11/1/02
Tony Hawk's Pro Skater 4	Activision	11/2/02
Lord of the Rings: The Two Towers	Electronic Arts	11/2/02
Ratchet & Clank	SCEA	11/7/02
The Sims	Electronic Arts	11/8/02
NHL 2K3	Sega	11/14/02
Xbox		
Unreal Championship	Infogrames	11/1/02
Bloodrayne	Majesco	11/1/02
Shenmue 2	Microsoft	11/10/02
Batman: Dark Tomorrow	Kemco	11/8/02
Metal Gear Solid 2 Substance	Konami	11/8/02
Ghost Recon	Ubi Soft	11/9/02
Malice	Vivendi Universal	11/15/02
GameCube		
Outlaw Golf	Simon & Schuster	11/1/02
Shrek Extra Large	TDK Mediactive	11/7/02
FIFA Soccer 2003	Electronic Arts	11/8/02
Resident Evil Zero	Capcom	11/14/02
Wario World	Nintendo	11/14/02
Darkened Skye	Simon & Schuster	11/15/02
Metroid Prime	Nintendo	11/20/02
Jedi Knight II: Jedi Outcast	LucasArts	11/21/02
Game Boy Advance		
Worms World Party	Ubi Soft	11/1/02
SSX Tricky	Electronic Arts	11/1/02
Sounds of Thunder	!bam entertainment	11/1/02
Dungeons & Dragons: Eye of the Beholder	Infogrames	11/1/02
Samurai Jack: The Amulet Of Time	!bam entertainment	11/5/02
Lord of the Rings: The Two Towers	Electronic Arts	11/15/02
Godzilla: Domination	Infogrames	11/15/02

RESERVE THESE GAMES NOW AT
PREORDERPIPELINE.COM
Release dates subject to change. Visit us online for current information.
Not all titles available in all CompUSA stores.
GAMERS.COM™

DANGEROUS! AND SO AM I:

MORE DANGEROUS THAN ANYTHING YOU WILL EVER MEET,

UNLESS YOU ARE BROUGHT ALIVE BEFORE THE SEAT OF THE DARK LORD.



TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

PC CD ROM
XBOX
PlayStation 2
GAME BOY ADVANCE
BLACK LABEL GAMES
VIVENDI UNIVERSAL games

the LORD of the RINGS

THE FELLOWSHIP OF THE RING







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

Dark things are now on the move in the land of Middle-earth, and the great quest of the Ring lies solely upon you. Battle against the servants of evil from the Shire to the River Anduin. Use the power of Gandalf's staff, Frodo's stealth, and Aragorn's steel to deliver the Ring from evil. But beware! Your journey will be a flight from danger, to danger. www.lordoftherings.com

Screenshots are from the Xbox™ video game system and PlayStation®2 computer entertainment system.

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


3/10
0/10
GROOVY GREGORY
100
18:47
17 000
3
100
28
16 650
12
70
999

SERIOUS SAM™



GET SERIOUS.

Monsters spawned from another dimension are trying to make the Milky Way galaxy their personal trashcan. As attempts to defend the solar system fail, the fate of the Earth (that's US people!) and even the universe rests with one man.

YOU are Sam 'Serious' Stone, a legend in our time. Sam is our only hope against these mischievous miscreants and their evil leader, the one we call 'MENTAL'.

The only way to get Mental and save us all, is to use an ancient artifact called the 'Time Lock', to teleport back in time.

Don't ask us how or why this is happening. All we can tell you is, this is serious...

"Serious Sam... is only about one thing: insane action, which many of us simply describe as f@#$ing nuts!"

- Game Informer Magazine







www.gothamgames.com/sam

MATURE M CONTENT RATED BY ESRB — Blood and Gore, Violence

XBOX

GOTHAM GAMES

CROTEAM

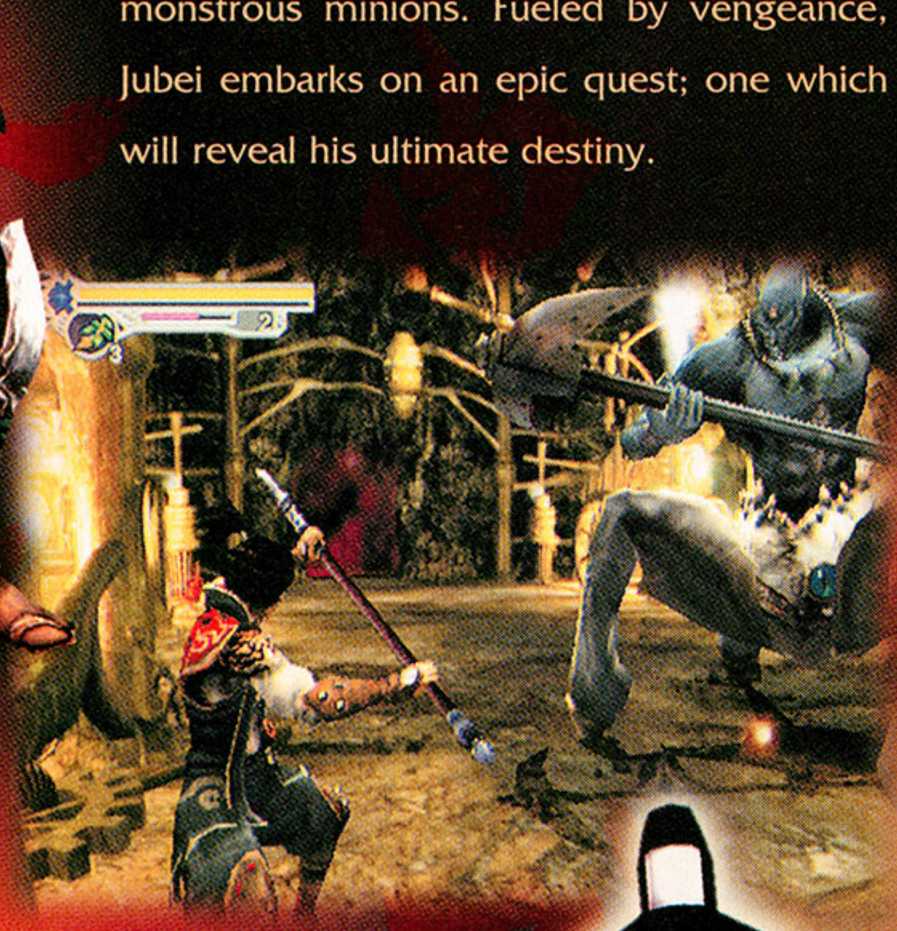
Serious Sam, the Serious Sam logo, Croteam and the Croteam logo are trademarks of Croteam, Ltd. Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive, Inc. All trademarks and trade names are properties of their respective owners. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. © 2002 Take-Two Interactive, Inc. All rights reserved.

BEST PS2 ADVENTURE GAME E3 2002 – IGN

The evil Nobunaga's demon warriors wreak havoc across feudal Japan. A noble young warrior, Jubei, returns home to find his once-vibrant village laid to waste by Nobunaga's monstrous minions. Fueled by vengeance, Jubei embarks on an epic quest; one which will reveal his ultimate destiny.







THE MYSTERIOUS.
THE MAGNIFICENT.
THE MASTERPIECE.









On this magical journey, you must earn the respect of confidants to help the valiant Jubei battle demons, hideous bosses, and overcome ingenious puzzles. Only then will you defeat the pillaging hordes.

MATURE
M
CONTENT RATED BY ESRB

Violence
Blood and Gore

CAPCOM
capcom.com

PlayStation®2

ONIMUSHA™ 2

Samurai's Destiny

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. ONIMUSHA is a trademark of CAPCOM CO., LTD. Character Yagyu Jubei by ©Yusaku Matsuda Office Saku. Characters: ©CROWD/©CAPCOM CO. LTD. 2002. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

REIGN OF FIRE™

GAME BOY ADVANCE

XBOX

PlayStation.2

NINTENDO GAMECUBE

SPYGLASS ENTERTAINMENT

R ZONE at TOYS R US

bam! entertainment

bam4fun.com/reignoffire

MATURE M CONTENT RATED BY ESRB

Blood

Violence

Reign of Fire © 2002 Copyright B&B Company. Copyright © 2002 BAM! Entertainment, Inc. BAM! Entertainment, BAM! and the associated logos are trademarks of BAM! Entertainment, Inc. © Spyglass Entertainment Group, LP. TM, ®, Game Boy Advance and the Nintendo GameCube logo. © 2001 Nintendo. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

THEIR EVERY BREATH
COULD BE YOUR LAST.

RAVAGE EARTH AS A DRAGON, SWOOPING FROM ABOVE TO HURL FIREBALLS AND NATURAL NAPALM WITH EVERY BREATH.

UNLEASH FAST-PACED FIREPOWER AS A DRAGONFIGHTER IN 16 MISSIONS LOADED WITH CHAOTIC ACTION, DESTRUCTION AND EXPLOSIONS.

BATTLE DRAGONS IN THE SKY AND BEASTS ON THE GROUND WITH HIGH-TECH WEAPONRY AND MILITARY-STYLE VEHICLES.

Redeem only at TOYS "R" US Through 1/31/03

Save $10
Instantly
Reign of Fire

for PlayStation®2 computer entertainment system,
or the Xbox™ video game system
or the Nintendo GameCube™

CPN SKN 907107

5 00009 07107 5

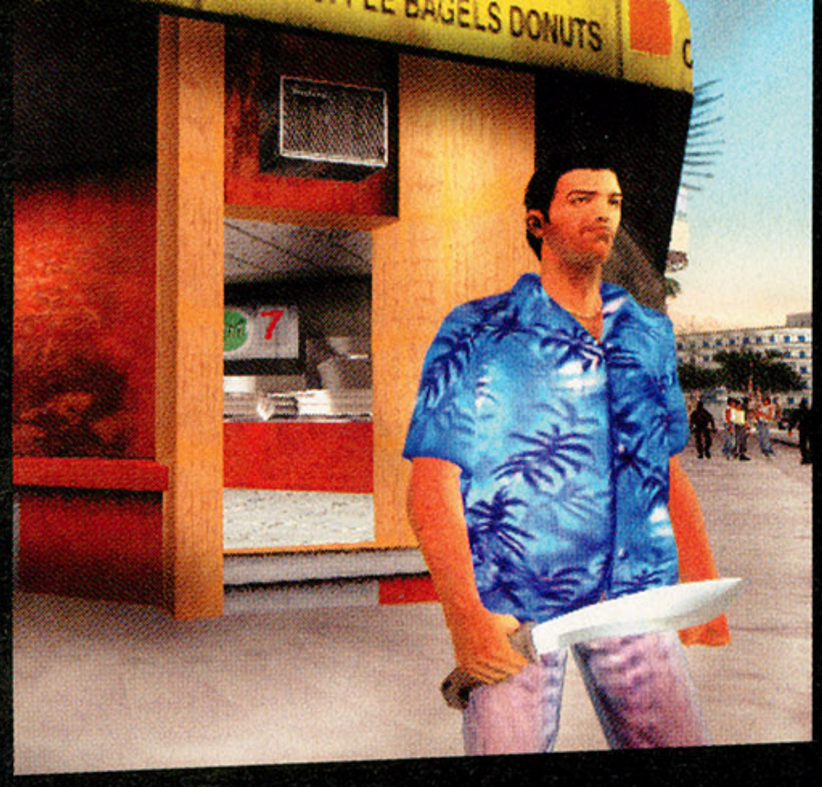
"R"ZONE TOYS "R" US

OFFER NOT AVAILABLE ONLINE
Only one coupon required when buying any, all, or multiples of item(s) listed. At time of checkout, coupon savings automatically multiply by the number of applicable item(s) purchased. Can be used in conjunction with a manufacturer coupon, not valid with any other "R"Us offer for same item. Customer responsible for applicable sales tax in accordance with sales tax regulations for manufacturer coupons. Void if copied. Valid in USA only. Void where prohibited. We reserve the right to limit quantities being purchased. **By MFR.** Cash value 1/100 of 1¢.













Vice GRIP



The real story behind Grand Theft Auto: Vice City, the unstoppable, acid-washed, glowing-neon sequel we bet our para-chute pants you're playing right now (so kindly tear yourself away from the game and read this freakin' cover story.

You might just learn somethin')

by Crispin Boyer

An entire floor, six stories above a bustling strip of Broadway, is devoted to *Grand Theft Auto: Vice City* in publisher Rockstar Games' New York City office building. And we don't mean the game's staff is laying claim to this space. We're talking about the actual game itself. This most-wanted follow-up to last year's *GTA3* is sitting in a sparse room, hooked to a modest-size Wega TV perched on a table in front of a white couch and a few chairs. The rest of the sixth floor is empty, just vacant offices, acres of hardwood floor and airy space echoing rush-hour honks from Broadway and the roaring vehicles peeling virtual rubber on the Wega.

The game even has its own bathroom.

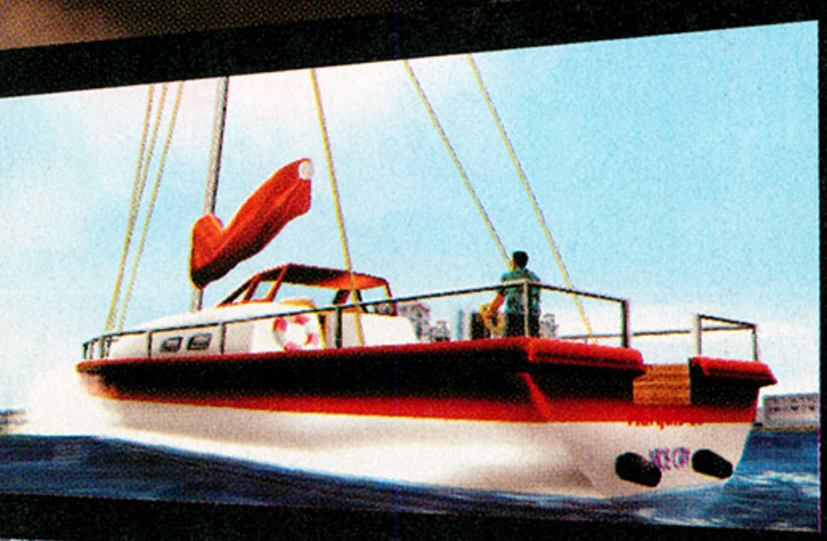
Vice City's penthouse treatment isn't some intentional attempt by Rockstar to gussy up their star franchise for our visit as the first outsiders to take this PlayStation 2-exclusive title for a spin. The company is simply in the process of moving a few blocks to new digs, and all of the sixth floor's furniture is in transit. But hey, if any game deserves its own downtown pad, *Vice City* is it. It's only the sequel to one of the most stupendous-selling games of all time (7 million PS2 owners served and counting). It's only the game that, when it reached stores on Oct. 29, had already pre-sold several million copies (did you get yours? We did—read the first review anywhere, on page 193). And it's only the next chapter in a series that redefined what you could do in video games (i.e., it lets you do just about *anything*).

We figure *Vice City* needs the room. "I used to say this game is double everything that was in *GTA3*," says Terry Donovan, Rockstar's chief operating officer. "Now I'm playing it through for the first time and starting to feel that's an [understatement]."

Maybe *Vice City* should get the whole damn building.

Aim high: You get the nimble little Sparrow chopper fairly early in the game. It's easier to fly than the later models, but you can't soar as high or as fast.







REVVING UP

Ask Donovan to put his finger on the instant *GTA3* became thermonuclear hot, and he'll disappoint you. Turns out there was no magic moment. "We were like, 'OK, we failed to meet consumer demand for the game this week, but we never knew by how much,'" Donovan says, "so we did our best to fill the stores the next week or the next month, and then failed to meet it again. It was very gradual. Now, six months later, when we were still selling 100,000 copies a week, we were like, 'All right, this thing has done quite well.'"

GTA3 wasn't just dominating the sales charts. Everybody—gamers, non-gamers, probably even your mom—was talking about this game. It was on the *Daily Show* (just the mention of its name roused shrieking applause). New York radio wise guys Opie and Anthony hyped it every day for a month on their show. And, of course, it made the nightly news for its felonious, free-form gameplay. Never mind that it was M-rated. "What we handed to the world was an adult tool kit," Donovan says of the remarkably nonlinear *GTA3*. "We said, 'Here's a load of freedom with some methodology of getting through it, and now go inject your personality into it.' That's why it was so successful. And it was humbling because it confirmed our hopes that we could do something interesting as a company and it could hit that scale."

GTA3 had become a phenomenon of Pokémon proportions—for grown-ups, anyway. Suddenly, Rockstar and the game's developers, U.K.-based DMA Design (since renamed Rockstar North), had the tricky task of quickly following up their lightning-in-a-bottle hit without getting burned (see Eidos' *Tomb Raider* series). But Donovan insists that, somewhere deep within Rockstar's urban fortress, lies a master plan for the entire *GTA* series, and *GTA3*'s runaway success didn't fiddle with that plan. The follow-up was always intended to be *Vice City*, not *GTA4*, which is a separate project we'll get to play...someday. ("Sorry," Donovan says, "but I'm not going to discuss that now.") And *Vice City*, he says, was always intended to debut a year after the first game. "It was really in development before *GTA3* hit the shelves," he tells us.

And so, although it would've been easy enough—and even smart from a business standpoint—to churn out a quickie sequel with a few new cars and a fresh coat of Day-Glo paint, *Vice City* does not represent the easy road for Rockstar. "*GTA3* has sold a stupid amount of games and is well on its way to becoming the best-selling game of all time," Donovan says. "That's a good vibe, but the sense of, 'We have a huge hit so we can get by with whatever we want' exists nowhere in

intec

Game Sound System



Stereo Speakers & AV Selector

Add A Blast To Your Gaming Experience!



G-Force 2 Controller

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



G-Force Controller

Features Turbo Function For AutoFire Capability

Game Screen



Play Games, Home Videos Anywhere!



Memory Cards

Available In 4Mb - 8Mb - 16Mb



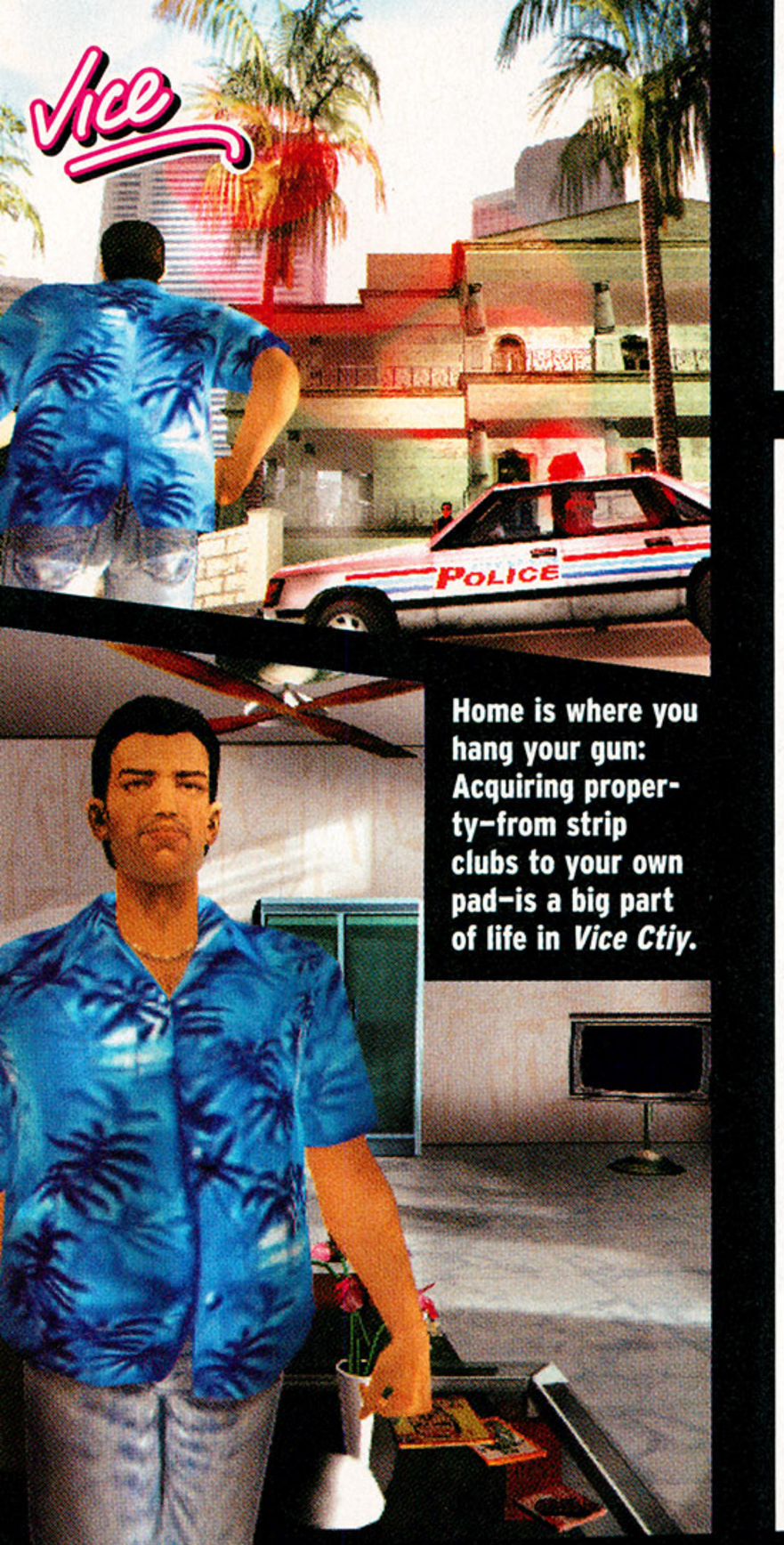
Game Link

Link Your GameCube® & GameBoy® Advance

Attitude For Your GameCube®!

Available at R'Z ONE at TOYS R US TOYSRUS.COM

GameCube® and GameBoy® Advance are registered trademarks of Nintendo® of America Inc. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by Nintendo® of America Inc.



Home is where you hang your gun: Acquiring property–from strip clubs to your own pad–is a big part of life in *Vice Ctiy*.

this company. *Vice City* is leaps and bounds above the last game. We wouldn't do anything else. This is not a cash-in.... This is the most explored franchise in terms of gameplay in the last however many years."

LET'S EXPLORE

Peel back the game's '80s Miami veneer, and *Vice City* might not seem so different from *GTA3*. It has potty-mouthed characters who send you on morally questionable missions in the worst parts of town, just like *GTA3*. It has big-deal stars—including *Goodfella*'s Ray Liotta and Dennis Hopper—providing voices for the characters, just like *GTA3*. *Vice City* has street gangs, insane-stunt opportunities, panicking pedestrians, sweeping urban vistas, brutal weapons and plenty of autos to jack, jump and mangle, just like *GTA3*. All the fun stuff is there, and if it's not exactly new, "we actually have improved all of it," says Rockstar President Sam Houser. "From the cars to the pedestrians on the street to how the city is laid out. Everything." Rockstar North pumped up the obligatory numbers, too: You'll find 10 more weapons, more than twice as many vehicles, at least four times as many tunes (see below) and a city that's twice the size.

That's all the stuff you expect from a sequel. Now, for the additions gamers were begging for: motorcycles, internal environments, more boats, helicopters, airplanes (that fly for real this time, unlike *GTA3*'s busted-wing Dodo plane), better aiming control, the ability to shoot out tires—it's all in *Vice City*. About the only thing that didn't get a major tweak was the multi-section nature of the town. The developers were toying with the idea of making the entire metropolis completely open from the game's outset, but in the end they decided to section it off into areas that unlock as you play deeper into the game, just like in *GTA3*. "We decided the experience is more fun and rewarding if everything isn't open at once," says Jenefer Gross, Rockstar's director of marketing.

Vice City's mightiest improvements and additions, however, are harder to quantify. "It's more a shift in immersion and the level of detail in the world," Donovan says, "plus a richer, fuller, sexier storyline that will carry you on the way the previous game only hinted at. It's a different intensity of feeling you'll notice within the first half-hour."

During our first 30 minutes, we found a city that's seemingly more alive, more real and certainly prettier than *GTA3*'s grimy Liberty City. *Vice City* is awash with neon, but it's got a seedy underbelly, and you don't need to scratch deep to uncover it. We found it as soon as the main character, Tommy Vercetti,

TUNE IN: BEHIND THE MUSIC OF VICE CITY

Unless you stop for every red light and politely give pedestrians the right of way in *Vice City*, there's not much you can do in the game that you'll get away with in real life, except one thing: rocking out. Rockstar has cooked up a deal with Sony's Epic Records to release *Vice City*'s more than 80 songs in the mutha of all '80s compilations. The cool part: This seven-album assortment hit stores the same day as the game.

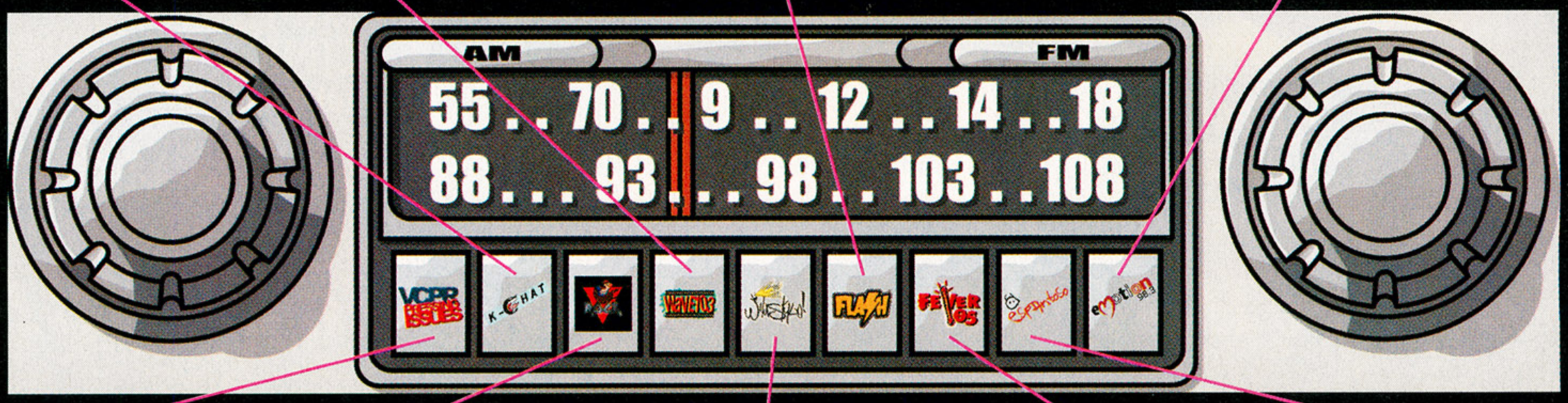
Each album lifts tunes from one of *Vice City*'s seven music radio stations. "The music is from every label on Earth," says Rockstar's Terry Donovan. Here's a breakdown of the radio networks (plus two talk stations, which obviously won't have albums). If you like the station's vibe, buy (don't steal) its corresponding album, pop it into your car's CD player and crank it (while obeying the rules of the road, of course).

K-Chat—Call-in talk shows covering hot-button issues

Wave 103—New wave from boys who wear more makeup than girls (Notable talent: Blondie, Human League)

Flash FM—Pop music for the "Me Generation," hosted by Toni, the DJ of *GTA3*'s Flashback station (Notable talent: Hall & Oates, Wang Chung)

Emotion 98.3—Anthems and ballads for the clinically depressed, hosted by Fernando Martinez of *GTA3*'s Fernando's New Beginnings (Notable talent: Crowded House, Cutting Crew)



VCPR—Vice City Public Radio, local talk for intellectuals

V-Rock—Rebel rock and heavy metal hosted by *GTA3* talk-radio personality Lazlow (Notable talent: Twisted Sister, Quiet Riot)

Wildstyle—Hip-hop and electronic rap attacks (Notable talent: Run DMC, Herbie Hancock)

Fever 105—Soul tunes for lovers (Notable talent: Kool and the Gang, Rick James)

Espantoso—Jazz/Latin, complete with commercials en Español (Notable talent: Lonnie Liston Smith)

MINORITY REPORT™

STEVEN SPIELBERG'S FUTURISTIC THRILLER EXPLODES
ONTO ALL NEXT GEN GAMING SYSTEMS.

FALL 2002

EVERYBODY RUNS



Screenshots taken from PlayStation®2 computer entertainment system gameplay.

Relive the movie experience in an all-new adventure as Precrime's Top Cop John Anderton.



Take on human and robotic enemies with hand-to-hand combat moves and an explosive arsenal of weapons.



Immerse yourself in over 40 levels of non-stop action/adventure with futuristic weapons and devices straight out of the movie.

PlayStation.2

XBOX

AVAILABLE TO OWN ON DVD
DECEMBER 17TH

NINTENDO GAMECUBE

GAME BOY ADVANCE

TEEN T CONTENT RATED BY ESRB — VIOLENCE

TREYARCH

20th CENTURY FOX

DREAMWORKS

FOX INTERACTIVE

ACTIVISION

Minority Report TM & © 2002 Twentieth Century Fox Film Corporation and Dreamworks LLP. All rights reserved. Fox Interactive and their associated logos are trademarks of Twentieth Century Fox Film Corporation. Published and distributed by Activision Publishing, Inc. under license. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

activision.com



opened his mouth and out poured the sandpaper voice of Ray Liotta, the maestro of scuzzball. Suddenly, we knew this Vercetti guy—who'd just flown south from Liberty City after a 15-year stretch in the big house—was one badass you wouldn't want to mess with, and a recent drug deal gone bad hasn't lightened his mood. Over the next half hour, we met more principle characters than you'll see in most Hollywood films, survived a close encounter with a gang of thugs and used a hammer to "persuade" a couple of civvies to play by our rules.

HAVE IT YOUR WAY

Ultimately, it is *Vice City*'s story, settings and characters that make the game so much more immersive than *GTA3*, and that's not really something you can say about the plot in most sequels. The game's script is roughly 600 pages longer than *GTA3*'s. Most of the extra dialogue comes through in cut-scenes, of which *Vice City* packs more than an hour-and-a-half. "But in a 100-hour game it won't feel like you're watching instead of playing," says Dan Houser, Rockstar's VP of creative development. "We keep them short enough to give you a bit of information, a bit of character, tell you what you need to do, then kick you into the game. But because there's more talking, you're kicked into the game with more motivation, more of a sense of the personalities you're dealing with and more understanding of who you're going to beat up, see or interact with later on."

The missions themselves are highly sophisticated and less linear this time, too. "Last time you had choices," Dan Houser says, "but when it was finished, you ended up in the same place. We liked that model, but we wanted to do something different this time." It all adds up to a story, main character and overall experience that'll wind up differently for everyone—gamers; non-gamers; again, your mom—who plays it, especially once players begin amassing an



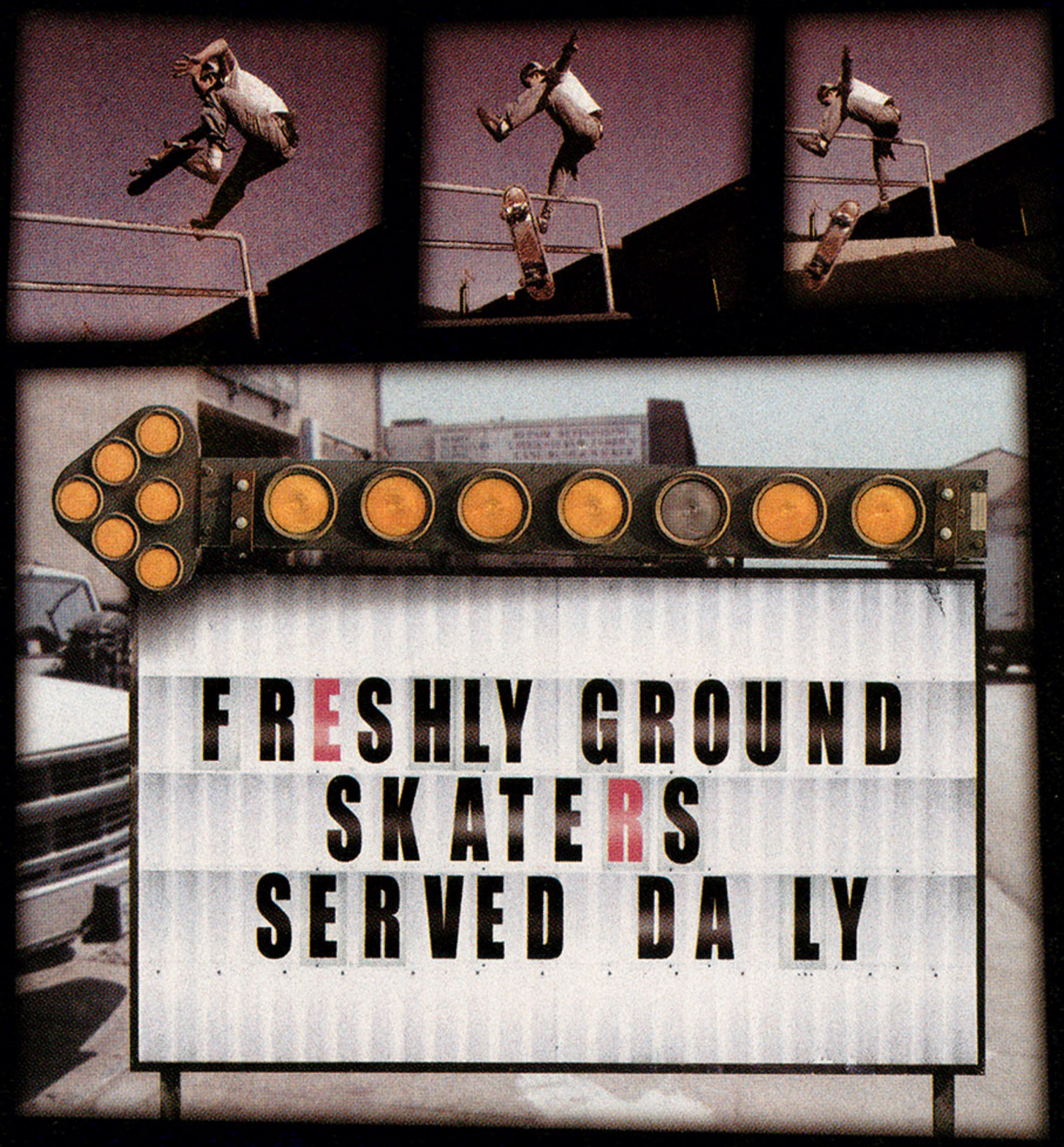
"It's about light. It's about clothes. It's about music," says Rockstar's Terry Donovan on why *Vice City* is set in the '80s. "Never have style and substance lived so symbiotically."

THREE OF A KIND

***Vice City*'s sun-baked scenario comes to life with richer characters, dynamic environments—and other stuff that's hard to tally in a handy chart. But hey, sometimes it's just fun to crunch numbers. So, let's see how the sequel stacks up to *GTA3* and, for the hell of it, Brian De Palma's *Scarface*, the seminal '80s drug-lord flick that Rockstar claims inspired much of the game.**

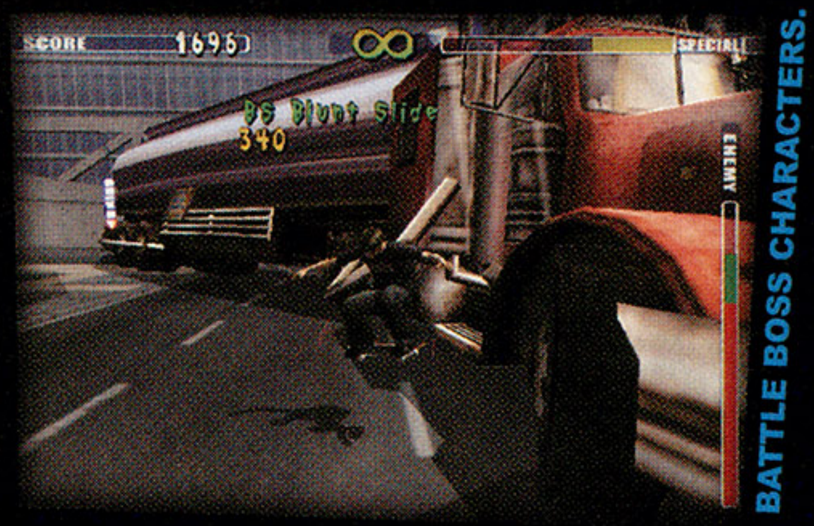
	GRAND THEFT AUTO III	GRAND THEFT AUTO: VICE CITY	SCARFACE
			
THE PLOT:	A small-time hoodlum scores a lucky jailbreak, rises through the ranks of the mob, then double crosses just about every gang faction in grimy Liberty City.	A Liberty City mobster living in the '80s packs his bags for sunny Vice City, where he plans to expand the "family business" and run his own drug empire.	A self-made Cuban emigrant shoots to the top of a drug cartel based in early-'80s Miami. He's ultimately undone by his own larger-than-life self image.
THE HERO:	He has **no name** (or even a voice), but the main dude's carjacking skills make him a power-player in the crime underworld. 	**Tommy Vercetti:** A ruthless, well-connected crook clad in acid-washed denim. He dreams of money, power and women. 	**Tony Montaña:** A bloodthirsty Cuban refugee who will stop at nothing to become Miami's cocaine kingpin. 
NOTABLE TALENT:	Michael Madsen, Joe Pantoliano	Ray Liotta, Dennis Hopper, Ms. Cleo	Al Pacino, Michelle Pfeiffer
SIZE OF THE SCRIPT:	**400** pages	**1,000** pages	**100** pages
NO. OF WEAPONS:	**25**, including shotguns, knives, rocket launchers, grenades, molotov cocktails, sniper rifles and a flame thrower 	More than **30**, including all the old favorites plus a katana, Tommy's own karate-kicking feet, a machete and a chainsaw 	**51**, including uzis, shotguns, a chainsaw, knives, a car bomb, choking straps and Tony's grenade-launching "little friend" 
NO. OF VEHICLES:	**50**, including firetrucks and a tank	**120**, including bikes and helicopters	**21**, including helicopters and a gondola
NO. OF SONGS:	**20**, including a few hits from the '80s	Over **80**—every '80s song worth hearing	**10**, two of which were even in *GTA3*
TYPICAL MISSION:	The hero uses a sniper rifle to cover his partner, a fellow badass named 8ball, who infiltrates a cargo ship and plants explosive charges.	Early on, Tommy and his occasional partner in crime, Lance Vance, escape on foot from a gang of bat-wielding thugs. We suggest you don't stop to fight.	A guy in an $800 suit sends Tony to pick up some coke. Things go awry and a bunch of rival drug dudes wind up in the morgue. Sound like any game you know?







MISSIONS VARY BY SKATER.



BATTLE BOSS CHARACTERS.



UNLOCK HIDDEN SKATERS.

Presenting Evolution Skateboarding—a heaping helping of pure skating goodness. Pull off 70 of the gnarliest tricks. Carve, grind and soar through eight wicked worlds that change for each of your eight pro riders. Conquer 30 trick-based missions in Challenge Mode. And then use your skating skills against powerful boss characters, including a two-ton semi. Open wide. This promises to be tasty.

EVOLUTION SKATEBOARDING





TEEN
T
CONTENT RATED BY ESRB

Blood
Mild Lyrics
Mild Violence

KING OF SKATE

NINTENDO GAMECUBE

PlayStation 2

KONAMI

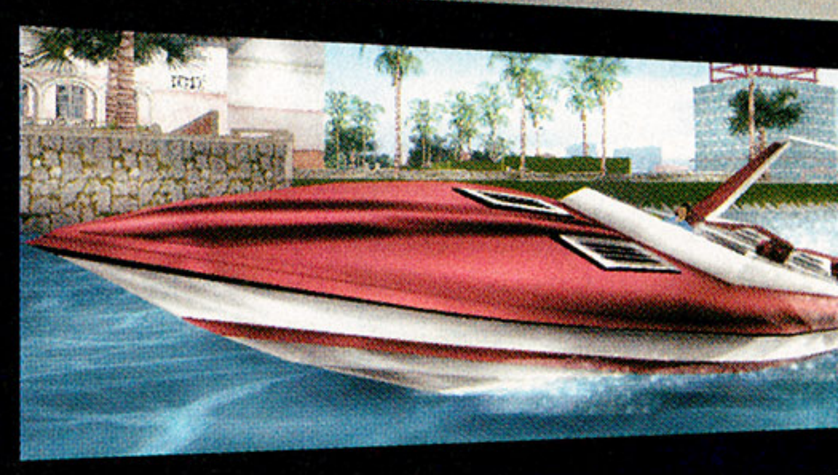
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, The Nintendo Game Cube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. King of, LLC © 2002. KONAMI® is a registered trademark of KONAMI CORPORATION. © 2002 KONAMI. All rights reserved.



Insert Grey Poupon joke here: *Vice City*'s bikes are built for two, so you can take someone along when it's time to shoot up the town.









empire of real estate, strip clubs and...well, we don't want to give too much away. After all, you're playing the game and will find out soon enough. Let's just say ol' Tommy Vercetti, at some point, really begins to embrace the drug-kingpin lifestyle.

Or not. The beautiful thing about *Vice City* is, just like *GTA3*, you can simply putz around town or go on bonus missions or do...whatever you want, really. We spent most of our first half hour launching our car from the roof of a parking garage and diving out the door in midair (another new move). "From one day to the next, your favorite bit in the game will change," Sam Houser says. "I know for me, my current thing is to get on a motorbike, the Vespa, and go on a drive-by. But then you get a Harley or a dirt bike—called the Sanchez; I'll leave it to you to figure that out—and just do these insane stunt jumps. I can't think of anything better than that right now."

Sure, *Vice City* still has some things you *can't* do. Gamers filled Rockstar's mailbox with thousands of suggestions for the sequel, including oddball requests like the inclusion of animals and children. "Why?" asks Dan Houser. "[Those things are] not fun; they're not funny. We're trying to depict the same kind of stuff you find in similar relevant gangster movies and TV shows and popular culture." In other words, if something doesn't fit in *Vice City*'s world, it swims with the fishes. And, no, you can't swim in *Vice City*. "I'd like the issue of swimming to go away," Donovan says of the 'Net message-board rumor that bugged him most. "We never said you can swim, and I don't know who the f*** made it up. A gangster who swims? Please. Guns and water—not a good match. There's only one game that has an underwater breast stroke in it, and we ain't it."

THINK FAST. ACT FAST.

OR DIE... FAST.



RLH

RUN LIKE HELL™

HUNT OR BE HUNTED

MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence
Strong Language

RLH Run Like Hell™ © 2002 Interplay Entertainment Corp. All Rights Reserved. RLH Run Like Hell," the RLH logo, Digital Mayhem, the Digital Mayhem logo, Interplay, and the Interplay logo are trademarks of Interplay Entertainment Corp. All Rights Reserved. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

DIGITAL MAYHEM

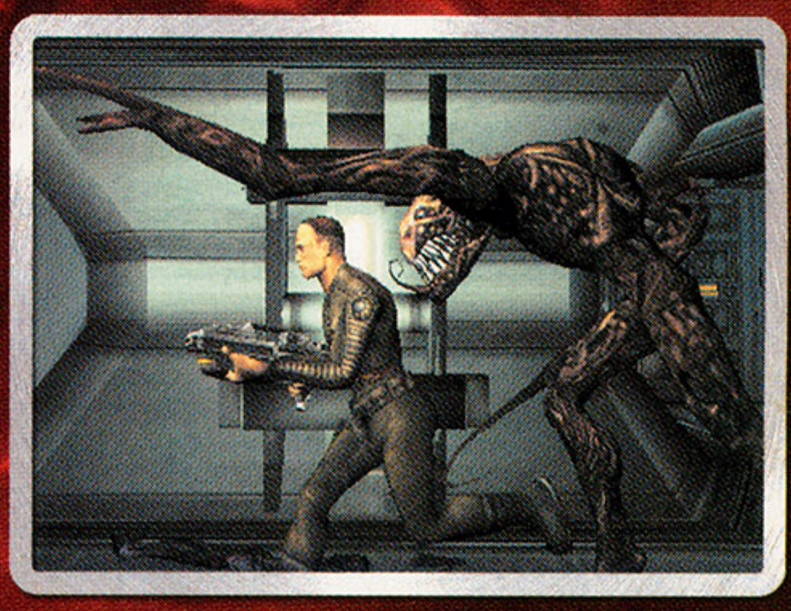
Interplay™

PlayStation®2

Your pulse pounds in your temples. Your crewmembers lie dead or dying around you. All you know for sure about the alien invaders is that you're next on their hit list. Time is running out. So is your life.



Fight an alien takeover as an exiled military hero in an intense sci-fi, action-horror adventure.



Struggle to outthink, outrun and outgun intelligent foes who learn from your behavior and adapt to it.



Get the feeling of living a movie—from the edge-of-your-seat tension to the voice talent of top actors.

SO YOU'VE DECIDED TO MOVE TO VICE CITY

Welcome to our lovely metropolis. Here you'll find beautiful beaches, blue waters, a bustling nightlife and one of the most modern downtown areas in America. And for those of you with some real ambition, opportunities abound.

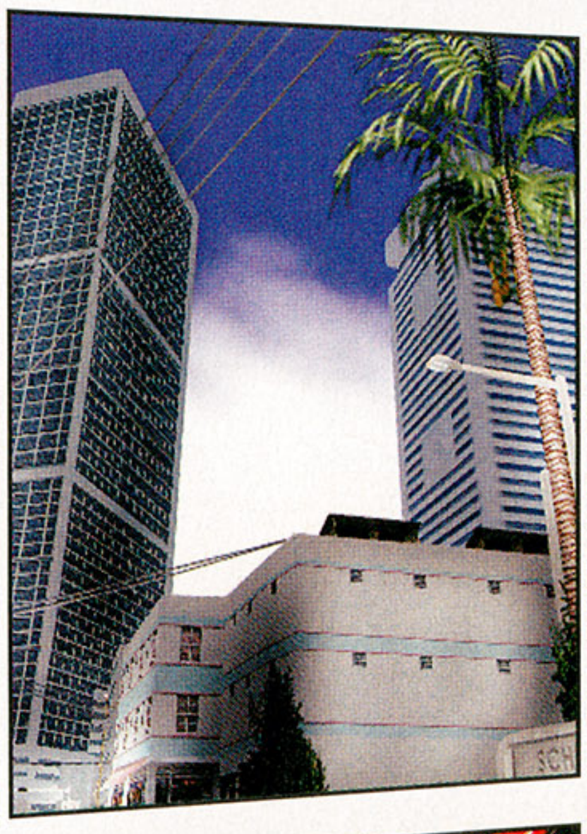
But Vice City isn't all fun and games. It's a dangerous world out there for the enterprising young man trying to make a name for himself in the underworld. Sex, drugs and rock 'n' roll are just part of the deal. Luckily, you've got this wonderful primer to get you started.



WASTED?

Getting beat down and taking a trip to the hospital totally sucks. There you are, leaving the emergency room with no weapons, no ride and a lighter wallet. But if you're anywhere near the slums, you're in luck.

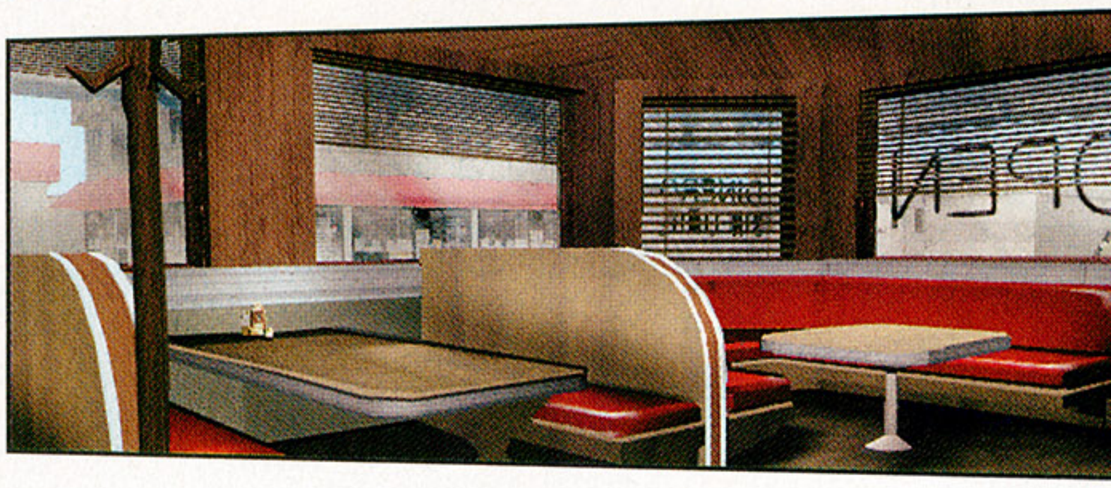
Look around. Chances are, you'll see a group of Haitians and Cubans fighting each other. Stand back and watch the carnage. When the smoke clears, you'll find a bunch of guns and money lying among the bodies. And if you wanna have even more fun, steal the ambulance when the paramedics show up.





WEAPON CHECK

While you can exercise your right to bear arms almost anywhere in Vice City, there are places where firepower is frowned upon. So if you ever find yourself headed to the Leaf Links Golf Course or the Escobar International Airport, be sure to take along a meat cleaver, baseball bat, hammer or whatever. Because the second you step through those metal detectors, you'll be stripped of all firing weapons. Consider yourself warned.



STAND AND FIGHT

Just about any weapon is available in Vice City, but before you head into a fight with guns blazing, you need to be aware of your limitations. Know that aiming and firing a shotgun, assault rifle or sniper rifle glues you to the spot. Get out of the line of fire before letting loose with any of those. Handguns and submachine guns can be fired while you're running around, but they're less powerful.

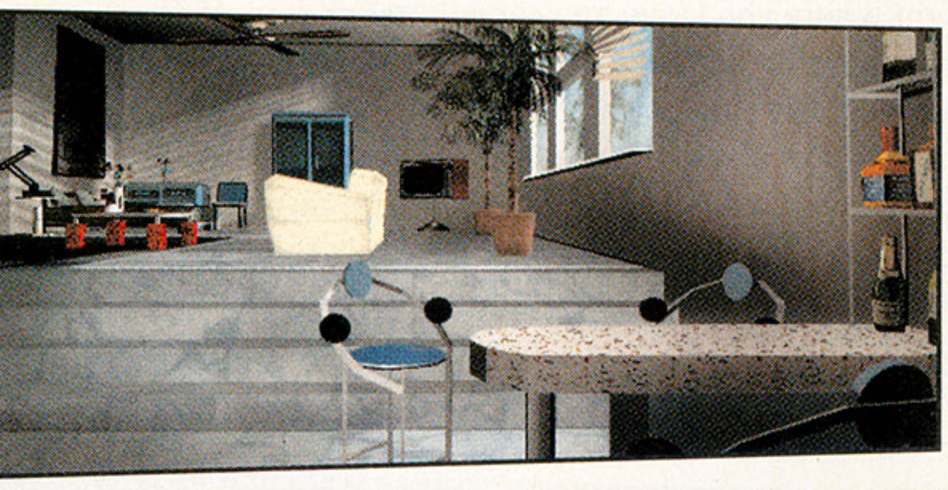
STUNTMAN

A way to make a bit of extra money on the streets of Vice City is to pull off some stunts. Keep your eyes peeled for ramps all over town. Jumping off them will earn you a cash bonus (provided you land on your wheels), and throwing in some flips and rotations will earn you even more. Here are a few other tricks you can pull off:

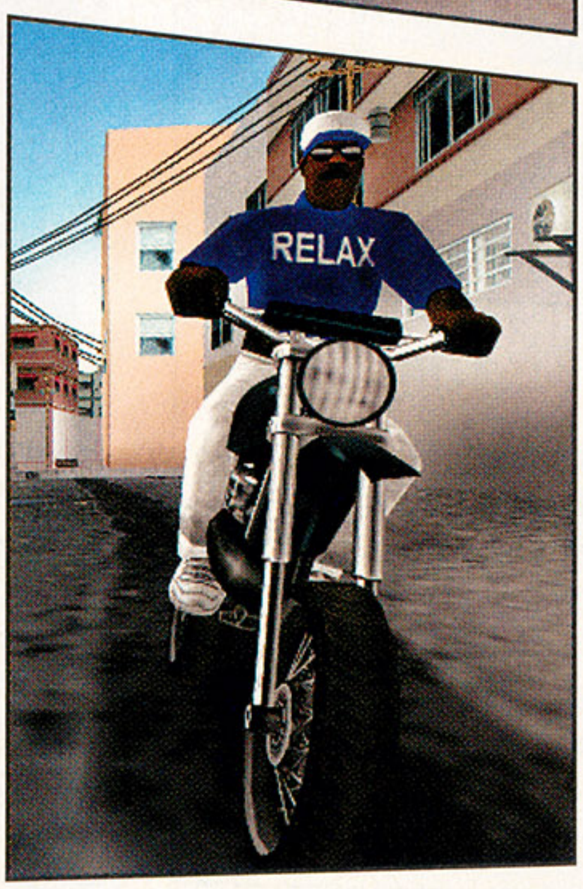
TWO-WHEELS: If you can pop any four-wheeled vehicle up on two wheels and keep it that way for a bit, you'll get an extra bonus for your troubles.

WHEELIES: On any bike, pull back as you accelerate. Vespas and heavier bikes don't easily do wheelies, though, so you'll have to work at it.

STOPPIES: OK, these are cool. First, get your bike up to full speed. Now, lean forward (by holding up) and slam on the brakes. If you did it right, your rear wheel will leave the ground. The longer you can keep it up (the rear wheel, you sicko!), the more money you'll make.

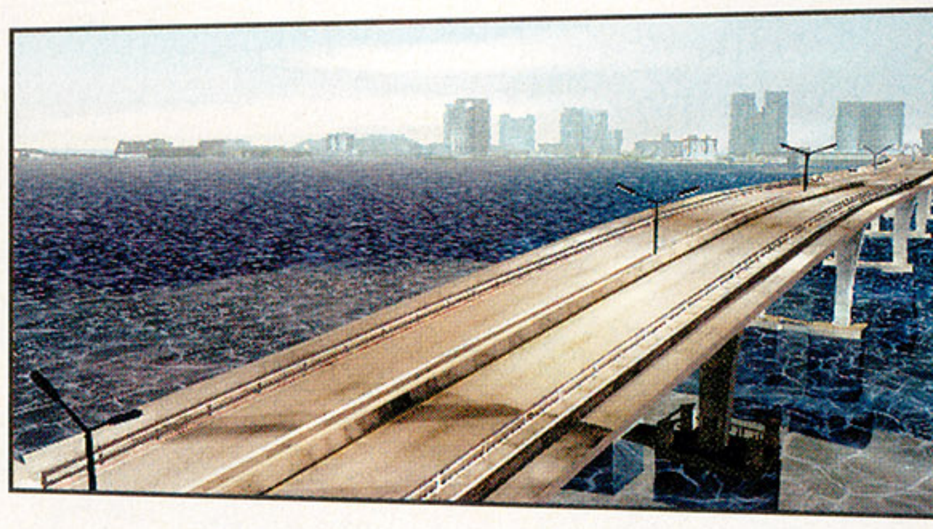






AUTO-CIDE

Use your ride as a weapon. If you're heading into a fight where you're outnumbered, drive through the crowd with your car. You'll take out a group of enemies at once. And if they happen to set your vehicle on fire, dive out and let it blow up in the middle of them. There's a few more you don't have to worry about.



FIGHT SMART

You may think you're a badass, but fighting wave after wave of enemies is a sure way to get dead. So if you see a car-full of baddies coming your way, don't stand back and wait for them to exit their ride. Instead, plug away at the grill and hood area of the car as they approach. If you get off enough shots, you'll set off an explosion and send all of your adversaries to an early grave.

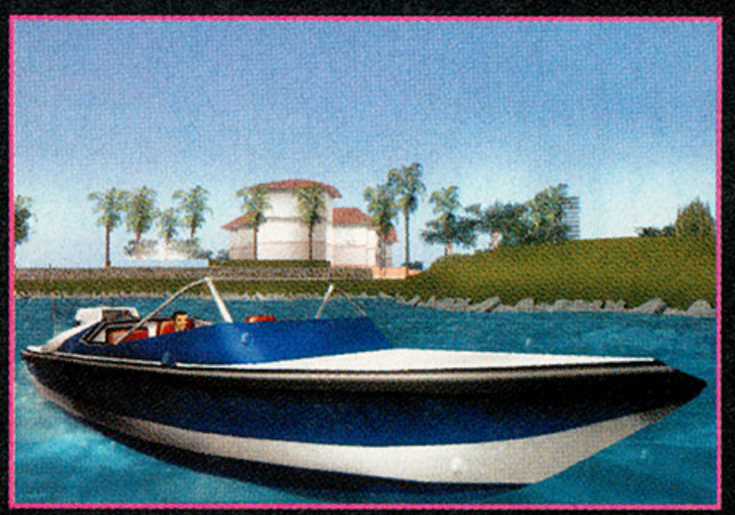
HERE IN MY CAR

While in Vice City, you'll feel safest of all in cars...or planes or bikes or whatever. With that in mind, here's a quick look at five modes of transportation you'll find in the game and how we feel about them.

Although handling should be a prime concern when deciding which set of wheels to steal, you also need to keep in mind that there are lots of bullets flying around the mean streets of Vice City, so armor is a big aspect of choosing a vehicle as well. You don't want something that'll blow up quick.



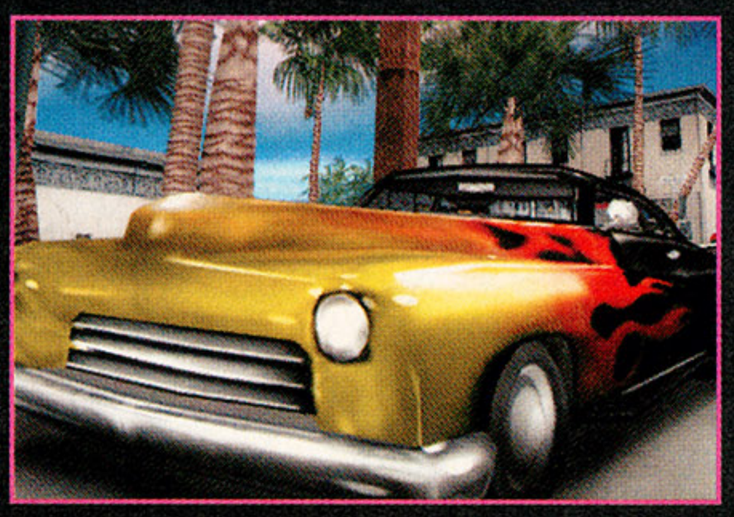
PCJ-600: As bikes go, you can't do much better than this. The 600 is a light, fast racing bike that's easy to do tricks on and is blazing fast, but bad on the turns.



SPEEDER: A fast boat is necessary in VC. This quick, nimble boat is really touchy on waves, but if you can master the steering, you'll be untouchable in the water.



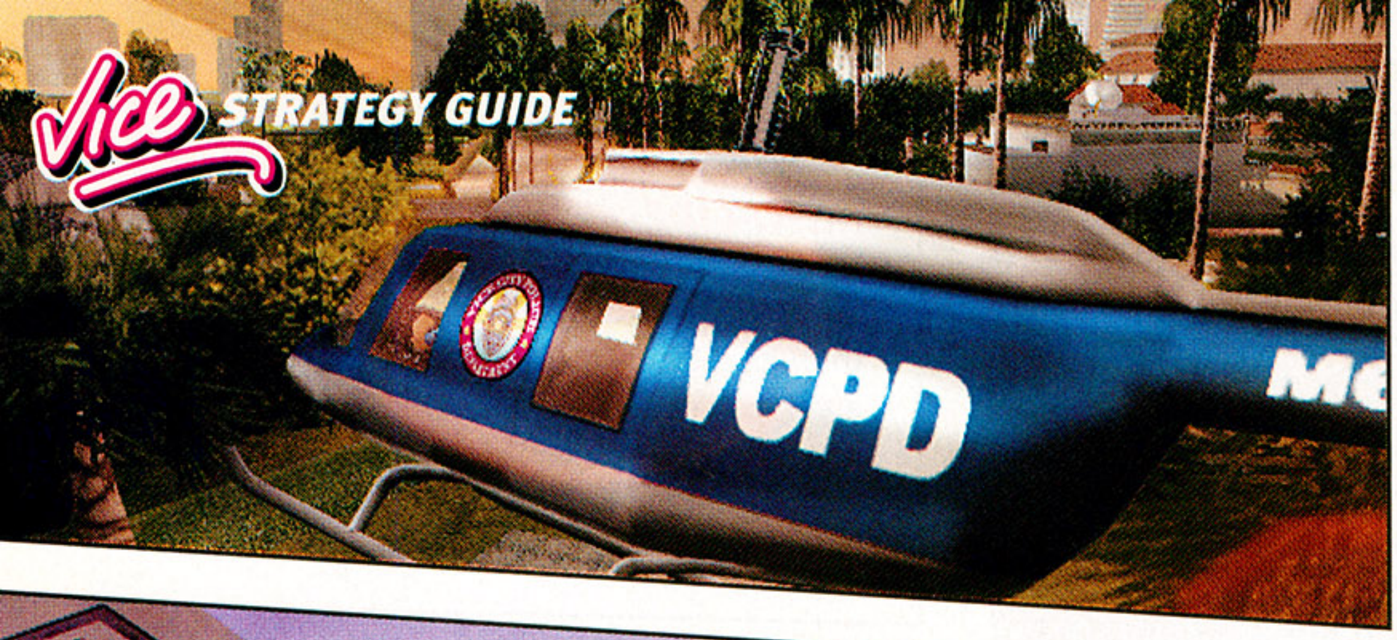
RANCHER: Only boost this squirrel-crushin', deer-smackin' drivin' machine if you're absolutely desperate for a ride, and even then you might want to reconsider.

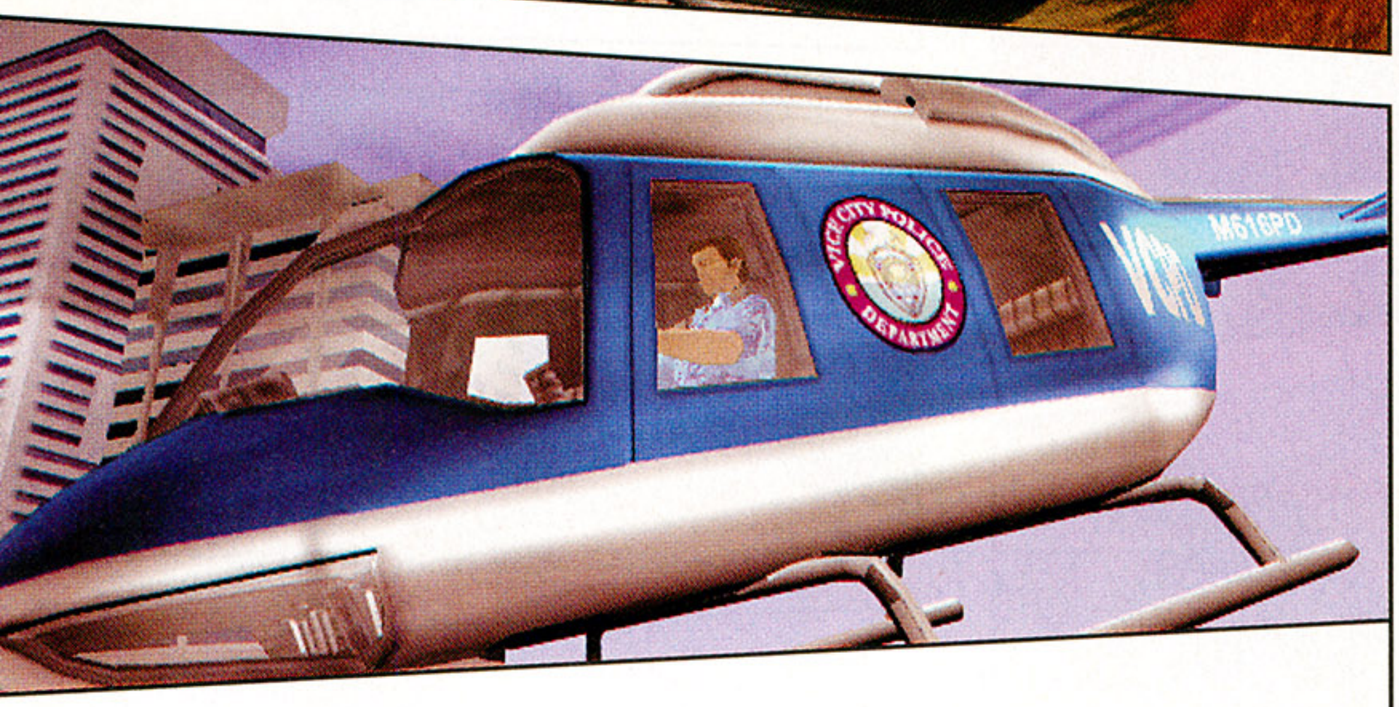


HERMES: This big ol' boat may not be fast, but she's pretty tough. That's why the Cuban gangbangers in Vice City rely on it when they need to get anywhere.



INFERNUS: One of the coolest cars in VC. The upside? You can outrun just about anything. The downside? These cars blow up as easily as a Pinto doused in gasoline.

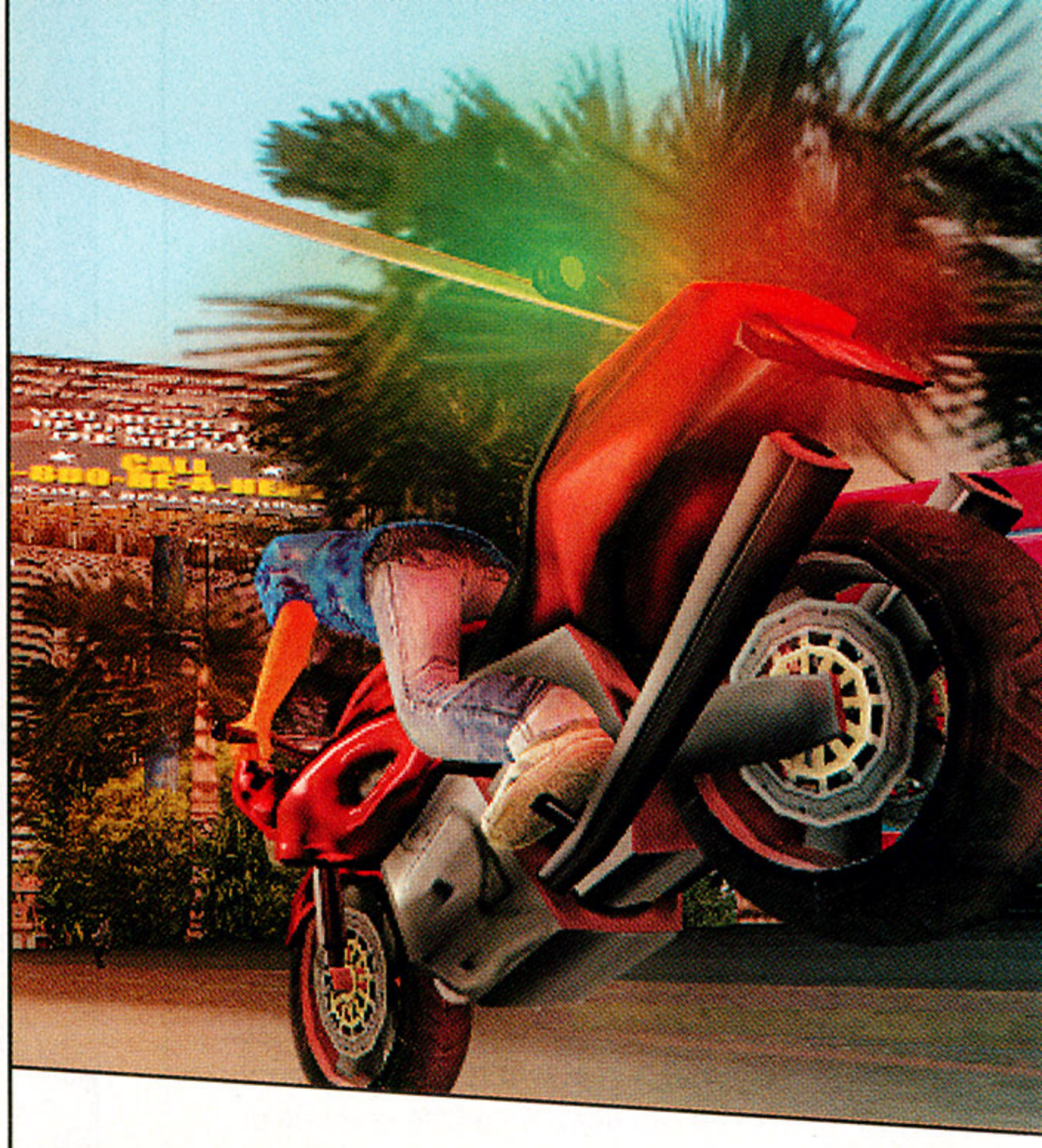




LEARNIN' TO FLY

So, where exactly do you get one of those boss helicopters? That's easy! When you finally unlock the western half of the city (a few missions into the game), head north to the downtown area. Explore the eastern shore a little until you find the police station (a word of advice: make sure your wanted level is at zero). Search the outside of the building for a staircase. Take it to the roof, where there's a helipad. Most of the time, you'll find a police chopper just sitting there for the taking. Take 'er for a whirl!

And for some real fun, try landing your chopper on a boat.



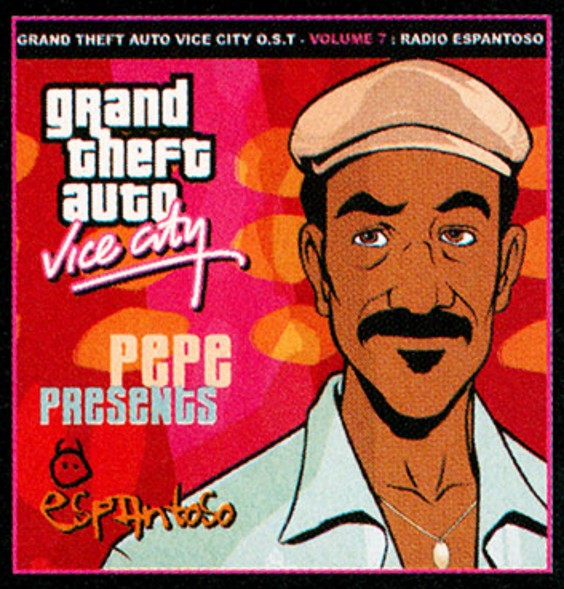
TWO-WHEELIN'

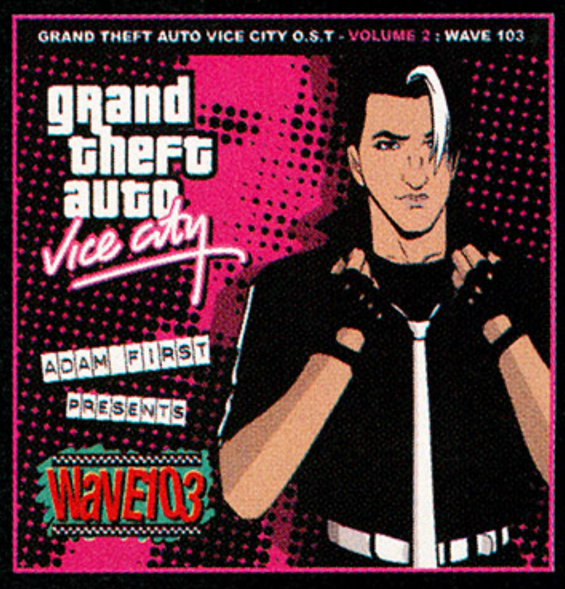
This might sound crazy, but it works. If you're going into a firefight where you know any car will get shot up to the point of exploding almost immediately, take a motorcycle instead. It's a much smaller target, you can still run down your enemies like dogs and—best of all—bullets can't hit you while you're riding. Just be careful, though. If you come to a stop on a bike while there's a cop around, he can knock you to the ground and bust you more easily than he can drag you out of a car.

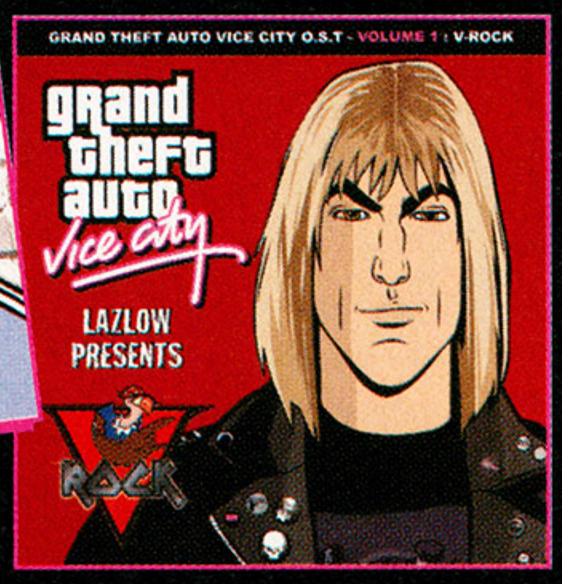
WE WANNA ROCK!!!

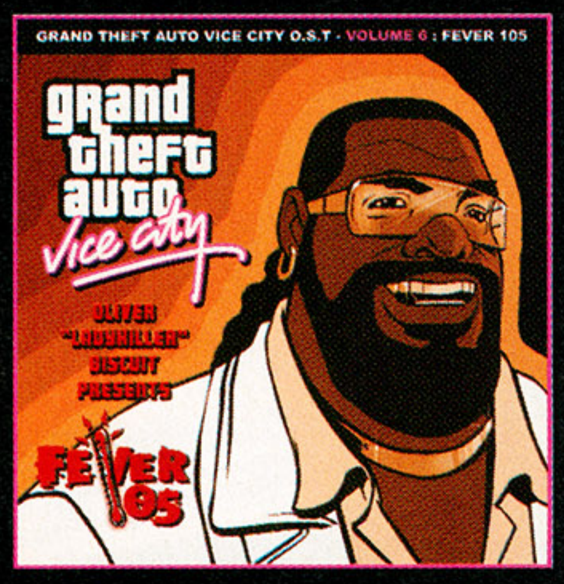














You'll find seven radio stations on the air in Vice City. But listening to the radio can be annoying. (Who wants to wait through commercials to hear their favorite songs?) Which is why you should go out and buy these soundtrack CDs (www.vicecityradio.com).

As a special bonus, putting any of the discs in your computer's CD drive will reveal a secret code that you can use at www.vicecity.com to unlock various goodies in the game. And don't bother asking us what those goodies are. You'll have to find out for yourself.

HOW TO BE A BETTER G·A·M·E·R

EVERYTHING ELSE COMES SECOND

Bathroom breaks, phone calls, holidays, pet funerals, girlfriends … everything! (Unless she's modeling her latest thong, then by all means put the controller down!)

KEEP YOUR BALANCE

Job: 20% of your time.
Skin mags: 5% (but an excellent 5%).
Food: 10%.
Gaming: 75%.
(Yes, that's 10% over. But you plan on giving 110% don't cha'?)



KEEP YOUR ELBOWS BENT

Better for gripping the controller. Holding all those games from BLOCKBUSTER.® And for keeping your opponent away from your snacks. (Get your own #@&% cheeseballs, Cheeseball!)

LOAD UP ON LIQUIDS

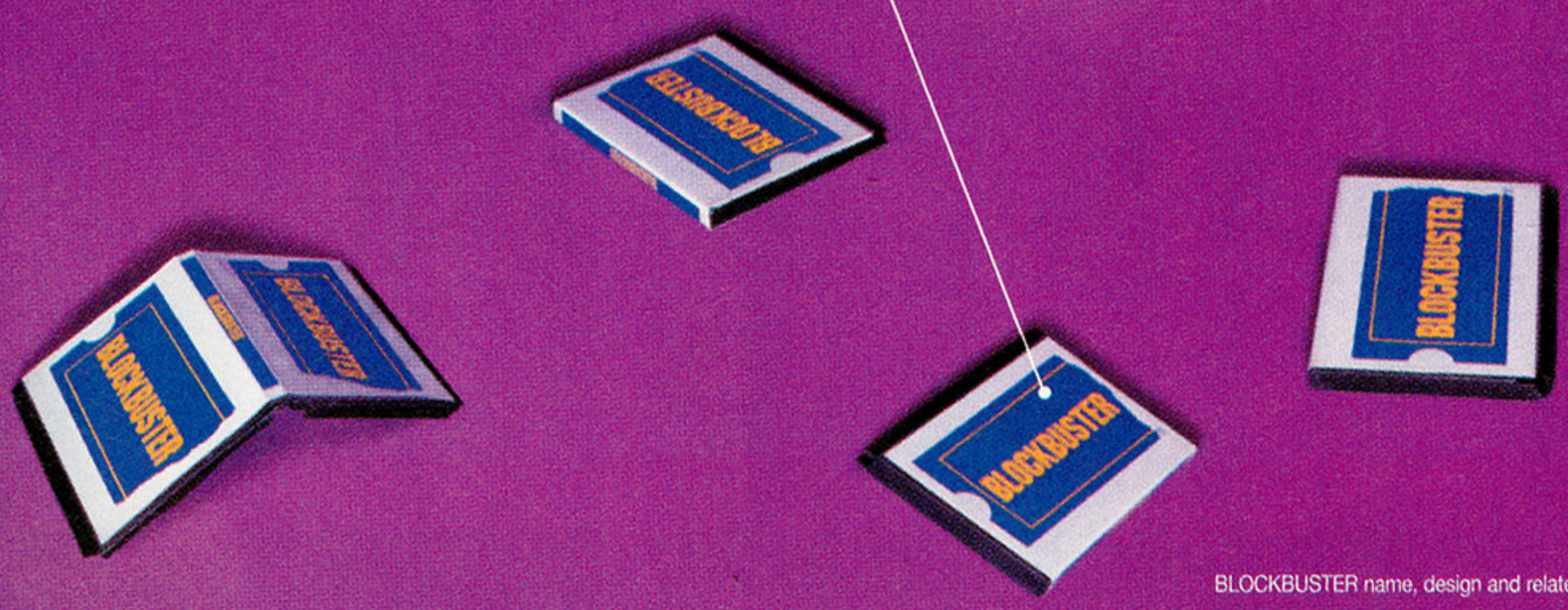
Particularly those high in caffeine.
Eventually, you will have to go.
But that's what adult diapers are for.
(So sit back and let it ride.)

SURF SMARTER

Sign up at blockbuster.com for our FREE Games E-Newsletter. It's packed with new releases, special offers, and promotions. And more! (And you thought dot.coms were dead.)

GAME YOUR WAY AT BLOCKBUSTER

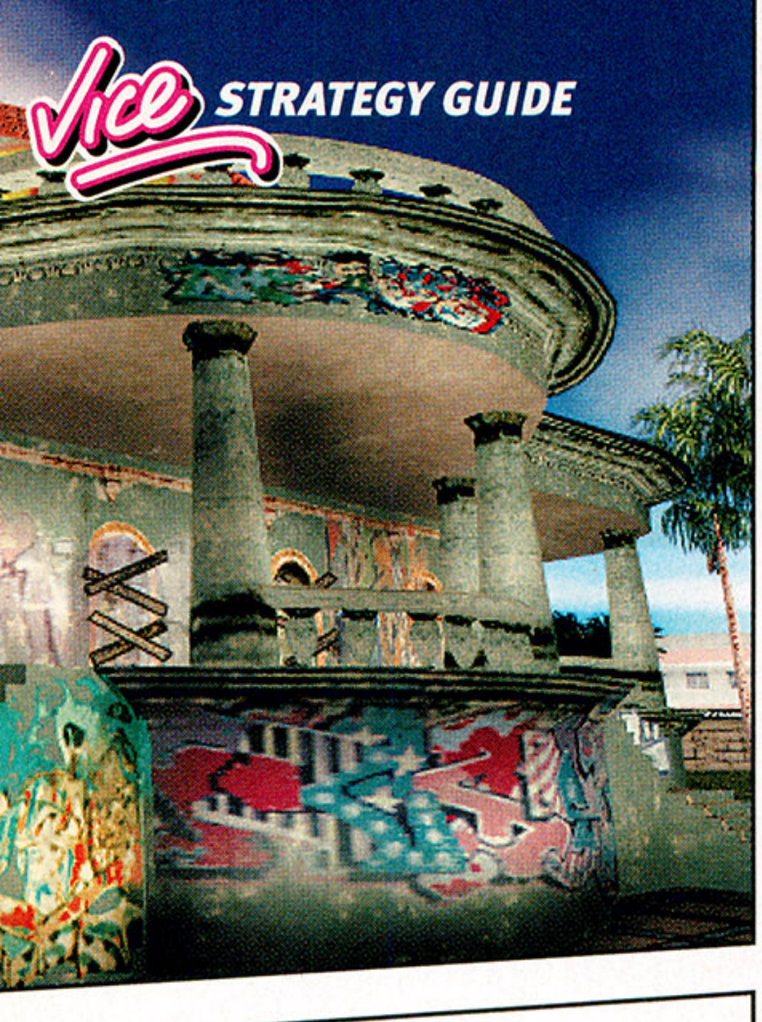
Rent or buy games and systems. The hottest titles are guaranteed to be there. And there are more copies of more games than ever. Now BLOCKBUSTER is totally committed to games. Are you? (Stop thinking about that thong, will ya'?!)



BLOCKBUSTER®

RENT. BUY. GAME YOUR WAY.

BLOCKBUSTER name, design and related marks are trademarks of Blockbuster, Inc. © 2002 Blockbuster, Inc. All rights reserved.



HERE'S TO YOUR HEALTH

Just been in a firefight? Cops took turns beating you down? Involved in a 12-car pileup? No problem. Just learn where the various hospitals are situated in Vice City. In front of each, you'll find a free health power-up. And in a pinch, you can stop in at one of your hideouts and save the game for a quick health boost.





PAY 'N' SPRAY

GTA3 veterans know that the best way to get the cops off your case is to take your car to a Pay 'N' Spray. But it ain't that simple in *Vice City*. If the fuzz is chasing you, ducking into a PNS is still the best way to get them off your tail—but you're not home free yet, because your wanted level doesn't immediately go down. The stars will remain flashing for a bit, which means you're on probation. Do anything wrong at all (hit a cop car, run over a civilian, shoot someone, etc.) while those stars are still flashing and your wanted level will go right back to where it was. So behave yourself!



RIGHT TO BEAR ARMS

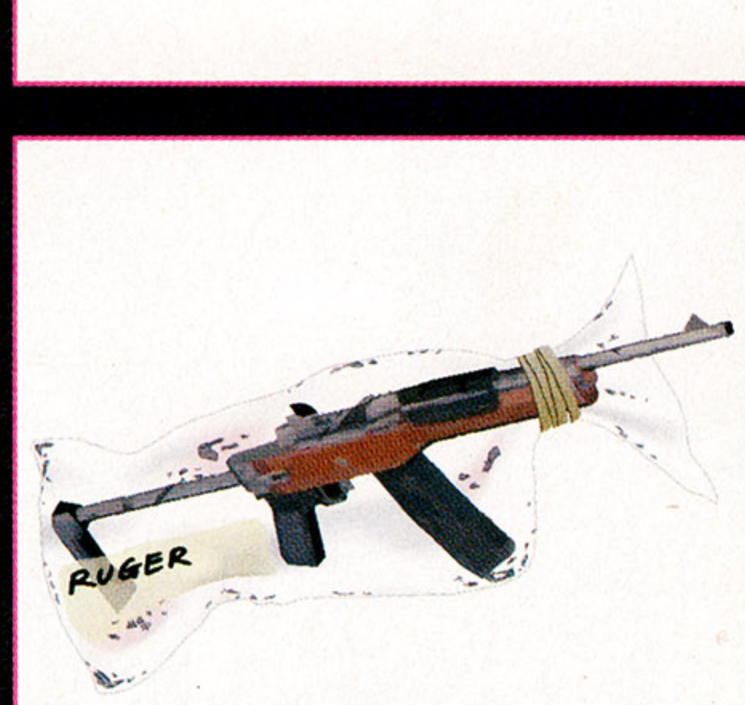
While the *VC* arsenal puts the one in *GTA3* to shame, there's one catch: You can carry only one of each type of weapon at any one time. The categories are as follows:

1. BRASS KNUCKLES – pretty self-explanatory
2. TOOLS – knives, bats and chainsaws
3. THROWING WEAPONS – grenades or Molotov cocktails
4. HANDGUNS – single-shot, light guns
5. SUBMACHINE GUNS – A high fire-rate, but a very inaccurate weapon
6. SHOTGUNS – Heavy weapons that can usually kill in one shot at close range
7. ASSAULT RIFLES – Automatic fire, but aimed through a scope (so no movement during fire)
8. HEAVY WEAPONS – Flame throwers and rocket launchers











IT ISN'T LIKE THE ORIGINAL.
IT IS THE ORIGINAL.

How does it feel to make a thousand leisure suits stand up and cheer? Slide your skinny ass into Rocky Balboa's boxing shorts and find out as you face 20 vicious opponents in a relentless quest for the title. But don't plan on coming out unscathed. In this multi-mode slugfest, the blood spurting damage is just plain brutal.



Battle the greats in Movie Mode



Brutal real-time damage



Train the Stallion way

ROCKY™

RED, WHITE, BLACK & BLUE.

Rage

www.rocky-the-game.com

MGM INTERACTIVE

Ubi Soft ENTERTAINMENT

www.ubi.com

TEEN T CONTENT RATED BY ESRB — Violence

XBOX

PlayStation.2

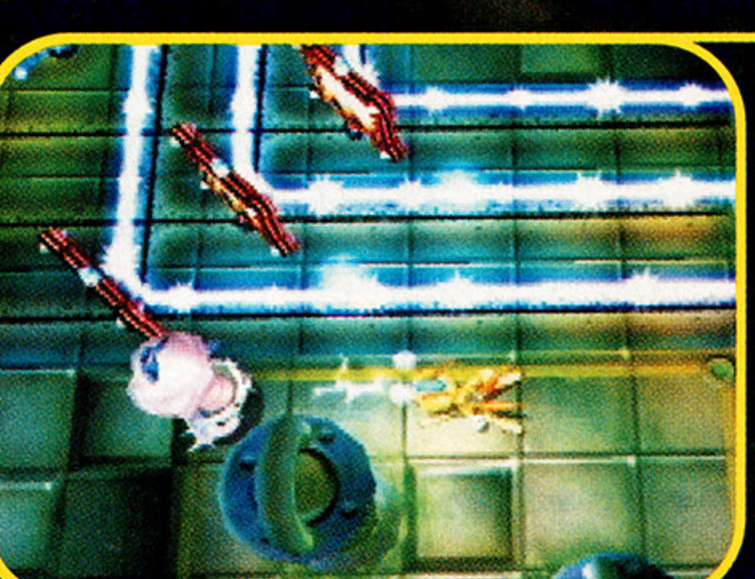
NINTENDO GAMECUBE

GAME BOY ADVANCE

© 2002 Rage Games Limited except "Rocky" - "Rocky V" (c) 1976-2002 United Artists Corporation. ROCKY TM United Artists Corporation. © 2002 UbiSoft, Inc. UbiSoft and the UbiSoft Entertainment logo are registered trademarks of UbiSoft, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either register trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ®, GameBoy Advance and the Nintendo GameCube logo are trademarks of Nintendo. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks are the properties of their respective owners.

Zapper™

One Wicked Cricket!



Meet Zapper™, a little cricket with a big attitude and a pair of high voltage antennae he's not afraid to use, as he zaps his way through twisted worlds filled with non-stop action. He's not just a bug, he's one wicked cricket.
www.onewickedcricket.com



INFOGRAMES™

GAME BOY ADVANCE

NINTENDO GAMECUBE.

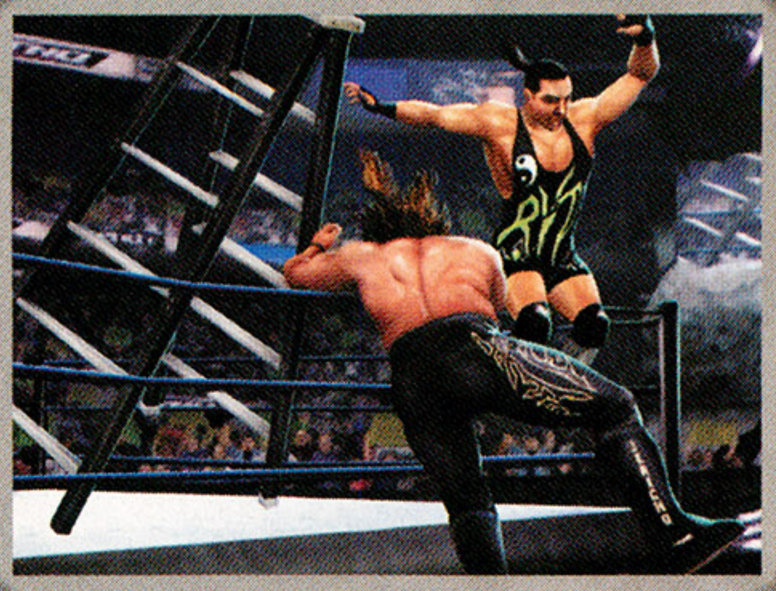
XBOX

PlayStation.2

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

© 2002 Infogrames Interactive, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Designed and developed by Blitz Games. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. All Rights Reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. PlayStation®2 screenshots shown.





THE BEST STORYLINES EVER.
PERIOD.
END OF STORY.



RATING PENDING
RP
CONTENT RATED BY ESRB

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

PlayStation 2

The names of all World Wrestling Entertainment™ televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment™ logos are trademarks which are the exclusive property of Co. and its logo are trademarks of Yuke's Co., Ltd. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo

SHUT YOUR MOUTH.







SMACKDOWN!™
SHUT YOUR MOUTH

JAKKS Pacific inc.

World Wrestling Entertainment™

THQ®
www.thq.com

World Wrestling Entertainment, Inc.© 2002 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2002 THQ/JAKKS Pacific LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. Developed by Yuke's Co., Ltd. Yuke's are registered trademarks of Sony Computer Entertainment Inc.

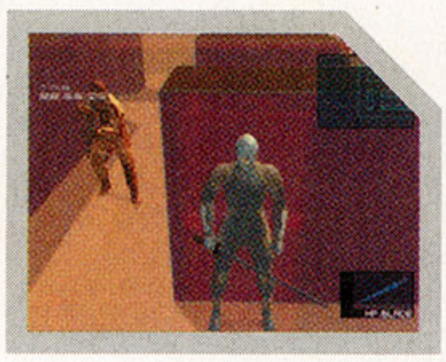


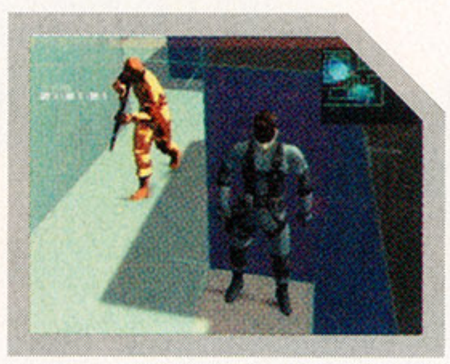
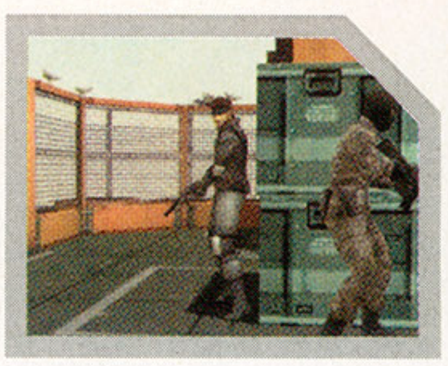
MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Partial Nudity
Violence

"AFTER SEEING METAL GEAR SOLID®2: SUBSTANCE, IT'S OBVIOUS THAT THE SERIES DESERVES A SPOT RIGHT ALONGSIDE THE TOP CONSOLE GAME FRANCHISES OF ALL TIME."

OFFICIAL XBOX MAGAZINE

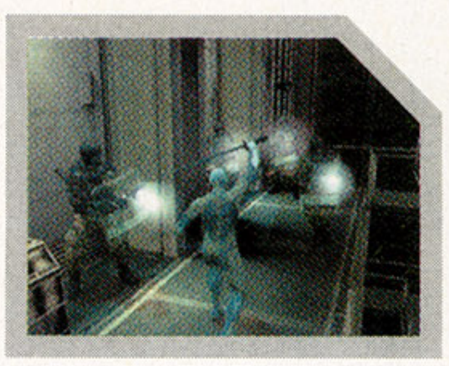



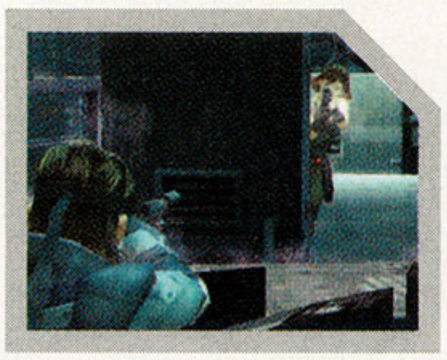


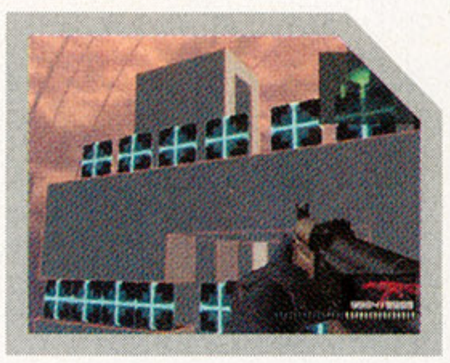
TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SUBSTANCE



350+ VR MISSIONS
EUROPEAN EXTREME MODE
HIDDEN PLAYABLE CHARACTERS

150+ ALTERNATIVE MISSIONS
CASTING THEATER
ENTIRE SONS OF LIBERTY™ GAME!

5 SNAKE TALES
BOSS SURVIVAL MODE
MERYL RETURNS!

NOW AVAILABLE FOR XBOX™

XBOX

KONAMI®

METAL GEAR®, METAL GEAR SOLID®, SONS OF LIBERTY™ and SUBSTANCE™ are either registered trademarks or trademarks of KONAMI COMPUTER ENTERTAINMENT JAPAN, INC. © 1987 2002 KONAMI COMPUTER ENTERTAINMENT JAPAN. KONAMI® is a registered trademark of KONAMI CORPORATION. ALL RIGHTS RESERVED. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association.

KOEI™

www.koeigames.com



RATING PENDING

RP

CONTENT RATED BY ESRB

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

DOLBY DIGITAL

Crimson Sea is a trademark of KOEI Corporation and KOEI Co., Ltd. ©2002 KOEI Co., Ltd. All rights reserved.
Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.
The ratings icon is a trademark of the Interactive Digital Software Association.
Dolby and the double-D symbol are trademarks of Dolby Laboratories.

ONLY ON XBOX

XBOX

Tension, fear, excitement...

Crimson Sea™

Heart-pounding, cinematic-quality, real-time graphics.
Feel the rush as you decimate swarming enemy masses!
The visual and sound effects of these tremendous battles push Xbox™ to the limit!







Fight for your life as you are surrounded by the hoards!
A new and improved "Group Control Engine" puts more than 1,000 enemies in your sights at once!

"Liquid" aliens change shape as they attack!
Watch as these enemies of unknown origin morph before your very eyes!

Complete immersion in battle!
A special sonar enemy detection system and Dolby Digital 5.1ch Surround sound bring excitement from all angles!


TOMMY'S
DRIVE UP
20



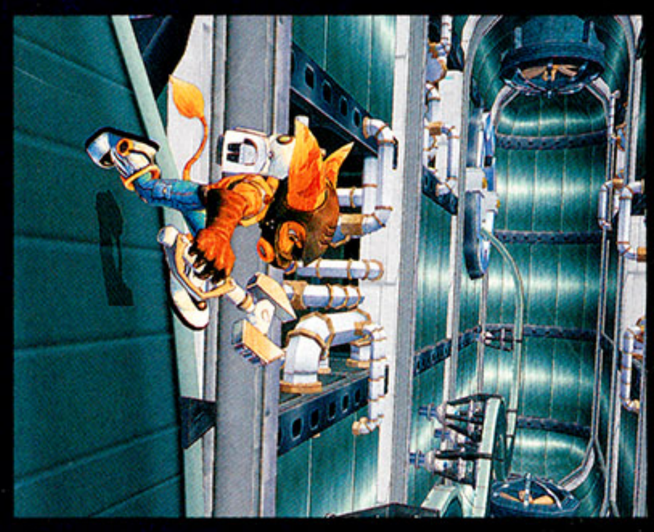
It's time to rip the galaxy a new one. With over 36 weapons and gadgets to choose from, it's no wonder Ratchet & Clank have itchy trigger fingers. Think about it. You can choose from burning, bombing, exploding or obliterating your enemies. So go ahead, blow it up. Blow it all up. Because nobody likes a nice clean town.

RATCHET & CLANK™









LIVE IN YOUR WORLD.
PLAY IN OURS.

PlayStation®2

TEEN
T
CONTENT RATED BY ESRB

Mild Violence

www.playstation.com
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
"Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. Ratchet & Clank is a trademark of Sony Computer Entertainment America Inc. Created and developed by Insomniac Games. © 2002 Sony Computer Entertainment America Inc.

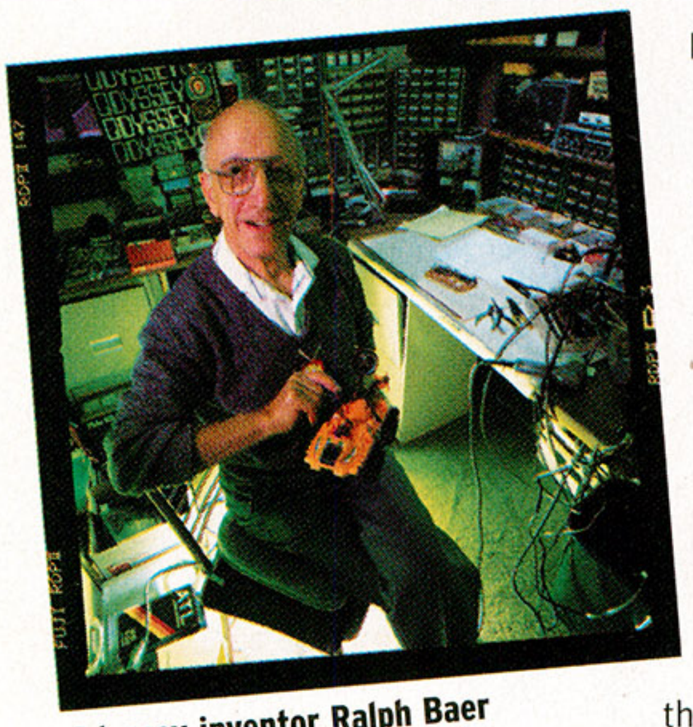
INSOMNIAC GAMES


CREATE YOUR OWN MAYHEM WITH...
RATCHET & CLANK
Ratchet & Clank is a trademark of Sony Computer Entertainment America Inc.
Developed by Insomniac Games. ©2002 Sony Computer Entertainment America Inc.

30 YEARS LATER

EGM celebrates the 30th anniversary of video games with a time-tripping look back at the console that started it all and a peek ahead at the super system you'll play 30 years in the future

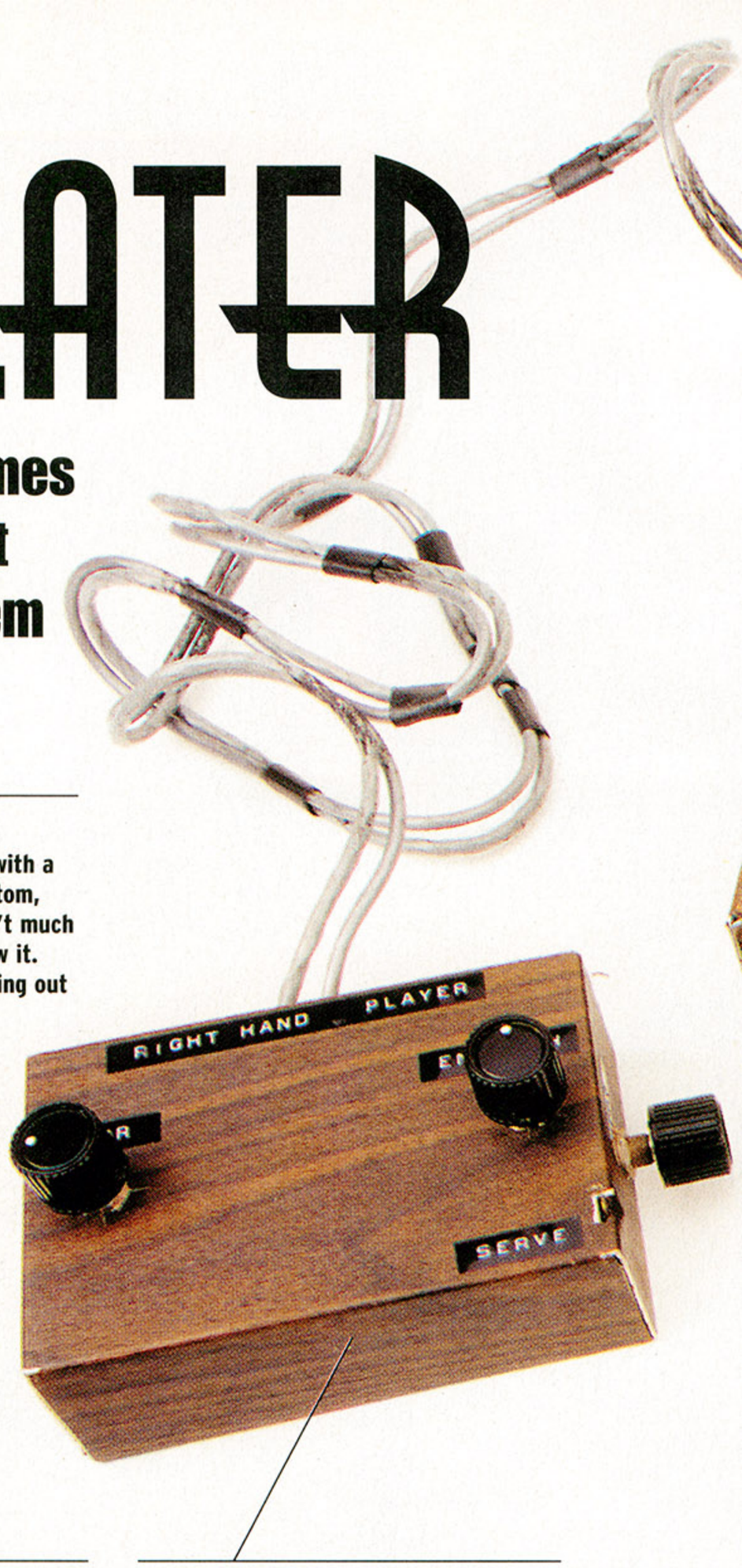
BY CRISPIN BOYER



Odyssey inventor Ralph Baer

Three decades ago, Elvis was still alive and *Final Fantasy VII*'s Aeris hadn't died. Hedgehogs traveled at sensible speeds. Turtles didn't fly. Video games did not exist. But then a guy named Ralph Baer had a crazy idea. "I thought, 'Wouldn't it be nice if we could do something else with a TV set by turning to channel 3 or 4 on the stupid thing?'" says Baer, who'd been kicking around the notion of home video games since the '50s. In 1966, while working for defense contractor Sanders Associates, he drew up schematics and set his plan in motion. Three years later, he had a final prototype to shop around. Magnavox bit, and Baer's "Brown Box" prototype was mass-produced as the Odyssey, the world's first video-game console. It hit stores in May 1972 and sold about 100,000 units.

Today, 1972 resonates as video games' T-minus zero, the year the industry achieved liftoff (entrepreneurial engineer Nolan Bushnell formed Atari that same year). In the 30 years since, games have rocketed into the stratosphere, evolving into a multi-billion-dollar industry and a phenomenon unique to our generation. Our folks can lay claim to rock 'n' roll, but games are *our* thing. So help us celebrate everything our hobby has become by deconstructing the original prototype that started it all, Ralph Baer's Brown Box (right). And when you're done waxing nostalgic, flip the page for our best guess at the console of the future, based on input from game-biz hotshots. Will their predictions come true? Who knows—if the last 30 years are any indication, our No. 1 pastime's still full of surprises.



WHY'S IT BROWN?

An aluminum chassis with a cardboard top and bottom, Baer's prototype wasn't much to look at, and he knew it. "It looked like something out of the lab, which it was," he tells us. "We wanted to make it look halfway human, more like a consumer product, so I went to the store and bought some wood-grain wallpaper to dress it up a bit."

SKUNK WORKS

The whole Odyssey project was a dark secret at Sanders, where Baer worked. "We didn't show off our project at all," he says, "and really, why should we? Sanders was a big company at the time, making military electronics. People would have thought, 'What the hell was [a game system] doing there?' But it was just one of my things. I took advantage of my position and made it happen. It was an embarrassment for the company until it started making money."

CONTROL FREAK

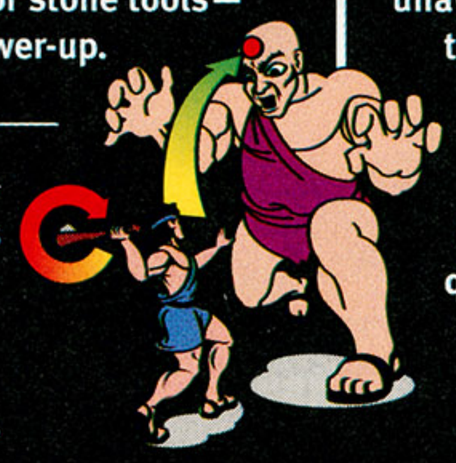
Baer actually settled on a design for the world's first home-game controller on an earlier Odyssey prototype, then moved it to the Brown Box. The controller had two knobs—one for horizontal movement of on-screen objects, and the other for vertical motion. After Baer and his staff of engineers play-tested the Odyssey's ping-pong game, they added a third knob, called the English knob, for applying spin to the ball. "It effectively meant you had to have three hands," he says, "or be very clever with your fingers. There certainly wasn't a good human factor to the design. The controller was much too big. Compared to what we have today, it was ridiculous."

THROUGH THE YEARS...

From the first final boss to Sega's final hardware flop, we track the milestone moments that made video games the best damn thing in the whole wide world

2.6 million years B.C. Early humans stop wielding primitive clubs and blunt bones in exchange for stone tools—the first power-up.

1050 B.C. ➤ David beats Goliath in the first recorded boss battle.



700 A.D. Ninjas begin sneaking around Japan, unaware that more than two thousand years later, they'll make token, historically questionable appearances in scores of video games.

1765 Abigail Adams becomes the first presidential daughter. Villains take note and plot a rash of first-daughter kidnappings for late '80s video games.



1889 The Japanese playing-card company Marufuku is formed in Japan. Its name changes to Nintendo in 1951. ▲

The Brown Box: Gaming's First Console

Baer's box was actually the final evolution of seven units. He and Sanders engineer Bob Tremblay built the first in 1966; the final box was completed in '69. Features were added at every stage. Some ideas, such as a golf-tee controller and game that Baer tested with one of his wife's putters, fell by the wayside.



Quick Draw

Not only did Baer invent the original game console, but he also devised the very first light gun. His test units were toy rifles and pistols. "There was plenty of room inside the toy guns, in the handle and behind the barrel and such, to put in a few transistors and other parts." The final Odyssey light rifle was sold separately.

Throw the Switch

The Odyssey didn't play actual cartridges. Instead, it had a selection of 12 built-in titles (such as ping-pong, handball and hockey) that players could choose by plugging in cartridge-like cards that tripped jumpers within the system and chose the appropriate game. For the Brown Box prototype, Baer simply used index cards for each game to remind him which way to set the jumpers.

Under the Hood

The Brown Box had about 40 transistors (by comparison, the Xbox CPU packs 22 million). And see those C-cell batteries? The Odyssey required no external juice. "It may surprise you today," Baer says, "but many of the early home games were battery-powered."

The Final Design

Although its innards are identical to Baer's prototype, the final Odyssey unit—which sold for $100—certainly looked nicer. "We were happy with Magnavox's design," Baer says. "The only thing we didn't like was the price. It was that high partly because they spent a lot of money on plastic."



1896 The first Olympic Games host the triple jump, a move credited with saving millions of lives in platform games.

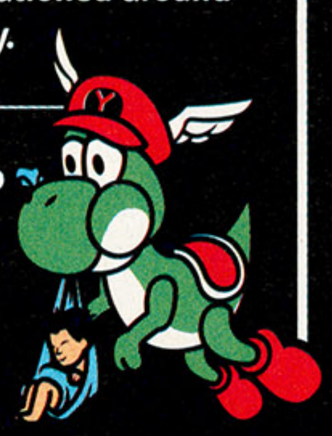
1910 The term "joystick" comes into usage to describe the controls on "motorcoaches" and "aeroplanes."

1920 Women granted right to vote in U.S., opening the door for numerous Barbie games and cake-baking simulators.

1947 Tokyo Telecommunications Laboratory opens in Japan and manufactures rice cookers and transistor radios. Eleven years later, it changes its name to Sony.

1952 Sega, short for Service Games, opens shop in Japan and supplies coin-op machines to U.S. soldiers stationed around the country.

1952 Mario creator Shigeru Miyamoto is born. ➤



1963 Silicone breast implants introduced. See Lara Croft, *Virtua Fighter*'s Sarah Bryant and every game from *Dead or Alive* creator Tomonobu Itagaki.

1972 Magnavox releases the Odyssey.

1973 Dungeons & Dragons invented, laying the groundwork for all video-game RPGs.

1975 Bill Gates starts Microsoft.

30 YEARS LATER

VIDEO GAMES 2032

EGM unveils the system of tomorrow, today

When we solicited industry experts and our readers for help designing the console of 2032, some responses scared us. "The question is, will the Earth still be here in 30 years?" said Tecmo President Tomonobu Itagaki. And some responses...well, really scared us. "We'll have the XXXbox—the lonely gamer's dream come true," predicted reader Zak Knight of Oklahoma City, Okla. "I don't recommend sharing it with your friends." Uh, ewww.

But most folks dragged their minds from the gutter and gave us ideas we could work with. We pulled all their predictions together, added a few of our own and sent all the raw data to Midway 3D artist Charles Ernst. The end result is the console prototype you see here. We're calling our system the TriaD because of its three components (headset, base and controllers), its 3D stereoscopic eyewear (as in Tri-Dimensional—get it?) and our belief that hardware makers will never get tired of capitalizing letters within console names. Eyeball the TriaD closely and memorize every detail. Barring the end of the world or some debilitating preoccupation with porno titles, we all might be gaming on this thing in the year 2032....



Rear view

SMELL-O-VISION

"Reality–visuals, sound and smells–and virtual reality will fuse and commonly exist as the entertainment of the future," says *Metal Gear Solid* creator Hideo Kojima. The headset will handle the visuals. That leaves the TriaD to pump out the smells. The unit features an odor generator fueled by tiny replaceable cartridges that will pump out any kinda stink a game calls for. We really will smell what The Rock is cooking–as he pummels us with his walker.





THE HEADSET

"Visuals will be cast directly onto the retina," says *Castlevania* producer Koji Igarashi. The TriaD's wireless eyewear, which comes in two pieces that clip on each ear, makes it happen. Gamers will see the game world in true 3D...as long as their eyes haven't been fried by U/V radiation from the ozone hole.

DOLBY VIRTUAL CODEC™

The earpads stimulate the bones in your inner ear, generating a sphere of surround sound.

MIND GAMES

"The system will need a sensor that reads your brainwaves," says *Resident Evil Ø* producer Hiroyuki Kobayashi. It'll let you issue simple thought commands or, say, allow game enemies to sense your fear.

SPEAK UP

Real-time chat and voice recognition are hot new technologies today, but in 2032 they'll be standard features on any console.

THE CONSOLE BASE

The TriaD's base unit will accommodate up to four players who jack in via the wireless headsets and controllers (those four blue lights show how many players are connected). But what if your pals perish in the Neutron War of 2029? The TriaD also has a high-speed wireless Web connection, so you can play online with strangers. Or just pick a solo game. "The Internet will broaden gaming into more social realms," says Naughty Dog co-founder Jason Rubin, "but one-player games will still be popular."

1977 Atari releases the Video Computer System (aka, the Atari 2600). ▼



1980 ➤ Activision sends iron-on patches to gamers who meet high-score challenges to commemorate their triumphs, marking the first time a publisher connects with gamers through a geeky game tchotchke.

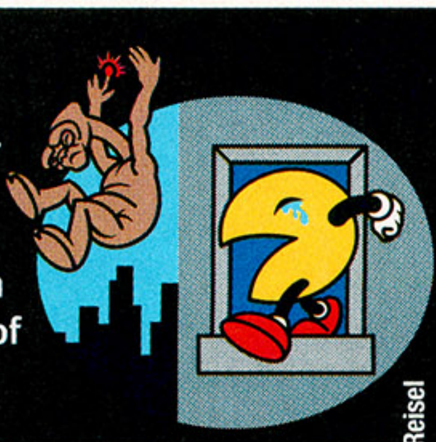


1981 Sir-Tech Software releases the RPG *Wizardry* for the Apple II. The computer game becomes hugely popular in Japan and influences the developers of the first console RPGs.

1982 Coleco releases an adapter that allows the ColecoVision system to play Atari 2600 titles. It's the first cross-console adapter. Atari sues and loses. ▼



1984 Atari and the entire industry suffer a financial crash, mainly due to an overabundance of lousy games. ➤



1985 Nintendo releases the Nintendo Entertainment System and revitalizes console gaming. In Moscow, Alexey Pajitnov creates *Tetris*.

Illustrations by Mike Reisel

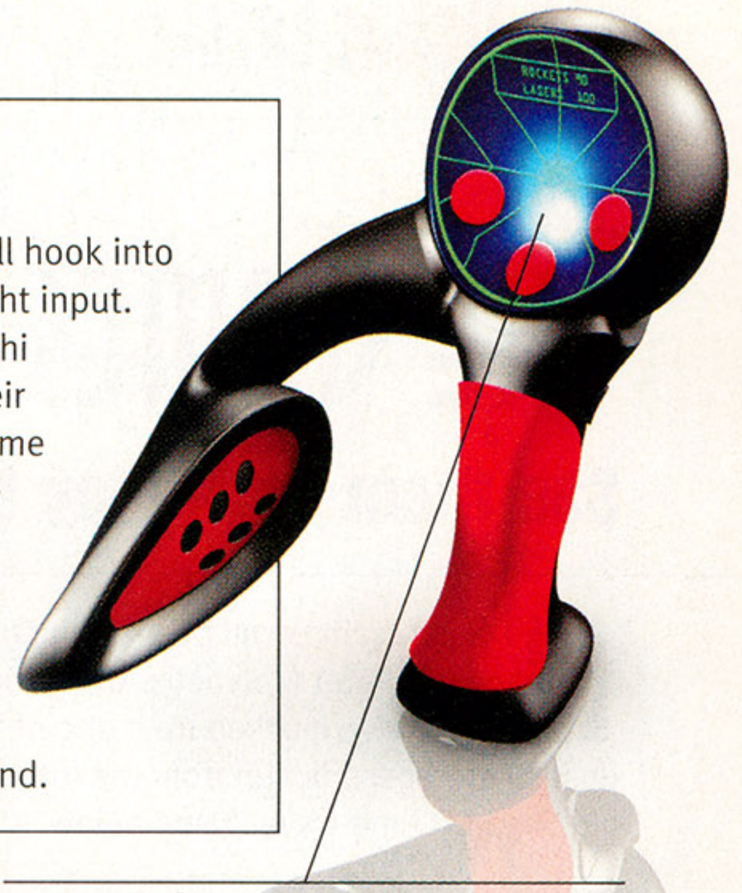
Candid Camera

"In 30 years...games will be unique and personal to the player, enabling people to express their own individuality," says Peter Molyneux, managing director of Lionhead Studios and creator of such god-games as *Populous* and *Black & White*. It all starts with the 360-degree panoramic camera built into the TriaD's top. It'll capture your appearance for modeling your in-game character and let you digitize myriad personal touches–everything from custom weapons to your ex-wife's mothballed 'NSync posters for virtual target practice.



The Controllers

Many readers predicted consoles will hook into your noggin and require mere thought input. But *Castlevania* producer Koji Igarashi warns that "people wouldn't use their hands anymore, players would become lazy and games would become more controversial. So the game industry would make sure hand controllers would still be used." We figure today's dual-stick joypad will eventually split into two separate wireless controllers, one for each hand.



Quick Change

See the tiny screen under your thumb? It's a touch-sensitive video pad that displays varying button and control-pad layouts. "Your control will change depending on the game," says reader Alex Jokela of Palm Beach Gardens, Fla.

Dance Like a Butterfly

Each hand unit has built-in internal gyros that relay their position in 3D space to the TriaD base. So when you move your arms or take aim in real life, you do it in the game. Just be careful you don't knock over your priceless collection of *Final Fantasy XXXVII* figurines when you flail around.

Feel the Burn

"Tactile gadgets will be part of the scene," says Odyssey creator Ralph Baer, "so when you get hit, you get *hit*." In the TriaD's case, feedback is limited to stimulating the muscles on the back of your arms. The feedback pad will even change temperature: When Ryu hits you with a fireball in *Capcom vs. Sega vs. Namco vs. SNK: Turbo Championship Edition*, you'll feel the heat.



Playing with Power

Game designer Mark Cerny predicts that by 2032, "[Visuals] will be whatever the creators want them to be." Seamus Blackley, the man who spearheaded the Xbox project at Microsoft, agrees. "The console will be able to replicate the experience of watching other media, such as movies. There will be no difference in the imagery."

Where's the DVD Tray?

Good question. There ain't one. "Games will eventually be distributed electronically," says Mark Cerny, co-designer of *Crash Bandicoot*, *Ratchet and Clank*, the classic coin-op *Marble Madness* and too many other games to list. That means all you have to do is pick the game you want to play from a menu, authorize payment and zap! It's downloaded wirelessly into the TriaD faster than it takes to rehydrate your burrito meal pill. And the really cool part? "Games won't be static items that come in a box," Cerny says. "They will be open, flexible things, where the scenarios can change every day."

Who's Making This Thing?

You're crazy if you think we're naming TriaD's manufacturer, lest we be labeled biased for picking one hardware company over another. Let's just say it's the product of a joint venture between Nintendo, Sony, Microsoft and Ralston-Purina, which becomes the world's largest company after opening its Soylent Green foods division in 2022. Oh, and TriaD "will be backwards-compatible with every system ever made," says reader Bobby Armstrong of Milwaukee, Wis.

1989 Nintendo releases the Game Boy and dominates the handheld market until the end of time. Meanwhile, a world-record-holding game guru and arcade manager named Steve Harris starts a magazine called *Electronic Gaming Monthly*.

1990 Capcom staff in Japan become addicted to a new fighting game they're developing internally, staying up all night to play the two-player mode. That game is *Street Fighter II*.

1991 Nintendo signs a deal with Sony to develop a CD add-on to Super NES, called the PlayStation. By summer, the two companies part ways.

1992 John Carmack and id Software release *Wolfenstein 3D*. It lays the first-person-shooter groundwork for blockbuster 3D titles like *Doom*, *GoldenEye 007* and *Halo*.

1993 Senators Joe Lieberman and Herbert Kohl investigate video-game violence, thanks to the gory *Mortal Kombat* and *Night Trap*. Security is beefed up around the Senate offices due to fatality threats. ➤

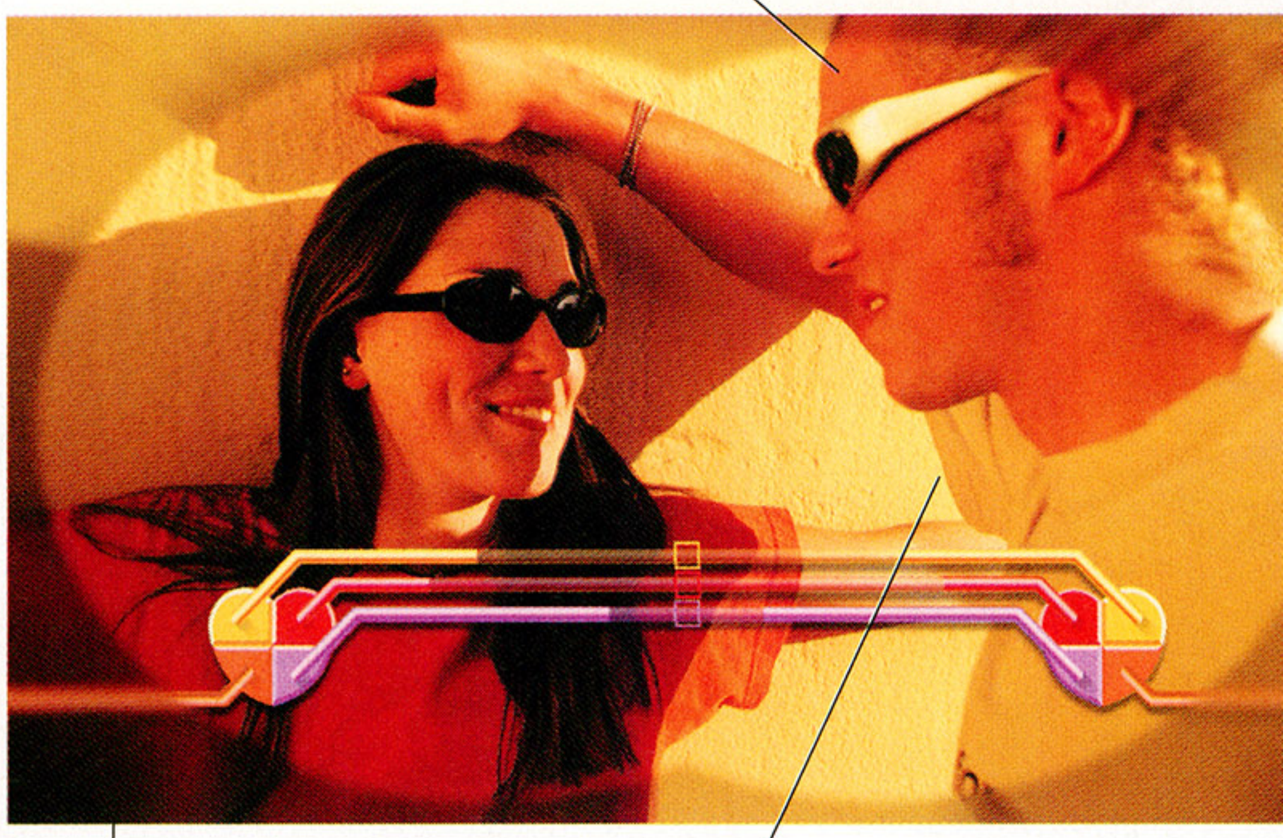


1994 Nintendo claims its secret Project Reality system will pump out movie-quality effects. It's released two years later as the Nintendo 64, proving Nintendo hadn't been to the movies since 1930.

The Games of 2032

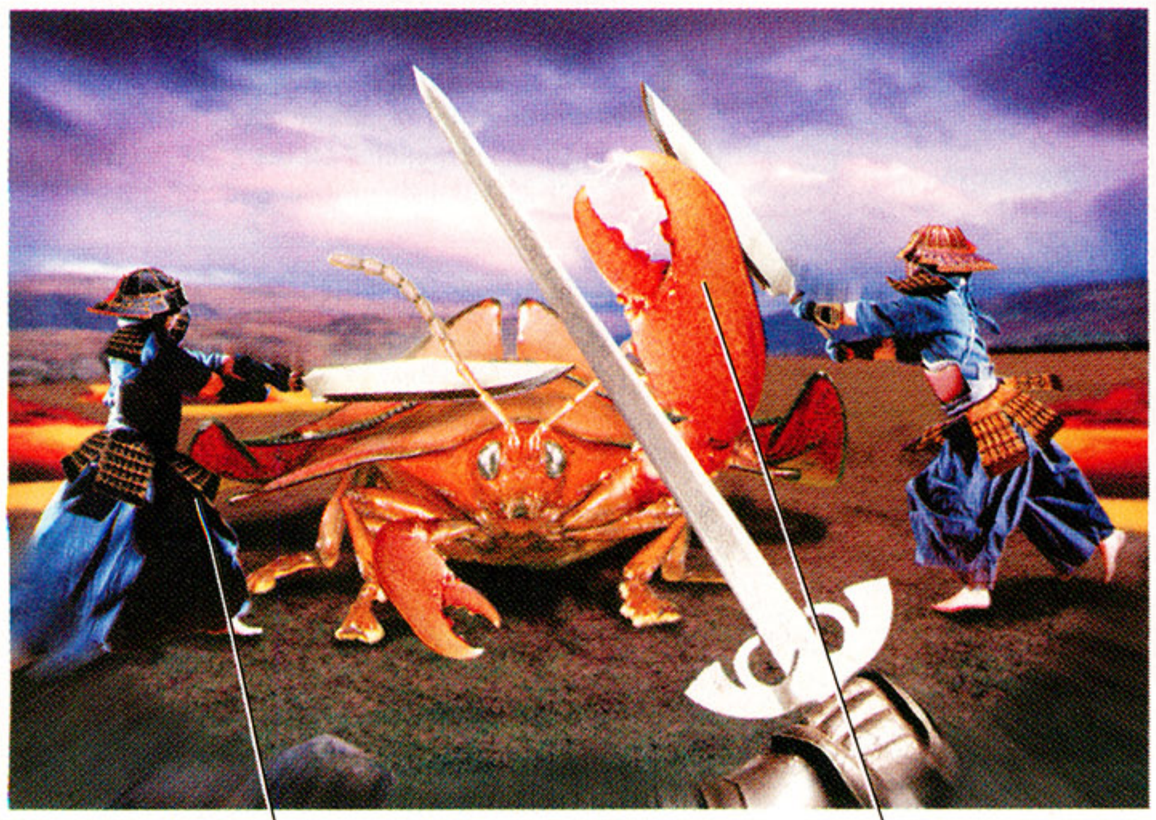
See them now. Play them (much) later

"In 30 years, games will be as mainstream as movies or TV," says Lionhead's Peter Molyneux. Great, but what will we actually be playing? We've mocked up a duo of TriaD games for a double dose of stereoscopic fun from the future. (And, no, that isn't some old Sega CD time-travel game below. It's just a mock-up, smartass).



In the Game

The TriaD's camera will let you map your face onto in-game characters, so that's really you in the dating sim below. Nice sideburns, cyberstud. Oh, and just 'cause the TriaD uses 3D eyewear doesn't mean all games will be in first person. In third-person titles, your eyes will be the camera.



Give the Order

"Voice recognition will be coupled with eye tracking," says Odyssey creator Ralph Baer. "You can look at someone, yell a command, and he'll do what you say." In this case, we're looking at our party members and shouting, "Hey, save our ass!"

It's Thinking

Baddies like this RPG bug boss will seem so lifelike and unpredictable, you'd swear you were fighting villains raised from birth and taught to kill. "Developers will teach game characters to walk, rather than playing back canned sequences," says Naughty Dog's Jason Rubin.

Hot Date

The virtual-reality nature of the TriaD means simulation games will become a blockbuster genre. "Especially dating sims," says reader Jose Quezada of Chula Vista, Calif.

Sniff, Sniff...

Remember, the TriaD has an odor generator. Better use a deodorant power-up.



The Zing turned on and opened up. Its LCD control pads can change depending on the game.



The Zing portable in its closed position.

The Handheld of 2032

"Handhelds will be extremely advanced," says *Kingdom Hearts* Director Tetsuya Nomura. "They will pack the power of at least a PS3." They'll also be smaller than ever. Our mock-up, called the Zing, is the size of a pager. When activated, its control pad and fabric high-definition screen spring open.

1995 Sega releases the Saturn. Sony releases the PlayStation. One dies and the other thrives.

1996 Square and Nintendo have a falling out; Square jumps to the PS1.

1998 *Pokémon* hits the U.S., kicking off the biggest gaming phenomenon since *Super Mario Bros.* Al Gore later claims to have invented *Pokémon*.

1999 Tony Hawk pulls off his first 900. Gamers try it later that year on the PlayStation.

2000 Sony launches the PS2 in America. EBay prices for the limited-release unit soar above $1,000, making the back-of-a-van rate of $500 seem like a real deal.

2001 Sega bows out of the hardware biz. Microsoft releases a *Halo* TV adapter, the Xbox. Three days later, Nintendo's GameCube debuts.

2002 Square and Nintendo kiss and make up, bathe together in zillion-dollar bills.

2032 Gamers everywhere strap on the TriaD, game system of the future. While they're preoccupied with *Tomb Raider 69*, mutant rats crawl from the sewers and enslave mankind.



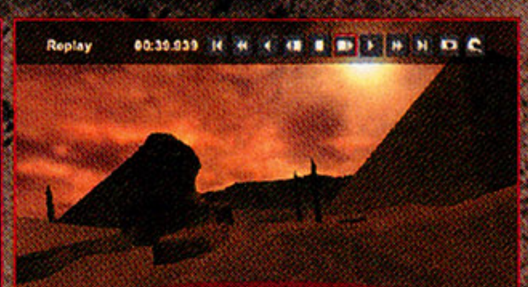
Is there mud in your Blood?

YOU BUILD THE TRUCKS. GOD BUILDS THE TRACKS.

Get revved up for the most insane off-road racing game to hit Nintendo GameCube. 4x4 EVO 2. With more than 40 upgradeable vehicles and over 30 treacherous tracks, you're either in the lead, or you're eating dirt.







4x4 EVO 2

Supercharged by the Logitech® Force Feedback

LOGITECH SPEED FORCE force-feedback wheel.

EVERYONE E CONTENT RATED BY ESRB

BLACK LABEL GAMES

TERMINAL REALITY

NINTENDO GAMECUBE

4x4 Evo2, the 4x4 Evo2 logo, Terminal Reality, and the Terminal Reality logoare trademarks of Terminal Reality, Inc. All rights reserved.TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. Black Label Games, the Black Label Games Logo, Vivendi Universal Games, and the Vivendi Universal Games Logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries.













Seven Sonic Hits Now in One Complete Package

SONIC TEAM™

Missed one.





All the jumps, thrills and loop-de-loops you'd expect from Sonic now in one speedy little package. Seven separate adventures to explore, one ring at a time.

™, ® and the Nintendo GameCube logo are trademarks of Nintendo. Sega is registered in the U.S. Patent and Trademark Office. Sega and Sonic Mega Collection are either registered trademarks or trademarks of Sega Corporation. © SONIC TEAM / SEGA, 1991, 1992, 1993, 1994, 1995, 1996, 2001, 2002. www.sega.com. All Rights Reserved. The ratings icon is a trade of the Interactive Digital Software Association.

NINTENDO GAMECUBE™

SEGA®

EVERYONE
E
CONTENT RATED BY ESRB

IF YOU THREATEN OUR NATION,
I WILL HUNT YOU DOWN. YOU CANNOT HIDE.
THERE IS NOTHING I CANNOT SEE OR HEAR.
THERE IS NO PLACE MY BULLET CANNOT GO.
I WILL NOT STOP UNTIL MY JOB IS DONE.
THIS I SWEAR.



ELITE TACTICAL ACTION

Your mission: execute Jack Ryan's orders as you rescue hostages, plant surveillance, defuse bombs, and uncover the deadliest threat to peace the world has ever known. Based on Paramount's hit movie and Tom Clancy's best-selling novel, this is your chance to create your own ending to The Sum of All Fears saga.

TEEN T CONTENT RATED BY ESRB
Blood
Violence

Ubi Soft ENTERTAINMENT
www.ubi.com

PC CD ROM

GAME BOY ADVANCE

NINTENDO GAMECUBE

Red Storm ENTERTAINMENT

© 2002 Paramount Pictures. All Rights Reserved.
Software © 2002 Ubi Soft Entertainment. All Rights Reserved. Red Storm and Red Storm Entertainment are trademarks of Red Storm Entertainment, Inc. Red Storm Entertainment, Inc. is a Ubi Soft Entertainment company. Tom Clancy's The Sum of All Fears is a trademark of Jack Ryan Enterprises, Ltd. under license to Ubi Soft Entertainment. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft Entertainment. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners.



Play It On
ubi.com

Paramount 90TH ANNIVERSARY
A VIACOM COMPANY

Tom Clancy's
THE SUM OF ALL FEARS™

www.sumofallfears.ubi.com

PRESENTED BY SEGA

MORE GORE THAN BEFORE!

ZOMBIES ON THE LOOSE!

INVADING YOUR LIVING ROOM!

SPOOKY!

GET YOUR FINGER ON THE TRIGGER!

SHOCKING!

THE HOUSE OF THE DEAD™

RELOAD

DEAD MEAT!

THE HORROR! SHIVER WITH SUSPENSE!

SHAKE WITH FEAR!

JOIN AGENTS G AND LISA AS THEY WADE THEIR WAY THROUGH A BLOOD BATH OF UNFATHOMABLE TERROR!

THE ORIGINAL HORROR FILLED LIGHT GUN GAME RISES FROM THE DEAD AGAIN!

WOW ENTERTAINMENT

PACKIN' HEAT!

The year is 2019. The world is smothered with the undead and unmentionable horror!

Do you have what it takes to shoot straight?

LIGHT GUN SUPPORTED.

SCARY!

DARE YOU TO VISIT WWW.SEGA.COM/HOTD3



SEGA® HIGH-OCTANE COCKTAIL OF ROTTING FLESH AND A POCKETFUL OF SHELLS!

XBOX

MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

SEGA is a registered trademark of SEGA CORPORATION. SEGA and House of the Dead are registered trademarks or trademarks of Sega Corporation and its affiliates. © 2002 SEGA CORPORATION. All rights reserved.
Original game © SEGA/WOW ENTERTAINMENT, 2002. www.sega.com. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.
The ratings icon is a trademark of the Interactive Digital Software Association.© 2002 Mad Catz, Inc. Mad Catz, and the Mad Catz logo are trademarks or registered trademarks of Mad Catz, Inc., its subsidiaries and affiliates.

The last thing Bill Hagen did.

The last thing Jake O'Donough did.

The last thing Jon Seekins did.

The last thing Cliff Hagler did.

The last thing Sid Sosa did.

The last thing Tracy Gagne did.

The last thing Caleb Wines did.

The last thing Matt Celenza did.

The last thing Joe Marquis did.







MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

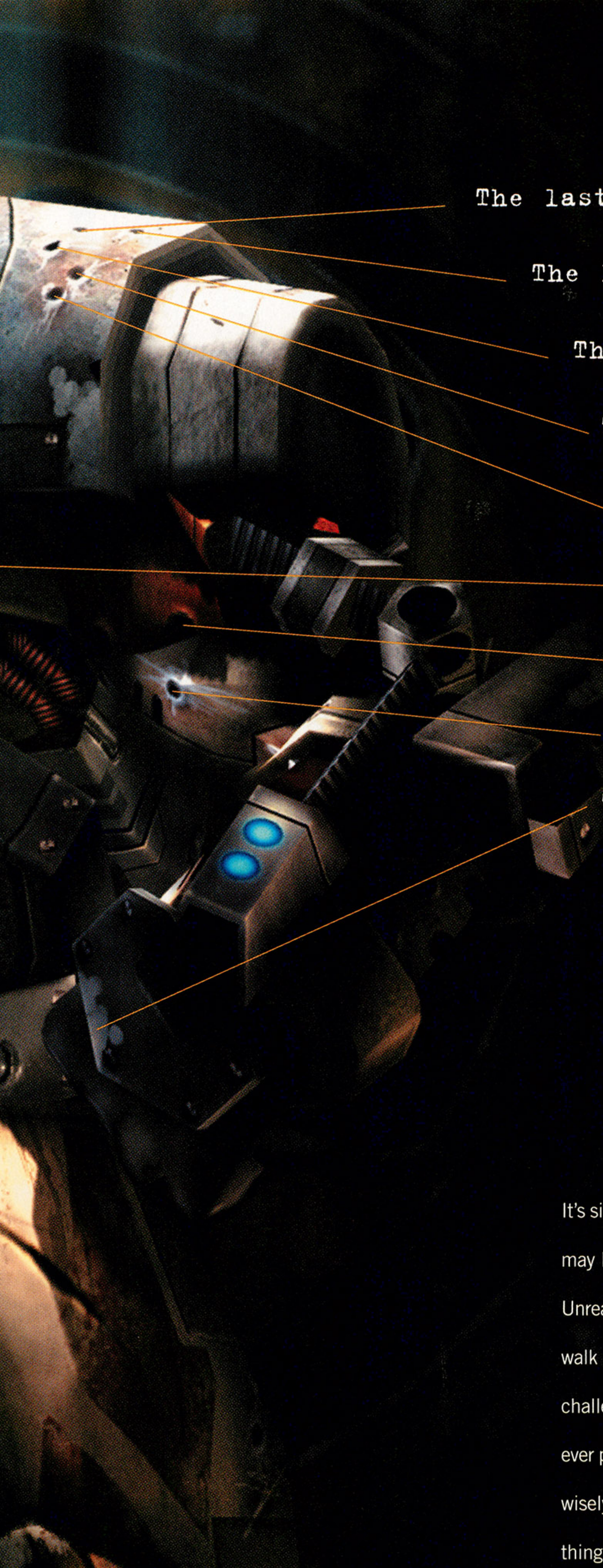
EPIC GAMES

DIGITAL EXTREMES

XBOX LIVE

ONLY ON XBOX

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



ATARI

The last thing Eric Palone did.

The last thing Ed Stevenson did.

The last thing Sara Borden did.

The last thing Matt Bright did.

The last thing Greg Perlot did.

The last thing Brad Isa did.

The last thing Tanya Manley did.

The last thing Greg Park did.

The last thing Brian Salmon did.

It's simple. You miss, you die. Now that may be harsh, but that's the reality of Unreal Championship. If you're scared, walk away. But if you're up for the challenge of the most ruthless game ever played, prepare for battle. But aim wisely. Otherwise it might be the last thing you ever do.



www.unrealchampionship.com

Review Crew

Our Philosophy

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time.

10 9 8 7 6 5 4 3 2 1 0

At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AVERAGE. Simple, ain't it?

Our Awards

Platinum Awards go to games that get all 10s, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 (but lower than 9.0) receive **Silver Awards.**

Introduction

Welcome to *EGM*'s biggest review section ever, bursting at the seams at 32 pages, with a whopping 59 games reviewed. We'd lay some cliché on you right now about how "it's a good time to be a gamer" but you already know all that. What's important is that heading into the second year for newcomers GC and Xbox, we're finally starting to see a healthy stream of third-party releases for both consoles this holiday season. Unfortunately, a few important titles like *Steel Battalion* (Xbox), *Metroid Prime* (GC), *Resident Evil Ø* (GC) and *Metroid Fusion* (GBA) missed our reviews deadline this month, so be sure to look for 'em next issue.

Game of the Month



GTA: Vice City **pg. 193**

Are you even surprised that *Vice City* pulled down top honors this month? When we finally got our hands on *VC*, we knew almost immediately that this game does, indeed, live up to the hype. It's like *Grand Theft Auto III* on steroids and dressed in pink leg-warmers. It's awesome, amazing and any other adjective you can think of. Why are you even reading this, anyway? The *GTA: Vice City* review starts right on the next page. You can see it *right now*! See the Platinum Award? See the score of 10? It's all there, all for you. Stop reading this. Go away! It's over.

The Crew



Shane Bettenhausen
Associate Editor

Reviewing 16 games in one month (including 40 hours spent on *PSO* in one week!) left Shane plumb tuckered out. Here he's seen catching some much-needed Zs on *someone else's* embroidered *Harry Potter* pillow.

Favorite Genres: Action, Fighting, RPG
Current Faves: *PSO Ep. I&II, Harry Potter*



Crispin Boyer
Features Editor

Vice City APB.... Be on the lookout for a white male, age 31, red hair, last seen on Ocean Drive. Wanted for avoiding pedestrians and never exceeding speed limits. He's clearly in the wrong town. Shoot on sight.

Favorite Genres: Action, Adventure
Current Faves: *GTA: Vice City, Tony Hawk 4*



Che Chou
Reviews Editor

Don't hate, celebrate. This month, Che's band, Ee, celebrated the release of their full-length album *For 100 We Try Harder*. It's got a little country, a little rock 'n' roll—something for all the kids to enjoy.

Favorite Genres: Action, Fighting, Giant Robots
Current Faves: *SOCOM, Burnout 2, GTA: VC*



Dan "Shoe" Hsu
Editor in Chief

Tony Hawk 4's release means Shoe's: 1) Non-*THPS* productivity drops 50% 2) Chances of getting carpal tunnel shoots up 50% 3) Sense of reality goes bye-bye as he tries the tricks in real life.

Favorite Genres: Everything
Current Faves: *PSO Episode I&II, Tony Hawk 4*



Chris Johnston
News Editor

Two months later and Chris is still playing *Animal Crossing*. He walks around asking if anyone has any errands he can run, and all he talks about is catching fish on his lunch hour and visiting faraway islands.

Favorite Genres: Action, Adventure
Current Faves: *Animal Crossing, Sly Cooper*



Mark MacDonald
Executive Editor

On his last trip to Japan, Mark discovered his new favorite arcade game, where you insult and beat the crap out of a giant puppet attached to the machine. At least that's how he played it.

Favorite Genres: Action, Adventure, RPG
Current Faves: *PSO Ep. I&II, Yoshi's Island*



James "Milkman" Mielke
Web Content Editor

Milky took a well-deserved vacation in Tokyo this month disguised as a can of delicious Nachan!™ orange drink. The disguise worked well—until the ladies asked him to dance. It wasn't long before the jig was up!

Favorite Genres: Action, Fighting, Role-playing
Current Faves: *Rygar, Steel Battalion, DOAXBV*



Greg Sewart
Previews Editor

This month Sewart discovered, much to his dismay, that being stuck in a hospital bed surrounded by cute nurses isn't nearly as much fun as the porn industry lead him to believe. Poor guy.

Favorite Genres: Racing, RPG, Action
Current Faves: *GTA: Vice City, NASCAR 2003*



Jennifer Tsao
Managing Editor

This month, Jennifer visited Alcatraz for some *Tony Hawk 4* research. She discovered that when you grind the prison bars in real life, the park rangers actually toss you off the island. Bummer.

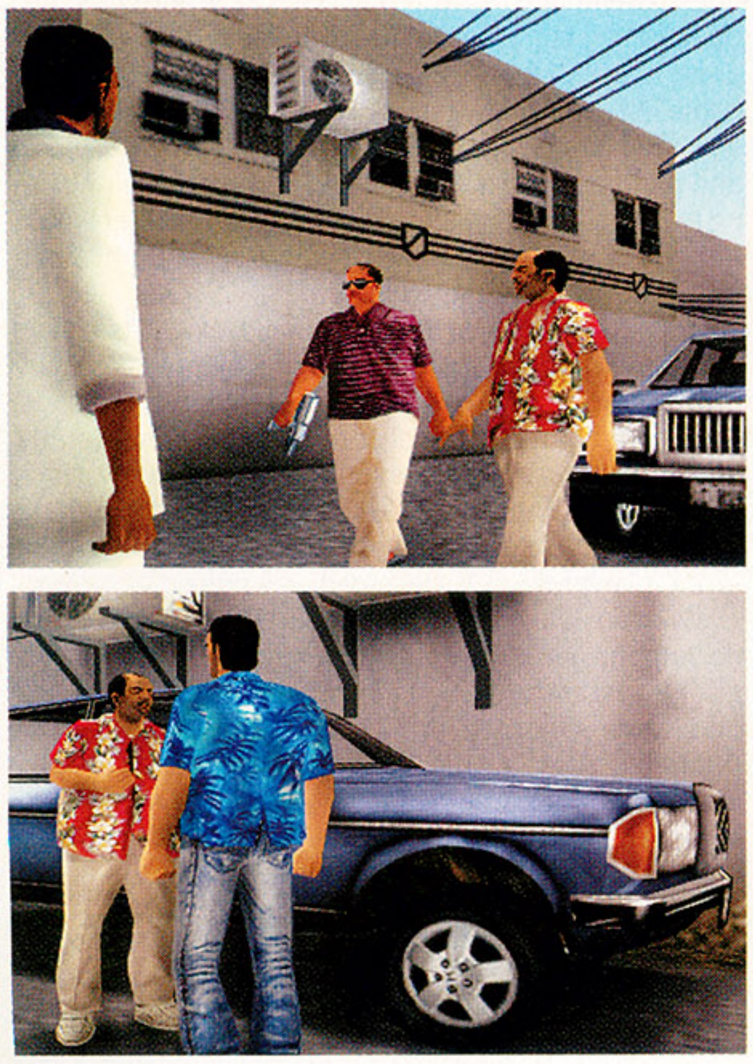
Favorite Genres: Action sports, Adventure
Current Faves: *Tony Hawk 4, Animal Crossing*

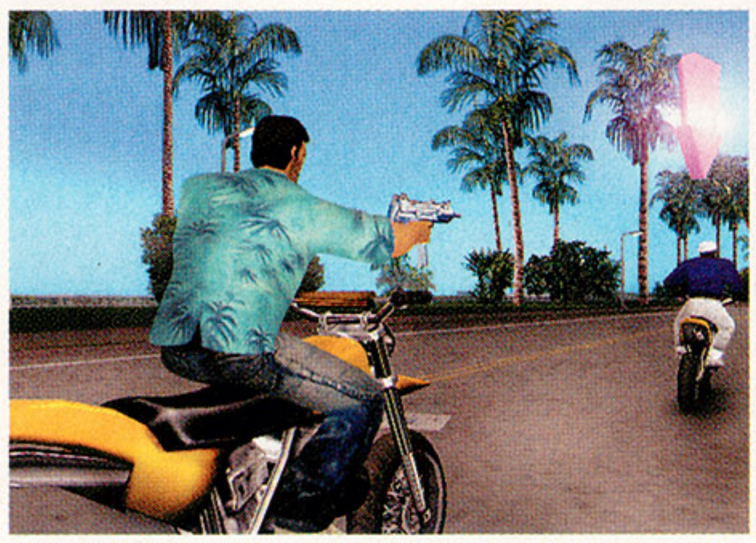
Grand Theft Auto: Vice City



Publisher:	Rockstar
Developer:	Rockstar North
Players:	1
Also On:	None
Featured In:	This issue
Best Feature:	Everything you loved about *GTA3* and more
Worst Feature:	Targeting is still a bit touchy
Web Site:	www.vicecity.com

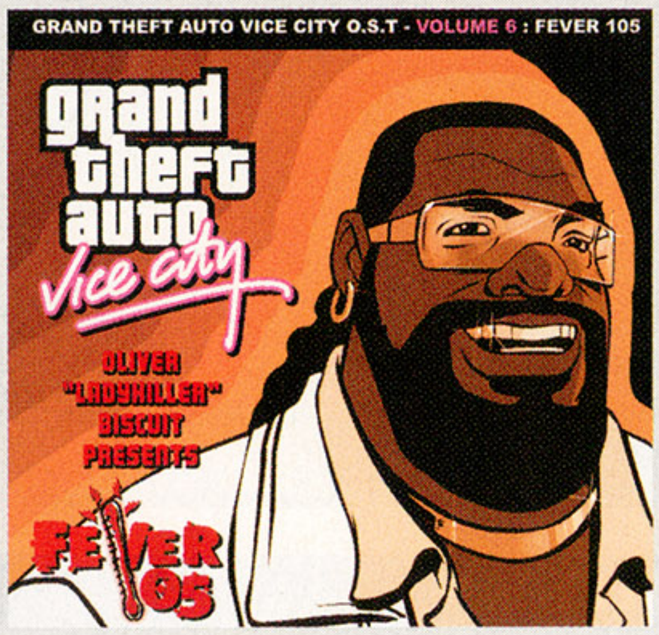
Vice City, the biggest title to hit consoles since...well, *Grand Theft Auto III*, has rightfully earned its rockstar status, prompting us to drop our review format and give our crew the space to really sound off on this crime-spree masterpiece. If you're not sure what all the hubbub is about, turn back to page 152. Our *Vice City* feature will pump you up, while our survival guide is more handy than a prostitute working the ol' health "bar." Ahem.





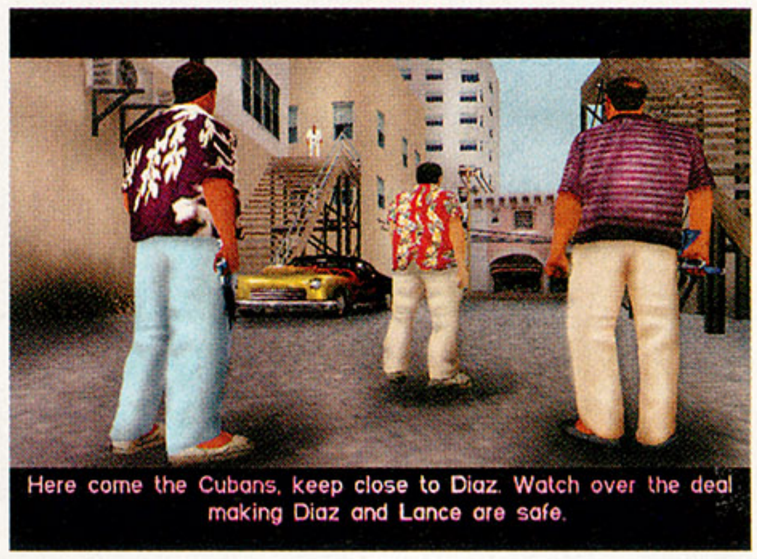
Fill this thieving bastard fulla lead. Then pull a wheelie over his corpse. It's the only way to teach him a lesson, after all.

RADIO ACTIVE



It might seem like a minor bonus, but licensing authentic '80s tunes for *Vice City* was a stroke of pure genius. Think about it: You spend almost all your time touring Vice City in a car, on a bike or in a plane, so keeping you entertained with great music is key. Plus, there's something fulfilling and surreal about humming along to Cutting Crew's "I Just Died (In Your Arms)" while crushing helpless victims under the wheels of your car.

Left: Lance Vance (the Tubbs to your Crockett) is there to help you out, but tends to get into trouble more than anything. So instead of just covering your own ass, you gotta cover his as well. Below: Diaz doesn't trust the Haitians, so cover him with your sniper rifle.



Here come the Cubans, keep close to Diaz. Watch over the deal making Diaz and Lance are safe.

This is gonna sound pretty shallow, but one of the major things that really makes *VC* an awesome game is the incredible tunes. Music was a huge part of my life as a kid in the '80s—I used to spend hours and hours just listening to the radio—so in Vice City, I often found myself just jumping in a car and cruisin' around town, singing along to songs from my youth. Of course, the game itself ain't too shabby, either.

As big as *GTA3* is, *Vice City* dwarfs it in almost every way. The city is absolutely huge and so full of back alleys and interesting locations that just touring around is fun enough. And with so many different styles of vehicles and bikes, it's neat to find out what each set of wheels is capable of—especially while learning how to do tricks on a motorcycle or piloting a helicopter. Trust me, flying over Vice City for the first time and realizing its sheer size is humbling.

But the best part of the game is easily the new, more interesting missions. Even though *GTA3* was fun, its missions were usually just small variations on a few different themes. By the end of it you could tell you were just doing the same things over and over again. Well, no more! The missions you'll play in *Vice City* are almost always fresh. Be it flying over the city distributing porn flyers, smashing windows in a local mall or delivering cocaine to a drug lord, **you'll never get bored in this town.** Take my favorite mission, for example: My buddy Lance and I were charged with protecting a drug dealer who suspected an ambush from a group of buyers. Sure enough, right after my compadre and I positioned ourselves on overlooking fire escapes, the dealer got swarmed. I took a few punks out with my sniper rifle as they exited their cars. Then as another van pulled up, I plugged the radiator a few times and blew it sky high before the slime inside could even open the doors. But it wasn't over. Two guys on dirt bikes came out of nowhere and made off with the cash. The ensuing chase played like a scene straight out of an action-packed gangster flick.

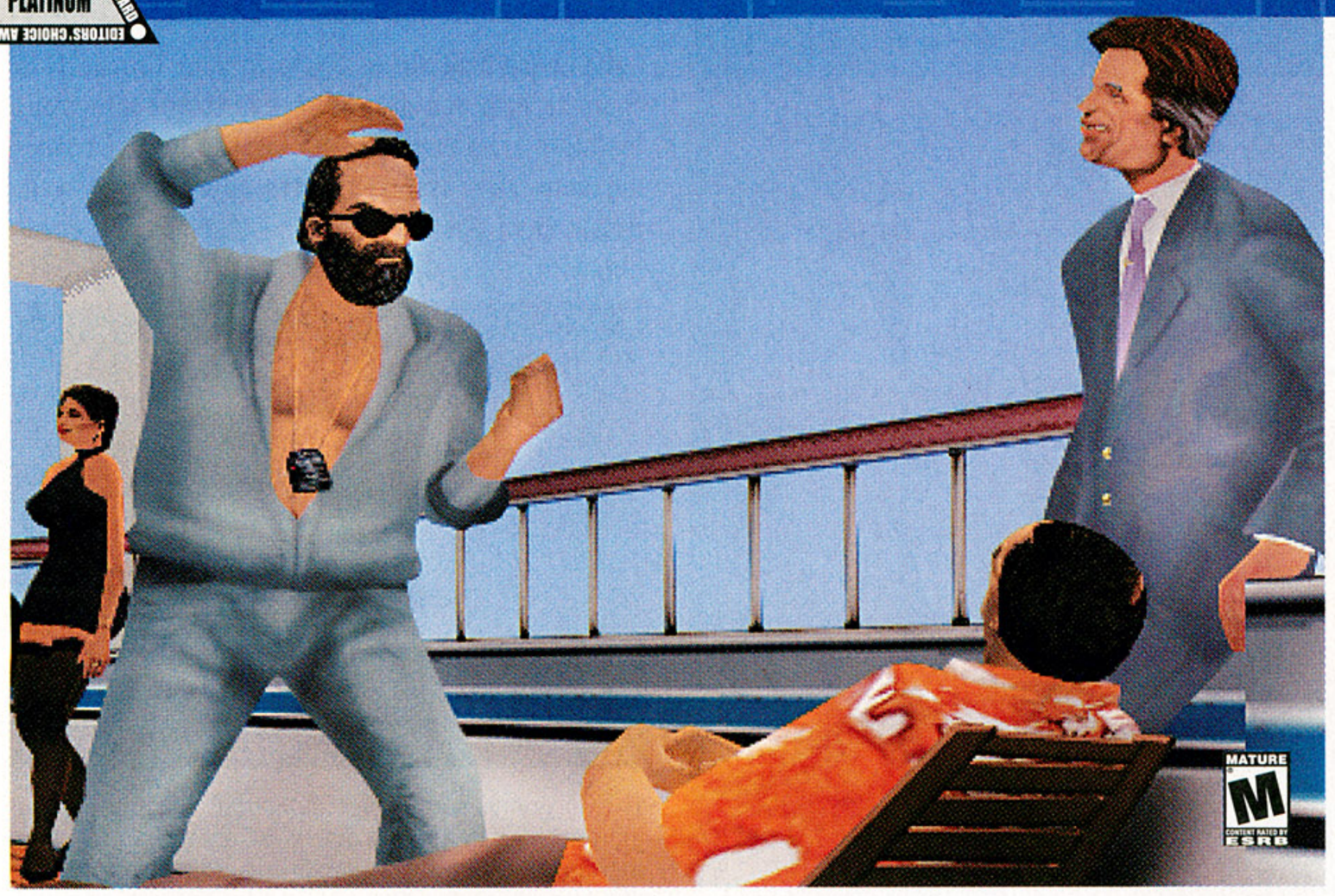
To be honest, however, when I first heard that the main character of *Vice City* would not be the nameless, voiceless type of hero from the previous title, I worried that it'd make the game harder to get into since my character wasn't really "me" anymore. But **the story is so well conceived and superbly acted by people like Ray Liotta, Dennis Hopper and Miss Cleo (yay!), you get totally drawn into the plot.**

What is the plot, you ask? Well, I'm not spoiling it for anyone who hasn't played the game yet (all four of you), but suffice to say, you won't always be some lowly mob pissant. In fact, the thing that puts *VC* over the top is your ability to buy property later in the game, growing your assets along with your reputation. It's not a huge deal, but it keeps *Vice* from being just a simple update to *GTA3*.

Greg S.

VISUALS	SOUND	INGENUITY	REPLAY
8	10	8	8

Grand Theft Auto: Vice City (cont.)



After 15 years in the can, main man Tommy Vercetti is sent down to sunny Vice City to chill out and lay low. Your very first mission is nothing more than to attend a yacht party where you're introduced to Vice City's major movers and shakers. You'll see 'em again throughout the game.





Tommy consorts with his grease-bag lawyer Ken Rosenberg about their predicament–namely, how they're going to find their money and drugs.



"You're motorin', what's your price for flight? In finding mister right? You'll be alright tonight..."

Below: Tommy chats with Cortez about his future as his personal seaman gimp listens on.



Game tapes. Blondie. "Miami Vice." Egyptian Lover. These are pop-cultural milestones that bring me back to a time of innocence—a time when the only worries I had in life were whether I'd pass my sixth-grade algebra test, or if baby girl Kim Eberenz was going to pass back a note I secretly delivered during class. Really, who knew that the coked-up, mobbed-up '80s would culminate in an orgy of fun and violence otherwise known as *GTA: Vice City*? Not me, amigo. Not me.

Yet for all those who grew up worshipping the sockless, ball-busting antics of Crockett and Tubbs, ***Vice City* isn't just the ultimate flashback—it's the ultimate payback.** Picking up conceptually where *GTA3* left off, *Vice City* lets you play a mug's game against the sonic backdrop of cold-war Reaganomics. In fact, if there's ever an award given for "Best Music in a Video Game," *Vice City* would win totally uncontested. What I love so much about this game is that it co-opts pop music and moments that so deeply resonate with gamers of my generation and gives them new context and life to the game. Thanks in no small part to the ambitious collection of '80s mega-hits, everything is at once new and strangely familiar when you play *Vice City*. In this case, however, familiarity isn't just simple nostalgia; in terms of look and feel, it's almost déjà vu.

Hardened *GTA3* criminals expecting a huge leap in visuals will probably be disappointed. With its bigger environments, more detailed textures on objects, huge transparent bodies of water and scorching reflections, **the graphical improvements in *Vice City* are subtle but effective**. At a glance, however, this game does resemble *GTA3*—if only visually. Where this prequel really comes into its own is in the narrative department; whereas I could care less about the nameless, faceless hero in *GTA3*, Tommy Vercetti—*Vice City*'s very own Scarface—has a name, an attitude and plenty of character. I actually found myself wanting to play the next mission just to discover what would happen to ol' Tommy in his struggle to go from small-time crook to big-time crime lord.

Of course, those of you who play *GTA* for its chaotic, organic game design will also find plenty of anarchy in *Vice City*. With new vehicles like motorcycles, scooters, speedboats and helicopters, **you can literally spend weeks exploring every crevice of every crack alley, killing, looting, jacking or buying up anything in your path**. And the beauty of it is, no day spent in *Vice City* ever unfolds the same way twice.

My occasional gripes with the game have mostly to do with the controls when you're on foot. **The auto-targeting system, although slightly improved, still feels unreliable when you're in a pinch** (which is most of the time). Plus, aiming in first-person view is touchy and often frustrating. Minor complaints, to be sure, for a game that can seemingly do no wrong. A peerless, one-of-a-kind gaming experience.

Che

VISUALS	SOUND	INGENUITY	REPLAY
8	10	9	10

BULLET BALLET



To survive on the streets of Vice City, wise guys like you need to show up at business meetings packing heavy. And while the town's sporting-goods store, Ammu-Nation, carries a variety of...well, firearms for the sportsman, some of the more exotic weapons need to be pried from the cold, dead fingers of your enemies. We found the best hand cannon to be the ol' 12-gauge shotgun. At close range, it can drop a group of fools with one shot, and at medium-to-long range, two rounds is all it takes.

intec

Turbo Shock 2 Controller

Features Turbo Function For AutoFire Capability



Game Screen

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



Cyber Shock 2 Controller

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



Game Sound System

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





INCLUDES!
Remote Control

DVD Remote, Multitap & Horizontal Stand

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



Game, Audio & Video Selector

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



Attitude For Your PlayStation® 2!

Available at R Z ONE at TOYS R US TOYSRUS.COM

PlayStation® 2 is a registered trademark of Sony® Computer Entertainment Inc. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by Sony® Computer Entertainment Inc.

Grand Theft Auto: Vice City (cont.)



Whether this scene reminds you of *Miami Vice* or a John Woo movie, the recipe remains the same: Get yourself to a tropical climate, hop behind the wheel of a cigarette boat and brace yourself as the bullets start flying. Add a dash of helicopter for an extra touch of flavor. Serves approximately 10.







"Whatta you lookin' at, punk? You starin' at my freakin' floral print shirt? Really? Damn. That makes you the third person today to do that."





Unlike the bathtubs-with-motors that *GTA3* tried to pass off as boats, *Vice City*'s swift and sexy wet-ones would do Crockett and Tubbs proud.

I GET AROUND



It was no secret that for all of *GTA3*'s brilliance, its lack of motorcycles was significant. Rockstar noted that, at the time, they just couldn't get the handling right, so they opted not to half-ass it. *Vice City* fixes that right up by adding a ton of rice rockets, scooters (Vespa-style, boyee), hogs and dual-purpose dirt bikes. The attention to detail is excellent, with wheelies, stoppies and the burning of rubber all expertly handled. Watch as the main character leans into each turn like a pro, too.

It's an understatement to say that the general media, the uninformed consumer and the political vampire just don't get it. They'll harp on the fact that *Grand Theft Auto* (any version) glorifies violence, the killing of cops, transgressions with hookers and all sorts of other filthy sins. What they fail to realize is that the series (as of *GTA3*) succeeds because of its gameplay. The violence may be the sugarcoated crunch that lures the masses, but it's the guts of the game that makes them stay.

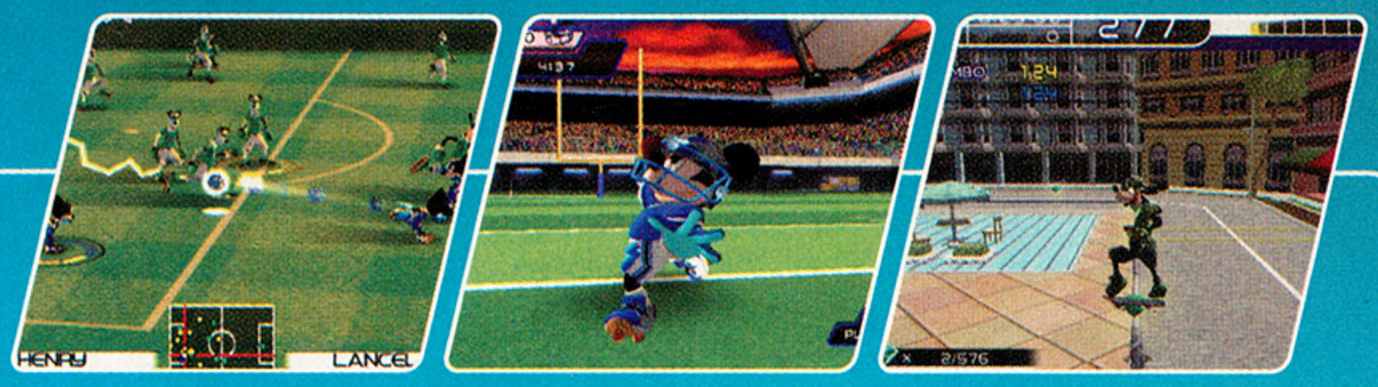
Vice City's raven-haired protagonist/antagonist is a macho Super Mario for the 18-and-over crowd. And, as with most *Mario* titles (especially *Mario Sunshine*), casual gamers can enjoy playing around (steal a few cars, finish a few jobs, rub out a few mob bosses) without ever having to finish the game. But for more dedicated players, *Vice City*'s depth will provide months of entertainment. And instead of relying on s*** jokes or the overt use of bodily fluids (hi, *Conker*) to qualify as a Mature-rated game, *Vice City*'s deeply rooted plot, unparalleled voice-acting and bulletproof script are the ingredients Rockstar uses to shape this violent but compelling world.

Yet for all its Hollywood approach, *Vice City* is still a game, and without great gameplay, the whole kit 'n' kaboodle would fall apart at the seams. ***Vice City* gels, the ace up its sleeve being the open-ended manner in which you can take on almost any mission.** Example: Early on in the game, I was instructed to "take care of" a certain property owner who could be found on the driving range at a nearby golf course. The first time I went to show him the business end of a golf club, I was bum-rushed by his bodyguards while he sped away in a golf cart. I was able to snuff the guards, but eliminating my target was too hard to do in the time allowed. So when I retried the mission, I drove back to the location, and before I did anything else, I pushed all the other golf carts into the nearby lake. I then ran over all his hired help before chasing after my mark. This time, homey was breaking for the border on foot, enabling me to run his ass over with my golf cart. Mission accomplished. It's this organic style of gameplay that makes *Vice City* so much fun, because no matter how difficult things get, you always know there's another way to accomplish your tasks.

If Rockstar had simply crapped out a quickie sequel to cash in on the success of *GTA3*, it would not only have been forgivable, but probably pretty good as well. But with an improved targeting system, better graphics, a wider variety of vehicles to commandeer, a dope '80s soundtrack, near-perfect controls and almost twice as much of everything (real estate, missions, etc.), **Rockstar has improved upon the groundbreaking work of *GTA3* and created an instant classic in *Vice City*.**

Milkman

VISUALS	SOUND	INGENUITY	REPLAY
8	10	10	10



GET READY TO TALK SOME QUACK.

Your favorite Disney characters go nose-to-beak in the world's hottest sports. Join Donald, Mickey, Minnie and Goofy as they compete in the excitement of pick-up-and-play action in six new Disney Sports games. Be prepared to ruffle a few feathers.

Disney Sports

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB

NINTENDO GAMECUBE

GAME BOY ADVANCE

Disney INTERACTIVE

6 GREAT SPORTS. 6 GREAT GAMES.
FOOTBALL · SKATEBOARDING · SOCCER
BASKETBALL · SNOWBOARDING · MOTOCROSS

KONAMI®

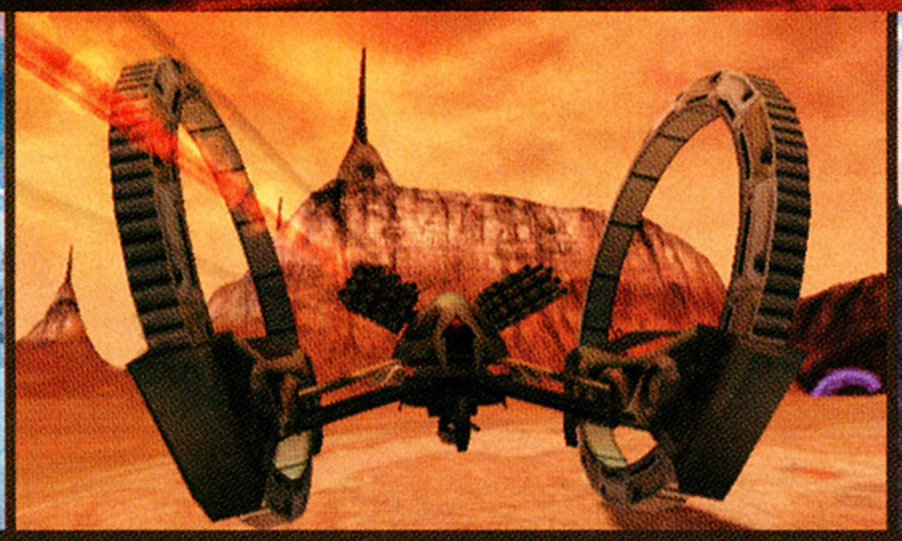
© Disney KONAMI® is a registered trademark of KONAMI CORPORATION. © 2002 KONAMI CORPORATION. All rights reserved. TM, ®, Game Boy Advance and the Nintendo Game Cube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

THE CLONE WARS ARE FAR FROM OVER

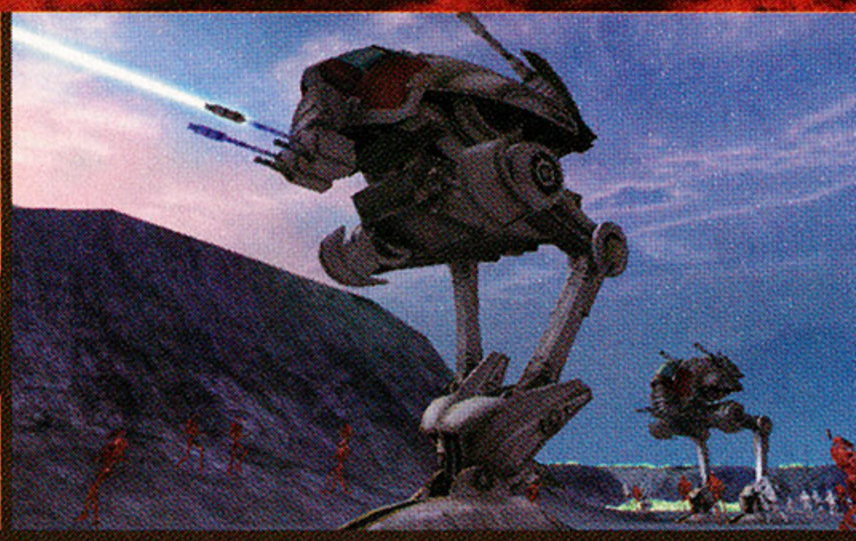
Official **Star Wars** Web Site www.starwars.com



Pilot over five land and air combat units.



Engage in close combat to all out warfare.



Battle through 16 missions on six vast worlds.

PANDEMIC

© 2002 LucasArts Entertainment Company LLC.© 2002 Lucasfilm Ltd. & TM or ® as indicated.All rights reserved.Used under authorization.LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. TM. ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo."PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Where Episode II ends, your battle begins.

Defend the Republic on the ground and in the air across the battlefields of six different worlds. Battle through four multiplayer modes, including team-based strategy, deathmatch, king-of-the-hill and co-op endurance. Or lead your clone troopers to victory in an epic single-player campaign as Mace Windu, Anakin Skywalker and Obi-Wan Kenobi. Your directive: crush the Separatist armies!

STAR WARS THE CLONE WARS

www.swclonewars.com

NINTENDO GAMECUBE™

PlayStation®2

TEEN T CONTENT RATED BY ESRB

Violence

So Brutal. So Evil. So Deadly.

A new level of intense competition has arisen as two powerful sorcerers have forged a deadly alliance that now represents Earth's greatest threat.





MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

NINTENDO GAMECUBE

XBOX

GAME BOY ADVANCE

PlayStation 2

Mortal Kombat: Deadly Alliance © 2002 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, DEADLY ALLIANCE, the dragon logo, MIDWAY, the Midway logos and all character names are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Screen shots displayed are from the Xbox™ video game system.

MIDWAY

ADEMA



MORTAL KOMBAT
DEADLY ALLIANCE

MORTAL KOMBAT: DEADLY ALLIANCE

SNEAK PREVIEW:

www.mortalkombat.midway.com

FOR MORE INFORMATION ON ADEMA, CHECK OUT

www.ademaonline.com

A Fight so Brutal, so Evil, so Deadly.

MIDWAY

MORTAL KOMBAT®

DEADLY ALLIANCE™

PlayStation 2

NINTENDO GAMECUBE™

XBOX

GAME BOY ADVANCE

RATING PENDING
RP
CONTENT RATED BY ESRB

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

Mortal Kombat: Deadly Alliance © 2002 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, DEADLY ALLIANCE, the dragon logo, MIDWAY, the Midway logos and all character names are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks and DUALSHOCK is a registered trademark of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

MIDWAY

An all-new, lethal fighting system. Three unique fighting styles per warrior, including hand-to-hand and deadly weapon combat. Over 20 new and classic warriors. Extremely realistic effects and brutal new fatalities.



MORTAL KOMBAT
DEADLY ALLIANCE

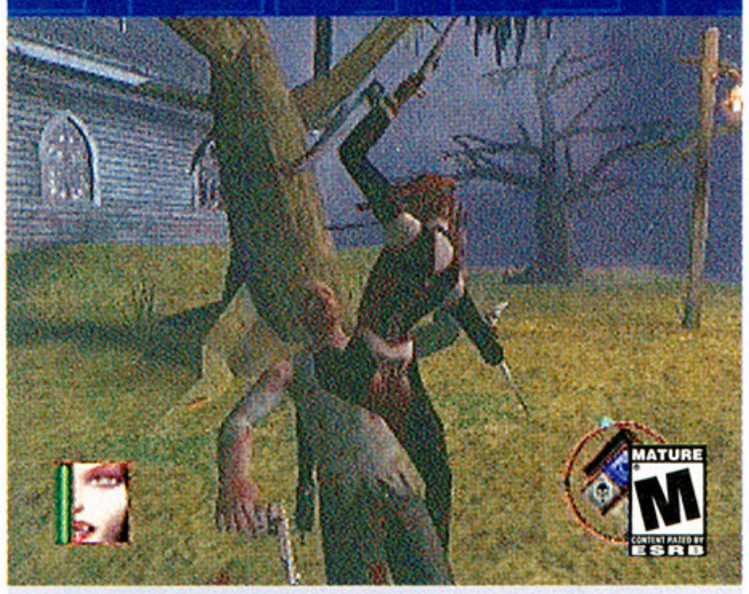
Featuring ADEMA's "Immortal" music video.

WWW.MORTALKOMBAT.MIDWAY.COM

It's in your blood.

Coming... FATALITY FRIDAY
November 22nd

BloodRayne



Publisher:	Majesco
Developer:	Terminal Reality
Players:	1
Also On:	GC, Xbox
Featured In:	*EGM* #159
Best Feature:	Fun, non-stop combat
Worst Feature:	Aimless wandering
Web Site:	www.bloodrayne.com

The world may not need another scantily clad anti-heroine heating up the scene, but don't let that sour you too much on *BloodRayne*. This here is **a balls-out action game**, every minute of which is packed to the gills with maddeningly fast combat. The controls are such that you'll be able to execute a mad flurry of melee attacks one second, and unload a clip on multiple targets the next. And make no mistake—the ability to do this is deathly important considering how intense the battles can get. Your vampiric abilities make the ensuing bloodbath all the more thrilling as they allow you to feed on enemies (and shield yourself with their bodies in the process), divine the locations of mission objectives and slow down time, just to mention a few. But the one shortcoming is the fact that hand-to-hand combat, *BloodRayne*'s meat and potatoes, lacks impact. It's less like you're hitting live enemies and more like slashing at thin air with adjacent enemies spontaneously erupting in hemorrhaging gashes. (Oh yeah, *BloodRayne* is also shamelessly bloody, so stay away if you're a squeamish gamer.) Another problem is pacing; when *BloodRayne* simmers down, it *really* simmers—expect to do a ton of backtracking when your objectives aren't immediately evident. But just on the strength of its spastic gameplay alone, *BloodRayne* inspires repeat visits. **Miguel**

Any game casting me as a busty, gun-toting half-vampire earns some points straight off. *BloodRayne* may not be subtle, but **the game's hyper-kinetic experience actually works well** with its varied arsenal of weaponry and supernatural powers. I dig the grisly storyline, and the controls are pretty easy to pick up, but on more than one occasion I wished for a better combo system in hand-to-hand combat. It's just a button mashing mess. I also ran into some sketchy collision issues. Vampires aren't supposed to be able to walk through doors like ghosts, right? Quibbles aside, give this game a chance and you'll probably come to the same conclusion I did—it doesn't suck. **Darren**

By all rights, I should have hated *BloodRayne*. With mediocre graphics, blatant clipping issues and a horrible camera that won't allow you to look sideways without turning the entire character, there's quite a bit to hate. And yet, I liked it. In fact, after the rather bland first level, **I couldn't put it down**. There's just so much to do, so many ways to take out the game's Nazis. When you slice an enemy to bits, you never know what body part will fly off next. The mix of attacks keeps things interesting, as do nice stylistic touches like no reloading—you just grab a dead dude's weapon when your ammo runs dry. What a pleasant surprise. **Chris B.**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	8	6

Burnout 2: Point of Impact



Publisher:	Acclaim
Developer:	Criterion
Players:	1-2
Also On:	None, yet
Cooler Than:	*Ridge Racer*
Best Feature:	Fast, addictive gameplay
Worst Feature:	Generic, fake cars
Web Site:	www.burnout2.com

Last year, *Burnout* skidded its way to sleeper hit status by combining tight gameplay with a neat premise—high-speed street racing with jaw-dropping car crashes. It wasn't perfect, but it showed a ton of promise. *Burnout 2* delivers on that promise in every possible way. First, the scope of the game has massively increased. More cars, tracks and modes add much-needed meat to the bare-bones *Burnout* formula. The addition of multiple championship circuits (including one dedicated to tricked-out *The Fast and the Furious*-style street rods) extends the game's length considerably. Plus, you'll never have to race two standard grand-prix cups in a row; one-on-one auto duels and pursuit stages (where you're the cop) break up the action. Also, a gradual difficulty curve ramps up smoothly as you progress. Graphically, *Burnout 2* laps its predecessor with unbelievably fast motion, detailed environments and some neat special effects. The cars look amazing, especially when they're ricocheting off each other at high speeds, but the lack of any real licensed vehicles hurts the game. Zooming through oncoming traffic in a nameless, faceless "Sports" car just isn't as thrilling as say, doin' the same thing in a Porsche. As it stands, this game isn't quite a *Gran Turismo* killer, but it's **fully poised to steal away *Ridge Racer's* throne** as the most fun arcade-style racer available. **Shane**

I have a bit of a soft spot for the original *Burnout*, so seeing that **this sequel fixes many of the issues I had with the first game** warrants a hearty thumbs up. The biggest improvement is, without a doubt, the fact that you can hurtle along at warp speed for nearly the entire race now, as long as you're clever about things. Driving like a loony is actively encouraged, but you have to be extremely careful to keep out of the spectacular accidents. To help this, near misses (which fill up your speed-boost meter) are now much easier to pull off, as you no longer have to get within a hairsbreadth of other traffic to score high-speed boosts. It makes everything a lot more fun this time! **John D.**

The more I play *Burnout 2*, the more I appreciate all the little touches that make this one of the best arcade racers ever. Not only do you have plenty of gameplay incentives to drive like a maniac through rush-hour traffic, the game also rewards you with beautiful, flinch-inducing car crashes when you get too greedy. And as you take to the streets, no two races will unfold the same way; computer drivers and bystanders often make human-like mistakes, resulting in unpredictable multi-car pileups that you have to watch for and avoid. Honestly, **I can't remember the last time I had this much fun with a racing game**. Go buy it right now. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	7	8

Dance Dance Revolution: DDR Max



Publisher:	Konami
Developer:	Konami
Players:	1-2
Also On:	None
Featured In:	*EGM* #157
Best Feature:	Huge song list (71 total tunes)
Worst Feature:	Still missing the arcade's best songs
Web Site:	www.konami.com

Last spring's PS1 *Konamix* was a good warm-up for the release of *Max*, the biggest and arguably best installment of *Dance Dance Revolution* to hit the States yet. The tried-and-true music gameplay's been retooled a bit for *Max*, keeping it **fresh enough to make fans who were ready to retire their dancing shoes think twice**. The new Freeze steps (where you hold your foot down in one direction for multiple beats) are a great addition to the high-steppin' action. And even the most hardened *DDR* veteran will find challenge in the new Oni difficulty, where you've gotta complete a non-stop collection of songs nearly flawlessly. But even with these welcomed additions, this is pretty much the same game as others before it—only bigger. The song list's absolutely huge this time around, but some tunes are forgettable, and it's still without some of the best ditties from the arcade games. If you're new to *DDR*, there's never been a better time to get addicted—*Max* makes it easy since there's so much to dance to. Just don't try Oni mode unless you've got a good, accurate dance pad. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
3	8	5	9

Defender



Publisher:	Midway
Developer:	7 Studios
Players:	1-2
Also On:	GC, Xbox
Favorite Power-Up:	Hyperspace
Best Feature:	Good blend of different play styles
Worst Feature:	Blocky graphics
Web Site:	www.midway.com

If I had a quarter for every *Defender* game I played back in '83, I'd have enough money to buy this new 3D update. Rather than attempt to merely recycle the gameplay of the arcade classic, the new version plays like a hopped-up hybrid of the original *Defender*, *Rogue Leader* (GC) and a real-time strategy game. The premise—save colonists from receiving alien probes and fight back the evil hordes—is the same as its predecessor, but *Defender* **intelligently blends the three gameplay styles together in a way that works**. There are a variety of ships to upgrade, ground forces to create and troops to deploy. Another nice little touch: audio samples from the original game that will get old-timers big time nostalgia. Where the old *Defender* was fast and frenetic, this version is slightly less manic and has a definite beginning and end. While the graphics have come a long way since 1983, they look chunky by today's standards. I also would've liked to see the RTS elements incorporated into multiplayer, but ultimately, *Defender* is fun and easy to play. **Darren**

VISUALS	SOUND	INGENUITY	REPLAY
4	7	7	7

JOYRIDE STUDIOS

Where video game characters come to life

Behind these walls exists the most technologically advanced studio ever created for the game industry. They call themselves JoyRide Studios. They've developed the resources to take the hottest game characters and vehicles from every platform and transform them into reality.

Using super computers calculating trillions of 3-D details per second, each collectible is articulated to the finest detail...a detail never seen before in the 2-D world of your television.

They didn't stop there. Through their advances in game play capture, JoyRide was able to unlock the most coveted tips, tricks, and secret codes for each game and will include this intelligence with every collectible figure and vehicle sold.

Come experience the next level in collecting...

JoyRide calls it **Reality!**

www.joyridestudios.com



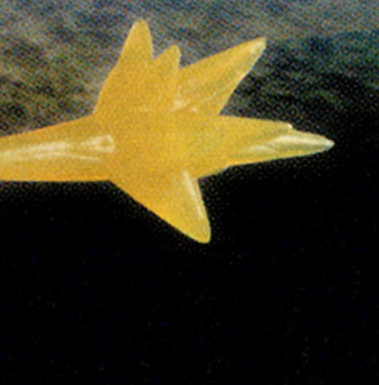
PSYMON



SHADOW



AiAi



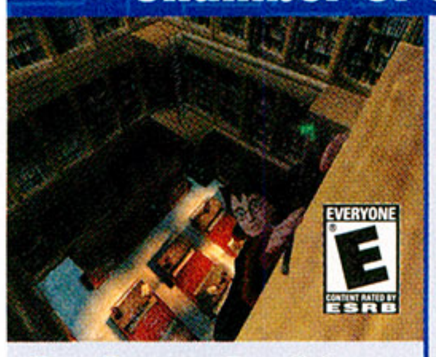
MOBY

Available at these and many other fine retailers for a limited time:

Walgreens · Kmart The stuff of life · EBGAMES · GameStop · MEDIAPLAY.COM Your Entertainment Superstore · SUNCOAST.com The store for movie lovers.

Sega, Nintendo, EA and the game properties under each are registered trademarks used under license. EA SPORTS, EA SPORTS BIG and associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA SPORTS BIG™ is an Electronic Arts™ brand.
© 2002 Racing Champions Ertl.

Harry Potter and the Chamber of Secrets



Publisher: EA Games
Developer: EA UK/Eurocom
Players: 1
Also On: Every other system
Featured In: *EGM* #159
Web Site: hpgames.ea.com

Best Feature: Free-flying around Hogwarts
Worst Feature: Dark and murky graphics

Just like its GameCube cousin, the PS2 version of Harry's second adventure craftily sticks the bespectacled wizkid into a wondrous *Zelda*-style adventure that isn't just for kids. It offers the same captivating storyline, killer soundtrack and fun (if a wee bit derivative) gameplay as the GC *Secrets* (see that review for all the details). It's incredible how accurately this game captures the look of the movies and the spirit of the books. Of course, **fans of *Harry Potter* will happily devour the game**, but if they have a stableful of consoles, I'd say go with the 'Cube's *Chamber of Secrets*. A few key differences make the PS2 version a tiny bit less recommendable. For starters, the graphics look noticeably darker; muted colors and heavy shadows make it a chore to explore Hogwart's catacombs. Also, the touchy camera controls tend to make lining up the right angles for jumps and spells a real pain. This *Potter* also lacks the Gringotts Bank area exclusive to the GC, but it makes up for it with the PS2-only free-flight feature. You can hop on Harry's broom and zoom around the entirety of the Hogwarts campus.

Shane

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	4

Legaia 2: Duel Saga



Publisher: Fresh Games/Eidos
Developer: SCE/Prokion
Players: 1
Also On: None
Featured In: *EGM* #159
Web Site: www.playfresh.com

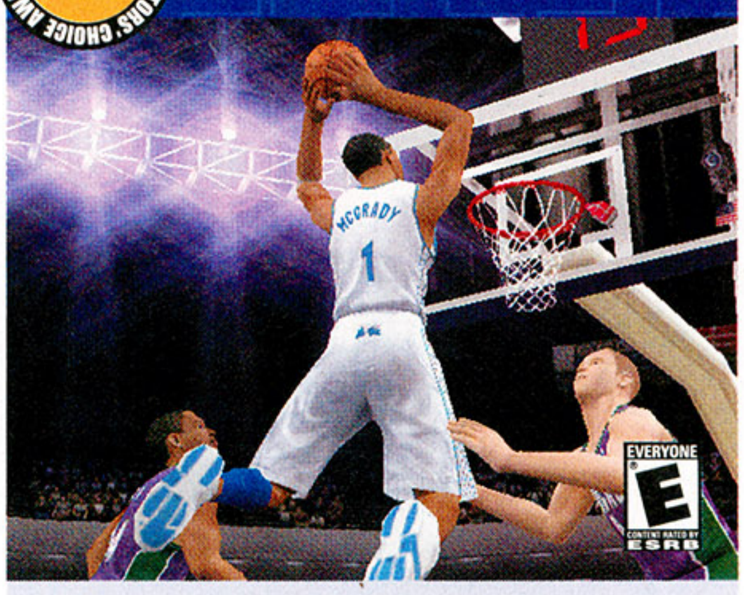
Best Feature: Good-looking, solid-playing RPG
Worst Feature: Boring story and tedious battles

Legaia 2's timing is unfortunate. A few months ago, it would've been easy to recommend this game as a solid diversion for RPG fans looking to pass the time while waiting for fall's big guns. But now—surrounded by games like *Kingdom Hearts, Suikoden III, Grandia Xtreme* and even *Wild Arms 3*—*Legaia 2* fails to stand out. *Duel Saga* is very similar to the first *Legaia* in that it's a decent, by-the-books RPG with an interesting moves-based battle system (think *Street Fighter*-style commands) and a lengthy quest. Unfortunately, the novelty of the battle system wears thin pretty quickly, and before you know it, you'll be wishing you could just skip fighting altogether. The boring story and lame characters don't help, either (just wait'll you hear the voices—yikes). Gameplay-wise, ***Legaia 2* doesn't offer anything new or unique**, though it does borrow some cool ideas from other RPGs (cooking, combining items, etc.). The dungeons are solid, too, and there's a good amount of side-quests and optional stuff for RPG fanatics. My advice: Wait for the next RPG dry spell, then pick it up cheap.

John R.

VISUALS	SOUND	INGENUITY	REPLAY
7	7	4	2

NBA 2K3



Publisher: Sega Sports
Developer: Visual Concepts
Players: 1-2 (2-8 online)
Also On: GC, Xbox
Featured In: *EGM* #159
Best Feature: Online ballin'
Worst Feature: *Street*-ish dribble move
Web Site: www.segasports.com

There's little doubt that this is the signature franchise for Sega Sports. *NFL 2K3* may receive the fanfare and marketing muscle, but *NBA 2K3* receives consistent praise from its ever-growing fan base. I have little doubt, given this year's release, that its fan base is primed to grow exponentially larger. *NBA 2K3* is a world better than *2K2*, without being radically different. **Online play, a much-improved Franchise mode and the integration of the ESPN license dot the i's in an already great series.** On the gameplay side, I'm happy to report that big men matter more. The developers went to great lengths to replicate the true low-post game of the NBA. Hulking power forwards aren't limited to dunks anymore. Now, you have a number of ways to get your shwerve on. Shimmy baseline, reverse pivot, drop-step fadeaway, or just stick an elbow in your defender's craw and turn for the baby hook—the arsenal of offense is delighful. But it also causes problems on the defensive side of the ball. Blocked shots are better this year, but players can still adjust midair or draw the foul even when overmatched. Also, try guarding a guy who has moves that look like they're ripped right from the less realistic *NBA Street*. Sorry, but there are a few dribble-drive moves in *2K3* that I've *never* seen in any real NBA game. Quibbles aside, *2K3* is one of the best sports games of the year.

Dan L.

I didn't like skateboarding until I played *Tony Hawk*, and I didn't like basketball until I played *NBA 2K*. It's really something when games can shape your tastes, but that's exactly what happened to me with *NBA 2K3*. **This is the greatest basketball game I've ever played**. From the bright look, to the bigger-than-life ballers, to the free-throw meter, to the fade-away jumpshot, this game will have you talkin' smack and gettin' dunkadelic. The developers should forget the football war and concentrate on sticking it to the competition with their NBA series. *NBA 2K3* is the basketball equivalent of *Madden*. Nothing else comes close.

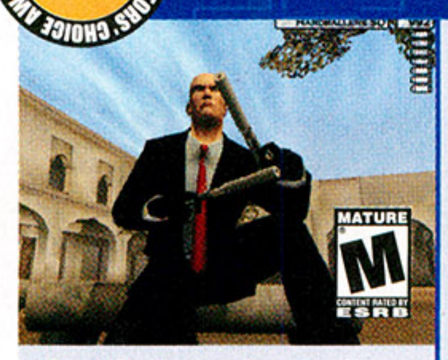
Todd

***NBA 2K3* definitely maintains the standards set by the series**: sharp graphics, pick-up-and-playability and a wealth of gameplay modes. But, despite the addition of new facial animations and dunks, the few real improvements (like boxing opponents out of rebound range and a brutal low-post game) lack the "wow" factor of previous games. *2K3* seems to favor Pat Riley-style, defense-first gameplay—and that, in my mind, equals "slow." The only way to keep my offense up-tempo is with a deft passing game, but with every player tossing the ball around like it's Nerf football, I never feel inclined to run one. This year, I'll be playing *Live 2003* instead.

Milkman

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	9

HITMAN 2



Publisher: Eidos
Developer: IO Interactive
Players: 1
Also On: Xbox
Also Watch: *The Professional*
Web Site: www.bam4fun.com

Best Feature: Genuinely tense atmosphere
Worst Feature: Objectives sometimes unclear

This is almost certainly the best game to come from Eidos since *Tomb Raider 2*. A solid blend of *Metal Gear Solid*-style sneaking and *Max Payne* blasting, it's a lot more compelling than you're probably expecting it to be. **I was utterly addicted the moment I started playing Hitman 2**. So much so that I'm now itching to track down a copy of the first game on the PC, just so I can get a peek at the backstory. Structurally, *Hitman 2* is a fairly simple mission-based affair where the ultimate goal is (duh) to kill someone. Information is fed to you constantly from your advisors, and at times there are some truly inspired moments of narrative driving the gameplay where you frantically search for your prey as new data regarding his appearance is fed to you over the radio. The tension is pretty high throughout, and the pacing moves nicely as you go from all-out blasting to sneaking, sniping and throat slitting. It also boasts some gorgeous visuals and a suitably dramatic soundtrack to keep the tension nice and tight. Don't overlook this one—it's a keeper.

John D.

VISUALS	SOUND	INGENUITY	REPLAY
8	9	8	8

NASCAR: Dirt to Daytona



Publisher: Infogrames
Developer: Monster Games
Players: 1-4
Also On: GC
Not as good as: *Thunder 2003*
Web Site: us.infogrames.com

Best Feature: Four distinct NASCAR divisions to run
Worst Feature: Too few licensed drivers

For those of you wondering: Yes, this is *NASCAR Heat 2*. What's with the weird title? Well, the coolest new feature in *Heat* is a career mode that spans four NASCAR series (the weekly dirt-racing series, modifieds, Craftsman trucks and Winston Cup). *Dirt to Daytona*, get it? You'll start your climb to the top in the bullrings of the East Coast and slowly work your way up to racing with the likes of Dale Earnhardt, Jr. and Jeff Gordon. Anyone who's played *World of Outlaws* will appreciate the grassroots feel this setup gives to *DTD*. It complements the smooth gameplay wonderfully. All four different types of cars have unique handling, and are a pleasure to control. And setup options? More than you could want. In fact, I think there might be too many. This feels kind of like a PC game rather than a console affair. It looks like a PC game, too—an older one. The presentation is what hurts Ithis game the most. That and the lack of enough licensed drivers to fill out the field. ***DTD* is a huge improvement over last year's *Heat***, but still not good enough to quiet EA's *Thunder*.

Greg S.

VISUALS	SOUND	INGENUITY	REPLAY
6	7	7	9

RELEASE THE GREEN

A PEPPER SODA FROM SOBE





MR. GREEN'S XCEPTIONAL XBOX XMAS

GREAT XBOX GAMING PRIZES UP FOR GRABS AT MRGREEN.COM











SoBe, the SoBe Lizards, Mr. Green and Release The Green are trademarks of South Beach Beverage Company, Inc.
Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

He's not just a fire hazard anymore.

METRO ANIMAL CONTROL

EVERYONE

E

CONTENT RATED BY ESRB

Mild Violence

NINTENDO GAMECUBE.

PlayStation.2

UNIVERSAL INTERACTIVE

EQUINOXE digital entertainment

6 CHECK SIX











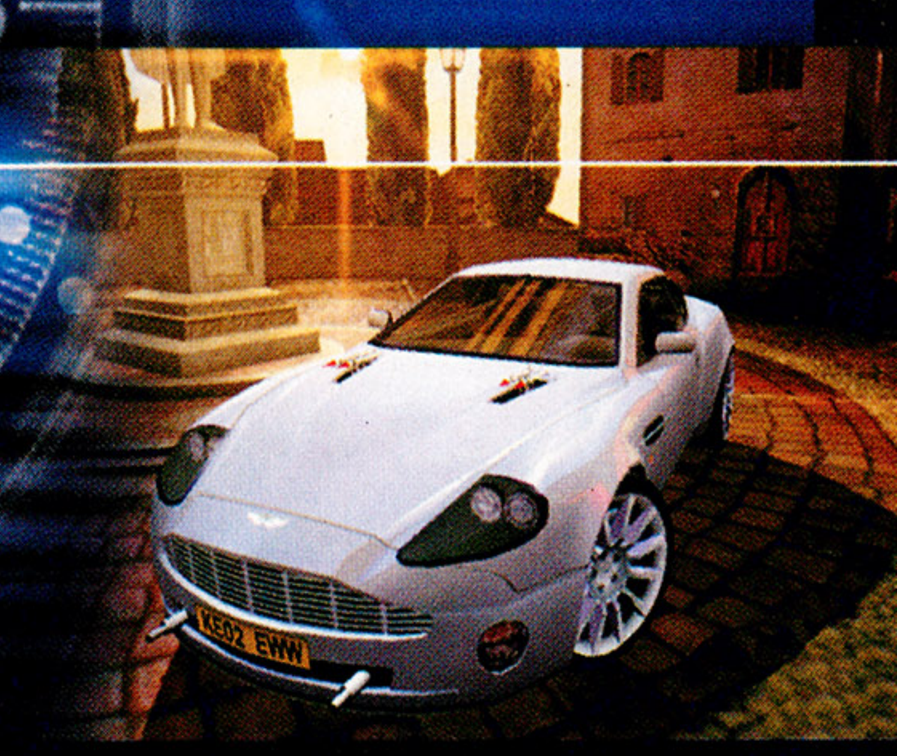
There goes the neighborhood.
Spyro: Enter The Dragonfly.
With all new breath weapons:
fire, ice, electricity and bubbles,
someone better slap a warning
label on that dragon.

SPYRO
ENTER THE DRAGONFLY

www.spyrothedragon.com

"Spyro: Enter the Dragonfly" interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters are TM and © Universal Interactive, Inc. All rights reserved. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

YOU HAVE 60 SECONDS TO SAVE THE WORLD. GO.



You'll need a car, a very fast car, tick
a V12 Vanquish with tons of gadgets,

TEEN
T
CONTENT RATED BY ESRB

Violence
Suggestive Themes

NINTENDO GAMECUBE. XBOX PlayStation 2 PC CD ROM

NIGHTFIRE Interactive Game (all object code, all other software components and certain audio visual components only) ©2002 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks Logos and all other James Bond related trademarks TM Danjaq, LLC. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties ©1962-2002 Danjaq, LLC, and United Artists Corporation. NIGHTFIRE is a Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are the trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks

enough gadgets, tock to help you blow up a space station,
or jump out of a plane and tick stop a secret military force,
before breaking into Mayhew's estate,



or, engineering a rooftop escape from Phoenix International's Tokyo
office tock then exiting a burning gondola tick in the alps all in time
to rendezvous tock with secret agents Zoe and tick Dominique

but don't pat yourself on the back tock too much
because tick that was only one minute, and there
are still 1,400 left in the day tock.

**Sixty seconds of Bond's world.
It's more than most people
do their entire life.**

SEE
DIE ANOTHER 007™ DAY
IN THEATERS NOVEMBER 22

Metro Goldwyn Mayer
TRADE MARK
MGM INTERACTIVE

EA GAMES
eagames.com

of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. NIGHTFIRE Interactive Game (certain audiovisual components) © 2002 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris trademark of Danjaq, LLC, and United Artists Corporation. Aston Martin V12 Vanquish used under license from Aston Martin Lagonda Limited, Ford Motor Company. "PlayStation" and the "PS" Family logo are registered trademarks of Sony of Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

The Lord of the Rings: The Fellowship of the Ring



Publisher:	Black Label Games
Developer:	Surreal
Players:	1
Also On:	Xbox
Featured In:	*EGM* #154
Best Feature:	Middle-earth atmosphere
Worst Feature:	Simple boss fights
Web Site:	www.lotr.com

With a license to adapt the actual works of J.R.R. Tolkien into video games—not the movie based on his books, which EA possesses—Black Label Games' vision of *The Fellowship of the Ring* distinctively differentiates itself from that of New Line Cinema. But there's more than one way to interpret Middle-earth. Surreal's realization of Tolkien's world of Hobbits, Rangers, Elves, Dwarves and Wizards is just as valid as Peter Jackson's—and in many ways just as beautiful, with excellent sound effects and voice acting to complement the lush visuals.

Excepting a few notable, mostly excusable liberties, *Fellowship* reflects what occurs in the book about as well as an action-game adaptation can. Depending on the part of the story, you assume the role of stealthy Frodo (he can wear the Ring to disappear—but only until it "corrupts" and kills him), master swordsman/archer Aragorn or Gandalf with his many spells. Surreal has also made sure to include certain less-important events and characters to please the hardcore fans (see sidebar), and those only familiar with the film will likely notice some subtle differences in plot progression (Frodo rides the horse of Glorfindel the Elf to Rivendell, for instance—hottie Arwen doesn't save him).



Throughout the game, A.I.-controlled Fellowship members often accompany and assist your characters. Here, Gimli joins Gandalf in Moria.

With about eight hours of play and no unlockables to make a second go-through a different experience, you'll probably spend more time reading the book. Then again, Fellowship might be just enough to hold Tolkienites over until they can play EA's *The Two Towers*.

In order to add action to spots where it was otherwise rather light in the book, Surreal has taken some acceptable liberties, like ghosts that pursue you in the Barrow-downs, multiple encounters with hostile Wargs (there's only one in the book) and mountain troll battles (below). Stay back!



As a fan of Middle-earth and its inhabitants ever since the '70s *Hobbit* cartoon, I've been waiting for a console game based on *The Lord of the Rings*—one that didn't stink like Gollum's feces (see Interplay's awful 1994 Super Nintendo release). Finally, that game has arrived. It's not perfect—and I do have a few serious issues with it (no save prompts, simple boss fights and average combat, to name a few)—but **Fellowship should please most Tolkien fans with realistic expectations**. It's not the spot-on adaptation Black Label seems to be tooting its Horn of Gondor about. For every inclusion of a Tom Bombadil (who sings his song—joy!), there are Spiders and Mountain Trolls to defeat (both appeared in *The Hobbit*, not *The Lord of the Rings*) or even made-up plot points, like Aragorn's climactic confrontation with a dragon-mounted Nazgul (what the...?!). In most cases, I enjoyed levels where Surreal placed something you wouldn't immediately figure there to be any sort of gameplay use for—like Frodo's suspenseful escape from the Black Riders. At the same time, though, I couldn't help but notice a few omissions that would have made for some killer levels, like surviving the mountain Caradhras or escaping the Nine on horseback (we get a nice CG movie as a compromise). Still, just being able to trek through this fantastic, lush rendering of Middle-earth and some well-designed levels pleases this Tolkien fanatic to no end.

Chris B.

As a fan of the *LOTR* books, I had high hopes for this game. I was excited to see how the developer would handle characters like Tom Bombadil and Gandalf's fight with the Balrog. Now that I've played it, I have to say...it's OK, I guess. I like how closely the game follows the books, but it's got weird pacing. You spend too much time lost in some of the confusing levels and fighting with messy battle controls, while important parts of the story—like the Nazgul hunting Frodo in Bree—seem like non-events in the grand scheme of things. But **true fans of the books will look past the problems and enjoy this game**. Anyone else should just avoid this one.

Greg S.

Load of the Rings is more like it. After finishing this piece of crap, I got the feeling its makers were like, "OK, let's zip players through the book as quickly and with as few frills as possible. Who cares if the Balrog's a big, dumb puss. Don't worry if Gandalf's "death" has the emotional intensity of a guy ordering at a drive-thru. Oh yeah, we gotta cram in Tom Bombadil, 'cause he's not in the movie." They've churned out **a blah adventure that just goes through the Middle-earth motions**. Levels boil down to linear treks over dull terrain while brain-dead enemies step up to get hacked down. At least the Xbox version has subquests to spruce up the mess.

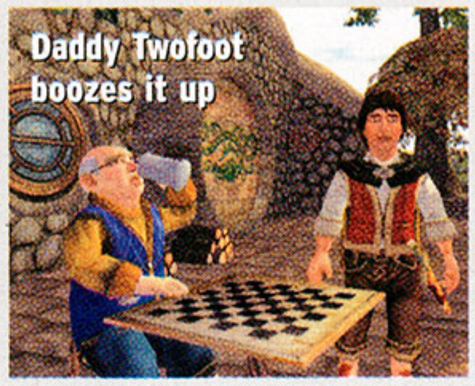
Crispin

VISUALS	SOUND	INGENUITY	REPLAY
7	7	4	3

WHAT YOU DIDN'T SEE IN THE MOVIE

One of the selling points of *Fellowship* is its attention to minor characters and events seen in the book but not the movie. Here are a few.







TECMO 100% GAMES

Chicks really dig the trees...

and you'll love the scenery too because the babes from the million-selling fighting game, **Dead or Alive®3** are back! This time, they're setting aside their fighting gear for some **fun-in-the-sun** swimwear and turning up the heat in **Dead or Alive Xtreme Beach Volleyball™**. This is no ordinary volleyball game - this is volleyball to the extreme with **great gameplay** and **mind-blowing realism**. You'll be able to feel the sand between your toes and the gentle ocean breeze as you compete in the **most outrageous beach volleyball** game yet! Points earned on the court allow you to customize your babe off of it, with **over 100** different **swimsuits** and **accessories** to choose from. But when the day is done, the fun has just begun! This first ever "**Sports Fantasy Simulation**" boasts a variety of different **nightlife** activities to choose from. Whatever your pleasure, **Dead or Alive Xtreme Beach Volleyball** promises **extreme action** and a **whole lotta satisfaction**!



Ooh baby, I'm coming...to a store near you this holiday season.

XBOX

ONLY ON XBOX

DEAD OR ALIVE® XTREME BEACH VOLLEYBALL

RATING PENDING RP CONTENT RATED BY ESRB

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

Tecmo, Inc. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 *p* (310) 944-5005 *f* (310) 944-3344 Dead or Alive Xtreme Beach VolleyBall™ and Dead or Alive® Tecmo, LTD. 1996, 1997, 1998, 1999, 2000, 2001, 2002. Tecmo® and the Tecmo logo are registered trademarks of Tecmo LTD.
Team Ninja and Team Ninja logo are trademarks of Tecmo LTD. The ratings icon is a trademark of the Interactive Digital Software Association. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

NBA ShootOut 2003

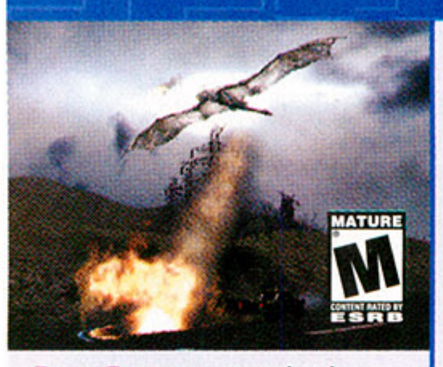


Publisher: 989 Sports
Developer: 989 Sports
Players: 1-8 (2-8 online)
Also On: PS1
Best Feature: Career mode
Supports: Multi-tap
Worst Feature: Lack of special moves
Web Site: www.989sports.com

With *NBA 2K3* continuing its rule and *NBA Live* utilizing the fun-and-gun to excite its audience, *ShootOut* comes off as merely average. The best reason to play this game is for its Career mode that gives you the chance to work a created player through basketball's new minor leagues and into the NBA. If you're a guard averaging a double-double you'll be playing in The Show in no time, but if you're a one-dimensional schlub you'll end up crunching numbers as an investment banker (though that part isn't in the game). Even if you do make the pros, you'll find that **adjusting to the gameplay is about as difficult as dunking on Shaq**. My biggest gripe is that the special moves are ineffective to the point of being useless, and you can rack up over 20 blocked shots a game, which is absolutely ridiculous. Defense is as fun as a game of shuffleboard and the rim physics need lots of work. Stick with *NBA 2K3* this year. *ShootOut* needs at least another year of seasoning to work out all its kinks. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	5	4

Reign of Fire



Publisher: Bam
Developer: Kuju
Players: 1
Also On: GC, Xbox, GBA
Best Feature: Inspired dragon stages
Featured in: *EGM* #158
Worst Feature: Unbalanced difficulty level
Web Site: www.bam4fun.com

Reign of Fire is a game that makes a great first impression, but **behind the flash, there's little to keep you truckin' for the long haul.** You play as either the flying, fire-breathing dragons or the humans, driving vehicles *Twisted-Metal* style in attack and escort missions. As exciting as blasting dragons can be, I found myself grudgingly switching between the advanced (can't turn quick enough) and simple (sacrificing speed for aiming mobility) control styles depending on the situation. Likewise, as a dragon you have cool attacks like clutching a fuel truck and dropping it like a bomb on a human base, but you'll tear your hair out as you drop to the ground while attempting to hover. Even worse is *Fire*'s sporadic difficulty. You'll spend a dozen attempts on one level and breeze through the next on your first try (although the last dragon's a real doozy). This game is inspired in parts, but it can't hold itself up against the weight of its failings. If the premise sounds good, rent *Fire* and play the good stuff; just be prepared for the frustrations that come along with them. **G. Ford**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	8	6

NBA Live 2003

EGM SILVER — EDITORS' CHOICE AWARD



Publisher: EA Sports
Developer: EA Canada
Players: 1-8 (2-8 Online)
Also On: PS1, GC, Xbox
Featured In: *EGM* #159
Best Feature: Fast breaks
Worst Feature: Stripped-down online play
Web Site: www.easports.com

I used to eye the *NBA Live* CD like a kid staring down a plate of asparagus: I knew it wasn't gonna taste good, and just wanted to be done with it all as quickly as possible. Luckily, things change—not asparagus, which I still loathe, but *NBA Live*, which now looks and plays like I always hoped the PS2 version would. Graphically, it's sweet to the core, and though it's less fluid than its *2K3* competition, *Live* is bright and vibrant, featuring enough details to please any NBA aficionado. **Gameplay-wise, *Live* sets a bold new course that puts this franchise back on the map.** Free-flowing, fast and fun, this is the *Live* we loved long ago. EA has put an array of offensive moves on the right analog stick (freestyle control), which makes for seamless, up-close control and the ability to string together quick combos. On defense, monster blocked-shots and a cool charge button offer some counter-measures to the offensive game. It's still nearly impossible to guard guys one-on-one, but smart positioning and quick twitch skills can occasionally bail you out. Online play is fun enough, even if it is stripped to 30 frames per second (read: not as smooth) and not as deep as *2K3*'s play. The off-the-ball movement also needs more work, but that's a short list of complaints for a game I wasn't expecting much from. If you're a hoop head, give *Live 2003* a shot. **Dan L.**

Last year's *Live* fed the EA Sports faithful a teeth-jarring Spalding burger. The game was a mess, and anyone with basketball in their veins discovered that *NBA 2K2* was setting the PS2 hoops pace. But this year, *Live* has made serious strides, and while it's still the Scottie Pippen to *2K3*'s Jordan, it's now, at the very least, fun. **My main gripe with *Live* is that it's just too fast**—it's the NHL of NBA games, it's basketball in hyperdrive, so when you finally bust out into a fast break (one of the game's strong points), it's just another race up the court. Even with the problems, the game's premiere innovation, the right analog stick, will have you smiling. **Todd**

Gamers nationwide ought to give thanks to Sega Sports, since it's the quality of their *2K* titles that forced EA to respond with some of their best sports games in years. Take *Live 2003*. If you ignore the solid character models, shiny hardwood floors and beautiful arenas, chances are, you'll still be wowed by the up-tempo gameplay and high-flying theatrics that capture the intensity of today's NBA. **But it's the innovative use of the right analog stick that seals the deal.** It controls everything from poking the rock away from the ball carrier to rapid-fire swats and block shots. It took a while, but this year *Live* is back on top. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	8

NHL 2003



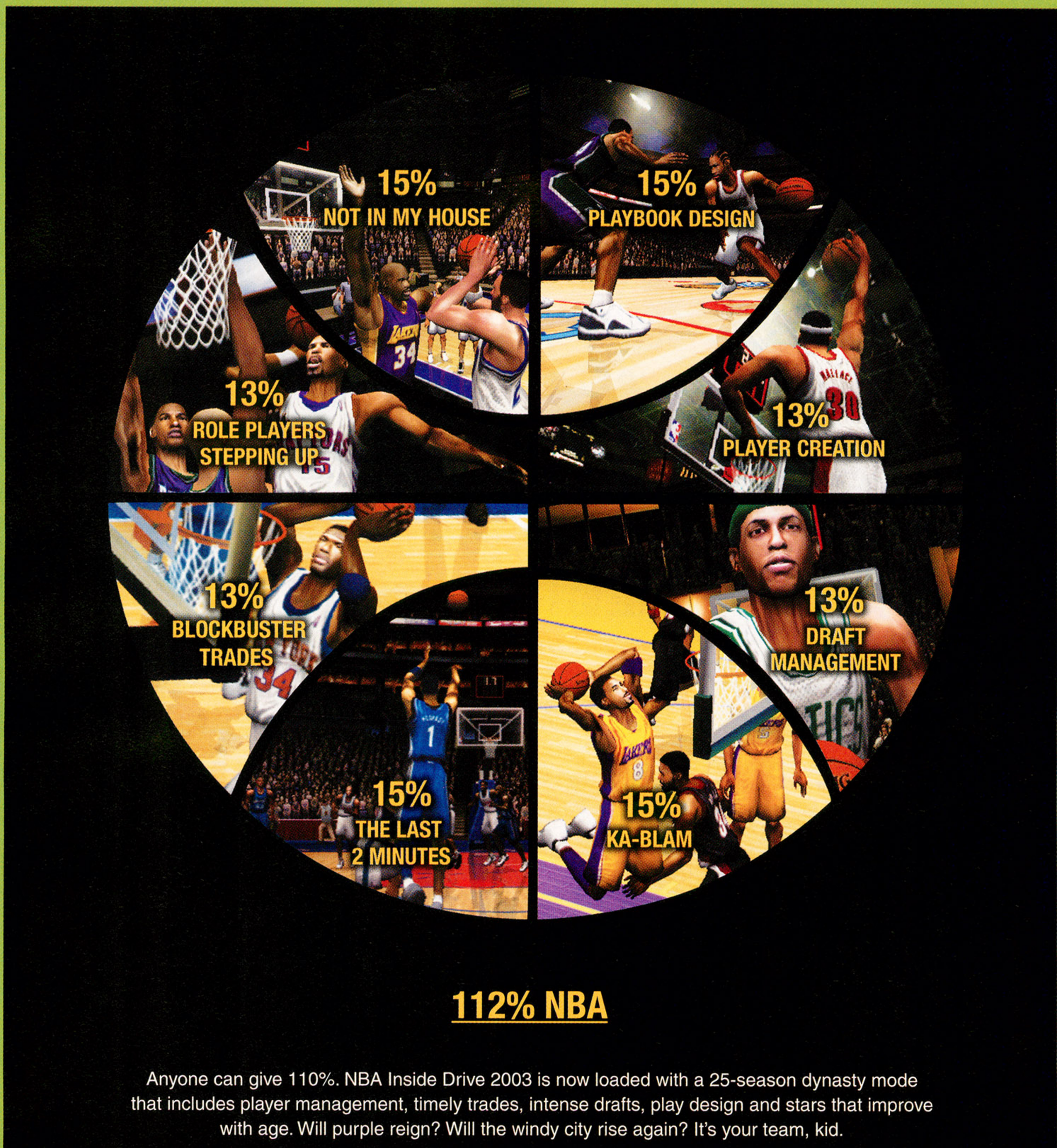
Publisher: EA Sports
Developer: EA Canada
Players: 1-2 (1-8 w/ Multi-tap)
Also On: GC, Xbox
Where's: Don Cherry?
Best Feature: Cool new dekes
Worst Feature: Too much loading during games
Web Site: www.easports.com

Anyone who abused the turbo button in last year's *NHL* has a rude awakening in store. EA tweaked *NHL 2003* so that it feels more like real hockey, which means your forward isn't gonna power around the defense just because you're holding down the circle button. Now, you actually need to set up your plays and move at a more realistic speed. Likewise, defensemen who relied far too often on the big-hit button will need to learn to hook, poke-check and block shots, cause that triangle button ain't nearly as powerful or accurate as it was last year. You'll also find that the goalies have ditched the puck-magnets hidden in their trappers—they'll give up a lot more rebounds this time around. Add in the new dekes (controlled by the right analog stick) and you've got a **better-playing, all-around more realistic game than *2002*** with a level of control that puts all past EA *NHL* games to shame. Now, to the problems: What's with all the loading? EA's *NHL* series has always been great about presentation, making you feel like you're watching an actual broadcast. But in *2003*, every time the camera cuts to a new angle, there's a slight stutter as the game loads. It's pretty distracting. And what's with the lack of online play? I know hockey isn't the most popular sport in the United States, but the fans are pretty hardcore. Besides, I have no decent opponents around here. **Greg S.**

It's interesting that EA's Canadian shop has delivered an *NHL* product best described as "hockey-lite." You'd think that, if anything, our friends north of the border would produce a sim-heavy, true-to-the-sport, teeth-gnashing grinder of a hockey game. Instead, ***NHL* is an up-and-down affair** full of visual panache and kooky camera cuts. Breakaway cams and background commentaries are great, but I'd trade those for true board play and a realistic checking model. New deke system and spectacular goalie saves aside, *NHL* plays very similar to last year's title. It's gotten a bit stale for me, but if you dig EA hockey, *NHL 2003* is sure to please. **Dan L.**

The only gamers who liked last year's *NHL* were Canadian apologists. The rest of us played 10 games, set the controller down and never looked back. *NHL 2002* was bogged down with choppy animation, and the goalies were made of super glue. This year ***NHL 2003* is fast, frenzied, wide-open hockey.** Unlike real hockey, though, you can't play defense—even average skaters can burst past you and get a decent shot on goal. But even then, the goalies are inhumanly acrobatic. They'll deny any number of breakaway opportunities to keep the score close. Maybe I'll love the soon-to-be-released *NHL 2K3*, but for now, I only like *NHL 2003*. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	6



112% NBA

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

NBA INSIDE DRIVE 2003

More basketball than basketball

www.nbainsidedrive2003.com

EVERYONE

CONTENT RATED BY ESRB

www.xbox.com

www.nba.com

ONLY ON XBOX

XBOX™

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

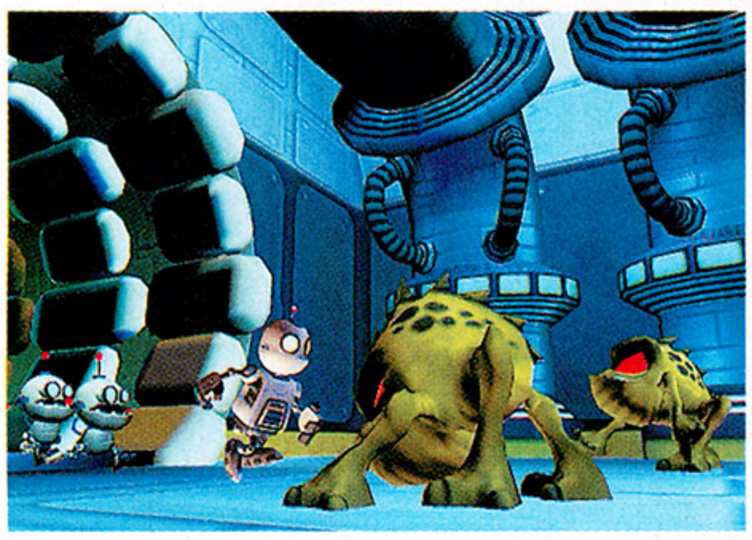
EDITORS' CHOICE AWARD
EGM SILVER
EDITORS' CHOICE AWARD

Ratchet & Clank



Publisher:	Sony CEA
Developer:	Insomniac Games
Players:	1
Also On:	None
Featured In:	*EGM*#159
Best Feature:	Eye-popping graphics
Worst Feature:	Ratchet's a pretty boring character
Web Site:	www.scea.com

If we could somehow re-work *Ratchet & Clank* into the ideal action/platform game, the first thing we'd do is ax the main character, Ratchet. His vanilla look and "I don't want to get involved" act just ain't workin'. Thankfully, facing the camera for nearly the whole game is the guy we really like: Clank. The little robot buddy sits quietly strapped to Ratchet's back as you run through the game's huge levels, bustin' out propellers or rocket boosts to enhance your leaps over obstacles, and bashing enemies with the nearly dozen different weapons you've purchased with bolts, the remnants of deceased bad guys. But without Clank's deadpan comments and level-headed naivete, saving the universe from tyrannical world-destroyer Drek just wouldn't be as fun. Maybe we're too hard on old Ratchet, though. Without him, we wouldn't be able to blast our way through the game's 18 worlds. Plus, who'd pilot the ship? Yeah, he ain't so bad.



PERFECT WEAPONS

By the end of the game, the question won't be how you'll do away with a foe, but, "Which gun is the most fun?" Some guns may go neglected, but our advice is to keep the following weapons a trigger-finger's length away.



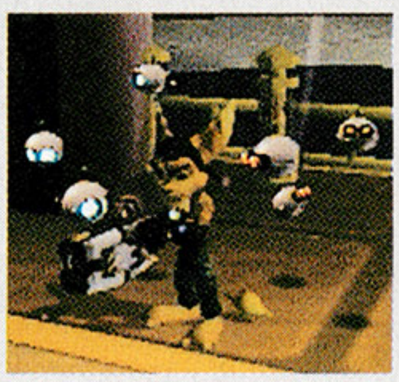
Morph-o-ray: **Turns enemies into the harmless chickens they really are.**



Walloper: **Never underestimate the destructive power of a big, robotic fist to the gearbox.**

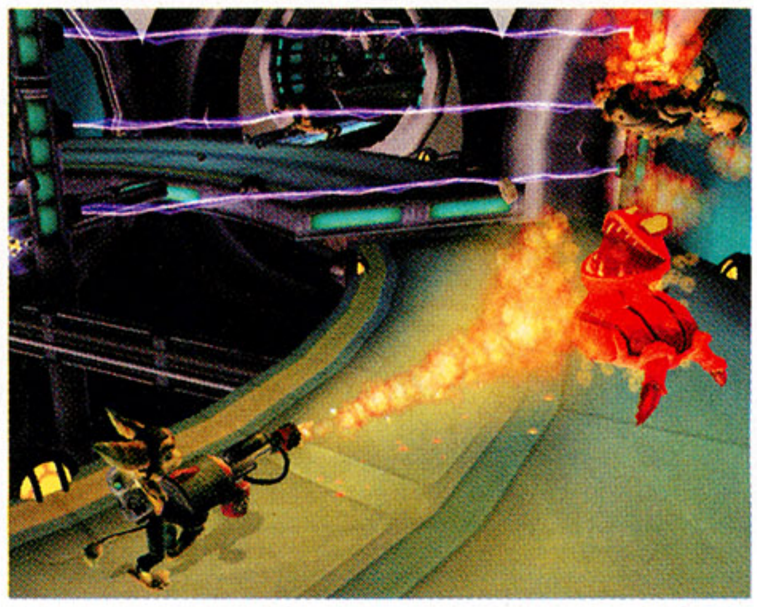


Visibomb Gun: **You control this missile's path, leading it directly to the enemy's left ventricle.**



Drone Device: **Protect yourself with a circle of robots that enjoy being cannon fodder.**

Enemy in your path? No problem—Ratchet can blast them six ways to Sunday using a variety of different weapons. These armaments of doom (like the Pyrocitor below) can be bought at any Gadgetron vendor (located at the start of each level).



Despite starring a lead character that looks like he fell off the character-design reject truck (I'm lookin' at you, Ratchet!), *R&C* **delivers a long, satisfying experience with a good mix of platforming and exploration-style gameplay.** Sure, the game throws a lot of item-fetching errands at you (especially during the last half—did I mention it's long?), but there's so much variety, it never seems to get old. Particularly memorable moments include playing as Clank and controlling a miniature-robot army, and the awesome (but disappointingly short) section in which Clank grows to city-smashing size. Graphically, *R&C* is gorgeous, set in large, lavish cityscapes tightly designed to propel the game forward and keep you from backtracking too much. It's great to have a dozen-plus weapons and gadgets providing incentives to find new ways of wasting your enemies, but not having the cash to buy the right gun for the job ain't so nice. Typically, this leads to tedious cash-hunting quests, but thankfully, it doesn't happen too often. Your most-used weapons are always just a button and a directional press away, thanks to the extremely handy Quick Select menu—something other games have tried but haven't implemented nearly as well. Ratchet may not be the best character ever put into 3D, but you can't go wrong with his game.

Chris

R&C easily finishes near the top of the crowded 2002 mascot class. It looks solid, plays great and features some hilarious dialogue (Clank's deadpan delivery is pure comedy throughout). The game's RPG-like inventory system offers tangible rewards for collecting thousands of doodads. And unlike Sony's other holiday hopper, *Sly Cooper*, ***R&C*** **delivers a massive, rewarding quest that you'll be hard-pressed to polish off in a weekend.** At times, the game can seem a bit familiar—like *Jak & Daxter*...in space...with guns...but since it's partially built on *J&D*'s engine, that's not entirely unexpected.

Shane

Though for the most part they're as different as it gets, *R&C* has a few key characteristics in common with Insomniac's former cash cow, *Spyro the Dragon*—namely, the pacing and the focus on exploration. Sure, you've got swarms of creative enemies and scads of firepower at your disposal, but it's up to you to dispatch the baddies and make your way through the enormous levels as you see fit. Want to rush in, guns a-blazin'? Giddyup, cowboy. Or maybe you'd prefer to inch along and snipe away from a safe distance. That's fine, too. Either way, the option to define your own style is what makes the whole *Ratchet & Clank* experience both oddly relaxing and uniquely thrilling. **A fantastic choice for hardcore and casual gamers alike.**

Gary S.

VISUALS	SOUND	INGENUITY	REPLAY
9	7	6	6

Enter Champs Sports All-Star Game Sweepstakes.
Visit your local Champs Sports store or log on to champssports.com

SURE THERE'S A POINT WHERE
THE GAME SLOWS DOWN.

WHEN IT'S OVER.



NBA STARTING FIVE™

Looking for a leisurely game of hoops? Look elsewhere. This is NBA Starting Five–the game that moves so fast you'll be hitting the showers after you play. Pull off the league's sweetest moves as effortlessly as the pros. Execute real NBA team tactics that'll keep your offense putting up numbers and your D putting on the pressure. Draft new stars from an up-to-date roster then bench the slow ones. And get familiar with the pause button. You're gonna need it.

EVERYONE
CONTENT RATED BY ESRB

NBA

CHAMPS SPORTS
champssports.com

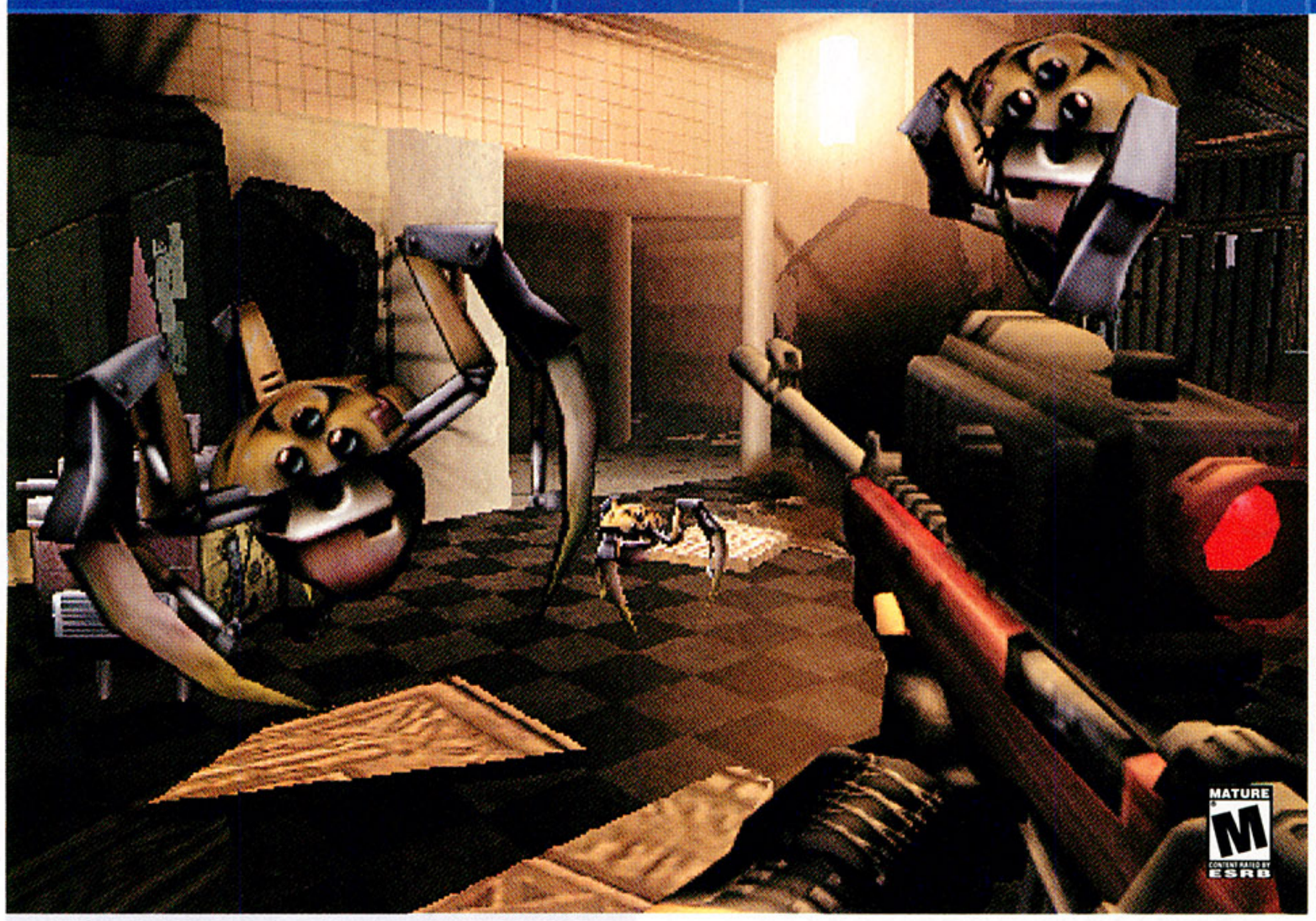
PlayStation.2

XBOX

KONAMI®

The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs, and/or other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. KONAMI® is a registered trademark of KONAMI CORPORATION. © 2002 KONAMI. All rights reserved. NO PURCHASE NECESSARY. Sweepstakes runs from 9:00 am (PDT) on 10/16/02 until 11:59 am (PDT) on 10/30/02, is open only to legal U.S. residents (except residents of Puerto Rico and all U.S. territories and possessions), 13 or older as of entry date and is subject to the official rules at participating Champs Sports locations and at www.champssports.com. Odds of winning depend on the number of entries received. Void where prohibited.

Red Faction II



At any point you can bring up these groovy night-vision-goggles (which, as you might imagine, let you see in the dark). Trouble is, they're so grainy that in truly dark environments it's hard to make out details, so you'll do a lot of switching back and forth if you're hunting for something specific.



Publisher:	**THQ**
Developer:	**Volition**
Players:	**1-2 (1-4 w/ Multi-tap)**
Also On:	**None**
Featured In:	**EGM #160**
Best Feature:	**Action, action, action!**
Worst Feature:	**Action, action, (whew) action.**
Web Site:	**www.thq.com**

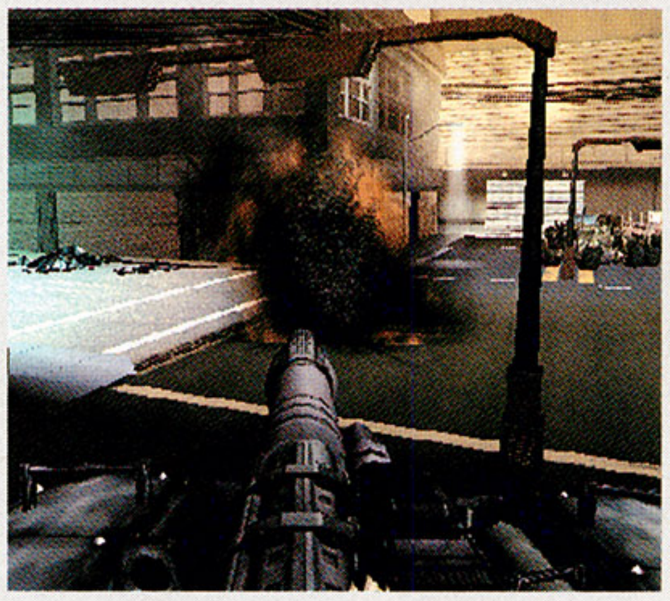
If you put *Red Faction* and *Red Faction II* side by side, you'd barely be able to tell they're from the same series. This sequel is crisp, clean and bright where the original was muddy and dark; it's packed with action where the original was slow and methodical; and it's somewhat light-hearted where the original was serious and moody.

Playing *Red Faction II*, you might find yourself having to pause the game often just to breathe; the action is intense from the first moment. As Alias, a bioengineered soldier in the service of a questionable dictator, you're thrown into a heated assault on a revolutionary outpost as the game begins. But then, you and your supersoldier compatriots apparently have a pretty serious change of heart and set out to assassinate your former leader. That's not all, though, as some of your friends have another change of heart and...well, we don't want to spoil too much for you, but suffice to say the game has enough plot twists to keep you scratching your head and questioning even the most seemingly benign ally.

This convoluted story is supported by the *Red Faction* trademarks we've come to expect: fully destructible environments (well, sort of) courtesy of the Geo-Mod engine, and a nice selection of bad-ass vehicles. The environments are significantly more organic than in the original (which was set almost exclusively indoors and in caves), the weapon selection is even more hi-tech and powerful, and there's a ton of fairly solid voiceover to add to the sensory assault.

Does this make it a *better* game than the original? Ultimately, you'll have to decide for yourself, because one thing's certain: *Red Faction II* is anything but a rehash.

EXTRA-VEHICULAR ACTIVITY



Like the original game, *Red Faction II* has an impressive assortment of vehicles with which you can rain down wholesale destruction upon thine enemies. Here we see a tank segment, one of several "on-rails" portions, where another character is piloting and you're just blasting away. You'll also hop into a gunship, a submarine, a monstrous—and monstrously armed—mech (oh my, yes), and more. These vehicular excursions are a nice break from the standard first-person shooter action, and may just be the most entertaining portions of the game. Think about it for a minute: Massive weaponry plus Geo-Mod technology equals lots of chances to break stuff. And who doesn't love breaking stuff?

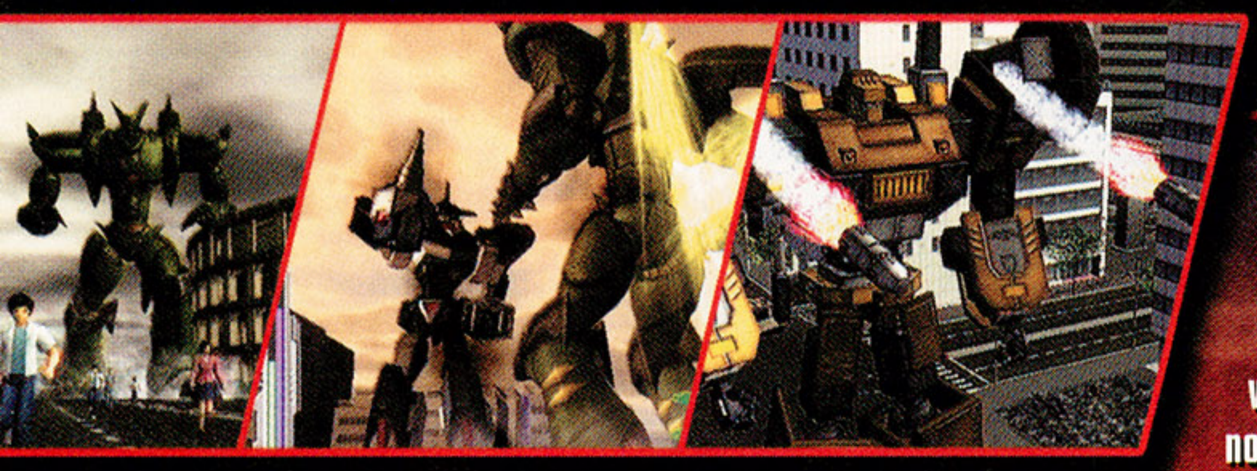
My brain hurts. It's a good thing I'm not epileptic, because with all the muzzle flashes and explosions *Red Faction II* hurls up on the screen, I'd be a goner. Dozens of enemies surround you at once—sometimes seemingly limitless waves of them—and it's all you can do to figure out which one to kill first. You will die often in this game—much more so than in the original. The trouble is, the dying is not as much a result of the faster, smarter enemies as it is a result of some unfortunate design choices: For one thing, it takes forever to reload the majority of your weapons. (It's not, in my opinion, a particularly good idea to increase the load time when you're also increasing the number of enemies who are shooting at you.) For another thing, most of your foes seem all but immortal; it takes dozens of rounds (or the ability to pull off multiple head shots amidst all the chaos) to bring down the majority of enemies. If the developers wanted to offer an arcadey, fast-action experience, why not make these massive waves of enemies a bit easier to mow down? Still, Faction II is a really good game. The brighter, more **varied environments range from nice-looking to simply beautiful** (especially the almost mediterranean-looking, sun-washed street segments), the story is long and interesting, and the multiplayer options are pretty extensive. (Oddly, though, the level design of the multiplayer arenas is pretty bland.) I just liked the original more. **Joe**

Red Faction II's futuristic cyborg bad-asses may offer embarrassing one-liners, but that's a minor inconvenience in an otherwise enthusiastically violent romp. The game's tremendous strengths include chunky, disgustingly cool weapons, and large, well-designed levels that cram in the action, then spin off into on-rails flying and tank destruction zones. Plus, the **fabulous multiplayer mode includes A.I.-bot creation**. However, blowing up scenery can be frustrating; you can blast massive holes in concrete at designated positions, but other times rotting pieces of wood stockades can't be destroyed. Still, one of the tightest first-person action titles of the year. **David H.**

After getting sucked in by the first *Red Faction*'s tight combination of narrative, action and (at the time) cool visuals, I had high hopes for the sequel. Sadly, *Faction 2*'s Story mode isn't nearly as engaging as its predecessor. That's not necessarily to say the game isn't fun; there are a ton of enemies, vehicles and environments to destroy, and you've got a wild roster of weapons to do it with. But somehow, the game just doesn't feel "live." Since every major event in *RF2* is pre-scripted, it feels like you're on **an ultra-violent rollercoaster ride**—just sit back and go trigger-happy. The slew of multiplayer options is nice, but why isn't this sucker online? Grrrr. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	7	7

GET READY TO RUBBLE



There's a new fight in town and this time it's huge. Take command of 120ft. tall, fully armored, fully loaded Meganites and stop the apocalyptic Volgara invasion from rampaging through our cities. If that means you have to knock down a few buildings and crush some pedestrians, well, such is the price of victory. We didn't say it would be easy to save the world, but hey, nothing ever is.



RAD™

ROBOT ALCHEMIC DRIVE



TEEN
T
CONTENT RATED BY ESRB

Blood
Violence

PlayStation.2

ENIX

© 2002 SANDLOT/BONES/ENIX. ENIX is a registered trademark of Enix Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.

EGM SILVER

RAD: Robot Alchemic Drive



Publisher: Enix
Developer: Enix
Players: 1-2
Also On: None
Best Feature: Unique control scheme
Worst Feature: Translation and voice-acting
Narrative Flakiness: Off the meter
Web Site: www.enix.com

RAD buries every cookie-cutter mech game in existence under 10,000 tons of rubble. The game's approach to controlling a giant, transforming robot is probably the freshest ever conceived. Forget the way you move in *Tomb Raider, Armored Core* or other action games; in *RAD*, you directly control each of your robot's limbs (left and right analog for your two arms, L1 and R1 for your legs), giving the game an incredibly immersive feel. Since you're actually remote-controlling your mech, there's a good bit of micromanagement involved in keeping your human character alive amidst the chaos of your robot doing battle. But this just helps the gameplay stay profoundly insane and kinetic. It all boils down to the following: **Combat in *RAD* just never gets old.** What does get old, however, is the glut of lame cut-scenes that put the brakes on the action. You suffer through these poorly translated, horribly voice-acted cinemas in almost every mission. But don't let this deter you from checking out *RAD*. It's definitely the coolest mech experience in a long, long time. **Miguel**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	9	8

Shox

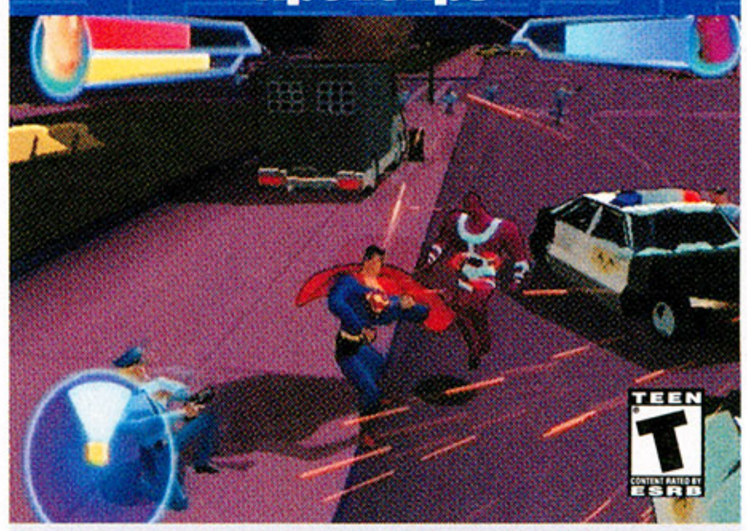


Publisher: EA Sports Big
Developer: EA UK
Players: 1-2 (1-4 w/ Multi-tap)
Also On: GameCube
Best Feature: Quick and simple gameplay
Worst Feature: Expensive for what it is
Also Try: Really old arcade racers
Web Site: easportsbig.com

If you're expecting to see a driving game given the EA Big makeover, with hip music and celeb voices, then you're going to be a bit disappointed with *Shox*. This is more like rally racing for the masses; it takes elements from the fastest-growing motor sport in the world and simplifies them drastically. There are plenty of cool licensed cars, lots of mud, dust and other suitably loose surfaces, and a broad selection of tracks. When it comes to gameplay, though, **it reminded me of old 2D arcade games like *Super Sprint* more than anything.** Think tiny, narrow courses and an extremely tight pack of cars nipping through corners with hyperrealistic bouncy physics. This isn't pretending to be a simulation; it's pure driving fun, complete with in-race objectives called Shox Zones that afford you cool bonuses if completed. To spice things up, you can also gamble your vehicles on races, something I wouldn't advise until you get really good! Overall, it's old-fashioned, unpretentious fun, but fun that might be better suited to something that wasn't full price. **John D.**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	5

Superman: Shadow of Apokolips



Publisher: Atari
Developer: Infogrames Sheffield House
Players: 1
Also On: None
Featured In: EGM #160
Also Try: *Batman: Vengeance, Spider-Man*
Best Feature: Feels like you're "playing the show"
Worst Feature: Somewhat repetitive
Web Site: www.atari.com

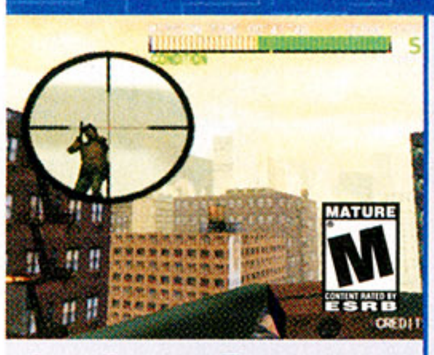
The last Superman game was among the most infamous hunks of gaming Kryptonite ever to hit a console. Thankfully, *Apokolips* has more in common with Ubi Soft's *Batman: Vengeance*—in both strengths and weaknesses. Just as *Vengeance* perfectly captures the atmosphere of its source material, so too does *Apokolips*. Though the dialogue is weakened by a few too many superhero clichés ("Take this!" sounds goofy even coming from Superman), hearing it spoken by the TV show's actual actors helps compensate for the spotty script. More importantly, the game just plain looks like its cartoon counterpart, with colorful graphics that really bring Metropolis to life. But **the best part is that all of Superman's powers are available, and are actually useful**, depending on your situation (though X-ray vision's use is disappointingly limited—apparently, Metropolis is almost entirely lined in lead). All these powers equal a lot of gameplay variety; one minute I was melting Darkseid's Inter-Bots with heat vision, and the next I was using my super strength to toss a tank into harm's way and watching it tumble about, thanks to *Apokolips'* excellent physics engine. It's just too bad that all this potential is wasted on a lackluster game design that's full of repetitive enemies, tedious item-fetching errands and so-so boss fights. Still, *Apokolips'* graphical beauty and authenticity make it worthwhile. **Chris B.**

Great Caesar's ghost, a *Superman* game that's actually playable! As a fan of the cartoon series (and, I've been told, a huge dork), I'm glad that Infogrames did their homework on capturing the look and feel of the TV show. Fans will approve of *Apokolips'* cool, cartoony style, and the full complement of Superman's trademark moves. The only thing that got my Superman Underoos in a twist was the fact that **the game is artificially difficult.** In one mission, a dam is about to burst and I'm supposed to spend half an hour looking for a couple of hidden civilians? I'm Superman, dammit! Minor quibbles aside, *Apokolips* is a fun little weekend distraction. **Darren**

I'll get this out of the way first: *Apokolips* is a far cry from the horrifying Nintendo 64 *Superman* game of yore. This time around, the Man of Steel's powers have been faithfully re-created, so you'll actually have a good time flying around, futzing with heat vision, super breathing, and all that Kryptonian jazz. The character himself is as well-realized (and playable) as Spider-Man in his game, and that's definitely a good thing. **My biggest gripe is with *Apokolips'* level design**, which usually involves beating up the same enemies over and over again. As you can imagine, it gets old quick—not even Superman's rad powers can alleviate the tedium. **Miguel**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	7	5

Silent Scope 3



Publisher: Konami
Developer: Konami CET
Where's: Light-gun support?
Players: 1
Also On: None
Best Feature: Two games = twice the sniping action
Worst Feature: It's still over too quickly
Web Site: www.konami.com

They might as well call this one *Silent Scope 2002*, since a new version for the PS2 comes out every year. Konami must just have them lying around—they've crammed two complete games onto this disc. Both *SS EX* and *SS3* offer the best visuals and gameplay of the series so far, including several creative new mission types, but that doesn't make this combo of both games for the PS2 worth buying. The main problem lies in the game's brevity: Even if you play through both titles multiple times to see all of the branching missions, you can still blow through it in a day or two. Of course, this type of game isn't typically long or deep; it's the visceral thrill of blasting away at your TV with a light gun that keeps you coming back. Oh wait, did I say light gun? My bad. ***Silent Scope 3* (like its predecessors) does not support any type of gun peripheral.** Don't ask me; Konami must have some secret reason why it refuses to include that seemingly essential feature in these games. Unless you're a serious sniper fanboy, consider this one merely a rental. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	4

Suikoden III



Publisher: Konami
Developer: Konami CET
Players: 1
Also On: None
Best Feature: Creatively structured plot
Worst Feature: Starts off rather dull
Dig Out: Your *Suikoden II* save file
Web Site: www.konami.com

This third iteration of ***Suikoden* takes some gutsy chances with the series' established formula.** As in the previous games, you're still amassing an army of 108 heroes to thwart evil. This time, however, the quest happens concurrently among three totally different main characters. It's a cool concept, as you witness events from multiple vantage points. The gimmick starts to wear thin, though, as these characters visit the same locales, talk to the same townsfolk and battle the same wild critters. Thankfully, the plodding introduction eventually ends, giving way to a faster, more engaging gameplay pace. Once you're designing your castle, customizing your battle parties and pursuing optional side quests, the fun blossoms. Visually, the average graphics don't impress. The people look kinda neat, but the obviously *FFX*-inspired field and dungeon backgrounds seem blocky and primitive compared to last fall's Square effort. Overall, It won't blow you away, but RPG fans who can see beyond the drab look and slow intro will find a rewarding epic. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
5	7	6	2

FORGOTTEN REALMS

Baldur's Gate™ Dark Alliance™

Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..."
- GameSpy.com

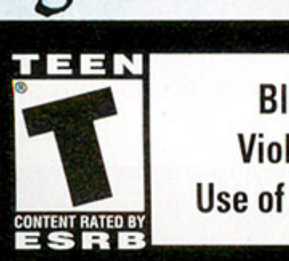
bgdaxbox.blackisle.com



Explosive spell effects



Hordes of D&D® creatures



Blood
Violence
Use of Alcohol

DANGER HIGH VOLTAGE SOFTWARE

BLACK ISLE STUDIOS™

developed by snowblind studios

Interplay™

NINTENDO GAMECUBE

XBOX

Baldur's Gate: Dark Alliance ©2002 Interplay Entertainment Corp. All rights reserved. Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms logo, D&D, the Dungeons & Dragons logo, and the Wizards of the Coasts logo are trademarks owned by Wizards of the Coast Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license from Infogrames Interactive, Inc. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. Snowblind Studios and the Snowblind Studios logo are trademarks of Snowblind Studios. High Voltage Software and the High Voltage Software logo are trademarks of High Voltage Software, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, © and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are property of their respective owners. Screen shots are from the Xbox™ video game system.

Shinobi



Publisher:	Sega
Developer:	Overworks
Players:	1
Also On:	None
Featured In:	EGM #157
Best Feature:	Razor-sharp controls
Worst Feature:	Tiresome level design
Web Site:	www.sega.com

Sega's age-old ninja series jumps back from retirement to ensnare a new legion of fans with its slashing swords, flying shuriken and sizzling ninja magic. Old-school *Shinobi* vets hoping to control their old pal Joe Mushashi (star of all previous installments) might be taken aback—the hero here is Hotsuma, the only surviving member of the Oboro Clan. Don't worry, though; he's even cooler than ol' Joe. Hotsuma can run on walls, dash around at lightning speed and wipe out a whole gaggle of foes at one time with his "Tate" (pronounced tah-tay) attack.

In this age of adventure and stealth games, *Shinobi* surprises with pure, unadulterated action. No sneaking around corners or solving silly puzzles to slow down the pace. Here, you venture through 16 levels of jumping, dodging and extremely bloody killing. Each stage concludes with a tough boss character (usually one of your undead former friends), and slaying him requires some serious ninjitsu skills. It's classic, white-knuckle gameplay, and it's hellishly hard. The difficulty level escalates early on, reaching insane levels by the game's end. Sadly, the challenge isn't entirely fair. All three reviewers found the sluggish camera system to be a real pain in the heat of action, and many levels dish out one-hit deaths too frequently. Perseverance and patience pay off, though, as the game includes some juicy unlockable goodies (including secret playable characters) for players who collect all of the hidden tokens scattered throughout the levels.



Hotsuma's dash pulls a fast one on his foes—eviscerate them as they swing at your shadows.

TATE SYSTEM / RHYMES WITH "LATTE"



After a few rounds of slashing fools and tossing throwing stars, you'll realize that the secret goal of *Shinobi* is to perfect "Tate" attacks. As you play through the game, a series of icons will appear in the upper-right corner of the screen, each representing one of the current enemies in the area. The goal is to kill all of them in succession, within a short span of time. If executed properly, you'll see a grisly cut-scene of Hotsuma dismembering the whole group simultaneously. This method even works on bosses—time it right and you can end the fight with one attack.

You can approach every boss encounter in *Shinobi* from one of two angles: either wear them down with normal attacks or go for the dramatic Tate kill. We recommend the latter—pulling off a Tate strike will save you a bunch of time and impress the hell out of anyone watching.



Thinking back on the 15 hours I spent with *Shinobi*, a flood of wildly contrasting memories fills my head. The good times surface first, like all those times I pulled off a perfect Tate attack to slaughter a screenfull of enemies in an exploding orgy of blood. (Take that, damned ninja dogs! Now you're just a pile of bloody limbs!) The perfect, razor-sharp controls made manipulating Hotsuma a treat. And I never tired of watching the silky-smooth animation of his scarf and dashing shadow—everything he does just looks phenomenally cool. Finally, I wax nostalgic about the tense, nerve-wracking boss encounters that populate *Shinobi*. Each of the 16 stages ends with a dramatic, unique boss fight that offers an unbelievable challenge. Thinking about the bosses, however, reminds me of the game's nagging problems, which combine to kick it down a few notches. This adventure will probably be too hard for most gamers. *Shinobi* games have a history of harrowing difficulty, but between the lack of mid-level checkpoints and the countless one-hit falling deaths, you'll be replaying these stages over and over. Also, the levels tend to get awfully repetitive, recycling the same simple layouts as you face waves of identical enemies. Finally, the clunky camera system left me frustrated and annoyed. Thankfully, none of these problems completely spoil the fun, so ***Shinobi* still succeeds at delivering visceral, rewarding ninja action.**

Shane

I'm a fan of classic game franchises making a comeback, so the return of *Shinobi* is a welcome one. Hotsuma is the supermodel of video-game action heroes—lean, stylish and mean—and he fights as good as he looks. Unleashing his bag of lethal ninja moves is a snap once you've acclimated to the controls. But the game stumbles in its lackluster level design and repetitive combat (run down hallway, enter big room, fight bad guys, repeat). Combine the highly demanding camera system with the fact that the second half of the game is intensely hard, and **I'd recommend that only the most dedicated gamers take the plunge.**

Milkman

All you would-be ninjas itching to pick up *Shinobi* this month, **be warned: This game is hellaciously hard**. So much so that I can't even think of the words to describe how difficult *Shinobi* becomes halfway through. Don't get me wrong—the game is a thrilling little slash-and-dash affair that employs an innovative (and skillful) combo system, but it's hard to feel like a bad-ass ninja when you're constantly plunging down bottomless pits to your death. I'd like to sit down with whoever designed the later levels (especially the ones without floors), and give them a piece of my mind (or a piece of my fist). Casual and easily frustrated gamers need not apply.

Che

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	7

Chris has sworn to protect her people.

Chris, the silver maiden, needs to conclude a peace agreement with the grassland barbarians of the six clans.
But is there something she doesn't know about the treaty?



Suikoden II®

幻想水滸伝

- Unleash the power of three on a quest for peace -

The fates of three opposing heroes are forever altered in a battle that will determine the destiny of the entire land.
Uncover the 108 Stars of Destiny, create a homeland castle town,
discover the secrets of the 27 True Runes, and save the world from destruction.

TEEN T CONTENT RATED BY ESRB — Mild Violence, Suggestive Themes

PlayStation.2

KONAMI®

SUIKODEN® is a registered trademark of KONAMI COMPUTER ENTERTAINMENT TOKYO, inc. ©1995, 2002 KONAMI COMPUTER ENTERTAINMENT TOKYO. ALL RIGHTS RESERVED.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

EGM SILVER — EDITORS' CHOICE AWARD

TimeSplitters 2



Publisher:	Eidos
Developer:	Free Radical Design
Players:	1-4 (1-16 system link)
Also On:	Xbox, GameCube
Featured In:	*EGM* #159
Best Feature:	Great multiplayer action
Worst Feature:	Uneven level design and story
Web Site:	www.timesplittersgame.com

We had high expectations for the original *TimeSplitters*, the game hyped as the next big thing from the folks who brought us *GoldenEye* on the Nintendo 64. Well, despite a great multiplayer mode, *TS1* certainly had its share of problems, not the least of which was an aimless, uninspired single-player experience. Much was promised for the sequel, and while *TimeSplitters 2* builds nicely upon the original's infinitely compelling multiplayer experience, the single-player campaign left us wondering, "Why is this thing just not as good as *GoldenEye*?"

Much like the original, the premise of *TS2* involves moving through different time periods to complete various missions. Gameplay is varied, and different levels play to different strengths—some require sniping and stealth, while others play more like a straightforward shoot-'em-up. There are loads of mission goals and objectives, especially on Expert mode; the only problem is that many of them are simply not interesting, exciting or dynamic. Likewise, the time-travelling facet of the game makes for visual variety, but should have been incorporated into the storyline more elegantly. As it is, you simply return to a generic "hub" screen after you finish a level, where the next mission has been unlocked for your further conquests. Those searching for a single-player campaign that lives up to the standard set by *GoldenEye* (or, gasp, *Halo*), however, will be sorely disappointed.

While *TS2*'s narrative may be somewhat primitive, its technology is anything but: Player models and environments look incredibly sharp and race by at a deliciously smooth clip, resulting in one of the finest graphics engines we've seen on the console to date. Not only is *TS2* slick to the eye, but its cheeky stylings—think Ray Harryhausen meets *The Jetsons*—provide for a visually compelling





WHY BUY A PALM PILOT WHEN YOU CAN JUST SPLIT TIME?

***TimeSplitters 2*'s environments range from a gangster-infested 1920s Chicago to an Aztec jungle, from Cold War-era Soviet military installations to Neo-Tokyo 2019. There's even a Robot Factory in cold space. How does it all fit together? Well...uh...it doesn't. But it does make for an entertaining ride, not to mention plenty of scenic variety.**



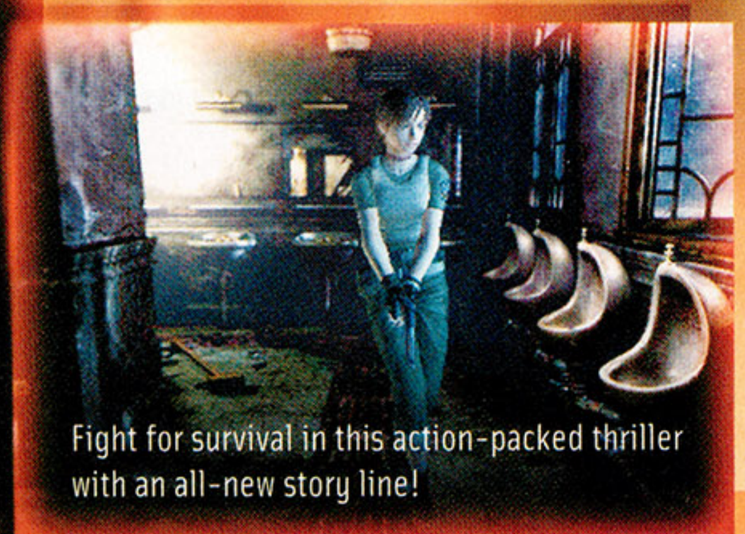






THEY'VE BEEN WAITING FOR YOU

BEFORE THE MANSION.
BEFORE THE DISASTER.
EVIL IS BORN.



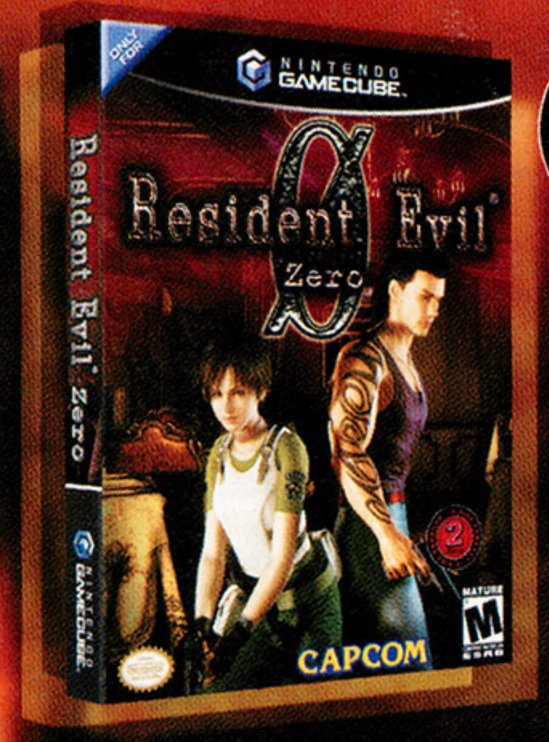
Fight for survival in this action-packed thriller with an all-new story line!



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



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



2 DISC PRODUCT · 2 DISC PRODUCT · 2 discs

The brand-new Zero chapter–<u>only</u> on Nintendo GameCube™!

MATURE M CONTENT RATED BY ESRB — Blood and Gore Violence

NINTENDO GAMECUBE™

CAPCOM
capcom.com

© CAPCOM CO., LTD. 2002 © CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL is a registered trademark of CAPCOM CO., LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association. LICENSED BY NINTENDO. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo.

QUENTIN TARANTINO WOULD BE PROUD

Check out these shots from the opening level of *TimeSplitters 2*. From the dam to the guards to the snow-capped mountains to the "Baaaa-daaaaaaa-daaa-daa" music you can't hear in these screens, it's an amusing (if somewhat prolonged) homage to Rare's classic. Is it live or is it *GoldenEye*?





ride. Barring bits of occasional slowdown when the action heats up, this game is a definite graphical feast.

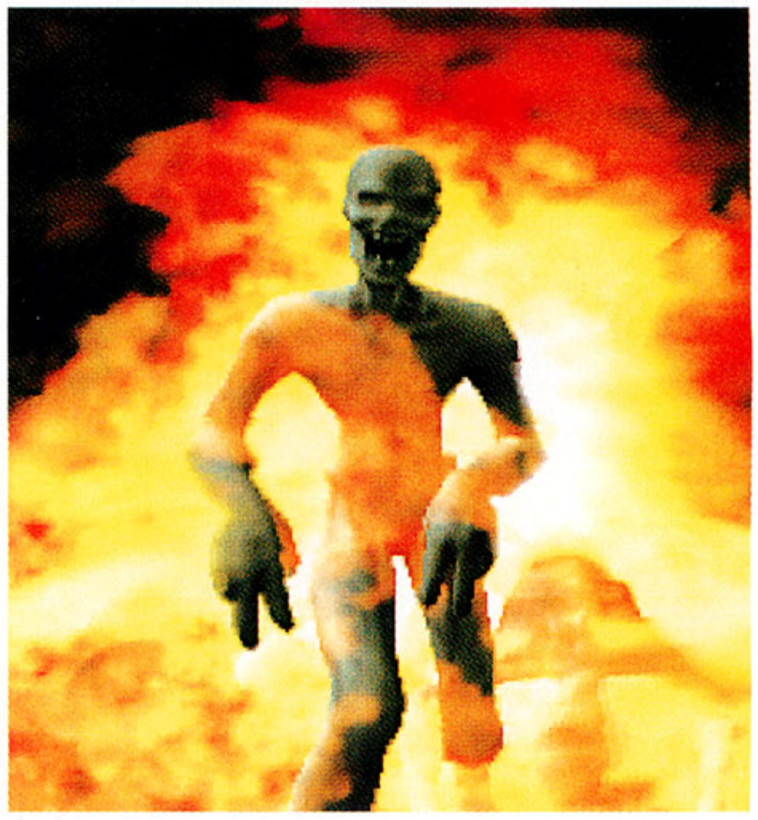
A vast and expansive multiplayer mode is where *TS2* truly excels. With over 80 playable characters to do battle against (along with massively customizable multiplayer options), Free Radical has crammed in a ton of modes and mini-games for you to experiment and tinker with. Also making a welcome return is the Mapmaker, a utility that lets you create your own multiplayer or story-based maps (replete with basic mission objectives). Ways to play multiplayer with your friends include linking up to four PS2's together for a 16-player network game, four-player splitscreen or playing through the story in co-op mode. To be honest, though, we'd trade in all of this linking and splitscreening just to play *TS2* online. Alas....



***Timesplitters 2*'s impressive visuals are highlighted by gorgeous lighting effects. Your radar is used like a weapon, so no shooting while you navigate.**



The enemies in *Timesplitters 2* are nothing if not varied. Just when you get sick of shooting monkeys and Nazis, for instance, hordes of zombies show up out of nowhere. For you to shoot. In their undead heads.



Deathmatch junkies should not hesitate; *TimeSplitters 2* is multiplayer gold. Especially for those with an ideal setup—namely, several PS2's, several televisions and several copies of the game—*TS2*'s addictive, unadulterated multiplayer mayhem is nearly worth the price of admission alone. That said, however, the game certainly has its flaws. Its shortcomings have mostly to do with its meandering storyline and level design; far too often I was left wondering where the hell I was and why the hell I was there. A typical mission might involve sniping, detonating explosives, disabling cameras, killing zombies and stealing time crystals, but in the end, many of these **objectives simply feel forced and disconnected.** While the farcical tone and goofy sensibilities give these non-sequiturs some context, the game design doesn't feel as tight as it should; objectives are annoyingly cryptic, often making it seem like work just to get through a level. With Free Radical's team of ex-Rare developers—along with the game's blatant nods toward said predecessor—it's entirely fair to hold *TS2* up to *GoldenEye* standards. From a single-player, story-based perspective, the game simply lacks the magic of recent shooter classics. **Evan**

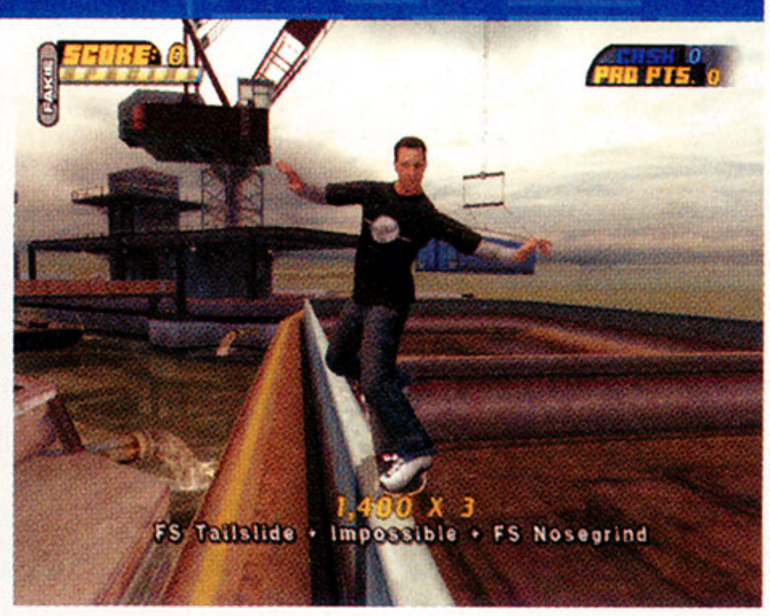
If you're looking for a fast-paced, arcade-style shooter, you can't get much better than *TS2*. This package is stuffed to the brim with appealing features, including a wonderfully varied story mode, deep multiplayer games and a surprisingly powerful level editor. The first game was at its best when played in a group, and that's true here, too. Being able to link systems together for 16-player LAN parties is a total blast. All said, ***TS2* is more—a lot more—of the same, and that's a good thing.** This is, without a doubt, the best first-person shooter you'll find on the PS2. Buy it now. **Ethan**

It's fast, it's frenzied, it's full of monkeys! It's *TimeSplitters 2*, and if you have a first-person shooter bone in your body, **you owe it to yourself to nab this little number.** No, the Story mode isn't on par with the greats in this category, but there's so much more that the game has to offer. The Challenge mode alone will keep you addicted for days, blasting the heads off zombies or throwing bricks through windows—and that's not even mentioning the surprisingly powerful Mapmaker tool (you can now create entire story-based levels), the themed Arcade League mode, the 126 characters or the crapload of extras. Simply put, it rocks. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	7	9

Tony Hawk's Pro Skater 4





Publisher: Activision O2
Developer: Neversoft
Players: 1-2 (2-8 Online or LAN)
Also On: GC, Xbox
Featured In: *EGM* #159
Best Feature: Enormous levels with tons of hidden nooks and crannies
Worst Feature: Halfway through, the difficulty goes vertical
Web Site: www.activisionO2.com

These days, everyone knows that skateboarding is not a crime. What they don't know is whether they should buy a new *Tony Hawk* game every year. We understand the skepticism, but before you dismiss Tony's yearly update, take a look at what you'd be missing out on in *Tony Hawk's Pro Skater 4*.

First off, the new levels are hella big. Even expert players will spend their first few runs just learning the lay of the land; rookies should probably pick a safe corner to thrash around in 'til they get more comfortable. The massive Alcatraz stage, for instance, feels like it contains enough square footage to fit six or seven levels of an earlier *Tony Hawk* game. Whatever your skill level, it's going to take even longer before you master some of the new *THPS4* levels.

Next, you're probably going to notice the goals. Gone is the laundry-list of crap that has to be completed within a tidy two-minute period. *THPS4* makes you work a little harder by giving you more freedom. Every level is effectively a free skate until you

PS2 VS. XBOX VS. GAMECUBE



Whatever your platform of choice, *Tony Hawk* will be there, stylin' and profilin'. With the exception of minor graphical differences, all three console versions contain the same levels, unlockables and secret characters. *THPS4*, however, is only online for the PS2—although the Xbox version (pictured above) will support 8-player networked play with all the same multiplayer modes as the PS2 version. Other than that, it's really just a matter of which controller you feel works best for *Tony Hawk*.

LOCALS ONLY







Lots of hardcore *Tony Hawk* fans fell asleep halfway through *Hawk 3*—beating the same challenges over and over quickly became a bore. With *THPS4*, sleep will be the last thing on your mind. After beating 176 goals with any character of your choice, you unlock 14 skater-specific challenges. With Bam Margera you'll cruise through Alcatraz in a shopping cart. With Bob Burnquist you'll conquer a huge loop with a big chunk cut out of the middle. Although some pro-challenges have a four-minute time limit, you'll work for hours trying to beat them. Every skater, of course, can perform special moves that will help you rack up the points.

Tony Hawk's Pro Skater 4 (cont.)

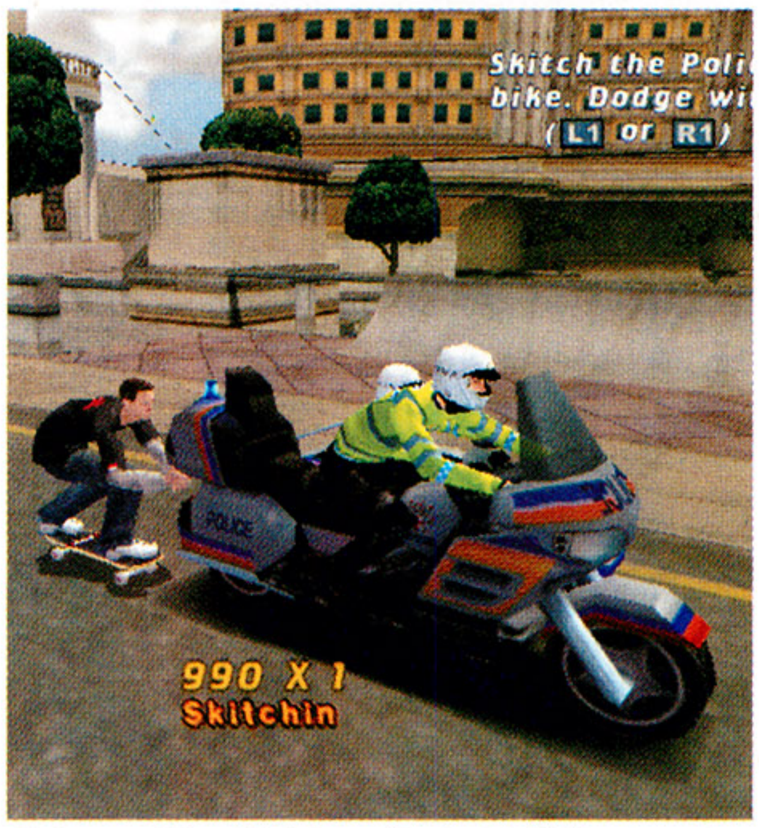
BUILD IT, AND THEY WILL COME



Like its predecessor, *Tony Hawk 4* offers online play. This time, you can hit the virtual skate parks with up to seven other players in free-for-all or team-based matches. Classic multiplayer modes like Graffiti and Trick Attack return alongside a few newbies like Goal Attack (race to complete level objectives) and Capture the Flag. And now, players who use the Create-A-Park mode can share their creations online, so when you're tired of the in-game levels, you can go online to explore a potentially endless supply of new parks.

speak to a local and accept a challenge (that's also when you get a time limit). So you can spend as long as you want exploring the chemically-polluted water and industrial wasteland of the Shipyard before you skate up to the foreman and do him a favor by tagging 21 freight containers in under two minutes. Completing eight challenges unlocks newer levels for you to explore.

THPS4's other features include new moves, like the useful spine transfer and vert recovery techniques, as well as a friendly goal structure that teaches you the basics of what you need to know in order to land high scores and beat tougher challenges in the later levels. But *Tony 4* is still basically the same *Tony Hawk* that made us all proud back on the PS1. Maybe it's not an underground movement, and maybe it's taken extreme to the mainstream, but skateboarding is not a crime, and neither is *THPS4*.



Got a need for skateboarding speed? Now you can "skitch" on the back of moving vehicles to get that extra boost your own two feet can't provide.



***Tony Hawk 4* wouldn't be complete without a rich soundtrack. While you're tearin' it up the game you'll hear old-school hip-hop like Run DMC's "My Adidas" and the Sex Pistols punk anthem "Anarchy in the U.K.".**



As I ran through the first level in *THPS4*, I was wracked with conflicting emotions. Sure, the tricks and combos were as fun as ever, with the spine transfer and recovery moves adding new flexibility to the game. Plus, *Tony 4* clearly raises the bar on level design for an action-sports title. But was I ready to commit to another *Tony Hawk*? I'm not one of those people who can beat all the high-score challenges in my first or second try, so I knew it was going to take some sore and calloused thumbs to make my way through this game. But it wasn't long before I realized it would be well worth the effort. The game eases you into things, with every level offering a few simple goals any idiot can finish off fast. These set the stage for the bigger challenges, and **I found that I liked the variety and novelty of the goals**—from tagging all the buses in London to stopping the monkey from escaping the Zoo. The difficulty ratchets up pretty quickly, and I found myself trying certain combos 20 or 30 times before forcing myself to put down the controller and walk away, giving *Tony Hawk* and my hands a much-needed break. But if you like this kind of game, isn't this just the sort of challenge that results in ultimate elation when you finally nail it? **Jennifer**

I'm the world's biggest *THPS3* fan—and I had very low expectations for *4*. What else can they do to this already-refined series? Well, as I predicted, the near-perfect gameplay has stayed relatively intact, with a few tweaks that make high-scoring combos easier to achieve (now, any Joe Schmoe can look like a fancy-pants pro skater with some simple button presses). But what **I didn't anticipate was getting hooked to *Tony* yet again**. The new levels, a greater variety of mini-game-like objectives and a better "unlock new stuff" system (no more having to beat the game 500 times just to open Dick—Officer Dick, that is) means I'll be playing for weeks to come. **Shoe**

The more I play *Tony 4*, the more I keep drawing comparisons between it and *Grand Theft Auto III*. Let me explain. First off, the game's **goals are so diverse, you can't help but come back for more**, if only to see what outrageous challenges await you next. Whether it's driving a shopping cart around Alcatraz as Bam Margera or mastering a topless loop with Bob Burnquist, each challenge offers something unique. Second, *Tony 4* completely immerses you in skate culture, the same way *GTA3* made you feel like you were inside an episode of *The Sopranos*. Lastly, the Career mode gives you a ton of freedom, allowing you to putz around all you want. Plus, the online stuff is smokin'. Skaters and gamers are going to love this. It's one of those rare must-own titles. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	9

ToeJam & Earl™ III

MISSION TO EARTH

Big Speakers

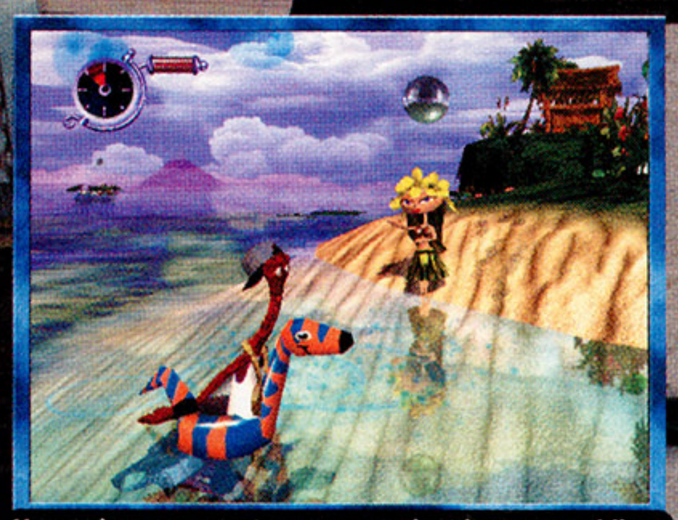
ONLY ON XBOX



30 enormous, randomly generated levels to explore



Play solo or as a team with a dynamically splitting screen



Humor is your secret weapon against insane earthlings



Over 70 power-ups that unleash special attacks

Big Earl

ToeJam

Latisha

Sells games

Third Leg

STEP BACK Y'ALL

Earth: a planet in desperate need of Funkification. Your mission: explore sprawling environments, master the art of Funk-Fu fighting, collect gift-wrapped power-ups, defeat the dreaded Anti-Funk and generally get down with your bad self in an off the wall adventure unlike anything you've experienced before. Feel the funk, baby!

ToeJam & Earl PRODUCTIONS, INC.

VISUAL CONCEPTS

SEGA®

DOLBY DIGITAL

XBOX

TEEN T CONTENT RATED BY ESRB

COMIC MISCHIEF
MILD LANGUAGE

SEGA is registered in the U.S. Patent and Trademark office. Sega and the Sega Logo are registered trademarks of Sega Corporation. ToeJam & Earl is a trademark of ToeJam & Earl Productions, Inc. © 2002 SEGA CORPORATION/VISUAL CONCEPTS. All Rights Reserved. Dolby and the double-D symbol are trademarks of Dolby Laboratories. The ratings icon is a trademark of the Interactive Digital Software Association. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

Big Air Freestyle



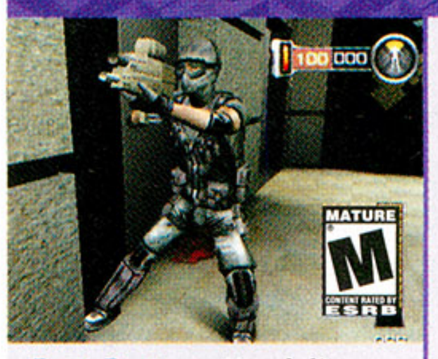
Publisher: Infogrames
Developer: Paradigm
Players: 1-2
Also On: None
Supports: Lots of yawning
Web Site: www.infogrames.com

Best Feature: Over 30 freestyle tricks!
Worst Feature: Over 30 freestyle tricks!

At first, *Big Air Freestyle* looks like your average action-sports game, with average-looking arenas, average tricks and an average selection of riders and motorbikes. But deeper inspection reveals an unsettling reality: It's also somewhat broken and not much fun. The racing mode is competent but dull. Players work their way through the season, racing on long, winding tracks in environments that give you no visual sense of where you are; were it not for a Brazilian flag, you'd really have no clue that you were riding in Sao Paulo. But shouldn't a game called *Big Air Freestyle* take off, literally and figuratively, in its Trick mode? Not with such a limited system. **There just aren't very many tricks to do, and too often you'll find yourself resorting to the same high-scorers**, adding on an endless loop of boring barrel rolls and back flips. Plus, scoring is inconsistent; sometimes you'll earn zero points for tricks that have clearly registered on screen. Unlocking new tracks is tedious chore—and even then, the tracks all look too similar. At least they got the soundtrack right. **Jennifer**

VISUALS	SOUND	INGENUITY	REPLAY
4	7	2	3

Die Hard Vendetta



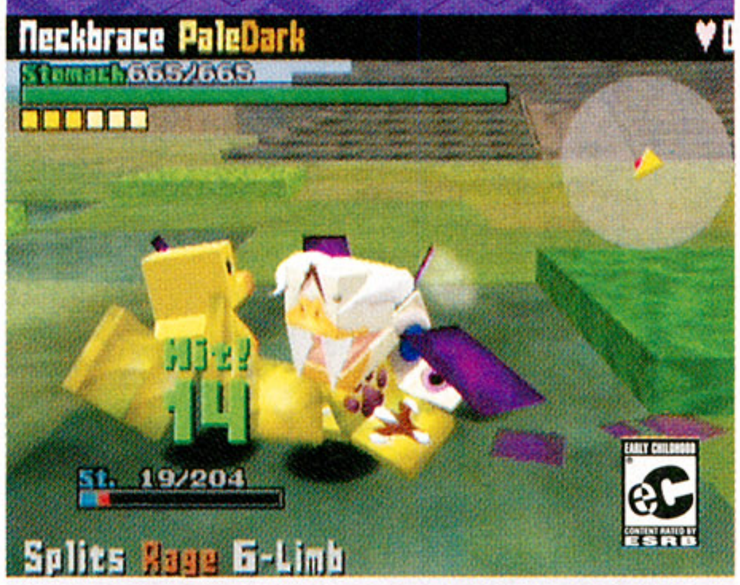
Publisher: Sierra
Developer: Bits Studios
Players: 1
Also On: None
Try Instead: *TimeSplitters 2*
Web Site: www.sierra.com

Best Feature: Handel's "Messiah" during Hero Time
Worst Feature: This game is just sloppy all around

Playing *DHV* makes me feel like Hans Gruber at the end of the first *Die Hard* film: falling backward toward the pavement, flailing and screaming. Set as some far-off sequel to the films, *Vendetta* has the dialogue and pacing of a summer action movie. The way the game actually handles, though, is strictly direct-to-video (game). The first warning sign is the control scheme. Try to move up and down slightly and your aim automatically snaps back to the center. Basically, it's crafted for first-person-shooter newbies—you'll need to toggle the auto-aim function in order to actually target the bad guys. Another issue is the graphics; at times, they're downright asinine. Taking potshots out a window, I actually put bullet holes in the clouds. But *Vendetta* does have one saving grace: Hero Time. You've seen this sort of hokey, slow-motion action in *Max Payne* and *Dead to Rights*, but *Die Hard* does it with style (Handel's "Messiah" plays during the sequences). And Mom: consider yourself warned, 'cause the game's got more swearing than a strip bar during Fleet Week. **Darren**

VISUALS	SOUND	INGENUITY	REPLAY
3	6	5	4

Cubivore



Publisher: Atlus
Developer: Saru Brunei
Players: 1
Also On: None
Featured In: *EGM* #160
Best Feature: Great sense of humor
Worst Feature: Atari 2600-quality graphics
Web Site: www.atlus.com

It's hip to be square—or so Atlus would have us believe. Why else would the company bring Nintendo's obscure kill-or-be-killed *Animal Leader* to the United States under the more creative title *Cubivore*? With a premise like no other game I can recall, *Cubivore* forces you through a linear path of outdoorsy arenas, where your main goal is to eat every animal in sight, growing bigger and stronger along the way. It's a cool idea—and more complex than it sounds, since the color of the animals you eat determines what abilities you acquire. Although you start out as little more than a simple block, hopping along in search of equally pathetic creatures to devour, the game quickly becomes addictive as the fruits of your labor appear in the form of physical upgrades. Every mutation you get encourages you to travel even farther, breeding along the way to spawn more-powerful offspring to continue your quest. The excellent writing you're treated to between levels is full of rich, poetic humor and sly, urban puns. But far less excellent are the blocky graphics—the visuals are on a par with the first 3D games ever made on the Super Nintendo. The camera is also something of a failure, since it's totally incapable of keeping up with the action when things get hectic. **Overall, this is a worthwhile game, but only if you appreciate the quirky and bizarre.** **Milkman**

I just cannot understand why a game would ever look bad on purpose. I know this was originally a Nintendo 64 game, but come on—*Cubivore*'s **visuals are immeasurably awful.** Uppity gamers might defend the blocky style as some sort of symbolic, postmodern statement—I say the game just looks like crap. Getting past the butt-ugly exterior is tough, but I will say that I found *Cubivore*'s unique gameplay oddly enjoyable. The simple concept of eating other critters in order to get mine to evolve became addictive—I wanted to see just how big (and weird) my animals could become. It's nothing I'd tell someone to buy, but it's definitely a freakish, funny rental. **Shane**

This is the *last* game I figured would ever come to the U.S., but I have to admit I'm glad it did. *Cubivore* is an acquired taste to be sure, but its weird graphical style and even stranger story give it a certain charm. Even the music's simple, ambient approach is somehow fitting. As much as I enjoy the minimalist approach to the graphics, however, I wish there was a bit more detail. The world you roam, with its plain textures and Duplo-block look, gets monotonous after five minutes, and most of the animals you run into, despite a few cool variations, all look the same. If weird Japanese games are your bag, then by all means chow down on *Cubivore*. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
1	7	9	6

Harry Potter and the Chamber of Secrets



Publisher: EA Games
Developer: EA UK / Eurocom
Players: 1
Also On: Everything in the world
Featured In: Earlier this issue
Best Feature: Faithfully recreates Harry's world
Worst Feature: Lacks PS2 version's free-flight
Web Site: hpgames.ea.com

Whether you're a serious *Potter*-maniac or a too-cool-for-magic-school *Harry* skeptic, do yourself a favor and give EA's first next-gen trip to Hogwarts a chance. It does a remarkable job of recreating the complex Harry Potter world in an adventure game that transforms J.K. Rowling's book into **a fun, engaging gameplay experience**. *Secrets* is a rare case of a game actually doing justice to its source material. By day, you attend classroom challenges, participate in Quidditch matches and go on scripted quests; by night, you're free to explore the mammoth school grounds on your own. A ton of effort went into making the graphics match the movie's sets, and the results are breathtaking. The excellent background music and voice acting (albeit not from the movie actors) also blew me away, especially since they were recorded just for this game. The overall production quality of *Secrets* is practically unrivaled. Even the controls are simple and intuitive, a blatant lifting of the Nintendo 64 *Zelda* games' masterful setup that works great for all the dueling, spell casting and boss fighting Harry must do. My complaints have to do with the game's prescripted nature, meaning that once you finish it, there's not much reason to replay this sucker. Also, the GameCube *Secrets* lacks the fly-anywhere freedom of its PS2 counterpart. At least the inclusion of special GBA-to-GC-link features helps to balance out that omission. **Shane**

Secrets won't take home the House Cup for being particularly groundbreaking, but EA's latest *Potter* effort **gets points for transforming author J.K. Rowling's excellent story into a solid, well-paced adventure**-style game. Best of all, *Secrets* does this without padding it with gameplay that doesn't fit the core story. Fans will also appreciate the attention to detail when it comes to the game's environments—Diagon Alley's layout matches that of the movie, the Quidditch games feel as frenetic as they should, and Hogwarts is...well, Hogwarts. Obviously *Potter*-ignorant muggles need not apply, but would-be wizards (or witches) looking for a lil' magic this year should give Secrets a try. **Chris**

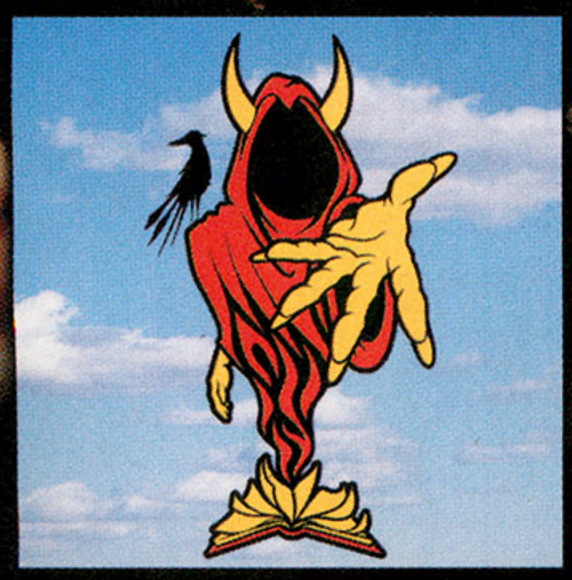
If you're a fan of the 800-pound literary gorilla that J.K Rowling reared, every *Potter* product in your path is fair game. Fortunately, the books lend themselves well to games, and *Secrets* is a good example of this. Its linear story progression is complemented nicely by a "go anywhere" rendition of Hogwarts, which allows you to take in all the cool little details built in for legitimacy's sake. Although **the gameplay itself is rather skimpy**, with lots of shallow exploration, puzzle-solving, and reoccurring (but thankfully well-realized) mini-games, *Secrets* balances authenticity and playability so well you can't help but get sucked in. **Miguel**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	3

Insane Clown Posse

THE WRAITH

SHANGRI-LA



The Sixth and Final Jokers Card

New CD
in stores everywhere
November 5th, 2002

Each CD contains a bonus DVD of either ICP live in concert or
ICP's seminar from the Gathering of the Juggalos 2002

Hit up **www.insaneclownposse.com** for more information



EVERYONE
E
CONTENT RATED BY ESRB

Violence

PlayStation.2

XBOX

NINTENDO GAMECUBE

©2002 Krome Studios Pty Ltd. All rights reserved. TY the Tasmanian Tiger and the Krome Studios logo are trademarks of Krome Studios Pty Ltd. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2001 Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.



There's a new hero out there and he's not going to let anyone stand in his way.

Cri-key! You're TY the Tasmanian Tiger™. The last of a rare breed out to explore the untamed and uncharted Australian wilderness in search of your lost family. Along the way you'll encounter some fearsome foes sent out by the evil Boss Cass to spoil your adventure. But no worries, you've got a heap of hi-tech boomerangs, plenty of mates and a set of chompers to help you tame the dodgy Outback. Good luck, it should be a ripper good time! **www.TY.ea.com**

TY™ the Tasmanian Tiger

EA GAMES™

eagames.com



TEEN
T
CONTENT RATED BY ESRB
Mild Violence

XBOX

ONLY ON XBOX

DC™

CIRCUS FREAK STUDIOS

Superman: The Man of Steel © 2002 DC Comics & Infogrames, Inc. All rights reserved. All Superman characters and elements are trademarks of DC Comics. The Atari trademark and logo are the property of Infogrames. All rights reserved. Manufactured and marketed by Infogrames, Inc. New York, NY. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries, and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.

ATARI®



YOU'VE BEEN READY FOR THIS GAME SINCE YOU WERE A LITTLE KID.

An intense new game, only for Xbox™. IT'S AS CLOSE AS YOU'LL COME TO BEING HIM.

SUPERMAN™ THE MAN OF STEEL™

www.supermangame.com

Godzilla: Destroy All Monsters Melee

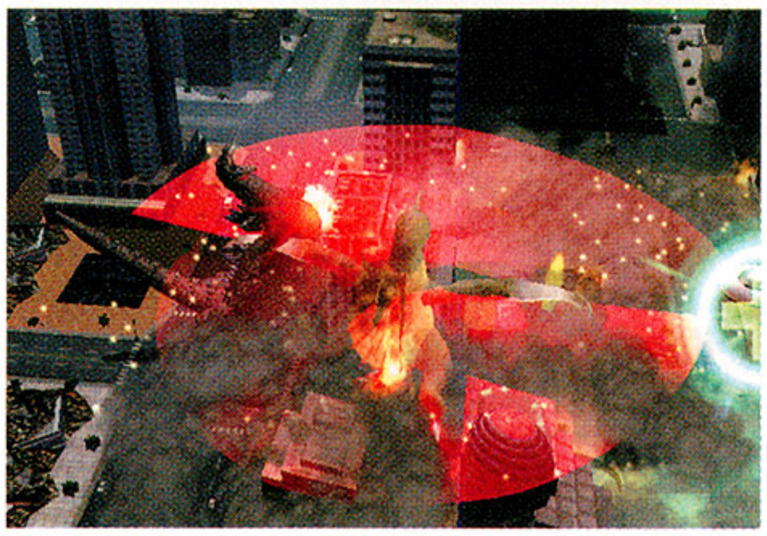


Four-player games (left) are complete and utter chaos. Taking advantage of the surroundings to block fire breath, laser rays and rockets' red glare is key to any monster's survival. Of course, if you're not interested in self-preservation, you can always just pick buildings up and throw 'em.



Publisher:	Atari
Developer:	Pipeworks
Players:	1-4
Also On:	None
Featured In:	*EGM* #159
Best Feature:	Each city blows up real good
Worst Feature:	Clumsy, button–mashing controls
Web Site:	www.atari.com





Gigan shows Godzilla the cruel reality of screwing up your steps during advanced tango lessons.

Citizens alert! The Vortakk have gathered the biggest monsters in the universe, in the world's most famous cities, for a nasty rumble. Why? Hell, we have no idea. Does it really matter? All you need to know is that Godzilla and the rest of his rubber buddies are in attendance for the biggest battle royale to hit the video-game scene in years.

To their credit, Pipeworks has put together a decent fighting game that Godzilla fans in particular will enjoy. With its mushy controls and slower pace, *Godzilla* feels less like *Tekken* and more like *Wrestlemania X8*. Electric fences replace ringside ropes and turnbuckles, while a limited but lethal palette of punch, kick and throw attacks make this a perfect brawler for gamers who love to jam on the buttons and hope for the best.

Just be warned: *Virtua Fighter 4* this ain't. So if you're a gamer who craves a fighting game loaded with technique, finesse and depth, then you'd best get the hell out of here. But if you're a Godzilla fan (and a less-demanding gamer) with an appetite for destruction, you've come to the right place.

Like any healthy, growing American boy, I was raised on a steady diet of Fritos, Tang, and Godzilla movies. So with *Destroy All Monsters Melee*, my hopes were understandably high. Thankfully, the game does not disappoint. OK, so the controls are pretty much limited to the button-mashing brand of gameplay, and the collision-detection and cheap computer tactics make me want to say bad words. All right, so the camera stinks too; walking behind buildings often obscures your view of the action, and then to make matters worse, cheap A.I. opponents take advantage of your confusion and rack up the hits. But I can live with all that. Why? Because I don't play *Destroy All Monsters* expecting gaming genius. This title caters to my Godzilla-loving desires, and that is something it does well. **Who can deny the guilty pleasure of trashing huge cities while duking it out with three of your friends?** The environments are impressive and look as good razed to the ground as they do fully erect. The selection of monsters (including Mechagodzilla and King Gihidora) will satisfy Godzilla fans, too, even if Minya (Baby Godzilla) and Jet Jaguar are missing. Basically, I look at this game like it's the ultimate Godzilla souvenir. Yeah, it's a pretty shallow experience, but when was Godzilla ever anything else? **Milkman**

Destroy All Monsters Melee succeeds as a straight-up, no-frills brawler, and (like most in the genre) it's best played with a group of friends. The single-player Adventure mode, with its monotonous one-on-one matches, just serves as a means to unlock more big, bad, rubber characters and arenas for the much more enjoyable multiplayer games. Why not mix up the objectives a little a la *Super Smash Bros. Melee?* **The visuals are impressive, the gameplay is fast and the controls are responsive,** but more often than not the camera obscures precious items or paths from your view during the heat of battle. This game is the perfect rental for a weekend spent indoor with friends. **Chris**

Destroy All Monsters Melee is a success because it convincingly gets you inside the scales of its monsters, each with its own set of moves and powers. While slower than certain other brawlers (these guys are a little bigger than Pikachu and Kirby, after all), *Melee* is very satisfying, especially after finishing a battle and checking out the once-proud, now ravaged city. **And it's hard to top pummeling an opponent with a building you just ripped from its foundation.** Frustrations? The camera occasionally wigs out, the city-limit force fields could be more prominent and sometimes you'll get turned around and can't right yourself until you take a beating. Otherwise, these beasties are all right. Fans of monster movies and brawlers should have a blast with this one. **G.Ford**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	7

WARPED SPEED



Meet the leader of the Vortakk. (The Vortakk are the alien super-race responsible for dragging big rubber monsters all over your stupid metropolitan cities.) Here we find Big Vortakk sitting at his control panel, which is constructed from the finest papier mache. Ha! Your puny human minds cannot begin to comprehend his diabolically alien habits and sexual preferences.

GUNGRAVE™

Unlimited Ammo. Because Reloading Takes Too Long.

Exact your deadly revenge with precision and grace.
Unlockable secret movies and action figures.
Dramatic movie-quality cut-scenes.
Super-powered special weapons.
Destructible environments.
Nightmarish boss battles.
Disposable enemies.



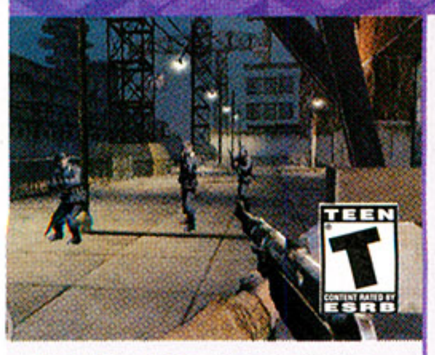
MATURE
M
CONTENT RATED BY ESRB
BLOOD
VIOLENCE

SEGA®

PlayStation®2

SEGA is registered in the U.S. Patent and Trademark office. Sega is a registered trademark of Sega Corporation. GUNGRAVE is a trademark of Red Entertainment Corporation © RED/NIGHTOW 2002. www.sega.com. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

Medal of Honor: Frontline



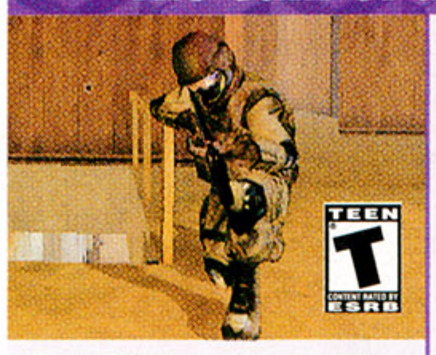
Publisher: EA Games
Developer: Dreamworks
Players: 1-4
Also On: PS2, Xbox
Also Watch: *Band of Brothers*
Web Site: moh.ea.com

Best Feature: Cool atmosphere brings WWII to life
Worst Feature: Not enough combat

Like its Xbox and PS2 comrades, GameCube *Frontline* offers one helluva WWII first-person shooting experience. You're virtually transplanted into the thick of battle through a combination of realistic graphics, a sweeping orchestral score and tight control. **It's like being in the craziest, most intense parts of *Saving Private Ryan* or *Band of Brothers*...most of the time.** Sadly, due to some poorly paced mission goals, I repeatedly missed required mission objectives, forcing me to backtrack. Many of them simply aren't obvious, so I made a habit of constantly referring back to my checklist. Something tells me that's not what actual WWII soldiers did in the heat of combat. Also, the game's family-friendly, whitewashed Teen rating siphons out a lot of the potentially gritty realism. It wouldn't necessarily have to be a gory massacre, but as it stands in the world of *Frontline*, war is merely Heck. Despite my grumblings, I still enjoyed *Frontline* enough to recommend it to fans of the genre, but let's hope for some tweaks in the inevitable sequel. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
7	10	6	6

Tom Clancy's The Sum of all Fears



Publisher: Ubi Soft
Developer: Red Storm
Players: 1
Also On: PS2
Wait For: *Ghost Recon*
Web Site: www.ubi.com

Best Feature: Easy to pick-up and play, resulting in...
Worst Feature: Gameplay that's too shallow to last

Maybe they should've called this *Rainbow Six Lite* or *Tom Clancy's Ghost Recon for Dummies*. Don't get me wrong; *Sum of All Fears* gives a good taste of squad-based combat—but it's just a small taste. As opposed to *Ghost Recon* or *SOCOM* (PS2), this streamlined version of modern warfare throws you straight into the action with all the gear you need and some A.I.-controlled soldiers to watch your back. That's great if you just want to turn on the game and open fire, but ultimately **it feels like you're not fully in control**. First, you're always worried about your squadmates (they're not too bright), while the environments are reasonably varied and open, you're coerced into following a predetermined course. You're not locked on rails, but the game quickly devolves into a simple matter of following a line on the tactical map and preparing for your next firefight. The biggest omission, though, is the lack of any multiplayer modes. *Fears* is decent if you're home alone and craving military action on the GameCube, but in the end, shortlived. **Darren**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	3

Ty the Tasmanian Tiger



Publisher: EA Games
Developer: Kromes
Players: 1
Also On: PS2, Xbox
Also Try: Vegemite sandwiches
Best Feature: Awesome character designs
Worst Feature: Motion-sickness-inducing camera
Web Site: www.eagames.com

In a year filled with so many top-notch, innovative platformers, if you're dishing up the "same ol' game," you might as well not show up to the party. In that respect, *Ty* is **a victim of the worst timing imaginable**. This is an average platformer that might've been considered decent if had been released a year ago. But now, the Tasmanian Tiger couldn't hope to hit the bar set by more recent titles, even using his most powerful Rang (that's "boomerang" for the uninitiated). *Ty* pushes many of the same buttons that've made similar titles great in the past, but it doesn't do it as well and doesn't offer anything new or better over other recent releases like *Sly Cooper*, *Mario Sunshine*, *Ratchet & Clank*, etc. The gameplay here is extremely reminiscent of the fetch-questing that's been used and overused many times before, with multiple kinds of items to keep track of and tasks to complete. And while that by itself isn't necessarily bad, everything's made annoying by the motion-sickness-inducing camera that swings around way too fast and is zoomed in way too close on the Tasmanian star (even on the farthest setting). Aside from the camera issues, the Aussie-style visuals and presentation in *Ty* are a treat. But it's disappointing that the awesome character designs don't animate well—*Ty* runs like he's got no knees, and the rest of the characters are just as stiff. Unlike a boomerang, I won't be coming back to this. **Chris**

Imagine casting Crash Bandicoot as the *Crocodile Hunter* and you've got the idea behind this boomerang slingin' action game for tha ankle biteahs (kids down unda, that is). Along with passable graphics and entertaining mini-games, plenty of lost lagoons to explore, items to collect and boomerang power-ups are stuffed into *Ty*. **One big problem, though: the controls**. I mean, cri-key! Cranking the stick to stay above quicksand, I got a blister! I had to grab for a couple tinnies (beers) to keep from smashing the controllah. Ultimately, there are so many first-rate platformers (like *Sly Cooper*) coming out now that I can't help but say g'day to *Ty*. **Darren**

Have you ever picked up a greatest-hits album, only to find that the tunes on the disc are all shoddy remixes performed by a second-rate cover band? *Ty the Tasmanian Tiger* is guaranteed to give you that same feeling. Classic platforming elements from *Banjo-Kazooie*, *Crash Bandicoot* and even *Nights: Into Dreams* (Sega Saturn) make their way into this lukewarm melting pot, **but nothing innovative has been tossed into the mix**. The character is bland, the environments are stale and the fetch missions are tedious. You won't find anything that's truly bad here, but there's absolutely no reason to go out of your way to try it. Rent it if you're curious. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
6	7	4	5

NBA 2K3

EGM GOLD EDITORS' CHOICE AWARD



Publisher: Sega Sports
Developer: Visual Concepts
Players: 1-4
Also On: PS2, Xbox
Cover Athlete: Bad Boy Iverson
Web Site: www.segasports.com

Best Feature: Brilliant rim physics
Worst Feature: Right-analog-stick passing

If you're going to buy a basketball game this year, there's little doubt that it should be *NBA 2K3*. With this new incarnation, Sega Sports has created the *Madden* of basketball games. Seriously. While *Live* has made great strides this year, *2K3* is **so far ahead of the curve, it's astounding**. Its biggest boast? Rim physics and a trend-setting Franchise mode. The rim physics here are enough to make grown hoops fans weep. If you fire a shot from the outside, it may hit the rim, pop up and then find twine. Doesn't sound like that big of a deal, but it's never been achieved in another basketball game, and it offers up plenty of drama—especially for last-second shots—and adds a lot to the rebounding experience. The Franchise mode, which borrows from *NFL 2K3*, is brilliant and immersive. If you hire the right coach for the job, your players will improve quickly. If you hire the local high-school janitor, you're going to get sloppy results on the court (unless that janitor is Larry Bird). There's no reason to look elsewhere this basketball season—while *NBA Live 2003* is playing catch-up, *NBA 2K3* is perfecting its game. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	7	9

TimeSplitters 2



Publisher: Eidos
Developer: Free Radical
Players: 1-4
Also On: PS2, Xbox
Featured In: *EGM* #159
Web Site: www.eidos.com

Best Feature: Great multiplayer action
Worst Feature: Uneven level design and story

It's fair to say that console first-person shooters were merely a blip on the radar until Rare's seminal *GoldenEye* hit the Nintendo 64 in 1997. And while *TimeSplitters 2* does little to evolve the single-player action experience in the way its ancestor managed to do years ago, it manages to provide the same **frenetic, addictive and highly compelling multiplayer action**. The GC version of Free Radical's decidedly zany fragfest is essentially a carbon copy of its PS2 counterpart (see our full review on page 222), meaning that while it's clearly fun in multiplayer, it also suffers from the same lackluster storyline and minor (though irksome) animation hiccups as well. The controls feel slightly awkward on the GC controller, and the lack of a jump button seems oddly misplaced, considering the game's over-the-top arcadey nature. The GC version also lacks the system-link feature of its Xbox and PS2 cousins, meaning that you're limited to playing four-player split-screen mode. Still, *TS2* is a great multiplayer romp that will keep you and your friends glued to the set for months to come. **Evan**

VISUALS	SOUND	INGENUITY	REPLAY
9	6	6	9

THQ®
www.thq.com

Tetris® is back.

If you loved it then, you'll love it even more now.

Tetris® © Elorg 1987 Tetris Worlds™ © Elorg 2002. Tetris Worlds Logo by Roger Dean. Tetris Worlds Logo © The Tetris Company 2002. All Rights Reserved. Original Concept & Design by Alexey Pajitnov. Sublicensed to THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

- The most popular videogame ever created is back with a new look and variations.
- Exciting challenges await you with 6 variations of Tetris in Story Mode and Arcade Mode, including the all new Hot-Line Tetris, Cascade Tetris and Fusion Tetris.
- Lush 3D worlds evolve and animate as a reward for clearing lines and reaching goals. See what each world is meant to look like.
- Enjoy Tetris Worlds together when up to four people play to see who is the best.
(Two players only on Game Boy® Advance)

TETRIS® WORLDS™

Deceptively simple, completely addictive.

AUTHENTIC™ TETRIS GAME

www.tetris.com

$5 OFF*

any Tetris® Worlds™ software title

*Limit 1 coupon per customer. Good at Best Buy stores only. Not good in combination with other coupons or offers. Not valid on prior purchases. Valid on in-stock items only; no rainchecks. No dealers. Coupon must be presented at time of purchase. No copies. Cash value is 1/100 of one cent. Good through 2/1/03. © 2002 Best Buy.

Cashier Instructions: Scan coupon UPC. Scan qualifying product UPCs. Scan all other product(s) being sold. Press "Total". Select "Yes" to apply package pricing. Write "VOID" on the coupon and place in the register coupon media file.

BEST BUY®

4 00047 63848 6

Sony Computer Entertainment America, Microsoft and Nintendo take no responsibility for this offer.

EVERYONE E CONTENT RATED BY ESRB

WINDOWS® 95/98 PC CD ROM WINDOWS® ME

NINTENDO GAMECUBE

XBOX

PlayStation®2

GAME BOY® ADVANCE

Phantasy Star Online Episode I & II



Publisher:	Sega
Developer:	Sonic Team
Players:	1-4
Also On:	Xbox
Featured In:	*EGM* #159
Best Feature:	Unbelievably addictive
Worst Feature:	Big monetary investment for maximum fun
Web Site:	www.sega.com

If you're looking to destroy your social life, you've come to the right place. Ask anyone who sacrificed a few months to the Dreamcast version two years back; once you enter the world of *Phantasy Star Online* there's no turning back. Here are the basics: It's not a massive multiplayer RPG like *EverQuest*. Instead, you hang out in lobbies with a few dozen folks and then form an adventuring party with three other people. And it's not your average fantasy fodder—*PSO*'s world is sleek and futuristic, and the gameplay is combo-based action, not slow, menu-driven tedium. Before venturing online, you must customize your character from 12 classes (three of them are new to this version). You can then use your character in *Episode I* (the entire original DC game) or leap directly into *Episode II*. Feel free to jump around between the two at any time; your experience, equipment and money are carried over to whichever mode you choose. In addition to questing online, you can also level up by playing solo or by teaming up with some pals in the new split-screen mode.

The bad news is, to get the most out of *PSO*, you must spend more money. You'll need a modem or broadband adapter ($39.99) and a Hunter's License subscription from Sega to play online ($8.95/month, cred card needed.)

KEY-BOARDING PARTY

If you're going to venture online, we heartily suggest that you invest in a keyboard. Sega promises that they'll have one available at launch, and it's an absolute must for the online experience. Plus, the keyboard allows you to do crazy animations (like dancing or riding in flying chairs) by inputting different keystrokes in the online lobby.

HELPFUL TIPS FOR ONLINE NEWBIES

Now that *PSO* is on a system that actually sells, a flood of new players will be going online for the first time. Don't fret if you're a Ragol virgin. Here are some handy suggestions that will make your virtual life easier.

KNOW YOUR ROLE: If you're a Hunter or Ranger, it's your job to get physical on the frontline. Forces (spell casters) should be more concerned about keeping everyone healed and supported with stat-raising spells.

USE SYMBOL CHAT: Use those pop-up windows when you're lost, in trouble or just need everyone to wait for your slow ass. Design your own icons for extra flair.

LAY A PIPE: Whenever you're in danger of dying or about to fight a boss, be sure to drop a Telepipe warp hole. That way, if you die, you can get back to that spot quickly.

TRAVEL LIGHT: Never carry money down to Ragol. Always put all of it in the bank so that when you die you're not left destitute.

***Episode II* truly is a whole new chapter in the *PSO* universe. It has a new plot, a redesigned Pioneer 2 "town" area, four new levels (each with sub-stages) and four new bosses. Overall, *Ep II* is considerably tougher than *Ep I*, so novice players should tackle the classic stages first.**



I had to tear myself away from my GameCube to spread the gospel on how phenomenal *PSO I&II is*. I understand that it's a big investment to shell out for the game, keyboard, online adapter and $9-a-month subscription, but the experience of playing *PSO* online (in my best MasterCard-commercial voice) is indeed priceless. In the 40 hours I spent playing *PSO* for review, I finished every stage from both episodes on the default setting, but have really yet to scratch the surface of what the game has to offer. With four exponentially tougher difficulty levels, downloadable quests and the intangible glee you get playing with real people online, you'll easily squeeze 150 hours of awesome gameplay out of it. Still need convincing? Graphically, *PSO* is among the finest looking games on the system. The new stages look positively gorgeous—even the old Dreamcast levels manage to impress. The expanded soundtrack boasts a ton of new music (including some killer remixes of old tunes from the Genesis *Phantasy Star* games for the old-timers). The addition of split-screen multiplayer isn't a viable substitute for the online experience, but it's a great way to level up your character with three other buddies in the living room. It's possible that the upcoming Xbox version could be even better (with the addition of voice chat), but regardless, **this game is a masterpiece**. See you online.

Shane

Stay away from this game. Sure, it appears innocent enough. You might even think it looks repetitive and mindless (it is). But if you dare to play it, *PSO* will, ever so slowly, sink its addictive claws into your brain, never to let go, even after you've beaten it once. Or twice. Or more.... The hook is the pacing: *PSO* drip-feeds you just enough experience points and rare items that you'll be back again and again to get more and more. And since this disc has two full games, don't think you'll be able to kick this habit easily. Split-screen, however, isn't all it's cracked up to be. Bad camera angles + tiny screens = massive frustration.

Shoe

I thought I was over my *PSO* addiction—I was wrong. *Episode I & II*'s gorgeous new levels, added items and enemies (including cool mini- and big bosses), combined with the variety of ways to build up and customize your character that always made *PSO* so addictive, pulled me back in. But that's playing online; offline the single player game is repetitive and split-screen is practically ruined by the horrible camera and tiny views. If you can cover the cost of the game, subscription fee ($9 a month? Ouch!), keyboard and network adapter (with few other online GC titles on the horizon), it's a must play. **If you can't afford to go online, change my score to a 7.**

Mark

VISUALS	SOUND	INGENUITY	REPLAY
9	8	3	10

SOMETIMES THE ONLY WAY TO DEFEAT A

PREDATOR

IS TO BECOME ONE





METROID FUSION



Evil has a new face. And this time, it's your own.



EVERYONE

E

CONTENT RATED BY ESRB

Violence

© 2002 Nintendo. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2002 Nintendo. www.metroid.com

Sonic Mega Collection



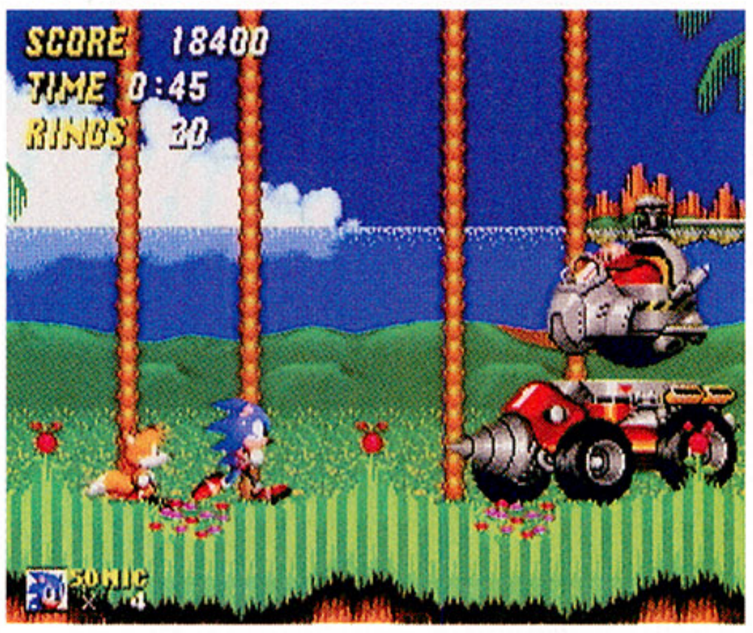
Publisher:	Sega
Developer:	Sonic Team, Traveller's Tales
Players:	1-2
Also On:	Sega Genesis
Featured In:	*EGM* #159
Best Feature:	12 games for the price of one
Worst Feature:	A couple of those 12 really suck
Web Site:	www.sega.com

If your *Sonic* memories begin with *Sonic Adventure 2*, here's a quick rundown of the main games included in *Mega Collection*. (Keep in mind there are five more titles you can unlock as you spend time with these games.)

Sonic the Hedgehog: The first game in this series took Sega from a struggling system manufacturer to a legitimate contender, and for good reason. *Sonic* rivaled Nintendo's *Super Mario World* in graphics, though this platformer was more about running through each level as fast as you could than about meticulous exploration. Still, it played like a dream.

Sonic the Hedgehog 2: The sequel was a lot like the first game, except it was faster, longer and included a second hero by the name of Tails (a two-tailed fox that could fly for small distances). It also introduced a versus mode to the series, not to mention Sega's infamous (and stupid) "Blast Processing" marketing campaign. How was it? Slightly better or slightly worse than the first game, depending on whom you ask, but still great.

Sonic the Hedgehog 3: This installment enjoyed an entirely new look and introduced a new nemesis for the blue blur: an echidna by the name of Knuckles. Tails continued to tag along and even helped out once in a while by carrying Sonic through the air. The new look and new powers made *Sonic 3* the best game in the series at the time.



In *Sonics 1-3* and *Knuckles*, almost every boss is some contraption piloted by Dr. Eggman (aka Dr. Robotnik back in the day). Hit the weak spot!

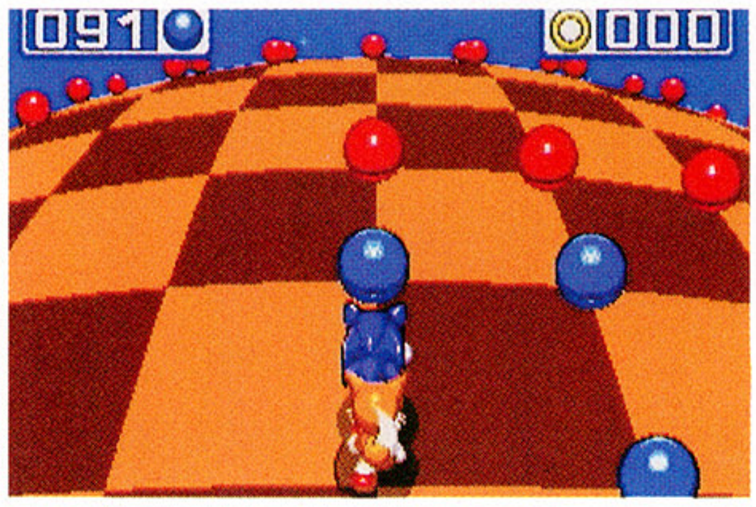
Sonic & Knuckles: A new adventure, similar to *Sonic 3*, where you could play as the game's namesakes. What's more, by physically attaching *S&K* to any of the previous three cartridges, you could modify them to play new characters and bonus stages. With two completely different heroes to play as, *S&K* was a refreshing change of pace for the series.

Sonic 3D Blast: A lame spin-off game where you ran around in a pseudo-3D world. Slow, and ugly with clunky controls. Bleh.

Sonic Spinball: It's Sonic! It's pinball! It's terrible! What was Sega thinking? *Spinball* looked and played like crap.

Dr. Robotnik's Mean Bean Machine: Basically *Puyo Puyo*—a color-matching puzzle game most recently re-released on the GBA—featuring *Sonic* characters. *Bean Machine* was an excellent multiplayer game that was easy to pick up and very addictive.

Left: The loop-de-loop has been a *Sonic* mainstay ever since the very first game (except for the gimmicky games like *Spinball* and *Mean Bean Machine*). Below: *Sonic*'s bonus levels have always been pretty creative, especially considering these games came out in the early '90s.



Following up *Sonic Adventure 2* with this great compilation, and thus introducing the latest batch of *Sonic* fans on the GameCube to the blue hedgehog's true roots, is a brilliant move on Sega's part. It doesn't hurt that you're getting a grand total of 12 games for the price of one, and most of them top-quality titles at that. While there are a couple stinkers in the group—namely *Sonic 3D Blast* and *Sonic Spinball*—generally speaking, **these are some of the best games Sega's Genesis console ever had to offer**. And, as you'd expect, they play perfectly on the GameCube—no weird slowdown or graphics glitches to be found in *Sonic Mega Collection*. Well, none other than what was present in the original games, anyway. If I have one complaint, it's that the collection omits *Sonic CD* (Sega CD). When you consider that it's held as one of, if not the best game in the series, it's disappointing to see it get the shaft. I'd also like to have seen a few more extras on the disc: more videos, a lengthy history lesson on Sonic and his origins...hell, anything, really. I mean, when they brought out a *Sonic* compilation on the Saturn years ago, it was overflowing with cool extras. Still, for more recent fans, *Mega Collection* offers up enough insight on the origins of characters like Eggman, Tails and Knuckles for an eye-opening experience. Plus, all the unlockable extra games will keep you coming back. This is a disc no *Sonic* fan, new or old, should be without. **Greg S.**

After playing all these retro reissues lately, I've come to the following conclusion: *Mario* games have aged much more gracefully than the *Sonic* series. But that's all subjective, really, and beside the point—*Mega Collection* is a smooth anthology that faithfully recreates each game contained within. The music is the same artful machine noise that was the Sega Genesis audio, the graphics still seem as fast and smooth as they did way back when and all the old tricks still work. The downside, of course, is that **only about half of the games here are really worth playing**. And what's up with putting *Sonic 3D Blast* in there instead of *Sonic CD*?! **Miguel**

For gamers weaned on the more recent 3D *Sonic* titles, *Collection*'s **worth picking up just to see the blue hog's roots**. Forget all the exploration and fetch-quest gameplay of *Sonic Adventure 2*—the games here are all about jamming, as fast as you can, from point A to point B. The titles in the pack vary widely from great (*Sonics 1-3*, *Bean Machine*) to average (*Knuckles*), to "why bother?" (*Spinball*, *3D Blast*), but if you haven't played them before, you need to. It's too bad *Collection* doesn't offer much for the *Sonic* loyalist in the way of extras; a couple illustrations, comic-book covers and lame videos just don't cut it. Good, but could've been so much more. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
2	4	1	7

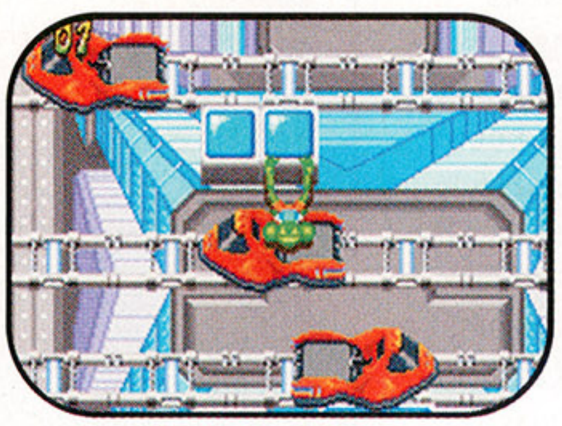
Frogger® and KONAMI® are either registered trademarks or trademarks of KONAMI CORPORATION. © 2002 KONAMI CORPORATION. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. TM, ®& Game Boy Advance and the Nintendo Game Cube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

KONAMI®

GO BEYOND THE POND.









FROGGER FUN IS GROWING BY LEAPS AND BOUNDS, WITH AMAZING NEW ADVENTURES THAT MIX CLASSIC FROGGER GAMEPLAY WITH FROGGERIFIC NEW FEATURES!

Frogger Beyond™

JUMP INTO WILD TILE-BASED PLATFORM ACTION WITH FROGGER BEYOND™ ON THE XBOX, NINTENDO® GAMECUBE™ AND PC. UNLOCK GAMEPLAY AREAS, COLLECT POWER-UPS AND MORE.

FROGGER'S ADVENTURES 2 THE LOST WAND™ BRINGS ARCADE-STYLE INTENSITY ON GAME BOY® ADVANCE, AND MULTI-PLAYER MINI GAMES WITH UP TO 3 FRIENDS. BUT WATCH OUT—ONCE YOU HOP, YOU JUST CAN'T STOP!

Frogger's Adventures 2 THE LOST WAND™

PC CD ROM

NINTENDO GAMECUBE

XBOX

GAME BOY ADVANCE

EVERYONE E CONTENT RATED BY ESRB

Star Wars: The Clone Wars



Publisher:	LucasArts
Developer:	Pandemic
Players:	1-4
Also On:	PS2
Featured In:	*EGM* #155
Best Feature:	Lively battles
Worst Feature:	Jarring, choppy movement
Web Site:	www.lucasarts.com

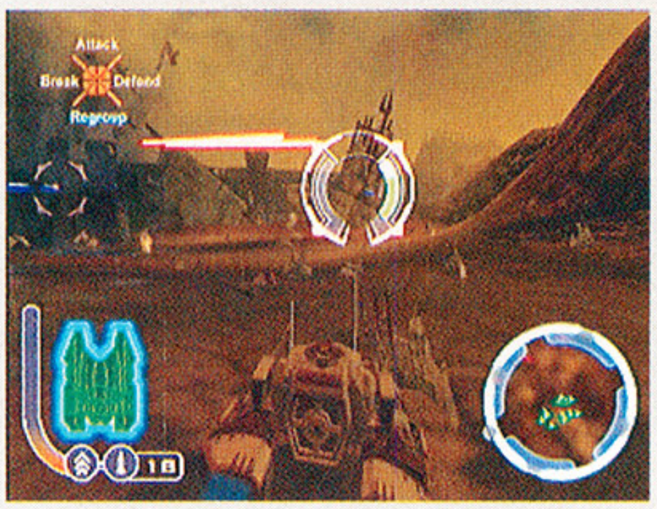
Clone Wars is part of a specific breed of Star Wars game. You know, the ones like *Rogue Leader* for the GameCube that focus on the tense battlefield drama and allow you access to a sick roster of space-age munitions. It's definitely a recipe for success, and *Clone Wars* doesn't necessarily do wrong by the concept—it just doesn't quite live up to its predecessors' reputation. Maybe it's the vehicles—Republic gunships and fighter tanks aren't anywhere near as cool as X-Wings and AT-ATs. Or perhaps we've just been spoiled by how amazing *Rogue Leader* looked. It's been more than a year, after all, so it's natural to expect this one to look and run at least as good. It does neither.

But enough about what it ain't. *Clone Wars* starts out right at the end of *Episode II* and continues the legendary war after which it was named. In practical terms, this amounts to a whole lot of ground-based combat, very reminiscent of *Rogue Leader*'s interpretation of the Battle of Hoth. At its best, it draws you in with tight event scripting and explosive (not to mention densely-populated) skirmishes. At its worst, it gives you lame non-combat missions (like the terrible STAAP race), which will tempt you to stop playing entirely. Were it not for some cool multiplayer games (like the neato real-time, strategy-inspired Conquest mode), *Clone Wars* would really feel a bit skimpy. That said, our three reviewers did differ a bit on how they felt about this game; take a look:



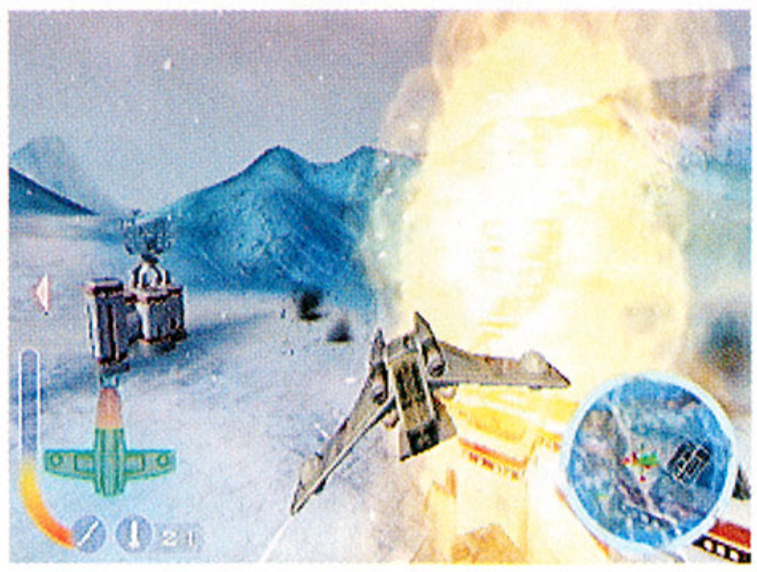
It's not all tanks and spaceships—here Anakin rides a giant lizard on the Wookie homeworld.

GET TANKED



See that sexy hunk of metal in the pic? Well, you'd better learn to like it since that's where you spend the majority of your time in *Clone Wars*. You also pilot a flying gunship, as well as a couple of stints on foot, speeder-bike and even on the back of a giant lizard. But unfortunately, these other (arguably cooler) vehicles don't get as much face time as they deserve since you're stuck in that damn tank. What about those on-foot sequences, you ask? Can you say "slow as molasses"?

The gunship-flying sequences are definitely the highlight of *Clone Wars*; the hit-and-run and escort missions recall some of *Rogue Leader*'s more exciting stages. But the screens don't tell the whole story. Sketchy technical issues undermine what *Clone Wars* could have been.



I was really prepared to be totally into this game. I dreamt about a *Rogue Leader*-style set up, where I'd be able to walk around my hangar at the start of each level, struggling to decide which of the half-dozen cool ships I should take on a particular mission. Sadly, this game is script-city; you never have any choice what to drive, which makes the proceedings feel really rigid. I'm not real into these new-school vehicles to begin with, either, which prevents me from overlooking **the fact that this is a pretty basic vehicular shooter**. So was *Rogue Leader*, in the end, but that game had X-Wings, TIE Fighters, and the Millennium Falcon. Stuff like that can make you forgive a lot. And while I'm making *Rogue Leader* comparisons, I may as well mention that it looks and runs a good deal better than *Clone Wars*, despite being more than a year older. That just seems silly to me. To its credit, the game is well-paced most of the time, and it does a lot (such as radio chatter, shifting objectives, A.I.-controlled allies duking it out with enemies, etc.) to make the battlefields feel alive. It also has a pretty hearty multiplayer component, the crown jewel of which is the surprisingly strategic Conquest mode. In the end, you'll enjoy this if you're weird into Star Wars (like my little buddy Darren down there). Otherwise, it's a decidedly ho-hum game, with a few fleeting moments of intensity.

Miguel

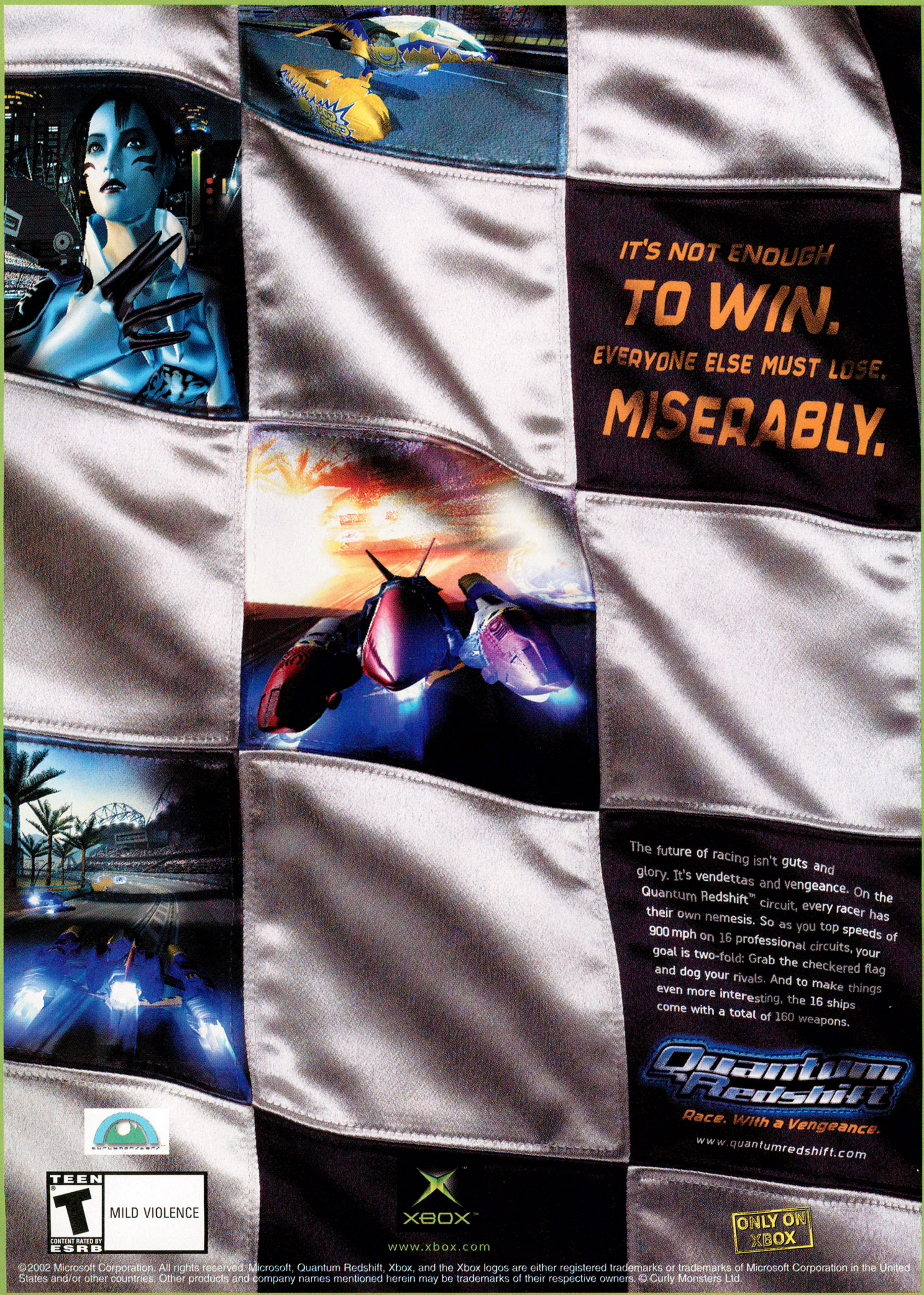
LucasArts has definitely tapped into something, if not the force. Sure, *Clone Wars* has your requisite *Star Wars* license so some dorks will instantly drool no matter what, **but this is one of the better *Star Wars* games out there**. I could focus on the single-player campaign, which is nice and varied, with a number of play styles and vehicles to control. However, the sheer brilliance of the different multiplayer matches makes it worth the price of admission. Take Conquest mode, for example, where you acquire bases, build turrets and generate troops to command. Pick this one up for the single-player game but stick around to kick your buddy's asteroids.

Darren

If you're looking to log a little more time in the *Star Wars* universe, **you could do worse than *Clone Wars***. Flying through gorgeous desert planets, blasting enemies in their red-rock canyon hideouts, escorting convoys to a hidden Jedi sanctuary.... The missions are dripping with Midochlorians. Zooming through trash heaps of scrap metal immediately evokes memories of that most famous trash compactor of all, and the music is unmistakably appropriate. *Clone Wars* perfectly recreates the world we know so well, but it's bogged down by choppy graphics and repetitive and uninspired (outside of the entertaining multiplayer modes) shoot-em-up gameplay.

Jennifer

VISUALS	SOUND	INGENUITY	REPLAY
6	8	6	7



The future of racing isn't guts and glory. It's vendettas and vengeance. On the Quantum Redshift™ circuit, every racer has their own nemesis. So as you top speeds of 900 mph on 16 professional circuits, your goal is two-fold: Grab the checkered flag and dog your rivals. And to make things even more interesting, the 16 ships come with a total of 160 weapons.

Quantum Redshift

Race. With a Vengeance.

www.quantumredshift.com

TEEN
T
CONTENT RATED BY ESRB
MILD VIOLENCE

XBOX™

www.xbox.com

ONLY ON XBOX

©2002 Microsoft Corporation. All rights reserved. Microsoft, Quantum Redshift, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. © Curly Monsters Ltd.

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

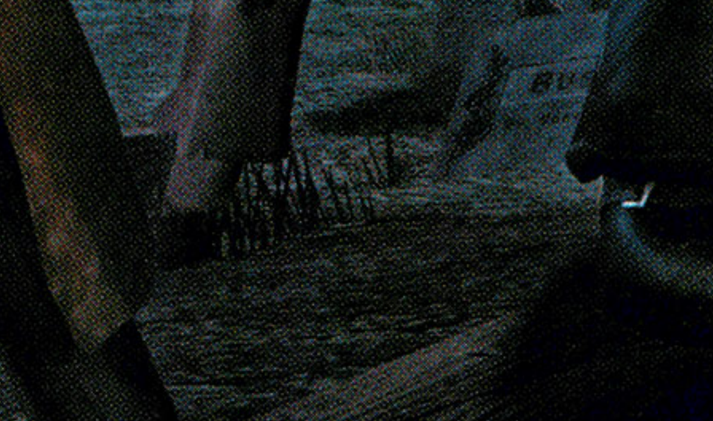
LET THE HUNT BEGIN ON NINTENDO GAMECUBE™



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



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



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



HUNTER THE RECKONING

DELIVER US FROM EVIL.

"GAME OF THE MONTH"
–Playboy Magazine (July, 2002)

"Be warned: When you're done, your Spidey senses will be tingling almost as much as your tired fingers."
–Entertainment Weekly

"Hunter is a joy. I dream about this game. I don't have to stop to think 'what game do I wanna play tonight,' because I already know. It's all about the Hunter." **–IGN.com**

"Hunter comes through as one of the most fun, frenetic, addictive, multiplayer action shoot 'em ups on Xbox, and, most likely any system."
–Official Xbox Magazine

"★★★★★ (out of 5)...if you have even the slightest interest in removing zombie infestations, Hunter: The Reckoning is the game you've been waiting for your entire life."
–Adrenaline Vault

NINTENDO GAMECUBE

XBOX

MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

Interplay

WHITE WOLF GAME STUDIO

DANGER HIGH VOLTAGE SOFTWARE

DIGITAL MAYHEM

www.interplay.com/hunter

Hunter: The Reckoning © 2002 Interplay Entertainment Corp. All rights reserved. AtlasTech Game Engine trademark 2000 High Voltage Software, Inc. All rights reserved. Developed for Interplay Entertainment Corp. by High Voltage Software, Inc., under license from White Wolf Publishing, Inc. Hunter The Reckoning is a registered trademark of White Wolf Publishing, Inc. Interplay, the Interplay logo, Digital Mayhem and the Digital Mayhem logo are trademarks of Interplay Entertainment Corp. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other copyrights and trademarks are property of their respective owners. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo.

Blinx: The Time Sweeper







Publisher:	Microsoft
Developer:	Artoon
Players:	1
Also On:	None
Featured In:	*EGM* #160
Best Feature:	Clever time-manipulation mechanic
Worst Feature:	Shoddy camera and auto-aiming
Web Site:	www.xbox.com

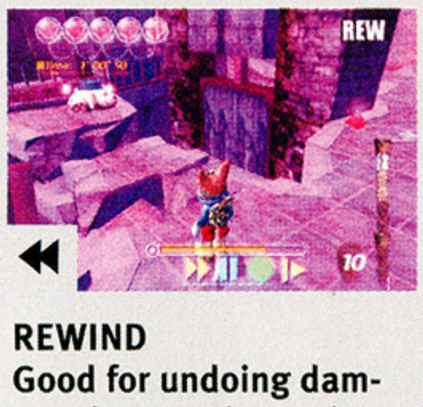
The first thing you should know about *Blinx* is that it's probably not the kind of platformer you were expecting. Anyone coming in hoping for *Mario* (or *Sonic*) in a cat suit is going to be confused and potentially disappointed. But if you can get over the fact that *Blinx* isn't your standard character-based action game, you'll find that there's a lot to like about this ordinary little pussy's not-so-ordinary first adventure.

Even though *Blinx* is a platform game at heart, its gameplay relies more on puzzle solving and strategy than pure exploration. Each of the game's 24 levels (40 if you count boss stages) features a set number of enemies that need to be defeated within 10 minutes in order to open up the exit goal and proceed to the next area. The levels themselves are relatively small compared to most modern-day platformers, but they're filled with obstacles that require effective use of your five time powers (see sidebar) to get through before the timer hits zero. Since the resources on each stage are limited, backtracking to earlier levels to stock up on extra lives and time crystals becomes a necessity, which may be a turnoff to the more impatient players out there.

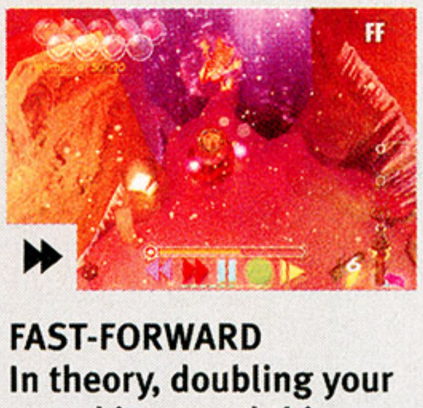
As far as gameplay is concerned, *Blinx* is pretty solid overall. Exploring levels and beating the clock can become quite addictive, especially when you reach the later, more challenging areas. A few things hold it back from achieving greatness, though. For starters, the camera doesn't adapt well in crowded areas. Trying to avoid three enemies at once in a tight room with deadly spikes or gaps becomes an exercise in frustration because of your erratic view. Couple this with the fact that the game's auto-aim feature tends to aim at whatever it fancies—even if it's in the opposite direction of where you're facing—and you have a recipe for disaster (and broken controllers). The prize system is kind of insulting, too. The "prizes" you get for collecting hidden Cat Medals throughout the game are ridiculously lame (see the screen

TOOLS OF THE TIME SWEEPER

You already know that Blinx has the ability to manipulate time, but just how useful is his repertoire of time-control powers?



REWIND
Good for undoing damage done to the environment (for example, restoring the broken bridge above, so you can get across). Definitely one of the cooler time controls, but not used nearly enough throughout the game.



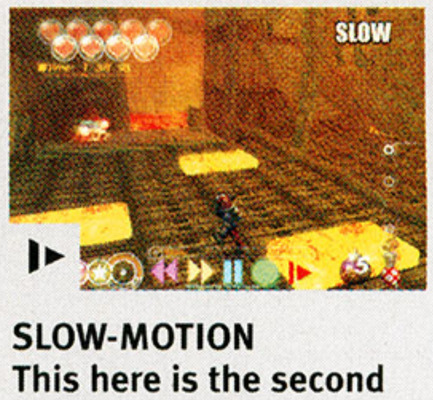
FAST-FORWARD
In theory, doubling your speed is a good thing, right? But with levels this small and fragmented, it's actually rarely helpful. Use it to get to the goal quicker before time runs out or to activate these special springboards (above).



PAUSE
Stock up on these babies, cause they're gonna come in handy. Whenever things get too hectic, just hit the Pause button and go to work. Great against bosses and good for getting past dangerous obstacles (like this one).

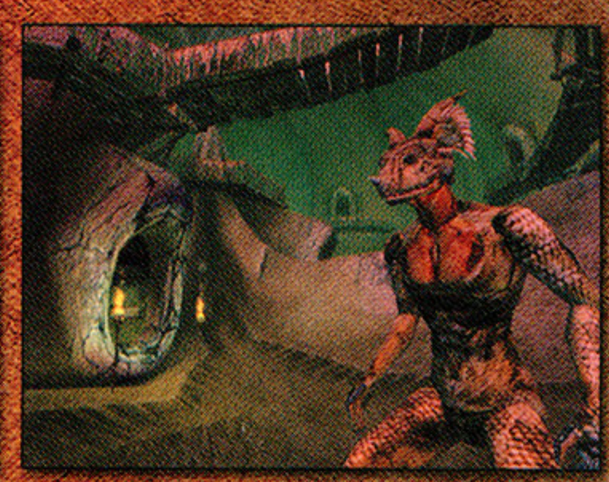


RECORD
Another cool function that unfortunately isn't needed very often. You'll use it a few times to hit two switches at once or to propel yourself skyward on a see-saw, but that's about it. Fun and totally innovative, but not very practical.



SLOW-MOTION
This here is the second most useful time control in the game. It's great for getting through fast-moving danger zones or enemy-filled areas without a scratch, but the only time you'll really need it is when you're out of or low on Pauses.



"Morrowind is the best-looking Xbox game since Halo."

Games Domain



* **Live another life.** Play any character you can imagine, from the heroic warrior to the secret assassin.

* **Explore another world.** The enormous game world is open and free for you to discover.

* **Next generation technology.** Realistic textures and objects, incredible polygon counts, and advanced weather systems.

Own the Critically Acclaimed RPG for Xbox™

GamePro, 5.0 score
GameZone, Editors' Choice
GameOver, Gamer's Choice award
Xbox Evolved, Gold Medal
The Armchair Empire, 10/10
UGO, A- score
Game Vortex, 9 of 10

IGN, Editors' Choice
Adrenaline Vault, Seal of Excellence
Game Industry News, 5 gems
GameSpot, Game-of-the-month
GDXbox, GD Drool award
Xbox Maniacs, Editors' Choice
Game Chronicles, Editors' Choice

Games Domain, Top Game
Team Xbox, Editors' Choice
Invisible Dream, 99% rating
Game Rankings, 96% score
Next Level Gaming, 5 of 6
GamingWorldX, 9.0 score
Gaming Target, 9.0 score

The Elder Scrolls III™ MORROWIND

Bethesda™ SOFTWORKS
a ZeniMax Media company

XBOX

TEEN T CONTENT RATED BY ESRB
Blood
Violence

© 2002 Bethesda Softworks LLC, a ZeniMax Media company. The Elder Scrolls, Morrowind, Bethesda Softworks and its logo are registered trademarks or trademarks of ZeniMax Media Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. All Right Reserved.

Blinx: The Time Sweeper (cont.)



below), making you wonder why you even bothered to go out of your way to get them in the first place.

Visually speaking, *Blinx* is surprisingly pretty. Each of the eight themed worlds is bent out of shape in strange and interesting ways (because of the glitches in time that Blinx is out to clean up, you see), making for some unique-looking environments. Granted, the character designs are just a notch above road-kill on the appeal meter, but surrounded by scenery like this, even a generic cat with a vacuum manages to somehow look all right. Audio isn't bad either, with catchy, upbeat tunes that fit each area well. Of course, the fictional language that *Blinx* and company speak sounds like a nightmarish cross between Jar-Jar Binks and Elmo, but fortunately, you don't have to listen to it often.

All in all, the good stuff in *Blinx* definitely outweighs the bad, and while it may not be the "must-buy" Microsoft was hoping for, it's definitely worth checking out. They've got some rough edges to iron out, but the future potential for this little kitty is definitely high.



Work your ass off to find well-hidden Cat Medals in each stage, only to be rewarded with stupid 5-second cutscenes like this. Why, God, why?



OK, so *Blinx* has a snow world or two—it's still totally unlike your average mascot platformer.

HELLO, KITTY



When the going gets tough, the tough go...shopping? Each world has a shop managed by a foxy feline who sells a wide variety of goods that'll make your adventure easier—if you've got the dough. You can buy different types of vacuums, upgrades to give you more lives and let you hold more time pieces, new clothes and so on. Of course, some of these things are more useful than others. A few grand for a better Time-Sweeper seems like a reasonable investment, but 30,000 gold for a Zebra suit? Is he a cat or a pimp?

***Blinx*'s bosses are daunting but ultimately disappointing. Instead of fighting eight individual bosses, you have four who each show up twice along the way. Granted, they show up in new environments and situations, and have new (or altered) attack patterns, but it still feels rehashed.**



My first hour with *Blinx* was one of confusion. I was expecting something more along the lines of *Mario* or *Jak & Daxter*, but what I got was completely different. Fortunately, this turned out to be a good thing, as *Blinx*'s strategy/puzzle-oriented gameplay ended up really hooking me. The whole time-control concept definitely adds a unique twist to the overall play experience; I just wish you were forced to use some of the cooler powers (namely Rewind and Record) more often. Boss battles are especially dull, since you basically end up using Pause every single time—what fun is that? Still, the regular levels are the heart and soul of the game, and they're done well. The first few worlds are pretty easy, but once you start getting to the tough parts, **you really start to appreciate the thought that went into each level's overall design**. They force you to think about your every move in order to make it to the goal in time, which adds an extra layer of tension not usually found in games like this. You'll have to backtrack often to restock your items, but it's not as bad as it might sound. Sadly, a crummy camera and a faulty auto-aiming system put a damper on things, making some of the later levels a lot more frustrating than they need to be. This, combined with the lack of any real bonus features (no extra modes, very few cinemas, "prizes" so unintentionally lame they are laughable, etc.), gives *Blinx* a slightly rushed feel.

John R.

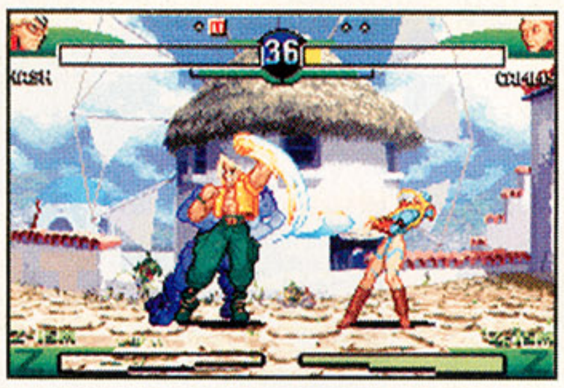
When did vacuuming games become a genre? I'm looking to escape household drudgery when I turn on my console, not relive it. Although, I will admit, vacuuming is more fun when you're a time-travelling cat on a mission to save the world. The heart of *Blinx* is clearly its time-altering effects, which add a new dimension to puzzle solving; unfortunately **the "kill the baddies before time expires, then repeat" level design won't hold anyone's interest for long**. And when you do finish a level, you don't even get to see the story advance. Note to developers: If your main character is a wacky time-travelling, vacuuming cat, you've got to milk the wacky angle! **Demian**

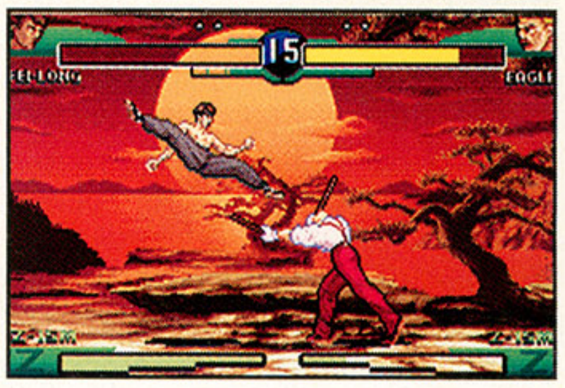
One piece of advice before you play *Blinx*: Don't expect a *Mario* clone 'cause you will be disappointed. *Blinx* is **an addictive, hardcore action-puzzler unlike any in recent memory**. After the first handful of easy stages, the difficulty blasts off and the levels turn into frantic races where you've gotta budget time crystals and trash just right. Each new area takes a bit of trial and error, but once you've got it down, the game is extremely satisfying. It's not without problems: doorways frequently block the camera's view, and targeting (especially with bombs) is frustratingly hit or miss. Those issues aside, the unique style and play mechanics make *Blinx* stand out. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	9	5



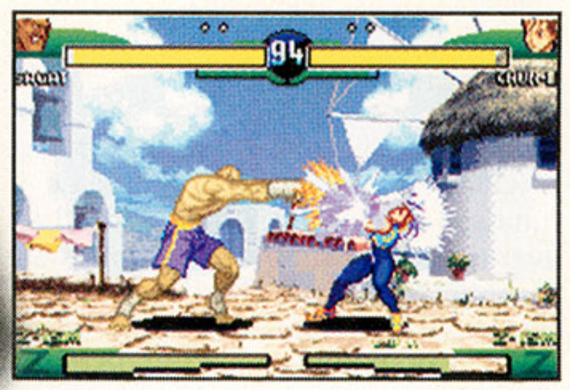




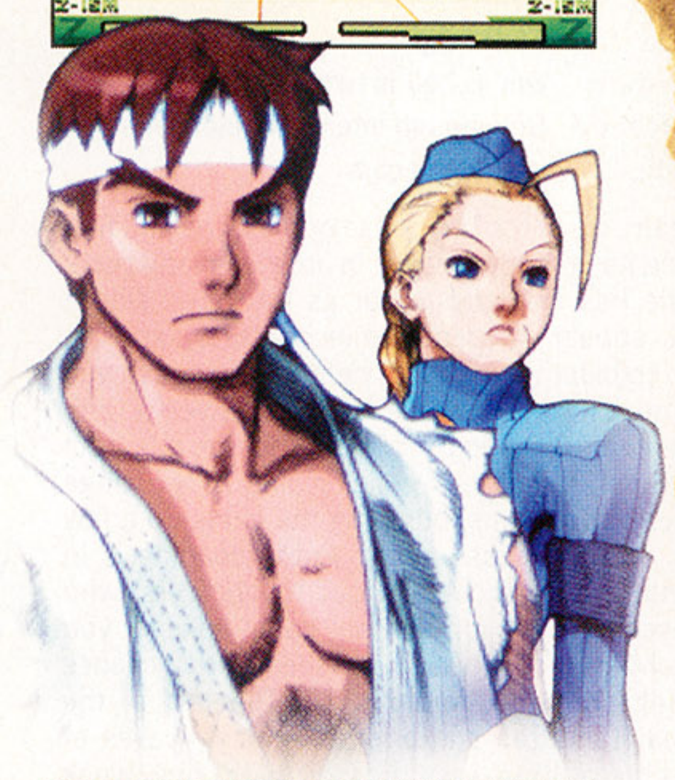




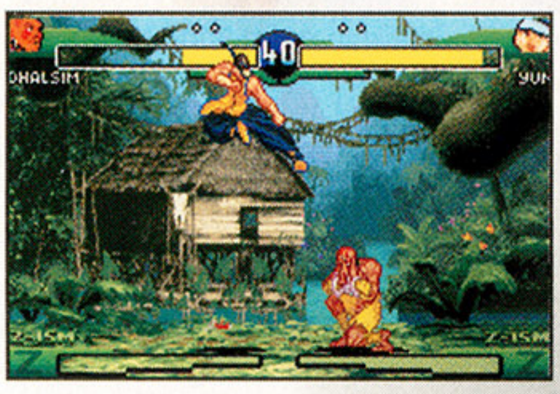
"STREET FIGHTER PERFECTION"

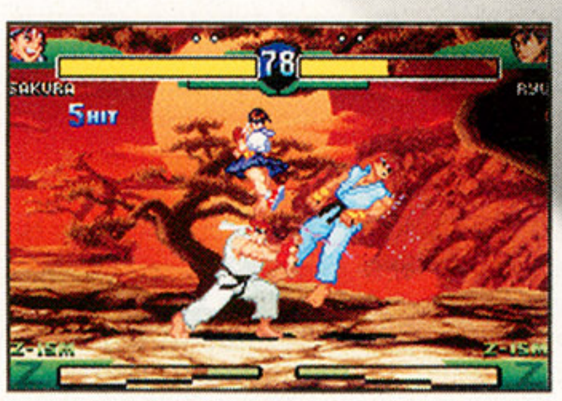


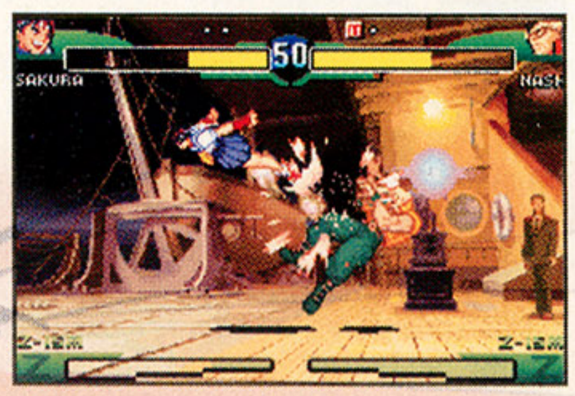




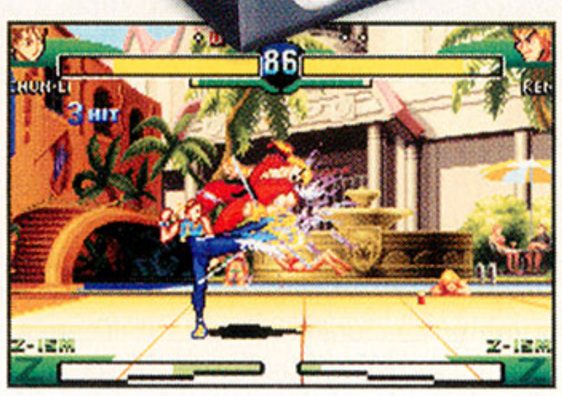












Street Fighter® Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the Game Boy® Advance video game system... featuring all new enhanced modes of play – including 3 fighting styles for every character. Maybe nobody's perfect. But as of today, at least one fighting game is.

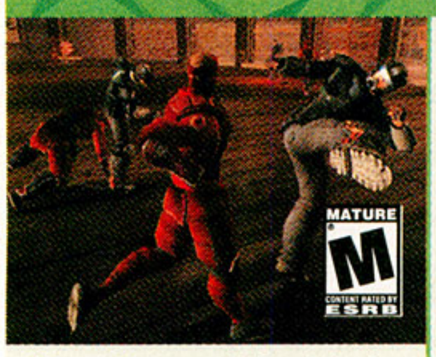
CAPCOM®
capcom.com

TEEN
T
CONTENT RATED BY ESRB

Violence

© CAPCOM CO., LTD. 1998, 2002 © CAPCOM U.S.A., INC. 1998, 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER ALPHA 3 is a trademark of CAPCOM CO., LTD. Nintendo, Game Boy, and Game Boy Advance are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Deathrow



Publisher: Ubi Soft
Developer: Southend Interactive
Players: 1-4 (2-32 Network with 8 Xboxes)
Also On: None
Web Site: www.ubi.com

Worst Feature: Being blind-sided by rivals. Repeatedly
More Worst Features: No online play

Being British, I can spot a European-developed game a kilometer away—especially when it involves a futuristic version of rugby coupled with awkward, over-the-top expletives in obnoxious American accents. So what's *Deathrow* like? Watch *Blade Runner*, play Blitz Ball from *Final Fantasy X* and then mash everything together in a four-on-four passing game ruined by unnecessary roughness and a steep learning curve. Your brain will be shrieking to be let out of your skull as you learn to pass and become annoyed by the rudimentary fighting system. But then you'll understand the passing game and start an almost-entertaining career collecting and unlocking groups of motley fools and cyber-arenas. While there's no real gore here, **there's enough swearing to make the rejects from Conker's Bad Fur Day take Bible classes**. It feels completely out of place in this shiny, well-rendered world that's desperately trying to be gritty. This is a well-put-together mini-game masquerading as sports entertainment. *Speedball 2: Brutal Deluxe*, this ain't. **David H**

VISUALS	SOUND	INGENUITY	REPLAY
7	4	6	5

NBA 2K3

EGM GOLD EDITORS' CHOICE AWARD



Publisher: Sega Sports
Developer: Visual Concepts
Players: 1-4 (2-8 Online)
Also On: PS2, GC
Better Than: *Inside Drive*
Web Site: www.segasports.com

Best Feature: New low-post loveliness
Worst Feature: Crazy-ass dribble moves

Got the basketball jones? Xbox owners who shy away from *Inside Drive*'s rehash or *Live*'s arcade-friendly set-up should try *NBA 2K3*. **It's easily the best all-around basketball game on the market this year**, and, as far as online play goes, it's the only game in town (neither *Live* nor *Inside Drive* will be hitting the Xbox Live circuit this year). Whether you're dominating friends coast-to-coast or just putting the CPU through its paces in Franchise mode, *NBA 2K3* presents a superbly realistic gameplay experience. An all-new low-post game gives your big men the freedom they deserve. Now they can score with a myriad of moves, including reverse pivots and turnaround fadeaways. Throwing daggers in from 20 feet is effective, too, as Visual Concepts has put an emphasis on creating space for outside shots. Xbox-specific highlight effects are a tasty visual treat; all in all, *2K3* stacks up nicely in the graphics department. Hoop perfection? Not just yet. Anemic fast breaks and too many unrealistic dribble moves mar the fun (ever so slightly). This one's a must-buy winner. **Dan L.**

VISUALS	SOUND	INGENUITY	REPLAY
9	5	6	9

The Lord of the Rings: The Fellowship of the Ring



Publisher: Black Label Games
Developer: WXP Inc.
Players: 1
Also On: PS2, GC
Featured In: *EGM* #152
Best Feature: Rich atmosphere
Worst Feature: Tedious gameplay
Web Site: www.lotr.com

Unlike the fantastic time I had watching the movie version of *Fellowship of the Ring*, the first time I curled up with the Xbox game, I actually fell asleep on the couch playing it. Not a good start, but I realized why this happened. Despite having the urgent quest of delivering Sauron's Ring into the hellish pits of Mount Doom on your mind, you somehow have the time to help all kinds of idiotic villagers with menial tasks like finding seeds, herding pigs, throwing rocks at weather vanes and collecting "herbs" for an old man sitting on a bench. The reason you must do this is to raise your Purity meter. Using the Ring lowers your purity, and when it drops all the way down, it's game over. The problem is that you can't raise the Purity meter later in the game, so if you waste it early on, you have no way of replenishing it. Chores aside, the game picks up when you get to play as Aragorn and Gandalf. The downside is that the mediocre combat mechanics and brainless enemies do not make compelling battles. Okay, so not everything's bad. The graphics are decent, and the developers put in a lot of work making them **(the game looks like the bastard child of Shrek and Herdy Gerdy)**. But after a while, everything begins to look the same, which makes it easy to get lost. A compass would have helped. Overall a well-intentioned effort, but it's just not enough. **Milkman**

The Fellowship of the Ring may be the slowest-to-get-going book in Tolkien's *Rings* trilogy, but it still packs enough thrills—orc-infested dungeons, hobbit-gnoshing trees—to make for a game so fun it'll put hair on your feet. So **who knows how Universal conjured up something this uniformly dull**. When the game isn't sending you on boring fetch-the-item quests, it's forcing you to march through blah levels and engage mindless bad guys in clunky hack-'n'-slash combat (only Gandalf's spells are halfway fun to tinker with). Things really fall apart at the end, with a lousy final boss and cutscenes that had me asking, "What the hell just happened?" **Crispin**

For a game supposedly not based on Peter Jackson's movie, *Fellowship*'s characters sure look and sound like Universal's trying to trick *LOTR* fans into thinking it is. That shady tactic is awfully lame, in my opinion. This game **is a rushed, slapdash effort intended to prey on unsuspecting consumers**. Interested in dim, murky visuals, floaty jumping, clunky combat and horribly designed environments? Didn't think so. Also, playing through this "extremely faithful" translation of the book reminds me why the film cut certain characters and events. The pacing here is slow and padded, and Tom Bombadil's singing makes me wanna die. Twice. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	3	2

The House of the Dead III



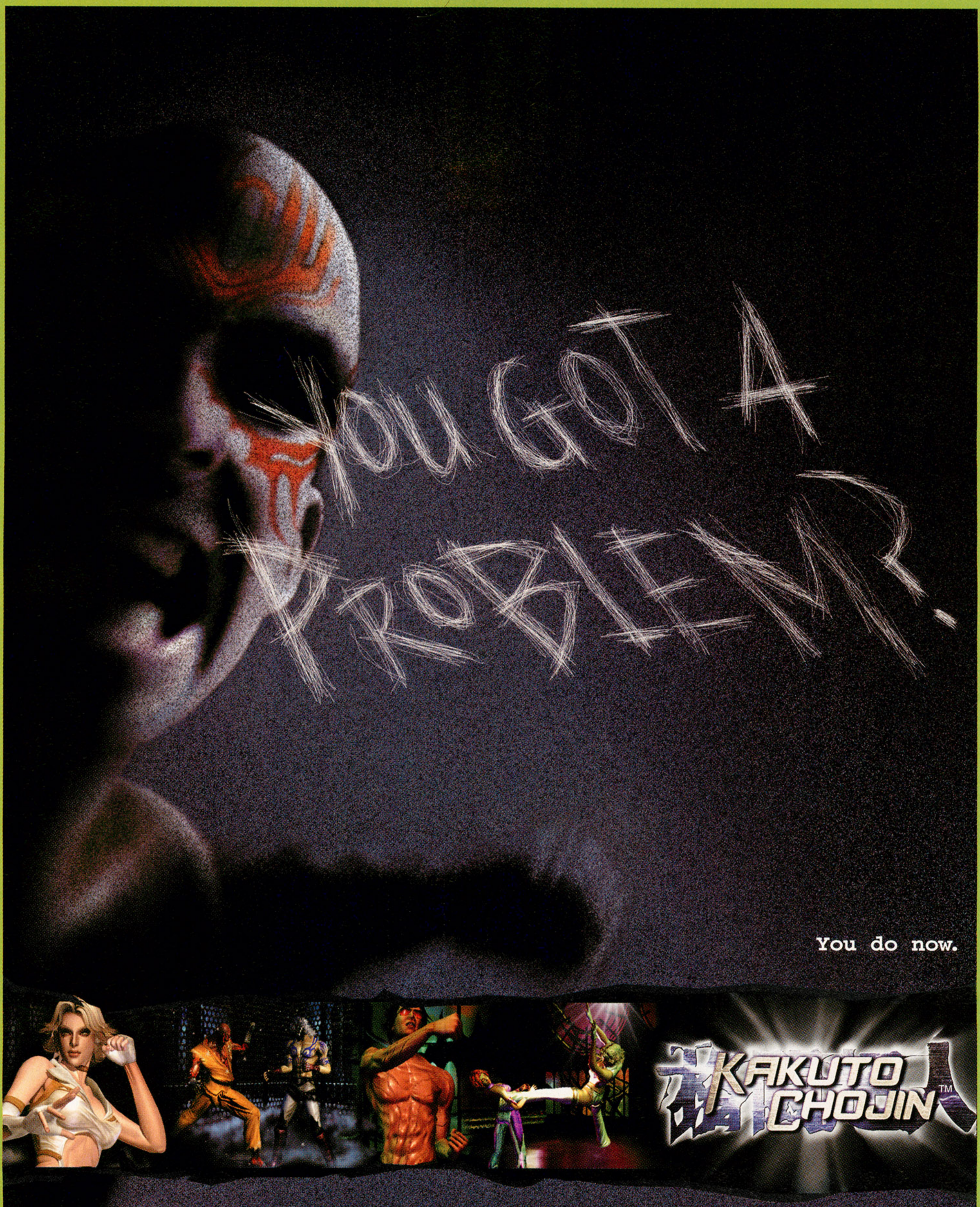
Publisher: Sega
Developer: Wow Entertainment
Players: 1-2
Also On: None
Featured In: *EGM* #159
Best Feature: Fun as hell in two-player mode
Worst Feature: Not enough interactive elements
Web Site: www.sega.com

Once again, we enter *The House of the Dead* and find that since its first appearance in arcades many years ago, little has changed as far as the basic setup: Zombies appear in predetermined places, and it's your job to blast them to bits before they punch you in the neck. Wow has made a few tweaks and enhancements for *Dead III*: The wimpy pistols from the previous games are gone in lieu of 12-gauge pump-action shotguns, bumping the game up a few notches on the badass meter. Auto-reloading is in effect and, happily, those retarded "bystanders" who need rescuing every ten feet are gone. Instead, you save your partner every now and then, with a chance at earning an extra life-bar torch. The rest of the game maintains the status quo: endless waves of zombies assaulting you, bosses with tiny weak spots, multiple paths to explore, a nefarious mastermind behind it all, and, as always, plenty of corned-beef-hash and guts a-flyin'. My problem with *Dead III* is that for a game as scripted as this (it's on rails, not free roaming), the number of interactive elements are painfully few. Why I'm able to blow up only specific barrels and boxes, and not any window, door or background object I please, is beyond me. Thankfully, **the game controls well (with or without a light gun)**. Plus, *House of the Dead II* is included and it's arcade perfect. **Milkman**

A rapid-fire shotgun with automatic reload—it doesn't get any better than that if all you want to do is bust zombie heads. And to me, my friends, that sounds like a grand ol' time. *HOTD III* continues the popular gun series with sharp, bloody graphics and the shotgun as your weapon of choice. **The game is a tough one, especially if you go at it alone**, but when you beat it, what else is there to do? Wait... *House of the Dead II* opens up. I'm down with that. Even so, this is a game that can be conquered in a weekend. Oh, and the using the controller works fine. If you're a fan of gun games, there's a lot to like here. Just be aware it won't last forever. **G.Ford**

Hospitality in *House of the Dead* is best served from the barrel of a light gun. Sega's gone whole hog here with the extras (including an unlockable *House of the Dead II*), graphics, and animations; **beautifully ugly undead scum recoil when shot and twitch magnificently before they return to the Great Beyond**. There's a good and varied crop of creeps to slaughter, but, sadly, using the Xbox controller with its imprecise analog stick to blast said creeps is more chore than it is pleasure. *House of the Dead III* truly demands to be played with a light gun, no matter what Milkman says. Without it, it's more lifeless than a mortician's jamboree. **Greg O.**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	4	6



TEEN
T
CONTENT RATED BY ESRB

Blood
Suggestive Themes
Violence

ONLY ON XBOX

www.xbox.com

www.kakutochojin.com

It's disturbed characters dropped into the sketchiest place on earth where two at a time, they take part in a ritualistic pummel fest. There are no rules, no weapons and no lame magical powers. And with the most realistic graphics ever seen — it may very well be the video game your mother was warned about.

XBOX™

© 2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, the Xbox logos, and Kakuto Chojin are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

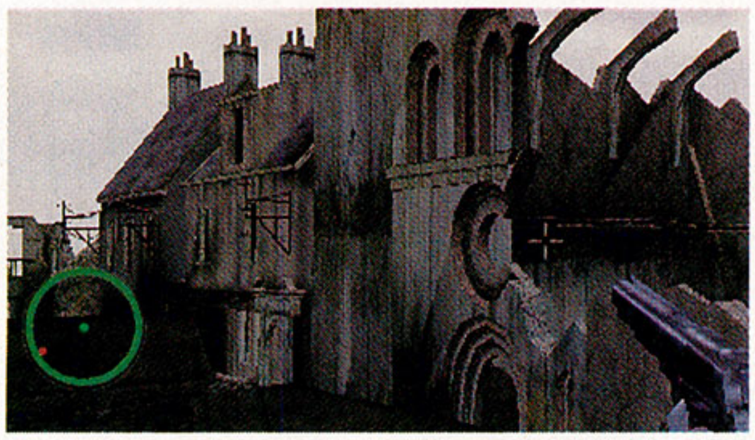
Medal of Honor: Frontline



Publisher:	EA Games
Developer:	EA LA
Players:	1-4
Also On:	PS2, GC
Featured In:	*EGM* #159
Best Feature:	Amazing sound
Worst Feature:	Tacked-on multiplayer mode
Web Site:	moh.ea.com

Finally Xbox owners will get a chance to check out what all those PS2 gamers have been so excited about for the past few months. *Medal of Honor* has always been a great series, and *Frontline* brings it to a new level with beautiful graphics, gorgeous sound and some great missions.

The game has you doing everything from storming the beaches of Normandy to infiltrating a castle housing POWs that doubles as a recreational center for Nazi officers. And trust us—you ain't had fun until you've popped a Nazi general in his bath towel.







Getting caught staring the bombed-out European landscape is a good way to come down with a bad case of death. Mind that tank across the bridge!

DEATHMATCHIN'

The only major improvement from the PS2 version of *Frontline* is the inclusion of a multiplayer mode. Don't get excited, though—it isn't that great. It's just a stripped-down, basic deathmatch set in pieces of the single-player maps (which, you'll quickly discover, were obviously not designed with this sort of thing in mind). It feels more like a rushed afterthought than a major feature. So before all you Xbox owners go gloating to your PlayStation-playin' friends, think twice. (And pop in *Halo* instead when you want a deathmatch.)

Below: As any soldier will tell you, the best way to get the advantage over your foe (in deathmatch or otherwise) is to find the high ground. Of course, if your enemy has you in his sights like in this picture, you're pretty much screwed no matter what. Aich, Mein Liben!



I can't believe how great this game sounds. Getting blown out of the Higgins boat in the first level and making my way up the beach, I was amazed at the deep rumble of exploding shells and the high whine of bullets whizzing by my head. Hot damn! Of course, most of the missions in *Frontline* are more stealthy affairs that have you sneaking up on Nazis or picking them off with your sniper rifle. But even then, **the great sound effects and music add so much to the game** it's incredible. Plus it's really satisfying to take out someone just as they start to cry for help. Sneaking around these huge, well-designed levels is easy, too, with the great control and variety of weapons keeping you safe. One thing I don't get, though, is why American soldiers moved so slowly during WWII. (By which I mean, I wish you could run.) I also wish you could reload weapons faster. In fact, the amount of time it takes to reload your guns is one of the reasons the multiplayer mode in *Frontline* is so broken. You just end up circling one another as you frantically try to insert a new clip into your gun. It usually ends up that the guy who gets the reloading done first wins every time. So just avoid deathmatch altogether—the levels don't lend themselves to it anyway—and concentrate on sneaking through the European countryside solo. Nothing's quite as satisfying as sneaking up on a troop of Nazis and filling them with lead. What a wholesome experience! **Greg S.**

Simply put, *Frontline* is good, but not great. A new, painfully limited multiplayer mode (deathmatch only) represents the only change over the PS2 version. EA should have tweaked the game's uneven, frustrating levels. Sure these chaotic stages look amazing, but **annoying mission objectives erode a big chunk of the fun**. Playing through levels often led me astray, and I'd miss some required task that wasn't obvious. "D'oh, I missed that tank hidden in the barn!" and "Climb to the top of what church?" probably aren't things a real WWII soldier would have muttered. Still, the immaculate presentation makes it worthwhile, especially if you're a war buff. **Shane**

When it comes to groundbreaking gameplay and Xbox-straining visuals, *Frontline* doesn't go beyond the call of duty. The missions here are mostly linear trips through non-interactive environments (you can't even shoot out lights) filled with scripted sequences. But you don't really care when you're in the thick of it. **Playing *Frontline* is like diving into the most intense war movie ever**, with soaring music, chaotic battles, thundering explosions and moments that'll just make you sweat (can you reload faster than that Nazi three feet away?). The presentation makes up for the occasional lame areas, sluggish control and tacked-on multiplayer. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
7	10	5	5

DUDE, TURN OFF YOUR FLOOD LIGHT

INTRODUCING THE
BEST LIGHT EVER MADE

FLOOD LIGHT™

STOP CRAWLING AROUND IN THE DARK, DAMP EARTH WITH THE WORMS. COME OUT WHERE YOU CAN SEE. COME TO THE LIGHT. THE FLOOD LIGHT.

FOR GAME BOY ADVANCE™. LIKE YOU DIDN'T ALREADY KNOW THAT...

FLOOD LIGHT...THE UNFAIR ADVANTAGE.

GAMESTER™

WWW.GAMESTERUSA.COM

ALL AMERICANS PLEDGE ALLEGIANCE.

A SELECT FEW SHOW IT.





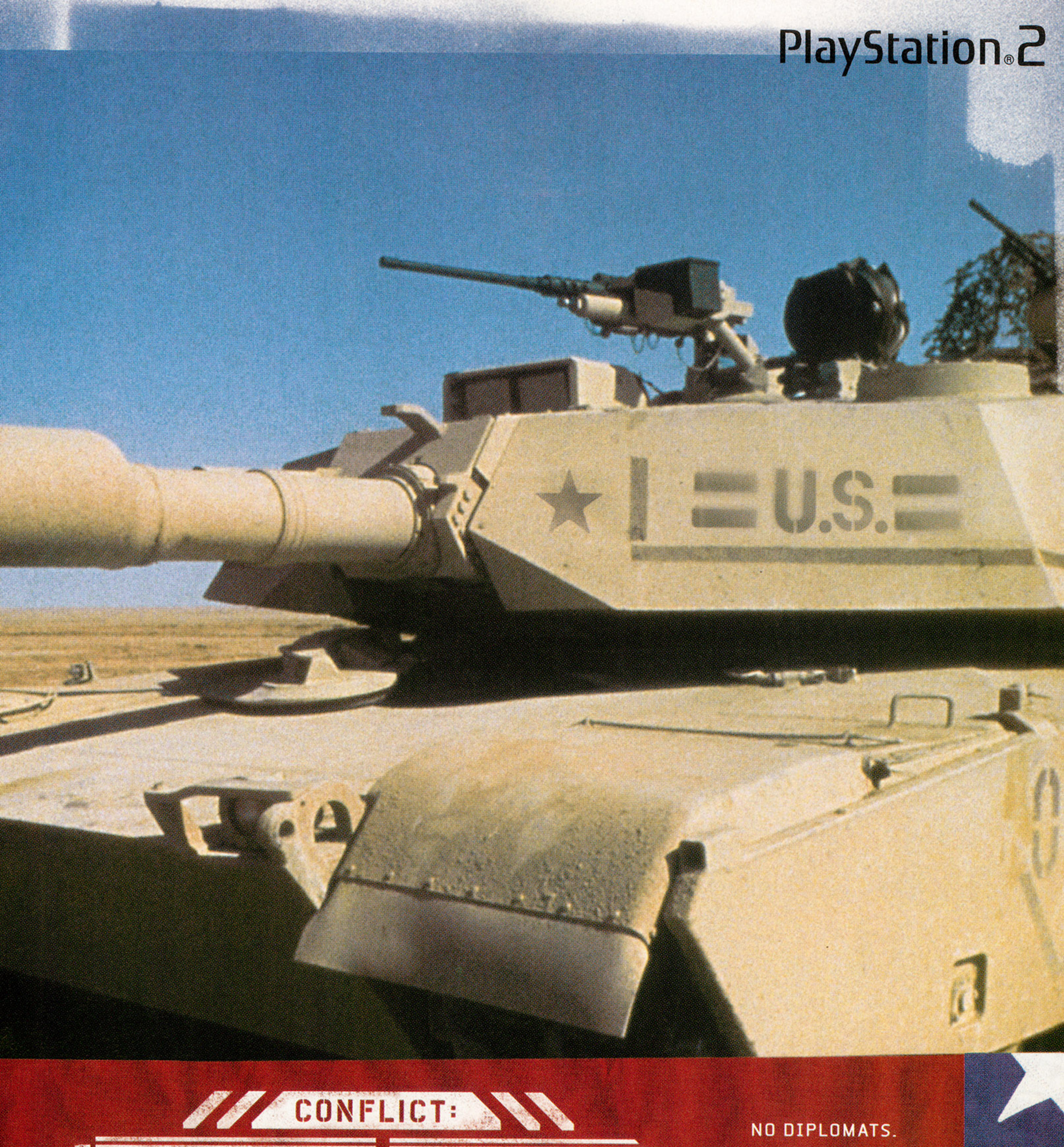




You're one of the most highly-trained U.S. warfare experts on the planet. Put your skills to the test as you battle your way through fifteen levels of realistic tactical combat. When the brass wants a target secured, they send in a platoon. When they want a target erased, they send in your squad of four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

WWW.GOTHAMGAMES.COM/CONFLICT

PlayStation®2



CONFLICT: DESERT STORM™

NO DIPLOMATS.
NO NEGOTIATION.
NO SURRENDER.

TEEN T CONTENT RATED BY ESRB

Blood
Violence

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

TECMO | 100% GAMES

RYGAR

THE LEGENDARY ADVENTURE

JOIN **RYGAR** ON AN EPIC JOURNEY THROUGH MYTHOLOGICAL WORLDS AND ENVIRONMENTS WHERE HUNDREDS OF LURKING **MONSTERS**, SAVAGE **BEASTS** AND **TITANS** AWAIT TO DENY YOU PASSAGE. YOUR WEAPON OF CHOICE...THE ALMIGHTY **DISKARMOR**. IT BECOMES THE ESSENTIAL TOOL IN YOUR QUEST FOR VICTORY. **SWING**, **SLASH** AND **DESTROY** THE ENEMY TO SAVE YOUR ONE TRUE LOVE, **PRINCESS HARMONIA**, BRINGING THE ISLAND OF **ARGUS** BACK TO A STATE OF PEACE.

BECOME THE HERO. BECOME THE LEGEND. BECOME RYGAR.

Slash

BE






Swing
STROY
Smash

RATING PENDING
RP
CONTENT RATED BY ESRB

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

PlayStation.2

Tecmo, Inc. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 944-5005 f (310) 944-3344 Rygar: The Legendary Adventure™. ©Tecmo, LTD 2002. Tecmo® and the Tecmo logo are registered trademarks of Tecmo LTD. The ratings icon is a trademark of the Interactive Digital Software Association."PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Quantum Redshift



Publisher:	Microsoft
Developer:	Curly Monsters
Players:	1-4
Also On:	None
Featured In:	*EGM* #155
Best Feature:	*Fast and Furious*-style racing
Worst Feature:	*Fast and Furious*-caliber voice acting
Web Site:	www.xbox.com

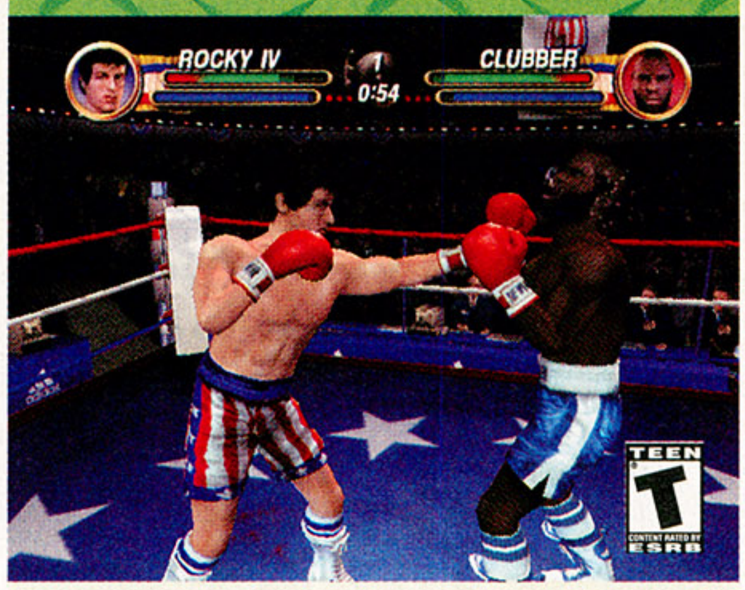
It's a hundred years from now, and kick-ass rocket-propelled hovercrafts race around to a thumpin' techno beat. God help us if house music is still the status quo in 2102, but I can cope with the audio cheese of *Quantum Redshift* because its lush, detailed graphics are polished to shine on the Xbox. The game also offers a variety of bee-yoo-tee-ful terrains to speed across, a fleet of vehicles that each handle differently, and **silky-smooth controls you can figure out in seconds**. Spells out a pretty good racer, right? Sure—if only we hadn't seen it all before. Rather than adding anything new or revolutionary to the gameplay, *Quantum* dishes up little bits of cliché from here and there: *WipeOut* racing, a few *SSX*-worthy tracks with hidden shortcuts, and a fighting game-like storyline that pits you against rivals in order to unlock new vehicles and levels. Speaking of the tracks, I was expecting some vertigo-inducing loop-de-loops, but what I got instead were more conventional on- and off-road races—kind of like a futuristic version of *Rallisport Challenge*. Still, the speed ramps up decently later on, making *Quantum* a fun, if uninspired, racer. Xbox speed junkies jonesing for a fix may dig it, but be warned: *Quantum* may induce high-velocity flashbacks. Ultimately, there's nothing really wrong with the game, but it feels generic. With better games out there, why settle? **Darren**

Yes, *Quantum* looks like an ultra-modern *WipeOut*, and controls like a decently realized racing game, but it's missing one key element: A passionate, hyper-speed soul. Sadly, this void is perceptible pretty much everywhere you look. Exhibit A: Weapons. There are too few, and those that are included have boring, uninspired effects. Exhibit B: Tracks. Their designs are on the "safe" side, which isn't conducive to the sort of light-speed insanity you'd expect. There's more, but you get the picture. *Quantum* is definitely an impressive-looking game, but unless you've never played anything like it before, **the veneer will tarnish pretty quickly**. **Miguel**

Quantum does plenty right, with beautiful graphics, tight controls, upgradable vehicles and an efficient weapons and countermeasure system. But while it handles the technical aspects admirably (all but the music, which does nothing for me), *Quantum* **lacks the white-knuckle, sweat-inducing, warp-speed intensity that the futuristic-racing genre thrives on**. The thrill of having a rival in each race, offering added incentive to hunt down that particular driver, is all but negated by the bland character designs and uninspired story cut-scenes. There's certainly some fun to be had with *Quantum*, but after figuring out its game, you'll soon be moving on. **G.Ford**

VISUALS	SOUND	INGENUITY	REPLAY
9	5	3	6

Rocky



Publisher:	Ubi Soft
Developer:	Rage
Players:	1-2
Also On:	PS2, GC
Featured In:	*EGM* #159
Best Feature:	You get to fight Mr. T!
Worst Feature:	Hulk Hogan's nowhere to be found
Web Site:	www.ubi.com

Twelve years after his last match, you'd think the Italian Stallion would be too washed up to star in video games or ice tea commercials. You're wrong, Rock, wrong! Don't overlook this game just because you think it's ridiculous; those who do bother to try out *Rocky* will find a very good-looking, fun boxing title loaded with satisfying arcade action. The entire experience depends on mastering variations and combos using four basic punches, so the learning curve is gradual, making *Rocky* easy to get into. But once you master it...oh baby! Crispin and I were having a blast in the multiplayer modes with super-close fights that usually came down to a decision. The single-player part's no slouch either, giving you the chance to go up against all the big names from the movies: Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. Plus the dialogue and sound effects in all the cinemas leading up to and after the championship matches are lifted directly from the films—even the bad ones. It's a nice touch that adds a bit of authenticity to the game. The bouts in between the big guys are with boxers created specifically for the game, some of which are cool, most of which aren't. That, along with a somewhat erratic difficulty level (struggle like crazy in one fight, breeze through the next), is what keeps *Rocky* from scoring higher. But trust me; **the champ's still got it.** **Greg S.**

Hokey, ugly (what's with Rock's gigantic noggin?) and about 15 years too late, *Rocky* seems like the ultimate game-licensing goof. But give this challenger a shot and you'll find it has a certain something—**if not quite the eye of the tiger.** The gameplay, while fun and easy to get into, jabs deeper than *Ready 2 Rumble*'s. And you'll need serious stick-and-move skills once you reach the halfway point, where opponents really start to bring it. Fortunately, the training minigames not only build up Rock's stats, they actually make you a better player. So even as the later boxers knocked me to the mat over and over, I couldn't resist coming back for a rematch. **Crispin**

The delectable notion that one can eat lightning and crap thunder has been given video-game life for *Rocky*, a remarkably fun and smooth arcade boxfest. Developer Rage has perfectly captured the feel, if not necessarily the look, of the boxing contained in the films—**that is to say, there's tons of brawling and almost zero pugilism**. Expect haymakers galore, devastating uppercuts, blood sprays and hyper-exaggerated knockouts sans pesky defense. The mix of arcade-style boxing and nostalgia solidifies *Rocky*, and the game succeeds despite being a button-masher's wet dream with some uninspired graphics. Fun but easily forgettable. **Greg O.**

VISUALS	SOUND	INGENUITY	REPLAY
6	7	5	7

NBA Live 2003

EGM SILVER EDITORS' CHOICE AWARD



Publisher:	EA Sports
Developer:	EA Canada
Players:	1-2
Also On:	PS2, GC
Cover Athlete:	Jason Kidd
Web Site:	www.easports.com
Best Feature:	Freestyle control moves
Worst Feature:	Can't block dunks or layups

At last, an *NBA Live* game I can learn to love, or at least *like*. Much like the PS2 version, this year's *Live* for the Xbox is much improved. It's what I thought *Live* would be when it jumped to the next-gen consoles: pure run 'n' gun madness with stellar visuals and over-the-top gameplay moments. This game wants you to push the ball up the floor, and I'm only too happy to oblige. After some of the plodding, albeit realistic, play of *NBA 2K3*, it's nice to pop *Live* in for some up-tempo fun. Granted, the action is, by and large, not for simulation fans; there are dunks galore and it's impossible to stop a layup or slam once a player starts his animation. Defense isn't a total bust, as in previous *Live* incarnations. A new Charge button and some of the best-looking blocked shots in the genre are welcome additions. Play in the paint is a mixed bag, with sticky physics marring the action a bit. Players bounce around and get tied up unrealistically, but it's not intolerable. I still wholly recommend *NBA 2K3*, but ***Live* looks like it's back on the upswing.** **Dan L.**

VISUALS	SOUND	INGENUITY	REPLAY
9	5	6	8

Serious Sam



Publisher:	Gotham Games
Developer:	Croteam
Players:	1-4 (2-16 LAN)
Also On:	None
Supports:	System link
Web Site:	gothamgames.com
Best Feature:	Entertaining multiplayer
Worst Feature:	Tired-ass gameplay

Instead of trying to compete with inventive, genre-redefining games like *Halo* and *Half-Life*, the developers of *Serious Sam* decided to kick it old-school and hearken back to the bygone glory days of first-person shooting. I guess they succeeded in some odd way, if you can call a game that **feels like a fan-made *Doom II* mod** a success. There's a reason games aren't like this anymore—simply shooting stupid enemies with big guns over and over isn't compelling at all. I was lulled into a comatose state after playing about six stages of *Serious Sam*; making it through another 10 had me flatlining. I am willing to believe that there are gamers out there who will dig the *Doom* throwback gameplay, but no one should have to put up with these visuals. Chunky, jarring movement and pixelated textures plague nearly every level. The music, sound effects and voices sound like amateurs recorded them at some open mic night. A passable multiplayer (co-op and deathmatch) mode serves as the game's only saving grace, but doesn't justify the $50 price tag. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
3	4	2	6

Drive Like You've Never Imagined.™

Hot Wheels™ Interactive

Velocity X

Maximum Justice™

"...takes vehicular racing to the next level..."
— ign

EVERYONE
E
Violence
CONTENT RATED BY ESRB

NINTENDO GAMECUBE

PlayStation 2

GAME BOY ADVANCE

beyondgames

WINDOWS 98
PC CD ROM
WINDOWS ME/XP

THQ
www.thq.com

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

Shenmue II



Publisher:	Microsoft
Developer:	AM2/Sega
Players:	1
Also On:	Dreamcast (Japan/Europe)
Featured In:	*EGM* #158
Best Feature:	Huge, detailed world
Worst Feature:	Not enough excitement
Web Site:	www.xbox.com

Did you ever play the original *Shenmue*?"

"The original *Shenmue*?"

"Yes, the adventure game for the Sega Dreamcast called *Shenmue*. Did you play it?"

"No, I'm sorry, I didn't play *Shenmue*. Not very many people did—it didn't sell very well."

"Do you know anyone who did play *Shenmue*?"

"*Shenmue*? Hmmm. If you want to know about *Shenmue* you should talk to Mark."

"Do you know where I can find Mark?"

"He's right there, in the next paragraph."

"Hi, can I help you?"

"Are you Mark?"

"Yes, I am Mark"

"Did you ever play the original *Shenmue*?"

"The original *Shenmue*?"

"Yes, the adventure game for the Sega Dreamcast called *Shenmue*. Did you play it?"

"Yes, I did play *Shenmue*. And I just recently played *Shenmue II* for the Xbox."

"What do you think of *Shenmue II*?"

"Well...I have a sort of love/hate thing for it to be honest."

"Love/hate thing? What do you mean?"

"Well, for starters, the conversation we just had, and the one you had before that...that kind of repetitive and awkward exchange fills the majority of time you spend playing *Shenmue II*."

"Awkward and repetitive exchanges fill the major—"

"See? You're doing it again. The player spends most of the game walking around just talking to people, asking questions over and over. It gets old, quick. And for a game that relies so much on conversation, the voice acting is often laughably bad, with stiff, artificial dialogue to work

THE MANY FACES OF SHENMUE II

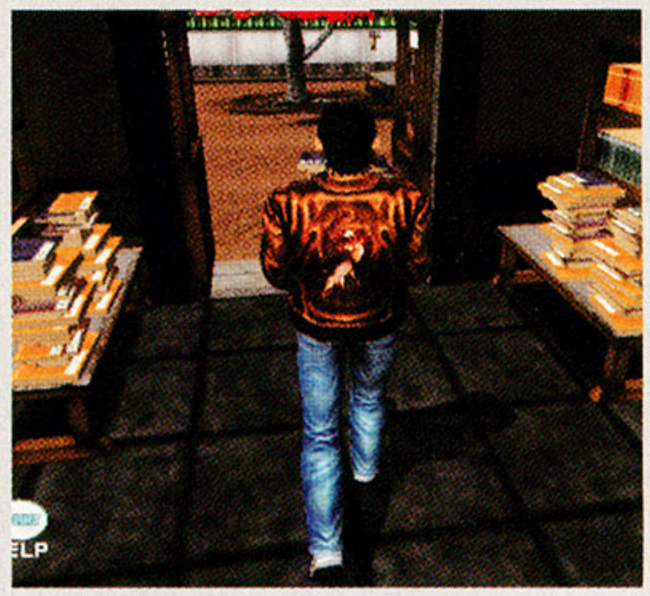


This is just a small—a very small—sampling of *Shenmue*'s population. (You could easily run into this many people in just the first few minutes of the game). They all look and sound different, and each might be able to help you with different information.

IT'S A LIVING

If you want to buy food, drinks, maps or toys, or just have a place to sleep at night, you'll need some dough. *Shenmue II* includes plenty of ways to bring home the bacon. Here's a sample:

BOOK CARRIER



That's right, you carry stacks of books out so they can be cleaned. Let me repeat that: *You carry stacks of books.* Excited? Good, 'cause you *have* to do it three or four days in a row. Guhhh.

ARM WRESTLER



OK, this one is kinda fun, even if it is just jamming like crazy on a button. (Careful not to start too early though.) Winner takes all, loser takes a fall, now we'll take it over the top!

HUMAN FORKLIFT



After a relaxing morning of book-stack carryin', there's nothing like heading down to the docks and carrying crates all afternoon. Almost as fun as carrying crates in real life.

©2002 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Xbox *Live*, Whacked, and the Xbox logos are registered trademarks of the Microsoft Corporation in the United States and/or other countries. Xbox Live subscription sold separately. The names of actual products and companies mentioned herein may be trademarks of their respective owners.

TV WEAKLY

FINALLY, A GAME SHOW THAT SEPARATES THE BAD-ASSES FROM THE BED-WETTERS.

WHACKED!



CHNL	8:00	9:00	10:00	11:00	12:00	1:00	2:00
XBOX	**Whacked!**—Game Show VIOLENCE	(2002) A wild, multi-player, free-for-all combat game. Players must sabotage one another with 7 unique characters plus one sick and twisted host in 13 diverse environments with 30+ weapons and power-ups.					
XBOX *LIVE*	**Whacked!**—Game Show VIOLENCE (Now online)	For added mayhem, play online with Xbox *Live* and trample, torch, and trash-talk other gamers in a 4-player melee.					

www.whackedtv.com

TEEN T CONTENT RATED BY ESRB

Mature Sexual Themes
Violence
Strong Language

PRESTO STUDIOS

WHACKED! GAME SHOW GONE WRONG

ONLY ON XBOX

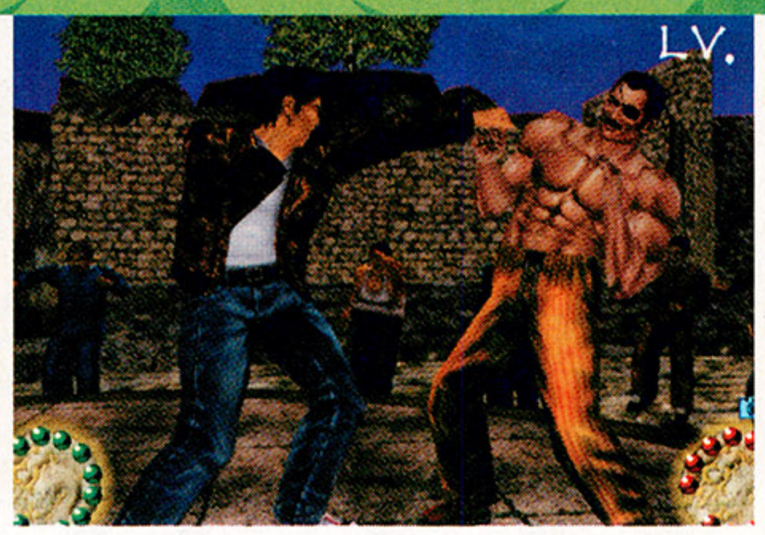
www.xbox.com

XBOX LIVE ONLINE ENABLED

XBOX

Shenmue II (cont.)





Besides mini-games, action comes in two varieties in *Shenmue II*: tapping the correct direction or buttons as commands appear on screen, or beating the crap outta someone. *Shenmue*'s fighting system contains quite a deep roster of different moves, but unfortunately you can just mash on the buttons and do just fine.

with in the first place."

"What about the gameplay?"

"Well, like I said, really the bulk of this game is just looking for, or talking to, people. There are very few real puzzles. Some short action interludes (timed button-press sequences and mini-games) do show up from time to time, especially in the second half of the game. Some of the mini-games, like the gambling, arm-wrestling and street-fighting ones, plus the classic Sega arcade games like *AfterBurner II*, provide nice distractions for the player. But just as often you're forced to carry books or dust temple walls, or do other tedious and boring tasks no one wants to do in real-life, much less in a game they paid money for."

"So what's the love part of your love/hate for *Shenmue II*?"

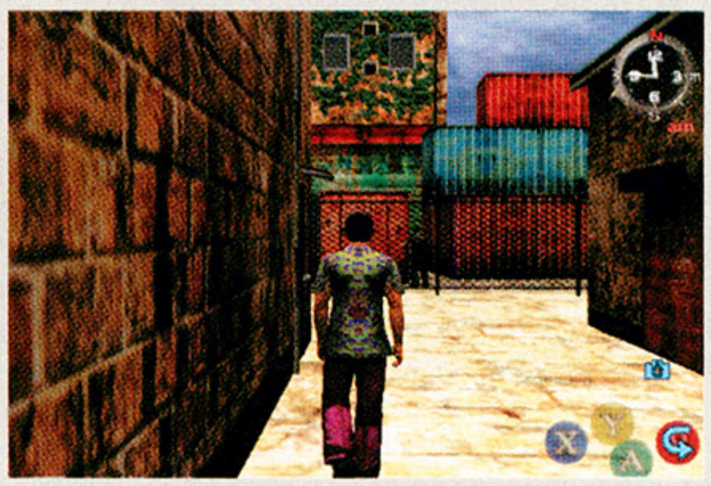
"Mostly it's the sheer ambition and scope of this game. It simulates a living, breathing reality in a more detailed and convincing way than just about any game before it. You can explore blocks and blocks and blocks of cities, filled with literally hundreds of people, each of whom look and sound different, almost all of them with unique things to say depending on what you're currently looking for. Even the number of different ways you can earn a living (through various forms of gambling, different part-time jobs or selling items at pawnshops) is staggering, as is the variety of optional areas. You can tell this game was a humongous labor of love for its creators.

"But this brings me back to the problems with *Shenmue II*. Take one instance where you're searching for keys in a room packed with antiques. OK, it's impressive that there's 50 different antiques for your character to pick up and look at, including different vocal responses for many of them—but you're still searching through 50 antiques, in a painful process that can take up to an hour. It seems that, in their intense pursuit of realism, the developers didn't always concern themselves with what was actually fun. Imagine a *Tomb Raider* game where you tie Lara's shoes, pack her suitcase, call a taxi, buy an airplane ticket, board a jet, wait through a 14-hour flight, go through customs and ask directions to the local Mayan ruins, all before you fire a shot, and you start to get an idea about *Shenmue II*. Is it realistic? Yes. Impressive? Most definitely. But fun? Well, not necessarily...."

NEW FOR PART TWO



FILTER No, we didn't forget to add color to this screenshot—you can cycle between various graphical filters (like black and white, washed-out color, old-Western brown, etc.) by tapping the white button.
SAVE ANYWHERE Thank the maker.
AUTO-WAITING If the game knows you are waiting for a certain time, it'll let you fast forward in time. Putting the controller down and having a sandwich to pass hours on the game clock is no longer necessary.



FOLLOW THE LEADER Lots of people will personally escort you where you want to go, so you don't have to worry so much about confusing directions.
EASY INFO Compared to the original *Shenmue*, getting the info you need in the sequel is much, much easier. Most everybody knows a little something.
FREEZE-FRAME At any time you can take a "photo" of what's happening on-screen and save it to the Xbox's hard drive.

Play any mini-games you fancy (and there are a LOT of them in *Shenmue II*) 'til your thumbs bleed in this dedicated menu off of the title screen. To be honest, once we'd unlocked most of these by playing them in the regular game, we had more fun here than trudging through the main quest.



As any detective will tell you, their job isn't like what you see on TV—maybe a few brief moments of excitement, but the vast majority of their time is spent digging for info and waiting around. Well, *Shenmue II* is the most realistic detective game ever. In your search for your father's killer, you spend most of the game wandering the streets, interviewing people. That alone is a problem, since talking for hours isn't much fun, but it's compounded by stilted voice acting and a confusing, dull storyline. Thankfully, short action sequences pop up now and then, but in terms of gameplay, they're prehistoric—timed button-presses, simple mini-games and the odd button-mashing fist-fight. Still, the rest of **the game drags so slowly**, even simple diversions become exciting. (You know something's wrong when your biggest thrill in hours comes from balancing your way across a wooden plank). Despite all this, I know some people will enjoy *Shenmue II* (besides the Sega fanboys already writing me hate mail for giving it "only" a 6.5) because of its ambitious size and scope. Only *Morrowind* can match *Shenmue II*'s gigantic world, complete with day/night and weather cycles, and packed with a ridiculously huge variety of people and places, all unique and detailed down to the tiny flowers on a gangster thug's tropical print shirt. As a simulation you experience, *Shenmue II* deserves high praise. As a game you play, it's barely passable. **Mark**

The scale of what's offered in *Shenmue II* is impressive: huge, urban environments, an involved storyline and hundreds of people to interact with. But in spite of the game's breadth, numerous ailments derail the experience. **When I wasn't being mugged by the Bad Voice-Actors Brigade or rendered comatose by the game's tepid pace**, I was struggling with the enormous chore of just moving around, thanks to the clunky, imprecise, sub-*Resident Evil* controls. What saved the game was my odd desire to find out what happens next, and the occasional bout of kung-fu fightin'. **Milkman**

I really loved the first *Shenmue*. But while *Shenmue II* is better in almost every way—a deeper plot, bigger cities to explore and a wider range of characters—I just found it less engaging than the last game. **It's hard to get excited when you're wandering around lost half the time.** I will say, though, that I'm a real fan of the story this time around. Ryo was a big fish in a small pond back in *Shenmue I*. Here, he finds out that he still has a lot to learn: He's not the toughest hombre out there, or the most skilled martial artist, and life in the big city can totally chew up a country bumpkin like him. Overall, a very cool game that'll only appeal to a select crowd. **Greg S.**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	3

intec

Game Screen

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



Cyber Pad 2 Controller

Programmable Allows Up To 8 Difficult Multiple Moves To Be Programmed Into One Button!



Cyber Pad 2 Controller

Programmable Allows Up To 8 Difficult Multiple Moves To Be Programmed Into One Button!



Game Sound System

Stereo Speakers & AV Selector Add A Blast To Your Gaming Experience!

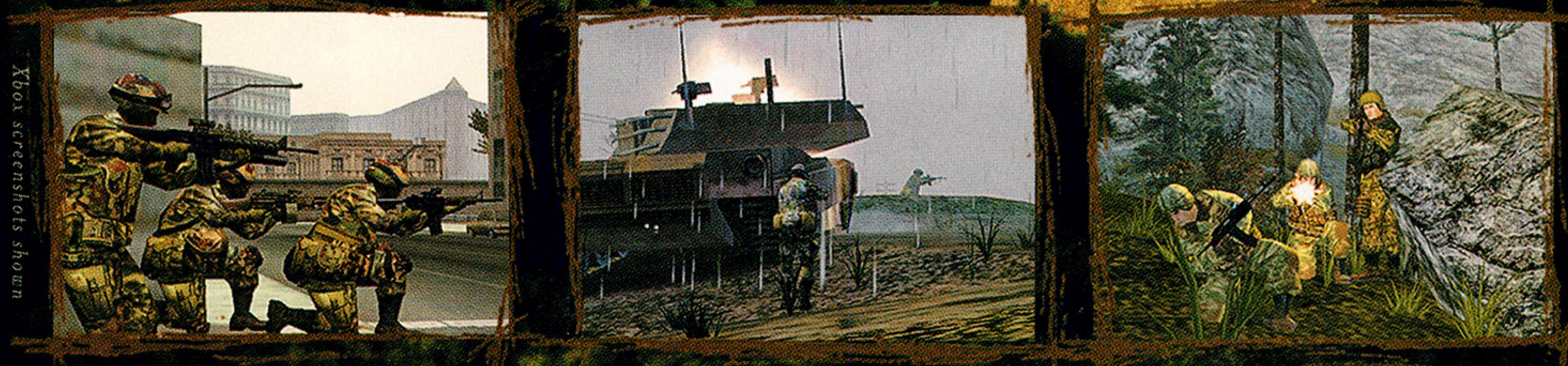


Attitude For Your XBOX®!

Available at AZONE at TOYS R US TOYSRUS.COM

XBOX® is a registered trademark of MicroSoft Corporation. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by MicroSoft Corporation.

WE ARE
THE NATION'S CHOSEN FEW.
WE ARE SWIFT, SILENT, AND INVISIBLE.
WE WILL NOT FAIL OUR COUNTRY.
WE WILL NOT FAIL EACH OTHER.
WE WILL NEVER SURRENDER.
WE FIGHT, SO THAT PEACE MAY REIGN.
WE ARE THE GHOSTS.



Xbox screenshots shown

SQUAD-BASED BATTLEFIELD COMBAT

Command the Ghosts, an elite handful of specially-trained Green Berets, in a deadly, realistic campaign waged on the war-torn battlefields of tomorrow's headlines. Use cutting-edge gear and guns to lay waste to the enemy, or your multiplayer opponents. A total battlefield experience that only Tom Clancy and the makers of Rainbow Six can deliver.

MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

Ubi Soft ENTERTAINMENT
www.ubi.com

Red Storm ENTERTAINMENT

XBOX

XBOX LIVE

NINTENDO GAMECUBE

© 2002 Red Storm Entertainment, Inc. Red Storm and Red Storm Entertainment are trademarks of Red Storm Entertainment, Inc. Red Storm Entertainment, Inc. is a Ubi Soft Entertainment company. All Rights Reserved. Tom Clancy's Ghost Recon is a trademark of Rubicon, Inc. under license to Ubi Soft Entertainment. Desert Siege is a trademark of Red Storm Entertainment, Inc. The Nintendo GameCube logo is a trademark of Nintendo. All other trademarks are the property of their respective owners. Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PlayStation.2

GAME OF THE YEAR

NOW FOR NEXT-GENERATION CONSOLES

Tom Clancy's

GHOST RECON™

www.ghostrecon.com


Mr. December
Hungry Ripper
Prove you're not a newbie and get the card all the hardcore gamers have. With a game fixx℠ membership, you can back up your smack by competing in the hottest tournaments for intense prizes – all for FREE. Plus, you can get up to 10% off CompUSA® gaming purchases.
Need more? How about priority order status on pre-order games to make sure you get yours first!
Join the club, get the card – go to www.gamefixx.com today.
1-800-CompUSA
COMPUSA's game fixx℠
we're your connection!
Get The Goods
Pre-orders
New Releases
Best Sellers
Wish List
custom E-mails
and more...
Ultimate
ing Experience!"
www.gamefixx.com
SUN M T W TH F SAT
PRE-ORDER HOT NEW GAMES FOR THE HOLIDAYS AT WWW.GAMEFIXX.COM
Psych Exam at 2PM TODAY
All the Gaming Stuff, All the Time.
COMPUSA
game fixx rules!

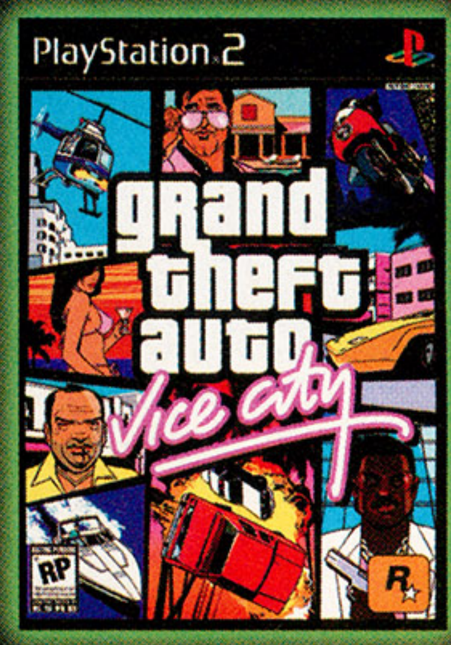
Get Your Fixx.



The Lord Of The Rings: The Two Towers
PS2
295356
$49.99



Star Wars Bounty Hunter
PS2
295157
$49.99



Grand Theft Auto: Vice City
PS2
295797
$49.99



Metroid Prime
GameCube
295191
$49.99



Star Wars Jedi Knight II: Jedi Outcast
GameCube
296107
$49.99

COMPUSA's game fixx℠
we're your connection!

29156

*For more details go to: http://gamefixx.compusa.com/gamecard/default.asp.

©2002

© 2002 CompUSA Management Company. CompUSA is a registered trademark and game fixx is a service mark of CompUSA Management Company.

ToeJam & Earl III: Mission to Earth



To give you a small glimpse into the type of racy humor you'll sometimes find in *Mission to Earth*, many jokes revolve around the cheerleader's pom-poms (left), and ToeJam's third leg (below). Apparently the game's old subtitle, *All Funked Up*, was a little too much.



Publisher:	Sega
Developer:	Visual Concepts
Players:	1-2
Also On:	None
Featured In:	*EGM* #155
Best Feature:	Old-school gameplay
Worst Feature:	Levels get kinda repetitive
Web Site:	www.tjande.com

Nowadays, sequels to popular titles get cranked out at a fairly fast pace. If a game sells well, you can usually expect to play the next chapter within a couple years. But in *ToeJam & Earl*'s case, it took Sega nearly 10 years to send the hip-hoppin' aliens back into living rooms across America.

The new *TJ&E* adventure is very similar in design to the original, except that now, it's in gorgeous, eye-popping 3D. There are no expansive worlds to roam or pointless items to collect. Levels still consist of relatively simple, maze-like paths that mysteriously hover over a bottomless void, and collecting items like keys, presents and, ultimately, the 12 lost Albums of Funk (don't ask) grant you access to new stages or power-ups.

It's nice to see that Sega isn't afraid to revitalize its lesser-known franchises (now where's *Alex Kidd*?) and bring back some old-school play mechanics. Perhaps if there's a *ToeJam & Earl IV*, we'll see some online play.



HIP-HOP HISTORY

Since we haven't seen *TJ&E* for a while, we figured you might want a little reminder about the games that made us so anxious for this sequel:



***ToeJam & Earl*—1991**
With its goofy sense of humor, funky tunes, randomly generated levels and dynamic split-screen multiplayer mode, this game was rappin' cool long before PaRappa kicked and punched his way into hip-hop gaming lore.



***TJ&E in Panic on Funkotron*—1993**
After the success of the original *TJ&E*, Sega moved the gameplay of the sequel from a mostly top-down perspective to that of a side-scroller. Despite its many ties to the original (bizarre human enemies, a variety of power-up presents and a two-player mode), *Panic on Funkotron* just wasn't as fun as its predecessor.

Back in ye olde Genesis days, I was way hooked on the original *ToeJam & Earl*, so when Sega announced that this new *TJ&E* title promised to play just like my old favorite, I was understandably stoked. Well, Sega was right—*Mission to Earth* is a lot like the first game. From the "explore the labyrinthine level, complete the mission and find the elevator" gameplay to the nonsensical characters (an old man in a carrot suit? Nine years later, it still doesn't make sense), it's 16-bit nostalgia all the way. Of course, it is the 21st century now, and the once-innovative level design and simple missions aren't as fresh as they once were. After several stages it begins to feel as though you're doing the same thing over and over again. Equally tiring are some additions that attempt to add more "funk" to the proceedings. Most of the characters speak, but their dialog begins repeating itself early on—even the funny stuff gets old fast. The new playable character, Latisha, is stereotypical and unnecessary (the game is *ToeJam & Earl*, remember?), and the gospel choir that introduces each level borders on offensive. But despite the slightly questionable content, ***Mission to Earth* is a hoot, especially with two players**. Whether you're playing co-op or against one another, having someone to share all the freaky weirdness and humor with adds a lot. Just don't expect a grand, sweeping quest. This is an updated Genesis game, and as a big fan, that's all I wanted. **Phil**

OK, I can't say that *Mission to Earth* isn't a good game—it's huge, creative, and manages to be quite amusing in a lot of different areas. The rhythm elements that occasionally crop up (simple mini-games where you tap buttons along to the beat) are a natural fit to the classic gameplay, and the **variety of insane power-ups (or "presents") are even more out of hand than in the old 16-bit versions**. Still, I have to say that some of the content in *TJ&E 3* is pretty lame, and, depending on who you are, potentially offensive. You'll still have fun if you can remain oblivious to this stuff, but otherwise, it may totally creep you out. **Miguel**

Whoa, total Sega Genesis *TJ&E* deja vu. *Mission to Earth* resurrects the same blend of wacky stages, funky music and cornball humor that made the original such a cult hit. Like the old games, you wander around opening presents...and oddly, it's still fun. The graphics look a lot sweeter, the humans you meet are even zanier and the new character adds a lot of sass to the package. **It's not going to change your life, but it will definitely make you smile.** A word of caution: Maybe it's the overly dope ebonics or the unsettling gospel-revival cinemas, but I discovered that the best way to enjoy *TJ&E3* was in one-hour chunks—perfect for stoners and binge drinkers. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	6

STAR WARS® JEDI KNIGHT® II: JEDI OUTCAST™

Jedi. Outcast. Rebel. Mercenary. You have one lightsaber and eight Jedi Force powers, including Jedi Mind Tricks, Force Lightning and Force Grip. With a devastating arsenal of weapons like disruptor rifles, thermal detonators, trip mines and a Wookiee bowcaster you must battle a hoard of new enemies. Fight in single mode or go lightsaber against lightsaber in split-screen multiplayer Jedi arena — or die trying. Learn more at jedioutcast.com







Official *Star Wars* Web Site www.starwars.com

TEEN
T
CONTENT RATED BY ESRB

Violence

NINTENDO GAMECUBE™

XBOX™

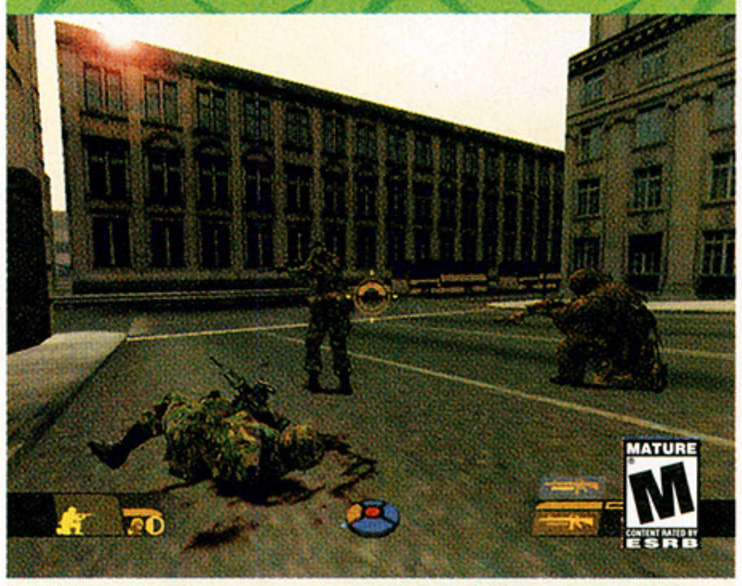
ACTIVISION®

RAVEN

LUCAS Arts®

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Activision is a registered trademark of Activision, Inc. This product contains software technology licensed from id Software, Inc. id Technology © 1999-2002 id Software Inc. All rights reserved.

Ghost Recon



Publisher:	Ubi Soft
Developer:	Red Storm Entertainment
Players:	1-2 (2-16 online or networked)
Also On:	PS2
Featured In:	*EGM* #160
Best Feature:	Strategic multiplayer action
Worst Feature:	Spotty enemy A.I.
Web Site:	www.ghostrecon.com

In the online console war, Sony fired off the first volley with their excellent *SOCOM: U.S. Navy Seals* on the PS2. Now *Ghost Recon*, a tactical shooter bearing the same realistic squad-based action as *SOCOM*, is heading up the Xbox counterstrike. Like many first-person shooters, *Ghost* offers drastically differing experiences whether you play it alone, with a friend or online. All those who play offline will ultimately be disappointed with *Ghost*'s single-player mode. What hurts this part of the game is the predictable A.I. When every mission boils down to trial and error, it simply isn't challenging or dynamic. Fortunately, **multiplayer saves the day**. Teamwork is the name of the game, and *Ghost*'s methodical firefights lend themselves perfectly to co-op play with friends in split screen or online. Where *Ghost* really shines is when you take on 15 other roughnecks online in deathmatch, king of the hill or team survival mode. With the voice chat capability, you soon realize that, in this one-hit-kill competition, to communicate is to stay alive. Between its war-torn backdrops and audio effects, *Ghost* travels great lengths to establish ambience. Stake out a mountain cave and you'll hear swirls of wind, chirps of wildlife and the crisp "pop-pop" of small-arms fire. The sound effects in *Ghost* give the game a ton of cool, memorable moments. An impressive kickoff for Xbox Live. **Che**

With *Ghost Recon*, Ubi Soft has transplanted the tactical, team-based action of *Rainbow Six* into a vast outdoor arena, and the result is Xbox Live's first nearly killer app. I say "nearly" because of the overly complex game-setup menus, super-sensitive aiming and the fact that you can't see your gun onscreen. The core gameplay still succeeds, however, and **the tense, nerve-wracking battles will keep you coming back for more**. It's great to hear firsthand, "Is that a swaying tree or an enemy sniper? Arrgggh!" While it lacks the pick-up-and-play ease of *SOCOM*, *Ghost Recon* succeeds in providing a thrilling, realistic squad-based shooter for armchair commandos. **Shane**

"Alpha and Bravo Teams, this is Shoe. Bravo, I'll issue orders after I get used to this clumsy waypoint interface. Alpha, let's move out. Hmm...the scenery here is very blah. I thought this was Xbox-controlled territory? But it sure sounds nice out here. The music, the sound effects...very well done. Wait, what're you guys shooting at? Enemies? Where? They're dead already? I didn't even see them. Glad your A.I. is so quick and smart, but save some action for me, will ya? I'm the Commanding Gamer here, and you guys are doing too much on your own. Oh well. Our sorties are still **intense, exciting and hella fun**. I'm gonna tell people to enlist." **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	9

Star Wars Jedi Knight II: Jedi Outcast



Publisher:	LucasArts
Developer:	Raven
Players:	1-2
Also On:	GameCube
Featured In:	*EGM* #160
Best Feature:	Cool variety of Force Powers
Worst Feature:	No 4-player or online deathmatches
Web Site:	www.lucasarts.com

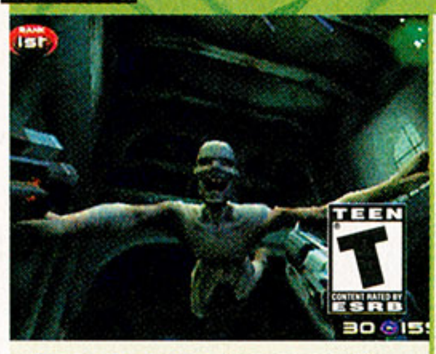
Finally, a good *Star Wars* game that doesn't have *Rogue* in the title. It's easy to see why this game garnered praise on the PC —***Outcast*'s far deeper than most first-person shooters**. At first, it seems like it's just *Quake III* with a fresh coating of Death Star paint, but once you get your lightsaber, everything changes. Not only do you get to spin around slicing up Imperial scum, but you also amass an inventive arsenal of Force Powers. Running at super speed, hurling Stormtroopers off cliffs at will or wreaking havoc with Jedi mind tricks beats firing a boring old blaster any day. The game's plenty long and often difficult due to some tricky puzzles and one-hit deaths. Generally, I'm opposed to the "save-anywhere" concept. Here, however, it's a necessity. From a visual standpoint, the game looks all right. The action moves quickly, and the levels certainly look like classic *Star Wars* environments, but compared to the beauty of *Halo*, *Outcast* is nothing special. The hyper-nerdy look of the hero, Kyle Katarn, doesn't help raise the game's coolness factor either. He looks more like a history professor than a Jedi badass. Finally, a vast multiplayer mode offers up a slew of options. Here, you can customize your character (Lando Calrissian with Force Lighting? Aww yeah) and battle a friend...but only one friend. Why no four-player mode? Or better yet, online play? Still, *Star Wars* fans should seek this out. **Shane**

What we have here is **a game that makes great use of its license**. *Outcast* takes an otherwise serviceable FPS to a higher level with its use of lightsabers (in a third-person view) and Force Powers, which grow stronger as you advance in the game. Good level variety (like the Jedi Academy) and a worthy challenge (expect some tricky jumps) help as well. *Jedi*'s biggest problem is its controls, although they're not a huge handicap. None of the presets feel ideal, and using the thumb-stick buttons for some commands can be painful. Get the hang of them, and you'll dig some solid action, not to mention enjoyable multiplayer modes. *Star Wars* fan or not, *Jedi*'s a keeper. **G.Ford**

Raven Software went with a "toss everything into a pot and stir" strategy while developing *Outcast*, and the end result is a surprisingly strong brew. Part first-person shooter, part third-person adventure, the game gives players a giant world to explore and an overwhelming number of skills to master. The title's biggest strength is that **it envelops you in the Star Wars universe**: While playing, you really feel like you're a badass Jedi. But the downside is that the game is nearly impossible to beat without having a walk-through strategy in hand (many of the puzzles are beyond obscure). Still, this is a worthy addition to any *Star Wars* fan's game library. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
7	9	7	8

EGM Silver — TimeSplitters 2



Publisher:	Eidos
Developer:	Free Radical Design
Players:	1-4 (2-16 LAN)
Also On:	PS2, GameCube
Featured In:	*EGM* #159
Best Feature:	Great multi-player action
Worst Feature:	Uneven level design and story
Web Site:	www.eidos.com

Halo set the bar for first-person shooters on the Xbox, and really screwed things up for everyone else. As it is, *TS2* doesn't even come close to matching the sheer gaming bliss that was Bungie's masterpiece. It *does*, however, **provide a healthy dose of multiplayer goodness for those sick of playing "Battle Creek"** for the six-billionth time. While the single-player experience is just as average as that of its PS2 counterpart (see our full review on page 222), it's significantly more playable in two-player cooperative mode, thanks to the Xbox's superior horsepower. There appear to be fewer technical compromises, meaning you can actually see what's happening on your half of the screen. This makes playing through the game in co-op a far better experience, and gives split-screen multiplayer deathmatches more appeal. *TS2* doesn't provide a compelling storyline, nor does it make use of Xbox features such as fancy bump- and/or reflection-mapping effects. But, the game controls better on the chunkier, first-person-shooter-friendly Xbox pad, making this the finest rendition of *TS2* available. **Evan**

VISUALS	SOUND	INGENUITY	REPLAY
9	6	6	9

Contra Advance: The Alien Wars EX



Publisher:	Konami
Developer:	Konami CET
Players:	1-2 Linked
Also On:	Super Nintendo
Supports:	*EGM* #157
Best Feature:	New side-scrolling levels
Worst Feature:	Very, very difficult
Web Site:	www.konami.com

If you're old enough to remember digesting *Contra III: Alien Wars* on the Super Nintendo over several weeks of gaming bliss, you're gonna be a little miffed at our new friend here. True, *EX* runs like a dream on the GBA, bucking any slowdown problems plaguing its SNES granddaddy. The overhead-view levels that would have been hell to navigate on a tiny screen have been smartly replaced by new side-scrolling stages. And big, colorful graphics have no problems popping right out of even this hardware's wretched excuse for a screen. But some of the original (and best) *Alien Wars* features got dropped off of *EX*'s bottom line. You can no longer hold and switch between two power-ups (picking up new guns will drop your older weapon). Oh, and super bombs? Kiss 'em goodbye. Plus, with the GBA's teeny screen, you've got even less room to maneuver when it comes to avoiding enemies and bullets. The result is a game that's frustratingly difficult. For ***Contra* virgins, *EX* is a solid, if not daunting introduction**; nostalgic *Alien Wars* fans are better left living in the past. **Jon**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	3	7

KOEI™

www.koeigames.com

The Mind shall vanquish the Sword!

The makers of Dynasty Warriors present a revolutionary new look at Tactical Simulation Entertainment!

Dynasty Tactics™ 三國志戰記





- The player's decisions make the story! Multiple story branches and endings allow the player to create their own Three Kingdoms Saga! Will you stay true to history, or create an entirely new "What If" world?
- Choose to follow the campaigns of one of three charismatic leaders, Liu Bei, Cao Cao or Sun Ce.

AVAILABLE NOW!

TEEN T CONTENT RATED BY ESRB

PlayStation®2



A Warrior Worth A Thousand!

DYNASTY WARRIORS 3™

The mega-hit Tactical Action game is coming to Xbox™!





AVAILABLE NOW! Produced by Ω-Force

TEEN T CONTENT RATED BY ESRB

XBOX

Dynasty Tactics and Dynasty Warriors 3 are trademarks of KOEI Corporation and KOEI Co., Ltd. ©2002 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association.

EGM SILVER

Harry Potter and the Chamber of Secrets



Publisher: EA Games
Developer: EA UK
Players: 1
Twice as good as: The 1st *HP* for GBA
Supports: GBA-to-GC link cable
Web Site: hpgames.ea.com

Best Feature: Solid action-RPG gameplay
Worst Feature: Mediocre Quidditch

Last year's *Harry Potter* GBA title was a lackluster rush-job, but this time, they got it right. Potter fans should assuredly pick it up, along with its link-enabled GameCube cousin. *Chamber of Secrets* GBA is a quality 3D action-RPG in the vein of games like *Zelda* and *Landstalker* (you old-timers might remember that Sega Genesis classic.) Visually, it's among the best games available on the GBA, with superb animation and attractive environs. The angled viewpoint allows for some neat graphic effects, such as foreground and background objects that scroll by at different speeds, which creates a surprising sense of depth. The viewing angle could have led to gameplay problems, but responsive controls make the platform jumping less harrowing. The game's story closely follows the book—you attend classes, learn various spells and explore the catacombs of Hogwarts. **Nearly every aspect of the game impresses**, except for the airborne Quidditch matches—they look all right, but the stripped-down, unforgiving gameplay doesn't cut it. Overall, Harry's GBA report card shows a solid A-. **Shane**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	3

The Lord of the Rings: The Fellowship of the Ring



Publisher: Black Label Games
Developer: Pocket Studios
Players: 1
Also look for: EA's *Two Towers* GBA
Web Site: www.lordoftherings.com

Best Feature: Retells a story everybody loves
Worst Feature: Slow-paced, plodding gameplay

If you're stuck on an unbearably long trip and you really want to relive the story of *The Fellowship of the Ring*, your best bet would probably be to bring the book. But maybe your GBA gets lonely if you don't play with it for at least a few hours every trip. Your next best bet would be this game. It faithfully tells the tale of Frodo and his buddies, offering pretty graphics that bring Tolkien's Middle-earth to life on the GBA. Your adventures through the Shire and beyond might seem a bit tedious at times, aimlessly wandering in and out of countless houses and fields looking for items or quests, but the elves and Ringwraiths definitely look cool. You'll also battle orcs and other wild beasties in standard, turn-based-RPG style, which might appeal to you if you like that kind of strategizing—but you might just find that the menu-driven fights draw you out of the fantasy world. Dramatic cutscenes, music and plenty of comfortingly familiar Tolkienesque dialogue throughout successfully round out the atmosphere. **It ain't particularly exciting, but it ain't exactly bad, either**. Try it if you must. **Jennifer**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	3

EGM GOLD

Yoshi's Island: Super Mario Advance 3



Publisher: Nintendo
Developer: Nintendo
Players: 1 (2-4 Linked)
Also On: Super Nintendo
Featured In: *EGM* #159
Best Feature: Amazingly tight gameplay
Worst Feature: Baby Mario's annoying whining
Web Site: www.nintendo.com

Let's get this out of the way first for you impatient types: If you own a Game Boy Advance, you need to own this game. It's as simple as that. Just like *Super Mario World* before it, *Yoshi's Island* is an absolute masterpiece of a platformer, with 50+ levels of **rock-solid gameplay that'll keep you glued to your GBA for weeks**. Each stage is intricately designed, with multiple paths, tons of secrets and a wide variety of enemies and obstacles in your way. Not only that, but the overall package is astoundingly beautiful to boot. In all honesty, I think *YI* is still the most visually stunning 2D game ever made, despite the fact that it's over 7 years old (it originated on the Super Nintendo back in '95). The trippy, colorful graphics add tons of atmosphere to the stages, making it that much more fun to explore every last nook of each area (which you'll need to do if you want to get perfect scores and unlock bonus stuff). The tension level is high, too—the first time you drop Baby Mario and hear him start wailing as you scramble to get him back before time runs out, you'll know exactly what I mean. The mini-games and various vehicles Yoshi can transform into are just icing on an already delicious cake. But the best part of this flawless conversion? They added new levels! Six new levels may not seem like a lot to the average Joe, but to an old-school *Yoshi* fan, it's like a dream come true. **John R.**

Man, it's easy to reminisce about simpler times after playing a Super Nintendo classic like *Yoshi's Island*, **one of the freshest, most lovingly crafted side-scrollers that still plays well to this day**. The game's funky mechanics will take a minute before they become second nature, but it won't be long before you're screwing around with all of Yoshi's alternate forms, consuming and excreting various creatures, and fighting the temptation to let that lame baby Mario float far, far away. And if you're worried about *Yoshi*'s preschool aesthetics, fret not—its visual style, while primitive, is charming and quickly grows on you. This is one of the best *Mario* games ever made. **Miguel**

Nintendo's famous plumber may take a back seat (literally) to Yoshi in this classic platformer, but *Island* **bears all the trademarks of a great Mario game**: colorful graphics, spot-on controls and dozens of wildly different levels, all packed with enemies and obstacles that explore every gameplay possibility. Take Yoshi's egg-toss move, for instance; by throwing or ricocheting them off walls, you can attack enemies, grab items, trigger switches and unlock secrets. An ingenious play mechanic, and that's only one of many. In terms of difficulty, *Island* is simple fun for casual players, but has devilishly tough challenges and cool secrets for those who want to delve deeper. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	7	8

EGM SILVER

Lunar Legend



Publisher: Ubi Soft
Developer: Game Arts
Players: 1
Lunar Fans Will Dig: The new translation
Does not include: Puppets or jewelry
Web Site: www.ubi.com

Best Feature: Vibrant, pretty graphics
Worst Feature: Simplistic battle system

You'd think at the third retelling of the same story (*Lunar*'s already been out on the Sega CD and PS1), a game would start to get old. Not so with this tale of a young country bumpkin's quest to become a Dragonmaster and save his girlfriend. Whether you're new to the series or know the first two games inside out, *Lunar Legend* is definitely worth a play. This is **one of the prettiest, most involving RPGs to hit the GBA**. Honestly, the story will keep you going even if you're not all that into the gameplay. The cast of characters is interesting and diverse. You'll be able to relate to all of them—from the free-spirited, greedy Ramus to the innocent Luna, to the boastful Nash. And the love story that's intertwined with the main plot never comes off as sappy. If I have one complaint, though, it's the simplistic, turn-based battle system employed in *Legend*. There's nothing particularly wrong with it, but I would have loved to see the more intricate fights from the older console versions of the game. Still, everything else in Lunar is so exceptional that it remains a story worth playing. **Greg S.**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	4	4

Tony Hawk's Pro Skater 4



Publisher: Activision O2
Developer: Vicarious Visions
Players: 1
Coolest New Trick: Froggy Grind
Also Try: Bagel Bites
Web Site: activisionO2.com

Best Feature: Take-it-with-you extreme sports
Worst Feature: Top-down perspective obscures view

Most of the big changes for *THPS4* have been incorporated into this highly competent GBA version. Levels are wide-open free-skate until you pick a goal from one of the people hanging around the park, at which point you get a specific task and a time limit. Fun and useful new moves like the Spine Transfer and Recovery also made the handheld leap. Goal challenges are an interesting mix of new and old. Classics, like finding the hidden tape or S-K-A-T-E, will be familiar to anyone who's played *Tony Hawk*. But now you'll also have to complete high-scoring combos and collect hidden packages. Unfortunately, some of the aspects that are especially cool about *THPS4* on non-handhelds—namely the gorgeous graphics, gigantic levels and awesome level design—couldn't, intrinsically, make it to GBA. These levels are still bigger and better than on previous versions, though, so you'll have plenty of fun getting to know their layouts and secret corners. **For what it is, it's an enjoyable game** that'll tide you over on the long car ride to your aunt and uncle's house, where you can, once you arrive, enjoy the real *THPS4*. **Jennifer**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	4	7

Only the strongest warrior becomes King.

THE SCORPION KING™

RISE OF THE AKKADIAN

Live the early adventures of the man who would be King. Battle non-stop through graphically fantastic lands with over 20 new weapons to master. From trained assassin to feared warrior, you must stop at nothing to avenge your people and earn the title of The Scorpion King. **scorpionkinggames.com**







TEEN T CONTENT RATED BY ESRB

Violence

UNIVERSAL INTERACTIVE

NINTENDO GAMECUBE

PlayStation.2





DVD in stores now.

"The Scorpion King: Rise of the Akkadian" interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are TM and © of Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. A note to parents: The Scorpion King is rated PG-13. Consult www.filmratings.com for more information regarding movie ratings in making viewing choices for children. "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Association.

Tricks of the Trade

By David S J Hodgson

To finish our fun in the sun, here's the *Super Mario Sunshine* glitch you've been waiting for. Plus, classic *Sonic* goodies, a crammed series of mini-guides, and a cheap laugh at Vanilla Ice. Yes, indeedy.

Tricks in Partnership with Prima Games

PRIMA GAMES

Tricks, strategies and amusing game antics from *Star Wars: Clone Wars, Tribes: Aerial Assault* and *Lord of the Rings: Fellowship of the Ring* are taken from their respective Official Prima Strategy Guides, all on sale now!

Turning Tricks (Semi-finals)

Vote for your favorite Tricks over at Gamers.com. In this first semi-final match-up, we asked which you prefer: the "hidden item" or the "play game multiple times for different ending" trick. The results may surprise you. If you're easily surprised.

88% The "stuff hidden where you'd never think to look" out-of-the-way item

12% The "play through the game 14 times for an extra ending screen" game reward

Source: Gamers.com poll 9/02

Top 5 Tricks of the Month

1 Super Mario Sunshine - Sleeping With the Fishes!

So you think you've seen it all in *Super Mario Sunshine*, eh? Not so fast there, Mr. 120 shines. There's one big glitch we bet you never noticed (it's the freaky bug we were hinting at last month, in case you were wondering). Head to the **fruit vendor selling Durians** (1), and locate the wall scaffold. Walk into that wall. It's easier if you **slide from a narrow angle**. You eventually fall through it into blue darkness! If you hover, or double jump, you can actually jump back into an underground pipe—or better yet, **run into the ocean** (2)! Natural game physics go loopy, and you can run about the ocean floor! If you jump and break the surface of the ground or ocean, everything returns to normal. You can **bring Yoshi** along (3), and immediately run up to the island with the orange juice and green pipe without the tedious boat journey! Insane!



2



1



3

2 Blade II - Hacks, Slashing, and Daywalker Wandering!

For all of you who saw the movie, plus *Blade* comic fanatics everywhere, here are some codes to siphon the fun right out of the game. Hold L1 at the main menu. To unlock **all the missions**, tap D, U, L, L, Cir, R, D, Squ. Need **every weapon**? Try Squ, Cir, D, L, Cir, Cir, Tri. For the **Daywalker Difficulty level**, tap L, Cir, U, D, Squ, Cir, X. Tap following codes while holding L1 at a paused game. For **infinite health**, tap Tri, Squ, Tri, Squ, Tri, Cir, Tri, Cir. **Infinite Rage** (1) is L, D, L, D, R, U, R, U. For **invincible escorts**, tap Squ, Cir, Tri, X, Squ, Cir, Tri, X. **Infinite Ammo** (2) is L, Cir, R, Squ, U, Tri, D, X. Remember, "L" and "R" are "left" and "right" on the d-pad.


1



2

3 Turok: Evolution - More P.E.T.A.-unfriendly Killin' Codes!


1



2

We caused a *Turok* ruckus last issue by revealing some juicy codes. This month, we're back for more **gruesome lizard decapitation** adventures in the **land of pop-up plant scenery**, with more codes to be typed at the cheat menu. Master code is FMNFB. All weapons is TEXAS. Invincibility is EMERPUS, unlimited ammo is MADMAN, invisibility is SLLEWGH, and level select is SELLOUT. But you knew all that. You want the **Big Head code** (1). No, really, you do. It's HEID (or HEIDS). Type ZOO to **bludgeon all wildlife to death with a Warclub**. How quaint. Finally, HUNTER and hitting the R2 button (PS2 only) allows you to **kill foes on the Menu screen** using crosshairs (2). Why? Because we weren't seeing enough dead lizards during the game. Splitch!

4 SOCOM Roger, roger!



Ready to shout more than just curse words into your headset? Here's a set of less obvious orders to bark during gameplay. "**Bravo open door!**" and "**Bravo close door!**" opens and closes doors (point your crosshairs). "**Hands up, get down!**" is used to crap the pants of a waiting guard. "**Bravo diffuse bomb!**" (point at bomb). "**Team low profile!**" gets your team creeping. "**Breech, Bang, Clear!**" lets your squad enter a room and toss in a flashbang.

5 Test Drive "Special" G4 Car!



G4TV. **Why play games** when you can watch a preened and pampered host read off a script about games? This cable channel's gonna be big, baby—BIG! (Seriously, though, we kid because we love.) Anyway, **set a record** in the San Fran Drag race, then enter **PLWCBF** (PS2) or **KQXYKGVY** (Xbox) as your name. Booyakka! A custom-decal G4 ride! Now where are my Pringles?

NINTENDO GAMECUBE™

PHANTASY STAR™ ONLINE

ファンタシースターオンライン

EPISODE I&II

Four Heroes, Two Epic Quests, One Comfortable Couch

Now on Nintendo GameCube enhanced with a new quest and full offline multiplayer mode.

Two complete adventures plus Challenge and Battle modes.

Be the first to go online and download new quests to prolong the action.



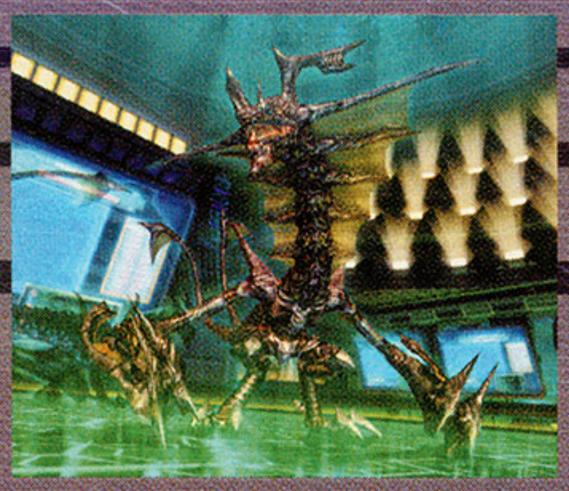
Split-screen action as up to four heroes team up or compete



Biggest Phantasy Star yet - new characters and new quests!



Offline or On - Challenge Mode and Battle Mode are at your finger tips



Real-time combat against new, more powerful monsters

The Phantasy Star Universe is also coming soon on Game Boy® Advance & PC



TEEN T CONTENT RATED BY ESRB — BLOOD VIOLENCE

DOLBY SURROUND PRO LOGIC II

SONIC TEAM™ SEGA®

SEGA is registered in the U.S. Patent and Trademark office. SEGA, Phantasy Star, and Phantasy Star Online Episode I & II are either trademarks or registered trademarks of Sega Corporation. © SEGA / SONICTEAM, 2002. Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. Game Boy Advance game co-published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. www.sega.com

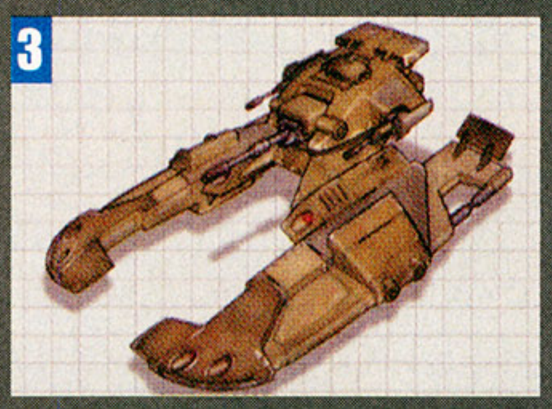
Star Wars: Clone Wars

Need a green Jedi muppet? We have this covered, young Padawan!

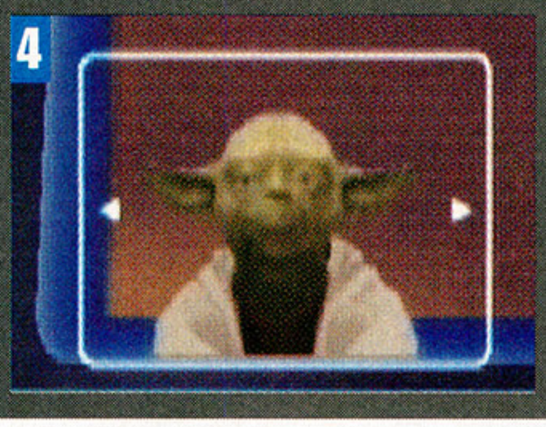
The Options screen in this combat-vehicle extravaganza holds the key to unlocking bonuses, accessed after objectives are completed. Or, you can just cheat. Darth Sidious would be proud.







Time for a spot of unlocking, courtesy of the **game bonuses** that are granted once a certain number of **Bonus Objectives are completed**. The following list shows the bonuses, and the points needed: Raxus Duel Map: 5. Thule Moon Control Zone: 10. Rhen Var Conquest: 15. Geonosis Academy (**1**): 20. Unit Viewer (**2**): 25. "Making of" Video: 30. CD Player: 35. Sketch Book (**3**): 40. Yoda in Geonosis Academy(**4**): 45. The Force-based frivolity doesn't end there! There's some of these **new-fangled "cheat codes"** available by typing at the options screen. These only work for the GameCube version. For all **14 Multiplayer missions**, input "fragfiesta". To unlock all the game **cinemas**, where Anakin can be seen pouting in all his bug-eyed glory (**5**), try "cinema". Are you embarrassingly inept at the Campaign mode, and need your **three Bonus Objectives** handed to you? Then input "yub_yub". Feel the need to watch still images of **all those responsible** for the game? Then "saycheese" is your code. This next one's a doozy; for **Unlimited Ammo** (**6**), try "chosen1". And finally, as if Mace, Anakin, Obi-Wan, Yoda and some random Jedi guy weren't enough, there's a **Battle Droid** you can play as in the Geonosis Academy. Input "rogerroger".







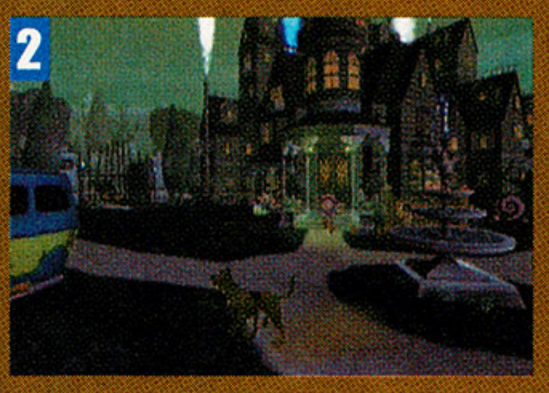
Scooby-Doo!

We would've gotten away with it too, if it wasn't for these pesky codes!

Rut-roh! We feel no embarrassment at playing this game. We'd rather shove red-hot pokers into our eyes than watch the movie, though. The "date" changes work on the GameCube version, too!

Set the internal clock to the dates below for more cosmic weirdness (in the front yard and the mystic playground) than a **back-of-the-van toke** with Shaggy. On **December 31 and January 1**, you'll get New Year's fireworks. On **February 14**, all the Scooby Snacks give out hearts (**1**) when snacked on. On **March 17**, there's green fountain water and smoke from the chimneys, due to St. Patrick's Day. Things go crazy on **July 4**, with smoke, red, white and blue fountain water, and fireworks (**2**)! On **October 31**, check the plastic bats on the courtyard door. On **December 25**, there's snow (**3**)! Jinkies! For **all power-ups** (PlayStation 2 only), pause during play, **hold L1+L2+R1+R2** and tap Cir, Squ, Cir, Squ, Cir, Squ, Squ, Squ, Cir, Cir, Squ, Cir, Cir, Cir. For **all cinemas**, tap Squ Squ, Squ, Cir, Cir, Cir, Squ, Cir, Squ. For **all the credits**, tap Squ, Cir, Cir, Squ, Cir, Squ. Alas, no **Scrappy-Doo explosion code**. Zoinks!

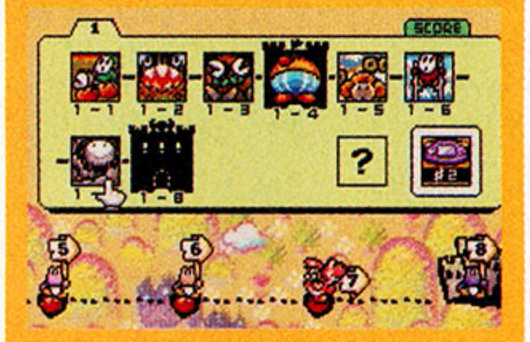






CODEX

Mario Advance 3: Yoshi's Island



Unlock All Mini-Battles
At any world's stage select, hold the select button and press L, L, B, A, R to open a new menu.

Blade II



Holding L at the menu: All the Missions
Down, Up, Left, Left, B, Right, Down, X
Every Weapon
X, B, Down, Left, B, B, Y
Daywalker Difficulty Level
Left, B, Up, Down, X, B, A
Pause game and hold L: Infinite Health
Y, X, Y, X, Y, B, Y, B
Infinite Rage
Left, Down, Left, Down, Right, Up, Right, Up
Infinite Ammunition
Left, B, Right, X, Up, Y, Down, A

GREATEST HITS REVISITED

Devil May Cry

Taunt an enemy by pressing R2 and any direction. Charge your weapons by holding Squ or X while aiming.



KONAMI®



BEGINNER



NOVICE



EXPERT







SILENT SCOPE 3®

SILENT SCOPE'S INTENSE SNIPING ACTION RETURNS FOR A 3RD ROUND WITH AN ALL-NEW GAME FOR THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM! AS THE WORLD'S BEST SHARP-SHOOTER, PREVENT A TERRORIST ORGANIZATION FROM USING CLONING TECHNOLOGY FOR GLOBAL DOMINATION. FEATURING EXPANSIVE LEVELS, DIABOLICAL BOSSES, AND NEW 3D SOUND TECHNOLOGY TO FIND AND TARGET OPPONENTS, IT'S TIME TO SILENCE THE ENEMY THREAT. AS A BONUS, SILENT SCOPE 3 ALSO DELIVERS TWICE THE GAME PLAY BY INCLUDING THE HIT ARCADE GAME, SILENT SCOPE EX!

MATURE
M
CONTENT RATED BY ESRB

Violence
Blood

PlayStation®2

SILENT SCOPE®/SILENT SCOPE 3® are registered trademarks of KONAMI CORPORATION. ©1999, 2002 KONAMI & KONAMI COMPUTER ENTERTAINMENT TOKYO ALL RIGHTS RESERVED.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

CODEX PS2

Ty, Tasmanian Tiger

A couple of bonza cheats!



Enter these 'ere crackin' codes during the game:

Unlock Elemental Rangs, Aquarang, Swin and Dive
L1, R1, L1, R1, Tri, Tri, Squ, Squ, Tri, Squ

Unlock Technorangs (above)
L1, R1, L1, R1, Tri, Tri, Tri, Squ, Tri, Squ

EGM's "Bossometer"

What's this boss all about?

MC	Massive Constitution
LR	Long-Range Coward
H2H	Hand-to-hand Mad
B	Berserker
ME	Magically Empowered
F/T	Flying/Teleporting Ability
LI	Ludicrously Imposing
ES	Eye-Poppingly Speedy
SF	Surprisingly Feeble
TW	Throbbing "Weak Spot"
JH	Joypad Hammering
UW	You're Unfairly Weakened
RD	Doesn't Really Die
MB	Minion of Big Boss
CA	Complete Anticlimax
$	Bling-Bling After Battle

TY THE TASMANIAN TIGER: BOSSES

Crikey! Toss another Boss on the Barbie, and tee-up for Tiger takedowns!

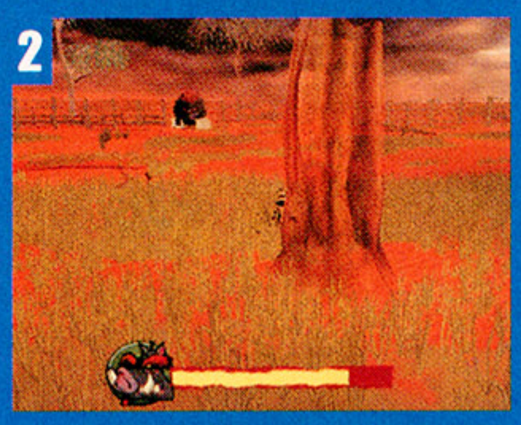
Don't go Troppo on me, Sheila; we've got a bonza trio of Boss battles; fair dinkum! Give these a fair go, and the fruit loops a fair kick up the freckle! Figjam! Right? I reckon!

Bull the Razorback

Boss Abilities:

H2H | BE | LI | ES | TW







Plan of Assault: Ty's rangs are useless, so make use of Bull's only weakness: ants (1). Position Ty between an anthill and Bull, next to the anthill. As Bull gets close, run Ty around and behind the mound (putting it between Bull and himself) (2). Bull tries to stop. Time it right, and Bull will crash into the anthill (3), unleashing the ants. Don't run too early. Each time he crashes into an anthill, Bull will rear up, roaring, and then stomp the ground, sending out a damaging shockwave. Keep your distance, and remember that he adds a stomp to his routine after every crash. After the third and fourth anthills, Bull will follow his shockwaves with three boulders. Look at Ty's feet—you can see the boulder's shadow. As soon as it appears, move! After five anthill crashes, you're done.

Crikey the Shark

Boss Abilities:

B | ES | SF | TW | UW

Plan of Assault: Run along the jetty and jump from pontoon to pontoon to get to one of the concrete platforms on which a large bin of chum sits. Rang the bin so that the chum goes into the water. While this distracts Crikey, dive into the water and look for a stream of bubbles floating up from an air tank (4). Swim down to the air tank and rang it to dislodge it. Swim to the surface and clamber up on the nearest cement pontoon. When the air tank reaches the surface, jump to the pontoon nearest it and equip the Flamerang. Face the air tank and wait for Crikey to approach the surface to chomp it. Rang the tank just before Crikey surfaces next to it, or wait until he starts thrashing around with the tank in his mouth. As long as you are facing the tank, you should find Ty's auto-aiming is more effective than using Ty's view button, but if you wait until he's bitten it, you may have to throw several rangs before you get a good shot at the tank. Once hit with the Flamerang, the tank should explode, injuring Crikey (5). Repeat this twice more.



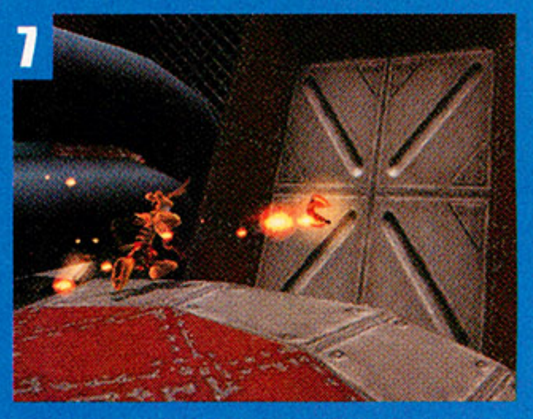


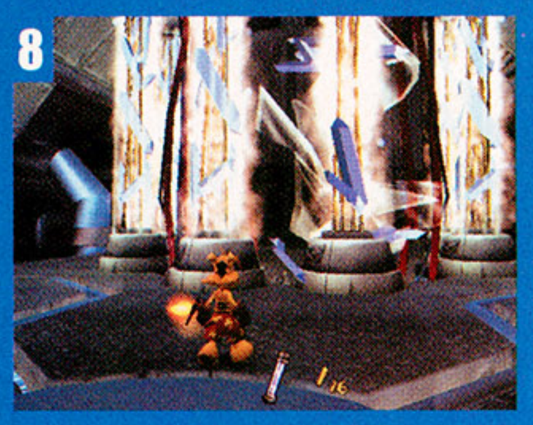
Final Boss (First Part)

Boss Abilities:

H2H | SF | TW | JH | MB







Plan of Assault: Ty starts in the midst of flamethrowers; equip the Frostyrang. The flamethrowers alternate on and off; use a flamethrower's down time to get close enough to freeze it (6). Then bite it and it will shatter. They won't stay frozen for long, so freeze little groups of them. Then run over to one of the large rectangular panels (7) on either side of the robot's head. Rang this three times so that it explodes. Equip the Flamerang and run past each of the wall burners. Turn the corner. Rang a pipe twice so that the icy shell shatters and the wires are destroyed. After every couple of conduits, watch for nearby enemies. Just dispatch those close to you and concentrate on the conduits (8). Once all the wires are destroyed, you're on your own. Now the fun begins!

Who needs nine lives when you can control time?

Rewind time to throw the world in reverse and uncover secret areas.

Hit fast-forward to tackle challenges that require you to be quick on your paws.

Slam on pause to take free shots at frozen enemies or grab crystals without any hassle.

Record yourself during wild adventures, then replay for twice the Blinx™ action.

Go slo-mo to make everyone seem like they're stuck in mud as you and "The Time Sweeper™" do damage.









XBOX™

EVERYONE
E
CONTENT RATED BY ESRB
MILD VIOLENCE

www.xbox.com

Microsoft game studios

ARTOON™

ONLY ON XBOX

www.blinxthegame.com

© 2002 Microsoft Corporation. All rights reserved. Microsoft, Blinx, The Time Sweeper, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

CODEX

PS2

NFL Blitz 20-03

Attack of the Tired Codes



L2, R2, and X (Juke, Turbo, and Hurdle) change the helmet icons. The numbers below show the number of times each button is pressed. Then press the D-pad.

Extra time
0-0-1 Right
Big feet
0-2-5 Left
Power loader
0-2-5 Right
Chimp mode (above)
0-2-5 Up
Chrome ball
0-3-0 Down
Classic ball
0-3-0 Left
Faster running
0-3-2 Left
Central Park
0-3-3 Right
Arctic Station
0-3-4 Down
Training Grounds
0-3-5 Up
Super Blitzing
0-5-4 Up
Tournament mode
1-1-1 Down
Super field goals
1-2-3 Left
Clear weather
1-2-3 Right
No punting
1-4-1 Up



Huge heads (above)
1-4-5 Left
Big heads
2-0-0 Right
Big-head teams
2-0-3 Right

Robotech: Battlecry

Even the odds and save the planet with these killer codes

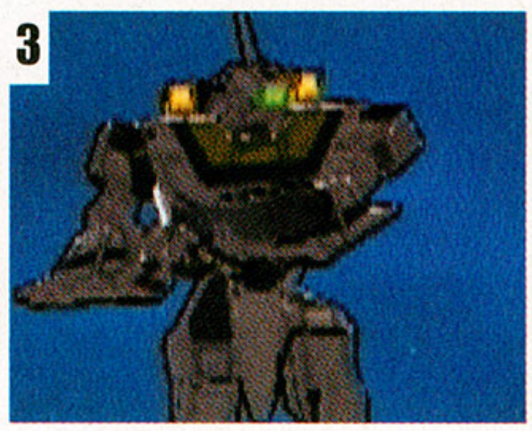
PS2 Xbox

When the fate of the world hangs in the balance, we say it's OK to cheat a little. The Zentraedi never fight fair anyway.

1



3



5



So you bought *Robotech* and you're well on your way to breaking your fourth controller? Yep, this is a tough game. No worries, though. These codes will help you turn the tide in the struggle between good and evil. Those damned, dirty Zentraedi don't stand a chance against you.

Master Code:
In the PlayStation 2 version, go to the "New Game" screen, not the Main Menu (**1**). While holding down the trigger buttons, press left, up, down, X, right, triangle, start. On the Xbox, with the trigger buttons held down, press left, up, down, A, right, B, start. If you did the code right, you'll be taken to an input screen (**2**). Note: You can enter more than one of these passwords, but you'll need to perform the master code again to get back to the password screen.

SPACEFOLD: The gunpod power will refresh faster.
MARSBASE: Your missiles will reload faster.
MIRIYA: Both guns and missiles will reload faster.
BACKSTABBER: Enemies will explode after one shot from the gunpod. Missiles still do regular damage.
SNIPER: One-shot kills in sniper mode.
MISSMACROSS: Unlocks all those sweet paint schemes for your Veritech fighter (**3**). Now you can look just like your favorite *Robotech* hero!
WEWILLWIN: Unlocks every level in the game.
WHERESMAX: Unlocks every Veritech model, including the different types of armor and the Female Battle Suit (**4**), and earns every medal (**5**).
SUPERMECH: Invincibility
MULTIMAYHEM: Unlocks all multiplayer levels.
FLIPSIDE (PS2 only): Flips the entire game upside down (**6**). What's the point, you ask? We really don't know.

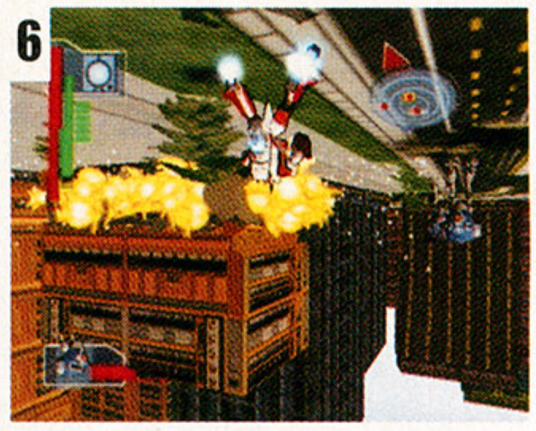
2



4



6



The Multiplayer King-o-Cheese "Wait, then frag" Battle Tactic!

Are you about to embark on an epic struggle to find actual friends, coax them into playing video games, and then challenge them to a multiplayer deathmatch like those in *Agent Under Fire*, *Goldeneye* or *Halo*? Then you'll want to piss them off as much as possible by employing the following cheap tactic to ensure a win!

ONE TACTIC: MANY GAMES!

1



2



3



This trick can be used in any three- or four-player match (or online game). Focus on player two—that's you. Players one and three have spotted each other (**1**) and engaged in a vicious firefight (**2**). Once you've seen 1P and 2P are low on health, step up and finish both (**3**) for two quick kills! Darn sneaky!

6 WORLD TITLES, NEVER THE SAME WAVE TWICE.



Visit 15 of the most popular surf spots from around the globe.



9 modes of play including 2-player PUSH™ mode.

"HANG TEN" IN HAWAII

WIN A TRIP TO SURF CAMP IN HAWAII!

Hit **www.activisiono2.com/slater.html** today to enter the *"Hang Ten in Hawaii"* sweepstakes for your chance to win the ultimate surf camp experience in Hawaii and other cool stuff. Register today.

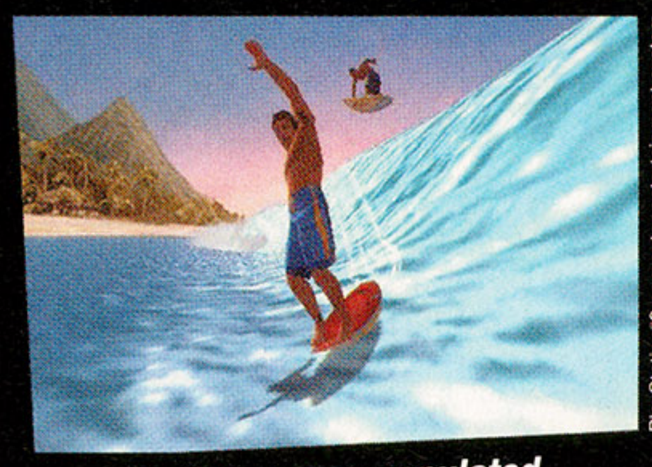
No purchase necessary to enter or win. Sweepstakes ends 11/29/02. Open to legal residents of the 50 United States excluding Florida at least 13 years old. Void in Puerto Rico and where prohibited. Go to **www.activisiono2.com/slater.html** for official rules. Sony Computer Entertainment America takes no responsibility for this offer.

SURFING WILL NEVER BE THE SAME

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

KELLY SLATER'S PRO SURFER®





PlayStation®2 computer entertainment system screenshots shown.

Surf on waves populated with other surfers.

EVERYONE

Mild Lyrics
Mild Violence

CONTENT RATED BY ESRB

PlayStation®2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE TREYARCH HOTGEN STUDIOS

ACTIVISION O2 SPORTS REVOLUTION

ACTIVISIONO2.COM

© 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision and Pro Surfer are registered trademarks and Activision O2 and Sports Revolution are trademarks of Activision, Inc. and its affiliates. All rights reserved. Kelly Slater is a trademark of Kelly Slater. PlayStation 2, Xbox and GameCube versions developed by Treyarch. Game Boy Advance version developed by HotGen Studios."PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

Sonic Mega Collection

A bounty of classic tricks and codes just in time for the new GameCube compilation disc

The next time someone asks you to toss that pile of 10-year-old *EGM*s, mention how useful the old trick sections are for classic game re-releases like *Mega Collection* here. But then, when we reprint tricks like this, it kinda screws up your argument, don't it? Remember to recycle!

Sonic the Hedgehog

Level Select
At the title screen, press UP, DOWN, LEFT, RIGHT. You'll hear a chime if you've entered the code correctly. Next, hold B and press START to enter the level select and sound text screen (**1**).

Control Mode
At the title screen, push UP, X, DOWN, X, LEFT, X, RIGHT. You'll hear a chime if you've entered the code correctly.

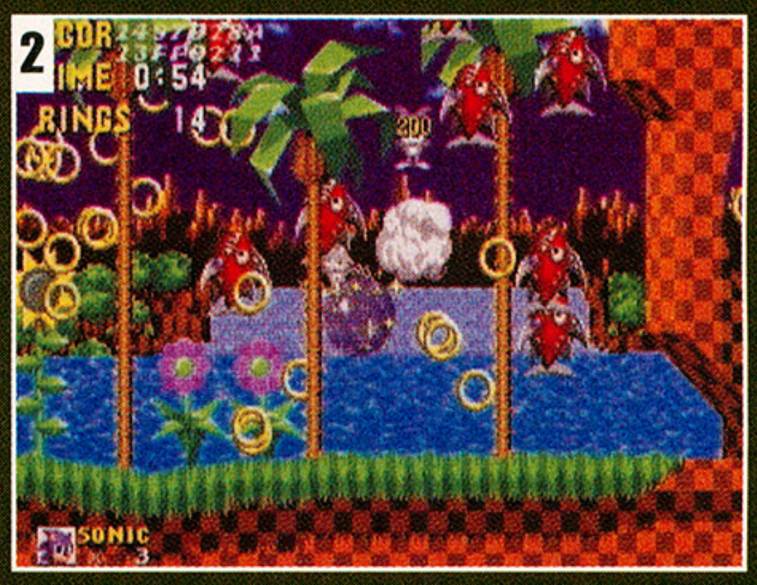
Begin your game as usual, and press START to pause it. While paused, press B to reset the game, hold down A to play in slow-motion (pressing X will let you jump while in slo-mo) and press X to advance the game one frame at a time.

Debug Mode
Before entering the Debug mode, enter the code for Control mode. Once that code has been entered, quickly press UP, X, DOWN, X, LEFT, X, RIGHT, X. Then, hold down B and press START to begin the game. During gameplay, press A to enter Debug mode.

If Sonic changes into a ring, you'll know that you've correctly entered the code. Use the D-Pad to move Sonic around, even through walls. Press B to change Sonic into a different item and press X to place the current item on the screen. You can use this to place a ton of rings or enemies on the screen (**2**).

Press A to change Sonic back to normal, but beware of any obstacles you may have placed on the screen. You'll also notice that the score and time (and various other graphics) are distorted while you're in Debug mode. Don't worry about that—it doesn't affect the gameplay.

1


2


Sonic the Hedgehog 2

Level Select
From the title screen, enter the Options screen. Go to the Sound Test option and play the following sounds in this order: 19, 65, 09, 17. When all four sounds have been played, hold down the X button and press START to return to the title screen. Once Sonic and Tails appear on the screen, hold down B and press START to enter the Stage Select screen (**3**).

Debug Mode
After entering the Level Select code, go to the Sound Test option on the Stage Select screen and play the following songs in this order: 01, 09, 09, 02, 01, 01, 02, 04. When you begin playing song 04, a chime will tell you that the code has been entered correctly. Highlight the stage you wish to go to, hold down B and press START to enter it.

Now that you're in Debug mode, press A to change Sonic into a ring. The B button changes him into different objects, and the X button places the object on the screen. When you're done messing around, press A to change back into Sonic. Like the Debug mode in the original Sonic, the score and time will be messed up (**4**), but it won't affect the gameplay.

Also during the Debug mode, press START to pause the game. Holding down A while paused causes the game to run in slow-motion, X makes everything move frame by frame and B resets the game.

Become Super Sonic
First, enter the Level Select code and go to the Level Select screen. Go to the Sound Test option and play the following songs: 04, 01, 02, 06. You'll hear a brief tune when you finish playing all the songs. Then, highlight the stage you want to start on and press START to begin. Now, simply collect 50 rings. When you jump while holding 50 rings, you'll transform into Super Sonic (**5**). Trust us, it was exciting back in '92.

3


4


5


DIVE IN... GUNS FIRST!

SEABLADE

www.seabladethegame.com

SIMON & SCHUSTER INTERACTIVE
A VIACOM COMPANY

ONLY ON XBOX

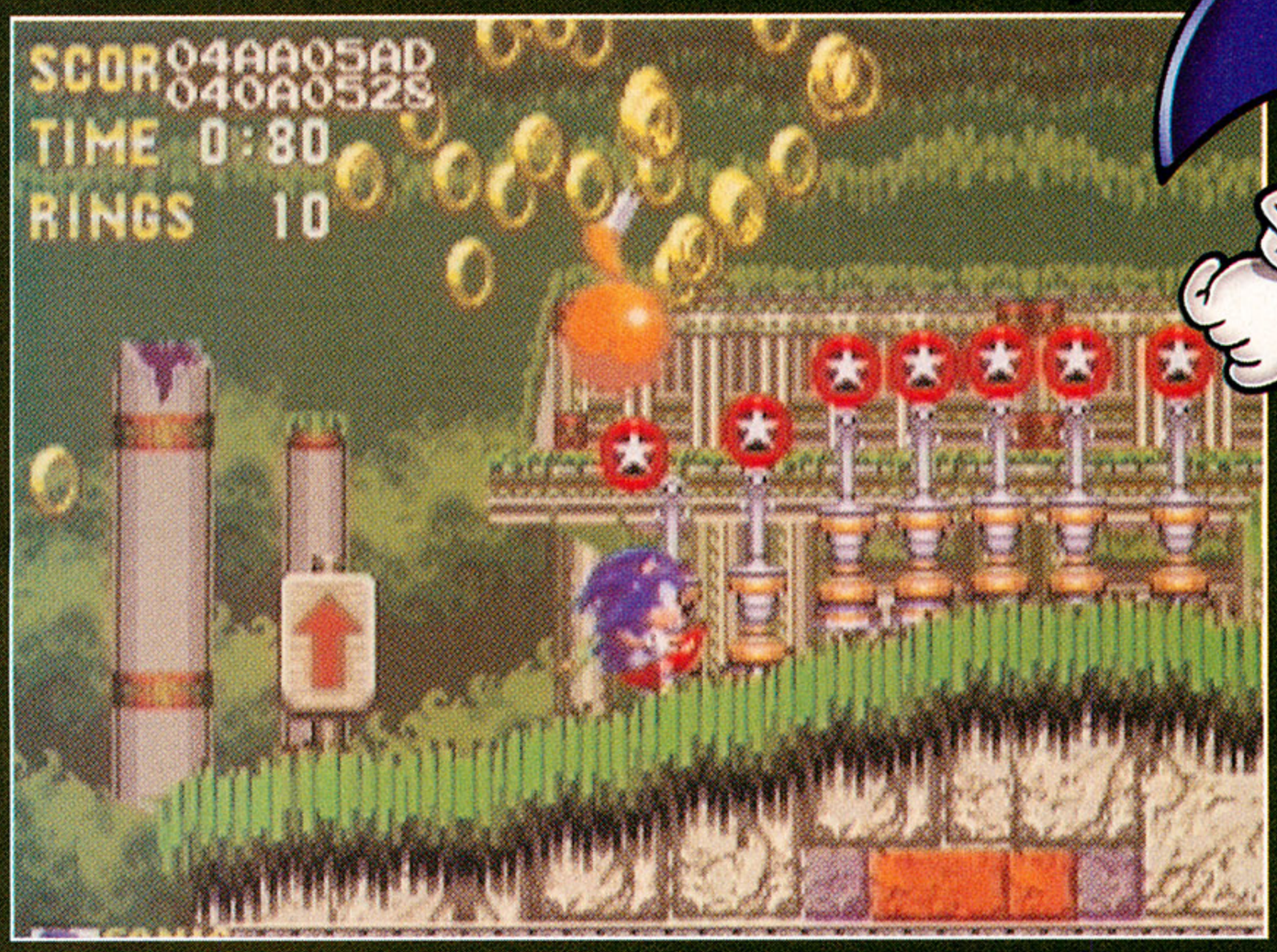
XBOX

TEEN
T
CONTENT RATED BY ESRB

VIOLENCE

Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

Sonic Mega Collection (cont.)



Sonic the Hedgehog 3

Level Select and Sound Test
Press UP, UP, DOWN, DOWN, UP, UP, UP, UP after you hear the word "Sega" and the screen fades to black, but before the title screen (you must enter this code very quickly—it may take a few tries to get it right). A ringing sound will let you know if you've entered the code quickly enough. At the title screen, press UP, and a hidden option will appear that will take you to the Level Select and Sound Test screen (**1**).

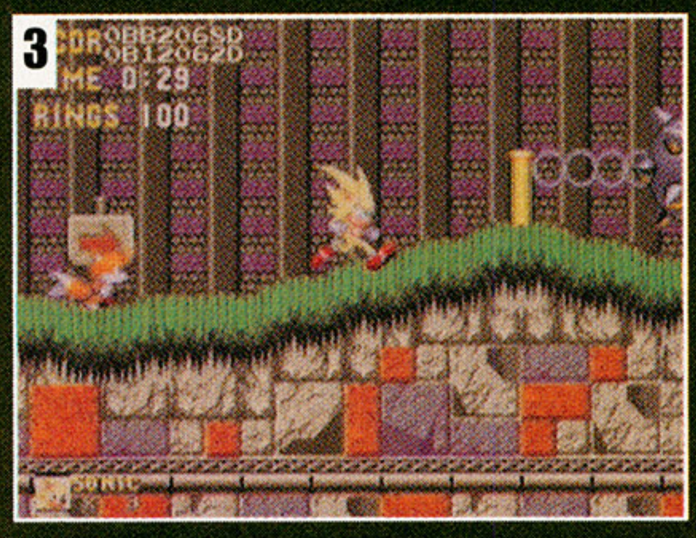
Debug Mode
Enter the Level Select code and highlight the stage you wish to play. Hold the B button and press START to begin the level. You will now be in the Debug mode. Press A to change Sonic into a ring, B to change what item Sonic is and X to place an object on screen. Pressing A again changes Sonic back to normal. If you pause the game, holding down the A button makes the game run in slow-motion, X moves everything one frame at a time and the B button takes you back to the Level Select screen. As is the standard with *Sonic*'s Debug modes, just ignore the screwed-up score and time displays.

Become Super Sonic
Enter the Debug Mode code, enter any stage and press A to change Sonic into a ring. Then, press B once, and Sonic will change into a monitor. Hit the X button to place a monitor on the screen, then press A again to change back into Sonic. Simply jump on the monitor, and you'll change into Super Sonic (**2**).

Hidden Special Stage
Enter the Level Select code and go to the Sound Test. Play the sounds in this order: 01, 03, 05, 07. Then, highlight Special Stage 2, hold down the B button and press START and presto (**3**)!









Sonic & Knuckles

Level Select
Begin the game as you normally would. In the first stage (Mushroom Hill Zone, Act 1), play until you reach one of the pulley machines that Sonic must hang from and pull down on to reach higher areas (**4**). While hanging from a machine, press LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, UP, UP, UP. You'll hear a chime if you've done it correctly. Press START to pause the game and press B to return to the title screen. At the title screen, select which character you wish to play as (either Sonic or Knuckles), hold down the B button and press START. You will then be taken to the Level Select screen (**5**).

Certain stages require a specific character to play as, so if you need to exit the level, just pause the game and press B. You'll return to the title screen where you can repeat the process to return to the Level Select screen.





Keep yer hands off me BOOTY!

Trust me, Dutchman, that's the LAST PLACE I would want to put my hands.

© 2002 THQ Inc. © Viacom International Inc. All rights reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademark of THQ Inc. All rights reserved. ™, ®, and the Nintendo GameCube logo are trademarks of Nintendo."PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

NICKELODEON

SpongeBob™ SquarePants

REVENGE OF THE FLYING DUTCHMAN

Another thoughtful, intelligent conversation From the new SpongeBob videogame.

EVERYONE E CONTENT RATED BY ESRB

Comic Mischief

NINTENDO GAMECUBE

NICK GAMES www.nick.com

PlayStation.2

THQ www.thq.com

A Vacation Getaway

in the METAL DUNGEON!



Build the Cyborg of your dreams!



Relieve stress in our monster hunting excursions



Get pampered in our Cybernetic Spa



Interact with all the friendly Natives

RPG Resort on your Xbox™

SPF 1,000

Monster Protec

METAL DUNGEON

Memories That Will Scorch Your Soul!

XBOX

ONLY ON XBOX

www.XICAT.com

TEEN T CONTENT RATED BY ESRB

Blood
Violence

XICAT INTERACTIVE

Where games meet reality

© 2002 Xicat Interactive, Inc. Developed by Panther Software. All rights reserved. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the US and/or other countries and are used under license from Microsoft.

Lord of the Rings: Bosses

One Ring. Three Games. Strategies for the Toughest Dark Denizens!

First off is the preferred way to equip Frodo before he journeys alone to Amon Hen. Then there's a frenzied Balrog battle plan, and finally the last boss of the Xbox and PS2 games. Note the battle differences, and that this is the Universal game, not the EA one.

Boss #1: Orc Horde (Rauros)

Game: ***Lord of the Rings***

Boss Abilities: SF | JH | MB | $

Plan of Assault:

As the party hits the shore heading toward Rauros, a horde of Orcs charges forward to block the path. Sneak around the south side of the trees to avoid this battle (1). Otherwise, be ready for a tough fight. Your frontline fighters should go into battle with no less than 15 health points. After the battle, give all of your equipment to Frodo. He needs Sting, a Small Shield, a Small Helmet, Boots and Bilbo's Mithril Coat. Fill his inventory with your best healing items including the Rune, and onward ho (2)!

1



2



Boss #2: Balrog

Game: ***Fellowship of the Ring***

Boss Abilities: H2H | B | ME | LI | MB

Plan of Assault: When Gandalf locates the bridge that will take the Fellowship out of Moria, he tells the others to leave while he faces the fiery beast. Race across the bridge, avoiding the blasts (3); each one knocks Gandalf back, so dodge them to get close to the Balrog. Use Lightning or Staff Slam; anything but Fiery Blast, which makes the monster stronger. When the Balrog is stunned, use Clamdring to strike the beast while it is silent (4). Repeat this, and the Balrog eventually falls, unfortunately taking Gandalf with it!

3



4



Boss #3: Nazgul (Andulin)

Game: ***Fellowship of the Ring***

Boss Abilities: LR | ME | F/T | SF | CA

Plan of Assault: As the Nazgul lands, you control Aragorn. The fell beast attacks with fire, razor-sharp teeth and a powerful tail that lashes out in all directions. Keep moving to avoid the fireballs, then charge in and strike the beast from close range. Eventually, the Ringwraith dismounts. They attack with a sword and breath that engulfs Aragorn (5). Be aggressive and stay on top of the Ringwraith, pummeling it (6) with sword strikes from every angle. Soon, the Ringwraith flies off and is shot by Legolas.

5



6



Boss #4: Nazgul (Andulin)

Game: ***Fellowship of the Ring***

Boss Abilities: LR | ME | F/T | SF | CA

Plan of Assault: This one starts just like the Xbox version: The fell beast attacks with fire, razor-sharp teeth and a powerful tail that lashes out in all directions. Keep moving to avoid the fireballs, then charge in and strike the beast from close range. Eventually, the beast weakens (7) and takes off to fight from the air. Climb to the top of the staircase and watch the winged Nazgul as it circles. Shoot arrows at the beast each time it rounds the staircase, weakening it, but be careful of the fireballs. Finally, it'll fly up (8) and die.

7



8





FULL SAIL®
Real World Education

School of:
Game Design
Computer Animation
Digital Media
Film
Audio
Show Production

800.226.7625
www.fullsail.com

3300 University Boulevard
Winter Park, FL 32792

- Financial aid available to those who qualify.
- Job placement assistance.
- Accredited by ACCSCT.

©2001 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

If you bought all these games, it would cost about **$430.**

WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN $10?







PLUS VIDEO CLIPS OF: RATCHET & CLANK • CONTRA: SHATTERED SOLDIER • .hack • TONY HAWK'S PRO SKATER 4 • TOMB RAIDER: ANGEL OF DARKNESS

OFFICIAL U.S. PlayStation MAGAZINE

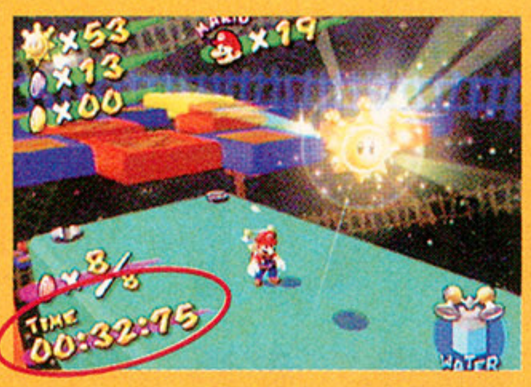
NOVEMBER ISSUE ON SALE NOW • GRAND THEFT AUTO: VICE CITY • KINGDOM HEARTS • DRAGON BALL Z

REVIEWED: SLY COOPER AND THE THIEVIUS RACCOONUS • NEED FOR SPEED: HOT PURSUIT 2 • ROBOTECH: BATTLECRY • NHL HITZ 20-03 • NASCAR THUNDER 2003 • MADDEN NFL 2003 • GUNDAM BATTLE ASSAULT 2 • SUMMONER 2

PREVIEWED: DEVIL MAY CRY 2 • LORD OF THE RINGS: FELLOWSHIP OF THE RING • LORD OF THE RINGS: THE TWO TOWERS • CONTRA: SHATTERED SOUL • METAL GEAR SOLID 2: SUBSTANCE • RETURN TO CASTLE WOLFENSTEIN • SHINOBI

NEWS ABOUT: PS2 NETWORK ADAPTER • TIMESPLITTERS 2 • CAPCOM FIGHTING ALL-STARS • RUN LIKE HELL • ANIMATRIX • SUPERHERO GAMES • JAMES BOND 007: NIGHTFIRE • RISE TO HONOR • SOCOM • STAR WARS: BOUNTY HUNTER

TRICKY...



You asked for it, so you got it: More crazy times to beat in *Super Mario Sunshine*! This is Stage 1, Episode 6—the mini-game with the crazy rotating platforms and eight Red Coins. We'll eat our dungarees if you beat this insane time of 32:75 left on the clock!

TRICKED OUT...



Unlock all the riders in **MX Superfly** for the PS2 by entering R, L1+R, D, L1+L, R, Squ at the menu. Unfortunately, this includes the eminently uncool Vanilla Ice. Apparently, he's a Motocross legend right now. What's next, THQ? Pauly Shore in *SmackDown*? Stop this now!

GET READY TO BEAT YOUR FRIENDS AND EVERYONE ON THE NET

GRIP ACTION *Grip to Rip!*



NEW!

- Play Harder, Faster, Longer!
- Ergonomics? How 'bout NO MORE SORE THUMBS!
- Heightened Controller Sensitivity!
- For PS2, XBOX & GameCube
- Thumb Pad Pops-on to Analog Joystick

NOW!

Special Offer!
1 set $5.99
2 sets $10.99
S&H $1.50 in CA.
add sales tax $.50 each

GRIP ACTION
P. O. Box 6468, Orange, CA 92863-6468

VISA MasterCard

PATENT PENDING

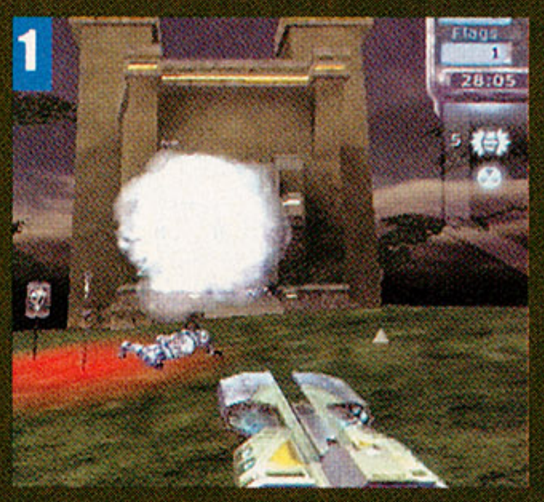
Order Now
800-573-7576
www.gripaction.com
ripping@gripaction.com

COMING SOON TO A STORE NEAR YOU!

Tribes: Aerial Assault

Comprehenisve Strategy on Tribes' Signature Weapon: The Spinfusor

PS2 ***Doom*? The Plasma Cannon. *Quake*? The Rocket Launcher. But what's the best weapon to use when fragging through *Tribes: Aerial Assault*? The Spinfusor. Aside from sounding like an early '80s German synth band, this beast rocks in almost every way. Here's why:**











It looks damn cool, it deals damage quickly, and it causes splash damage. In fact, this splash damage makes the Spinfusor ideal for shooting at enemies on the ground or up against terrain (1). What's more, these are great weapons for hitting an airborne enemy (2), especially if you're locked on (usualy at medium or short range). A great plan is to wait until your target is coming down, then send a disk to hit the ground where he lands (3). Need more insane Spinfusor fun? Then you can "disk jump" by firing a disk at the ground right after jumping, but right before starting to Jump Jet. This inflicts damage, but is useful to gain extra height in an escape situation. However, the Spinfusor does have its drawbacks. Against close range enemies, the sluggish reload time and Spinfusor's splash damage make it inferior to the Plasma Rifle, unless you make the most of your Jump Jets and cover. It's better against light-armored foes, but bad against heavy armor and stationary objects (like base turrets). If possible, pull out the Plasma Rifle, Grenade Launcher or Fusion Mortar to deal with heavier targets. When you become proficient with the Spinfusor, you'll notice some amusing facts, like that the Spinfusor knocks your target around when you score a hit (4). If you like to deal damage and jostle your enemy (thus annoying the hell out of them, especially snipers), then the Spinfusor is definitely your weapon. This piece of kit is very versatile and can be used in most combat situations (5). Even when you're using it in a role it wasn't designed for, you can pull off a frag; the truest testament to the weapon's broad range of applications. One final piece of advice: The Spinfusor is easier to score hits with when you're above your enemies and looking down on them, so always jet when firing.

STEPPING OUT OF THESE PAGES AND INTO YOUR HOMES!





Join Shoe and the rest of the Game Group editors as they invade your screen with the latest game news and releases that will jumpstart your weekend!

Tune in every Thursday 7:45 pm ET/ 4:45 pm PT
to HOT**WIRED**'s Big Video Game Hunting hosted by Renay San Miguel
on CNN Headline News.

BIG Video GAME HUNTING

CNN HeadlineNews

ELECTRONIC GAMING MONTHLY

Official U.S. PlayStation Magazine

COMPUTER GAMING WORLD

GAMENOW

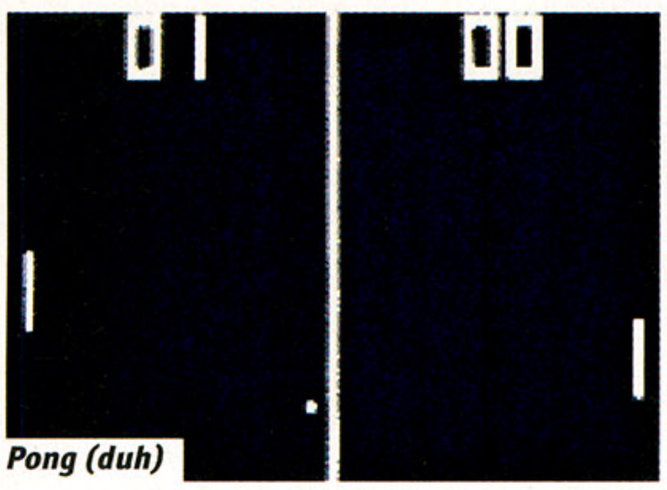
XBN
XBOX NATION INDEPENDENT XBOX MAGAZINE

ZIFF DAVIS MEDIA
GAME GROUP

Video Games: 30 Years Ago and 30 Years From Now



James Mielke



Pong (duh)



Greg Sewart



Crispin Boyer



Chris Johnston



Shane Bettenhausen



Jennifer Tsao



Mark MacDonald

James: Man, the fact that I was alive 30 years ago is enough to make me cry. But I remember my first video game. It was a Radio Shack version of *Pong* (looked like a phone), with a second paddle on the side for hot two-player action. I'd like to think that, in the future, all this video-game crap would be like it is in the movie *Tron*. But that would require actually leaving the house. Since everything is geared towards keeping your ass sat in front of the TV, I think we'll have microscopic implants that will bring us into virtual worlds that look like *Phantasy Star Online*, but with better graphics. Word.

Greg: The fact you were alive 30 years ago is enough to make me cry, too. This staff is like one big mid-life crisis. Consoles 30 years from now will be like that pre-crime machine from *Minority Report*. I don't think things will be beamed directly into our brains, and I think we'll still be using screens, but controllers will be a thing of the past. Of course, none of this talk matters since the aliens will have taken over by then anyway.

Crispin: Not aliens—mutant rats. Didn't you guys read our article on future gaming? It's only, like, 40 or so pages back in the mag.

Chris: I think in 30 more years, the world will once again warm up to the idea of wood-paneled consoles (that was abandoned way too quickly if you ask me); all the major platform makers will merge to form Voltron, a robot-shaped superconsole; and Nintendo will just be introducing a backlit Game Boy Advance. I wish I had a time machine....

Shane: Gaming has changed so much in the past 15 years, let alone 30.

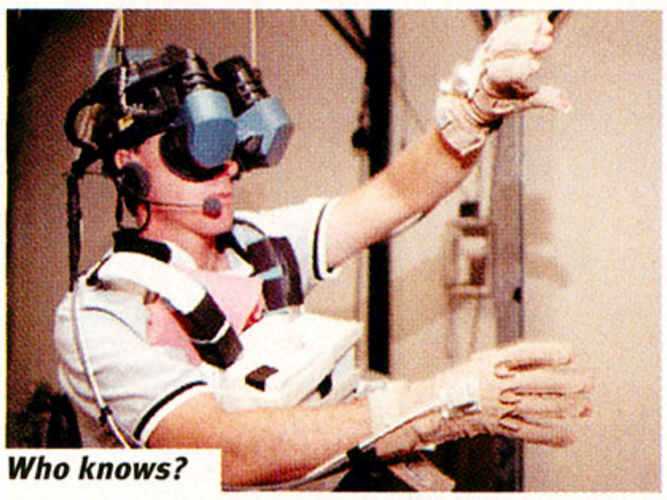
"No, not aliens—mutant rats."



Virtuoso

Seriously, if I took a game from today and traveled back to 1986 using CJ's time machine, the spectacular visuals from even a bad game of today would cause mass hysteria and rioting in the streets. It'd be like that old movie *The Gods Must Be Crazy*—one copy of *Virtuoso* for the 3Do would end up creating a new religion or something. But back to the subject at hand, it's hard to fathom what gaming in 2032 will be like, but I hope that companies like Nintendo, Sega, Konami and Capcom will still be producing quality games. Or better yet, we'll still have those old standbys plus a new legion of developers just as amazing.

Crispin: Hellloooo? Is anybody listening to me? Everybody flip back to page 178 and you'll find a whole story on this stuff. Honest.



Who knows?

In actuality this is a picture of some NASA guy doing some boring NASA stuff (probably moving virtual space lumber or something), but we like to imagine it's a gamer in the year 2032, strangling Koopa and fondling Princess Peach in *Super Mario X: The Revenge*.



Jennifer: I'm also hoping for an expanded audience for gaming that includes men and women of all ages—for real, like other entertainment forms such as movies or TV. Because bigger, more diverse audiences mean a better variety of games. Heck, 30 years from now I'd love to see people go out on Friday and Saturday nights to "video game theaters" to partake in their own personalized, totally immersive movies/games, whose outcomes they control. Or better yet, we'd have those theaters in our homes.



The Holodeck

Shane: Hmm...in 30 years the Olsen twins will be how old? 46? Wonder what their games will be like then....

Mark: I just hope games don't turn out like that Holodeck in *Star Trek: The Next Generation*, 'cause then you'd have to listen to all these annoying people saying, "Man, this is just like that Holodeck on *Star Trek: The Next Generation*!" Plus, I think it usually went crazy and tried to kill people.

Experience the Masterpiece



Available Now!

$5 OFF*

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

BEST BUY
Turn On the Fun

*Limit 1 coupon per customer. Good at Best Buy stores only. Not good in combination with other coupons or offers. Not valid on prior purchases. Valid on in-stock items only; no rainchecks. No dealers. Coupon must be presented at time of purchase. No copies. Cash value is 1/100 of one cent. Good through 11/30/02. © 2002 Best Buy

Cashier Instructions: Scan coupon UPC. Scan qualifying product UPCs. Scan all other product(s) being sold. Press "Total". Select "Yes" to apply package pricing. Write "VOID" on the coupon and place in the register coupon media file.

4 00047 45985 2

PlayStation®2

Sony Computer Entertainment America Takes No Responsibility For This Offer.

BEST BUY

CAPCOM

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

MATURE M CONTENT RATED BY ESRB

Violence
Blood and Gore

© CAPCOM CO., LTD. 2002 © CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. ONIMUSHA is a trademark of CAPCOM CO., LTD. Character Yagyu Jubei by ©Yusaku Matsuda Office Saku. Characters: ©CROWD/©CAPCOM CO., LTD. 2002. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Advertiser Index

Acclaim Entertainment 25, 108-109
www.acclaim.com

Activision 18-19, 92-93, 110-111, 157, 281
www.activision.com

Advanced Cybertech 286
www.xicat.com

Bam Entertainment 150-151
www.bam4fun.com

Best Buy 127
www.bestbuy.com

Bethesda Softworks 247
www.elderscrolls.com

Blockbuster Entertainment 165
www.blockbuster.com

Capcom U.S.A., Inc. 148-149, 223
www.capcom.com 249, 293, 298

CompUsa 143, 266-267
http://gamefixx.compusa.com

DC Shoes, Inc. 43
www.dcshoes.com

Eidos Interactive, Inc. 12a-c, 34-35
www.eidos.com 41, 63, 71

Electronic Arts 10-11, 64-65, 66-67, 132-133
www.ea.com 208-209, 230-231, 296-297

Electronics Boutique/Ebworld
www.ebgames.com 14-15

Enix America 217
www.enix.com

Full Sail Real World 287
www.fullsail.com

Game Music Online 57
www.gamemusic.com

Grip Action 289
www.gripaction.com

Hobarama Corp. 22-23
www.bawls.com

Infogrames, Inc. 6-7, 50-51, 94-95, 134-135
168-169, 190-191, 232-233
www.infogrames.net

Intec, Inc. 155, 195, 263
www.inteclink.com

JoyRide Studios. 203
www.joyridestudios.com

Kinyo 69
www.kinyo.com

Koei Corporation 174-175, 271
www.koeigames.com

Konami America 76-77, 105, 159, 172-173
www.konami.com 197, 215, 221, 241, 277

LucasArts Entertainment 78-79, 198-199
www.lucasarts.com 269

Majesco Sales, Inc. 59
www.majescosales.com

Metropolis Digital - Metro 3D 39
www.metro3d.com

Microsoft 26, 27, 28-29, 30-31, 89, 139
www.xbox.com 213, 243, 251, 261, 279

Midway Home Entertainment 21, 46-47, 80a-c
www.midway.com 87, 107, 200a-b, 200-201

Nintendo of America 131, 239
www.nintendo.com

Paramount Communications (Pictures) 13
www.paramount.com

Pepsi-Cola Company 45, 205
www.pepsico.com

Psychopathic Records 229
www.insaneclownposse.com

Radica USA, Ltd 253
www.gamesterusa.com

Sega Of America Dreamcast 16-17, 90-91
124-125, 184-185, 188-189, 227, 235, 275
www.sega.com

Simon & Schuster 83, 283
www.ssinteractive.com

Sony Computer Entertainment 8-9, 73
www.scea.com 176a-b, 176-177

Square EA 113, 115, 117, 119
www.kingdomhearts.com

Take 2 Interactive Software - Rockstar Games 52-53, 146-147, 254-255
www.take2games.com

TDK Mediactive 96-97
www.tdk-mediactive.com

Tecmo Inc. 211, 256-257
www.tecmoinc.com

THQ 2-5, 74-75, 120-121, 122-123, 141,
www.thq.com 170-171, 237, 259, 285

Ubi Soft Entertainment 32-33, 167, 186-
www.ubisoft.com 187, 264-265

Verizon Wireless 85
www.verizon.com

Vivendi Universal Games Inc. - Sierra Entertainment 48-49, 128a-b
www.sierra.com

Vivendi Universal Games Inc. - Universal 99, 144-145, 183, 206-207, 273
www.universalinteractive.com

Vivendi Universal Games Inc. - PPG
www.interplay.com 161, 219, 244-245

Warner Bros. 103
www.warnerhomevideo.com

Wizards of the Coast 81
www.wizards.com

ANSWERS TO "RETRO RIOT" CROSSWORD PUZZLE

on page 70



ZIFF DAVIS MEDIA

ZIFF DAVIS MEDIA INC.

Chairman and Chief Executive Officer .....Robert F. Callahan

Chief Operating Officer and Chief Financial Officer ..Bart W. Catalane

Senior Executive Vice President .....Tom McGrade
(Publishing Operations)

Executive Vice President .....Stephen D. Moylan

Executive Vice President and Editorial Director ....Michael J. Miller

Senior Vice President .....Jasmine Alexander
(Technology and Sales Operations)

Senior Vice President (Circulation) .....Charles Mast

Senior Vice President .....Sloan Seymour
(Publishing Director, Baseline)

Senior Vice President (Game Group) .....Dale Strang

Senior Vice President (Internet) .....Jason Young

Vice President (Corporate Sales) .....Ken Beach

Vice President (Publisher, PC Magazine) .....Tim Castelli

Vice President (Integrated Media) .....Charles Lee

Vice President (Corporate Communications) .....Aimee D. Levine

Vice President (Editor-in-Chief, Internet) .....Jim Louderback

Vice President (Editor-in-Chief, eWEEK) .....Eric Lundquist

Vice President (Editorial Development) .....Bill Machrone

Vice President (Controller) .....David Mullen

Vice President (Human Resources) .....Beth Repeta

Vice President (General Counsel) .....Carolyn Schurr Levin

Vice President (Editor-in-Chief, Baseline) ....Tom Steinert-Threlkeld

Vice President (Internet Audience Development) ....Stephen Sutton

Vice President .....Stephen Veith
(Publisher, CIO Insight)

Senior Director, Manufacturing .....Carlos Lugo

Director, International .....Christin Lawson

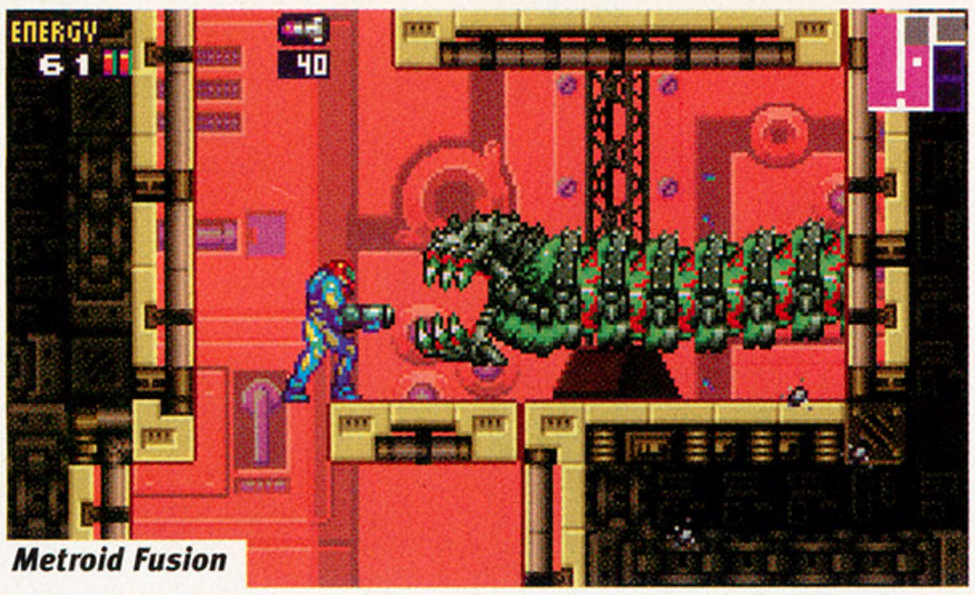
NEXT MONTH

ELECTRONIC GAMING MONTHLY

January 2003 (Issue #162)



Metroid Prime



Metroid Fusion

Metroid Primetime

Judgment day for the new *Metroid* games finally arrives next month. Will the sequels to our No. 1 game of all time live up to our expectations? The truth shall be revealed next issue. We'll also reveal the season's coolest gaming-related gift ideas in our **Holiday Buyer's Guide**. This year, you can give your loved ones the kind of presents you'll want to borrow. We've been checking our list to see who's naughty and nice, and Seanbaby falls squarely in the first camp. Indulge in his **10 Naughtiest Console Games** feature. Also, since you'll still be cruisin' the streets of ***GTA: Vice City***, we'll have some new strategies and secrets to share.

Reviewed Next Month:

- Tom Clancy's Splinter Cell (Xbox)
- Resident Evil Ø (GC)
- Steel Battalion (Xbox)
- The Lord of the Rings: The Two Towers (PS2)
- Contra: Shattered Soldier (PS2)

Previewed Next Month:

- EverQuest Online Adventures (PS2)
- True Crime: Streets of L.A. (PS2, GC, Xbox)
- Tomb Raider: Angel of Darkness (PS2)
- Final Fantasy X-2 (PS2)

All editorial content is subject to change.

OFFICIAL U.S. PlayStation MAGAZINE

Dec. 2002

On sale Nov. 5

Demo Disc

Playables

- Suikoden III
- NCAA Football 2003
- Contra: Shattered Soldier
- Tony Hawk's Pro Skater 4
- Ty the Tasmanian Tiger
- Disney's Treasure Planet

Videos

- Rygar: The Legendary Adventure
- WWE SmackDown! Shut Your Mouth

SHINOBI

OPM peeks under the kimono of Sega's stylish ninja superstar to bring you a hard-hitting feature and in-depth review. Also: Don't buy a single gift until you consult *OPM*'s holiday buyer's guide. Plus, get the verdict on *GTA: Vice City*.


GTA: Vice City


Shinobi

GAMENOW

Dec. 2002

On sale Nov. 12

- Blinx: The Time Sweeper
- Ratchet & Clank
- Shenmue II
- Unreal Championship
- Zelda GBA

BOND 007: NIGHTFIRE

Bond is back—and better than ever. Even better than *GoldenEye*. Check out *GameNow*'s review and massive strategy guide, and get a free *NightFire* poster to boot. Plus, you'll get original patterns for your *Animal Crossing* wardrobe, the secrets and tips you need for *Castlevania*, *Ratchet & Clank* and tons of codes and tricks!


Blinx

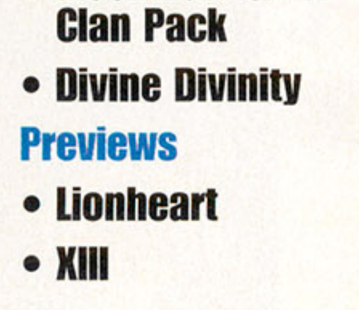

Ratchet & Clank


007: NightFire

COMPUTER GAMING WORLD

Dec. 2002

On sale Oct. 29


Icewind Dale II

Reviews

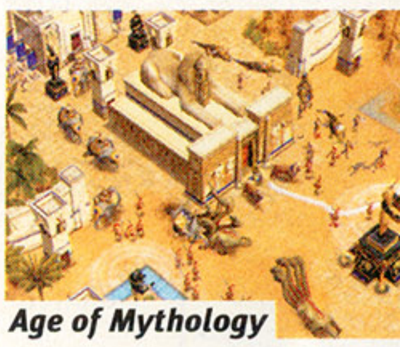
- Icewind Dale II
- Space Horse
- Mafia
- The Sims: Unleashed
- Medieval: Total War
- MechWarrior 4: Clan Pack
- Divine Divinity

Previews

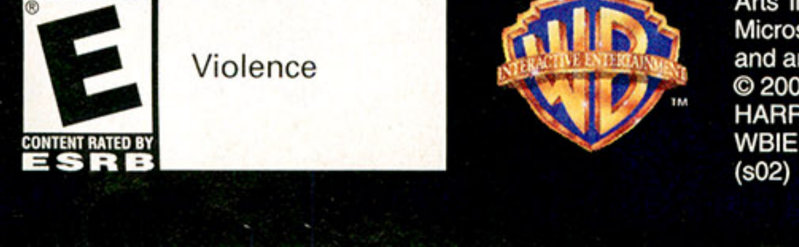
- Lionheart
- XIII

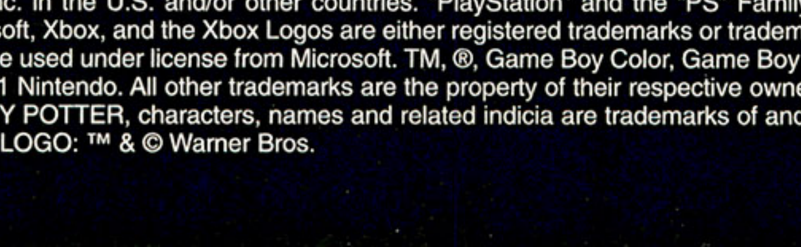
AGE OF MYTHOLOGY

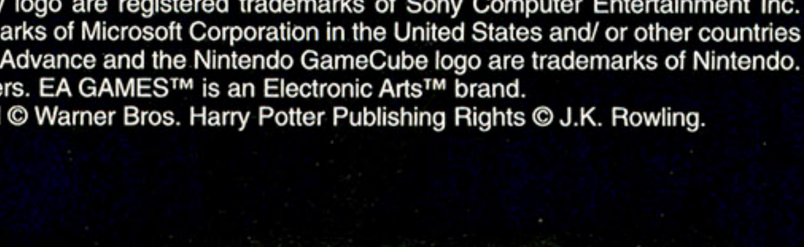
Strategy fans: listen up! Ensemble Studios made two of the best RTS games ever with the *Age of Empires* series, and now the ambitious follow-up, *Age of Mythology*, is finally here. *CGW* got its grubby mitts on it for an exclusive hands-on report, with everything you need to know about the single- and multiplayer games. Don't anger the gods—read this issue!


Age of Mythology

Wand from Ollivanders.







PC

PlayStation®2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE

GAME BOY COLOR

EVERYONE

E

CONTENT RATED BY ESRB

Violence

© 2002 Electronic Arts Inc. All rights reserved. Electronic Arts, EA GAMES, and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/ or other countries and are used under license from Microsoft. TM, ®, Game Boy Color, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.
HARRY POTTER, characters, names and related indicia are trademarks of and © Warner Bros. Harry Potter Publishing Rights © J.K. Rowling.
WBIE LOGO: ™ & © Warner Bros.
(s02)

Expelliarmus from Professor Snape.

Rivalry from Draco Malfoy.™

Magic from you.

Have you got what it takes to be Harry Potter™ in the Chamber of Secrets?



harrypotter.ea.com
www.harrypotter.com

EA GAMES
eagames.com

Available November 15th.

PlayStation 2

DEVIL MAY CRY 2

UNLEASH YOUR INNER DEMON

JANUARY 28, 2003

CAPCOM

CAPCOM.COM

MATURE
M
CONTENT RATED BY ESRB

Blood
Violence

©CAPCOM CO., LTD. 2003 ©CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. DEVIL MAY CRY is a trademark of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.