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Secrets Each Month!



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MAXIMO



GAMEPRO

Issue 162

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Newsstand

World's Largest Multiplatform Gaming Mag

GAMEPRO
WORLD EXCLUSIVE!

DRAGON BALL Z

The Legacy
of Goku

GAME BOY
ADVANCE

Collectible
Card Game

PLUS!

Dragon Ball Z for



100+

GAMES INSIDE!

- NBA 2K2 (ps2)
- Virtua Fighter 4 (ps2)
- Tekken Advance (ps2)
- Max Payne (ps2 & xbox)
- Genji: Onimusha (ps2)
- High Heat MLB 2003 (ps2)
- Jet Set Radio Future (xbox)



Tekken 4

180+

GAME CODES!
GamePro-Tested
To Work!

PRO STRATEGY GUIDES



Display Until
MAR. 4, 2002



March 2002
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PlayStation 2 • GameCube • Xbox • PlayStation • Game Boy Advance • Dreamcast • N64 • PC • Arcade

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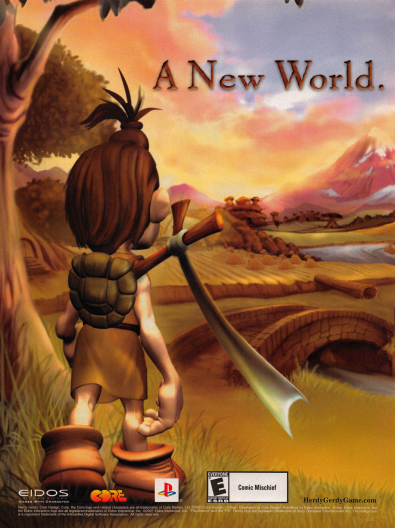
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February 2002

PlayStation 2



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Mild Language



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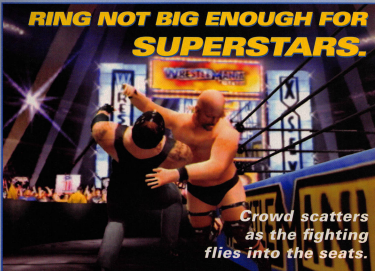
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Vol. II

SMACKDOWN! NEWS

Where Anything's Possible

**RING NOT BIG ENOUGH FOR
SUPERSTARS.**



*Crowd scatters
as the fighting
flies into the seats.*

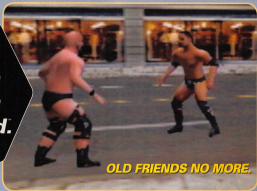


Mild Language
Violence



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**The Rock
settles the
score with
Stone Cold.**



**SEE FIRST HAND THE UGLY
INHUMANITY OF THE DREADED
CAGE MATCH AND
HELL IN THE CELL.**

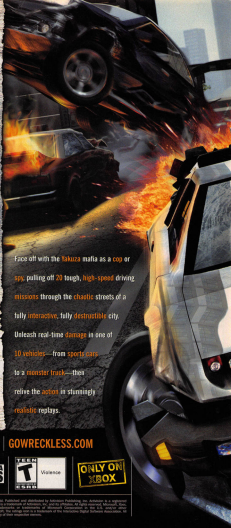


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XBOX

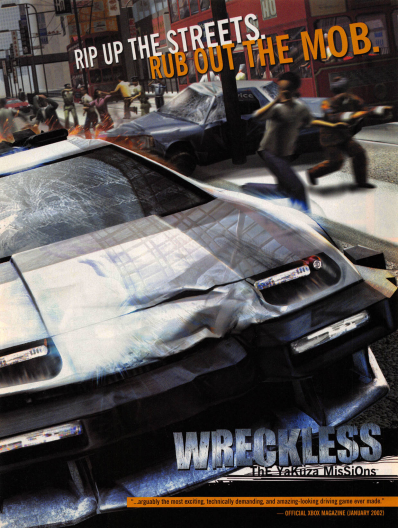
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Violence

ONLY ON
XBOX

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— OFFICIAL XBOX MAGAZINE (JANUARY 2002)



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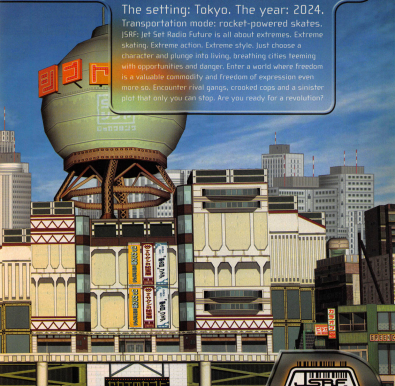


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TO THE EXTREME IN THE ROLLING REVOLUTION



The setting: Tokyo. The year: 2024. Transportation mode: rocket-powered skates. JSRF: Jet Set Radio Future is all about extremes. Extreme skating, Extreme action, Extreme style. Just choose a character and plunge into living, breathing cities teeming with opportunities and danger. Enter a world where freedom is a valuable commodity and freedom of expression even more so. Encounter rival gangs, crooked cops and a sinister plot that only you can stop. Are you ready for a revolution?



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44 Enter the Dragon Ball Z

No fans in the world are more avid than Dragon Ball Z fans. Now Intergames is preparing to bring this epic tale of martial arts, alien machinations, and the power of the mysterious Dragon Balls to the Game Boy Advance and home console systems.



**GAMEPRO
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PROSTRATEGY SECTION

PROSTRATEGY GUIDE

36

Return to Castle Wolfenstein (PC)

Nazis are evil, but Nazi zombies are the worst! This issue, NetPro provides you with a field manual for multiplayer combat tactics in this World War II variant.

128

Final Fantasy X (Playstation 2)

Role-Player's Realm helps you solve the mysteries of Final Fantasy X with a ProStrategy Guide that reveals how to make certain monsters yield important items and other elements that you can use to create an awesome weapon or build your defenses.

130

Metal Gear Solid 2 (Playstation 2)

Metal Gear Solid 2 trips you, traps you, and otherwise disrupts your best-laid commando plans. This guide will show you how to beat 18 tough areas and teach you a few secrets along the way.

THE FIGHTER'S EDGE

138

Super Smash Bros. Melee (GameCube)

In this Fighter's Edge, you'll learn the basics you need to break into the Melee. Plus, you'll get tips on how to unlock all 11 hidden fighters and 11 secret stages.

CODE VAULT

144

All secrets will be revealed by these codes for Tony Hawk's Pro Skater 3 (PS2, GameCube, PlayStation), Star Wars Rogue Leader: Rogue Squadron III (GameCube), NFL Fever 2002 (Xbox), Cal Damage (Xbox), Wave Race: Blue Storm (GameCube), and more!

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Medal of Honor: Allied Assault emerges victorious. But the challenge continues with Command & Conquer: Renegade and Warcraft III: Reign of Chaos.



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This Month

- Genma Onimusha (Xbox)
- Herby Gordy (PS2)
- Sonic Advance (GBA)
- Eternal Darkness (GameCube)

Entertainment

Check out the entertainment dailies for reviews of newly released movies, comics, anime, toys, and all the latest DVDs. Be sure to check out New Comics Day every Friday.

This Month

- Movies—The Count of Monte Cristo
- Movies—Rollerball
- Anime—Love Hina
- Movies—Collected Damage



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- ★ **New action** includes a superjump at the wall to snag homers, and tons of player celebrations and frustrations.



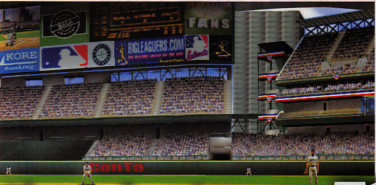
PlayStation 2

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"High Heat Hits Grand Slam with PS2 Debut."

— GamePro May 2001

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Editor's Letter

Hello, Dragon Ball...

Goodbye, Dreamcast!

Goku...Gohan...Master Roshi...Frieza...Vegeta...ah yeah, you know what we're talking about this issue—Dragon Ball Z!

The year 2002 is starting off in fine fashion with D&T finally resuming its video game classics to infographics, Webtoon Technologies, and Screening Games. The epic tale of Goku, the misadventurous Saiyan warriors from outer space, and the powerful Dragon Ball has a franchise following the world over thanks to the Japanese manga comics, the anime cartoon series, and the television shows. You may even be hardcore enough to have tracked down the old PlayStation game or some rare imports. Swing on over to this issue's cover feature for an exclusive look at Dragon Ball Z: The Legacy of Goku and Dragon Ball Z: Collectible Card Game for the GBA, and the latest info on upcoming games for the home console systems.

Of course, there's more than that going on in this issue. For instance, even if you don't know Dragon Ball Z, you definitely know Sonic the Hedgehog. Sonic is going on a major tear in Sonic Adventure 2 Battle for the GameCube and Sonic Advance for the GBA, so see how he fares in the Profiles.

Sonic is riding with Nintendo because Sega's Dreamcast is saying "sayonara." We take some time out to bid farewell to the Little-System-That-Almost-Did-in-Problems. The last Dreamcast has rolled off the assembly lines...and you just might be lucky enough to win it back! Check out our April issue for details.

The new year is off and running. Look to GamePro in 2002 for the scoop on the latest video game info...from A to D&T.

The GamePro
San Francisco, CA
letters@gamemag.com



HEAD2HEAD

Solid Snake: Traitor?

Please tell me I'm seeing things. Please tell me this is just a horrible rumor. Metal Gear on the Xbox? If this is true, how could Mr. Kojima betray his loyal Metal Gear fans. I was under the impression Metal Gear was exclusive to the PlayStation 2. Metal Gear must not turn to the dark side! Turn away from the dark side, Mr. Kojima!

► Andrew Maddox—Via Internet

Maybe you missed the news story on page 36 of our December 2000 issue—the one with the headline "New Metal Gear Solid on Xbox." At the time, Konami was promoting Metal Gear Solid X for the Xbox launch (along with Xbox versions of Crash Bandicoot, Jurassic Park, and Silent Hill—only one of which has materialized so far), but since that announcement, the company has been entirely quiet on the topic. Yes, MGS2 is a PS2 exclusive, but not necessarily forever; after the controversial period of exclusivity expires, Konami can bring it out on other platforms if it chooses. Besides, this type of "exclusive for a while" thing has been done before, such as with the PC version of the Nintendo 64-only Star Wars Rogue Squadron.

But "dark side"? Please. There's more than one console out there, and by your logic, Metal Gear should have never left the NES so as not to "betray the loyal fans." If you really love Metal Gear and want it to thrive, how about sharing your toys with the other kids?



Exclusively Evil

I hope I got a response for this because the very thought scares me. Is Resident Evil director Shiji Mikami making the new RE games for only the GameCube? If so, why? I mean, it's the GameCube! I am a very loyal fan to Resident Evil, but I don't want to spend \$199 for the crappy "Cube just to play my favorite series. Will Resident Evil 4 be made for the PlayStation 2? I hope so.

► Chris Weide—Hammett, MO

Boy, this I hate—consoles-that-aren't-mine thing is going around, isn't it? Yes, new RE games are coming out, and Capcom has signed a deal to make them exclusive to the GameCube. Resident Evil Zero and Resident Evil 4 are both on tap for Nintendo's newest system and no other. Now that all the machines are capable of excellent graphics, it comes down to the strength of exclusive titles, and the game publishers



know that. You know what's even scarier? Your letter arrived before the GameCube even launched, meaning you passed judgement on the system before even trying the thing. Frightening indeed.

"A" Is for Atari, "B" Is for Back

Hey! I've been leafing through your latest mag, and I came across a few ads for the Xbox. To my surprise, the Atari logo was popping up in them in place of the letter "A"! Is Bill Gates planning on reviving Atari? I thought Hasbro still had the rights to the Atari name...or is this just a ploy to tug at the strings of vet gamers?

► MegaS01—Via Internet

You're right—Hasbro did buy the Atari name and logo. Infogrames then bought Hasbro, so A = B = see how this works! It's Infogrames that's reviving the brand, and you'll see it on more than just retro releases like Hasbro's Pong and Centipede updates. Now TransWorld Surf is an Atari game. Good to see the old Fuji symbol around again, huh!



A Search for Meaning... And Zombies

There have been three questions that I desperately need answers to: Is Sega going to make a Tomb Raider & Earl game for the Dreamcast?

When does the Resident Evil movie come out? What does the name "Sega" stand for?

► Ulrich Greer—Madisonville, KY

That barely avoided becoming a list, so here are the answers: TJAE will return to the game scene as an Xbox title in mid- to late-2002. No Dreamcast, though, sorry. The Resident Evil movie, which is being written and directed by Matt Kimball director Paul Anderson, should be out this summer. And finally, Sega stands for Service Games—it's not a Japanese word at all as many people assume. The company was set up in Japan by Americans in 1952, providing slot machines, jukeboxes, and pinball machines to U.S. military servicemen stationed there, hence the name. See? You learn something new every day.





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Sleeper Hold

In the descriptions of the areas from Super Smash Bros. Melee (page 112, December 2001), you referred to Earthbound as a "SNES sleeper." Now this sounds like snack-talk to me. Were you calling it a boring game, or is this some sort of term you use for old games? And where's the sequel for Earthbound anyway—Mother 3, or whatever it was supposed to be called? Don't tell me it went down the drain with the 64DD disk drive or whatever that was. I really hope Nintendo has plans to release some sort of Earthbound game for the Cube because that would turn me on to buying the new system.

► Bryan Childers—Colleyville, TX

On one thing you can always depend: No matter how innocent or innocuous a comment may be, someone will take it the wrong way. [By the way, please don't misinterpret the word "innocuous" as some sort of weird insult, either.] A "sleeper" hit is something that was successful or popular but didn't enjoy the full-blown hype of a major release—no big advertising campaigns, no huge hype ahead of time. It came out, was a quality game, and found a decent-sized audience while still keeping a low profile. Mother is the name for the Earthbound series in Japan, and the sequel was indeed supposed to come out for the Nintendo 64's disk drive system, which never came out in the U.S. As for future plans? Well, it's good to see Ness in Super Smash Bros. Melee, but Nintendo hasn't announced anything beyond that just yet.

A Cry for Help

My friend and I were arguing about who goes faster, Sonic or Shadow. I told him that they run at about the same speed. He told me Shadow goes faster. I told him, and I quote, "Yeah, but Sonic reaches his max speed faster than Shadow." He said, "No! As a matter of fact, Shadow reaches his fastest speed

two seconds faster!" I would also like to know why in your July 2001 issue (page 93) you suggest using Shadow for a kart race as he has the exact same racing stats as Sonic. I mean, what's up with that? I don't have a problem with Shadow or anything. It's just that Sonic deserves some respect because he's been around longer and it's his game. I mean, don't get me wrong, Shadow's cool, too—but who's faster?

► Caraan Watts—Stockton, CA

Holy cow, do you guys need a life.



OopsPro

We said Belin's Gear: Dark Alliance (page 116, January 2002) was rated Platinum and developed by Black Isle Studios. Nope. It's been read and developed by Snowblind Studios. GamePro regrets the error, but author Tokyo Deller regrets it even more now that he's missing an internal organ. We won't say which one or if it will run the magazine.



ART ATTACKS

Pick of the Month!



Seika Hasegawa—Baton Rouge, LA



Ryen Lau—Buena Park, CA



Thomas DeFrenzo—Guaymas, PR

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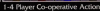
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BY THE WATCH DOG



Well, the Xbox and the GameCube have launched, and though the Watch Dog is eagerly awaiting the usual flood of complaints and problems that accompany the arrival of new consoles, he secretly hopes that he won't receive as many as he did for the PlayStation 2. For now, he gives the sleazy on the potential physical hazards of playing video games and more.

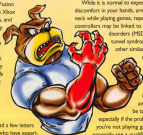
Q I was playing Fusion frenzy on the Xbox for about 20 minutes, and when I stopped sharp pains shot up from my left wrist through my arm. They went away after a day, but now I'm afraid to play with my new Xbox, is there something that will keep my wrist from hurting?

CARLA TRUITT—ONTARIO, N.Y.

A We've received a few letters from people who have experienced pain or discomfort while playing games, and it's an increasingly important subject that gamers, especially younger players, should be aware of. When you are playing video games, you are engaging in repetitive actions for extended periods of time, which puts stress on your muscles and tendons. This is unavoidable, but you can minimize this stress by taking precautions while playing games.

First of all, use a controller that fits comfortably in your hands and minimizes awkward positioning of your wrists and fingers. Everybody has different sized and shaped hands, and because of that, no controller is going to be equally comfortable for everyone. People with small hands are more likely to find the Xbox controller uncomfortable than people with larger hands, whereas the opposite would apply to the Game Boy Advance. If the controller that's included with your console is causing you discomfort, you should purchase a third-party controller that is more ergonomically correct and suited for your hand shape.

When playing games, rest yourself in a comfortable position with your back firmly supported and your upper arms relaxed at your sides. Always keep your wrists straight and avoid bending them or resting them on surfaces while playing. Also, take frequent breaks (at least every 10 to 15 minutes), and rest and/or stretch your arms and hands during cut-scenes, replays, and pauses. Keep your hands relaxed while playing—don't grip the controller too tight and lightly press the controller buttons. It's also very important to eat well, get adequate rest, and regularly exercise for strength and flexibility.



While it is normal to experience occasional discomfort in your hands, arms, shoulders, or neck while playing games, repeated use of game controllers may be linked to musculoskeletal disorders (MSDs), such as carpal tunnel syndrome, tendonitis, and other similar conditions. If you are experiencing persistent pain, throbbing, aching, tingling, numbness, or stiffness, it may be a sign of an MSD and should be taken very seriously, especially if the problem persists when you're not playing games. You should promptly see a qualified health professional if you are experiencing any of these symptoms. A musculoskeletal disorder is nothing to ignore because it can lead to permanent disabilities. If the pain you describe lasted a day and was acute enough to make you fearful about playing with your Xbox, I would see a physician as soon as possible. Does this mean that if you have an MSD or similar ailment that you'll have to play video games less or no video games at all? Well, that is always a possibility, and though it may suck, causing irreparable damage to your body is a far worse fate.

Q I have a question about flat screen TVs. I heard they were really bad and even worse when used to play video games. I was wondering if you know somebody with a problem like this or, even better, if you know from personal experience. Thanks for your time!

HAWK SKATER—VIA INTERNET

A Well, it depends on what specifically you're referring to when you say "flat screen TVs." Front and rear projection TVs are easily damaged when video games are played on them. According to GamePro's resident consumer electronics expert, Tokyo Drifter, video games are likely to damage 99 percent of projection TVs. The most prevalent problem is burn-in. If you pause the game, or if the game you are playing has health bars, stationary scenes, or other images that stay in a fixed position while you play, the image gets burned into the TV screen permanently.

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buyers_beware@gamepro.com

It is also highly likely that playing video games on a projection TV can damage the projector unit itself.

If you're referring to a flat screen tube television, you can rest assured that these TVs have no more problems than a normal tube television, though burn-in can occur if you have a game paused for too long.

Q I have an HDTV (High Definition Television) and plan on buying a GameCube at launch. I was wondering if the Nintendo GameCube supports HDTV?

NEIL BOGDANICH—VIA INTERNET

A According to Nintendo's Web site: "The main difference between HDTVs and standard TVs is the number of lines of resolution they use to display the TV image. While standard TVs display 480 lines, HDTVs are able to display 720 or 1080 lines of resolution if the HDTV is receiving a high definition signal. For non-high definition signals, the HDTV will display the TV image with the standard 480 lines. While the Nintendo GameCube will work with HDTVs, the Nintendo GameCube does not provide a high definition signal. As such, the game image will display in the standard 480 lines of resolution on an HDTV. The Nintendo GameCube does, however, have the ability to enhance the game image with the use of the Nintendo GameCube Component Video Cable. By using this cable, the Nintendo GameCube can provide both a component video signal and a progressive scan signal."

The Watch Dog adds: Some HDTV models also have features that enable you to enhance the standard video signal. If you own an HDTV, you'll want to consult your owner's manual to find out if your HDTV can do this.

YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, Microsoft, or Sega? Here are the customer service numbers to call:

Sony: 800/345-7669

Nintendo: 800/255-3700

Microsoft: 800/469-9269

Sega: 866/873-7342





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THREE CONSOLE MONTE

NEWSBITS

GTAAIII Banned Down Under

Rarions have been flying at Grand Theft Auto III for the PS2, but they're not true. Well, not in the U.S. anyway. In Australia, however, the game has been banned by the Office of Film and Literature Classification due to its graphic violence. Gamers who had already bought the title have been instructed to return the game. The ESRB-rated Mature game will be recalled for the Australian market, and a rebuke is expected to go on sale early this year. The American version of the game has not been affected and, at press time, was one of the PS2's strongest sellers.

DOAJ Append Disc?

If you're disappointed in the lack of goodies in Dead or Alive 3 for the Xbox, you're not alone. According to an interview in a Japanese Dreamcast magazine with the head of DOAJ development squad Team Nippon, Tecmo has an add-on disc in the works that will include all of the new costumes and bonuses that Japanese DOAJ players got right from the go-go. There's no official word about this disc just yet, but we'll let you know as soon as Tecmo makes a solid announcement.

Lieberman's 2002 Report Card

It would appear that the video game publishers have cleaned up act sufficiently for Senator Joseph Lieberman (D-CT). The ESRB ratings were praised in the sixth annual Video and Computer Game Report Card, but scores were blamed for not sticking to those ratings. "The retailers are not enforcing the good rating system," said Senator Lieberman. "They are making it way too easy for kids who come in to buy games that are rated only as appropriate for adults." The video and computer game industry was given a grade of an A-, while the arcade and retail industries both received Ds.

Sony, Microsoft, and Nintendo all claim the crown—but who really owns it?

Pick a console, any console. Millions of gamers did—and that's when the fighting began.

Reliable sales data was difficult to obtain shortly after the November launches of Nintendo's GameCube and Microsoft's Xbox; both companies claimed superiority in press releases and spun the numbers in their favor, only to be joined by Sony tooting its own horn before long. Shortly after GamePro's previous issue went to press, clarifications and independent data appeared that all but nullified the February issue's ProNews story on the launch.

At press time, independent analysis confirmed what most people had previously predicted: in the sales war between the Xbox and the GameCube, the winner was the PS2. According to NPD sales figures, Sony sold 1.4 million PS2s by December 8 and another 100,000 in the 10 days that followed, despite the splashy launches of the GameCube and Xbox. Since the PlayStation 2 had a bigger brand awareness, more supplies on store shelves, and a head-start on the competition, its leadership position matched pretty much everyone's expectations.

However, Microsoft wasn't far behind with approximately 934,000 Xbox consoles sold through by early December. According to Microsoft, the company managed to ship 1.1 million machines to North American retailers in just three weeks. The company's high-end projections to ship 1.3 million machines by year's end looked likely at press time. Based on NPD data, Halo was the system's top-selling piece of software: an average of 3.4 games were purchased with each new Xbox.

Despite having the lowest-priced console of the bunch, Nintendo was trailing in terms of units sold, with just 615,800 GameCubes sold through by the first week of December and approximately 806,000 total sell-through by the middle of the month. Luigi's Mansion was the biggest seller for the GameCube; Nintendo said that it was the company's biggest-selling launch title ever. Nintendo had already shipped 1.1 million consoles at press time and was expected to deliver about 200,000 more to store shelves before December 31.



SEGA SHIPS THE "DREAMLAST"

While the other three companies forged ahead for console supremacy this fall, Sega gracefully accepted defeat. The company's final 128-bit Dreamcast was produced in the fall, and the last machines shipped to North American retailers on November 23, 2001. For many Sega employees, it was a bittersweet goodbye and time to reflect on some of the bold, creative risks the machine took. Over its three-year lifespan, the Dreamcast has been credited with many firsts, including the first game console to feature a built-in modem; Seaman, the first console game to use voice recognition technology; NFL 2K1, the first online console game; and Phantasy Star Online, the first global console RPG. In late November, when Sega dropped the Dreamcast price to \$49, there were only about 170,000 consoles left at retail and they were selling briskly: by March 31, 2002, the final global install base for the console will be 10 million with a library of well over 400 games worldwide—245 in America alone.

When Sega President and COO Peter Moore was asked how he would like gamers to remember the Dreamcast, he said, "as an incredible system that blazed the trail and made an indelible mark in the industry that was either too early for consumers or too late for Sega."



Is it better for the Dreamcast to burn out than to fade away? Remember B. Dangerous heats up Sega's White Angel. Tour as part of Ozfest in Atlanta.

SONY, MICROSOFT TEASE ONLINE PLANS

Most will agree that the future of console gaming is online. While that future will actually arrive remains to be seen—now that the Dreamcast is no longer active, gamers are left to the hype and dreams of both Sony and Microsoft.

In mid-December, Sony announced a partnership with NTT Communications as well as Yahoo Japan and Softbank to bring broadband Internet access and content to the PlayStation 2 in Japan. These deals joined Sony's earlier alliance with AOL Time Warner, announced in May. Sony's PS2 plans include not only online gaming but also web browsing, digital music, online financial information, and streaming video. The services are expected to kick off in Japan in April with the American plans to be announced sometime during 2002; at press time, the PS2 Network Adaptor, which will include ports for Ethernet and telephone-based S&K modem connections, had not been released in either territory.

Not to be outdone, Microsoft promised that gamers could expect online gaming on the Xbox within six months of the console's launch. For the United States, that put it at about April in Japan, it's more like August. Microsoft has announced its own NTT partnership in Japan, but no American deals have been announced.

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PAY BACK TIME!



Violence



PlayStation 2

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GAMEPRO LABS

Nuwave Video Game Enhancer

Rating: 4.0

You might be skeptical to hear that a \$40 doodlebox can improve the graphics of just about every console game you own, but the Video Game Enhancer kinds can. Similar to a signal amplifier but a bit more advanced, the VGE reroutes the video signal, tweaking your color balance and black level to produce better contrast and less mushy dark colors without washing out the picture. The difference is immediately obvious (try it with Twisted Metal Black), but some will just see it and say, "It looks brighter—so?" However, if you want to get rid of some of the grime in your games, the VGE sure can't hurt.—Don Edtkin

Price: \$39.95. Contact: Nuwave, 973/282-8810, www.nuwaveinc.com



Best-Selling Video Game Titles: November 2001

SNEAK PEEK: EA'S LORD OF THE RINGS

Electronic Arts scored big by landing the license to the Harry Potter franchise; now it's ready to show a bit of what fans can expect from that other hot cinematic fantasy property. The Lord



Above is a snapshot of the Baller's Torch course set from The Fellowship of the Ring; below, EA's digital recreation for its first Lord of the Rings game.



Fellowship member Aragorn will step out in his own action/adventure this fall.

HIDDEN CHARACTERS "Nothing in Dot-Common"

"Dear D-Pad: In DBZ, when Bardock envisions the future, why does it show Goku battling Frieza's 1st form when in reality Goku only fought Frieza in his 4th form?"



"When Revolver Goliath gets Liquid Snake's arm grafted onto his body, how come he also inherits his voice? It's just an arm!"



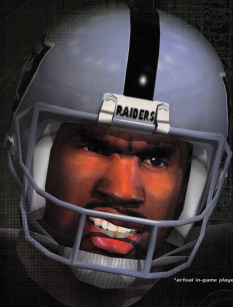
"Also, why did this guy ruin the whole thing by making this look all sorts of..."

CLDPM

INCLOSURE ENCLOSED



Stallions: Austin, 1st American, Donnellson, Idaho

^aactual in-game player model

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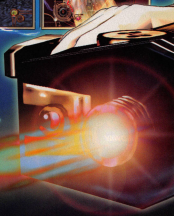
Violence





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Blood and Gore
Violence



BELIEVE IT OR NOT,
HER BEST FEATURE IS
HER TRIGGER FINGER.



SEGA

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RETURN TO CASTLE

Wolfenstein



Be all that you can be in multiplayer Wolf games with this ProStrategy Guide. By D-Pad Destroyer

RETURN TO CASTLE Wolfenstein's multiplayer mode features four distinct classes: the soldier, the engineer, the medic, and the lieutenant. This guide is a primer to help you choose and use your classes effectively. The first thing to consider when choosing classes is the size of your team; this guide is written mostly for small, three- to five-man teams in which class balance is essential. The classes will have different goals depending on whether they're attacking or defending the objectives, and you'll get hints as to how they vary.

Lock 'n' Load



The soldier is the workhorse of the team. He is the only class who can equip DiPietro's personal favorite, the Mauser sniper rifle, as well as heavy weapons like the minigun, rocket launcher, and flamethrower. The idea behind the soldier is to get in there and shoot and shoot and shoot.



If you're going to choose the Thompson, MP-40, or Star, you might as well be a lieutenant or medic. No, a

real soldier wields a massive instrument of destruction. The minigun is a great choice. The flamethrower is mostly a psychological deterrent; it does a lot of damage and looks cool, but it has a short range and is hard to use in a fast-paced game. If you don't like your chosen weapon, don't fret; the soldier can drop his weapon and pick up any guns he finds lying around.



Attackers need soldiers to escort engineers and to hold captured objectives. Offensive weapons like rocket launchers are great for taking out snipers and mounted guns that are keeping your team from its destination. Be sure to stay away from the minigun; it's mostly a defender's weapon since it weighs you down, and mobility is key for attacking teams. Always be ready to switch weapons; when that Venom becomes obsolete, grab a dropped Thompson and forge onward.



Defenders should use sniper rifles and miniguns, depending on where

CONTINUED ►

ADDICT



TRANSWORLD SURF

"...we guarantee you've never played a surfing game this fun..."

"...the best surfing experience in a game to date."



PlayStation 2



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they're shooting from. Some levels have perfect perches for snipers, while others have tight corridors and clearings that a minigun soldier would love. The minigun is great for defending objectives because it can easily cover a wide area, just be sure you have lieutenant support or the minigun will roar through ammo in no time.

Needs More 'Splosions

The engineer is an essential class, especially for the attacking team. You simply can't win without the ability to destroy certain targets. The engineer excels at this with the unique ability to place, arm, and defuse dynamite. Not only that, but the engineer can also repair damaged mounted guns, making him valuable for the defending team as well.



In small teams, the engineer is absolutely essential for destroying only the main objectives. In fact, on many levels, the engineer is almost a *wanted* choice for defending teams because he can't get to the dynamite in time to defuse it. If your team needs another class, get in there, do your engineer job, and switch classes to something else.



If you persevere beyond the main objectives, you'll be in control of a maelstrom of destruction and mayhem. Engineers have infinite dynamite and can set it wherever they want. Major Mike particularly enjoys setting dynamite atop ladders, around corners, and on top of collectible objectives—when you see the glowing red light that denotes armed explosives, you're not likely to risk running by and getting blown up. This can dissuade enemies from passing through an area or give them that moment of doubt it takes for a teammate to swipe them from afar. A skilled engineer need never run out of conventional ammo; the dynamite is all he needs.

Monster M*A*S*H

There's an old saying in RPGs: "Someone's gotta be the cleric."

His is a vital role, especially for defenders. He needs to learn all the shortcuts and tricks to each level so he knows where to be when the bullets start to fly. It's not as glamorous as the soldier's life, but it's important.



Anyone who plays *Wolf HP* knows that medics can heal out health packs. In fact, they're the only source of health in *Wolf HP* and revive teammates before they pass on forever, but few realize that simply having a medic enables all of his team to hold 110 health points, rather than the usual 100. The medic also regenerates his own health automatically, making him a rather handy warrior if given a chance to rest.



In small attacking teams, the medic isn't completely essential. Attackers need engineers and soldiers much more than they need a medic since short respawn times mean very little need for reviving fallen comrades. Defenders, on the other hand, will find a medic invaluable, especially for guarding objectives. Since medics regenerate and can heal themselves, they make great guardians, particularly if there's a lieutenant around. As long as there's a chance to rest in between skirmishes, the medic can essentially be invincible.

Who's Your Superior Officer?

The lieutenant is a fun class for those who like to do it all. The other classes love them for their ability to dispense ammo like the medic gives out health, but there's far from all they can do. Lieutenants are great camp-busters because they have a direct line to HQ, enabling them to call in air strikes and artillery attacks. Can't get into the clearing where the objective is? Call down an air strike and run in while the enemy is scattered. Artillery



strikes are good for massive destruction in the case of an uphill firefight; the strikes help clear out a large area and enable you to clean up what's left.



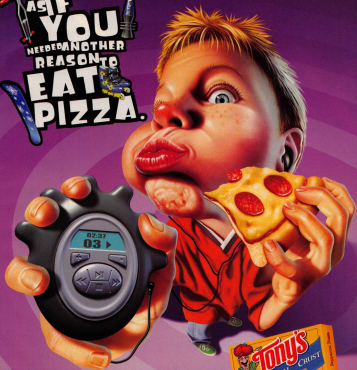
Lieutenants are vital for the defending team, especially when you have someone assigned to protect essential targets. They can run in and re-equip the team with ease, enabling the defender to remain in place and keep an eye out for invaders. The lieutenant needs to know which soldier has what weapon and where, so he knows to whom to run when things get hairy. Never underestimate the lieutenant's other abilities, though: the soldier may be able to shoot fire and launch rockets, but lieutenants can napalm entire areas if they play their cards right.

Wrapping It Up



One of the most valuable skills in *Wolf HP* is the ability to play multiple classes effectively so you can change class mid-game if your side comes up short. Hopefully, this guide has given you a basic idea of what each class is good at, and you can take your training from here. See you on the battlefield! ☺

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A man dressed as a Scottish warrior, wearing a blue tank top, a brown leather belt, and a grey kilt with a red and white patterned sporran, is in a dynamic pose on a green lawn. He holds a large, ornate sword aloft in his right hand and a round, grey shield in his left. He is surrounded by several Canada geese; one is in mid-flight on the left, while others are on the ground in the foreground. The background features trees with autumn foliage and a small green sign on a post.

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PlayStation 2

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Violence



VIOLENCE



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ENTER THE DRAGON BALL Z

GAMEPRO
WORLD
EXCLUSIVE

After years of anticipation, Infogrames finally unveils its plans to bring the revered *Dragon Ball Z* franchise to the Game Boy Advance and beyond. But can it satisfy the legions of DBZ fans? *By Four-Eyed Dragon*

IT'S ARGUABLY THE buzz in just about every household and school from coast to coast, and yet it was created almost 20 years ago. It's the most watched show on the Cartoon Network. Mention its name on your Web page, and you're guaranteed crowds of visitors every day. Couple that with a seemingly endless line of toys, films, and every other licensable knockback in-between, and you've touched only the surface of this phenomenal craze. Truly, the saga known as *Dragon Ball Z* has earned a respectable, if not coveted, spotlight among young people across the nation.

Now, with much anticipation, the next generation of DBZ games is set to arrive—first on the Game Boy Advance, then on the home console systems—ready to fulfill every DBZ fan's dream.



Dragon Ball Z characters from the Call series will appear in the Collectible Card Game.

Great Ball-Z of Fire

So what makes *Dragon Ball Z* so popular? It all began with a manga comic created by Akira Toriyama in Japan. In the beginning, when the story was just called *Dragon Ball*, a young martial arts master (from another planet) named Goku vowed to protect the seven powerful *Dragon Balls* from evil. If ever anyone were to collect all of them, the *Dragon Balls* could grant any wish he desired. Many fights occurred, but in the end, Goku emerged victorious. Five years later, Goku is married and has a child named Gohan. This is where the current *Dragon Ball Z* tale begins and where the popularity of the series has reached its peak—twizz and turns abound, new friends are made, and a whole slew of enemies are fought. There's an emphasis on dramatic hand-to-hand battles, so fantastic moves, martial arts combinations, and also super powers bring intensity to this already colorfully visual and highly engrossing animation.

Playing With a Full Deck

Determining that fans wanted to feel more involved with each character, Score produced a unique card game based on the cartoon series. Its following has grown as big as the cartoon, so big, in fact, that it rivals the *Pokemon* and the *Magic: The Gathering* card games. Recognizing this popularity, Infogrames chose to make one of its two initial Game Boy Advance games a *Dragon Ball Z* card game.



You won't have to worry about looking up the rules as GDS will tell you if you can use a particular card during battle or non-battle situations.



In single-player mode, you'll battle three characters on a progressive level. Once you beat a level, a new character will become available for you to choose.



Easy-to-read screens will enable you to see who has the higher power—and who will win the match.



Look for special rare cards within the hundreds of cards available.



Once your turns have ended, each player will pick an additional three cards for another round of fighting.



As Goku, you'll talk to familiar faces throughout your adventure.

A Monkey's Tail

So what's up with Goku's tail (or lack of one in *Dragon Ball Z*)? Fans know it's part of Goku's heritage and the original source of much of his power. But did you know that Akira Toriyama's idea of putting a tail on Goku was based on a 500-year-old Chinese fable? In fact, Toriyama has openly explained that the initial *Dragon Ball* series was a modern take of the legendary Monkey King.

The original Monkey King story involved the monkey hero traveling on top of a cloud in search of seven mysterious sutras that were stored beyond price. The Monkey King had a magical staff, and during his journey, he met up with colorful characters like a Buddhist priest and a jovial pig treasure. Sound familiar?

Officially named *Dragon Ball Z: Collectible Card Game* and scheduled for a June release, the GBA cart will be almost identical to the paper version. "The guys playing the card game will get the same experience with the GBA version," says Eric Stein, President of Screaming Games, developer of the Game Boy Advance version. "The best, most up-to-date rules straight from judges who participate in the D&Z card game tournaments will be in the game."

Thus, the gameplay will be straightforward: Two players will face off, each choosing a D&Z persona and a deck of cards that best fits that character. Using the cards that you draw, you'll have to thwart your opponent with a combination of strategy, attacks, and defense. There will be three ways to win: survive until all of your opponent's cards run out, have all seven *Dragon Ball* or all seven *Namik* *Dragon Ball* cards in play in front of you, or retain the highest number of personality points after a fight. It may sound easy, but with so many ways to customize card decks and the luck of the draw, every game will be different.

Naturally, this D&Z game will contain bountiful amounts of playing cards to win and collect. "There are a few hundred distinct card types, but your collection can be in the thousands," explains Stein. Each time you win, you'll receive booster packs to add to your collection. Veteran card players will recognize the types of boosters used in the game: *Frieza*, *Saiyan*, *Trunks*, *Android*, and the *personality* cards from *Cell*.

But besides the expected similarity to the card game, CCG will also contain a few surprises. Exclusive GBA booster cards called *Anthology* will be in the mix, which will power up your characters to produce more merridible battles. The artwork for each card will be redesigned, too. Stein promises that the artwork will be completely faithful to the D&Z look, adding that all the designs will be done by the internal development team members, who are also fervent *Dragon Ball Z* fans.

Looking ahead, players shouldn't worry about getting bored with the Collectible Card Game. According to Stein, "We're hoping that we will in fact be releasing additional titles later that will have more cards and will feature the ability to trade between each other."

Saiyan Pride

While the Collectible Card Game should have a ready-made audience, *InoGames'* other D&Z game for the GBA will actually appear in May: *Dragon Ball Z: The Legacy of Goku* will be a role-playing game and fighting game mixed into one. Unfortunately,

CONTINUED ▶



At any time during the game, you'll be able to look at the table and see what cards are laid out.



Anger management will be part of the strategy with Collectible Card Games.



As in the original card game, your character may level up after each round.



Of course, fighting will be a formidable foe in *The Legacy of Goku*.



You'll find a little tranquility with Gohan and Chi-Chi.



Indoors or out, the environments will be colorful and alive.



Walking the Serpent Road will be no simple task.



In *The Legacy of Goku*, you'll even train with the Lord of the Worlds.

it will be only a single-player game, but it promises to be as involving as the TV show—centered on a story line that will be as true to the animated series as possible.

Says Dana Dominski, President of Webfoot Technologies, developer of *The Legacy of Goku*, "We're trying to stay really true to the license and produce something that fans will be extremely pleased with."

In fact, DBZ fans should immediately know where they are as soon as they fire up the game. The *Dragon Ball Z* tale will be set in several chapters called sages. The *Legacy of Goku* will focus on Goku's adventures in the early sages, including the



As in the *Dragon Ball Z* story, Goku will return from hell to help the world.



Goku will have to wander the spirit's earth as he attempts to fulfill a series of quests.



You'll be able to split these amazing aliens with your *Kamehameha* skill at anytime during the game.



You'll be wowed by the detail throughout the game, such as the interior of this house.

Sayan, Namek, and Frieza epics. To mirror the story even more, Dominski also promises that the game will have plenty of *Dragon Ball Z* humor and insider jokes aimed at fans of the series.

The *Legacy of Goku*'s gameplay will combine real-time combat with RPG elements familiar to fans of this genre. Throughout your quest, you'll need to level up attributes such as HP, Ki, skill levels, and experience points. You'll also take on a multitude of side quests while exploring indoor and outdoor environments. Of course, during the fighting aspect of the game, you'll be able to pull off Goku's legendary energy blast, the *Kamehameha*. To complete the package, Dominski promises that even the sounds will match those in the DBZ TV show—in epic digital sound-track that you can fully enjoy only if you hook up your GBA to a surround-sound audio system.

Let's Dance— Fusion Style

With a license that has such a humorous following, it's no wonder that Infogrames is planning more than just a short-term stint with *Dragon Ball Z*. Paul Rindie, Senior Vice President of Infogrames, shared some tantalizing details for future DBZ projects that have yet to be officially approved.

According to Rindie, Infogrames' two- to three-year vision consists of two additional Game Boy Advance games. The goal is to create a trilogy with *The Legacy of Goku* being the first installment. But the bigger picture has this trilogy linking, literally, to a GameCube *Dragon Ball Z* game that's planned for release sometime in 2003.

"The GameCube game will be a much bigger, enriched product than any of the GBA series," and it will also enhance the gameplay of the GBA games," says Rindie.

The GameCube game will be an action-adventure RPG with some fighting elements—similar to *The Legacy of Goku*.

It will be a one-player ride, but it will also enable you to play as over 30 *Dragon Ball Z* characters. The story line, however, is still in the early stages—a developer hasn't even been picked—but the goal is to have the story line connect with the GBA series. Moreover, you'll be able to transfer valuable power-ups, characters, and other cool stuff between the two systems. Rindie also stresses that transferring information from the GameCube version to the handheld version will actually enhance the gameplay in the GBA games.





Even though these developmental screens aren't from any specific console, you can expect to travel through plenty of familiar locales in future next-gen DBZ games.

Dragon Ball X?

PlayStation 2 owners will also get a taste of the Dragon Ball Z action in the fall of this year. This version, though, will be completely different from the Nintendo games.

Rinde explains, "The level of complexity will be much different than in the GameCube game. The universe will be much bigger, it won't be part of a trilogy, and it will have its own story line. It will be an actual adventure game with a significant number of fighting elements."

Like the GameCube version, the PS2 title will have over 30 playable characters, but it certainly won't be just a one-player game. Plans so far call for a multiplayer fightfest—arena style. Rinde hopes that once Sony finalizes its online strategy (meaning a network that's up-and-running), the game will support between six to eight players who will be able to duke it out at the same time. The game will also support multiplayer havoc offline, as well.

There are tentative plans for a Dragon Ball Z Xbox game, which Rinde hopes will be released sometime in 2003. Rinde stresses,

CONTINUED ►

What a Character

Undoubtedly, Akira Toriyama's claim to fame was his *Dragon Ball* manga creation, which spawned the hit anime series in Japan as well as a cornucopia of action figures, movies, and other memorabilia. And this all started in 1984! His stylish imagination provided him the opportunity to design characters for some hit video games as well.



Dragon Warrior I, II, III, IV, V, and VI (PlayStation)



Chrono Trigger
(SNES)

Tobal No. 1
and No. 2
(PlayStation)



Torneko: The Last Hope (PlayStation)





According to Rinde, making the characters look as sharp and the animation move as smoothly as in the TV show will be Infogrames' biggest challenges with the next-generation DBZ games—whether for the GameCube, PS2, Xbox, or PC.

however, that the Xbox version is just an idea since "the demographic of the Xbox right now doesn't fit real well with Dragon Ball." That idea won't become a reality "unless the hardware base is expanded and Xbox demographics broaden."

Finally, the PC will have a Dragon Ball Z game, too. Rinde isn't dying much about it except that the game will be a first-person action game and that it is scheduled for release in time for the holidays at the end of the year. Rinde, though, hints that "we [Infogrames] will be utilizing a proven 3D action engine" to run the game. Quake? Unreal? It's all conjecture, but Infogrames does publish PC games based on the Unreal engine.

Kiss of the Dragon Ball Z

With a full lineup of Dragon Ball Z games due out for just about every system, Infogrames is poised to take the series to the next level. Clearly the buzz about Dragon Ball Z will be here for the long haul—in fact, it has only just begun.



Thirty Dragon Balls?!!

For most gamers, obtaining the rare Dragon Ball GT Final Bout PlayStation game is an almost impossible feat, unless you were one of the lucky few who picked it up at its release in 1997 or you have the bucks to purchase it now (at press time, it was selling for \$200 on eBay). But Dragon Ball GT wasn't the only Dragon Ball game. Here's a rundown of the previous Dragon Ball games—sadly, only two of the games (Dragon Power and Dragon Ball GT) were released in the U.S.

Nintendo Entertainment System

Dragon Power	Release date: 1986
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Famicom

Dragon Ball: The Mystery of Shenlong	Release date: 1986
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Dragon Ball: Resurrection of the Demon King	Release date: 1988
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Dragon Ball: The Story of Goku	Release date: 1989
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DBZ: Attack of the Saiyan	Release date: 1990
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DBZ II: Battle Against Frieza	Release date: 1991
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DBZ III: Battle Against Androids	Release date: 1992
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DBZ: World Tournament Fighter	Release date: 1992
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DBZ: Plan To Eliminate the Saiyan	Release date: 1993
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Super Famicom

DBZ: The Legend of the Saiyan	Release date: 1992
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DBZ: Super Battle	Release date: 1993
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DBZ: Super Battle 2	Release date: 1993
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DBZ: Super Battle 3	Release date: 1994
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DBZ: Super Son Goku	Release date: 1995
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DBZ: Super Son Goku 2	Release date: 1995
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DBZ: Hyper Dimension	Release date: 1996
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Game Boy

DBZ: Goku Hishouden	Release date: 1994
---------------------	--------------------

DBZ: Goku Gekikouden	Release date: 1995
----------------------	--------------------

Megadrive

DBZ: Super Battle	Release date: 1994
-------------------	--------------------

Sega Saturn

DBZ: True Battle	Release date: 1995
------------------	--------------------

DBZ: Dragon Ball Legends	Release date: 1996
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PC-Engine Duo

DBZ: The Legend of Son Goku	Release date: 1994
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Playdia

DBZ: Plan To Eliminate the Saiyan	Release date: 1994
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DBZ: Plan To Eliminate the Saiyan Part 2	Release date: 1994
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PlayStation

DBZ: Ultimate Battle 22	Release date: 1995
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DBZ: Dragon Ball Legends	Release date: 1996
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Dragon Ball GT Final Bout	Release date: 1997
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Arcade

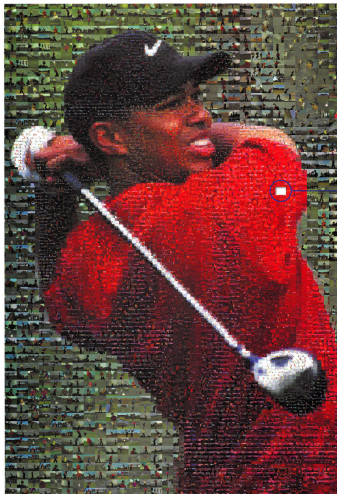
Dragon Ball Z	Release date: 1993
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DBZ VR.VS	Release date: 1994
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DBZ 2	Release date: 1995
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Okay, this is not an invitation. **It's** a three alarm wake-up call. A hello-things-are-gonna-be-**different** wake up call. That "we're not in Kansas anymore" feeling you get right before you go **down**. Wanna see?

Enter **here** ► 

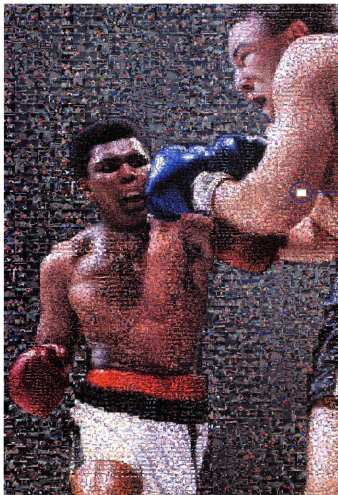




The course is picture perfect. **It's** your game that's not. Hey, today could be **different**. Maybe you chase this round **down** with pin-point accuracy and the speed of a cheetah. Or maybe you leave **here** the same way you came.

If it's in the game, it's in the game.™



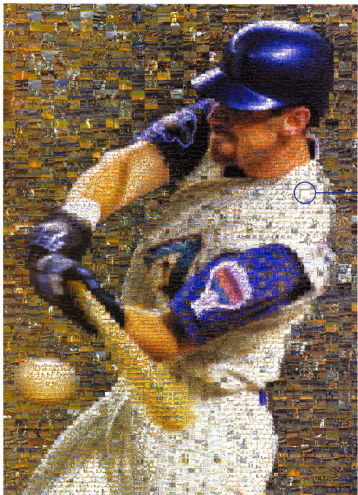




It's not every day you find yourself in another human being's face. Perhaps things would be **different** had you not invited him to swallow your fist. Somebody's going **down**. Act fast. Act furious. Get your facial contusions **here**. Anyone? Anyone?

If it's in the game, it's in the game.







Step up to the World Series' pressure-cooker. **It's** time to dance to sixty-thousand **different** heart beats. One thunderous crack of the bat and you re-write history on the all-too-real faces **down** in the other team's dugout. So **here** goes nothing.

If it's in the game, it's in the game.





**It's
different
down
here.**

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PlayStation.2



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PlayStation.2

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Mild Language
Violence

PlayStation 2



HOMOLITH



SIERRA

*Computer Gaming World, 2002



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Recommended
System Specs

Windows XP/Vista/7/8/10

Processor: 3.0 GHz or better

1.5 GB RAM

1.1 GB on HD

MEDAL OF HONOR

ALLIED ASSAULT



IF YOU'RE just looking for the best shooter for the PC—a game that engages your senses, thrills your nerves, and impresses your neighbors—stop reading this right now and go get *Medal of Honor: Allied Assault*. You'll miss out on a fabulous, informative review, but you'll gain an extra few minutes with the most intense first-person shooter for the PC yet.

Unlike Unreal

The idea of the *Medal of Honor* series is to strip away the rocket jumps, plasma rifles, and quad-damage power-ups from the shooter genre and replace them with realistic war situations and opportunities for real heroism. The series exists to give you a taste of true war without all the burdensome detail of a Tom Clancy game, and to enable you to wield real-period weapons and complex reality-based objectives. *Allied Assault's* developer, EA GAMES, has succeeded in providing an engaging, exciting war backdrop without relying on genre conventions like secret doors and the like to deliver a fun experience.

Your Mission

You're Lieutenant Mike Powell, and you've just been recruited into the OSS, the WWII-era organization that ran covert operations in the European theater. A handful of straight military missions sets the stage for the covertops you'll undertake later in the game, allowing the difficulty to ramp up smoothly from the beaches of Normandy to bombed-out towns filled with snipers. You wander through gorgeous levels built with immense attention



PRO TIP: Find a medic on Omaha Beach, and he'll give you a health kit. This is essential for surviving the beach invasion.



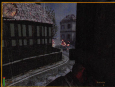
PRO TIP: Memorize the locations of alarms. If someone sets off an alarm, you'll need to get to it fast or you'll be swarmed by soldiers.



PRO TIP: If you can clear the bunker on one side of the Omaha beachhead, you can snipe the gunners in the other bunker from afar.



PRO TIP: Whenever you see a mounted gun, you'll probably have to use it. Use this one to take out the tailload of soldiers before they kill your pilot ally.



PRO TIP: Three bazooka shots in the turret should take out most tanks. Your ammo is very limited, so be careful where you're shooting.



PRO TIP: Better to reload when it's quiet, especially with the pistol or sniper rifle, than when you're dodging bullets.



PRO TIP: When attacking the Nobelwerk, take the trench to the right side of the entrance and clear the right-hand bunker, flanking the installation. It's easier to attack from the front.



Does this lady look familiar? Meet Mance, the heroine of *Medal of Honor: Underground*.

to detail (oops, "real") by advice from Hollywood military consultant Capt. Dale Dye), and you really get the feeling of being in a war. Planes fly over and drop bombs, buildings fall apart from damage, and machine gun fire tears your fellow soldiers apart in front of you. The only thing missing from this war is blood and gore, and with everything going on, you won't have time to miss it.



PRO TIP: The entrance to the French Resistance hideout is under this altar. Push it aside and head underground.



PRO TIP: Infiltrate the tank park by jumping onto the truck at the start of the level. You'll have to be fast and sneaky, but it beats shooting your way in.



PRO TIP: In order to reach the beach safely in the Omaha invasion, wait for the Captain's signal and run to the first crates. There you can crouch and snipe the gunners.

Allied Assault is the first MOH to feature extensive use of friendly AI, and for once the AI is extremely intelligent. Your allies and enemies alike duck behind cover, seek for better vantage spots, and even drink from a medical canteen when wounded. You can even count on a medic for a medkit from time to time if you manage to keep him alive. It's nice to have allies who are actually helpful and do a lot to advance your objectives.

Sounds Like War, Looks Like War, Must Be War

The Medal of Honor series is known for its amazing sound, but Allied Assault puts even its predecessors to shame. Everything, from rifle shots to officers shrieking orders, sounds exactly like it must have sounded in WWII. The thundering sound of a tank rolling down the street, the fan-f*ck "Pop!" of a sniper rifle aimed at your head, and even the alarmed German intercom that plays when you're discovered are all memorable sounds that instantly immerse you in the war.

Likewise impressive are the graphics, which are so sickeningly realistic that you'll be squinting for muzzle flashes to find snipers or watching your friendly soldiers to see if they're limping from damage. Take a time-out to just look at the game and see how lovely it is because the action is so intense, you won't have the chance to savor the rises too often.

No choosier is perfect: without great controls, and Allied Assault scores here, too. There are no awkwardly placed command keys, and most of the action is on the arrow keys and the mouse. As with many shooters on the PC these days, you have ultimate control over your keyboard layout, but there's no long list of obscure commands like there is in Wolfenstein. (What's the **Klick** button for?)

Objective Accomplished

Please, for crying out loud, if you like PC shooters, play the game. You won't miss the rocket jumps or the deflector shields, and you'll find yourself playing what could be the best first-person shooter in history. Allied Assault receives, with no hesitation, the highest honor GamePro can award. **G**

Why'd It Have To Be Snipers?



Can you see these guys in the pictures? If not, you're probably dead. Snipers in Allied Assault are among the most difficult enemies in the game. The best way to spot a sniper is to look for muzzle flashes or clouds of smoke when they fire, but the most likely clue you'll have is the directional damage indicator when they hit you. If you get shot, take cover immediately and listen for a pause in their shooting (they have to reload sometime), then move to a better spot and look around. By the time you have to deal with snipers extensively, you should be an accomplished sniper yourself, so stick with it and you'll make it through.



BY THE NUMBERS

- Developed by 2015
- Published by EA Games
- \$49.99
- Available now
- Action
- 21 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0



PRO TIP: Break cover often. Snipers you more than it helps. If an enemy hides behind brush, toss a grenade and flush him out.



PRO TIP: Sometimes you need to be stealthy. Break up behind enemies with the **Klick** button and aim for a headshot with your silenced pistol.



PRO TIP: After you take out the anti-aircraft gun, you'll be rushed by Nazi soldiers. Use the mounted gun in the bunker to make easy work of them.



PRO TIP: Kill with the sniper rifle is essential to success in Allied Assault. The enemy is smart enough to aim you the smallest targets possible.

GRAPHICS 5.0

It lacks the colorful atmosphere of Wolfenstein, but Medal of Honor: Allied Assault doesn't need it. It's clearly the best use of the Quake III engine to date.

SOUND 5.0

The Medal of Honor series is famous for great sound, and this is no exception. Play the Omaha Beach level with a subwoofer and you'll see...well, hear.

CONTROL 5.0

Even shooter novices will be experts in no time. The transparent controls enable the game itself to shine through.

FUN FACTOR 5.0

It's World War II without the horror and trauma. You get to be the victorious war hero and live to tell about it. Isn't that what games are about?

Command & Conquer: Renegade



FOR SIX YEARS, PC strategy

gamers have clicked and dragged little soldiers across the various maps of Command & Conquer. C&C: Renegade will finally enable you to run around in the trenches in an immensely skilled GDI soldier, using firearms and a penchant for mass destruction.

You'll play as Navor, a big-time soldier in the GDI's war against the forces of Nod. While the preview version's frame rate was a



bit choppy, and some of the graphics could have used tweaking, it still evoked the feeling of being a grunt in the C&C war. This early build of C&C: Renegade featured skillful FPS controls, even piloting the various vehicles—you'll be able to drive tanks, Humvees, and more as the game progresses—was a snap, unlike in a recent shooter for the Xbox, which will remain nameless.

The preview version lacked some of the polish that hardcore FPS gamers love, but fans of Command & Conquer will want to watch Renegade closely. This may be the game to put the bang back in the series. **G**



BY D-PAD DESTROYER

- Developed by Westwood Studios
- Published by Electronic Arts
- Target release date: February



HANDS-ON



Warcraft III: Reign of Chaos



IT'S 15 YEARS after the humans defeated the orcs, and now a new challenge rises in the form of the Burning Legion. Over the years, the orcs have rallied under the flag of a new leader, while the humans have become complacent. This sets the stage for one of the most highly anticipated RTS battles in gaming history, Warcraft III: Reign of Chaos.



Blizzard decided that simply having orcs fight humans wasn't enough, so Warcraft III will introduce two all-new races: The Scourge, foul creatures who reproduce by corrupting fallen enemies and rising armies of undead, and the Night Elves, who have emerged from seclusion to protect the world from destruction. Each of the game's four races will have unique units, buildings, and strategies, presumably strengthened by Blizzard's legendary attention to game balance.

Blizzard has been awfully quiet about this game, which will be Warcraft's first foray into 3D graphics. The screenshots look great, but you'll have to wait to see the game in action. If Warcraft III is even half as good as Blizzard's other offerings, it should be worth the wait. **G**



BY JONAH WALTER

- Developed and published by Blizzard
- Target release date: June



FIRST LOOK



No parachute, no seat belt, no roll cage, no problem.



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LET'S ROLL.



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PlayStation 2

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IT'S BEEN OVER A decade since Sega's spokes-marmot brought bliss processing to the masses and set off a Video Game Mascot War of epic proportions. And like the world turns, Sonic now dwells on a Nintendo device...and his first GBA adventure brings back serious 16-bit Genesis-era vibes.



PROTIP: When headroom is low and you need to clear an obstacle, tap "Y" in mid-air to give Sonic the extra boost he needs.



PROTIP: For a higher challenge—and higher reward—always take the high road. That's where most rings, shields, and invincibility power-ups like to hang out.

Sonic Regress

Sonic Advance is everything that made the original Sonic a success in the first place. It's lightning-fast, fun, disturbingly playable, and requires little or no thinking—just fast reflexes—to play. Sonic handles exactly as he did in his 16-bit days, countering the same kind of two-dimensional loops, enemies, rings, power-ups, and bosses he did 10 years ago. Some, however, may see the super-straightforwardness in a less flattering light. Playing as Sonic, you'll find that the cart's down stages still essentially boil down to "go right until finished," and the game blows by pretty darn quickly. Luckily, playing through in Tails, Knuckles, and Amy provides a different enough experience to make a second or third run through worthwhile. And the monster-breeding Tiny Chao Garden mini-game has its own silly, inexplicably addictive appeal.

What's That Blue Thing Doing Here?

On the technical front, Sonic Advance is hyper-colorful and moves fast, but the graphics are less detailed than those of some other kish GBA platformers like Rayman. The sound effects and music are both excellent, faithfully recapturing all the ring "dings" and the essence of the pseudo-rock background music you remember.

Sonic Advance is a simple, tried-and-true blast from the past that's faithful to the "hugely old-school" legacy yet draws on enough from the new school to satiate anyone who seeks more from their marzipan than just mowin' to the right at really high speeds.



BY THE NUMS

- Developed by Team Sonic
- Published by THQ
- \$19.99
- Available now
- Action platform
- 2 players



PLAYERS	SCORE	CRITICS	USERS
4.0	4.5	4.5	4.0

SONIC ADVANCE



PROTIP: In the Casino Paradise Zone, you can stand on the letters in SEGA or SONIC when they light up.



PROTIP: To beat Babonik in Zone Four, leap on the letters just as they appear—you'll hit him and replenish your air simultaneously.

TEKKEN ADVANCE IS AN incredibly faithful translation of the epic fighting series, though a lack of hidden fighters strangles some of the game's long-term replay incentive.

Tekken Advance kills by combining the knuckle-crushing aggression and deep fighting system of Tekken 3 with the tag-out feature of Tekken Tag Tournament. The pre-rendered fighters have survived the conversion from polygons to pixels and boast smooth sprite-based animations, while the beautifully rendered environments combined with superb scaling and rotation effects lend the game a sense of depth and dimension. The molecular sound design juxtaposes rising techno with the powerful strains of flax splintering bone, kicks shredding air, and Yoshinori's eerie howling.



PROTIP: You can hone your fighting prowess by training in Tekken Advance's Practice mode.



You'll need two Tekken Advance cartridges to go toe-to-toe with a friend (or yourself).

TEKKEN ADVANCE



BY THE NUMS

- Developed and published by Namco
- \$29.99
- Available now
- Fighting
- 2 players



PLAYERS	SCORE	CRITICS	USERS
4.5	5.0	4.5	4.0

Iron Fists of Fury

You won't need a Ph.D. in Tekken to unleash sadistic combos since the control scheme has been simplified to take full advantage of the GBA's limited button configuration. Punch and kick attacks have been mapped to the A and B buttons, while shoulder buttons are used for throws and tags. Namco has stuffed the game with a massive arsenal of special attacks, all of which can be combined by button-tapping in conjunction with directional pad presses.

Where Is Everybody?

Besides the omission of Lei Wulong, Tekken Advance disappoints in that it has only one unlockable character: stomping the game's replay a bit. Unlocking hidden characters has always been a strong feature of the franchise, and its absence would have been a crippling blow to Tekken Advance if not for its robust amount of gameplay modes, which include Vs. Battle, Time Attack, Survival, Tag Battle, and more. That aside, Tekken Advance is a heroic effort.



PROTIP: In Tag Battle mode, unleash a torrent of combos and take out your first opponent before he has a chance to tag out for a quick victory.



PROTIP: Hwoarang's kick attacks are relentless and nearly indefatigable.

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Tom Clancy's Rainbow Six: Rogue Spear



PORTABLE GAMERS WILL NOW have a chance to feel the adrenaline-charged action of squad-based warfare with *Rogue Spear*, the venerable sequel to the *Rainbow Six* phenomenon. In 15 missions, you'll lead a group

of anti-terrorist roughnecks through international locales to dispose of evil-doers and rescue innocents. An early version of the game showcased sharp visuals from a top-down perspective and plenty of firefights at every turn. If you enjoyed *Rainbow Six* for the Game Boy Color, then you'll easily feel at home with this anticipated follow-up. **B**



BY TONY BLAND

- Developed by Red Storm
- Published by Ubisoft
- Target release date: March



Game Boy Advance

HANDS-ON



Sabre Wulf

LONG BEFORE U.K.-BASED Rare rose to fame as one of Nintendo's top development houses, it was known as Universe and first responsible for



a chain of odd, B-list games for a system called the Sinclair Spectrum. In this "sequel" to the company's 1984 Spectrum classic—also called *Sabre Wulf*—you'll play as a distinguished hunting gentleman named Sabreman. Your quarry? A legendary lupine monster called Sabre Wulf. Your job? Collect native animals in a top-down environment, then harness their powers to clean out the Wulf's 20-platform hiding places. *Sabre Wulf* will be part adventure, part puzzle, part platformer...and 100 percent retro. **B**



BY TONY BLAND

- Developed by Rare
- Published by Nintendo
- Target release date: First Quarter 2000



Game Boy Advance

FIRST LOOK



Konami's Collector's Series: Arcade Advanced



NAHCO MUSEUM PROVED beyond the shadow of a doubt that arctic arcade games make exceedingly popular Game Boy Advance titles. This April, Konami will release its own collection of six titles from gaming's Golden Age—a healthy mix of the memorable (*Rush's Attack*, *Frogger*, *Tank Patrol*), the semi-memorable (*Gyruss*, *The Ar Kang-Pu*), and the kinda-sorta vaguely familiar (*Scramble*). Now before all you Pooyas and Crozus Charlie fanboys start planning your letter-writing campaign, your cries have not gone unheard. Konami is planning to release more retro volumes like this in the future. Nostalgia for the 1980s will never die. **B**



BY TONY BLAND

- Developed and published by Konami
- Target release date: April



Game Boy Advance

FIRST LOOK



Out here,

amongst the clouds

and the sea,

a chain gun.



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Tatooine.



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Sullust.

PlayStation 2

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Tekken 4

Fightin' Moods

Once Tekken 4 was released for the arcades, it was just a matter of time before a home version would appear—and that's what is slated to show up in Japan this March. Although a U.S. release date has not been announced yet, it's a remarkably safe bet that Tekken 4 will make its way stateside. You can also be sure that, aside from the obvious one- and two-player modes, Tekken 4 will have a thorough fighter trainer. And just as the PS2 version of Tekken Tag Tournament had Tekken Bowl, Tekken 4 will probably have a healthy share of other mini-games. Tennis, anyone?



Newcomers Craig Marshall and Christie Monteiro square off against each other in Tekken 4, Namco's fifth Tekken title.



"First Rule of Fight Club"

Play argho-wise, Tekken 4 won't be radically different from other Tekkens. You'll still use two punches and two kicks, but all fighting will take place in confined arenas. You'll be able to use the surroundings to your advantage, too, by bouncing opponents off walls and cornering them for nasty corner-trap combo assaults. However, some new elements will also be introduced—most important will be the "slide move" system where characters will be able to move freely and won't be limited to fighting on a fixed line (think *Soul Calibur* and you'll get the idea). New counter moves will also be implemented, including a "position change" where you'll be able to grab an attacker and switch positions with them, a technique that will be handy for escaping corner traps. Finally, the "tag" system will be history, so all fighting will be strictly one-on-one.



Twenty and Counting

And then there's the fighter lineup. The arcade version of Tekken 4 features 10 characters in the "regular" lineup with an additional 10 who become playable via time release. The usual favorites (see sidebar, "The Gang's (Almost) All Here") will be present in the home version, along with some fresh faces. Among the notable additions will be wrestler Craig Marshall, boxer Steve Fox, Capoeira master Christie Monteiro, and a humanoid robot, Combat, who can imitate the fighting style of any fighter, although his programming is already somewhat buggy. With all Tekken 4's new features and tweaks from other Tekken titles, it looks as if Namco is set to provide another sequel to the series. Simply put, "This is Tekken," and fans of the genre will probably love it.



The Gang's (Almost) All Here

Here's the tentative lineup of fighters for Tekken 4:

Bryan Fury	Jin Kazama	Marshall Law
Christie Monteiro	Kazuya Hibana	Nina Williams
Combat	King	Paul Phoenix
Craig Marshall	Kuma Panda	Steve Fox
Hwoadachi Hibana	Lee Chaolan	Violet
Hwoadachi	Lei Wulong	Yoshimitsu
Iin Kazama	Ling Xiaoyu	





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PlayStation 2



SEGA

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Jet Set Radio Future

JAPAN, 2004

A sprawling city has been locked down by a repressive regime that has crushed any semblance of civil liberty and personal freedom. The result: a pseudo-utopian metropolis where the oppressed youth have formed tightly knit tribes, roam the streets on magnetically powered skates, and express themselves and their frustrations by spray painting art all over the city. Not only do these packs of rebels have to contend with rival gangs, but also with the brutal police force, which is privately owned by the evil Rokkaku group.



BY PAMEL LINT

- Developed by Smilebit
- Published by Sega
- Target release date: February



HAND-ON



With sumptuous oil-shaded graphics and amazing gameplay, Jet Set Radio Future is already shaping up to be a must-have title for the Xbox.

WELCOME BACK TO TOKYO-TO

A sequel to one of the most visually groundbreaking and insanely fun games on the late Dreamcast, Jet Set Radio Future may be one of the most compelling reasons to buy an Xbox this year. Developer Smilebit is harnessing the full potential of the console, and the graphics are already spine-crushingly impressive. The first game's stylized, cartoon-inspired graphics looked even sweeter in the Xbox preview version, thanks to more fluid animation and gorgeous lighting effects. For example, Tokyo-to almost leapt off the screen with tons of background details, pedestrians, and traffic, producing a teeming, chaotically realistic city environment with no discernable draw-in or slowdown.



THE FUTURE IS NOW

The early build of JSRF also moved much faster than the first game, and the control scheme was more responsive, making it easier to perform stunts like vertically grinding poles and walls. The tagging feature had also been simplified, and instead of executing tricky patterns with the analog stick, you just had to toggle the right trigger. Smilebit will also implement multiplayer cooperative and competitive modes, boosting the replay value well above that of the original. JSRF will retain its predecessor's eclectic mix of hip-hop, electronics, and rock music with tracks by Lush Brothers, WaveMaster, Q-Tip, and B52000. If you've never played Jet Set Radio, you won't want to miss out on Jet Set Radio Future when it explodes onto the Xbox in February.





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E

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GAME BOY ADVANCE



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State of Emergency



or major role

- Developed by VU Interactive
- Published by Rockstar
- Target release date: January



HAND-ON

"YOU SAY YOU WANT A REVOLUTION..."

Some lessons are learned naturally, but others can—and should—be taught only by video games, such as the virtues of riot management and proper use of guerrilla tactics to combat an oppressive government. That's the premise of *State of Emergency*, a game that's best described in *Streets of Rage* chucked into a blender with *Snatch* TV. In this action title, you'll play as one of two "oppressed" citizens who are mad as hell and just can't take it anymore. You'll also be able to unlock other characters—nine in all—as you progress deeper into the game.



State of Emergency is sure to raise a lot of eyebrows with its "offbeat" theme and raunchy action.



THE SIEGE

State's various urban areas will be packed with interaction. You'll throw objects, trash cars, and let loose with a variety of weapons, including firearms and explosives. But all combat won't be weapon-based. You'll also punch, kick, and execute a charge attack that spins you 360 degrees in order to clear away any enemies who gang up on you. You'll accumulate points by committing acts of mass destruction, but the game won't be all mayhem. It will also feature mission-based objectives, such as safely escorting fellow citizens to their destinations and rescuing them from harm. And, while you're at it, you'll be able to rid the streets of crime by pitting rival gangs against each other. Disturbing? Sure—but that's why *State* will carry a Mature rating.

YOU CAN FIGHT CITY HALL

In early playable form, *State's* controls were simple, to the point, and responsive. And although the characters lacked fine details, you'll nevertheless be amazed by the sheer number of people on screen at a single time as hordes of fellow citizens scatter in every direction. All the mayhem was done to a hard rock beat, but you'll hardly notice it over the sounds of the arresting audio track. Despite *State's* "offbeat" theme, its depth of play and multi-faceted action could make it the unluckiest hit of 2002. Here's one game that will easily live up to the phrase "it's a riot."





Jedi Starfighter

USE THE FORCE, ADI

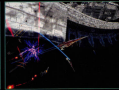
Only a year after its excellent *Starfighter*, LucasArts has another space-combat mission lined up for PlayStation 2 pilots. Set 10 years after the first game, *Jedi Starfighter* takes place just before *Attack of the Clones* as Nym joins forces with a Jedi named Adi Gallia. The pair must recapture Nym's base in the crater, which the Trade Federation has taken over and sealed off with a dome. LucasArts is striving to make the story a stronger part of the game, but for spoiler-prevention reasons, the only other hint is the promise of significant crossover with *Episode II*'s events and characters.

The new character, Adi, will use Force Powers—one of the sequel's major additions—to fight the unfriendly droids. She'll deploy abilities like a shield, lightning and shock-wave attacks, and a move that slows the world around her. If you perfectly time the Force Power on your controller, a souped-up move will be unleashed. The shield, for example, will then not only deflect attacks but also aim the rockets at foes, while the lightning will arc to an entire squad of fighters, instead of just one craft. Nym is packing more heat, too. Along with bombs, he'll now carry homing missiles, cluster rockets, and proximity mines.



ROGUE LEADER

Jedi Starfighter's 15 one-player missions will span some cool new environments, including a massive mountain and an orbit around a looming moon. As in the first game, you'll also fight in some interiors, including inside the dome over Nym's crater base. You'll also face massive capital ships and a mysterious boss that you'll pursue for the entire game. One of the coolest additions, though, should be two-player split-screen cooperative play, which will enable you and a friend to battle through missions side by side on the same TV. Five training missions and a redesigned HUD should also help rookies get up to speed. Dogfighting acs should start warming up their trigger fingers—*Jedi Starfighter* has the look of a potentially stellar game.



GET THE HIGHLIGHTS

- Developed and published by LucasArts
- Target release date: March



FIRST LOOK



Just in time for *Episode II*, LucasArts is launching its latest battle into PS2 space combat with *Jedi Starfighter*.



BY TOKYO DRAFTER

- Developed by BNEI
- Published by Sega
- Target release date: March



UPDATE

Virtua Fighter 4

EIGHT YEARS HAVE passed since the original Virtua Fighter lit the arcades. Now the latest installment looks to move in new directions with the PlayStation 2, while also remaining faithful to the personality that earned it so many dedicated followers.



Virtua Fighter's intricate control over intriguing martial arts fighters will continue to be its forte. Virtua Fighter 4 should strike a good middle ground between rookies and experts with an extensive training system that's built with people of all skill levels in mind. Seven hardened combatants—including Akina, Sara, and Lau—will return and be joined by two newcomers, Lei Fei and Vanessa Lewis. A new accessory system will go beyond mere alternate outfits: You'll be able to customize hairstyles, sunglasses, and more. There will also be specific goals for players to accomplish so they can unlock special items that will unleash new moves. Additionally, arcadechair senses will be able to create an AI character who is controlled by the computer but coached by you. You'll then be able to challenge your friend's character via memory card for some digital smackdowns.

VF4 already has a reputation for tough graphics, which should remain intact for the PlayStation 2 build—the arcade version sported some amazingly sharp visuals with highly detailed stages and dynamic light-sourcing. Sega finally joins Sony, in force, with VF4 for the PS2 this March.



Biohazard



MORE SCREENS AND footage of the upcoming Biohazard game (Resident Evil in the U.S.) have been released in Japan, including shots of a second playable character, Jill Valentine. So far, it looks as if the game engine is fully in place with frighteningly realistic-looking characters, complete with fluid movement and finely rendered details. Biohazard is still slated for a March release in Japan and should hit U.S. shores shortly after that.



BY MAJID RIZK

- Developed and published by Capcom
- Target release date: March (in Japan)



UPDATE



Tony Hawk's Pro Skater 3

If **TONY HAWK'S PRO SKATER 2X** left you happy but wanting more, then THPS3 should be just the ticket. The Xbox version of Activision and Newssoft's latest skateboarding celebration will likely fill between the GameCUBE and PlayStation 2 versions: There won't be online play as with the Sony disc, but there will be a four-player linked console mode, which Nintendo's machine doesn't support. Beyond that, the game will feature one exclusive new level, an all-new secret character with special tricks, exclusive textures, and thanks to the beefy Xbox hard drive, user-created soundtracks. Of course, you'll still get all the original pro skaters, large skatepark environments, challenging goals, and fancy tricks.

The three-level playable demo featured some nasty slowdown when the camera moved quickly. It was slightly worse than the PlayStation 2 game's, but this build was also incomplete, so there's a good chance it will be addressed. The hi-res player models looked great,

and the controls didn't feel out of the ordinary. Gamers who have been patiently waiting for Tony's latest ramp-ramp will likely get what they're craving this spring. **G**

BY DAN ELECTRA

- Developed by Newssoft
- Published by Activision
- Target release date: March

HANDS-ON



Freestyle

AFTER A PAIR of ladduster supercross offerings, EA Sports decided to go a different route with the sport, melding supercross's edgy image and EA's successful Big formula to come up with Freestyle. This latest Big game will dock the candy-coated cheeriness of SSX in favor of a punk, X-Game-like attitude that fits snugly with Freestyle's combo of motorcycle racing and over-the-top tricks. You'll choose from one of eight riders, including freestyle stars like Mike Metzger and Brian Doogan, for action in Circuit, Race, and Freestyle modes.

As in other Big games, busting one of the 60 tricks—which will include the superman seat grab, tarzan wrap, helicopter, and more—will charge up a speed-boost meter. In the preview version, the gameplay already felt exciting, bouncing between fast, arcade-style racing and stunts galore. Half the charm came from the steady-impressive graphics and awesome tracks, which featured moments like blasting off ridiculously big jumps or soaring over a burning tree. Barring a last-second wipeout, Freestyle should shape up into one of the more exciting games of the new year. **G**

BY ARI HENNING

- Developed by Page 44
- Published by EA Sports Big
- Target release date: March

HANDS-ON





BY ARI KIMBLE

- Developed by Pitbull Syndicate
- Published by Infogrames
- Target release date: March



Test Drive

ONE OF GAMES' longest-running racing series is making a fresh start on the PS2 and Xbox—"fresh" because Infogrames decided to reset the sequel counter and not call this game *Test Drive 7*. However, *Test Drive* will remain true to the style of the series, offering fast, arcade-y racing that scoofs at correct lines and braking in favor of swerving through traffic at high speed, scoring off wild jumps, and battering cops off the road.

Gamers will be able to choose from a selection of exotic and muscle cars that ranges from a Jaguar XK-R to a '69 Dodge Charger. The competitors will take place on the streets of San Francisco, London, Tokyo, and Mexico—all of which accurately resemble the real-life locales. While both versions will be largely identical in terms of features and

gameplay, the Xbox version already seems to have the edge on graphics. The early preview versions played well, sporting lots of exciting collisions and reflex-challenging situations. If the game's final phase of development proceeds smoothly, *Test Drive* could be a slick ride. **D**



Sled Storm 2

THE ORIGINAL *SLED STORM*

garnered acclaim for its superb feel—a result of its excellent handling and creative yet realistic tracks. With this sequel, the "Big" question is whether that same feel will be carried over in an EA Sports Big game bursting at the seams with colorful effects, cartoony environments, and plenty of SSK-style attitude. After playing a very early preview version, *Sled Storm 2* looked well on its way to delivering exciting, over-the-top snowmobile racing. Fans of the original, however, might end up feeling a little turned off—*Sled 2* seems much more like *SSX* on snowmobiles than a sequel that's faithful to the original game.



BY ARI KIMBLE

- Developed by EA Canada
- Published by EA Sports Big
- Target release date: March

HANDS-ON



UFC: Tapout



AS ONE of the most prestigious full-contact events in the world, Ultimate Fighting Championship has earned its reputation as a hard-hitting sport—it's full of muscle-bound brutes who can knock out an opponent with a single punch. Dream Factory hopes to bring the same intensity to the Xbox ring with UFC: Tapout. In an early build, Tapout already featured 27 real-life fighters who kicked, punched, and grappled with unbelievable realism. The



controls were like those of its UFC predecessor on the Dreamcast, but you could perform more counterattacks this time around. The preview version also included more slick options when creating your own fighter. Let the bone-crushing fighting action begin!



BY PAUL-LEON DRAKE

- Developed by Dream Factory
- Published by Core
- Target release date: January



HANDS-ON

Bloody Roar: Primal Fury



ACTIVISION IS BRINGING the latest installment in the Bloody Roar fighting franchise, Primal Fury, to the U.S. As one of the first "real" fighting games for the GameCube, Primal Fury will feature 16 playable characters (including four hidden ones) who can transform into more powerful alter egos with animal characteristics. An early preview version sported colorful, stable graphics, and the controls held up beautifully—especially the analog stick, which worked perfectly with the 3D combat engine. The fury will hit shelves this spring.



BY MAJOR NINE

- Developed by Hudson/Highway
- Published by Activision
- Target release date: March



HANDS-ON

Wreckless: The Yakuza Missions

DRIVING FANS LOOKING to do more than just speed around the track will find plenty of alluring features in Wreckless, a mission-based driving title.

You'll be able to play in one of two scenarios: as an undercover secret agent who infiltrates the Yakuza (mafia), or as a uniformed police officer who takes crime head-on. The game will feature 20 missions—10 per scenario—and 14 vehicles, including sports cars, buggies, and even a tank. There will be no shortage of diversity on the missions as you'll rescue a police captain, clear a safe path for a hijacked bus (remember the movie *Speed*?), and perform other duties. The crime-fighting starts in early 2002.



BY MAJOR NINE

- Developed by Banbutsu Games
- Published by Activision
- Target release date: First Quarter 2002



FIRST LOOK



TimeSplitters 2

TIME-HOPPING FPS ACTION is coming your way again in id Software's *TimeSplitters 2*. Creatures from another dimension are monkeying with our timeline again, and it will be up to you to stop them by taking control of characters from throughout time. Whereas last year's

single-player game was simply training for multiplayer mode, this year's will engage you in its story and goals—or at least that's what developer Free Radical Design hopes.

Free Radical includes several people who worked on Rare's *GoldenEye 007*, and the preview version of *TimeSplitters 2* had a palpable N64 Bond feel, down to the way you reloaded weapons and interacted with objects. The single-player demo even took place in and around a dam in Russia—007 vets will understand why that's significant. You'll see *GoldenEye*'s influence in spades in *TimeSplitters 2*'s single-player mode, which is definitely a good thing.

If Free Radical can make good on its promise of a rich single-player game, you'll have another reason to go back in time. **B**



BY RYAN BENTON

- Developed by Free Radical Design
- Published by Eidos
- Target release date: Spring 2002



HANDS-ON



Star Wars Racer Revenge



A FOLLOW-UP TO the popular N64 game, *Star Wars Racer Revenge* is set between *Episodes I* and *II* as Anakin returns to the pod-racing circuit in his teen years. After suffering defeat in the first Racer, Sebulla disappeared for eight years to develop a new high-tech pod racer, and now he's returning to seek "revenge" against Anakin. The hot pursuit will go down on 14 tracks across five planets—Tatooine and four new worlds. You'll be able to choose from 13 returning pod racers and five new ones with Star Wars-y names like Scorch Zanakes.

While an early demo showcased gameplay that will be very familiar to fans of the first Racer, LucasArts is planning to amp up the aggression of the AI, so that much more paint is traded, and wrecks and collisions play a bigger role in the action. The heart of the gameplay will remain the standard tournament-style circuit where you'll strategically burn turbo and spend winnings in Watto's shop. With Rainbow Studios, the developer of *Splatoon*, behind the scenes, this Racer looks like a promising prospect. **B**



BY JAM BENDER

- Developed by Rainbow Studios
- Published by LucasArts
- Target release date: February



FIRST LOOK





BY TORO DUBNER

- Developed by Digital Illusions
- Published by Microsoft
- Target release date: April



HANDS-ON

RalliSport Challenge

MICROSOFT IS HOPING TO broaden the U.S. audience for rally racing with its newest title. Developed by Digital Illusions, RalliSport Challenge will feature more than 25 rally cars, including household names like Mitsubishi, Lancia, and Audi, as well as the banned Group "B" cars of the 1980s. After you choose your wheels, you'll start off in an intensive career mode that spans all four types of racing: hill climb, time trial, rally cross, and the ever-treacherous ice racing. RalliSport will support up to four players at the same time, but sadly, the game will not include online play. In the preview version, the cars accumulated progressive levels of debris, and took heavy damage to the windows and body. Realistic particle effects, animated crowds, and cumbersome animals looking for a dirt nap also looked impressive. The controls are coming along very nicely, although in the early build, they felt like a derivative of those found in Colin McCrack's games. RalliSport Challenge is currently on track for a spring debut. **G**



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violence

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The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings, for a complete description, check out the ESRB's Web site at www.esrb.org or call 866-777-3772 for more information.

Everyone (E)
Titles rated Everyone (E) have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.

Teen (T)
Games rated Teen (T) are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

Mature (M)
Games rated Mature (M) are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

Rating Pending (RP)
The Rating Pending (RP) icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's Web site or call its toll-free phone number for updated rating information.

WHERE TO FIND THE ESRB RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout GamePro.



Note: Reviews do not carry an ESRB rating as games are often not rated and they're ready for review and purchase.

Genma Onimusha

By Capcom

Genma Onimusha features a strong amount of blood and gore as players must dispatch a variety of disgusting monsters with exotic weapons. Violence is the only Mature-rated element in Genma, however, as the game does not contain foul language or sexual content.



Half-Life

By Sierra

Like most shooters, Half-Life has tons of animated violence that's not suitable for anyone under 17 years old. There's a lot of shooting using both realistic and fantasy weapons, a huge amount of blood, and some intense life-like situations that a younger audience may not fully comprehend.



Max Payne

By Rockstar

Max Payne features intense violence with bullets and blood flying everywhere. It also glorifies solving problems through violence, and deals with drug references and the intense psychological trauma of losing loved ones. In addition, the game includes disturbing subject matter that could freak out younger gamers.



Metal Gear Solid 2: Sons of Liberty

By Konami

In Metal Gear Solid 2: Sons of Liberty, you'll play as a sole member of a special-forces team out to thwart a terrorist plot. The game includes splashing blood, gungly, and hand-to-hand combat. The cinematic cut-scenes and spoken dialogue can also get intense, and some of the areas in the game feature scantily clad women or pinup posters.



Return to Castle Wolfenstein

By Activision

The latest trip to Castle Wolfenstein is packed with blood, gore, and violence. If gunning down realistic-looking Nazis isn't enough, the game also features zombies, undead knights, and other gory creations. The violence is exaggerated, and there's lots of it. Those gamers squeamish about guns and gore won't be pleased with this one.



State of Emergency

By Rockstar

State of Emergency carries a solid M-rating with its offbeat theme and vivid depiction of inner-city riots. The game features a hefty share of onscreen blood and violence as you must utilize a variety of exotic weapons in order to achieve various goals and objectives.



Note: Some box art does not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Genma Onimusha.....	M	Tekken Advance.....	T
Max Payne.....	M	Touhou: Atonement.....	T
Metal Gear Solid 2: Sons of Liberty.....	M	ESPN International Winter Sports 2002.....	E
Return to Castle Wolfenstein.....	M	Grandia II.....	E
Airblade.....	T	High Heat MLB 2003.....	E
Blood Wake.....	T	NBA 2K3.....	E
Final Fantasy X.....	T	NBA Courtside 2002.....	E
GoDa: Elemental Force.....	T	NCAA March Madness 2002.....	E
Jonny Moseley Mad Trax.....	T	NFL 2K2.....	E
Legends of Wrestling.....	T	Sonic Advance.....	E
Maximo: Ghosts to Glory.....	T	Sonic Adventure 2 Battle.....	E
Medal of Honor: Allied Assault.....	T	SSX Tricky.....	E
Mobile Suit Gundam: Zeonic Front.....	T	Wave Rally.....	E
No One Lives Forever.....	T	World Tour Soccer 2002.....	E
Super Smash Bros. Melee.....	T		

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PlayStation 2



PLAYSTATION 2 PROReviews



MAXIMO

MAXIMO isn't a direct follow-up to the classic *Ghost 'N' Goblins* franchise, but it is surely the spiritual successor upgraded and re-engineered for the PlayStation 2.

GHOULS TO GHOSTS TO GLORY

From the arcades to the NES and SNES systems, the *Ghost 'N' Goblins* series was a benchmark in platform action gaming, offering a very tough challenge and devious level design. *Maximo* steps into these very big shoes and comes out as a classic in its own right. The game's difficulty is more forgiving than that of the earlier thumb crushers, which opens up things for younger gamers, but there's tons of challenge for those looking to uncover everything the game has to offer.

NOD TO THE OLD SCHOOL

Old-school gaming is all about good gameplay, and *Maximo* doesn't stray too far from the "straight out of the box book" time-honored formulas. The various attacks and moves are perfectly balanced and are all essential throughout the game.

The environments are laid out well and look great—is do the pressures that inhibit them, including *Maximo* himself. Designed

by famous artist Susumu Masuudate, the game's characters include interesting-looking enemies and saucy heroines who vibrate with personality—even though they don't really speak all that much. The original theme song from the *Ghost 'N' Goblins* series has been updated and blended with each of the levels, creating a great kick of nostalgia. Players not familiar with the tunes can still enjoy a wonderful orchestral style score that will please any ear.

PERFECTION...ALMOST

The camera is the plague of 3D action, and *Maximo* is not immune. Areas with right corners and frequent falls from ledges due to obscured views are a tough pill to swallow. Even more odd is that the Boss fights get easier as you get further into the game.

Minor annoyances aside, *Maximo* is highly recommended for anyone looking for a great dose of old-school action or just plain great action period. You get everything from a damsel in distress to level after level of evil ghouls, and you don't have to beat the game twice to see the ending.



PROTIP: Slashing the Seal containers with a downward strike will yield five souls instead of the two you get for simply attacking it.



BY TONY DEXTER

Developed and published by Capcom
\$49.99
Available now
Action
1 player

ESRB	IGN	GAME	PLAY
T	5.0	4.5	5.0



PROTIP: Dodge those bomb-throwers by the tree lines to blow up at close range.



PROTIP: Hit Gus in the feet twice with the downward strike, then press Δ to hit him for maximum damage.



PROTIP: Who can this mystery boss be? Whoever it is, hit it in the red gem when it crosses near you before it attacks.



PROTIP: Gushin take out the four power nodes before Achilles can fully recover his energy.



PROTIP: Use the downward strike twice to knock loose this knight's block, then take a whack at his helmet.

GRAPHICS 5.0

Maximo features some of the sharpest graphics yet seen on the PlayStation 2 with rich environments and cool-looking characters. The animation is also top-notch.

SOUND 4.5

The classic *Ghost 'N' Goblins* theme is well represented and nicely remixed into each level's theme. Some new tunes would have been cool, too, though.

CONTROL 5.0

With action this intense, the controls have to be spot on—and they are. Even without a "lock-on" type battle camera, the swordplay works well.

FUN FACTOR 4.5

The only thing that would make old-school gamers happier is if the game were in 2D. *Maximo* is the challenging action platformer fans have been waiting for, but it's still not too tough for newcomers. Excellent.



PROTIP: Quite a tough choice, but choosing the Max is recommended because armor is not a big deal and you can save after one more level.

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PlayStation 2



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MAX PAYNE



If you missed it on the PC, Max Payne for the PlayStation 2 is a gotta-play gem for fans of dark action.

Hard-Boiled Mega

Max Payne has all the hallmarks of a classic noir adventure but with modern characters and settings—namely, a renege DEA agent tracking the killer drug Valdez in a blizzard-bound New York City. An emotionally wrenching opening sequence tells you more than you need to know about Max's motivations; from there, you're thrust into a grim, gritty pulp fiction.

Max mixes dingy textures and bleak atmosphere with panels from a graphic novel and solemn narration to create a living, breathing, bleeding New York City underworld. Subways, motels, rooftops, and office buildings look appropriately dumpy, neglected, and desolate, while Max's photorealistic face is permanently twisted into a conspirator's scowl. As he uncovers more details about the case, Payne mumbles hard-boiled phrases of melodrama and desperation while battling Mafia enemies who sound like cartoonish wise guys—*da New York type*. However, it's Max's stoic voice-over (delivered by actor James McCallum) that gives the game the most character.



PRO TIP: Back into corners and wait for enemies to come through doorways for a ready surprise attack.



PRO TIP: Use the fire risk smoke stick to peek around corners before you enter new areas. You can avoid ambushes and set your own traps.



PRO TIP: To keep your ammo supplies stocked, return enemy fire with the same weapon whenever possible. When their egos down, you'll get their stuff.

The Dual Shock controls work logically and offers the sharp response, especially considering the cool bullet-time and shoot-dodge aspects, which slow down time for *Mafia*-style gunfights. Generous auto-aiming makes up for the lack of keyboard and mouse support. Weapons, from a lead pipe to shotgun to pineapple grenades, all match the realistic surroundings.

Max Factor

With a brooding atmosphere, bad-ass guns, and cool technology, Max delivers what action gamers crave. You, too, will develop a high tolerance for Payne.

GUNDAM ZEONIC FRONT

IN MOBILE SUIT

Gundam: Zeonic Front, Bandai's follow-up to MSO:

Journey to Jaburo, you'll play on the side of the series' antagonists, the Principality of Zeon, and defend your territory from the Earth Federation during the One Year War. Though very similar to Journey to Jaburo, Zeonic Front features a heavier emphasis on strategy. Prior to each mission, you choose platoon leaders, mobile suits, and support armaments best suited for the subsequent objective. You can also plan attack routes and set action and battle codes for your teams to carry out when they reach designated operation points.

GLORY TO THE PRINCIPALITY OF ZEON

Missions vary from reconnaissance and seek-and-destroy ventures to all-out assaults on Federation installations. Besides issuing directives to the other groups, you can switch control between said groups on the fly, which enables you to send certain teams to strafe or bait enemies while using other teams to take out targets. Maneuvering your mobile suit, however, can be cumbersome—



PRO TIP: At the Hal Zeon mission, stay close to your allies. If you stray too far, you'll leave them vulnerable to attack by Federation mobile suits.

especially if you need to make a quick escape—while the controls for weapons and support equipment can be unresponsive.

MECH DRAMA

While Zeonic Front boasts fantastic suit models, the environments and texture mapping are uninspired. There's also enough fog and slowdown to make the game look more like a Dreamcast title than a second-generation PS2 one. The music is exciting and tension fraught, but the melodramatic dialogue is straight out of a poorly dubbed anime. And though some will find Zeonic Front's 13 missions too easy to win, Gundam fans will enjoy taking an active part in shaping the events of the legendary One Year War. Now go stomp those Federation chumps!



BY FUMIO UHARA

Developed and published by Bandai
\$49.99
Available February
Action
1 player

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
3.0	4.0	3.0	3.5	



PRO TIP: Use smoke grenades to sneak up on enemy mobile suits, then when your targeting computer comes back online, shank them with your heat saber.



PRO TIP: Be sure to use a team to take out all RX-75 units before moving out your other teams.



PRO TIP: At the Trojan Horse mission, send a team of Zeon's to the top of the hill to bait the mobile suits. Then, send a one-man team to find the Trojan Horse.

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PlayStation.2





No One Lives Forever

IF NO ONE LIVES FOREVER sounds like a James Bond movie, it's because this finely crafted game harkens back to those great 1960s spy flicks. Good guys wear trench coats, bad guys speak with Russian accents, and everybody's tongues are planted firmly in their cheeks.

From Sierra with Love

Ported from a Sierra PC game, No One Lives Forever is a first-rate, first-person action game. The British heroine, Cass Archer, dispatches plenty of enemy agents with silenced weaponry and "judo chops," but stealth and investigation compose a major role in the gameplay, too. There are 60 levels (four new to the PlayStation 2), 30 weapons and gadgets, and 20 outrageous characters to meet, so the espionage really rolls.

The graphics, sounds, and controls are...well...groovy. It's the 1960s, baby! Cool, twangy guitar riffs play in the background, and the voices—accents, comy jokes, and all—are right on. The secure-



BY BRETT HUGHES

- Developed by Monolith
- Published by Sierra
- \$49.99
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	VALUE
4.5	4.0	3.5	4.0



PROTIP: Keep an eye open for security cameras. You can also hear their sensor markers if you listen carefully.



PROTIP: Pressing down on the left joystick reverses the view and enables you to quickly turn and fire...or run over to fight another day.



PROTIP: Because it reloads quickly and has very good range, your best all-around weapon is the P38 for most situations.



PROTIP: If you suspect long-range danger, draw a weapon and carefully slide the crosshair around the screen. It automatically centers on distant targets whether you can see them or not.

mapped character faces look excellent, and the exotic, old-school spy-movie locales are great. The controls hold their own between furious gunfights and stall-draw sneaking around. However, the analog joysticks can be sensitive. Pressing down on the stick reverses the view, and in a panic, you'll wind up looking the wrong way. It can also be a chore to target items you need to activate or to quickly take aim. You often have to move slightly while aiming, a two-stick process.

Old Finger

You gotta love a good, old-fashioned spy-versus-spy yarn, and this is one solidly constructed action game that doesn't take itself too seriously. It's called "camp," man. Check it out. Remember: No one lives forever.

Legends of Wrestling

WHAT'S DONE RIGHT in this Legends of Wrestling? Well, it has a roster of 42 old-school wrestlers with such standouts in



PROTIP: Watch the timing meter and learn which moves combo into others.

Koko B. Ware, George

"The Animal" Steele, and the Road Warriors. It also features an innovative combo system that makes playing the game one part War Zone and one part Rik Rippa the Rapper as you try to hit the right button in time to reverse grapples or counterattacks.

What's done wrong? Everything else. The slow, unresponsive controls underlie awful, slapped-together graphics and a bargain-bin soundtrack that features MIDI-rock sound-alikes of the wrestlers' classic themes. Classic tapscans like Rowdy Roddy Piper and Andre the Giant are conspicuously absent, while Rob Van Dam and Sabu made it on the list. If you love classic wrestling, do not buy this game.



BY GUY HENNINGSEN

- Developed and published by Dynamix
- \$49.99
- Available now
- Wrestling
- 4 players

GRAPHICS	SOUND	CONTROL	VALUE
2.5	2.0	2.5	1.0



PROTIP: Wait until the last minute to perform a hold on dazed opponents.

Wave Rally

WAVE RALLY TAKES the classic Wave Race formula and pegs it up with a Kawasaki endorsement and special attention to water graphics.

Wave Rally features well-designed tracks and a sit-down minibus class, offering a different feel from the stand-up jet skis. Unfortunately, the control isn't quite good enough for either class. The vehicles turn way too wide, and hitting the walls at any speed crashes your boat. You'll spend a lot of time fighting the waves rather than using them to your advantage. While Wave Rally's sound needs work, its graphics are top-notch. Glossy water and well-animated racers compliment the skillfully designed tracks. The graphics are a bit juggy, but that's mostly the PS2's fault.

Wave Rally is essentially Wave Race for the PS2. Splendored did water physics better, but Wave Rally definitely holds its own once you get used to the controls. The excellent tracks alone are worth a look.



BY GUY HENNINGSEN

- Developed by Dynamix
- Published by Eden
- \$49.99
- Available now
- Racing
- 2 players

GRAPHICS	SOUND	CONTROL	VALUE
4.5	3.5	3.5	4.0



PROTIP: Take this right tunnel or Venice—it's tricky but has less boats.



PROTIP: You can save time with clever, convoluted paths. Risk the road less traveled.



Jonny Moseley Mad Trix

JONNY MOSELEY won a gold medal at the 1996 Olympics for freestyle moguls, and while Mad Trix doesn't reach those heights, unusual locales and a blizzard of moves make it a decent attempt to re-create the rough-and-tumble art of freeskiering.

The game is all about mastering stunts, and Mad Trix is not without challenges. The fun-raging and workaholic controls open up an impressive repertoire of "trix." You need to string them into combos to build up your score, and you wind up jamming on every action button, including the directional and a joystick. The slopes themselves deal out good action in 10 imaginative, outrageous locales, such as San Francisco and Washington, D.C.

The visuals and sounds keep up with the pace, although you may be too busy with the controller to notice. The skier models could be more detailed, but the animation is smooth. The audio gets its jolts from some big-time, hip-hop tunes. Mad Trix makes a competitive run, enough to hold your attention on its PlayStation 2 slopes. **C**



PROTIP: Jonny's the man for first-time freeskiering, but to really reach the heights, you'll have to unlock another skier and master their signature moves.

BY AARON KIRSCH

- Developed and published by 3DO
- \$49.99
- Action
- Available now
- 2 players

ESRB	CONTENT RATING	TEEN	TEEN	TEEN	TEEN
3.5	4.0	4.0	4.0	4.0	4.0



PROTIP: You need to continuously string combos of grinds, jumps, spins, tricks, and anything else you can come up with to win in competition mode.

GoDai: Elemental Force

3DO'S NEW BRANLIER, GoDai: Elemental Force, takes its cues from the "kew-kw" stylings of old-school kung fu films. As Hiro, apprentice to the art of elemental magic, your quest is one of retribution as you search for Akuma,



PROTIP: Ring the bells in the same order as the riddle did before you fought them to open the exit gate.

a powerful and malevolent ninja who murdered Hiro's parents. Armed with an arsenal of melee and projectile weapons, you take out torrents of assassins, fire ninjas, and iron golems while also learning magic skills by eliminating bosses.

Although GoDai moves in a fast-paced, linear direction, the animation is some of the choppiest seen on the PlayStation 2. The Asian-influenced, mystical realms are nicely designed but rendered at a low resolution with extremely rough textures, while the sound effects and music are standard fare. The game also utilizes questionable camera angles that either obscure characters or make them appear too small. Though the game's gliding feature is an inspired concept, trying to execute it, as well as most other moves, can be incredibly irritating due to extremely temperamental and unresponsive controls. Skip this one and watch The Swordsmen if instead. **D**



BY PENE LEE

- Developed and published by 3DO
- \$49.99
- Action
- Available now
- 2 players

ESRB	CONTENT RATING	TEEN	TEEN	TEEN	TEEN
3.0	3.0	3.5	3.5	3.5	3.5



PROTIP: Gen Tachio is very slow and clumsy, so use your dash to avoid his fireballs and attack him from the rear.

Airblade

CRITERION GAMES' (TRICKSTYLE) newest stunt-based ride, Airblade, puts you in the role of N'Sync reject cum airblade wizard, Ethan, who has to rescue his girlfriend from corporate nannies who are after his fabled hoverboard. You do this by kidnapping the enemy agents into submission with your board and wrecking their vehicles by grinding on top of them. No, really?

To be fair, Airblade looks pretty with smooth character animations, beautifully rendered textures, and a rock-steady frame rate. The levels are nicely laid out and there's some fun to be had by just roaming around and performing stunts in the freestyle mode. Plus, the controls are intuitive and easy to get a handle on. Airblade's story-based gameplay, however, vacillates between too simple and ridiculously hard—you'll breeze through some levels, while in others you'll have to repeatedly restart because of stupid mistakes. Of no help is the inane dialogue and outdated music that sounds like the 1984 hit "Jam on It" remixed by Yello. Call this a rental at (very) best. **C**



PROTIP: While grinding on poles, change direction by pressing L5.



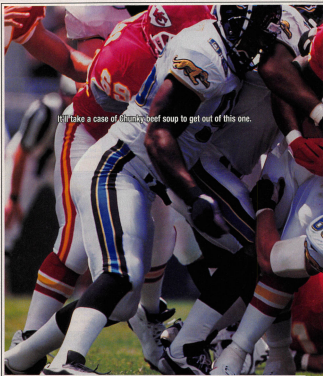
BY JIMMY HICKS

- Developed by Criterion Games
- Published by Namco
- \$49.99
- Action
- Available now
- 1 player (with multiplayer)

ESRB	CONTENT RATING	TEEN	TEEN	TEEN	TEEN
4.0	2.0	3.5	3.5	3.5	3.5



PROTIP: Double the tricks by grinding on top of them.



QB's and RB's, start sticking up on those Campbell's® Chunky soups. And while you're at it, throw in some hearty tomato soup, too. Because with our new soothing defense, you're going to need some serious help. For the first time ever in a game, we've got two and even three man tackles. So you'll see backs wrapped up in ferocious gang tackles, defensive tackles breaking through the line and passes broken up by tenacious double coverage. You know what? Better get some chowder and minestrone, too.



PlayStation.2



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GAMECUBE PROReviews



OF YOUR OWN DESIGN

- Developed by Sonic Team
- Published by Sega
- \$49.99
- Available February
- Action/adventure
- 2 players



GRAPHICS	VOICE	CONTROL	FUN
4.5	4.0	3.5	4.0

SEGA'S ENDURING blue hedgehog speeds to the GameCube in a grand adventure that's filled with sharp visuals and a proven gameplay formula. Nothing could be better.

A DARKER SHADE OF BLUE

Similar to the Dreamcast version, *Sonic 2* has the hedgehog hero teaming up with his friends in a battle against the evil forces. In the one-player mode, you can choose to fight with the Heroes or the Dark group and take control of six characters in varying stages. Sonic and Shadow whisk through dizzying courses,



PRO TIP: To perform a powerslide in kart racing, lift off the gas right before turning, then in the middle of your turn, accelerate and straighten out.



PRO TIP: If a ghost gets too close for comfort, be sure to hit the jump button and move the stick around. If you do it fast enough, the ghost won't get your gold rings.



PRO TIP: Every time you restart a level using Knuckles and Rouge, the items you're looking for will change places. Be sure to get vital hints from the floating TVs.



PRO TIP: When Sonic is on the high bar, release right when you see the red star under his feet.

Knuckles and Rouge search for items, and Tails and Dr. Eggman rough it up in their mechanized two-legged robots. With whomever you choose, though, you'll have no problem mastering the controls. Two-button commands are easy to execute and simple to learn. With this much gameplay diversity, *Sonic 2* is certainly unrivaled in its genre.

But the thrills don't end with just the single-player game. You and a friend can slug it out in six slick games ranging from kart racing to Chao karats. Other than the main cast, old-school characters like Amy and Metal Sonic are controllable in the multiplayer events, too. In fact, the "Battle" in the game's title accentuates Sega's effort to bring more head-to-head competition into the mix, something the company has done well.

TWO-LEGGED SPEEDSTER

An eclectic audio score and brilliant graphics fill every turn in *Sonic 2*. The weird mix of R&B, hip-hop, and alternative instrumental offers creative style that's new to an adventure yet still pleasing to the ears. The frame rate buzzes by with ferocity, especially when Sonic and Shadow run at full speed in their respective levels. Plus, vividly colored stages are eye-pleasers—lush environments, cool-looking sub-bosses, and cutesy creatures of all shapes and sizes all contribute to the well-designed worlds.

Sonic 2, however, does have one setback: Unadjustable camera angles during many parts of the game prevent you from viewing what you want to see. Even



To witness Sonic go super-sonic is necessarily thrilling and one of the great reasons to play *Sonic Adventure 2 Battle*.

if you try to re-adjust the camera to your liking, the game won't let you, which causes many control headaches.

HOG HEAVEN

Aside from the camera-angle blurriness, *Sonic 2* for the GameCube is still loads of fun. It's a can't-miss adventure that has plenty of variety to keep all ages busy for hours. **C**



PRO TIP: Before entering a dark room, use your laser to target and fire at unseen obstacles.



PRO TIP: Instead of running, use Sonic and Shadow's rolling ability to speed through a course.



GRAPHICS 4.5

Sonic and his dark counterpart, Shadow, move at dizzying speeds—and they look great. Levels are colorful and filled with a lot to see, from ingenious hidden passages and picturesque backgrounds to cleverly designed sub-bosses. There isn't even a hint of slowdown when there's a lot of action going on at once.

SOUND 4.0

Though the voice-overs are a bit cheesy, the various music styles play at the right beats throughout the entire game. The sound effects, like the now soothing noise of obtaining gold rings, clime in at just the right moments, too.

CONTROL 3.5

Simple-to-learn two-button moves are great for pick-up-and-play gamers, and with six characters to control, there's variety to the gameplay. The only drawback, however, is the incessantly poor camera angles that sometimes turn your adventure into utter frustration.

FUN FACTOR 4.0

If it weren't for the unforgivable camera angles, *Sonic 2* would have scored better. Still, *Sonic 2* is a great addition to Nintendo's fleet of lovable mascots, and the adventure is worth playing if you've never had a chance to experience the epic saga on the Dreamcast.

Oh Vince, I did
so want to move
to Los Angeles.

Yeah, well bust out
the mittens, Buttercup.
I just signed for
7 with Toronto.



Your office is a 20,000 seat arena, your salary has a whole lot of zeros, and "Who stole my stapler?" is "Who's picking up Vince on D?" You wanted real, you got real. Build an all-NBA team during the draft. Check your team's actual NBA playbook, and call those plays with real-time coaching. And details? You can count the players' cornrows. Have your secretary take a memo — this rules.

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XBOX



XBOX PROREVIEWS

GENMA ONIMUSHA

SAMURAI MEETS PRINCESS. Samurai loses princess. Samurai battles a supernatural army to win princess back. That's the basic premise that fuels Genma Onimusha, an action-adventure title that should be called Onimusha Redux.



PROTIP: When you encounter zombie archers, block incoming arrows and then counterattack when the shooter reloads.



One of Genma Onimusha's high-quality rendered cinema scenes.



PROTIP: When playing as Kanda, avoid combat whenever possible. Her attacks are weak, and she takes damage easily.



PROTIP: To inflict the maximum amount of damage on the last boss, dash its body until its head drops, and then unleash a Magic Attack.

This is an improved version of the PlayStation 2 Warlords game with new areas and items, clearer visuals, and a richer audio track.

MY, WHAT A BIG SWORD YOU HAVE

In Genma, you play monster-slaying, soul-absorbing samurai warrior Sannotsuke, one of those lone hero one-man army types who always seems to arrive on the scene just in time to rescue a kidnapped princess. Onimusha has always been reminiscent of a big-budget samurai movie without the genius of Kurosawa: It's loaded with style, grace, and splattering blood—all propelled by a token narrative. Genma delivers the necessary action; the story, though—as conveyed through high-quality CG cinematics and lengthy dialogue—will hold your attention only as long as it takes to bypass it with the Start button.

SAMURAI WITH A CAUSE

Onimusha's unique play system is what keeps things exciting every step of the way. Not only can you back apart enemies with a variety of weapons and magic, but you must also absorb soul energy in order to power your attacks. Deciding when to strike and when to stock energy is half the challenge. Vers

of the PlayStation 2 version will find cool new techniques, too, like a sword power-up system, and diabolical monsters, such as fiery Sannotsuke dopplegangers and a doll-sized nightmare named Ayane. You'll also solve puzzles lifted right out of the Resident Evil handbook: pull the tab, assemble the artifact, and line up the numbers in order to open the chest.

The game's aesthetic execution, though, is marvelous. The Xbox's clearer visuals and even finer razor-sharp details will pleasantly surprise fans of the PlayStation 2 version. The sound has also been improved upon—especially when played in 5.1 surround. And although the stirring music compositions are fitting for the onscreen action, the lack of variety quickly becomes apparent.

"HI-YAH!"

Genma Onimusha isn't a completely new game (you have to wait until Onimusha 2's spring release for that), but the new play elements and steep challenge will keep even hardened samurai wannabes thoroughly entertained. **B**



BY MAJOR WISE

Developed and published by Capcom
\$39.99
Available now
Action-adventure
1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.5



You got the Florette.

PROTIP: Keep an eye open for small shiny objects. You may find Florette, a collectible item that unlocks secret mini-games and other goodies.



PROTIP: Although it looks cute and innocent, the little doll Ayane is your worst nightmare. This indefatigable toy can inflict heavy damage with its spinning blades, so avoid it at all costs.



You got the Secret Key.

PROTIP: The Dark Scales challenges yield the Bishamon Cinema, which enables access to the all-powerful Bishamon Sword, and the Secret Key, which opens the door in the northeast corner of the West Area.

GRAPHICS 4.5

Genma is a stunner with excellent detail, atmospheric environments, and awesome special effects. The only drawbacks are the occasional goofy camera angles and the brief pause when your character crawls from screen to screen.

SOUND 4.5

The top-notch audio effects are paired with a beautiful music score. Unfortunately, though, the stirring overtones lack variety and quickly become repetitious and monotonous. Some of the character voices are also slow from awkward casting.

CONTROL 4.0

On the whole the controls are very responsive, but the control scheme takes practice, and some may find the closely spaced buttons confusing. Lack of a custom configuration also hurts the score.

FUN FACTOR 4.5

Even if you played the original Onimusha on the PlayStation 2 within an inch of its life, Genma provides enough new elements to merit repeating the adventure. But beware newbies: This game is tough.



MAX PAYNE

MAX PAYNE COMES TO the Xbox after a successful run on the PC. Finally, Xbox gamers can live this violent tale of loss, betrayal, and vengeance.

1, 2, 3, 4, I DECLARE FILM NOIR

Max Payne is the story of an undercover cop framed for murder who must fight his way to the top of a criminal organization to clear his name. A classic pulp-noir tale, Payne's story comes through in the form of a graphic novel in between scenes of bullet-dodging violence, narrated in gravel-voiced style by Max



PRO TIP: Run like a man. With your dual Berettas, you'll keep him from firing back, and he'll drop an weapon that you can use against his enemies.

Payne himself. You'll be involved in the story from the go-go as the first scene in the game takes you through a traumatic moment in Max's life and provides the motive for his later actions. This first scene, with all its emotional, nerve-wracking impact, perfectly sets the stage for the rest of the game.

Max Payne breaks ground in a number of ways, but the most notable is its "bullet-time" feature, which enables you to slow down time and perform insane acts of graceful violence. When in bullet-time, you can still aim in real time, giving you a marked advantage over your opponents. Future games will copy this feature, but Max was the first to use it as an integral part of gameplay. This feature alone makes Max Payne a classic.

Max Payne breaks ground in a number of ways, but the most notable is its "bullet-time" feature, which enables you to slow down time and perform insane acts of graceful violence. When in bullet-time, you can still aim in real time, giving you a marked advantage over your opponents. Future games will copy this feature, but Max was the first to use it as an integral part of gameplay. This feature alone makes Max Payne a classic.

THE PLEASURE OF PAYNE

But that's not the game's only good point. The Xbox port looks every bit as good as the PC version—in fact, it looks about the same, down to the gritty textures and the amazing detail on Max Payne himself. While the dialogue is typical cheesy film noir, the voice-acting fits right into place, and the sounds of combat will ring in your ears long after the combat is over. Payne's finest feature on the Xbox, however, may be its controls: the game features a perfect auto-aim that makes up for the clunky analog stick, while at the same time not making aiming too easy. It seems like the Xbox controller was made for this sort of game, and every function is perfectly placed for intuitive control.

YOU WANT TO PLAY THIS GAME

Even without the bullet-time and the hardcore action, Max Payne would still be a worthwhile purchase for its engaging and creatively told story. The game shines on the Xbox almost as much as on the PC, and that's quite an accomplishment.



PRO TIP: Use the environment to your advantage. Shoot enemies your way to reveal like this box, and then place your bullets from there.



PRO TIP: Blow up this leaning tank with a grenade and it will fall through the floor, giving you access to the next level down.



PRO TIP: Look for exploding barrels. Heave them, fire cartridgess, etc., that you can shoot to easily take out multiple enemies.



PRO TIP: Escape the HQ before any go into Pendergast's room. When the safe is in, shoot down and fire to get them all at once.



PRO TIP: Pull large groups of enemies through doors as much as you can. That way, only one or two can attack you at once.

GRAPHICS 4.5

What looked great on the PC months ago looks dated on the powerful Xbox. If only Max Payne had more Xbox bells and whistles, it would have earned a perfect score.

SOUND 4.5

Cheerily but well-acted spoken dialogue moves the story along, and the sounds of violence keep the blood pumping.

CONTROL 5.0

It seems like the Xbox controller was made for games like this. A perfect auto-aim system helps out when the stiff analog aiming stick fails.

FUN FACTOR 5.0

If you haven't played the PC game yet, play this version now. It's a challenging, engaging tale that happens to include some sweet, sweet action.



BY 3-DAD DESTROYER

- Developed by Rockstar
- Published by Rockstar
- \$49.99
- Available now
- 1 player

ESRB	100%	90%	80%	70%
M	4.5	4.5	5.0	5.0



PRO TIP: Memorize the locations of the thugs in the chapel area of Ragsdale. Their allies come from the same spots, and you have to kill them all before Lapina will show himself.



XBOX PROREVIEWS

BLOOD WAKE TAKES the Twisted Metal formula of vehicular combat, then throws it in the tub to see if it floats. It does—but barely.

STORMY SEAS

Blood Wake offers a narrative that's clearly supposed to be swashbuckling but comes off as goofy. You're a guy who's been hijacked by Asian pirates. Only to prove your worth, you become one of the seafarin' raiders. You'll learn this through fairly uninspired voice-acting and some sketches on parchment. It's not cheesy enough to be camp, but too melodramatic to be straight-up action-movie entertaining. Once you take to the waves in heavily armored catamarans and speedboats, you're off on standard mission-based gameplay—destroy the ships, rescue the ships, find the targets, beat the clock—while your co-pilot barks obvious advice.



PROTIP: Make a mental note of where power-up and health crates are, even if you can't see them right away. They won't show up on radar, and you may need to double back for them later.



A PROTIP: On Protection Island, the SeaSick seems a hard-on fight, so don't play it alone. The tubo to get some distance and attack with torpedoes.

The star here isn't the story or the gameplay—it's the waves. This is one of those "look at what we can do with water physics" games, and in that regard, it's cool—but *TransWorld Surf* did the same thing with more engaging stuff to do. The boats control fine, and the physics model is realistic. And yes, the water's pretty H-rex seizures, animated turns, and detailed little pilos inside the boats all give the game a very tactile look. Ho-hum music and the aforementioned hackneyed voice-overs add little, however.

TAKING ON WATER

Blood Wake is worth a rent, but the gameplay isn't compelling or original enough to make it worth a purchase unless you're looking for a four-player boat combat experience. Otherwise, you can file this one safely away in Dave Jones' locker. **C**



BY OUR STANDARDS

- Developed by Stormfront Studios
- Published by Microsoft
- \$49.95
- Available now
- Vehicular combat
- 4 players

ESRB	USK	UKK	SKK	USK
TEEN	12	12	12	12
4.0	3.0	4.0	3.5	

BLOOD WAKE



PROTIP: On *Isle's Flight*, use the rock formations in the cove for cover—you're outnumbered, so lead your opponents on a wild goose chase.



PROTIP: To avoid releasing debris, quickly switch between your alternate weapons, giving enemies a nasty one-two punch.



SSX TRICKY is the poster child of extreme snowboarding. It has spread its love across the PlayStation 2, the GameCube, and now the Xbox.

A NEW COAT OF SNOW

For SSX Tricky's Xbox debut, EA Sports Big put most of the extra shine on the graphics. The basic character models haven't changed, but their clothes certainly sport a greater level of detail. The same is true for the environments, which look great even close up. In fact, the entire visual presentation just looks sharper, making every little touch more noticeable.

Controls are simultaneously problematic and pleasing. The basic button combinations will sometimes twist your fingers into knots since the Xbox controller, unlike the PS2 and GameCube controllers, lacks four shoulder buttons. But the layout unexpectedly makes pulling off complex trick combos slightly easier.

The audio is great fun with groovy tunes provided by Mix Master Mike, Aphrodite, and The Pump DJs, along with the much-lyped celebrity voice cast including Oliver Platt, Lucy Liu, and David Arquette. The attitude-laden dialogue, however, goes old very quickly and there isn't support for the Xbox's customizable music option.

SSXBOX

Overall, SSX Tricky is certainly the best-looking of its siblings, but there's not enough difference to warrant an extra purchase if you already have the PS2 or the GameCube versions. Still, Xbox owners are sure to find a ton of fun here. Truly solid entertainment with a wide variety of characters, cool gameplay, DVD behind-the-scenes featurettes, and a host of visual and audio treats comprise SSX Tricky. **B**



PROTIP: In Tokyo Megaplex, always try to land on rails at the end of big jumps to score insane points.



PROTIP: Try a small trick to make it through to this hidden area in Mercury City to avoid sliding off center.



BY YOUR STANDARDS

- Developed by EA Canada
- Published by EA Sports Big
- \$49.99
- Available now
- Action
- 2 players

ESRB	USK	UKK	SKK	USK
E	12	12	12	12
4.5	4.0	4.0	4.5	



A handful of extra visual treats, like the tried-and-true "Item Flare" effect, await you in SSX Tricky for the Xbox.



PROTIP: Just like in a neuroscience, steer your boarder to take advantage of the belts and turns of the rail.



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The Shooting Genre
Reinvented

PlayStation 2



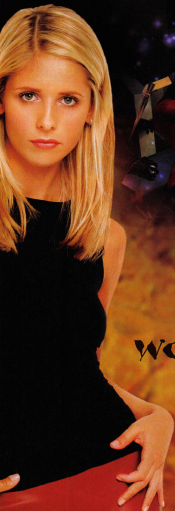
SEGA



Mild Violence

Rez requests your senses. Bring them. . . www.sega.com/rez

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A vampire's
worst fear is
no longer the
dawn.



Control Buffy as you kick vampire ash all over Sunnydale High. The Bronze and anywhere else bloodsuckers raise their ugly heads. Seek out Giles, Xander and Willow for clues and cautions. But casting hordes of fang-freaks back from whence they came is a Slayer's job. Use wooden stakes, fireballs or your surroundings to start taking the "un" out of the undead. Only on Xbox.

Buffy
the vampire slayer™



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Someone call the janitor, the hardwood is about to get messy. Kick your game into high gear with 18 one-touch player controls including pump fakes, screens, auto defend, signature dribbles and moves. Run with the team of your choice or create your own player and see how you match up against the NBA's best. Oh, and tell that guy to bring a butter and some extra wax, rubber doesn't come up easy.



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BY TERRY O'BRYEN

Developed by Visual Concepts
Published by Sega
\$49.99
Available now

Basketball
8 players



GAMEPLAY	GRAPHICS	CONTROL	VALUE
4.5	4.0	5.0	4.5

NBA 2K2: The Best B-Ball in the Biz

PLATFORM
PlayStation 2



SPORT
Basketball



NBBA 2K2 isn't the high point of its franchise history with the Dreamcast version in 2001. Now PlayStation 2 owners end up with more than a port but not a major overhaul, and that's not a bad thing at all.

Now with Emotion

Much carries over from the Dreamcast version to the PlayStation 2 version. In particular, the bonus Street mode makes the trip, along with four new courts for a total of nine areas you can play.

However, NBA 2K2's graphics are noticeably improved over the Dreamcast version's with higher polygon counts, better textures, and new facial animations. The standout, though, is the silky smooth player animation that displays a more natural-looking game than even EA's venerated NBA Live 2002. The player motions never interfere with the controls and always place the sole responsibility of good and bad plays in your hands.

Mad Handle

Fans concerned that the PlayStation 2 controller might mess up the intuitive Dreamcast button layout can rest assured that it works just as well. If not better than the Dreamcast pad. The two major changes are the use of both analog sticks for free throws and the right analog stick to bring up the play call menu.

The commentators during the replays highlight very specific actions and are just brilliant. During gameplay, however, the play-by-play gets repetitive after just a few games, and it gets only worse the deeper you get into your season.



PROTIP: Big men low in the post are the best targets for quick shots, but don't get burned from three-point land.



Custom-created characters are better balanced and no longer perform like super humans.



PROTIP: The A.I. offense loves to shoot three off screens, so you should either quickly switch on defense or move around the screen.

2K or Not 2K

The real star of NBA 2K2 is the stellar A.I. No game rewards you so much for playing smart basketball or punishes you so harshly for playing high school hoops. The only downside is that the A.I. doesn't know when to back off. It won't allow a player under its control to be all that bad. Even if he's a career bench warmer, he'll play as if he's emerged from a 10-year funk to suddenly become Tracy McGrady.

With that, a doubt, NBA 2K2 is the game to get for PlayStation 2 basketball simulation fans, even if it seems like a warm-up for a fully revamped return next year. That's still a long way off, and it's hard to resist the total package of pretty graphics, solid controls, and a challenging game of ball that you can pick up today.



PROTIP: When you see an opposing player calling for the ball, be prepared to step in front of him for an easy shot.



PROTIP: Killed big men are the most potent weapons against the A.I., so always look for the mismatch and exploit it until the computer catches on.



A wide-open Doug Christie gets ready to drop a high percentage but untested three-point bomb.



PROTIP: Study plays in the coaching menu so you can make calls on the fly and execute them properly in the game.

GRAPHICS

4.5

NBA 2K2 isn't the most advanced-looking game in terms of sheer polygon counts, but its animation makes drives around the competition and feels more authentic.

SOUND

4.0

Highly repetitive commentary during the game is a stark contrast to the diverse and concise comments during replays. Court sounds are solid with lots of variety and ambience.

CONTROL

5.0

This version handles as solid as the Dreamcast version with an improved play-calling system to boot. Perfect analog response offers total control.

FUN FACTOR

4.5

NBA 2K2 makes for a slick and solid first outing for Sega's franchise on the PlayStation 2, although there's still room for improvement.



BY BAH EL-KHAYAT

Developed by Left Field Productions
Published by Nintendo
\$49.99
Available now

Basketball
4 players



NBA Courtside 2002

PLATFORM

GameCube



SPORT

Basketball



KOBE BRYANT HEADLINES Nintendo's first NBA Courtside for the GameCube. Unlike some of the weaker earlier series' entrants, this one shows promise.

Welcome to the Lakeshow

As you might expect, Courtside features large, crisp player models with smooth animations. For once, the crowd in a basketball game looks halfway decent, and the bench players are full polygonal



PROTIP: Watch for teammates to raise their hand for an open pass; they're primed for an alley-oop or a quick catch-and-shoot.



PROTIP: You can pass with the B button, but the C-Stick is faster and offers slider moves. The longer the pass, the nicker it is.



PROTIP: Give yourself a little space behind the three-point line before shooting since the spin animation can make you step over the line.



PROTIP: In Arcade mode, it's worth waiting for the hotspots to show. A multipoint shot from a hotspot can completely change the flow of the game.

models. However, there's a downside to all that silk: Pressing a button starts an animation, not necessarily an action. Sometimes those animations involve an extra step or two, like an unexpected turn-and-shoot move from outside or a two-step drive under the basket, which can completely mess up your play. On easy mode (the game's default), there's virtually no low-post game; you'll see plenty of uncontested dunks. (You'll see even more in Courtside's wacky fun rooftop arcade mode.) On higher skill levels, you'll see much tougher D and realistic scenarios like aggressive fouling toward the end of a game.

Courtside uses the GameCube controller's C-Stick for passing, and it's intuitive—just point toward the player and the ball is gone. Unfortunately, selecting a defender with the same method is less precise, which causes frustration, especially in the paint. The sound effects and arena noises are nice, but commentary Ralph Lawler and Van Earl Wright sound so similar that you can't tell them apart—and after so many blarney about "Vissinity" and "T-Mac," you really want to just hear the players' real names. Plus, the out-and-pace commentary winds up being worse than simply not flowing or sounding scattered—sometimes it doesn't even make sense. It's the game's worst attribute.

Hole Hearted

Customization of players is deep in some areas, weak in others—there are more tattoos than hairstyles, which makes zero sense.

However, if you turn off the commentary and learn to live with the animation quirks, NBA Courtside 2002 offers a fair amount of fun.



PROTIP: Use your time-outs to kill the other team's momentum meter. If they're searching for a TD, you'll cut the enthusiasm in half.

control.

I push the button, the secret agent shoots. I hold left on the analog stick, he runs left. Pretty simple stuff. So when I go to buy that second gamepad, I'll just grab one. They're all the same. It's not like these things are complicated devices like a GameShark.

Of course, if a company can develop a product as sophisticated as GameShark, they could probably make a pretty nice gamepad, right?

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Most Valuable Player

PLATFORM

PlayStation 2



SPORT

Baseball



PRO TIP! When you're ahead in the count, throw a low, intentional ball curveball (tap C1 & C2). There's a decent chance you'll get the batter to shift.



High Heat 2003's awesome 3 On 2 Showdown mode delivers a riveting mini-game that focuses on the pitcher/batter confrontation.



PRO TIP! If a CPU pitcher is about to attempt a pickoff throw, you'll be able to detect a slight pause at the moment when he'd normally start his windup.

GRAPHICS 4.0

Much-improved graphics showcase a clean frame rate and decent players and stadiums, though the animations are slightly choppy. Overall, High Heat's look can't compare with Triple Play's gaudy realism.



PRO TIP! When a ball gets away from you deep in the outfield, throw to the relay man (tap R1) instead of trying to hurt it all the way to the infield.

SOUND 4.0

The commentary is more detailed and less repetitive than it was in last year's game, but the color man doesn't have a whole lot to offer. Solid sound effects from the crowd and on the field round things out well.



BY THE WAY

- Developed and published by 3DO
- \$49.99
- Available March
- Baseball
- 1 player



PRO TIP! Early in the game, take lots of pitches until you get a feel for the pitcher's stuff. When you do, start guessing the pitch location with L2 and using the directional pad to aim your swing.

More importantly, the gameplay is jaw-droppingly good, beautifully mixing brilliant A.I. and true-to-the-sport realism with a fast, exciting pace. You can get through a game in about a half hour and walk away feeling like you've played a challenging, exciting, authentic ballgame, not a brain-dead homerfest.

Visually, the game's improved by leaps and bounds, although it still can't hold a candle to the visual fireworks of Triple Play. The stadiums and players sport much better detail, though some of the animations are a bit jerky at times.



It's a Deep Drive to the Track...

The audio performs more strongly, too, offering respectable ambient sound effects and sharp play-by-play commentary that isn't too repetitive. The color commentator speaks up too infrequently, though, and contributes little when he does.

The controls remain outstanding. There's nary a cursor to be found, and the new analog support is a "well, duh!" addition that adds a lot. The pitcher/batter interface mimics what the pros do as closely as a controller can, and fielding and baserunning have a simple, natural feel. The only thing missing is user control over slides.

He Struck Out the Side!

High Heat 2003 is the first baseball game out of the gates this season, but it's hard to imagine Triple Play or even All-Star Baseball coming close to this performance. If you have the slightest interest in baseball, run—don't walk—to score a copy of this excellent game. **G**



PRO TIP! When pitching, change both your location and speed on every pitch to keep batters off-center. Also, don't be shy about freeing balls often.

CONTROL 5.0

Half of High Heat 2003's shills come from its intuitive, playable controls. Fielding and baserunning are a snap (though manual slides would have rocked), and the pitching/batter step is one of the best ever.



PRO TIP! When your pitcher starts choking, you should call for a mound visit to settle him down.

FUN FACTOR 5.0

2003's latest baseball game hits the mound hitting more heat than Randy Johnson. Some PlayStation 2 baseball games might be premier, but none are better and none as addictive as High Heat 2003.



BY ERIC ROBERT

- Developed and published by EA Sports
- \$49.99
- Available now
- Basketball
- 2 players



NCAA March Madness 2002

PLATFORM
PlayStation 2



SPORT
Basketball



BY USING THE same game engine as NBA Live 2002 and incorporating faster moving players, NCAA March Madness 2002 is a solid PlayStation 2 debut for EA's premiere college hoops franchise, despite a perplexing lack of gameplay modes.

Ripping Up the Court

Presentation-wise, March Madness is basically NBA Live with a face-lift. The players are smooth and fluidly animated, while the courts are precisely rendered with solid background details.



PROTIP: Quickly tap $\square$ to perform a fake and open up the defense.



March Madness 2002 features a Create-a-School mode in which you can build and customize your own college team and take it through the Final Four Tournament.



PROTIP: When inboundng the ball, hold LT to highlight icons above the characters you want to pass to. If you have a dunker near the net, pass the ball to him, and then sink it in.



PROTIP: Make big plays to increase your team's momentum meter. The more momentum you build, the better your team will perform.

New animations have also been implemented, including new passing animations, shifty dishing for the ball, and dazzling if overabundant backboard shattering sequences. The in-game commentary does a good job following the action, while real-time charts and team-specific cheers fully immerse you in the game. Shots, passes, spins, and alley-oops are all easily performed thanks to a sharp and intuitive control scheme. By holding L1 and pressing $\square$, $\times$, or $\triangle$, you'll quickly designate pass receivers and Directswitch to specific defenders.

Though the gameplay in March Madness moves at a faster pace than in Live, it is still a bit on the easy side. Save for the Senior difficulty level, the computer AI is a bit thin, and you'll have little problem shaking between guards and stuffing dunks during most plays. One problem that hampered NBA Live, however, still persists: Alley-oops are still way too easy to execute.

Slim Pickings

Where March Madness really falters, however, is in its startling lack of gameplay modes. The Franchise, Dynasty, and Dream Tournament modes that made last year's game so robust are absent from 2002, severely crippling its replay value—a shame because otherwise March Madness is as solid a college basketball game as you're likely to find on the PlayStation 2.



PROTIP: Spin moves can be performed only by players with high Ball Handling ratings.

connect.

Cables. Exciting stuff, wouldn't you say? RFU, AVS-video, extension cables—all very compelling. But without wires, plugs and adapters, I don't play. Period. So when I need a cable, maybe I'll take an extra half-second to look for that purple "i" logo. They make GameShark, gamepads and racing wheels.

InterAct also makes damn fine cables.

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ESPN International
Winter Sports 2002

PLATFORM

Xbox



SPORT

Olympic
games

KONAMI'S BIGGEST STRENGTH in the sports arena has always been its party-esque Olympic games, which emphasize twitch-finger skill prowess. Thankfully, ESPN International Winter Sports 2002 for the Xbox upholds the tradition nicely with a diverse selection of events that should keep you—playing solo or with a friend—competing for hours. The game offers 10 events and four play modes, including skiing, speed skating, bobsledding, curling, figure skating, and—of course—snowboarding. Speedy fingers and precise timing are the prime requirements to you'll rapidly tap buttons to build momentum in skiing and skating, and match on-screen symbols in a Dance Dance Revolution for the figure skating competition.

Graphically, Winter Sports delivers enough slick visuals to gloss you past the nauseating athlete close-ups, while the audio track features an odd combination of low-key sound effects and what can only be described as elevator music. Simple workmanlike controls hold up beautifully throughout. One major quibble, though: Why no four-player mode? In all, Winter Sports is one of those "universally fun" titles that gaming fans of all genres can take to instantly. **B**



PROTIP: During the bobsledding competition, be sure to keep the sled in the middle of the track; hitting the sides slows you down.



BY MAJOR NAME

- Developed and published by Konami
- \$49.99
- Available now
- Olympic games
- 2 players

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
4.0	3.0	4.5	4.0	



PROTIP: To jump the longest distance possible on the ski jump, keep alternately tapping A and B to keep the Power level maxed out at all times.

World Tour Soccer 2002

PLATFORM

PlayStation 1



SPORT

Soccer



PERHAPS BECAUSE IT'S a port of the popular European game, this is Football 2002, 989 Sports' first foray into soccer fares better than the rest of the publisher's flagging soccer roster. While FIFA 2002 is definitely a better, more polished game, fans of realistic European soccer will find a lot to love about World Tour Soccer 2002.

WTS hits the pitch with more than 300 teams, including a healthy selection of national teams and European clubs—but no North American squads like the MLS or Mexican League. If FIFA isn't quite realistic enough for your taste, WTS should scratch your soccer itch with its tight, sim-style gameplay and solid lineup of features, which includes custom teams, season play, the World Cup, and a variety of other cups. Excellent controls, including a sharp passing scheme, make playing the game a breeze. However, the graphics and sounds are merely respectable and lack the luster of those found in FIFA.

PROTIP: The refs are really tight about calling fouls, so be careful to tackle only from the front.

Still, World Tour Soccer 2002 delivers a worthy showing. If you're serious about European soccer, try renting it to see if you want to pop for a season ticket. **B**



BY AIR GENESIS

- Developed and published by 989 Sports
- \$49.99
- Available February
- Soccer
- 2 players (with adapter)

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
3.5	3.5	4.5	3.5	



PROTIP: When you get deep in the corner near your opponent's goal, tap to automatically cross the ball into the keeper's box and set up a shot.

ESPN International
Winter Sports 2002

PLATFORM

PlayStation 2



SPORT

Olympic
games

THIS DIRECT DESCENDANT of Trade & Field consists of 10 events,

from moguls to speed skating to the grand Canadian pastime of curling—each involving a mix of rhythmic R&B-style button-mashing, lining up colored lines with other colored lines, and similar mini-game fodder. It's easy to pick up, fun to play—especially with a friend—and there isn't really a throwaway event in the bunch. The PS2 controller layout makes a couple events unnecessarily difficult, though even the most obvious "mash two buttons repeatedly" events throw in one twist to give your fingers a well-deserved rest.



PROTIP: While mashing during the curling in the sliding events will give you a slusher start.

The graphics in the PS2 version look pretty good—especially the environments—though the PS2's anti-aliasing problems are prevalent, and the participants suffer equally from a lack of polygons and a lack of charisma. The sound effects are convincing, re-creating the sound of ice sliding down packed powder with surprising accuracy, while some DDR-adjacent music and shout-out phrases ("Now they're heading into a great turn now!") are existentially amusing. Winter Sports is definitely one of the healthier members of the Disappointment clone army. **B**



BY KID GENESIS

- Developed and published by Konami
- \$49.99
- Available now
- Olympic games
- 2 players

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
3.5	3.0	4.0	4.0	



PROTIP: Yes, you can use your Dance Dance Revolution pad to play the figure skating event. It's definitely more challenging, but think of all the joy it will bring to your fans.



BY BRODER JONES

- Developed by Visual Concepts
- Published by Sega Sports
- \$49.99
- Available now
- Football
- 4 players



NFL 2K2

PLATFORM

Xbox



SPORT

Football



TOO BAD NFL 2K2 didn't make it to the Xbox show in time to seriously mix it up with Madden NFL 2002 and NFL Fever 2002. But now, NFL fans aren't going to find a classier trio of games for any other system.

The Season That Should Have Been

The best thing to be said about 2K2 is "What!" It's basically a port of the PS2 version, but on the Xbox, its graphics are so much sharper and the joystick-dependent interface feels perfect.

Imagine that—a game that loves the Xbox control layout. You can quickly and precisely cycle through your playbook just by swinging the joystick. The controls also hit the onscreen action just right, striking a nice balance between Madden's conservative sim-style action and Fever's over-the-top player movement. Of course, there's always a wish list: You can't lay the play diagrams over the defense as the line of scrimmage like you can with Madden and Fever. You also can't use diagrams to set audibles during a game.

Visually, however, the player graphics are a knockout. They beautifully display the now-familiar 2K2 arcade-styled player models, and the close-ups of the player faces are uncannily realistic. On the field, the animation is crisp and expertly detailed; you can almost feel every hit.

The audio rocks. The generic announcers sound okay, but they are right on with their play-by-play. The Action Replay calls, in particular, are standout as they practically identify your controller button presses.

Football Forever

If NFL 2K2 featured updated 2001 stats, it would be a no-brainer. It doesn't—so if you've already invested in an Xbox NFL game (or two), the reasons for going for 2K2 at this point in the season, even as cool as it is, are slim. But if you've come lately to season X or if football insanity runs in your family, NFL 2K2 deserves your most serious attention. **B**



PROTIP: The 2K2 running game is solid, so no matter which team you choose, master it if you want to win games.



PROTIP: For field goal scorers, nudge the aiming cursor away from the direction it is drifting with the joystick. Release the stick. As the cursor drifts back, hit A.



PROTIP: Mobile quarterbacks, like Jeff Gentry of the 49ers, can roll out of trouble. Rolling to the side of an out pass pattern is very effective, too.



PROTIP: On defense in Rookie and Pro skill levels, blitz often and use the triggers to shift the line and move your end away from a tackle. In All Pro, blitz very wisely.



PROTIP: When you call a deep pass pattern, look for one-on-one coverage on your star receiver. Press the right trigger to study the coverage.


cheat.

Sure, some people call it cheating. To me, it's "video game enhancement." Either way, I prefer using GameShark to explore every level without worrying about how many bullets I have left, or where I can find some stupid health pack. If you enjoy dying and replaying the same levels, that's your choice. But InterAct has made my gaming much more fun with GameShark.

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Knockout Kings 2002

Victorious Kings

After last year's disappointing *Knockout Kings 2001*, EA is looking to reclaim the console crown with *Knockout Kings 2002* by implementing a completely new engine, enhanced visuals, and more responsive controls. In fact, this newest entry into the boxing franchise will owe less to its predecessors and more to EA's Interactive's excellent *Victorious Boxers*. This, however, is a very good thing, and *Knockout Kings 2002* already looks like it will be a huge leap forward in terms of graphics and gameplay.

Knockout Kings 2002 will have more of an arcade feel than previous installments, and fighters will now be able to move freely throughout the entire ring with much more speed and agility. The control scheme will be more intuitive and responsive with face buttons unleashing dishing jobs and hooks, and the shoulder triggers being used for blocks and uppercut modifiers. As in *Victorious Boxers*, a light tap of the analog stick will sway your boxer's upper body, while a full push will move him around the ring. Also, you can expect fighting styles to accurately mimic those of real-life boxers, thanks to an augmented AI system.



BY FORD KOV

- Developed by EA Sports (PS2/Walk Ops (Xbox))
- Published by EA Sports
- Target release date: March



HANDS-ON



Notice the lack of health and stamina bars? Instead, fighters will sweat, bleed, and bruise when damaged in *Knockout Kings 2002*.



When We Were Kings

But where *Knockout Kings 2002* is really starting to shine, is in the graphics department. EA is beefing up the polygon count per boxer and adding 3D mapped faces, producing detailed and uncannily lifelike simulacra of real-life pugilists. By combining motion-capture technology, hand animation, and realistic bleeding, each fighter's movements will be incredibly fluid with different jumping animations seamlessly blending into one another. Though the gameplay will be identical in both console releases, the graphics in the Xbox version build featured smoother skin textures and backgrounds, while the PS2 preview version suffered from heavy slowdowns, which should be cleaned up by the time it is launched. We'll see if *Knockout Kings 2002* has what it takes to punch the competition when it is released this spring.



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Triple Play 2002

WHILE LAST YEAR'S Triple Play was probably one of the best-looking baseball games ever made, it fell pretty short in the gameplay department with its high-scoring, unrealistic action. If that's what you enjoy about the series, though, Triple Play 2002 is upping the ante once again, and one of the coolest new additions will be its star-studded announcing team. Broadcasting superstar Bob Costas will call the play-by-play alongside color commentator Harold Reynolds of ESPN Baseball Tonight.

The visuals are also being souped up with more realistic cut-scenes, and improved detail and animations in the players' faces and body movements. As for the features, you can naturally expect all the pro players and teams in season, playoff, home-run derby, or single-game action. The derby will now feature an eight-player elimination tournament, which sounds perfect for those party-game moments. The batting interface will continue to be a cursor-based system with no option for "old-school" Triple Play controls, but the controls are being redesigned to look better and work more intuitively. The fielding aids and player highlight icons are also being re-vamped, and the throwing controls will feature a one-button toss to go the best, base and analog-button sensitivity to determine the power of the throw. Triple Play fans can expect to start swatting the long ball this March.



BY AIR HONORS

- Developed by Pandemic
- Published by EA Sports
- Target release date: March



FIRST LOOK



World of Outlaws Sprint Cars

DEVELOPER NATRAG EXCELS at dirt-track racers, and its first console foray is into the World of Outlaws, a sprint car league that already outpaces NASCAR in power and—just maybe—excitement. Short tracks, challenging handling, an insane power-to-weight ratio (800 horsepower in 1,200-pound cars!), and massive powerslides will make for wild lead changes and some nasty wrecks. Full car-tuning will join licensed cars, tracks, and drivers, along with a dynamic track surface that gains grooves—and therefore speed—as the race progresses. The early build played great; racing fans should watch for this one.



BY DAN ELLIOTT

- Developed by Natrag Games
- Published by Infogrames
- Target release date: March



HANDS-ON





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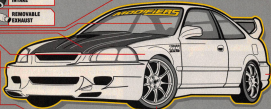
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All-Star Baseball 2003

THE ALL-STAR BASEBALL series' blend of well-tuned cursor batting and realistic gameplay has made it popular since the Nintendo 64 days, and after debuting on the PlayStation 2 last season, it's expanding to the Xbox and GameCube for 2003. ASB 2003's whopping roster of 10



modes will span Season, Career, Franchise, Expansion, Series, Manager, Batting Practice, Exhibition, All-Star Game, and Home Run Derby action. Franchise play will enable gamers to take a team through up to 20 consecutive seasons, while the cool new Expansion mode will enable you to choose a city, stadium, and logo for a new team. Next, you'll conduct an expansion draft to build



up your squad from unprotected players, free agents, and minor leaguers.

An in-game card-collecting system will use Donruss cards to enable gamers to unlock and trade cheats, while the Coopers-town license means you'll find teams staffed with legends like Reggie Jackson and Yogi Berra. Along with all the MLB stadiums, you'll also find nine classic, old fields and 10 new expansion diamonds. A three-man commentary booth will be staffed by Bob Brenly, Thom Brennaman, and Steve Lyons, while new player models promise to augment the level of detail. All-Star Baseball 2003's season is scheduled to get rolling this February.



BY AD HENNING

- Developed and published by Acclaim
- Target release date: February



Available on Xbox GameCube

FIRST LOOK



Tiger Woods PGA Tour 2002

ALREADY A MARKED improvement over recent versions, Tiger Woods PGA Tour 2002 smartly mixes realistic PGA action with some lighthearted but very fun modes. The awesome two-player split-screen Speed Golf (an exciting, manic race to sink your ball before your opponent's stands comfortably alongside stroke or drive play at courses like Pebble Beach and Seaside). In the pre-



BY AD HENNING

- Developed and published by EA Sports
- Target release date: March



HANDS-ON





NBA Street

If you didn't catch NBA Street on the PlayStation 2, you missed one of 2001's best sports games. Luckily, you'll get a second chance to catch the action on the GameCube—and EA is making your wait worthwhile.

In addition to some improved animations (transitions will be more fluid this time around), the game's entire renderer code is being replaced, so the graphics should look better than before with no slowdown at all. Street School is also being enhanced so it won't be nearly as linear, and there will be a new court: The Palace in Washington, D.C. Speaking of the nation's capitol, Michael Jordan's return to pro ball as a Wizard will be one of the several roster updates you'll find in the GameCube version, too. As a result, Michael will no longer be the Street's big boss that honor will go to Stretch, the spring-bean-with-an-Afro playground legend. The rest of NBA Street will be a straight port of the existing PS2 game, but all those upgrades will make it worth a second look when it comes out this March. **G**



BY DAN SIEGEL

- Developed by EA GAMES Canada
- Published by EA Sports Big
- Target release date: March



FIRST LOOK



NBA Inside Drive 2002



BY TONY DUBOIS

- Developed by High Voltage Software
- Published by Microsoft
- Target release date: January



HANDS-ON



NFL FEVER GOT

Microsoft's sports series off to a good start, and the company is looking to continue that momentum on the basketball court. NBA Inside Drive 2002 will feature all the NBA players, teams, and arenas you would expect from a licensed hoop dode, as well as the prerogatives like Season, Fantasy, and GM modes. The preview version already featured a high level of graphical polish with detailed player models, smooth animation, and the most robust arena seen so far on the Xbox. Controls were smooth and easy, although some ball physics still needed to be tweaked.

The court-side commentary will be handled by the trio of Kevin Calabro, Marques Johnson, and Kerry Smith, promising a wide variety of play-by-play possibilities. Unlike traditional sports titles, Inside Drive will feature a reward system that unlocks power-ups and classic NBA teams when you achieve certain goals during the game. NBA Inside Drive is in the final stages of completion, so you can expect to see it on store shelves soon. **G**





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Dreamcast

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3D BUNNY MASTER

- Developed and published by Bethesda Softworks
- Target release date: Spring 2002



HANDS-ON

The Elder Scrolls III: Morrowind



MORROWIND WILL BE the third game in The Elder Scrolls series, a saga that has enraptured PC RPGers since The Elder Scrolls: Arena hit shelves in 1994. Morrowind will feature an immense, nonlinear story line and a world so detailed that you won't even have to follow the main plot if you're not interested.

The preview build of Morrowind showed that the game still needed work, but the game's visual beauty was nevertheless apparent, and the already-impressive depth boded well for the epic scale of the final version. Character creation was particularly interesting: You built your avatar by registering for release from prison, and your answers to the game's questions dictated your race, class, and stats.

Morrowind's controls were a bit slow in this version, but they showed a mixture of action and statistics that should keep the twitch-to-role-playing ratio just about even. A dagger will swing faster than an axe, for example, but the axe will do more damage. You'll equip spells as you would a weapon, enabling you to bring out deadly fireballs on demand or keep a healing spell ready for when things go wrong. If Morrowind stays on track, the Xbox will have its first strong RPG this spring. **C**



Evolution Worlds



THE POPULAR BREAKFAST

RPG series **Evolution Worlds** is making its way to the GameCube. Evolution Worlds will feature some familiar characters from both the first and second installments of the series in an all-new adventure with a brand-new hero, a secret villain, and a fully voice-acted story. The game's combat will follow the turn-based formula of its predecessors, and the same style of randomized dungeons—that you either loved or hated—will make a return, as well. It all starts again this summer. **C**



BY TERRY O'BRIEN

- Developed by King
- Published by Ubi Soft
- Target release date: Summer 2002



FIRST LOOK



ROLE-PLAYER'S REALM

PROREVIEWS

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES

PLATFORM
PlayStation 2



WITH ITS STRONG emphasis on story and a large cast of main characters, this quiet, slow burn adventure from Akebi unfolds more like a novel than your traditional RPG. The concept is pretty novel, too...even if the execution leaves quite a bit to be desired.

A TALE OF ONE CITY

You play as Reize, a disembodied knight who must heal the hearts of an entire saddened town in order to make peace with past sins and reclaim his lost physical form. As you leap from body to body, finding special kitties and tackling hordes of unfeathered evils, you engage in tasks that cross the gameplay terrain of traditional RPGs, graphic adventures, and even Resident Evil-style games.

CANTERBURY LEAP

While Tsugunai definitely sports an original idea, that's really all it has going for it. The graphics are strictly first-generation with unpolished



PROTIP: Forget about Normal and Strong defenses—always always attack weak.

PLATFORM
PlayStation 1



GRANDIA II WAS AN eye-opener as an RPG for the Dreamcast. It still holds its own as a solidly constructed but direct port in the more crowded PlayStation 2 fantasy camp where everything is overshadowed by Final Fantasy X.

Combat in Grandia Style

This epic tale of good versus evil centers on Ryudo, a wandering sword-for-hire, whose current job is to escort a young priestess on a quest to free herself from possession by an evil power. As the tale unfolds, Ryudo discovers that his own fate is tied to his traveling companion's.

Grandia tells its story with a fine audiovisual show. Sharp-looking character models take on a brightly colored, anime style. The monsters and creatures look bizarre and even disturbing. Spell-casting looks awesome, too.



PROTIP: The IP gauge will reveal who in your party is about to be attacked. Plan your tactics accordingly.



PROTIP: As soon as the Ravens, grab the stones from the pillars in the order of Square, Triangle, and then Pentagon to get through the Ravens HBlock maze.



TSUGUNAI

Character movement is clunky and the menu system can get unwieldy, especially when you're assembling the game's jigsaw puzzle-like magic runes. And, despite a nifty timed-defense system, combat quickly becomes a bore thanks to a limited variety of enemies and the fact that every character you leap into is basically just Reize wearing different skin costumes.

Tsugunai has high ambitions, but winds up reaching only a few of its lofty literary goals. Unless you're an RPG freak or a staunch supporter of anything "different," you'd probably be better off with a good book...or a 24-hour marathon of Quantum Leap episodes on the Sci-Fi Channel.



PROTIP: Purchase multiple copies of cheap spell cards (like Cure) at the Rune shop to fill your amulets and save monsters to summon.



Scenes like Tsun's slow-motion investigation have definite Resident Evil overtones and even some familiar survival-horror game mechanics.



BY OTHER GAMES

Developed by Gamemarts
Published by Ubi Soft
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RPG
1 player



4.6 3.5 4.8 4.0



PROTIP: If your IP gauge's sliding arrow is between the COM and ACT points, try a Critical attack to temporarily cancel an enemy attack.



PROTIP: Throughout the game, Hilania's powerful Fallen Wings magic will prove effective as an opening move during fights. She also unleashes uncontrollable Rage attacks when she's mad.

The sounds, however, are a little more uneven. The voice-acting is noteworthy, but there are just rudimentary audio effects and the music is sometimes unexciting.

Grandia II's smart combat system, on the other hand, is challenging and fun. The crisp controls open up a nice combination of real-time and turn-based combat with a premium on strategy and tactics. The unique sliding scale Initiative Point gauge sort of previews the action to help you plan attacks or defenses for your four-person party. There's also a creative magic system that enables you to build up spells and transfer them among the different characters, too.

All This and Grandia II

This game holds up well as good, basic RPG fare. If you're looking for a well-made, challenging adventure, consider having a Grandia time.



PROTIP: Always designate someone in your party as a healer. The Holy Egg is a good Mana Egg for healers.

FINAL FANTASY X

FINAL FANTASY X

Looking for that certain element to upgrade a weapon or shield? In this ProStrategy Guide, we show you which monsters yield important items and other elements that you can use to create an awesome weapon or build your defenses.

By Mage-or Mike

The Art of Stealing



As you develop various character abilities, you can learn how to steal from monsters—and bosses—during battle. Any items that you take can then be used to upgrade weapons and armor when the Customize menu is unlocked later in the game. Here's a list of the monsters that are lurking in each area and the items that can be stolen from them with the Steal or Mug commands. Some monsters yield more than one item.

Besaid

Item:	Monster(s):
Phoenix Down	Condor
Potion	Dingo
Fish Scale	Water Flan

Calm Lands

Item:	Monster(s):
Drains Powder	Skoll
Fire Gem	Flame Flan
Grenade	Mech Scouter
Hypello Potion	Shield
Ice Gem	Chimera Brain
Mana Spring	Coenel
Petrify Grenade	Aniacoindaur
Poison Fang	Nebiros
Remedy	Malboro
Stamina Spring	Ogre

Calm Lands: Arena

Area Conquest

Item:	Monster(s):
Candle of Life	Don Tonberry
Chocobo Wing	Cactus King
Fairplane Shadow	Espada
Fairplane Wind	Coelrefregina
Healing Spring	Cactobitepas: Warban
Mana Spring	Chimerageist
Petrify Grenade	Jormungand
Purifying Salt	Abaddon
Remedy	Malboro Menace
Shadow Gem	Abyss Worm
Smoke Bomb	Spracoavis
Soul Spring	Kosmos

Original

Item:	Monster(s):
Cambler's Spirit	Catastrophe
	Earth Eater: Greater
	Sphere: Neslug: Shinyru
	Catastrophe

Level 2 Key Sphere

Species Conquest

Gold Hourglass	Faldir
Lightning Gem	Viduu
Lunar Curtain	One-Eye
Poison Fang	Sleep Sprout

Djose Highroad

Item:	Monster(s):
Antarctic Wind	Snow Flan
Antidote	Bite Bug
Ether	Funguar
Hi-Potion	Bunyip: Garm
Petrify Grenade	Basilisk: Raptor
Potion	Lamsoctur
Silence Grenade	Funguar
Smoke Bomb	Simurgh

Dome: Interior

Item:	Monster(s):
Candle of Life	Fallen Monk
Holy Water	YAC-97: YAC-11
Lunar Curtain	Defender: Z
Purifying Salt	Fallen Monk

Gagazet: Mountain Cave

Item:	Monster(s):
Al-Bhed Potion	Mech Defender
Dream Powder	Bandersnatch
Ether	Behemoth
Frag Grenade	Splasher
Grenade	Mech Leader: Splasher
Hi-Potion	Grendel: Nidhogg
Mana Tablet	Behemoth
Mega Potion	Grendel
Mask	Ahriman
Remedy	Handdragona
Soul Spring	Bashura
Star Curtain	Dark Flan
Water Gem	Achievous: Maelplée

Kilika	
Item:	Monster(s):
Antidote	Killer Bee; Ragora
Electro Marble	Yellow Element
Petrify Grenade	Divorix
Soft	Divorix

Lake Macalania	
Item:	Monster(s):
Arctic Wind	Chimera; Ice Flan
Fish Scale	Blue Element
Hi-Potion	Evil Eye; Guado
	Guardian; Mafdet;
	Murussu; Xiphos
Lightning Strike	Chimera
Sleeping Powder	Snow Wolf

Macalania Woods	
Item:	Monster(s):
Arctic Wind	Chimera
Fish Scale	Blue Element
Hi-Potion	Murussu; Wasp; Xiphos
Lightning Marble	Chimera
Petrify Grenade	Igloo
Soft	Igloo

Mi'ihen Highroad	
Item:	Monster(s):
Antarctic Wind	White Element
Bomb Fragment	Bomb
Echo Screen	Floating Eye
Electro Marble	Thunder Flan
Hi-Potion	Dual Horn
Petrify Grenade	Ipiria
Position	Mi'ihen Fang; Raldo;
	Yolione
Silver Hourglass	Yolione

Mt. Gagazet	
Item:	Monster(s):
Al Bhed Potion	Mech Defender
Antidote	Grat
Dream Powder	Bandersnatch
Ether	Behemoth
Fire Gem	Grenade
Grenade	Mech Leader; Splasher
Hi-Potion	Grendel; Nidhogg
Lightning Gem	Imp
Musk	Ahriman
Remedy	Maestragora
Soul Spring	Bashara
Star Curtain	Dark Flan
Water Gem	Achelos; Maephoe

Mushroom Rock Road	
Item:	Monster(s):
Bomb Fragment	Red Element
Electro Marble	Grandnewa;
	Thunder Flan
Potion	Lamashu
Silence Grenade	Funguar
Silver Hourglass	Lamashu
Smoke Bomb	Garuda
Soft	Raptor

Omega Ruins	
Item:	Monster(s):
Farplane Shadow	Master Coeur; Wrath
Farplane Wind	Varena
Fire Gem	Puroboros
Healing Water	Adamantoise
Hi-Potion	Black Element; Machas
Hypello Potion	Halma
Lunar Curtain	Defender Z
Mana Spring	Master Tonberry
Mega Potion	???
Musk	Floating Death
Petrify Grenade	Demonolith; Zaurus
Shining Gem	Black Element
Stamina Spring	Spirit
Stamina Tonic	Madhea

Bikanel: Sanubia Desert	
Item:	Monster(s):
Chocobo Feather	Cactuar
Grenade	Mech Guard
Hi-Potion	Mushussu
Shadow Gem	Sand Worm
Sleeping Powder	Sand Wolf
Smoke Bomb	Alcyone; Zu

Sin	
Item:	Monster(s):
Blessed Gem	Barbatos
Farplane Wind	Wrath
Healing Spring	Behemoth King
Healing Water	Adamantoise
Light Curtain	Gemini
Petrify Grenade	Demonolith
Remedy	Great Malboro
Silence Grenade	Exoray
Star Curtain	Barbatos

Sunken Cave	
Item:	Monster(s):
Ether	Thorn
Farplane Shadow	Ghost
Hi-Potion	Epas; Nidhogg;
	Tonberry; Valala
Lightning Gem	Imp
Lunar Curtain	Defender
Mana Spring	Coeurl
Phoenix Down	Ghost
Remedy	Malboro
Shining Thorn	Dark Element
Silence Grenade	Thorn
Soft	Yowie

Thunder Plains	
Item:	Monster(s):
Chocobo Feather	Cactuar
Electro Marble	Aerogge; Gold Element
Hi-Potion	Buer; Kusanippu
Light Curtain	Iron Giant
Lunar Curtain	Lava
Petrify Grenade	Melusine
Soft	Melusine

Zanarkand Ruins	
Item:	Monster(s):
Ether	Behemoth
Hi-Potion	Grendel
Mega Potion	Grendel
Musk	Ahriman
Remedy	Maestragora
Soul Spring	Bashara
Star Curtain	Dark Flan



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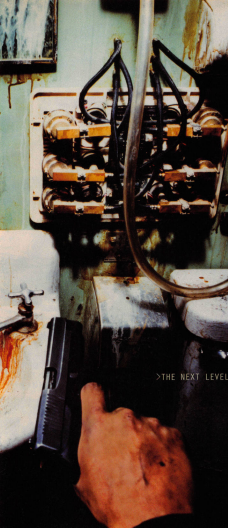
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PlayStation 2

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PlayStation 2



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2. What systems do you currently use to play games?

☐ PlayStation 2	☐ Dreamcast	☐ Macintosh
☐ GameCube	☐ Nintendo 64	☐ G3/G4/Mac
☐ Xbox	☐ Game Boy Advance	☐ NeoGeo Pocket
☐ PlayStation	☐ Game Boy Color	☐ Super NES
☐ PS one	☐ PC/Windows	

3. What game systems do you plan to buy in the next 12 months?

☐ PlayStation 2	☐ PS one	☐ Game Boy Color
☐ GameCube	☐ Dreamcast	☐ PC/Windows
☐ Xbox	☐ Nintendo 64	☐ Macintosh
☐ PlayStation	☐ Game Boy Advance	☐ G3/G4/Mac

4. Please indicate which of the following publications you purchase or read at least six times per year:

☐ Computer Gaming World	☐ Game Now	☐ Official Xbox Magazine
☐ Electronic Gaming Monthly	☐ GamePro	☐ PC Gamer
☐ Game Informer	☐ Nintendo Power	☐ PSE2
	☐ Official PlayStation Magazine (OPM)	☐ PSM
		☐ Tips & Tricks

5. Would you like to see more editorial on the following:

Arcade Games.....	Yes	No
Console Games.....	Yes	No
Consumer Electronics (DVD, MP3, etc.).....	Yes	No
Game Developers.....	Yes	No
Game Peripherals.....	Yes	No
Handheld Games.....	Yes	No
Online Games.....	Yes	No
PC Games.....	Yes	No

6. What games would you like to see ProStrategy Guides for?

7. Pick six games below that you would like to see on a GamePro cover:

☐ Driver 3	☐ Hitman Prime	☐ Star Wars
☐ Final Fantasy X	☐ Mortal Kombat	☐ The Legend of Zelda
☐ Final Fantasy X-2	☐ Pokémon	☐ Tony Hawk's Pro Skater 4
☐ Gran Turismo 4	☐ Resident Evil Zero	☐ Virtua Fighter 4
☐ Grand Theft Auto 4	☐ Shrek 2	☐ WWF: Raw Is War 2
☐ Harry Potter 3	☐ Sonic Adventure 2	☐ WWF: SmackDown 4
☐ Madden NFL 2003	☐ Spider-Man: The Movie	

8. Please rate the factors below in order of importance from 1 to 5 to reflect how they influenced your decision to purchase this issue of GamePro from the newsstand. (1=most important, 5=least important)

_____ Cover image (Dragon Ball Z)	_____ Bagged insert card copy about content in magazine
_____ Cover copy about content in magazine	_____ I always buy GamePro from the newsstand
_____ Halo ProStrategy Guide in the bag	

9. Please indicate which of the following publications you purchase or read:

☐ Code Book (PSM special issue)	☐ Expert Code Book
☐ Code Book	☐ Nintendo Power Advance
☐ (Tips & Tricks special issue)	☐ Pocket Gamer
☐ Code Vault	☐ Xbox Nation

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PlayStation 2

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Violence



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PlayStation 2



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EIGHTEEN THINGS YOU NEED TO KNOW ABOUT...

TACTICAL ESPIONAGE ACTION METAL GEAR SOLID 2 SONS OF LIBERTY

MGS2 IS LOADED WITH TOUGH BOSSES, TROUBLE SPOTS, AND COOL HIDDEN FEATURES. IN THIS PROSTRATEGY GUIDE, WE SHOW YOU EIGHTEEN HOT SPOTS.

BY "GOLDEN AGE" MAJOR MIKE

Note: This guide applies to the game as it was played on the Normal difficulty level with Radar Type 2. And although we've tried to keep the story info to a bare minimum, we couldn't resist a few spoilers—to read at your own risk!

1. WEAPON LOCATIONS



There's a lot of backtracking involved during Metal Gear Solid 2, and often it's in order to collect a new weapon or item. Here's a list of important weapons and items you can acquire and whether you'll need a Card Key to get them.

TANKER CHAPTER

Weapons/Items	Locations
Box 1	Deck-D, Crew's Quarters
SOCOM	Navigation Deck, Wing
Thermal Goggles	Navigation Deck, Wing
Web Box	Navigation Deck, Wing

PLANT CHAPTER

Weapons/Items	Locations	Card Key
AK-74	Strut F Warehouse, B1	Level 2
AK Suppressor	Shell 1-2 Connecting Bridge	
Body Armor	Shell 2 Core, B1 Filtration Chamber No. 1	
Box 1	Strut A Ramp Facility	Level 1
Box 2	Strut F Warehouse	Level 1
Box 3	Strut E Hallport	
Box 4	Shell 1 Core, B2 Computer Room	
Box 5	Strut E Parcel Room, 1F	
Digital Camera	Strut E Parcel Room, 1F	Level 5
PH	Strut F Warehouse	Level 2
PR	Strut F Warehouse	
Phonephone	Shell Core, B2 Computer Room	
Pine Detector	Strut E Parcel Room, 1B	
Nitaz	Shell 2 Core, B1 Filtration Chamber No. 1	
NVG	Shell 2 Core, B1 Filtration Chamber No. 1	
PSG1	Strut F Warehouse	Level 3
PSG1-T	Shell 2 Core, B1 Filtration Chamber No. 1	
PSG1-T	Strut F Warehouse	Level 3
RGM	Strut F Warehouse	Level 3
SOCOM	Strut B Transformer Room	
SOCOM Suppressor	Strut F Warehouse	Level 1
Sneaker	Shell 1-2 Connecting Bridge	
Thermal Goggles	Shell 1 Core, B1	

CONTROLLER LEGEND



2. SHAVING SNAKE



At the start of the Plant Chapter, in Strut A Deep Sea Dock, hang over the railing by the pool and move over until you can enter the caged area. Take the razor.



When you meet up with Pliskin in Strut B Transformer Room, you get an extended clients, and his stubble will gradually disappear as the game progresses.

3. DIRTY TRICKS



No Reply at All: You can deprive various guards of communication with other guards. Simply shoot out their walkie-talkies and they can't call for reinforcements if you're spotted. Guards keep walkie-talkies on their belt. The PSG1-T and M9 are the weapons of choice for disabling communications.



Point-Blank Claymore Drop: If you anesthetize an enemy and don't want to take the time to take him out with a firearm, simply stand over him and plant a claymore mine. The mine will detonate immediately upon "plantation" and take the enemy out with a single blast. Nasty, but quite effective.

4. CODEC FUN



While communicating with anyone via the Codec, you can do funky things like zoom in and listen to what your character is thinking. To zoom in on either character, press the right (R3) or left (L3) analog stick.



After we've been together in my room... you also wonder all night as you head for the door.

5. BOX TRANSPORTATION



Strut E Parcel Room: Boxes aren't just for concealment—they can also be used for transportation between struts. Once you acquire a box, head to the Strut E Parcel Room. Stand on the scale in the southwest corner and equip any box. When the conveyor belt completely stops, walk over the belt and you'll be taken to any of the corresponding destinations listed below.



- Box 2: Strut B Transformer Room
- Box 3: Strut A Pump Room
- Box 4: Strut F Warehouse, B1
- Box 5: Strut E Parcel Room (lower level)

6. DEALING WITH CAMERAS



Forget about wasting time by smoking past or expending valuable chaff grenades on mounted cameras.



Instead, use any firearm to permanently disable them...but make sure and use a weapon with a silencer if enemy guards are nearby.

7. BOMB HUNT



Strut C Dining Hall: The bomb is located in the woman's bathroom to the upper-right of the big mirror on the right.



Strut D Sediment Pool: The bomb is underneath a panel that is along the west wall on the bottom catwalk level.



Strut B Transformer Room: The bomb is located in the northwest corner of the room where you first met Pliskin.



Strut A Pump Facility: The bomb is in the middle of the room. To get to it, crawl under the pipes until you reach the red pipe, crawl underneath it until you reach the bomb.



Strut F Warehouse: The bomb is located on the bottom floor against the west wall. You can only reach the bomb by jumping to the lower level.



Strut E Material Distribution Facility: The bomb is up on the roof, underneath the Harrier jump jet near its rear wheel.



After you neutralize the last of the bombs, return to Strut C Dining Hall and take Sensor B from the pantry.



Strut A Pump Facility: The bomb is underneath the submarine in the same room where you began the Plant Chapter of the game.

8. FATMAN FIGHT



Strut E Helipart: After you freeze the bomb, you'll then start a fight with Fatman.



At the start of the fight, make sure Sensor A is equipped at all times—that way you can see where Fatman plants any bombs. If you reach a location and can't find a bomb that he planted, look on top or underneath the "hot" area.



To defeat Fatman, knock him down with punches or pistol fire. As he tries to stand—he'll start on all fours—shoot him once in the head. Unfortunately, you also have to watch out for bombs that he plants around the helipart. Unless you freeze all the bombs before the timer expires, you fail the mission.



Fortunately, Fatman isn't the most coordinated explosive expert, and he occasionally trips himself—hence a lead thud and slight shake on the Dual Shock controller. When this happens, get him in your sights and pop him in the head.



To find the location of the big bomb that Fatman was babbling about while he was being defeated, simply drag his body away from the spot where he fell. You also automatically shake Peter Stillman's dog tag from Fatman's corpse.

9. HOSTAGE RESCUE



Strut F Warehouses: Here you can find the M4 and the AKS-74u. Make sure that you have the AKS-74u before you try and rescue Ames, who's located in Shell 1 Core. Without the AKS-74u you cannot get past the security cameras by the elevator on level B1. However, you want to go to B2 first and get the Microphone. Once that's obtained, go to level B1.



Once you get to level B1, you have to grab the guard patrolling the corridor in a chokehold and then drag him to the retail scanner.



Looking at the radar, Ames is located near the middle of the screen at the bottom. After the lengthy conversation with Ames, and when Ocelot approaches, equip the AK-74u and stand still.

10. SNIPER TIME



Shell 1-2 Connecting Bridge: Before you can cross, you must take out 10 targets that have been strategically placed. Here's the location of each control unit for the Senesex explosive explained as if you're looking across the bridge at the doorway on the opposite side. Although you are strongly urged to use the PSG1, you can take some targets out with the SOCOM pistol.



You can start by taking out the two units flanking the door at the other end of the bridge.



There are two more units located just down the small flight of steps over to the left.



Another unit is directly ahead of you and down a little.



Look for the spot where the bridge widens—you can find another unit in the left corner.



See the flock of sea gulls over to the right? They're covering another unit.



That's a very cool-looking flag over to the left, yes? Keep looking at it and you can see a unit located on the wall behind it.



How clever—there's a unit on top of the doorway right behind you.



Now for the last—and most difficult—unit to take out. Look for the Cypher hovering above the building on the opposite side of the bridge. The unit is mounted on top of the Cypher—if you hit the Cypher anywhere else, boom! The easiest way to take the Cypher out is to find a spot where it passes, line-up your shot, and then wait for the Cypher to return to that position before you fire. Be sure to hit the white part at the very top—not the black area with the green light. It's time-consuming, but it will get the job done.

11. HARRIER 2 RATTLE



Be sure to equip Ratton in your Item Menu at all times during this battle. If you take a big hit with low health, it's instant Mission Failed.



When the jet flies far out of range, aim in its direction and wait. When it approaches, lock-on to it, fire, and then crouch. If you don't crouch, the jet will blow you over as it passes by.



At one point, the Harrier hovers overhead and turns you with its jet engines. Although you take a little

damage, aim directly over your head and launch as many missiles as possible before the jet flies.



When the Harrier's energy is about half empty, it launches cluster bombs that destroy part of the top platform and inflict massive damage. It's difficult to avoid, but it can be done.



After the cinema where the Harrier 2 launches what appear to be balls of light, run to the railing in the middle of the platform, hoist over the railing and dangle. You should escape harm.



Shell 1-2 Connecting Bridge After the Harrier 2 battle, you'll probably notice some seemingly inaccessible rooms across the smashed walkway. To reach them, line yourself up as shown in the above screen, run forward, and then jump. You should successfully land on the other side.



You can collect some ammunition, but the real prize is an AK Suppresser. To get it, use the coolant to extinguish the fire. Once you obtain the suppresser, equip it on your AK-74u, and you have a machine gun with a silencer.

12. MOVE, MR. PRESIDENT!



Shell 2 Core: You can find the Nikita rocket launcher in at the south end of the first long corridor in the flooded floor of Shell 2 Core, B1 Filtration Chamber No. 1. Once you have the Nikita, return to Shell 2 Core, 1F Air Purification Room.



The president has a nasty habit of walking into the Nikita missile. However, you can move him to a safe location before you navigate the missile to its target. Go to the room where the president is imprisoned and press against the west wall. Start knocking on the wall and the president will approach your location and tell you to knock it off.



When he's right against the wall, run south, climb on top of the crate and fire a missile into the opening. Navigate the missile through the shaft and hit the power generator in the room.

13. FIGHT VAMP



Shell 2 Core: At the start of the fight, after Vamp's lengthy self-introduction, return his greeting with a

singer missile. If you blow past the dialogue, remember one thing: if you fall into the water, you will fail the mission.



While Vamp is swimming, equip the SOCOM and shoot out the lights located in the room along the west and east walls.



After Vamp jumps in the water, run to the north end of the room, collect the nearby ammunition, and equip the M4 or AK-74u. Face south and wait for Vamp to throw a knife your way—when he does, shoot the projectile out of the air with a machine gun.



Vamp's biggest trick here is to spin like a top and launch several blades your way. However, when he finishes, he's vulnerable, so fire away when the red glow around Vamp fades. Before Vamp jumps back into the water, he claps his hand twice—that's your cue to change position.



After Vamp jumps back in the water, return to the south part of the room, equip the singer, and repeat the pattern.



14. CLEAR A PATH FOR EMMA



Strut It, Oil Fence: You've got five claymore mines to shoot out on the first hallway and two on the second hallway. Be sure and equip the thermal goggles so you can pick out targets faster and easier.



Take the mines out first while you have the *Perseus* on to keep your accuracy up. Emma can survive limited enemy fire, but if she steps on a mine, it's Mission Failed.



If you run out of ammo, click off the sniper rifle and look on the platform that you're firing from.



When the nazi surprise hits on the third hallway, zoom in on Yaghi's head. When he briefly moves Emma out of the firing line, quickly squeeze off three shots in rapid succession, and then hold your fire until Yaghi's head is in the clear again. Do not try and shoot over Emma's head—you'll hit her arm instead.

15. FMV "FUN"



Arsestral Gear—Ascending Colons: Near the end of the game, after you pass through the guarded corridor, you can watch an extended video segment. When the map located in the upper-right corner switches to footage of the woman, stand still and you can watch an extended sequence.

16. SNAKE'S DOG TAG



Arsestral Gear—Ascending Colons: Here's how to acquire the elusive dog tag number 00. After Snake gives you the High-Frequency Blade, slash the weapon and knock him down with a combo attack.



After he gets up and retaliates, hit him with a second combo attack that should briefly knock Snake out.



While Snake is unconscious, you can drake out his dog tag.

17. METAL GEAR RAY



This battle in—when—**Arsestral Gear—Rectum** is all about hit-and-run tactics. Right at the start, completely replenish your health. If you run out of ammo, extras occasionally re-generate in the middle of the circular "battlefield."



When aiming at one of the Ray units, go for the head. You can lock-on to the torso, but the real damage is stored with headshots.



Ray has a few attacks of its own—the deadliest of which are homing missiles that come in two forms, vertically and horizontally. The death-from-above types aren't too difficult to avoid, considering that you keep moving.



The horizontal ones, though, are sticky. Start running when they're launched, and then press X at the last minute and they should slip past you.

18. SOLIDUS



Beating Solidus at Federal Hall is all about using the ledge.



Simply dangle off the edge of the roof and wait for Solidus to approach. When he stands at the ledge over you and asks, "What are you doing?" he's preparing to strike.



The moment Solidus's camera blades turn blue, immediately tap Δ to rotate back onto the ledge, and then immediately rotate the right analog stick 360 degrees.



Although it may look as if Solidus will hit you, he won't.



Repeat the pattern until Solidus is defeated.

BAD CAB



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SEGA-AM2

SUPER SMASH BROS. Melee



Unleash your inner Smash Master! Plus, tips on how to unlock all 11 hidden fighters and 11 secret stages in Nintendo's 2nd Annual All-Star Celebrity Battlethon.

By Star Dingo

Basic Moves

Here are all the basics you need to learn on the road to becoming a Melee master:

Standard Attack
Hold AD, tap A

Standard Smash Attack
Tap (AD A)

Special Move
Hold AD, tap B

Special Smash Move
Tap (AD B)

Dash
Tap ←, →

Duck
Hold ↓

Drop Through Floor
Tap ↓

Standard Combo Attack
Tap A repeatedly

Grab Enemy
Tap Z, or hold DEF, tap A

Pummel Enemy
After a Grab, tap A repeatedly

Throw Enemy
After a Grab, tap AD

Pick Up Item
Tap A

Drop Item
Tap Z

Throw Item
Hold (AD DEF), tap A, or hold AD, tap Z

Smash Throw Item
Tap (AD DEF A); or, tap (AD Z)

Shield
Hold DEF

Roll
Hold DEF, tap ← or →

Ground Dodge
Tap (← DEF)

Mid-Air Dodge
While in the air, tap (AD DEF)

Controller Legend

L = Defend (DEF)

R = Defend (DEF)

Z = Grab, Throw Item

T = Jump

X = Jump

A = Standard Attack

B = Special Moves

C Stick = Zoom Camera (in IP Mode), Smash Attacks (in VS. Mode)

D-Pad Up = Taunt

Control Stick = Move/Jump

L, R = Defend (DEF)
X, Y = Jump

Motion = Move the joystick in any smooth, continuous motion.

Tap = Tap the buttons or directions indicated in sequence.

Charge = Hold the direction or button indicated for the time indicated.

[] = Execute commands in parentheses simultaneously.

AD = Tap any direction on the central stick.

DEF = Defend

Melee Mastery

Offensive Moves

Super Smash Bros. Melee isn't like other fighting games. In fact, some people wouldn't call it a fighting game at all. When it comes right down to it, all you need to worry about is scoring the final blow that knocks an opponent out of the arena.

Smash Moves

A wise ape once said that to master the Smash is to master the Melee—it's the game's "finishing move," so to speak, the way that you'll wind up knocking most of your foes out of the arena to score points. Your score goes up +1, theirs goes down -1. It's that simple. And remember, "stealing" other players' KO's isn't just an accepted way of life...it's an absolute necessity.

The method for executing a Smash Attack is the same for all 25 characters—tap (A) (A). For every move power, Smash Attacks can be charged for up to one second before they automatically are released upon a foe. If you find that you're having problems pulling them off consistently, tap the control stick a fraction of a micro-second before you tap A.



If you see anyone's damage rise above 100%, forget whatever you're doing and make the damaged enemy your primary target.



Position yourself so that you can Smash your opponent toward the closest edge of the stage; never Smash toward the center of the arena.



Begin charging a Smash Attack by simultaneously tapping (A) (A)...



...release A when your foe is within range...



...and SMASH them out of the play area! The higher your opponent's hit percentage, the further he'll fly.

Grabs And Throws

Grabs and Throws are efficient ways to do a lot of damage in a short amount of time. Make sure no other opponents are around because performing a grab leaves you extremely vulnerable to third-party attacks—before, during, and after.



First, put up a shield by holding the DEF (B) or R buttons.



When an enemy gets close to you, press A to grab them and put them in a lock. Each character has a different grab range, so experiment with your favorites.



Tap A repeatedly to pummel your quarry. Don't overshoot it, or they'll shake loose and escape.



Now tap the control stick in any direction—preferably over a cliff or toward the edge of the stage—and hope they don't make it back to solid ground.

Special Moves

So many characters, so many special moves, so little time. Basically, tapping (A) (B) will perform a special move. And, depending on the move and character, things can change whether you jump, or charge or Smash the special move. You can experiment to figure out what's best for you, but here's basically how the special moves break down:

Projectiles



These are standard long-distance attacks that do medium damage. They are typically performed by pressing B alone or in tandem with + or - . Since they've got little to no "dash" value, they're mostly good for keeping enemies away. Examples include Mario's Fireball (B) or Link's arrow (B).

Clear the Room



Tapping (+ B) or (- B) will often send anyone within your general vicinity flying away from you. Use these crowd-clearing techniques to eliminate chaos from your life. Examples include Link's Sword Spin (+ B) and Donkey Kong's ground slam (- B).

Smash Jr.



These look like a Standard Attack, but behave like a Smash Attack. In other words, direct + powerful. They're most often performed by charging B, then releasing. Marth's Charging Sword is a good example.

Counters



If you do a special move and have no clue what it did, chances are it's a counter. These immobilize you for approximately one second, but if someone tries to attack you, they'll receive a HUGE amount of damage. You'll generally find counters attached to (+ B) attacks. Examples include Princess's "holding up Toad" attack, Jigglypuff's "fall asleep" command, and Marth's "hold sword and change colors" attack.

Gnats and Trojan Horses



Smash's Bomb Attack (+ B) is a prime example of a Gnat—a minor nuisance that generally doesn't do more than 1% or 2% damage. It's best-suited for annoying your friends, or keeping opponents away while you're trying to escape. Try to avoid using them.



The same goes for Trojan Horses—moves that, when used, could actually lead to your own suicide. For McCloud's Dash Attack (+ B) will certainly hurt your foe, but more often than not, it'll send you flying over the edge, too.

Items

Always go for these über-powerful items, or else your opponent could get them and smash you instead.

Warp Star



Tap A, push the control stick toward a large gathering of foes, and you'll slam down on their heads. If they've ever suffered a little damage, you're likely to score multiple KO's.

Poké Ball



Depending on the caliber or Pokémon that's randomly unleashed, these and mass damage reign supreme...on anyone except you.

Hammer



While the Hammer's Smash Factor has been reduced since the M4 version, it's still 10 seconds where no one will dare get near you.

Home Run Bat



It's rather anxiety, but experts with the bat can be insanely lethal. Use it like a regular Smash Attack, and try making contact with just the tip for extra power.

Just Throw It



Don't want an item? Well, don't just drop it... chuck it at someone by simultaneously tapping (AD Z). Thrown items pack a surprising amount of Smash power, and some items (like the little pink pills) have about a one in eight chance of exploding on contact.

Defensive Moves

You know you're a beginner if all you do is run away. Learning triple jumps, shields, and rolling are steps in the right direction. But you'll never be a true Smash champion until you master the art of the Dodge.

Triple Jumps

Learning how to saving yourself from death is just as important as taking out other players—so you'd better learn how to triple jump first.

Note: Ness and Yoshi cannot perform triple jumps.



Jump once by tapping X, Y, or ↑ on the control stick...



...then jump again at the peak for a second leap...



...now hold ↑ and press B to perform a special move that hurls you farther into the air.

Shield



Stand still and hold the DEF button (L or R), but pay attention—after four seconds (or multiple hits) the shield will shatter, leaving you dazed and vulnerable. Repeatedly tap A or wiggle the control stick to snap out of it.

Roll



Put up a shield, then press ← or → to roll roughly three character-lengths.

Ground Dodge



Tap (← DEF) while you're on the ground to do a quick sidestep, making you essentially invincible for a split second. This technique is invaluable because of its speed and its ability to set you up for easy counters. Master it!

Mid-Air Dodge



Tap (AD DEF) while in mid-air, and you'll quickly slide out of harm's way, and be invulnerable for a half second. A few characters (Ness and Yoshi) can use this as a substitute for a triple jump.

Advanced Techniques

Roll 'n Grab

A useful evasion-attack combo. A useful evasion-attack combo. It's not quite a reversal on a DODJ level, but it's the closest Smash Bros. comes.



If you feel an attack coming...



...quickly put up your shield (hold DEF) and roll through your opponent...



...tap A (while still holding DEF) once you reach the other side...



...then pummel him (repeatedly tap A) before hurting him away (tap AD).

Edge Master

After you send an opponent over a bottomless edge, they'll inevitably try to return.



To prevent their return, wait until they use their special third attack "jump," then whack 'em with a projectile attack to send 'em back out. Make sure you're a little bit back from the edge so their third attack "jump" doesn't hit you. And choose your projectile wisely, since some (like Link's boomerang) are "blocked" by your opponent's third attack "jump."



Your opponents will be able to use the special third "jump" again, so they may still have some life in them. Hit 'em with another projectile, or leap off the edge onto their heads with an attack (← A) and triple jump back to safety.



Go ahead. Be a bastard.



Edge Faker

If you know you're battling an Edge Master, it may be time to move beyond the standard triple jump technique and use the Mid-Air Dodge (AD DEF).



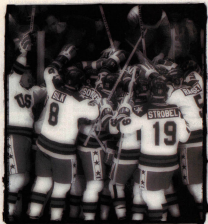
Edge Masters who try to score the final KO with a jump attack out will be in for a surprise! If you use this technique: Instead of bouncing off your head, they'll just pass right through you, and fall off the bottom of the screen, killing themselves.

Grappling



A few characters (like Link) can use their Grab move as a way to save themselves. Just tap Z as you're falling to latch onto a ledge.





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Secrets of the Smash



Hidden Characters

Super Smash Bros. Melee features 14 original characters and 11 hidden ones, for a grand total of 25. Several of the hidden characters can be unlocked in multiple ways—but here are the sure-fire methods to add them to your pantheon.

Keep in mind that once you fulfill the requirements, you'll still have to fight the character in a medium-difficulty one-on-one duel before they're yours, so be sure to use a character you're pretty proficient with before attempting to unlock these characters. And feel free to keep the difficulty set to Very Easy—no one will be the wiser.



Jigglypuff



Jigglypuff is the first character you'll probably unlock. Simply beat the Classic or Adventure Mode once with any character on any difficulty setting.

Marth



Ahh, good 'ol... Marth. You know... Marth—from Fire Emblem. Just play at least one VS. match with each of the original 14 characters, and this indigo swordswearer will appear.

Dr. Mario



The Doctor is in the house. Beat Classic Mode as Mario without dying and he's yours. Synonyms: All the cures move as Mario. Diagnosis: Fun.

Young Link



Beat Classic Mode with 10 different characters to open up this youthful clone of regular ol' Link.

Ganondorf



Unlock the insidious Ganondorf by defeating him in Event Match 29: Triforce Gathering. His moves are identical to those of Captain Falcon, although he's a bit slower.

Falco Lombardi



In order to unlock Star Fox's surly competitor, you've got to beat the 100-Man Melee.



The easiest way is to choose Link and just use his regular $\uparrow$ A attack. Or, if you're feeling really cheap, just use Donkey Kong to slam the floor ($\downarrow$ B) until everyone's dead.

Roy



Ahh, good 'ol... Roy. You know... Roy—from Fire Emblem. He's basically a Marth clone. Beat him as Marth in Classic Mode without dying and he's yours.

Luigi



While Luigi shares some moves in common with Mario, he definitely has a personality of his own this time around.



To get him, play as any character in Adventure Mode. At the end of the first stage, jump over the pole just at the free's fourth digit show the number 2. (1, 2, 3, 4 or 28, 12, 18, for example).



A short movie will play showing Luigi stepping on Mario's head...



...and then you'll fight against Luigi and Princess Peach stop the Princess's castle. Win the battle, then beat Adventure Mode, and Luigi is yours.

Pichu



This scarily adorable thing is, not surprisingly, a Pikachu clone. Beat Event Match 37: Legendary Pokémon to add him/her/it to your Pokédex.



In Event Match 37, target about straightforward fighting tactics. Instead, make it your top priority to grab the Poké Balls before Jigglypuff does or else all is lost. Choose Sweets and Screw Attack ($\uparrow$ B) incessantly to cut through the crowd and make it to the Poké Balls first.

MewTwo



The "easiest" (note the quotes) way to unlock MewTwo is to clock a total "Combined VS. Play Time" of 20 hours. Check the Data $\rightarrow$ Melee Records $\rightarrow$ Misc. Records menu to see where you stand. Plug in four controllers, set the battle type to Stock instead of Time, set all four characters as human, and select a level that doesn't have any random obstacles, like Hyrule Temple.



Then just let your game sit there for five hours. Go out to dinner and a movie, come back, and you've "earned" yourself a MewTwo.

Mr. Game And Watch



This LCD blast from the past is the last character you'll get. Beat Classic Mode with all 24 other characters, and you can behold Mr. Game and Watch in all his poorly-animated mono-chrome glory!





Hidden Stages

Think 11 hidden characters is a lot? How about 11 hidden stages, most of which are a pain in the ass, and not particularly worth the effort!

Planet Zebes: Brinstar Depths



Play 50 VS. Mode matches to open this Metroid-themed level. Every time Kraid comes around and seizes his claw, the whole level will rotate 90 degrees.

England: Fourside



Play 100 VS. Mode matches to open up the rooftops of Fourside, the alien-pagued metropolis from Earthbound.

F-Zero Grand Prix: Big Blue



Play 150 VS. Mode matches to open up Big Blue, a level where a high-speed F-Zero Race will be underway.

Kanto Skies: Poké Floats



Play 200 VS. Mode matches to open the super-surreal Poké Floats level, where you fight on top of countless Pokémon balloon-things in the middle of the stratosphere.

Mushroom Kingdom II



Ah, scenic Subcon, the land of dreams, the 8-bit realm of King Wart. To open this Super Mario Brothers 2 flashback, get the Birdo Trophy one way or another. You may come across it randomly or, if you have lots of extra coins, try the Lottery.



Past Stage: Kongo Jungle



You've got to beat the 15-Minute Melee with any character in order to get this stage. Unfortunately, 15 minutes is a lot longer than it sounds—especially when you're only got one life and any tiny mishap could send you careening to your doom. It's easily one of the most patience-testing tasks in the game.



So, when style and skill won't suffice...do it with Donkey Kong! Stand just under one of the two lower platforms, as shown above, to avoid as many upward-expanding items as possible, and slam the floor (hold 4 and tap B repeatedly) for 15 minutes straight. The only things you really need to watch out for are items that the whip-frame enemies may throw.

Past Stage: Yoshi's Island



In Name Run Derby mode, smash Mr. Sandbag over 1300 feet with any character and you'll earn this blast from Yoshi's past.



The easiest way is to pick Ray. Don't even bother picking up the bat. As soon as the timer starts, attack Mr. Sandbag with a Smash Attack (T A). As Mr. Sandbag hovers in the air, charge up another Smash Attack (T A) and release it before he hits the ground. Repeat once more, for a total of three times. Mr. Sandbag's damage should now be over 50%. As Mr. Sandbag is dropping after the third time, charge B to its absolute fullest (it's OK if Mr. Sandbag lands now) and wait for it to automatically release. Try it a few times, you'll get it.



Past Stage: Dream Land



You can't get this Kirby throwback until you've earned all 25 characters. Once that's done, you must then beat the Target Test with every character, being sure to win each one in less than two minutes. If you beat a character's Target Test when you played it as a Classic Mode bonus level, then don't worry about beating it again—that's already counted!



The Target Tests for the original 14 characters are pretty straightforward; the ones for the 11 hidden characters, however, are a pain in the ass, designed so you'll have to utilize all your special moves and techniques in really "creative" ways. Some characters (like Young Link) can leap back and forth against walls—an invaluable tool to help you get up narrow vertical passageways.

Superflat World: Flat Zone



If you beat Classic Mode with Mr. Game and Watch under any difficulty mode then you'll get this bizarre digital watch face level—it's water resistant up to 50 meters.



Battlefield



To open up the Battlefield, first open up All-Star Mode by beating Classic Mode with all characters—hidden ones included—except Mr. Game and Watch. Now all you have to do is beat All-Star Mode once on any difficulty level.



In All-Star Mode, you'll fight every single character from the game using only one life. In between matches, you'll return to a central "hub" with some health-restoring heart containers. Save them for when you really need them, since that's your entire supply for the whole game!

Final Destination



No platforms. No obstacles. No Devco Sawa psychically predicting airplane crashes. Just you, your friends, a flat plane, and a trippy background. Beat all 51 Event Matches and the Final Destination is yours.

Other Smashing Stuff

Pikmin Trophy



Insert a memory card with a Pikmin game saved on it, and suddenly you'll have a Pikmin trophy in your collection.

Random Character Select



Ever wonder why there's no random select button on the character screen? There isn't...it's just hiding. Point your cursor at the little empty space in either lower corner of the character grid (as shown above) and tap A. ☺



CODE VAULT

CHEATS • TRICKS • SECRETS

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READER
TIP OF THE
MONTH

TONY HAWK'S PRO SKATER 3

All Characters



At the Main Menu, select Options, and at the Options menu, choose Cheats. At the Enter Cheat Code screen, enter **YOUNGMEER** as a code. If entered correctly you'll hear a sound and all characters will be available.

Michael McDuffey—Medford, MS

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Art Gallery, Developer Commentary, and More



At the main menu, select Options, and at the Options menu, choose Passcodes. At the Passcodes screen, enter any of the following codes to unlock the corresponding chest. If you entered the code correctly, R2D2 will chirp.

Art Gallery:	EGG123F!
Black & White Graphics:	L10N88D
Concepts Hall:	COMPSBAG
Developer Commentary:	EGG123LH1
Documentation:	717817D8N
View Credits:	SWAT2002!

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CEL DAMAGE

Plastic Rendering Mode,
Unlock Transylvania Levels, and More



Create a new file and then enter any of the following names to unlock these cheats. If you entered the code correctly, you'll hear a horn.

Plastic Rendering Mode: **PENCILITIN**

Plastic Rendering Mode: **PASPLASTIC**

Note: Simultaneously press and hold L, R, and Up for three seconds to make all character levels gray.

Unlock Desert Levels: **WACKLAND**

Unlock Hazard Weapons: **HAZARD005**

Unlock Melee Weapons: **MYLEK00ATH**

Unlock Personal Weapons: **UNGG00P08**

Unlock Transylvania Levels: **EARL5PLACE**

TONY HAWK'S PRO SKATER 3

Turbo Mode



Pause the game, press and hold L1, and then press Left, Up, $\square$, $\triangle$. If you entered the code correctly, the screen will shake.

NHL 2002

Hidden Players



At the Main Menu, select Options, and at the Options menu, choose Create Player/Roster. At the Roster screen, select Create Player, and then enter the following names to unlock these hidden players:

Ed Robertson Steven Page Kevin Eearn
Jim Cressgan Tyler Stewart

WAVE RACE: BLUE STORM

Ride Dolphin in Free Roam



At the Main Menu, select Options. At the Options screen, simultaneously press X, Z, and Start to bring up the Password option. Select Password, and then enter DOLPHIN as a password. If you entered the password correctly, "Dolphin Unlocked" will appear onscreen. Start a game in Free Roam mode, and you'll ride a dolphin.

FUZION FRENZY

First Person Mode, Mutant Mode, and More



Pause the game, press and hold L, and then enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

First Person Mode: Press Y, B, Y, B.

Mutant Mode: Press Y, B, X, X.

Squeaky Voices: Press Y, X, Y, Y.

Wish Mode: Press Y, Y, Y, Y.

FUZION FRENZY

NFL FEVER 2002

Demo Mode, and Unlock All Teams and Stadiums



Demo Mode: At the title screen when the words "Press Start to Continue" appear, simultaneously press L, R, Black, and White. If you entered the code correctly, Demo Mode will automatically load.



Unlock All Teams and Stadiums: At the main menu, select User Profile. At the User Profile screen, choose Create User Profile, and then enter BROADWAY as a name. If you entered the code correctly, all teams and stadiums will be available.



TONY HAWK'S PRO SKATER 3

Maximum Stats and Unlock FMV Sequences



At the Main Menu, select Options. At the Options menu, select Cheats, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

Maximum Stats: MAXIMUM
Unlock FMV Sequences: POPCORN

TONY HAWK'S PRO SKATER 2x

All Levels and Master Cheat



All Levels: Pause the game, press and hold L, and then press Down, Up, Left, Left, B, A, B, Y. If you entered the code correctly, the screen will shake, and all levels will be available.

Master Cheat: Pause the game, press and hold L, and then press Start, A, White, Up, Right, Down, A, Y, B, A, B, Y. If you entered the code correctly, the screen will shake. Quit the game, and at the Main Menu, select Options. At the Options menu, choose Cheats, and at the Cheats screen, highlight the cheat you want to activate.

STAR WARS STARFIGHTER: SPECIAL EDITION

Director Mode, Jar Jar Mode, and More



At the main menu, select Options, and at the Options menu, select Code Setup. Then, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear.

Director Mode: DIRECTOR
Hidden Picture: EIMON
Jar Jar Mode: JAJAJAR
No HUD: NOHUD
View Character Sketches: KNOCKE
View Credits: CREDITO
View Planet Sketches: PLANETS
View Ships Gallery: SHIPS



HALF-LIFE

Infinite Ammo, Xen Gravity, and More



At the main menu, choose Options, and at the Options menu, select Cheat Codes. Enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear.

Alien Mode: Press Up, △, Up, △, Up, △, Up, △.
Infinite Ammo: Press Down, ×, Left, ○, Down, ×, Left, ○.
Invincibility: Press Left, □, Up, △, Right, ○, Down, ×.
Invulnerability: Press Left, □, Right, ○, Left, ○, Right, ○.
Slow Motion: Press Right, □, Up, △, Right, □, Up, △.
Xen Gravity: Press Up, △, Down, ×, Up, △, Down, ×.

EXTREME G3

All Tracks, Infinite Shield, and More



Pause the game, then enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

All Tracks: Press L, L, R, R, Z, Z, simultaneously press L, R, and Z.

Double Prize Money: Press L, R, Z, L, R, Z, simultaneously press L and R.

Extreme Lap Challenge: Press L, R, L, R, L, R, Z, simultaneously press L and R.

Infinite Ammunition: Press L, R, L, R, simultaneously press L and R, press Z.

Infinite Shield: Simultaneously press L and R, press Z, simultaneously press L and R, press Z.

STAR WARS EPISODE I: JEDI POWER BATTLES

Unlock Darth Maul and Levels with Mace Windu



At the main menu, select Resume Game, and then enter any of the following codes to unlock the following cheats. If you entered the code correctly, the box below the alphabet will read "Valid."

Unlock Darth Maul: YMT18E7

Unlock Level 2: WBLBC9F

Unlock Level 3: VC3SDFF

Unlock Level 4: VC18DFF

Unlock Level 5: VC3SDFF

Unlock Level 6: VC18DFF

Note: You must choose Mace Windu to play the unlocked levels.

STAR WARS
EPISODE I
JEDI POWER BATTLES

CRAZY TAXI

Disable Arrow Indicator and Destination Indicator, and Expert Mode



Disable Arrow Indicator: At the Mode Selection screen, choose either Arcade or Original game mode. At the time limit selection screen, **simultaneously press and hold R and Start**. Continue to hold the buttons until the character select screen appears. If done correctly, "no arrows" will appear at the bottom-left corner of the screen.

Disable Destination Indicator: At the Mode Selection screen, choose either Arcade or Original game mode. At the time limit selection screen, **simultaneously press and hold L and Start**. Continue to hold the buttons until the character select screen appears. If done correctly, "no destination mark" will appear at the bottom-left corner of the screen.

Expert Mode: At the Mode Selection screen, choose either Arcade or Original game mode. At the time limit selection screen, **simultaneously press and hold L, R, and Start**. Continue to hold the buttons until the character select screen appears. If done correctly, "expert" will appear at the bottom-left corner of the screen.

Nick Smith—Milford, CT

THE SIMPSONS ROAD RAGE

Holiday Characters



Turn on the PS2 without a game disc. At the start-up menu, select System Configuration. At the System Configuration screen, choose Clock Adjustment. Set the month and day to the following dates, then press X. Return to the start-up menu and insert the game disc. Start a game, and the appropriate holiday character will be available.

Christmas: Apu 12/25

Halloween: Bart 10/31

New Year's: Krusty 1/01

Thanksgiving: Marge 11/22/01

SIMPSON'S
ROAD RAGE

AMPED: FREESTYLE SNOWBOARDING

Go Faster, Unlock Raven, and More



At the Main Menu, select Options, and at the Options Menu, choose Cheats. Enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the code you entered will disappear.

Note: Passwords are case-sensitive.

All Levels:	GLimeGLime
Go Faster:	SLPater
Jumps Land Perfectly:	8150K17
Super Jump:	MegaLeg
Unlock Raven:	RidinwHaven
Unlock Society:	ChillinwPleasy

GRADIUS GALAXIES

All Weapons and Suicide Code



Pause the game, then enter the following codes to unlock these cheats. If you entered the code correctly, the cheat will automatically activate.

All Weapons: Press Up, Up, Down, Down, L, R, L, R, B, A.

Suicide Code: Press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

BATMAN VENGEANCE

Infinite Batarangs



At the main menu, press L, R, Y, X. If you entered the code correctly, you'll hear a sound. Start a game, and you will have unlimited batarangs.

AZURIK: RISE OF PERATHIA

Airo Mode, Invindbilly, and More



During gameplay, enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the cheat will instantly take effect.

Airo Mode: Press Down, Right, simultaneously press Black and White, simultaneously press R3 and L3, simultaneously press L and R, press B, Y.

Big Head Mode: Press R3, R, Down, Up, A.

Debug Camera Mode: Press R3, R, Down, Up, A.
Note: To exit Debug Camera Mode, press Back.

Invindbilly: Press X, Black, White, simultaneously press L and R, simultaneously press R3 and L3.

Save Anywhere: Press White, Up, Down, A, B, R3.

ECKS VS. SEVER

Level Passwords



At the main menu, select Single-Player, and then select Password. Enter any of the following passwords to unlock the corresponding level. If you entered the password correctly, you will automatically begin that level.

Ecks Level 2:	ROCKERS
Ecks Level 3:	EDCITE
Ecks Level 4:	EDCAYATE
Ecks Level 5:	KCKALINR
Ecks Level 6:	ROCKRT
Ecks Level 7:	EDCPRE
Ecks Level 8:	EDCAT
Ecks Level 9:	KCKALE
Ecks Level 10:	ROCKME
Ecks Level 11:	ROCKERATE
Ecks Level 12:	ROCKP
Sever Level 2:	SEVERE
Sever Level 3:	SEVERTY
Sever Level 4:	SEVANT
Sever Level 5:	SUPPER
Sever Level 6:	BULFERN
Sever Level 7:	SEVRY
Sever Level 8:	SEETEE
Sever Level 9:	SEVERAL
Sever Level 10:	SEVERANCE
Sever Level 11:	SAVAGE
Sever Level 12:	SACKRANCY

ALIENATORS: EVOLUTION CONTINUES

Level Passwords



At the main menu, select Password, and at the Password screen, enter any of the following passwords to unlock the corresponding level. If you entered the code correctly, you'll automatically begin that level.

Level 2:	MDRMRDCC
Level 3:	MRGSRCTC
Level 4:	RTSRMRCC
Level 5:	CLPFRDIB
Level 6:	MDRMRDCC
Level 7:	GLDWRLEB
Level 8:	GLDWRLEB
Level 9:	GLDWRLEB
Level 10:	GLDWRLEB
Level 11:	GLDWRLEB
Level 12:	GLDWRLEB

DOCTOR ZHIVAGO

Hidden Audio Tracks



On Disc 2, Special Features, go into Cast & Crew. You can access hidden sound bytes for Omar Sharif and Geraldine Chaplin by highlighting the small microphone at the top of the first page of their respective Selected Film Highlights and pressing enter. Rod Steiger and director David Lean's microphones appear on the second page of their biographies.

DOOM

Skip Level



Pause the game, simultaneously press and hold L and R, and then press A, B, A, A, B, B, B, A. If you entered the code correctly, you will automatically warp to another level.

Austin Smallwood—Crosby, TX



THE GODFATHER COLLECTION

Dubbed Scenes, Hidden Making-of Segment, and More



Note: The following hidden features can all be found on the Bonus Materials disc of The Godfather Collection.

Dubbed Scenes: At the main menu, enter Set Up, and at the following screen, Subtitle Selection, press Right. A globe should appear on the right side of the screen. Press enter and you can watch several scenes from the Godfather movies dubbed into various languages.

Hidden Making-of Segment: At the main menu, enter Filmmakers, and then go into Mario Puzo. At Puzo's first biography page, press Left—when you do, Puzo's name in the upper-right corner turns red. Press enter, and you can watch a hidden making-of segment regarding the screenplay.

Hidden Sopranos Scene: At the main menu, enter Galleries, and then go into DVD Credits. Keep entering Next at the bottom of the page until a hidden scene from the Sopranos starts.

James Caan Screen Test: At the main menu, enter The Family Tree, enter Santino (Sonny), and at the next page, enter Santino (Sonny) again. At the screen with two pictures of Sonny, press Left and one of the pictures turns gray—when it does, press enter. At the next screen, James Caan, press Left, and then press enter when Caan's picture turns gray. You can then watch a hidden screen test.

DISNEY'S ATLANTIS: THE LOST EMPIRE

Level Passwords



At the Main Menu, select Continue. At the Enter Password screen, enter any of the following passwords to unlock the corresponding level. If you entered the code correctly, you'll automatically begin at that level.

Level 2:	MRGSRCTC
Level 3:	MRGSRCTC
Level 4:	DTMRGSRCTC
Level 5:	DTMRGSRCTC
Level 6:	DTMRGSRCTC

NHL HITZ 20-02



Big Head Player, Infinite Turbo, and More



Start a game in Exhibition or Championship mode, and at the VS screen, enter the following button presses to activate these cheats:

Always Big Hits: Press B, B, Y, Y, X, X, X, X, Down.

Big Head Player: Press B, B, Right.

Big Head Team: Press B, B, Y, Y, Left.

Big Puck: Press B, Y, Y, X, Up.

Buildaser Puck: Press B, B, Y, X, X, Left.

Domino Effect: Press Y, X, X, Right.

First to Seven Wins: Press B, B, B, Y, Y, X, X, Left.

Hitz Time: Press B, X, X, X, X, Right.

Huge Head Player: Press B, B, B, Right.

Huge Head Team: Press B, B, B, Y, Y, Y, Left.

Huge Puck: Press B, B, B, Y, Y, X, Up.

Ignore Last Code: Press Y, Down.

Infinite Turbo: Press B, B, B, B, Y, X, X, X, Right.

Input More Codes: Press B, B, B, Y, Y, Y, X, X, X, Right.

Note: The above code keeps the VS screen on for a longer period of time.

Late Hits: Press B, B, B, Y, Y, X, Down.

No Crowd: Press B, B, Y, Right.

No Fake Shots: Press B, B, B, B, Y, Y, X, X, X, Down.

No One Timers: Press B, B, Y, X, X, X, Left.

No Puck Out of Play: Press B, Y, X, Down.

Pinball Boards: Press B, B, B, B, Y, Y, X, X, X, Right.

Rain: Press B, Y, Y, Y, Y, X, Left.

Show Hot Spot: Press B, B, X, Up.

Show Shot Speed: Press B, X, Up.

Snow: Press B, Y, Y, X, Left.

Tennis Ball: Press B, Y, Y, Y, X, X, Down.

Turbo Boost: Press X, X, Up.

Win Fights for Goals: Press B, B, X, X, Left.

ARCTIC THUNDER



Invisible Riders, No Power-Ups, and More

At the Mode Select screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear.

Gone: Press L1, L2, L2, O, L1, O, Start.

Invisible Riders: Press O, O, O, R2, O, O, Start.

No Power-Ups: Press O, O, O, R2, O, Start.

Super Boost: Press O, L1, O, R2, O, L2, Start.

NHL HITZ 20-02



Huge Puck, Pinball Boards, and More

Start a game in Exhibition or Championship mode, and at the VS screen, enter the following button presses to activate these cheats:

Big Head Player: Press X, X, Right.

Big Head Team: Press X, X, Y, Y, Left.

Big Puck: Press X, Y, Y, B, Up.

First to Seven Wins: Press X, X, X, Y, Y, B, B, Left.

Huge Head Player: Press X, X, X, Right.

Huge Head Team: Press X, X, X, Y, Y, Left.

Huge Puck: Press X, X, X, Y, Y, B, Up.

Infinite Turbo: Press X, X, X, X, Y, B, B, Right.

Input More Codes: Press X, X, X, Y, Y, Y, B, B, Right.

Note: The above code keeps the VS screen on for a longer period of time.

Late Hits: Press X, X, X, Y, Y, B, Down.

No Crowd: Press X, X, Y, Right.

No Fake Shots: Press X, X, X, X, Y, Y, B, B, B, Down.

Pinball Boards: Press X, X, X, X, Y, Y, B, B, Right.

Rain: Press X, Y, Y, Y, Y, B, Left.

Show Hot Spot: Press X, X, B, Up.

Show Shot Speed: Press X, B, Up.

Snow: Press X, Y, Y, B, Left.

Tennis Ball: Press X, Y, Y, Y, B, Down.

Turbo Boost: Press B, B, Up.

Win Fights for Goals: Press X, X, B, B, Left.

ARCTIC THUNDER



All Boost Mode, Super Wheelie Mode, and More



At the Select Game Mode screen, enter the following codes to activate these cheats. If you entered the code correctly, the name of the cheat will appear.

All Boost Mode: Press Y, Black, Black, Y, R, Start.

All Grappling Hook Mode: Press Y, Y, L, Y, Y, White, Start.

All Invisible Mode: Press X, Y, X, R, Y, Y, Start.

All Missile Mode: Press X, X, X, White, Start.

All Random Powerup Mode: Press Black, R, X, Y, Black, R, Start.

All Boost Mode: Press Black, R, L, White, X, Start.

All Snowbomb Mode: Press Y, Y, Black, R, Start.

Gone Mode: Press White, L, L, Y, White, Y, Start.

No Catnap Mode: Press Y, X, Y, Y, X, Start.

No Drones Mode: Press X, X, Y, Y, White, Black, Start.

Super Wheelie Mode: Press Y, White, X, R, X, L, Start.



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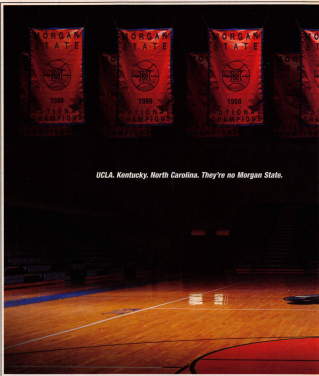
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PlayStation.2



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