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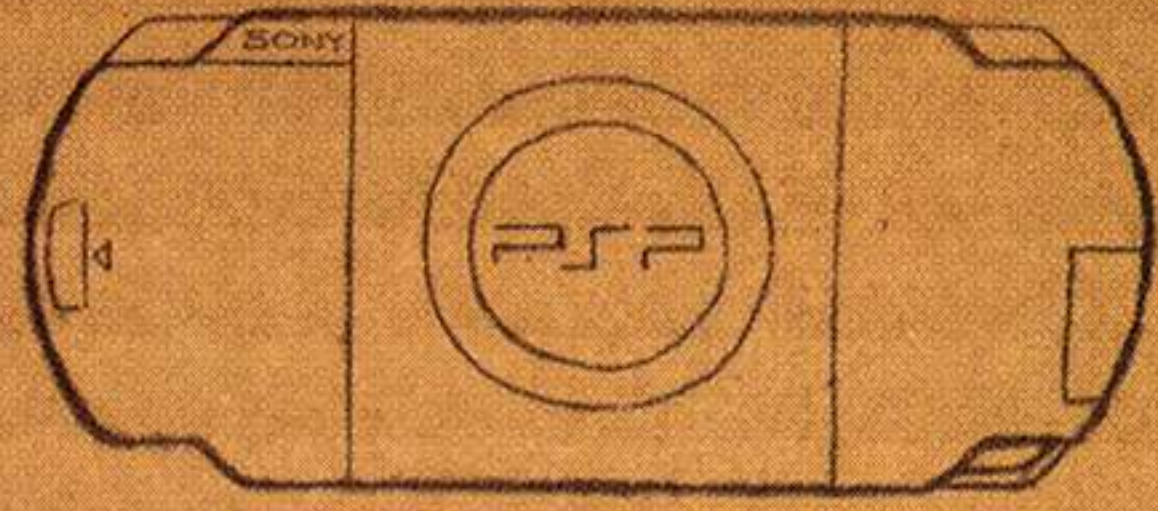
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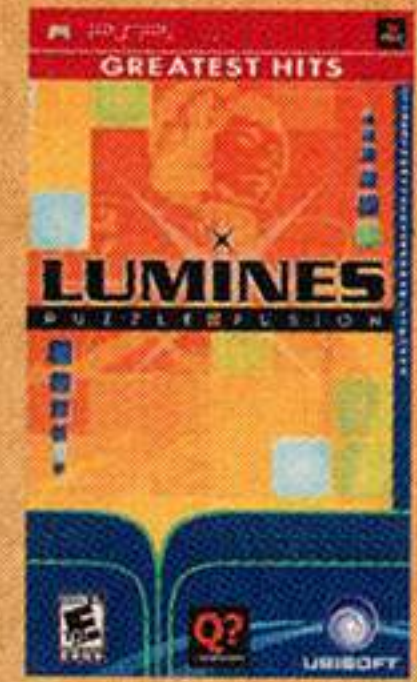
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A promotional poster for the video game Saints Row. The background is a fiery orange and yellow sky. On the right side, a large, detailed handgun is shown vertically. In the center-left, a rectangular sign with a dark background and a thin border is mounted on a post. The sign has several bullet holes scattered across its surface. The text on the sign is in a yellow, sans-serif font. The top line reads "WELCOME TO", the second line is "SAINTS ROW" in a larger font, the third line is "A LITTLE SLICE OF HELL" in quotes, the fourth line is "3rd Street" written in a red, handwritten style, and the fifth line is "POPULATION: TBD".

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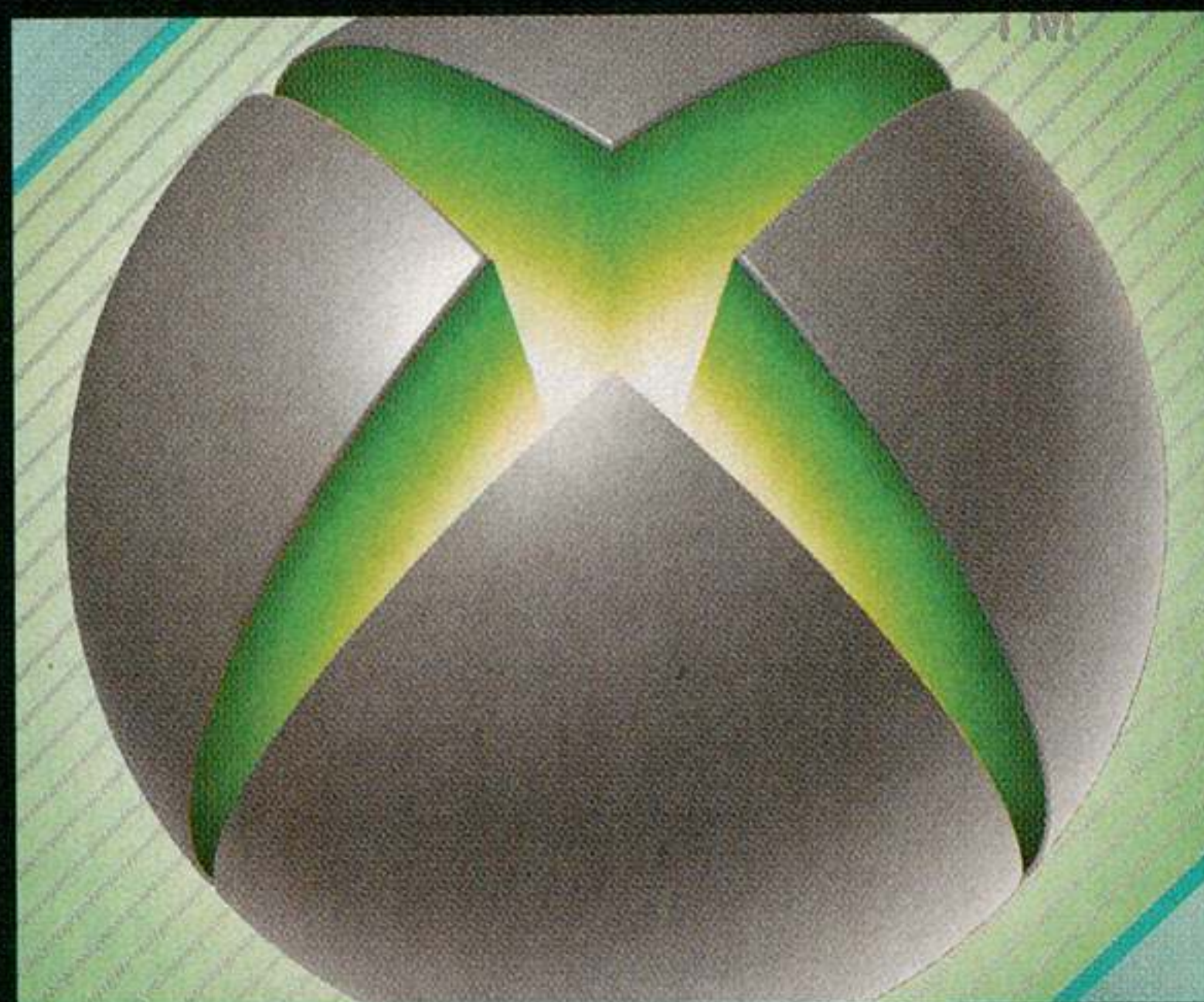
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World War II combat never looked like this! The PS3, Wii, and Xbox 360 are about to be invaded by the best FPS game ever, Call of Duty 3.



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Okay, Halo 3 is one reason, but the others just might come as a surprise. Here's why we think Xbox 360 is the system to beat in 2006.



58 | Naruto: Clash of Ninja 2

You can make a return visit to the Hidden Leaf Village, and this time, you won't be alone. Clash of Ninja 2 for the GameCube features more ninja fighting than ever with a brand new four-player melee, too.

62 | ProStrategy Guide: Saints Row

Look out, Grand Theft Auto, Saints Row is making run on the gangsta genre, and here's what you need to know to get the action started.

Cover art: Courtesy of Activision

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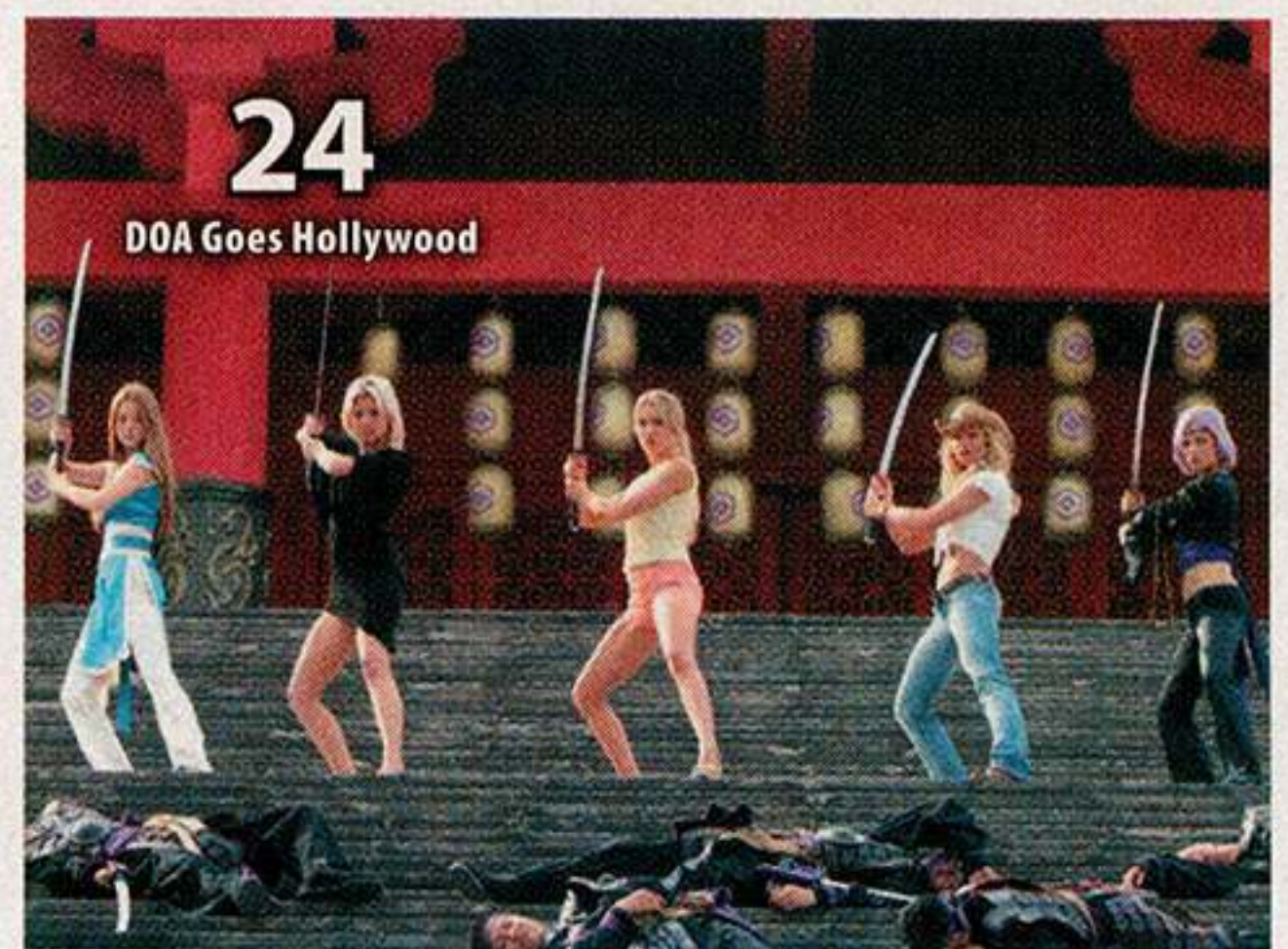


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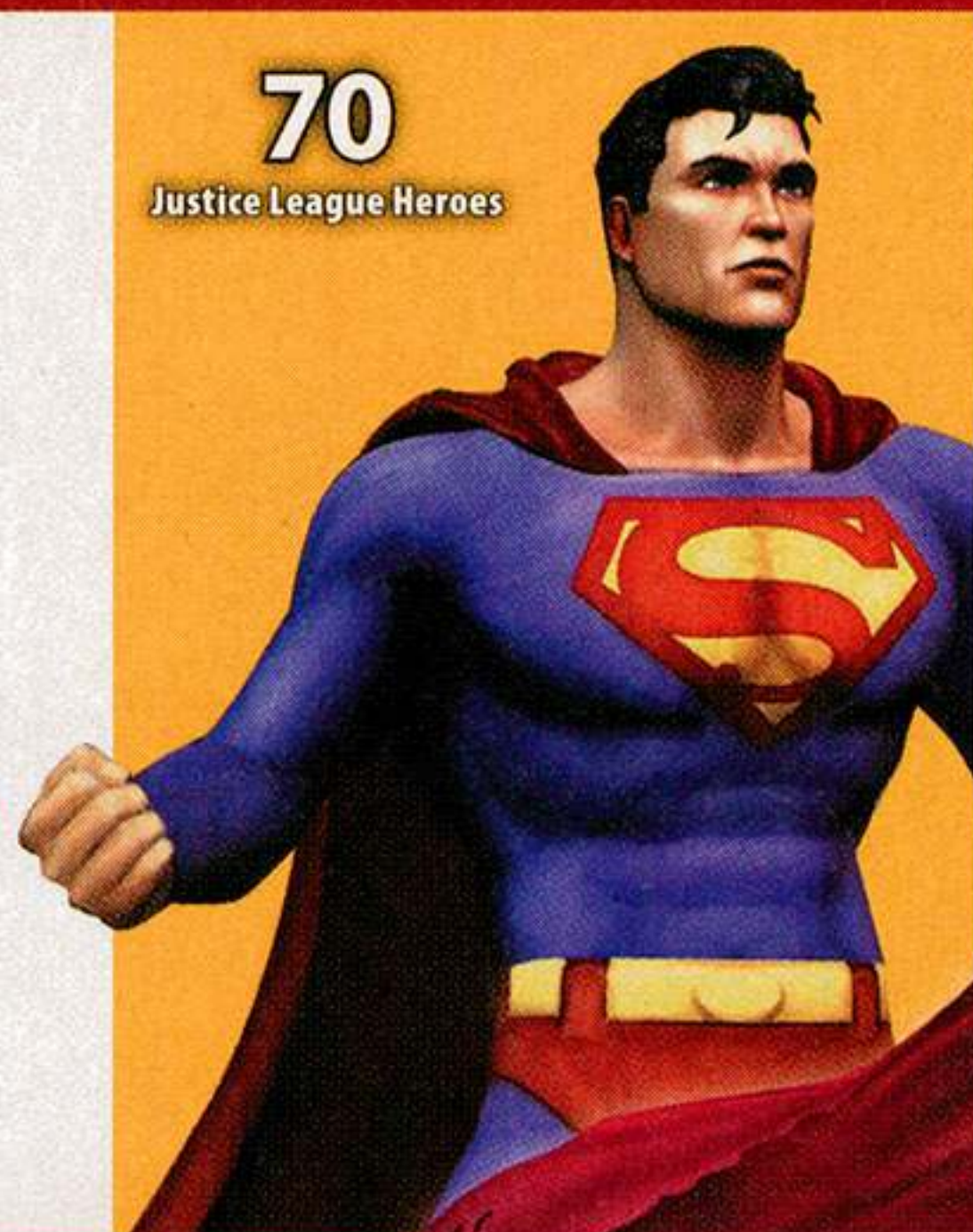
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PS3 preorders for \$190? Xbox 360 to PS3 ports will be difficult to create? Here are five news stories that blew our minds (and still do).

...And more!

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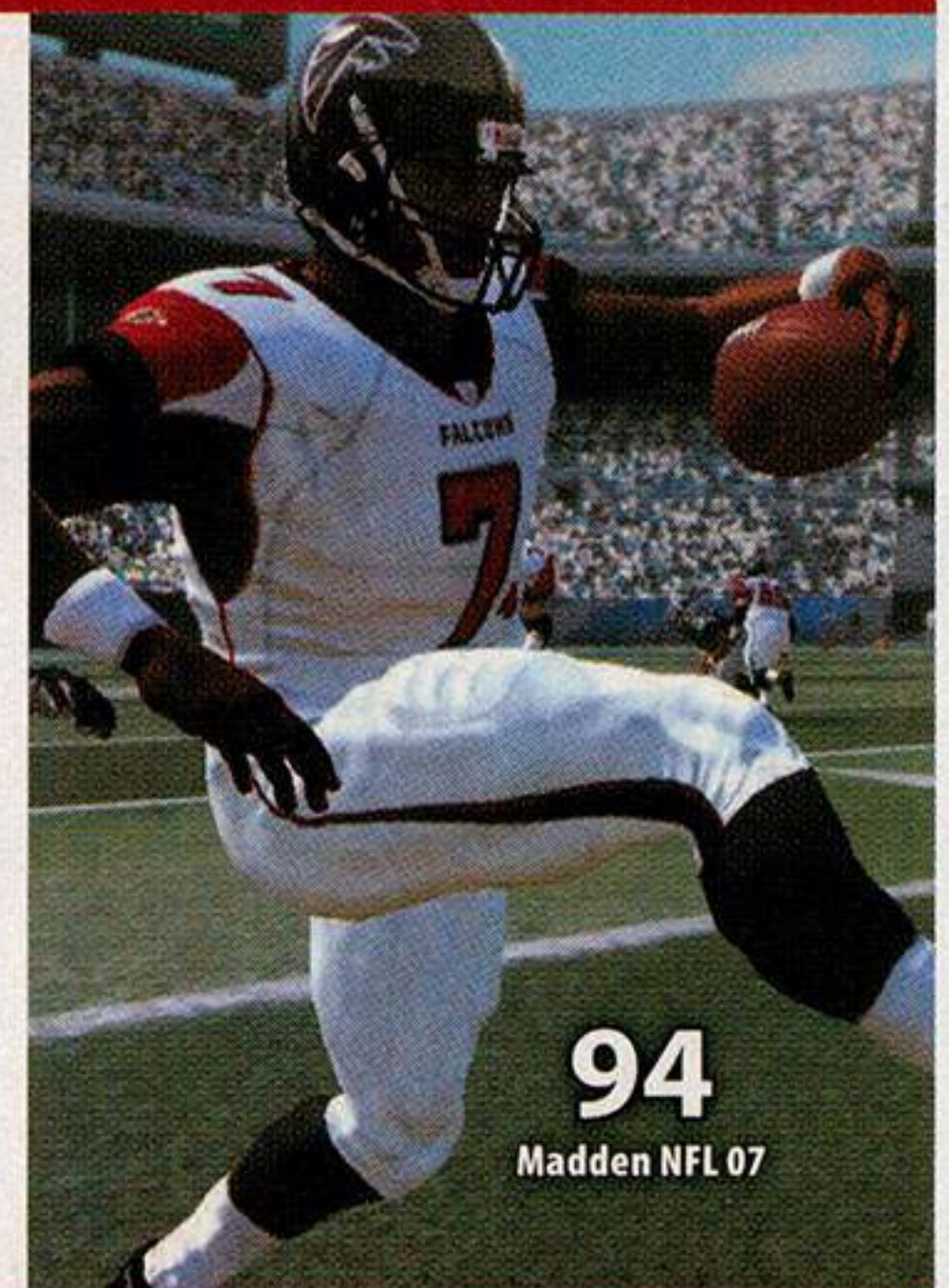
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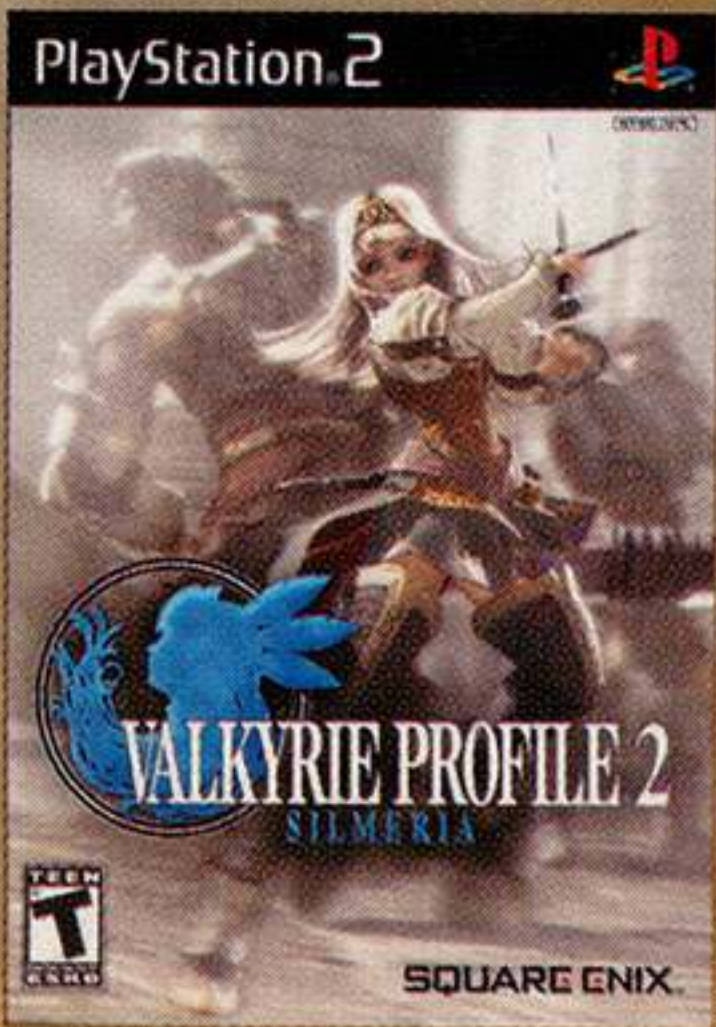
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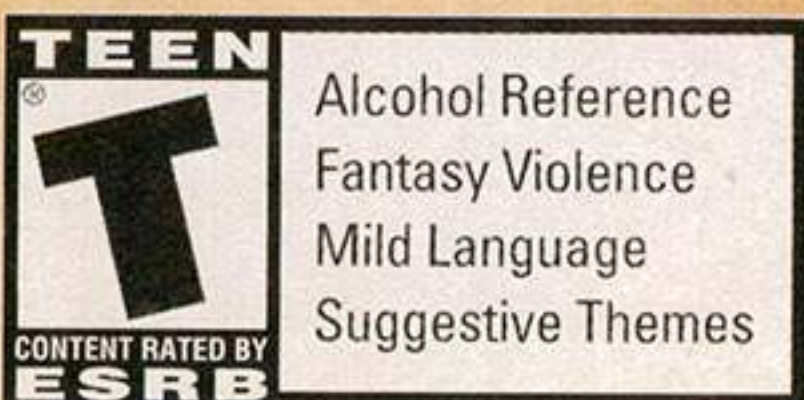
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HEAD 2 HEAD

The 360 for 2006

The entire world's waiting to see how the next-generation video-game breakout by the Wii and the PS3 will unfold, but so far all's quiet on both those fronts. That's all right because the Xbox 360 has already won in 2006.

Taking nothing away from the technological innovation and fun those two nascent systems promise, the numbers are clear. Microsoft already claims 10 million Xbox 360s have been shipped out into the world (either sold or waiting to be sold). Right now that makes it Xbox 360—10 million and counting; Wii and PS3—zero. That may sound harsh, and it claims nothing regarding next-gen installed base this time in 2007, but barring some sort of Christmas miracle, there's just no way the 360's potential sales can be matched this holiday season.

Microsoft's ace system even has irony working for it: Its own roller-coaster launch experience last holiday season (lurching on into this year) serves as a sort of precursor of things to come for its competitors. As the mad scramble to preorder and then close the deal on one of the new systems ensues, current Xbox 360 fans will be able to pay substantially less for just as much fun by merely buying the game of their choice, and new 360 converts will have no problem finding a system.

To put a little more weight behind the case for a 360 holiday romp, check out the 17 cool games that should cement the deal in this issue's Xbox 360 special feature. Then take a sneak peek at Call of Duty 3 coming to 360 this fall...and to two other next-gen systems sometime after.

The GamePros
Oakland, CA
letters@gamepro.com

Why the Wii

I'm a 36-year-old who has been playing video games since the days of Pong. I believe that the Nintendo Wii will revolutionize video games. Video games have essentially remained the same since I can remember because they basically use the same age-old controller. The Wii changes (or revolutionizes) all of that. I love my PS2 and Xbox. I'm also very excited about the 360 and the PS3, but I don't need another computer in my house. I don't care about groundbreaking HD DVD and Blu-ray technology. I don't have an HDTV, yet, and money is tight. The Wii's under-\$250 price tag cinches it. Will I miss out on some cool games on the 360 and the PS3? Yup, but the Wii has some cool games, too. Will I miss out on the fun and the "revolution" in gaming? Not me—I'm going with the Wii!

► Lorenzo Sanchez—Via Internet



The Power of Wii

Once I saw an overly bright star in the sky. I panicked and ran around the house yelling: "Alien Invasion—the TV show hasn't been cancelled!" Then I collapsed. I woke up in a daze to see little grey beings standing around me, holding strange tools in their hands. Looking closer, I saw they were Nintendo Wii controllers. I reached over to touch one, but the alien leader slapped my hand away and scolded me: "You've waited this long, you can wait until November!" I challenged that smart aleck to a game of Super Smash Bros. Brawl. "Ha, Ha, Ha," I cackled. "You can't beat Link with Samus. You must have taken lessons from Paris Hilton to make a stupid choice like that!" The alien suddenly pressed a red button, and to my utmost horror,

Paris Hilton stepped down from an open doorway. My eyes started to burn, a trap door opened under me, and I fell. Then I woke up; it was all a dirty little dream. After that nightmarish Paris Hilton alien abduction, the question came to me: How much will the Nintendo Wii cost?

P.S. Have you ever been abducted by aliens?

► Mike Maxim—Via Internet

Whew! That was a rambling, insane lead in for a simple question with a simple answer. Nintendo is already on record as stating that the Wii will cost less than \$250. As for Paris Hilton alien abductions, the Man in Black claims to have been abducted by aliens...while sleeping at the Paris Hilton...in Paris, Texas...yes, they were illegal aliens, he claims.

Nunchuk—Not Even

Hey, GamePro! As an avid gamer, I am disappointed in Nintendo. The Wii looked promising, and has some games that I look forward to. But the Nunchuk controller is impossible for me to play with—I have one hand. I looked up pictures of the controller on Nintendo's site to see if I can manipulate the controller in some other way, but I just can't figure it out. I can use a normal



December's Letter of the Month writer will win a copy of NCAA Football 07 plus an Old Spice Care Pack! Now you can smell fresh during a grueling game of football!



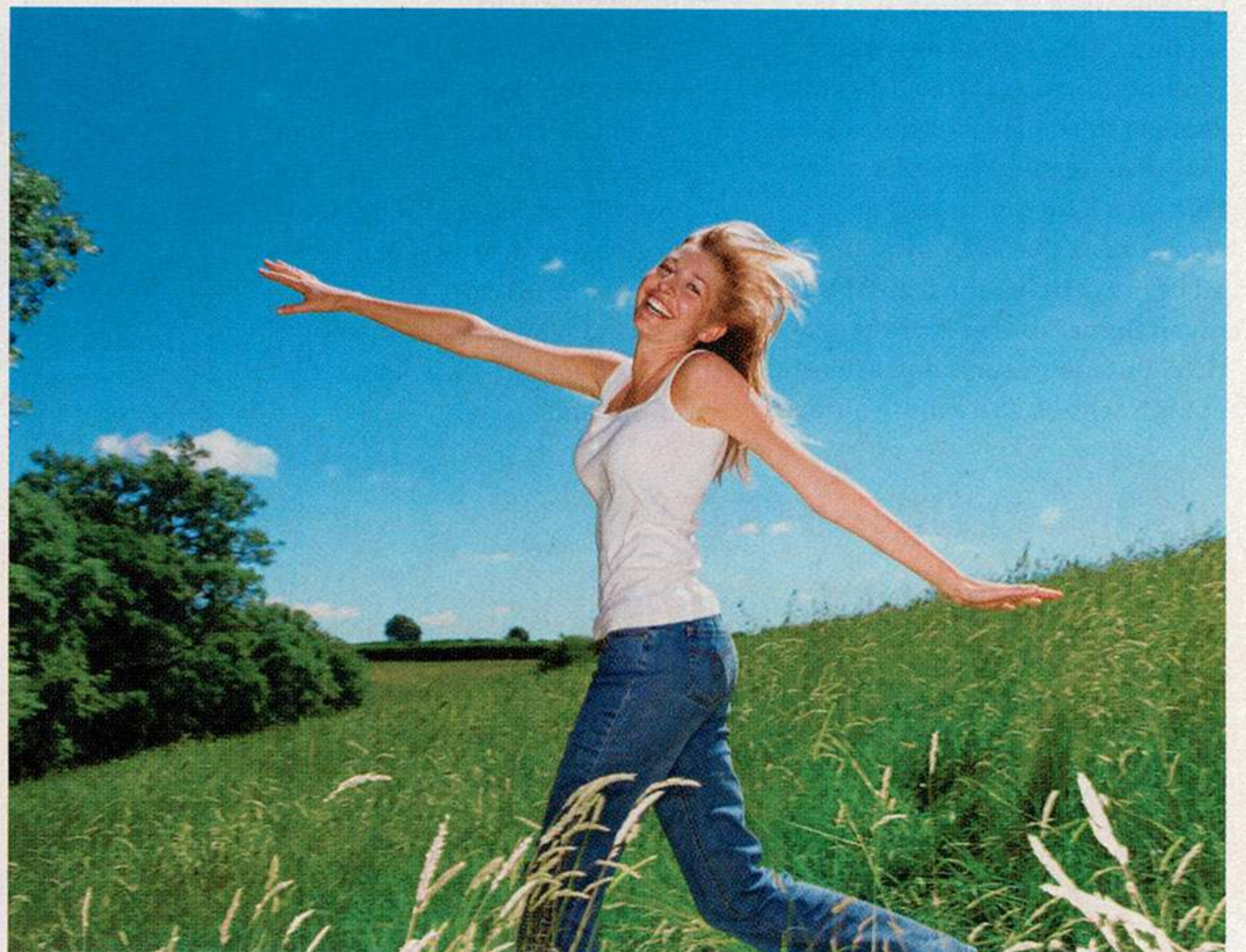
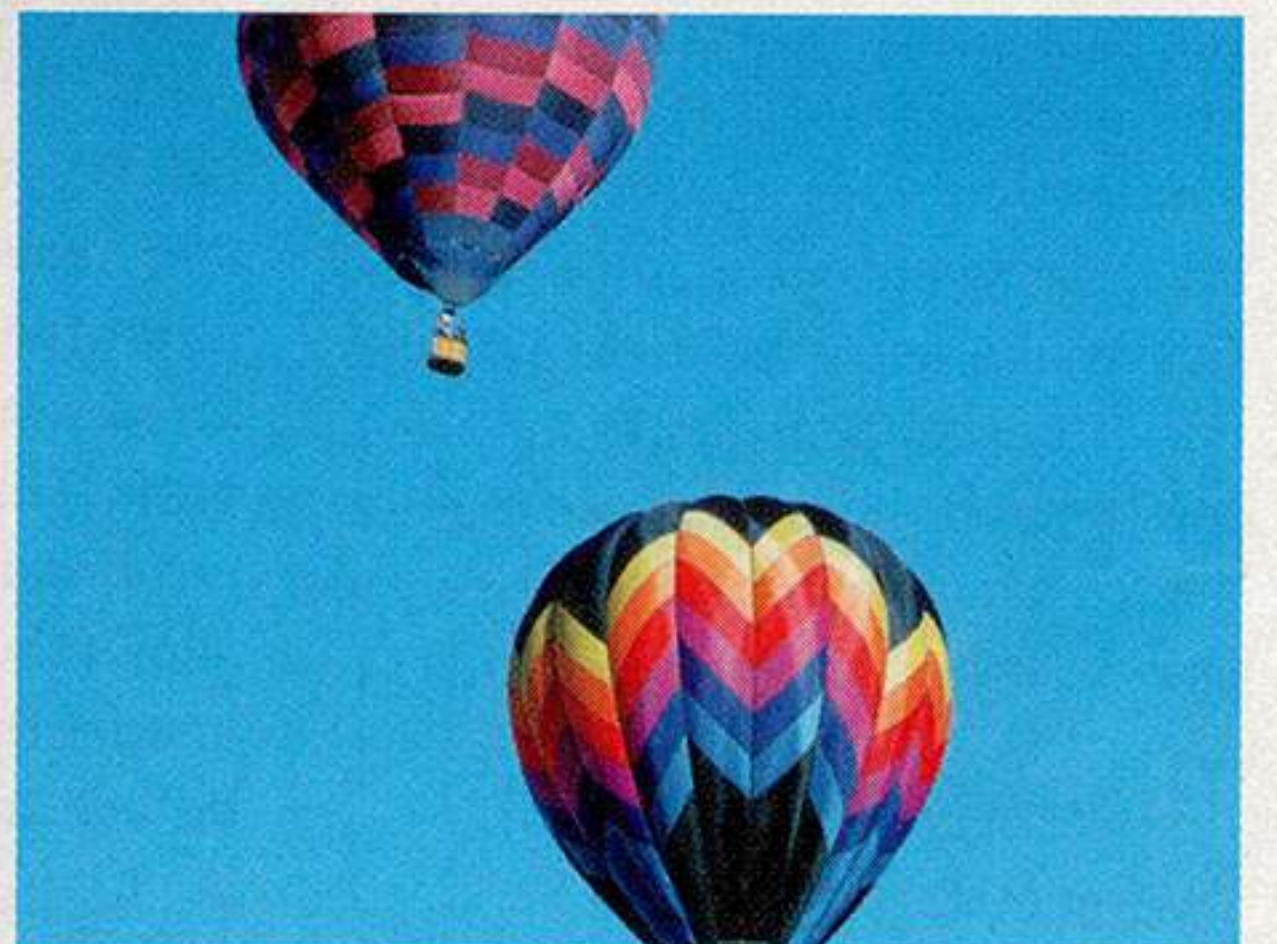
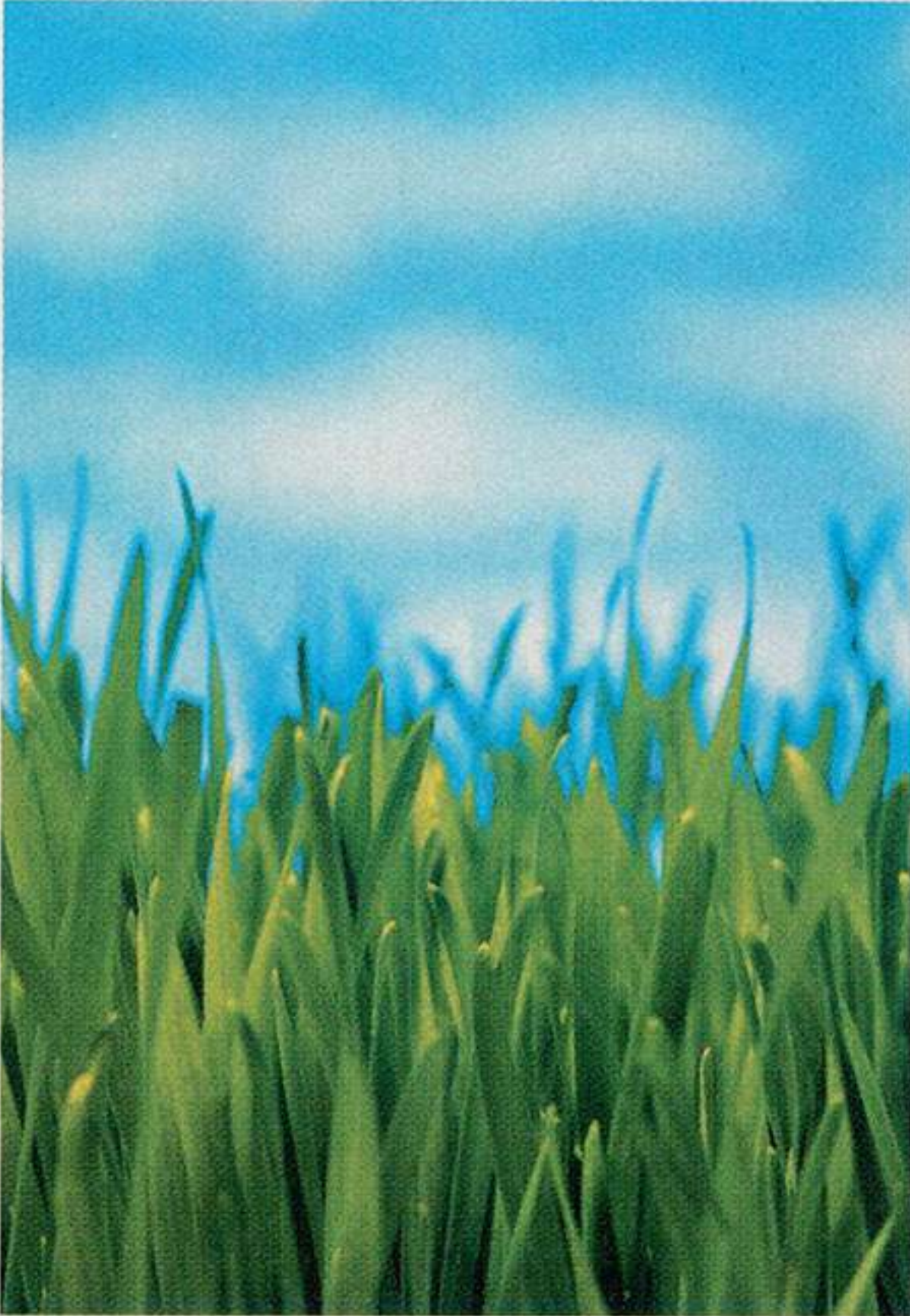
The clock is ticking, and pretty soon, you won't be able to put off making that huge buying decision we've all been anxiously anticipating for the past months: Xbox 360, Wii, or PS3. Matt's already thinking ahead, and for that, he wins a copy of Pirates of the Caribbean: Dead Man's Chest for the PSP by Buena Vista Games.

The Question of the Year

Hey, GamePro, I'm up against a tough decision, and I've decided to ask the 'Pros. Should I get an Xbox 360 or Nintendo Wii? I've been a gamer since I was 5 years old, and I still play with those old 8-bit and 16-bit consoles. I currently own an Atari 2600, NES, SNES, N64, GameCube, PlayStation, Genesis, Mega Drive, Genesis 2, Sega Master System, Sega Saturn, Sega Dreamcast, Xbox, TurboGrafx-16, Intellevision, Sega 32X, and Nintendo DS. Pretty much any game I see at a garage sale or any store, if it's reasonably priced, I buy. And to be completely honest, I play with my Atari system more than any of the other consoles. That thing is great! I'm asking you because most 16-year-olds like me can't come up with \$1000 to buy both consoles and games. Nintendo games are fun and creative, but I really want Halo 3 and the new Sonic for 360. This is a hardest decision I've had to make in a very long time. Do you have any suggestions for getting them both somehow?

► Matt Forssberg—Via Internet

Your dilemma is the question of year. It sounds like Sony has priced the PS3 out of your budget for now, but it seems pretty clear from your letter that (despite our cover story this issue) it's Wii, not 360, for you. You obviously love classic gaming, and Nintendo's got that nailed down, and you'll even be able to play deeper into the all-time greats library via the Wii Virtual Console. Also, because used game systems don't scare you, be on the alert for used Xbox 360s for sale about the time the PS3 and the Wii preorders come into play. You might score a 360 at a bargain price from some less patient gamer. Go Wii, young man!



HEAD 2 HEAD

controller with one hand, but having the controller in two separate pieces—each piece in one hand—is pretty much impossible for me to play. On its site Nintendo quotes: "Nintendo created Wii to fit *everyone's* ideal break away from the everyday." I was so excited about Nintendo's new console, but they didn't create it for everyone. Nintendo let me, and possibly other people who are in my situation down, too.

► Angela Schneider—Via Internet

Don't forget that not every Wii game is going to require that you use the Nunchuk and remote tandem controls. Some will use the Wii controller in a more traditional layout. Also, the Wii is backward-compatible with the GameCube, and it will make available via virtual console games for previous Nintendo consoles, too. You're a hardcore gamer; if there's a game you like you will find a way to play it.

Thanks, We Needed That!

I just wanted to say thanks! My section of the school newspaper is number one in the county and came in third place for the state. I've been reading *GamePro* magazine for a long time now. I've used *GamePro* as the source for almost all of my article ideas, and I've given *GamePro* credit in every article. But next year is my last year at high school, so no more spread-

ing the word of *GamePro* through writing. I hope to one day work for *GamePro* and will not rest until my dream comes true! So for right now, let's both keep doing good work.

► Andrew Wright—Via Internet

Good luck, Andrew. Look us up when you graduate.



Sony on the Brain

I've heard rumors that Sony has patented technology for directly streaming information into the brain. I have also heard that Sony has been working on a chip that allows the human eye to recognize images that we were unable to see before. Is any of this true?

► Charlie Boy Durham—Indianapolis, IN

For a brief moment, it sounded like you were also going to claim that Sony game tech was retrieved from the wreckage at the UFO crash site at Roswell. Your letter will be placed in the *GamePro* time capsule. Gamers of the year 2100 will surely understand what you are talking about. It's not your fault—we blame the blogosphere.

READER REVIEW

Prey (Xbox 360)

Prey is the best FPS ever, and it's one of the best games for the Xbox 360. Walking on walls, rooms flipping upside down—this is a masterpiece! It's just what the 360 needed.—*fanofgow*

FUN FACTOR
5.0

Call of Cthulhu: Dark Corners of the Earth (Xbox)

This great game is put together very well. It's freaky, and I've only just begun to play. The guys at Bethesda sure know how to make great video games. Cthulhu will keep you on the edge of your seat every time you open a door, guaranteed.—*Guest*

FUN FACTOR
5.0

Playboy: The Mansion (Xbox)

This game rules; I want to be a playmate, too. It's my new goal in life.—*Lachy*

FUN FACTOR
5.0

Radiata Stories (PS2)

Radiata Stories borrows a lot from the Suikoden series. A total of 177 party members, alternate story progression based on a certain decision, two separate endings based on that decision, and a challenge that continues after the final boss are some game concepts seen not too often in an RPG, if ever. If you're like most RPG gamers eagerly waiting for Final Fantasy XII, this may serve as a good diversion to stave off the wait. It's also a solid RPG to add to your collection.—*SMidnight*

FUN FACTOR
3.75

Agree? Disagree? Or just think you can do better? Write your own user reviews at GamePro.com, and maybe you'll see your opinions here next.

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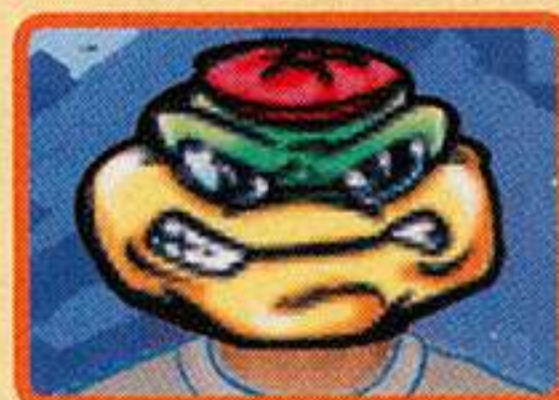
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Ask the Pros

You ask, we answer. Here are some key questions on everybody's mind about the Xbox 360, the PS3, and the Wii.



Mr. Marbles
Sony



Ahoy_and_Avast
Microsoft



Rice Burner
Nintendo



Vicious Sid
PC



Bro Buzz
Sports



The Watch Dog
Buyers Beware



Major Mike
Retro

Question of the Month

Sony Losing GTAIV exclusivity? Sort Of....

Q: I heard in a not-so-clear way that Microsoft, and not Sony, obtained the exclusivity for the next-gen GTA. Is this true? And if so, why?—*DaveTheRave*

A: Half true. Microsoft announced that GTAIV would hit the Xbox 360 at the same time as the PS3 sometime in 2007. So, it's a big hit for Sony as God knows how many people bought PS2s just to get their hands on GTA, but it's definitely not detrimental to its cause. But Microsoft dropped another mini-bomb when it revealed it would have exclusive episodic Xbox Live content for GTA on the Xbox 360. What does that mean? Nothing yet. And considering Rockstar's infamously secretive and perfectionist nature, I bet this doesn't come to fruition for a long, long time. All in all, though, getting GTAIV as a simultaneous release is a big win for Microsoft. How did they do it, you ask? Simple.—*Mr. Marbles*



Graphics: PS3 vs. 360

Q: When you place games from the Xbox 360 and the PS3 side by side is there any difference in graphics?—*Tyrant8RDFL*

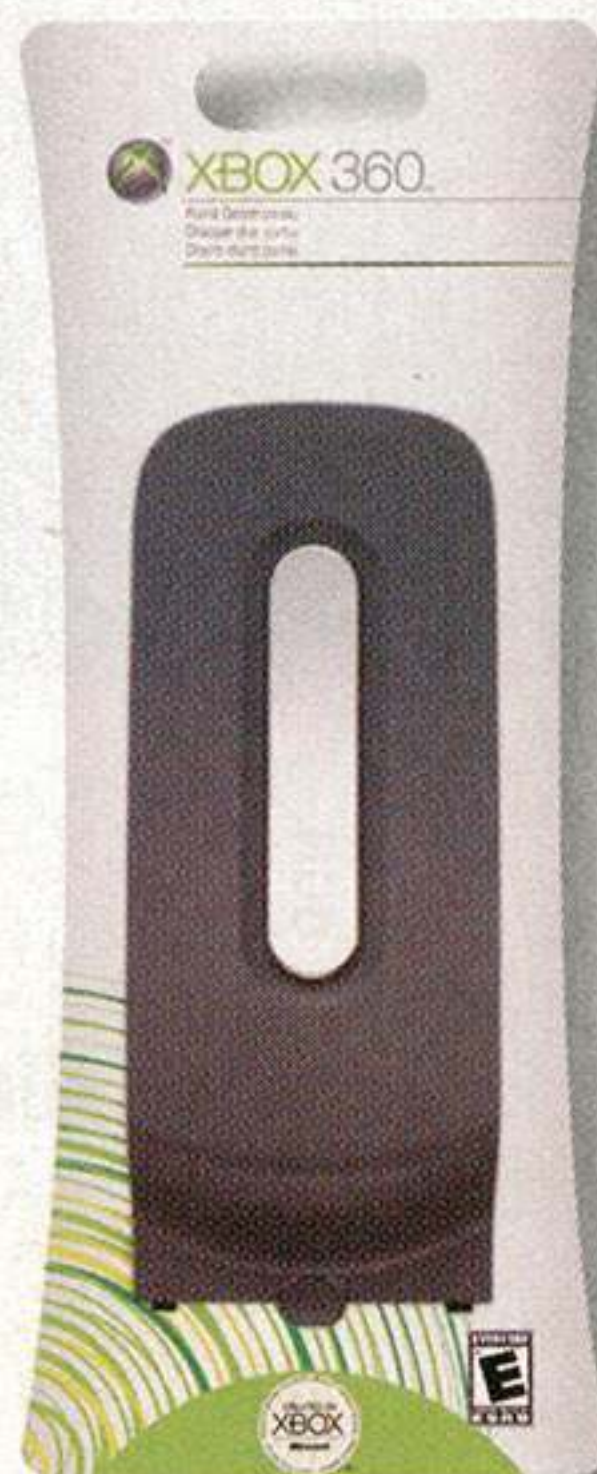
A: This is debatable. Sony claims that the PS3 and its Cell processor are way ahead of the Xbox 360 technologically, but the truth of the matter is that both consoles are quite comparable in terms of raw power. The multicore Cell processor is clocked at 3.2 GHz, and the Xbox 360's Xenon has three cores and is also clocked at 3.2 GHz. Both consoles have a total of 512 MB of RAM, and Sony gets a little advantage with a 550 MHz GPU compared to the 500 MHz of the 360. Sony also boasts that the PS3 can perform 1.8 TFLOPS (Tera Floating Point Operations per Second), whereas the 360 can perform 1.0 TFLOPS, but it actually evens out as the 360 has more memory bandwidth.

It all sounds complicated, but really, the two consoles are very similar in pure power. The biggest difference in graphics is in the output. The PS3 (the \$599 model) has HDMI out for digital output in 1080p, and Blu-ray discs can potentially store more than 20 times more data than the Xbox 360's DVD drive. But considering how many people actually own 1080p-capable TV sets, most people will not get that extra bonus

and, in actuality, only the HD enthusiasts will really be able to tell the difference between 720p and 1080p.

That said, I have seen lots of gameplay from both consoles and can say that graphics are similar. I would probably give Sony the slight nod judging by games like Heavenly Sword and MotorStorm, but Stranglehold and Gears of War looked damn good on 360. It's a tough call.

—*Mr. Marbles*



Larger Hard Drive, HD DVD Games on the Xbox 360

Q: Does Microsoft have any plans to release a larger hard drive for the 360, and is there even the slightest chance that it will allow future games to utilize HD DVDs?

A: Microsoft will definitely release larger hard drives for the Xbox 360—it's only a matter of time. When



Submit your Ask the Pros question, and you could win a prize! Our October Question of the Month winner will receive **Naruto: Clash of Ninja 2** for the GameCube—put your fighting skills to the ultimate test!

30 or 40 GB drives reach all-time low prices, Microsoft is likely to make the switch.

We haven't heard anything official yet, mind you, but it's inevitable. Microsoft wants to turn those microtransactions on the Xbox Live Marketplace into a serious cash flow for itself and its publishing partners. A larger hard drive would enable consumers to buy more.

As for the HD DVD question, the answer is no. Microsoft has clarified this statement several times—the HD DVD add-on drive is for movies only. This is probably not a bad idea, considering the awful legacy left behind by ill-fated accessories like Sega 32X and Sega CD.

—*Ahoy_and_Avast*



Paying For The Classics

Q: Will it cost money to download my favorite classics on the Wii?—*kamillion*

A: Why yes, don't you know nothing comes for free (especially in the games industry)? In a news story published by *Famitsu*, Nintendo President Satoru Iwata is quoted as saying that Wii Virtual Console downloads will cost consumers between ¥500 and ¥1000 (approximately \$4 to \$9 U.S.) each. You can read the full news article reposted by *GamePro.com*.—*Rice Burner*



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BUYERS BEWARE

It's always a hassle to return a defective game, especially when the process is complicated by absurd store policies. So this month, The Watch Dog chews up backward store procedures governing the return of faulty software and howls about how Sony's UMDs are flying off store shelves—but not in a good way.



Damaged Goods

I bought a new copy of *GTA: Liberty City Stories* for the PS2 from my local Game Crazy recently, only to discover that it had noticeable scuff marks and didn't play on my PS2. So I went back and tried to return it for another copy. The employee there told me the store does not accept returns on opened merchandise and that I would have to go through Rockstar Games to get an exchange. When I spoke to Rockstar, it said that it isn't its policy to directly accept damaged games in exchange for a new one and that I should go through the store where I purchased the game. What's with all the runaround? I just want a game that works!

► Jason—Via Internet

Your local store is definitely in the wrong here, Jason. Retail stores like Game Crazy often do have a policy of not accepting returns on opened games, that way they can avoid individuals who try to return games they've played through, but the fact that it was defective means you should be able to exchange it for another copy. The employee who you spoke to may have misguidedly been referring to the policy without understanding your situation. Just to make sure, call up another local Game Crazy or ask to speak the store's manager to get a more official word on the company's policy. You should be able to exchange the game and be cruising around in Liberty City in no time.



Illustration: Francis Mao

Not Quite on Target

What's with Target pulling all UMD movies off store shelves? I heard they were selling pretty well, especially for a format that's only used by one system. I own a handful myself, but I'm worried decisions like Target's mean UMD will become obsolete. Is this a sign of things to come, or is Target acting alone here?

► Kyle—Via Internet

It may be too soon to call UMDs a dud, but the writing's on the wall. Sony has a perverse obsession with proprietary formats, most of which have failed to catch on with the mainstream, and UMD seems no different. Sales of movies were brisk when the PSP was first released, but with a high price tag, ranging anywhere from \$15 to \$30, and over a year later still offering only a limited selection, it shouldn't come as a surprise that UMD aren't catching on. Add the fact that it can only be played on the PSP, and UMD can be a very hard sell.

Still, Target hasn't completely abandoned Sony by removing the movies from its brick and mortar stores. The entire inventory is simply being moved to Target's online store, where UMDs are still being sold. But Target's decision is still a blow to Sony and a sign of the lack of confidence the retailer has about the product. Even Sony seems to be capitulating about the format, now offering free software with its 1 GB and 2 GB Memory Sticks that allows you to transfer select DVDs to the PSP. UMDs probably won't disappear immediately, but unless sales pick up big time, it seems likely they'll share the same fate as Sony's other unsuccessful proprietary formats.


Correction: Crisis and DX10

In the August issue of *GamePro*, it was stated in error that the game *Crisis* would be the first DirectX10 title available and would only be able to run on Windows Vista. While *Crisis* will indeed be one of the first DirectX10-enabled games to be released, it is not a Windows Vista-only game and will support both DirectX9 and Windows XP as well. We apologize for any the confusion this may have caused.

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PRONEWS

E3 to Undergo Radical Shift

It's the end of an era. The Electronic Entertainment Expo as we know it is no more. E3 2007 "will not feature the large trade show environment of previous years," the Entertainment Software Association officially confirmed, making way for a "more intimate program" that will primarily focus on international media and developers.

Starting in 2007, the "more intimate" E3 will emphasize "press events and small meetings," the ESA statement reads, and won't feature the loud, garish booth displays that made one CNN Money columnist describe the trade show as an "orgy of sight and sound."

Speaking to *GamePro*, both Sony and Microsoft voiced support for the show's drastic change. Online reports have speculated that the high cost of show marketing was leading many top-level publishers to consider dropping E3, spurring the change.



The end of an era... in more ways than one.



PRONEWS

God of War Director: "I'm Sick of Making 'Epic' Games."

Since *God of War*, I have lost interest in the genre of single player action/adventure games," wrote *God of War* director David Jaffe in a post on his blog, speaking as someone who has actually designed "one these damned epic things."

Is Jaffe done with designing single-player-focused games for good? "I don't know," he admitted. "I don't want to tell stories with my games anymore." For future projects, he's considering "sports games, multi-player games, racing games," as well as an as-of-yet unannounced PSP



PRONEWS

Mortal Kombat: Armageddon Coming to Wii

Recently, a Midway employee leaked a screen shot that exposed all 64 fighters from *Mortal Kombat: Armageddon*—the biggest lineup of fighters from any MK game to date. Midway also announced that gamers will have four different limited edition versions to choose from: bonuses include a playable version of *Ultimate Mortal Kombat 3*, over an hour of "making-of" footage, and cell cover art autographed by co-creator Ed Boon. Midway also announced that MK: *Armageddon* will head to the Nintendo Wii console in early 2007.



PRONEWS

UMD Movies "Discontinued" At Target Stores

A member of Target's "Guest Relations" team recently confirmed to *GamePro* that the retail giant no longer carries UMD movies for the PSP. "[UMD movies] have been discontinued and aren't available at any of our stores," the spokesperson said. Currently, UMD films and TV shows still show up on Target.com.

Sony's PSP-based UMD movie format has struggled for consumer acceptance, and film studios are starting to scale back new releases. The NPD Group described the format's future as "bleak" if movie studios continue to drop support.



PRONEWS

Sony Pulls Controversial Dutch PSP Ad, Issues Apology

In July, Sony pulled a controversial Dutch advertisement for a white-colored revision of the company's PSP system after outcry from bloggers, the NAACP, and a California politician. The ad featured two women in a series of aggressive poses that some commentators found racially insensitive.

A Sony spokesperson said that the ads were "created locally and exclusively for the Dutch market" and weren't intended for other markets. Sony apologized and promised to "apply greater sensitivity" to future advertising imagery.



Sony's Dutch PSP ad campaign ignited controversy worldwide.



PRONEWS

Bethesda Denies PS3, PSP Oblivion Rumors

Those rumors about a PlayStation 3 or PSP version of the hit RPG *The Elder Scrolls IV: Oblivion*? Hogwash, says Bethesda representative Pete Hines.

Online retailer GameStop.com recently displayed a product page listing both a PS3 and PSP version of *Oblivion*. These pages are "just an assumption" Hines told *GamePro*. There are "no announced plans for any other version right now," he says.

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Ubisoft Prepares Seven Wii Launch Titles

In addition to the company's previously announced Wii Launch titles Red Steel and Rayman: Raving Rabbids, Ubisoft is putting the finishing touches on five more Wii launch games, giving the company the biggest Wii launch lineup of any third party. These include the PC/Xbox shooter Far Cry, Blazing Angels: Squadrons of World War II, Monster 4x4 World Circuit, GT Pro Series, and Open Season.

"With an impressive lineup of launch games that offer something for everyone," said Ubisoft's North American president Laurent Detoc, "we are in a unique position to benefit from the Wii's success."

THQ Whacks The Sopranos for Xbox 360

THQ has confirmed to *GamePro* that the Xbox 360 version of *The Sopranos: Road to Respect* has been canceled outright, making it a PlayStation 2 exclusive...at least for the time being. THQ representatives wouldn't comment on the reason for its cancellation. 7 Studios is still handling development of the PlayStation 2 version of *The Sopranos*, still expected to be released in late 2006. The cancellation is a bit unusual in its timing: On May 4, THQ had announced the Xbox 360 version.

Next-Gen Console Watch

Here are the top five next-gen news stories that blew our minds this summer. Check out GamePro.com for updated stories!



PS3 Preorder: \$190 Deposit?

Sony told a British trade mag that it's exploring a retail plan that might require Europeans to pay a £150 deposit (roughly \$190 American) to preorder the PlayStation 3. One theory is this could keep enterprising gamers pre-ordering multiple units and selling them at inflated prices. No word from Sony on any U.S. plans.



New Details On Nintendo's Wii-mote

According to a report based on developer documentation, Nintendo's motion-sensing "Wii-mote" accepts two AA alkaline batteries, which will power the unit for 30 to 60 hours of gameplay. Other features include a small integrated speaker and rumble capabilities.



Xbox 360 and PS3 Ports "Difficult"?

Matt Lee, an engineer with Microsoft's Game Technology Group, told a hardware enthusiast site that key hardware differences between the Xbox 360 and the PlayStation 3 would make cross-platform ports "reasonably difficult." Lee also stated that in-house tests indicate that the Xbox 360 and PS3 come "surprisingly close in theoretical peak performance."



No Xbox 360 Price Drop This Year

Microsoft's global games marketing manager John Porcaro confirmed that there are "no plans" for an Xbox 360 price drop in 2006, putting to rest rumors that this fall would see a next-gen price war. His source? "Official word from folks in the know."

STATIC

...WWE: *Smackdown! vs. Raw* for the PS3 has been postponed for a year. Why the delay? THQ says it wants to "deliver the highest quality content across all next-gen platforms." Men in tights in 1080p coming "Holiday 2007"...

...Nintendo announced that the Nintendo DS sold 21 million units worldwide since its November 2004 launch. That's a whole lotta Nintendogs and Brain Age...

...According to the annual Harris Poll, the Sony brand is still king. Sony beat out Dell, Coca-Cola, Ford, and Apple to land the coveted first place spot. Get this: it's the seventh straight year Sony has come in first. And you thought advertising has no effect on your brain...

...Atari has sold the *Driver* series to megapublisher Ubisoft for a cool \$24 million. CEO Bruno Bonnell said the company's new strategy is to focus on a "select number of franchises." What's up for sale next—TimeShift? Oh, wait...

...Microsoft dropped by to show off Windows Vista, and we gotta say, we're impressed. But will it be enough to pry Vicious Sid's clammy fingers off his MacBook Pro? Time will tell...



Sony CEO: PS3 Price a Gamble

Howard Stringer, the CEO of Sony Corp., recently described the high price of the PlayStation 3 as a "higher-risk strategy" for the company. "The price of the PS3 is high," Stringer said, "but you're paying for potential." The PS3 will launch in the U.S. on November 17 in two flavors: a basic configuration for \$499 and an advanced unit for \$599.

Sources: MCV, IGN, Arstechnica.com, Gamerscoreblog



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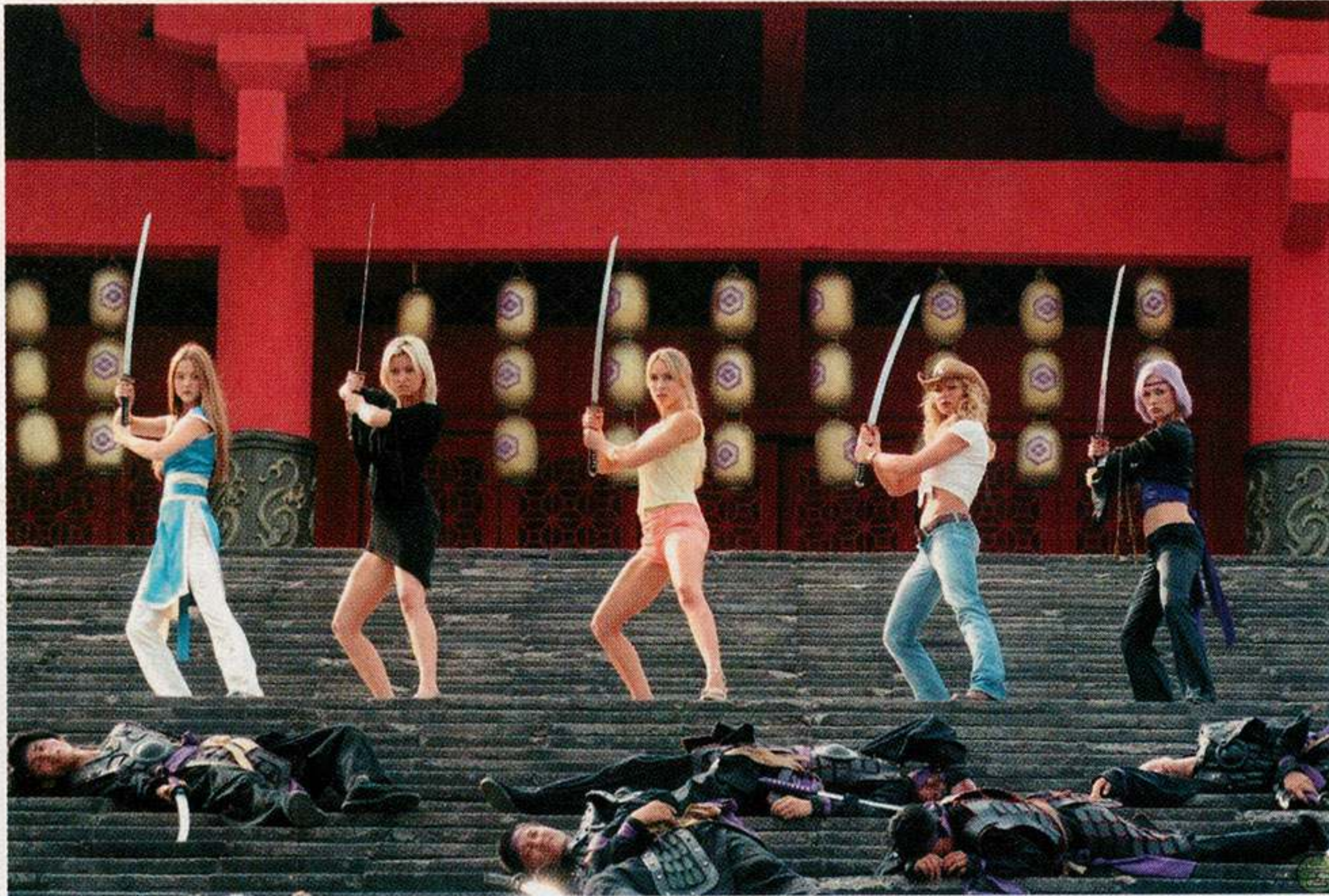
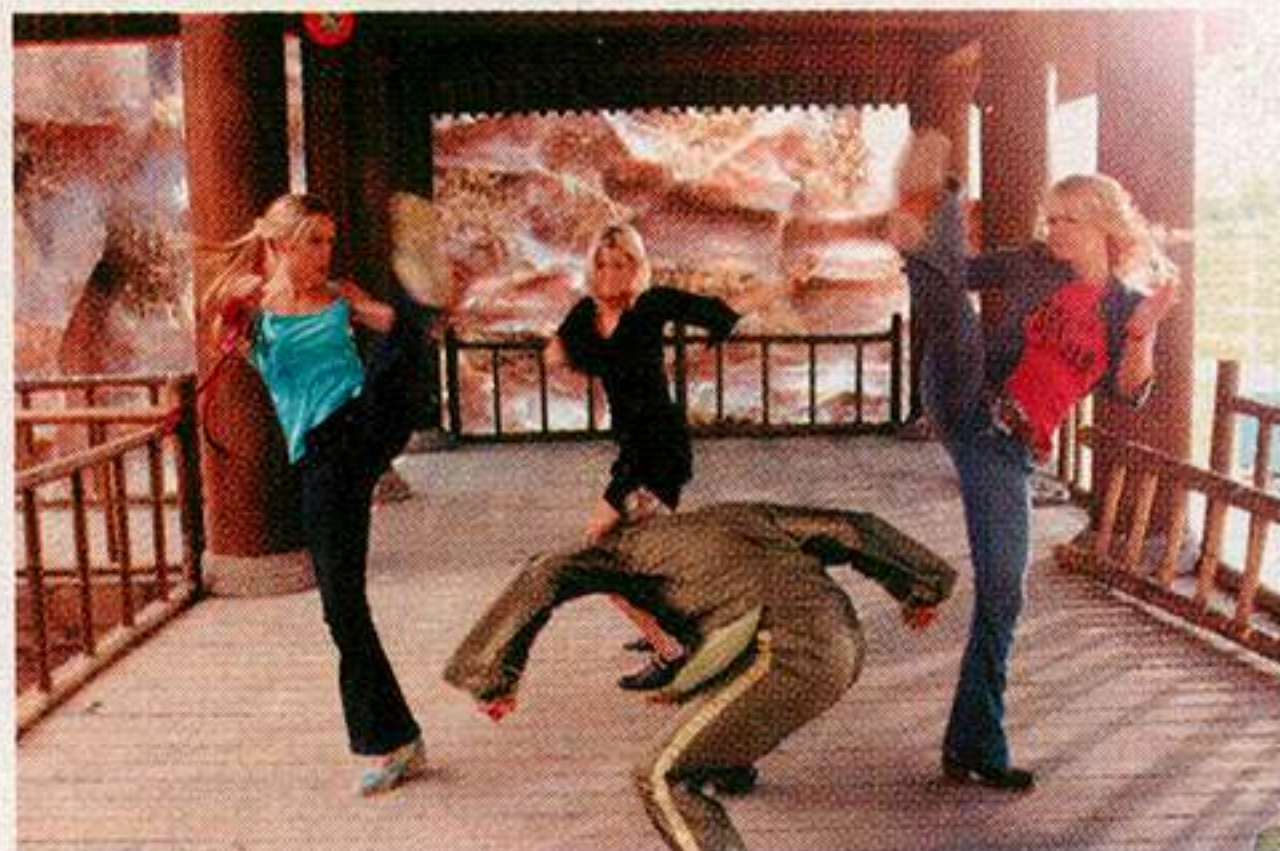


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DOA Goes Hollywood

Another video game heads to the silver screen, but can DOA pack a punch?



The fighting beauties in the movie adaptation of the Dead or Alive fighting game

Tecmo's best-selling Xbox and Xbox 360 brawler Dead or Alive has become the latest big-screen translation for Producer Paul W.S. Anderson, who wrote and directed *Mortal Kombat* and the original *Resident Evil* films. Anderson also wrote *Resident Evil: Apocalypse* and *Resident Evil: Extinction*, and is currently working on the *Castlevania* movie. Anderson tapped action director Corey Yuen (*The Transporter 2*) to helm the *DOA* movie in China.

True to the Source

"Corey studied the game very closely," says Anderson. "The movie has a huge amount of fighting in it. Corey was very specific that he wanted each fight to be very, very different in either a distinctive fighting style or a unique way in which the characters interacted with the environment. He really pulled it off. There are about 15 major fights in the movie, and each one is very distinct and very unique. And a lot of that is derived directly from the game."

When he's not making movies, Anderson is playing video games. He said that helps when it comes to producing, writing or directing films like *DOA*. "With the production design of the film, we tried to stay true to the kind of costumes

that are in the game, so Tina has a point where she appears in her stars and stripes bikini," says Anderson. "There are little nods to the game not just in costumes but the whole production design and style of the movie."

Like China

Anderson said the film has a very Asian feel to it, and that's one of the reasons they went to China to shoot the movie. After all, in the game, DOA Island is in the South China Sea.

"We wanted that look for the movie," says Anderson. "We didn't want some imitation look where you go to Vancouver and film the one pagoda they have on the hilltop. We wanted an exotic feel because the game has an exotic feel. We went to great lengths to do that. And also, the game is one of the best fighting games out there. So we went to one of the best action directors and choreographers in the world in Corey Yuen."

When it came time to choose which characters from the game would make the final cut in the film, Anderson says he went with fan favorites like Tina Armstrong, Bass, Kasumi, Hayate, and Ryu Hayabusa.

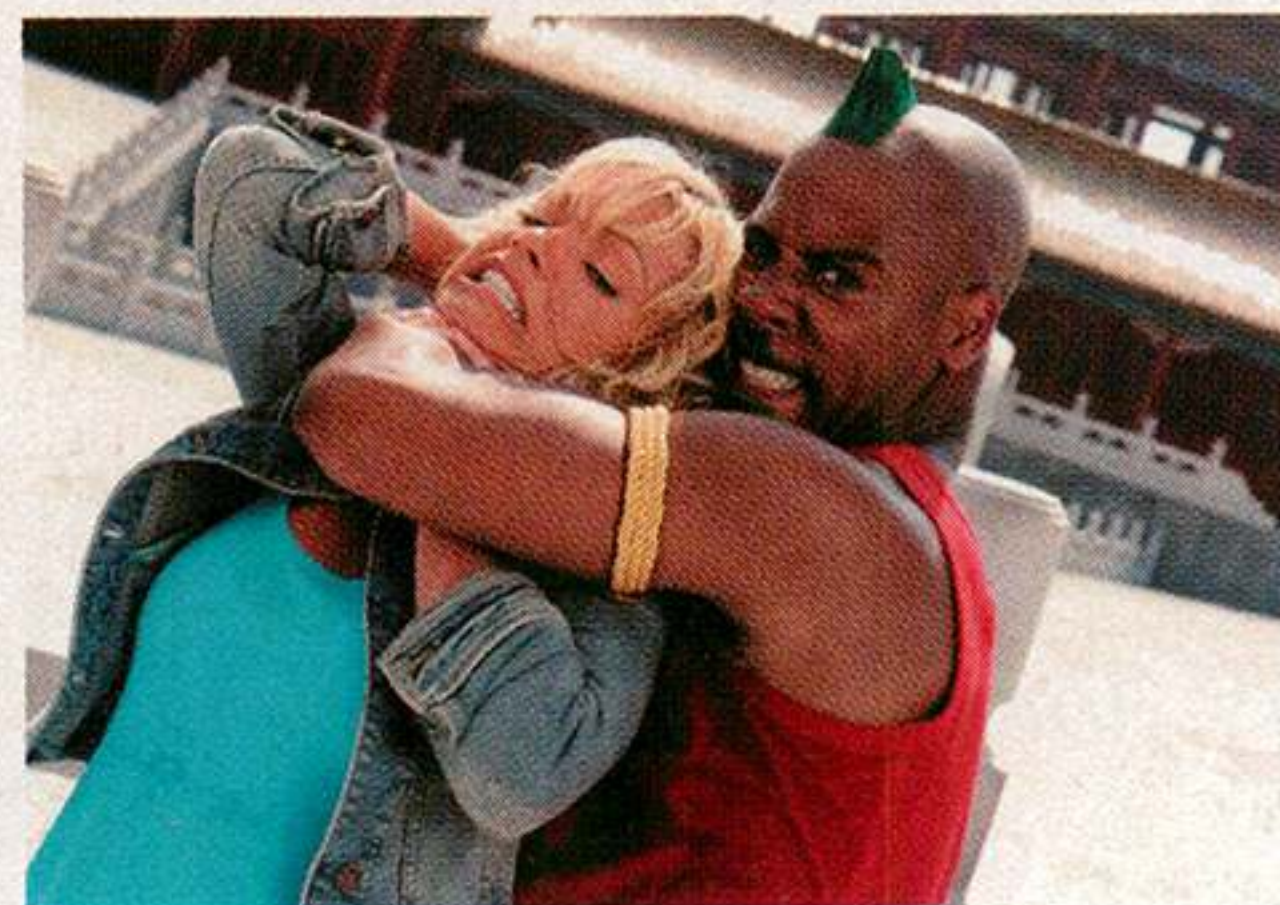
"We went with fan favorites and the favorites of the video-game makers themselves," says Anderson. "It's always difficult when you're dealing with a game that's had so many different incarnations and so many sets of characters. You're always going to have someone that's a little disappointed that their favorite character isn't in the movie. That's the same problem we faced on *Mortal Kombat*."

Bringing Characters To Life

Australian native Holly Vallance brings fan favorite Christie Allen to life on the big screen. Vallance said her character, who's an assassin and diamond thief, joins the DOA competition for reasons that are slightly different than everyone else.

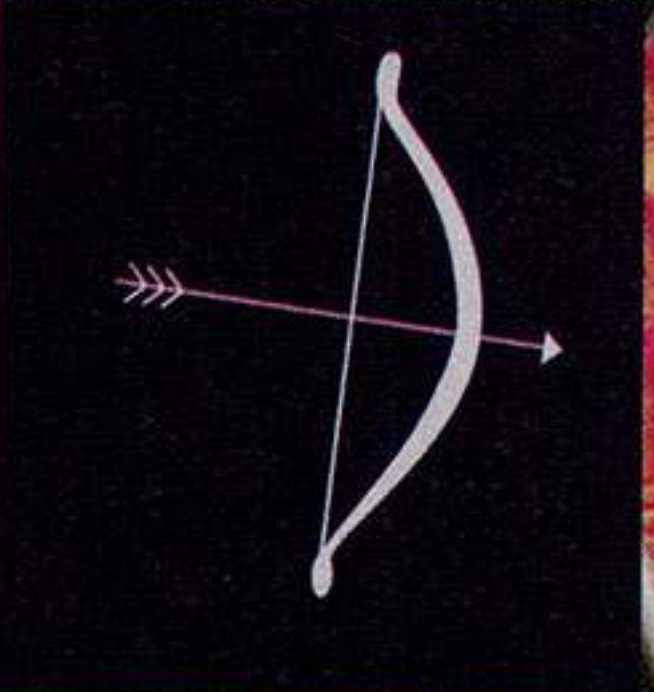
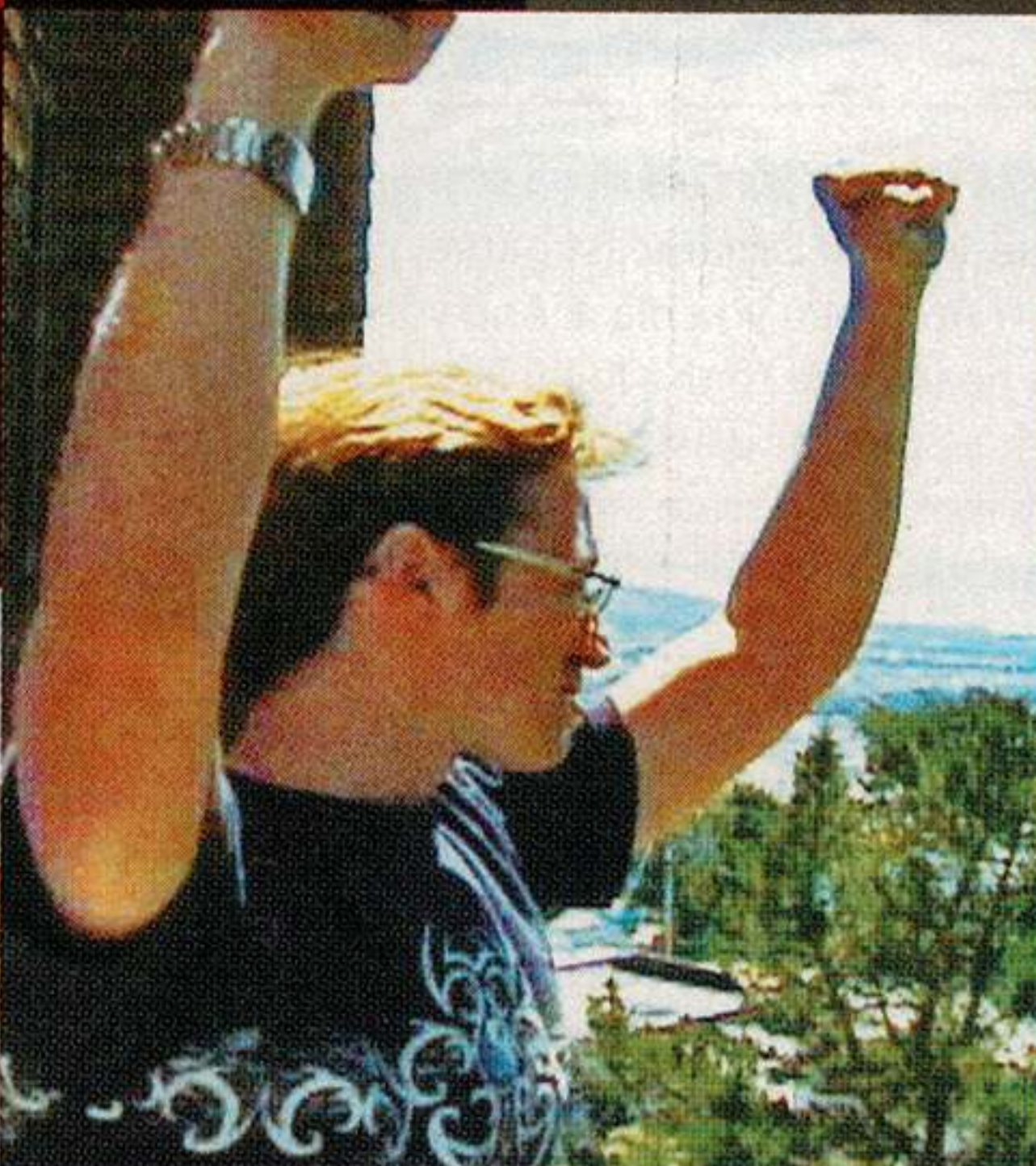
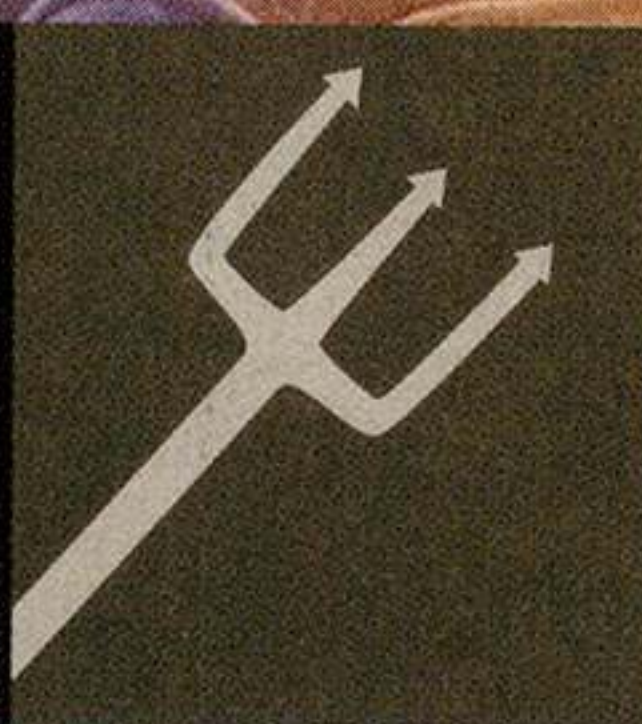
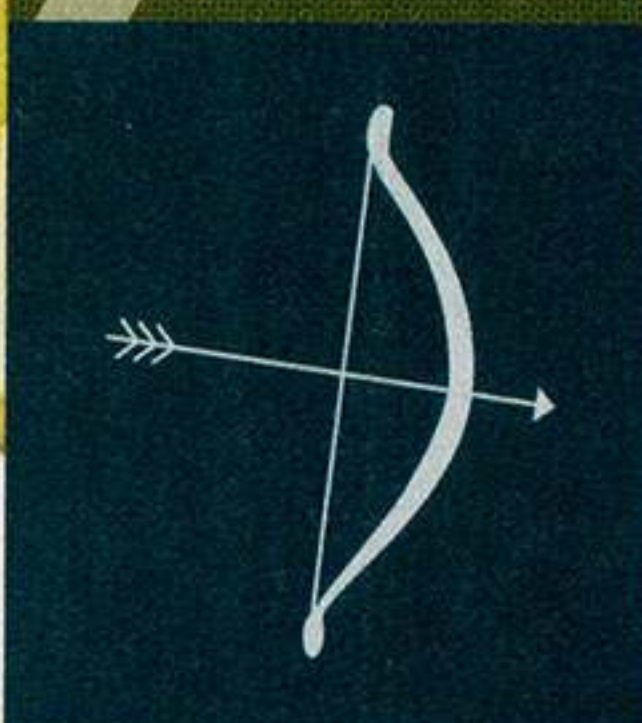
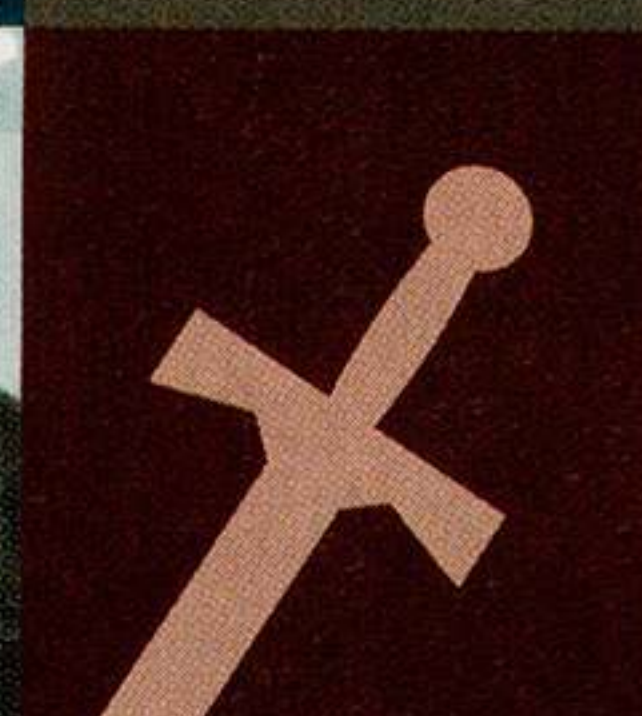
"It's not so much an ego thing and winning the competition and being the best," says Vallance. "There's a pretty large bounty at the end of the road, so even if she doesn't win, she can steal it. So she's in it for more materialistic reasons. Although she'd like to win, it's not as important as it is to Tina Armstrong. Christie's objectives are a little bit more nasty and evil."

Vallance says the movie doesn't take itself too seriously. "It is an action film based on a video game," explains Vallance. "If we did everything dead-on serious, it would be totally cheesy."




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EXCLUSIVE

Ten Games With God-Awful Names

Wild Woody. Big Mutha Truckers. Death by Degrees. We all know plenty of terrible game names. But we went one better by scraping the bottom of the barrel to come up with the most excruciatingly awful game titles of all time. Prepare yourself!

10) Seaman (Dreamcast)

Surely better titles were available for this oddball game, titles that preferably don't bring to mind visions of swarthy sailors or, worse, spurting you-know-what. Should Sega ever devise a Seaman sequel (and we pray to sweet, sweet Jehovah that it doesn't), we humbly recommend Weird Japanese Fish Game or Don't Buy Me, Whatever You Do as promising alternatives.

9) Stubbs the Zombie in Rebel Without a Pulse (Xbox)

We'll admit it—we've always wanted to play as a heartless, brain-munching zombie. But not if his name is Stubbs. Sorry, we've got strict standards on these sorts of things. Had Wideload Games named him Shambles or Shirley, we might've considered it; as it stands, nope.

8) Corpse Killer (32X CD)

With a title that's perfectly oxymoronic, Corpse Killer promised to ask the immortal question, "how do you kill something that's already dead?" The answer: pump fake bullets into a Z-grade Sega CD movie. The game itself is unspeakably bad and actually worse than Night Trap with none of that title's delicious camp. Speaking of which, whatever happened to Tom Zito?

7) Butt-Ugly Martians: Zoom or Doom (PlayStation 2)

Um, yeah—we chose "Zoom."

6) WWE Smackdown! Shut Your Mouth (PlayStation 2)

Just priceless. Either WWE fans are unapologetic masochists who crave verbal assault, or the boys at THQ were getting just a little slap-happy when they named this boutique brawler. What's next, WWE Smackdown! Yo Momma? We can only wait and hope.

5) Charge 'N Blast (Dreamcast)

OK, in this little-known Dreamcast game, you charge up your gun, right? And then you blast. And you blast and blast. And then you head back to the local Electronics Boutique (remember—it's 2000) and ask for a full refund. We like to imagine Sega's marketing team smiling big, smug grins after coming up with this name.



4) Rosco McQueen: Firefighter Extreme (PlayStation)

If nothing else, the developers of this turd deserve a little credit: They clearly put more time and effort into conjuring up this name than all the other titles on this list combined.

3) Space Bunnies Must Die! (PC)

Actually, we decided to grant the Space Bunnies a pardon this year. They deserved it.

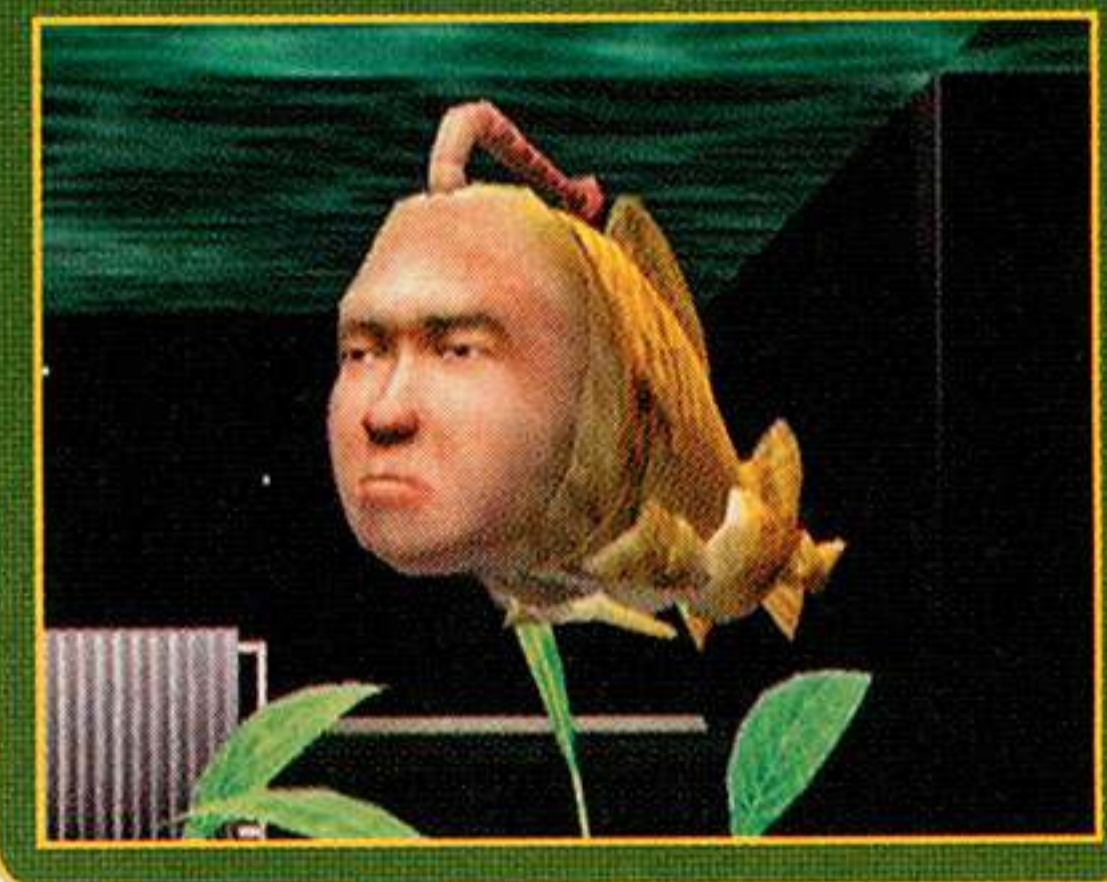
2) Final Fantasy XI: Treasures of Aht Urghan (Xbox 360)

Aht! Urghan! Say it loud and it sounds like you're disgorging your underwear through your nose. Lord knows why Square Enix chose this piece of urghan as the name of its Final Fantasy XI expansion pack, but we can think of several superior alternatives: Final Fantasy XI: Treasures of the Otaku sounds nice, doesn't it?



1) Syphon Filter (PlayStation)

The granddaddy of them all. It doesn't take a Sam Fisher to figure out that "Syphon Filter" is just a fancy way of saying "suck." And "suck" just so happens to amply sum up this overrated series, but judging by recent sales, you know that already. In the story line, "Syphon Filter" is the code word for a next-gen viral weapon that targets specific ethnicities. Oh, great: a crappy name, crappy gameplay, and militant ethnocentrism. Way to go, 989 Studios.



Agree...Disagree... What's Your Net Ten?

We posted the question, "What is your favorite god-awful game name?" to the online community in our forums at Games.net and GamePro.com. Keep checking the forums for more online polls and posts!



"The Ooze. Game sounds icky"—patgmpr

"Socks the Cat Rocks the House (no, he doesn't)."
—Chelsea3

"You mentioned Wild Woody, but how come it isn't number one?"—SDC3

"Excuse me, but No One Can Stop Mr. Domino."
—Damocracy2

"Warhammer: Shadow of the Horned Rat. What exactly does that mean?"—Munchkin Eater



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Retro Corner

10 Years ago
(October 1996)...

...in GamePro

- Star Wars madness took over the cover of our 146-page October 1996 issue with world-exclusive coverage of four LucasArts-developed titles from the franchise: **Dark Forces** (PlayStation), **Rebel Assault II: The Hidden Empire** (PlayStation), **Shadows of the Empire** (Nintendo 64), **Jedi Knight: Dark Forces II** (PC), and **X-Wing vs. TIE Fighter** (PC).
- Soul Edge Version II** (Namco) was Hot at the Arcades
- Super Mario 64** (Nintendo/Nintendo 64) was the only game to receive perfect 5.0 scores in every category; **Nights** (Sega/Saturn) was 0.5 away from accomplishing the same feat. **Crash Bandicoot** (Sony/PlayStation), **Pilotwings 64** (Nintendo/Nintendo 64), **College Football USA '97** (EA Sports/Genesis), and **Loaded** (Interplay/Saturn) also got high scores. **Project Horned Owl** (Sony/PlayStation), **Space Hulk: Vengeance of the Blood Angels** (Electronic Arts/PlayStation), and **Power Rangers Zeo Battle Racers** (Bandai/SNES) were the big losers with low Fun Factor scores.



Super Mario 64



Mortal Kombat Trilogy



Madden NFL '97

...in Gaming

- One of the most eagerly anticipated titles for the Nintendo 64, **Turok: Dinosaur Hunter** (Acclaim), was delayed until February 1997. Word on the street was that the game was delayed less for quality concerns than Nintendo wanting a strong title available for the post-holiday season.
- Sega drastically cut the prices on some Saturn titles to \$19.99 and new games from \$69.99 to \$59.99. At that point, the PlayStation was unofficially outselling the Saturn by a three-to-one margin.
- American Laser Games fell on hard times. The company that developed **Mad Dog McCree** (3DO), **Who Shot Johnny Rock?** (3DO), **Space Pirates** (3DO), and **Crime Patrol** (Saturn), laid off about a third of its staff and changed direction to focus on developing games for girls.

...in Sales

Here are the five top-selling games of October 1996:

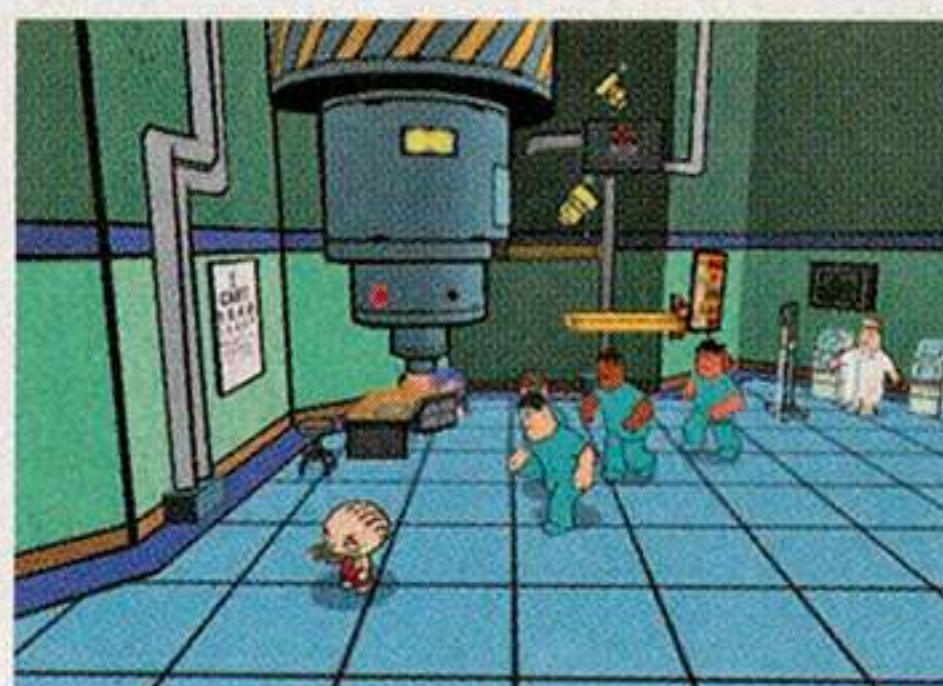
1. Super Mario 64 (Nintendo/Nintendo 64)
2. Mortal Kombat Trilogy (Midway/PlayStation)
3. Madden NFL '97 (EA Sports/PlayStation)
4. Pilotwings 64 (Nintendo/Nintendo 64)
5. Crash Bandicoot (Sony/PlayStation)

Source: The NPD Group/Point-of-Sale

FAMILY GUY WATCH

Giggity! Giggity! Giggity!

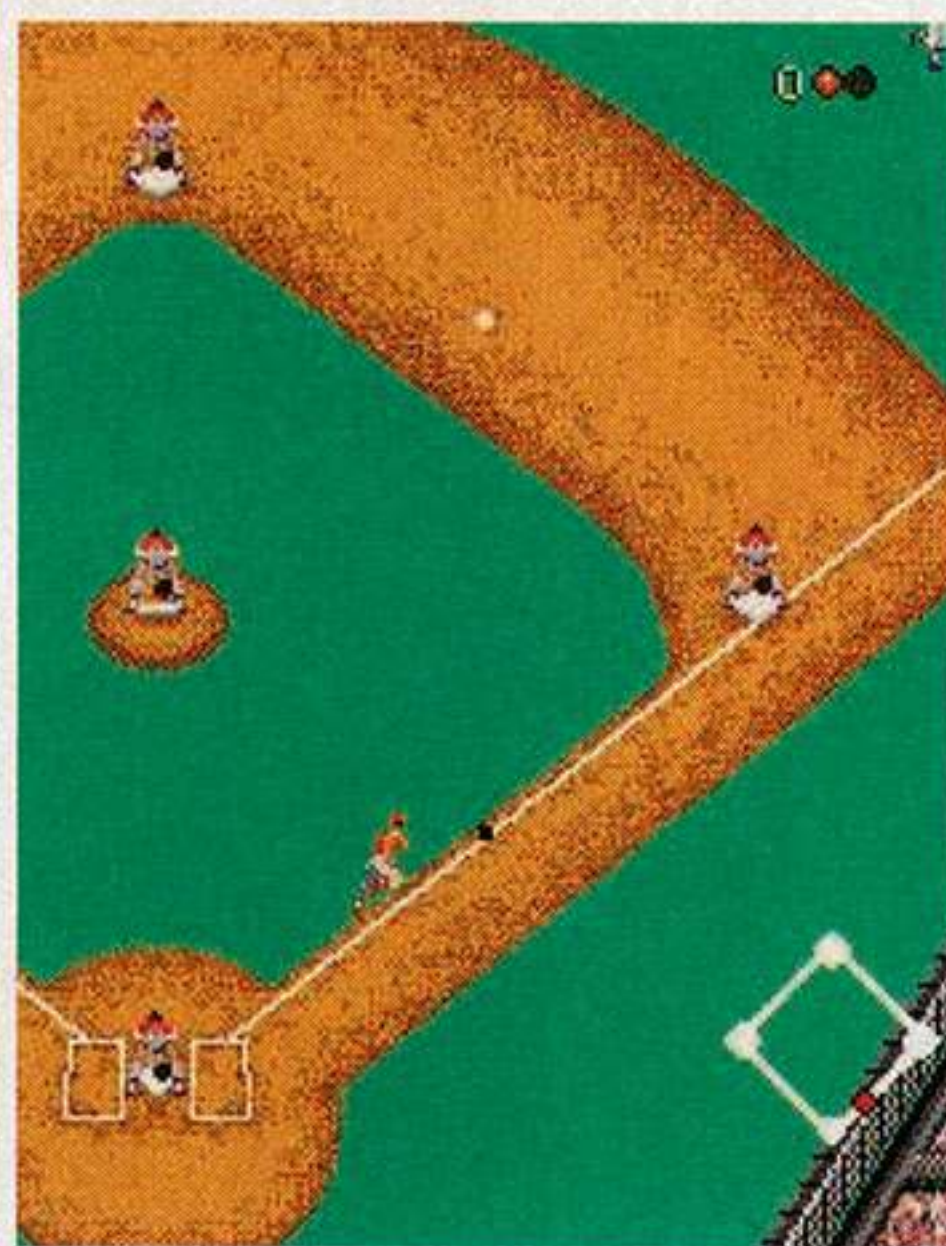
Our cover subject for the May 2006 issue of *GamePro*, *Family Guy*, will be released in October for the PlayStation 2, Xbox, and PSP. The game will have three playable characters, each with their own scenario. As Stewie, you'll battle his half-brother, Bertram, for world domination; Brian's plot will involve his escape from prison as he attempts to clear his name; and Peter will fight Mr. Belvedere. Gameplay will be a mix of combat, puzzle solving, and stealth, and it will be rife with biting sarcasm and humor that made the animated television show a cult favorite.



MOBILE WATCH

Namco Classics

Gamers on the go, who prefer to play rather than talk on their cell phones, should take a look at the lineup offered by Bandai Wireless. The company has a strong selection of titles, and recently added four classics: *Bases Loaded*, *Dark Castle*, *Double Dragon*, and *Moon Patrol*. For more information on the games, check out bandaiwireless.com.



Bases Loaded



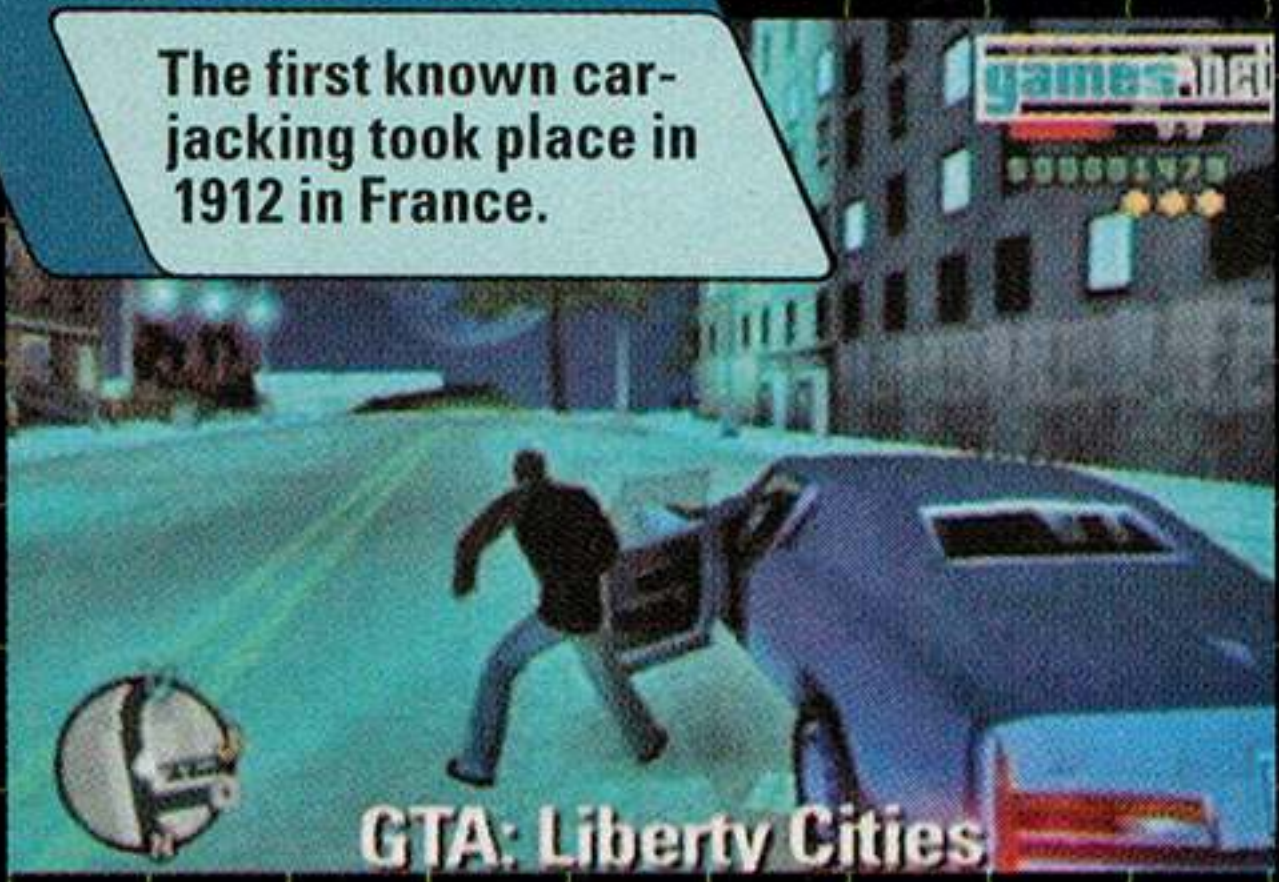
Moon Patrol



Double Dragon

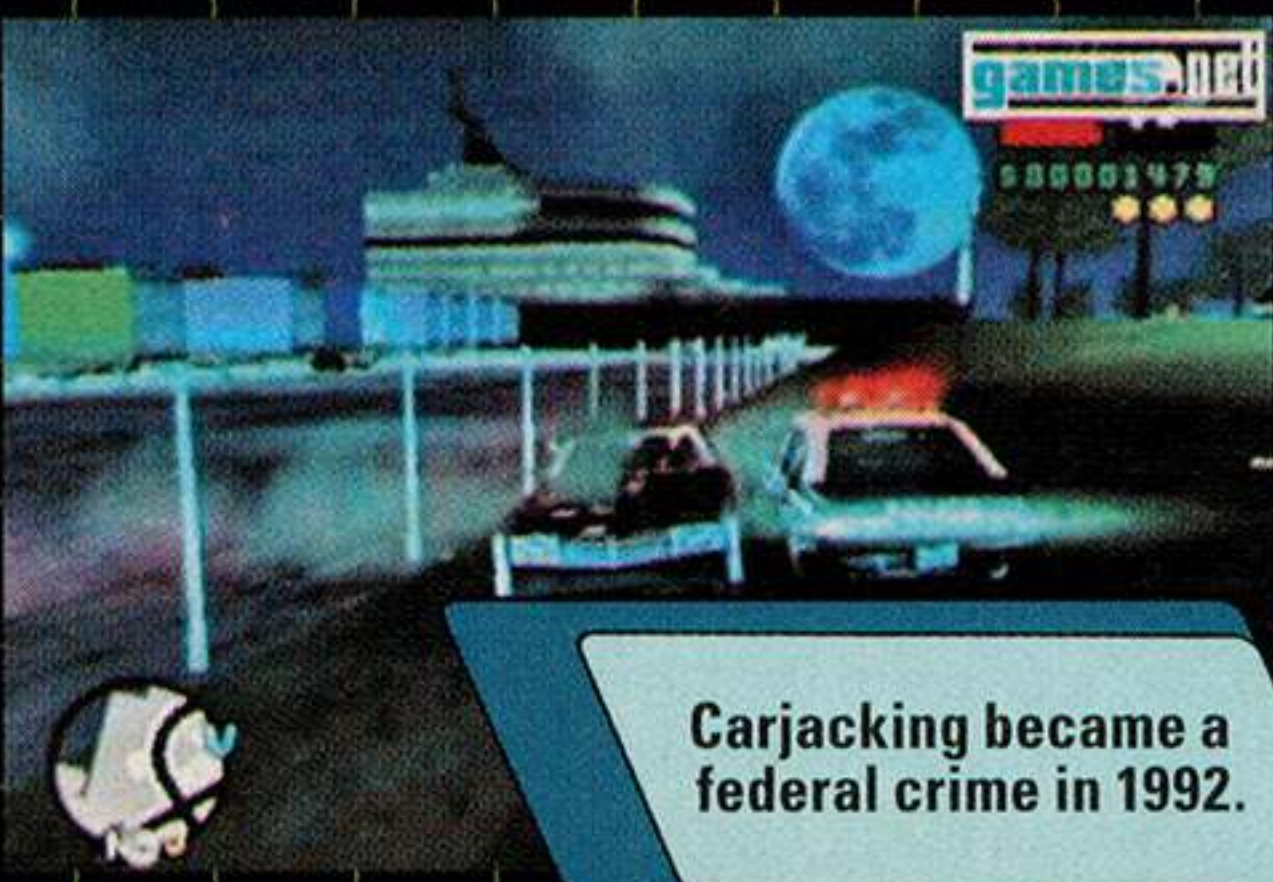
GRAND THEFT AUTO: LIBERTY CITY STORIES

AS SEEN ON GAMES.NET

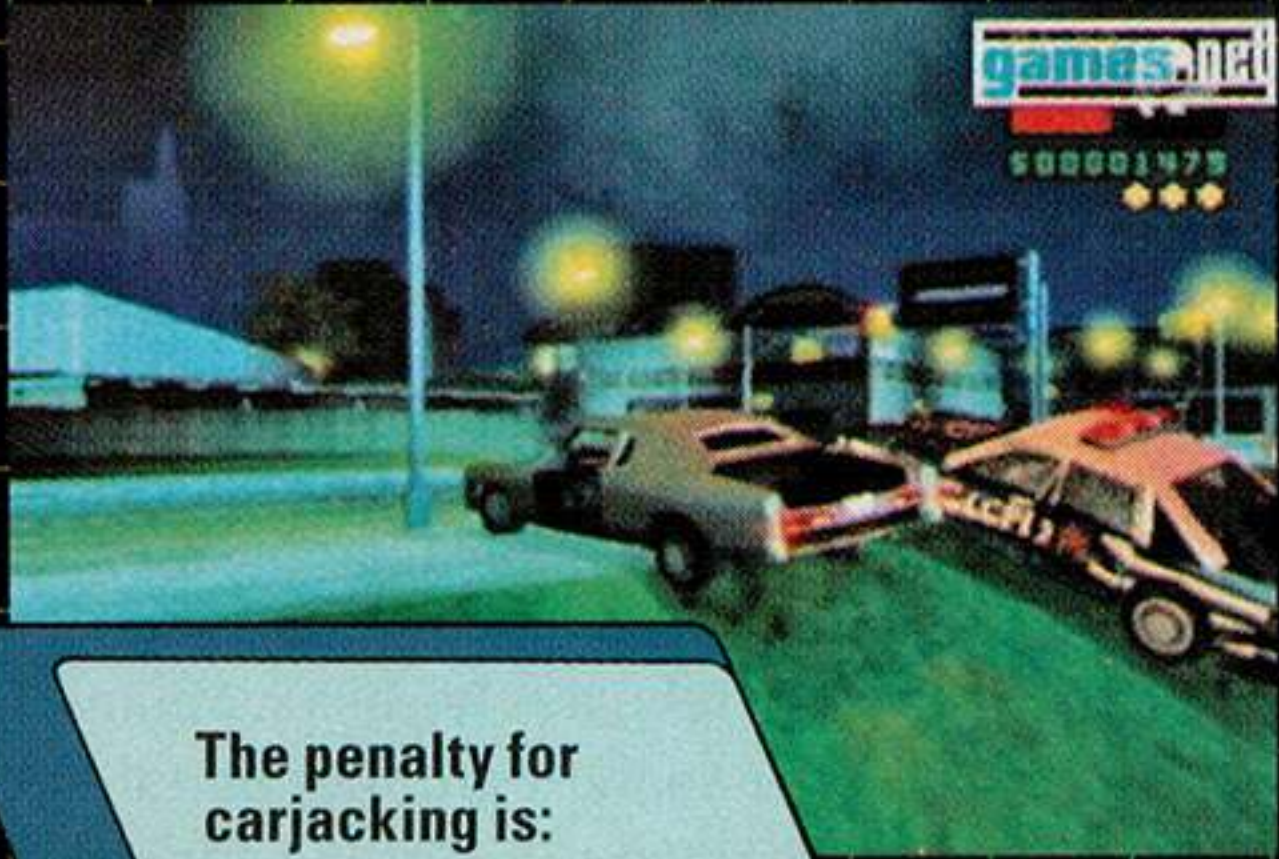


The first known carjacking took place in 1912 in France.

GTA: Liberty Cities



Carjacking became a federal crime in 1992.



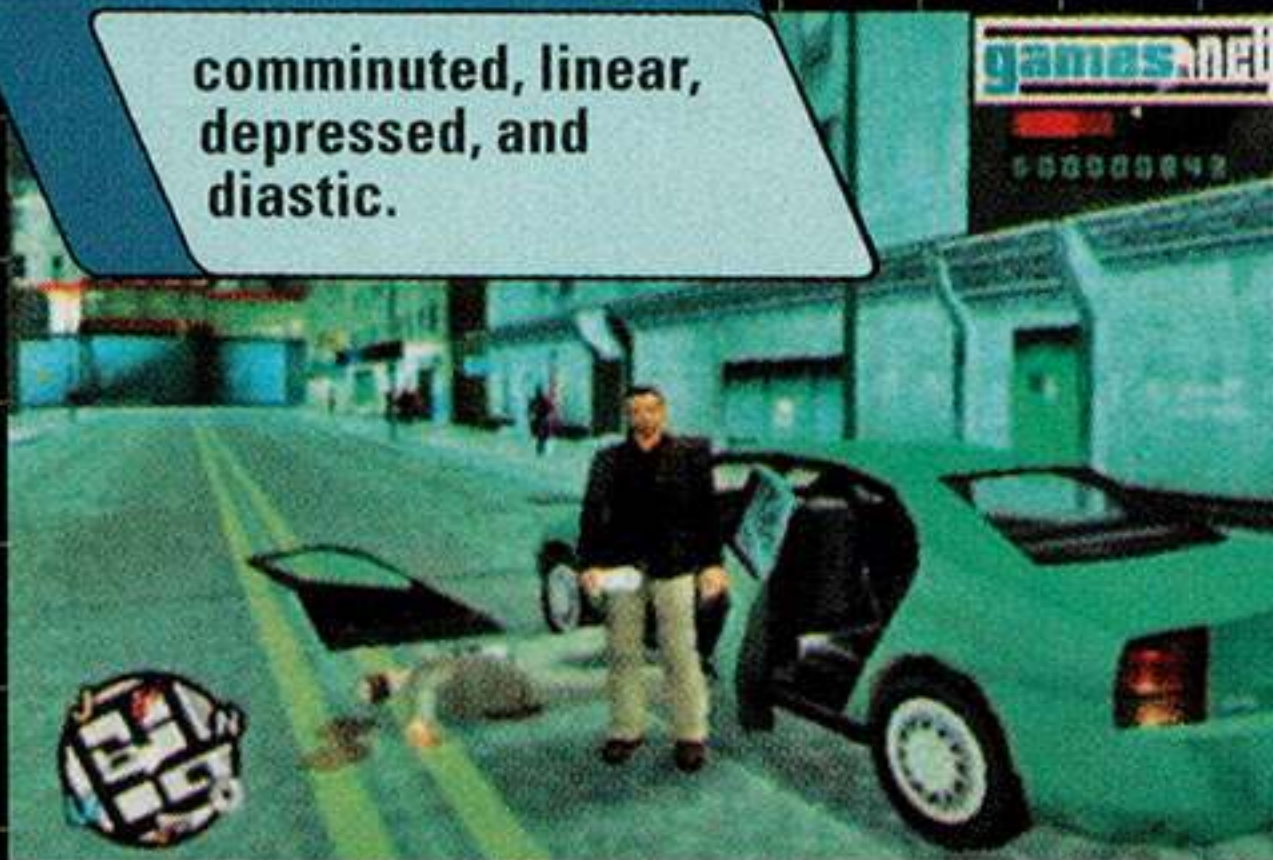
The penalty for carjacking is:



imprisonment for terms of three, five, or nine years.



There are four types of skull fractures:



comminuted, linear, depressed, and diastic.



Richard J. Gatling created the mini-gun in the late 19th Century.

To see all of the Attack of the Factoids, log on to **Games.net**.



(newbie)



(alpha geek)

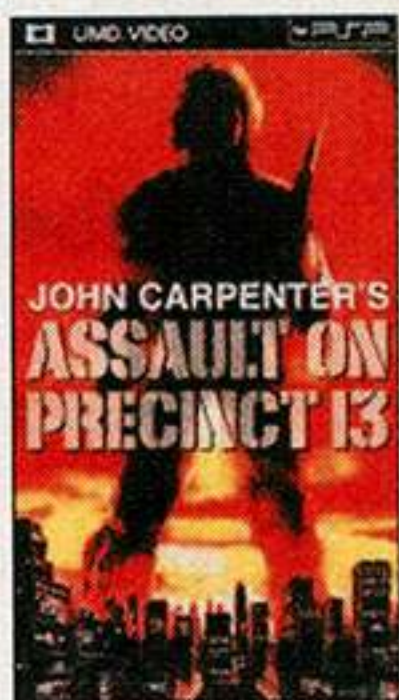


Please geek responsibly.

You may speak the language, but are you geeked? Here's a chance to prove it.

- GAME DESIGN
- DIGITAL ANIMATION
- ARTIFICIAL LIFE
- DIGITAL VIDEO
- WEB DESIGN
- COMPUTER FORENSICS
- NETWORK SECURITY
- SOFTWARE ENGINEERING
- TECHNOLOGY MANAGEMENT
- GAME PROGRAMMING

UMD Movie Madness



Assault On Precinct 13

■ 1976 ■ Image Home Entertainment
■ MPAA rating: R ■ 91 minutes ■ Available now

Forget the recent remake and check out this groundbreaking original cult classic. On the last night of a precinct's operation, unexpected prisoners are brought in, and those working the shift find themselves under siege from a gang armed with serious firepower. Director John Carpenter became a household name with *Halloween*, but this is considered by many to be his best film as it's loaded with action, suspense, and sharp dialogue.



George A. Romero's Land of the Dead

■ 2005 ■ Universal Home Video
■ 97 minutes ■ MPAA rating: not rated
■ Available now

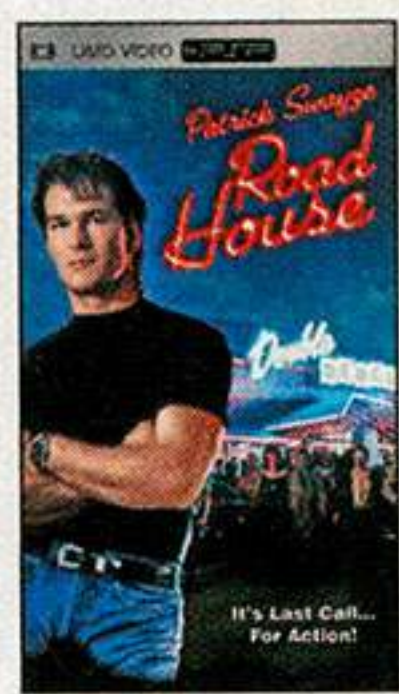
The fourth entry in director George A. Romero's *Dead* series finds a group of human survivors embroiled in a caste system where the haves live in luxury while the have-nots live in the street. Flesh-hungry zombies surround this barricaded city, and they've evolved to the point where they can think and even communicate. Not the best *Dead*, but it's worth a look for series fans.



Halloween

■ 1978 ■ Anchor Bay Home Video
■ MPAA rating: R ■ 91 minutes ■ Available now

October is the month of Halloween, and what better way to celebrate than with this trend-setting slasher flick? A killer returns to his hometown after escaping from a mental institution and proceeds to carve up anyone who gets in his way. *Halloween* was followed by several lame, cash-in sequels, but this original is easily the best of the lot, and, oddly enough, it seems to get better with age.



Road House

■ 1989 ■ MGM Home Video ■ MPAA rating: R
■ 114 minutes ■ Available now

During its initial release, *Road House* hardly set box-office records, but it has since gone on to become a cult classic. Patrick Swayze made teenage girls swoon with his portrayal of Dalton, a master bouncer who reluctantly protects a small town from an extortionist. *Road House* is filled with fights, clichés, and a tongue-in-cheek attitude that never takes things seriously. If you're up for good bad cinema, this is it.



RV

■ 2006 ■ Sony Pictures Home Entertainment
■ MPAA rating: PG ■ 98 minutes
■ Available now

Robin Williams plays a high-strung businessman who tries to reconnect with his family during a road trip in the titular vehicle. Of course, being a Robin Williams vehicle (no pun intended), *RV* has plenty of slapstick humor, sight gags, and physical comedy. It also stars Cheryl Hines (*Herbie: Fully Loaded*) and Jeff Daniels (*Speed*, *Blood Work*), and was directed by Barry Sonnenfeld (*Men in Black*, *Get Shorty*).



Silent Hill

■ 2006 ■ Sony Pictures Home Entertainment
■ MPAA rating: R ■ 127 minutes
■ Available now

In this movie based on the survival/horror video game by Konami, Radha Mitchell (*Man on Fire*) plays Rose, a woman who searches for her daughter in the ghostlike town of Silent Hill. Aided by a policewoman (Laurie Holden), the duo is confronted by nonstop shocks—including the walking dead and other supernatural terrors. Christophe Gans (*Brotherhood of the Wolf*) directed, and the movie also stars Sean Bean (*GoldenEye*, *Patriot Games*).

DVD PICK OF THE MONTH

Star Wars Limited Editions

Star Wars: Episode IV A New Hope

■ 1977/2004 ■ Fox Home Entertainment ■ MPAA rating: PG
■ 121/126 minutes ■ Available September

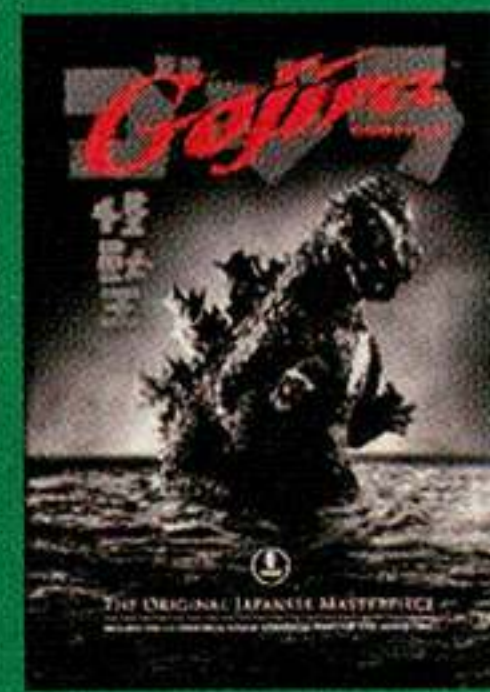
Star Wars: Episode V The Empire Strikes Back

■ 1980/2004 ■ Fox Home Entertainment ■ MPAA rating: PG
■ 124/136 minutes ■ Available September

Star Wars: Episode VI Return of the Jedi

■ 1983/2004 ■ Fox Home Entertainment ■ MPAA rating: PG ■ 130/135 minutes ■ Available September

Although the second three films in the *Star Wars* series were released as a deluxe box set in 2004, diehard fans didn't seem to be satisfied. For starters, the feature-length movies were the theatrical Special Editions from 1997 that featured enhanced and updated special effects along with extra footage added into the narratives. The 2004 DVD releases tuned those editions even further with redubbed dialogue for particular characters and other tweaks. Now, for the first time, these second three *Star Wars* films can be purchased separately on DVD, but these two-disc Limited Editions will include the original theatrical versions in addition to their spruced-up contemporary counterparts. The only drawbacks are the originals haven't been remastered, and they aren't anamorphic.



Gojira (Godzilla)

■ 1954/1956 ■ Classic Media
■ MPAA rating: not rated ■ 98/78 minutes ■ Available September

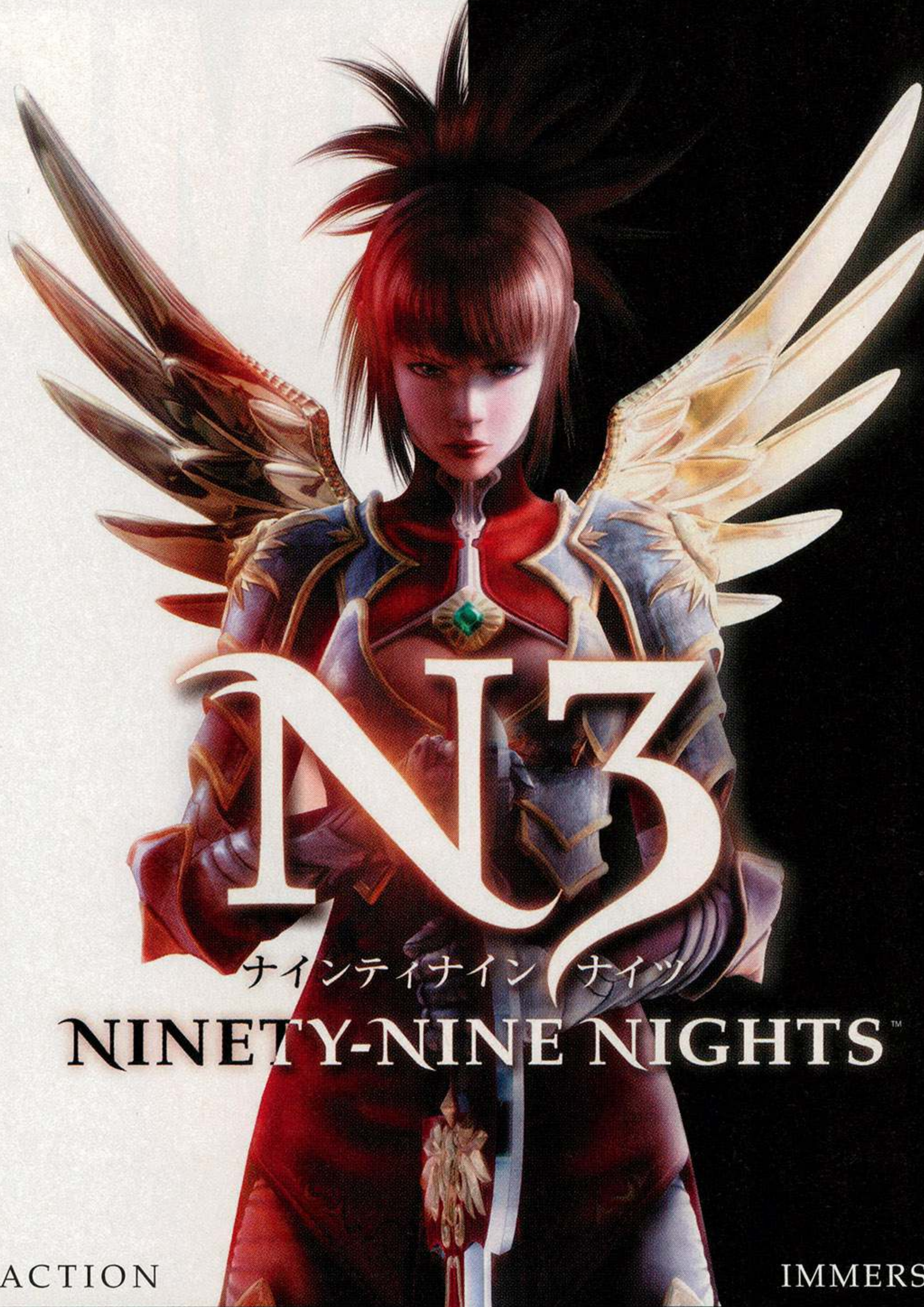
Godzilla has spawned seemingly endless sequels (including the abominable 1998 American take), but the very first film had never been shown to American audiences in its original form—at least until two years ago, when it played the fine-arts circuit. This two-disc DVD set includes that original version of *Godzilla* (called *Gojira* in Japan), as well as the truncated U.S. release version (dubbed *King of the Monsters*), which was severely cut and padded with additional scenes of American actor Raymond Burr. Essentially a cautionary tale about the horrors of atomic weapons, a huge bipedal dinosaur is mutated by H-bomb tests into a fire-breathing monster that proceeds to attack Tokyo. Filmed in black and white, *Godzilla*'s later movies were more like watching monster-wrestling matches, and longtime fans consider this original to be the best.



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FEATURE

3 COMES



HOME

IF CALL OF DUTY 3 IS ANY INDICATION, THERE'S PLENTY OF AMMO LEFT IN WORLD WAR II FIRST-PERSON SHOOTERS.

By Col. Stanley Hargrove (Ret.)

It seems like only yesterday I was in the exact same position: staring down the barrel of a rifle at a German soldier, my finger itching to pull the trigger. Actually, it was yesterday. And the day before that. And the day before that. Since the original Medal of Honor in 1999, so many World War II first-person shooters have been released that the war has lasted longer on videogame systems than it did in Poland. That's not necessarily a bad thing. If my recent hands-on time with Activision's Call of Duty 3 (scheduled for release this November) any indication, this war is far from over... especially since it's being built specifically with next-gen consoles in mind.

Lead Designer Jeremy Luyties put it best. "One word to remember with the next-gen is 'Volume.' You're going to see more enemies, more particle effects, more explosions, and more things you've never seen in a Call of Duty before."

CONTINUED ►



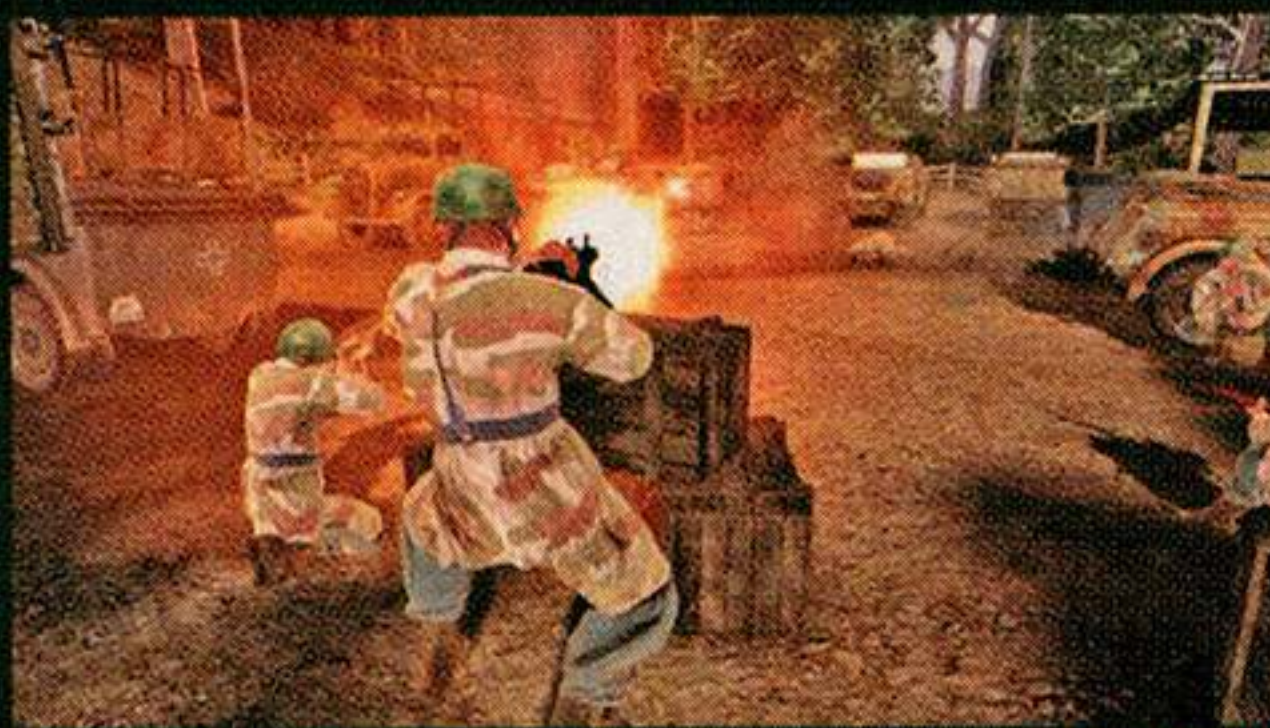


In multiplayer matches, the awesome power of a Sherman tank is yours to command.

A NEW OFFENSIVE

As you'd expect from any sequel, Call of Duty 3 will have better graphics, improved sound, and more responsive controls than its predecessors. But there are some changes you might not expect, starting with the people punching out the code. Though still published by Activision, COD3 is not being built by Infinity Ward, makers of COD and COD2, but by Treyarch, the design shop responsible for the United Offensive COD expansion pack and the console combatant Call of Duty 2: Big Red One.

COD3 will expand upon the dynamic, open battlefield approach utilized in Big Red One by adding multiple pathways that feature side objectives. Executive Producer Marcus Iremonger explains, "We wanted to bring players even closer to the fury of combat, the chaos of battle." As an example, take one moment during



As in every other first-person shooter, manning a turret just calls in waves upon waves of enemy soldiers.

the level called "The Island" (set in the flooded swamps near St. Germaine-sur-Seves in Normandy). If you go right, you must take out a machine gun nest. Going left leads to an enemy tank.

What makes this different from other multi-path games is that while you're busy with the tank, other soldiers from your squadron will take out the machine gun. You may even get to see them in action.

The game also adds some new gameplay mechanics, which the designers are calling Battle Actions. "We wanted to interject more gameplay into actions people are used to performing," explains Luyties. "So when you come around a corner, a German soldier might grab you, and you now have to fight him off [by alternately pressing the right and left trigger buttons]."

Similarly, planting explosives now involves following onscreen button prompts and analog stick movements that recall the special moves of Resident Evil 4 and the lock picking of Splinter Cell—not easy when bullets are whizzing past your head.

THE BATTLES OF CALL OF DUTY 3

Rather than string together a series of unconnected missions, Call of Duty 3 challenges gamers with one of the most rigorous undertakings of World War II—the Normandy breakout campaign. This two-month long campaign began with the D-Day landing, and the goal was to break out of the Allied beachheads and then move into and liberate Paris.

Here are details on three of the real-life battles simulated in the game.

SAINT LO (JULY 18, 1944)

St. Lo was the last line of defense for the German forces attempting to contain the Allied breakthrough into the open interior of France. A massive air and artillery bombardment paved the way for U.S. forces, led by the soldiers of the 29th Infantry Division, to seize the town. A savage fight ensued in the bombed out ruins of the city, pitting the Americans against elite German forces.

THE ISLAND (JULY 26, 1944)

This nasty battle centered on the swamps surrounding St. Germaine-sur-Seves, an objective that blocked the route to the crucial Perriers-Arganta road. At a time in the Normandy campaign where the entire U.S. line was static, General Omar Bradley pushed the units of the star-crossed 90th infantry division forward along a front line with little room to maneuver. American forces were forced to fight their way through swamps against a numerically superior enemy dug in on the high ground.

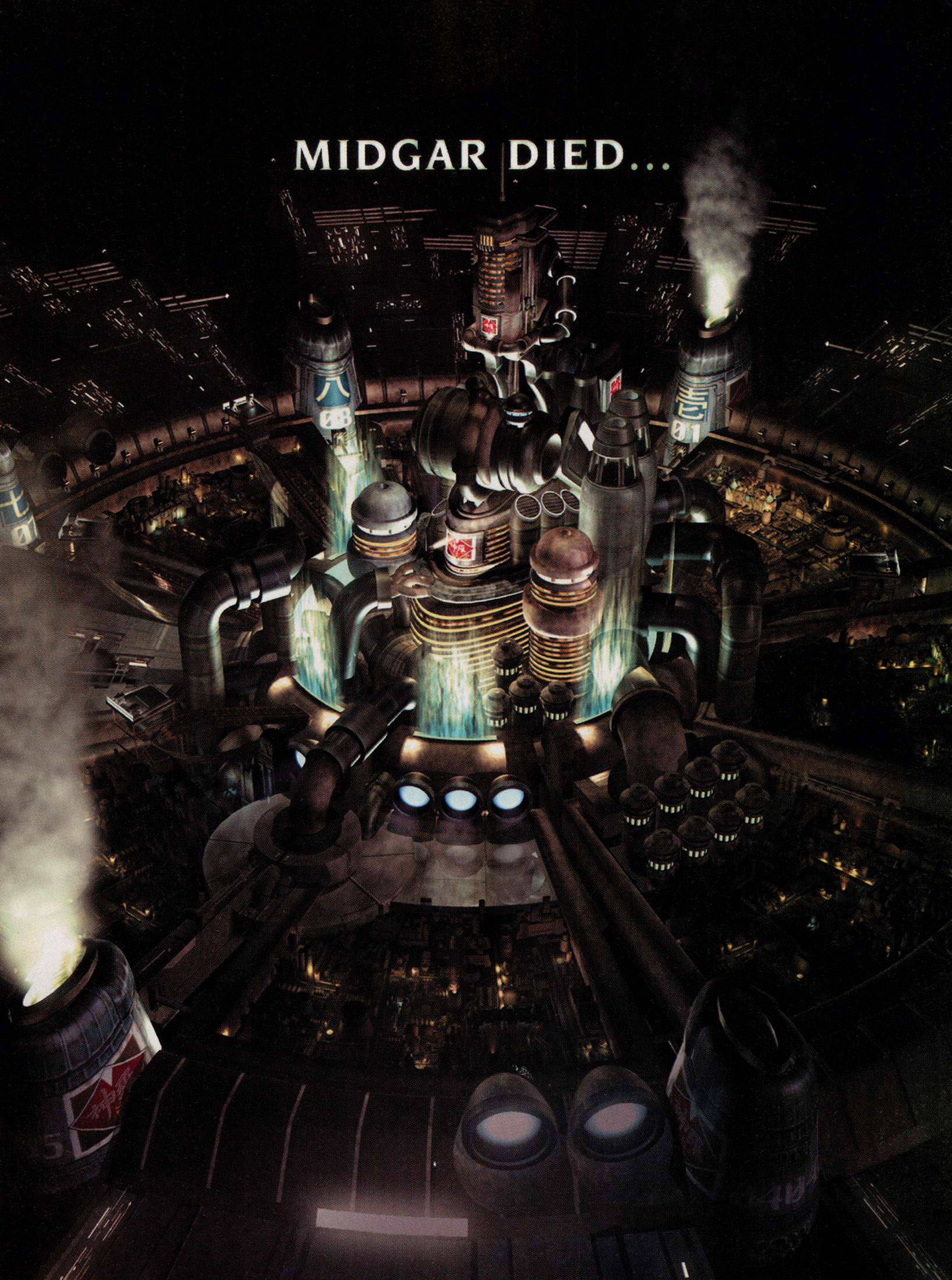
MAYENNE BRIDGE (AUGUST 5, 1944)

Comprised of lead elements of the 90th infantry division, "Task Force Weaver" swings south and takes the bridge and town of Mayenne (the only bridge left standing on the Mayenne river) on their way to capture Le Mans. During the real attack Pvt. James D. MacRacken sacrifices his life to defuse German bombs wired on the bridge.



CONTINUED ►

MIDGAR DIED...





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PlayStation®2



Mild Language
Use of Tobacco
Violence

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When assaulting a house full of German soldiers, best not to go it alone.

They've also added crates and other objects that you and your enemies can duck behind for cover. Just don't get comfortable, since these barricades can be taken out with grenades or a couple good gun blasts.

RETURN TO CASTLE MAYENNE-STEIN

The additions to your battle repertoire don't just apply to the way the game is played, but where and by whom. As with previous games in the series, you play as multiple soldiers—British, Canadian, Polish, and American.

Rather than fight unconnected battles, the designers have focused on one specific sequence of events: the Normandy breakout campaign. According to Creative Director Richard Farrelly, this includes, "everything that happened after D-Day [June 6, 1944] until Paris was liberated in August of 1944, when you had these four armies pushing the Germans back." In gameplay terms, this means you'll retake a castle in the French village of Mayenne, shoot it out among the ruins of Saint Lo, and take out a German-controlled fuel dump.

The missions aren't just tied together by history, however. "While a new level is loading,"



Like the game, the Wii lets you shoot from the hip...



...but you'll be far more accurate if you aim down the barrel of your gun.

Farrelly explains, "the game will stream a cinematic that describes what you've done, and what you're going to have to do next." But while this means you can't get up for a soda while the game is loading, it does give it more of a cohesive narrative and a stronger cinematic effect than previous installments.

Even better, the game's 15 missions are, according to Farrelly, "quite a bit larger than they were in previous games. And each has multiple objectives." Apparently, they have a lot more life as well. "We put a concerted effort to make this worlds feel alive," says Luyties. "The grass moves with the wind, there are enemies fighting in the distance, and if a tank goes through some grass, you'll see the tank treads in the grass."

"OUI, WII MON CHERI"

While the aforementioned missions and gameplay changes are the same across all platforms, the Wii version will feel different, thanks to its unique controls. Movement is handled through the Nunchuk joystick, while aiming and shooting is as simple as pointing and clicking. Other actions are also motion-controlled—melee



"At Bob's Discount Tank-mart, we've got new and used Shermans at low, low prices."



As with the 360, the PS3's graphics (shown here) feature an unprecedented amount of detail.



In this shot from the Xbox 360, we can see how a tank can be used for cover...



...letting you carry pineapples to safety.

requires stabbing the Wii-mote forward, while shoving the Nunchuk downward makes you crouch and crawl—though others, such as tossing grenades, still require buttons to be pressed.

The Wii edition will also be somewhat scaled down, with similar limitations being found in the PlayStation 2 and original Xbox versions as well. Not only will their graphics not be as detailed but, for example, if a level on the 360 or PS3 has 17 destructible boxes you can duck behind, the Wii, PS2, and Xbox editions might only have five. But they will still have them.

MULTIPLAYER MADNESS

While Treyarch has devoted a considerable amount of time to the single-player mission mode, they haven't forgotten the fans who want to shoot their friends. With the exception of the Wii, of which the designers were mum about anything online, all other editions of COD3 will all feature at least eight new multiplayer maps, as well as two new gameplay modes. Multiplayer Producer Dan Bunting described one of these new modes, "War," as

having "both teams fighting over a neutral flag, and then pushing it back towards the enemy's base."

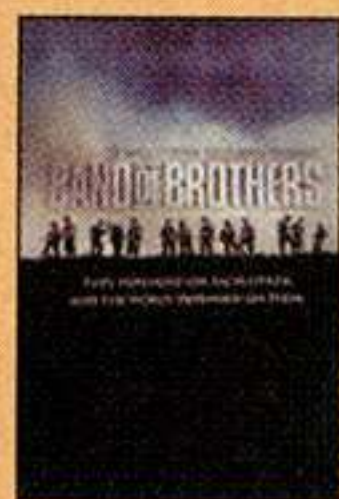
The game will also feature an improved "Headquarters" mode—"it's a little faster now that the last-man-standing rule has been rescinded," Bunting says—as well as the ability to handle up to 24 combatants at once, any of whom can now drive such vehicles as tanks, jeeps, and motorcycles with sidecars.

A seven-designation class system has been implemented, with each boasting special abilities like calling in air strikes (Scout) or healing fallen comrades (Medic). Similarly, the game also has a three-tiered ranking system that will improve your abilities and ammo capacity if you prove yourself worthy. Unfortunately, it also improves your desirability as a target, since your rank hovers over your head like a sign that says "Shoot Me."

■ **Developer:** Treyarch ■ **Publisher:** Activision
 ■ **Target release date:** November

FOUR FOR THE WAR

World War II doesn't just make for good video games, it was also the subject of some of the best films ever made. Here are four notable movies based on the last world war that are available on DVD.



BAND OF BROTHERS

■ 2001 ■ HBO Home Video
 ■ MPAA rating: Not Rated
 ■ 600 minutes

This critically acclaimed miniseries

made HBO a force to be reckoned with in terms of made-for-cable-TV productions. *Band of Brothers* follows the exploits of the 101st Airborne Division from their drop into France before D-Day to their heroic capture of Hitler's Eagle's Nest. An Emmy, Golden Globe, and Peabody Award-winner, *Band* comes in a six-disc set features all 10 episodes, in addition to a slew of bonus features, such as interviews, bonus features, and a glossary of military terms.



THE LONGEST DAY

■ 1962
 ■ Fox Home Entertainment
 ■ MPAA rating: Not Rated
 ■ 178 minutes

Long before Steven Spielberg numbed

audiences with his D-Day sequence in *Saving Private Ryan*, 20th Century-Fox adopted Cornelius Ryan's novel that dealt with all aspects of the tide-turning invasion. Filmed in black-and-white and nominated for the Best Picture Academy Award, *The Longest Day* features an all-star international cast, thousands of extras, and well-staged (albeit bloodless) combat scenes—all brought to the screen by three directors. The recently released Cinema Classics Collection version has a second disc of extras.



PATTON

■ 1970
 ■ For Home Entertainment
 ■ MPAA rating: PG
 ■ 170 minutes

War movies don't get any bigger than

Patton. George C. Scott gives the performance of his career in this bio of one of the most controversial generals of all time, George S. Patton. Penned by Francis Ford Coppola, and winner of seven Academy Awards (including Best Picture), *Patton* follows the exploits of the titular character—from his triumphant battles to his political and personal downfall (embodied in the near-legendary scene where he slaps a soldier). This is one of those rare war films where the battle sequences are secondary to top-notch acting. The Cinema Classics version has an extra disc of features.



A BRIDGE TOO FAR

■ 1977
 ■ MGM Home Entertainment
 ■ MPAA rating: PG
 ■ 176 minutes

Director Sir Richard Attenborough and

screenwriter William Goldman bring Cornelius Ryan's mammoth bestseller to the screen, with an all-star international cast. In the waning days of the war, British Field Marshal Montgomery devised an ambitious plan to march into Germany by seizing a series of bridges. Unfortunately, the plan failed in one of the biggest disasters of the war, something the movie doesn't always successfully convey. Still, *Bridge* is worth a look for its big-budget battle sequences. The Collector's Edition comes with a second disc that includes a making of and recollections from veterans who were part of the actual campaign.





MATURE 17+
M
CONTENT RATED BY
ESRB

Blood and Gore
Intense Violence
Strong Language



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Jump in.



GEARS OF WAR

EMERGENCY DAY 11.12.06

FEATURE

LOST PLANET:
EXTREME CONDITION

GEARS OF WAR

VIVA PIÑATA



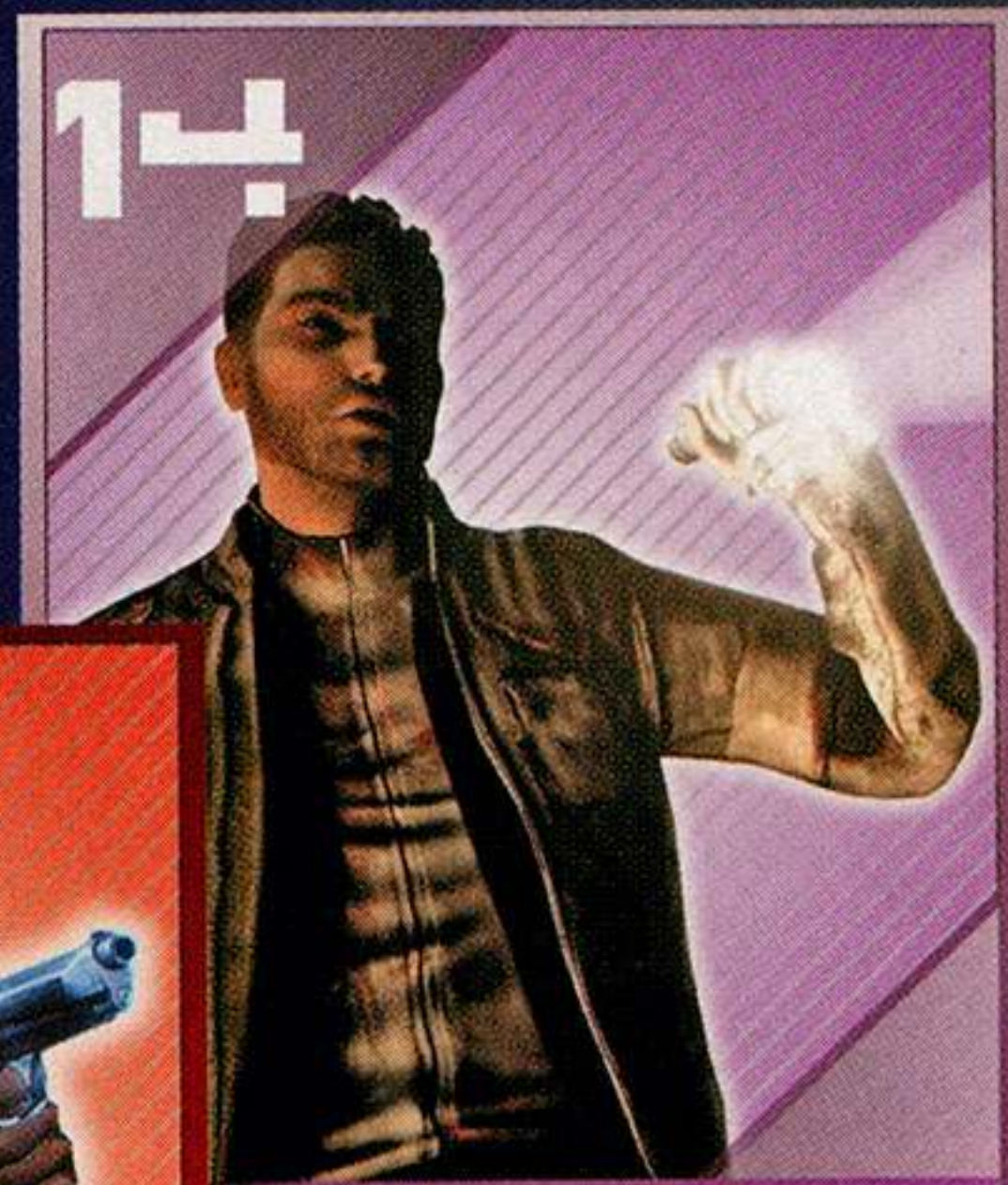
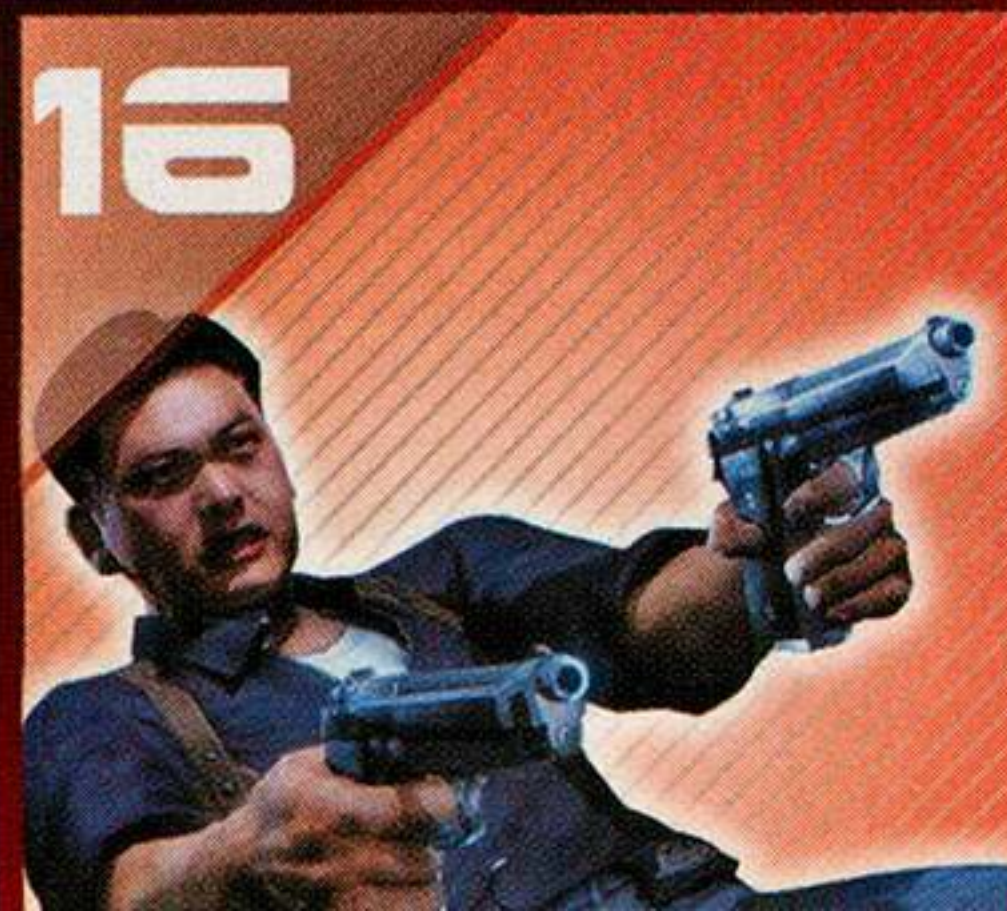
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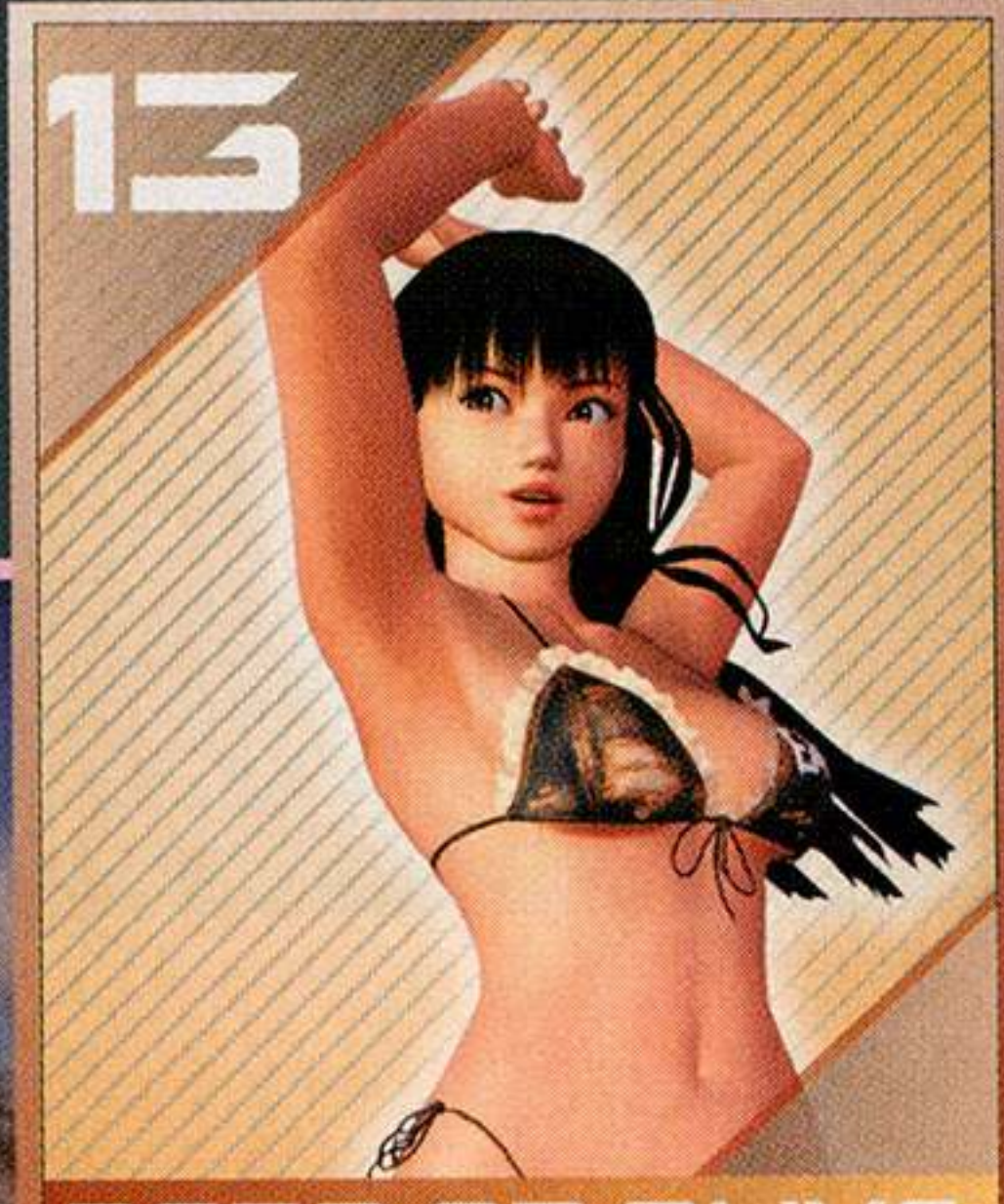
DAM MOBILE OPS:
ONE YEAR WAR

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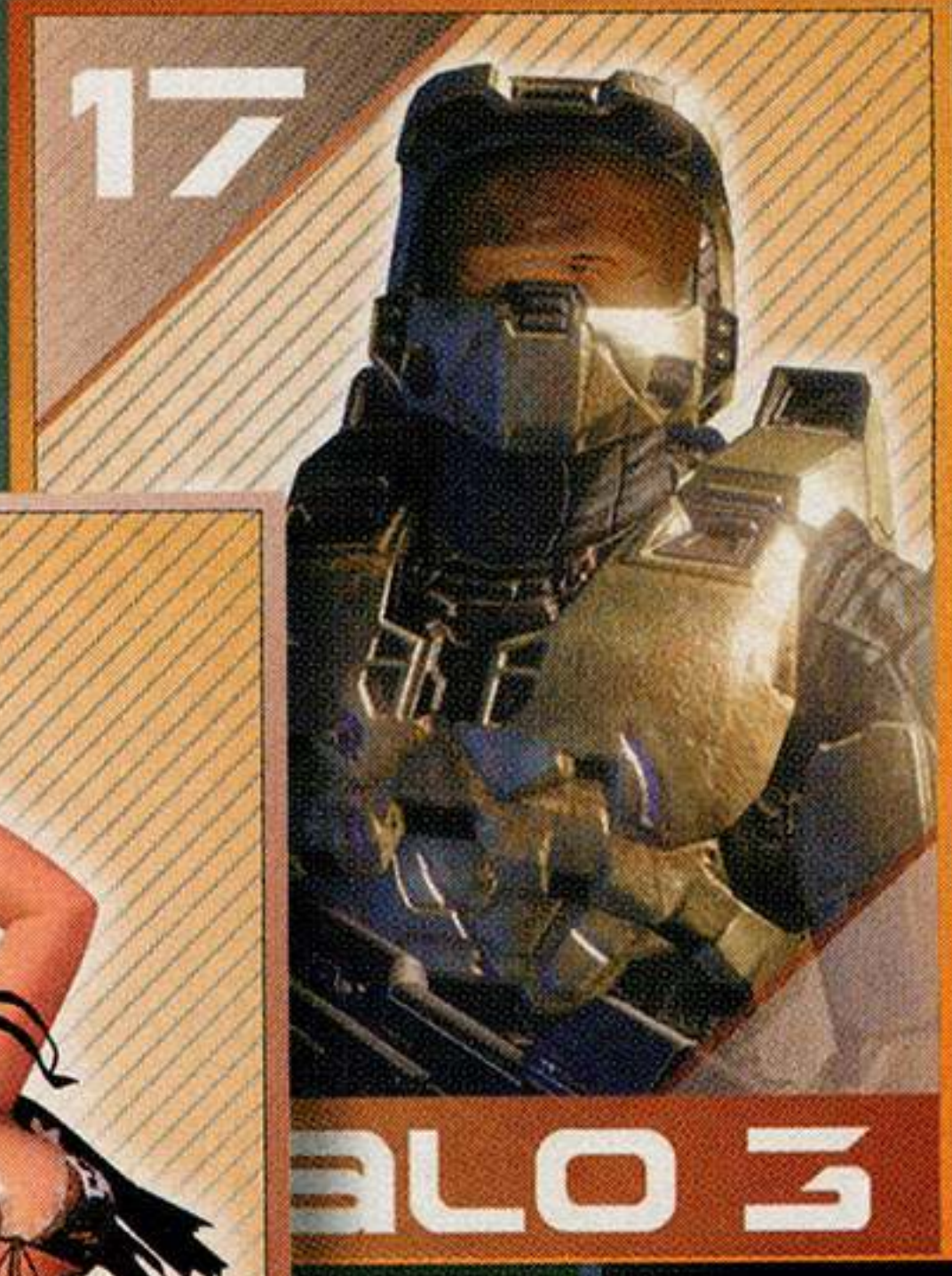
FAB 16



ONE IN THE DARK



DEAD OR ALIVE:



ALO 3

RESIDENT

17

REASONS THE XBOX 360 PLAYS THE WINNING HAND

Sure, almost everyone is talking about the Wii and PlayStation 3, but the Xbox 360 is a formidable machine with a slew of awesome titles. Here are 17 reasons why Microsoft currently has the upper hand.

By The GamePros

HALO 3

F.E.A.R.

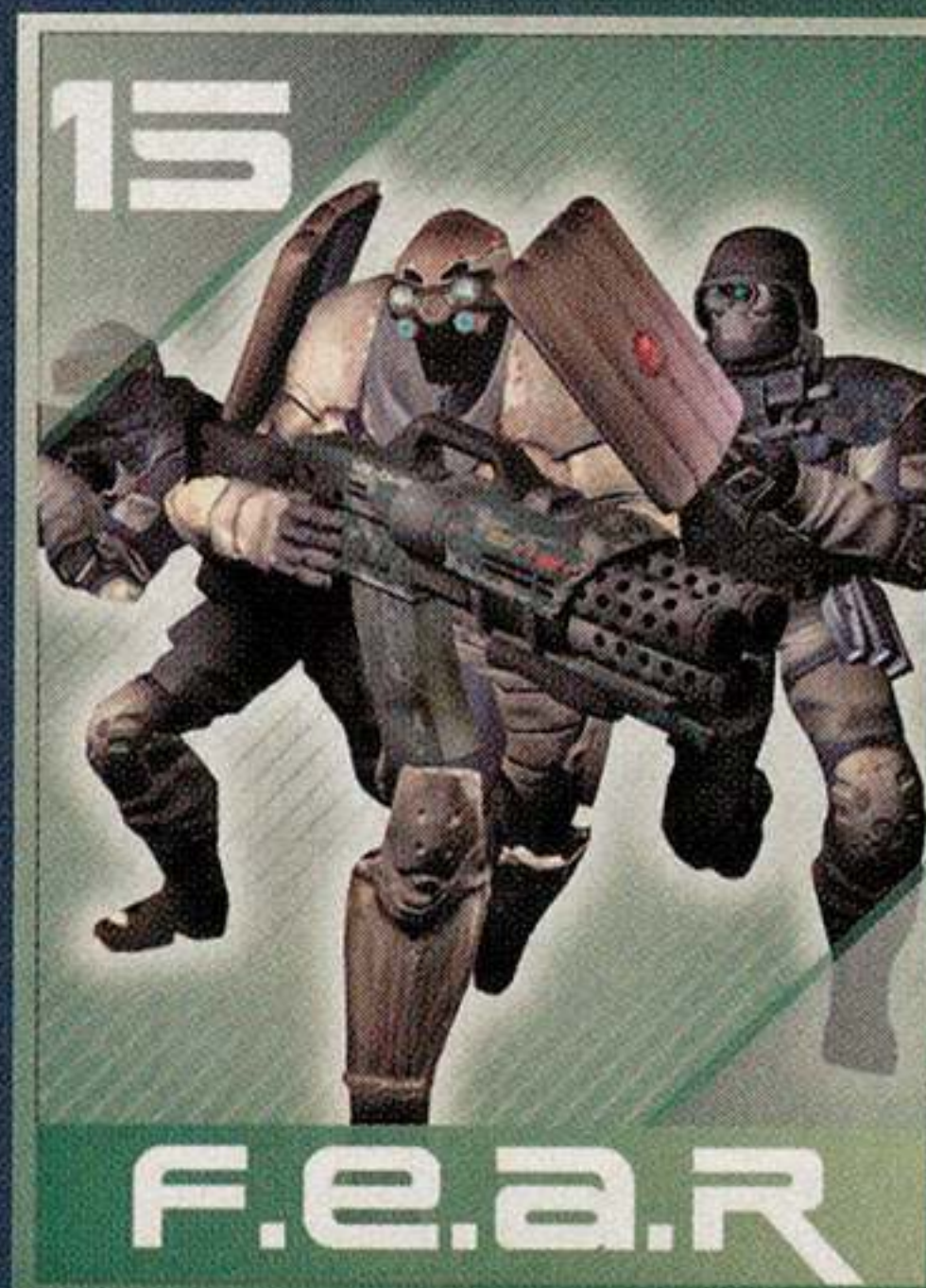


Developer: Bungie
Publisher: Microsoft
Target release date: 2007

Why It's Great: It's Halo (duh).

What We Know: Halo 3 will finish the series' story line, but it doesn't necessarily mean the end of the line for Master Chief. From a brief trailer on the game, it appears that Cortana has somehow been corrupted. Oh, the game will be released *sometime* in 2007.

What We Don't Know: Pretty much everything. What will the new weapons be? Will you only play as Master Chief or as other characters? What will the new play mechanics include? And, of course, what about online multiplayer? The galaxy will have to wait.



Developer: Monolith
Publisher: Vivendi Universal
Target release date: September

Why It's Great: The PC version of F.E.A.R. was the FPS of 2005.

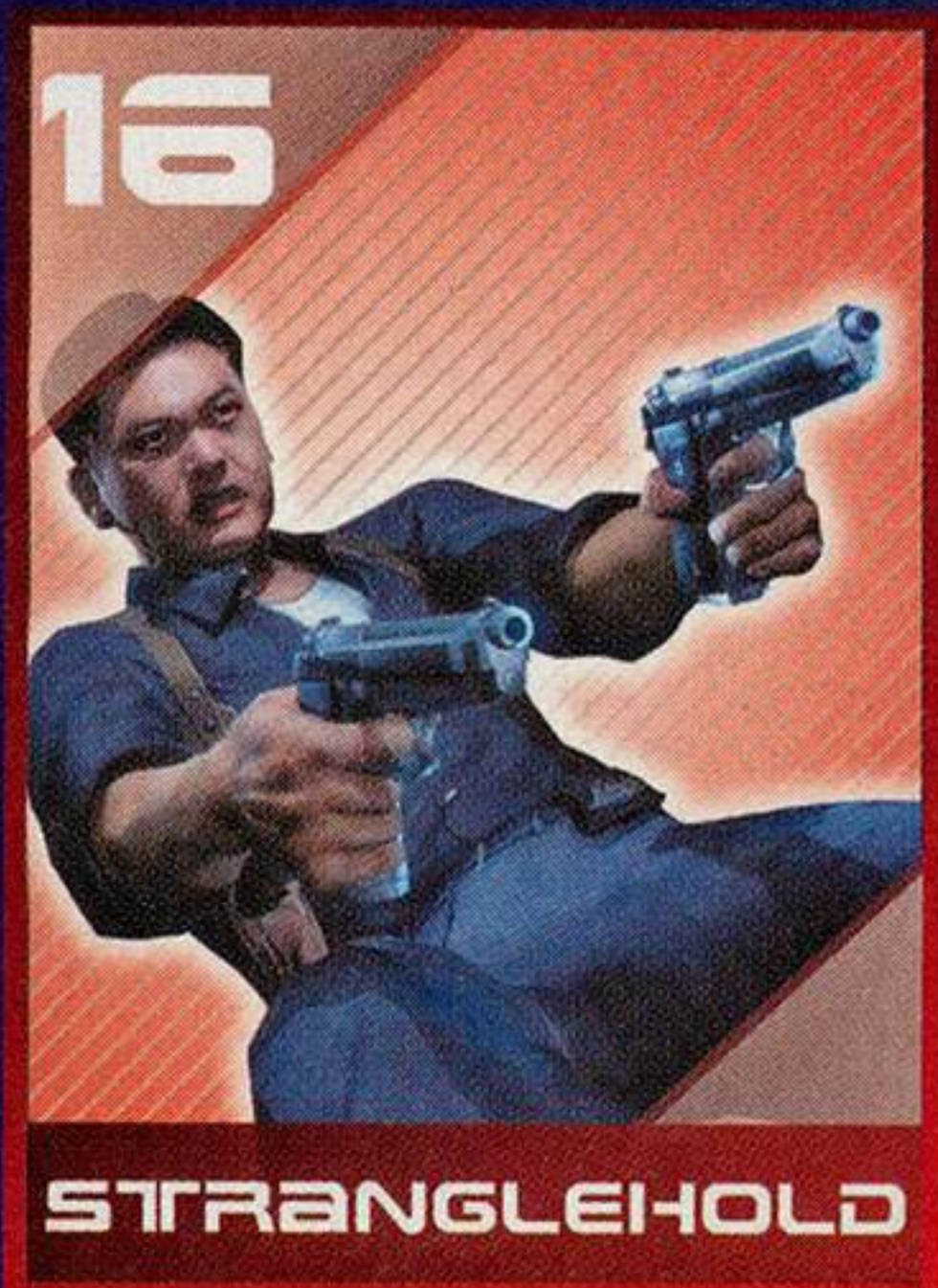
What We Know: The A.I. in F.E.A.R. on the Xbox 360 will be ramped-up over its PC counterpart, although the weapons appear to remain the same. The aiming will be tweaked a bit as it will offer a bit of assistance to lock on to enemies (compensating for lack of mouse control). The slow-time feature will also remain unchanged from its PC big brother incarnation.

What We Don't Know: Like other first-person shooters, online support will be a key feature, but Vivendi Universal has been completely mum on the topic.



STRANGLEHOLD

ALONE IN THE DARK

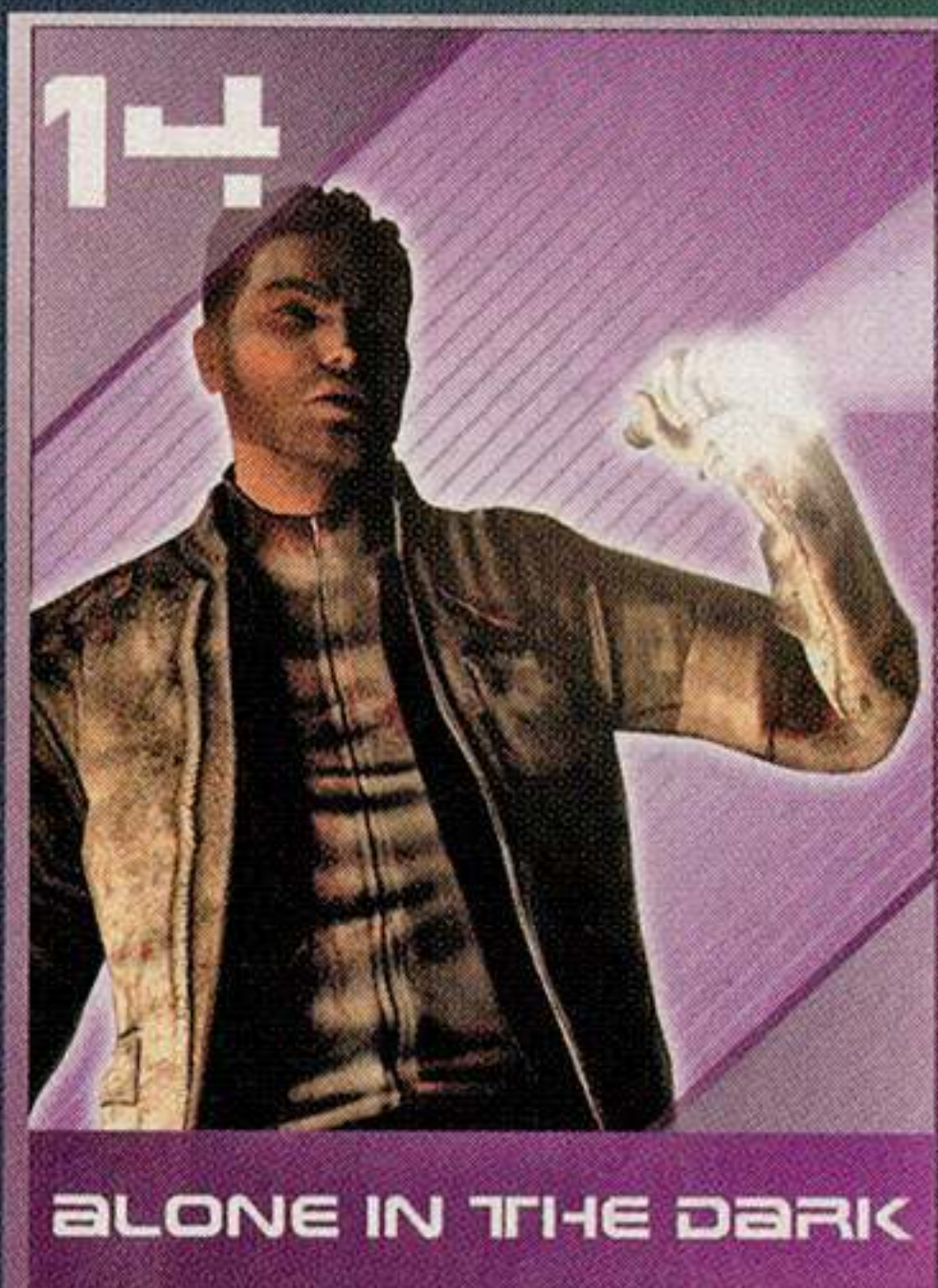


Developer and publisher: Midway
Target release date: November

Why It's Great: Awesome destructible environments, intuitive controls

What We Know: Deep run-n-gun mechanics and intense action sequences loaded with gunplay, but the real kick was how easy it was to move, shoot, and perform various acrobatics and stunts—often while raining lead on your enemies.

What We Don't Know: Midway has only hinted at the online modes, and we have yet to see what the other stages in the game are like (aside from the restaurant demo level). The much-touted stages that put you behind the wheel of several different vehicles have also been kept under wraps.



Developer: Eden Studios
Publisher: Atari
Target release date: 2007

Why It's Great: Next-gen upgrade of one of the most-beloved games of all time

What We Know: You control Edward Carnaby and must stop a netherworld monster that's on the loose in New York City. Gameplay will be broken up into several 30–40 minute "episodes," and the forced camera angles and confined spaces will be replaced by open areas, third- and first-person views, and a unique inventory system.

What We Don't Know: If Carnaby's last adventure was set in 1929, how can this same character be based in this game's contemporary world?



CONTINUED ►

DEAD OR ALIVE: XTREME 2

13



DEAD OR ALIVE: XTREME 2

Developer: Team Ninja
Publisher: Tecmo
Target release date: November

Why It's Great: Babes, beaches, and games



What We Know: Seven activities (and a host of side games) will encompass Volleyball, Jet Skiing, Pool Hop, Beach Flag, Butt Battle, and more. Players can expect a smoother, less volatile camera than the last Xtreme, the taxing gifting system will be drastically changed, and ambitious players who want to unlock everything in the game should be prepared to spend 200-300 hours to do so.

What We Don't Know: The game's Virtual Pictorial mode will offer more than 170 clips of the girls at play and will allow you to photograph them with a moveable camera. The shots can then be saved to the Xbox 360 hard drive, but no word yet on how the sequences are unlocked.

FRONTLINES: FUEL OF WAR

12



FRONTLINES: FUEL OF WAR

Developer: Kaos Studios
Publisher: THQ
Target release date: 2007

Why It's Great: Futuristic multiplayer mayhem



What We Know: You join one of two teams (the Western Coalition or the Red Star Alliance) for futuristic squad-based shooting action. The game will have more than 60 weapons and vehicles, several of which are based on futuristic technologies. The game will use a nonlinear "sandbox" approach, allowing players to go almost anywhere at any time.



What We Don't Know: How the single-player campaign will fare, especially because the game's strength seems to be multiplayer

VIVA PIÑATA

11



VIVA PIÑATA

Developer: Rare
Publisher: Microsoft
Target release date: November

Why It's Great: Colorful and adorable candy-filled creatures.



What We Know: Take charge of neglected land and plant vegetation, excavate water sources, and arrange buildings to attract over sixty species of vivid piñata. Dress them up, keep them fed and happy, and protect them from "sour piñatas" and other ruffians. Visit the gardens of your friends, challenge them in contests, or hire helpers for the more mundane chores of farm life.

What We Don't Know: It all sounds cuddly and cute, and though the rural experience might be in danger of becoming monotonous, Viva Piñata's soft-hearted charm could prove a unique breath of fresh air for all ages.



CONTINUED ►

THE DEATH OF ONE AWAKENS A PATH TO THE END.

THE LONG-ANTICIPATED CONCLUSION TO AN EPIC TRILOGY.

Over 8 hours of movies including voiced cut scenes.

An easily accessible in-game "Xeno Bible" includes every detail from the entire Xenosaga® series.

Money and shops are back! Buy, barter, and sell any items or equipment.

An updated battle system combines the best aspects of the first two games, while introducing the new Break system.

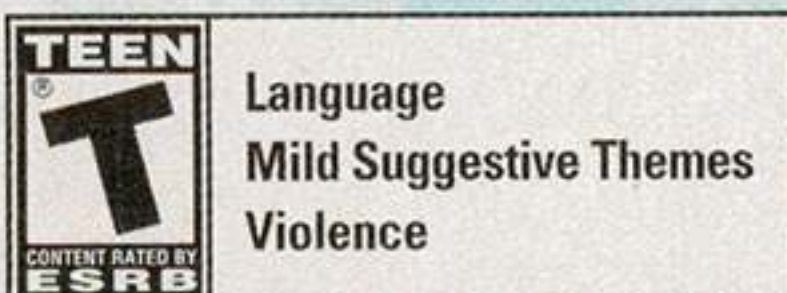
Customize your characters with a branching skill set. You'll be highly rewarded for strategic party management.

60-premade mini-game levels and a mini-game level editor for sharing custom maps with friends.



Xenosaga EPISODE III

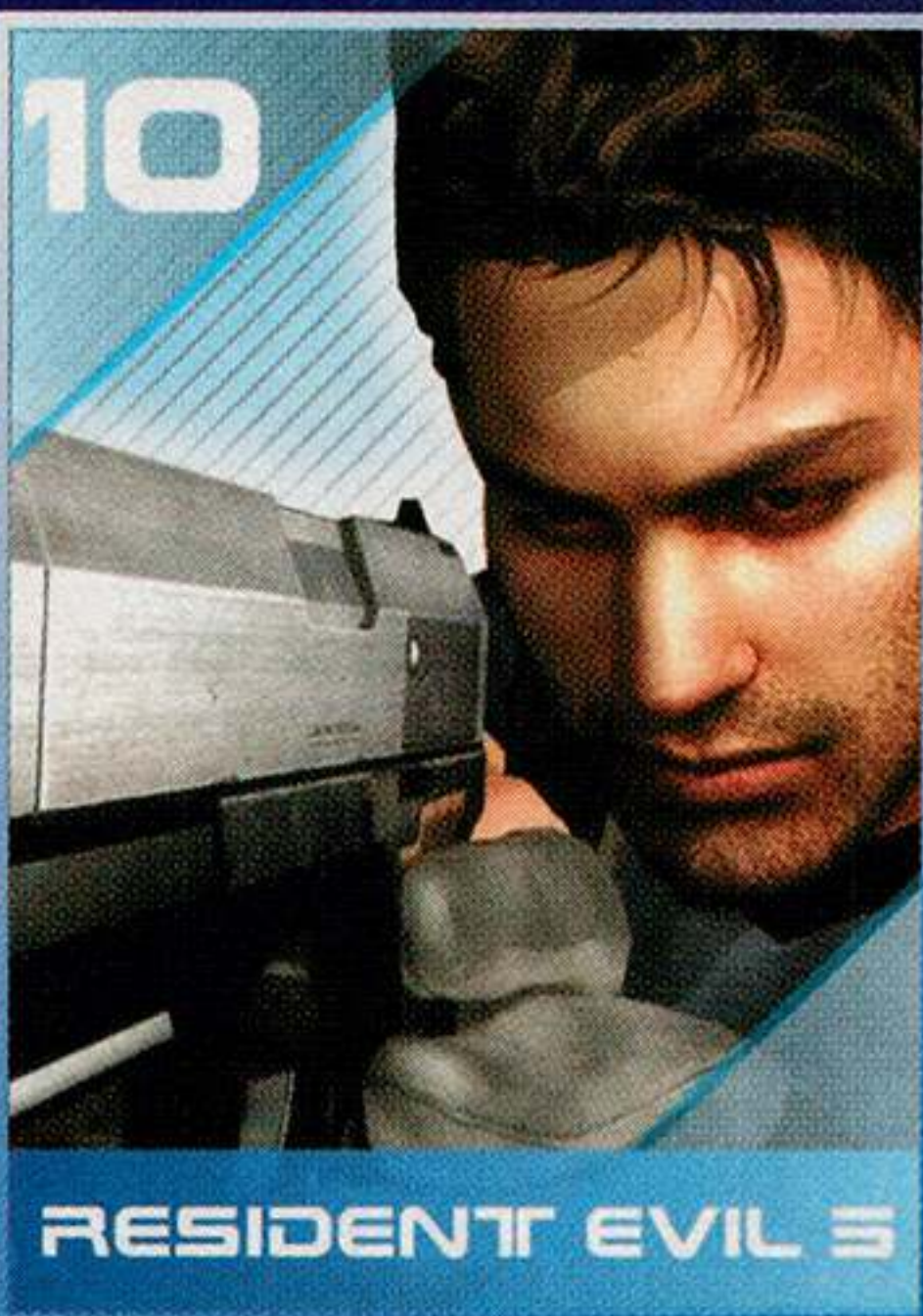
Also sprach Zarathustra



PlayStation®2



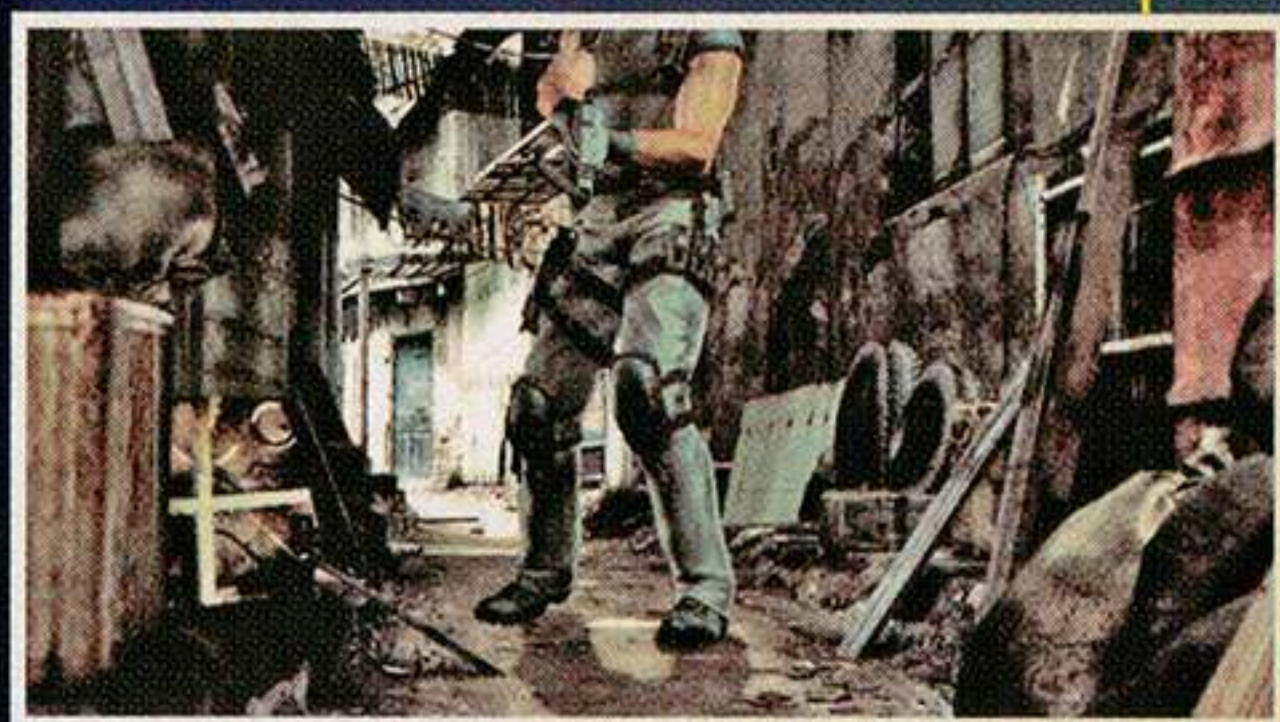
RESIDENT EVIL 3



RESIDENT EVIL 3

Developer and publisher: Capcom
Target release date: 2007

Why It's Great: It's Resident Evil.



What We Know: From the looks of a brief trailer for the game, the graphics will be leaps and bounds past anything seen before, plus, it appears that the zombies can run, and the main character looks like Carlos Oliveira (from Resident Evil 3: Nemesis). This is Capcom's biggest title, and it's highly doubtful the company will release anything that's less than spectacular.



What We Don't Know: Pretty much everything. Capcom is notorious for keeping Resident Evil game secrets under wraps as long as possible, and aside from the aforementioned trailer and some fleeting screen shots, nothing has been seen of the game.

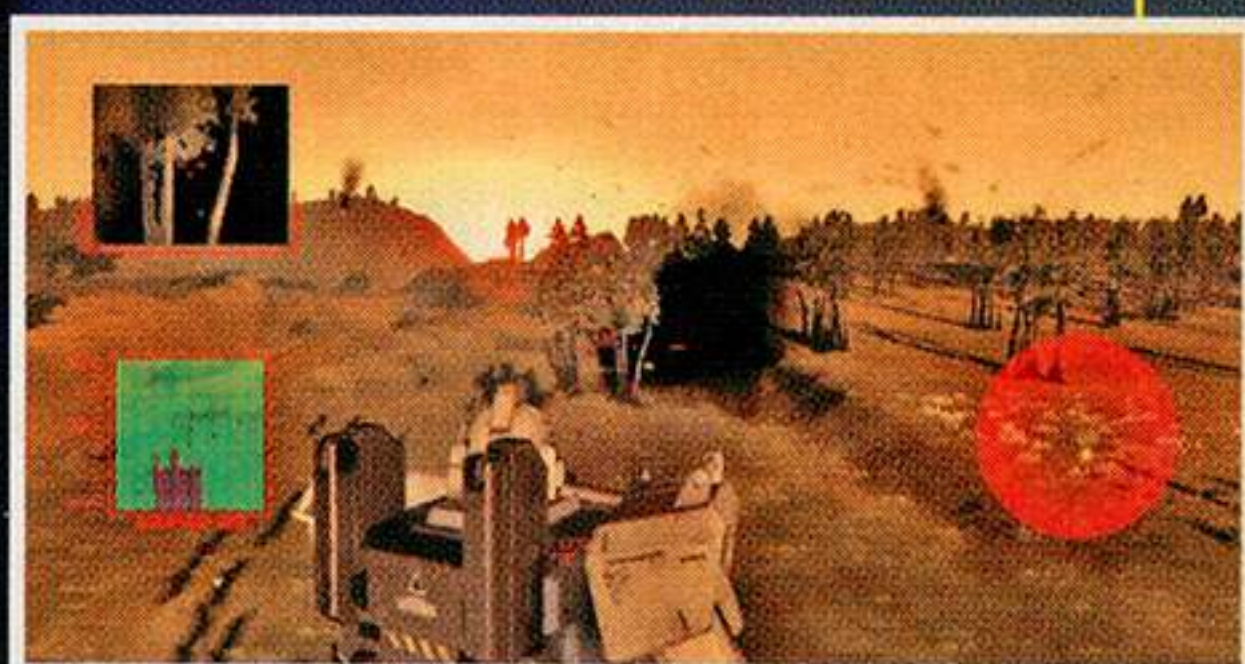
GUNDAM MOBILE OPS: THE ONE YEAR WAR



GUNDAM MOBILE OPS: THE ONE YEAR WAR

Developer: Dimps
Publisher: Namco Bandai Games
Target release date: January 2007

Why It's Great: Giant, heavily armed walking robots

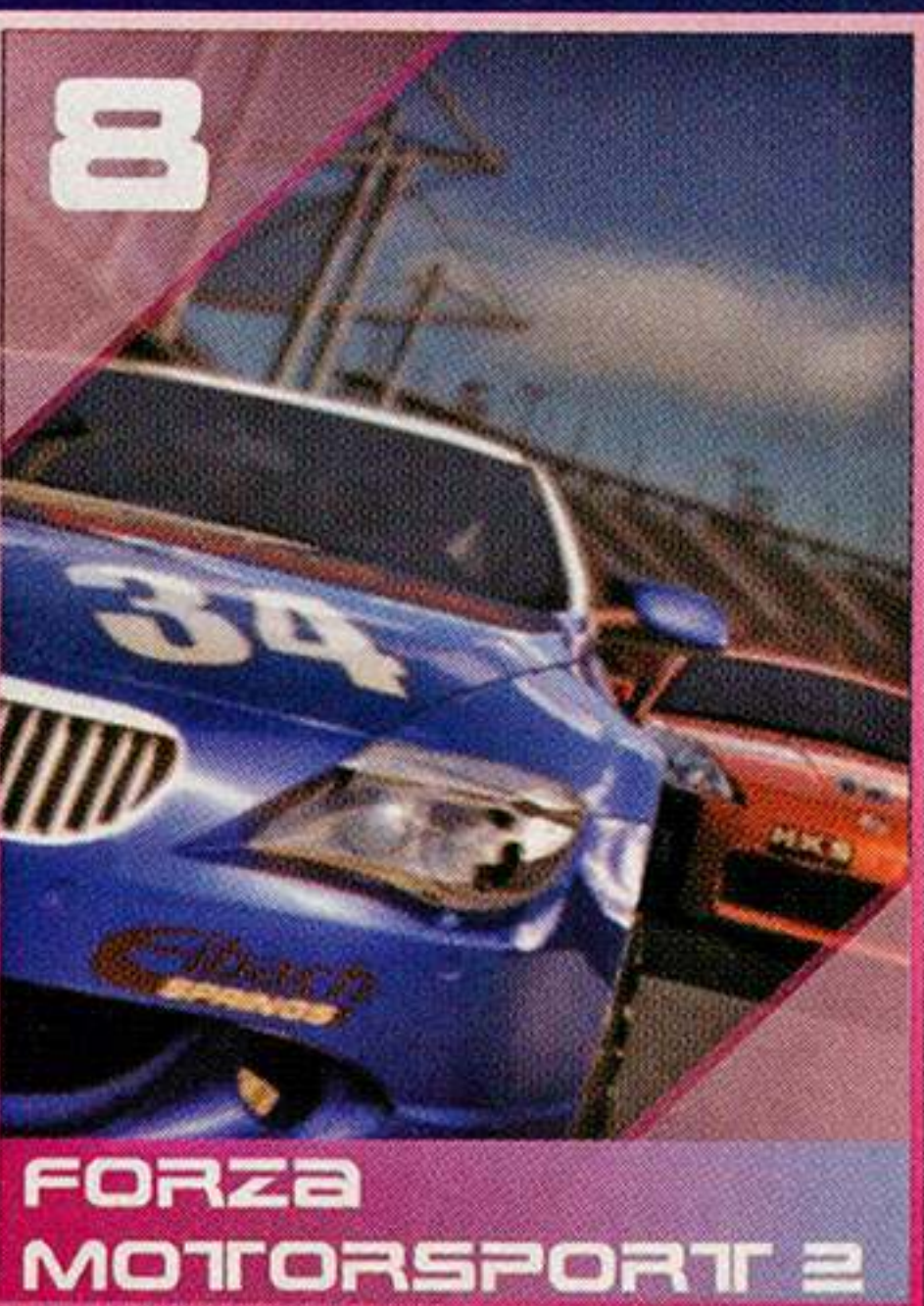


What We Know: Mobile Ops features fleet-footed humanoid mechs in the Gundam universe and lets you get right up in the enemy's grill with beam sabers and other short-range melee attacks, hop in different battlefield vehicles, or hoof it on your own two feet. The graphics might not seem top-drawer, but full Live support, including co-op, could easily make up the difference.

What We Don't Know: How well can Mobile Ops balance the participation of tiny soldiers, gargantuan mechs, and vehicles on a single battlefield is an open question, and we don't know yet how customizable the mechs will be.



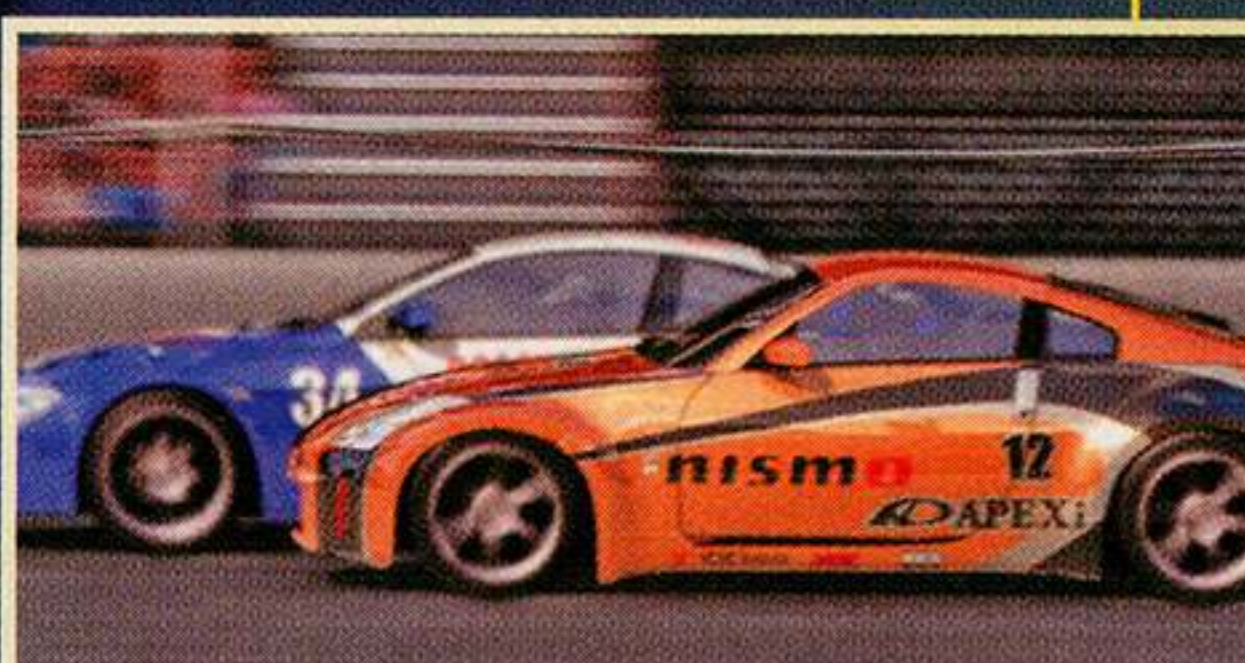
FORZA MOTORSPORT 2



FORZA MOTORSPORT 2

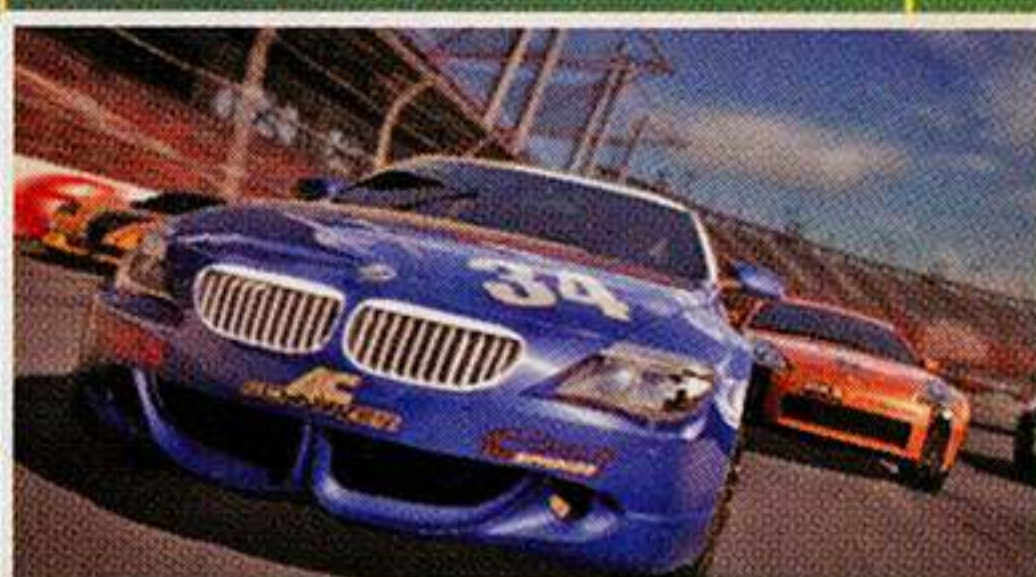
Developer: Microsoft/
 Turn 10 Studios
Publisher: Microsoft
Target release date: November

Why It's Great: Racing perfection on-line and off



What We Know: The added horsepower of the Xbox 360 will power improved damage and physics modeling that takes into account everything from brake material and body part drag coefficients to how minute changes, wear, and damage in one area can significantly effect another. You can also expect smoother models, glossy new shader effects, and silky 720p output.

What We Don't Know: There's no word yet on whether hardcore wish list items like customized valve timing and PCM programming will be included, and we'll have to wait until launch to see if the promised website and "Live Anywhere" functionality are worth anything.



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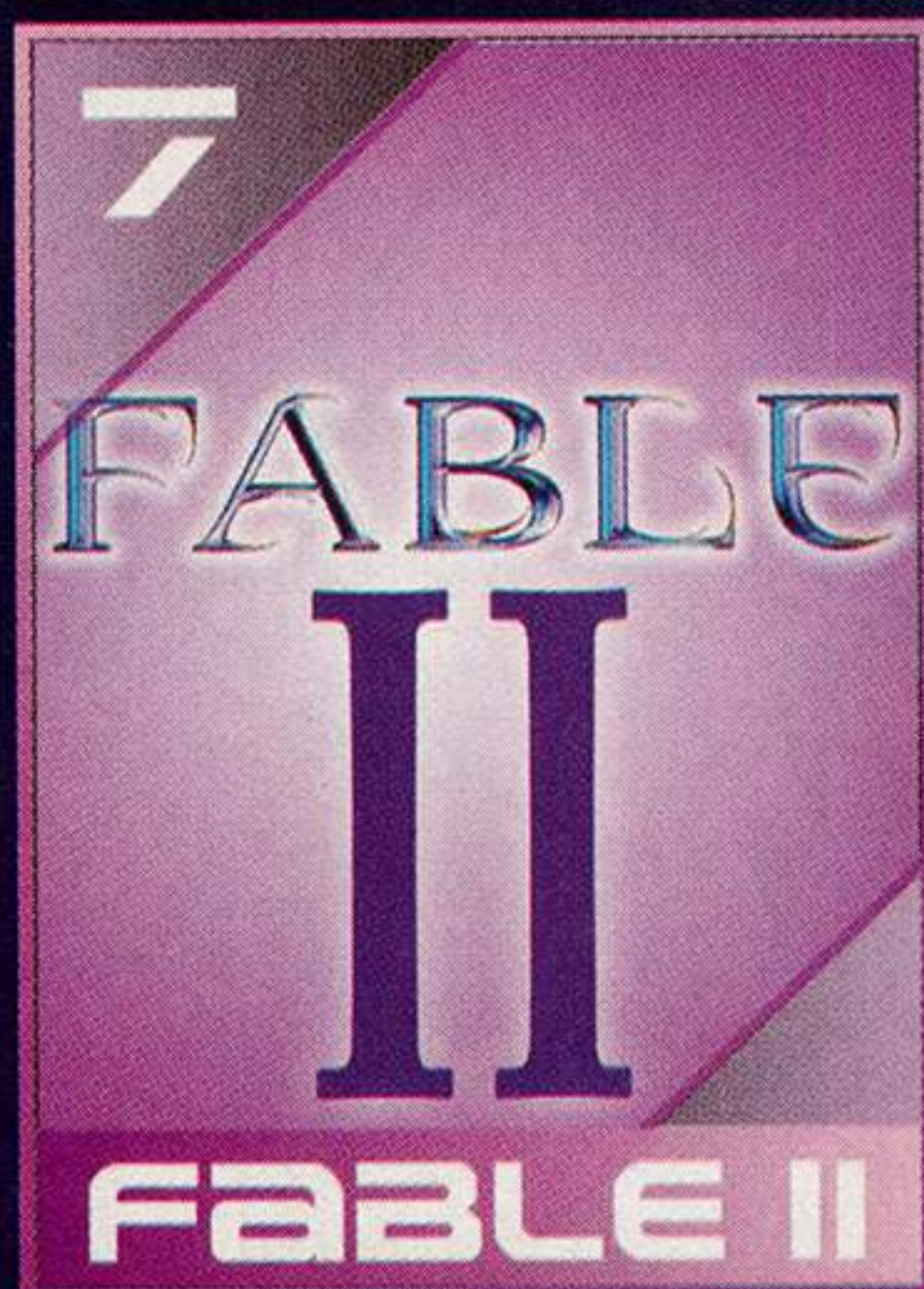


PlayStation 2



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FABLE II



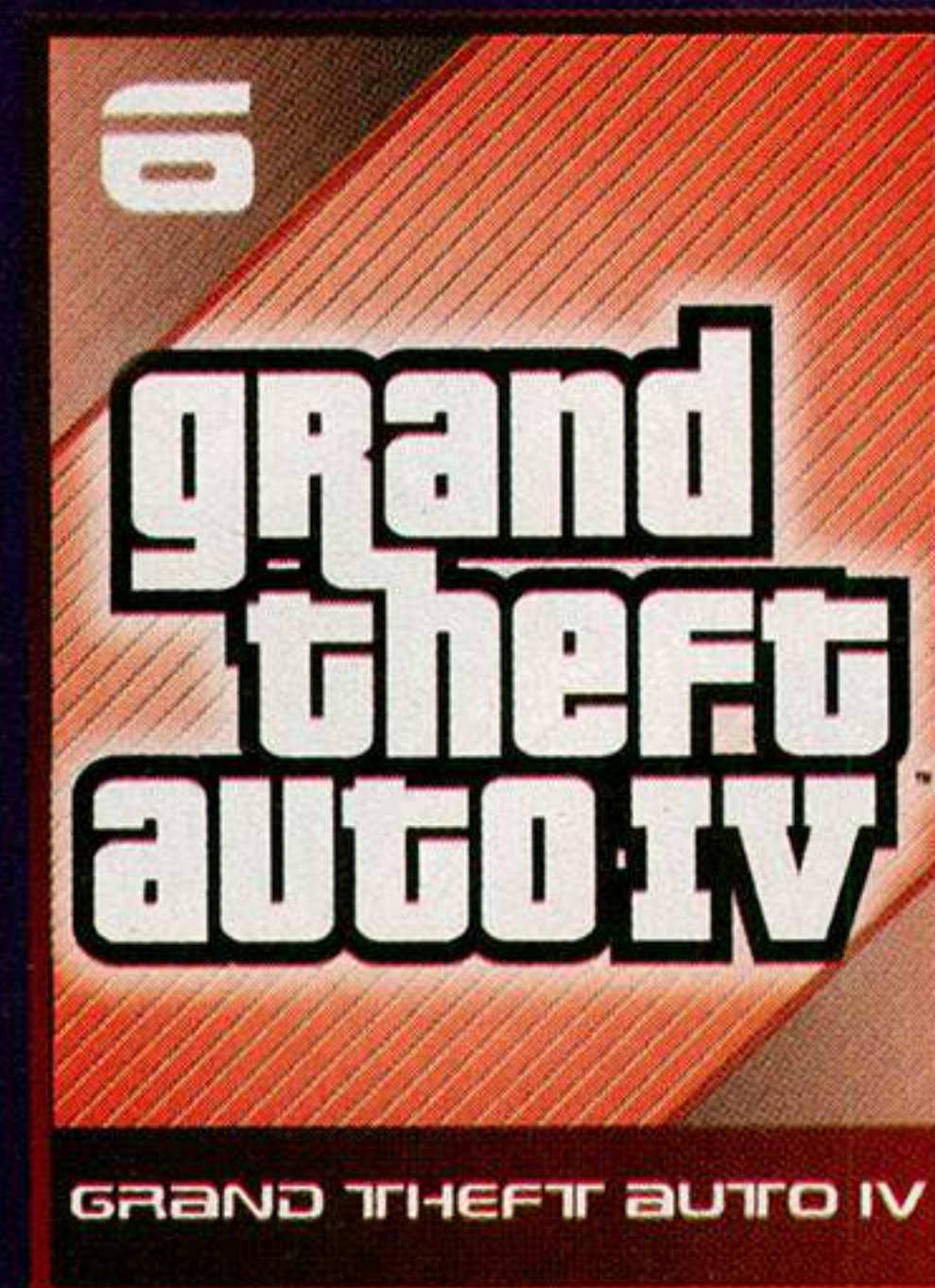
Developer: Lionhead Studios
Publisher: Microsoft
Target release date: 2007

Why It's Great: Epic choices and their consequences

What We Know: Fable II takes place about 500 years after the original, so expect many changes in Albion, including the appearance of gunpowder. The focus remains on making moral choices and reaping the results whether you're a goody two-shoes or an inveterate scumbag.

What We Don't Know: The story remains a mystery, but there's speculation that this sequel will be larger, longer, and more open-ended. Other unsubstantiated rumors include the notion of pets and the possibility of multiplayer co-op. Peter Molyneux has also promised something big that "nobody else has done before," which could be just about anything.

GRAND THEFT AUTO IV



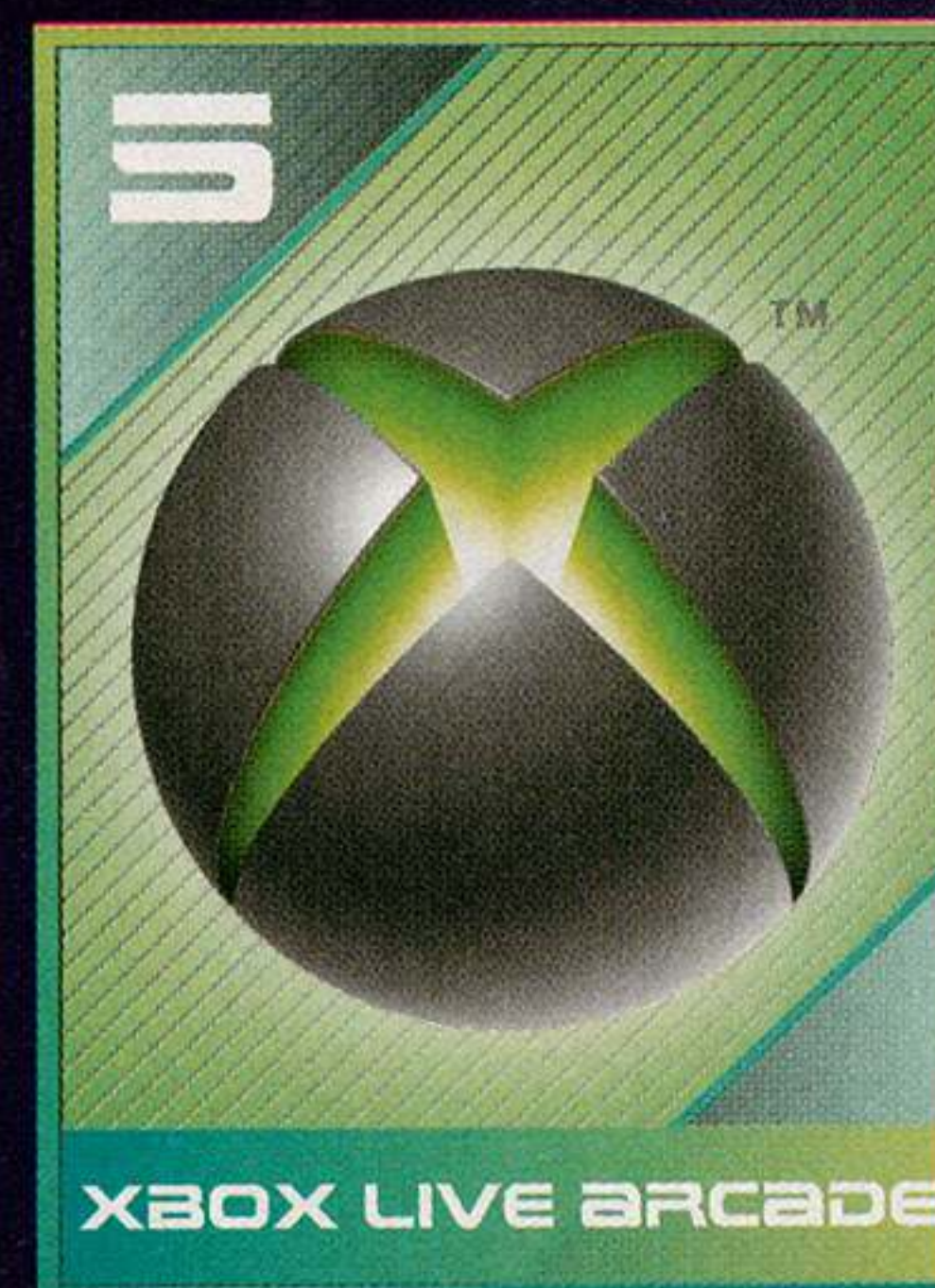
Developer: Rockstar North
Publisher: Rockstar Games
Target release date: October 2007

Why It's Great: The first next-gen Grand Theft Auto title

What We Know: The game will be released on October 17, 2007, in the U.S. for the Xbox 360 and PlayStation 3 simultaneously. The Xbox 360 version will feature downloadable content, and it will be powered by Rockstar's proprietary RAGE visual engine.

What We Don't Know: Will Grand Theft Auto IV evolve the series beyond the "sandbox" gameplay scheme? Will it be a sequel or a prequel? What will the narrative be, and will it have an online multiplayer feature similar to Liberty City Stories on the PSP?

XBOX LIVE ARCADE



Developer: Various
Publisher: Microsoft
Target release date: Available now

Why the Service is Great: An excellent selection of classic and original titles

What We Know: Downloadable arcade classic games kept retro fans happy through the hot summer months. Games can be tried for free before purchase, and the catalog includes such fan favorites as Frogger, Galaga, Street Fighter II: Hyper Fighting, and Pac-Man, along with original titles like the puzzler Cloning Clyde. Plus, you can play with other gamers via Xbox Live.

What We Don't Know: If the Gold and Silver membership levels will be streamlined with a one-size-fits-all classification. Another unknown pertains to the selection of classic arcade titles—will it grow to include forgotten gems (like Neo-Geo)?



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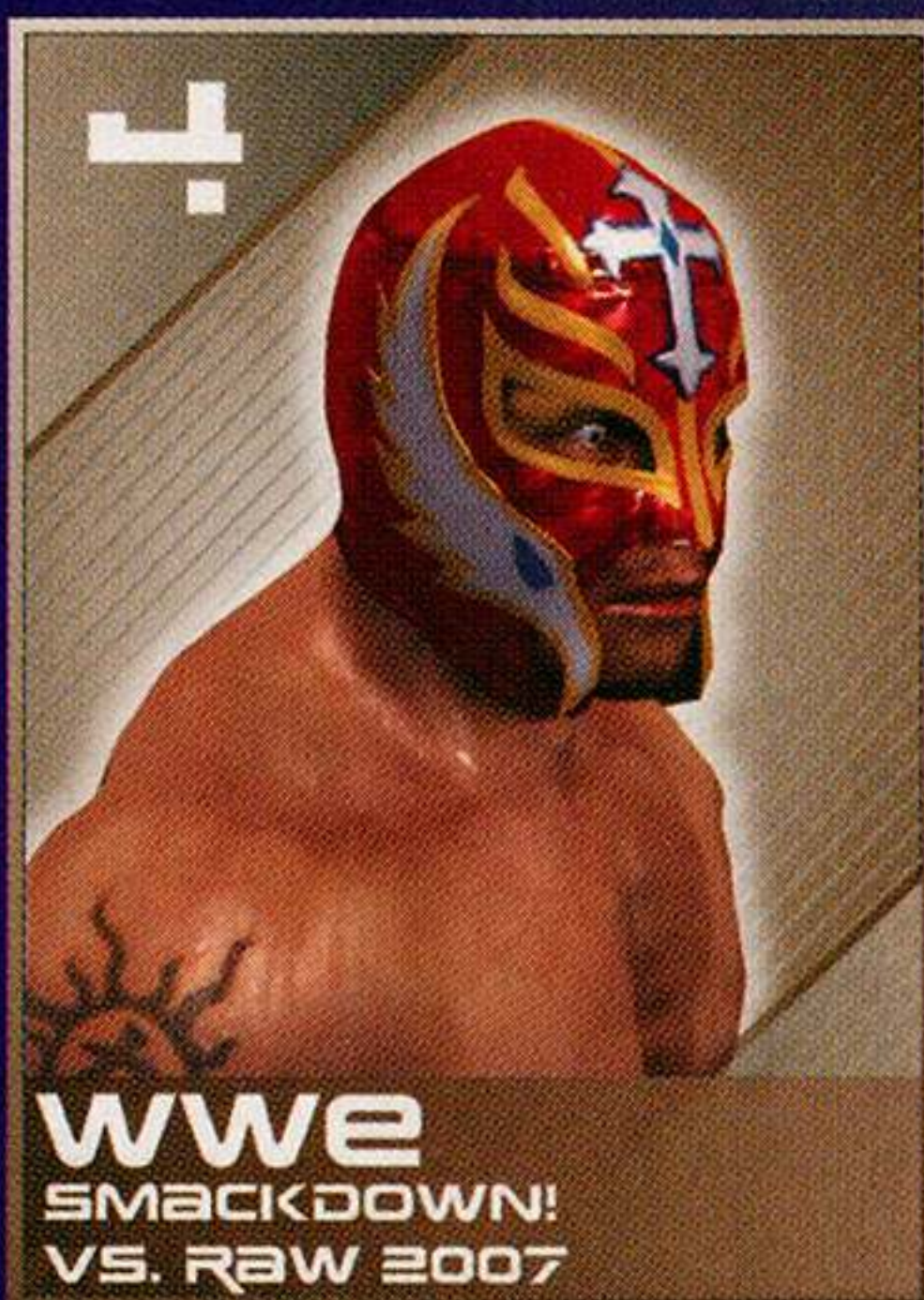


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GAME 360 FACE
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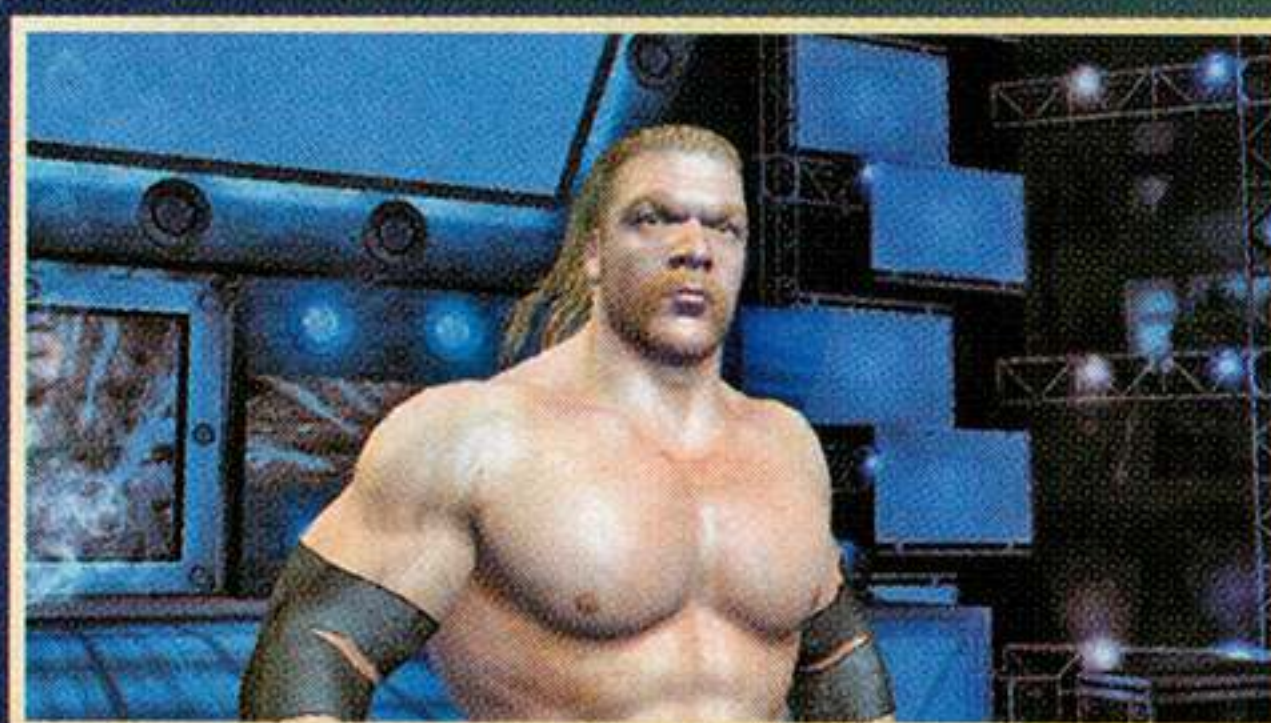
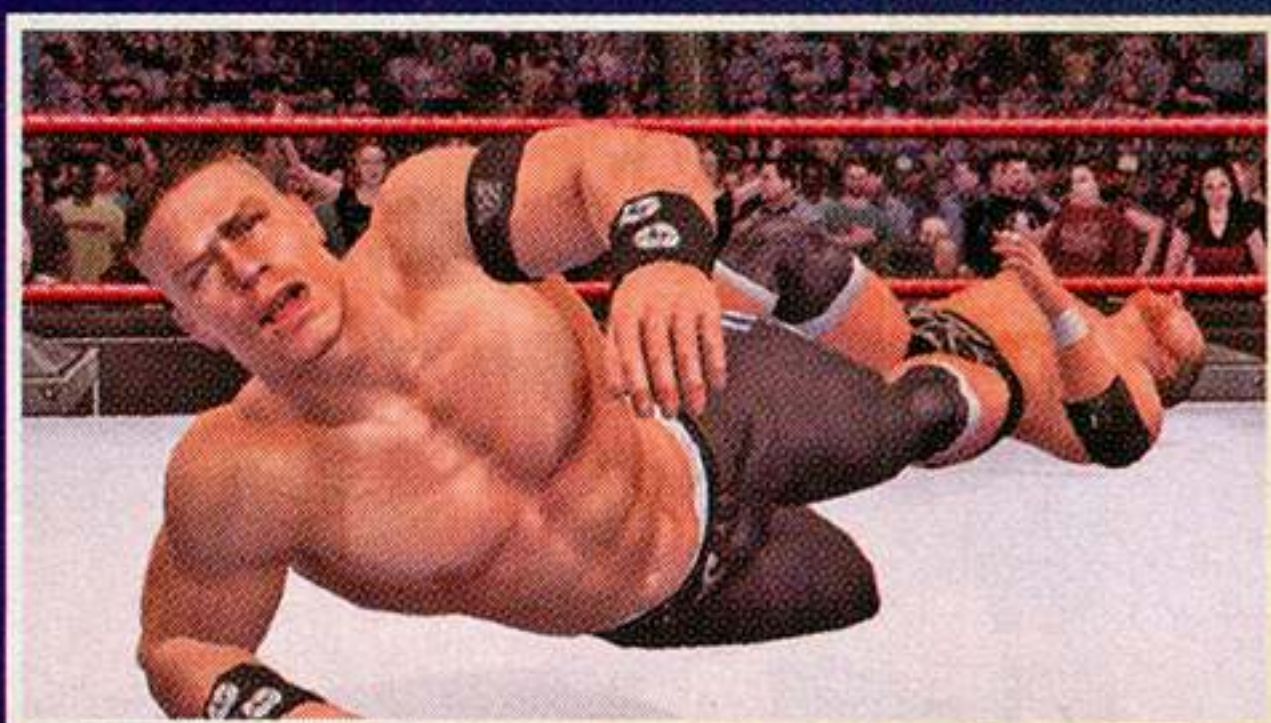


Developer: Yuke's
Publisher: THQ
Target release date: November

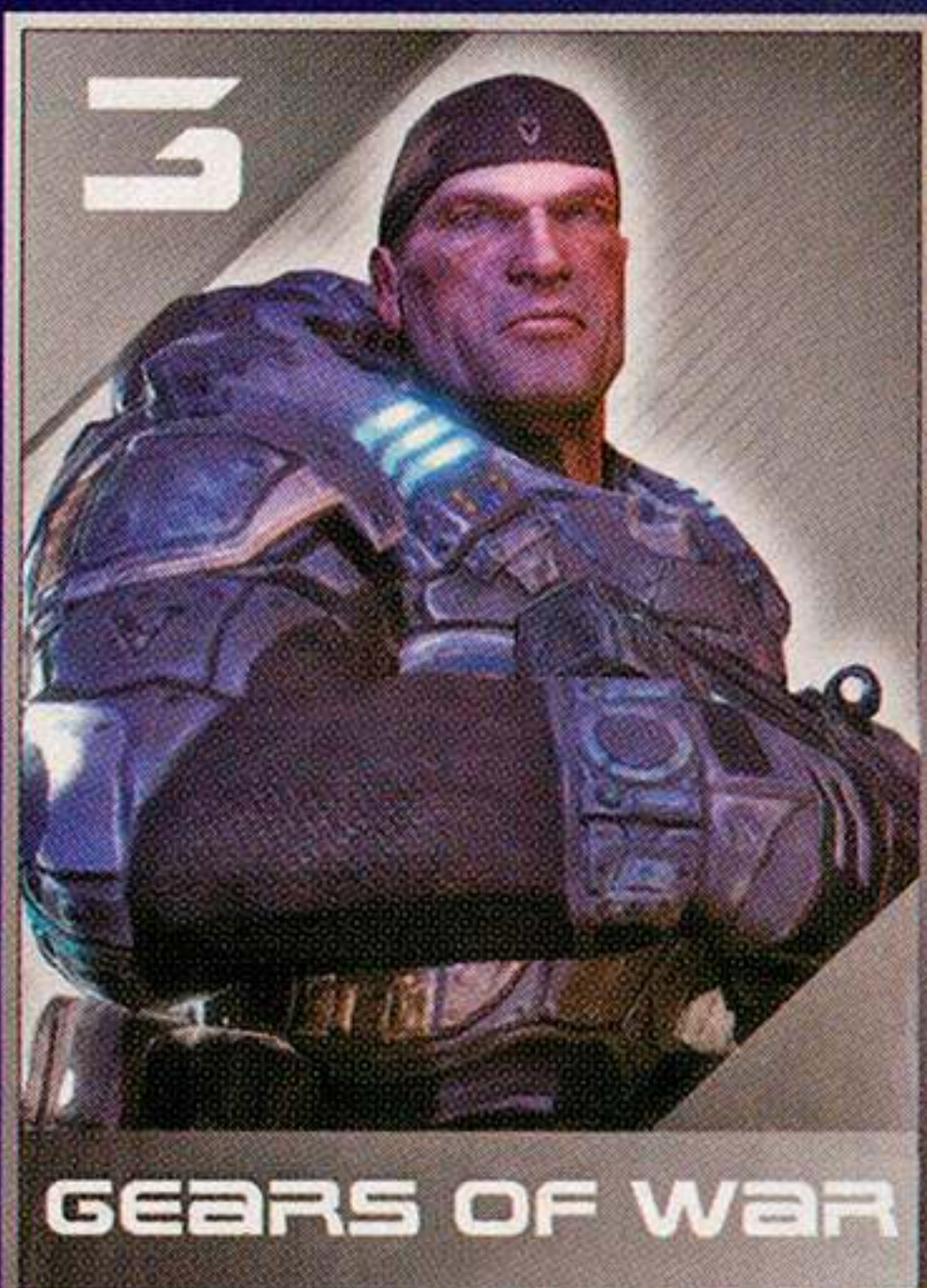
Why It's Great: Another Yuke's-developed wrestler

What We Know: The game will have several new features, including an analog-based control scheme, combos and chain attacks, more elaborate grapples, more interaction with environmental objects, and new "illegal" moves. Visual flourishes will also be present as, for instance, wrestlers sweating during a match, thus making their skin appear "shiny."

What We Don't Know: The full wrestler lineup (so far, THQ has only revealed nine characters) hasn't been revealed. Plus, how elaborate will the character customization feature be—will it go beyond just offering different outfits?



GEARS OF WAR

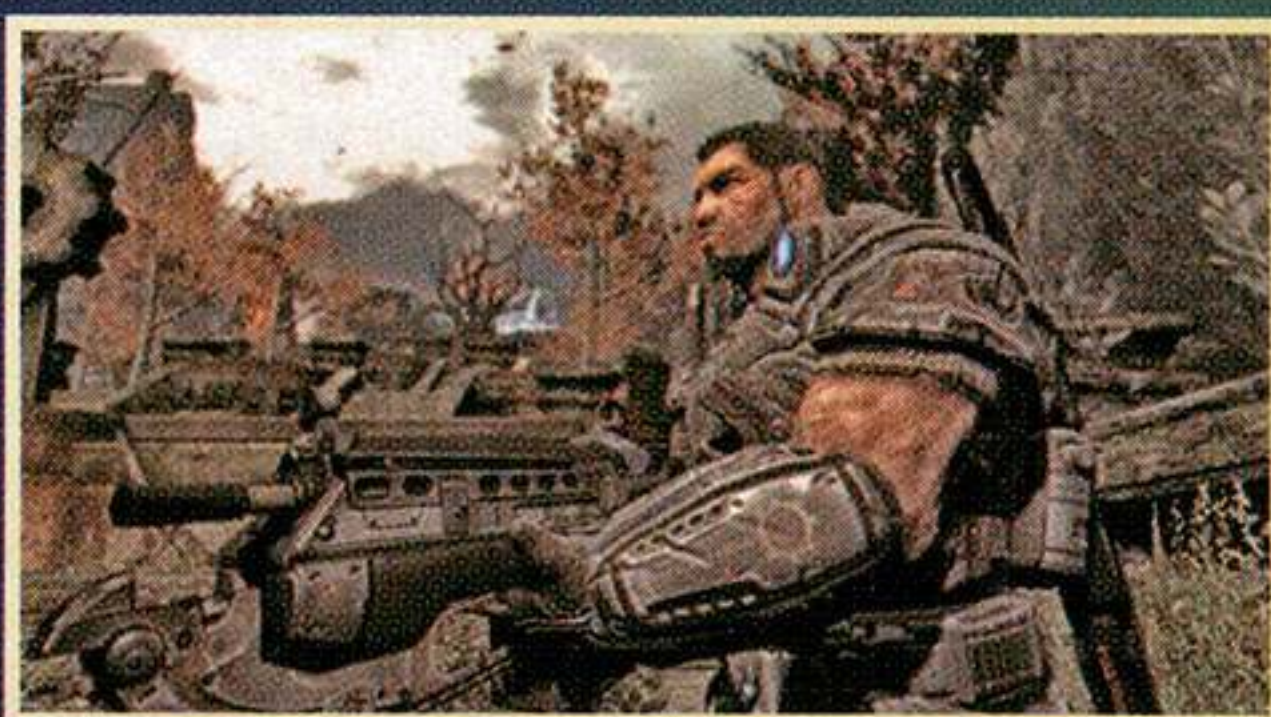


Developer: Epic
Publisher: Microsoft
Target release date: November

Why It's Great: Intense combat/shooting with stunning graphics

What We Know: As a disgraced soldier, you must defend your planet from mutant invaders. Using cover is a key technique in this squad-based shooter, and there are plenty of up-close-and-personal melee moments, some of which involve using the handy chainsaw that's built into your machine gun.

What We Don't Know: Details about the game's co-op mode have been sparse, and the full arsenal has been kept under wraps. No comment if the game will involve commandeering vehicles, either.



CONTINUED ►

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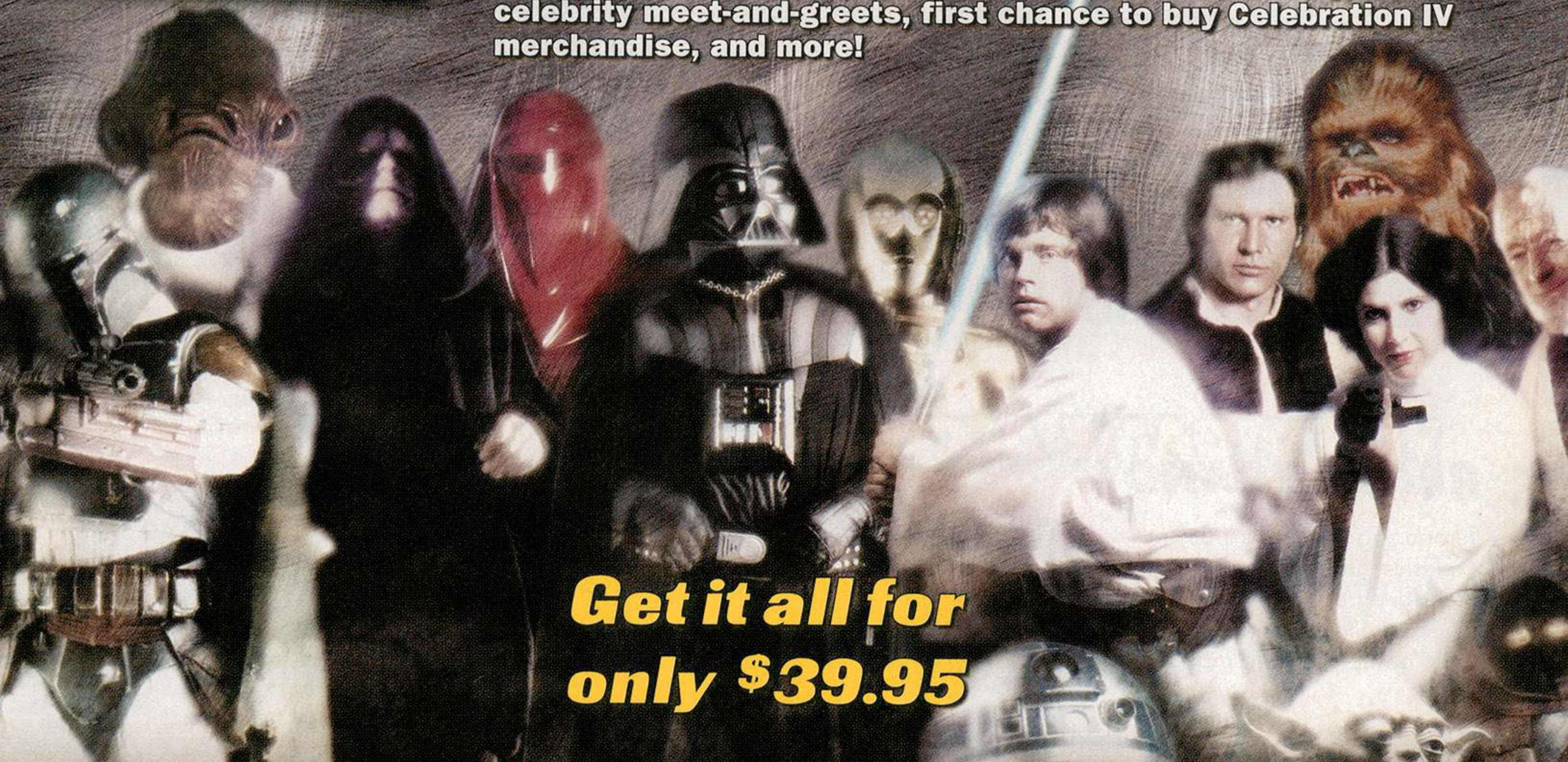
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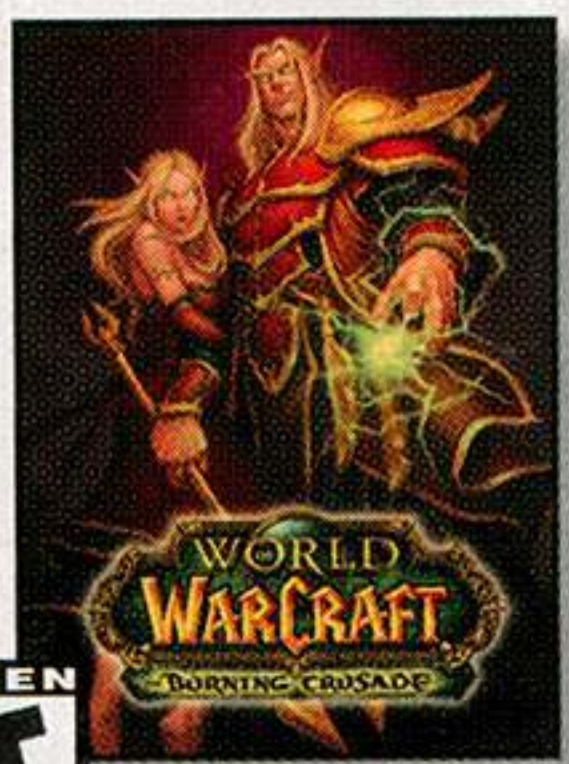


OCTOBER 2006 HOT PICKS

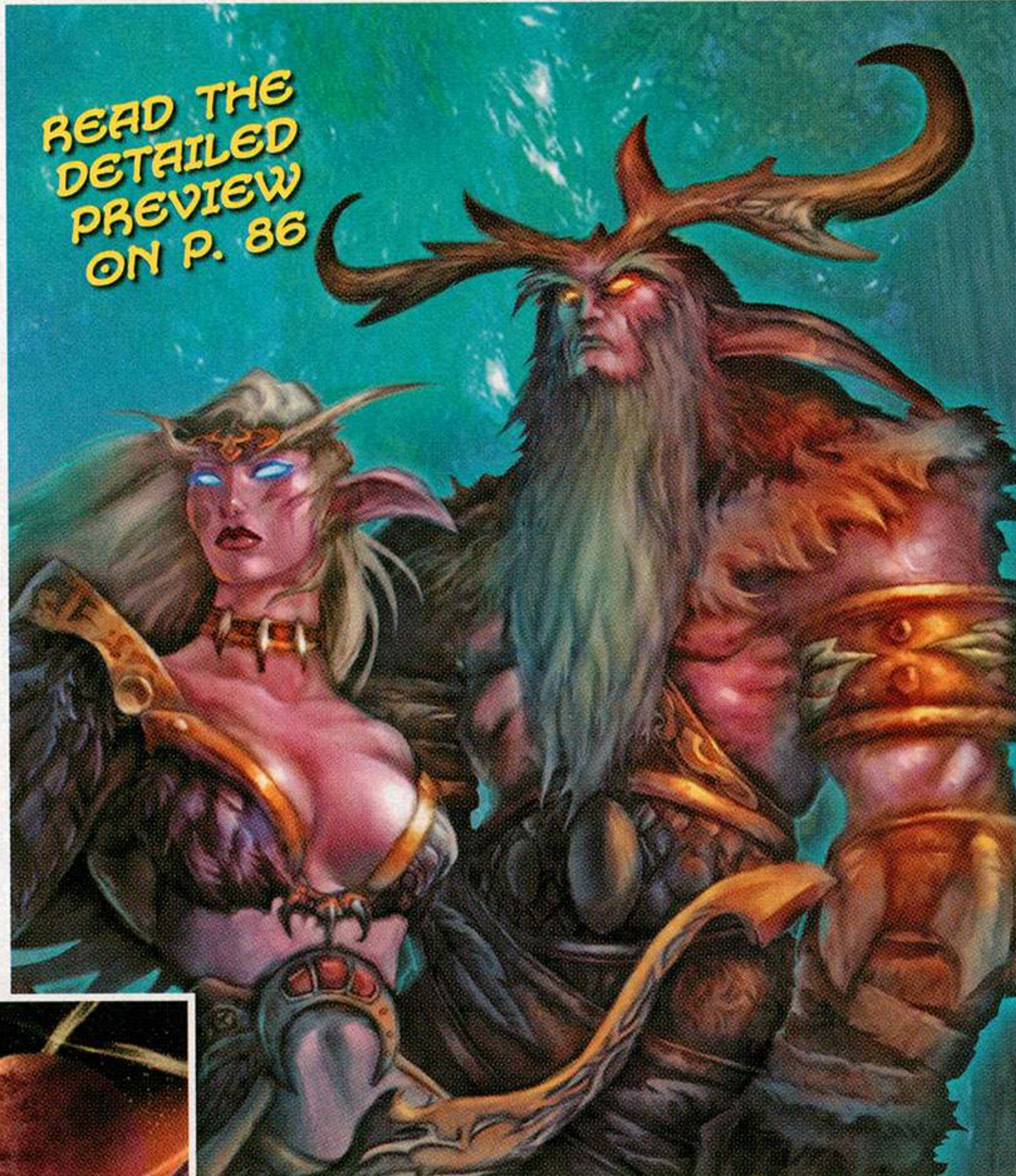
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PC
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READ THE DETAILED PREVIEW ON P. 86



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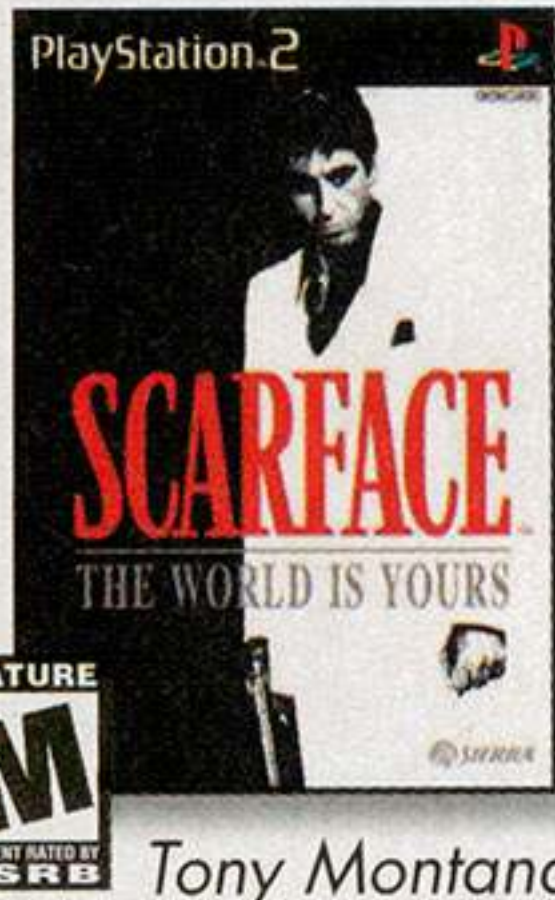
PS2 Rechargeable Controller



PSP Audio System



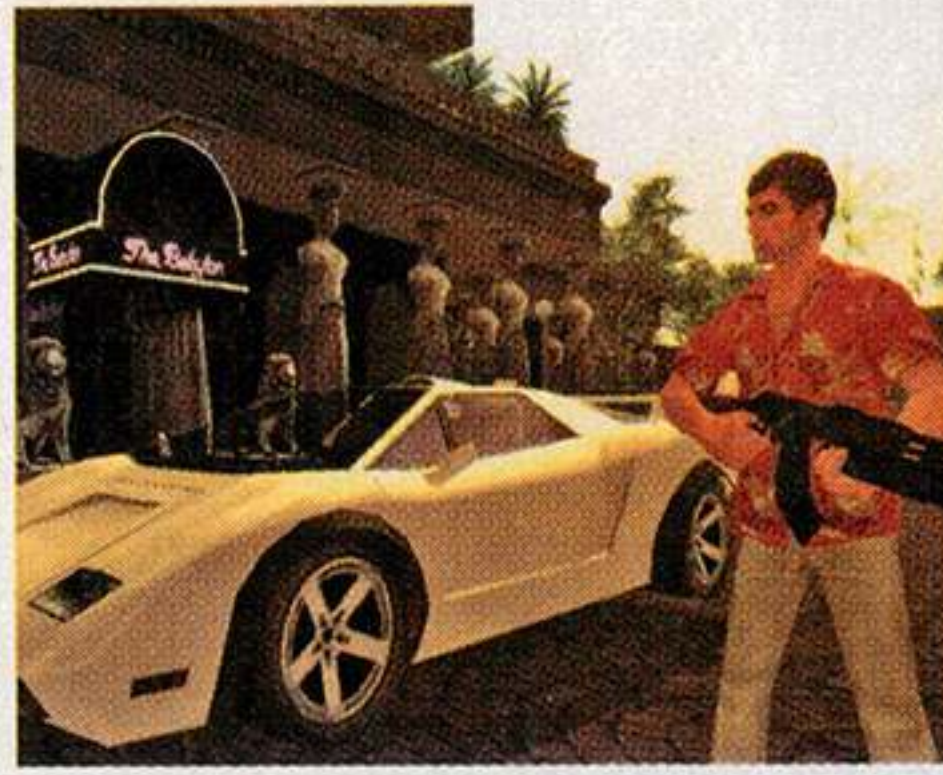
VIDEO GAMES SCARFACE



Xbox, PS2, PSP, PC

Scarface is NOT a re-creation of the original movie. Instead, the publisher takes a different, more unique direction with the story, which is more of a "what-if" scenario. Instead of meeting his maker in the infamous mansion shootout,

Tony Montana makes it out alive, setting the stage for the continuation of the Scarface regime, which you control. Much like Grand Theft Auto, the action is mission based in a free-roaming environment, including on-foot and driving missions. Scarface has strong servings of adult language and themes deserving of its M rating.



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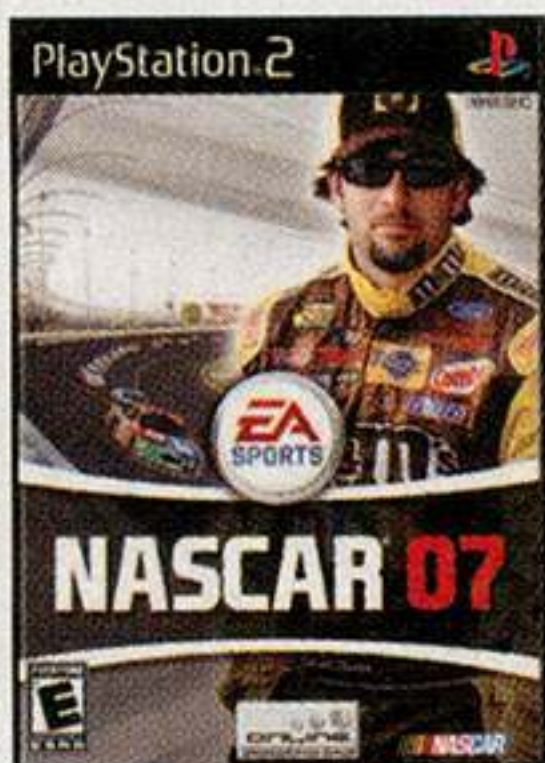
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LOST PLANET: EXTREME CONDITION

Developer and publisher: Capcom

Target release date: January 2007

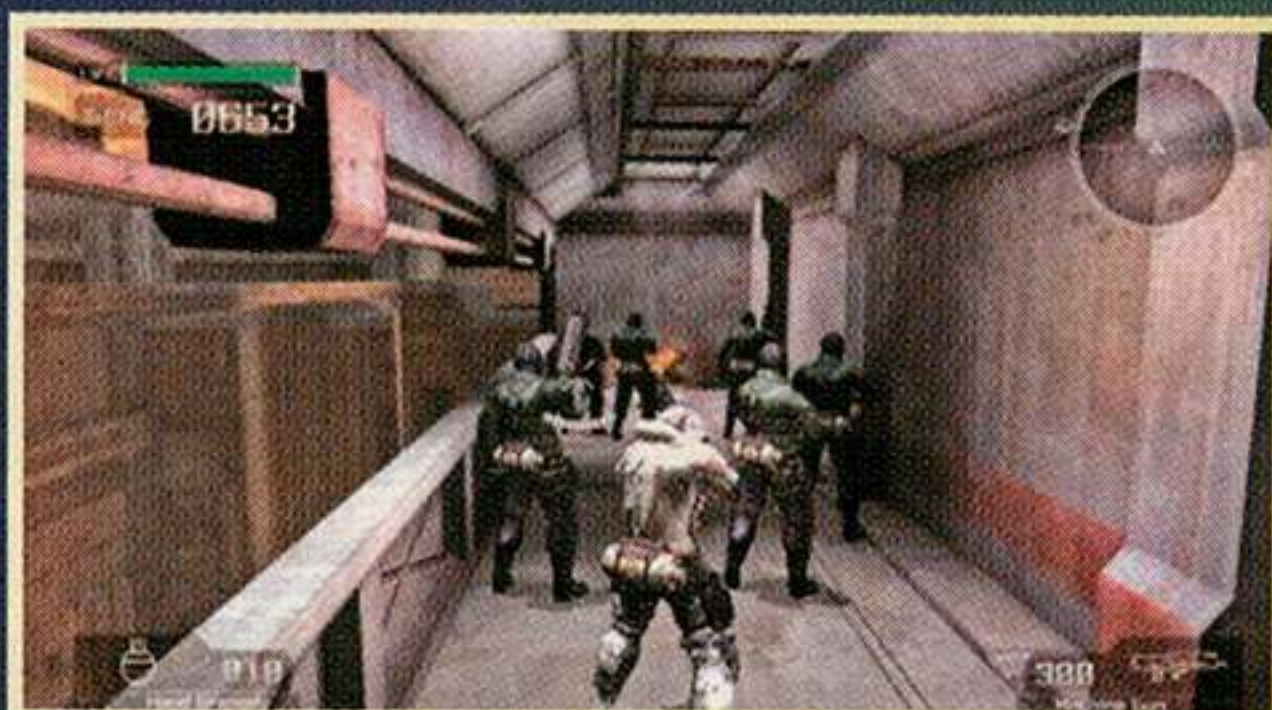
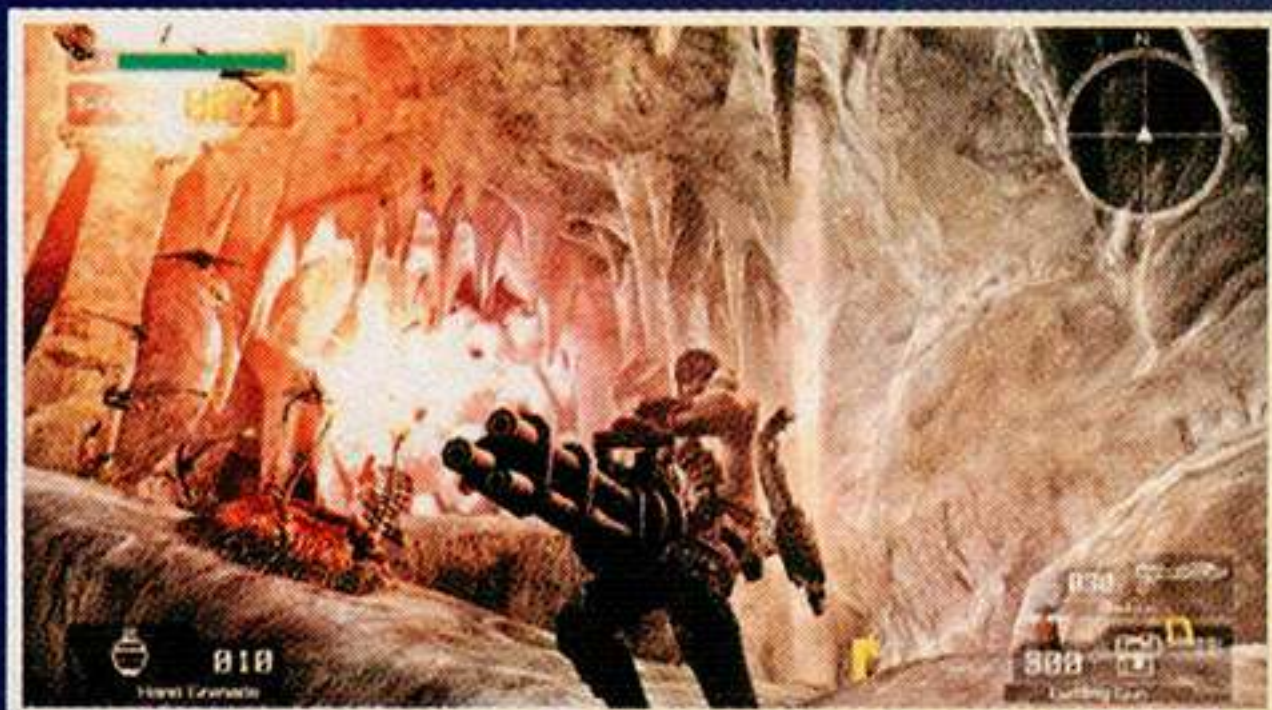
Why It's Great: Explosive snowbound running and gunning

What We Know: Set on an icy planet where your body temperature is under constant siege, Lost Planet mixes on-foot gun battles and mechanized "vital suits" with an infestation of nasty alien beasties and heavily armed pirates. Gorgeous graphics, cinematic style, and screen-filling hordes make for one hell of an action-packed experience.

What We Don't Know: Multiplayer modes are a mystery apart from co-op, and the emphasis on white powder could make variety scarce, but if Lost Planet delivers on the promise of its top-drawer demo and sustains interest for the entire game, it's destined to be a big hit.



LOST PLANET: EXTREME CONDITION



CONTINUED ►



**ULTIMATE
WEAPON**

BIOSHOCK

Developer: Irrational Games
Publisher: 2K Games
Target release date: 2007

Why It's Great: It's intelligent, it's nerve-shreddingly scary, and it's groundbreaking.

What We Know: Deep beneath the sea lies Rapture, a shattered vision of a "perfect" world. A gene-altering substance has turned the facility's inhabitants—athletes, musicians, and intellectual visionaries—into twisted mockeries of human life. To survive this alien place, you must upgrade your weapons, kill or evade the monstrous denizens of Rapture, and possibly sacrifice your very humanity. It's Resident Evil meets *The Twilight Zone*.

What We Don't Know: Judging by what we've seen first hand, BioShock looks phenomenal: dread-inducing, morally ambiguous, and downright visually stunning (wait until you see the water effects). But it's not just another brainless shooter. Will gamers "get" BioShock's sophisticated approach and intellectual story line, which has more in common with a creepy Harlan Ellison short story than a typical throwaway game plot? Our fingers are crossed—BioShock looks just sensational.



BIOSHOCK





**ULTIMATE
ASSASSIN**

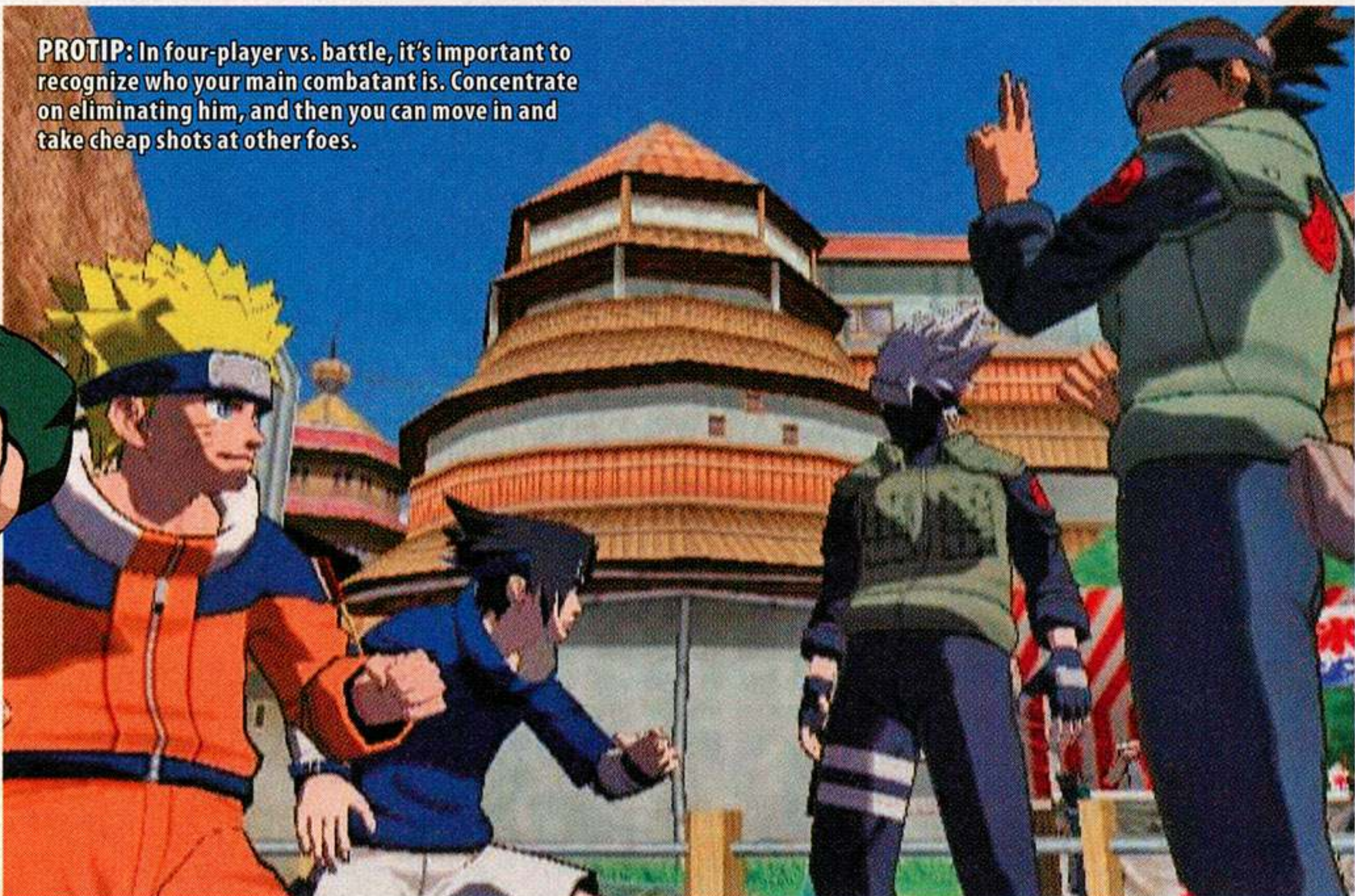


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NARUTO

CLASH OF NINJA 2

NARUTO AND GANG RETURN IN THIS SEQUEL TO CLASH OF THE NINJA, BUT EVERYTHING'S DOUBLED.



PRO TIP: In four-player vs. battle, it's important to recognize who your main combatant is. Concentrate on eliminating him, and then you can move in and take cheap shots at other foes.

GameCube



You usually can tell the quality of a game after the first 15 minutes of play, and there's no other subgenre this is truer for than the anime franchise-inspired game. These titles must capture the look and feel of the original material but also bring engrossing story and gameplay, and a tight engine. Fortunately for Naruto fans, they've just been double blessed with a second helping of Naruto fighter goodness.

DYNAMIC ENTRY

Naruto and gang are back in the follow-up sequel to the hit beat-em-up fighter Naruto: Clash of Ninja, but this time, Tomy and D3 serve up double the amount of playable characters, double the gameplay content, and double the combatants onscreen. That's a lot of multiplication for a ninja neophyte to handle.

Naruto: Clash of Ninja 2 ports the great fighting engine of its progenitor and brings a bevy of much-needed supplementary material that the first game was sorely lacking, including a revamped story mode that allows you to take part in almost all the classic battles of the hit anime series with multiple characters, added multiplayer mode that supports four-player vs. matches, and a gigantic unlockable mode with a multitude of items and characters.

64 PALM COMBO...OH MY

Clash of Ninja fans will be delighted to know the same exact game engine is intact in this sequel. Clash of Ninja 2 sports fast-paced battles, a chaotic parrying and counterattack system, and an easy-to-pick-up-and-play game mentality. While some bemoaned the slow turn radius of the original game engine, fans of the first Clash will observe a more expeditious reaction time for turning their characters about—it isn't very noticeable, but if you time it right you should be able to get a good block in before turning the tide and counterattacking.

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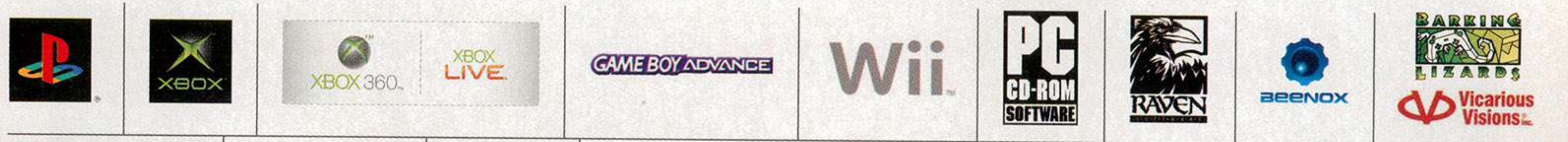
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MARVEL

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The biggest thrill Narutoholics can expect in Clash of Ninja 2 revolves around the four-player vs. matches. Instead of concentrating your attacks on a single foe, you can play against three other players or A.I.-controlled characters in a no-holds-barred knockdown brawl where anyone is fair game. Using the Z button allows you to switch targets and defend against incoming attacks. However, with two other characters and your targeted foe always on the battlefield, you can almost never defend against everything that's thrown at you. Even using the coveted parry and counterattack system won't get you very far.

1000 YEARS OF PAIN!

While the gameplay engine is pretty much a mirror image of the original Clash of Ninja title, that's about the only thing that's the same. This sequel sports 23 various characters from the Naruto story line leading up to and past the Chuunin Exam story arc. That's a lot of new playable ninjas.



PROTIP: When in doubt, it's better to block than parry. Parrying in a four-player match may trap you in another opponent's combo.

Add a massive unlockables engine in the Extras mode that allows players to open and view bios, select handicap, buff items for matches, and listen to voiceover recordings and background music in the Sound Player mode, and you have quite a few activities to explore.

YOU'RE STILL NAIVE; YOUR HATRED ISN'T STRONG ENOUGH!

With both Bandai PlayStation 2 and Tomy GameCube Naruto games released this year and a next-gen Ubisoft Xbox 360 title in the makings, the Naruto game franchise has made its mark and is here to stay. While Clash of Ninja 2 rehashes an almost unchanged game engine, the copious amount of added bells and whistles more than compensate for the lack of any significant improvements. Naruto fans should buy this game, if only for the excellent multiplayer aspects.

—Rice Burner

	GRAPHICS	4.0
	SOUND	3.5
	CONTROL	4.0

Developer: 8ing Publisher: Tomy \$59.99
Available now Fighting 4 players ESRB: T

FUN FACTOR
4.25



PROTIP: During a four-player match, always be aware of all the combatants' sight lines; otherwise, you'll be susceptible to unintended ranged attacks.



Ninja Academics

HERE'S A SMALL TASTE OF THE UNLOCKABLES OFFERED IN NARUTO: CLASH OF NINJA 2. BELIEVE IT!

Secret Characters

Enter the Shop mode to unlock characters, modes, buffs, and extras with Coins acquired throughout the various modes.



Game Highlights

- Play through the Ninja Exams as all of your favorite characters during Story mode, taking on some opponents two at a time and fighting off a clone army along the way!
- Super-fast gameplay keeps you on your toes and will test your true Ninja Skills!
- Play with one to four players on teams or in free-for-all battles for ultimate ninja supremacy!
- Defeat as many of Oboro's clones as you can in Oboro mode. As you defeat them, more and more clones will join the battle!

Level 1:	How:	Price:
Iruka	Complete Story mode	2000
Haku	Get Iruka	3000
Zabuza	Get Iruka	4000
Guy Sensei	Gen Kankuro	3500
Level 2:		
Akamaru	Get Guy	2500
Kyubbi Naruto	Get Karasu and Akamaru	5500
Sharingan Kakashi	Get Kyuubi Naruto	7500
Mizuki	Get Iruka and Sharingan Kakashi	1500
Orochimaru	Unlock all of the above	50000

Hints and Tips

Might Guy: A powerful ninja that is good for all players, Might Guy, like Rock Lee, has no ranged attacks and relies heavily on his physical attacks. His special attack shows just how much he regards the intensity and strength of youth!

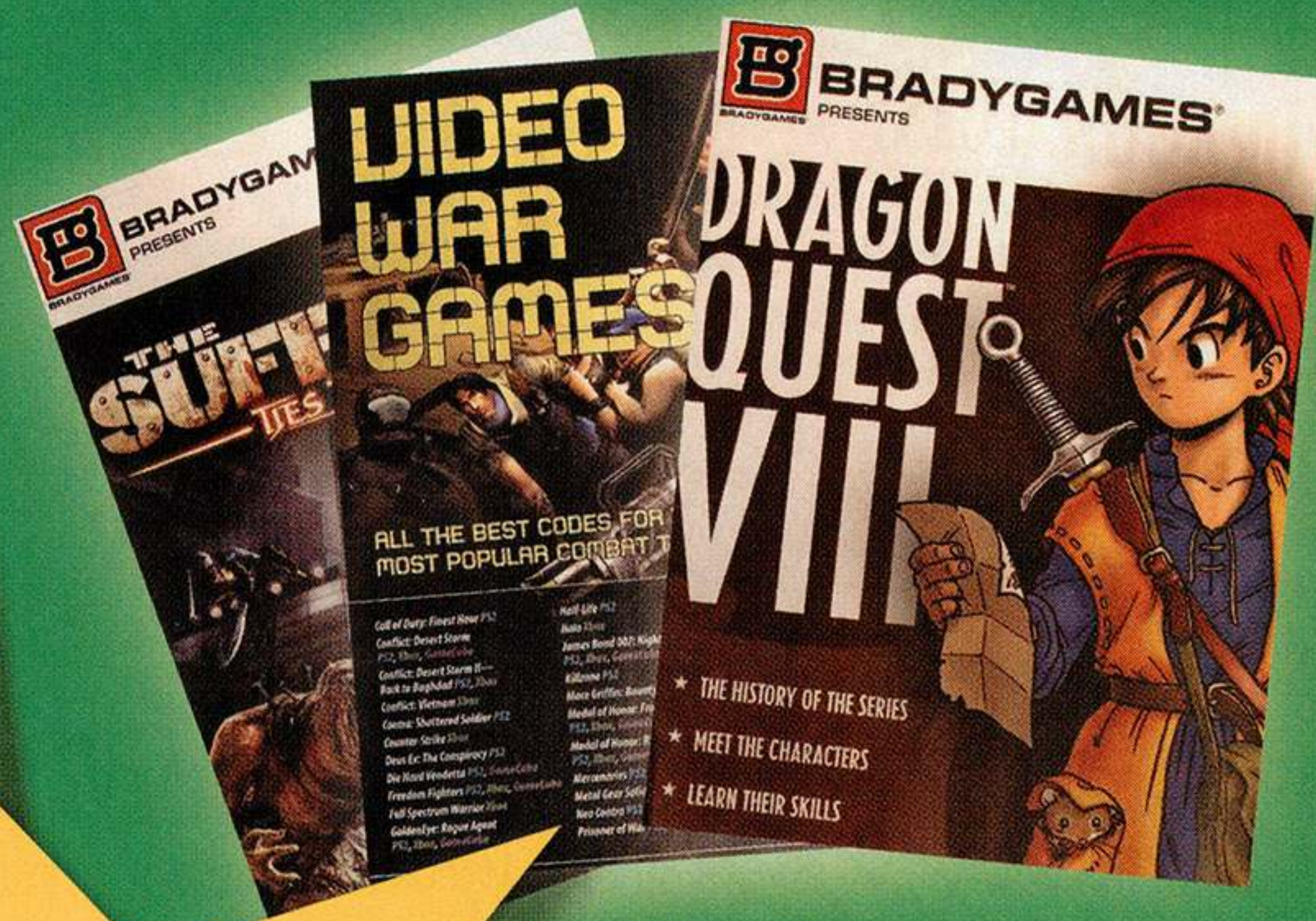
Mizuki: A mysterious Ninja with many of the same abilities as Iruka, he is excellent at invisibility and disappearing arts and is good for intermediate players. He is capable of throwing an enemy into the air and catching them with a devastating combo of attacks before they hit the ground!

Orochimaru: A ninja with an affectation for snakes and snakelike powers, he is a very demanding and very powerful character that is good for advanced players. He is able to steal an opponent's Chakra gauge by performing his special attack, making sure that they can no longer perform special attacks or Substitution Jutsus!

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PRO STRATEGY

mayhem

Unlocks:

- ★ Los Carnales Mayhem completed: Molotovs at cribs.
- ★ Vice King Mayhem completed: Grenades at cribs.
- ★ Westside Rollerz Mayhem completed: Pipebombs at cribs.
- ★ All Mayhem completed: RPG at cribs.

Objective

In the Mayhem Activity, you must wreak havoc in a specific area. Initially, a message appears on screen indicating which area to target—it also pulses on the Pause Menu map. The mini map displays a path to this location via GPS, while the HUD shows the amount of money you've earned, the cash you need to complete the Activity, and a timer.



Once you've entered the appropriate area, the timer begins to count down. As you destroy objects in the world (fences, mail boxes, etc.), you earn money based on the damage you inflict. Trash multiple things in a row to receive a bonus! If the timer expires before you earn enough money, the Activity is failed. You are given unlimited ammo for certain weapons during this Activity.



Buy the Official **Saints Row** Strategy Guide at bradygames.com/gamepro



WESTSIDE ROLLERZ MAYHEM

Decoy

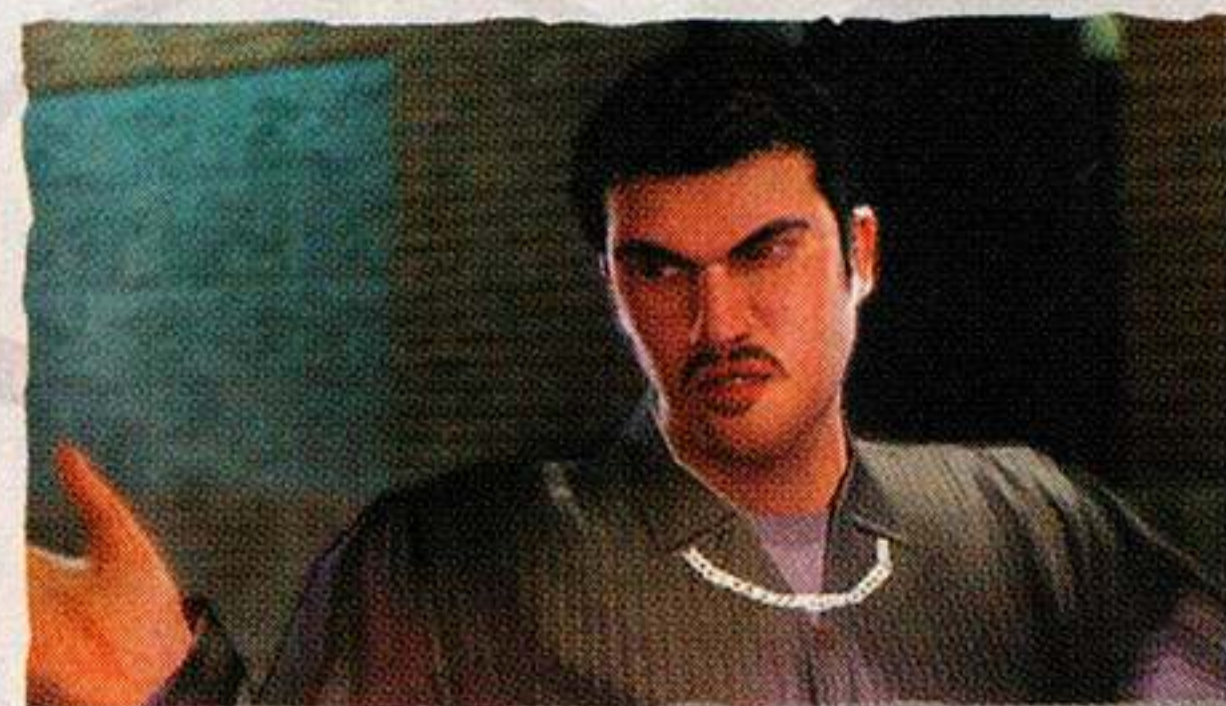
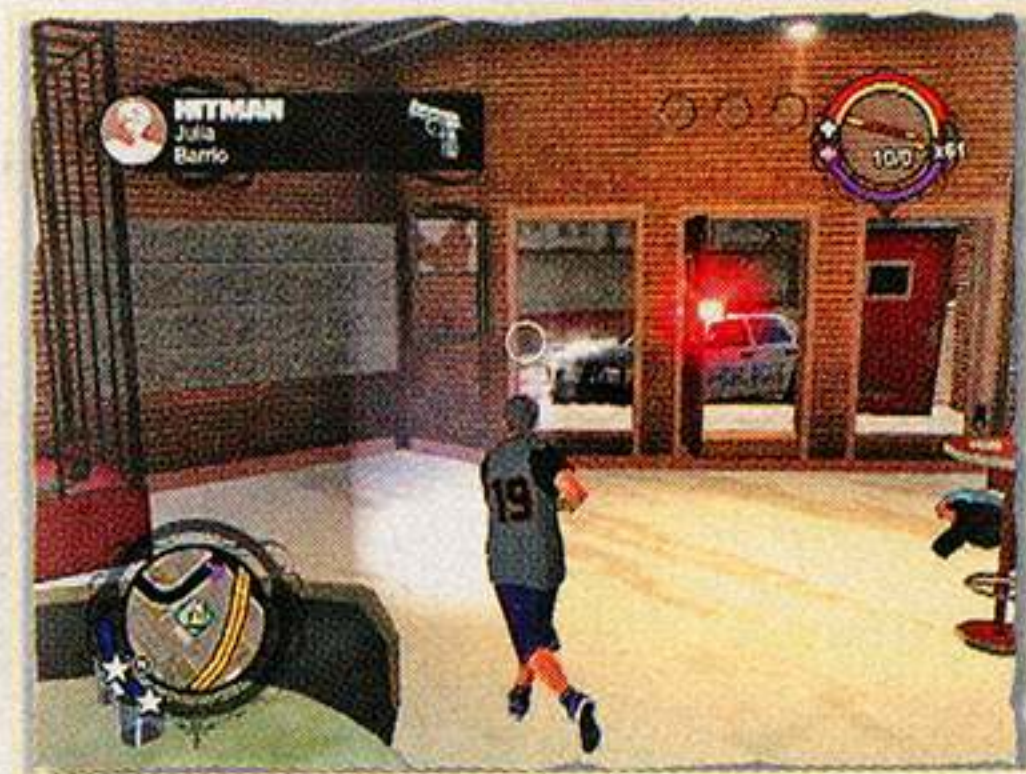
The Glitz nightclub in Misty Lane is in the Rollerz controlled Suburbs District. Inside, you'll find a broken window marker. Step into it and activate the marker and begin Decoy—the Rollerz Mayhem Activity. Reno is your contact. A new cop was just transferred into town who's not paying Reno any respect. This officer came by the club and told Reno that he was going to put him out of business. What that cop didn't know was that Reno has a couple of men in blue on the inside and they told him that the new guy was going to raid his club that night. He wants you to go out and cause enough trouble away from his club that it draws attention away from Reno.



LOS CARNALES MAYHEM

Rico Suave

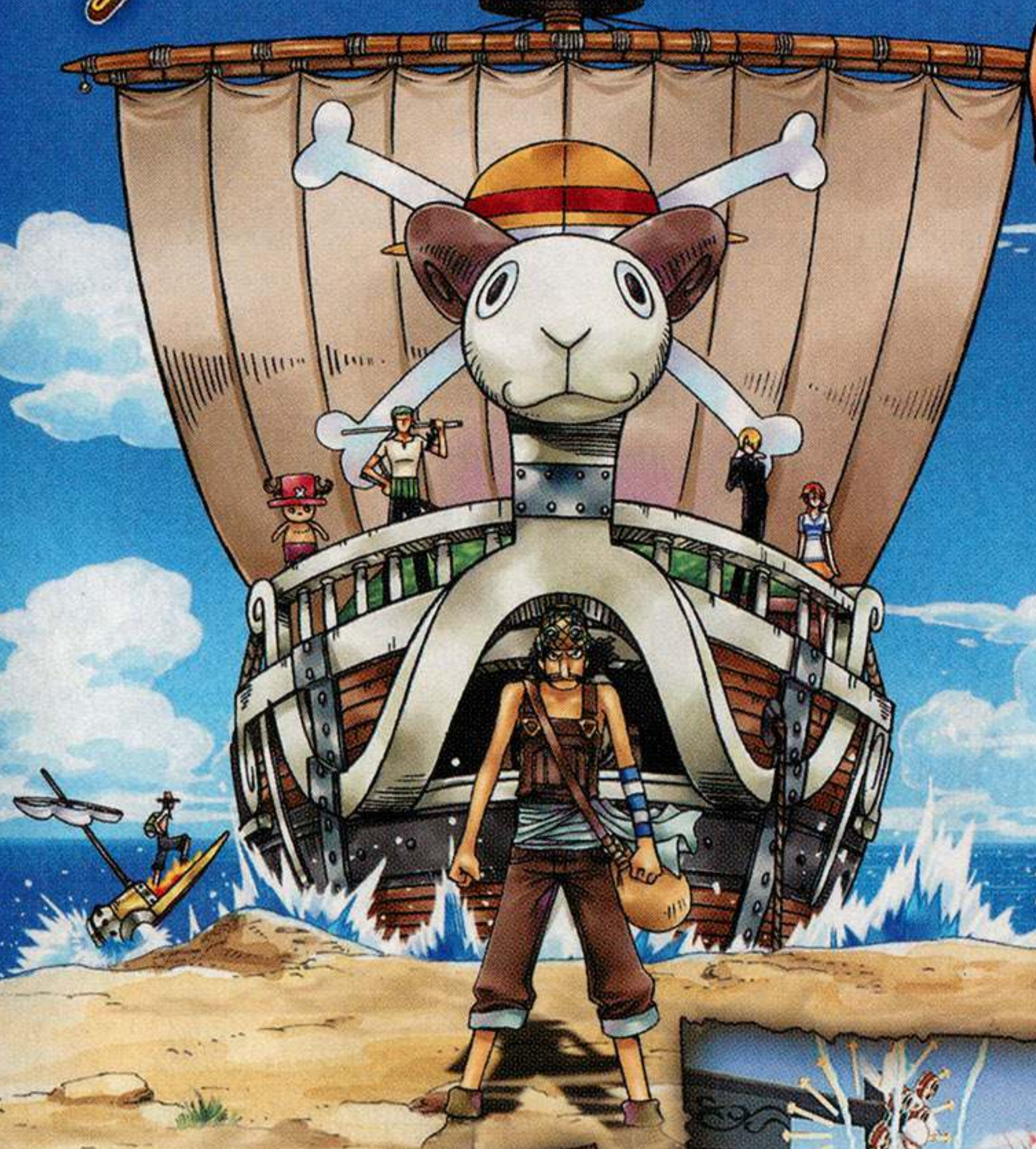
The Los Carnales Mayhem Activity is found in Southern Cross, Barrio. The marker is inside a bar named, "On Track." Inside, you meet Rico Martinez, the bar owner. When he started making real money, all his friends and family thought they could take out loans without paying them back. He wants you to go out there and teach everyone a lesson.



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PlayStation 2



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VICE KINGS MAYHEM

A Woman Scorned

This Mayhem Activity is found in Nob Hill in the High End Retail District. Enter the "Stocks" bar and you'll find the Mayhem marker just inside the doorway. The new owner of the bar wants the ex-owner—also her ex-husband—to start paying alimony. By hiring you, she hopes that destroying all his holdings will convince him to pay her what she's owed.



Mayhem Tips

KNOW THE BONUS

There are two bonus multipliers in every Mayhem level: bonus targets and bonus weapons. If you use the specified bonus weapon on the correct bonus target, your score will go through the roof! Look carefully at the text on the bottom of the screen as you drive to the Mayhem location. Both bonus multipliers will be displayed at some point. Once they appear, they are also included in the objective screen, which is accessed through the Pause Menu. So,



if you missed the text message, you can still pause the game and select the "Info" option. You can then find the bonus objectives in either the "Objectives" option or even the "Message Log." Make sure you know the bonus multipliers going into the level. Bonus targets conveniently appear in the game environment with red arrows overhead.

STICK TO THE BONUS



If you are given the bonus to use a handgun, along with the bonus target of say, compact cars, then stick to it. Although it is much quicker to take out a little car with a rocket launcher, you won't get as many points by doing it that way. Stick to the bonuses.

TARGETS: NOT JUST PEOPLE & VEHICLES

There are other targets around that pay large sums other than vehicles and people. If you're near a gas station, take out the pumps and see what you get per pump!



THE NICER, THE TARGET...

Even though you are going to destroy everything in sight, there may come a time where you have to stop one vehicle over another. The nicer the vehicle, the more money you receive for destroying it. If you're on foot and you need to stop a vehicle to blow it up, the best thing to do is shoot the driver first.



GOT FOOD?

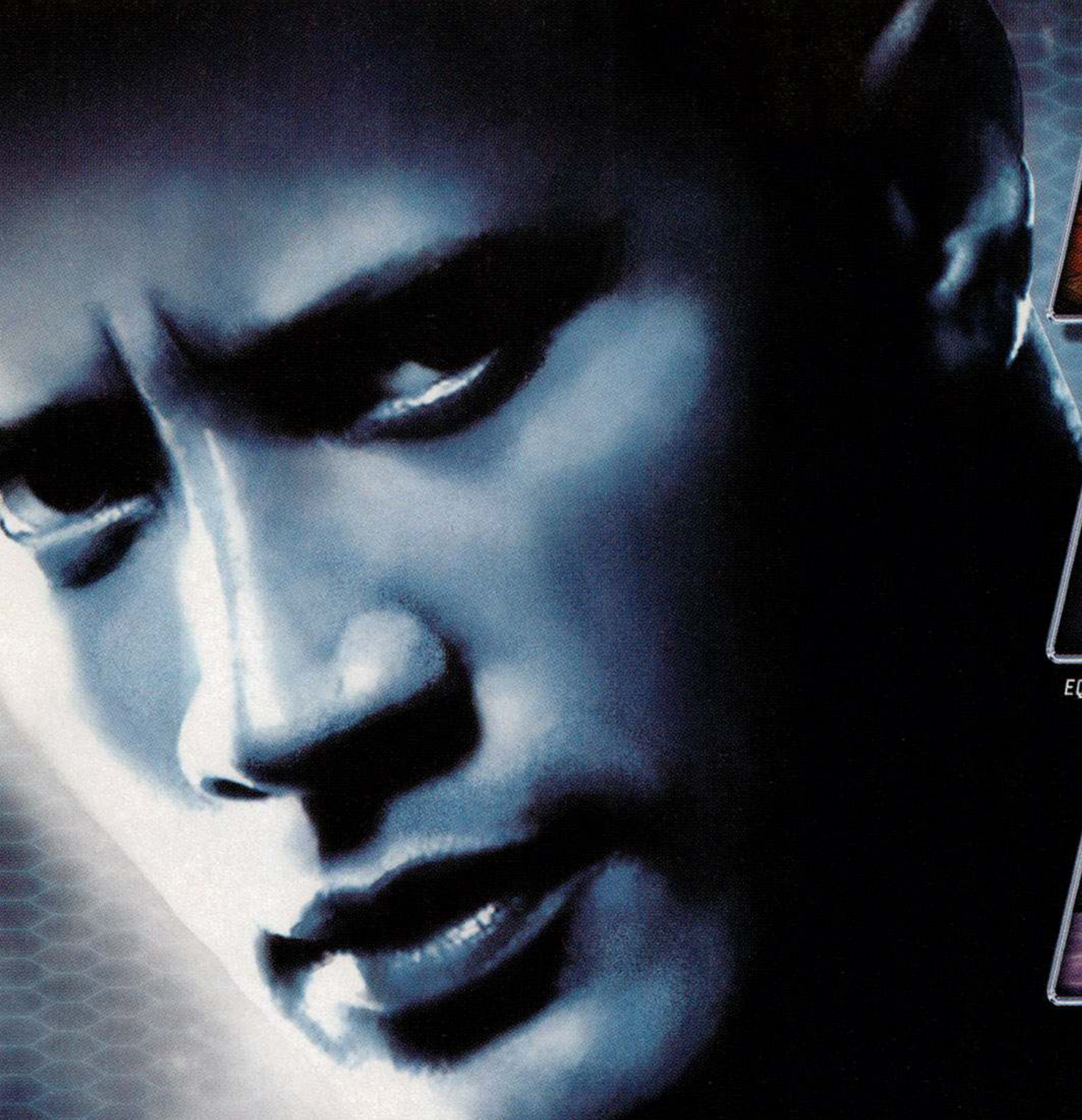
Make sure your inventory is full of Freckle Bitch's burgers. You're going to be running in and out of, and to and from explosions galore, so you'll need to replenish your lost health quickly if you intend to stay in the game. Remember, you can always dial 911 if you run out of food.



DEFINITIONS

Written by Tim Bogenn

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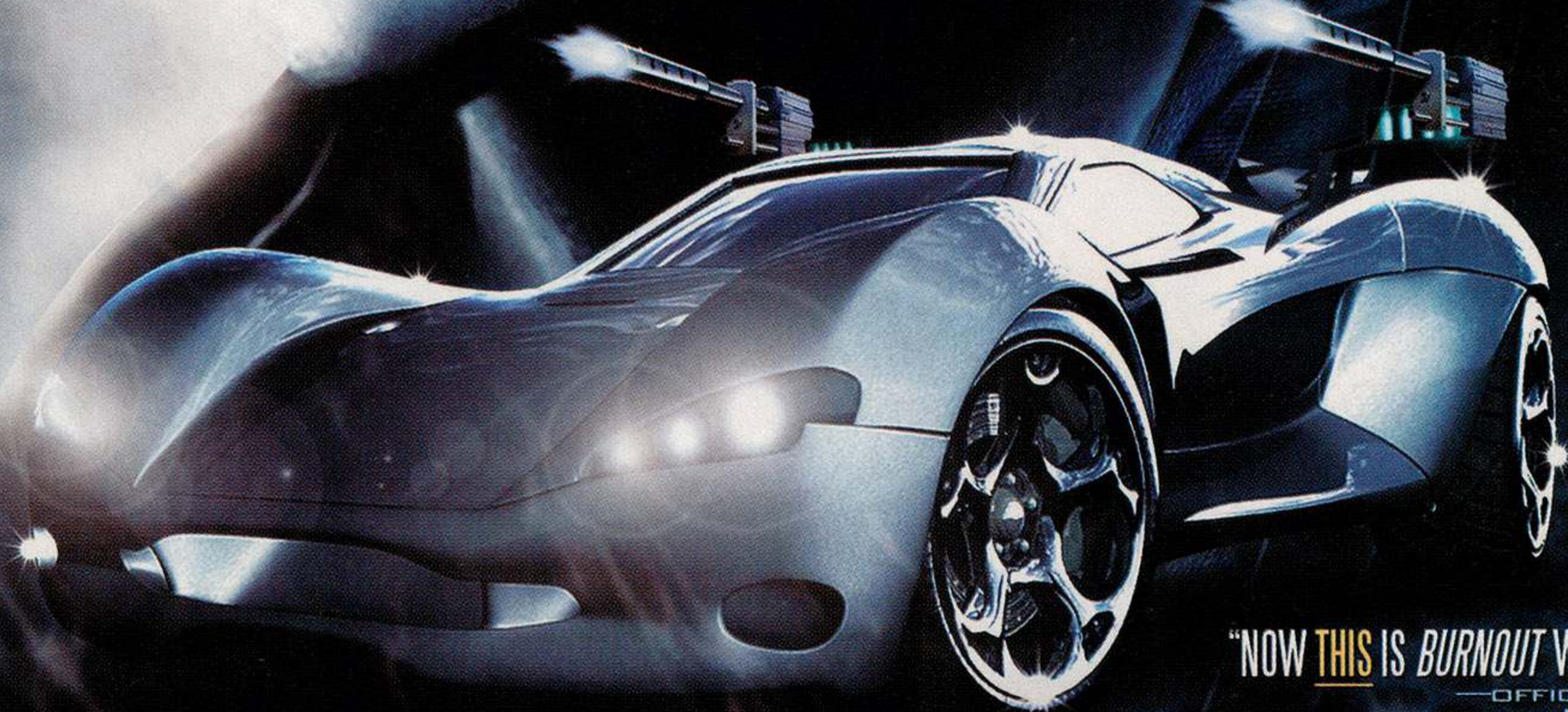
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Justice League Heroes

This Justice League isn't fooling around.

PS2

Xbox

Some comic book fans think of the D.C. superheroes as "those other guys who aren't from Marvel." (Sorry to break to you, Superman stalwarts, but it's true.) Video gamers, however, are soon to discover that the Justice League of America is forming a team that could put that notion down for the count.

Hawkgirl Hooks Up

Justice League Heroes will be a dual-character beat-em-up in the classic overhead, isometric-view perspective designed by Snowblind Studios for Warner Bros. Interactive. The gameplay perspective in fact is not unlike...erm, the X-Men: Legends games, and you can team up with a buddy or play along with the A.I.

The Justice League team members leading the charge will be: Batman, Wonder Woman, The Flash, Green Lantern, Martian Manhunter, Zatanna, and, of course, Superman. And before that starting lineup ignites an Aquaman controversy, know that Warner Bros. promises unlockable heroes and villains will be on hand. They're not ready to reveal just how many representatives of the D.C. Comics continuum are waiting in the shadows; but Green Arrow has already

Exclusive

been announced, and *GamePro's* here to reveal that Hawkgirl is also going to make the playable roster, too!

Brainwashing Brainiac

The story line will stay true to the comic and the TV show, and the two-character team play design reflects the fact that the heroes usually pair up for action. Although the Xbox, PS2, and PSP versions feature the same story thread, the



Justice League Heroes will showcase iconic superpowers, such as Superman's super cold breath.



DS version and a tie-in comic will be prequels of sorts, and the GBA game is an offshoot that stars The Flash.

To begin, a meteorite smashes into the Earth, emanating a radiation signature that only Superman arch-villain Brainiac can register. The signal entices him with promises of unlimited power, but in order to achieve it, he has to retrieve an object from...where else?...the Justice League Watchtower! And so the fight—and the fun—begins.

Super-Powered Gameplay

For his part, Brainiac puts together a mean team from the D.C. rogue's gallery with representative and classic nemeses for every superhero. The preview, for instance, revealed Doomsday (Superman), the White Martian (Martian Manhunter), and Gorilla Grodd (The Flash). Expect to encounter Queen Bee (Superman), Killer Frost (Batman), and even The Key, a mysterious and perennial bad guy who shows up in several story lines.

You'll partner up to punish the evildoers across 11 environments straight out of the comic universe. Each hero starts out with three

iconic powers. Superman, for example, has super strength, heat vision, and flight. Heroes can acquire new powers by busting the bad guys and earning boosts that you can allocate to individual attributes in a level up system. Batman can go from tossing one Batarang to chucking five at a time, or he can activate an awesome-looking Bat Swarm (straight out of *Batman Begins*) that basically appears to consume enemies alive. The Flash will use his speed force to literally vibrate through foes, and then he can become a living whirlwind that you can control to wipe out whole areas. Overall, the preview squad put on an impressive show of crime fighting, revealing unique superpowers that were fun to play.

Don't Mess with the League

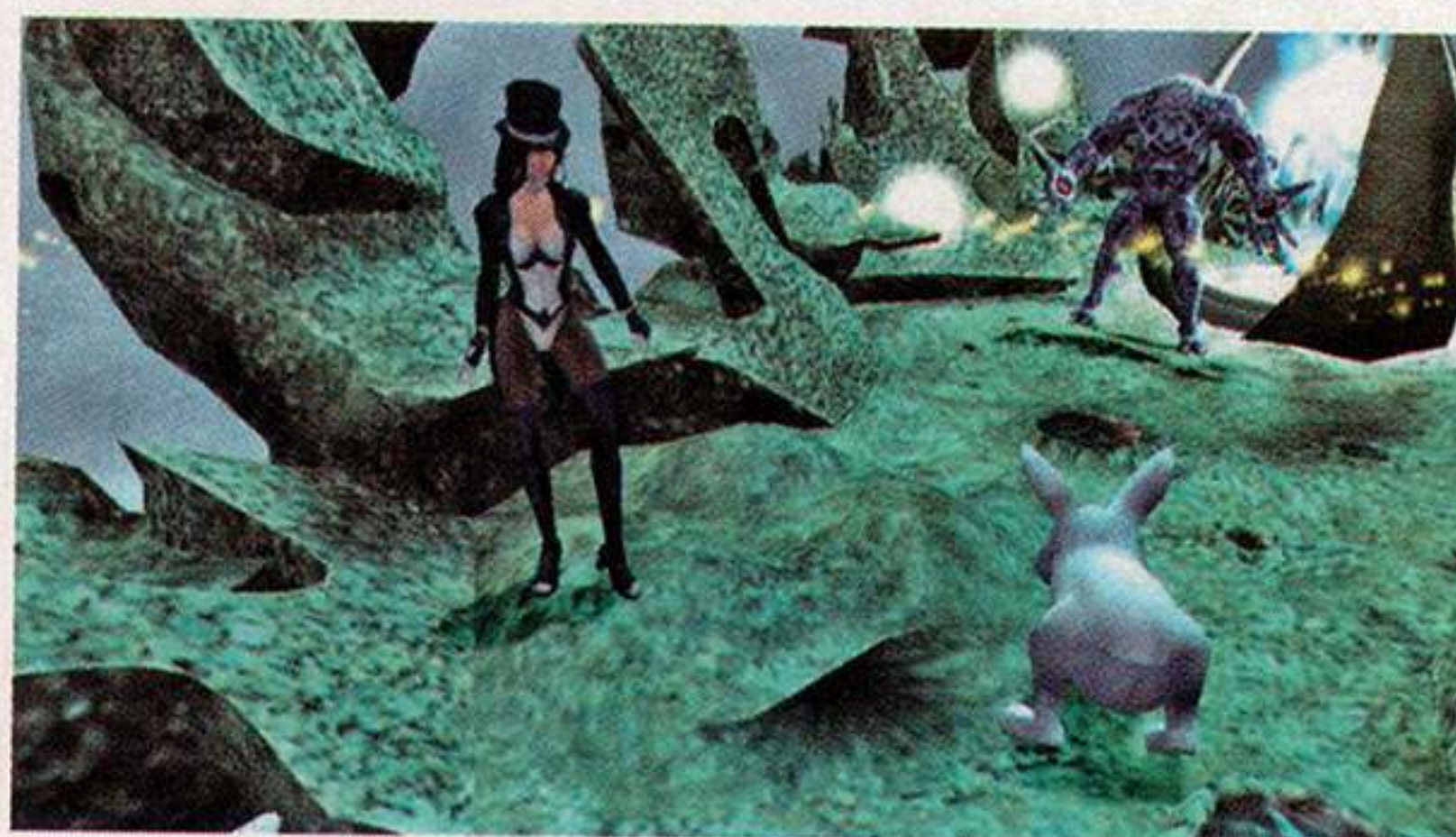
The early version of Justice League Heroes looked great, too. The imaginative animation socked serious force into these special moves. Matched by nicely detailed character models, the gameplay rocked the visuals and showed good promise.

In fact, the entire demo left the impression that the Justice League had somehow grown up. This game wasn't pulling any punches. The J.L.A. was out to lay some serious wood on Brainiac and his gang, but the B-man was giving out as good as he got, too. It might be time to put down those comics and take a serious look at Justice League Heroes.—*Undercover Lover*

- **First Look** ■ Developer: Snowblind Studios
- Publisher: Warner Bros. Interactive Entertainment
- Target release date: Fall 2006



The Martian Manhunter represents!



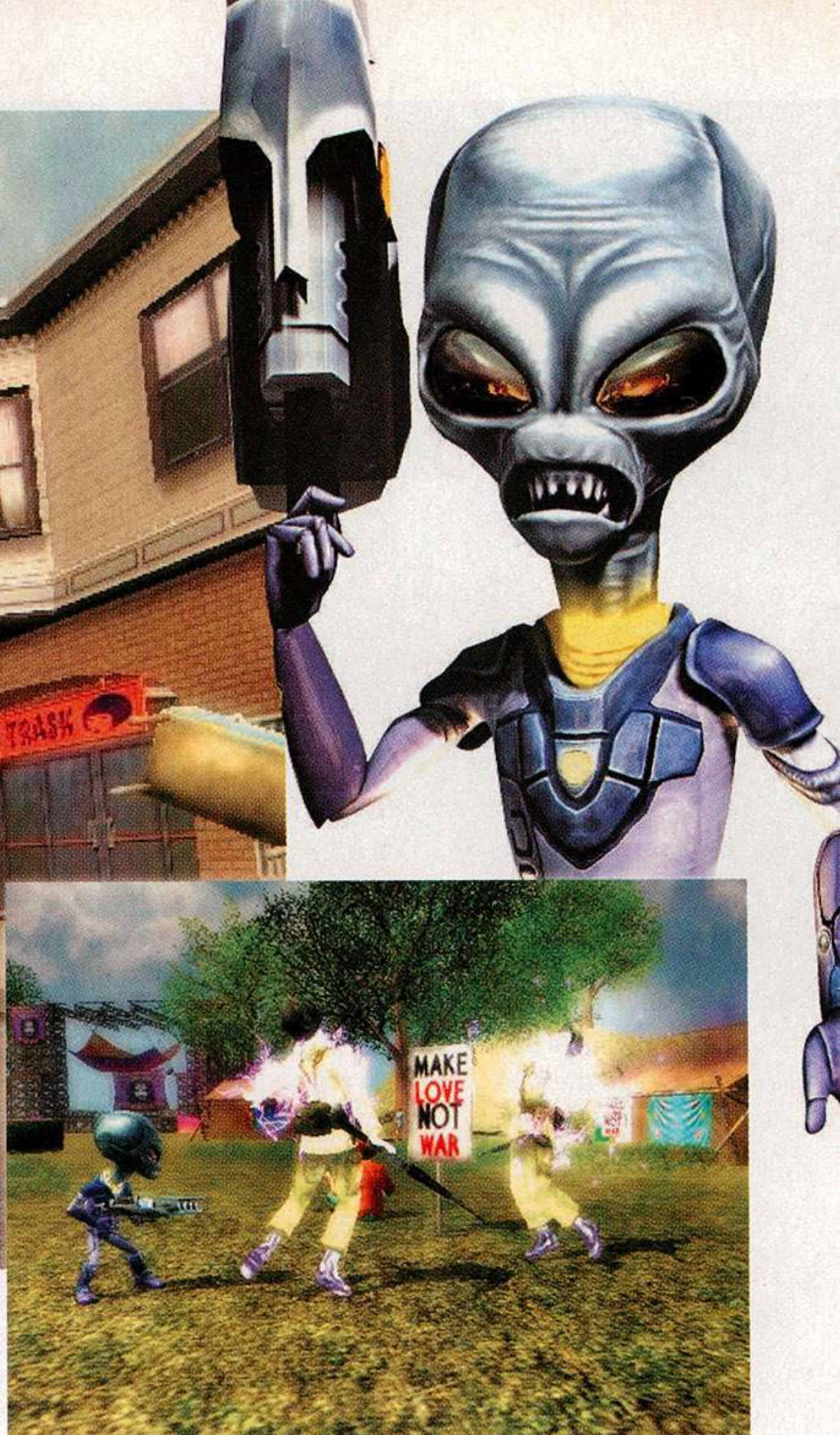
Yup, Zatanna's even got her magic bunny buster.



Green Lantern uses his power ring to put up a pretty good defense.



This sequel sets out to expand on what made the original such a hit: scads of action, humor, and alien technology.



Destroy All Humans! 2

Crypto and his cloned pals are back.

PS2

Xbox

The original genre-bending abduct-a-thon took place in the rather conservative 1950s, but the free love hippie communes, plentiful drugs, and paranoid Cold War undercurrent plant *Destroy All Humans! 2* firmly in the tie-dyed 1960s.

Alien Acid Trip

Those pesky human apes that aren't busy tuning in and turning on are hatching plans to expose alien control to the masses, and the Russians have launched an all-out assault on the invaders. Fuming Furon and Jack Nicholson sound-alike Crypto starts out in the "Hashbury" district of Bay City, a San Francisco analogue, with little more than an electricity gun and a jet pack, and spends most of his time ogling human women, possessing and scanning human brains, killing cops and military personnel, and generally mak-

ing a huge nuisance of himself. As you progress, you'll visit similarly open-ended burgs in the Soviet Union, United Kingdom, and Japan, each populated with its own peculiar locals.

Freedom and variety are abundant, and there's certainly no shortage of things to do. If it's bipedal, it can be possessed like a fleshy marionette, telepathically interrogated, or incinerated. If it's inanimate, you can levitate it, transmogrify it, or blow it up. You won't just fight humans, either: Expect to face off against some pretty nasty bosses. Sure, the story and its widely varying missions give structure to what might otherwise feel a bit aimless, but you're always free to simply explore the five large, open environments: Look for hidden goodies, hunt down alien technology for upgrades, and take on plentiful "odd job" side missions without having to hike back to the mothership.

This Island Earth

One of the things that made *Destroy All Humans!* so fresh, apart from playing as an invading alien instead of fighting it, was the constant slams on human stereotypes. The tone remains as sarcastic as ever, and every human is a caricature of one form or another, even when they're played against type for comedic value. (Scan an uptight lady's brain, and you might hear her thinking, "Man, I *really* need to score," while a hippie chides himself for an unused degree in economics.)

Folks react differently depending on whom you possess when you need to blend in. Most events and conversations are amped up to hilarious extremes, giving every confrontation an exciting and goofy quality. Even the chats that precede each mission are loaded with optional dialogue, and you'll spot plenty





of movie parody moments and thinly veiled commentaries on current events.

Two to Tango

The coolest new feature, by a long stretch, is offline cooperative multiplayer with each participant playing a Crypto clone via a split screen. Need to collect electronics from all over the city? Have a friend help you out. When in the saucer, one of you steers while the other dishes hot death on anything that moves. What's more, this two-player mode opens up additional missions, not to mention dueling and a unique game of tennis, that are otherwise inaccessible, practically demanding that you play with a friend to get the most out of the experience.

New weapons include crowd-pleasing meteor strikes, a disc gun that takes even the heaviest tank on an unpredictable aerial joy-ride, and more powerful mental contortions.



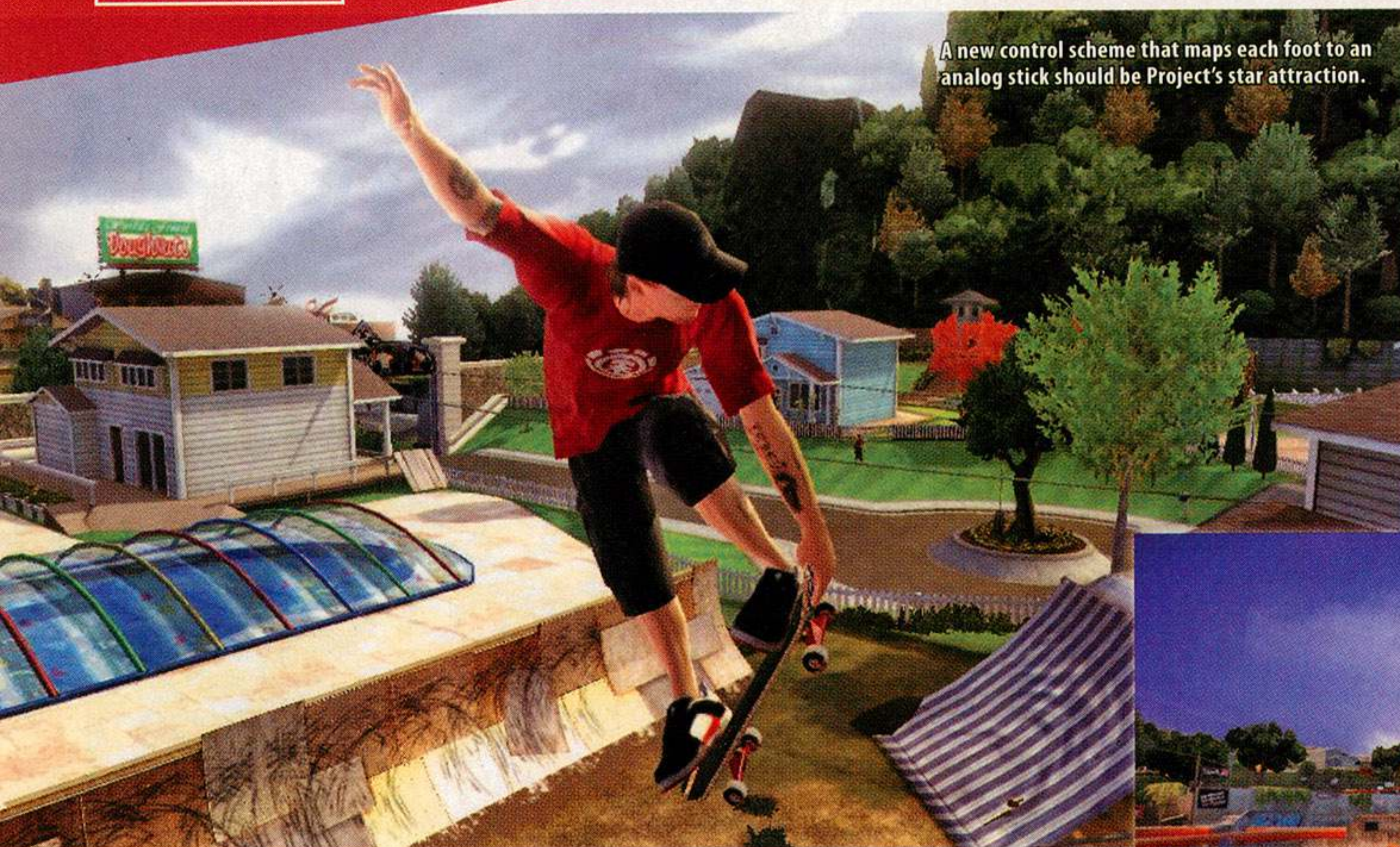
Poxmart serves as a sort of alien boutique shop for upgrading ammo capacity, damage infliction, shielding, and more. You'll find currency for these items all over the landscape, while the raw materials of gene blending are milked from the hordes of dimwitted humans.

While Destroy All Humans! 2 doesn't look revolutionary, graphically or otherwise, it should to pack enough action, laughs, and surprises to keep fans good and busy.—*Ouroboros*

■ **Hands-On** ■ Developer: Pandemic Studios
■ Publisher: THQ ■ Target release date: October



nowwhat.com™



A new control scheme that maps each foot to an analog stick should be Project's star attraction.



Tony Hawk's Project 8

Tony's Project 8 is all about footwork.

PS3

Xbox 360

Skaters are always on the lookout for new structure to shred, and for video-game skateboarders every year, Tony Hawk always finds a way to deliver. Tony Hawk's Project 8 goes back to the well to feature more skating and less story than last season's American Wasteland.

Building Sick Skillz

The T. Hawk game engine has undergone another major overhaul. To begin with, there's a new create-a-skater mode, where you can build a character from a motley crew of body types, including girls and kids, too.

Then, as you begin to demonstrate some skills, the game tracks upgradeable stats that enable you to juice your abilities like an RPG. You'll even earn "Tokens" to purchase better boards and gear. Along the way, 12 real-life pro skaters show up to coach you via some cool-looking mo-cap animation.

The City of Angles

But, of course, it's on you to get after it. Project 8 takes place in a huge open environment set in a "typical" town in middle America...you know, that town where every possible surface and structure is a potential platform for extreme skateboarding tricks? This burg's layout is packed with a mean array of skateable landscape,

from the obvious features to the not-so-obvious ones.

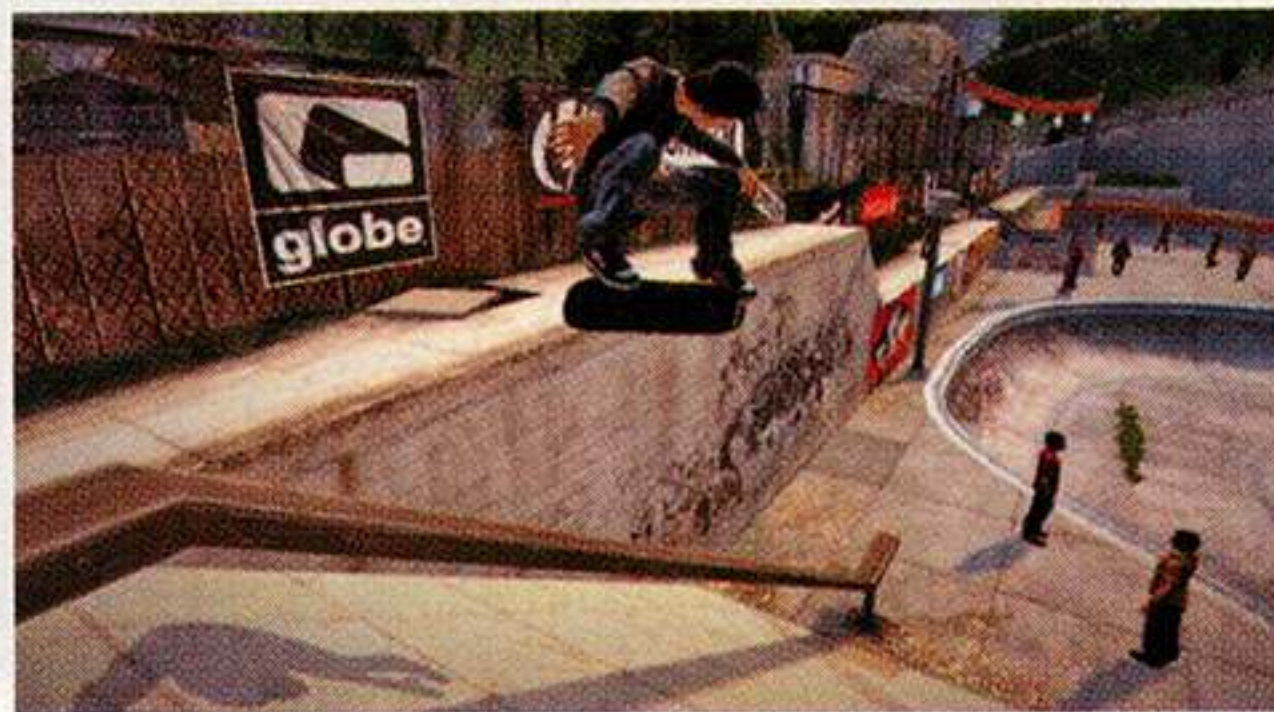
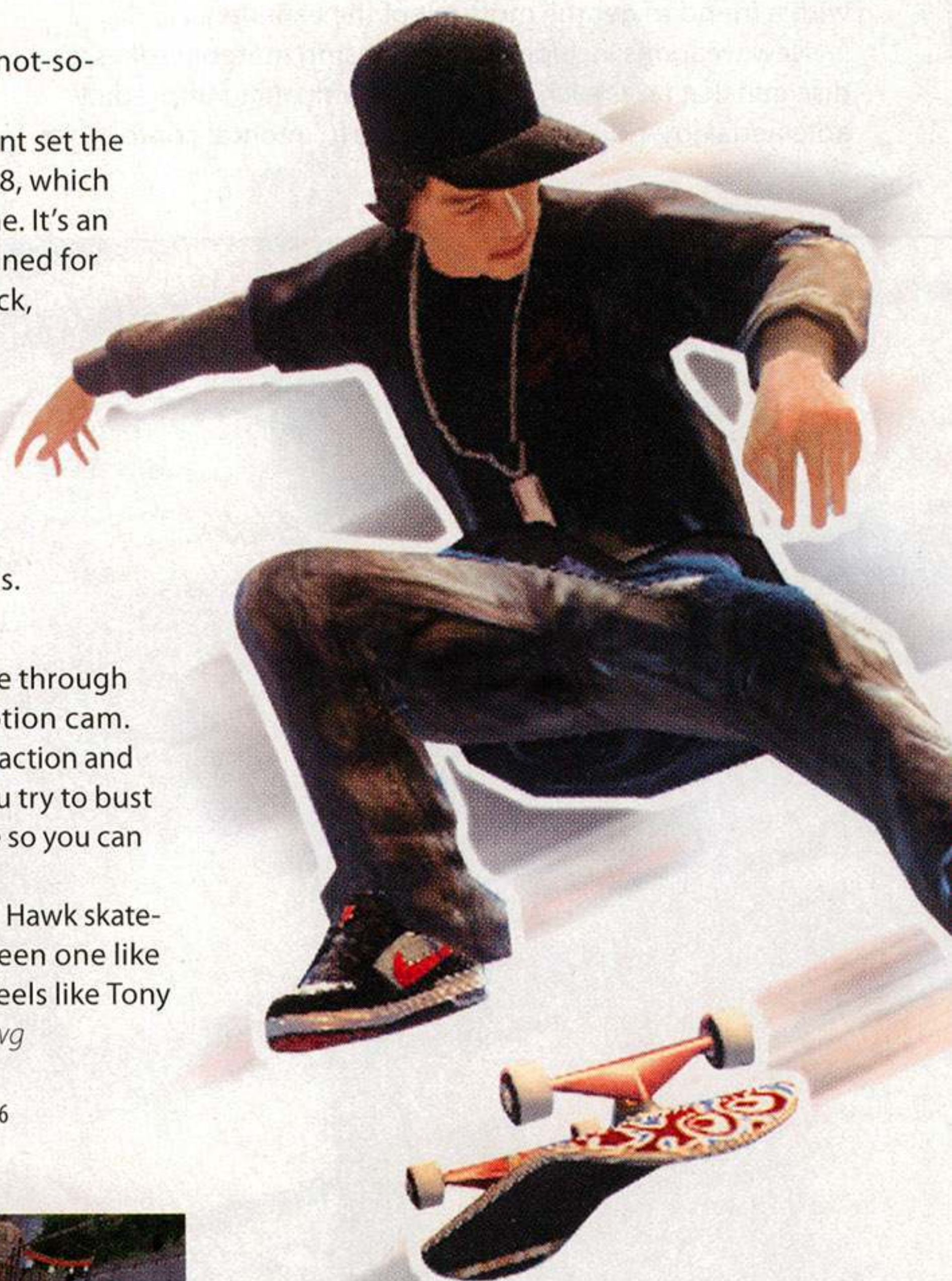
In preview form, the environment set the stage nicely for the core of Project 8, which will be the slick new control scheme. It's an intuitive analog joystick scheme tuned for skaters: left stick, left foot; right stick, right foot. For flips or ollies, jump into the air and you can "kick" the board by pressing a stick towards the direction you want to spin it. Get airborne, and you can even pull an awesome airwalk by pushing the sticks in opposite directions.

Air Tony

Your skating skills take center stage through some creative use of the slow motion cam. Nail the Trick mode gears down the action and focuses the view on your feet as you try to bust tricks. Focus mode slows down time so you can string tricks together.

Sure there have been plenty of T. Hawk skateboard games...there just hasn't been one like this. Tony Hawk Project 8 already feels like Tony for a new generation.—*Atomic Dawg*

■ **First Look** ■ Developer: Neversoft
 ■ Publisher: Activision ■ Target release date: Fall 2006

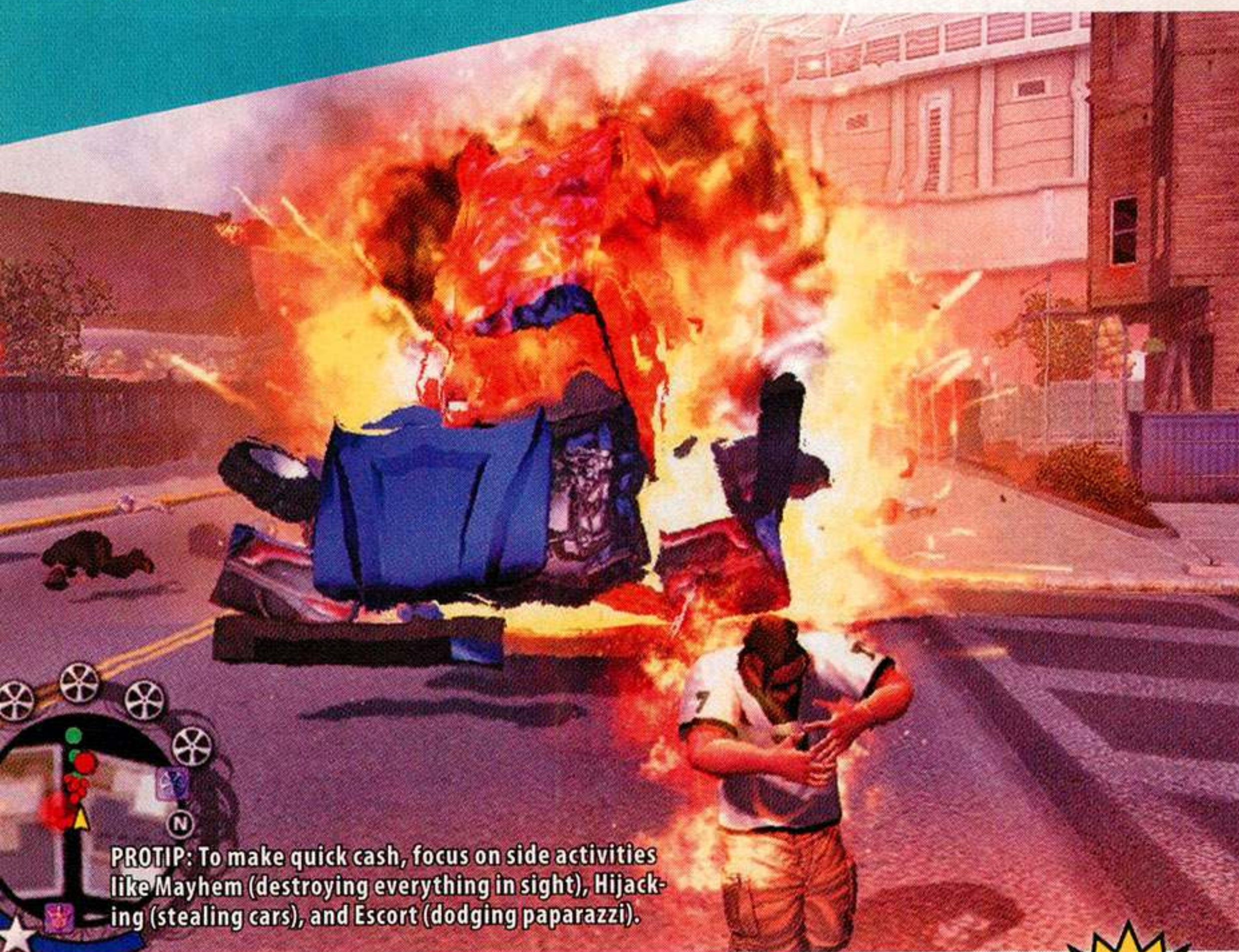


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PROTIP: To make quick cash, focus on side activities like Mayhem (destroying everything in sight), Hijacking (stealing cars), and Escort (dodging paparazzi).



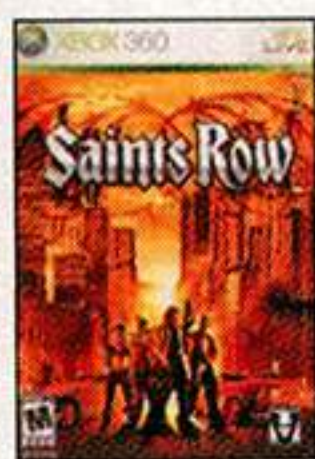
PROTIP: Proper nutrition does a gangsta good. During combat, chow down on burgers to instantly recover life. Press and hold B and use the directional pad to select your snack.

Saints Row



The best reason to own an Xbox 360 this side of Oblivion

Xbox 360



We can only hope that the developers of Grand Theft Auto IV are taking careful notes on Saints Row, the next-generation of the "open world"-style games popularized by Grand Theft Auto III. At first glance, Saints Row looks like little more than an Xbox 360-fortified version of GTA: San Andreas.

Only it's better—much, much better. Unquestionably, irrefutably better in nearly every possible way. It's what you hoped you'd see in the yet-to-be-unveiled Grand Theft Auto IV... only you won't have to wait until October 2007 to play it.

Tales From the Hood

The story is simple but well executed. As a fledgling member of the 3rd Street Saints, you're charged with, shall we say, opening up new streams of revenue. After being canonized in a vicious all-on-one mob brawl that serves as an appropriately brutal inaugural mission, you find yourself on the bullet-riddled streets of Stilwater armed with only your fists and your dreams. And missions, lots and lots of

missions: Saints Row's in-game map is studded with hundreds of different activities, stores, and clubs. One of the game's best features is its GPS-style navigation system that provides a colored trail leading you to the next mission objective. It's a magnificent feature, and GTAIV would do well to borrow it.

The mission design is also hugely improved over the often-frustrating trials in San Andreas. Fail a mission? No sweat: tap a button to instantly try again without any penalty. The missions themselves are also more ambitious, ranging from the usual petty thefts to ultra-satisfying killing and vandalism sprees. Then there's the feature every GTA fan has clamored for since GTAIII: online multiplayer matches. Saints Row's Xbox Live presentation is a colossal step in the right direction for the genre with its live-action lobby (where players can brawl prior to a match), imaginative game modes, and an almost MMO-style element that allows you to amass and

spend the money you win online. End result: You'll be busy for months.

Ghetto Fab

Saints Row's seedy inner-city world is an illusion, but it's a convincing one. The game bombards players with clever, immersive audio and visual cues: parking meters gush quarters when smashed, pedestrians stoop to tie their shoelaces, and breaking newscasts report on your criminal mischief. In fact, Saints Row's digital world is so meticulously detailed that its only real peer in this regard is The Elder Scrolls IV: Oblivion, a game that set soaring new standards for gaming immersion.



PROTIP: Pimping out your character with jewelry and pricey threads does more than inflate your ego: It boosts your Respect, which helps you unlock high-level missions.

Our Saints Row 2 Wish List

Saints Row will keep us busy for months to come, but we're already looking forward to the inevitable follow-up. Here's our preliminary wish list.

Bikes and Aircraft

Not just because San Andreas has them, but because they kick ass all on their own

Upgradeable Weapons

Silencers, quick-draw holsters, exotic ammunition, and laser sights...we're drooling already.

Even Better Multiplayer

We'd like to be able to play the full single-player story line with a buddy or two.

Female Player

Definitely a blind spot in the current game. Hooker-turned-hitman? Anything's possible.

Skills and Classes

Imagine building a Hacker character to specialize in safe cracking or a Mechanic who can add bulletproof plating to his rides.





Automobile carnage is a Saints Row's specialty; pyromaniacs, take note.

Saints Row's visuals shine thanks to advanced shader models, rag doll physics, real-time reflections, and plenty of other high-tech gobbledygook. What matters is that the environments and characters look razor sharp, draw distances are kept nice and long, and explosions produce dazzling geysers of sparks and debris. You still encounter brief snatches of slowdown from time to time, and sometimes enemies appear to pop out of thin air, but these issues are vastly improved over San Andreas.

The audio sparkles, too. Radio stations deliver tunes from an admirable array of indie bands. Saints Row's sound effects are simply perfect with meaty firing effects, booming explosions, and rumbling bass from passing cars. The voice acting is also impressive thanks to the vocal talents of David Carradine (*Kill Bill*) and Keith David (*Requiem for a Dream*).

St. Awesome

Saints Row controls more like a simplified first/third-person shooter than the GTA games of yore. And though this new free-aim system has its quirks, it's also a vast improvement over San Andreas's mucky auto-aim. Shooting and moving feel great; in fact, the only time the controls get sticky is when you're trying to simultaneously shoot and drive. Otherwise, it's a smooth ride.

Parental units should take note: Saints Row definitely ain't for the kiddies. If anything, it's even naughtier than the GTA titles. Older gamers will love the violence and the sleazy sexual charge. And no, we didn't find any Hot Coffee-style mini-games (rest assured—we looked), but thanks for asking.

Controversy will surround Saints Row, and not just from the Hillary Clintons and Joe Liebermans of the world. Rockstar loyalists will pledge their blind allegiance to Grand Theft Auto, hurling insults (if not grenades and Molotovs) at anyone who dares suggest Saints Row might surpass the ghetto classic San Andreas. True gamers will just shrug at the commotion and pick up the controller—Saints Row is just too good to miss.—*Vicious Sid*

Multiplayer Mayhem

Saints Row has a robust Xbox Live mode that will keep you busy for months. Here's a peak at the highlights.



In *Big Ass Chains*, the more necklaces you collect, the more cash you earn.



Blinged Out Ride pits two teams against each other in a competition to create the best car (and sabotage the competition).



Protect tha Pimp is Saints Row's answer to the VIP game in Counter-strike. One team defends the titular pimp; the other works to snuff him out. Beware the one-hit-kill pimp slap attack!



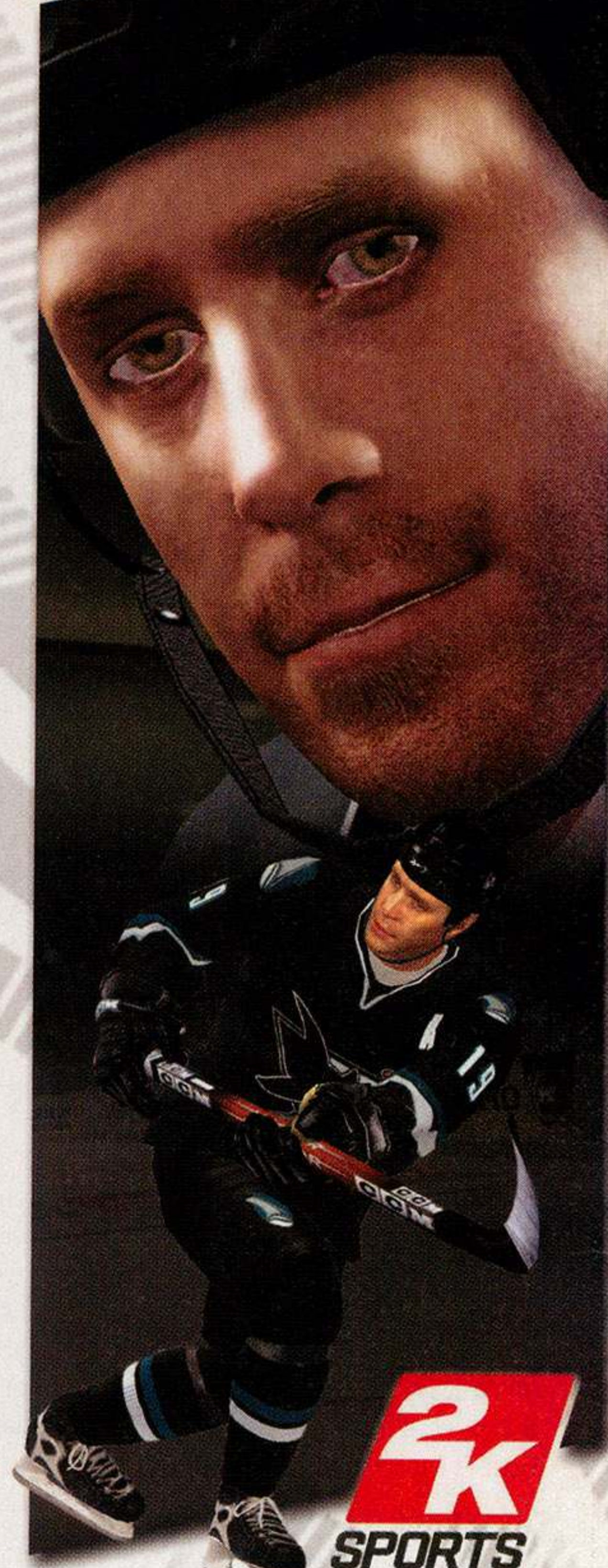
GRAPHICS 4.75
SOUND 4.5
CONTROL 4.0



FUN FACTOR
4.75/5

Developer: Volition Publisher: THQ \$59.99
Available now Action 1 player; 12 online ESRB: M

2K SPORTS
NHL 2K7



NEXT-GEN LOOKS

Next-Gen *Cinematic* graphics and presentation are hot enough to melt ice. No game brings you inside the hard-hitting, lightning fast world of pro hockey like NHL 2K7.



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*According to GameRankings.com average scores of 2003 - 2006 hockey video games.



PROTIP: The longer you hold a direction, the faster Amaterasu can run, allowing you to sometimes outpace your enemies.



PROTIP: Nippon is filled with secrets and puzzles. Inspect your surroundings carefully before moving on.



PROTIP: Don't be afraid to experiment with your brush powers: You never know when it could have an unexpected effect.



PROTIP: Some boss battles can tax your health. Don't forget to upgrade it with the praise points you've earned.

Okami

A singular spectacle of affecting aesthetics and engaging gameplay



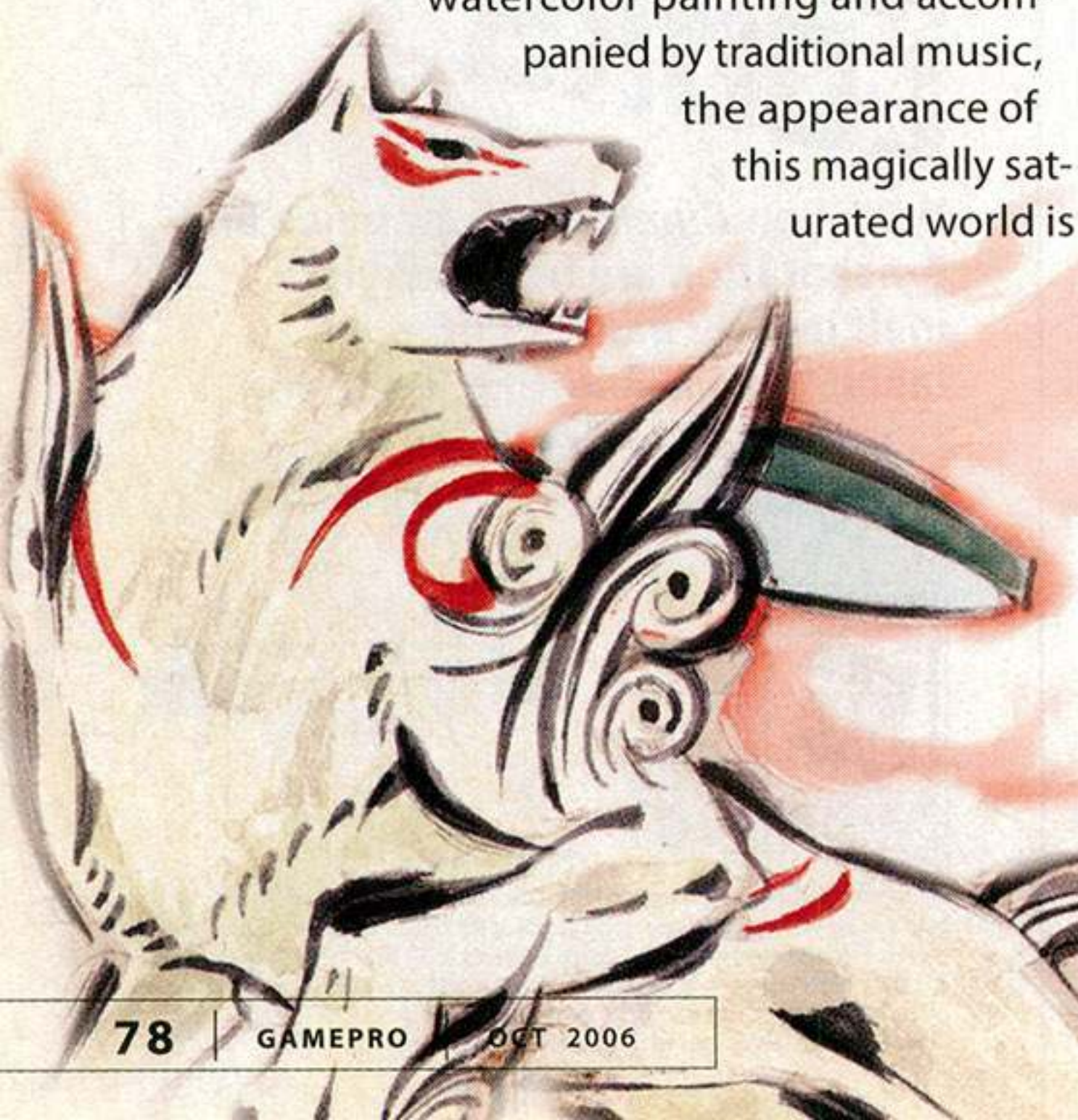
PS2



A Shinto god returns to Earth in the form of a white wolf out to restore landscapes beset by a grubby evil with ethereal brush strokes, claw swipes, and a strange little bouncing bug. It's precisely the sort of oddity that could only have originated in Japan, but it's more than that. A lot more.

Something New Under the Sun

To call Okami's elegant visuals "cel shaded" is to drastically understate their impact. Mimicking the aesthetics of a particular style of Japanese watercolor painting and accompanied by traditional music, the appearance of this magically saturated world is



tied closely to the gameplay. You may pause at any time and drag the "celestial brush" to paint missing objects into existence, turn night into day, complete star constellations, cut through monsters and obstacles with an inky sword slash, and much more. Defeat the darkness infesting a particular area, and you're treated to a vivid depiction of its rebirth. Bringing the sickened landscape of Nippon back to life isn't just visually rewarded, either: Most good deeds earn you "praise points," which are spent on stat upgrades like life energy and inkwells.

A Light Touch

Just experimenting with the environment is great fun, and the ancient story is told without the deadly seriousness you might expect. A goofy undercurrent of humor runs through the villages and outposts populated by nutty farmers, wannabe warriors, and a menagerie of beasts. Though the straight combat encounters aren't terribly memorable apart from brush stroke attacks, daffy taunt animations, and the occasional boss villain, they do reward you with goodies and money for the shops, and punctuate the less frenetic moments nicely. Each new area is more inventive and beautiful than the last, and secret digging spots, breakable

pots, lovable interactive critters, and varied new brush techniques are sprinkled naturally throughout.

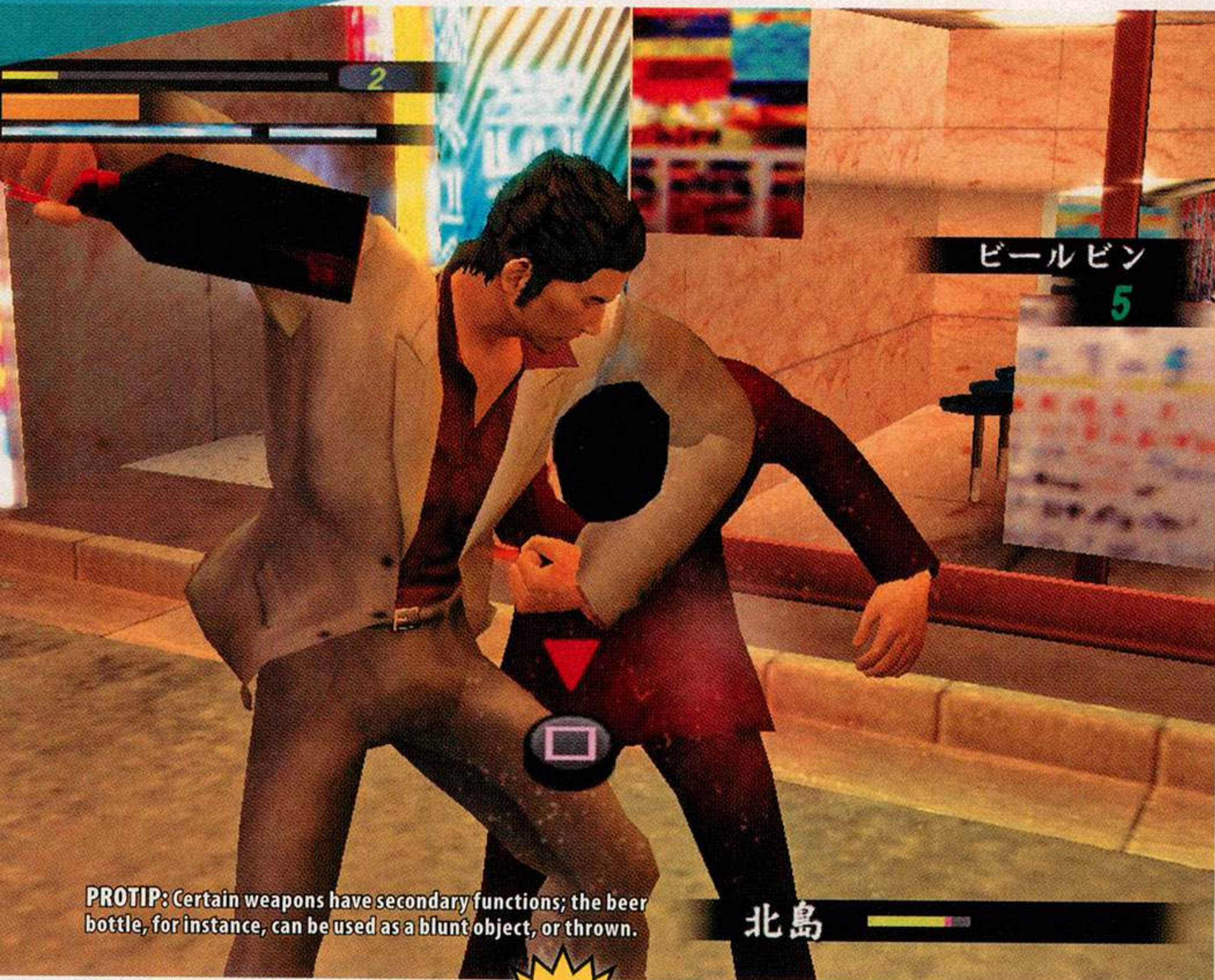
Camera Obscura

There are frustrations: The camera can be a pain in the neck, especially when it closes in too close on combat with your enemy sitting safely off the screen, and most exploration is best done with the long-range view, slightly diluting the visual enchantment. Meanwhile, all text speech is accompanied by a bizarre grumble of gibberish vowels that conveys a thin modicum of mood but little else. Luckily, none of this ever becomes sufficiently annoying to break Okami's powerful spell.

The past couple years have seen feckless pseudo-games that hid a complete lack of entertainment value behind a specious layer of supposed "art." Okami shames them simply by being the genuine article: A stunningly gorgeous and unique masterpiece that effortlessly blends art and storytelling with puzzles and amusement. Miss this landmark effort at your peril.—Ouroboros

PS2	GRAPHICS	5.0	EDITORS' CHOICE	FUN FACTOR 5.0/5
	SOUND	3.5		
	CONTROL	4.0		

Developer: Clover Studio | Publisher: Capcom | \$39.99
Available September | Adventure | 1 player | ESRB: T



PRO TIP: Certain weapons have secondary functions; the beer bottle, for instance, can be used as a blunt object, or thrown.

Yakuza



Crooks with a code of honor

PS2



Criminal organizations have always fascinated the general public. The lure of organized crime, strict and deadly brutality, and the enigmatic shroud of underworld secrecy generally make us all curious. Add the fact that the Japanese Yakuza is heavily influenced by feudal Japanese traditions and a philosophy that is eroticized in the West, and you have one heck of a setting for a video game.

Yakuza's gameplay has been the victim of unfair and totally inaccurate comparisons to the Grand Theft Auto series. In Yakuza, you never carjack or hurt innocent bystanders, and, unlike Western criminals, the traditional Yakuza figure has a code of honor. One of the best things about Yakuza is the main character, Kiryu Kazuma, who embodies the samurai spirit—something totally alien to the mass carnage and moral dilapidation of the GTA series.

Save the Puppy!

Yakuza's gameplay is split into two modes. The overarching Adventure mode allows you to run around the city, explore, purchase items, develop attributes, and gather information from ordinary citizens. You can expect a plethora of sub-scenario side missions, including catching con artists, reuniting families, saving stray puppies, and visiting mini-game venues—just like in Shenmue.

Battle mode is Yakuza's other half, and it gives you several options to inflict bodily harm on your attackers. Landing consecutive blows to your assailants fills up your Heat Gauge. Once

your Heat gauge is full, you'll be able to pull off some extraordinarily devastating moves. There are also several items scattered around the area, including store signs, plastic beer crates, and garbage cans that double as weapons.

Mama Said What?

The overall gameplay experience of Yakuza is a mixed bag of outstanding moments of plot development and intrigue soiled by repetitive Battle mode ambushes and experience-point grinding. The game starts off engaging and immersive for the first two hours of gameplay. However, once you get to a certain event, the Battle mode ambushes get ridiculously frequent—about a battle every city block. This pattern of rinse and repeat is duplicated throughout the entire game, and it becomes a chore to travel from one part of the city to another.

Another sore spot is the absence of a Japanese audio option. While Sega has instituted a major effort to get the voice acting just right for Yakuza, playing a game that takes place in Japan and is steeped in Japanese culture and philosophy in English is a little jarring. It's unfortunate that the game could not have been presented with a dual voiceover option that would allow you to switch audio tracks.

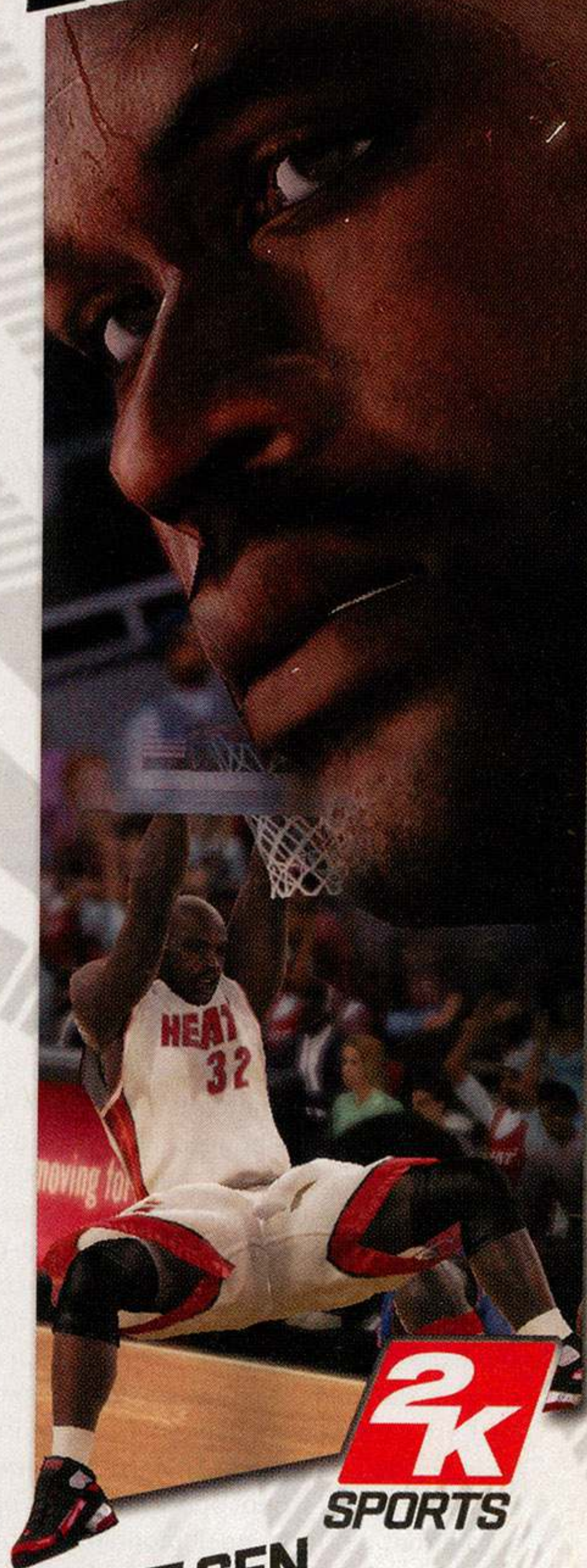
Say After Me, "Rakuza"

If you're into crime noir action games, then Yakuza won't disappoint. The gameplay may be a little convulsive, but Yakuza more than compensates through its engrossing story and attention to detail.—*Rice Burner*

PS2	GRAPHICS	4.0	EDITORS' CHOICE	FUN FACTOR	4.5
	SOUND	4.0			
	CONTROL	4.25			

Developer: Amusement Vision Publisher: Sega
\$49.99 Available now Action 1 player ESRB: M

2K SPORTS NBA 2K7



NEXT-GEN STYLE

Signature Style, that is. Every NBA baller plays with his own unique style of play with true-to-life moves and skills for unmatched Next-Gen authenticity.



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*According to GameRankings.com 2003-2006 average review scores of NBA simulations.



PROTIP: With a chainsaw, you don't even necessarily have to attack if your enemy trots right into the blade.



PROTIP: Propane tanks aren't terribly common outside a hardware store, but they can take out a crowd in a hurry.



PROTIP: Getting from one area to another on foot can take a while. Grab a skateboard or bicycle to speed up the trip.



PROTIP: Don't forget to take pictures of your handiwork to inflate your Prestige Point count.

Dead Rising

The game's arsenal of ad hoc weaponry is its most valuable asset.

Xbox 360

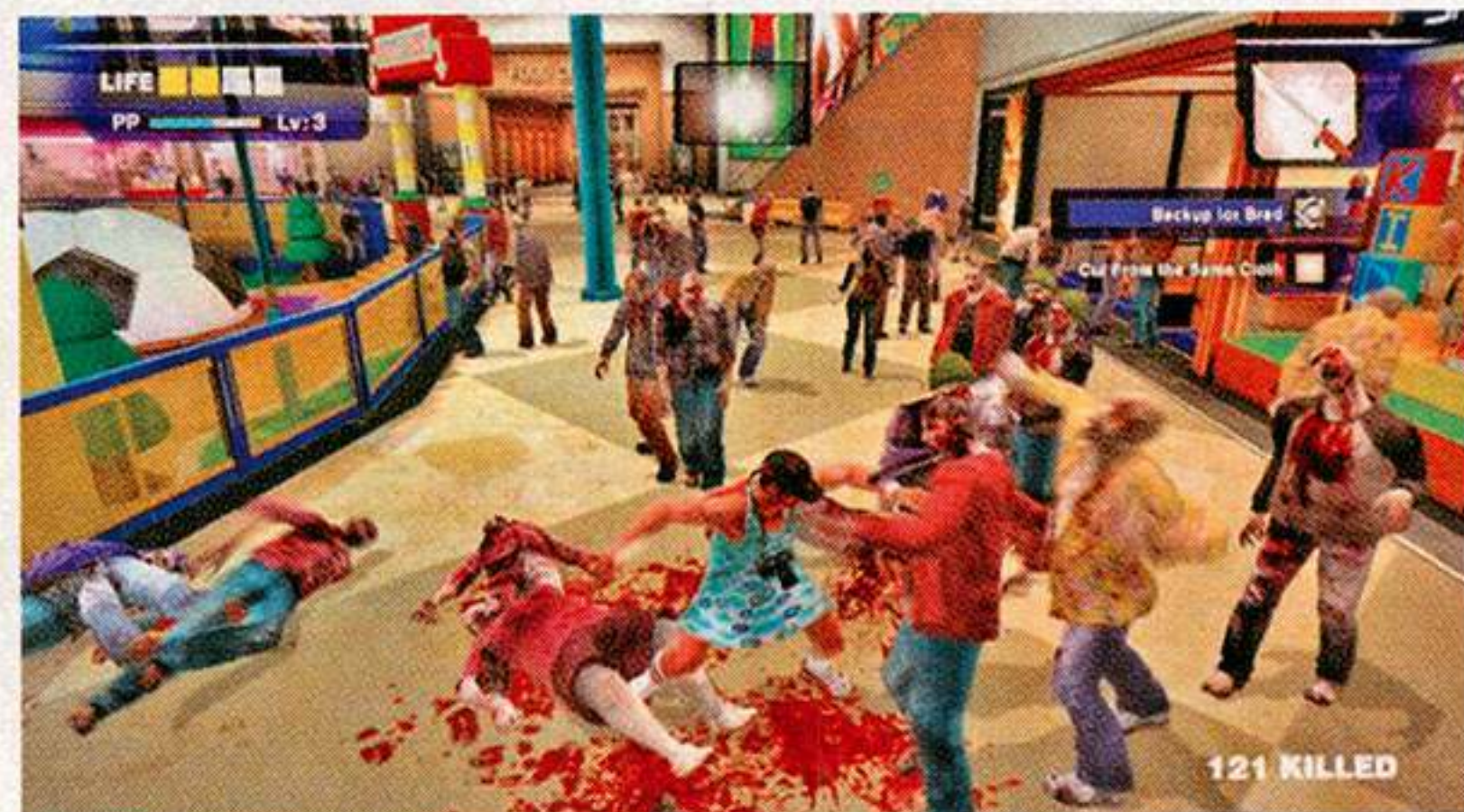


Between the remade movies and "survival horror" video games, zombies are by now too familiar to be much scarier than expired milk. If Dead Rising is any indication, though, there's still plenty of fun to be had at their expense.

Dead Men Tell No Tales

The town of Willamette is covertly quarantined by the military, and ambitious photojournalist Frank West gets himself airdropped onto the huge local shopping mall to grab the scoop. From that point on, the clock is ticking: You've got 72 hours to take the best photos of your career, get to the bottom of what happened, and escape in one uninfected piece.

You're not alone in this shopping Mecca: swarms of undead infest every corner, and survivors range from cowering nitwits to armed psychos. Some need your help, others consider you fair game, and any could know more than they let on. Case Files develop over time, dropping odd pieces of a greater whole, and a buddy in the security center occasionally alerts you to "scoop" opportunities: people barricaded in a storefront, a competing photographer, a gunfight. You can prioritize as you see fit, but most of the narrative elements feel tacked on, providing only arbitrary excuses to send you scampering from one end of the mall to the other with dim-witted A.I. and some inexplicable dark spots providing the biggest challenges.



PROTIP: For carving through a wall of flesh, nothing beats a nice sharp blade. The floral-print dress is optional.

Weapon of Choice

Thank goodness beating the ichor out of hordes of undead is so damn fun then because whether you're snapping incredible photographs or leading hapless dingbats to safety, you bash zombie skull constantly. As you level up, you master new unarmed attacks, but they're hardly necessary when just about anything lying around this huge sandbox can be lethal: chainsaws, hedge clippers, frying pans, fire extinguishers, and on and on, and each unique attack is animated with exaggerated style. The insane variety of weaponry keeps Dead Rising's repetitive combat core from losing its charm—whether you're cracking a potted plant over someone's head or waving around a glowing neon toy sword. Aiming firearms is slow and frustrating, but barring a few irritating mission requirements, you're free to stick with the outlandish melee options.

Mall of America

Dead Rising's varied environments are colorful, crisp, and detailed; the frame-rate remains silky at 720p; and the sound effects are just punchy enough to lend a decent crunch to your attacks. The expansive environments are divided by too-frequent load screens, the story elements fall limp more often than not, and corralling idiotic survivors can try your patience, but the visceral thrill of taking zombies apart is so varied and enjoyable that such disappointments are forgiven. Dead Rising isn't game of the year, but it is a whole lot of mindless fun.—Ouroboros



Xbox 360	GRAPHICS	4.0	FUN FACTOR 4.0
	SOUND	3.5	
	CONTROL	4.0	

Developer and publisher: Capcom ■ \$59.99
Available now ■ Action ■ 1 player ■ ESRB: M



PRO TIP: Although the rifle is the most-used weapon in the game, don't discount its sniping ability.



Prey

The first next-next-generation shooter is officially here, and it kicks ass.

box 360



It isn't often that a game redefines an entire genre, especially one as overcrowded and tapped-out as the first-person shooter. But thanks to innovative game design, jaw-dropping environments, and a sci-fi story that puts big-budget Hollywood flicks to shame, Prey surpasses all expectations to become one of the best games of the year.

Don't Panic, It's Organic

You star as Tommy, a young Cherokee auto mechanic who is abducted (along with his girlfriend and grandfather) by a strange alien craft. In a race to save his colleagues, Tommy must harness both organic superweapons and ancient Native American rituals to defeat his alien captors on battlegrounds spanning both the physical and spiritual worlds.

The evil E.T.s, navigate their sprawling spacecraft thanks to handy space-distorting portals. These portals, which stitch together the game's mind-bending levels, are Prey's crowning achievement and are an impressive addition to the FPS genre.

But the freakiness doesn't end there. Prey introduces another novel gameplay mechanic: wall walking. Glowing walkways line the walls and ceilings of the Sphere, allowing Tommy to attack from almost any position imaginable. The concept may sound

disorienting, but the feeling is quite natural—it's a little bit like riding a roller coaster.

Sandwiched

Aside from a rusty, trusty pipe wrench, all of Prey's seven weapons are based on icky alien technology. Though the weapons look freakish at times, most of them behave like conventional FPS firearms. The standout firearm is easily the Leech gun, a customizable energy ray that feeds on power conduits scattered throughout the game. It's a fun twist—four guns in one!—and helps keep weapon swapping to a minimum.

But Prey isn't singlemindedly obsessed with explosive firefights. There's another, quieter side of the game that emphasizes stealth and scouting. Several puzzles require "spiritwalking," where Tommy leaves his physical form behind and proceeds as a spiritual being, supernatural bow in hand. Working in tandem with wall walking and portal technology, spiritwalking is just another way Prey's unusual play mechanics shine.

Prey Day

Prey is ruthlessly violent and action-packed yet consistently subversive and innovative—not unlike Duke Nukem 3D. It's also one of the least frustrating games we've ever played, thanks to the smart implementation of features like spirit guides, wall walking, and others too numerous to mention.—*Vicious Sid*

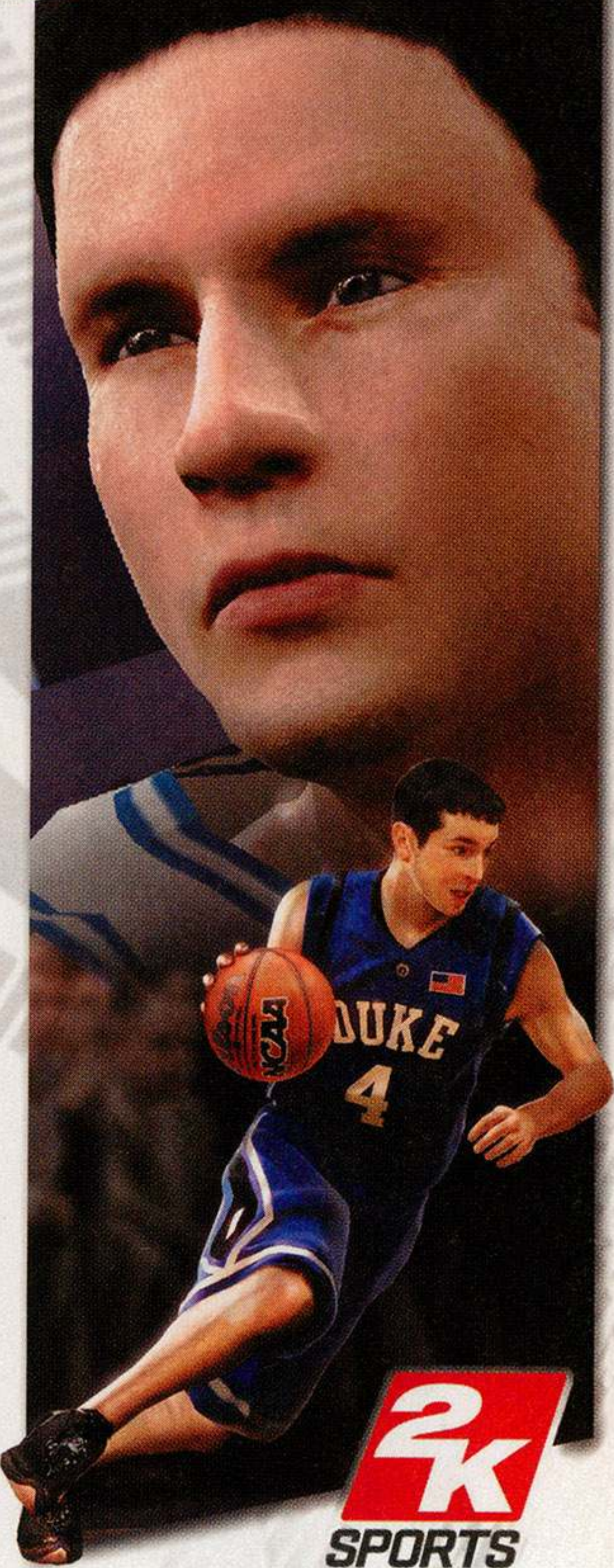
G ONLINE **GAMEPRO.COM**
FOR SIX WAYS PREY WILL CHANGE GAMING

GRAPHICS 4.5
SOUND 5.0
CONTROL 4.5

EDITORS' CHOICE

FUN FACTOR **4.75**

- Developer: Human Head ■ Publisher: 2K Games
- \$59.99; \$69.99 (Limited Collector's Edition)
- Available now ■ Shooting ■ 1 player; 8 online ■ ESRB: M



NEXT-GEN SKILLS

Coaches preach it, champions exhibit it—*Team Unity*. If you want to taste The Tournament, you'll have to master team chemistry. Without it, your bubble bursts.



RATING PENDING
RP
CONTENT RATED BY ESRB

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PROTIP: Just about every permutation of button presses will yield a killer attack of some sort; experiment to find the most effective combos.



PROTIP: Whenever possible, save the more powerful blue meter attacks for when there are hundreds of enemies headed your way.



PROTIP: When facing big bosses, always follow the boxing strategy of "stick and move." Stay in one spot too long, and you'll take a couple hits at a time.



PROTIP: Your hero friends might be pretty, but they're lazy, so don't expect them to live up to your example carnagewise.



Ninety-Nine Nights

Hype can't disguise a pretty retreat.

Xbox 360



At the splitting of the Orb crystal, a once-peaceful world descends into a race war. The Goblin King declares war on humanity, and the venerable Forces of Light launch their own counteroffensive.

High Gloss Body Count

As back stories go, the one featured in Ninety-Nine Nights isn't particularly inventive, but the production values are high enough to distract you from the familiar fantasy narrative. A slick opener introduces the cast of appealing heroes, a high-impact orchestral score gets the adrenaline flowing, and trippy visual effects highlight every movement. The frame rate chugs on occasion, and there are some clipping issues where enemies overlap one another, but the look of the game is otherwise impressive.

And with vast swarms of enemies to attack and combinations that net hit counts numbering in the thousands, the game gives players a tremendous feeling of power; the ability to decimate an entire army of enemies is always a couple of button presses away. Just watching the game's pyrotechnics is great fun for a

while, and seeing each character's story intersect with another's pulls you deeper into the game's vibrant world.

Long Distance Runner

The trouble is, once the sheen of the presentation wears off, there isn't much left to speak of. The ostensibly powerful weapons and items you collect from the battlefield simply don't have enough of a tangible effect on your powers. Directing your hopelessly ineffectual companion armies is equally pointless: Instead of fighting for their lives like trained soldiers should, they endlessly circle their foes and wait for you to save the day; ultimately, these dimwits serve only to distract the enemy from your presence. Gamers will also be disappointed by the unbalanced boss battles; trudging through 45 minutes of hack-n-slash combat only to get cut down by a boss monster that inexplicably won't take damage most of the time is enough to make a monk lose his temper; exacerbating matters is the fact that you'll then have to start all over from the beginning. A simple difficulty setting would have helped alleviate the frustration, but sadly, one doesn't exist.

All Fall Down

Ninety-Nine Nights does have its moments, but ultimately, it serves as yet another example of how visually pleasing eye candy can't completely mask flawed game mechanics. It might be a good title to crack out when you just want to mash buttons and take in the fireworks, but if you're looking for a more lasting and memorable experience you're out of luck.—Ouroboros



PROTIP: Most of the bigger bosses are pretty tough; clear out all the lesser soldiers first so you can see what you're doing better.

	GRAPHICS 4.5	FUN FACTOR 3.5
	SOUND 4.5	
	CONTROL 4.0	

Developer: Q Entertainment/Phantagram Publisher: Microsoft
 \$49.99 Available now Action 1 player ESRB: M

WHO'S GOT NEXT?

2KSPORTS

COLLEGE HOOPS



2K7

NHL 2K7

NBA 2K7



2K
SPORTS

FOR NEXT-GEN SPORTS GAMERS, IT'S A WHOLE NEW BALLGAME—
and 2K Sports is playing to win. Shockingly realistic graphics, silky smooth
gameplay and loads of cutting-edge features make this new
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PROTIP: If things get a bit too hot with the Empire, preserve your hard-earned Studs by retreating for a few.

PROTIP: Lightsabers are flashy, but nothing takes care of goons from afar quicker than a good blaster.

LEGO Star Wars II: The Original Trilogy

This sequel advances everything that made the original such a joy.



PS2
Xbox



Star Wars has been licensed to death, and just about every nook and cranny has been mined dry of any mystery it once possessed. How surprising, then, that LEGO Star Wars managed to breathe fresh air into an aging epic laden with archetypes and high drama.

Return of the Jedi

The first game was entertaining for all ages. Its sequel continues the saga in chronological order by revisiting the original three episodes and focuses on expanding what worked best the first time around. The original eventually comes to seem like merely a warm-up for this more elaborately constructed experience.

Environments from Tatooine moisture farms to Hoth's frozen wastes are filled with secrets and diversions. Early on, you can extract water from a marsh. Destroy the filled container with a blaster, and flowers sprout. Tug at these plants and they explode in a shower of Studs, currency with which you may buy hints, characters, and more. You

never know what you'll find if you just explore and experiment.

Under Construction

The controls and cantina level selection are very familiar, but every puzzle, encounter, and character feels deeper, more fleshed-out. In the original, only those who wielded the Force could build things, but now any nondroid can put together items with the bits and pieces lying around. You can even marshal vehicles like landspeeders and speeder bikes, or mount and ride banthas and tauntauns. The puzzles are more intricate than in the original and carefully walk the line between challenging and frustrating wonderfully.

Characters have different attacks and abilities, and you'll find yourself gladly playing through every level again as you search for hidden areas or black LEGOs that only dark-siders can manipulate. There's even an odd little area where you can create bizarre LEGO amalgams. Think "Darth Leia," and you'll get the idea.

Falling to Pieces

The most enchanting aspect of this universe is the charming lighthearted humor. Characters don't just die, they explode bloodlessly into



PROTIP: You'll occasionally have temporary allies, but don't rely on them to do much damage.

their component parts, and the injection of slapstick silliness into classic Star Wars scenes means these re-creations are anything but dry recaps. The camera can be a pain in the neck as you have almost no control over its movement, and it's a bit too easy to accidentally smack around your allies, but these issues are about the only irritants.

One could accuse the whole game of being just more of the same, but to eschew it would be like turning down a second piece of chocolate cake because it has more frosting. No matter what your age, LEGO Star Wars II will keep your inner child happy.—Ouroboros



PS2	GRAPHICS	4.0	EDITORS' CHOICE	FUN FACTOR	4.5
	SOUND	4.0			
Xbox	CONTROL	4.0	EDITORS' CHOICE	FUN FACTOR	4.5
	GRAPHICS	4.0			
	SOUND	4.0			
	CONTROL	4.0			

Developer: Traveller's Tales Publisher: LucasArts
 \$39.99 Available September Action
 2 players ESRB: E10+ Also on the Xbox 360 and GameCube

Super Monkey Ball Adventure

Marble Madness with monkeys

PS2

GameCube



It has long been suggested that the apex of human civilization was achieved the moment someone decided it would be a really cool idea if monkeys were inserted into translucent balls and made to roll around for everyone's amusement. Monkey Ball was an idea whose time had come, and it ushered in a brand-new era of good feeling among the masses.

Monkey See, Monkey Play

It is a sad truth of the video-game industry that no good idea goes unexploited and, eventually, beaten like a dead horse. After making a series of sequels and spin-offs, Sega has attempted to take its well-liked Super Monkey Ball franchise



PRO TIP: Enemies who have a bull's-eye prominently displayed on them are probably asking for it.



PRO TIP: Monkey balls can float through the air with the greatest of ease with the glider power-up.

in a new direction, but the results are unimpressive at best.

A brand-new story mode is the big-ticket item here, but sadly, the introduction of a plot is clumsily done, and it adds nothing to the overall experience. The game offers a sugary-sweet plot so cloying it could choke a Care Bear, and tops it off with a host of nonplayer characters who, when offering up quests to the player, speak in annoying, ear-destroying gibberish.

The game lacks one thing: adventure. The introduction of quests means players will oftentimes feel like everyone's errand boy, shooing away birds, delivering items, lifting the proverbial barge, and toting the proverbial bale. The shift in focus from frantic puzzles to leisurely exploration means stretches of boredom punctuated by moments of wandering aimlessly attempting to find the next plot point. Worse, the introduction of huge environments actually sparks a series of poor design choices, ones that didn't exist in earlier Monkey Ball titles, that further pot-

hole the gameplay.



As a monkey in a ball, you will be called upon to do everyone's dirty work; here, you're scaring birds!

Monkey Business

Adventure's six party games and puzzle-based challenge mode are the best this title has to offer. With multiple players, Adventure flies in the face of its weak story mode and becomes a genuinely fun experience. —*Indignant Crab*



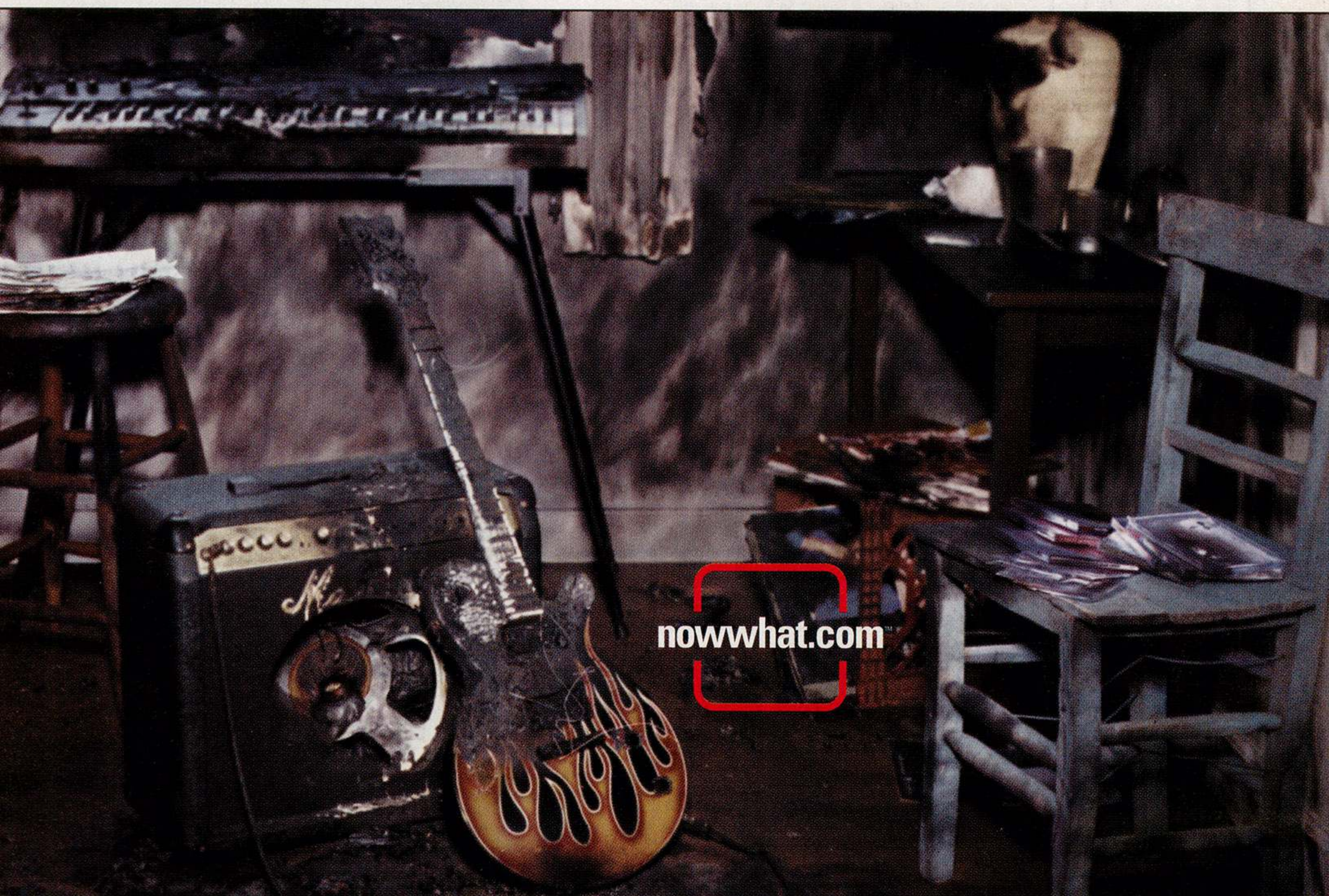
PS2	GRAPHICS	3.0
	SOUND	2.5
	CONTROL	2.5

FUN FACTOR
2.5_S

GameCube	GRAPHICS	3.0
	SOUND	2.5
	CONTROL	2.5

FUN FACTOR
2.5_S

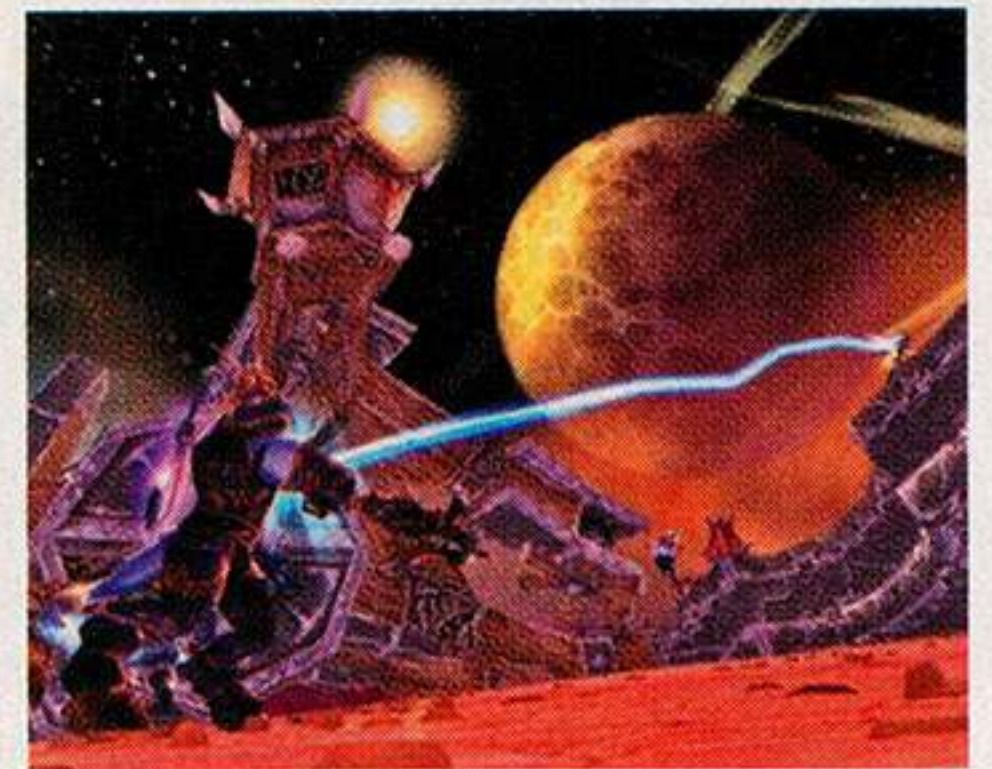
■ Developer: TT Games ■ Publisher: Sega ■ \$39.99
■ Available now ■ Adventure ■ 4 players ■ ESRB: E



nowwhat.com™



A small Draenei NPC encampment in Ammen Vale is the starting area for Draenei player characters.



A Blood Elf Priest attacks a Draenei Hunter with a mind flay spell.



A Draenei Hunter in full Dragonstalker armor: All kinds of epic equipment await adventurers beyond the Dark Portal.



Eerie foes lurk in the Ghostlands.

From Azeroth to Outland

In World of Warcraft's first expansion, *The Burning Crusade*, players leave land behind and venture into an alien world. *By World of Forms*

PC

World of Warcraft rocketed into the MMO stratosphere with unprecedented speed, becoming an RPG giant to dwarf all others. Over 6 million players around the world regularly quest through the lands of Azeroth, and soon, portals will open upon Outland, a series of broken islands floating in a void, the remnants of a destroyed planet called Draenor, a place the orcs once called home.

Ruins of a Red World

At the end of the Warcraft II expansion, the Alliance had invaded Draenor and confronted the leader of the Horde, Ner'zhul, who had opened numerous portals that led to other worlds. These portals ended up tearing the planet into chunks left floating in space. Players will be able to explore dungeons and fight bizarre creatures on these islands. Initially, gryphons and wyverns may be used to get from one island to the next in the same way that players get around Azeroth. When players reach the new maximum level of 70, however, they gain access to flying mounts. Adventurers may purchase them with gold or acquire them through quests. Creatures like Nether Drakes can run along the ground as fast as any epic mount and then take off with a simple tap of the Jump key. From there, the void is

the limit, and players can fly to previously unreachable islands.

New Lands, New Races

Closely tied to Outland are two new playable races: the Draenei and the Blood Elves. The Draenei, members of the Alliance, are exiled members of the Eredar, a race that was turned into demons by the Burning Legion. Draenei players can choose from the Warrior, Priest, Paladin, Mage, Hunter and Shaman classes. They also have several special abilities. The Blessing of the Naaru gradually heals either the caster or an ally. Inspiring Presence is an aura that increases allies' chance to hit. They have increased resistance to shadow energies because they have fought demons for ages. Finally, they get a bonus on jewelcrafting, the expansion's new crafting skill.

The new Horde race, the Blood Elves, is obsessed with obtaining magical power, having left behind their gentler and less greedy brethren. Blood Elves can be a Hunter, Mage, Rogue, Priest, Warlock, or Paladin. They are the only race in the game that cannot be a Warrior. They are resistant to all forms of magic and can also increase their power with the Mana Tap ability, which drains mana from opponents and uses the energy gain stacking buffs and restoring

History of the World

- In Warcraft: Orcs and Humans, players were first introduced to the land of Azeroth and the invading orcs from the world of Draenor.
- Warcraft II: Tides of Darkness continued the battle of humans and orcs, known historically as the Second War.
- Warcraft II: Beyond the Dark Portal brought the Alliance to Draenor and saw the sun-dering of the planet, creating Outland.
- Warcraft III: Reign of Chaos introduced the Night Elves and the Undead races.
- Warcraft III: The Frozen Throne brought the first glimpse of the Blood Elves with the Spellbreaker units and Bloodmage hero.
- World of Warcraft finally allowed players to see Azeroth from the ground.

CONTINUED ►



GET TOGETHER. ROLL SOME DICE. HAVE FUN.





PvP will be a surreal experience on the broken islands of Outland. mana or energy. To further enhance their anti-caster talents, they have Arcane Torrent, a point-blank area of effect silence and interrupt.

The introduction of these new races ushers in a shift in the fundamental interplay between the Alliance and the Horde. Previously, Paladins were only available to Alliance players, and Shamans were only available to Horde players. Now both sides can make use of all classes. This will open up new possibilities in the player vs. player combat.

History Lessons

Another new area coming in the expansion is the Caverns of Time, located in Tanaris Desert. Through these caverns players can access pivotal moments in Warcraft history and relive them. At the outset freaked instance dungeons will be available. The first takes players

to old Hillsbrad as they help Thrall, leader of the orcs, escape from Durnhold Keep. The second has players making sure Medivh opens the Dark Portal, which brought the original orc invasion to Azeroth. Although this was a terrible moment for the Alliance, consequences of allowing history to be rewritten would be far worse. The third instance involves participating in the Battle of Mount Hyjal, where players get to defend the World Tree from the Burning Legion, which took place in

the final scenario in the Night Elf campaign of Warcraft III: Reign of Chaos. In future patches, the Caverns of Time will be expanded, taking players to more historical battles.

Glittering Goodies

The Burning Crusade also introduces a new crafting skill known as jewelcrafting. Players will find uncut gems on their travels, and by taking up jewelcrafting, they can fashion these gems into usable items. Armor and weapons will have slots built into them. These "socketed" items can be found or fashioned by players. Gems can be placed in these slots, granting additional powers to the items. The slots themselves have colors associated with them. For example, if a blue gem is placed in a blue slot, an additional bonus is granted. However, the concept of "metagems" introduces bonuses applied when all the socketed gems are different colors from each other.



Gems and crystals are the foundation of Draenei architecture. The structure in the background is part of a crashed ship known as the Exodar.



Blood Elves survey a PvP battlefield in Outland. With Paladins now available to the Horde and Shamans available to the Alliance, PvP will present new strategic options for players.

This allows for different strategies for putting together gem builds and avoids the scenario where all players of a particular class grab the same gems to maximize their strengths.

Releasing the Shackles

Behind new areas and races, flight, and a whole new profession, a more subtle addition awaits: the lifting of the level cap from 60 to 70. Blizzard assures that these are not just numbers. Solo players in particular, who have probably done all that they can, will have tons of new things to do. All players will be able to fill every slot on their character with new pieces of equipment. New powers will become available. And the competitive player vs. player experience will reach new levels of complexity.

Space, Time, and Beyond

With The Burning Crusade, WoW players will have their hands full with all these new features. Yet more is still to come. Outland is the gateway to untold numbers of worlds. Portals are strewn across the floating islands. Who knows what vistas will one day be unlocked through them? And the Caverns of Time have a potentially unlimited reach into the Warcraft timeline. Sharpen your swords and dust off those staves, for the past and the future are wide open.

■ Developer and publisher: Blizzard ■ Target release date: Available now

Warfacts

- At least 6.5 million people play WoW, and that number is steadily growing.
- Current WoW language versions include English, Korean, Chinese, French, and German. There are plans to also release it in Spanish.
- Existing playable races include Human, Gnome, Night Elf, Dwarf, Orc, Troll, Tauren, and Undead.
- Classes include Warrior, Paladin, Shaman, Warlock, Hunter, Mage, Priest, Druid, and Rogue.
- Professions include Alchemy, Blacksmithing, Cooking, Leatherworking, Fishing, Enchanting, Engineering, First Aid, Herbalism, Mining, Skinning, and Tailoring.
- WoW has gone through nine major patches with an additional patch coming before the expansion.
- Recently, Blizzard banned approximately 59,000 accounts for using various cheats, effectively removing about 22 million in fraudulent gold from the economy.
- WoW runs on 170 servers, or "realms," worldwide.
- In the upcoming patch 1.12, players on different servers will be able to compete in the player vs. player battlegrounds for the first time.

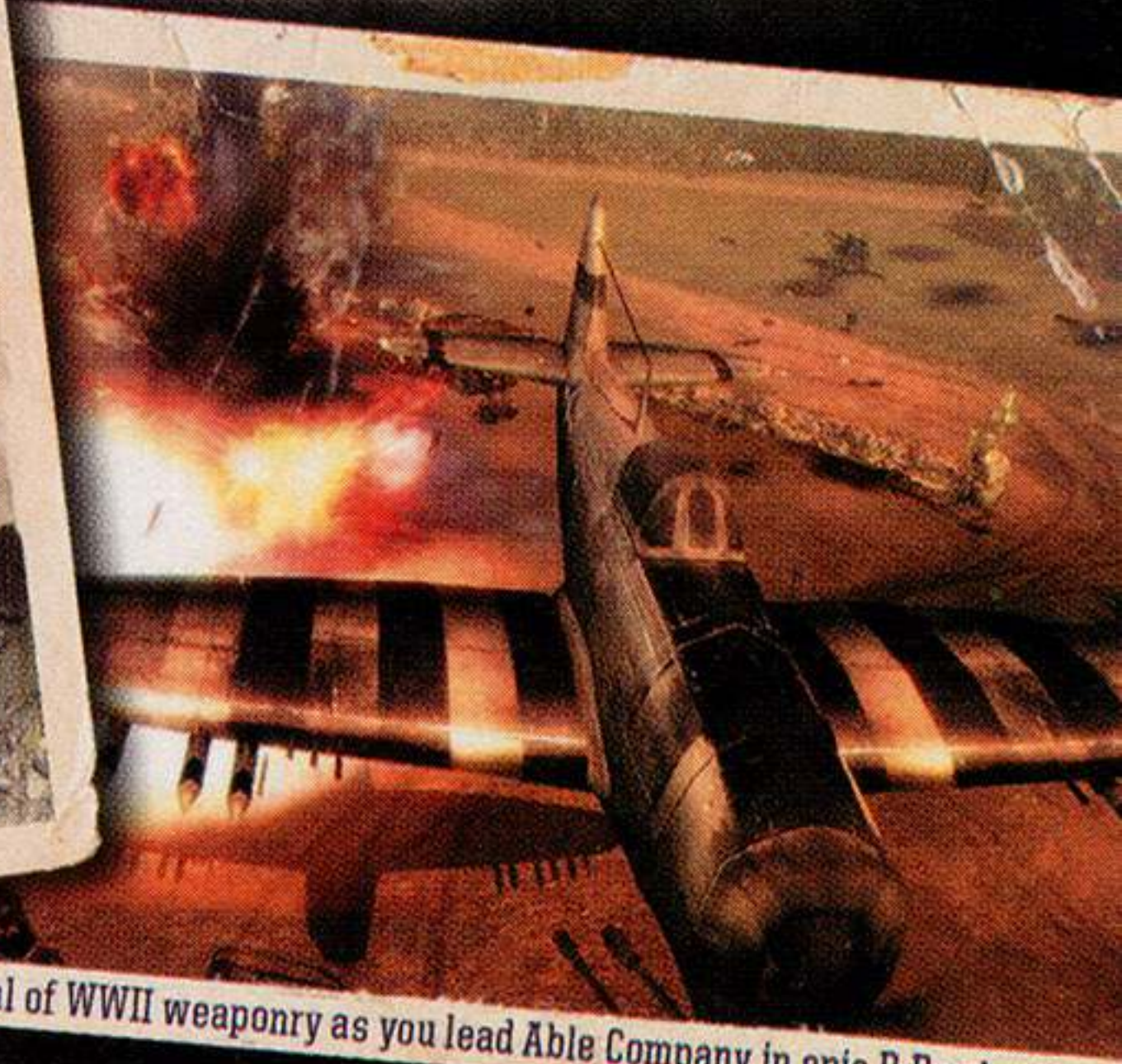
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Grand Theft Auto: Vice City Stories

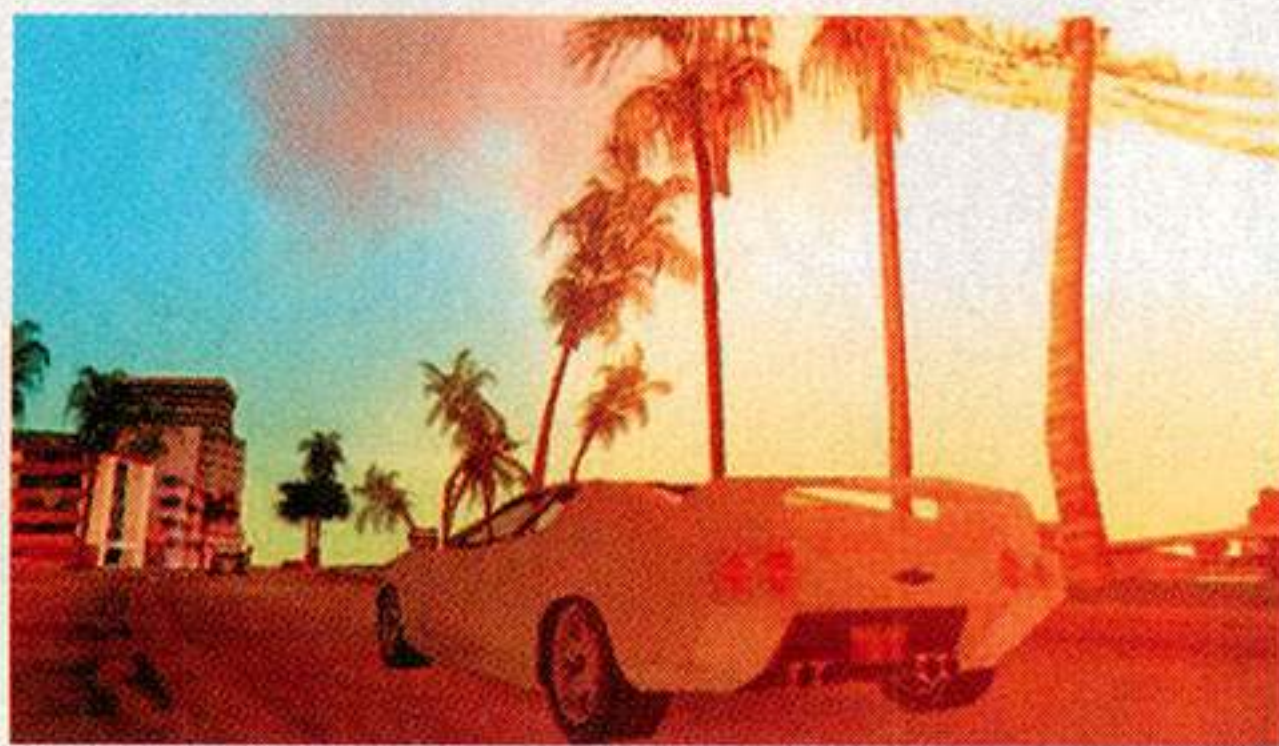
Vice City is revisited in yet another Grand Theft Auto side story.

PSP

Just as Grand Theft Auto: Liberty City Stories expanded on the universe that was created in Grand Theft Auto III, Vice City Stories hopes to do the same with the second GTA PlayStation 2 title, Vice City. In this prequel to Vice City, players will take control of Vic Vance (Lance's brother), a U.S. marine waiting to be shipped out to his new post at Cuba's Guantánamo Bay. Vic will be voiced by Philip Michael Thomas (*Miami Vice*); other characters will be dubbed by well-known stars, but Rockstar wouldn't comment as to whom they might be (or what songs will populate the music track, for that matter).

Club Gitmo

As rival gangs battle it out to rule the drug trade under the watch of corrupt politicians, Vic gets caught up in a series of missions and side quests. Tasks run the gamut of the usual Grand Theft Auto criminal activities. For instance, one



sequence had Vic shooting a gang of bikers from his perch on the side of a helicopter. Of course, there will be side missions aplenty, and they'll include such events as playing stuntman in order to earn some extra bucks.

Geographically, Vice City on the PSP is nearly identical to its PS2 big brother—albeit with a few changes, such as buildings that are under construction and some new structures (like the Chunder Ferris Wheel). Visually, the game will feature a better draw distance, and Rockstar North hopes to eliminate the problem of "clumping," where the play engine generates the same automobiles and characters repeatedly.

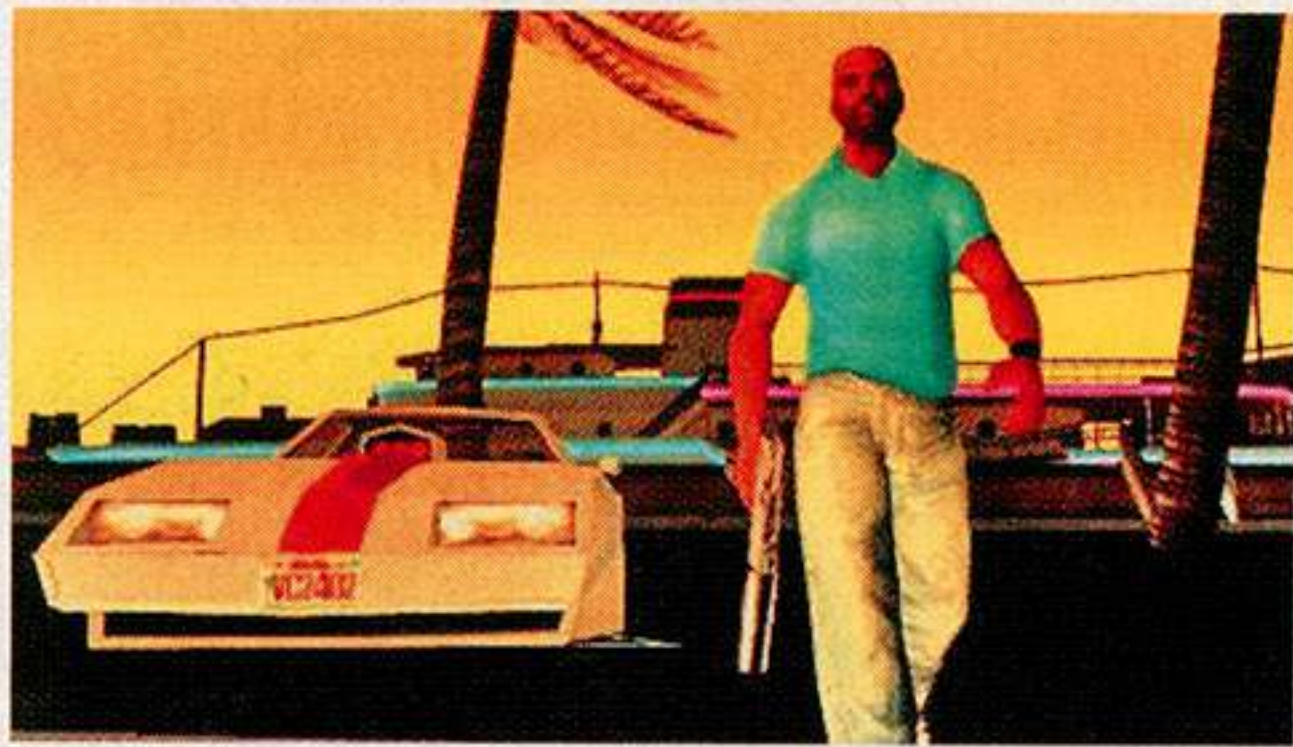
We Built This City

Vice City Stories will mark a few firsts for the GTA series. The JetSki makes its debut as Vic uses the vehicle to navigate an aquatic obstacle course while successfully tagging various checkpoints (reminiscent of a street race in *Midnight Club*). Several features from Liberty City Stories will be carried over to Vice City Stories, including the same multiplayer matches.

Liberty City Stories is the best-selling PSP game to date, and there's little reason to believe that Vice City Stories won't equal or even surpass its predecessor's handheld success.

—Major Mike

- **First Look** ■ Developer: Rockstar Leeds
- Publisher: Rockstar Games
- Target release date: October



The newest addition to the Grand Theft Auto garage, the JetSki.

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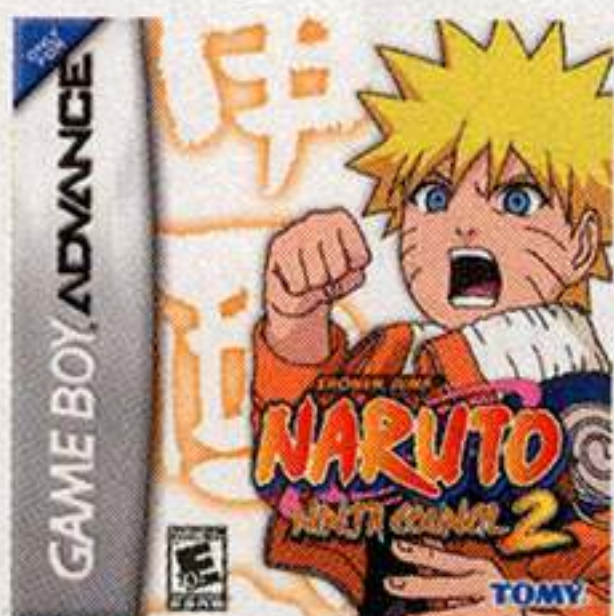
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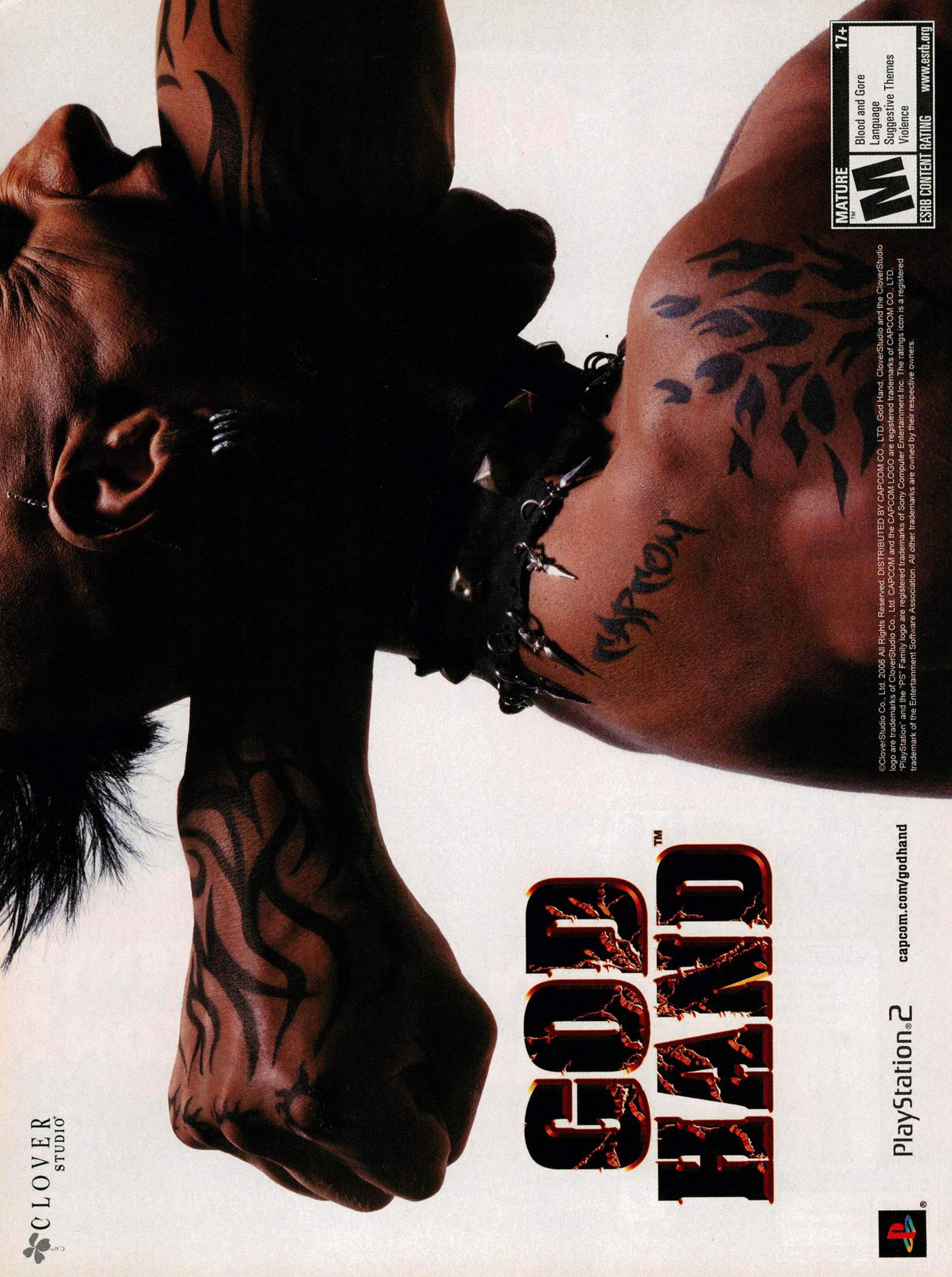


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Language
Suggestive Themes
Violence

ESRB CONTENT RATING

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Ultimate Ghosts 'n Goblins

Visually arresting, maddeningly difficult...and ultimately lots of fun

PSP



Never mind throwing your controller—people used to punch the screen of the original Ghosts 'n Goblins machine. While a layer of Plexiglas-like material protected it, the same can't be said of your PSP, so be warned: This remake is hard as hell.

Ain't Afraid of No Ghost

Arthur is once again out to save the princess, but this isn't just a prettier retread. Ultimate Ghosts 'n Goblins captures the spirit of the original perfectly—perhaps too perfectly, if you're predisposed to destroying electronics—but everything from the spooky course layouts to the gorgeous backgrounds and flamboyant creature designs is entirely new, and is presented in a pseudo-3D parallax that effectively mixes nostalgic side-scrolling with snazzy current-generation graphics without the heinous load times that have become a PSP hallmark.

Up Your Arsenal

The basic platforming gameplay of the original has been expanded. Armor is upgradeable, different shields are collected, and a variety of magical abilities like fire blasts and invincibility are available. There are tons of weapons, from the simple starting lance to Castlevania-esque whips and holy water, and each can be upgraded, lending the crazed action an RPG flavor. Other notable changes are the ability to respawn where you perished, the option to save progress after every stage, 14 permanent ability-bestowing items, and stage-jumping warp staves. These enhancements nicely upset the linear progression by giving you reason to revisit previous stages for previously unreachable goodies. This extends play time significantly, but it also wears out the earliest areas more quickly.

Ultimate Ghosts 'n Goblins is visually arresting, maddeningly difficult at anything above Novice, and ultimately lots of fun as long as your sense of humor wins out over the occasional urge to slam your PSP into concrete. If you can't fathom the appeal of the 2D old-school revival, save your cash; otherwise, grab a lance and skewer some flying eyeballs.—*Ouroboros*



PRO TIP: Don't forget to use your powerful magic attacks when you get in a sticky situation.



PRO TIP: Not all enemy attacks are fatal: Some just temporarily change your size, gender, or even species.



PRO TIP: Play on Novice difficulty and you'll miss out on some of the nastier traps.

PSP

GRAPHICS 4.5
SOUND 3.5
CONTROL 4.0

FUN FACTOR
4.0

■ Developer and publisher: Capcom ■ \$39.99
■ Available September ■ Action ■ 1 player ■ ESRB: T

Tekken: Dark Resurrection

Even in reduced form, Tekken still packs a punch.

PSP



PSP owners finally have reason to celebrate—Tekken: Dark Resurrection looks, plays, and feels just like the PS2 version of Tekken 5. It's a must-have PSP title for fighting fans.

The Tekken experience translates almost perfectly to the PSP's tiny form factor as the game is played almost exclusively with the directional pad and four face buttons. In fact, most of Dark Resurrection's control flaws can be traced back to the PSP's cramped design itself; for instance, the tight directional pad struggles to consistently pull off those precise diagonal movements. But overall, the controls respond better than you'd expect, and Tekken purists won't miss a beat.

Uncompromised Vision

Dark Resurrection's visuals look simply sublime on the PSP's delicious widescreen display. The environments look more sparsely adorned than those in the PS2 versions, but there are still more than enough visual flourishes to make your eyes dart from detail to detail. It's a remarkably pretty game, nearly good enough to pass as a full-blown PlayStation 2 title.

Unfortunately, the soundtrack isn't nearly as impressive. The Tekken games have never created a convincing, immersive soundscape, and the Dark Resurrection remains true to form.

Dark Resurrection isn't a straight port of Tekken 5—it adds some welcome new features like two new characters, 19 fighting areas, and a whole new array of outfits and customizations. A slew of addictive mini-games are also included, and many are taken from the series' PlayStation salad days (including Tekken Bowling). These bonus games aren't much on their own, but collectively they add a ton of replay value.

The Final Blow

Tekken fans don't have to think twice—this game is a must-buy, even for casual PSP owners. Dark Resurrection is proof that the PSP is powerful enough to handle a super-speedy, high-resolution 3D fighter without breaking a sweat.—*Vicious Sid*



PRO TIP: New guy Dragunov is all about power. Try his Frost Tackle (simultaneously tap LP and RP while rising from crouch) and Blizzard Hammer (simultaneously press ←, LP, and RP) to crush foes.



PRO TIP: Always score an extra hit each time you knock an opponent down, even if it's a shin kick; Paul, King, and Nina excel at ground attacks.



PRO TIP: Pop-up combos are a Tekken staple—master them or perish. Heihachi, Nina, and Wang are all legendary jugglers.

PSP

GRAPHICS 4.5
SOUND 3.25
CONTROL 4.75



FUN FACTOR
4.5

■ Developer: Namco ■ Publisher: Namco Bandai Games
■ \$39.99 ■ Available now ■ Fighting ■ 2 players ■ ESRB: T



With the new Lead Blocking Control, you can orchestrate a running play that's a thing of beauty.

Madden NFL 07

It may another year, but this isn't just another Madden.

PS2

Xbox



Madden NFL 07 is one of those games that makes you think you can hold off on that decision to buy a next-generation game system for just a little while longer, at least until after football season.

This year, the PS2 and Xbox versions of Madden execute well on cool new gameplay features.

Blocking 101

Madden NFL 07 is going to pound out the yardage. The game plan last year was Vision and Precision Passing, but that feature's more or less sitting in the options menu in favor of the running game. Lead Blocking Control makes the running attack a thinking man's game. When you call a running play, you have the option to select a lead blocker to control. You can make a block and then switch control back to your runner to take advantage of it.

The feature's pretty slick, and it's a powerful offensive weapon when you do it right, but it takes a lot of practice to master—the move from blocker back to ball carrier has to be quick.



If you don't time it right, the savvy and aggressive A.I. defense (which gets a brain boost this year) swarms over your hapless runner.

Great Escapes

If you get into trouble, though, 07's new Highlight Stick gives you some nice escape moves. It's really a simple press up on the right analog stick, but you have to time it correctly. When you do, your ball carrier busts a righteous open-field animation. Get good at it, and it's usually enough extra yardage for that critical first down.

If the Stick doesn't save you, you can pull a last minute-fake. Press the right stick quickly left and then right to pull a cool double move.

And don't worry, defense, Madden NFL 07 has some run-stuffing options for you. First of all, your defensive teammates seem just a little bit smarter. They'll pull off a block a little more quickly and attack a running play with more intelligence. Also, if you sniff out a run, you can commit your defense toward it by simply pressing the right stick in that direction. All your defenders move to help to that side.

Hall of Fame Credentials

When you need a break from on-the-field action, Madden gives you NFL Superstar: Hall



PRO TIP: When you're learning to use the new kicking control for PATs, you can actually aim the right stick between the onscreen goal posts and literally push the stick toward the opening between them.



PRO TIP: Your A.I. teammates are savvy. If you're playing D-line, sometimes you can run at your teammate's blocker, which will free him up to make a tackle.



PRO TIP: When you're passing to an intermediate-range post pattern, you can sometimes throw to the open spot between defenders before your receiver makes his cut.

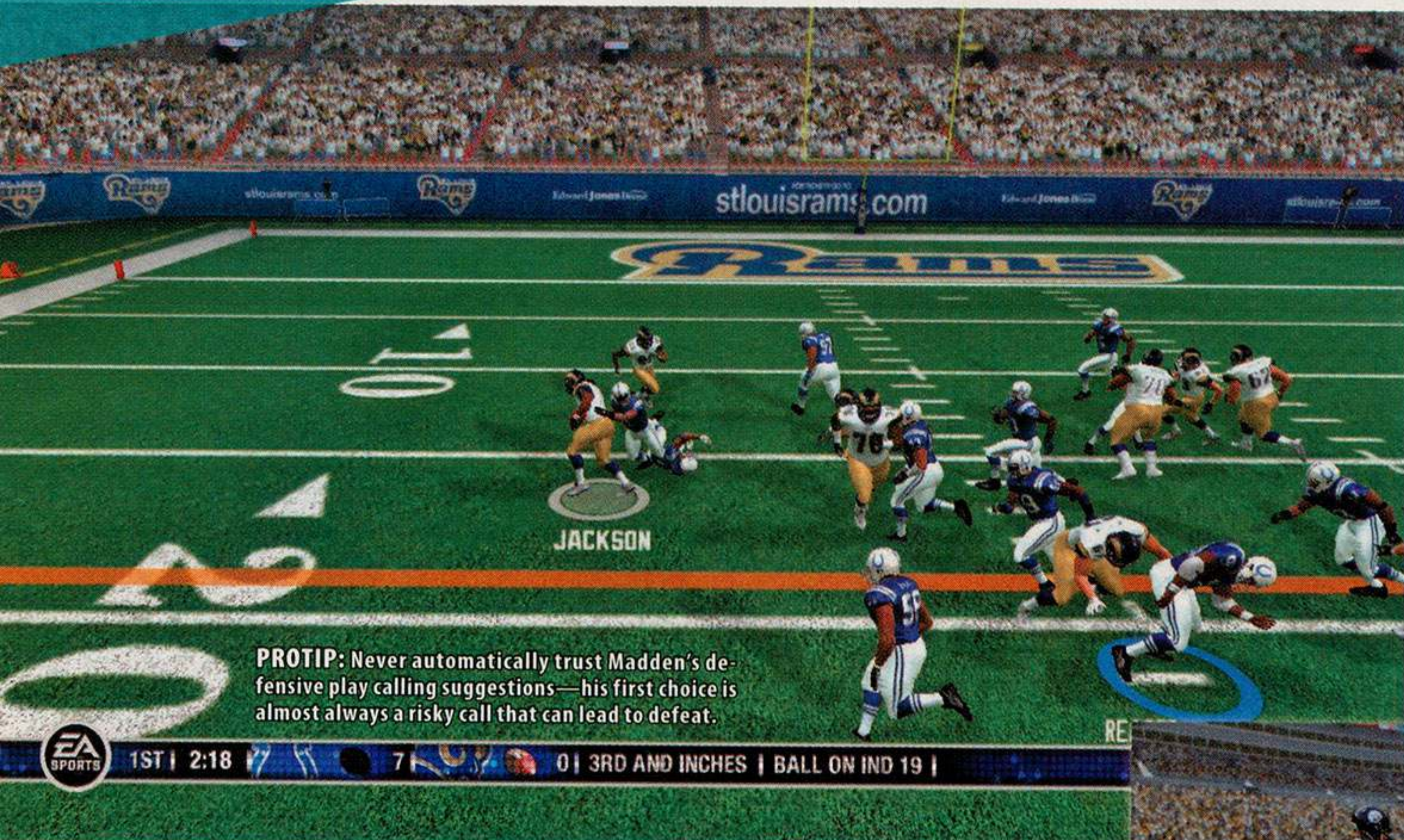
of Fame mode this season. This is an RPG-like create-a-player game that lets you go from DNA to HOF. Just select your parents, and you're on your way to Canton.

Hall of Fame is a commitment, but it's also pretty impressive. You can pick the position you want to play, and then you play games from the perspective of that position, including on the line. Nice!

Madden NFL 07 is packed and feature-rich. It shows depth, talent, and imagination: Everything any winning team needs.—Atomic Dawg

PS2	GRAPHICS	3.5	EDITORS' CHOICE	FUN FACTOR 4.5 ₅
	SOUND	4.0		
	CONTROL	4.0		
Xbox	GRAPHICS	3.75	EDITORS' CHOICE	FUN FACTOR 4.5 ₅
	SOUND	4.0		
	CONTROL	4.0		

Developer: EA Tiburon Publisher: EA Sports \$49.99; \$59.99 (PlayStation 2 Hall of Fame Edition) Available now Football 8 players (PlayStation 2), 4 players (Xbox); 2 online ESRB: E Also on the Xbox 360 and GameCube



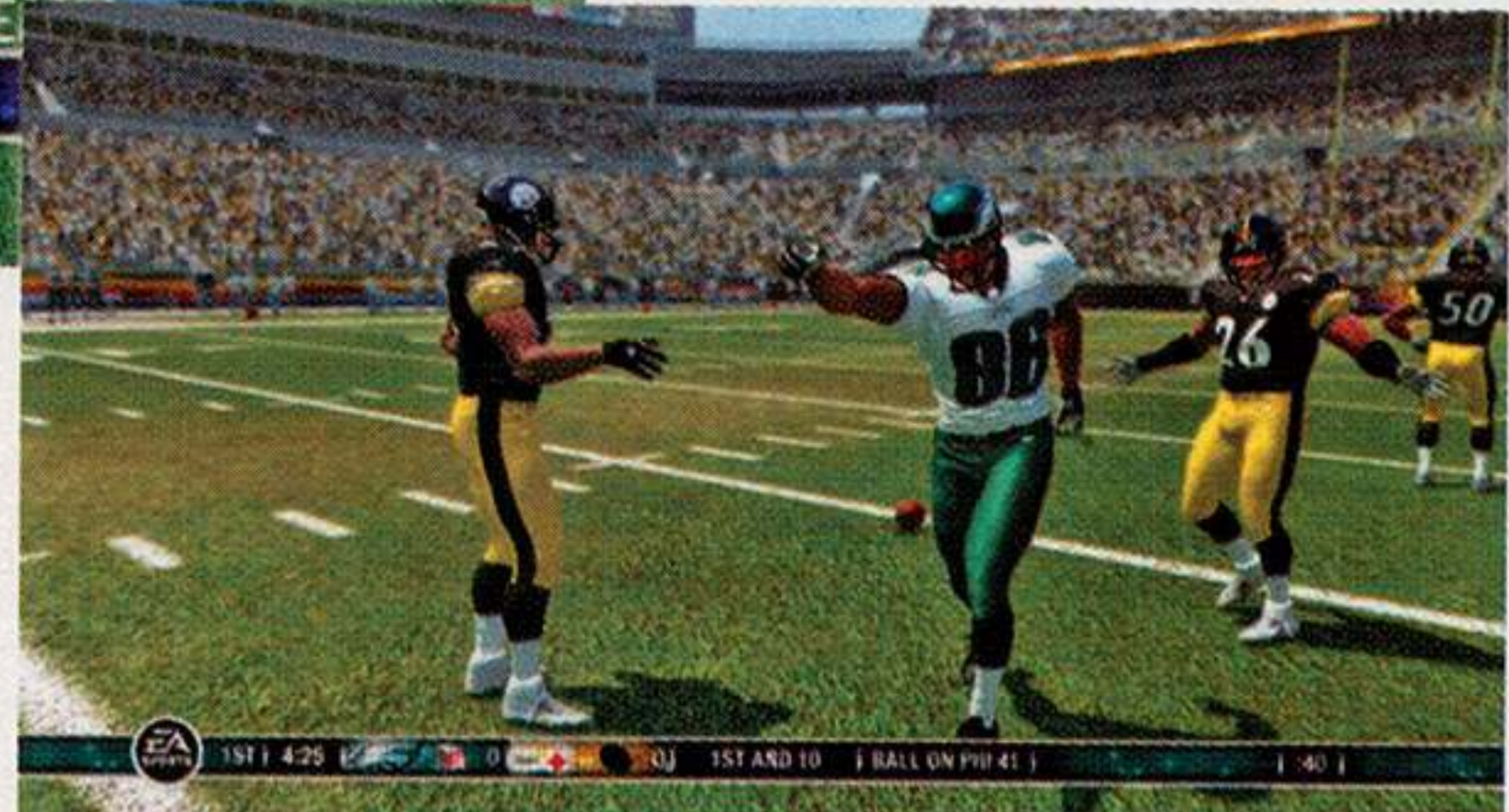
PRO TIP: Never automatically trust Madden's defensive play calling suggestions—his first choice is almost always a risky call that can lead to defeat.



PRO TIP: Be sure to turn on the game's Automatic Switch Back feature to immediately put you in control of the ball carrier as soon as you engage a defender as a lead blocker.



PRO TIP: Using the Jump the Snap feature as a defensive lineman is the best way to create sacks with careful timing and a little patience.



Madden NFL 07's incredible level of graphic detail can be summed-up in two words: 3D grass!



Madden NFL 07

Gives players their first glimpse of gaming greatness to come

Xbox 360



It's no surprise that this next-gen Madden is a graphic powerhouse, but with so many deep and innovative gameplay additions, it also might be the best Madden game to date. Yes, it costs more than the other platform versions, but the Xbox 360 version is clearly the undisputed champion and well worth the extra coin.

Destined for Greatness

Whereas EA's NCAA Football 07 lost a number of its gameplay options in its transition to the Xbox 360, Madden NFL 07

has sacrificed nothing with a full set of robust and multifaceted play modes for single- and multiplayer game types. This year's

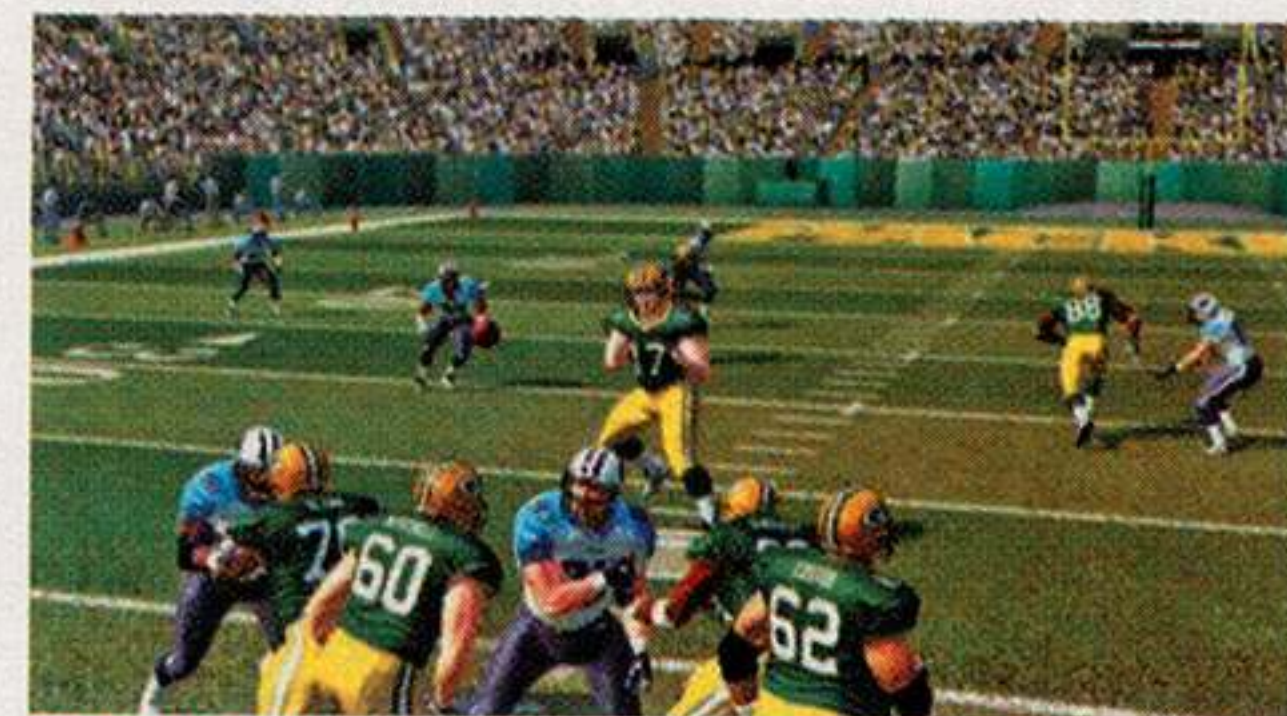
additions include a set of all new minigames (including the bench press, 40-yard dash, and individual position drills),

an encyclopedic Hall of Fame, the Madden Gamer Level progress meter, and the awesome Super Star mode. The Madden Gamer Level tracks the level and type of accomplishments you

complete on the field and awards you subsequent increases in rank and prestige, adding a fun new incentive to play more and play better. However, the highlight of the new features is easily the engrossing Super Star mode. In this mode, you select the genetic traits of your customized rookie and play through his career in his position (and from his perspective!). Besides implementing the wonderfully addicting quality of individual athlete development, Super Star mode is essentially an entirely separate game unto itself. Unlike standard franchise options, the Super Star option lets you play each and every down as your position, leaving the other responsibilities (including play calling) up to the computer and allowing you to experience throwing a critical block or breaking free for a crucial reception from an immersive, third-person perspective.

Return of the King

Graphically, Madden NFL 07 is a visual masterpiece. The game's glossy polish even outshines NCAA Football 07's formidable luster with life-like character models, authentic facial maps, realistic crowds, and gorgeous animations and environmental details. In a way, this is almost a bad thing—after playing the next-gen version, you can never, ever go back to the other platform incarnations without a haughty sense of snobbery. And, as usual, the Madden soundtrack features cuts from top artists with this year's version using more real-life sound effects from actual NFL players and games, making for an incredible digital sound experience. The spot-on control is not to be overlooked either as the new lead blocking controls make it easy

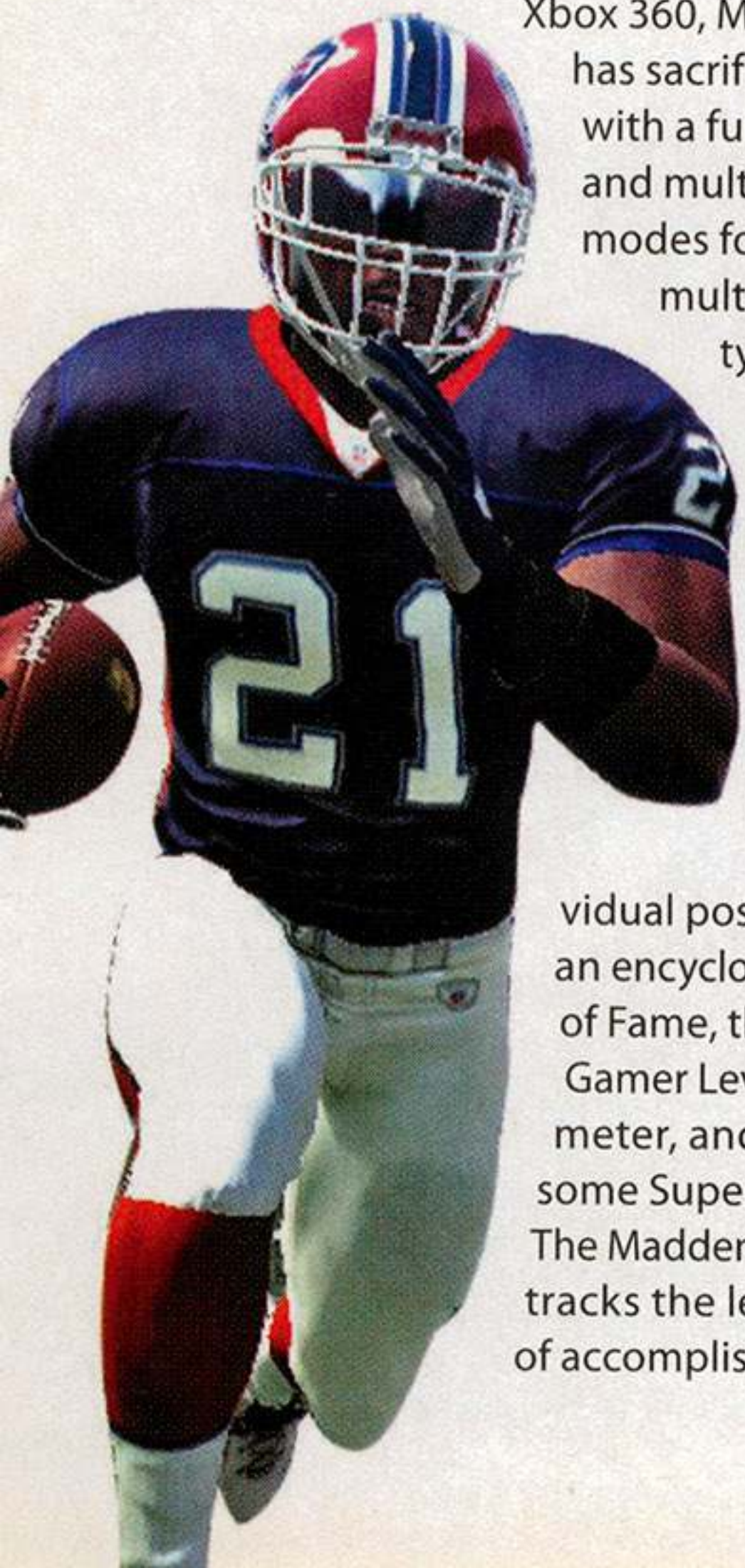


PRO TIP: Don't get lazy in Super Star mode: Missing blocks and playing poorly when you're not the ball carrier can have a negative impact on your development.

to open holes with one player and run through them with another, and adds a clever new level of offensive gameplay.

Rookie of the Year

Room for improvement exists for any game, though there isn't too much here. The clever new mini-games utilize unusual button arrangements and can be tough to control, while the in-game commentary tends to feel sparse and bare-boned, especially when compared to the constant broadcast chatter of NCAA. Rarely do a new platform's first-generation titles live up to their potential and hype—but with Madden NFL 07, the second- and third-generation entries in this stellar series are going to have some mighty big cleats to fill.—*Bones*



	GRAPHICS 4.5		
	SOUND 5.0		
	CONTROL 5.0		

Developer: EA Tiburon Publisher: EA Sports
 \$59.99; \$69.99 (Hall of Fame Edition) Available now Football
 2 players ESRB: E Also on the PlayStation 2, Xbox, and GameCube



Washington Capitals star Alexander Ovechkin serves as NHL 07 cover boy.



To fight, turn the fight meter to full, get two pugilists on the ice, and press the Y button.



PRO TIP: Before jumping into the new controls, try practicing in Shootout mode.



PRO TIP: Know your team's players and what their roles are.

NHL 07

A stunning Xbox 360 debut



Xbox 360



The venerable EA Sports NHL franchise celebrates its 15th year with NHL 07. In its first foray on next-gen ice, EA changed the way hockey video games are played. Not only does the game look drop-dead gorgeous, but EA discards the old control scheme for a new one that emphasizes speed and finesse.

Blades of Steel

The new Skill Stick controls completely change the scope and skills involved in mastering the virtual sport. In an innovative masterstroke, EA implements analog controls and discards the old scheme that required button pressing for shooting. Although moving your virtual NHL stars around the ice remains the same as before, it's the rest of the gameplay that really opens up the ice. For instance, the Left Thumbstick handles player movement on the ice, and the Right Thumbstick allows them to shoot slap shots and wrist shots, perform dekes, and pull off cool tricks like spin-o-ramas. While shooting is a snap to master, deking takes a little time, but once you get accustomed to the new controls, you'll never want to go back to the old.

Improved A.I. on both sides of the ice, and in the goal, makes the game flow like the real NHL. There isn't much room for fisticuffs in the new NHL, and brawls don't occur very often in 07—even with the fighting meter maxed out. However, if two players who are known to scrap happen to be on the ice at the same time and a big hit is made, then a fight will ensue. It's a minor part of the video game just as it has become a minor part of the real sport.

Beauty on Ice

The quality controls match the on-ice animation to bring the whole experience together, and the Xbox 360 version of NHL 07 gives the franchise a beautiful facelift. While still not photorealistic, the players look much more lifelike than they ever did before. The new graphics also allow for smaller details down to jersey tucks, specialized sticks, reflections of the arena crowd on player helmets, and real-time carvings in the ice that add to the lifelike experience. Throw in multiple camera angles and TV broadcast presentation with 720p high definition, and it's almost like watching a real NHL HD telecast. It's also refreshing to hear Gary Thorne and Bill Clement providing the play-by-play and color commentary for the game.

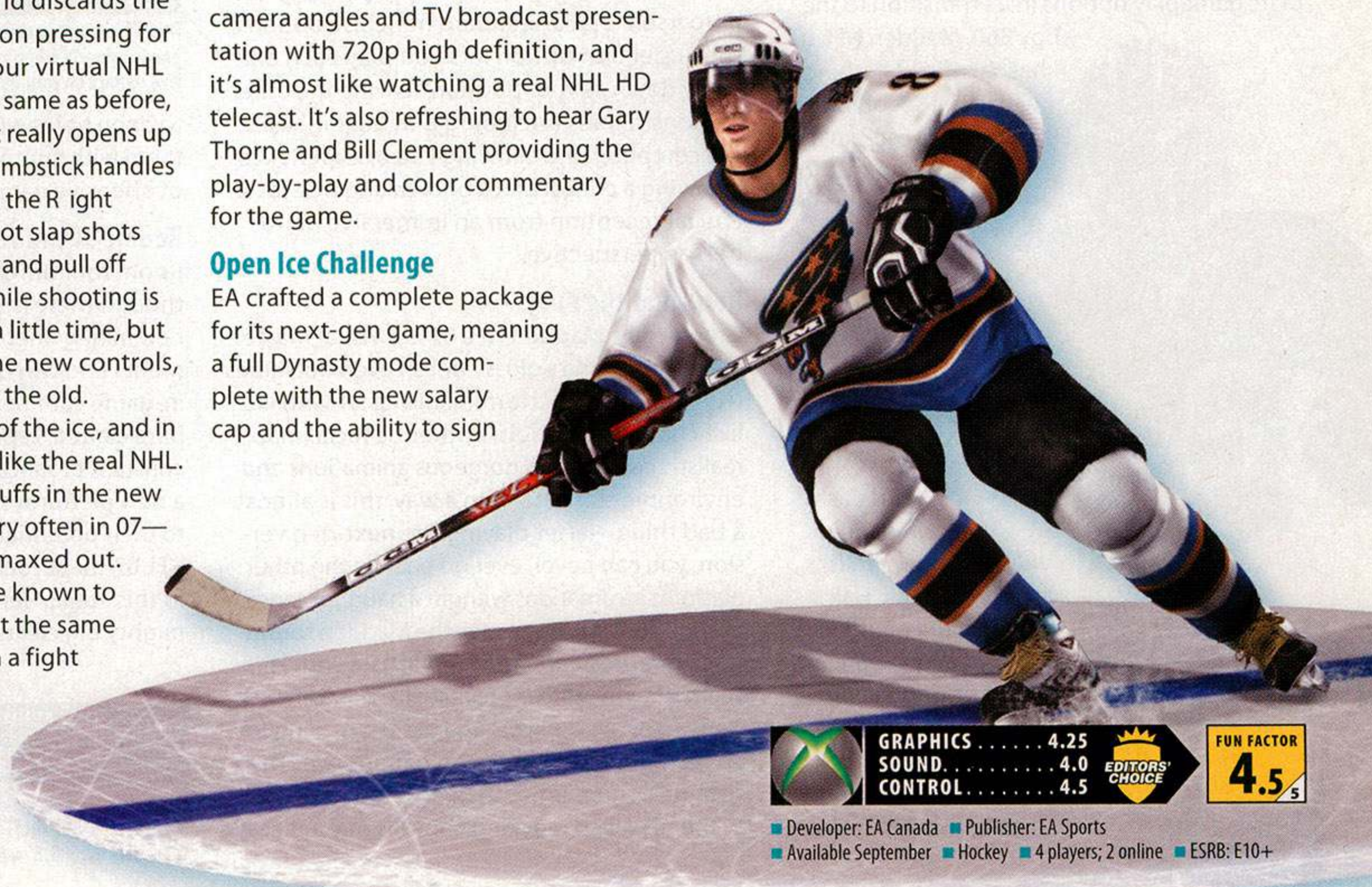
Open Ice Challenge

EA crafted a complete package for its next-gen game, meaning a full Dynasty mode complete with the new salary cap and the ability to sign



PRO TIP: One of the best ways to score is to deke out the defenseman or goalie by moving the right Thumbstick right or left and then taking a quick slap shot.

players to one- or two-way contracts. But this next-gen leap is more than just HD eye candy and enhanced features. The Skills Stick alone make NHL 07 a completely different game and one worthy of the new NHL.—John Gaudiosi



Xbox 360	GRAPHICS	4.25	EDITORS' CHOICE	FUN FACTOR 4.5 ₅
	SOUND	4.0		
	CONTROL	4.5		

Developer: EA Canada | Publisher: EA Sports
Available September | Hockey | 4 players; 2 online | ESRB: E10+



Winning Eleven: Pro Evolution Soccer 2007

Solution on the way for post-World Cup blues

PS2

Following the dramatic splash made by EA's latest FIFA game, Winning Eleven: Pro Evolution Soccer 2007 is Konami's answer to soccer fan's post-World Cup funk. As one of the longest-running franchises in sports gaming, Winning Eleven has a devoted fan base of diehard soccer gaming purists with a strong disdain for frilly, arcadey soccer titles. This year's installment features more officially licensed teams, uniforms, and real-life players than ever before. The visuals have also undergone a noticeable cosmetic upgrade with larger characters, realistic facial models, and more spectacular arena settings (complete with realistic crowd reactions and chants).

So far, Pro Evolution Soccer 2007 features close to a dozen distinct play modes including Match, Master League, Cup, and International Challenge. In addition to these standard options, the game will also include a full online, competitive multiplayer mode, and a detailed training session to help acclimate series newbies unfamiliar with the rigors of realistic soccer gaming. Exhibition match was the only playable mode

in the early demo, but even that was impressive with the obvious graphic improvements over past installments and the presence of the realistic play mechanics that are a trademark of the series. With an expected release in early December, the already strong Pro Evolution Soccer still has plenty of time to evolve and should continue as a dominant soccer title for the PS2.—Bones

■ **First Look** ■ Developer and publisher: Konami
■ Target release date: December



GAMEPRO.COM FOR THE
LATEST WORD ON WINNING ELEVEN:
PRO EVOLUTION SOCCER 2007.

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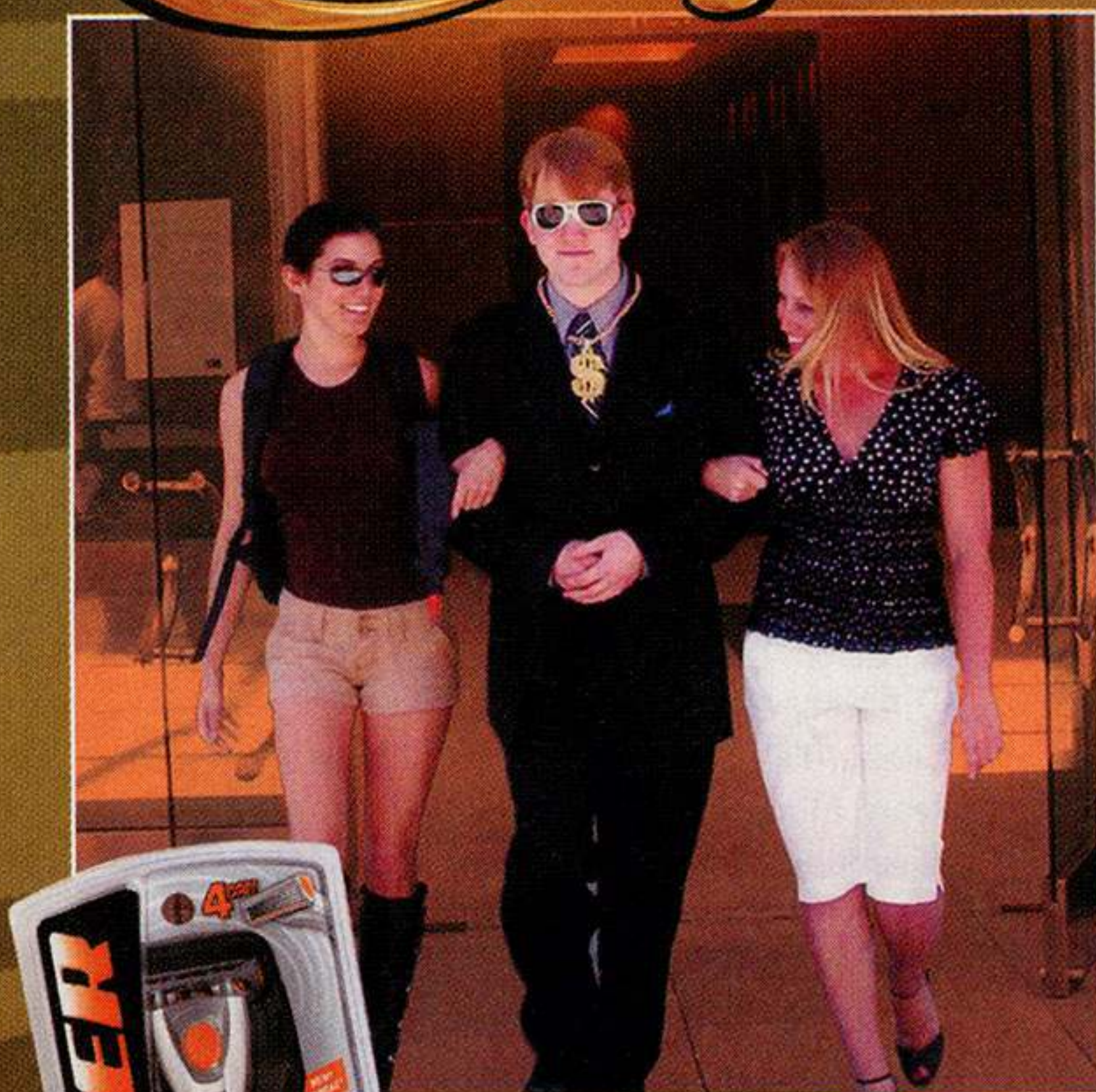
Spencer recently spent the day as a GamePro editor, got a hands-on preview of a soon-to-be-released Xbox 360 game, hung out with some hot babes, and had a blast making a killer video.

Check it out for yourself at:
www.gamepro.com/gamer2player/

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Gorgeous rendered cinematic sequences are the high point of *Dirge of Cerberus*.



PROTIP: Ammo can be hard to come by and is expensive to buy, so try taking out bad guys with your melee attacks whenever you're close enough to strike.

Dirge of Cerberus: Final Fantasy VII

One Fantasy better left unplayed

PS2



Dirge of Cerberus seems to have all the premium ingredients necessary for an awesome action game: a creepy-cool undead antihero, fast-paced gunplay, the hallowed Final Fantasy VII name, and the artistic touch of the typically top-notch Square Enix development team. But instead of soaking up the spotlight with a dramatic, flashy (or even sharply produced) inaugural action title, Vincent Valentine's solo debut fizzles, feeling more like a second-tier spin-off than the continuation of a marquee franchise. Nearly every part of this game—from the tired and linear shooting gameplay to the underwhelming graphics and trite story line—feels like an early-generation PS2 game that's been tucked away somewhere for the past five or six years, only to be released

at the end of that console's lifespan as a teasing reminder of the greatness that could have been.

Valentine's Day

The basic gameplay consists of defeating hordes of uninteresting and wimpy bad guys while completing super-simplistic objectives like keycard collecting and escort missions. The levels themselves follow ultralinear paths, leaving you with little freedom and no surprises. Dying midlevel will force you to restart from the beginning, but the Temp Save feature does allow you to mark your progress in each stage (saving automatically ejects you to the start screen). Fortunately, you can purchase upgrades and special power-ups for your weapons and mix gun parts in addition to leveling up Vincent's core stats, which adds a nice touch of customization. There is also a substantial nostalgia factor in running into old allies and familiar enemies during your asinine

adventure but, sadly, these brief encounters only prompt fond memories of FFVII that make *Dirge* look all the weaker by comparison.

What's in a Name?

Graphically, *Dirge* is a huge letdown. Bland, unnecessarily dark levels set the stage for clunky combat against wave after

wave of indistinct, mindless drones. Even Vincent himself looks like a caped cross between Edward Scissorhands and Michael Jackson. On the bright side, however, the voice acting is well done, and it's paired with a decent music score.

Sadly, the controls don't fare well. While the ability to swap between third- and first-person perspectives on the fly is a welcome feature, the unreliable targeting system will likely stymie you in tough situations, resulting in excess damage taken and wasted ammo. Vincent can resort to fisticuffs for close range combat, but the annoying stuttering pauses between combos leaves you wide open to enemy counterattacks and forces you to pick off enemies from afar.

Old Heroes, New Problems

Diehard Final Fantasy VII fans will be excited to learn more about the life of the mysterious Mr. Valentine—and for some, the story line and plot revelations will be well worth the price. But for serious action/shooting fans and RPG enthusiasts, *Dirge* is a disappointment.—*Bones*



PROTIP: At the end of each stage you'll have the option to convert your earned points into EXP or Gil. Go with the EXP early on to quickly boost Vincent's stats—just be conservative with your Gil and ammo.



PROTIP: While most crates are indestructible, the ones marked "cargo" can be opened and destroyed, often revealing potions and precious bullets.

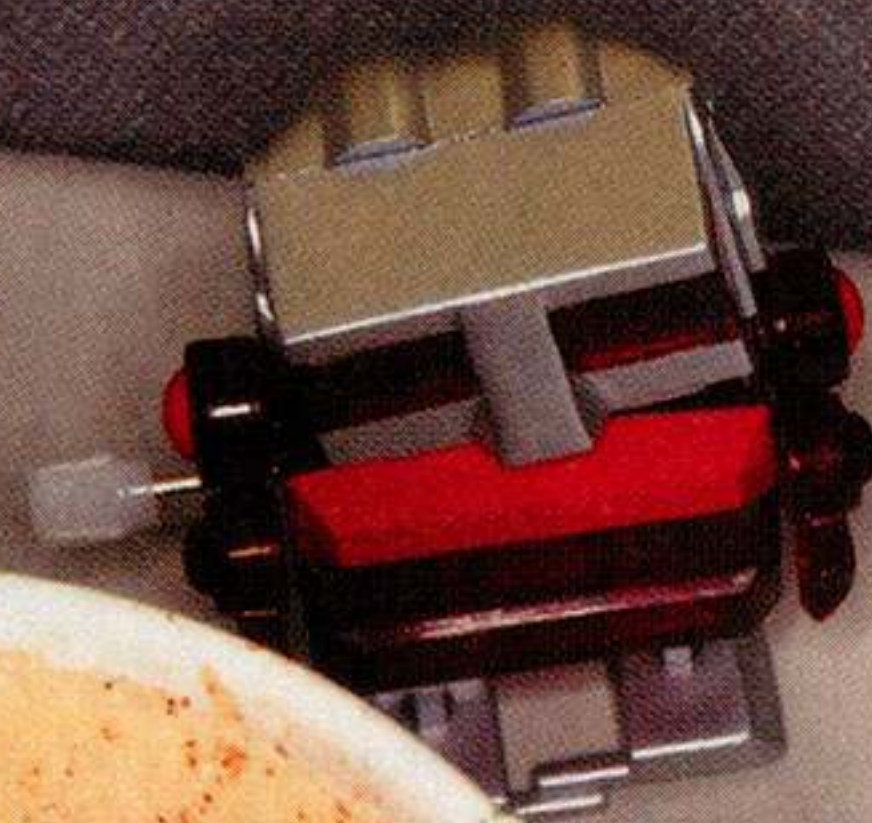
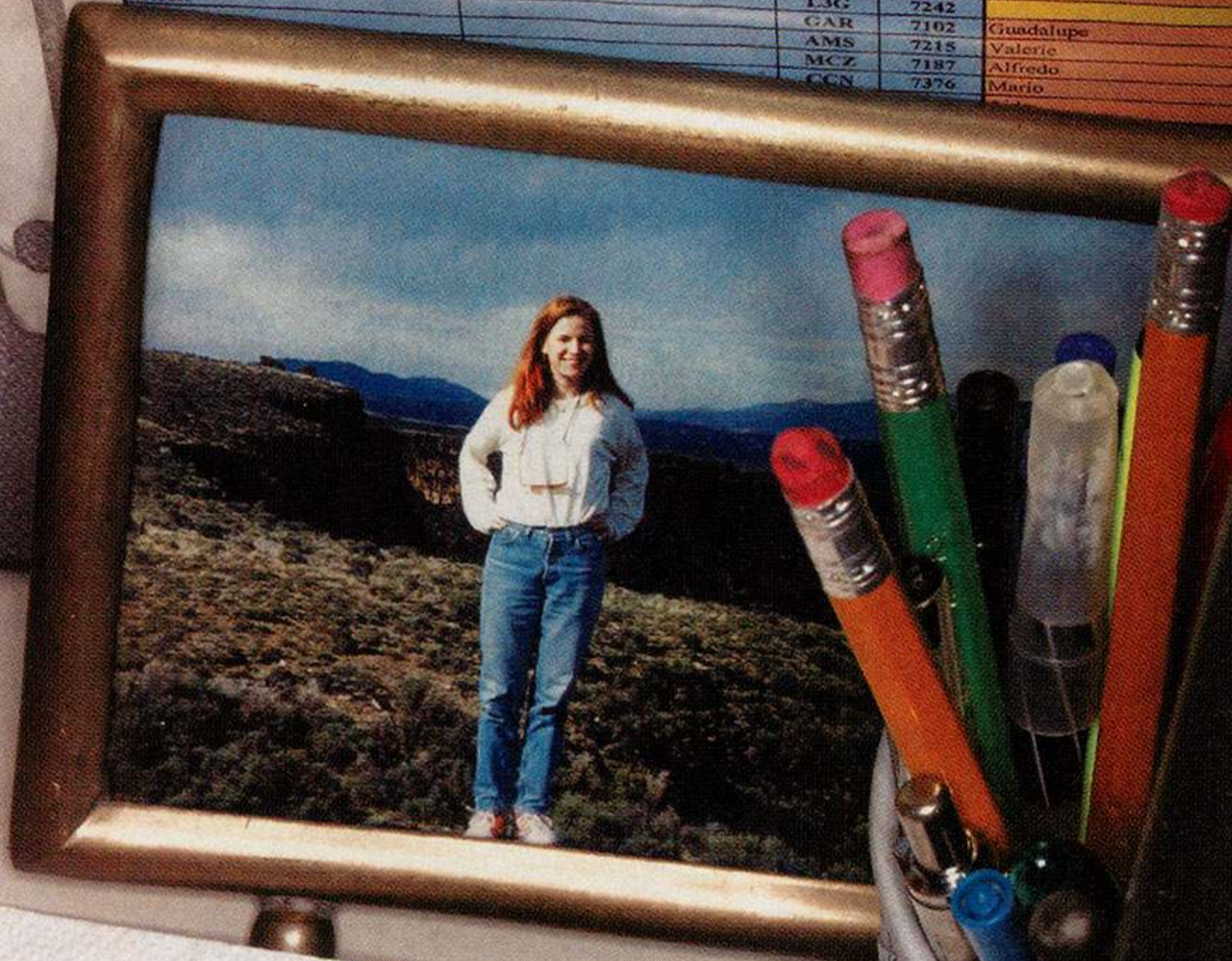
PS2	GRAPHICS	3.0
	SOUND	4.5
	CONTROL	3.5

Developer and publisher: Square Enix ■ \$49.99
Available now ■ Action/adventure ■ 1 player ■ ESRB: T

FUN FACTOR
2.5



Hugo	TP5	7258	Sergio
Anna	HCS	5109	Moises
Luvvy	67-82	Supervisor	Cesar
Gilbert	AA5	7164	Mayra
	ARZ	7337	Guadalupe
	L3G	7242	Valerie
	GAR	7102	Alfredo
	AMS	7215	Mario
	MCZ	7187	
	CCN	7376	



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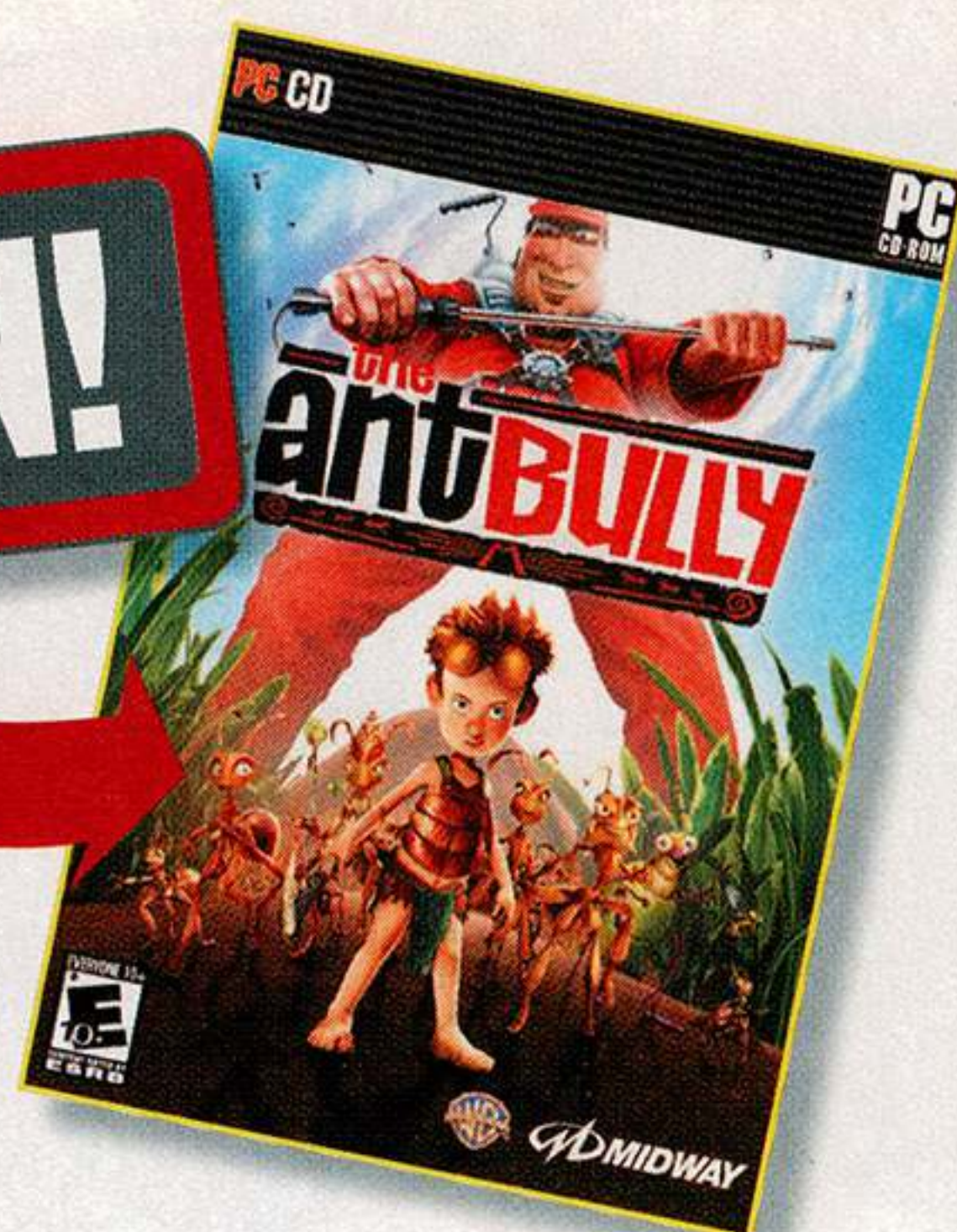
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READER TIP OF THE MONTH

PLAYSTATION 2



X-MEN: THE OFFICIAL GAME



Unlock Danger Rooms: At the main menu, select Cerebro Files and then enter the following codes to unlock the corresponding cheats. If you entered a code correctly, you'll see a confirming message onscreen.

Iceman's Danger Room: Press Right, Right, Left, Left, Down, Up, Down, Up, Start.

Nightcrawler's Danger Room: Press Up, Up, Down, Down, Left, Right, Left, Right, Start.

Wolverine's Danger Room: Press Down, Down, Up, Up, Right, Left, Right, Left, Start.

Marcus McMahon—Denver, Colorado

Bobble Head World: Press Down, Down, Down, O, O, X, L1, R1.

Change Bike Tire Size: Press, O, Right, X, Up, Right, X, L1, O.

Chrome Vehicles: Press Δ, R1, L1, Down, Down, R1, R1, Δ.

Clear Weather: Press Up, Down, O, Up, Down, O, L1, R1.

Commit Suicide: Press L1, Down, Left, R1, X, O, Up, Δ.

Destroy All Cars: Press L1, L1, Left, L1, L1, Right, X, O.

Display Credits: Press L1, R1, L1, R1, Up, Down, L1, R1.

Faster Gameplay: Press R1, R1, L1, R1, R1, L1, Down, X.

Full Armor: Press L1, R1, O, L1, R1, X, L1, R1.

Full Health: Press L1, R1, X, L1, R1, O, L1, R1.

Foggy Weather: Press Up, Down, Δ, Up, Down, X, L1, R1.

Faster Clock: Press L1, L1, Left, L1, L1, Right, O, X.

Never Wanted: Press L1, L1, Δ, R1, R1, X, O, O.

Overcast Weather: Press Up, Down, X, Up, Down, Δ, L1, R1.

Pedestrians Attack You: Press L1, L1, R1, L1, L1, R1, Up, Δ.

Perfect Traction: Press L1, Up, Left, R1, Δ, O, Down, X.

Posse: Press Down, Down, Down, Δ, Δ, O, L1, R1.

Rainy Weather: Press Up, Down, O, Up, Down, O, L1, R1.

Raise Media Attention: Press L1, Up, Right, R1, Δ, O, Down, X.

Raise Wanted Level: Press L1, R1, O, L1, R1, Δ, L1, R1.

Rioting Pedestrians: Press L1, L1, R1, L1, L1, R1, Left, O.

Slower Gameplay: Press R1, Δ, X, R1, O, O, Left, Right.

Spawn a Rhino: Press L1, L1, Left, L1, L1, Right, Δ, O.

Spawn a Trashmaster: Press Δ, O, Down, Δ, O, Up, L1, L1.

Sunny Weather: Press L1, L1, O, R1, R1, O, Δ, X.

Weapon Set 1: Press Up, O, O, Down, Left, O, O, Right.

Weapon Set 2: Press Up, O, O, Down, Left, O, O, Right.

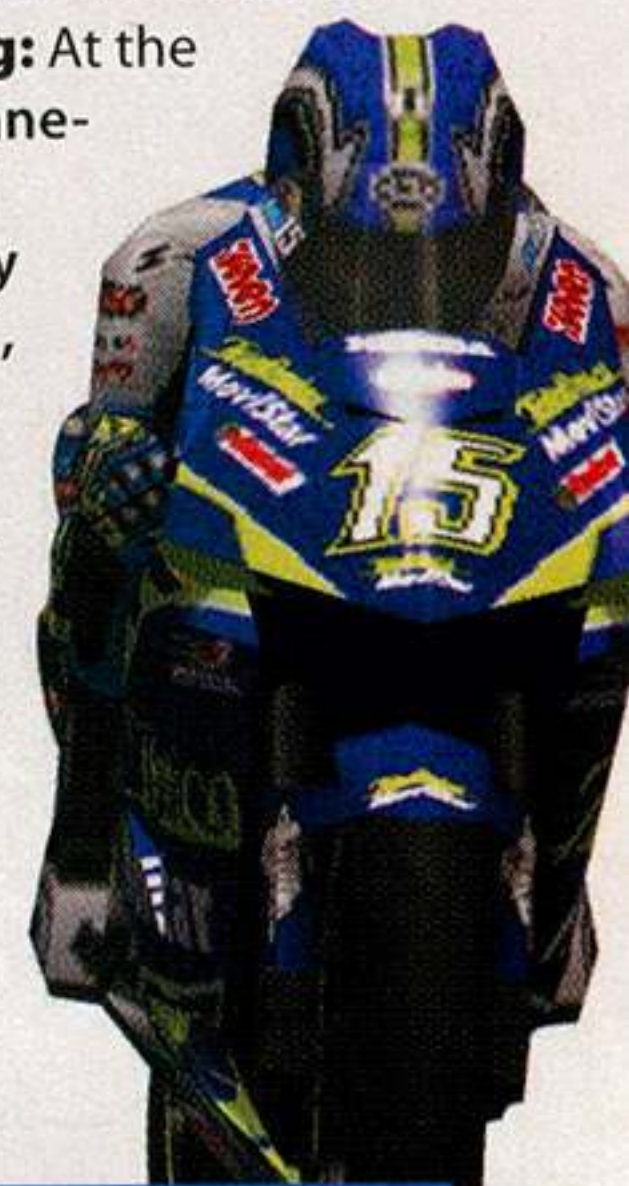
Weapon Set 3: Press Up, X, X, Down, Left, X, X, Right.

White Cars: Press X, X, R1, O, O, L1, Δ, Δ.

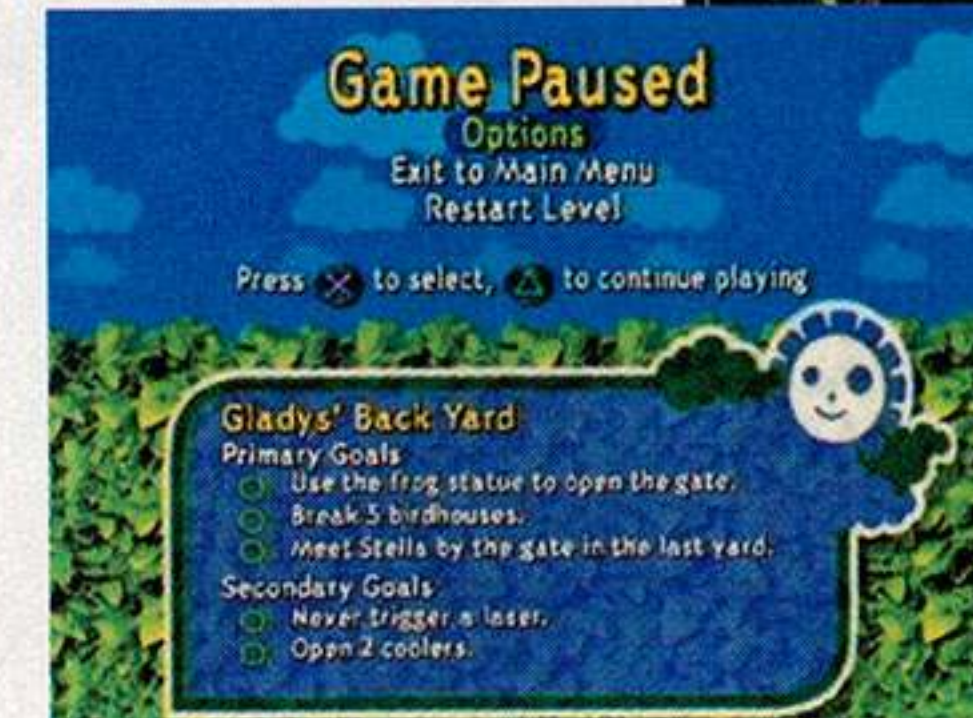
MOTOGP 4



Unlock Everything: At the Main Menu, simultaneously press Up and R2, simultaneously press Right and R1, simultaneously press Down and L1, simultaneously press Left and L2, and simultaneously press L3 and R3. If you entered the code correctly, you'll hear a confirming sound.



OVER THE HEDGE



Pause the game, simultaneously press and hold L1 and R1, and then enter the following codes to unlock the corresponding cheats. If you entered a code correctly, you'll see a confirming message onscreen.

PLAYSTATION 2



COMMANDOS STRIKE FORCE



Unlock All Missions: At the main menu, select Commandos Campaign, select New, and then enter **truco** (case-sensitive) as your profile name. If you entered the password correctly, the cheat will take effect immediately.

GRAND THEFT AUTO: LIBERTY CITY STORIES



During gameplay and not while the game is paused, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll see a confirming message onscreen.

\$250,000: Press L1, R1, Δ, L1, R1, O, L1, R1.

Aggressive Drivers: Press O, O, R1, X, X, L1, O, O.

All Lights Are Green: Press Δ, Δ, R1, O, O, L1, X, X.

Black Cars: Press O, O, R1, Δ, Δ, L1, O, O.

- All Levels:** Press Δ , \circ , Δ , \circ , \circ , \square .
- All Mini Games:** Press Δ , \circ , Δ , Δ , \square , \square .
- Bonus Comic 1:** Press Δ , \circ , \square , \square , \circ , Δ .
- Bonus Comic 2:** Press Δ , Δ , \square , \circ , \square , \circ .
- Extra Damage:** Press Δ , \circ , Δ , \circ , Δ , \square .
- Increased Food HP:** Press Δ , \circ , Δ , \circ , \square , Δ .
- Power Golf:** Press Δ , \circ , Δ , \circ , \square , \circ .
- Unlock Moves:** Press Δ , \circ , Δ , \square , \square , \circ .

XBOX 360

CONDEMNED: CRIMINAL ORIGINS

Unlock All Missions: At the Xbox 360 sign-in screen, enter **ShovelFighter** (case-sensitive) as your profile name. If you entered the password correctly, the cheat will take effect immediately.

XBOX

DRIVER: PARALLEL LINES

Passwords: During gameplay, pause the game, and then select Cheats from the menu to enter the password input screen. Enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, the cheat will take immediate effect.

Passwords are not case-sensitive.

All Vehicles:	CARSHOW
Free Upgrades:	TOOLEDUP
Infinite Ammo:	GUNBELT
Infinite Nitrous:	ZOOMZOOM
Invincibility:	IRONMAN
Invincible Cars:	ROLLBAR
Weaker Cops:	KEYSTONE
Weapons:	GUNRANGE

URBAN CHAOS: RIOT RESPONSE

Passwords: At the Main Menu, press **Up, Up, Down, Down, Y, Down, Up, Y** to enter the password input menu, and then enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, the cheat will take effect immediately.

Passwords are not case-sensitive.

All Levels Unlocked:	keytothecity
Burning Bullets:	burningbullet
Disco Mode:	dancingfeet
Headless Mode:	keepyourhead
Long Range Stun Gun:	fryingtime
MK3 Assault Rifle with Infinite Grenades:	ultimatepower
MK4 Pistol:	zerotolerance
See Through Smoke:	iseeyou
Squeaky Voices:	whatwasthat
Terror Mode:	burnersrevenge

MULTIPLATFORM

CARS

Passwords: At the Main Menu, select Options, select Cheat Codes to enter the password input screen, and then enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, you'll hear a confirming sound.

Passwords are not case-sensitive.

All Cars:	YAYCARS
All Modes:	IF900HP
Art:	CONC3PT
Fast Start:	IMSPEED
Infinite Boost:	VROOOOM
Unlock All Tracks:	MATTL66
Unlock Master's Speedy Circuit:	TRGTEXC
Videos:	WATCHIT

MULTIPLATFORM

JAWS: UNLEASHED



Passwords: At the main menu, select New Game, and then enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, the cheat will take effect immediately.

Passwords are not case-sensitive.

1 Million Points:	bloood
Unlock All Levels:	shaaark

THE DA VINCI CODE



Passwords: At the Game Menu, select Options, and then select Codes to enter the password input screen. Enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, you'll see a confirming message onscreen.

Passwords are not case-sensitive.

Bonuses:	ET IN ARCADIA EGO
Double Health:	SACRED FEMININE
God Mode:	VITUVIAN MAN
One Hit Kills:	PHILLIPS EXETER
One Hit Kills with Weapon:	ROYAL HOLLOWAY
Unlock All Missions:	CLOS LUCE 1519
Visual Database Entries:	APOCRYPHA

PSP

GRADIUS COLLECTION

Power-Up Cheat: Select any of the games included in Gradius Collection, and then during gameplay and not while the game is paused, press **Up, Up, Down, Down, Left, Right, Left, Right, L, R**. The game must also be set on the default difficulty setting. If you entered the code correctly, the cheat will take effect immediately.

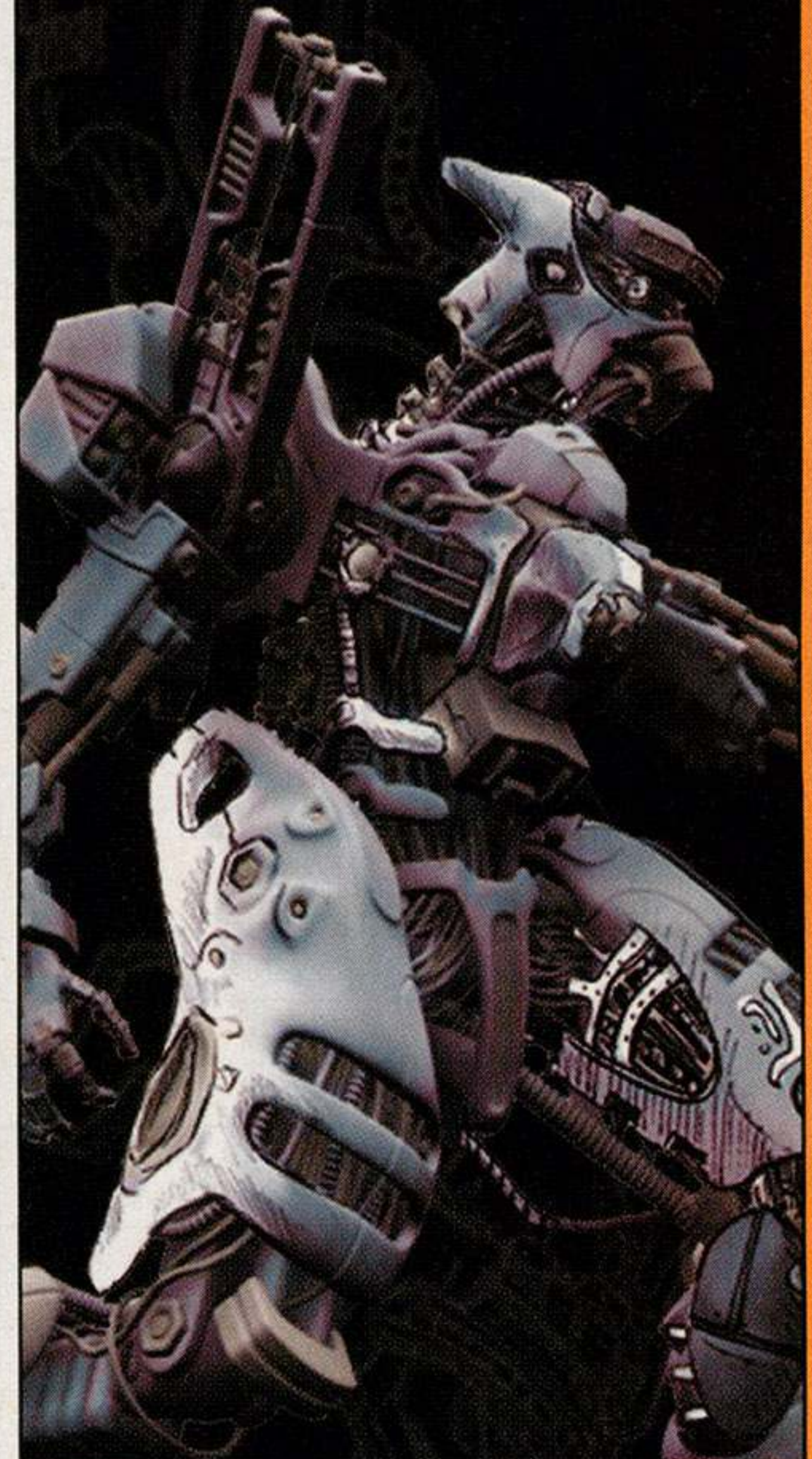
DS

NEW SUPER MARIO BROS.

Play as Luigi: At the Select a File screen, simultaneously press and hold **L** and **R**, and then press **A**. If you entered the code correctly, you'll hear a confirming sound.

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GAMEPRO's BIG LIST

Here's a thumbnail guide to today's hottest games as reviewed by *GamePro* magazine. For full-length reviews, check out GamePro.com. Games highlighted in **yellow** represent a *GamePro* Editors' Choice title.

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
24: The Game	PS2	2K Games	3.5	M	6/06
Ace Combat Zero: The Belkan War	PS2	Namco Bandai Games	4.0	T	6/06
Battlefield 2: Modern Combat	Xbox 360	EA Games	4.0	T	7/06
Big Brain Academy	DS	Nintendo	4.25	E	8/06
Burnout: Revenge	Xbox 360	EA Games	4.5	E10+	5/06
Call of Duty 2: Big Red One	PS2	Activision	4.5	T	3/06
Capcom Classics Collection Remix	PSP	Capcom	4.0	T	6/06
The Da Vinci Code	PS2, Xbox	2K Games	2.5	T	8/06
The Elder Scrolls IV: Oblivion	Xbox 360	2K Games/ Bethesda Softworks	4.5	T	6/06
Exit	PSP	Ubisoft	4.5	E	5/06
Field Commander	PSP	Sony	3.5	T	7/06
FIFA World Cup: Germany 2006	PS2, Xbox 360	EA Sports	4.5	E	6/06
Full Auto	Xbox 360	Sega	3.5	T	5/06
The Godfather	PS2, Xbox	EA Games	4.5	M	5/06
Gradius Collection	PSP	Konami	4.0	E	7/06
Grand Theft Auto: Liberty City Stories	PS2	Rockstar Games	4.25	M	8/06
Hitman: Blood Money	Xbox	Eidos Interactive	4.25	M	7/06
Jaws: Unleashed	PS2, Xbox	Majesco	2.75	M	8/06
Kingdom Hearts II	PS2	Square Enix	4.5	E10+	5/06
Lara Croft Tomb Raider: Legend	Xbox 360, Xbox	Eidos Interactive	4.0	T	6/06
The Lord of the Rings: The Battle for Middle-earth II	Xbox 360	EA Games	3.5	T	9/06
Lost Magic	PS2	Ubisoft	3.5	E	6/06
Major League Baseball 2K6	Xbox 360	2K Sports	3.5	E	7/06

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
Me and My Katamari	PSP	Namco Bandai Games	3.5	E	8/06
Metal Gear Solid 3: Subsistence	PS2	Konami	5.0	M	4/06
Metroid Prime Hunters	DS	Nintendo	4.5	T	6/06
NCAA Football 07	PS2	EA Sports	4.5	E	8/06
NCAA Football 07	Xbox 360	EA Sports	5.0	E	9/06
NFL Head Coach	PS2	EA Sports	4.0	E	8/06
Outrun 2006: Coast 2 Coast	Xbox	Sega	3.75	E	7/06
Pirates of the Caribbean: The Legend of Jack Sparrow	PS2	Bethesda Softworks	3.25	T	9/06
Rogue Trooper	PS2, Xbox	Eidos Interactive	2.5	T	6/06
Rumble Roses XX	Xbox 360	Konami	4.0	M	6/06
Samurai Warriors: State of War	PSP	Koei	3.5	T	6/06
The Sims 2	PSP	EA Games	2.5	T	3/06
Steambot Chronicles	PS2	Atlus	3.5	T	6/06
Street Fighter Anthology	PS2	Capcom	4.0	T	8/06
Super Dragon Ball Z	PS2	Atari	4.5	T	9/06
Table Tennis	Xbox 360	Rockstar Games	4.25	E	8/06
Tetris DS	DS	Nintendo	5.0	E	5/06
Tom Clancy's Splinter Cell: Essentials	PSP	Ubisoft	3.0	M	8/06
Top Spin 2	Xbox 360	2K Sports	3.0	E	6/06
Tourist Trophy	PS2	Sony	4.0	E	6/06
Urban Chaos: Riot Response	PS2, Xbox	Eidos Interactive	2.5	M	7/06
Viewtiful Joe Red Hot Rumble	PSP	Capcom	3.5	T	6/06
Winback 2: Project Poseidon	PS2, Xbox	Koei	3.0	T	7/06
X-Men: The Official Game	PS2, Xbox 360, Xbox	Activision	2.25	T	8/06

GamePro.com

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THIS MONTH:



MEMORABLE MOMENTS!

We count down the most memorable moments in video gaming. See if we picked your favorite!

PLAYSTATION 3!

Find out how Sony can make its eagerly awaited console ready for a successful launch.



PROREVIEWS!

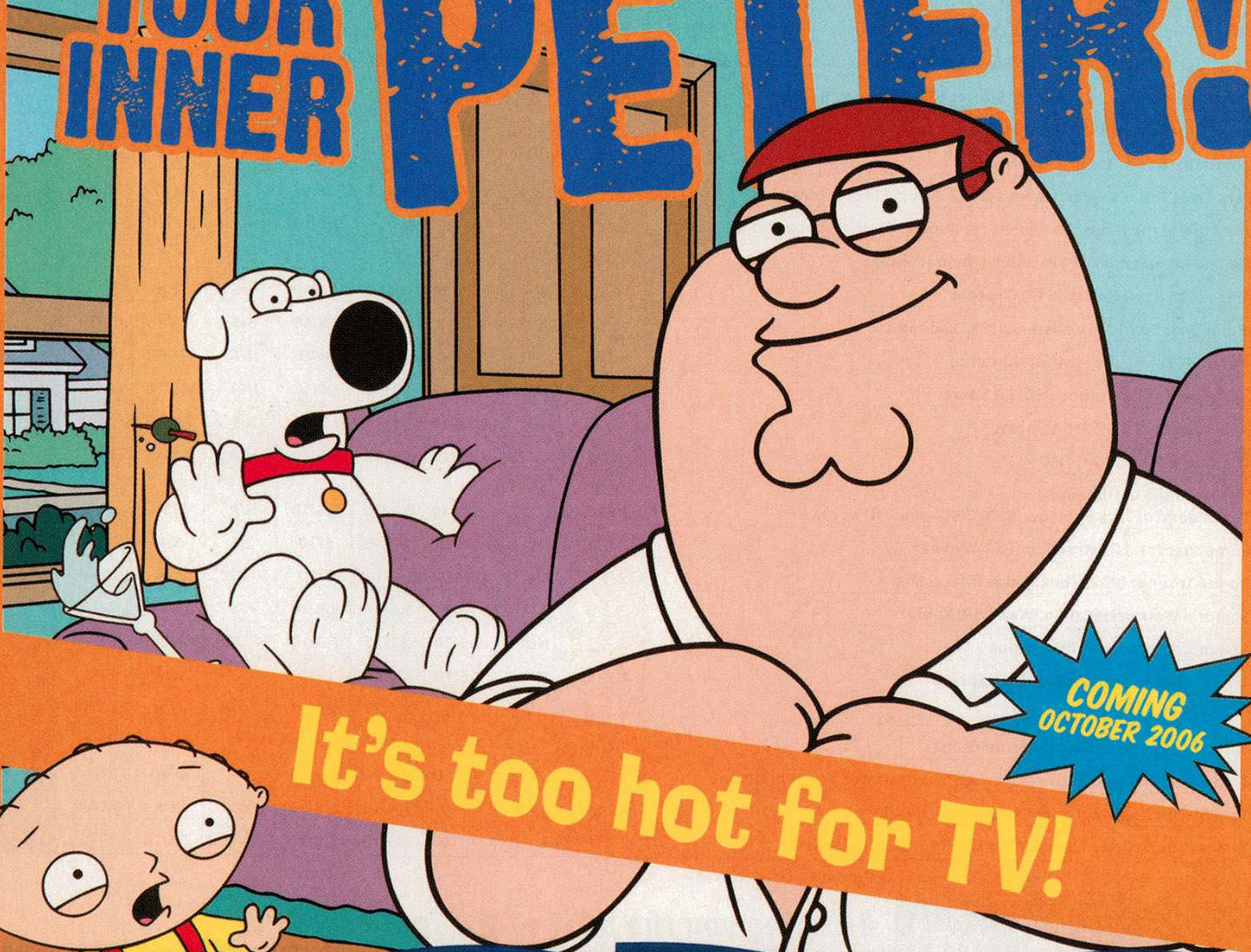
Looking forward to a particular title? The *GamePro* experts tell you if it's worth the green!

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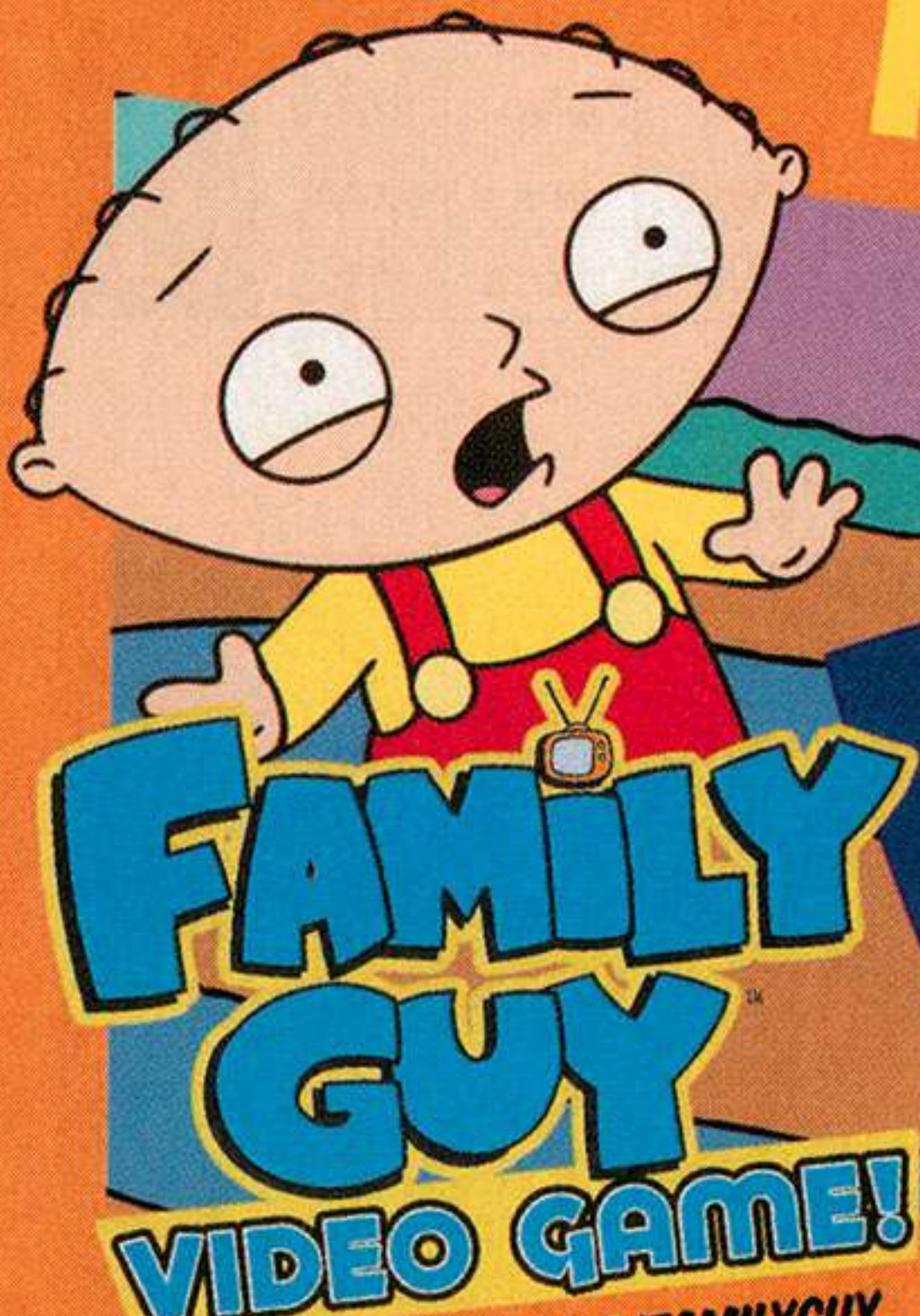
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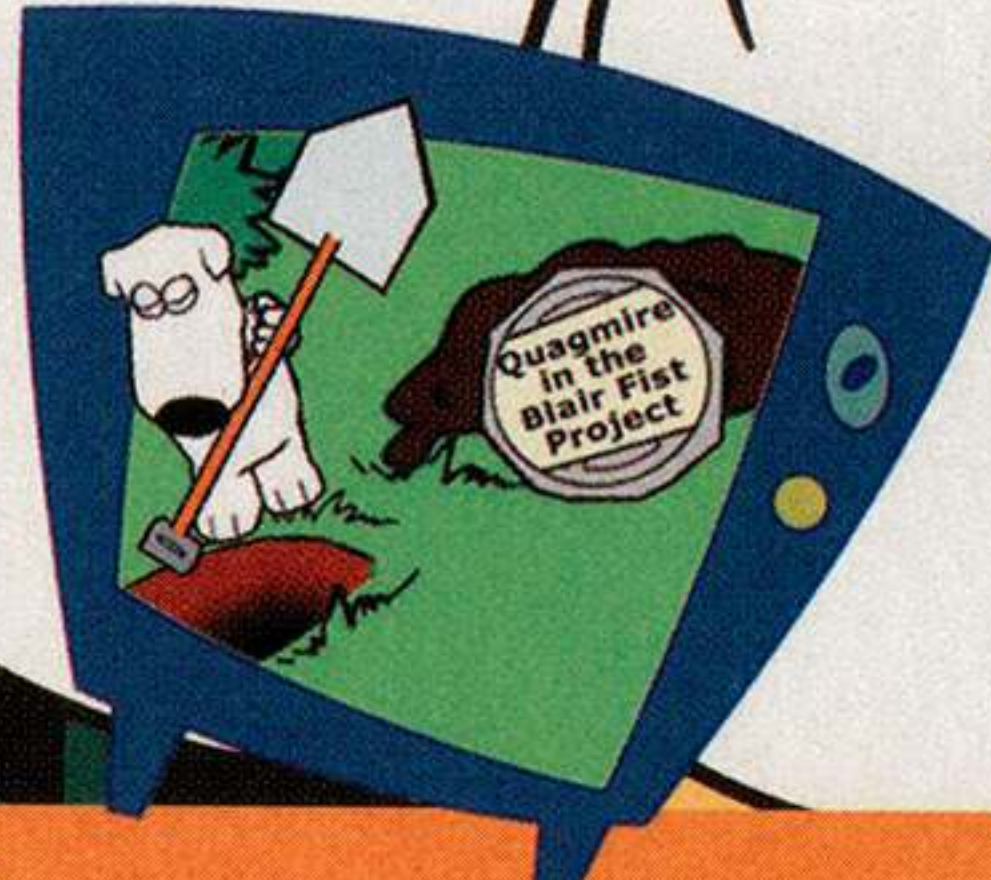


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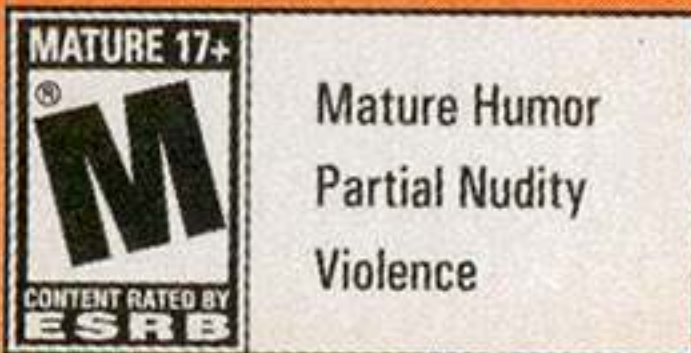
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HyperCritical

Now that you've read the best, check out all the rest. Here's how the "other guys" rated your favorite games.

	GamePro	EGM	Game Informer	GameSpot	IGN	Official PlayStation Magazine	Official Xbox Magazine	Average	PlayStation Magazine	
Ace Combat Zero: The Belkan War (PS2) Namco Bandai Games	4/5		5.33/10	8.5/10	7.9/10	8.8/10	3/5	N/A	8/10	7.5
Big Brain Academy (DS) Nintendo	4.25/5		8.33/10	7.75/10	7/10	8.1/10	N/A	N/A	N/A	7.9
Capcom Classics Collection Remixed (PSP) Capcom	4/5		8.67/10	8.5/10	7.8/10	7.4/10	4.5/5	N/A	7/10	8.0
Chromehounds (Xbox 360) Sega	3/5		6.33/10	7/10	7.9/10	6.9/10	N/A	6.5/10	N/A	6.7
The Da Vinci Code (PS2, Xbox) 2K Games	2.5/5		N/A	6/10	6.5/10	4.8/10	N/A	3/10	N/A	5.0
The Elder Scrolls IV: Oblivion (Xbox 360) 2K Games/Bethesda Softworks	4.5/5		9.17/10	9.5/10	9.6/10	9.3/10	N/A	9.5/10	N/A	9.1
Grand Theft Auto: Liberty City Stories (PS2) Rockstar Games	4.25/5		N/A	8.75/10	7.1/10	8/10	4.5/5	N/A	8/10	8.2
Jaws: Unleashed (PS2, Xbox) Majesco	2.75/5		N/A	4.75/10	3.8/10	7.4/10	1.5/5	6.5/10	6/10	5.2
Kingdom Hearts II (PS2) Square Enix	4.5/5		9.5/10	9/10	8.7/10	7.6/10	4.5/5	N/A	8.5/10	8.7
Lara Croft Tomb Raider: Legends (PS2, Xbox) Eidos Interactive	4/5		8.33/10	8.75/10	7.8/10	8/10	4.5/5	8/10	8.5/10	8.3
The Lord of the Rings: The Battle for Middle-earth II (Xbox 360) EA Games	3.5/5		7.5/10	8/10	8.3/10	8.2/10	N/A	8.5/10	N/A	7.9
Me and My Katamari (PSP) Namco Bandai Games	3.5/5		6.5/10	8/10	8/10	7.6/10	4/5	N/A	7.5/10	7.5
Mega Man Powered Up (PSP) Capcom	4/5		N/A	8.25/10	8.5/10	8.2/10	4/5	N/A	8.5/10	8.2
Metal Gear Solid 3: Subsistence (PS2) Konami	5/5		9.83/10	9.5/10	9/10	9.8/10	5/5	N/A	10/10	9.7
Metroid Prime Hunters (DS) Nintendo	4.5/5		7.67/10	8.5/10	8.6/10	9/10	N/A	N/A	N/A	8.5
NCAA Football 07 (Xbox 360) EA Sports	5/5		7.17/10	7.75/10	8.2/10	7.5/10	N/A	7.5/10	N/A	8.0
NFL Head Coach (PS2) EA Sports	4/5		N/A	6.75/10	7.2/10	7.2/10	3/5	7.5/10	6/10	6.9
The Outfit (Xbox 360) THQ	4.5/5		6.67/10	7.75/10	6.7/10	6.9/10	N/A	8.5/10	N/A	7.6
Pirates of the Caribbean: The Legend of Jack Sparrow (PS2) Bethesda Softworks	3.25/5		5.67/10	5.75/10	6.2/10	5.5/10	N/A	5/10	N/A	5.7
Rampage: Total Destruction (PS2) Midway	1.5/5		N/A	6.5/10	5.7/10	5/10	2/5	N/A	6.5/10	5.1
Rogue Trooper (PS2, Xbox) Eidos Interactive	2.5/5		7.73/10	7.25/10	6.7/10	8/10	4/5	N/A	N/A	7.1
Samurai Warriors: State of War (PSP) Koei	3.5/5		N/A	7/10	6.5/10	5.8/10	4/5	N/A	6/10	6.7
Steambot Chronicles (PS2) Atlus	3.5/5		N/A	5.5/10	7.1/10	7.3/10	4.5/5	N/A	7/10	7.1
Street Fighter Anthology (PS2) Capcom	4.25/5		N/A	7.5/10	7.9/10	8/10	4/5	N/A	8/10	7.9
Super Dragon Ball Z (PS2) Atari	4.5/5		N/A	N/A	7.3/10	7.4/10	N/A	N/A	8.5/10	8.0
Table Tennis (Xbox 360) Rockstar Games	4.25/5		7.67/10	8/10	8.5/10	7.8/10	N/A	8/10	N/A	8.0
Tom Clancy's Ghost Recon Advanced Warfighter (Xbox 360) Ubisoft	4/5		9.5/10	9.5/10	9.2/10	9.2/10	N/A	9/10	N/A	9.1
Tom Clancy's Splinter Cell: Essentials (PSP) Ubisoft	3/5		5/10	8/10	5.8/10	6.3/10	2/5	N/A	6.5/10	5.9
X-Men: The Official Game (PS2, Xbox 360, Xbox) Activision	2.25/5		3.83/10	4/10	5.6/10	5.9/10	3/5	7.5/10	5/10	5.2

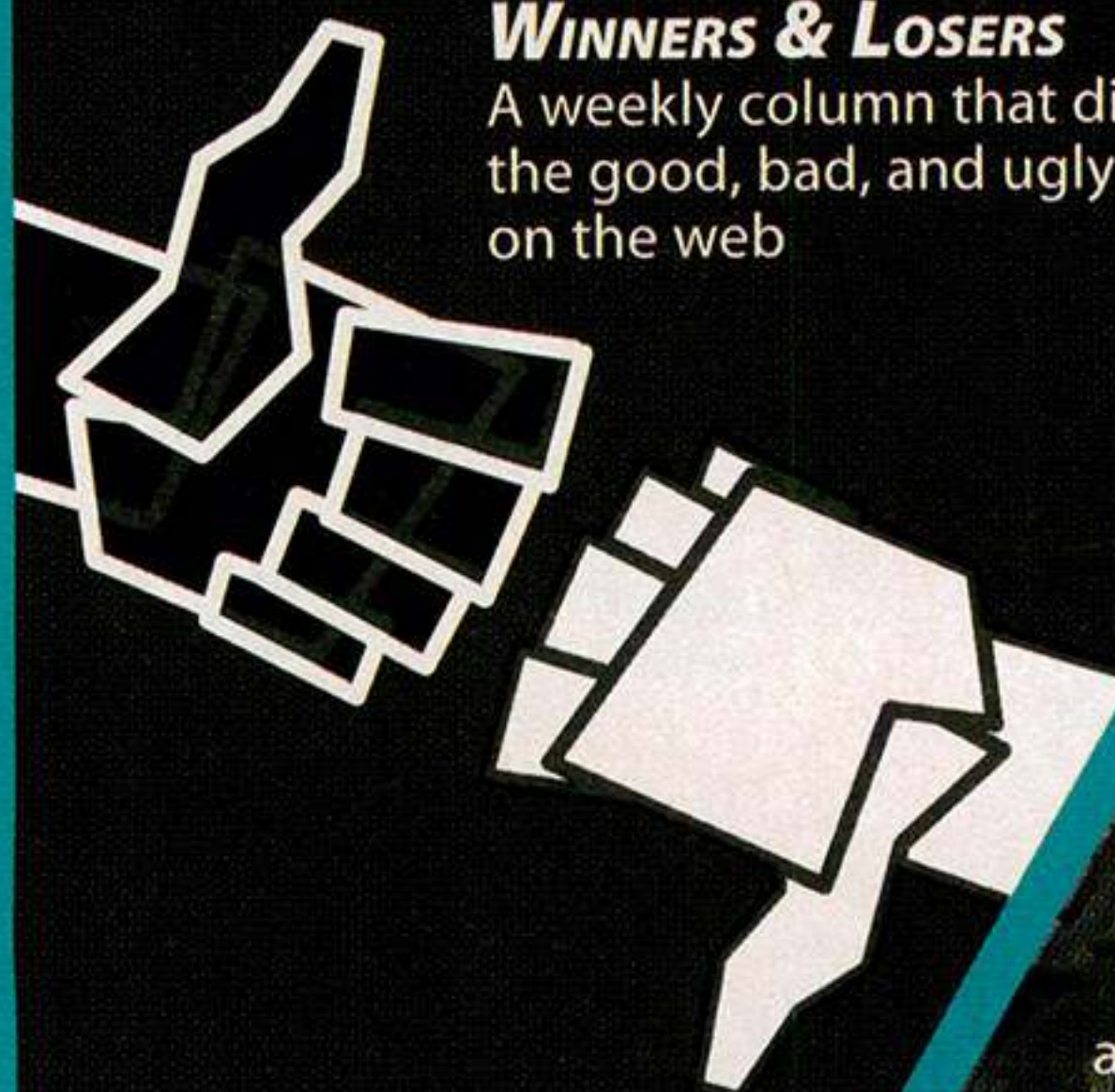
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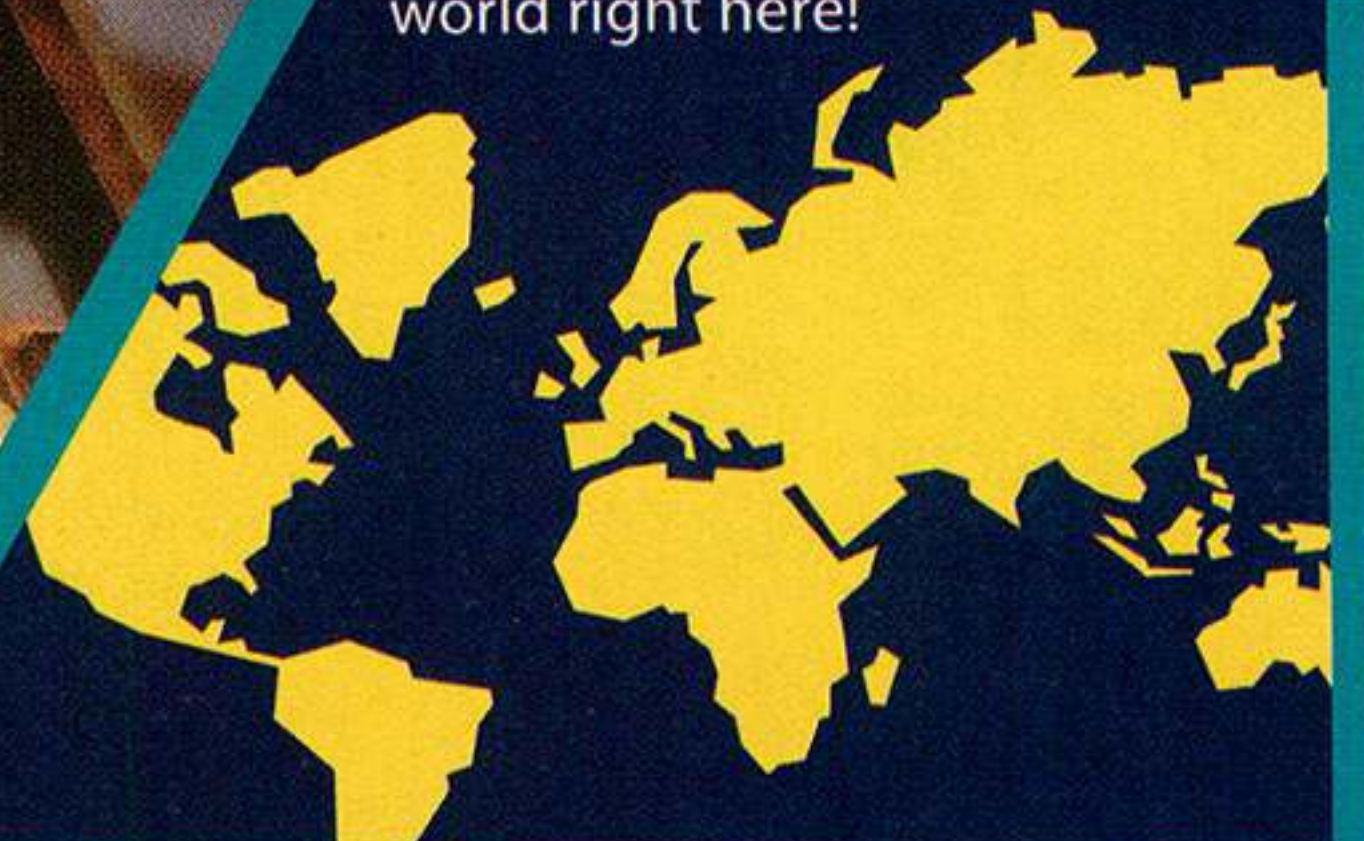
BUNGIE WATCH

We're perched at the doorstep of Bungie and are poised to pounce on any scraps of information on Halo 3 that the company might provide.



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DRAGON BALL Z



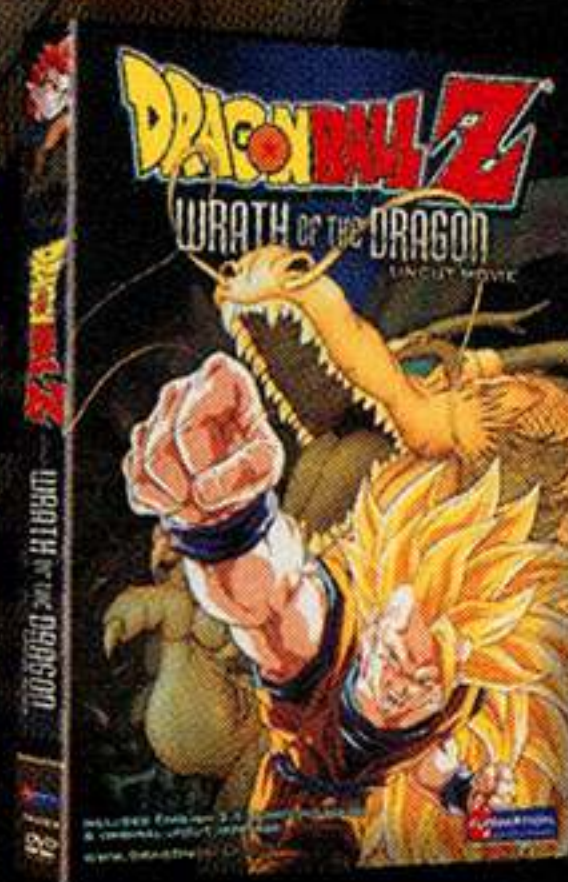
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CHARTBUSTERS

Number crunching was never our strong suit, but then that's why we partnered with the most reputable data company around. The NPD Group provides us with innumerable video-game tidbits, giving you insight into the trends of the gaming industry.

Top 10 Best-Selling Console Video-Game Titles June 2006

TITLE	PLATFORM	LAST MONTH
1. New Super Mario Bros. Nintendo	DS	1
2. Grand Theft Auto: Liberty City Stories Rockstar Games	PS2	NEW
3. Brain Age: Train Your Brain for Minutes a Day Nintendo	DS	3
4. Cars THQ	PS2	NEW
5. Hitman: Blood Money Eidos Interactive	Xbox 360	NEW
6. Cars THQ	Game Boy Advance	NEW
7. FIFA World Cup 2006 EA Sports	PS2	14 ▲
8. Big Brain Academy Nintendo	DS	NEW
9. Hitman: Blood Money Eidos Interactive	PS2	NEW
10. Cars THQ	GameCube	NEW

Source: The NPD Group/Point-of-Sale

Best-Selling Video Games 11-20

11. God of War (Sony/PS2)
12. Guitar Hero (RedOctane/PS2)
13. Kingdom Hearts II (Square Enix/PS2)
14. NFL Head Coach (EA Sports/PS2)
15. Over the Hedge (Activision/PS2)
16. The Elder Scrolls IV: Oblivion* (2K Games/Bethesda Softworks/Xbox 360)
17. MLB '06: The Show (Sony/PS2)
18. Grand Theft Auto: San Andreas (Special Edition) (Rockstar Games/PS2)
19. X-Men: The Official Game (Activision/PS2)
20. Tom Clancy's Ghost Recon Advanced Warfighter (Ubisoft/Xbox 360)

*Includes Collector's Edition
Source: The NPD Group/Point-of-Sale

1

New Super Mario Bros.



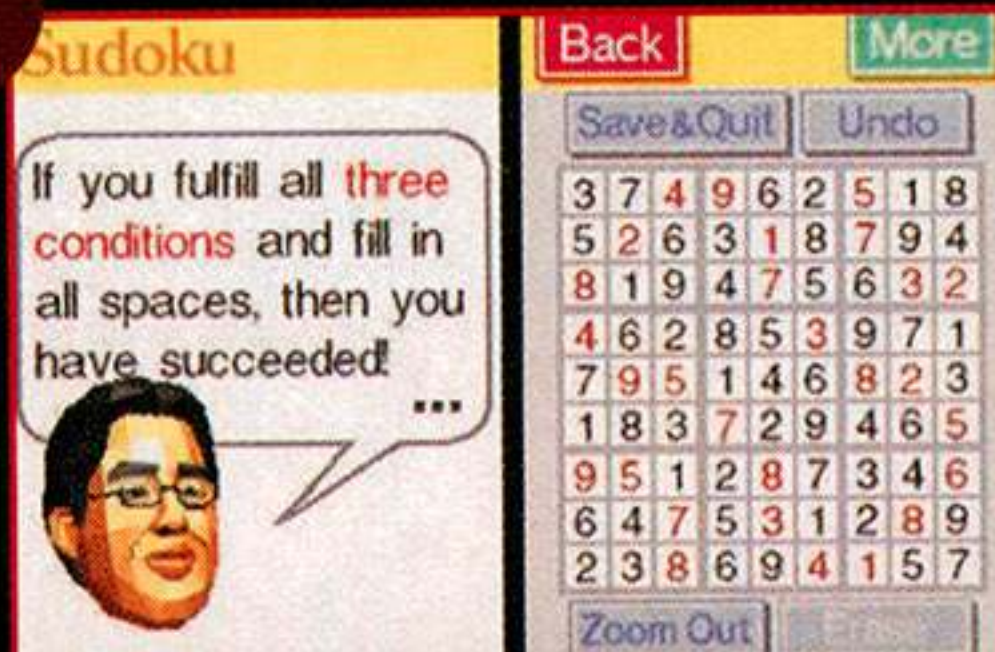
Everyone's favorite plumber stays at the top of the charts for a second month. In a nutshell, New Super Mario Bros. is like a supercharged mixture of Super Mario Bros. 3 and Super Mario World. There is a world map structure reminiscent of the previous two games, but this time, there is a bevy of paths you can take to get to Bowser's final castle. Plus, there's a Wi-Fi multiplayer mode that pits Mario and Luigi against each other in a Mario 64-like star collection challenge that takes places in shortened, single-player 2D levels.

2



While no one really expected this version of liberty City Stories to be GTA's shining star, it still holds up well with the rest of the series. Yeah, the graphics may be a bit dull, and the engine chugs at times, but for \$20, you are guaranteed a hell of a lot of entertaining hours of gameplay. LCS is probably as long as most other GTA games, and even without the multiplayer mode that was present on the PSP, this one is well worth the single Andrew Jackson.

3



Brain Age is a game that trains your brain every day to become healthy, youthful, and reflexive by having players do some brain exercises. Activities include solving simple math problems as quickly as you can, drawing something based on your memory of the object, memorizing and reciting lists of words, recognizing the color of words even though the words of the color are different, and more.

Top Ten Best-Selling DS Titles

1. New Super Mario Bros. (Nintendo)
2. Brain Age: Train Your Brain for Minutes a Day (Nintendo)
3. Big Brain Academy (Nintendo)
4. Cars (THQ)
5. Mario Kart DS (Nintendo)
6. Animal Crossing: Wild World (Nintendo)
7. Metroid Prime Hunters (Nintendo)
8. Tetris DS (Nintendo)
9. Over the Hedge (Activision)
10. Nintendogs: Dachshund & Friends (Nintendo)

Source: The NPD Group/Point-of-Sale



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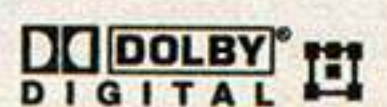


PlayStation 2 screens shown

PlayStation[®] 2



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INSTRUCTIONS

1. Cut out game on dotted line.
2. Fold on the solid line.
3. Grab a friend and face off.
4. Both players place 1 M&M'S® MINIS® candy of each color (6) into a hiding spot on their Psychic Hide-N-Seek.

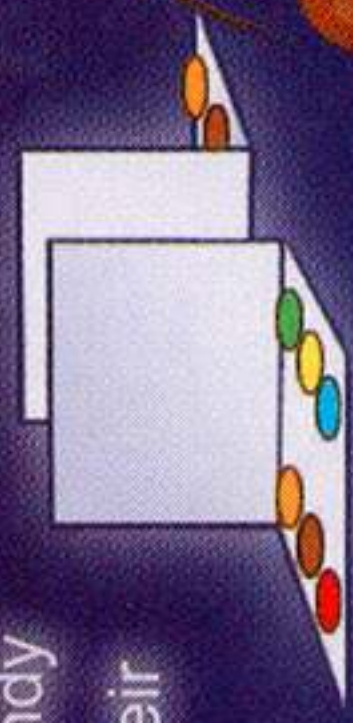
M&M'S
MILK CHOCOLATE
MINIS
POP!
Psychic
Hide-N-Seek

GAME LAB #523



HOW TO PLAY

1. Laugh fiendishly.
2. Use your psychic powers to guess the location of your opponent's MINIS®. (For example: "Bryan, is your red MINIS® candy in the green jungle?")
3. Guess correctly and you GET the MINIS®.
4. Oh yeah, take turns.
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