

RESIDENT EVIL 4
THE PS2 GETS PARASITIZED

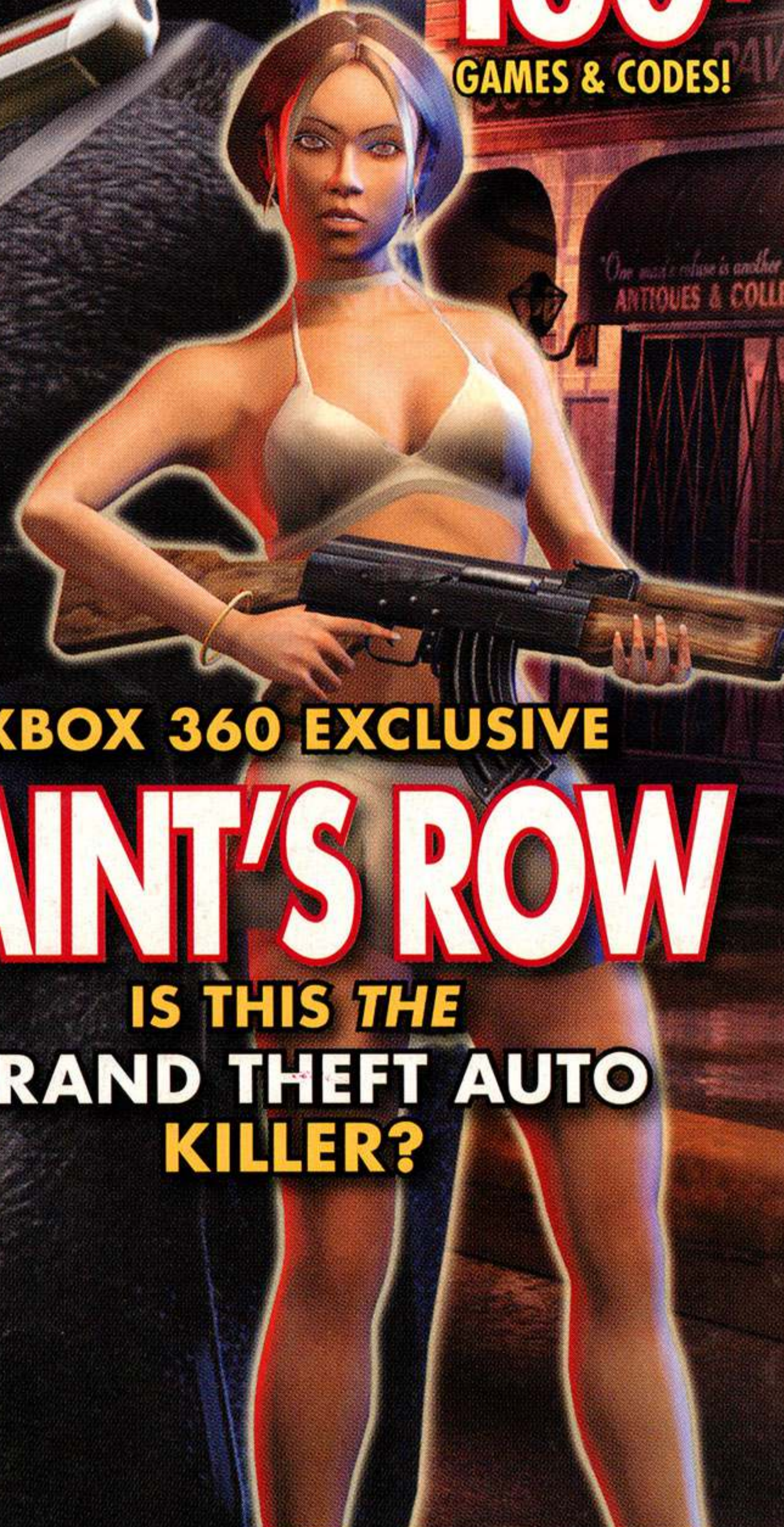
THE 7 SINS OF GTA
BEYOND HOT COFFEE

NEED FOR SPEED: MOST WANTED
OUTLAW DRIVERS WANTED

GAMEPRO

OVER 3 MILLION READERS EACH MONTH / GAMEPRO.COM

160+
GAMES & CODES!



XBOX 360 EXCLUSIVE
SAINT'S ROW
IS THIS THE
GRAND THEFT AUTO
KILLER?

XBOX 360
KICKS OUR ASS

CALL OF DUTY 2 • CONDEMNED: CRIMINAL ORIGINS
TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER

REAPING YOUR SOUL

HATE GAMES: A SPECIAL REPORT
CHRISTIAN GAMES: THE BIBLICAL PERSPECTIVE

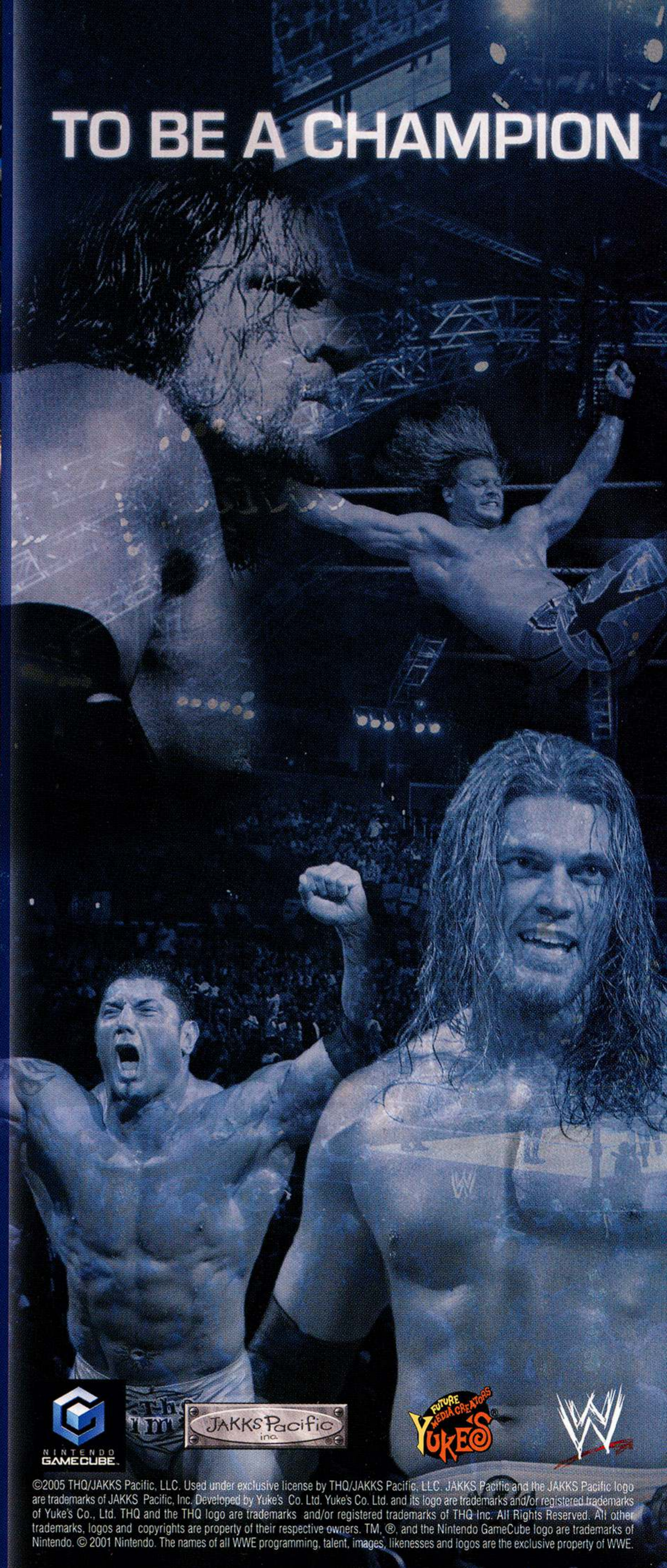
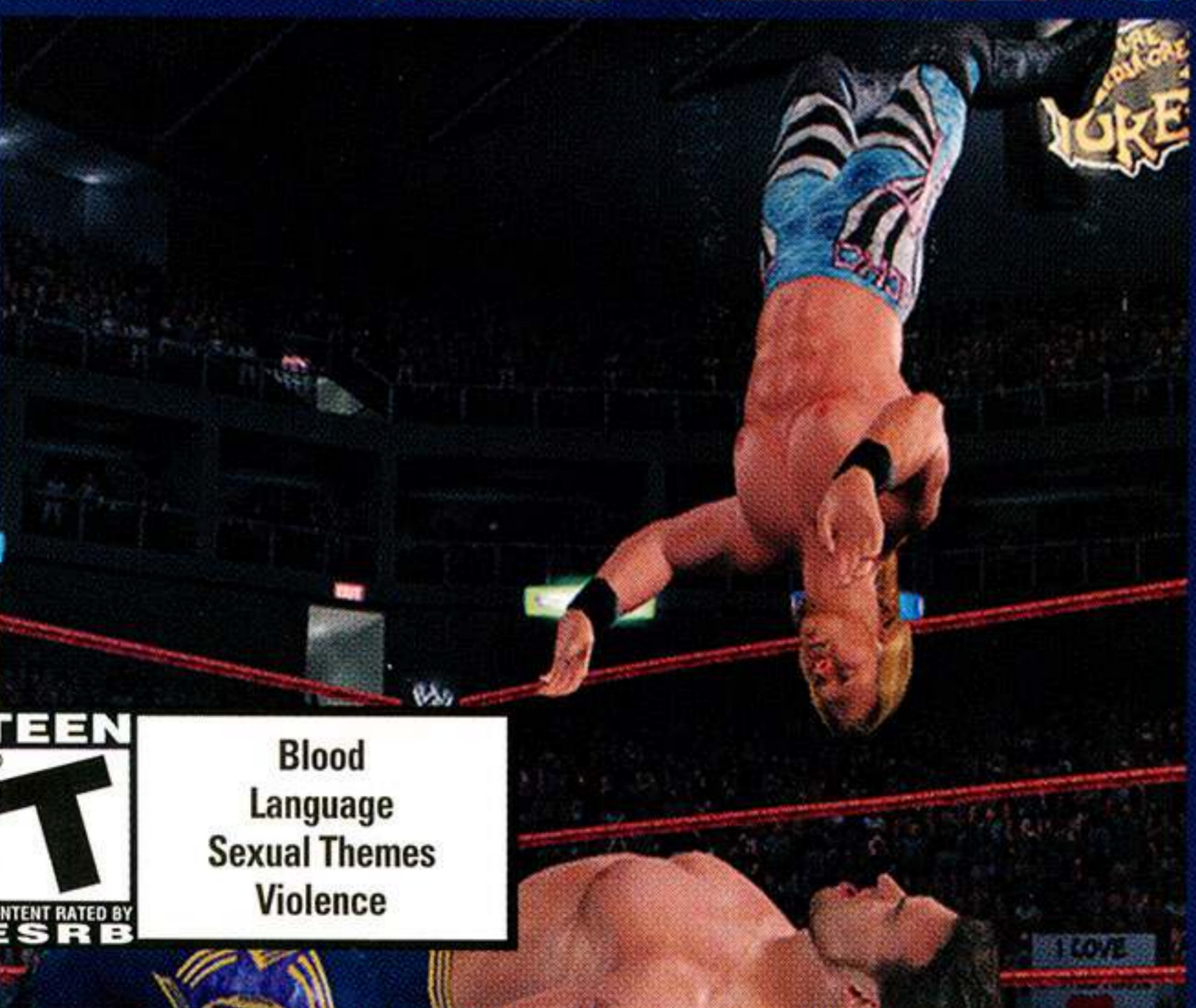
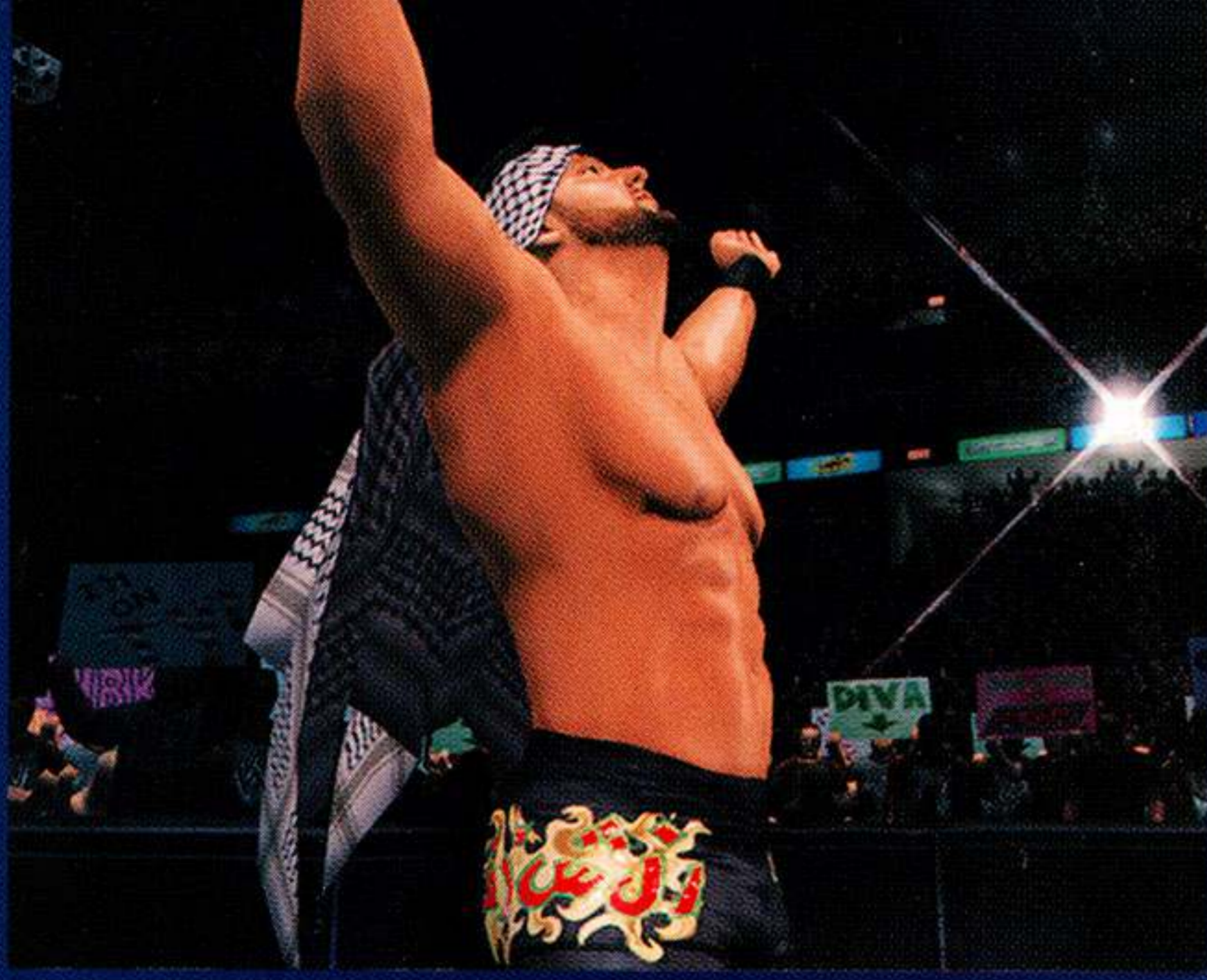
THE CLASSICS ATTACK

RATING THE RETRO COLLECTIONS

Issue 206 \$6.99 U.S. \$8.99 CAN



TO BE A CHAMPION



TEEN
T
CONTENT RATED BY
ESRB

Blood
Language
Sexual Themes
Violence

NINTENDO
GAMECUBE


JAKKS Pacific
inc.

FUTURE
MEDIA CREATORS
YUKE'S

WWE

©2005 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Yuke's Co. Ltd. Yuke's Co. Ltd. and its logo are trademarks and/or registered trademarks of Yuke's Co., Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. The names of all WWE programming, talent, images, likenesses and logos are the exclusive property of WWE.

YOU MUST BEAT EVERYONE.
AND TRUST NO ONE.



WWE DAY OF
RECKONING
2

This time, the path to vindication will be even more difficult as the line between friend and foe is not always clear. This time, trust no one.



www.thq.com



Empire's must be scaled, but cannot be scaled, but must be scaled.

And you find here a mountain that cannot be scaled, but must be scaled.

Unless you are yourself with the one weapon large enough to slay him. One he cannot see. Not can you. Yet you must employ it with every move you have the courage to make.

Unless you are yourself with the one weapon large enough to slay him. One he cannot see. Not can you. Yet you must employ it with every move you have the courage to make.

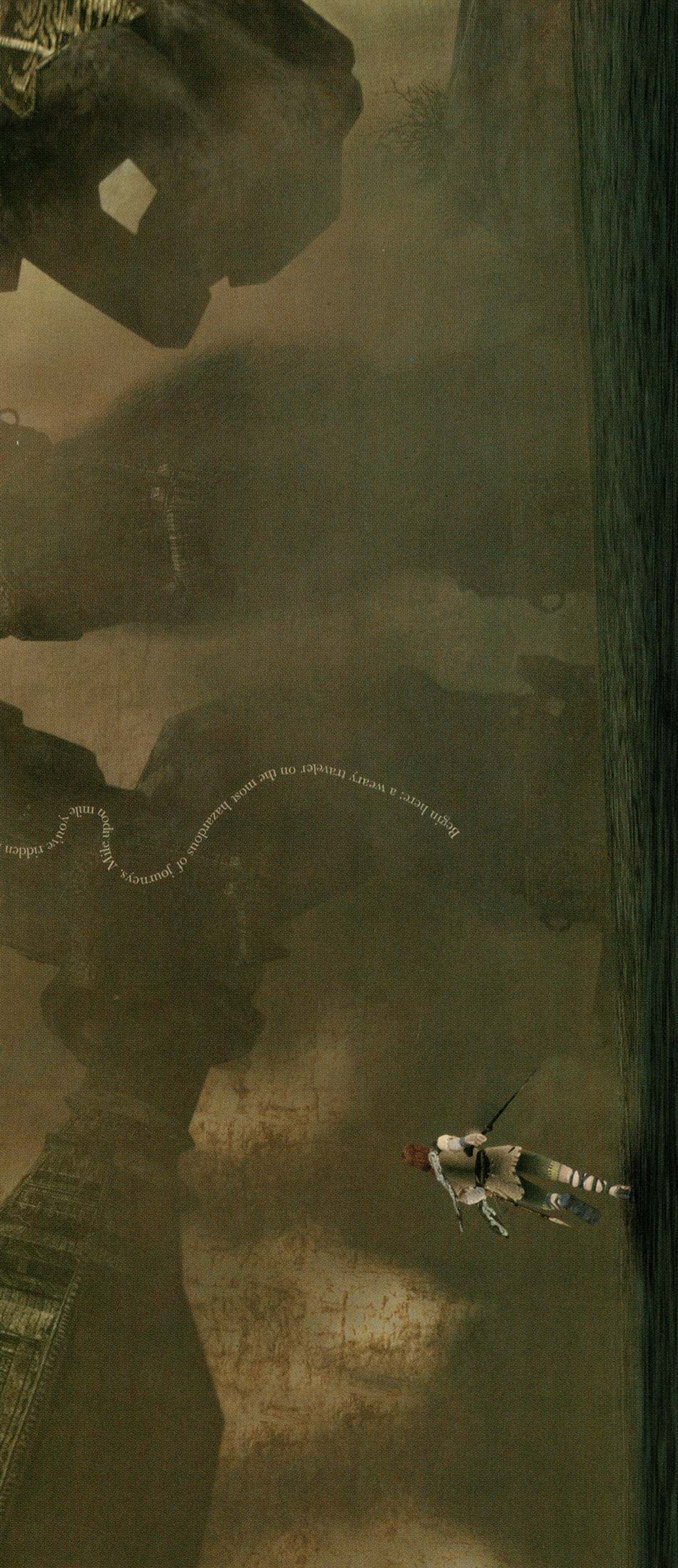
Unless you are yourself with the one weapon large enough to slay him. One he cannot see. Not can you. Yet you must employ it with every move you have the courage to make.

Unless you are yourself with the one weapon large enough to slay him. One he cannot see. Not can you. Yet you must employ it with every move you have the courage to make.

Unless you are yourself with the one weapon large enough to slay him. One he cannot see. Not can you. Yet you must employ it with the shadow of a beast who will devastate the city, insignificant being who dared to disturb his slumber.

Unless you are yourself with the one weapon large enough to slay him. One he cannot see. Not can you. Yet you must employ it with every move you have the courage to make.

NOVA



Begin here; a weary traveler on the most hazardous of journeys. A lone mite you've ridden

SHADOW OF THE COLOSSUS

www.shadowofthecolossus.com



Blood
Fantasy Violence



PlayStation 2



LIVE IN YOUR WORLD.
PLAY IN OURS.

Shadow of the Colossus ©2005 Sony Computer Entertainment Inc. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a registered trademark of Sony Computer Entertainment America Inc.



THE ULTIMATE DANGER CALLS FOR

TEEN
T
 Mild Language
 Violence
 ESRB CONTENT RATING www.esrb.org
 Game Experience May Change
 During Online Play

This title is available for the PlayStation®2 computer entertainment system and PSP™ (PlayStation®Portable) system.



MARVEL, X-MEN and all related character names and likenesses thereof are trademarks of Marvel Characters, Inc. Copyright © 2005 Marvel Characters, Inc. All rights reserved. Game © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, Xbox Live, the Live logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. TM, ©, Nintendo GameCube logo is a trademark of Nintendo. © 2001 Nintendo. All rights reserved. PC CD-ROM logo TM and © 2004 IEMA. The ratings icon is a registered trademark of the Entertainment Software Association. © 2005 Nokia. All rights reserved. Nokia, N-Gage and N-Gage QD are trademarks or registered trademarks of Nokia Corporation. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

WIRELESS
 GAME



ACTIVISION

activision.com



Upgrade, customize and unleash a massive arsenal of over 160 superpowers.



Assemble previously unimaginable teams from 16 playable X-Men™ and evil Brotherhood characters.



Co-op online and off with up to 4 players.

THE ULTIMATE ALLIANCE

X-MEN LEGENDS II

RISE OF APOCALYPSE II

A secret prophecy has fallen into Apocalypse™'s diabolical hands. Unite the X-Men with their sworn enemy—the Brotherhood—and liberate Earth from the ultimate tyranny.

X-Men-Legends2.com

September 21, 2005

Introducing...

The next big thing in video-game strategy guides.

FAQS

CHEATS

WIKI
STRATS

wiki (wĭ·ki)—n.

1. A collaborative website/page set up to allow user editing and adding of content.

Only at...

gamerhelp
GAMERS HELPING GAMERS

www.gamerhelp.com/wiki/

GAMEPRO
www.gamepro.com

Director of Editorial and Creative Services Francis Mao
Editor Wes Nihei
Managing Editor Mike Weigand
Contributing Editors Lindsay Young
Akitomo Sugawara
Sidney Shuman
Tim Ng
Chris Morell
Chris Cook
Brett Rector
Copy Chief Jennifer DeGruff
Copy Editor Jessica Dryden-Cook
Editorial Intern Derek VanDyke

Associate Art Director Eugene Wang
Designer George Hu
Design Interns Jan Salazar
Mike Medina
Staff Photographer Michele Nelson

Production Director Shelly Reimer
Production Manager Michele Nelson
Production Specialist Adriana Halbac

Director of Online Product Development Craig Eastman
Web Developers Jason Klingstedt
Brian McKenzie
Justin Lewis
Associate Web Developer Sui Mak
Online Editorial Interns Spenser Hall
Patrick Shaw
Hau Tran
Travis Moses

IDG
ENTERTAINMENT

President Daniel Orum
Administrative Assistant Tiffany Evans

Senior Vice President Francis Mao

Vice President of Operations and Finance Jeff Spitzer
Director of Finance Stacey Witchel
Senior Accountant Susan Bell Nunes

Vice President, Online Sales Bob Huseby

National Advertising Sales Director Damon Watson

Human Resources Manager Lisa M. Hess

Group Circulation Manager Stephanie Taylor
Senior Manager of Circulation Operations Natale Russo
Circulation Coordinator Kathryn Washburn

Marketing Intern Shane Bierwith

Information Systems Manager Chris Sipe
PC System Specialist John DeJulio

Founder, GamePro magazine Patrick J. Ferrell

Entire contents copyright 2005 by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions, including, but not limited to, artwork, text, photographs, and videotapes, become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO®, DVDPRO®, and NETPRO® names and logos are Registered Trademarks of International Data Group, Inc. Nintendo, Nintendo 64, Game Boy, Game Boy Color, Game Boy Advance, GameCube, Nintendo DS, and the 3D "N" logo are Registered Trademarks or Trademarks of Nintendo of America, Inc. PlayStation, PlayStation 2, PlayStation 3, PS one, PSP, and the PlayStation logo are Registered Trademarks of Sony Computer Entertainment Inc. Microsoft, the Microsoft Game Studios logo, Xbox, Xbox 360, Xbox Live, the Xbox logos, the Xbox 360 logos, and the Xbox Live logo are Registered Trademarks or Trademarks of Microsoft Corporation in the United States and/or other countries, and are used under license from Microsoft. Nokia and N-Gage are Trademarks or Registered Trademarks of Nokia Corporation. Sega, Dreamcast, and the Dreamcast logo are either Registered Trademarks or Trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners. All products and the characters contained therein are owned by the respective trademark and copyright owners. GamePro does not claim any copyright in the screen shots herein. Copyright in all screen shots contained within this publication are owned by their respective companies. All materials listed in this guide are subject to change, and the publisher assumes no responsibility for such changes. Printed in the U.S.A.

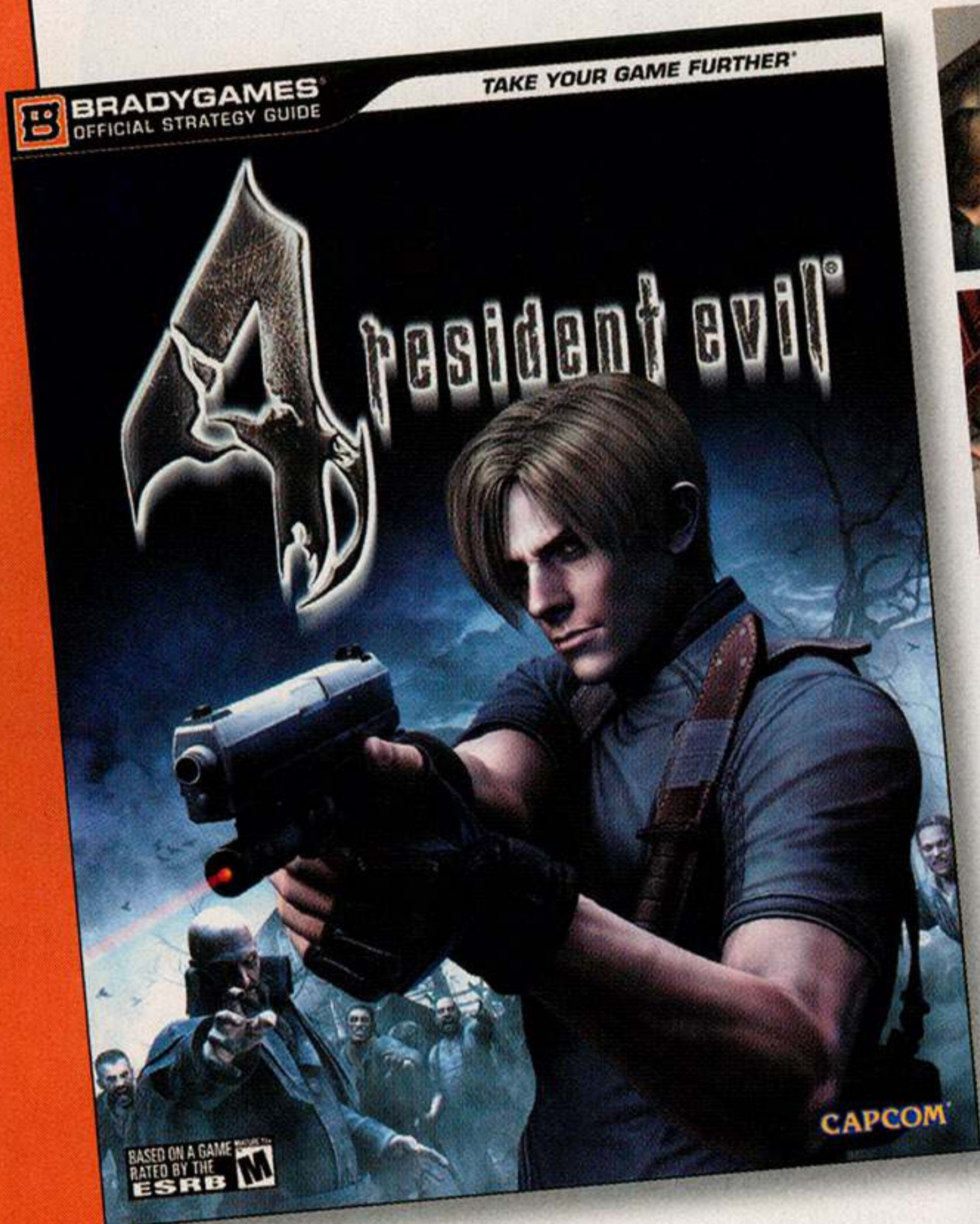
For subscription problems only, please write: P.O. Box 37579, Boone, IA 50037-0579, or call: 510/768-2767.

Member of the Audit Bureau of Circulations



Audit Bureau of Circulations

Sometimes your best weapons to fight evil



Resident Evil® 4 Official Strategy Guide

- New Platform
- New Weapons
- New Areas to Complete
- New Strategies

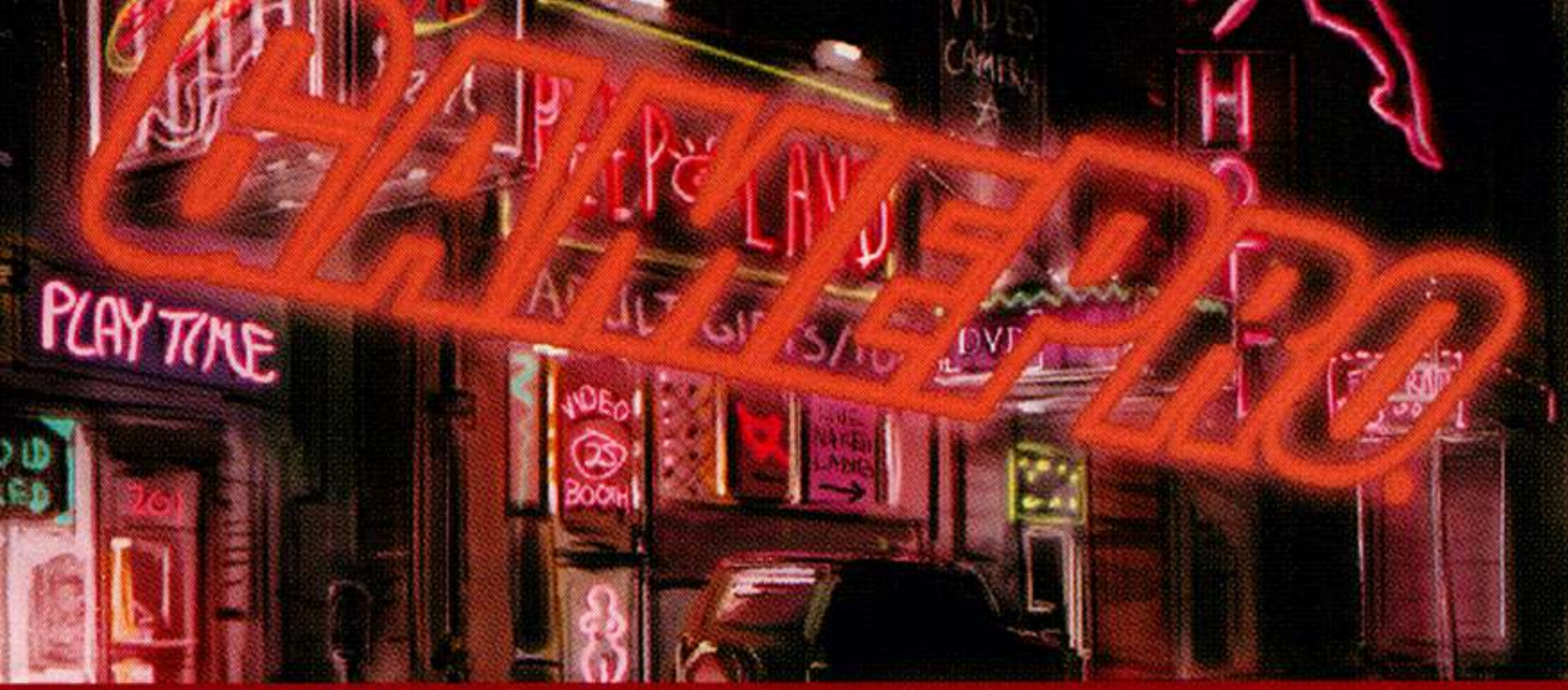
Aren't just found in the game



BRADYGAMES®
TAKE YOUR GAME FURTHER

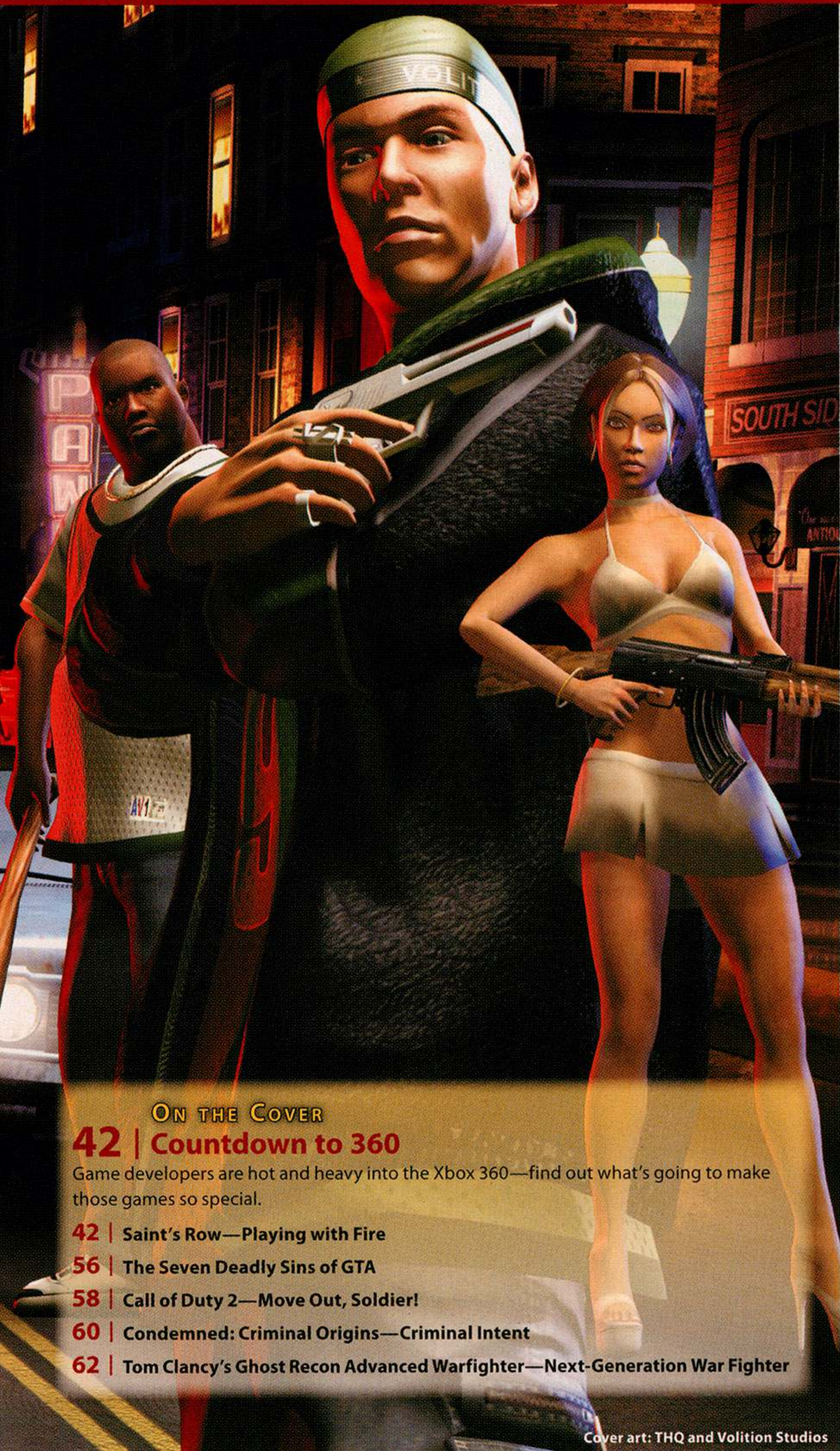
©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. RESIDENT EVIL, CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

CAPCOM®



NOVEMBER 2005
ISSUE #206
GAMEPRO.COM

FEATURES



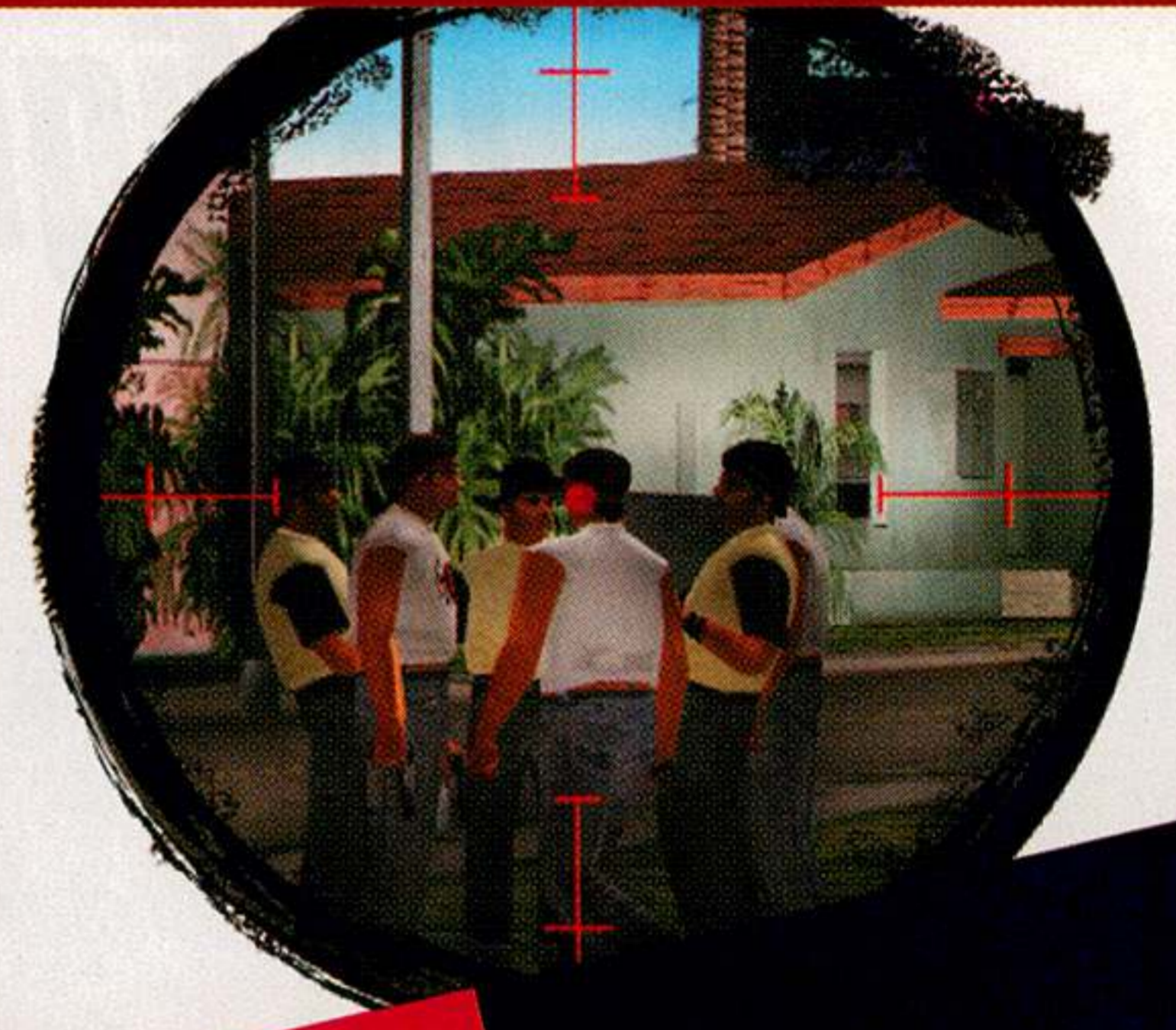
ON THE COVER

42 | Countdown to 360

Game developers are hot and heavy into the Xbox 360—find out what's going to make those games so special.

- 42 | Saint's Row—Playing with Fire
- 56 | The Seven Deadly Sins of GTA
- 58 | Call of Duty 2—Move Out, Soldier!
- 60 | Condemned: Criminal Origins—Criminal Intent
- 62 | Tom Clancy's Ghost Recon Advanced Warfighter—Next-Generation War Fighter

Cover art: THQ and Volition Studios



68 | Between Love and Hate

Special-interest groups are looking at games as a way to promote their messages—here are some things you'll want to know about.

- 68 | Hate Games: A Special Report
- 73 | Games with a Calling



82 | Retro Wrap-Up

Retro games are making a comeback. Here's how classic compilations from Capcom, Namco, Midway, and Tecmo stack up.

LAZERTAG

TEAM OPS

THE ULTIMATE
ELECTRONIC
GAME OF TAG



Assemble a team of highly skilled LAZERTAG players and lead them into THE ULTIMATE GAME OF ELECTRONIC TAG.

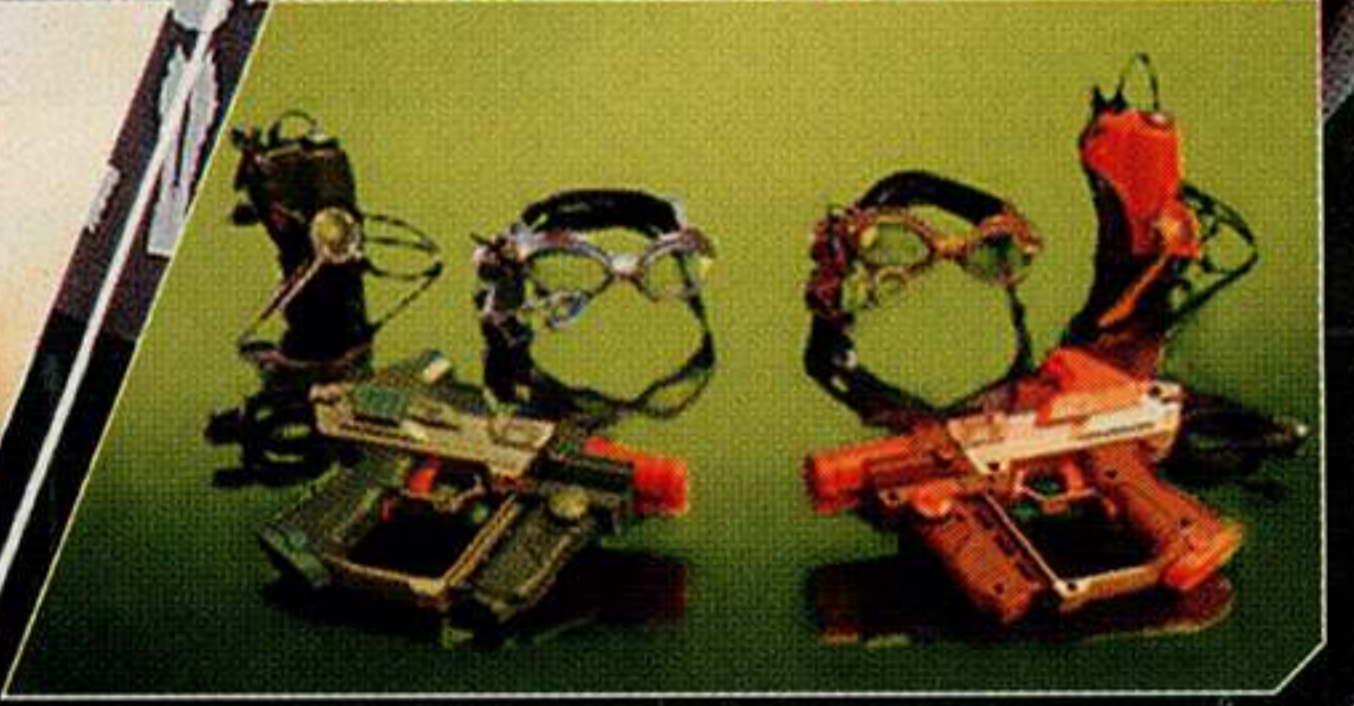
SYNC UP FOR TEAM OPPTS PLAY



JOIN MULTIPLE PLAYERS



2 Tagger & HUD UNITS
with the Team Comm Headset!



NO TV. NO CONSOLE. NO CONTROLLER. ALL ACTION!

Someone's got you in their sights. You know because you see it in your Heads Up Display. You hear the tagger audio warning you. This is Lazer Tag - the best game of Lazer Tag ever. Features like wireless data transfer to synchronize the game clock and score tracking make Lazer Tag Team OPS the superior Lazer Tag system! Whether you're customizing your game or playing the classic game of tag, Lazer Tag puts you in the game like no console can.

CHECK OUT ONLINE GAMES AND TIPS AT
www.LAZERTAG.com



LAZERTAG is a registered trademark of Shoot the Moon Products and used with permission. © 2005 Hasbro, Pawtucket, RI 02862 USA. All Rights Reserved. ® denotes Reg. U.S. Pat. & TM Office. LAZERTAG UNIFORM NOT INCLUDED. Product and colors may vary. www.hasbro.com

LOADING

28 Next-Gen Console Watch: Microsoft Comes Clean

Microsoft has established the cost of Xbox 360 gaming, and the numbers are raising eyebrows.



34 GameTap Dancing

Turner Broadcasting pioneered ways to squeeze extra mileage out of classic movies, so why not classic games?

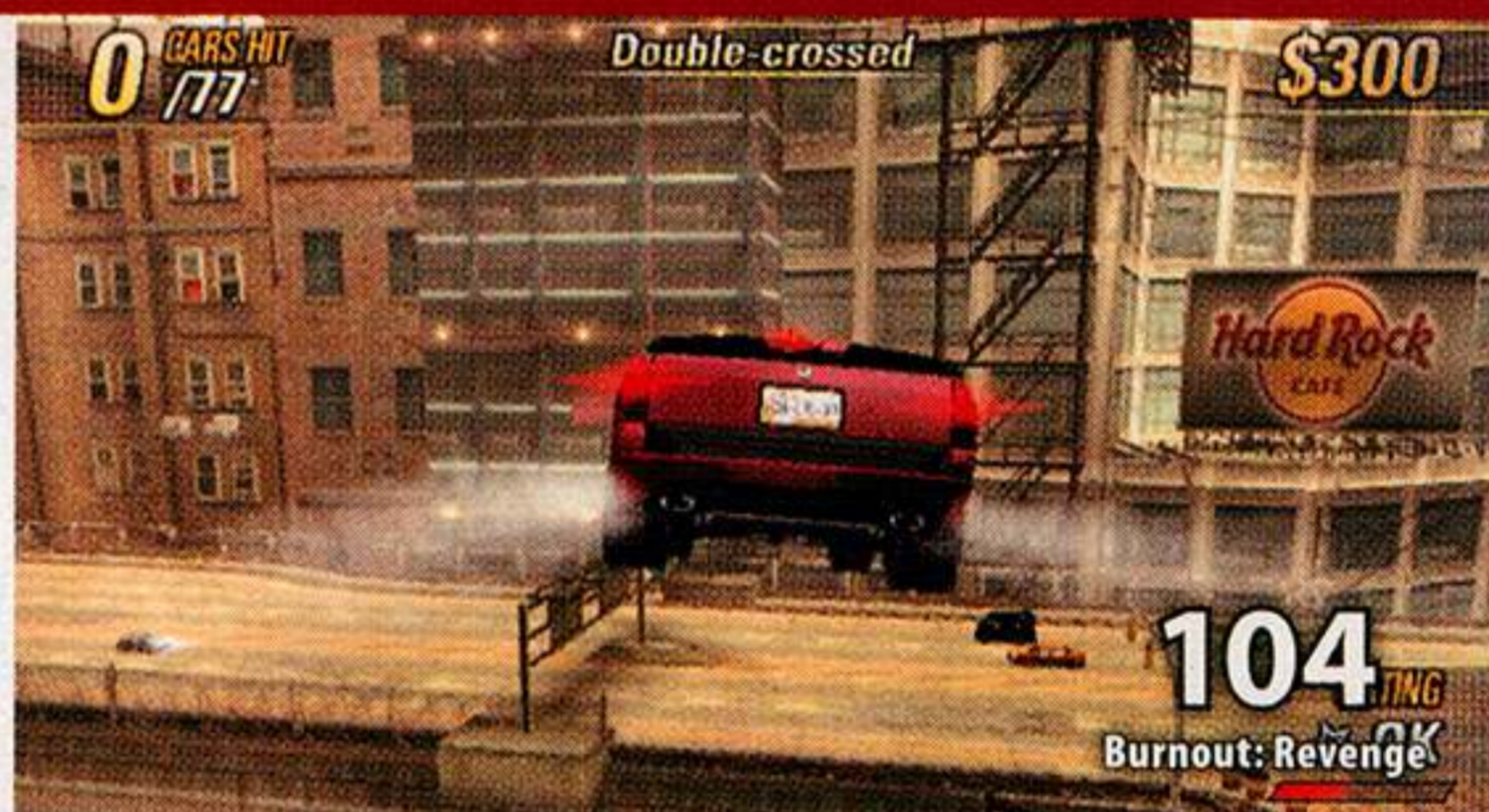
...And more!

DEPARTMENTS

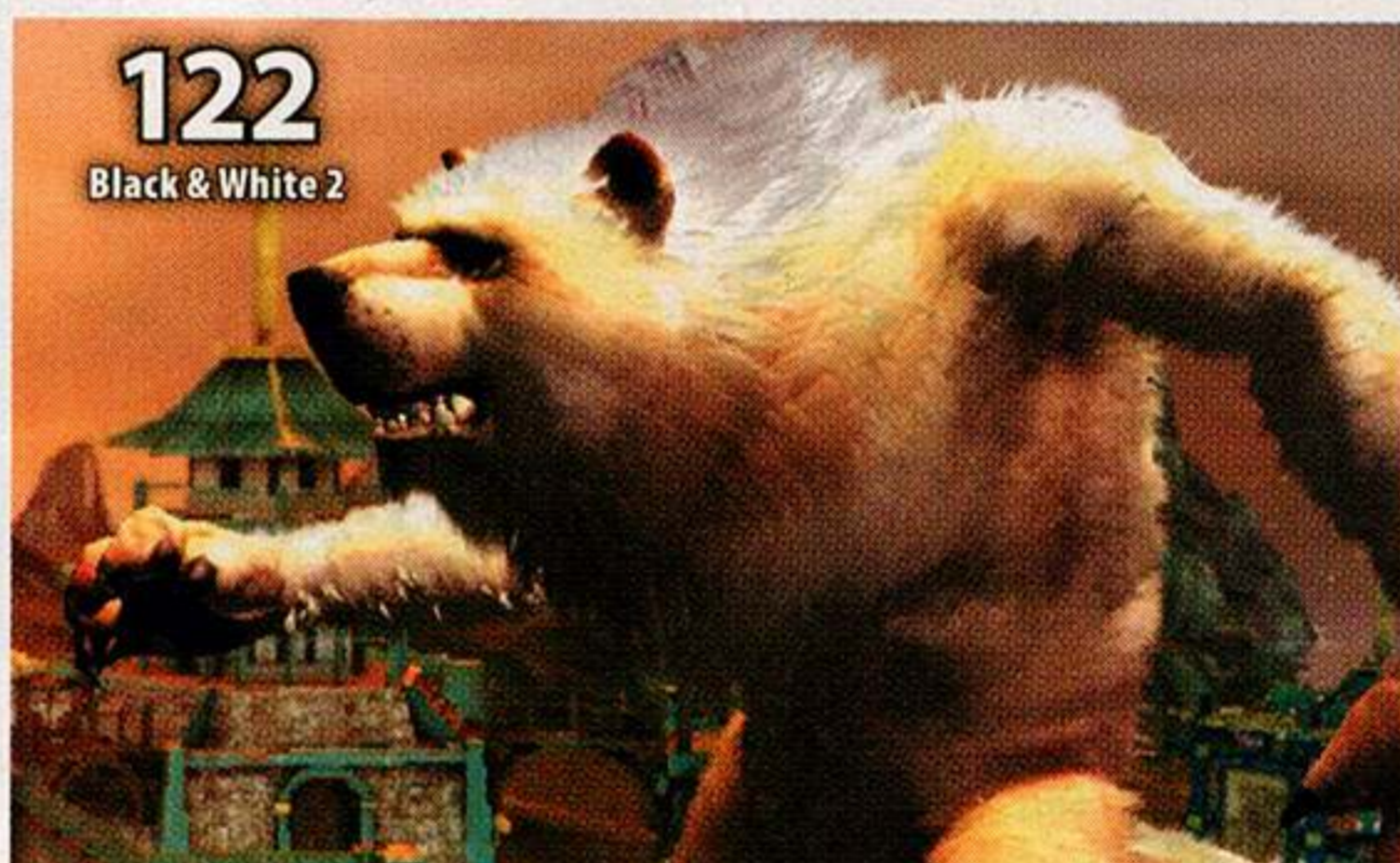
- 14 HEAD2HEAD
- 20 BUYERS BEWARE
- 22 GAMEPRO'S 10 TO 1
- 24 NET TEN
- 28 LOADING
- 86 PREVIEWS
- 104 PROREVIEWS
- 122 PC GAMEPRO
- 128 GAMES TO GO
- 138 SPORTS PAGES
- 144 ROLE-PLAYER'S REALM
- 148 CODE VAULT
- 150 CHARTBUSTERS



86
Resident Evil 4



104
Burnout: Revenge



122
Black & White 2

GamePro.com

Get more online
THIS MONTH:

XBOX 360

The launch of Microsoft's next-gen console is just around the corner. Go online to see our latest hands-on impressions of both the software and the hardware.

JAWS UNLEASHED
You're no friendly dolphin in this GTA-style undersea action title. See the review first on GamePro.com.

PLAYSTATION 3

Following the Tokyo Game Show, we have tons of media updates for PS3 software. Find out if it's worth the "high" price tag.

Stay on top of the gaming scene!
Sign up for free weekly newsletters delivered to your inbox!

GAME FINDER

Previews

Age of Empires: The Age of Kings	128
And 1 Streetball	143
Battlefield 2: Modern Combat	99
Black & White 2	122
Call of Duty 2: Big Red One	87
Castlevania: Curse of Darkness	96
Donkey Kong: King of Swing	128
Dragon Quest VIII	144
F.E.A.R.	123
Gun	100
Gunstar Super Heroes	129
Jak X: Combat Racing	89
James Bond 007: From Russia with Love	88
The Lord of the Rings: The Battle for Middle-Earth II	124
Marvel Nemesis: Rise of the Imperfects	96
Metal Gear Acid 2	129
NBA 06	143
NBA 2K6	142
Need for Speed: Most Wanted	93
Ratchet: Deadlocked	90
Resident Evil 4	86
SOCOM 3: U.S. Navy SEALs	100
Sonic Rush	129
Soul Calibur III	94
Star Wars Battlefront II	99
Star Wars: Empire at War	124

Reviews Multiplatform

Indigo Prophecy	112
NBA Live 06	138
NHL 2K6	140
The Suffering: Ties That Bind	112
Tiger Woods PGA Tour 06	141

PlayStation 2

Genji: Dawn of the Samurai	110
Mortal Kombat: Shaolin Monks	108
Radiata Stories	146
Romancing SaGa	146
Urban Reign	116
We ♥ Katamari	114

Xbox

Burnout: Revenge	104
Dynasty Warriors 5	114
Ninja Gaiden: Black	106
Spartan: Total Warrior	116

PSP

Burnout Legends	104
Virtua Tennis: World Tour	130

DS

Castlevania: Dawn of Sorrow	132
Phoenix Wright: Ace Attorney	132
Trauma Center: Under the Knife	131

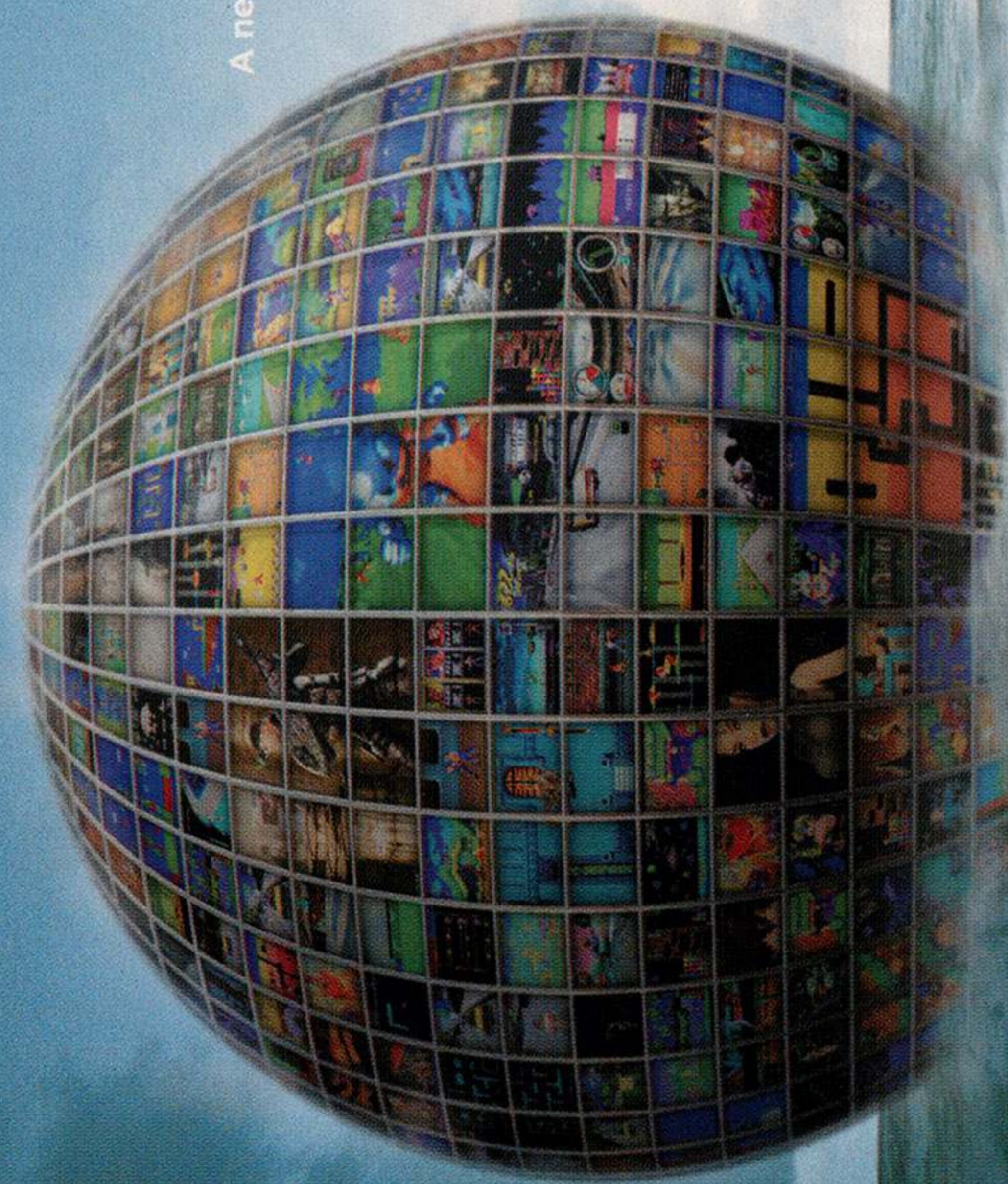
PC

Dungeon Siege II	127
Fable: The Lost Chapters	126

Codes and Cheats

Futurama	149
MDK2 Armageddon	148
Metal Gear Solid 2: Substance	148
Quake III Revolution	148
Return to Castle Wolfenstein: Tides of War	149
Theme Park Roller Coaster	148
Tony Hawk's Underground 2	148
Twisted Metal: Black	148
Unreal Tournament	148
Whiplash	149
Yu-Gi-Oh! 7 Trials to Glory: World Championship Tournament 2005	149

A new world of video games has arrived.



Welcome to GameTap™, where you can play hundreds of the greatest video games from the greatest systems, right from your broadband-connected PC. It's gaming freedom like never before. All for just \$14.95 a month. **GET YOUR FREE 2-WEEK TRIAL AT GAMETAP.COM**



BE THE ONE

Experience The Matrix through the eyes of The One and decide your own path. Assume the role of Neo and relive your favorite scenes and battles from the blockbuster movie trilogy.

- 1000's of martial-arts-style fighting moves • Battle hundreds of Agent Smiths • Over 15 major characters from all 3 movies as well as brand new ones • Never-before-seen training levels prepare you for the most memorable battles • Director's Cut of movie footage from all three Matrix™ films • Epic new ending to the Matrix™ Trilogy written and directed by the Wachowskis.





Fernando believes the time is right to expand the way women are represented in games. For that insight, he earns a Logitech Cordless Controller.

HEAD 2 HEAD

Signs of the Times

When you've charged through every new hardware launch the games industry has ever seen, you've weathered every sort of hype storm imaginable. So it's pretty tough to get really excited about something that sounds "fresh" until you've had the opportunity to get your hands on it. That's why when Vicious Sid starting singing the praises of THQ's Saint's Row for the Xbox 360 after E3, we were all more than a little skeptical. But buckets of water could not cool Sid down; so determined to make believers of us all, he made a road trip to the game's developer, Volition. As you'll discover, when any game's so bold as to set Grand Theft Auto, arguably one of the defining icons of the current generation of consoles, squarely in its sights and start blasting away, we (all of us gamers) need to take heed. But it's also true that Saint's Row may have to be consequently prepared to carry the social stigma and controversy that GTA has suffered into the next generation as well.

Likewise along those lines, even as the Xbox 360 prepares to usher in a new era of technological entertainment for the 21st Century, we are ever reminded that there remain some issues that are as old as time itself. Take a look at two special reports this issue about Christian games and games by hate groups. Occupying extreme opposite ends of the moral spectrum, these two emerging gaming genres reflect the current state of society as well as the influence that games continue to have on it.

Video games have become intimately woven into the fabric of our society, and as games continue to evolve we should all expect that games will reflect society at its best and at its worst.

The GamePros
Oakland, CA
letters@gamepro.com

Taking Women in Games Seriously

I can't help but be put off by the misuse of women in video games: In almost every game, female characters look like they belong in fashion magazines and adult films, and not in a war zone or an adventure/combat setting. Most of them wear miniskirts, tiny shorts, or microscopic bikinis; have long, gorgeous hair; and sport super-model physiques. Through no fault of their own, women have become commodities in video games, rather than characters to be taken seriously as heroines (or villains).

Almost every woman in a video game looks like they're dressed for the beach or a hot night out, and the enjoyment from competent storytelling is diminished in favor of cheap attempts to grab attention.

The current trend of turning heroines into shallow objects of sexual desire is neither needed nor warranted. The game industry is maturing and finally being taken seriously by the entertainment industry in general. This is a great opportunity to enable games to be recognized as storytelling masterpieces on par with film and stage. Game developers need to stop degrading impeccably crafted works with gratuitous sexuality: There is already plenty of that to go around everywhere else.

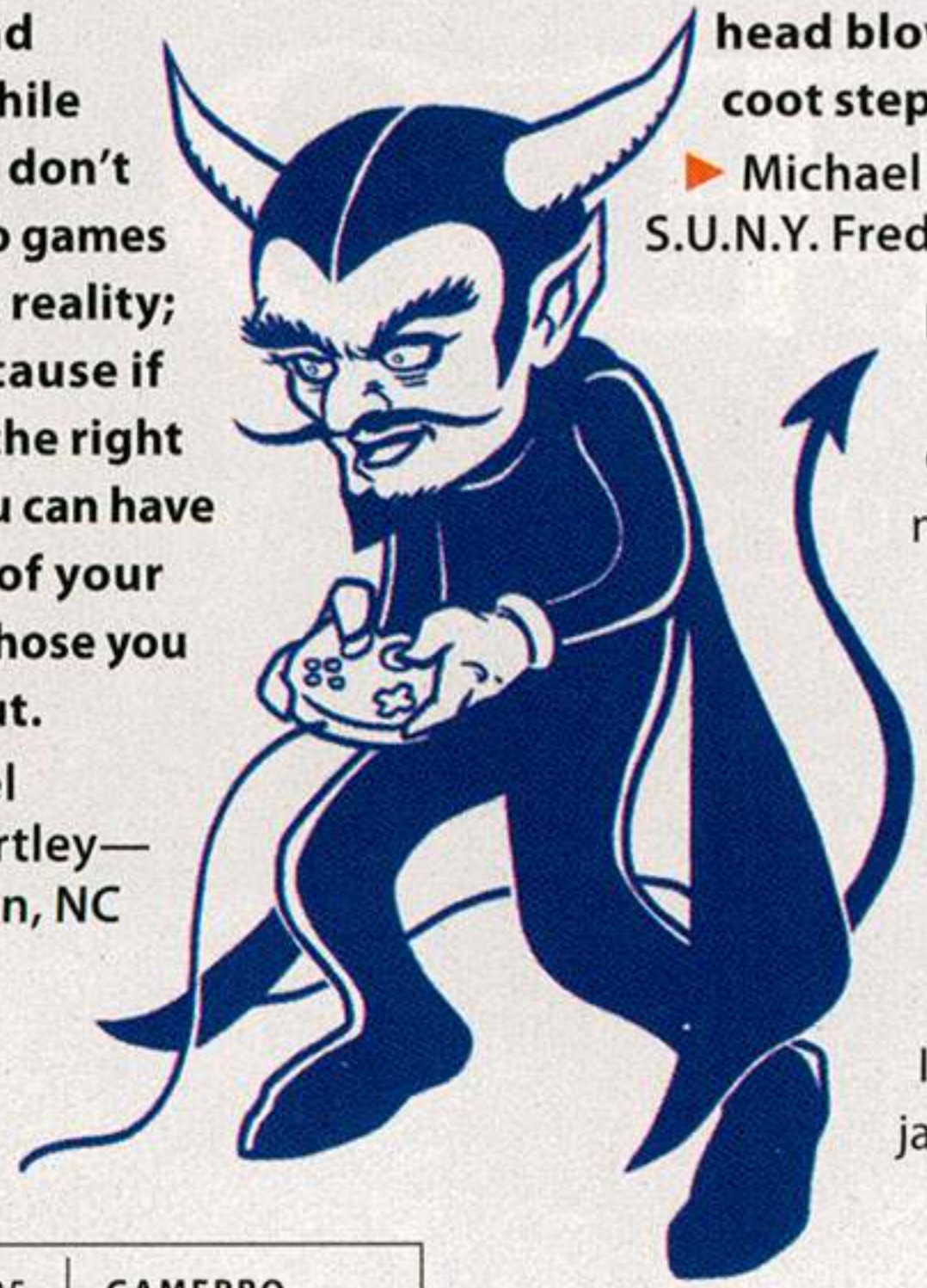
► Fernando Garcia—Via Internet

Although gratuitous sexuality will probably always be a part of popular entertainment, the maturing of the gameplaying audience will cause game designers to think more deeply about the images and roles women play in their games.

For Family and Friends

Hey, how's your life? Mine sucks because my father passed away. He was a cook. He did it for a living, not only for himself but because he loved his family and he loved to be around people. One day, he took me to breakfast and said, "Mike, I want you to get a driver's license." I got it. I have cerebral palsy on my right side. What I'm trying to say is, children, if you have a mom and dad and they're doing their best to provide for you, you'd better love your family and friends while you can. I don't play video games to escape reality; I play because if you find the right game, you can have the time of your life with those you care about.

► Michael David Hartley—Burlington, NC

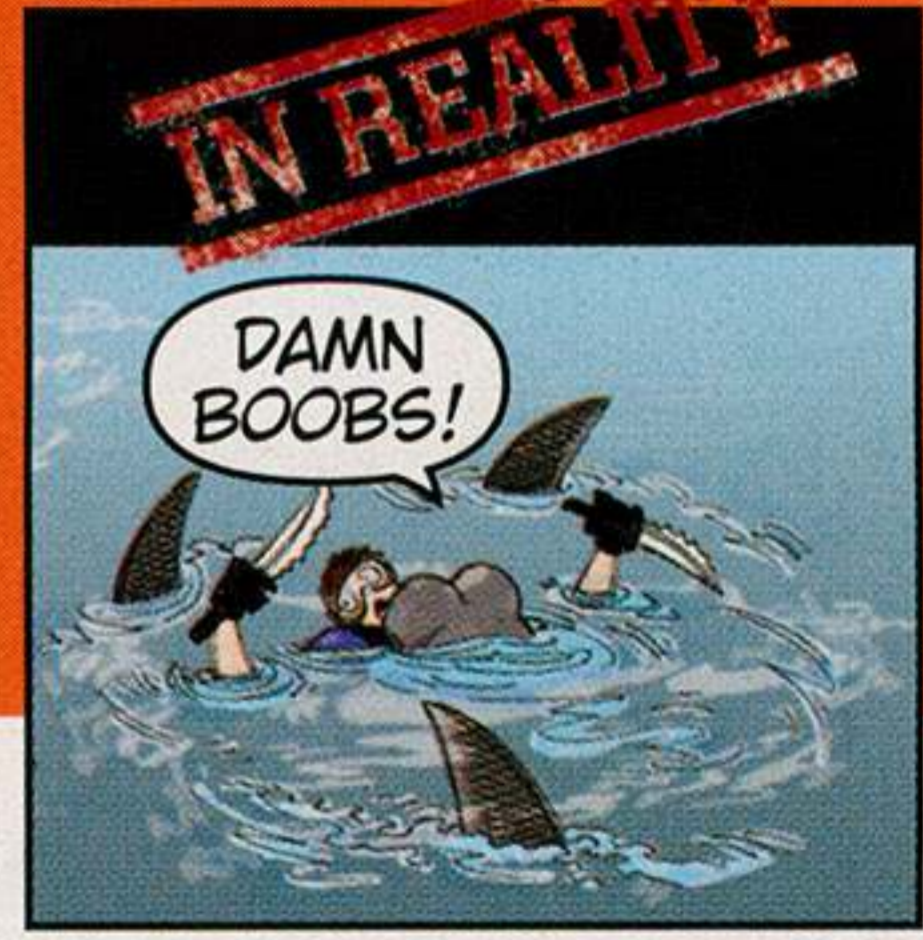
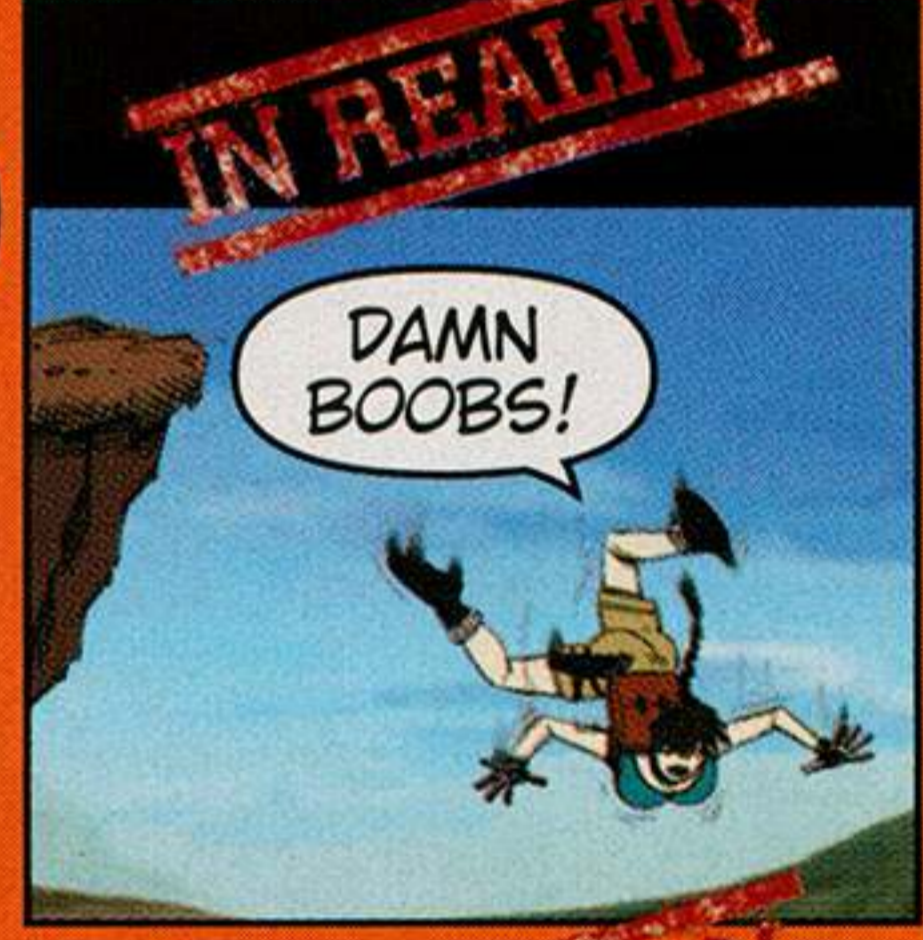


Sleepless in Fredonia

Why is it that some games come out for all systems and others come out for only one? For years this has perplexed me. "Can't we all just get along?" I believe is the correct phrase here. For example, Star Wars: Bounty Hunter was a rave on all of the "big three" systems, so why are Star Wars: Knights of the Old Republic and Star Wars: Jedi Outcast only for single systems? Why no Halo 2 for the PS2? Please, help me out here before my head blows like Crash Bandicoot stepping on a Nitro box.

► Michael Lutomski—S.U.N.Y. Fredonia, Fredonia, NY

Dude, can't believe you're a long-time GamePro reader, you made it into a S.U.N.Y., and you don't remember the answer to this question! But since our dear Jen X is a State University of New York at Oneonta grad, we'll say it again: It's all about the Benjamins. Game companies



like LucasArts are in it to make money to pay people, pay bills, and improve their game tech. They must decide what platforms represent the best money-making scenario for every game they publish. Believe it or not, publishing every game on every system is not the best sales strategy. Microsoft's Halo 2 sells Xboxes. They do not want it to sell PS2s...not ever. Sorry, but you're in college now, and that's the way of the world.

Blu-Ray or HD-DVD?

I read last week that talks were in progress to select either Blu-ray or HD-DVD as the one format for the next generation of DVD. My question to you is: How will this affect the PS3 and the Xbox 360? From what I understand, the PS3 will use Blu-ray and the Xbox 360 will use HD-DVD.

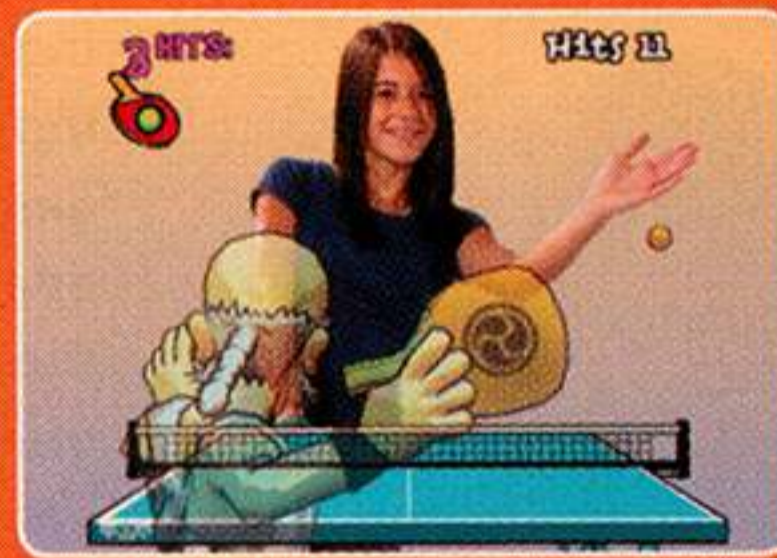
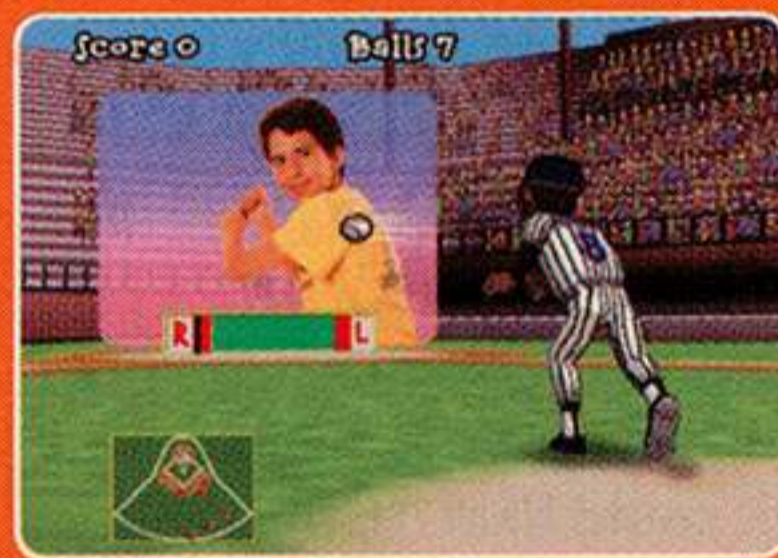
► Stephen McGowan—Via Internet

EYE TOY **Play 2™**

Turn your living room into a playground.



Say hello to EyeToy: Play 2™ with 12 all-new games and 75 crazy bonus games. The included EyeToy™ USB camera tracks your every move, putting you in the middle of the action. It's the most fun you can have in your living room!



www.us.eyetoy.com

PlayStation 2



LIVE IN YOUR WORLD.
PLAY IN OURS.



Mild violence

Screens simulated. EyeToy: Play 2™. Game ©2005 Sony Computer Entertainment Europe. Developed by London Studio. EyeToy and EyeToy: Play 2 are trademarks of Sony Computer Entertainment Europe. All rights reserved. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a registered trademark of Sony Computer Entertainment America Inc.

Vicious Sid explains: You're half-right; the PS3 will use Sony's own high-speed, high-capacity Blu-ray disc format. However, at the moment, the Xbox 360 is still scheduled to use a standard DVD drive, much like the one on the original Xbox. You may have heard the rumors that Microsoft is considering including an HD-DVD drive in the Xbox 360, but they're completely unconfirmed. If it wanted to, Microsoft could switch to an HD-DVD format in time for the Fall Xbox 360 launch—though that's an increasingly unlikely possibility—or it could add HD-DVD capability later in a redesigned or enhanced model. It should be noted that some developers are upset that the 360 might ship with the lower-capacity DVD drive. Tomonobu Itagaki, the chief for Tecmo's Team Ninja development team, recently went on record (in a Team Xbox interview) that he and his team were "really knocked out" when they heard of the standard DVD storage format. They're concerned about fitting oodles of high-definition cinematics on a standard DVD disc.

Our take? It's too early to say for sure, but it's a fairly safe bet that Microsoft will simply stand by its DVD decision: After the huge losses it took with the original Xbox hardware, it's looking to pinch every penny with the Xbox 360. As for Sony's Blu-ray merging with the HD-DVD format, who knows?

Thy Monkey Is Ape!

In your August issue, you feature a screen shot of *Metal Gear Solid 3: Subsistence* and you say *Subsistence* will include additional Snake versus "Monkey" games. Well, good people at *GamePro*, the "monkey" in the screen shot is clearly an Ape Escape parody. I won't bother explaining the detailed anatomical differences of the ape versus the monkey, but at the very least you should be able to spot a parody. For shame, *GamePro*, for shame.

► SenakuJin—Via Internet

Yes, and you, my simian-savvy friend, are bananas.

Reality Sucks

I heard that the Unreal Engine 3 is going to be used for some next-generation games, which got me thinking. I love playing *Halo 2*, but after 10 or so

hours I can't help but feel the urge to pull out the old NES or N64. I always hear people complaining about how games should look more realistic, but isn't the reason we play games to escape reality? Isn't that why we play *Super Mario Bros. 3*? So that we can slap a raccoon's tail to our asses and fly above the clouds? With games beginning to look more real, what's next? Are they gonna sell *Donkey Kong* to a zoo? Personally, I think games are going in the wrong direction. Games don't need to be more realistic; they just need to be fun.

► Tovah—Princeton, MN

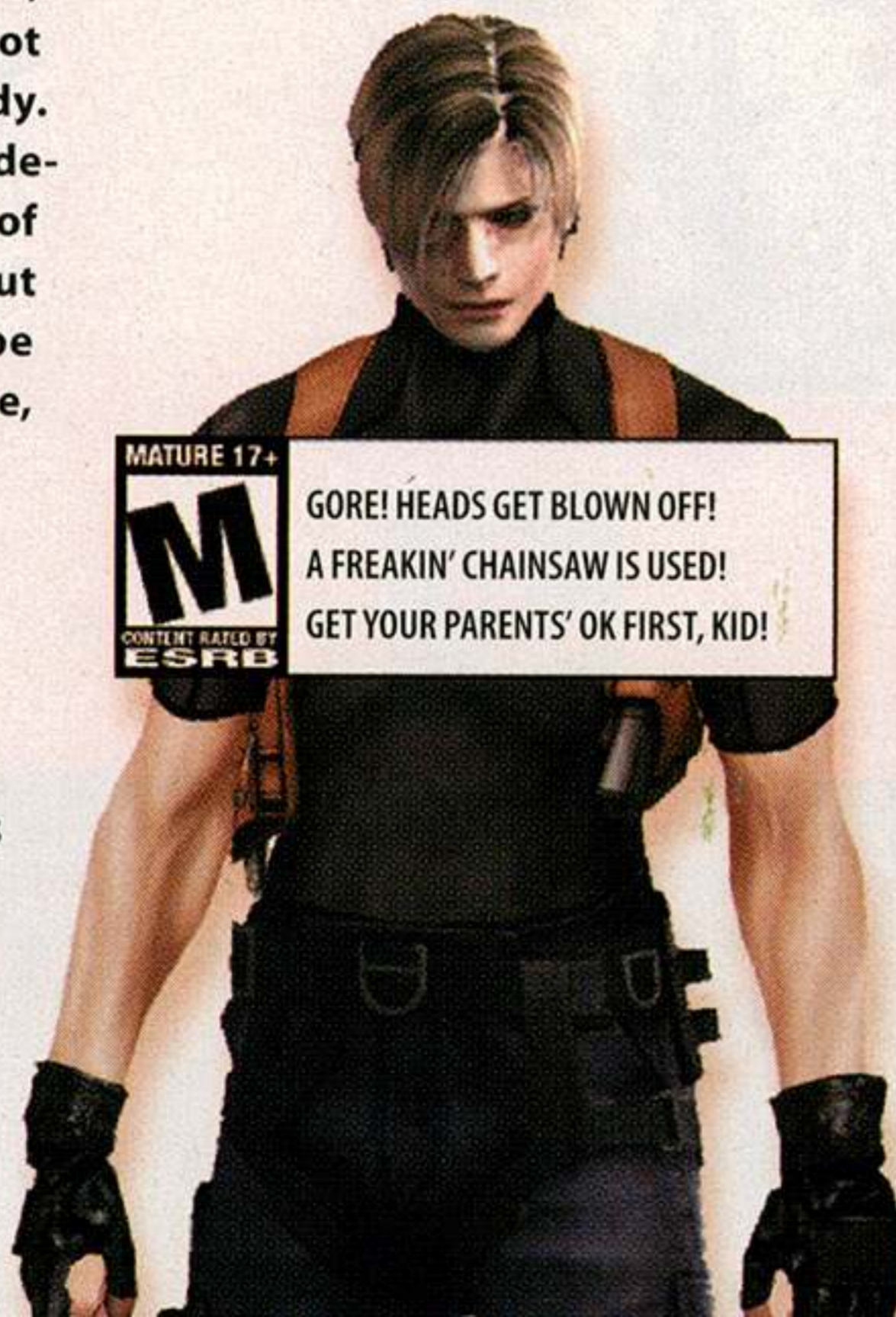
Girl, you are absolutely right that games need to be fun, but who says "real" can't be fun? Bet you'll discover that better visuals in the games for next-gen consoles are going to make them more fun than ever before.

Resident Evil Evicted

I have a big problem. I recently bought *Resident Evil 4*. I've been playing a lot, and my dad told me he was taking it away. He said it was bad for my mental health and that he might not let me play video games again. This is a huge problem for me because video games are pretty much my main form of entertainment. I thought maybe you guys could tell me what to do. Also, are there any plans for another *Resident Evil*?

► Santino Isaacs—Cape Coral, FL

RE4's M-rated. If you're not at least 17, then as your parent, dad's responsible for determining what's appropriate for you. You might at least preserve your gameplaying privileges by showing him you respect the fact that he's just



GORE! HEADS GET BLOWN OFF!
A FREAKIN' CHAINSAW IS USED!
GET YOUR PARENTS' OK FIRST, KID!

READER REVIEW

Destroy All Humans!



This game is a blast! Playing as alien invader Crypto, your mission is to invade Earth and eliminate, probe, or abduct as many puny humans as possible. Along the way, you can use your trusty ray gun to electrocute people or incinerate everything in site while at the helm of your very own flying saucer. Additionally, you use your psychokinetic powers to disguise yourself as a human and blend into the population, read people's minds, remove the brain entirely to collect human DNA, or, my personal favorite, pick up and hurl people and objects great distances.

The controls are a little tricky, especially when you attempt to move objects while levitating them, but once you get the hang of it, it becomes rather intuitive. The visual effects are awesome, especially when you take off in your flying saucer—you can actually see distortion of the space-time continuum as your engines hum to life. I also recommend playing the game with surround sound speakers to take full advantage of the Dolby sound encoding. Turn up the bass and enjoy a little old-fashioned alien carnage!

The dialogue scripting is hilarious—the banter between Crypto and his boss Pox is entertaining, as are the thoughts/dialogue of the various humans you encounter. At first, I wasn't sure about Crypto sounding like a cross between Jack Nicholson and Dirty Harry, but it grows on you. After all, Crypto would rather be brutally annihilating other species than abducting or probing them.

If you're looking for a game that's a cross between *Grand Theft Auto* and *The X-Files*, this is for you. All in all, a great first game in a promising new franchise! I hope to see a lot more of Crypto in the future.—arioch13

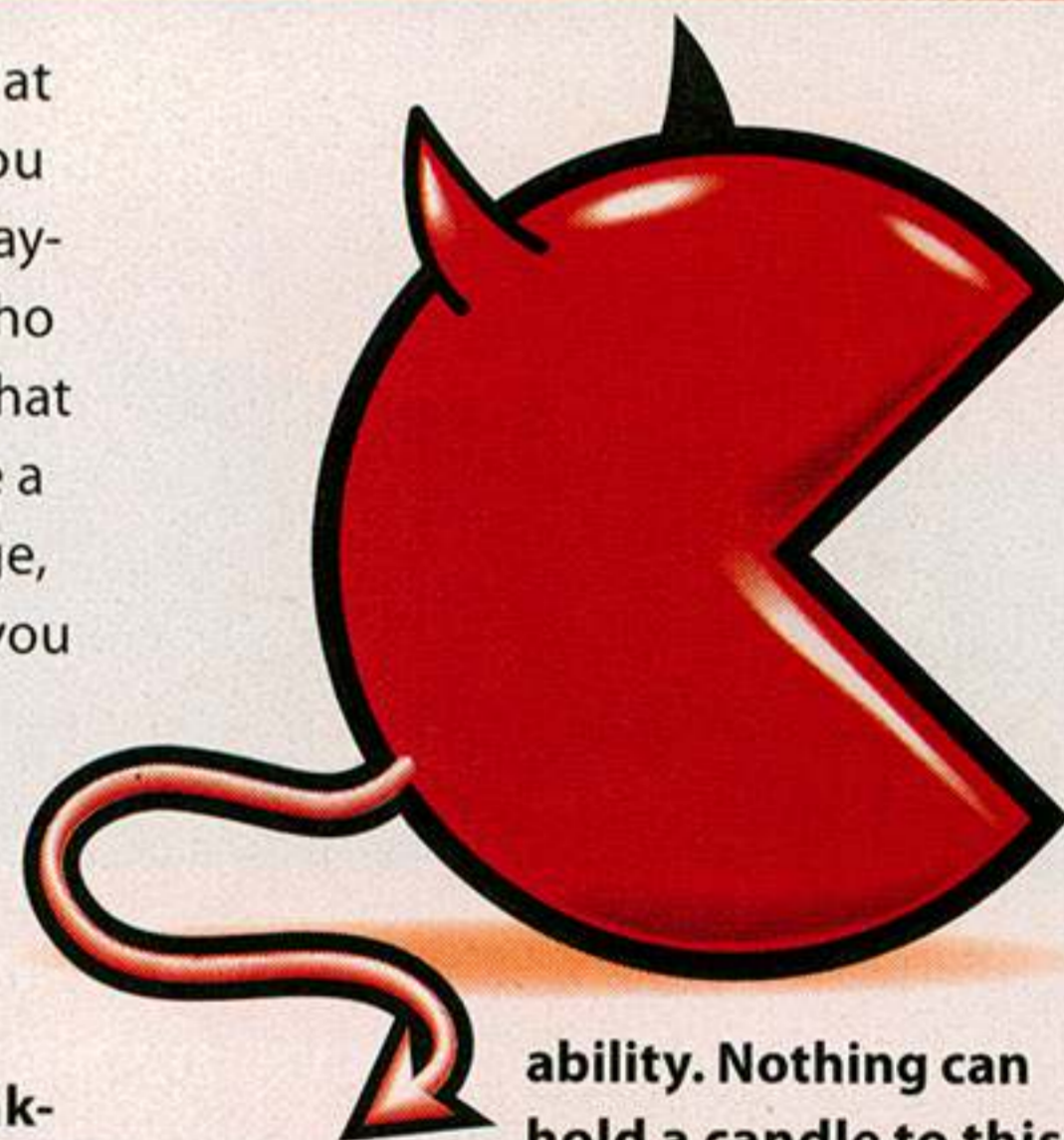


Agree? Disagree? Or just think you can do better? Write your own user reviews at GamePro.com, and maybe you'll see your opinions here next.

trying to look out for you and that there are non-M-rated games you enjoy playing, too. You do enjoy playing some non-M games, right? Who knows, you might convince him that you are mature enough to handle a video game, but until you're of age, 'fraid there's no *Resident Evil* for you just as there is no new *RE* for the GameCube currently scheduled.

The Terror Of Pac-Man World

Okay...I know what you're thinking. Why is someone actually bringing attention to such a...well, kid's game? I'm here to tell the world that even though *Pac-Man World 2* for the GameCube is rated E for everyone (which in my book means even an infant could beat it), the reality is that no one even with supreme gaming skills and hand-eye coordination developed over years of playing the hardest platformers known to man can beat this game! I bought this for my mother because she loves *Pac-Man*. I thought, "What the hey, it's only 20 bucks here at Wal-Mart." But soon I came to realize the terror that is *Pac-Man World 2*. It's a test of true gamer



ability. Nothing can hold a candle to this

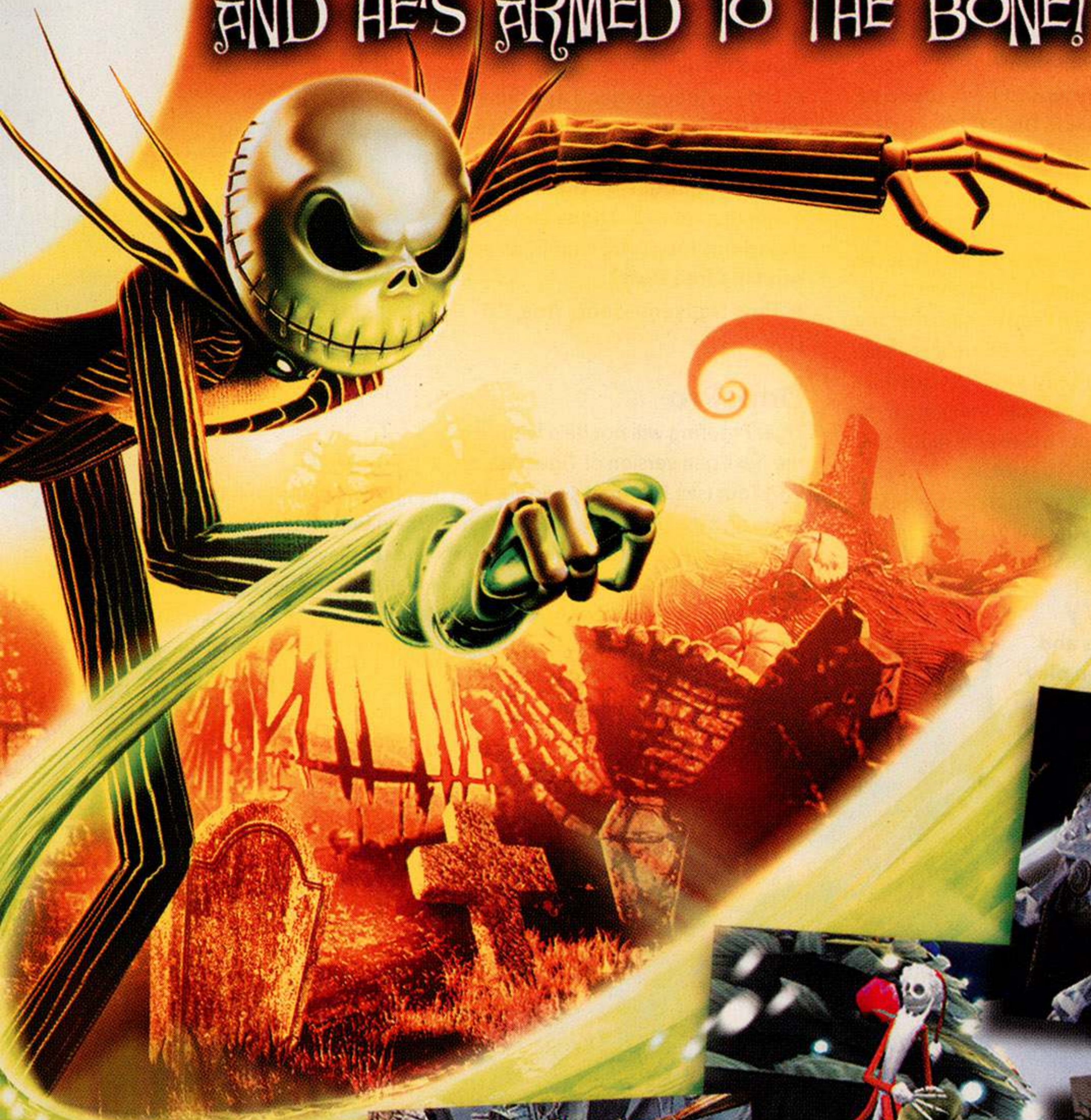
game. Not even *Doom 3* on Hard mode. Not *Morrowind* with no armor fighting a pack of werewolves in Solthiem. Not even...well...you get the idea. It was that hard. I would never have played this game, but now I challenge anyone who says they are the gaming master to first put their skills to the test against a truly challenging game, *Pac-Man World 2*.

► Ziggy Holley—Via Internet

Pac-Man World 2? For the GameCube? Okay, your cry for mercy is as perplexing as it is heartbreaking. We'll give it another go and get back to you. Any other takers?

Illustration: Arty Flufkin

JACK SKELLINGTON IS BACK...
AND HE'S ARMED TO THE BONE!



YOUR NIGHTMARE BEGINS THIS OCTOBER...

Oogie Boogie has kidnapped holiday leaders, with plans to unleash a diabolical plot on Halloween Town. Now, Jack Skellington must use his shape-changing Soul Robber to take down Oogie and other evil mega-bosses.



GAME BOY ADVANCE

CAPCOM

PlayStation 2



TIM BURTON'S
THE
NIGHTMARE
BEFORE
CHRISTMAS
Oogie's Revenge

© Touchstone Pictures. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. TM, ®, and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All rights reserved. All other trademarks and trade names are the property of their respective owners. Release dates shown relate to product in development and may be subject to change.

www.Nightmare.net

HEAD 2 HEAD

Degrading Ads

I've been a *GamePro* subscriber for about a year now, and I had no complaints until you decided to accept ads that are extremely degrading and disgusting to women from *Axe* and such. First of all, I want to let you know that there are females who like games and even waste their clothing money on them. We read these magazines, and we should be treated with a little more respect. Yes, sure, I know what you are thinking: There are a limited number of female readers, and the advertising is directed to the much larger male population. What are you promoting to your young audience? That women are worthless individuals unless they have big boobs and a butt? Screw that. Keep *GamePro* on the high ground by having some dignity and common sense, please. I'm not reading *Maxim* here. It's a freaking gaming magazine.

► Jhanidya Bermeo—Via Internet

Bedeviled

Hi GamePros. First of all I want to congratulate you guys on an awesome magazine, and second of all I have some questions about the *Devil May Cry* series. Even though I consider myself a true fan, there are some things I don't get about it. First, why do Dante's Devil Transformations change so drastically for each game? Second,

what ever happened to the Alastor [sword] from the original DMC? I personally would have loved to have seen it in DMC2.

► Israel Franco—Norcross, GA

Major Mike responds: Characters that have special distinct powers often have them altered between different game sequels. However, with *Devil May Cry*, keep in mind that the first game and the sequel occurred chronologically, whereas the third game was a prequel, meaning it occurred before the events of the first game. As for Alastor, you may see more of that weapon in the next DMC title, which is in development for the PlayStation 3.

Nice Try

My friends and I have been playing video games our whole lives, and I feel that *GamePro* is the best video-game

magazine out there. Without it, I would never have become interested in video games. I appreciate what you have done for us. I want to thank the entire *GamePro* staff for putting together the greatest magazine there is. I hope you keep doing this for a long time. Can you send me free stuff?

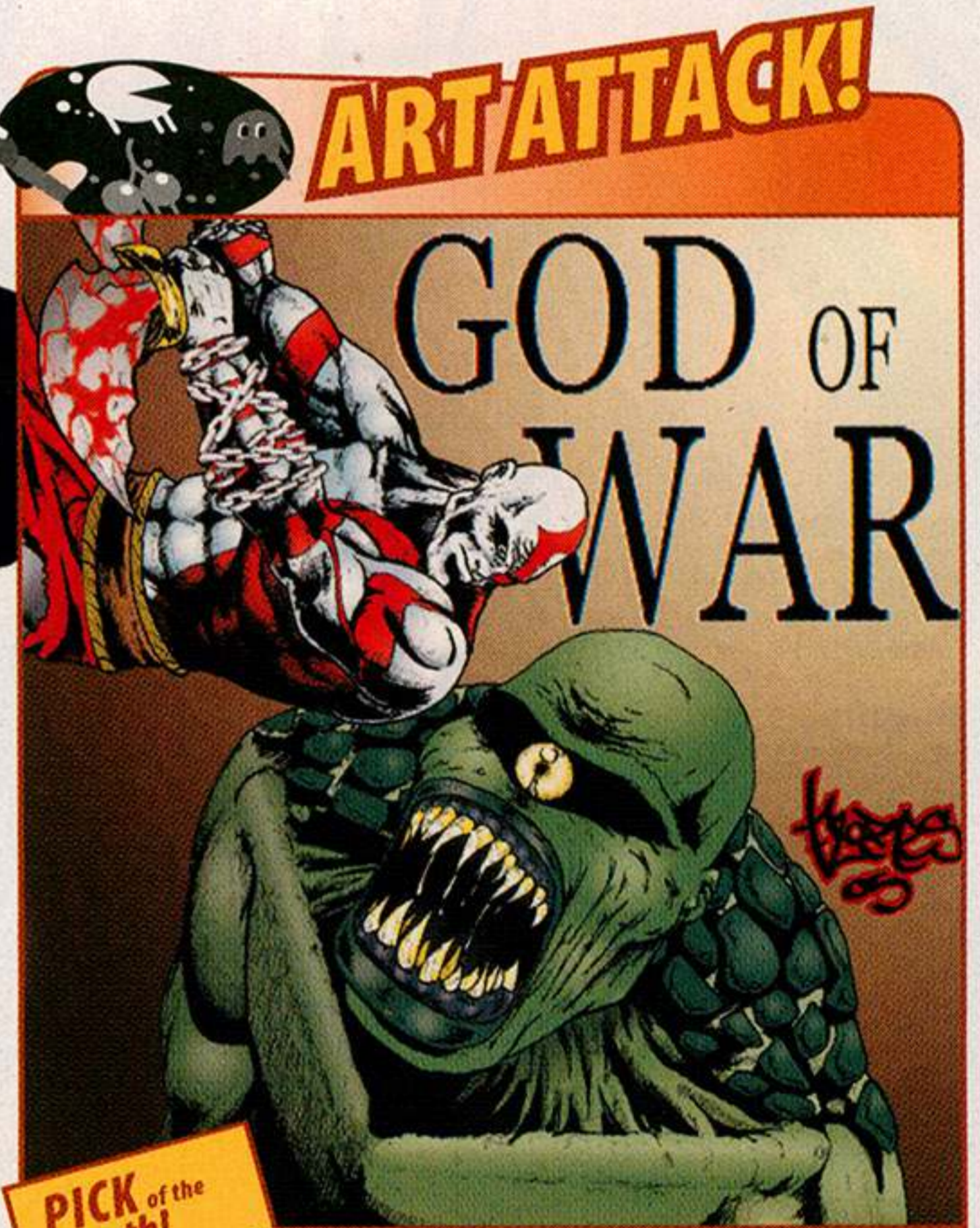
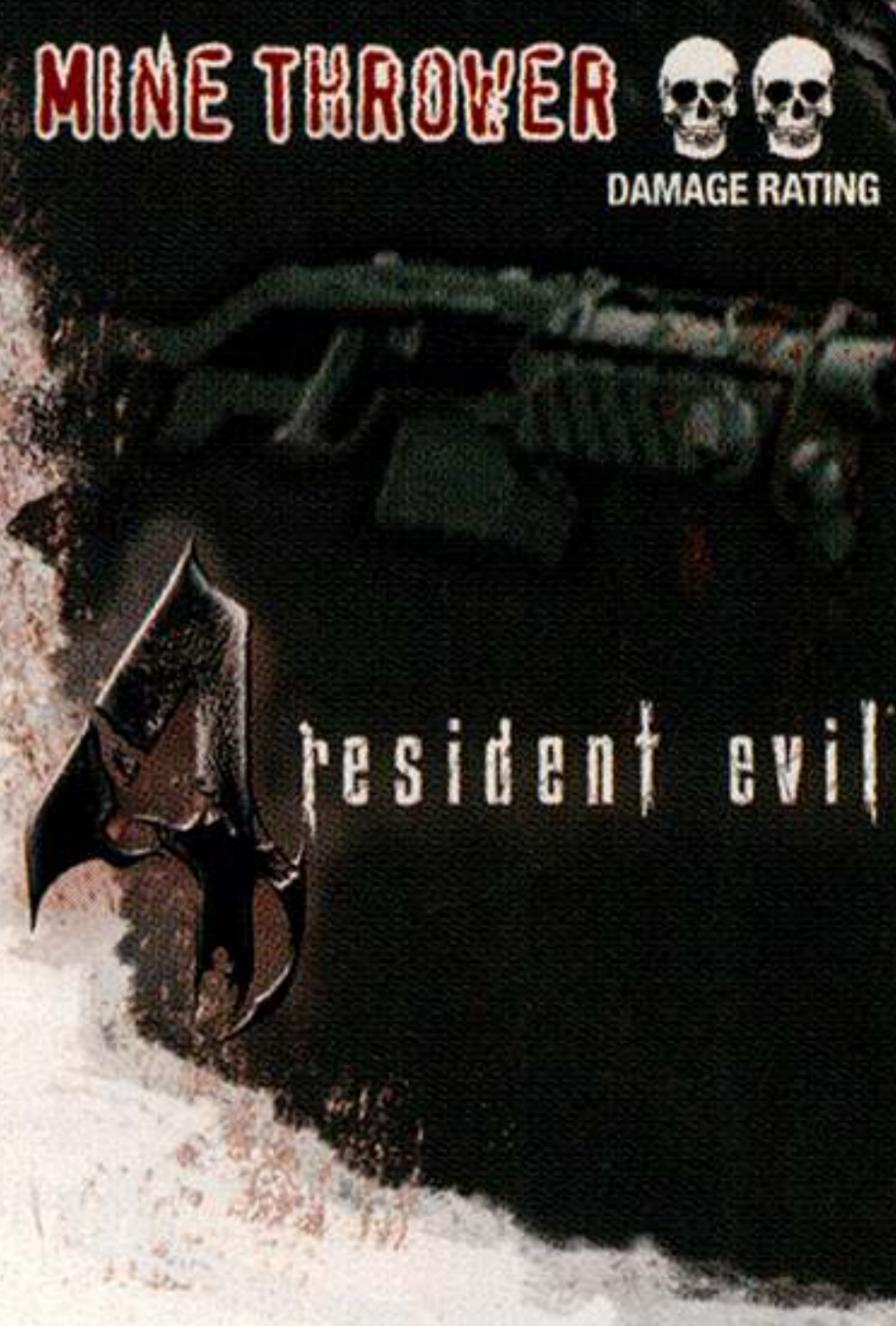
► Tony Nguyen—Santa Ana, CA

No.

OopsPro

Tiger Proofing will not be a feature in the next-gen version of *Tiger Woods PGA Tour* (see Features, page 40, August), and it is only "reactive" now in the current game. Reactive Tiger Proofing means that although you won't be able to personally Tiger-proof courses, course-altering (Tiger Proofing) will take place based on your

improved play through the course of the game (making it more challenging for players). But again, it's not a feature in the next-gen version. Also, the game is created at EA Redwood Shores, not EA Canada.



PICK of the Month!

Joe Flores—Tracy, CA



Send us your art!
Winners receive a free
Katana: Soul Controller!

GamePro magazine • Art Attack
P. O. Box 22210 • Oakland, CA 94623-2210
artattack@gamepro.com

All art becomes the property of *GamePro* magazine. Sorry, we cannot return artwork. We will accept color photocopies or digital scans.

Communicate

E-mail the *GamePro* editors at "editor's name"@gamepro.com or check out their blogs!



brobuzz
brobuzz.com



major_mike
gpmajormike.com



dr.zombie
drzombie.com



mrmarbles
kickthepuppy.com



four-eyed_dragon
gamedrool.com



riceburner
bikinigamer.com



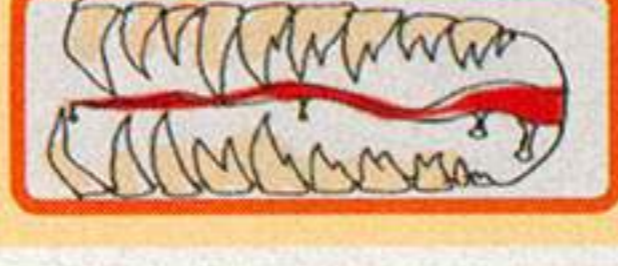
funkyzealot
fundiegamer.com



the_vixen
foxygamer.com



johnnyk
bloggathehutt.com



vicious_sid
blogcore.com

WITH A CHANCE TO WIN AN XBOX 360™
EVERY TEN MINUTES, THIS IS NO TIME TO SIP.



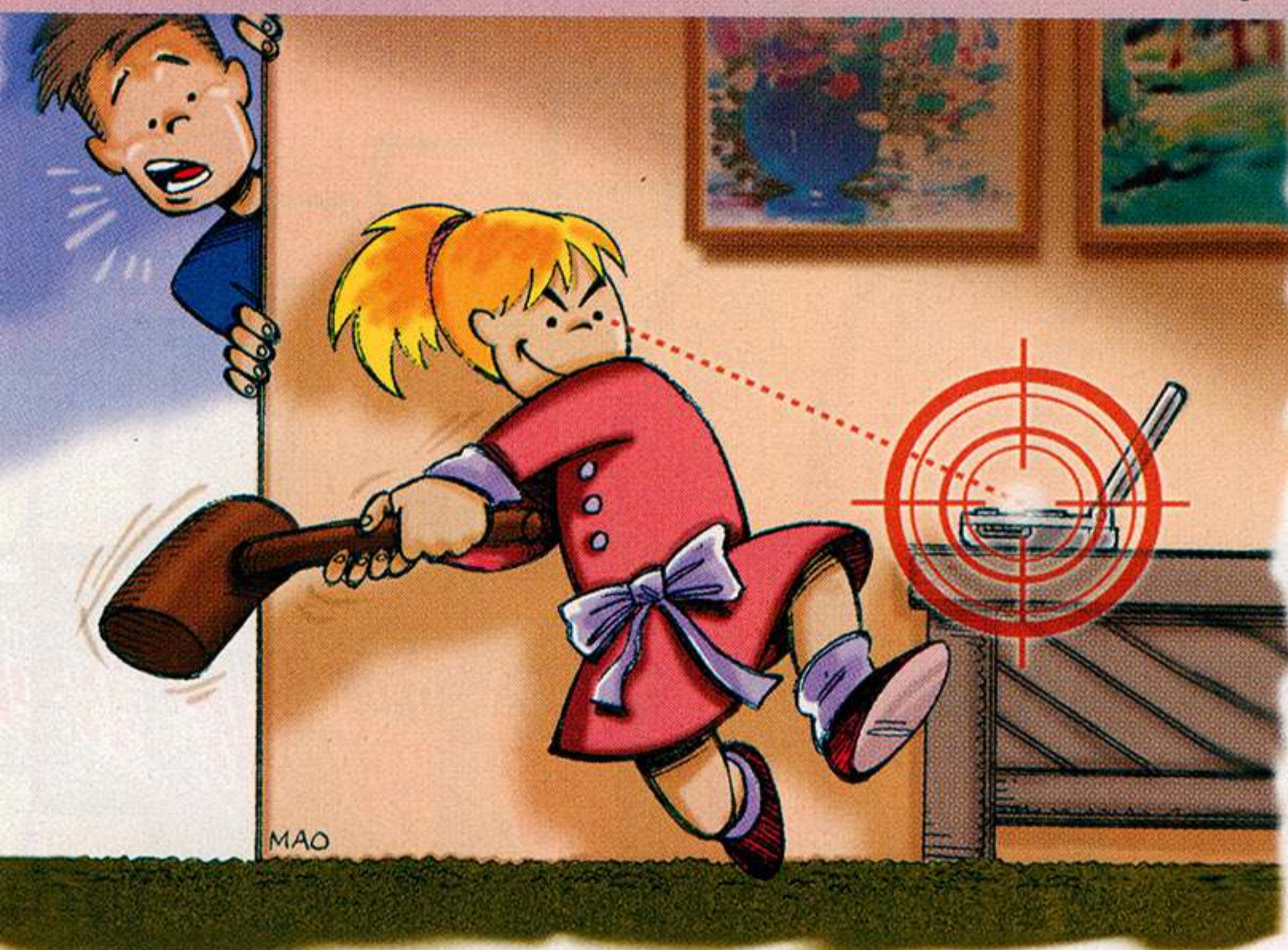
MOUNTAIN DEW® IS GIVING AWAY A NEW XBOX 360 EVERY TEN MINUTES, 24 HOURS A DAY, FOR NINE WEEKS.
SO GRAB A DEW AND ENTER AT EVERY10MINUTES.COM



NO PURCHASE NECESSARY. Look for code on specially marked 20 oz. and 1-liter Dew and Pepsi products and enter at www.every10minutes.com. Win it before you can buy it. Prize delivery date based on retail release date. Subject to Official Rules at www.every10minutes.com. For free game piece/copy of rules, send a SASE postmarked by 10/10/05 (for receipt by 10/15/05) to "Every 10 Minutes" Request, P.O. Box 3330, Young America, MN 55558-3330. VT residents omit return postage. Void where prohibited. Internet access required. Limit one winner per household. One code worth one point good for one entry into a drawing of your choice. Promotion ends 10/31/05. MOUNTAIN DEW and DEW are registered trademarks of PepsiCo, Inc. ©2005 Microsoft Corporation. Microsoft, Xbox, Xbox 360, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

BUYERS BEWARE

We all love video games when they work. The problem is when—usually for unknown reasons—our beloved consoles and games suddenly and inexplicably deny our harrowing pleas for compliance. This month, *The Watch Dog* digs up a few of the many problems we gamers must contend with when our belligerent video games stop listening to their masters.



The Missing Link

I was reading the book *Everything Bad Is Good for You* by Steven Johnson, and he made several references to *Zelda*, which made me remember an old *Zelda* game I used to play, *The Legend of Zelda: Oracle of Ages*. I once let my little sister play it (my first mistake), and once I got it back I couldn't play it anymore. I don't know what she did, but whenever I start up the game I can see the intro movie at the beginning and the title screen, but when I press Start it shows all my profiles as five asterisks. When I try to create a new game, enter my name, and press OK, it takes me back to the screen with my asterisked profiles. Can I even play my game anymore?

► Marcus—Via Internet

First off, excellent choice in reading material, Marcus. *Everything Bad Is Good for You* is very insightful in how many of today's least respected facets of our culture have far more redeeming value than we give them credit for; but on to your problem. From what you've said, it appears your game data may be corrupted. But the fact that you can actually

load the game means all is not necessarily lost. What you might want to try is playing the game in another GBA (if you or a friend have another one). If the game still doesn't work, try deleting one of the profiles if possible. Otherwise, it's pretty safe to assume your cartridge, and/or possibly the memory used to save your game, may have been damaged to the point of being unable to load the game for you. In other words: *Zelda's* fried. You might want to have a nice little talk with your baby sister about a common policy when loaning out personal goods: You break it, you buy it.

Drive-Bye

It was interesting to read the Buyers Beware section in the August issue, especially about Xbox customer service. I will be considering other game consoles in the future and have been disappointed with Microsoft's track record so far with the Xbox. We purchased an Xbox when it first came out for about \$300, but since then we have had two others after having to replace each previous one because of hardware issues. It seems that our \$300, then \$200, and then \$150 product only lasts for a couple of years

before it dies on us. All three systems have had the same problem as well: They stopped reading the discs. Each time we talked to customer service or tech support, they wanted us to send our Xbox to them to fix it and for an \$80 fee! When I spend that kind of money, I expect it to last a long time afterward. I know many people who have older game systems like the SNES and even Atari systems, and they still work after over a decade of use! Although the Xbox 360 is enticing, can the same quality and service be expected from Microsoft? If so, I think I'll take my \$500-plus gamble to more reliable sources.

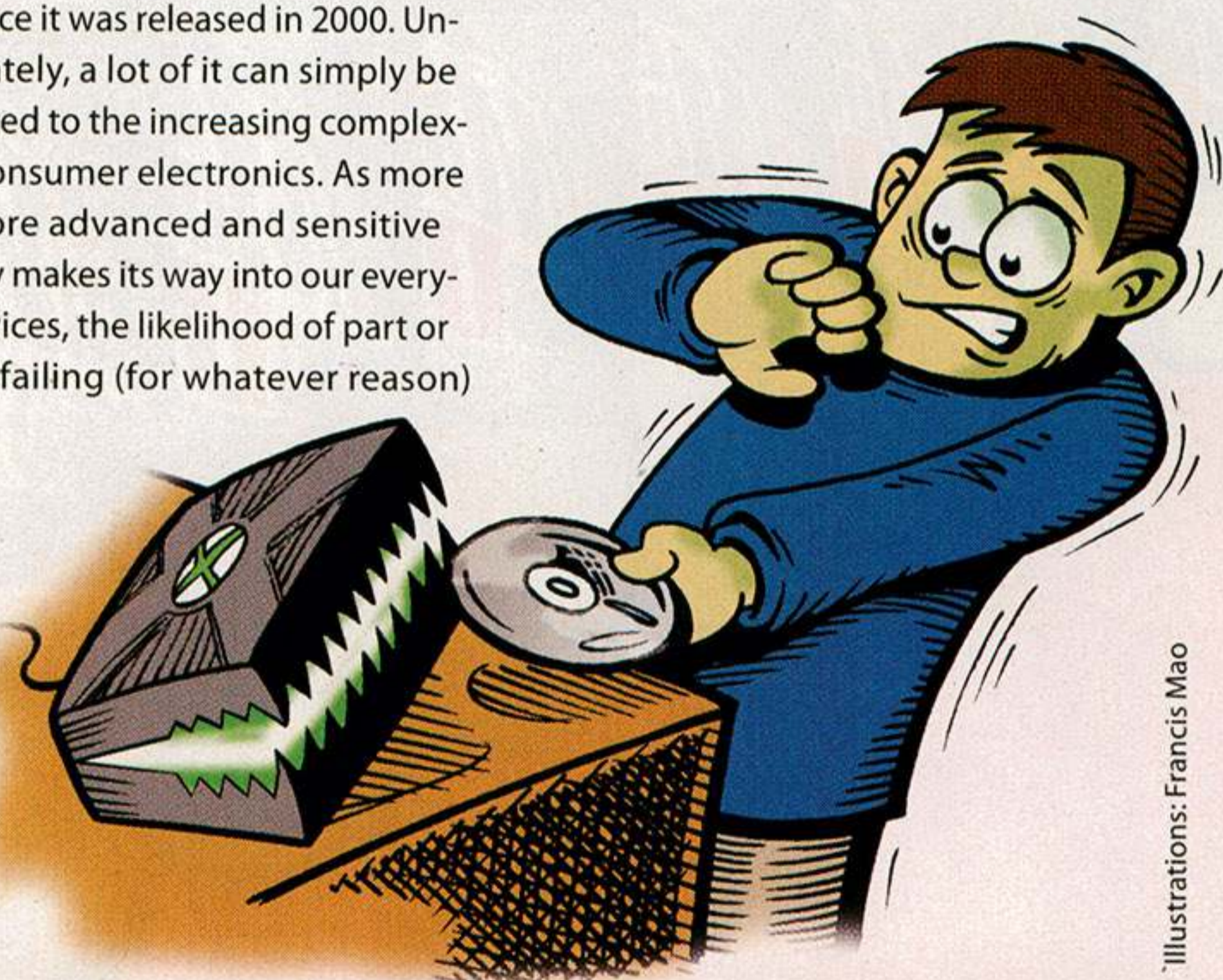
► Kristin—Via Internet

You raise a very interesting point, Kristin, and you're not alone. Many people have written to us over the course of the Xbox's life cycle mentioning very similar problems. Of course, it isn't limited to Microsoft's console either. Sony's PlayStation 2 has had plenty of troubles regarding read errors and other hardware issues ever since it was released in 2000. Unfortunately, a lot of it can simply be attributed to the increasing complexity of consumer electronics. As more and more advanced and sensitive circuitry makes its way into our everyday devices, the likelihood of part or all of it failing (for whatever reason)

continues to increase. In large part, that explains why older—and less complex—cartridge-based consoles of yore still work so well.

For that reason, our more current consoles at times need extra attention. As a rule of thumb, make sure your discs are always clean and devoid of any marks, scratches, or dust so the console can properly read the disc, and that your console is properly positioned away from excess heat, moisture, or pressure. Still, all the attention you can give your console won't help if it's defective in the first place, and it seems the incidence rate of faulty machines has increased over the years.

If you're looking to minimize your exposure to such problems, Nintendo has always had the best reputation for building sturdy, long-lasting consoles. But with all three console manufacturers adding more features and sensitive components to their next-gen hardware, problems like yours likely won't be going away any time soon.



Illustrations: Francis Mao

SUBMISSIONS

When you have a problem with a product or feel you've been ripped off, we want to know.

Write to:

GamePro's
Buyers Beware
P.O. Box 22210
Oakland, CA 94623-2210

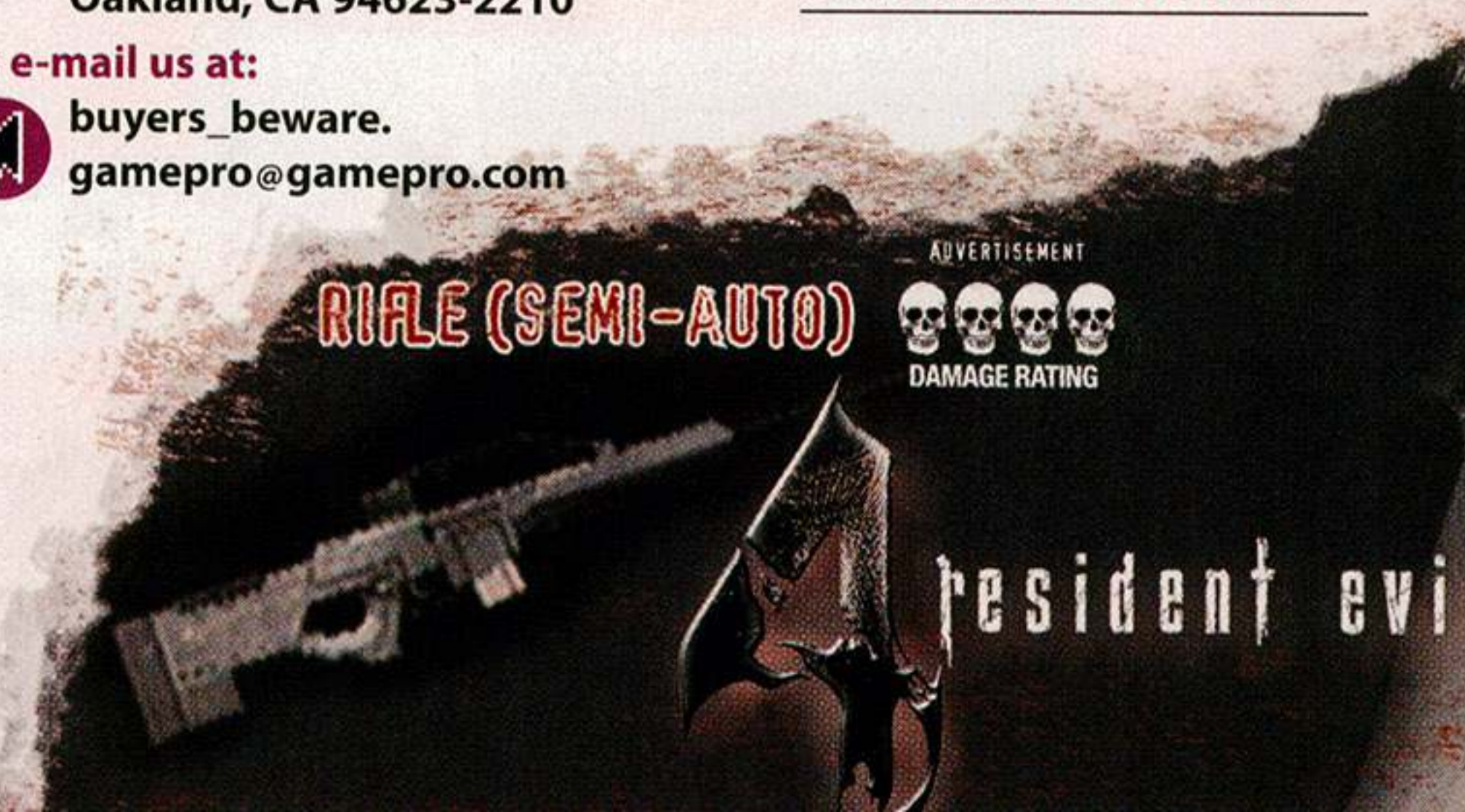
Or e-mail us at:

buyers_beware.
gamepro@gamepro.com

YOU MAKE THE CALL

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

Sony: 800/345-7669
Nintendo: 800/255-3700
Microsoft: 800/469-9269



WEAPONS OF MASS DESTRUCTION GUIDE

CAPCOM



PlayStation 2

resident evil 4



The Weapons of Resident Evil 4

Resident Evil 4 is packed with awesome weapons, but only certain "tools" can get the job done. Here are six of the 12 top firearms in the game—for the remaining six, check out www.gamepro.com/re4/

Ratings

Here's a ratings guide for the top weapons in the game.

☠☠ = Average

☠☠☠ = Good

☠☠☠☠ = Excellent

☠☠☠☠☠ = Beyond Excellent

EXCLUSIVE PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM FEATURES!

Here are some exclusive features and modes that you'll only find in the PlayStation 2 computer entertainment system version of Resident Evil 4!

☠ New Weapon: P.R.L. (Plagas Removal Laser) 412—eliminates parasites from a host's body!

☠ New costumes for Leon and Ashley!

☠ Separate Ways: A mini-game with Ada Wong—play out her events during Leon's scenario!

☠ Supports true 16:9 widescreen progressive scan!

☠ Dolby Pro Logic II audio track!

☠ And more!



KILLER7



A very stable yet powerful .45 magnum that can destroy almost any enemy with a single round. The quick rate of fire is also a plus. This is probably the most powerful pistol in the game.



RIFLE (SEMI-AUTO)



A .223 caliber rifle capable of firing faster than the standard rifle. The semi-auto can also be combined with a regular or infrared scope—the latter allowing you to see parasites in a host's body. For long-range problems, the rifle is ideal as it can create solutions with a single round.

MINE THROWER



This weapon fires custom "mines" that attach to objects and detonate after a period of time. Beware of your range as the explosive shots can cause harm if they detonate at close range. The mine thrower is more of a "fun" weapon than an effective killing tool. This weapon has an optional custom scope available for purchase.



ROCKET LAUNCHER



The rocket launcher is a pricey single-shot weapon that can destroy any enemy and most bosses with a single shell. The weapon cannot be reloaded, however, and it can injure the user if fired at close range.

CHICAGO TYPEWRITER



A powerful .45 caliber machinegun that fires infinite bullets—fire away Chicago-style. To purchase this item, finish the regular game once and then successfully complete the Assignment Ada mini-game. Start a new game as Leon with the saved data, and you can purchase this item from the Merchant.



RED 9



A powerful 9mm handgun that can be equipped with an optional stock. Buy this gun early in the game and tune it up whenever possible to create the ultimate hand-cannon!

Win!
1 of 10 copies
of Resident Evil 4
www.gamepro.com/re4contest

Advertisement

The GAMEPRO TOP 10 BEST VIDEO-GAME FRANCHISES

#2 Mario

Developed by Nintendo

What's YOUR Top 10? Visit GamePro.com and let the GamePro nation know!

RESIDENT EVIL

BOMBERMAN

METROID

CASTLEVANIA

FINAL FANTASY

STREET FIGHTER

MARIO

METAL GEAR

DOOM



To continue our Top 10 Franchises list that we started in the March issue, here's #2. One rule was made before we chose a series: For a franchise to be considered, it had to have more than one sequel. So don't bother sending hate mail in regards to Halo, Half-Life, The Sims, and other omissions—they will be eligible next time.

Surprise: The Mario franchise is not (in our collective opinion) the best video-game franchise of all time—that title will be revealed next month. Ranking in at number two, Mario is one of the most-recognized video-game characters on the planet, and games involving the mustached plumber run through all gaming genres—from sports to racing. Yet it's the so-called platform (meaning a key play facet is jumping among islands of solid ground, or "platforms") titles that truly shine. Mario began as the hero in Donkey Kong, an action arcade game where you had to save your beloved from the clutches of a giant ape (*King Kong*, anyone?). Mario Bros. the Arcade Game was a two-player co-op title in which Mario and his brother Luigi hopped on and bumped enemies off the screen.

Yet it was on the 8- and 16-bit Nintendo consoles where the series really took off. Mario Bros. and its sequels were epic action titles packed with clever gameplay, amazing level designs, classic enemies and bosses, and music that stuck in your head for days. The 2D hop-n-bop play mechanics became the standard for the genre as enemies were vanquished by being jumped upon—not zapped, shot, or smacked with a sword.



Super Mario World for the SNES was pure 2D-gaming bliss.

The games' nonviolent themes and whimsical music scores broadened their appeal to many, and it isn't uncommon to hear older gamers claim to this day, "I grew up with Mario." The first three Mario titles for the NES made their mark as did the SNES pack-in title Super Mario World. Super Mario 64 (for the Nintendo 64) brought Mario into the 3D world, and the game practically became the template for future 3D platform games.

The Mario series also scored a sweet hit with Super Mario Kart, an arcadesy racing game where characters not only sped around the track, but they also used a bevy of power-ups to knock opponents off the track. Other variations on the Mario franchise surfaced throughout the years, including multiplayer party games, puzzlers, soccer, baseball, and even an RPG (developed by the genre's powerhouse, Square Soft).



The Mario franchise made successful forays into a variety of gaming genres, such as racing with Super Mario Kart.

Mario continues to this day, and there's little doubt that he'll have a grand adventure ready for the upcoming Revolution console.—Major Mike



Super Mario Sunshine is one of the more recent Mario adventures in 3D.



Key Entries in the Mario Series

- Super Mario Bros. (NES, 1985)
- Super Mario Bros. 2 (NES, 1988)
- Super Mario Bros. 3 (NES, 1990)
- Super Mario World (SNES, 1991)
- Super Mario Kart (SNES, 1992)
- Super Mario All-Stars (SNES, 1993)
- Yoshi's Island: Super Mario World 2 (SNES, 1995)
- Super Mario 64 (Nintendo 64, 1996)
- Mario Party (Nintendo 64, 1999)
- Super Mario Sunshine (GameCube, 2002)

ONLY FROM CINGULAR WIRELESS

cingular
SOUNDS™

ONLY CINGULAR SOUNDS™ GIVES YOU NEVER-BEFORE-RELEASED MUSIC TONES FROM MISSY ELLIOTT



GET THE CINGULAR SOUNDS TONE CLUB™ **3 PACK**

3 new music tones every month for just \$5.99 a month

To sign up: Text **JOIN** to **7225** (Pack)

Or Click CingularSounds.com

cingular
raising the bar™

Your enrollment signs you up to receive text messages each week on music trivia, news, and more. Messages may not begin until a few weeks after enrollment. Ringtones not available on all phone models. Ringtones require digital service and a compatible phone. MEdia™ Net service is required, and usage will be charged according to your plan. Your direct bill will be charged every 30 days and, at the same time, credits will be added to your account, which can be used to buy ringtones and graphics through MEdia Mall. Usage will be charged according to your plan. See terms and conditions at www.cingular.com/media/terms. Standard text messaging rates apply. You may terminate your subscription at any time by texting the word STOP to 7225. Ringtones and graphics provided by independent providers. Cingular is not responsible for adverse effects of downloaded content. ©2005 Atlantic Recording Corporation. ©2005 Cingular Wireless. All rights reserved.

Ten Games That Didn't Meet the Hype

You heard the hype, you bought the hoopla, and you waited for months (even years) to get your hands on that particular game. However, after playing for 10 minutes, the illusion was shattered: The game sucked. Believe us, you aren't alone. Here are 10 titles that failed to deliver.

1) Daikatana Nintendo 64, PC

This was supposed to be the FPS of the century (the ads smugly claimed former Doom designer John Romero would "make you his bitch"). After years of delay and marketing buildup, Daikatana was released; however, the technology, gameplay, visuals—everything—was just plain old news, plus the game wasn't innovative...or fun.

2) Enter the Matrix PS2, Xbox, GameCube

Lured by the Matrix name, unsuspecting consumers who bought this game experienced the following: frequent game freezes, clumsy controls, and rushed visuals that never replicated the beautiful effects of the films.

3) Lara Croft Tomb Raider: The Angel of Darkness PS2, PC

Alas, the "new" nonlinear concept was a mess from the very beginning, enemy A.I. wasn't very bright, and Lara's hand-to-hand combat was utterly useless.

4) Driv3r PS2, Xbox

If you're one of those unlucky souls who played it, then you know all about the buggy gameplay, rampant collision-detection glitches, and the torturous on-foot gameplay.



Yes, Daikatana: Suck it down.

5) Rise to Honor PS2

Badass martial arts superstar Jet Li kicks everyone's butt, and lucky you: You get to control him. Such was the premise for Rise to Honor, but the goofy control scheme bruised the entire experience. Rumor has it there's a sequel in the works...please let it be just a rumor....



Jet Li makes great movies and...did we mention that he makes great movies?

6) Oddworld: Munch's Oddysee Xbox

After two successful PlayStation games, Oddworld could do no wrong. However, Munch's Oddysee fell short: The 3D world came alive, but the play mechanics were confined and repetitive.

7) Medal of Honor: Rising Sun PS2, Xbox, GameCube

With a battle moved to the Pacific, how could the Medal of Honor franchise screw up that famous historical campaign? Easy: The ridiculously over-the-top music put the game on edge, but the sloppy A.I. and poor level design tarnished this series for good.

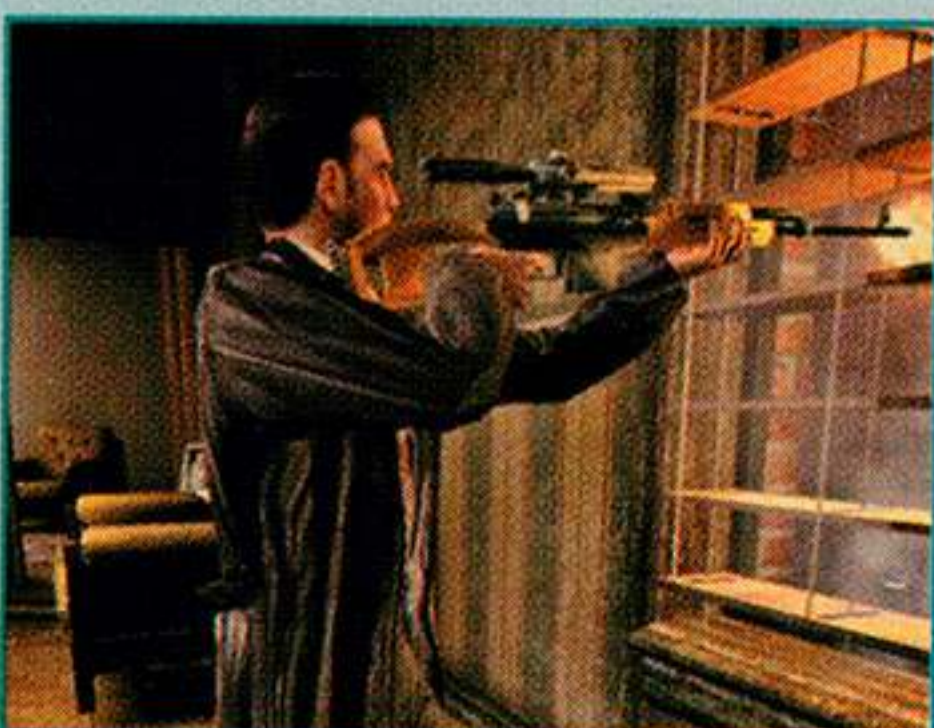
8) Ridge Racer DS

A classic, long-standing racing series, Ridge Racer always gets the spotlight as a launch title on new platforms. The DS version garnered such attention, but the game couldn't keep pace. Most of that blame was based on the horrible touch-screen analog control system.



9) Final Fantasy XI: Chains of Promathia PS2, PC

The game looked spectacular, but the lack of a strong story (for which the Final Fantasies are famous) and a not-so-innovative build-your-own-character-up strategy couldn't even impress hardcore fans.



No love for Max Payne

10) Max Payne 2: The Fall of Max Payne PS2, Xbox, PC

How can you outdo the violent overtures of a vengeful cop who wowed gamers in the original Max Payne? You can't, although number two certainly tried. But in the end, it was just more of the same run-n-gun gameplay but with prettier graphics. As for the "noir" love story: No one cared.

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

GamePro magazine, Games.net, and G4—VIDEOGAME TV are joining forces to present an online-magazine-broadcast first by co-producing an exclusive episode of G4's hit *Filter* show to present your Net Ten choices for the **Ten Games That Didn't Meet the Hype**. Here's all you have to do:

- 1 Log on to G4's Filterater online voting site at g4tv.com/filter and do your part by voting for games to use as content for this show. Voting will be open until November 7, 2005.
- 2 Then, watch the premiere of this *Filter* episode on G4 Monday, November 7 at 10 p.m. EST, 7 p.m. PST. Check your local cable distributor or g4tv.com for the channel. The episode will also repeat throughout the entire week.
- 3 Log back on to Games.net in the month of November to review video segments of the episode online and to comment in real-time about the choices. Agree? Disagree? Let your voice be heard!



Hosted by
Diane Mizota

filter



www.g4tv.com

GAMEPRO
www.gamepro.com

games.net



INSANE STUNT
DRIVING ACTION

Advertisement

GripShift™

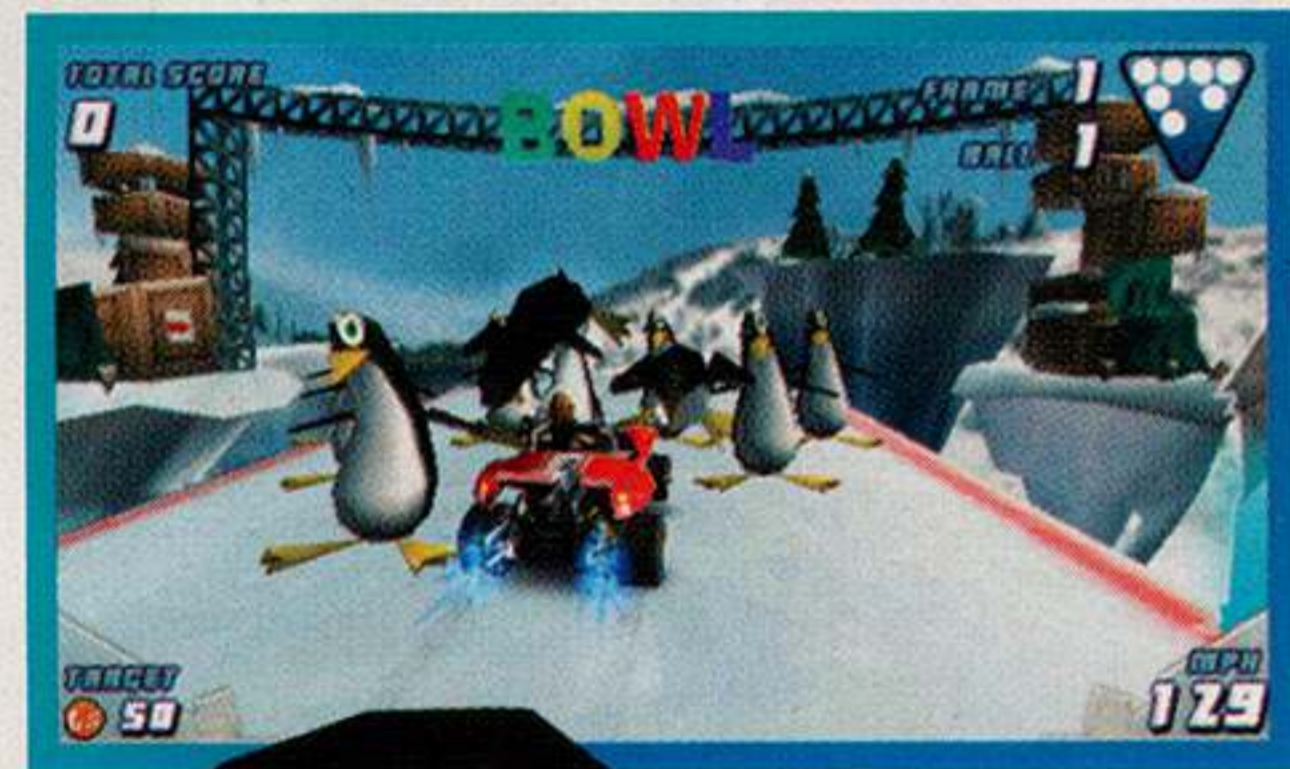


Platform - Puzzle - Action - Driving

GripShift™ is the first video game for the PSP™ (PlayStation® Portable) system to combine high-flying stunt driving and unique puzzle-solving action in an all-out, pedal-to-the-metal driving experience. Featuring enhanced aerial physics and an intuitive control system, up to four players connect via wireless multiplayer gameplay for an experience PSP system gamers have been clamoring for.

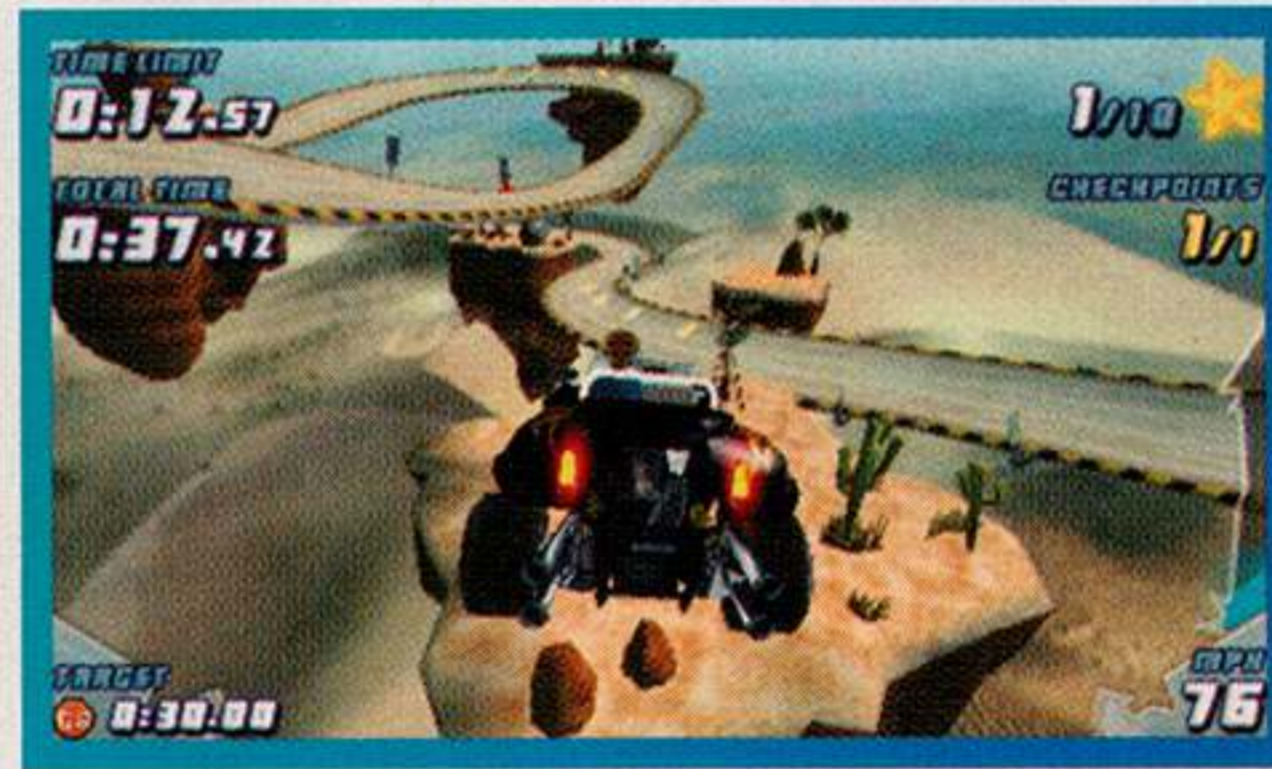
Bonus Games Galore

GripShift delivers bang for the purchasing buck as gamers get eight bonus games, including Penguin Bowling, Soccer Crazy, and Ice Hockey for solo or multiplayer action.



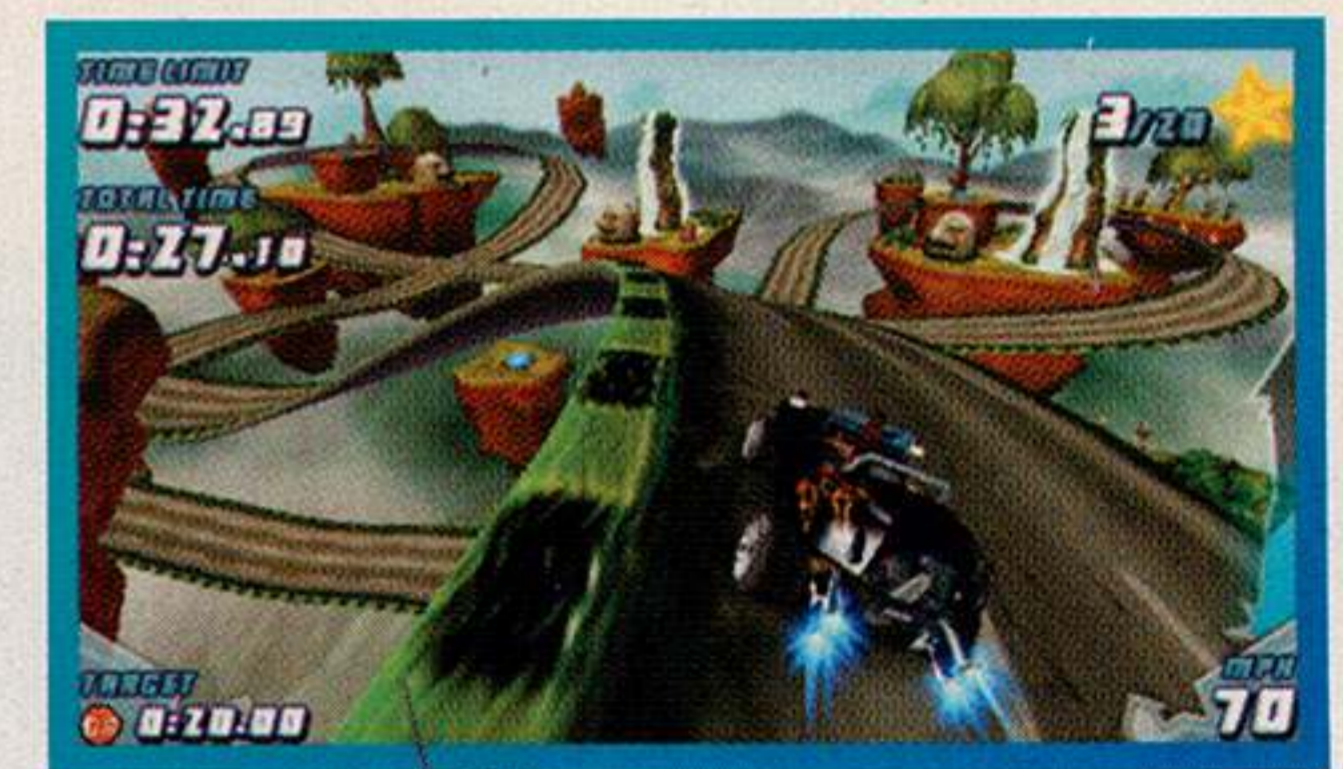
Genre Blender

GripShift presents the best of a variety of video-gaming genres to create a completely unique experience, including stunt driving, platform action, and puzzle solving.



Puzzle to the Max

There's more to GripShift than just flooring your ride through each level. Brain power is as important as horsepower in discovering multiple routes, shortcuts, loops, jumps, ramps, and power-ups while speeding through to victory.



Wireless Multiplayer Mayhem

Play solo or with up to three other friends for seamless wireless gaming action. Full-screen, ultra-slick graphics bring the action to life in your hand.





Microsoft
game studios

XBOX
LIVE





SPEED. MEET STYLE.

Burn rubber in New York. Power-slide through turns in Tokyo. Pick up kudos catching air in London. Project Gotham Racing 3 puts you behind the wheel of the world's fastest exotic cars. Racing in the world's most exotic cities. Like a fuel-injected bat outta hell.

ProjectGothamRacing3.com

PGR
PROJECT GOTHAM RACING 3

Produced under license of Ferrari Spa. FERRARI, the PRANCING HORSE device, all associated logos and distinctive designs are trademarks of Ferrari Spa. The body designs of the Ferrari cars are protected as Ferrari property under design, trademark and trade dress regulations. The trademarks, copyrights and design rights in and associated with the following Lamborghini vehicles are used under license from Lamborghini AutoMarca S.p.A., Italy. Lamborghini Gallardo.

 XBOX 360™

LOADING

**NEXT-GEN
CONSOLE WATCH**



The Xbox 360 Core System

CHOICE



The Xbox 360



MICROSOFT COMES CLEAN

In Next-Gen Console Watch, we sift through the hype, listen to the arguments, and separate fact from fiction. This month, we take a look at Microsoft's Xbox 360 launch plans and the two planned versions of the unit.

Microsoft unveils the Xbox 360's price point and announces that the console will come in two models.

Microsoft has announced that two versions of the Xbox 360 will be available at launch: one with a hard drive and one without. What impact, if any, will this have on Microsoft's plans for world domination?

Microsoft has confirmed that the "Xbox 360 Core System" bundle—which in a surprise move will *not* include the much-rumored 20 GB hard drive—will retail for \$299 in the U.S. this holiday season. This mainstream model will not feature the Xbox 360 Wireless Controller but instead a controller with a traditional wired connection.

A Tale of Two Systems

The big surprise comes in the form of the second premium model that will retail for \$399 in the U.S. and is dubbed simply "Xbox 360." This premium edition will come standard with an integrated 20 GB hard drive and a boatload of accessories: an Xbox 360 Wireless Controller, a wireless Xbox Live headset, a Universal Media Remote (for a limited time), an Ethernet connectivity cable, and high-definition video output cables.

Some controversy swirled around the news that the \$299 Core System bundle won't feature an integrated hard drive for more than one reason: Core System owners will be unable to play their old Xbox games on the quasi backward-compatible 360 unless they purchase the \$99 hard drive upgrade. The good news is that users who spring for the \$299 Core System bundle can buy a separate 20 GB hard drive for \$99 at any time or stick with traditional memory units for saving games and configurations.

However, the move may hurt the Xbox 360 in the long run as it will likely mean that most games won't take advantage of the hard drive—which is what set the Xbox apart from the PlayStation 2. This presents a problem especially for Xbox Live: Games like Halo 2 took advantage of the storage medium in the form of downloadable updates and maps. Will users be forced to buy the \$399 version to play Halo 3 or to be able to download content from micro transactions? Neither game developers nor Microsoft have revealed just how games will use the hard drive, if at all (though MMOs will be the most likely candidates).

The noninclusion of the hard drive will undoubtedly come as a breath of relief for both Sony and Nintendo, who have in the past also showed a reluctance to include a hard drive for their respective next-generation

consoles. Standard hard drives were one of the main points of distinction between the Xbox and PlayStation 2—with that edge practically gone, the focus will now be on the price of the PlayStation 3. Sony heads have been bracing consumers for price tag impact, promising that "prices will be high" at launch.

The HD Question

But if you were hoping to learn other important information, you may be disappointed. In a recent conference call, top Microsoft exec Peter Moore answered the pricing questions but shed little light on other important areas: The release date, for instance, is still listed as holiday, in part because Microsoft doesn't want to tip its hand to Sony. There's also still no confirmed launch lineup, though Moore suggested that some 25 to 40 games were being considered for shipment this year. He also added that the game genres players expect to see—such as fighting, driving, and action—will all be present and accounted for during the launch window.

And there's still no word on the HD-DVD format issue. Moore said decisions involving HD-DVD drive upgrades and the like would be made "pending further clarifications about where the format wars are going to go." He noted, however, that Microsoft "built flexibility" into the Xbox 360, so there would be nothing stopping the company from releasing an optical drive upgrade down the line. He also wished Sony luck with the company's Blu-ray drive commitment.

"Choice"

Now that the secret's out, the real question is, how will Microsoft's dual-tiered pricing strategy pay off? Will it pay off or fall flat? It's obviously way too early to say: The pricing strategy could end up being a masterstroke or a misstep. The news that the company will, in essence, meet the traditional price point of \$299 is definitely good news; the fact that this model doesn't come standard with the hard drive is, well, somewhat disappointing. But will consumers care? Moore pinned the dual-pricing strategy on one word: "choice."

CONTINUED ►



Small, stylish
and bringing
a big game

GAME BOY micro

• smaller • sleeker • brighter

make it yours.



WAL★MART

ALWAYS LOW PRICES.

Always

Walmart.com

Available at Launch

Here's the full list of peripherals that will be available at launch:

* Included with the Xbox 360 unit (\$399); the Universal Media Remote is available for a limited time.
 † Included with the Xbox 360 Core System (\$299)



* Xbox 360 Universal Media Remote: \$29.99



* Xbox 360 Component HD AV Cable: \$39.99



* Xbox 360 Hard Drive (20 GB): \$99.99



Xbox 360 Play and Charge Kit: \$19.99



Xbox 360 VGA HD AV Cable: \$39.99



† Xbox 360 Controller: \$39.99



* Xbox 360 Headset: \$19.99



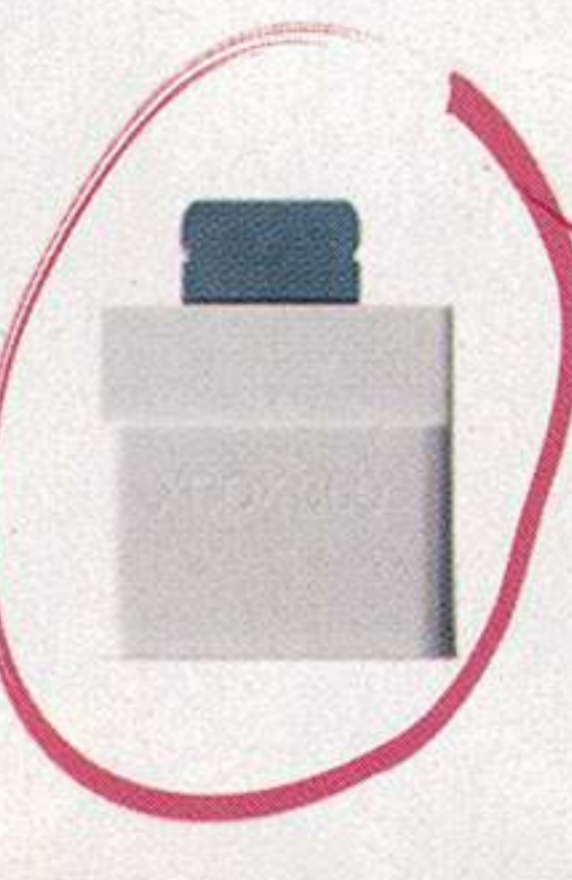
Xbox 360 Rechargeable Battery Pack: \$11.99



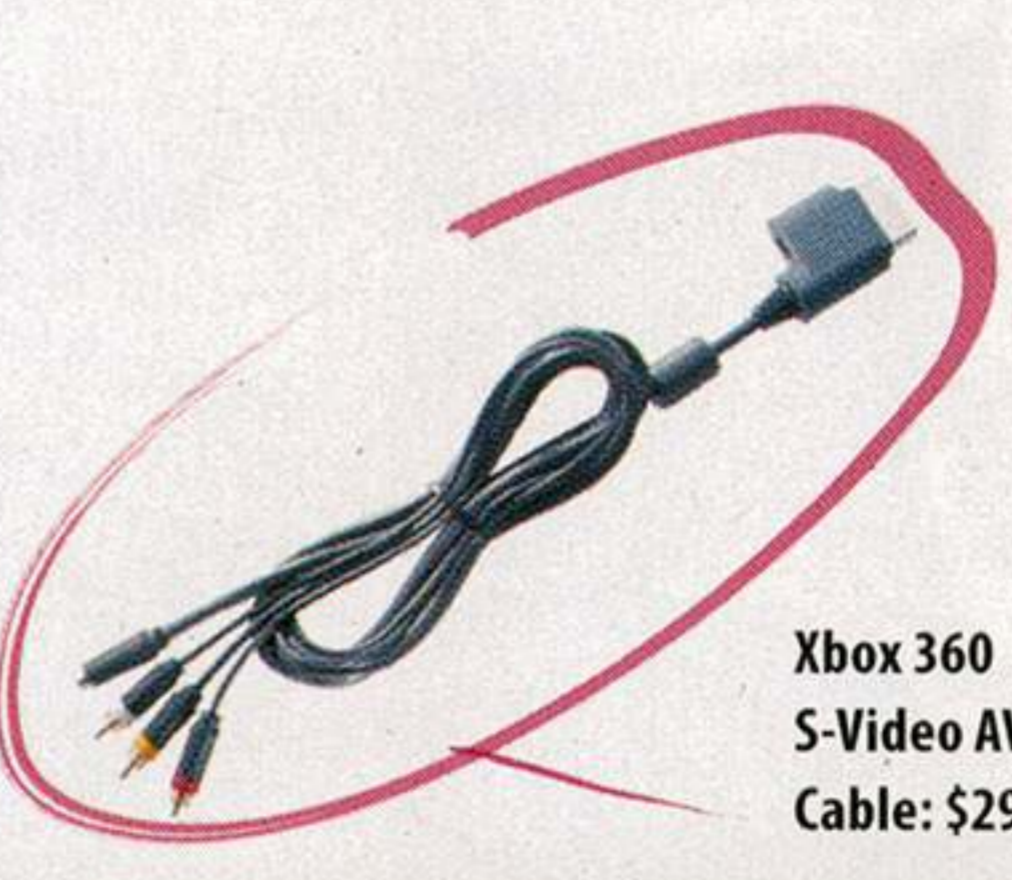
* Xbox 360 Wireless Controller: \$49.99



*† Xbox 360 Faceplate: \$19.99



Xbox 360 Memory Unit (64 MB): \$39.99



Xbox 360 S-Video AV Cable: \$29.99



Xbox 360 Wireless Networking Adapter: \$99.99

GP.COM POLLS

In light of Microsoft offering a hard drive as an option for the Xbox 360, will you...

- 1) Buy the \$399 version: **496**
- 2) Wait for the PlayStation 3 price to be revealed: **471**
- 3) Put hopes in the Nintendo Revolution: **208**

- 4) Save some cash and get the \$299 Core System: **90**
- 5) Hold out for that Phantom: **81**

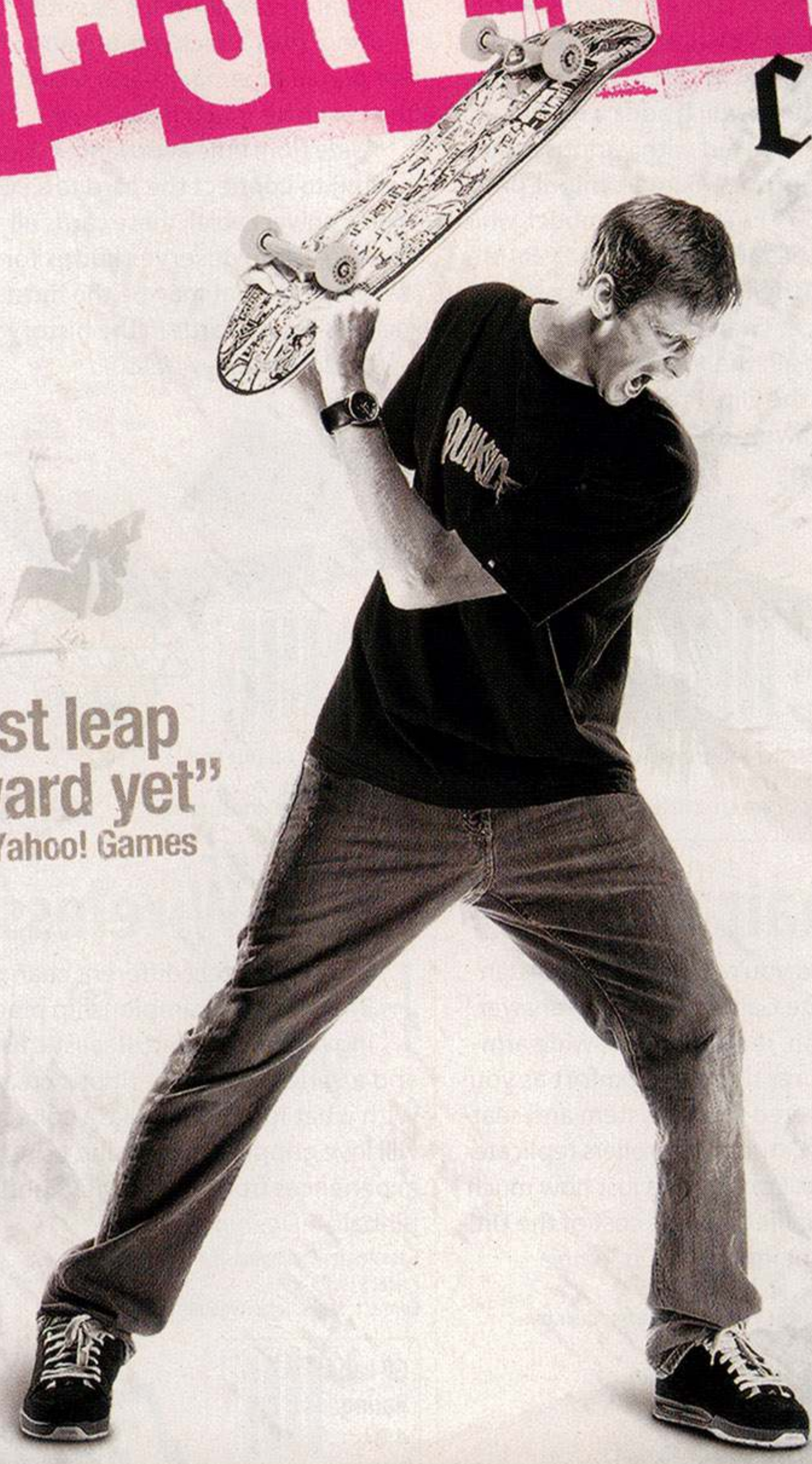
Total Participants: **1346**
Analysis: Gamers were prepared to get the loaded Xbox 360 unit for \$399, no problem. The only thing keeping an almost equal number from doing the same is an announced price for the PlayStation 3.
Prediction: Gamers who've already decided to get an Xbox have set their sights on the loaded version; not many are jumping for the Core System.



the AMERICAN WASTELANDS

calling

october
2005



"biggest leap forward yet"
-Yahoo! Games

HOLLYWOOD

TONY HAWK'S AMERICAN WASTELAND

EXCLUSIVE SOUND TRACK
FEATURING: MY CHEMICAL ROMANCE,
FALL OUT BOY
AND TAKING BACK SUNDAY
COVERING PUNK CLASSICS!



th-american-wasteland.com

PlayStation 2
 ONLINE BROADBAND ONLY
 NINTENDO GAMECUBE
 XBOX LIVE
 XBOX 360
 NEVERSOFT
 ACTIVISION

TEEN

 Blood
 Crude Humor
 Language
 Suggestive Themes
 Violence
 ESRB CONTENT RATING www.esrb.org

Tony Hawk's American Wasteland © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. Tony Hawk is a registered trademark of Tony Hawk, Inc. Developed by Neversoft Entertainment, Inc. Game Boy Advance and DS versions developed by Vicarious Visions. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. TM, © and Nintendo, are trademarks of Nintendo. © 2001 Nintendo. Xbox, Xbox 360, Xbox Live and the Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

activision.com

Creative's Sound Blaster X-fi Lineup

Why settle for crummy integrated sound when you can have one of these beauties? The entire X-fi lineup is blessed with gorgeous sonic fidelity (with crystal-clear 109 dB SNR) and a powerful new sound chip that translates into an automatic 10–20 percent boost to your frame rate. The key feature that caught our ear, though, is the **24-bit Crystallizer**, a processing technique that boosts the quality of any digital audio source—MP3, WAV, AAC, DivX audio—by boosting dynamic range, richness, and fidelity. We experimented with games, music, and movies. In all cases, the improvement was staggering. What else can we say? It may sound too good to be true, but the Crystallizer works exactly as advertised. It's certainly no cheap equalizer trick.

The Crystallizer is included with every member of the Sound Blaster

X-fi family. For that reason, we prefer the wallet-friendly XtremeMusic edition: It's cheap (\$129) and perfect for music, games, and movies. For \$199, you can upgrade to the Platinum, which adds a mountable rack outfitted with various inputs and outputs. Gamers might prefer the \$279 FATALITY FPS model, which adds 64 MB of on-board "X-RAM" to further boost gaming performance. Then there's the king of them all: the \$399 Elite Pro. We tried the Elite Pro and loved its truly awesome array of

features—a breakout box with high-impedance inputs and an integrated pre-amp for easy recording, plus a slick remote and the gaming memory—but found the cost a bit much to swallow.

Aside from little annoyances (like having to connect the card to a PC Molex power cable), these cards all rock. Creative deserves kudos for developing what may be the most kick-ass sound cards in the history of the universe.—*Vicious Sid*



GP Labs
Rating:
5.0/5



Sound Blaster X-fi XtremeMusic
PC. Price: \$129
Contact: Creative, creative.com



GP Labs
Rating:
4.5/5



Sound Blaster X-fi Elite Pro
PC. Price: \$399
Contact: Creative, creative.com

Vicarious Vision

The Zen Vision is Creative's sexy audio/video dynamo. Enclosed in a smooth magnesium casing (in white and black), the Vision features a robust 30 GB drive, a gorgeous 3.7-inch 640 x 480 screen, A/V out, FM recording, and voice recording. It supports every digital media file imaginable (Tivo 2 Go!) and, at \$399, won't entirely bust your budget.—*Mr. Marbles*

Price: \$399
Contact: Creative, creative.com

GP Labs
Rating:
4.0/5



Ultimate Game Chair

When money is (literally) no object and you're looking to invest in your gaming experience, the Ultimate Game Chair is the answer. Decked out with a plush leather finish, reclining back, wide armrests, and a sturdy ottoman, this baby ensures ultimate comfort as you groove to the crisp-sounding, built-in, 3D stereo sound system and seat-mounted sub woofer. The two side-mounted, sturdy controllers replicate every console button configuration perfectly. Considering just how much time you spend playing video games in your lifetime, the cost of the Ultimate Game Chair may be a sound investment indeed.—*Dr. Zombie*

PS2, Xbox, GameCube, PC. Price: \$499
Contact: Ultimate Game Chair, ultimategamechair.com

GP Labs
Rating:
4.5/5



Jakks Wireless TV Games

For a completely different change of pace, consider Jakks TV Games' Bass Angler Championship plug-and-play for serious bouts of fishing fun on dry land. Realistic fishing reel action plus force feedback and a variety of competitions create an authentic angling experience. With what looks more like a collector's item than a controller, DBZ fans will love gripping Namek and using it to conquer three different gaming experiences from classic DBZ fighting action to the first of its kind, DBZ pinball.—*Dr. Zombie*

Bass Angler Championship
Price: \$19.99
Contact: Jakks, jakkstvgames.com

Dragon Ball Z Controller
Price: \$19.99
Contact: Jakks, jakkstvgames.com

GP Labs
Rating:
4.0/5

GP Labs
Rating:
4.5/5



破壊へ向から



鮮血火山斬り



血の橋を渡る



首斬り盆栽



GameTap Dancing

The Turner Broadcasting System is hoping to do for classic video games what it's already done for classic movies.

Would you pay \$14.95 a month to play Sonic the Hedgehog (Genesis version) on your PC? How about Sonic the Hedgehog and Defender? How about Sonic, Defender, and Pitfall (Atari version)? How about...well, you get the picture, or you will thanks to the Turner Broadcasting System. TBS is betting you or someone like you wants to play all those great games of yore, and it is making them available to gamers everywhere via GameTap.

GameTap is Turner's broadband entertainment network, and 300 classic video games will be available when the service launches this month. Seventeen game publishers have signed up to support the service, bringing with them 1000 licenses. GameTap will be introducing new games to the service each week, and it's shooting for 1000 games by early 2006.

To get started, all you have to do is log on at gametap.com, download the client, and away you go into nostalgia land. You don't download the games per se; instead you stream them from GameTap's website, which will also be a digital entertainment destination unto itself. Original

online content is in the works, including regular game reviews of the old games as well as cheats and strategies. There will even be online shows that will feature games and special TV-style commercials. You'll even get to see the actual, classic TV commercials where they exist for some games.

Games available will run the gamut from the "classic" consoles from Atari and Sega, through the arcades, and up to (but not including) current-generation consoles like the PS2 and Xbox. Dreamcast games will be available, and at press time, GameTap was working out a deal with Sony for PlayStation titles. But Nintendo games will be conspicuously absent, which is not surprising in light of its plan to make its classic games available via the Revolution.

If you missed the classics the first time around or you just plain miss the classics, be ready to tap into GameTap. So how about Sonic, Defender, Pitfall, Gunstar Heroes, Pac-Man, Mappyland, Street Fighter...



GAMETAP
EXPAND YOUR PLAYGROUND™



Gunstar Heroes was one of the sleeper hits for the Genesis that will be available through GameTap.



The Sega icon himself, Sonic the Hedgehog

10 YEARS AGO

Retro Corner

10 Years Ago (November 1995)...

...in GamePro

- **Virtua Fighter 2** (Saturn) was the main cover image of our 194-page November issue, supported by a six-page feature on the game and Sega's AM2 development team.
- No game received perfect scores; **Wipeout** (PlayStation), **Vectorman** (Genesis), and **Earthworm Jim 2** (Genesis), however, all got high marks. **The Ooze** (Genesis) was the big loser with straight 2.0 scores.
- Namco's **Tekken 2** and **Alpine Racer** were Hot at the Arcades.
- GamePro Online (on AOL) got a two-page feature story.



...in Gaming

- Nintendo unveiled the Nintendo 64 game console at Shoshinkai in Tokyo. Dream Team third-party titles were also announced: **Turok: Dinosaur Hunter** (Acclaim), **Doom**, **Open Ice** (Williams Entertainment), **Red Baron** (Sierra On-Line), **Robotech** (GameTek), **Monster Dunk** (Mindscape), **Top Gun** (Spectrum HoloByte), and **Star Wars: Shadows of the Empire** (LucasArts).

...in Sales

Here are the top five-selling games of November 1995:

1. Madden NFL 96 (EA Sports/Genesis)
2. Mortal Kombat 3 (Williams Entertainment/SNES)
3. Mortal Kombat 3 (Williams Entertainment/Genesis)
4. Yoshi's Island (Nintendo/SNES)
5. NBA Live '96 (EA Sports/Genesis)

Source: The NPD Group/NPD Funworld/Point-of-Sale

GP LABS



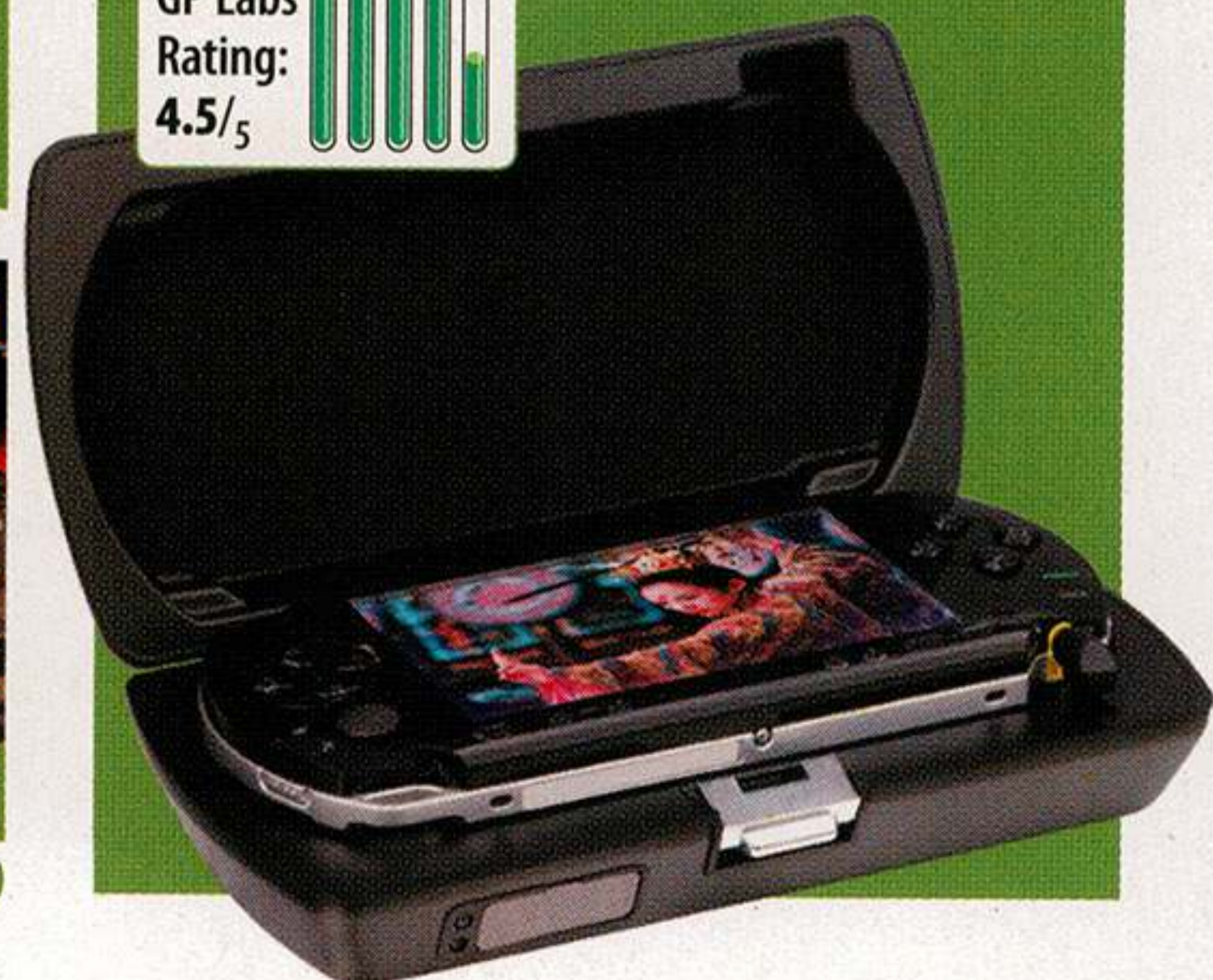
Nyko PSP Charger Case



Do you want peace of mind that your PSP will survive your worldly treks and reliably supply battery power to your graphically heavy UMD games? Nyko's PSP Charger Case provides such protection while supplying your PSP with five additional hours of gameplay courtesy of its built-in lithium-ion battery. The Charger Case features a sturdy aluminum case, recessed secure latch, and form-fitting neoprene lining, and recharges with the standard PSP AC adapter. It's perfect for the PSP gamer on the go. —Rice Burner

PSP. Price: \$59.99. Contact Nyko, nyko.com

GP Labs
Rating:
4.5/5



Madden NFL 96



Mortal Kombat 3 (SNES)



Mortal Kombat 3 (Genesis)



Experience true-to-life swordplay and motion capture by one of Japan's leading swordfight composers.



Journey through graphically stunning environments as the historic tale unfolds.



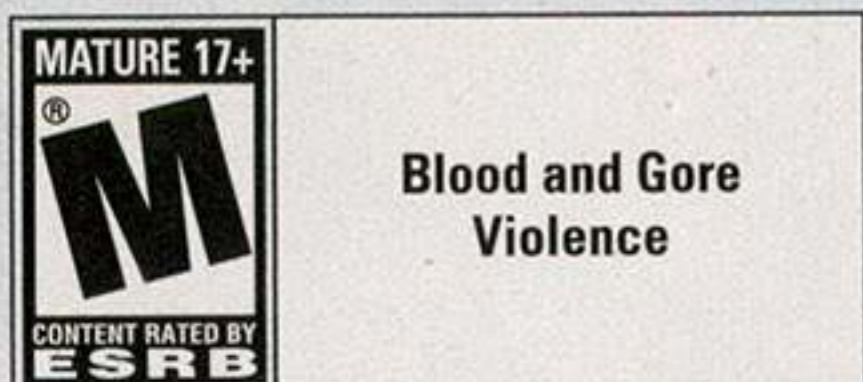
Developed by industry veterans who continue to innovate the genre.



THE BEAUTY OF REDEMPTION

Like brushstrokes on an ancient canvas, the landscape of Japan lies peaceful and serene. Yet beneath this veil of mystical beauty lies a tortured people ruled by the sword of a brutal samurai clan, casting a shadow over the future. But there is hope, for within two warriors' kindred hearts burns the unquenchable fire of redemption. And soon their enemies will learn a beautiful but painful truth: the art of revenge is always painted in blood.

www.genji-thegame.com



PlayStation 2



LIVE IN YOUR WORLD. PLAY IN OURS.

© 2005 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Perfect Dark Zero, Rare, the Rare logo, Xbox, Xbox 360, the Xbox logos, Xbox Live, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries. Rare Limited is a subsidiary of Microsoft Corporation.

2020. CORPORATIONS CONTROL EVERYTHING.

MATURE	17+
M	Blood Language Violence
ESRB CONTENT RATING	www.esrb.org



Microsoft
game studios

XBOX
LIVE



WITH ONE EXCEPTION.

**PERFECT DARK
ZERO**

perfectdarkzero.com

ONE MAN'S CREATION IS ANOTHER'S DEMISE.

The battle begins anew in SOULCALIBUR III when Nightmare returns to a world inhabited by classic and new warriors. Create and play with a character choosing the face, hair, armor and weapons you want in "Character Creation" mode. Employ strategy and classic combat to lead your original character and the team to victory in "Chronicles of the Sword" mode. Experience the world of SOULCALIBUR like never before.



Explore the SOULCALIBUR world in "Chronicles of the Sword" and test your abilities in a real-time simulation.



Battle classic SOULCALIBUR warriors like Mitsurugi or square off against newcomers such as Zasalamel, Setsuka and Tira.



Create your own character and battle other players or legendary SOULCALIBUR warriors.



RATING PENDING
RP
Visit www.esrb.org
for updated rating
information.
ESRB CONTENT RATING www.esrb.org



PlayStation 2

namco



soulcalibur3.namco.com





NEED FOR SPEED
MOST WANTED



PLAYING WITH FIRE

EXCLUSIVE
HANDS-ON!



If you loved *San Andreas*, then *Saint's Row* is going to blow your mind. Better start saving.

If the *Grand Theft Auto* series lit a fire under the ass of the action genre, then *Saint's Row* burns down the whole damned house. Here's how *Saint's Row*, in just one afternoon, became one of the most addictive games we've ever laid our hands on. **By Vicious Sid**

If you really paid attention amidst the hype and chaos of E3, one game stood out: *Saint's Row*. When we first saw the game presented behind closed doors by THQ, we knew we were seeing something special. Even in a primitive state, it looked like a GTA fan's wildest dreams come true. Online play? Unprecedented customization options? Eye-popping graphics? Check, check, and check. Even the frazzled online journalists in the room let out little coos of admiration, and man, those guys are *jaded*.

We walked away from the *Saint's Row* demo confident that we had just witnessed one of the top Xbox 360 titles in development. The problem was, hardly anyone knew! Most industry folks hadn't seen the mind-blowing demo and were confusing *Saint's Row* with the countless other gangsta games at the show. Despite its low-key showing, *Saint's Row* still scooped up an impressive array of industry accolades.

We, of course, quietly made plans to cover the crap out of the game. Roughly 1000 phone calls later, destiny ultimately led us to the charming college town of Champaign, Illinois and the lush offices of Volition, developers of the *Red Faction* games, the *Summoner* series, last year's *The Punisher*...and *Saint's Row*.

Our objective was simple: We weren't leaving without hands-on playtime. And we're happy to report that what we experienced was downright awesome!

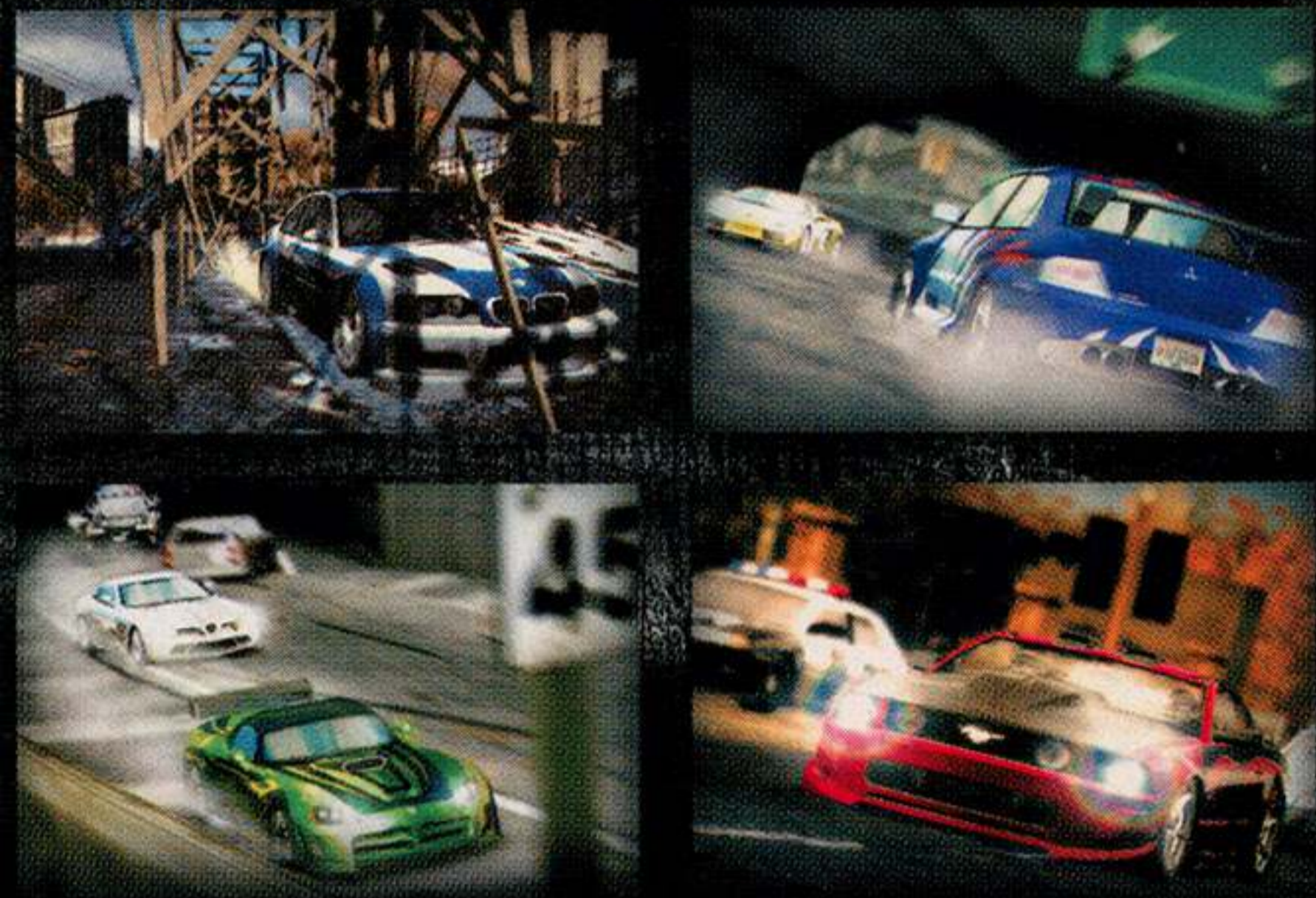


GAMEPRO.COM FOR UPDATES,
FEATURES, AND NEWS ON SAINT'S ROW.

CONTINUED ►



BECOME THE MOST WANTED, NOVEMBER 2005 NFSMW.COM



NEED FOR SPEED MOST WANTED



Visit www.esrb.org
for updated rating
information.

INTERNET CONNECTION required. Online play requires Internet Connection, Network Adaptor (for PlayStation®2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. Online play not available on all platforms. See product pack for details.

© 2005 Electronic Arts Inc. Electronic Arts, Need for Speed, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. The trademarks Lamborghini, Gallardo, Murciélago and all associated logos are used under license of Lamborghini ArtiMarca S.p.A., Italy. Dodge is a trademark of DaimlerChrysler Corporation. Dodge Viper SRT10 and its trade dress are used under license by Electronic Arts Inc. © DaimlerChrysler Corporation 2005. Ford GT and Mustang GT are registered trademarks owned and licensed by Ford Motor Company. The McLaren name and logo are trademarks of McLaren Group Limited. Mitsubishi, Eclipse, and Lancer Evolution names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license to Electronic Arts Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.™, ©, Game Boy Advance, Nintendo DS, and Nintendo GameCube are trademarks of Nintendo. © 2004 Nintendo. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.

THE PERSONAL TOUCH

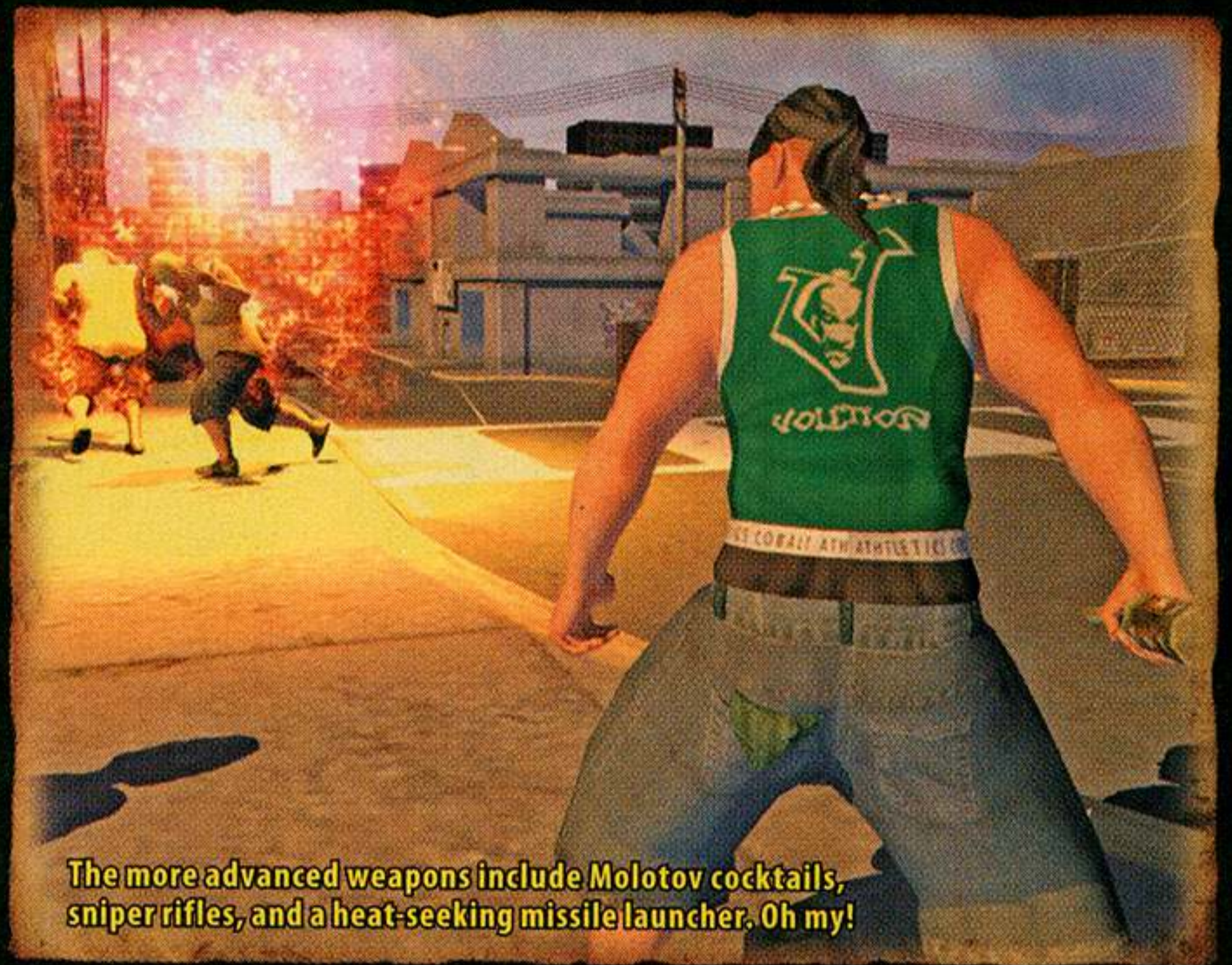
Upon reviewing the game's status and development cycle, we were reminded that a key part of the Saint's Row experience revolves around the player's ability to customize nearly every aspect of the game. The character-creation system, for instance, lets you choose from ethnic types and body builds ranging from whipcord lean to roly-poly. From there, you can control minute facial details, such as the prominence or position of ears, lips, eyebrows, and cheekbones. If that's not enough, you can visit a plastic surgeon at any time during gameplay to tweak those physical details even more.

IF YOU LOVE THE GTA GAMES, PLAYING SAINT'S ROW WILL BE AN ALMOST ORGASMIC EXPERIENCE.

The clothing-customization options are just as extensive. Not only can you dress in everything from a basketball jersey to a three-piece suit, but you can also wear garments in multiple configurations: jackets can be zipped or unzipped; jean legs can be rolled up or left down. Then there are the accessories like watches, necklaces, piercings, tattoos, shoes, and hats.

Automobiles represent another core part of the Saint's Row experience, so it's only fitting that players should be able to customize them extensively, too. You can add frills like hydraulic lifts and convertible tops to nearly any vehicle in the entire game. You also have the power to add vanity fenders, decals, windshields, window tinting, and rims; for more dangerous missions, you might want to add body armor or nitro kits.

CONTINUED ►



The more advanced weapons include Molotov cocktails, sniper rifles, and a heat-seeking missile launcher. Oh my!

SAINT'S ROW BALLISTICS REPORT

We saw 'em, we used 'em. Here are just a few of the weapons that will end up in the final version of Saint's Row.

PISTOLS: The preview version featured several models of pistol, including a devastating, rapid-fire revolver. All were precise and deadly.

SMGS: The playable build showed off a variety of lethal submachine guns, all which were considerably more powerful than their Grand Theft Auto counterparts.

SHOTGUN: The Shotgun we tried could lay a man flat in one round. Volition is aiming to include three models in the final version.

ASSAULT RIFLE: The AK-47 derivative in the demo inflicted massive damage on both enemies and cars.

GRENADES: Just awesome. These little bad boys were insanely effective—you could even throw them while driving a car!

ROCKET LAUNCHER: Sweet, sweet carnage. After two minutes with this puppy, the city streets were choked with mountains of flaming debris.



Calling all pyromaniacs! The advanced physics system in Saint's Row means that no object ever explodes the same way twice.



How Dirty Boys Get Clean.
NEW AXE SHOWER GEL



COUNTDOWN TO 360

But what is extra cool is that this elaborate process also works in reverse, so you can strip a taxi down to almost the bare frame, then rebuild it panel by panel to create a totally unique, almost unrecognizable ride. Not bad, huh? And don't worry: if you wreck your pride and joy, you can buy an exact duplicate at the local car lot. Naturally, the game will feature a full array of outlandish vehicles: exotic sports cars, backhoes, tractor trailers with detachable rigs, you name it. Sadly, you won't fly helicopters or jets this time around. Saint's Row 2? You never know.

CRUISIN' THE NEXT-GEN 'HOOD

When we settled down to play, it was instantly apparent that Saint's Row is a showcase visual title for the Xbox 360. Much to the delight of HDTV owners, 720p will be the game's native resolution. In the version we played, the environments looked razor sharp and sported draw distances that seemed to stretch on into infinity.

The special effects looked downright dazzling as the explosions blasted streamers of sparks and soot into the sky. Models and textures were adorned with realistic-looking normal mapping, and the gorgeous lighting system made shadows project realistically onto any surface. You could even watch shadows creep across the ground as daylight slowly turned to twilight.

The attention to detail extends to the sound design, too. As you prowl the city streets, you'll hear snatches of music drift in and out. Volition isn't ready to announce any licensed artists or tracks just yet, but we do know that you'll be able to buy your favorite tracks at the local music shop in order to cobble together custom playlists.

YOU CAN STRIP A TAXI, THEN REBUILD IT TO CREATE A TOTALLY UNIQUE, ALMOST UNRECOGNIZABLE RIDE.

CONTINUED ▶



blogcore.com

Check out Vicious Sid's impressions of Saint's Row.



Saint's Row features the vocal talents of David Carradine (Bill in *Kill Bill*) and Mila Kunis (Meg in *Family Guy*), among many others.

After my car broke down my mission was to meet and woo every beautiful creature I could encounter. I was going to collect phone numbers. I went to the saloon and had a drink. It was a happening spot. I did a little line dancing and met a girl. I believe her name was Christina. I forget. She had a nice neck. I had to give it a bite. I was feeling a little devilish. She said she had been abducted by aliens. Later one of the aliens followed me into the bathroom and I had to taser him. I moved on and stole some more kisses, built some more relationships. Then I met Mama Loa. She wanted to tell me something about myself. But I saw Bella and I had some things I wanted to say to her. We rapped for a minute. I noticed she was distraught but I chose to ignore it because most women are a bit unstable.

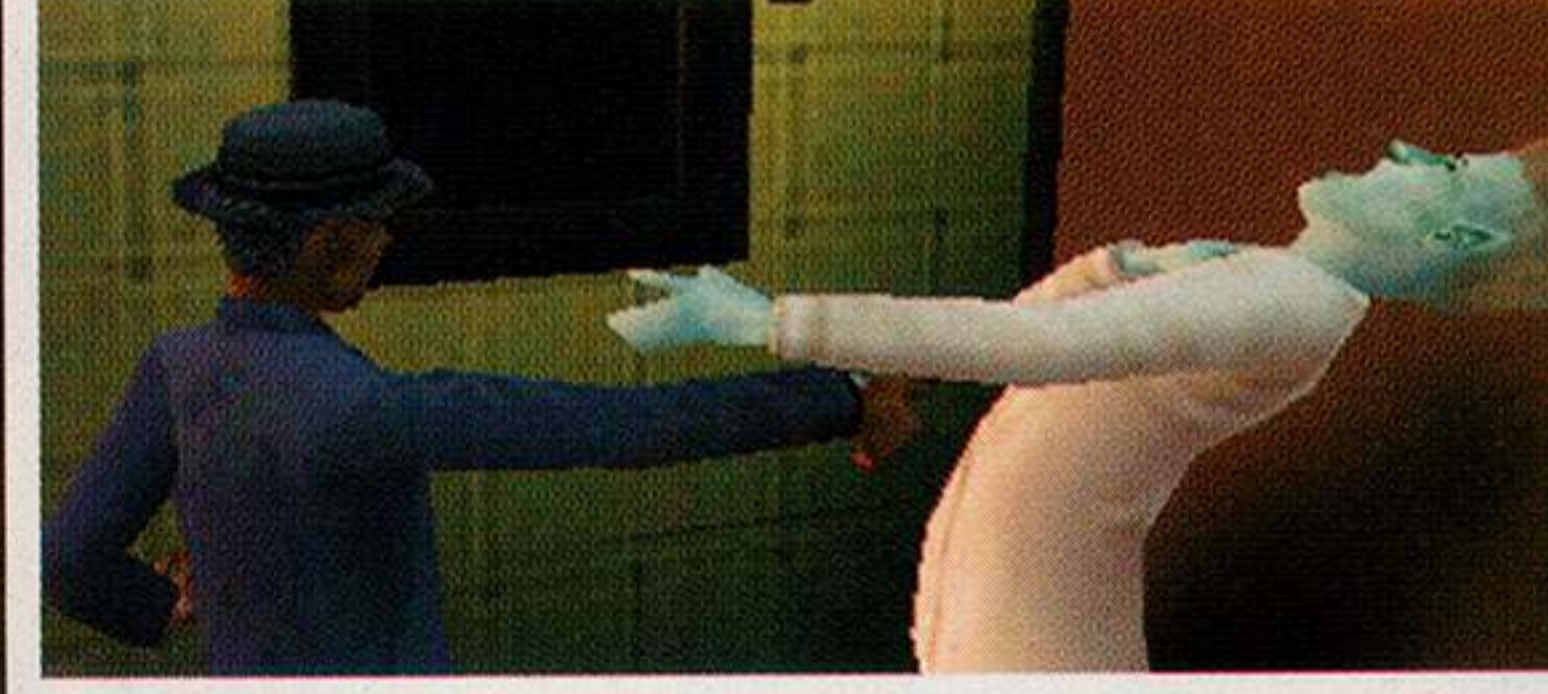
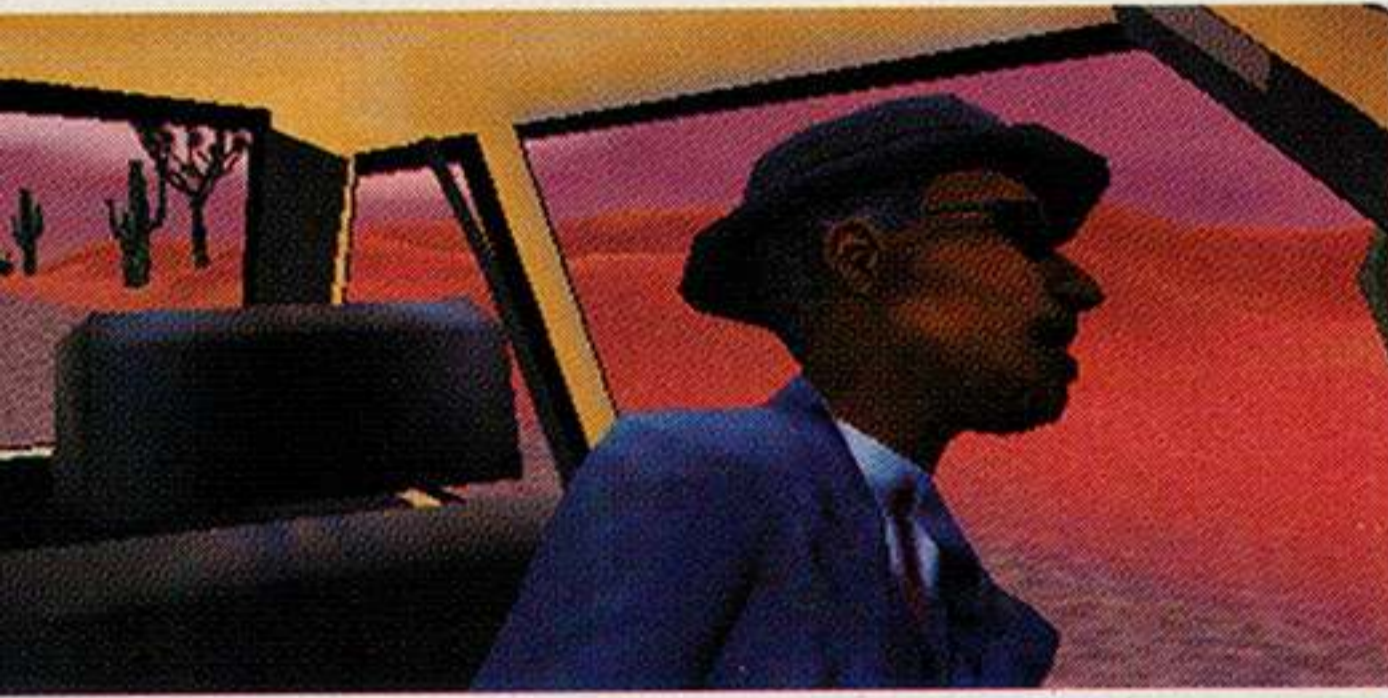
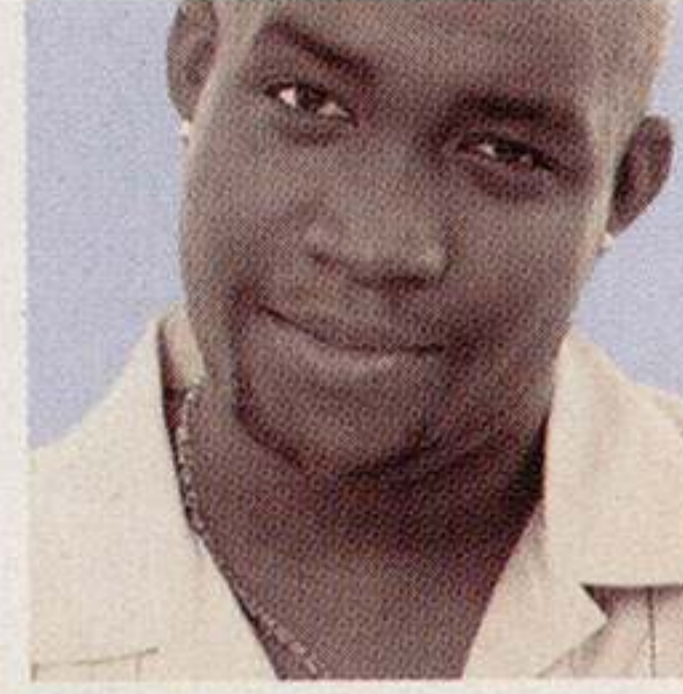
How do you play? simsplayedby.com

THE SIMS

Played by

Torri Granger
Los Angeles, CA
USA

on the PSP



COUNTDOWN TO 360

The radio dishes out tunes ranging from 1980s rock to classic hip-hop, but unlike in the GTA games, it actually has an impact on gameplay. If you keep your ears open, you'll hear advertisements for local clothing stores, car dealerships, and jewelry shops; if you catch wind of a sale, you can actually receive the advertised discount. The radio is also home to the local newscasters, who will break in from time to time to give updates on your latest illicit activities. These little details all add up to one amazingly vivid, immersive, reactive game world.

ALL SAINT'S DAY

Although we played an early build of the game, the controls felt surprisingly tight and polished. The radial weapon-selection menu was particularly welcome and gave you the ability to swap between weapons almost instantly. Saint's Row's 360 degree aiming system left GTA's crappy auto aiming in the dust; it even enabled you to fire in any direction while driving. Many of the weapons sported secondary firing modes, and you could smash foes with brutal melee attacks.

As we took the fight to the crowded city streets, we noticed that the game's advanced physics system had an enormous impact on gameplay. When we rolled grenades underneath cars, the resulting explosions shot crowd-clearing shrapnel in all directions. We also tried out the rocket launcher, which left the street littered with flaming debris. Yeah, this game definitely kicks some major ass.

While playing through several single-player missions, we observed that the enemy A.I. seemed energetic but not obnoxious or superhuman. We played in one indoor shootout that was reminiscent of the famous lobby scene from *The Matrix*; as lead and debris swarmed through the air, enemy gang members nimbly darted behind columns, ornaments, and around corners.

We also tried out several other missions. In Escort, your duty is to dodge news vans and paparazzi long enough for your celebrity client and his stripper date to finish...uh, you know. The final version of the game will include a whole array of mission types, including pimping, drug transporting, street racing, and assassinating, among scores of other unwholesome activities. You'll even be able to replay your favorite missions at any time by visiting the local theatre—definitely a nice touch.



CONTINUED ▶





THE SIMS

Played by

Cat
Vacaville, CA
USA

on the PC

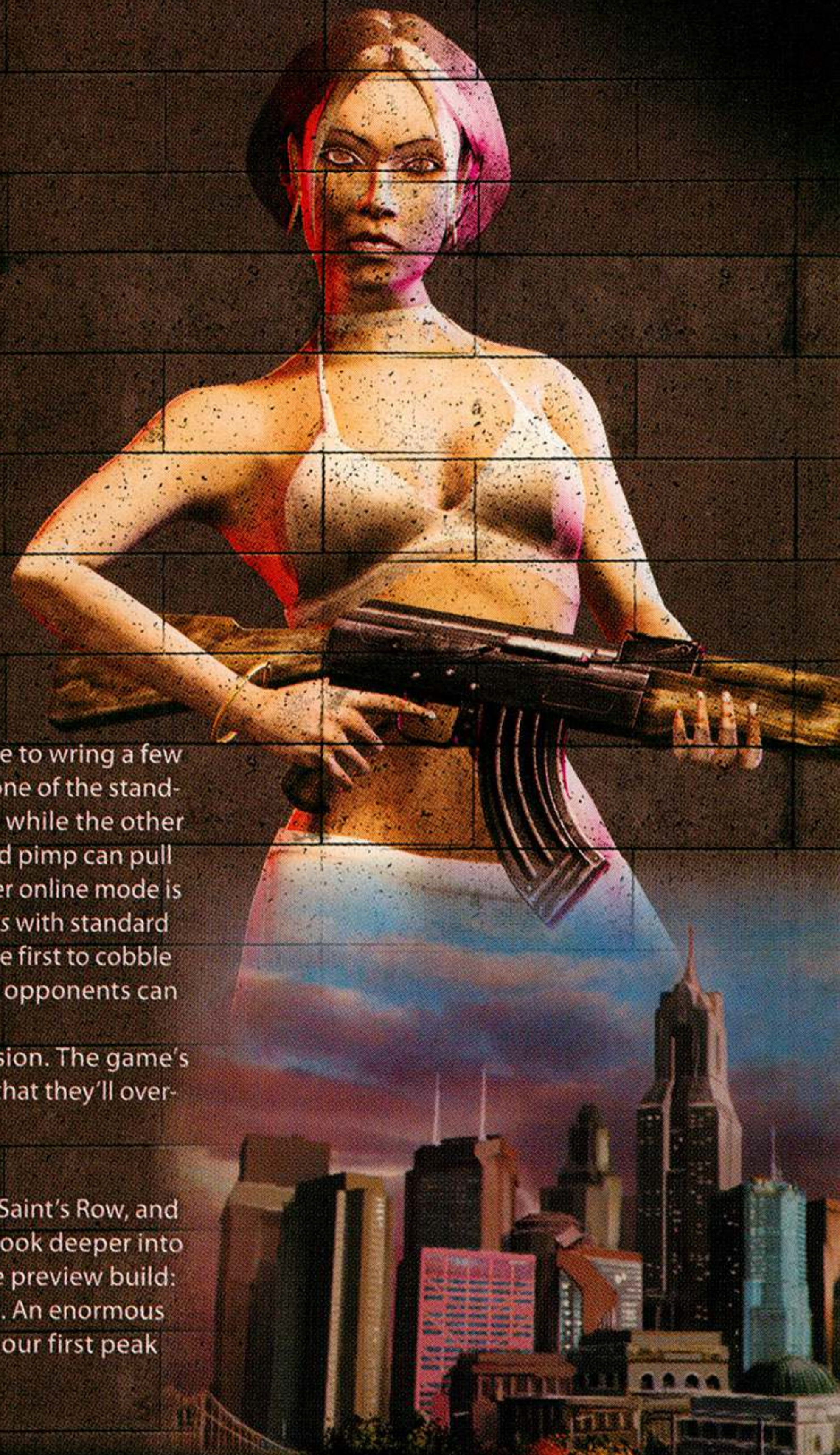


I like making perfect little utopian families and then killing them.

How do you play? simplayedby.com



In *Saint's Row*, you shoot where you want to shoot. Say good-bye to auto aiming!



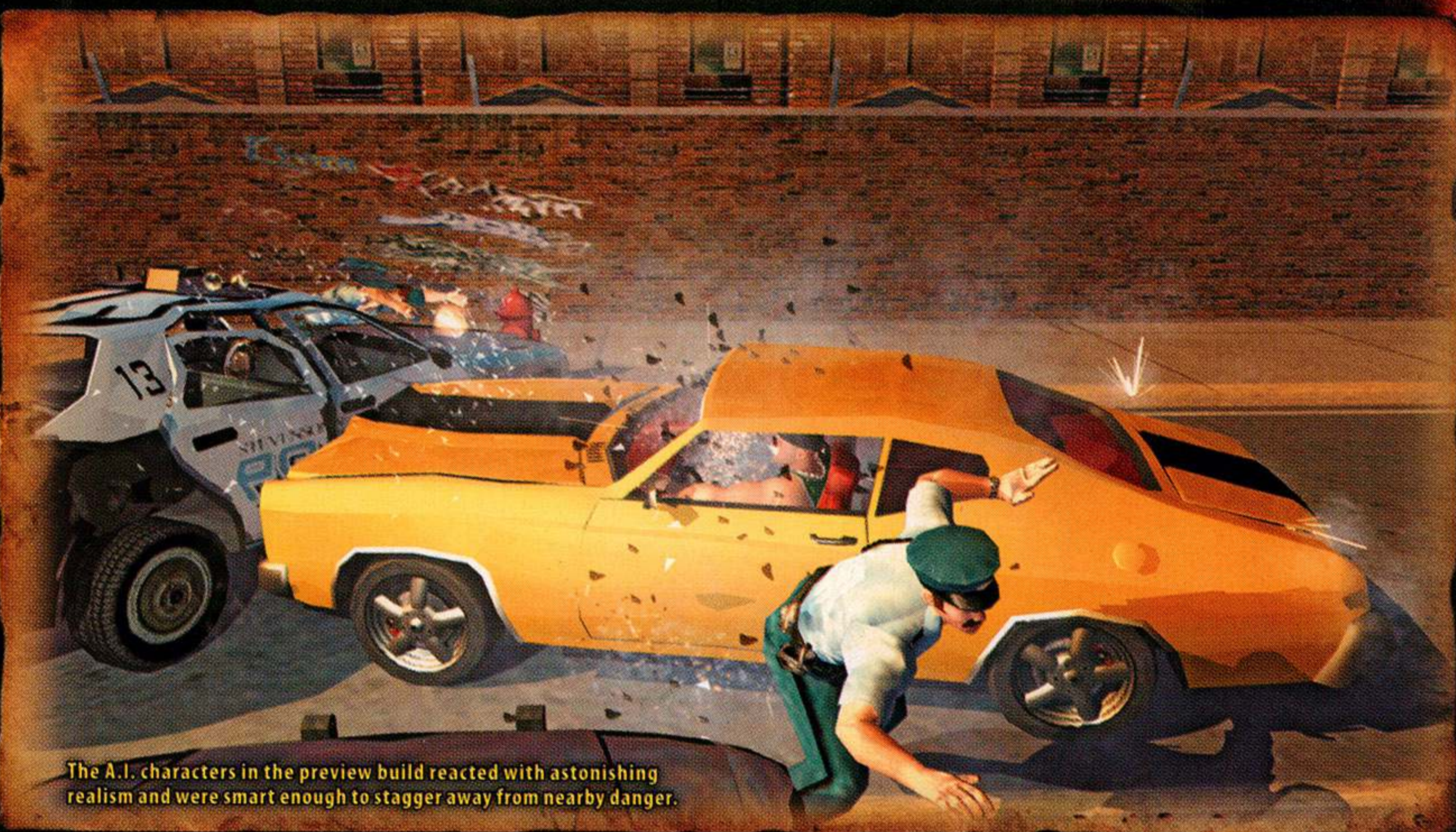
XBOX LIVE EXECUTION

The multiplayer component is still under relatively tight wraps, but we were able to wring a few key details out of the Volition guys. From what we hear, *Protect the Pimp* will be one of the stand-out modes. In that game type, one team is charged with assassinating a pimp, while the other team must escort said pimp to safety. But in a hilarious twist, the player-controlled pimp can pull off a devastating "pimp slap" attack, which can eliminate enemies instantly. Another online mode is called *Blinged Out Ride*, and it combines elements from the T.V. show *Junkyard Wars* with standard team deathmatch. Both teams start with lowly rust buckets, and the goal is to be the first to cobble together the most kick-ass car. But it definitely pays to stay on your toes as your opponents can launch a preemptive assault to wipe out your car...and your lead.

Volition is shooting to support eight to 12 Xbox Live players in the final version. The game's elaborate physics model is a steep technological hurdle, but the team is hopeful that they'll overcome the challenges.

BANGIN' IN THE BETA

The programmers were hard at work compiling a half-completed beta version of *Saint's Row*, and though that version was a major work in progress, it gave us an opportunity to look deeper into the heart of the game. The surroundings were different than what we saw in the preview build: The scene was a dense, trash-strewn ghetto surrounded by gleaming skyscrapers. An enormous mechanized drawbridge loomed over this part of the city, and we also caught our first peak



The A.I. characters in the preview build reacted with astonishing realism and were smart enough to stagger away from nearby danger.

of the Elevated Train, a transportation system that will let players hop quickly to key points in the city...and yes, you can derail the train.

The designers were also working hard to implement advanced weather effects. The plan is to include several degrees of rain—ranging from light showers to full-on torrential downpour—as well as lightning storms that will occasionally zap unprotected pedestrians. We caught wind that the programmers hope to implement a morphing cloud system that would actually depict thunder clouds moving in on the city as a storm front builds. Needless to say, we were so impressed, we felt like buying an umbrella on the spot.

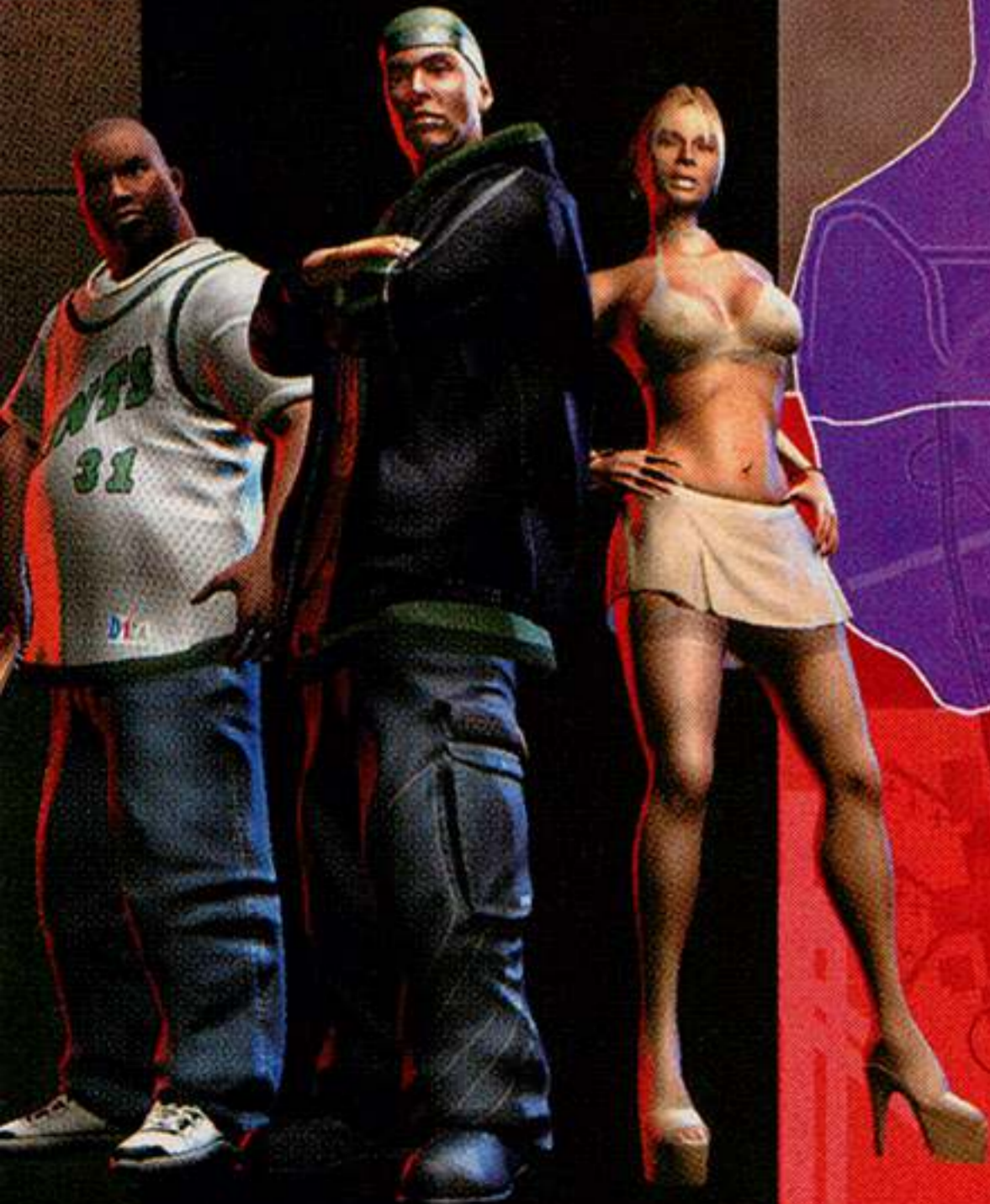
AMERICA'S MOST WANTED

We know it's too early to make sweeping statements, but we can't resist making one bold prediction: If you love the Grand Theft Auto games, playing Saint's Row for the first time will be an almost orgasmic experience. If you think we're exaggerating, just wait 'til you get a chance to play the game yourself. The only downside is the fact that the release date still hasn't been announced, so THQ and Volition are shooting for the "launch window" of the Xbox 360's debut. We'll reserve final judgment for now, but barring some catastrophic last-minute failure—like the final game shipping on a blank disc—it's hard to imagine what could go wrong with this formula. Trust us on this one: Saint's Row is the Xbox 360 action game to beat.

CONTINUED ►

This handy map shows your progress as you wrench control away from three local gangs: the West Side Rollers, the Vice Kings, and Los Carnales.

- Rollers
- Carnales
- Saint's
- Vice Kings



Saint's Row features "blinged" guns, which sport unique properties.

THE SIMS

Played by

How do you play?
simsplayedby.com



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

© 2005 Electronic Arts Inc. Electronic Arts, EA, the EA logo and The Sims logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.™ © Nintendo DS, Game Boy Advance and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.

Visit www.esrb.org for updated rating information.

BOONDOCK SAINTS

We traveled all the way to quaint little Champaign, Illinois to speak with the big boys of Volition. Turns out most of them were away on important business—they were in Germany or something—so we fired off an e-mail to Saint's Row producer Jacques Hennequet and got the answers back at the eleventh hour. Thank God for technology!

GamePro: The Xbox 360 will be available in two versions: one with a hard drive and one without. Will hard-drive owners notice any advantages while playing Saint's Row?

Jacques Hennequet: I think that hard-drive owners would probably see speed advantages over people who don't own one. One of the challenges that we face in developing next-gen content is that, of all the hardware components, DVD transfer speed is the one that has improved the least. We will definitely offer downloadable content for Saint's Row.

GP: What else can we expect from Saint's Row's multiplayer modes? Will there be a co-op mode? Will you see pedestrians walking around?

JH: I can't tell you too much about co-op, except that we are aware of the fact that it is many players' favorite type of online gameplay. Yes, we will have NPCs in certain modes, but they are participating in the mode, not just walking around.

GP: What's this we hear about insurance scamming? How do you file fraudulent claims?

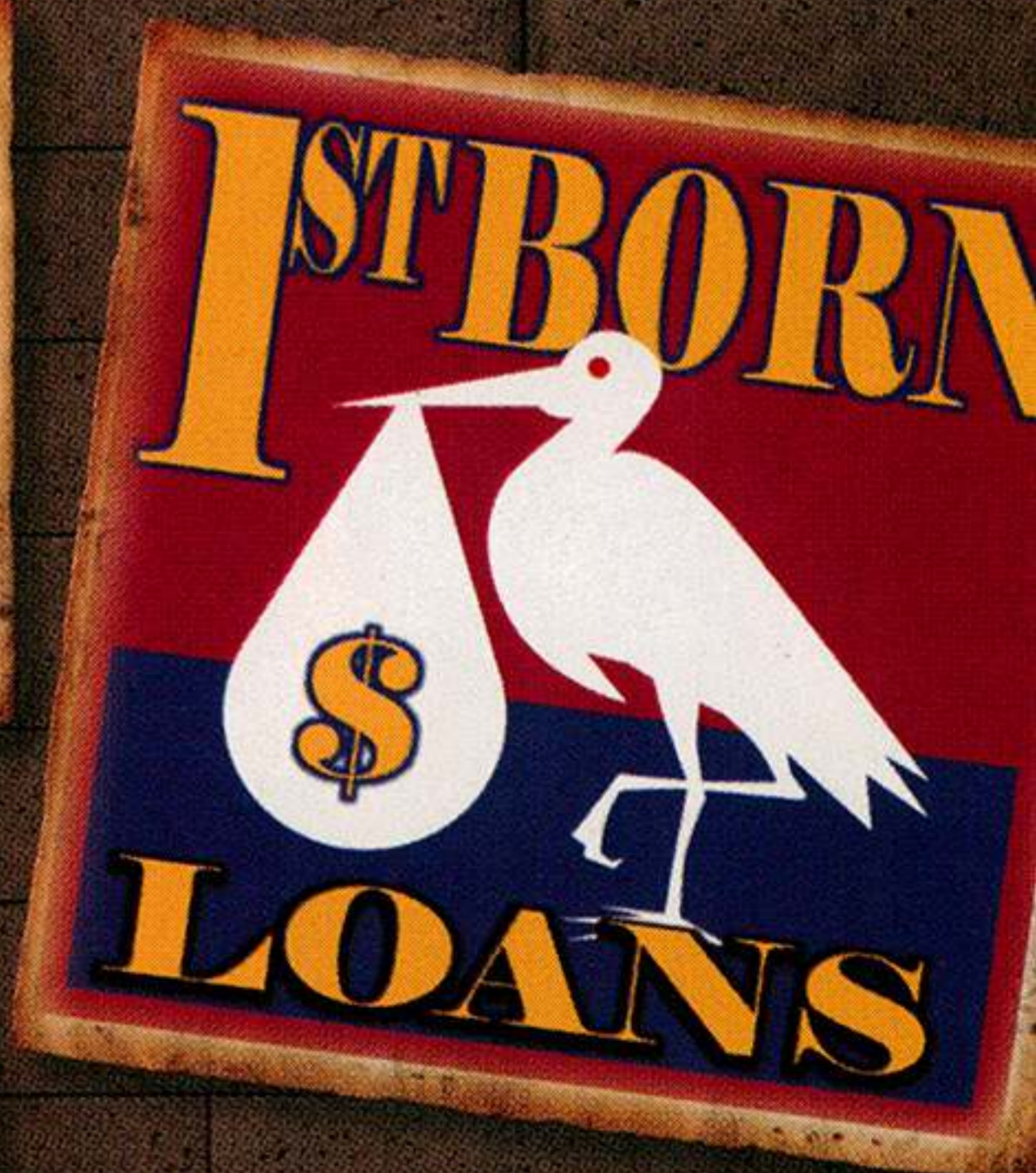
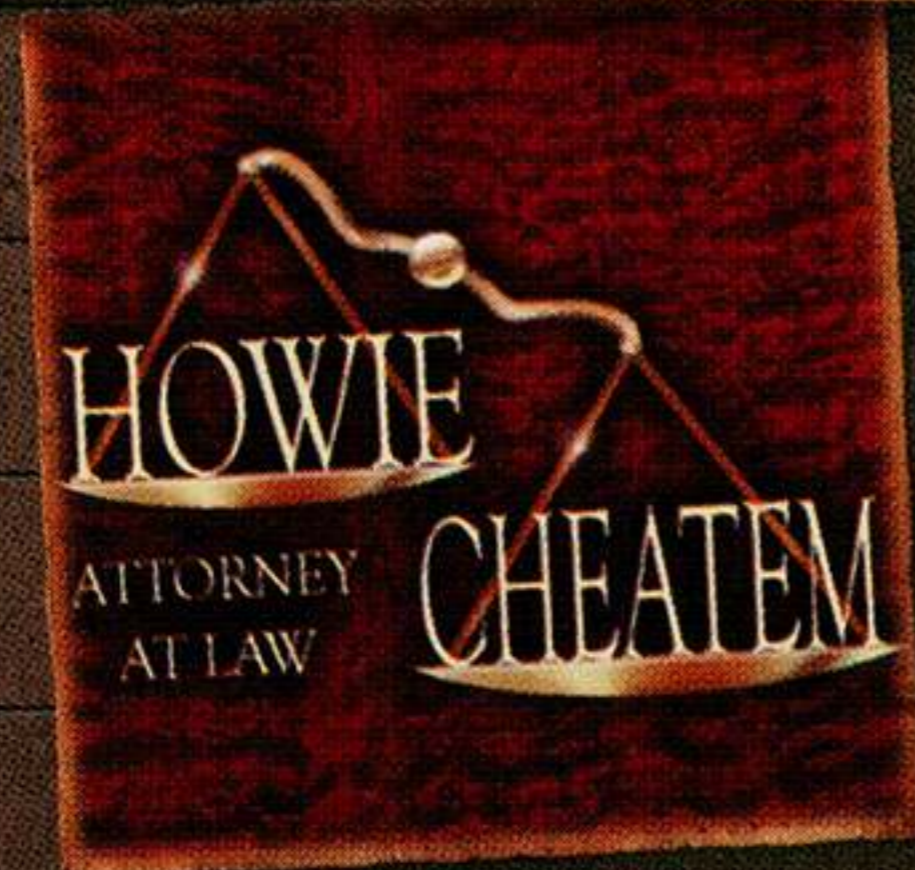
JH: During Insurance Fraud, your goal is to harm yourself as much as possible without killing yourself by triggering rag-doll mode just as you are about to injure yourself (directly or indirectly). The more damage you inflict on yourself, the more cash you'll collect. You trigger it by visiting one of several crooked lawyers who operate in Stilwater.



If you screw with the police, prepare to face riot cops, armored S.W.A.T. trucks, attack helicopters, and vicious F.B.I. agents.

BAD-ASS BUSINESS BUREAU

Here's a sampling of the stores and businesses you'll find in Saint's Row. And in case you're wondering, you can expect even raunchier material in the finished game.



Thanks to the devoted folks of Volition, especially Chris Stockman, Matt Flegel, and Mike Hawkins. Extra-special, antialiased, high-definition thanks go to THQ's Craig Mitchell, who missed seeing The White Stripes in concert to escort us.



50 CENT Bulletproof

**THE ULTIMATE 50 CENT EXPERIENCE.
HIS MUSIC. HIS VIDEOS. HIS GAME.**

TAKE DOWN ENEMIES WITH OVER 25 DRAMATIC COUNTER-KILL MOVES • CLIP UP WITH A MASSIVE STASH OF WEAPONS, FROM HEATERS TO LAUNCHERS • GRAB ENEMIES AS SHIELDS, EXTRACT INFORMATION, AND STEAL THEIR VALUABLES • USE STRATEGIC TACTICS, EVASIVE ROLLS, AND MOBILE COVER TO STAY ALIVE WHILE THE BULLETS FLY • STORY BY TERRY WINTER, EMMY® AWARD WINNING EXECUTIVE PRODUCER OF THE SOPRANOS®

- 4 CDS WORTH OF 50 CENT AND G-UNIT MUSIC INCLUDING NEW EXCLUSIVE TRACKS AND REMIXES FROM 50
- OVER A DOZEN 50 CENT AND G-UNIT MUSIC VIDEOS



PlayStation 2

COMING NOVEMBER 2005 www.50centbulletproof.com www.50cent.com



G Unit



"50 Cent: Bulletproof" interactive game © 2005 Vivendi Universal Games, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Developed by Genuine Games, Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.

Now Everyone Can Be Gretzky.



EVERYONE 10+
E
 10+
 CONTENT RATED BY
ESRB

Violence



PlayStation 2

NHL, National Hockey League, the NHL Shield and the word mark marks, and NHL team logos and marks, depicted herein are the property of NHL Enterprises, L.P. © 2005 NHL. All rights reserved. Officially NHLPA logo are trademarks of the NHLPA and are used under license from the National Hockey League Players' Association. All rights in the Gretzky name are the property of Wayne Gretzky America Inc. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires Internet connection.



Wish you could play like Wayne? Well, here's your chance. Every NHL franchise, all 27 AHL teams and bonuses that reward your squad for its team chemistry. Plus, the new Wayne vs. Wayne mode, which lets you earn "99 Time" by executing big hits and combos, earning you a chance to use Wayne on the ultimate power play. Now you won't just play Gretzky, you'll become Gretzky.

GRETZKY NHL 06

www.gretzkynhl06.com



and image of the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and property of the NHL and the respective teams and may not be reproduced without the prior written consent licensed product of the National Hockey League. National Hockey League Players' Association, NHLPA and the license by Sony Computer Entertainment America Inc. ©NHLPA. Officially licensed product of the National and trademarks are owned by Wayne Gretzky and WDG Enterprises, Inc. ©2005 Sony Computer Entertainment trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a registered trademark Internet connection, Network Adaptor (for PlayStation 2) and memory card (8MB) (each sold separately).



LIVE IN YOUR WORLD.
PLAY IN OURS.

THE SEVEN DEADLY SINS OF GTA

Ever since the breakaway success of *Grand Theft Auto III*, the franchise has raked in countless millions and spurred a gang of copycats. But all is not well for the virtual marauder—and we're not talking about those nasty coffee burns.

By Funky Zealot

7) MUNDANE MOTORS

Sentinel or Sultan—these rides may have gotten dubs, but they're still ghetto. If the devoted car-modding communities offer any clue, it's that people want tricked-out rides, not pre-*Pimp My Ride* wrecks. Then there's the amazingly deserted streets of Los An—er, Los Santos. Los Santos wouldn't be an accurate depiction of the City of Angels without deadlocked traffic on the 10 freeway. Time-sensitive traffic conditions? Now that would be a noticeable environment upgrade.

6) GIMPED GATS

Forget about gangsta-styled sideways gun shooting—CJ has far more serious issues. Combat has always felt light and squishy in the *Grand Theft Auto* games, lacking the substance and gut-pounding punch of other third-person shooters like *Max Payne*. Killing that awful auto-aiming system would be the perfect place to start. And while we're at it, somebody needs to teach these miscreants how to throw a grenade.

5) A LOWER CALLING

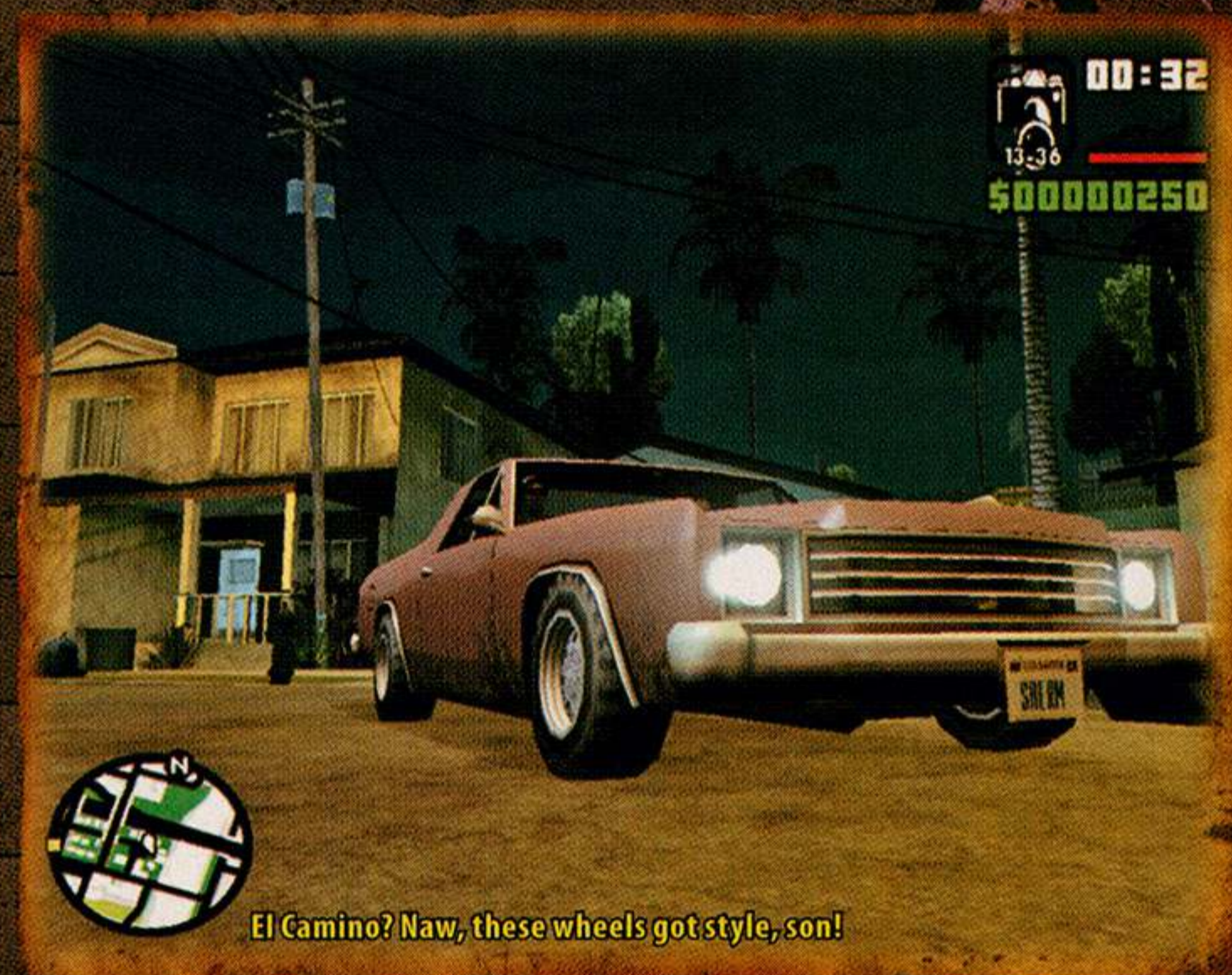
The downside to playing the role of a petty criminal is that your life is... well, petty. In every *GTA* game, the story has the same basic premise: You're back from the pokey/a far-away city, and you're trying to make a name for yourself by climbing the criminal ladder (translation: being used as a meat shield). Having empathy for CJ because he tragically lost his mom is a hard sell when the next minute he's out with his homies busting skulls. And crooked cops? Gee, we've never heard of that one.

4) M-RATED IMMATURITY

Remember when everyone would curse like sailors in junior high because they thought it was cool? Now you can relive those pubescent days with San Andreas. Despite San Andreas's Mature rating, the incessant f- and n-bombs, and the sophomoric sexual gags prove that the game is meant for anybody but adults. Look, when I let a prostitute into the car with me, it starts to rock and I get my health back. Hee, hee!



In a wicked twist of fate, a Britney Spears extra ends up in the foreboding streets of East Los Santos.



3) TALK TO THE HAND

Rockstar has a thing for paws—thick, gargantuan paws that could maul a bear judging by the crude character models in every *GTA* game to date. True, these hands/paws are probably due to technical deficiencies, but in any event, it's clearly time to rework those cinematic cut-scenes. For starters, it's time for the characters to stop mainlining Botox. And performing the Robot does not count as humanlike movement.

2) HOLLYWOOD HARANGUE

Talk about wasted talent: Samuel L. Jackson voice acting for San Andreas is like using a bazooka to swat a house fly. Given the turgid dialogue, you can almost envision Jackson methodically reading through his lines in one quick recording blitz. The same goes for Ray Liota (*Vice City*) and Joe Pantoliano (*GTAIII*), who served up vacuous variations on their typecast mobster roles.

1) SKINNING THE SAME SHEEP

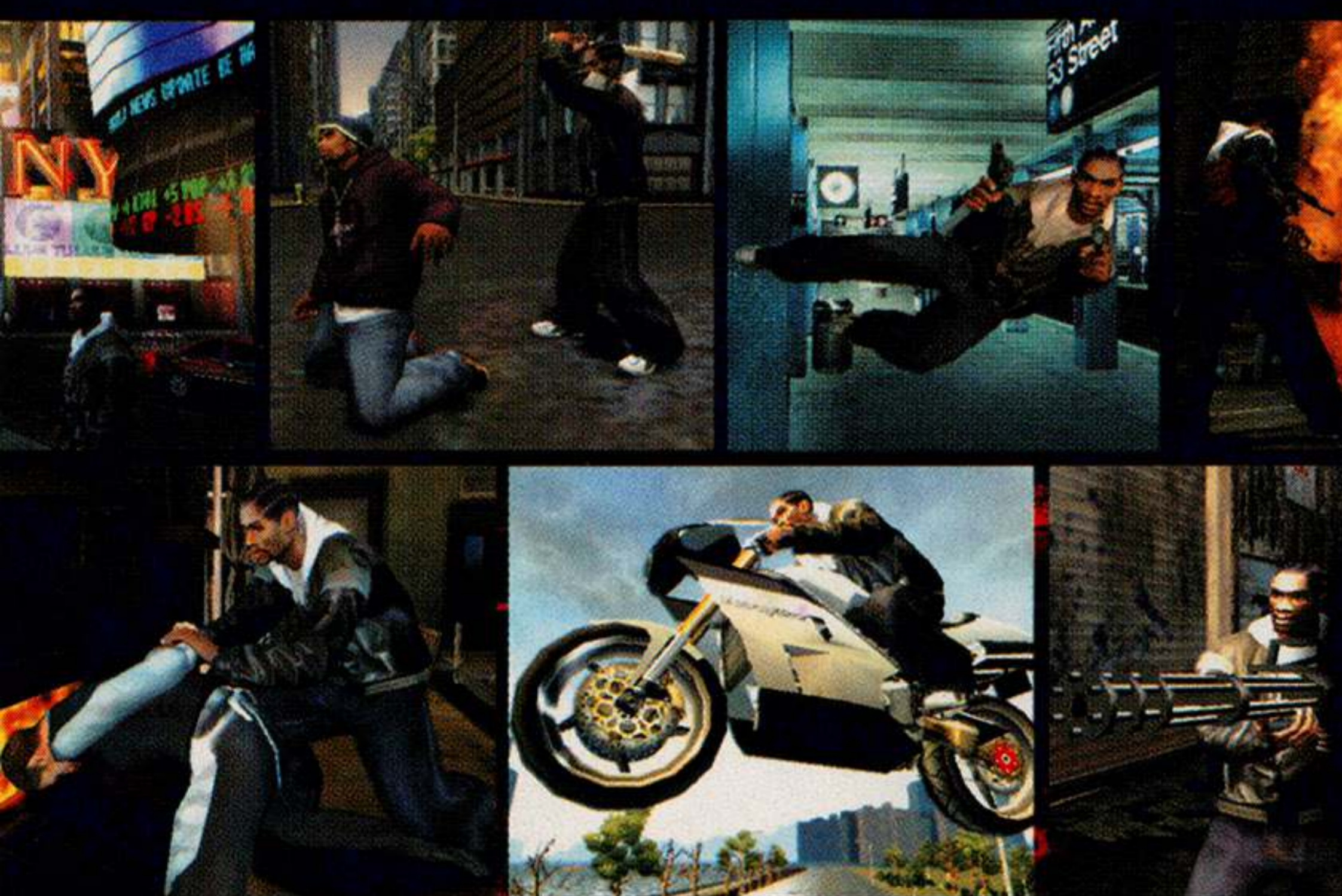
In a funny coincidence, the *Grand Theft Auto* series' deadliest video-game sin is probably the very quality that makes it so successful: repetition. *Vice City* could be accurately described as an expansion of *GTAIII*, while San Andreas's minor tweaks and aesthetic makeovers make it a marginal improvement at best. How many more times can Rockstar shear this Golden Fleece? Has it already been skinned to the bone? Like it or not, the novelty of sandbox gameplay and period soundtracks has long since worn off among gamers. But whether or not gamers ultimately run off to the myriad *GTA* clones, you can bet one thing: another *GTA* will be coming your way soon.

CONTINUED ▶



TRUE CRIME NEW YORK CITY

"THE SHEER DIVERSITY...IS NOTHING SHORT OF ASTONISHING" – PSM



NOVEMBER

TRUE CONFLICT. TRUE POWER. TRUE NEW YORK.

TRUECRIME.COM

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.



PlayStation 2



ACTIVISION

© 2005 Activision Publishing, Inc. Activision and True Crime are registered trademarks of Activision Publishing, Inc. All rights reserved. Developed by Luxoflux. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries. TM, © and Nintendo, GameCube are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. activision.com

MOVE OUT, SOLDIER!

Infinity Ward's *Call of Duty 2* storms the Xbox 360 launch, and war never looked so good. By Mr. Marbles



The visual detail in the opening D-Day sequence is truly astounding.



The Xbox 360 will be in good company on launch day. Activision has confirmed that the sequel to the PC Game of the Year for 2003, *Call of Duty 2*, will stand beside Microsoft's next-generation console on day one. The best-selling first-person shooter just got bigger, better, and even more challenging. The pin has been pulled, and this one's ready to blow!

SAME WAR, DIFFERENT BATTLE!

Developer Infinity Ward dumped the aging Quake 3 engine and replaced it with its own proprietary technology that will utilize normal, specular, and bump mapping on the powerful Xbox 360, in addition to weather and smoke effects emphasized by dynamic lighting and shadows. Bearing in mind that the original *Call of Duty* was hand-animated and utilized now-dated A.I. technology, the step up to the Xbox 360 version will be a drastic one. Rag-doll physics accentuate smarter enemies that operate under real-world military tactics.

COMPLETE AND UTTER CHAOS

We had hands-on time with the game's opening D-Day mission at Pointe du Hoc in Normandy, where the Nazi army sat atop guarded sea cliffs. Armed with grenades and manning six 155mm cannons, Germany had what was perhaps the strongest Nazi outpost ever built. Shell shocked and just off the boat, we followed the Allied forces up the bluffs on grappling hooks to the Nazi strongpoint. Men were dropping like flies in front of us and were impaled on the rocks as they tumbled below. When we reached the top, we went quickly down into the trenches on a fast track to take out the canons. In other words, it was sheer insanity.



PLAY AS YOU MAY

Unlike in the first game, *Call of Duty 2* enables users to play along with any of four story lines, each encouraging open-ended gameplay tactics and squad collaboration. Smoke plays a more central role in advancing from station to station, which is far more dangerous than ever—getting caught out in the open is downright suicidal. The game features over 50,000 unique lines of dialogue, and eight *Band of Brothers* cast members have lent their likenesses to the project. Content wise, *Call of Duty 2* for the Xbox 360 is identical to the PC version, though seeing this beauty in high definition alone is worth the probable \$60 price tag.

CONTINUED ►



NO TIME FOR SECOND CHANCES

WITHOUT WARNING



SIX BEGIN...WILL ALL SURVIVE?

THREE SPECIAL OPS MEMBERS AND THREE CIVILIANS ARE SEPARATED AND TRAPPED INSIDE A CHEMICAL PLANT SEIZED BY TERRORISTS. EXPERIENCE THE RELENTLESS ACTION FROM EACH DIFFERENT PERSPECTIVE. THE CONSEQUENCES ARE CATASTROPHIC. TAKE ON THE ROLE OF ALL SIX CHARACTERS TO END THE THREAT.

YOU HAVE 12 HOURS. THE CLOCK IS TICKING.



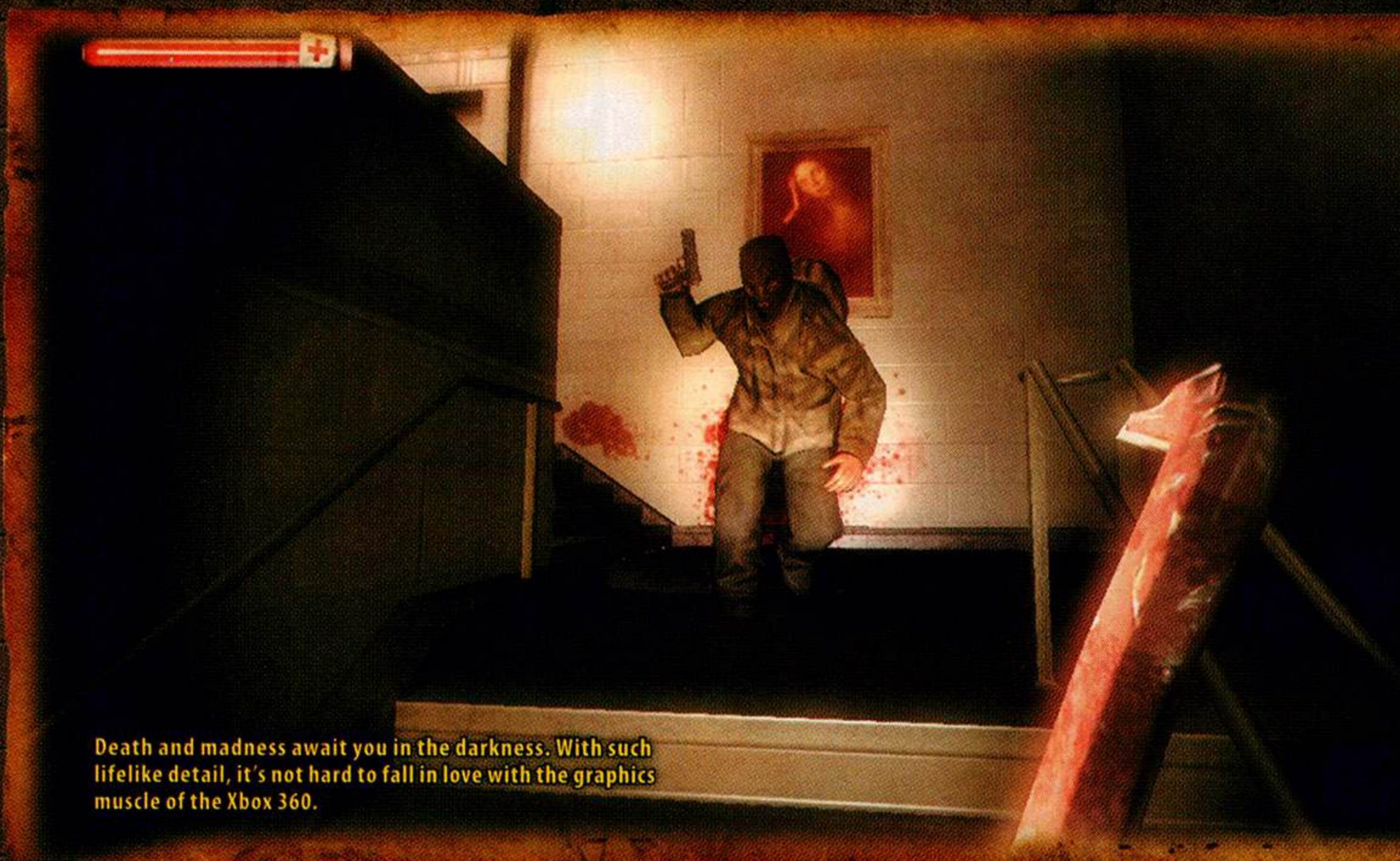
PlayStation 2

CAPCOM
CAPCOM.COM/WITHOUTWARNING

©2005 CAPCOM EUROPE LTD. ALL RIGHTS RESERVED. Developed by Circle Studios. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. WITHOUT WARNING is a trademark of CAPCOM EUROPE LTD. PlaySticker and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

CRIMINAL INTENT

Can you track down a string of serial killers while also trying to maintain your own sanity? The upcoming Xbox 360 thriller **Condemned: Criminal Origins** from Sega and Monolith Productions explores the mind of the criminally insane. By JohnnyK



Death and madness await you in the darkness. With such lifelike detail, it's not hard to fall in love with the graphics muscle of the Xbox 360.

Entering the mind of a serial killer is an easy way to get yourself killed, but don't tell that to FBI agent Ethan Thomas. Faced with a string of grisly murders, he finds himself drawn into a dark world of death and madness, and he begins to question his own sanity every step of the way. There are things that go bump in the night, and they are more terrifying than what you could ever imagine. The most frightening monster in *Condemned: Criminal Origins*, though, is man himself.

IT ALL STARTS OFF ON THE WRONG FOOT

It all begins simply enough. Ethan is called to a routine murder scene and starts to gather clues. But the investigation suddenly goes downhill; the killer is still at the scene, and before Ethan knows it, he's been knocked out and his gun has been stolen. Moments later, the murderer uses that gun to mow down Ethan's backup, leaving him to take the blame. And things have only just begun—Ethan's mind begins to go, too.

THE TOOLS OF THE TRADE

The world of *Condemned: Criminal Origins* is a forensic-scientist's dream come true. Each crime scene is ripe with clues, and by using a wide array of investigative tools, including a UV light, fingerprint scanners, and even a digital camera, you'll be able to harvest new details on the madmen who you're pursuing.

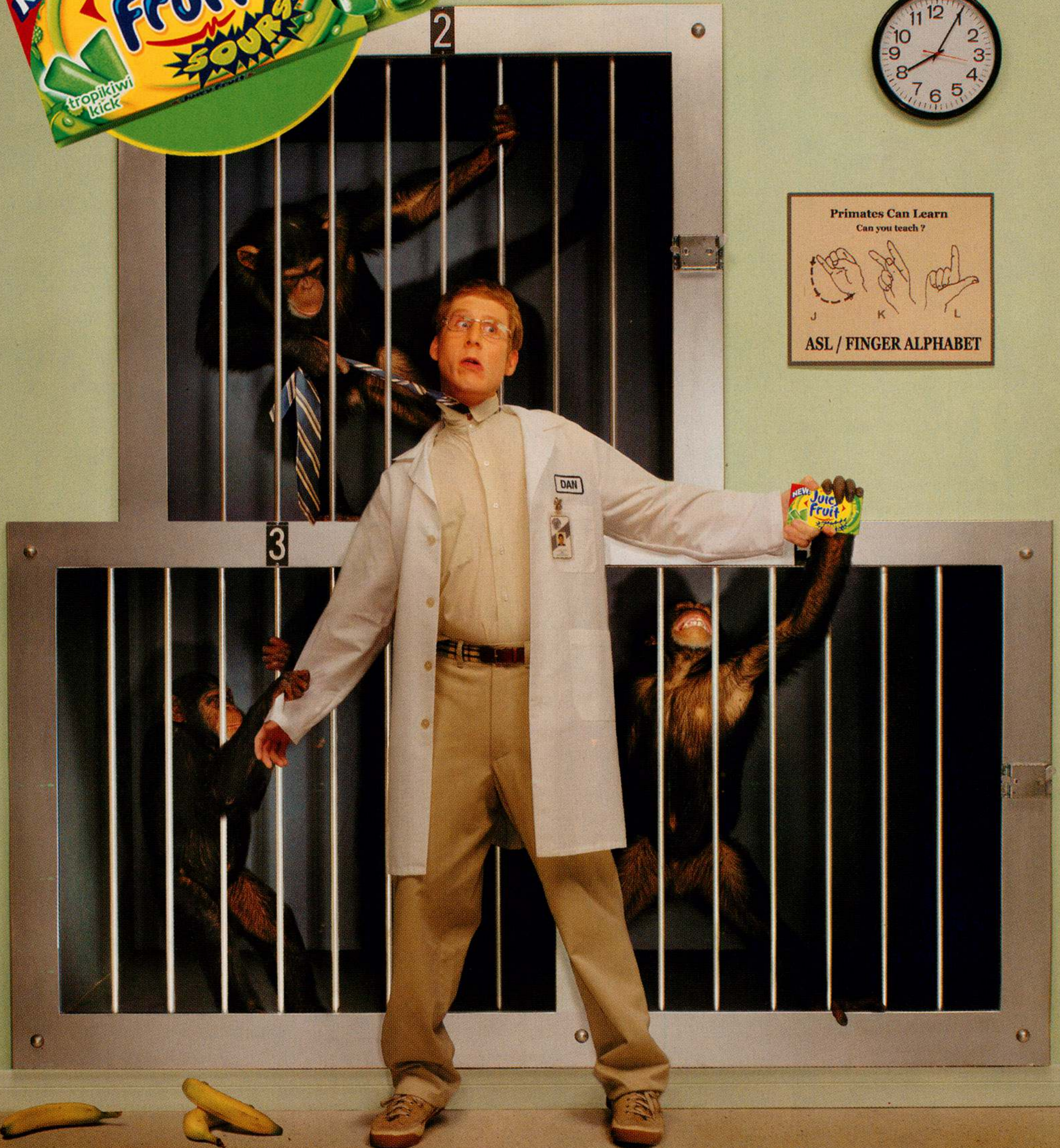
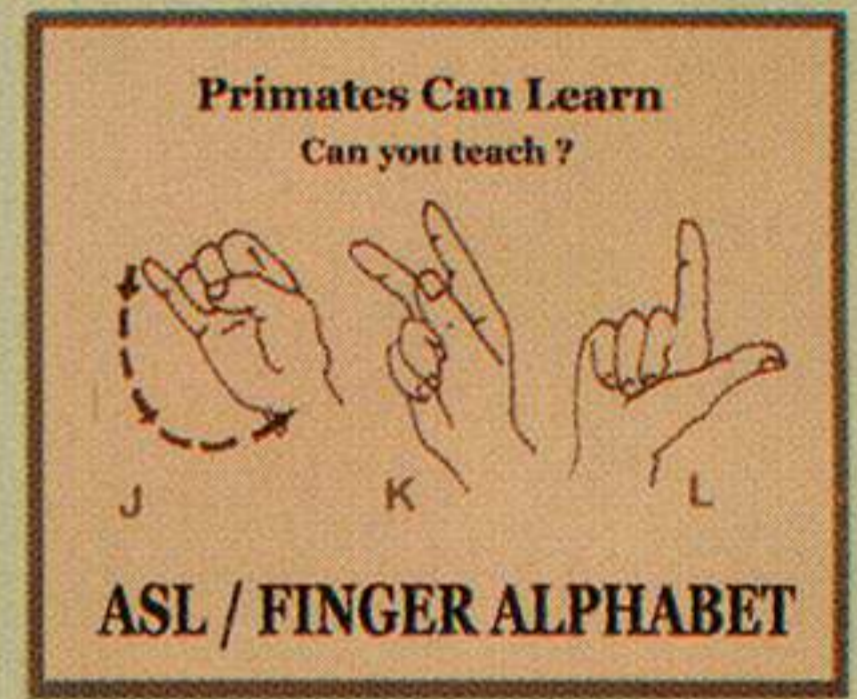


Such instruments, however, won't help you fight off the hordes of crazed people who have fallen under the spell of a mysterious mental illness. While you can pick up firearms to help even out the odds, most of your combat time will be spent wielding brutal melee weapons. The world around you is a virtual arsenal with pipes, bars, wooden planks, signs, and even mannequin limbs available for use against your foes. The combat is fierce and in your face, and as a result, entirely terrifying.

Condemned: Criminal Origins is already looking like one of the most promising Xbox 360 titles so far. Its careful blend of melee combat and clue finding should appeal to the violent as well as the cerebral, and its eight incredibly detailed environments, such as the jaw-dropping farmhouse level that is completely engulfed in flames, will have graphics junkies thinking hell is heaven. This November, get ready to be very scared.



CONTINUED ►



NEXT-GENERATION WAR FIGHTER

Can Ghost Recon's solid military reputation be fit enough for the Xbox 360? By Four-Eyed Dragon



Playing hide and seek with a tank is a reality in the Ghost Recon war zone.

The Ghost Recon franchise is like a battle-hardened soldier who has consistently moved up in rank over the years. Its appearance on the Xbox 360 as Tom Clancy's Ghost Recon Advanced Warfighter just may earn it another star.

FUTURE SOLDIER

In the not-so-distant future, the United States Army is planning to whoop some serious ass in Mexico. No, it's not about some silly trade agreement or languished border-crossing policy—it's about saving the world. Such is the predictable plot in what has become the standard template for the Ghost Recon games. Of course, the story has never been the focus in this Tom Clancy hit series.

The Ghost Recon games are known for their inclusion of realistic warfare, and the latest entry is no exception: Ubisoft has implemented the Army's still-experimental Integrated Warfighter System (IWS) technology into the virtual troops. The technology converts an ordinary grunt into a high-tech super soldier, enabling for on-the-fly full battlefield awareness. This advanced communications system enables you to command all aspects of your squad, such as directing remote allied forces and drones, ordering artillery and air strikes, and retrieving visual



intelligence from your team. Whereas Ghost Recon 2 introduced some of this high-tech wonderment, Advanced Warfighter should have it refined for an optimal gameplay experience. And with an entire city as the new battle zone, you can count on full usage of the IWS to gain an extra step over the enemy.

YO HABLO GHOST

This time around, Mexico City is ground zero for you to conduct your missions. A concrete jungle of towering buildings, rubble-filled plazas, and crumbling roads make up the playground in which you fight. Even though Ubisoft is going for the gritty, hazy look, the details for both the soldiers and the environments will receive full attention and should look as real as possible. Don't be surprised if you're recruited to Ghost Recon at the Xbox 360 launch—this is one war that might just be worth fighting for.



Other Xbox 360 Titles



The gorgeous brawling ladies from Rumble Roses will fight the good fight on the Xbox 360 in Rumble Roses XX.

Here's a list of other Xbox 360 titles in development or readying for launch.

All release dates are subject to change.

- ❑ Amped 3 (2K Sports): November
- ❑ Blue Dragon (Microsoft): To be determined
- ❑ The Darkness (Majesco): Launch
- ❑ Chrome Hounds (Sega): To be determined
- ❑ College Hoops 2K6 (2K Sports): January 2006
- ❑ Dead or Alive 4 (Tecmo): Launch
- ❑ Dead or Alive Xtreme Beach Volleyball 2 (Tecmo): To be determined
- ❑ Dead Rising (Capcom): 2006
- ❑ The Elder Scrolls IV: Oblivion (2K Games): 2006
- ❑ FIFA 06 (EA Sports): 2006
- ❑ Frame City Killer (Namco): Fall 2005
- ❑ Full Auto (Sega): 2006
- ❑ Gears of War (Microsoft): February 2006
- ❑ The Godfather (EA Games): Fall 2005
- ❑ Gun (Activision): Fall 2005
- ❑ Gundam (Bandai): 2006
- ❑ Kameo: Elements of Power (Microsoft): 2006
- ❑ Lost Odyssey (Microsoft): 2006
- ❑ Madden NFL 2006 (EA Games): Launch
- ❑ NBA 2K6 (2K Sports): November
- ❑ NBA Live 06 (EA Sports): Fall 2005
- ❑ NHL 2K6 (2K Sports): November
- ❑ The Outfit (THQ): 2006
- ❑ Perfect Dark Zero (Microsoft): Launch
- ❑ Prey (2K Games): 2006
- ❑ Project Gotham Racing 3 (Microsoft): Launch
- ❑ Quake 4 (Activision): Launch
- ❑ Resident Evil 5 (Capcom): To be determined
- ❑ Ridge Racer VI (Namco): To be determined
- ❑ Rumble Roses XX (Konami): 2006
- ❑ Scarface: The World Is Yours (Vivendi Universal Games): 2006
- ❑ Stranglehold (Midway): 2006
- ❑ Test Drive: Unlimited (Atari): To be determined
- ❑ Tiger Woods PGA Tour 06 (EA Sports): Launch
- ❑ Tomb Raider: Legend (Eidos Interactive): To be determined
- ❑ Tony Hawk's American Wasteland (Activision): Launch
- ❑ Top Spin 2 (2K Sports): November
- ❑ True Crime: New York City (Activision): Fall 2005
- ❑ Unreal Tournament 2007 (Midway): 2006
- ❑ World Airforce (Taito): To be determined

THE CITY HAS ITS DEMONS... BUT SO DO YOU.



The Suffering, Ties That Bind, and the Midway logos are trademarks of Midway Amusement Games, LLC. THE SUFFERING, TIES THAT BIND is a trademark of Surreal Software Inc. All rights reserved. Distributed under license by Midway Home Entertainment Inc. PS Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Live, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

THE SUFFERING

TIES THAT BIND

You're out of prison but still not free.
Now the battle rages on two fronts: in the city - and in your mind.



Discover the dark secrets of the inner city.

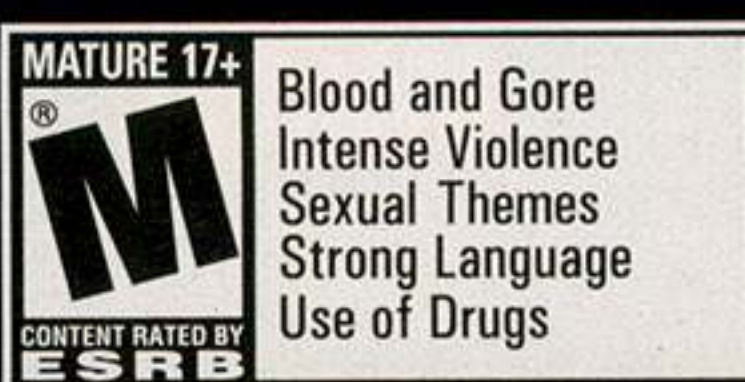


Fight teeming hordes of nightmarish enemies.



Monstrous action pays off... with your survival.

www.sufferingtiesthatbind.com

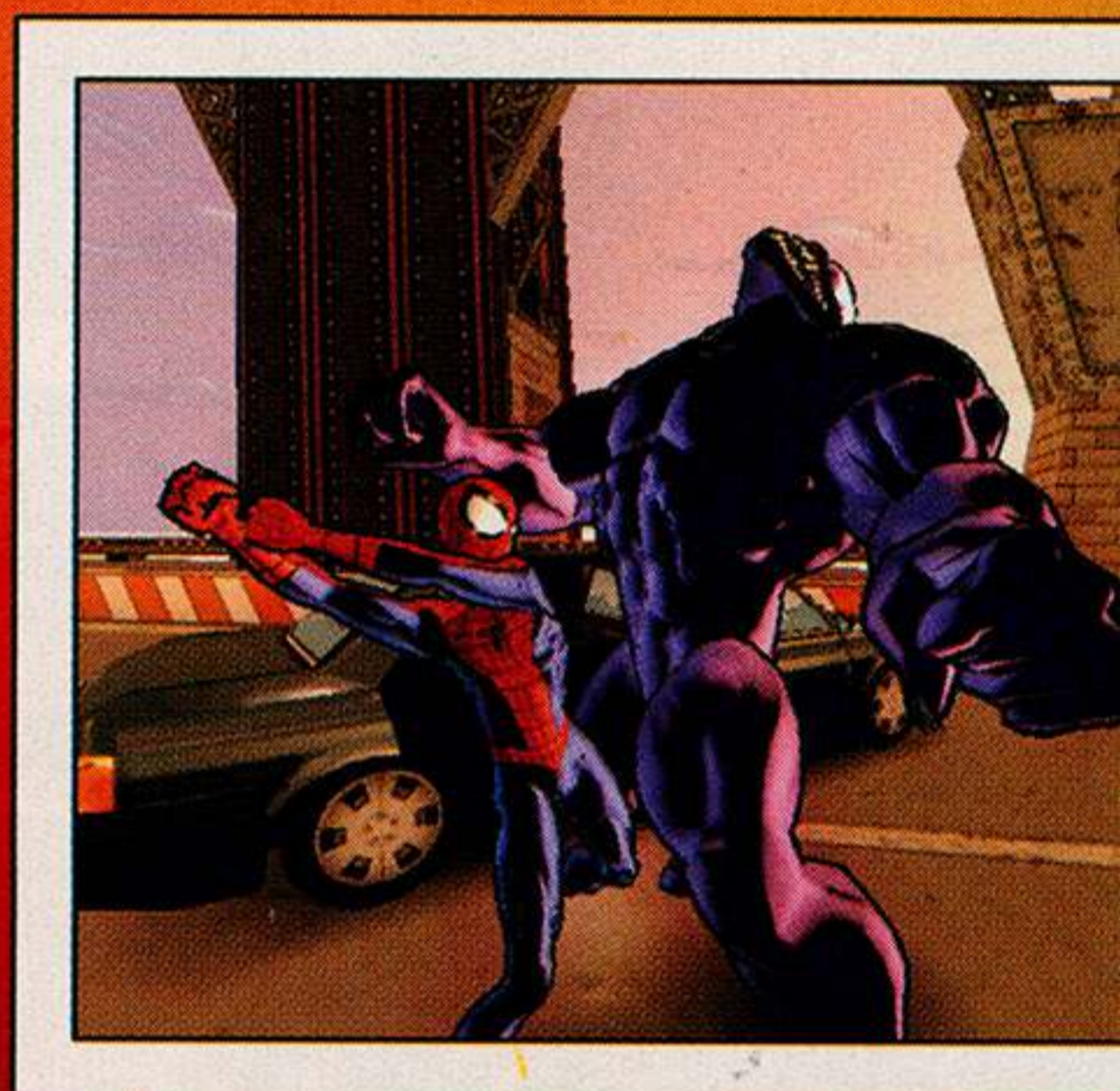


BE LEGENDARY

BEE B



Massive environment that includes Manhattan and Queens.



"A sight to behold."

- GameSpy.com



PlayStation 2



NINTENDO DS

GAME BOY ADVANCE

WIRELESS GAME



Spider-Man and all related characters thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2005 Marvel Characters, Inc. All rights reserved. Game © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ®, Game Boy Advance, Nintendo DS and the Nintendo GameCube logo are trademarks of Nintendo. © 2004 Nintendo. All rights reserved. PC CD-ROM logo TM and © 2003 IEMA. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

BE PREDATORY

OTH



Encounter more *Spider-Man* characters than ever before.

Winner, E3
People's Choice
Award



- GameSpot.com

ULTIMATE
SPIDER-MAN™

ACTIVISION®

activision.com

AVAILABLE NOW!

ULTIMATESPIDERMANGAME.COM

DEATH AS FAR AS

"WE HAVEN'T SEEN AN ACTION GAME THIS PROMISING SINCE GOD OF WAR" PSM

"THE TITLE OOZES WITH ENOUGH STYLE TO KEEP EVEN THE MOST COLD-HEARTED GAMERS ENTERTAINED" GAMEINFORMER.COM

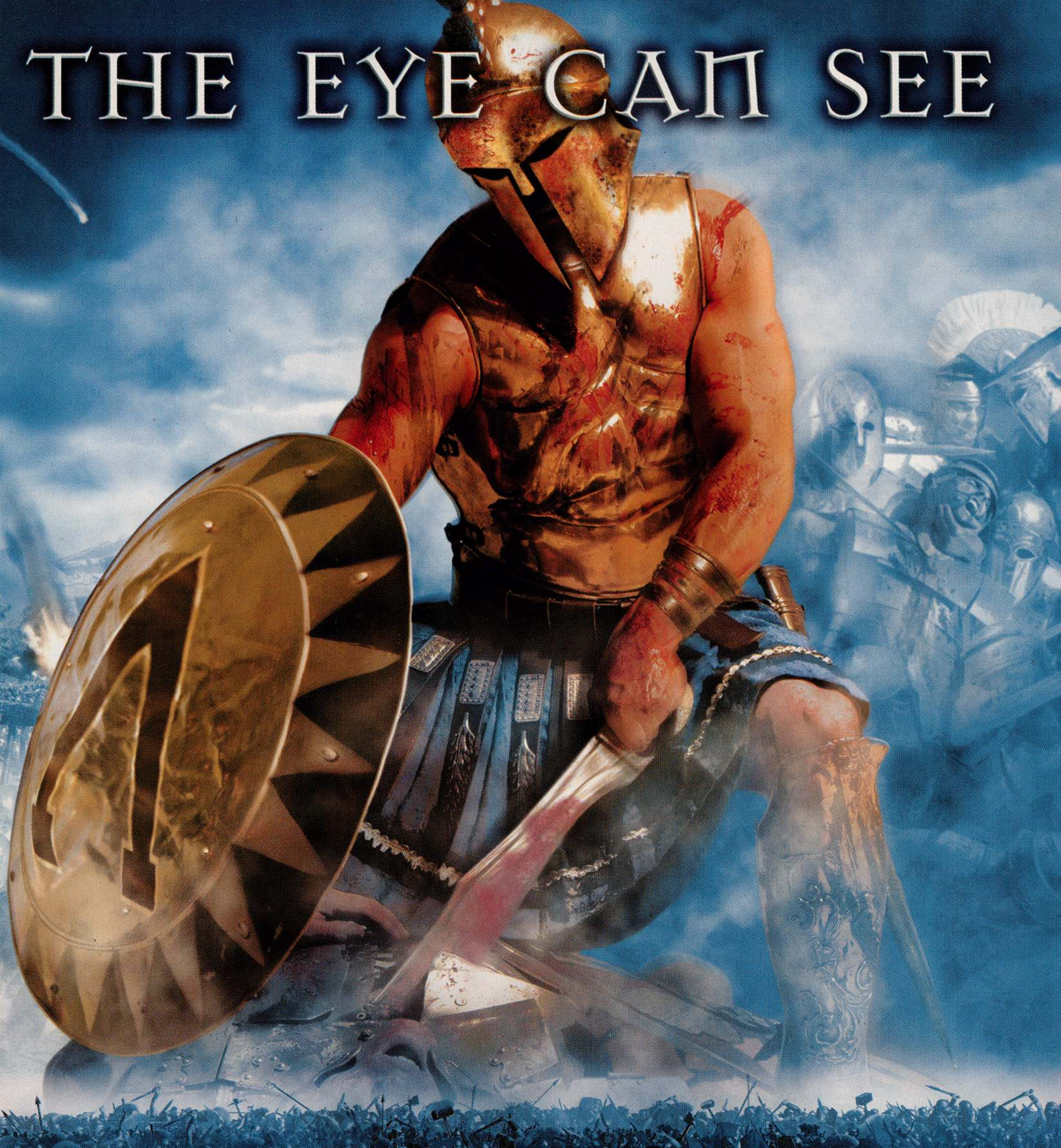


PlayStation®2



Spartan: Total Warrior © The Creative Assembly Limited, 2005. Developed by The Creative Assembly Limited. Spartan: Total Warrior is either the registered trademark or trademark of The Creative Assembly Limited, or trademarks of SEGA Corporation. All Rights Reserved. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association.

THE EYE CAN SEE



You are the Total Warrior. An orphan, raised by the Spartans to fight, chosen by the gods to win, you must prove your worth in the most epic battles ever seen on console.

Fight alongside thousands of fearless warriors, amid blood-soaked battlefields that stretch for miles. Nothing can stop you, not the might of Rome, the wrath of mythical monsters or the evil of black magicians. Master skills, god-given powers and legendary weapons to follow your destiny from Warrior, to Hero – to Legend.
www.sega.com

SPARTAN™ TOTAL WARRIOR

SEGA is registered in the U.S. Patent & Trademark Office. Sega and the Sega Logo are either registered trademarks or trademarks of Sega of America, Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and other countries.

Hate Games

A SPECIAL REPORT

The Internet brings the world into your home, and sometimes that world can be an ugly place.

By Dean Takahashi

Video games are controversial enough without igniting the powder keg of hatred. But racists and other hate groups have figured out that video games are just as good a medium as any other to spread propaganda to impressionable youths.

The Anti-Defamation League, a civil rights group that monitors all types of hate groups, has been on the watch for hate-filled video games for several years. Their concerns run the gamut from the "Kill all the Haitians" comment in Grand Theft Auto: Vice City to full-blown racist games from neo-Nazi groups.

The History of Hate

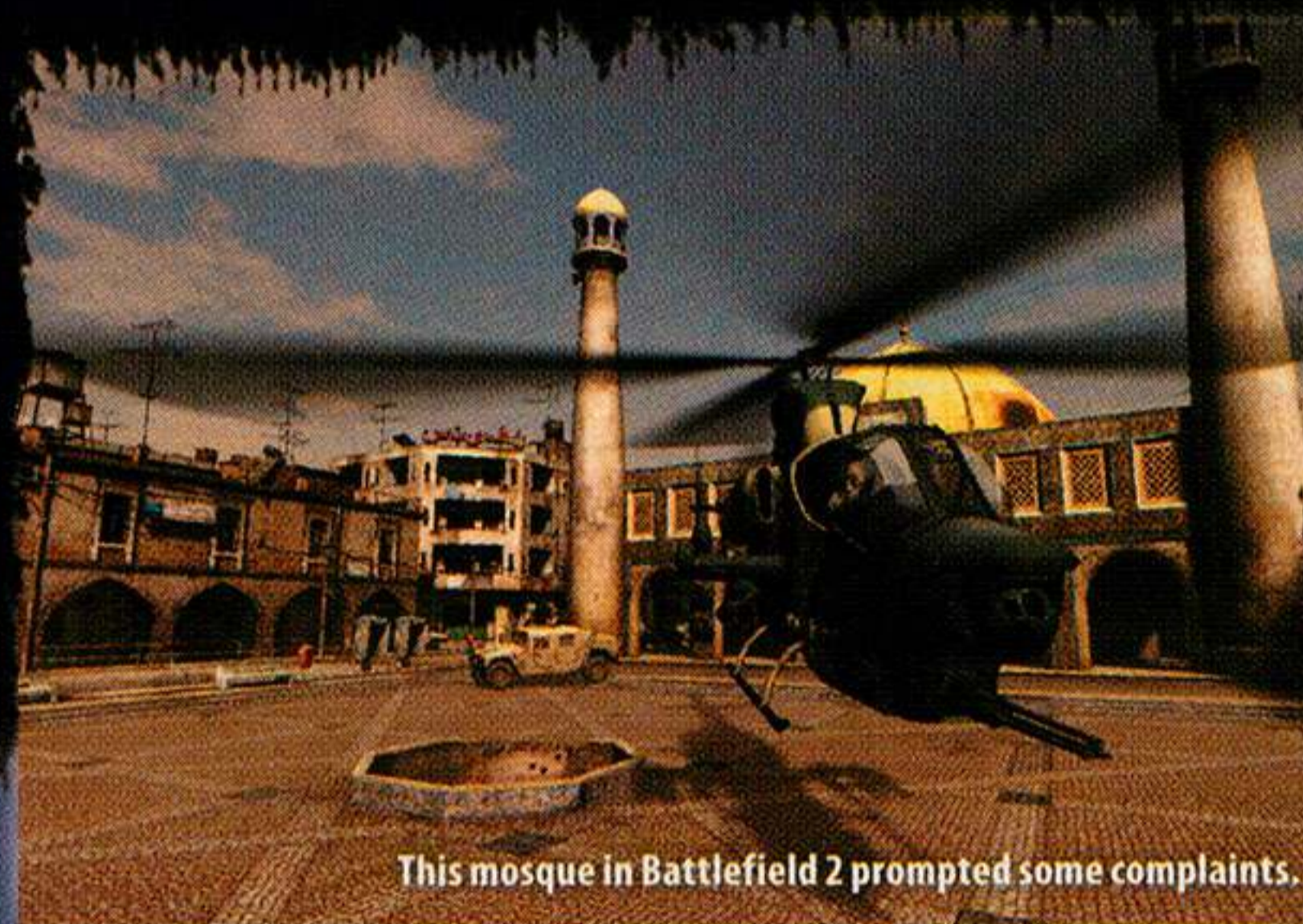
Hate games go back a long way, but they hit a new level three years ago with the release of Ethnic Cleansing on the Martin Luther King holiday, January 21, 2002. Based on the Genesis 3D open-source engine, the first-person shooter was created by the National Alliance, a white supremacist group. The game's goal was to kill as many non-whites, Jews, and others as possible.

Counter hate speech with better speech.

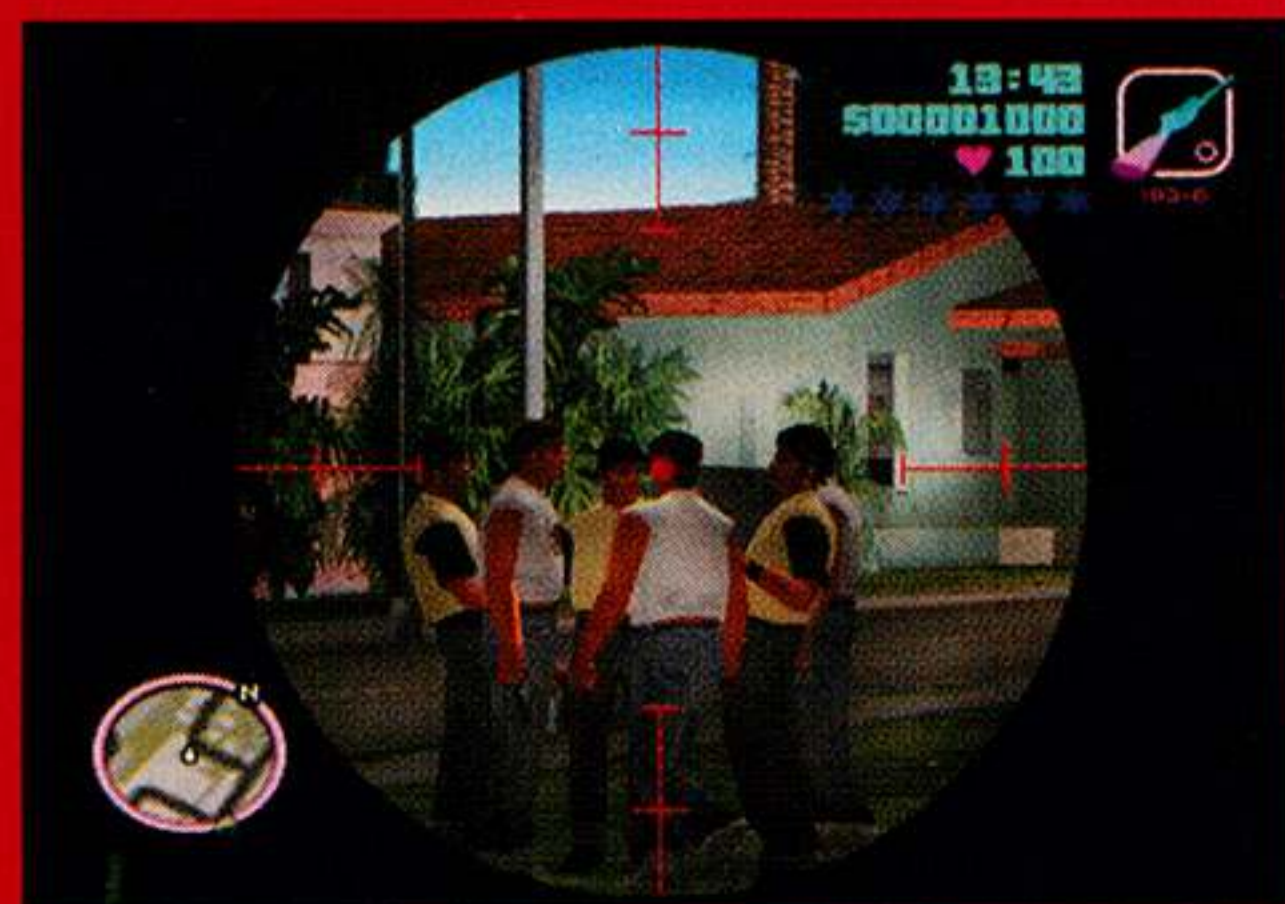
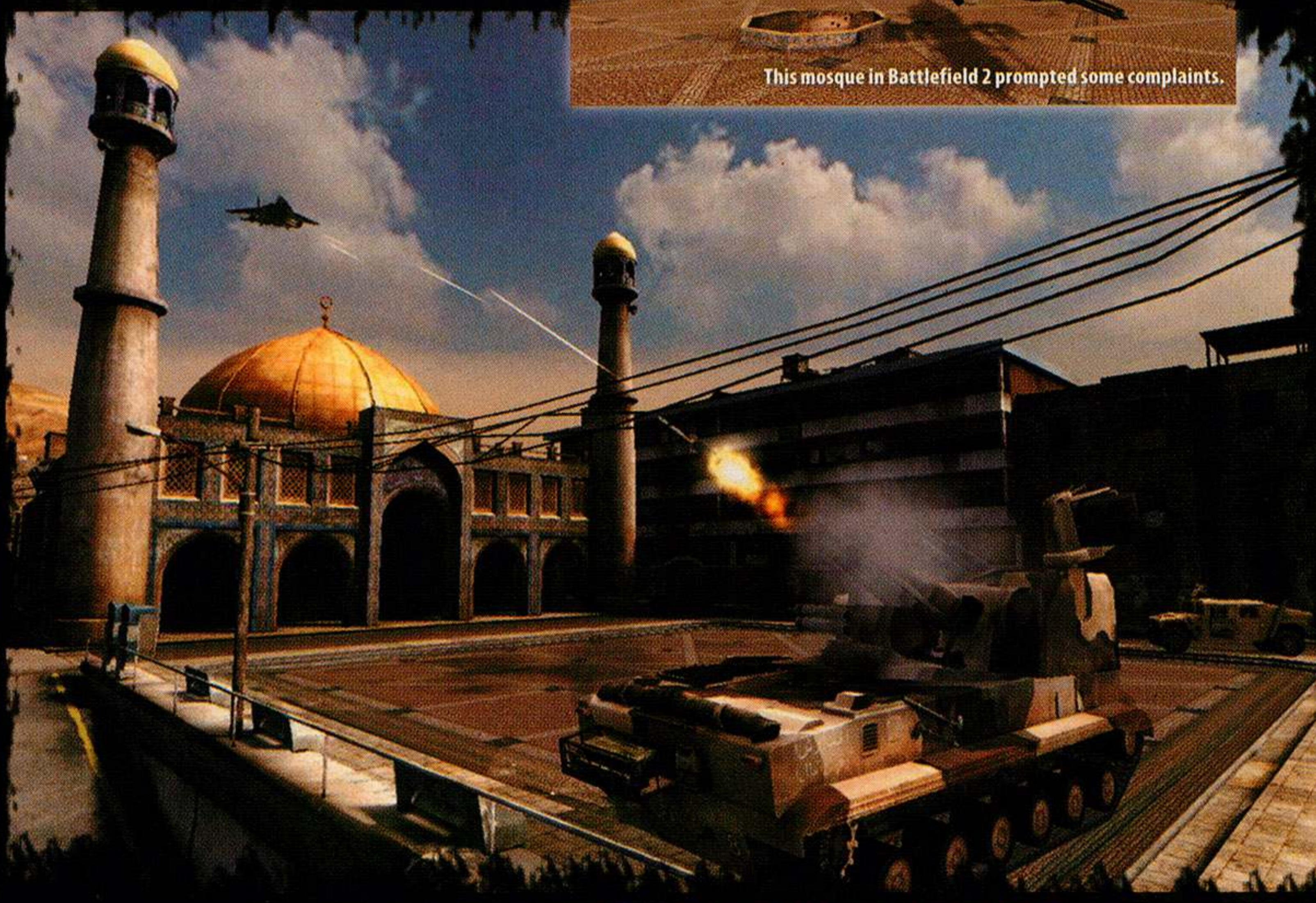
—Brian Marcus

"It was designed to draw people into the group," says Brian Marcus, director of Internet monitoring for the civil rights division of the Anti-Defamation League in New York. "It's not clear how well it sold, but it was an indication they were getting more sophisticated. They are trying to stay on the cutting edge."

CONTINUED ►



This mosque in Battlefield 2 prompted some complaints.



No stranger to controversy, the Vice City entry in the GTA series was singled out for its "Kill all the Haitians" comment.

GTA: Vice City Edited

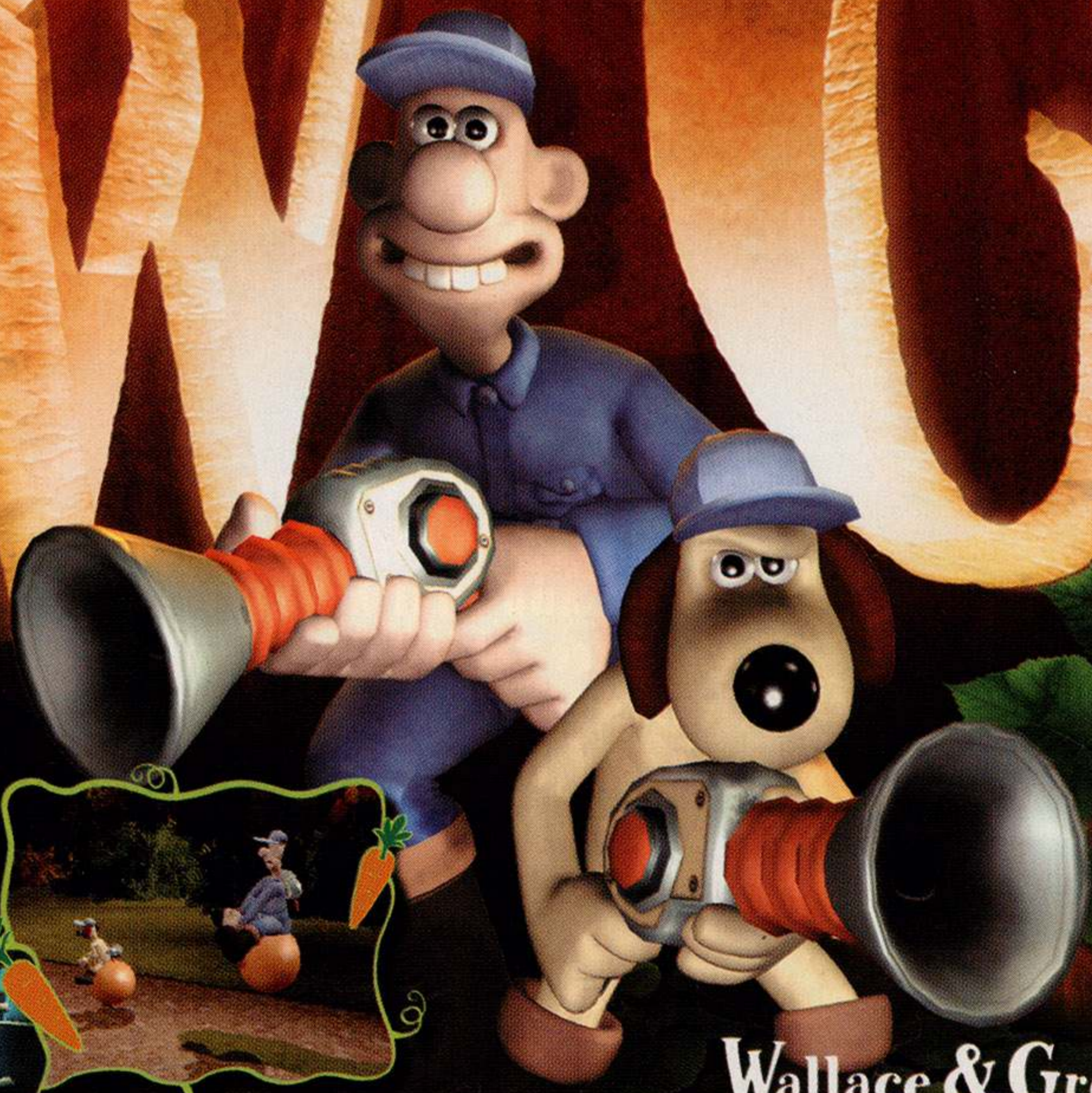
Haitian community protests controversial content.

Rockstar's Grand Theft Auto has ruffled its fair share of feathers during the course of its reign as one of the top-selling and most innovative video-game series of all time. In most recent memory, the Haitian American Coalition in 2004 protested a mission in GTA: Vice City where the main character was told to "Kill all the Haitians!"

The statement was not directed at Haitians in general but at members of a Haitian drug cartel that appeared in the game. Still, a national protest ensued. Rockstar removed the offending dialogue from subsequent pressings of the game and issued a public apology. In response to the negative publicity, the company defended the game saying that it did have a Mature rating and that "video games have evolved as an adult medium, not unlike literature, movies, and music."

Be Wallace. Be Gromit. Beware.

It's a new game based on a cracking good movie.



There's a monster loose. And only you can save the town's vegetables. Play as Wallace, Gromit or Hutch, in one or two player mode, as you explore every inch of their hometown, with your trusty bun-gun in hand. So get ready, the garden needs guardin'.

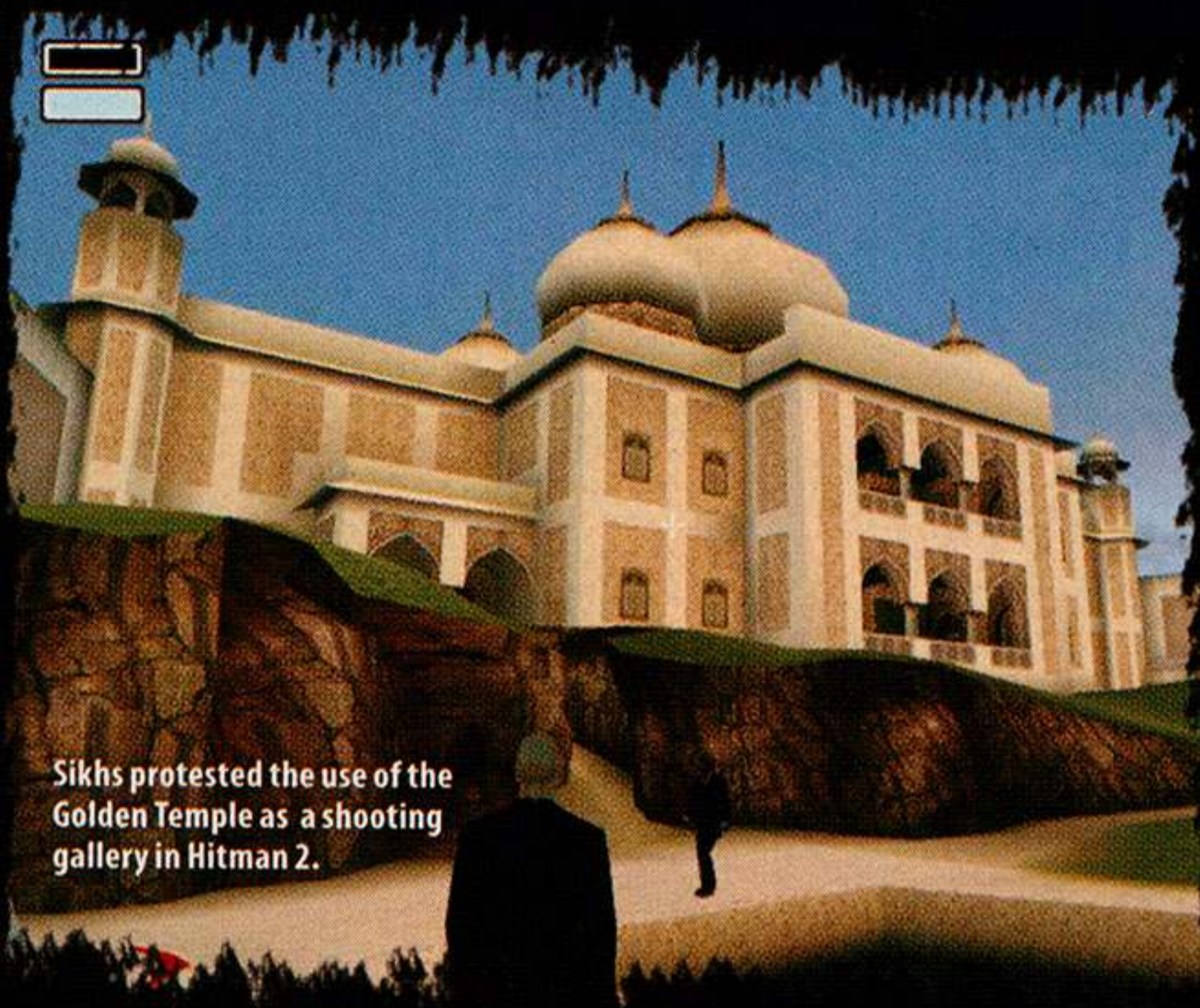
Wallace & Gromit in **THE CURSE OF THE WERE-RABBIT**



PlayStation 2



Wallace and Gromit "The Curse of the Were-Rabbit" © Aardman Animations Limited 2005. Wallace and Gromit are the exclusive property and trademarks of Aardman/Wallace and Gromit Limited and are used by license. Game Engine © 2005, Frontier Developments Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Entertainment Software Association. Published by Konami Digital Entertainment, Inc. and Konami of Europe GmbH under license from Aardman Animations Limited. "KONAMI" is a registered trademark of KONAMI CORPORATION.



Sikhs protested the use of the Golden Temple as a shooting gallery in Hitman 2.

Sharon. And a Syrian company, Dar Al Fakr, created Underash, where players can carry out attacks against Israeli settlers. The company is now making a relatively sophisticated first-person shooter, Under Siege.

These new games blur the line between hate and political speech, Marcus says. They are anti-Israeli at heart, but the description of Under Siege notes that the game does not include "shooting at civilians or abusing them, it does not include suicide bombing or any terrorist simulation." Rather, it says it is

inspired by "real stories of the Palestinian people." The quality of the game is a step above Ethnic Cleansing, but according to Marcus, the quality falls short of some of the most sophisticated PC games today.

"Groups in the Middle East are taking to this technology because they see themselves as an under-served audience," he points out. "But we think they cross the line when they advocate terrorism, or if they're created by something that has been designated a terrorist organization."

Parents should be aware of what their kids are doing and that hate groups are taking sophisticated routes to try to indoctrinate them.

—Brian Marcus

Keeping Publishers Aware

While many of these games are on the fringe, the ADL monitors questionable content in mainstream games as well, such as the aforementioned Grand Theft Auto. There were also "hate mods" in circulation, which included Nazi S.S. propaganda based on the Day of Defeat World War II game and similar alterations to Doom and Escape from Castle Wolfenstein.

Eidos's Hitman 2 game contained a level set in the Golden Temple, the holy shrine of

Marcus says that the ADL publicizes reports about these games because it wants to "counter hate speech with better speech." Parents, he says, should be aware that their kids could be lured into hate groups by playing these video games. The presence of open-source game engines makes it easier for these groups to create the games.

The Hating Game

Many of the games are available on thousands of hate websites, too. Hence, even if the First Amendment right to free speech didn't protect them, they would be difficult to stamp out.

The National Alliance raises money through the Ethnic Cleansing game by selling it on its website. The game costs \$14.88, a symbolic number because the 14 stands for the 14-word credo of white supremacist David Lane, and the 88 stands for the double-H, H being the eighth letter of the alphabet, in a "Heil Hitler" salute.

In 2003, the National Alliance released another hate game, White Law. Other games include crude names like Shoot the Blacks, Concentration Camp Rat Hunt, Border Patrol, and an anti-gay game, Duck Hunt.

The Middle East Hot Spot

The Middle East has stirred other types of games in the hate category. One student created a joke game called Kaboom! where players are suicide bombers. This flash-based game doesn't have the breadth or depth that others do.

Hezbollah, the Middle Eastern terrorist organization, created an open source-based game called Special Force, which re-creates an attack on an Israeli outpost and where you train by shooting pictures of Israeli Prime Minister Ariel



Border Patrol
Tastelessness knows no boundaries in this example of a typical hate game.

The Border Patrol game looks like any other low-budget Flash game. The opening screen has the words "Border Patrol" in the colors of the Mexican flag. The picture shows a river running through a desert with cacti and mountains in the background. The sign says, "There is one simple objective to this game, keep them out...at any cost!" On the right are crude, stereotypical images of your targets. The screen shifts to the river where cartoon-animated Mexican characters run across the screen. Before a bullet-ridden "welcome to the United States" sign, you have to move the cross hairs of your gun over the characters as they scurry from left to right and click the mouse to fire.

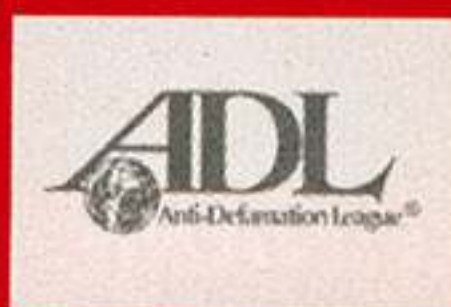
Sikhdom that was the setting for a major gun battle. Sikhs protested the use of the shrine, and Eidos agreed to remove it from future versions of the game. More recently, some people have filed complaints about the presence of a mosque in Electronic Arts' Battlefield 2. The ADL hasn't made any statement about that game, yet. "We look at things like that and ask companies to be aware of the sensitivities," Marcus says.

Be on the Watch

Unfortunately, hate groups are a reality in America, and it is a fact of life that we should all be prepared to be exposed to their messages, no matter how distasteful they may be. "We are concerned this will continue, and we are aware that the gaming audience extends to kids as well as adults," Marcus says. "Parents should be aware of what their kids are doing and that hate groups are taking sophisticated routes to try to indoctrinate them."

CONTINUED ►

The Anti-Defamation League



This national organization keeps its eye on video games as well as anti-Semitism.

In 1913, anguished by the anti-Semitism of his time, Sigmund Livingston founded the

Anti-Defamation League from a small office in Chicago. Now the organization has 30 regional and satellite offices around the nation. The ADL continues its stand against anti-Semitism, but it has also become an outspoken representative against hate games affecting all ethnic groups

in America. Consequently, the ADL has been monitoring the development of video games by hate organizations longer than any other civil rights organization in the country, and it is the first national organization to bring this disturbing trend to light.



Txt to
To activate your monthly plan

7 55 55

*** more down-loads, more fun, www.jamster.com**

Chart Ringtones¹

1) Grind With Me	poly6380
2) Sugar, We're Goin' Down	poly6381
3) Candy Shop	poly6382
4) Pimpin' All Over The World	poly6383
5) Back Then	poly6384
6) Drop It Like It's Hot	poly6385
7) Just A Lil Bit	poly6386
8) Touch	poly6387
9) Wait (Whisper Song)	poly6388
10) Get It Poppin'	poly6389

Rock¹

Born To Be Wild	poly6390
Breaking The Law	poly6391
City Of Blinding Lights	poly6392
Cold	poly6393
Crawling	poly6394
Eat You Alive	poly6395
Frankenstein	poly6396
Heaven Is A Halfpipe	poly6397
Highway Star	poly6398
I Just Wanna Live	poly6399
I Want You To Want Me	poly6400
Jerk It Out	poly6401
Numb	poly6402
Party Hard	poly6403
Predictable	poly6404
Right Here	poly6405
Rock And Roll All Nite	poly6406
Rock The Casbah	poly6407
Time Of Your Life	poly6408
Vermillion	poly6409
Vertigo	poly6410
When I Come Around	poly6411
With Or Without You	poly6412
You Really Got Me	poly6413

TopSound FX⁴

BlingBling - Textmessage	fun4440
Catch This Text If You Can	fun4441
Drunk Tarzan	fun4442
From Hell	fun4443
Go Skate	fun4444
Good Morning - Its Your Mom	fun4445
La Cucaracha Frog	fun4446
Laughing Horse	fun4447
Mail Mail Mail	fun4448
Mommie Your Phone Is Ringing	fun4449
Offensive Language	fun4450
Please Pick Me Up!	fun4451
Police Horn	fun4452
Reggae Sing	fun4453
Tennis Cry	fun4454
The Annoying Thing 01	fun4455
The Crazy Frog - Teasing	fun4456
Turn Your Phone Off Next Time	fun4457
U Have A Phone Call	fun4458
Whats Up?	fun4459

RealTones⁶

I'm A King - P\$C	real3790
Dem Boyz - Boyz N Da Hood	real3791
Grind With Me - Pretty Ricky	real3792
Back Then - Mike Jones	real3793
Give Me That - Webbie	real3794
Headstrong - Trapt	real3795
Don't Trip - Trina	real3796
Sittin Sidewayz - Paul Wall	real3797
Motivation - T.I.	real3798
ASAP - T.I.	real3799
Helena - My Chemical Romance	real3800
Bad Chick - Webbie	real3801
Get It Poppin - Fat Joe	real3802
Grand Theft Autumn... - Fallout Boy	real3803
American Idiot - Green Day	real3804
Gotta Make It - Trey Songz Ft. Twista	real3805
Right Here - Staind	real3806
Holiday - Green Day	real3807
Down With The Sickness - Disturbed	real3808
Grind With Me - Pretty Ricky	real3809

Crazy Frog - Axel F

Realtones⁷	real
Crazy Frog - Axel F	frog1923
Crazy Frog	frog1924
Crazy Frog - Frog Remix	frog1925
Ringtones	poly
Crazy Frog - Axel F ¹	frog1910
Crazy Frog ²	frog1911
Crazy Frog - Frog Remix ²	frog1912
Sound FX⁴	
The Crazy Frog - Original	frog1915
The Crazy Frog - Nuts	frog1916
The Crazy Frog - Motor	frog1917

Wallpapers³



Screensavers⁵



Color Wallpapers³

wall8140	wall8141	wall8142	wall8146	wall8147	wall8148	wall8149
wall8143	wall8144	wall8154	wall8150	wall8151	wall8152	wall8153
wall8145	wall8174	wall8170	wall8162	wall8163	wall8180	wall8181

How to order...

1. Messages
2. select Create Message in the menu
3. type in the keyword of your favorite ringtones, e.g. for 1) Grind With Me
4. confirm with OK

7 55 55

txt poly6380 to

Need help? Contact our Customer Service: 866-856-JAMS or info@jamster.com

Supported carriers: Cingular Cincinatti Bell T-Mobile®

How to download...

1. go to inbox
2. select link
3. start download
4. save & enjoy!

for more details see manual of your mobile phone or visit www.jamster.com

Jamster! Monthly Plans

Monthly Giant Plan ¹	Monthly Jam Plan ²	Monthly Happy Plan ³	Monthly Fun Plan ⁴	Monthly Big Plan ⁵	Monthly Hyper Plan ⁶	Monthly Real Tone Plan ⁷
credits for:	credits for:	credits for:	credits for:	credits for:	credits for:	credits for:
3 Polyphonic Tones + 6 Mega-Wallpapers + 6 Standard Software (unavailable for T-Mobile customers) & Musicnews	8 Jamster! Tones + 8 Mega-Wallpapers + 8 Standard Software (unavailable for T-Mobile customers) & Musicnews	6 Color Wallpapers & Gossipnews	6 Sound FX & Gossipnews	6 Animated Screensavers & Gossipnews	3 Realtones + 2 Mega-Wallpapers & Musicnews	3 Realtones + 2 Mega-Wallpapers & Musicnews
\$ 5.99 per plan						

Screensavers⁵

move1870	move1871	move1871
move1873	move1874	move1875

POLYPHONIC RINGTONES: LG G4011, G4015, G4020; MOTOROLA V180, V220, V300, V400; NOKIA 3100, 3595, 6010; SAMSUNG X426, X427, X427M; SIEMENS A56, CF62; SONY ERICSSON T226, T237; **REAL TONES:** LG G4015; MOTOROLA V180, V220, V400; NOKIA 3100, 3595, 6010; SAMSUNG X426, X427, X427M; SIEMENS A56, CF62; SONY ERICSSON T226, T237; **SOUND FX:** LG G4015, G4020; MOTOROLA V180, V220, V300, V400; NOKIA 3100, 3595, 6010; SAMSUNG X426, X427, X427M; SIEMENS A56, CF62; SONY ERICSSON T226, T237; **COLOR WALLPAPERS:** LG G4015, G4020, L1150; MOTOROLA V180, V220, V300, V400; NOKIA 3100, 3200, 3595, 6010; SAMSUNG X426, X427, X427M; SIEMENS C61, CF62; SONY ERICSSON T226, T237; **SCREENSAVERS:** LG G4015; MOTOROLA V180, V220, V300, V400; NOKIA 3100, 3595, 6010; SAMSUNG X426, X427, X427M; SIEMENS C61, CF62; SONY ERICSSON T226, T237 - for more handset information visit www.jamster.com

All plans are subject to the terms & conditions available at www.jamster.com and are each \$5.99/month. Plans are automatically renewed if not cancelled. Credits redeemable only at www.jamster.com. You must be at least 18 years of age or have your parents/ bill payer's permission. Normal carrier charges (WAP, GPRS, SMS) apply. Do not resend your order if you do not receive the product. To cancel your plan send a text message "stop" to 75555. In case of questions please contact customer services at info@jamster.com or call 866-856-JAMS.

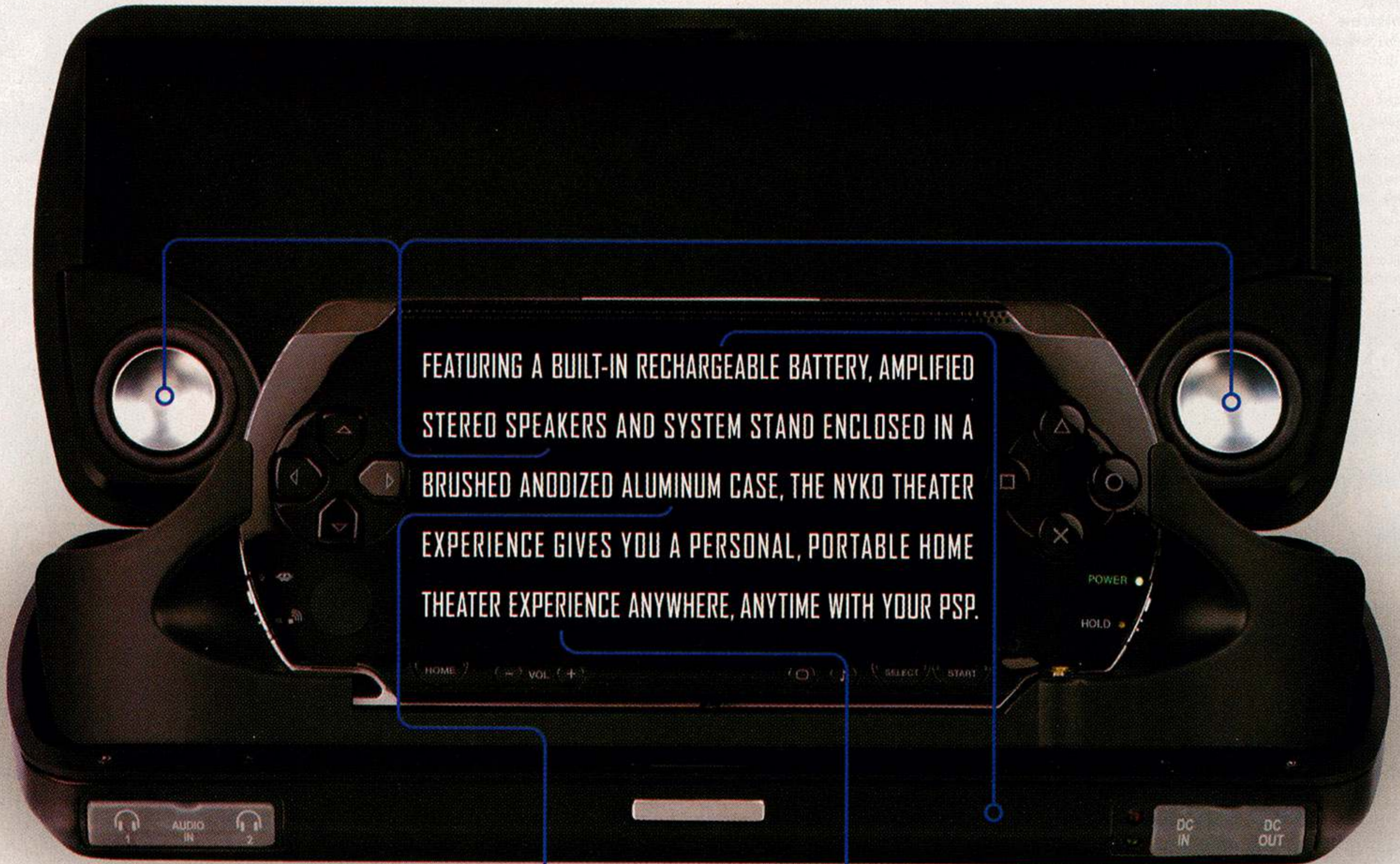
AND NOW... YOUR FEATURE PRESENTATION.

"CLEARLY... THE LEXUS OF PSP™ CASES"

— Pocket Games, Spring 2005

**"TWO OF THE TOP FIVE MUST-HAVE
ACCESSORIES FOR THE PSP™"**

— Gamespy.com



FEATURING A BUILT-IN RECHARGEABLE BATTERY, AMPLIFIED STEREO SPEAKERS AND SYSTEM STAND ENCLOSED IN A BRUSHED ANODIZED ALUMINUM CASE, THE NYKO THEATER EXPERIENCE GIVES YOU A PERSONAL, PORTABLE HOME THEATER EXPERIENCE ANYWHERE, ANYTIME WITH YOUR PSP.

THEATER EXPERIENCE™ for PSP

ALUMINUM CASE WITH BUILT-IN SPEAKERS, RECHARGEABLE BATTERY AND STAND FOR PSP. ADDS UP TO 7 HOURS OF EXTRA PLAY TIME.



CHARGER CASE™ for PSP

ALUMINUM CHARGER CASE WITH BUILT-IN RECHARGEABLE BATTERY FOR PSP. ADDS UP TO 7 HOURS OF EXTRA PLAY TIME.

NYKO®
www.NYKO.com

GAMES WITH A CALLING



Christian game developers break out of the preachy mold and offer games with mainstream appeal.

By Funky Zealot

In an industry driven by high-paced frags and bikini-clad heroines, "Christian gaming" currently exists as an inconsequential, if not amusing, anomaly. Games like *Adventures in Odyssey*, *The Great Escape*, and *The Bible Game* have helped create a perception that edifying entertainment ought to be nonviolent and docile—poster-children of Halo 2—bashing media watchdog groups like the Interfaith Center on Corporate Responsibility (ICCR). Breaking such staid stereotypes, a new Christian gaming movement is on the horizon, one that embraces not only cutting-edge graphics but also mature themes. Yes, even violence.

The Untapped Market

"There's a huge potential for Christian content," says Artificial Games President Garland Wong, whose company is working with Boanerges Studios to develop a multiplayer FPS tentatively called *Armageddon*. "In the same way Christian music didn't take off until quality music was released, Christian games need to be topnotch so mainstream gamers would want to play them."

Sure enough, Christian media generates huge sales outside of gaming. According to Packaged Facts, a division of MarketResearch.com, sales of religious books, music, gifts, and cards total \$7 billion a year. Christian music boasts sales



Featuring customizable vehicles and realistic violence, *Armageddon* shows that Christian gaming is maturing—in more ways than one.

of close to \$1 billion in the U.S. alone, according to the Recording Industry Association of America—a respectable figure considering Contemporary Christian Music was nearly nonexistent in the 1970s.

If Christian gaming follows the rapid growth seen in other media, the games industry may soon find itself on the cusp of a new lucrative niche. Troy Lyndon, chief executive officer of Left Behind Games, shares similar sentiments for expanding Christian gaming. "The only way Christian gaming will appeal to the mass market will be if we make quality games and create games with stimulating points



Warthogs apparently make an appearance in the apocalypse, too.

Armageddon takes advantage of the latest graphical frills, including HDR rendering and Dynamic Sub-Surface Scattering.

G.P.T.

CONTINUED ►



DRAGON QUEST™
VIII
Journey of the Cursed King

RECRUIT THE
KNIGHT





DRAGON QUEST™
VIII
Journey of the Cursed King

Be The
HERO



OVER LAND. ACROSS THE SEA. AND BEYOND THE HORIZON



PlayStation 2

SQUARE ENIX
www.square-enix.com
Published by Square Enix, Inc.



THE JOURNEY BEGINS NOVEMBER 22, 2005



DRAGON QUEST VIII

Journey of the Cursed King

UNLEASH THE
MAGICIAN





DRAGON QUEST

VIII

Journey of the Cursed King

COUNT ON THE
BANDIT



BETWEEN LOVE AND HATE

that allow the gamers to think for themselves without insulting their intelligence or attempting to outright convert them."

The Message

Similar to the so-called Seeker-sensitive movement popular in Christianity today, Christian developers universally agree that games aren't the place for pulpit preaching. "We are not disguising the fact that the architects of the game's story and design are Christians and that we do ultimately have a message to communicate through our story and game world," says Peter Churness, founder and lead programmer (and Pastor) at The Rebel Planet. "However, at the same time we're being very careful to make sure the game is not 'preachy.' We're designing the game such that a person who is not religious in any way can truly play through the game and simply enjoy the story and game world we've created."

The company is currently developing an action/RPG called Orion, which takes place in a vast Antediluvian world, complete with physics simulation. Under the traditional—albeit blood-and-gore-less—fantasy gameplay, the Christian themes are clear. "[The player's adventure] will bring him in direct contact with those who know of the account of Adam's fall into sin, his descendants, and of a mysterious promise surrounding a Seed who would one day come and crush the head of the serpent (i.e., Satan)," says Churness. "So the game truly does communicate the central themes of the Bible."

Word in Action

Boanerges Studios' Armageddon brings the biblical theme into first-person-shooting action. "[Armageddon] is the first game that takes the bible literally," says Wong. "It's based on the book of Revelation, where the world leader that's going to emerge in the world is the Antichrist. Taking place three and a half years after the Covenant, the Antichrist starts taking over the world. You can play as a Christian, Antichrist, Jewish [person], or Muslim. One of the views we have at the [studio] is that he's going to persecute not only Christians but also other religions. Those who don't follow him will carry the 666 sign."



The Rebel Planet's Orion shies away from blood, instead showing sparkles when sword meets flesh.

First thing I say is go ahead and read the Bible yourself—it's a violent book. I'm sure [our game is] going to be M-rated.

—Garland Wong

Running on the state-of-the-art Reality engine, the game is a multiplayer FPS featuring customizable vehicles, near-future weaponry—and even bloodshed. "We're trying to approach it from a realistic perspective. First thing I say is go ahead and read the Bible yourself—it's a violent book," says Wong. "I'm sure [our game is] going to be M-rated."



Preflood humans dug kilns.

Enraptured

Also on the apocalyptic gaming horizon is Left Behind: Eternal Forces, an RTS in development by the same people who brought the best-selling Left Behind book series. "Gamers who liked StarCraft, Warcraft III, Command & Conquer, and Rise of Nations, as well as more recent RTS releases will love our game," says Lyndon at Left Behind Games. Promising typical strategy elements of massive battles and urban shootouts, Eternal Forces will also boast a thought-provoking theme. "Many of the hidden clues you'll find will make for some off-the-chart amazing-coffee-table discussion material. We believe gamers are intelligent; our game has more intellectual content and

concepts than seen in a typical game. It's not a bunch of hoo-ha for the sake of calling it a Christian game."



Is Adventures in Odyssey's Professor Whit and his nonviolent crew destined to become an anachronism?

Whether or not these games pique the gamer's attention toward the deeper questions of life, it's clear that the new generation of Christian gaming is focusing on the quality of entertainment. Could it even surpass the accolades of blockbusters like GTA? "I think excessive violence is often used as a crutch in game development," says Lyndon. "Some games try to sell themselves on shock value instead of concentrating on great gameplay." Judging from the high production values of some of these games, perhaps Christian gaming will have more to offer than religion.



GAMEPRO.COM/COMPUTER/PC/24395/INFO.SHTML FOR A FIRST LOOK AT BOANERGES STUDIOS' NEXT-GEN FPS.

ZATHURA™

A NEW ADVENTURE FROM THE WORLD OF JUMANJI

Based on the feature film & best-selling children's book



Continue your intergalactic adventure with Zathura the video game!

The intergalactic journey begins when a mysterious board game thrusts the house of two young brothers, Walter and Danny, into outer space. Battle deadly aliens, menacing robots and other celestial hazards in this space journey filled with action-packed adventure!

VISIT: www.zathuragame.com



© 2005 Take-Two Interactive Software, Inc. and its subsidiaries. All rights reserved. 2K Games, the 2K Games logo, A Take2 Company logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. Zathura: TM & © 2005 Columbia Pictures Industries Inc. All Rights Reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association.

RETRO WRAP-UP

Games from the past are now being forced into the present. But how do these games fare today?

By Major Mike

Thanks to technological advances in content storage, the movie industry has been able to restore classic movies and then take them to market via DVD. So why not do the same with classic video games? *GamePro* weighs in on this quartet of game compilations—for the final evaluation, check out the chart on the following page. Retro titles are usually greeted with much anticipation only to get five minutes of play before they're relegated back to the shelf in favor of *God of War* or *Grand Theft Auto: San Andreas*. Will these titles get more than a cursory glance? Read on!

CAPCOM CLASSICS COLLECTION



Capcom's Collection wisely offers titles that appeared in the arcade and on various defunct home console systems. The highlights are the fighting and action titles—especially *Street Fighter II Hyper Fighting*, *Final Fight*, and the always frustrating yet addictive *Super Ghouls 'N Ghosts* (a game with one of the nastiest “surprise” twists in game history). Add in original artwork, gameplay tips, and optional remixed music scores, and you have a collection that's truly for the ages. It's nice to see classic 16-bit titles ported to next-gen platforms and not relegated to the Game Boy Advance or Nintendo DS.



Super Ghouls 'N Ghosts

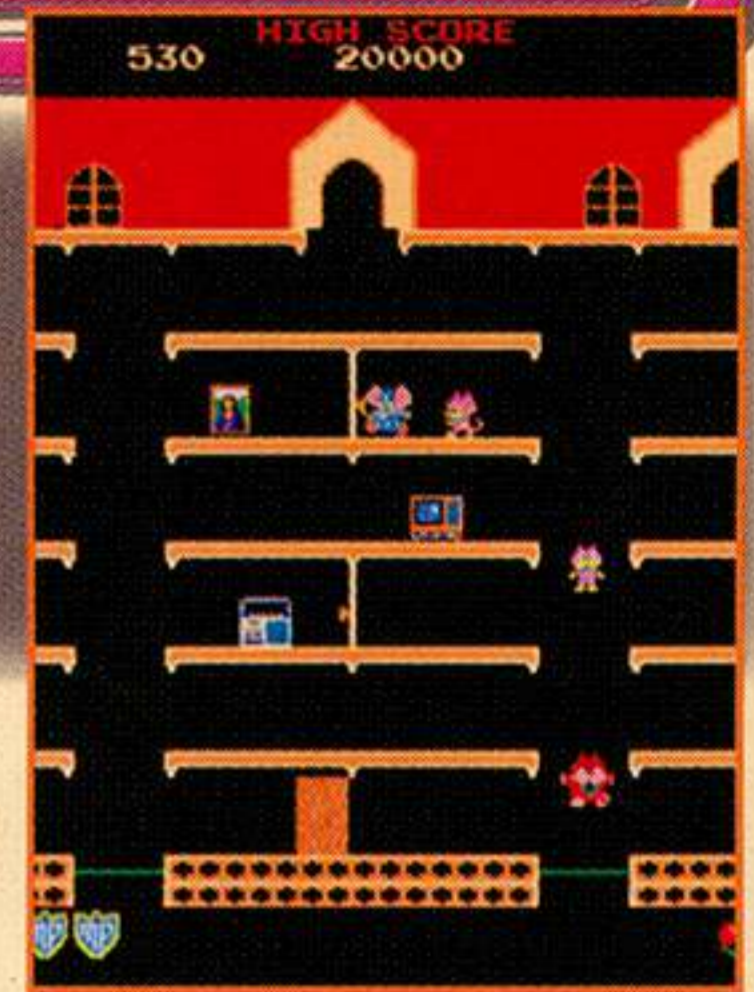


Street Fighter II Hyper Fighting

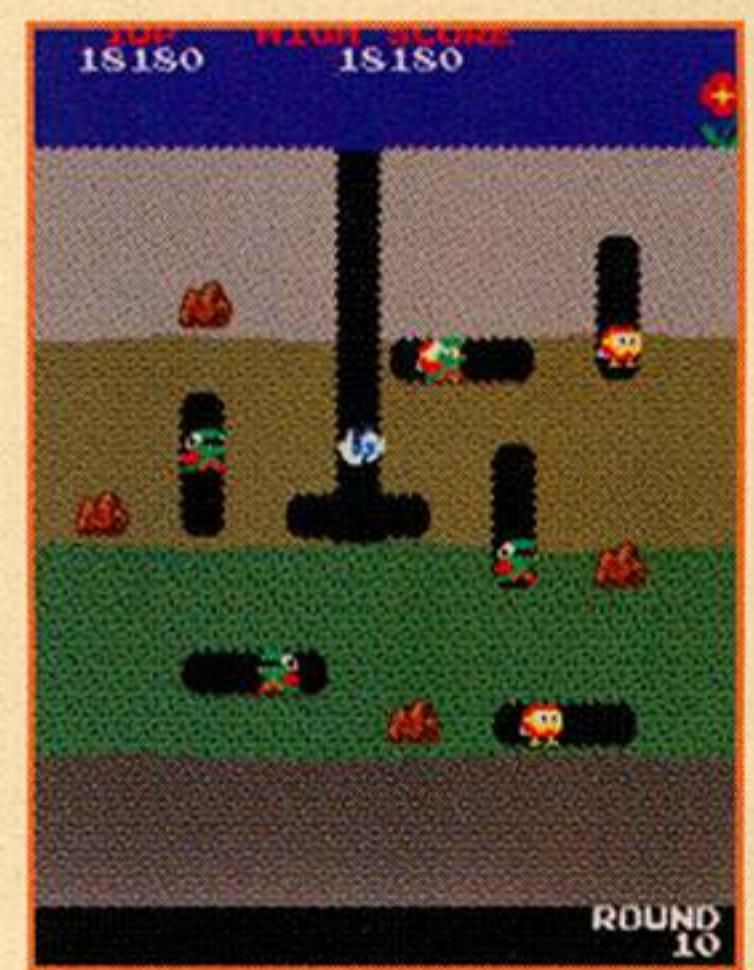
NAMCO MUSEUM 50TH ANNIVERSARY ARCADE COLLECTION



The original five Namco Museum volumes were some of the most sought after retro compilations for the PlayStation, and the company went all-out with this excellent 50th Anniversary edition. All the classics are included—*Dig Dug*, *Galaxian*, *Pac-Man*, *Pole Position*, *Mappy*—plus a few almost-forgotten gems, such as *Galaga 88* (which is unlocked by getting high scores on other titles). The interface is the best of the four, complete with retro music in the background. The only real drawback is the lack of supplemental materials, but when you're on the edge of your seat trying to free a captured fighter in *Galaga*, you probably won't care.



Mappy



Dig Dug

MIDWAY ARCADE TREASURES 3



Midway (along with Sega) was once king of arcade racing games—especially with its ornate cabinets equipped with realistic steering wheels, stick shifts, throttles, and booming sound cranked up to clear your sinuses. *Arcade Treasures 3* replicates the arcade experience as best it can, and it's the only “themed” (racing) collection of the bunch. The newer titles—*San Francisco Rush* and *Hydro Thunder*—are the best of the lot and easily the finest arcade-to-home translations to date; some of the remaining ones—*S.T.U.N. Runner*, *Race Drivin'*—haven't aged well. Hardcore racing fans may also wonder why the shamefully underrated *California Speed* and *Hyperdrive* weren't included...but that's probably what *Treasures 4* (if there is one) is for.



Off-Road Thunder



Hydro Thunder



TECMO CLASSIC ARCADE



Tecmo always had an auspicious arcade presence, and the company's Classic Arcade is a decent compilation of 11 quarter-cruncher titles that are still cursed with an arcade mentality (meaning your character dies early and often). This collection spans a wide range of genres—sports, space shooters, puzzlers, action titles, and pinball—and it comes with a helpful gallery of original promotional materials. None of the titles has any real staying power, though, and you'll notice what's missing more than what's onscreen; case in point: Rygar makes you yearn for the 8-bit NES adventure game, and one of the crown Tecmo jewels, Ninja Gaiden, is nowhere to be found. This is the most expensive collection of the bunch, and it's on only one platform.



Swimmer



Tecmo Bowl

TITLE	DEVELOPER	PUBLISHER	PLATFORMS	PRICE	# OF GAMES	FUN FACTOR
CAPCOM CLASSICS COLLECTION	Capcom	Capcom	PS2 Xbox	\$19.99	22	4.5 
MIDWAY ARCADE TREASURES 3	Digital Eclipse	Midway	PS2 Xbox GameCube	\$19.99	8	3.5
NAMCO MUSEUM 50TH ANNIVERSARY COLLECTION	Digital Eclipse	Namco	PS2 Xbox GameCube	\$19.99	14	4.5 
TECMO CLASSIC ARCADE	Team Ninja	Tecmo	Xbox	\$29.99	11	3.0

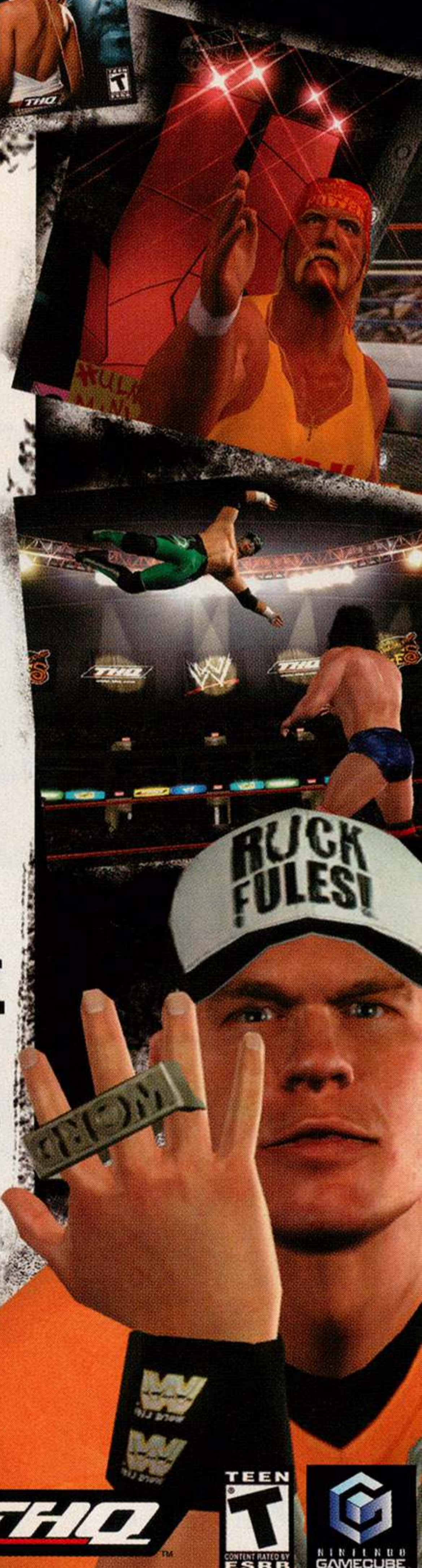
WIN 1 of 10 copies

WWE DAY OF RECKONING 2



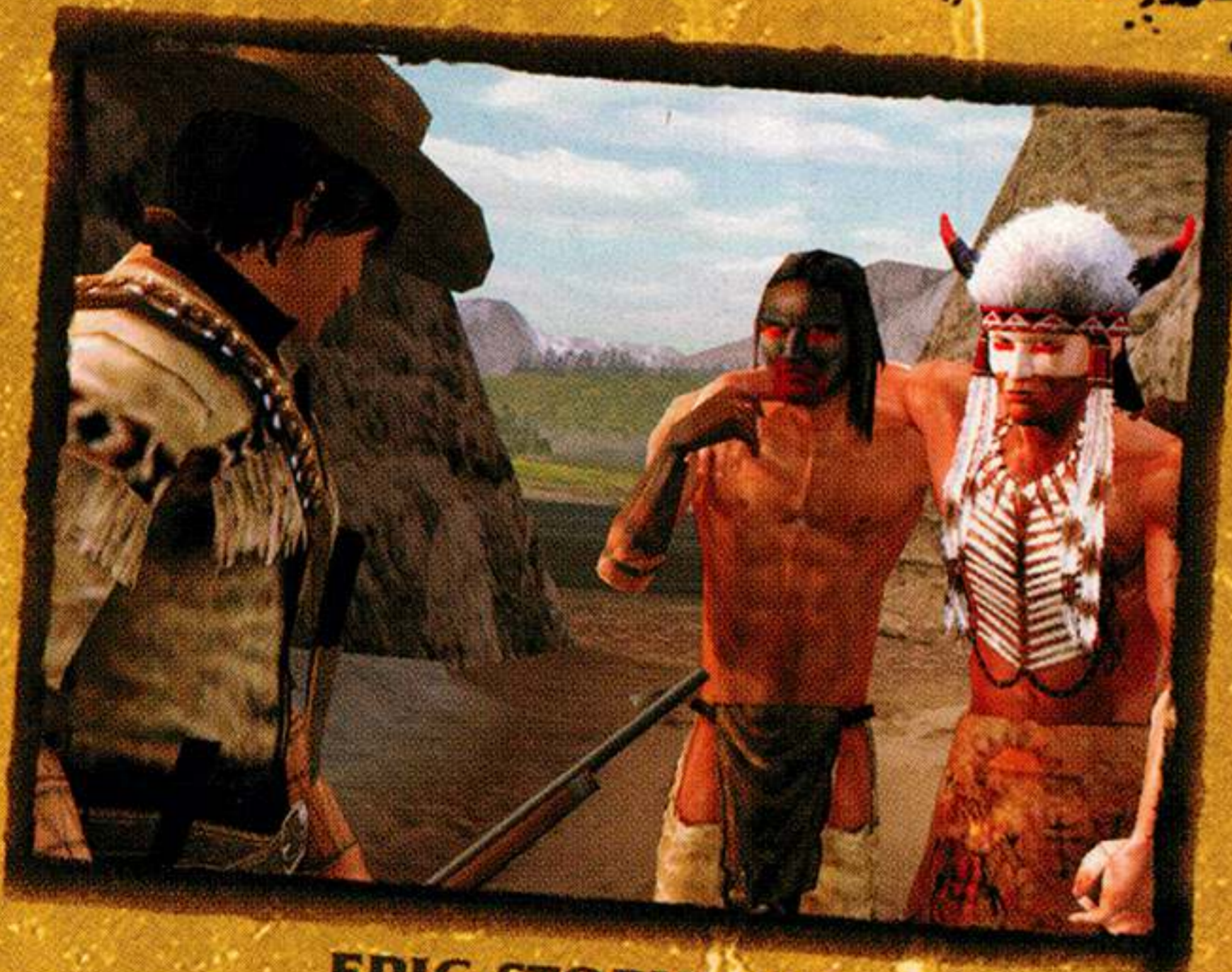
and a **SIGNED POSTER** by the **DEVELOPMENT TEAM**

www.gamepro.com/dor2



© 2005 THQ Inc. All Rights Reserved
No purchase necessary. See official rules for complete details. Void where prohibited.

EXPERIENCE THE BRUTAL



EPIC STORYLINE



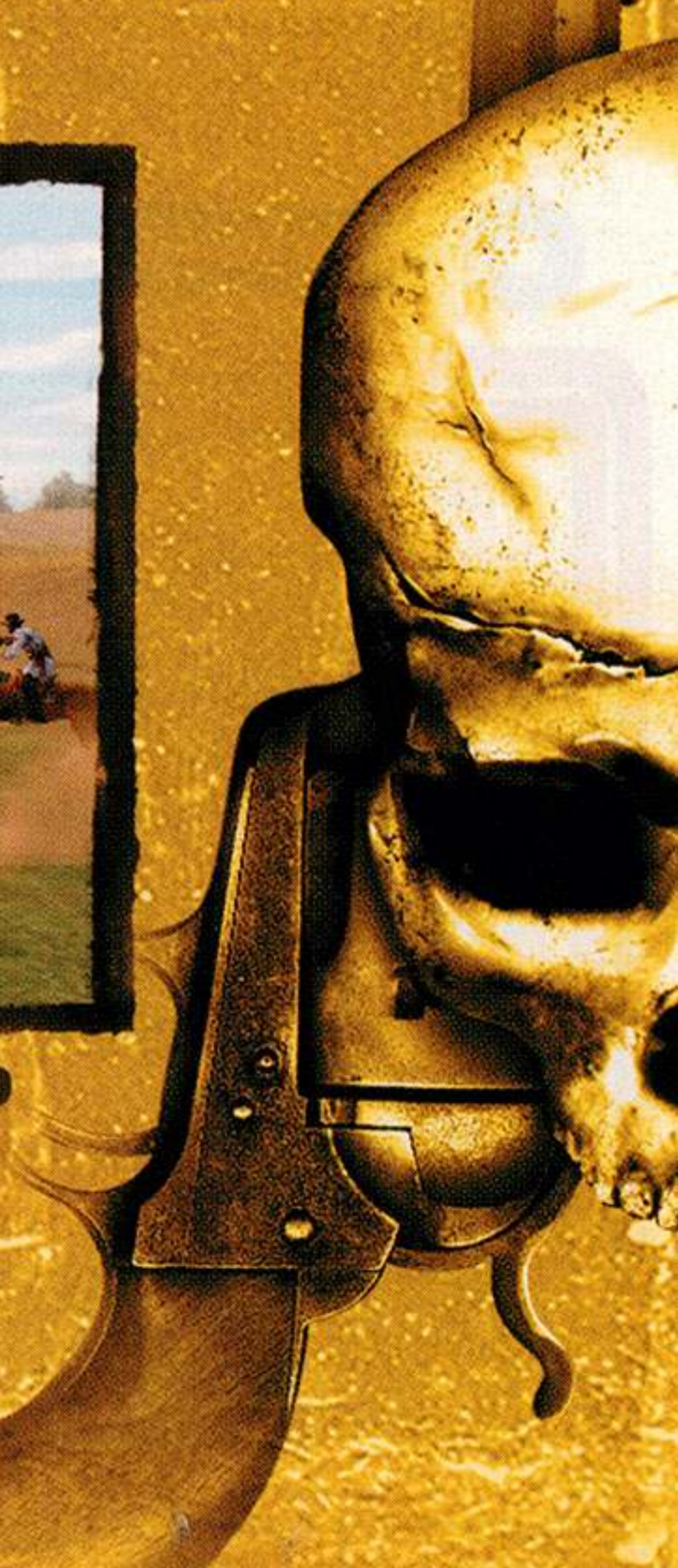
MASSIVE STREAMING WORLD

www.GUNTHEGAME.com



Visit www.esrb.org
for updated rating
information.

© 2005 Activision Publishing, Inc. Activision is a registered trademark and GUN is a trademark of Activision Publishing, Inc. All rights reserved. Developed by Neversoft Entertainment, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. TM, © and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. PC CD-ROM logo TM & © IEMA. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.



CITY THAT WAS THE WEST



DIVERSE ACTION PACKED MISSIONS



COMBAT ON HORSEBACK



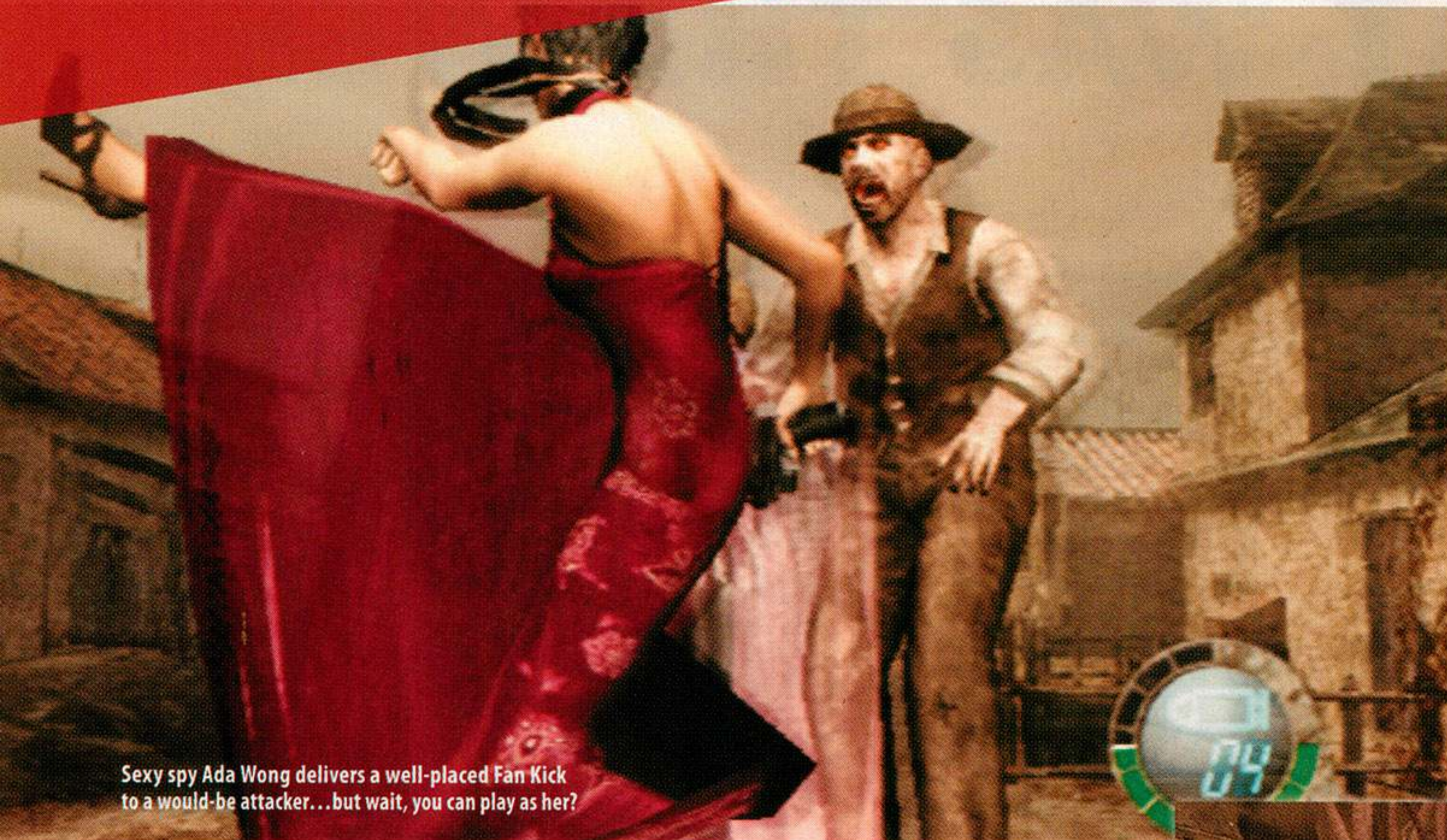
PlayStation 2



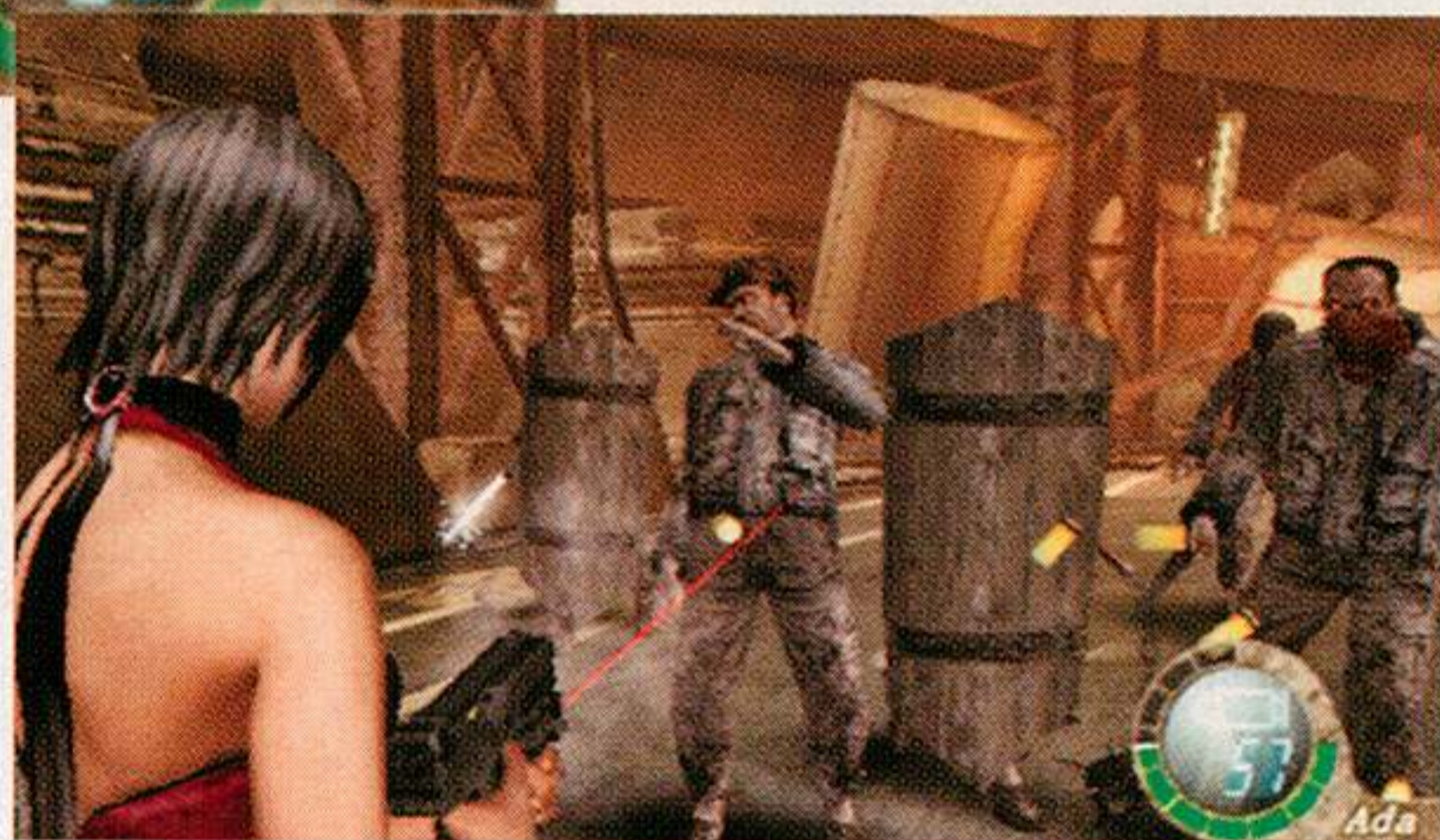
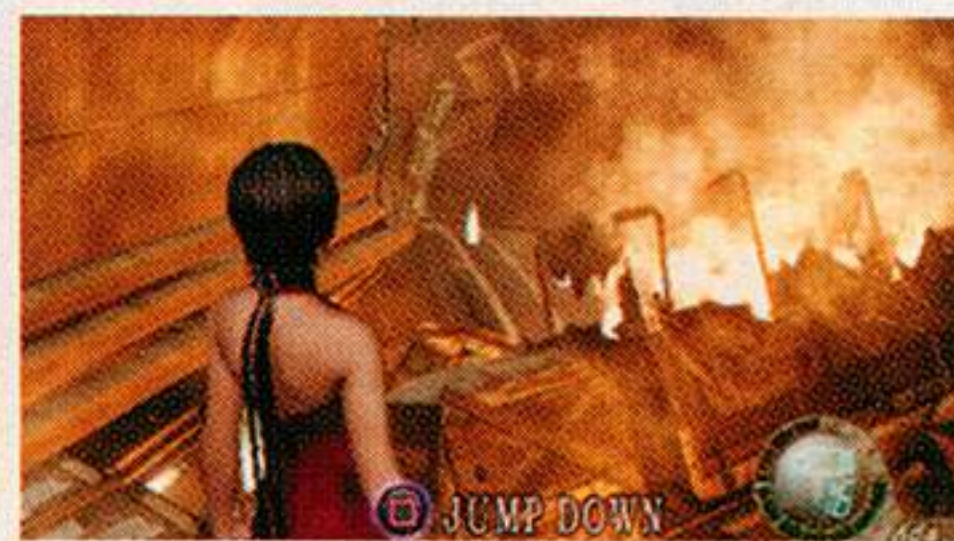
XBOX 360



ACTIVISION



Sexy spy Ada Wong delivers a well-placed Fan Kick to a would-be attacker...but wait, you can play as her?



Resident Evil 4

PS2

Okay, so when Resident Evil 4 came out exclusively for the GameCube earlier this year, Nintendo-ites rightfully earned gloating rights for remaining loyal to the beleaguered console system. Then came the announcement that the game would arrive on the PlayStation 2, and the tide turned. But persistent rumors that there would be exclusive extras in the Sony version persisted, and the playable demo revealed a few of them.

Oh, No...Not Again

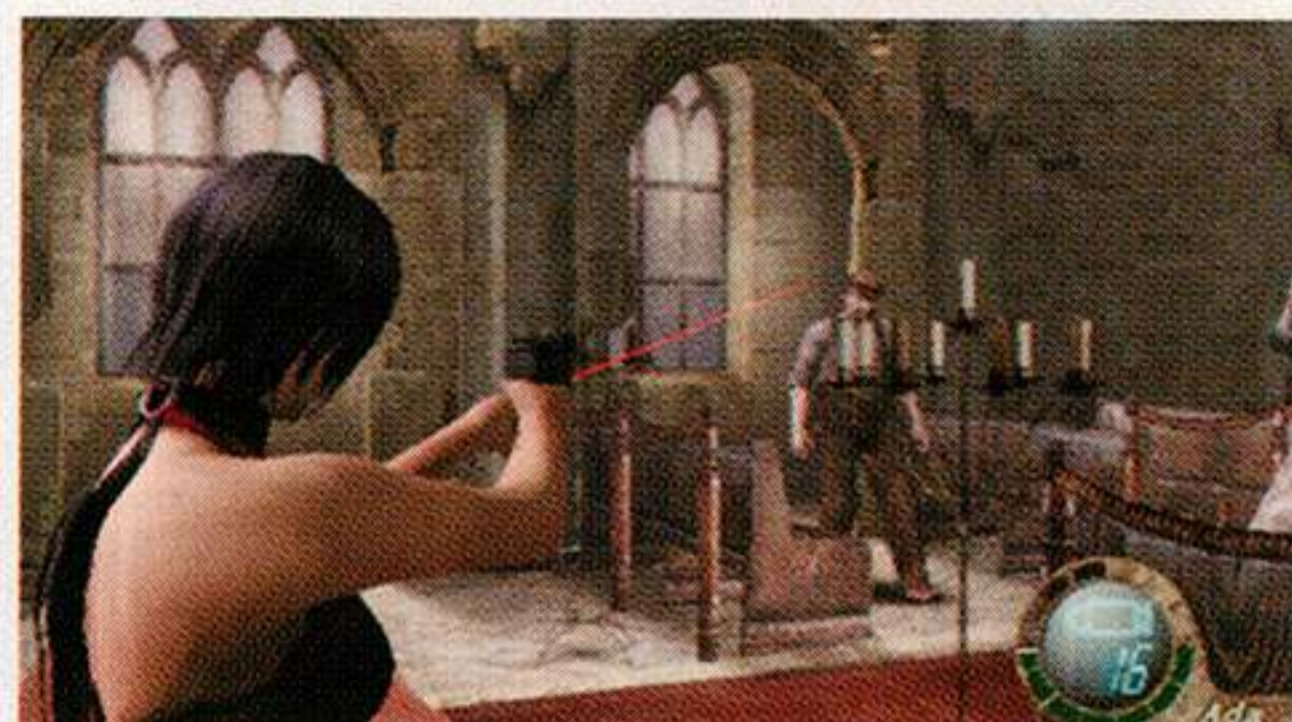
Those of you who dismissed Resident Evil 4 as more-of-the-same zombie blasting and crate pushing were sorely mistaken. The franchise went as far as possible with the usual prerendered visual scheme and limited combat engine, but RE4 rewrote all the rules. The game, which sent Leon Kennedy on a mission to rescue the president's daughter from a religious cult, featured full 3D action, no item boxes, a robust array of self-defense moves, and, what had been up to then a trademark of the series (gasp!), no zombies. Nevertheless, the frightening game was a big hit. The PlayStation 2 version retains all the creepy atmosphere of its GameCube brother, albeit with slightly cleaner hi-res visuals courtesy of 16:9 widescreen support. The only hitch is the controls as neither preset is intuitive; this is a game that truly needs a custom configuration option.

And Not the Journey Song

The real prized addition is Separate Ways, a mini-game of sorts where you step into the high heels and slinky dress of Ada Wong. As the sexy agent, you'll play out events in the game unseen by Leon in five chapters. For instance, when the bell rings in the opening chapter of the game, you'll take Ada to the tower so she can free the gears and sound the bell. Ada's play mechanics are similar to Leon's, except

for a few specialized weapons and a Grapple Gun built into her inventory that lets her vault to high places. She also ventures into brand-new areas inaccessible to Leon during his adventure. Separate Ways aside, other notable PS2 exclusive features include extra outfits for Leon and the kidnapped Ashley, and a brand-new weapon for Leon (see "Resident Evil 4 Watch," page 25, September).—Major Mike

- Hands-On ■ Developer and publisher: Capcom
- Target release date: October



G ONLINE GAMEPRO.COM TO CHECK OUT MAJOR MIKE'S REVIEW OF RESIDENT EVIL 4 FOR THE GAMECUBE.

Call of Duty 2: Big Red One

The current generation has birthed more World War II shooters than one can count on two hands, though the multifaceted last Great War has supplied developers with enough ammo to keep the fresh ideas firing. Spider-Man developer Treyarch has taken the helm on the second console Call of Duty installment, Call of Duty 2: Big Red One, and our latest hands-on confirms it's bigger and better than last year's *Finest Hour*—a letdown from 2003's PC game of the year. For the first time in the series, the story follows the path of a single soldier during three years with America's most heroic fighting unit, The Big Red One. Through land, sea, and air, the infantry's missions span the deserts of North Africa, the narrow city streets of Italy, and the war-torn countryside in Nazi-Western Europe.

Treyarch pulls a Tarantino, dropping the player right smack in the center of the action, then yanks the story back two years to the start of Big Red One's deployment into WWII. The ensuing campaigns take the player through Italy, France, Belgium, and Germany, opening up more than three dozen authentic weapons that are new to the franchise and to WWII games in general. Voice talent will include *Band of Brothers* alums Michael Cuditz, James Madio, and Richard Speight Jr., and *Sin City* composer Graeme Revell is onboard to score the music for this holiday release.—*Mr. Marbles*

- **Hands-On**
- Developer: Treyarch
- Publisher: Activision
- Target release date: Fall 2005



Go WIRELESS!

UNLIMITED



Xbox®

- Play up to 30 feet away!
- Rechargeable battery included



PlayStation®2

- Link cable charges battery while you play
- Recharge battery up to 500 times



GameCube®

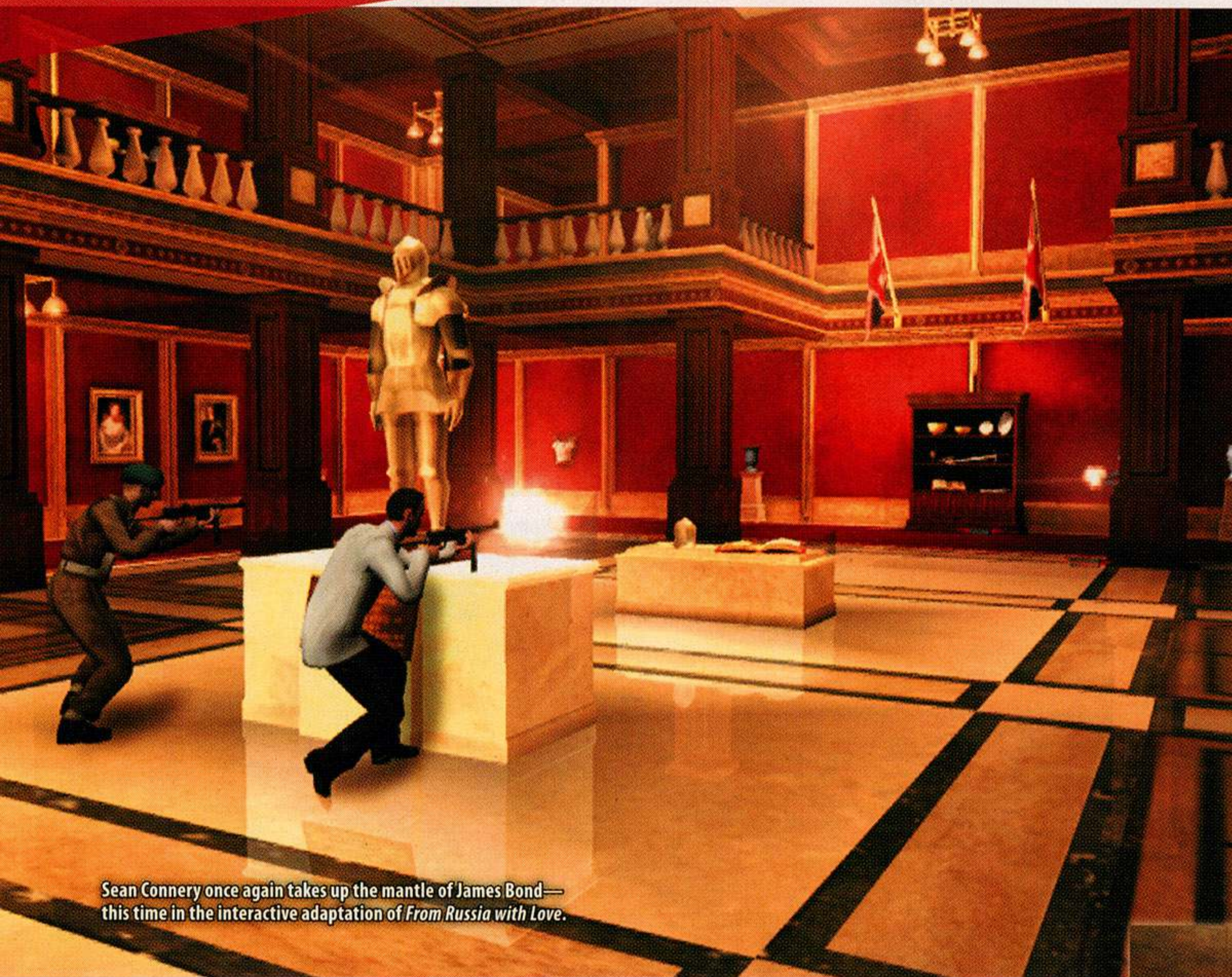
- 16 player compatible
- Lifetime warranty



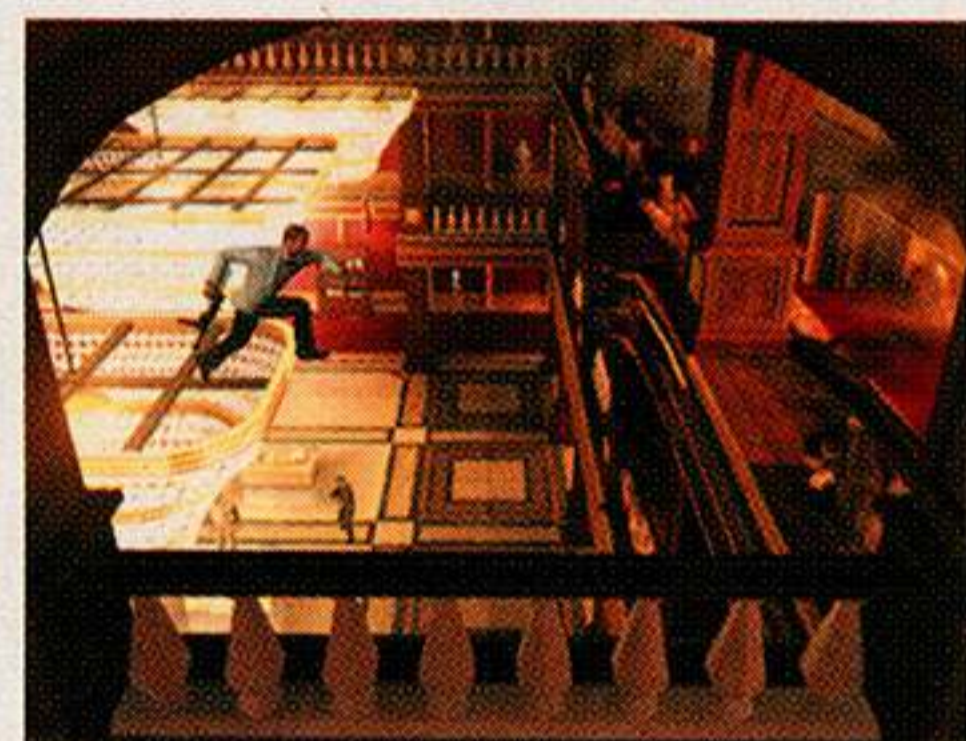
IntecGamer.com

Available at:





Sean Connery once again takes up the mantle of James Bond—this time in the interactive adaptation of *From Russia with Love*.



James Bond 007: From Russia with Love

007

PS2

Xbox

GameCube

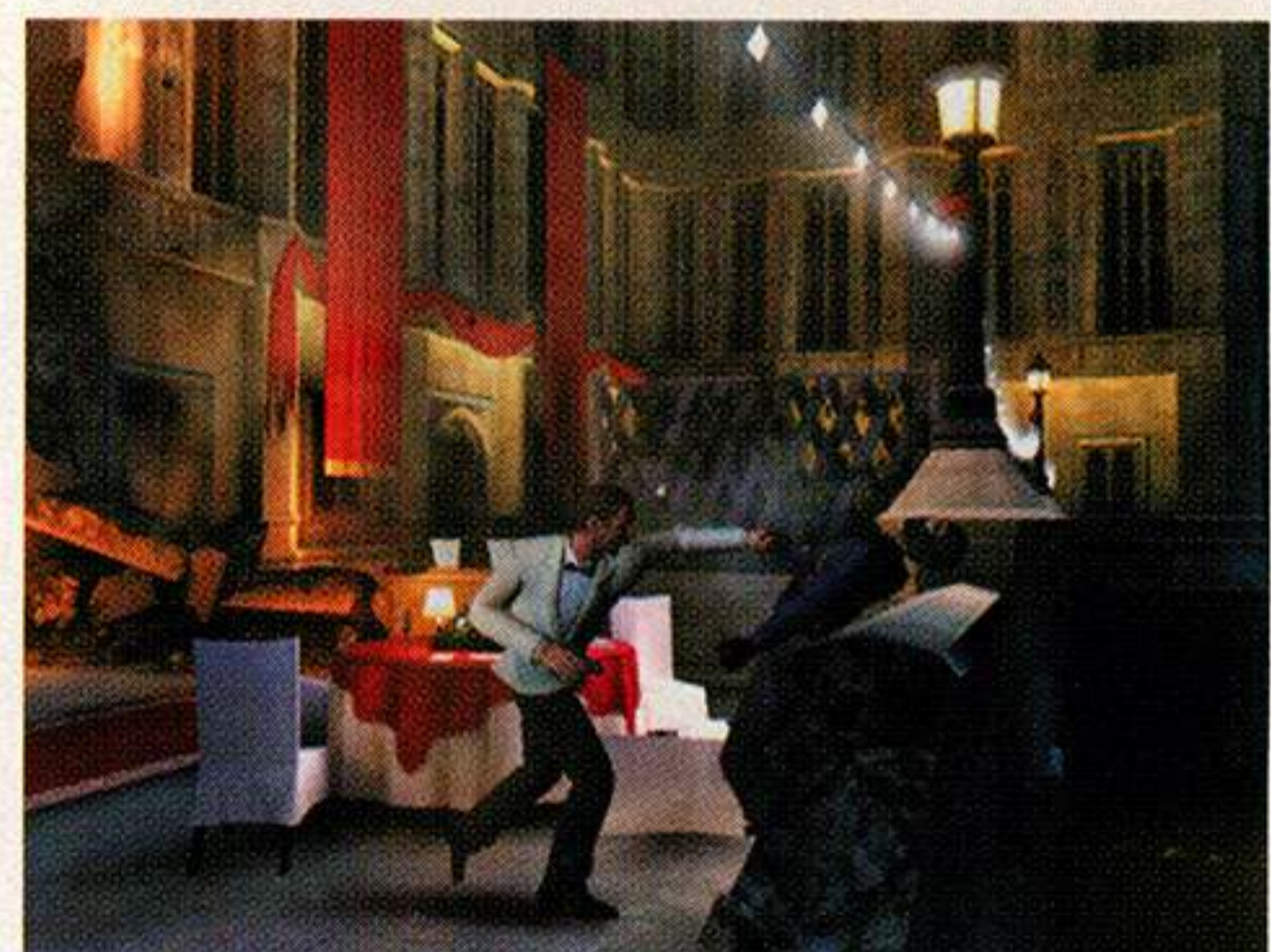
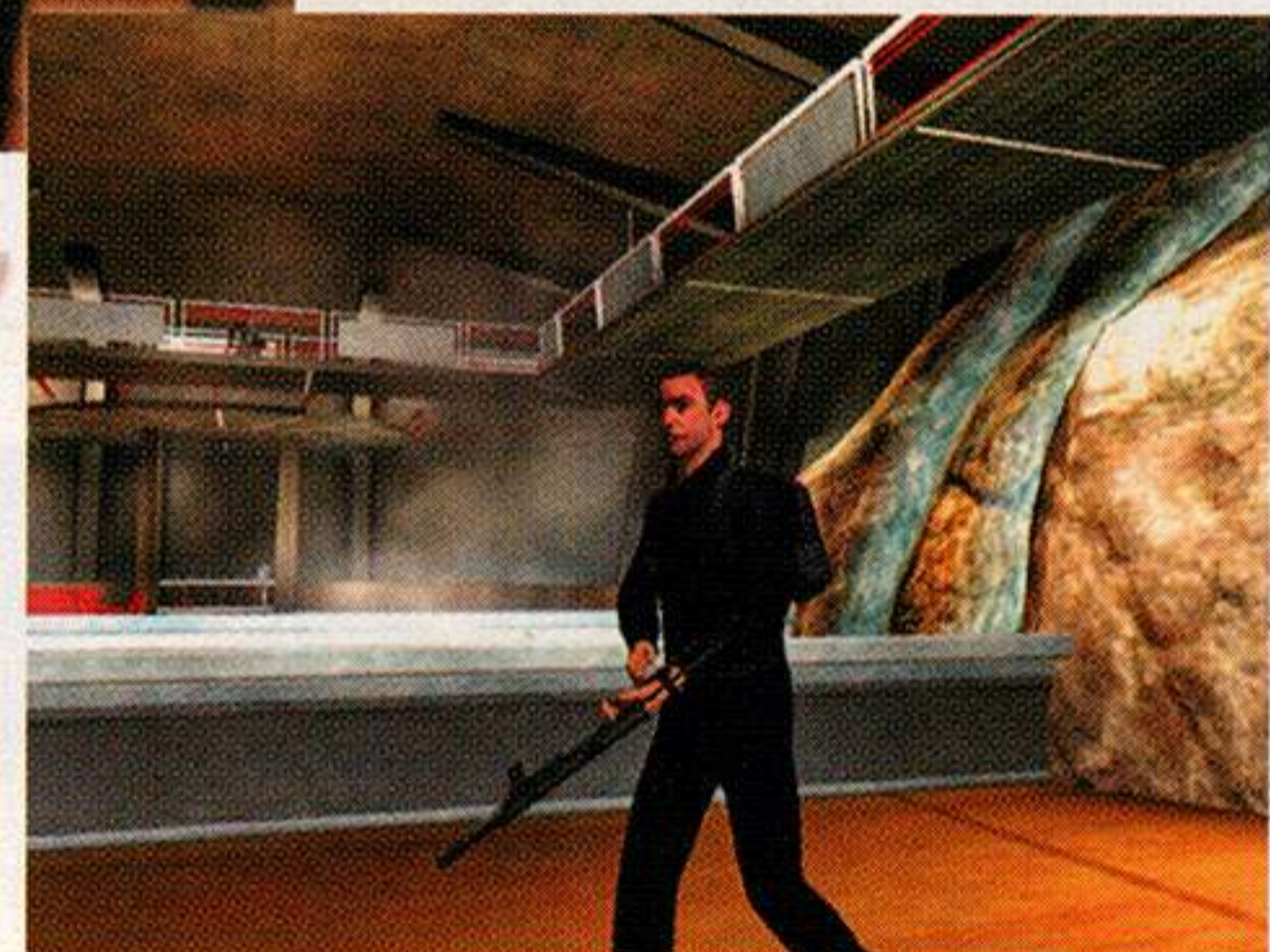
an Fleming's *From Russia with Love* was the second Bond movie to hit the silver screen (in 1963), so the film may be unknown to those who grew up with more contemporary Bonds like Roger Moore and—more recently—Pierce Brosnan. However, the movie is regarded by fans as one of the finest as it's set during the Cold War and the narrative is loaded with double-crosses, tension, and memorable action sequences. The video-game version plays out the events of the movie and adds original sequences, such as the much-discussed jetpack and racing sequences in the Aston Martin.

James Bond Is Back!

One of the game's biggest selling points is Sean Connery's actual likeness—face and voice—in the game, a first. Sure, it looks like Connery Bond, but his voice sounds 20-plus years removed and right out of *The Untouchables*. Other characters have also been faithfully digitally duplicated, including Lotte Lenya's Rosa Klebb, Robert Shaw's Donald "Red" Grant, and Lois Maxwell's Miss Money Penny.

"Yes, She Had Her Kicks."

As Bond, you perform the expected globe hopping from such exotic locales as London and Istanbul. No shrinking violet, Bond is armed to the teeth with a wide array of firearms and Q-created gadgets, such as a laser watch that can take out targets located behind heavy sheets of bulletproof glass. One notable play technique is Bond Focus, which allows you to zoom in on a specific object or body part. For instance (in the PlayStation 2 version), press and hold L1 to lock on to an enemy, and then tap \square to zoom in and bring up multiple potential targets; then use the right analog stick to zero in on a target and press R1



to fire. This is a convenient way to hone in on ropes suspending foes, communication radios, and even hand grenades that will explode when pierced by a bullet. It adds a nice element of skill to a solid 3D-action engine. So far, *From Russia with Love* has all the proper ingredients to re-create the Cold War Bond from the 1960s—but can it thrill today's gamers? Find out in an upcoming issue.—Major Mike

■ **Hands-On** ■ Developer and publisher: EA Games
■ Target release date: November



Jak X: Combat Racing

PS2

In the world of gaming, it's often a bad sign when a well-known franchise segues into the racing genre. Like expiring actors doing late-night infomercials, it signals impending doom. With the Jak trilogy of platformers effectively over and its creator, Jason Rubin, no longer with the studio (Naughty Dog), it seems natural—albeit disappointing perhaps—for the series to delve into racing. But so far, it doesn't look to be suffering because of it.

Just as with the last three platformers, *Jak X: Combat Racing* revels in the explosive combat it provides. Yes, it's a racing game, but you'll take more pride in destroying your enemies' vehicles than you will in winning the race. And the game features plenty of opportunities—and methods—to do so. Deathraces, Deathmatches, and a handful of other racing modes all offer distinct ways to outgun and outpace your opponents, while the classic circuit race and grand prix are a bit more strategic but every bit as explosive.

Races sped along at a serious clip in the early build thanks to boosters littered along the track, and destruction was assured with weapons also readily available. And just to make sure the game isn't devoid of depth, vehicles can be personalized and upgraded both aesthetically and in performance. The game also promises online play—a rare thing for the PS2—so you can throw your customized death machine online and take on fellow racers. Thanks to such a strong feature set, *Jak X: Combat Racing* has the distinct possibility of being one of the rare spin-off racers to actually do justice to its original series.—*The Watcher*

■ Hands-On ■ Developer: Naughty Dog ■ Publisher: Sony ■ Target release date: October



GAME SCREENS

Play your game anywhere!



PlayStation®2



XBOX 360™



XBOX®



GameCube®



IntecGamer.com



Last year's *Up Your Arsenal* added online multiplayer, so it's only natural that *Deadlocked* would boost that with cooperative and squad-based action.



Ratchet: Deadlocked

PS2

Ratchet is always getting himself in tough scrapes. In *Ratchet: Deadlocked*, however, he's going to be a TV star. Glamorous, right? Uh, not exactly.

The DreadZone

You see, the *DreadZone* show that Ratchet's slated to appear on is something akin to the movie *The Running Man*—or, for game veterans, *Smash TV*—where brutal combat is the script and gunfire is the laugh track. If Ratchet handles himself (and his weapon cache) well, he won't be "canceled" after the first show.

Deadlocked plays in a similar fashion to previous R&C games: Humorous cut-scenes and solid voice acting break up the frantic action, which is spiced up by an elaborate supply of wild weapons. Also comparable to previous games, those weapons become more powerful—they "level up," if you will—the more you use them.

A cool addition to the weapon system structure is the ability to modify the weapons using enhancements you can buy with the bolts collected in battle. Once purchased, a mod enables you to customize a weapon's effect for the situation. For instance, there's an acid mod that dishes added damage to a foe who's been shot, while another sends out destructive lightning bolts from the original target, damaging any other enemies nearby.

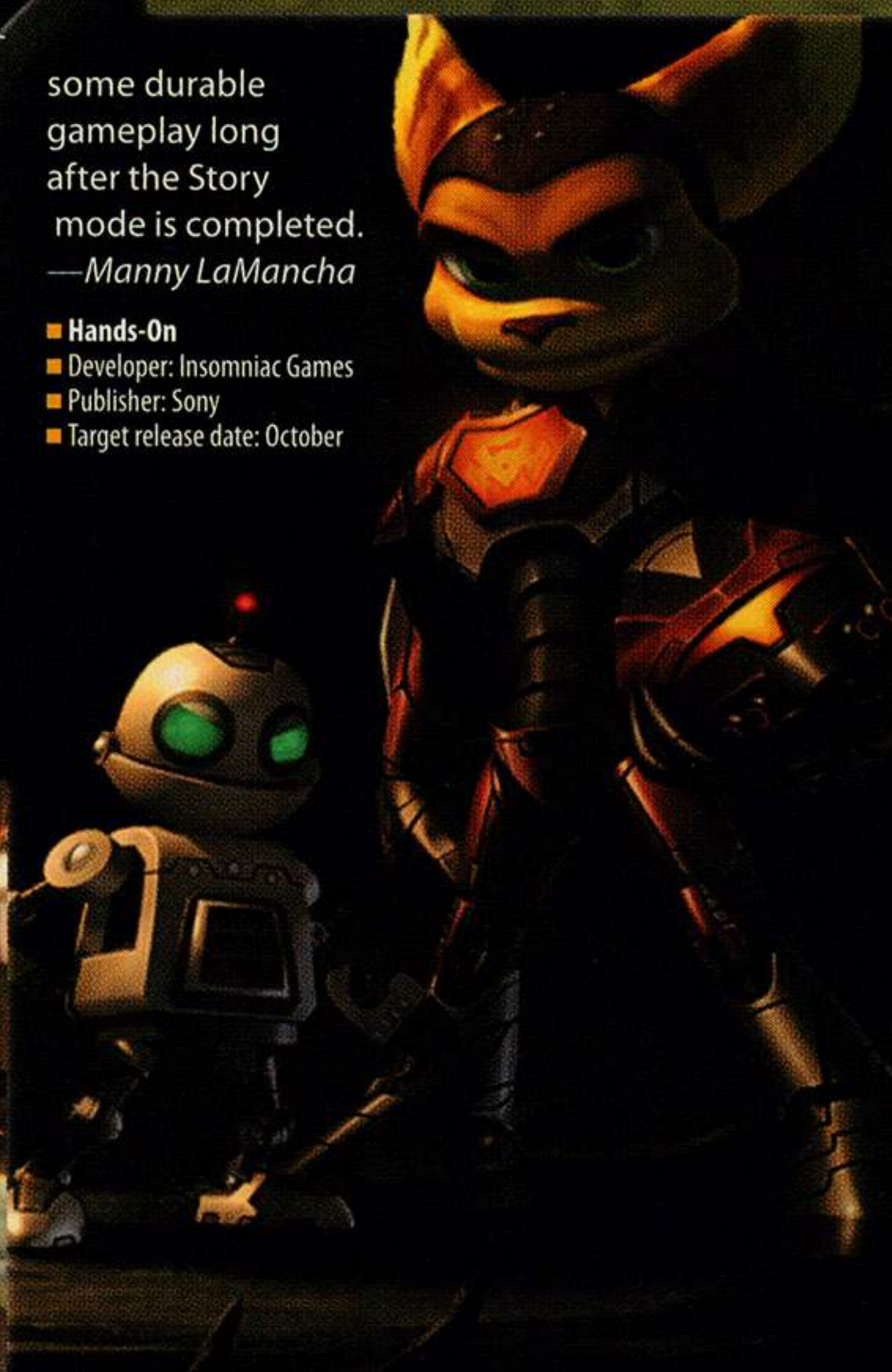
Nonlinear

It's also nice that the game has been designed to be somewhat nonlinear. Each planet has a series of skills you need to complete, and you can leave a planet at any time to head elsewhere—provided you've completed enough to unlock the next planet—to concentrate on any challenge you choose. If you're stuck on a particular task, it won't hold up your overall progress, and you can return to it when you feel more capable.

Building on the multiplayer in the last chapter, *Up Your Arsenal*, *Deadlocked* takes it a step further by enabling co-op play through the single-player game or in multiplayer. And the multiplayer segment will have a variety of gameplay modes, including the standard *Deathmatch* and *Capture the Flag*. Without a doubt, *Deadlocked* is expected to provide

some durable gameplay long after the *Story mode* is completed.
—Manny LaMancha

- **Hands-On**
- Developer: Insomniac Games
- Publisher: Sony
- Target release date: October



The One You've Loved
Since You Were a Tadpole.

Frogger® is a registered trademark of Konami Corporation. All rights reserved. "Frogger Ancient Shadow" and Frogger Helmet Chaos are trademarks of Konami Corporation. © 1981 2005 KONAMI
Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.
"PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately).
TM, © and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo.

Includes
the Original
FROGGER
Arcade
game



Get back to Frogger's classic hop 'n' dodge roots with 2 new games the whole family will love. Enjoy new features, including innovative moves like the double jump and tongue grab, new playable characters, 4-player mini games, and more. Hop to it – and celebrate over 20 years of irresistible Frogger fun!



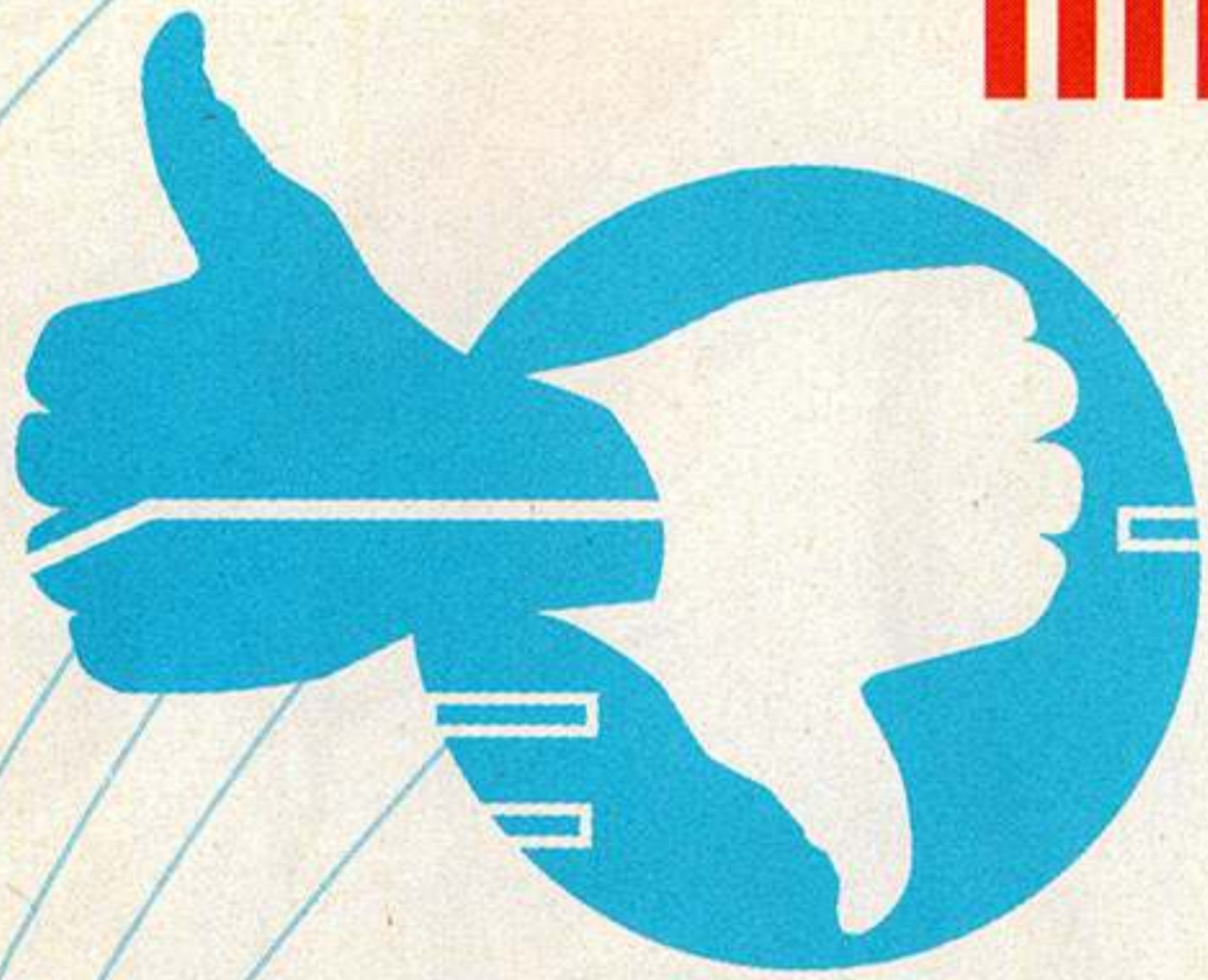
Also Available
on Mobile



the user effect



Experience the Future of Game Information



the critic effect

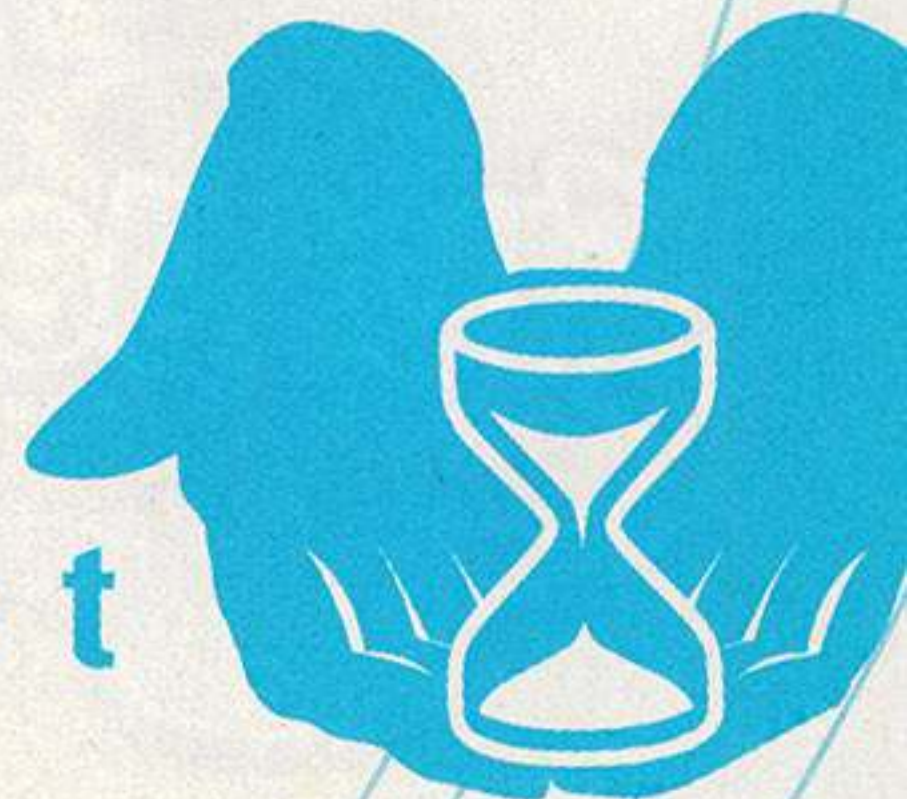
the mass effect

Go Interact Now:
www.games.net



the personal effect

the timeless effect



games.net
the net effect

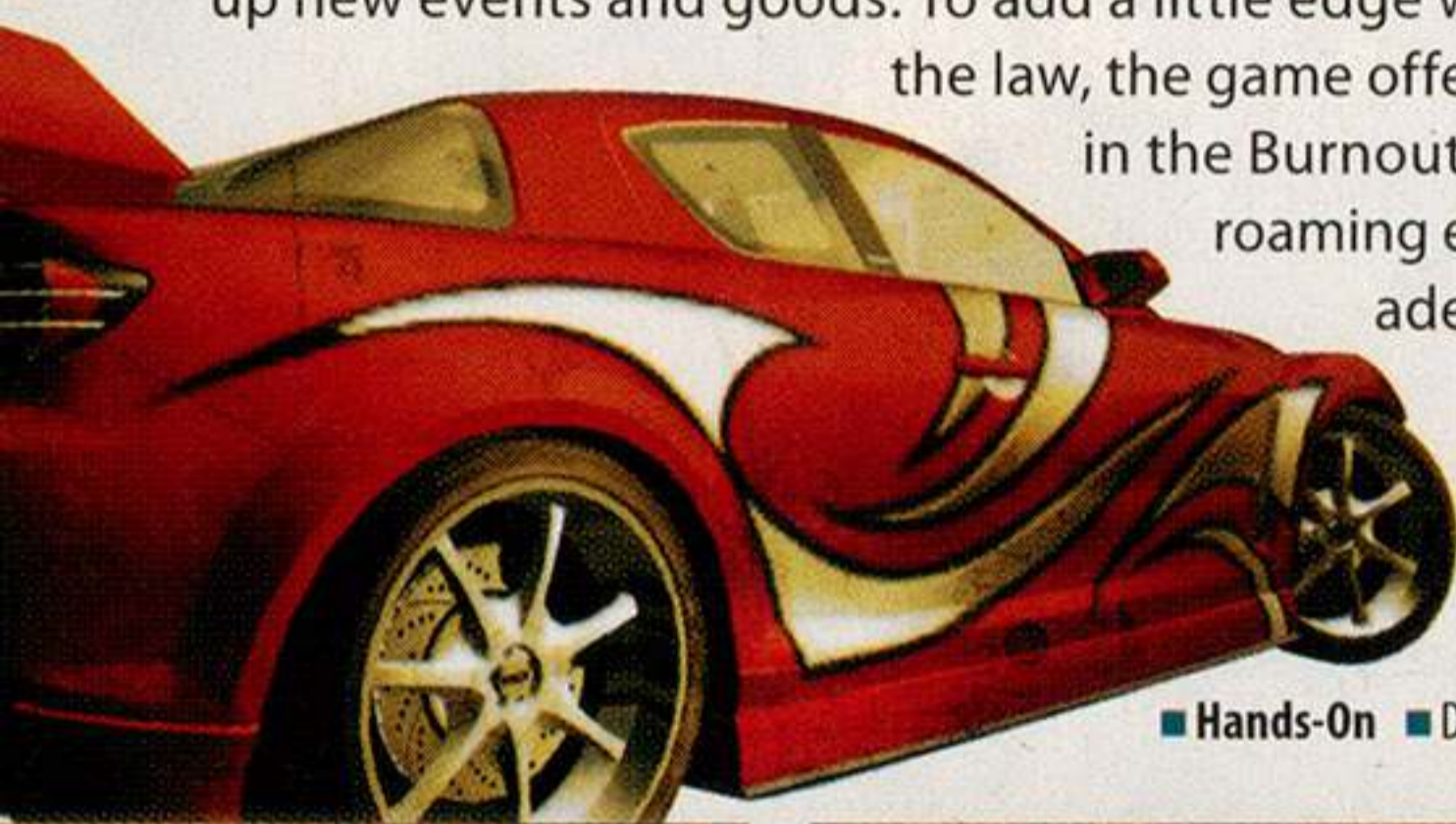
Need for Speed: Most Wanted



At the rate that street-racing games are being released, one would think such felonious activity had become America's favorite pastime. Thankfully for peace officers everywhere, gaming habits don't tend to reflect real-world actions. Still, gamers have been privy to so many "street" racing games over the past few years that it's hard to spot the standouts. So it should come as no surprise that EA is now fine tuning *Need for Speed: Most Wanted*, a "darker" and "grittier" incarnation of the street racer (which will also be available on the Xbox 360).

Likely knowing that this racing subgenre is teetering precariously on the edge of becoming drawn out, EA has made a concerted effort to make sure that *Most Wanted* feels like a street racer but has more to offer than nitrous tanks and riced-out hot rods. Gone are the almost-exclusive nighttime city settings and scantily clad lady starters, and in their places are brighter but still-beautiful graphics and some new fast-paced boss battles against the masters of this underground racing scene.

Emphasizing the illegality of street racing, cops show up to right some wrongs and read a few rights, and this time they'll be using aggressive real-world tactics to box you in. The more races you win and the better you can evade the fuzz, the higher you climb the "blacklist," which opens up new events and goods. To add a little edge when making difficult turns or trying to escape the law, the game offers a Speedbreaker effect akin to the aftertouch in the *Burnout* series. Also of note is the destructible and free-roaming environments that add immersion, but the lack of adequate damage modeling on your own car seems like a step backward. But with such a minor quibble, the game will undoubtedly be on plenty of people's *Most Wanted* lists when it comes out this November. —*The Watcher*



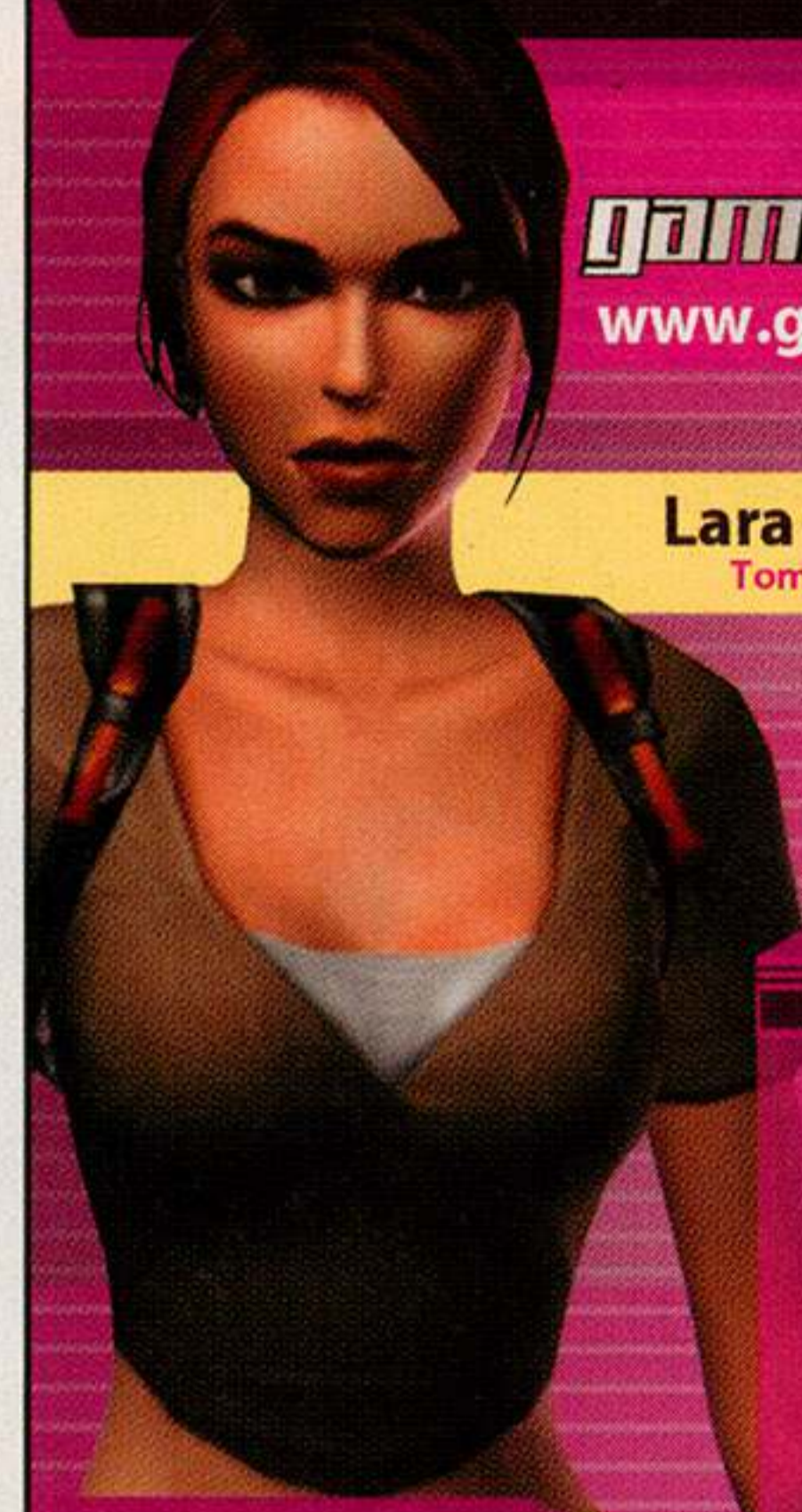
■ Hands-On ■ Developer: EA Canada ■ Publisher: EA Games ■ Target release date: November



GamePro's TOP 5 VIDEO-GAME BABES

SPONSORED BY

gamer graffix
www.gamergraffix.com



Lara Croft
Tomb Raider

1



Jill Valentine
Resident Evil

2



BloodRayne
BloodRayne

3



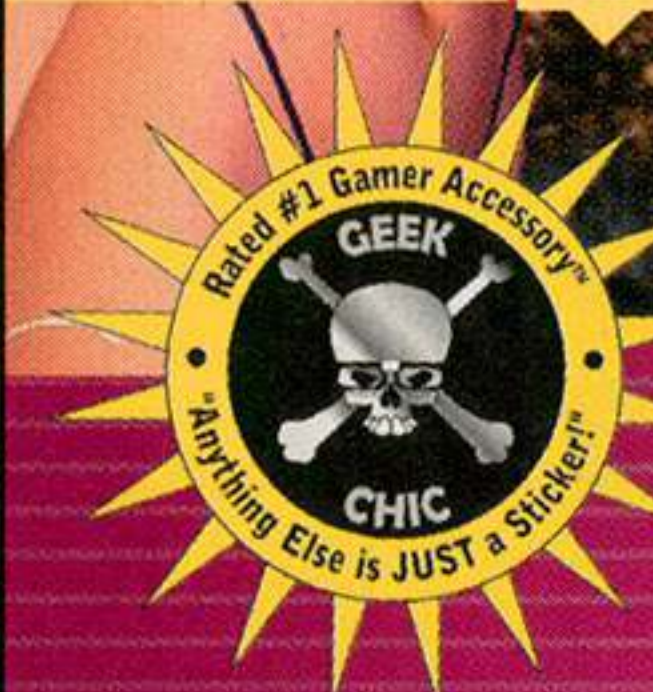
Dixie
Rumble Roses

4



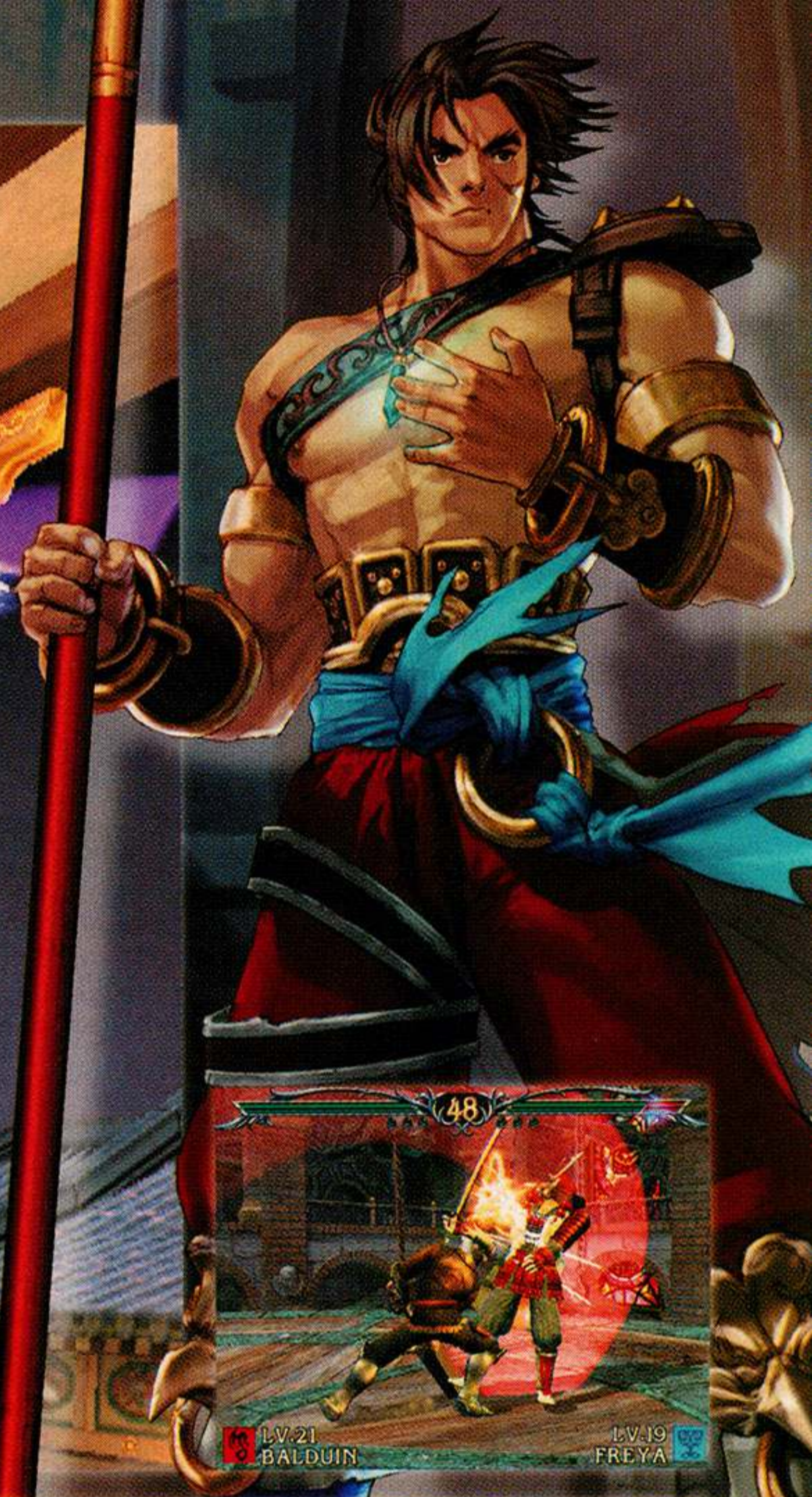
Christie
Dead or Alive

5





The best weapon-based fighting series returns exclusively to the PlayStation 2.



Soul Calibur III

PS2

Ah, the virtual fighting arena—one of the few places an impressionable gamer can go for magical melee combat coated with necessary violent bloodshed. Soul Calibur may be the reigning champion of brutal console brawlers, but that certainly doesn't mean Namco is skimping out on the series' third installment. In fact, it is quite the opposite.

Any Way You Want It

While few fighting/wrestling games have dabbled in character customization, Soul Calibur III hosts a complex Character Creation mode that allows for MMORPG levels of modification. Players can craft unique characters with selectable options like gender, occupation, clothes, facial structure, fighting styles, and weapon types—specific choices affect a character's overall personality. Clothing can even be multilayered so

that in-game sword tears reveal the presence of sexy undergarments. Ooh la la.

Once you've birthed a proper combat contender, drop him/her into the newfangled Chronicles of the Sword mode, a single-player story specifically designed for custom characters where battles unfold in real-time simulation. A world map that reveals plot paths and battle locations emphasizes a more detailed story structure that unfurls as an epic battle between three nations. Combat locales span from a German castle to a shrine in Greece, and even atop a clock tower.

A Logical Progression

Namco has added three new characters—Zasalamel, Tira, and Setsuka—in addition to an array of enhanced Soul Calibur returnees. Five occupations (Barbarian, Monk, Thief,



Dancer, and Ninja) each have several learnable fighting fashions, and progressing through the single-player campaign unlocks additional combat schools and tons of usable items. Job types define a player's specific strengths and weaknesses, as well as the brand of weapon they should wield. For example, a Thief is cautious and the essence of his/her attacks revolves around taking an enemy by surprise; suited to brandish daggers, it would be un-wise to equip a Thief with a heavier, less mobile weapon.

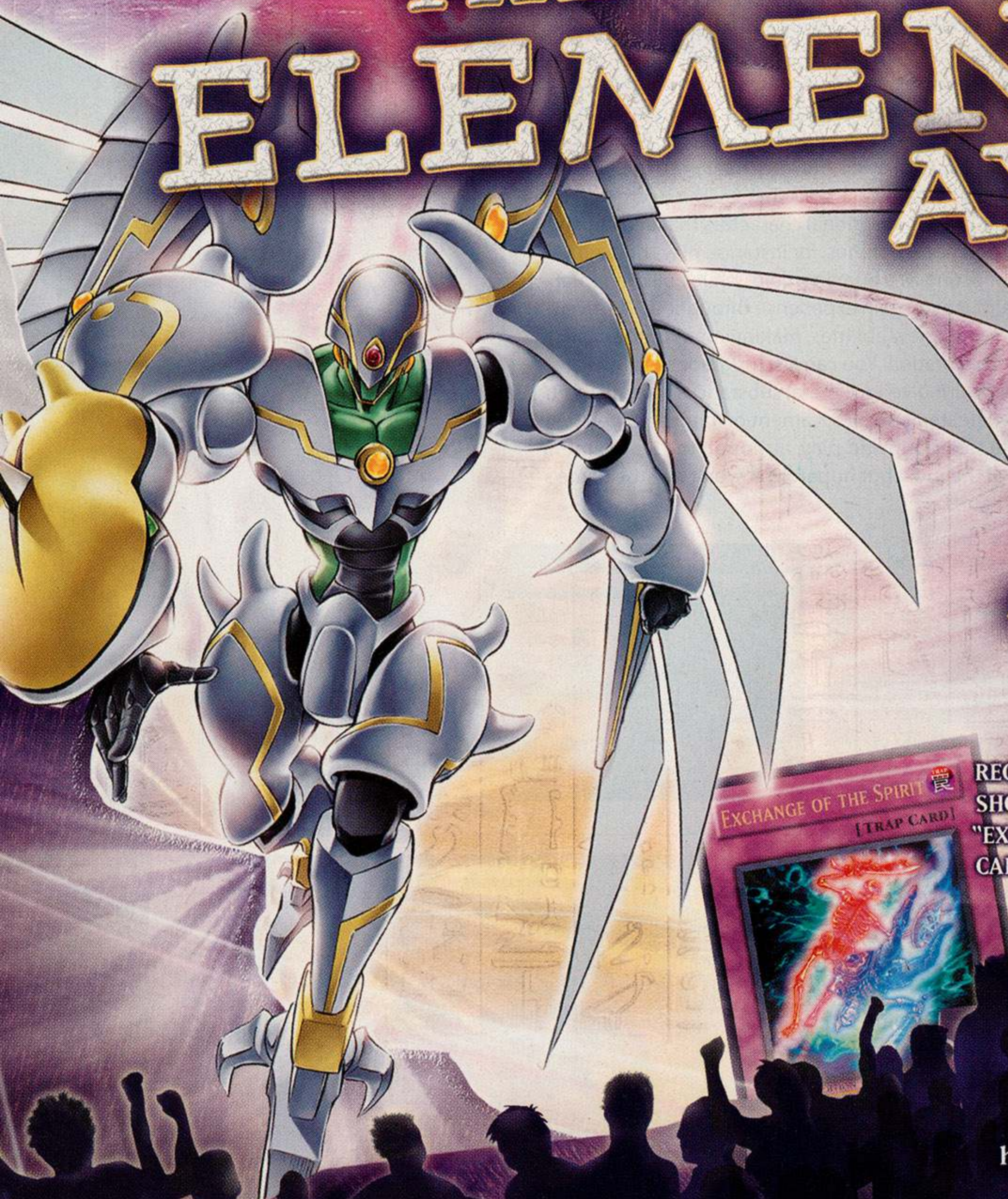
Technically, Soul Calibur III is performing appropriately well for an end-of-generation PS2 release, and though the Namco crew is yet to reveal all of the game's content, we're confident that the revamped engine can handle proper melee mayhem.—*Mr. Marbles*

■ **Hands-On** ■ Developer and publisher: Namco
■ Target release date: October



KONAMI

THE ELEMENTS AWAIT



BE THE FIRST TO DISCOVER THE POWER OF THE ELEMENTS NOV. 5TH & 6TH AT THE ELEMENTAL ENERGY SNEAK PREVIEW EVENT



RECEIVE THE PHENOMENAL SHONEN JUMP EXCLUSIVE "EXCHANGE OF THE SPIRIT" CARD JUST FOR ENTERING!

The elements await you at the hottest event this year — check out the latest release of Elemental Energy before it hits the stores and before any of your opponents can get their hands on it!

SHONEN JUMP'S
YU-GI-OH!
TRADING CARD GAME
ELEMENTAL ENERGY
SNEAK PREVIEW

The best way to find up-to-date information about a Sneak Preview event near you is to check out www.yugiohpreview.com on the web, or call (800) 873-7332. Cities currently scheduled to hold Sneak Preview events are listed to the right, but please be aware that this list is subject to change.

PARTICIPATING CITIES

- | | |
|-------------------|-----------------------------|
| Atlanta, GA | Montreal, Quebec |
| Baltimore, MD | Nashville, TN |
| Boise, ID | New York, NY |
| Boston, MA | Newark, New Jersey |
| Chicago, IL | Oklahoma City, OK |
| Columbus, OH | Orlando, FL |
| Dallas, TX | Ottawa, Ontario |
| Denver, CO | Philadelphia, PA |
| Des Moines, IA | Pittsburgh, PA |
| Detroit, MI | Portland, OR |
| Edmonton, Alberta | Raleigh, NC |
| Hartford, CT | Reno, NV |
| Honolulu, HI | Rochester, NY |
| Houston, TX | Salt Lake City, UT |
| Huntsville, AL | San Antonio, TX |
| Indianapolis, IN | San Diego, CA |
| Kansas City, KS | San Francisco, CA |
| Las Vegas, NV | Seattle, WA |
| Los Angeles, CA | St. Louis, MO |
| Miami, FL | Toronto, Ontario |
| Minneapolis, MI | Vancouver, British Columbia |

www.yugioh-card.com



Manufactured by KONAMI CORPORATION. KONAMI and design are TMs or Reg. TMs of KONAMI CORPORATION. All rights reserved. Distributed by The Upper Deck Company and Upper Deck Europe BV. Upper Deck Entertainment and design are the TMs or Reg. TMs of The Upper Deck Company. All rights reserved. Printed in the USA. The Upper Deck Company, 985 Trade Drive, North Las Vegas, Nevada 89030. Upper Deck Europe BV, Flevolaan 15, 1382 JX Weesp, The Netherlands. www.upperdeck.com U.S. Pat. RE37,957.

©1996 KAZUKI TAKAHASHI



Castlevania: Curse of Darkness

PS2

Xbox

After the destruction of Dracula's castle at the end of *Castlevania III*, it seemed that Trevor Belmont had vanquished evil from his land for good. Not so: A second good/evil conflict takes place immediately afterward—this one between two Devil Forgemasters, one seeking revenge on the other. This is the plot for *Curse of Darkness*: Playing as Hector, you strive to destroy his once-friend Issac, who was responsible for the demise of Hector's girlfriend.

Curse's 3D play engine retains a very familiar feel to that of its PlayStation 2 predecessor, *Lament of Innocence*. Armed with an array of handheld weapons—such as swords, axes, and spears—Hector specializes in the art of hack-n-slash (he can also steal items from enemies with the proper timing). What's completely new, however, is Forgemaster skills that enable Hector to acquire and power up a number of Innocent Devils—optional characters that accompany him and perform different functions. Harimos, for instance, plays bodyguard by smashing enemies or acting as a human shield, while Poll can replenish Hector's lost health. As you gain experience throughout the levels, Innocent Devils also learn new abilities, making areas of the castle ripe for re-exploration. You can also upgrade weapons and armor by acquiring various metal substances that are often dropped by defeated enemies. *Lament of Innocence* vets will find *Curse* simple to pick up and play, although the lazy camera sucks out some of the fun...but hopefully it won't hex the game's final build.—Major Mike

■ Hands-On ■ Developer and publisher: Konami ■ Target release date: November



Marvel Nemesis: Rise of the Imperfects

PS2

Xbox

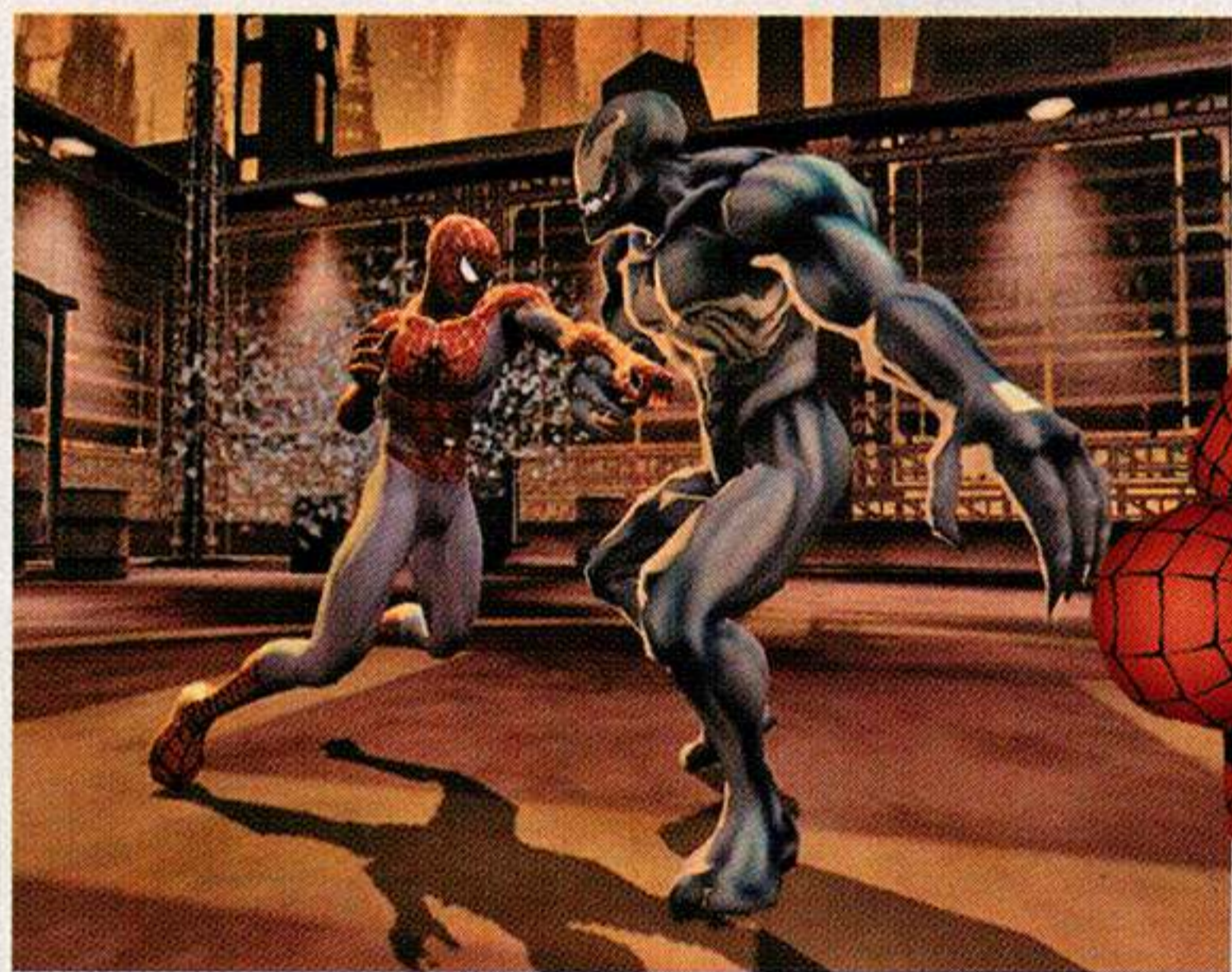
GameCube

There's something about superheroes—and the ensuing fights between them—that's distinctly alluring to us mere mortals. Perhaps it's the slickly choreographed moves or the wanton destruction and blatant disregard for property damage that draws so many enamored fans, but for whatever reason, we can never turn down a good, physical tête-à-tête.

Of course, there's never been a dearth of games featuring superheroes battling each other, but most were devoid of the slick, maneuvered, and explosive combat of a one-on-one bout in all-too-familiar superhero settings. It's ironic then, that the oft-alleged greatest villain of the video-game industry—Electronic Arts—brings us one of the most cinematic

superhero games to date, *Marvel Nemesis: Rise of the Imperfects*.

Cherry-picking some of the best-known supers from the Marvel universe and mixing them with a gang of newly created "modern" heroes called the Imperfects,



the game looks to appeal to both casual players and comic fanatics by respectively offering an easy-to-use control scheme and a well-developed backstory on these newly minted superhumans. Both groups will no doubt enjoy the slick graphics and character models, along with the highly destructible environments and cinematic combat engine.

So far, *Rise* looks to have the makings of one very impressive superhero fighter. The characters are there, the visuals are pleasing, and the fighting is fast and slick. Still, the controls—while intuitive—felt stiff at times in the preview build, and the variety of moves for each character seemed a tad too limited. Regardless, *Rise* looks like it will be far from imperfect when it's released this October.—The Watcher

■ Hands-On ■ Developer: Nihilistic Software/EA Canada ■ Publisher: EA Games ■ Target release date: October



Emails, blogs and text messages.

I played Zombie Feeders and tried to get the proper number of living people to the Zombies' city for food. To get them there, I have to drive the live people in a big bus. But whenever more than ten live people come to Zombie City and the bus exceeds 65 MPH, it crashes and the screen goes dead. Is the irony accidental or designed into the game?

ZOMBIE DRIVER

Dear Bus Driver,
Maybe you should drive yourself to Zombie City. And please don't exceed the speed limit.

On the 12th level of Burger Blow-out, I noticed a secret passageway under the deep fat fryer. It takes you to a lightning croquet match with the wallaby boss, but you can't utilize your tornado wind powers. I've built up these powers after my duel with the pyramid people, but I can't seem to make any progress. Is there a secret code to get my powers back?!

LOST IN LAS VEGAS

Dear Loser...err, Lost Guy,
If we just gave you the code, it wouldn't be a secret code, would it? Try LLR, Up Down Down Up. That should get you some attention...that should help with your quality play time.

I just heard a man claiming that he and watch you smart given spent here. Histor

Dear Brain Guy,
There are some who are book smart. It seems you have

I've been into the wireless controllers since our TV is one of those

mounted Hi-Def jobs, but unfortunately, the wireless signal won't make it up there because the ceiling fan keeps breaking it up. Bummer city. Are there any wireless controllers out there that can work with these fancy new TVs or am I doomed to an old-fashioned cord?

WILL,
WAUKEGAN, WI

Dear Wireless,
Although it sounds like money is no object and you like to spend it, we're gonna help you out on this one. Look for the round switch on the wall - you know, the one that controls the fan. And press it in once. Problem solved. Please send the extra money we just saved you to the magazine, care of me:)

My brother has had some weird reactions to the Goblin General game. Every night he sleepwalks downstairs and eats a handful of dog food. He then makes all these weird, growling noises and sleeps in the hallway. Every morning my mom says to stop playing the game because it's causing my brother to act weird, but I think it's just puberty. Any thoughts?

TOMMY

Dear Tommy Boy,
It is the game, but don't tell your mom that, tell her it's a phase he's going through and that she needs to give him attention...that should free you up for quality play time.

means get the TV is not? here. I mean influence on the by itself. e, one m n. I do wis r another ga

TIMOTHY

to Guy, obvious. They do every backwards. And yes, no matter how much we persist, they still drive on the wrong side of the road as well.

I was playing Space Clowns the other day and when the Grand Poobah went into

warp drive, the power in Austin went out. I was reading the manual with a flashlight, and it said that every 20th time the Space Clown ship goes into warp drive, the engines will fail. Does this have anything to do with blowing the power out in Austin for six hours? I want to play again tonight but I don't think I can go another six hours without air conditioning.

ELECTRICITYLESS IN AUSTIN

Dear Heat Miser,
While playing Space Clowns for six hours straight does have an affect on your electric bill, it won't cause black outs... at least not the electric kind.

I was playing 4th Dimension Wizards and I dropped the control stick. A few things here and there were pushed and a character that looked like my Dad appeared in the game telling me it was time to go to bed and stop playing with video games. They wouldn't actually put an anti-game message in their games would they? If I'm wrong, explain to me how they knew what my dad looks like.

CONFUSED 8TH LEVEL WIZARD

Dear Late Nighter,
Yeah, actually it is your Dad. He wrote a letter to us a few months back asking if there was anything we could do to get you to put down the game. We told him we'd look into it. Oh yeah, wait till you talk with your mom.

me and I ful review. and I were really hot appeared. ed to play on appear, but as the train...no

GHOUL

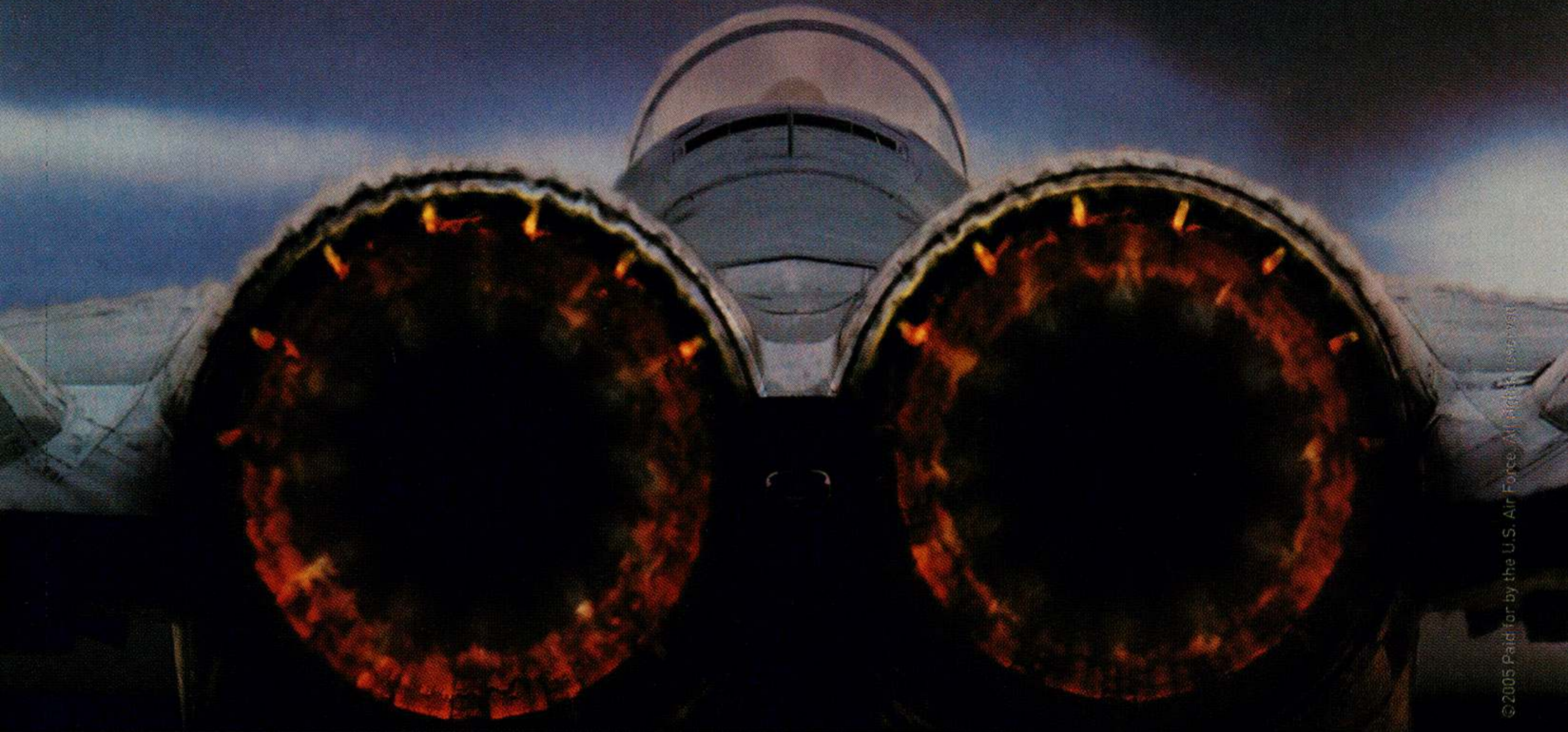
talk people outside the game, too? Please get out and meet some real-life Zombies. It's healthy.

And I thought I was freaky.

IT COMES WITH ITS OWN SFX CARD:
TWO 35,000-LB.-THRUST PRATT & WHITNEY F119 TURBOFANS.



U.S. AIR FORCE
CROSS INTO THE BLUE



©2005. Paid for by the U.S. Air Force. All rights reserved.

For the most lifelike experience, might we suggest a real-life experience? In the United States Air Force, we offer the real stuff. Real joysticks. Real jets. Real challenges. And real decisions that have a real impact in the real world. But the rewards of a career with us are real, too, and filled with real opportunity. See a theme here? If you're up to the challenge and wish to prove that your mind can move every bit as fast as your game thumb, give us a call. We'll offer you a world no video game can match. **AIRFORCE.COM • 1-800-423-USAF**

Battlefield 2: Modern Combat

PS2

Xbox 360

Xbox

Battlefield 2: Modern Combat marks the franchise's first assault on console territory, and early recon suggests a solid foundation ringed by ambitious new features. Set in Kazakhstan, the single-player campaign puts you on both sides of a full-scale war, boasting more than 50 weapons, 30 vehicles, and a variety of soldier combat classes each sporting their own kit. Each grunt you possess is upgradeable via efficient killing performance, lending a mild RPG element to the frenzied action. The online component enables up to 24 players to raise hell on over a dozen maps, while support for clans, voice communications, and full stat tracking should help foster a lively online community upon release.

The most exciting new feature is "HotSwapping," which permits you to jump like some shell-shocked wraith from soldier to soldier, whether he's piloting an assault chopper half a mile away or pinned down mere yards from you. This ability alone effectively trades the sense of being a one-man army for a more realistic outlook on the scale of war and keeps the action fast and furious, even across vast distances. Win-



ning requires picking the right man for any given job rather than constantly juggling your weaponry.

There were, of course, open issues in this early build, and a good deal of polishing is left to be done, but the potential is already clearly visible. This is one war we can't wait to start.

—Ouroboros

■ **Hands-On** ■ Developer: Digital Illusions
 ■ Publisher: EA Games ■ Target release date: October



Star Wars Battlefront II

PS2

Xbox



A sequel will surely follow a popular game. If you're lucky—and it doesn't happen very often enough—it will take what the first game offered and surpass it. Fortunately, it looks like LucasArts and Pandemic Studios are doing just that with Star Wars Battlefront II.

The new game blends shooter intensity with a dose of strategy in a string of ground- and air-based missions. As you proceed through the various mission objectives, it's essential to take over key control points—if you die, you can respawn at one closer to your goal. Also, the control points enable you to switch your onscreen persona to whatever best serves your purpose. You'll find yourself needing to take on the role of pilot; heavy trooper with his helpful rocket launcher; and engineer, who can fix medical and ammo droids in the field, among other things. Battlefront II also gives you the opportunity to play as a premier "hero" at certain moments, lightly swinging a lightsaber through the ranks of enemy attackers.

While the single-player game looks to be demanding, the bigger attraction will likely come from the multiplayer components, and you can bet your blaster that the battles will be immense: The PlayStation 2 version will handle up to 24 players at once, while the Xbox one will enable 32 warriors in a variety of gameplay modes. Those looking for local combat can compete in a split-screen mode—with a buddy on the PS2 or up to three others on the Xbox.—Manny LaMancha

■ **Hands-On** ■ Developer: Pandemic Studios ■ Publisher: LucasArts ■ Target release date: November



SOCOM 3: U.S. Navy SEALs

PS2



Although the first two SOCOM games offered a surprisingly good single-player experience, most gamers immediately think "multiplayer" when SOCOM is mentioned, and with good reason. For the third installment Zipper has turned things up a notch by doubling the player count and completely revamping the online interface.

Hopping online is no longer a chore as you can easily find everything from map data to clan recruitment in one area. It even supports a limited messaging system. Rounding out the features list is connectivity with the PSP version.

Because SOCOM 3 now supports 32 players per scenario, the small maps of yore weren't going to cut it. The team created 12 new multiplayer levels and implemented streaming technology so the world could be loaded on the fly. Two new game modes have also been added: convoy and control point. Convoy focuses on vehicles, while control point has both teams racing to control key locations on the map.

Waterways now play a major role in combat as your SEALs have finally learned to take advantage of their surroundings. You can outflank an opponent by swimming across a river or duck underwater to avoid notice. Vehicles also play an important role, given the size of the new maps. Whether by land or by sea, you can quickly hop in or out of a vehicle with a single button press. Swapping position is just as easy, so if your driver ends up shot you can instantly exit the gunner's seat and take the wheel. —Syriel

- Hands-On
- Developer: Zipper Interactive
- Publisher: Sony
- Target release date: October



Gun

PS2

Xbox 360

Xbox

GameCube

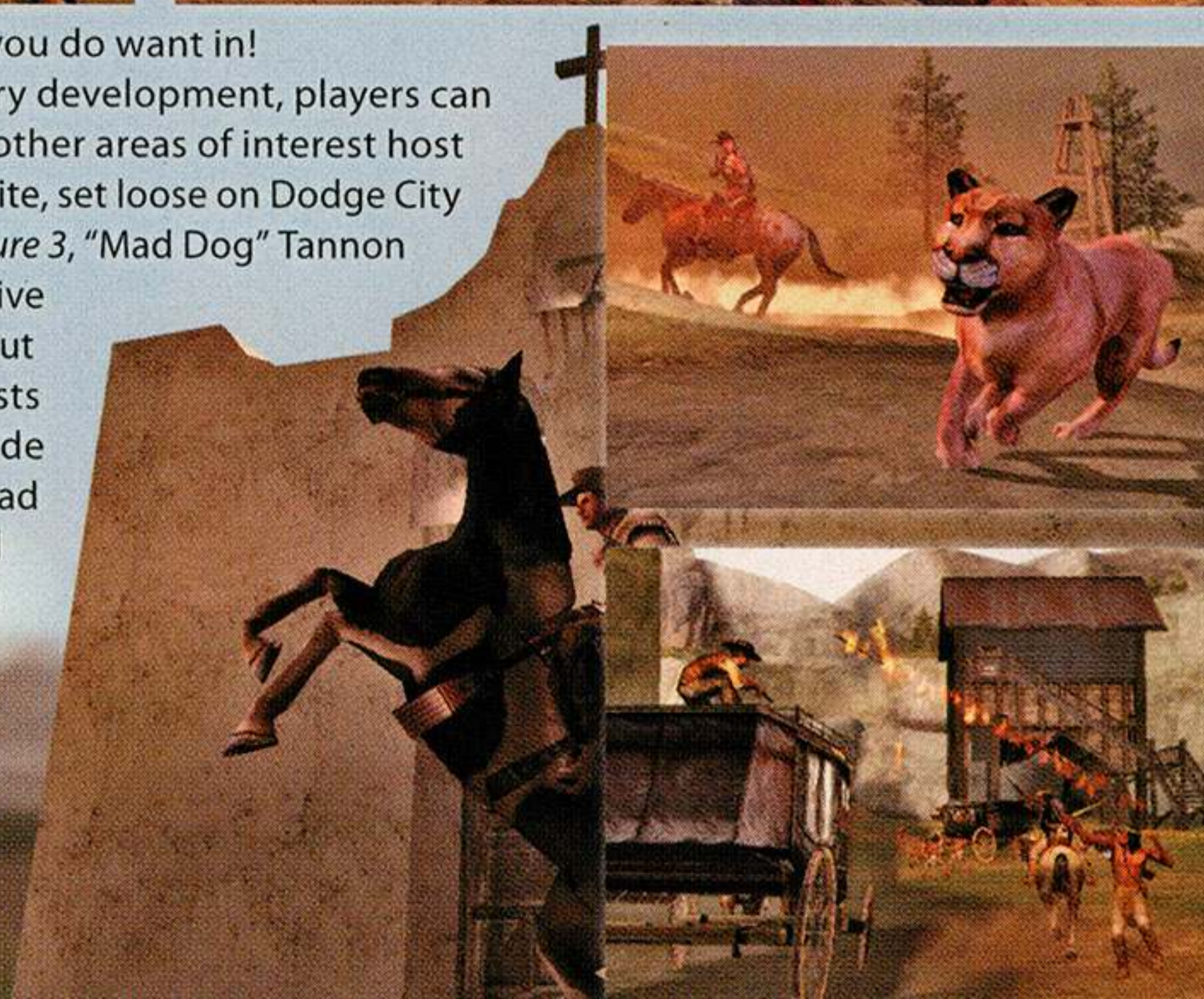
After years of tweaking out kick-flips, shove-its, and tailslides,

Tony Hawk developer Neversoft is changing gears. Its new brainchild is Gun, a shoot-em-up Western that aims to capture the essence of the American frontier in the late-1800s, chock full

of Indians, horses, whores—the whole shebang. It's manifest destiny, and you do want in!

Gun boasts a free-roaming, sandbox design where after some initial story development, players can select missions and bounties at will. Towns act as hubs where saloons and other areas of interest host both story and side-mission events. You'll play as primo gunslinger Colton White, set loose on Dodge City where things turn ugly in seconds flat. This ain't no single shot, *Back to the Future 3*, "Mad Dog" Tannon affair—Gun is all-out war, and a bitchin' physics engine combined with excessive gore helps to emphasize just that. Flame up an arrow or shoot dynamite sticks out of the air for utter chaos—separate body parts fly in all directions as gun blasts peel apart horses and their riders alike. Plus, a slow-motion Quick Draw mode makes taking out multiple enemies a snap—even while on horseback. Red Dead Revolver helped to revive a genre that has been dormant since Gunsmoke and Sunset Riders, but Gun may strike western gold for Activision when it hits stores this October. —Mr. Marbles

- Hands-On
- Developer: Neversoft
- Publisher: Activision
- Target release date: October





Skiing finally gets its long-overdue props as one of the all-new additions in SSX On Tour.



SSX On Tour

In keeping with EA's signature high production values and chic presentation, *SSX On Tour* is an outdoor aesthetic assault of the "extreme" kind that's saturated with the Mountain Dew-esqé rebellious lifestyle of the ski and snowboard culture. From the showy intro to the flashy menus and loading screens,

the game showcases pervasively hyperstylized and funky artistic animation that resembles the imaginary, psychedelic love child of MTV2 pop culture and the 1968 flick *Yellow Submarine*. But it's not all just style without substance as *SSX On Tour* boats a wide variety of new features and updated play modes to keep you indoors and on the virtual snowy slopes.

Sweet Board, Brah

New to this latest installment in the *SSX* series are a handful of fresh multiplayer modes, a dozen distinct and detailed tracks, the Monsters of Metal and Style Blaster events, character customization options, and an awesome set of Monster Tricks. Plus, the all-new skiing option lets you strap on the twin tips for a little variety in your downhill death wish. Not all play modes were available in the early demo version we played, but gamers can safely assume that *On Tour's* avatar personalization options will be similar to those in EA's high-profile *Def Jam* titles as this *SSX* is already replete with loads of licensed gear and sharp threads from names like K2, Burton, and Rome (not to mention the bonus Barbershop feature). In addition, the all-new Monster Tricks will bring the slow-mo magic of bullet time to snowboarding by triggering ridiculous, soaring aerial stunts with a flick of the right analog stick.

Strap It On

Though still a work in progress, *On Tour* already feels smooth and refined, making steering



downhill, pulling off major tricks, and recovering from wipeouts fairly easy feats to achieve. The game also features a fairly rocking soundtrack with tons of licensed tracks and funny quips from fellow boarders. Most game modes we played in the demo were either breakneck races against a single opponent, or a heat of skilled skiers, or trick tournaments, where big air and big point battles are the only way to advance up the ranks in the *Tour* career mode (which represents the bulk of the gameplay). *SSX On Tour* hits the slopes this October. —Bones

■ Hands-On ■ Developer: EA Canada
 ■ Publisher: EA Games ■ Target release date: October



PIMPED OUT, JUICED UP, FLYING HIGH



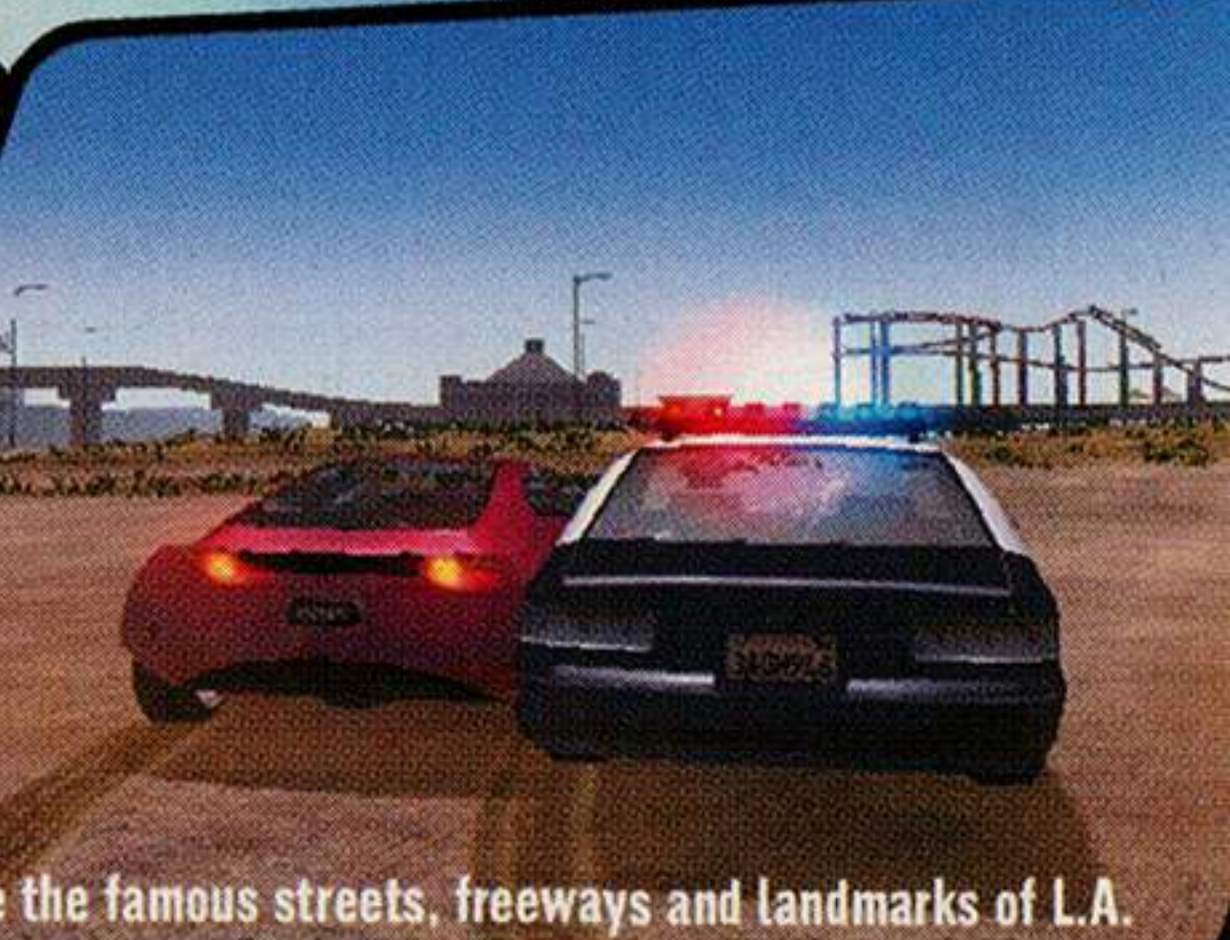
WIN
a 1969
CAMARO!
for details go to:
www.larushgame.com



Find the winning mix of speed, shortcuts and jumps.



Customize your rides with the pros from West Coast Customs.



Explore the famous streets, freeways and landmarks of L.A.

TEEN
T
Language
Mild Violence
CONTENT RATED BY
ESRB



PlayStation 2



XBOX
LIVE
ONLINE ENABLED



MIDWAY



L.A. RUSH

WWW.LARUSHGAME.COM

Your rides have been stolen. Your name has been trashed. Everything you've worked for and won is lost. But with a little help from the wizards at West Coast Customs, you'll be geared to evade the cops and find the shortest, wildest routes to regain your title: King of the Streets.

PC
CD-ROM
SOFTWARE

RIDES
MAGAZINE



Sony Computer Entertainment America takes no responsibility for this offer. L.A. Rush © 2005 Midway Home Entertainment Inc. All Rights Reserved. L.A. RUSH is a trademark of Midway Home Entertainment Inc. MIDWAY and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. "MTV GAMES" and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. All rights reserved. General Motors Trademarks used under license to Midway. MITSUBISHI, and LANCER EVOLUTION VIII names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION. Hollywood Sign™ and © 2005 Hollywood Chamber of Commerce. Licensed by Global Icons. All rights reserved. RIDES is a trademark of Harris Publications, Inc. WEST COAST CUSTOMS™ and the West Coast Customs logo are trademarks of West Coast Customs, Inc. All rights reserved. Midway Home Entertainment Inc. and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



PROTIP: Even though you'll be treated to stunning visual effects, try to keep your eyes on the road—and your opponents.



PROTIP: Tracks are now peppered with shortcuts, which give you a major advantage over your competition.



PROTIP: Lots of ramps have been added to the game, giving you ample opportunity to catch some serious air.

Burnout: Revenge



More destruction, more mayhem, and more revenge make Burnout: Revenge a sure-fire hit.

Xbox



Burnout: Revenge is quite simply the best arcade-racing game ever made. Everything that you loved about the last game (Burnout 3: Takedown) is still here and kicking, but with added modes, more action, a faster sense of speed, and some truly addictive multiplayer modes, this game will undoubtedly go down in history as being the epitome of action racing for this generation and possibly even the next.

It's All About Sweet, Sweet Revenge

While the last Burnout focused mostly on Crash mode and head-to-head racing, Revenge adds a whole new element into the mix: traffic. Now your main weapon for dishing out damage, same-way traffic can be checked into opponents to set off violent and satisfying chain-reaction wrecks. This element of gameplay also plays heavily in nearly every single-racing mode, including Crash and Road Rage, giving you an extremely sophisticated amount of freedom in clearing the road in front of you. While the slight nuances of ricocheting traffic off walls and into opponents does take some getting used to, it adds a tremendous amount of strategy to each event. After all, nothing is

more satisfying than hurling a car through the air and crashing into your opponents.

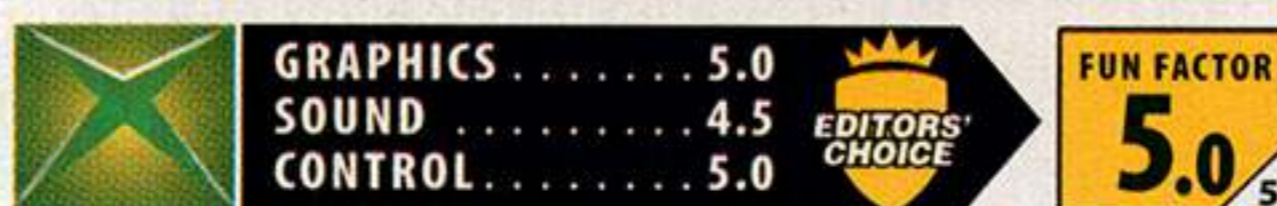
Faster, Better, Stronger

The name of the game is speed, and if you're a junkie for blowing through the competition, then Burnout: Revenge doesn't disappoint.

The game features more cars, more tracks, and more game modes than ever, including some fun variations that add Crashbreakers into Road Rage and Race events. The results are events that literally become two-minute explosion effects with mangled metal and debris flying everywhere. Multiplayer gameplay takes this idea to an ever-greater level with every single regular mode event represented either off or online. It's a fast, fast world in Burnout: Revenge, and you'll want to hunker down in it and never leave.

This is what arcade racing is all about, whether you love the thrill of the race or just turning your opponents into piles of wreckage. You must play this game.—JohnnyK

KEY MOMENT: Hitting a ramp for big air and then crashing down on an opponent for an awesome Vertical Takedown

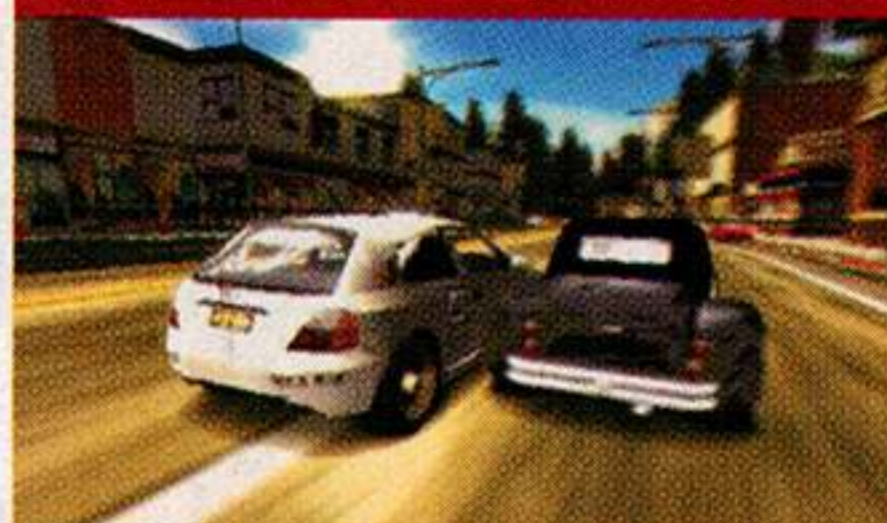


Developer: Criterion Games Publisher: EA Games \$49.99
Available now Racing 2 players; 6 online ESRB: E10+
Also on the PlayStation 2

Burnout Legends



Withstand 30-second load ups for Legends' tracks, and you'll have yourself an adrenaline-rushin' good time with this tweaked-out portable port of Burnout 3: Takedown. Criterion pumps max performance out of




the PSP and succeeds in delivering every last ounce of console chaos from

the Burnout series in a handheld package. Car-model resolutions have been minimized in menus to insure quick navigation, the controls are rock solid, and this baby never drops below 30 frames per second, even amidst a turbulent triple takedown!—Mr. Marbles



Developer: Criterion Games Publisher: EA Games \$49.99
Available now Racing 4 players ESRB: E10+



**GIVE THEM WHAT
THEY REALLY WANT
THIS HOLIDAY!**



**A year of *GamePro*
magazine (12 issues)
for just \$19.97!**

Give *GamePro* for the holidays this year!

- Call us at 800/678-9097 and ask for "extension 600."
- Or order online at GamePro.com.



PRO TIP: When facing two tough bosses at once, cross your fingers, take a deep breath, and hope that the gaming gods will lend you some luck.

Ninja Gaiden: Black

Ninja Gaiden is back with some all-new content and more challenge than should be legal.

Xbox



And you thought the hardest game on the planet couldn't get any harder? Tecmo's back to its dirty tricks with *Ninja Gaiden: Black*, a game that adds quite a bit of material to the original version, including a new mission mode, more costumes, and even an easier skill level for those gamers out there who lack the will of the ninja.

Did We Mention That It's Hard?

Accessibility is the main draw of *Ninja Gaiden: Black*, and its all-new difficulty setting should help out those gamers who are having a hard time staying alive. This setting, appropriately dubbed *Ninja Dog*, boosts your attack and defensive capabilities, tosses in a few new items (mostly to restore health), and even adds a few new cut-scenes. Keep in mind that this isn't an Easy mode per se, but it does go a long way toward opening up the game to inexperienced players. As a bonus, though, you do receive a set of virtual training wheels in the form of



PRO TIP: To give you fits, the game takes typical encounters and makes them insanely difficult.

specially powered ribbons. While they can boost your powers, they also serve as a sort of *Scarlet Letter*. After all, how many ninjas look rough and tumble as they run around with a pretty ribbon tied on their wrist?

Think You're Hardcore?

If *Ninja Dog* sounds a bit too easy for you, you'll probably want to check out the 50 brand-new missions that have been added to the game. Mission mode contains all sorts of video game-heroism feats, from wiping out 100 tough enemies in arena-style combat to taking on boss-fight variations that throw not only bosses at you but also a slew of enemies at the same time. For an even more difficult challenge, you can try to run through the entire *Hurricane Pack #2* with the disadvantage of having very few weapons and restorative potions. Granted, you'll either jump for joy or cower in fear of the Mission mode, but some of the fights that you'll find there are memorable.

While most of *Ninja Gaiden: Black* is the same as before, the little additions make a world of difference, especially for those hardcore gamers who are looking for more punishment. And if all that content isn't enough, you even get the old-school arcade *Ninja Gaiden*, too.

Whether you've beaten the original version of the game on every single difficulty level or you don't know your *Gaiden* from your garden, *Ninja Gaiden: Black* marks the perfect reason to once again get in touch with your inner ninja. Just have fun trying to stay alive.—JohnnyK

KEY MOMENT: Taking on the ultra-hard Master Ninja difficulty and realizing that, despite all accounts, you have no skills



PRO TIP: Mastering all of the weapons will give you the edge and help you stay alive.



PRO TIP: Several missions pit you against a Ryu doppelganger who has the same moves and weapons as you do.



PRO TIP: On the harder difficulties, prepare to see lots and lots of ghost fish.

	GRAPHICS 5.0	
	SOUND 4.5	
	CONTROL 5.0	

Developer: Team Ninja Publisher: Tecmo \$29.99 Available now Action 1 player ESRB: M

EIGHT LIVES, INFINITE POSSIBILITIES.



Encounter unique stories by playing eight different characters



Adventure without limits with the free-roaming scenario system



The choices you make influence events within future stories



SQUARE ENIX
www.square-enix.com
Published by Square Enix, Inc.



© 2005 SQUARE ENIX CO., LTD. All Rights Reserved. IMAGE ILLUSTRATION/Tomomi Kobayashi. ROMANCING SAGA is a trademark of Square Enix Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. The ratings icon is a trademark of the Entertainment Software Association.

PlayStation 2





Having a friend help out opens up new dimensions of combat and ups the fun factor considerably.

MASK GUARD

Mortal Kombat: Shaolin Monks

This latest Mortal Kombat spinoff will appeal most to fans of the series.



PROTIP: Weapon strikes are useful for quick killings, but they won't count toward filling up your action meter, so use them only on troublesome foes.

Cirque du Soleil This Ain't

In addition to their martial-arts repertoires, characters develop a set of acrobatic maneuvers, such as wall-running and swinging, that would lend the game a stylish Prince of Persia feel if they were handled with more flair and didn't exist solely as a ham-fisted way to lock off areas that can be accessed later. These underdeveloped abilities make some level-design deficits more noticeable. For Mortal Kombat vets, the most appealing conceit of Shaolin Monks is the chance to visit classic settings from the early fighting games, including the opening in Goro's Lair and the ghoulish anthropomorphized trees of the Living Forest. There are some gems, but due to a handful of dull and overly simplistic level layouts, this nostalgic whimsy wears thin sooner than it should.

A Puzzle of Flesh

Most of the simple puzzles served in these strange hinterlands are an exercise in creative killing. Whether you're impaling an enemy onto floor spikes and using his corpse as a platform, or launching a goon into a hungry tree's gaping cakehole, none of them are



PROTIP: If surrounded by enemies, you can sacrifice some experience points and send one to its instant death on an environment hazard.



PROTIP: Launching enemies into the air opens them up to devastating combination attacks, which also helps to rack up the experience multiplier.



PROTIP: When fighting some baddies, it's important to stay on the move or you'll get caught in the grips of powerful magic.

exactly brainteasers, but even the most arbitrary puzzle goes a long way in keeping the over-the-top carnage fresh, and the dark tone yielded is a perfect fit for the Mortal Kombat mythos.

Shaolin Monks certainly has its problems, but the action at its

heart is the most enjoyable that the series has offered in ages. If you've ever been a fan of Mortal Kombat, you should at least give it a look.—Ouroboros

KEY MOMENT: Cutting a hulking Oni doofus in half using only your hat



Unnatural History

Gameplay begins immediately after the first Mortal Kombat tournament. Shang Tsung has something ugly up his sleeve, and that never bodes well for Earthrealm, so players take control of either Kung Lao and his razor-edged hat or Liu Kang and his fireballs, and set out to save humanity in the Mortal Kombat II universe. Each warrior boasts an array of purchasable and stylishly animated attacks, plus 10 supremely gory Fatalities. Foes are cut in half, decapitated, and generally explode into torrents of blood and giblets. The variety of enemies—from bizarre tunneling ninjas to the brutish Oni—go a long way to keep the carnage fresh, and thanks to responsive controls and some hilarious combat vocals, the overall sensation is one of starring in an otherworldly kung-fu flick. You can certainly play the game alone, but cooperative multiplayer is the sweet spot here.

PS2	GRAPHICS	4.0	FUN FACTOR	4.0
	SOUND	3.5		
	CONTROL	4.0		

Developer and publisher: Midway \$49.99 Available now
Action 2 players ESRB: M Also on the Xbox

IF YOU'RE GOING TO SIT IN YOUR BASEMENT
PRETENDING TO BE AN ELF,

YOU SHOULD AT LEAST HAVE SOME FRIENDS OVER TO HELP.

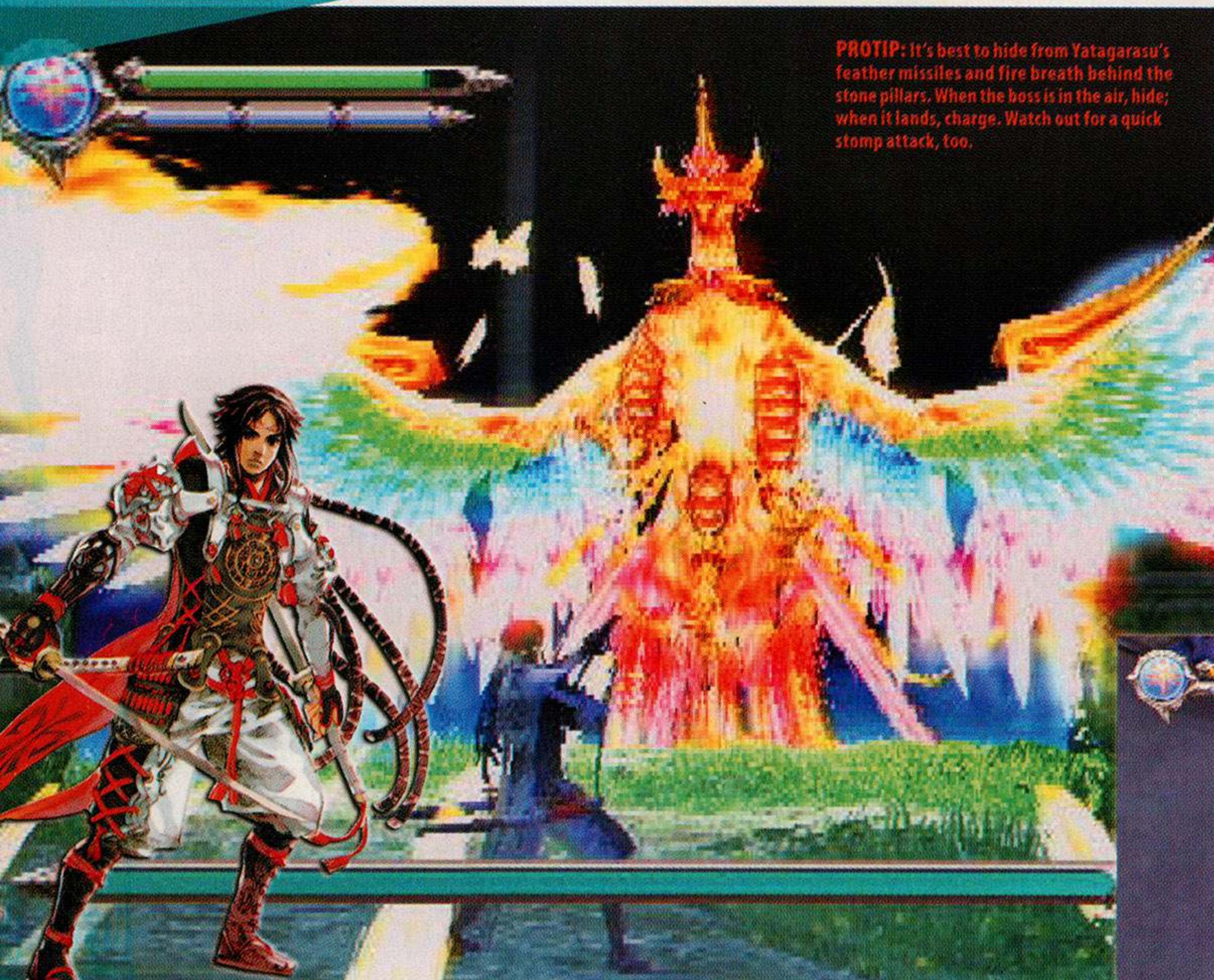
All trademarks, including character names and their distinctive likenesses, are property of Wizards of the Coast, Inc. ©2005 Wizards.



PLAYDND.COM

GET TOGETHER. ROLL SOME DICE. HAVE FUN.





PROTIP: It's best to hide from Yatagarasu's feather missiles and fire breath behind the stone pillars. When the boss is in the air, hide; when it lands, charge. Watch out for a quick stomp attack, too.



So you're the Genji...

PROTIP: You face the Hoe Goblin a couple of times. Just remember to dodge—not block—his power blasts and spear thrusts.



PROTIP: You can figure out how to beat most bosses by starting with a standard hit-and-run battle plan. Learning to face them toe-to-toe takes skill, but it helps.



PROTIP: Benkei is slow, but his iron bludgeon produces major damage. Versus multiple attackers, try to hit several with one blow.

Genji: Dawn Of The Samurai

You'd be hard-pressed to find tighter, cleaner hack-n-slash gameplay than this.



looking technique, but you have to admire the attention to the aesthetics just the same.

The sounds are superb. Sony made an excellent move by retaining the original Japanese voices with English subtitles. You're also treated to moving music by a Japanese flute and drum.

You start the game as the young hero Yoshitsune, leader of the Genji clan. Your mission is to restore the power and honor that has been usurped by the evil Heishi group. The game progresses in linear fashion, and along the way, you meet up with a battle cohort, Benkei, who becomes a playable character, too.

Practice Made Perfect

Genji's gameplay breaks no new ground, and it casts no doubt that it's a classic button jammer. You basically work the □ and × buttons with R1 playing defense, but the controls demonstrate a refined game plan that builds in complexity just perfectly. In fact, you start out thinking you're going to easily cut a swath through the game, but then the numbers of Heishi troops and demons grow into gang-like proportions, and the bosses warriors and creatures start to get downright nasty.

The most interesting gameplay feature is Kamui power. This is a sort of katana bullet-time effect that you can build up in order to unleash

devastating and beautiful-looking sword technique. Even though Kamui is a matter of just timing prompted □ button presses, you're not going to nail them all without practice.

Classic Story-Telling

Genji's appeal for hardcore and newbies alike is that it's an excellently crafted example of the good ol' slice-n-dicer with just enough challenge to keep things interesting. Oddly, it's rated Mature for its fountainous blood sprays (like you'd see in any film), even though it in no way approaches the sheer brutality or sexuality of Sony's similarly tagged God of War. Genji: Dawn of the Samurai is an adventure to be savored like a great samurai film that captivates you from beginning to end.—*The Man in Black*

KEY MOMENT: Seven samurai surround you, but you invoke Kamui power to chop them down—one cut each—with spectacular, slo-mo choreographic swordplay.



Genji: Dawn of the Samurai is one of the finest Capcom-style Onimusha clones ever made—but it's from Sony. Game Republic in Japan is the developer, and not surprisingly, the company is headed by designers from the Onimusha teams. That said, Genji draws you in with intoxicating hack-n-slash gameplay that starts out simple and intertwines you with deep, fantasy-based action.

A Clean-Cut Samurai

Dawn of the Samurai's presentation, including its graphics and sound, is near flawless. The visual design paints crystal-clear imagery of old Japan, and both the environments and the characters combine to make you feel like you're witnessing some gorgeous samurai anime. Gameplay animations tread across more familiar

PS2	GRAPHICS	4.5	EDITORS' CHOICE	FUN FACTOR 4.5
	SOUND	5.0		
	CONTROL	4.0		

■ Developer: Game Republic ■ Publisher: Sony ■ \$39.99
 ■ Available now ■ Action/adventure ■ 1 player ■ ESRB: M

HEART SURGERY AND TUMOR REMOVAL MIGHT
LOOK EASY FROM THE MORPHINE END,
BUT HOW DO YOU THINK THE DOCTOR FEELS?
WELL, YOU'RE ABOUT TO FIND OUT!

"...THE COOLEST THING I'VE SEEN
WITH THE TOUCH-SCREEN YET..."
- GAMESPY

"...TRAUMA CENTER REALLY SHINES IN
THE WAY IT MIMICS THE EXCITEMENT AND
PACING OF REAL-WORLD OPERATIONS..."
- GAME SPOT

TRAUMA+CENTER™
UNDER THE KNIFE
THE PATIENTS' LIVES ARE IN YOUR HANDS!

OPERATION SCORE
200

MISS LIMIT
■■■■■■■■■■

TIME LIMIT
02:53:13

Wh-what? How could something
like this happen...?

97

SCALPEL
This razor sharp instrument is the doctor's main weapon. Use it to make incisions or remove tumors and other objects that don't belong in the human body.

OPERATION SCORE
620

MISS LIMIT
■■■■■■■■■■

TIME LIMIT
04:40:26

Ho... This is serious.
We can't let these get infected.

77

FORCEPS
With a steady hand and a keen eye you can extract harmful materials from your patients and pick up delicate objects like synthetic membranes.

OPERATION SCORE
200

MISS LIMIT
■■■■■■■■■■

TIME LIMIT
04:54:77

That's going on? The entire
intestinal membrane is inflamed.

90

LASER
The pinnacle of technology in modern medicine. The laser can eradicate even the most malignant of tumors. Be careful when wielding it, as powerful as it is, you might cause more harm than good with one missed stroke.

THE NINTENDO DS™ PUTS YOU ABOVE THE OPERATING TABLE WITH 10 DIFFERENT INSTRUMENTS AT YOUR SURGICAL DISPOSAL. AS DR. DEREK STILES, YOU'LL EXPERIENCE ALL THE DRAMA WE'VE COME TO EXPECT FROM THE MEDICAL FIELD. SO GO AHEAD, TOSS ON SOME SCRUBS AND STEP INTO THE O.R. —IT'S TIME TO PLAY DOCTOR.

TEEN
T
Blood
Mild Language
Mild Violence
Partial Nudity
ESRB CONTENT RATING www.esrb.org

NINTENDO DS™

ATLUS
WWW.ATLUS.COM

The Suffering: Ties That Bind

PS2

Xbox



The Suffering was a surprise hit for Midway partly because the company was hardly renowned for survival/horror games. Although it was far from perfect, The Suffering delivered an unhealthy share of shocks, jolts, and nightmarish imagery while creating a nasty and oppressive atmosphere. The sequel, Ties That Bind, explores familiar ground but with a few enhanced play mechanics and a new open city setting.

More Torque!

Those familiar with the first Suffering will recall the main hero, Torque, a death-row inmate who was subject to hallucinations as his prison surroundings turned into hell itself after monsters stormed the place. Torque once again takes

center stage, but this time, the locale moves to a bigger hell on earth: the rotting city of Baltimore, where the ex-con's hallucinations reflect urban decay—injustice, drug addiction, poverty, crime, and a host of other social problems. Dark, dreary visuals vividly bring the depression to life, but the camera frequently lags behind the action, and it isn't always possible to see who—or what—is attacking Torque at a given moment. Thanks to a refined and streamlined inventory system, however, Torque is a more efficient one-man army this round as he's limited to carrying two firearms and as many handheld explosives at one time.

Come Undone

Ties has plenty of atmosphere to be sure, but the narrative isn't particularly compelling as you move from locale to locale without much rhyme or reason, and the monsters—disturbing as they are—become all too similar after the first few chapters. Plus, the limited play mechanics—circle strafing enemies works almost every time—also damper the overall effect. The



PRO TIP: When fighting Mainliners, look for pools of blood on the floor because that's where the monsters spawn.

whole game comes across as the equivalent of a B-grade horror movie: exciting at times but ultimately unmemorable. Worthy of a rental for the curious, this Suffering is good for a few scares, but its ties bind with the strength of loose string.—Major Mike

KEY MOMENT: Taking twin double-barreled shotguns and giving a Gorgor four rounds of buckshot at point-blank range



PRO TIP: Ah, yes, game cliché #101: Look for barrels, air tanks, and other suspicious combustibles in the environment—if you shoot them, they'll explode.



PRO TIP: Circle strafing is a key technique that's essential for survival. Simply aim at an enemy and then run in a circle around it while firing.

PS2	GRAPHICS	3.5	FUN FACTOR	3.5
	SOUND	4.0		
	CONTROL	4.0		
Xbox	GRAPHICS	4.0	FUN FACTOR	3.5
	SOUND	4.0		
	CONTROL	4.0		

Developer: Surreal Studios Publisher: Midway
\$49.99 Available now Action 1 player ESRB: M

Indigo Prophecy

PS2

Xbox



What if someone used the video game as a platform to tell a highly cinematic film story?

It might sound lame to you, but Indigo Prophecy will prove you wrong.

Indigo Prophecy is a suspense-filled thriller that takes place in modern-day New York. You assume the roles of four various characters as they are intertwined in a paranormal murder case. The game starts you off as Lucas Kane, who has just awakened from a paranormal trance clutching a knife over a dead man in the men's room of a diner. What ensues is a cat-and-mouse chase as you take control of Lucas and his brother Marcus, who both are struggling to find out what happened to Lucas that night, as well as the two investigating detectives, Carla Valenti and Tyler Miles, who are trying to chase down Lucas.

Parallel Narratives Rock!

While the story progression is engrossing, Indigo Prophecy really shines with its unique thumbstick interface that immerses you into the cinematic nature of the game. When



PRO TIP: Pay attention to the translucent game display during action sequences because the pace will get insanely difficult over time.



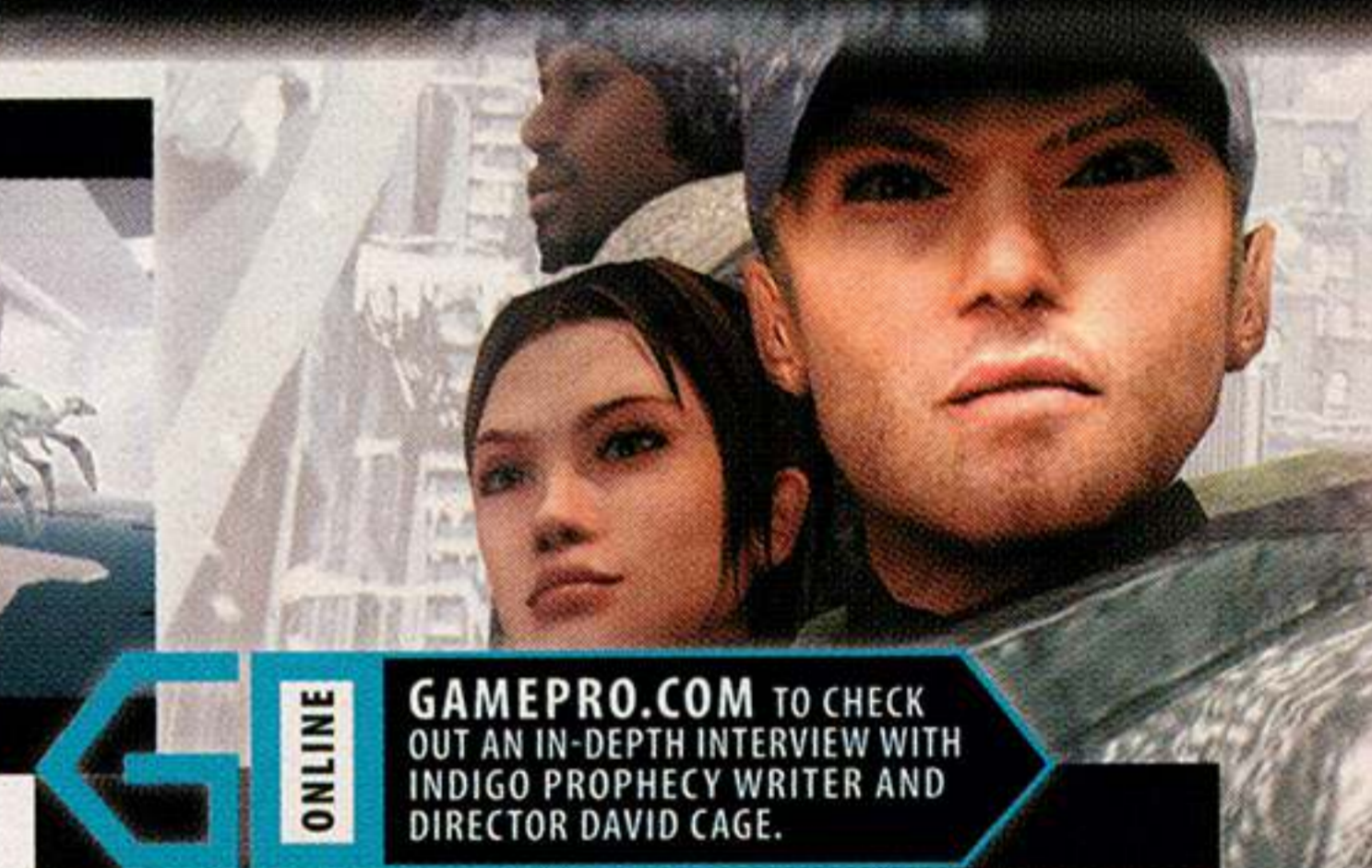
Giant metaphysical fleas! Run for your lives!

interacting with objects, you're prompted to emulate the motions of the character, which adds to the enthralling realism of the game. During action sequences, you must copy on-screen thumbstick directions to successfully navigate the scenes.

Simple, Effective, and Engrossing

Additionally, Indigo Prophecy utilizes a Mental Health gauge instead of the traditional health bar. You're tasked with maintaining the characters' gauges by interacting with positive things in the game world, such as food and loved ones. If you neglect the Mental Health gauge for too long, your characters will have a mental breakdown—game over.

While Indigo Prophecy is an intense gaming experience, it's easier to compare it to a film affair. If you can get past the minimalist game interface, it can be an awesome, entertaining play.—Rice Burner



ONLINE GAMEPRO.COM TO CHECK OUT AN IN-DEPTH INTERVIEW WITH INDIGO PROPHECY WRITER AND DIRECTOR DAVID CAGE.



PRO TIP: Be careful when approached by cops: If the Suspicion Meter gets too high, it's game over.

KEY MOMENT: Realizing I had died from mixing Aspirin with Alcohol

PS2	GRAPHICS	3.5	FUN FACTOR	4.0
	SOUND	4.0		
	CONTROL	4.5		
Xbox	GRAPHICS	4.0	FUN FACTOR	4.0
	SOUND	4.5		
	CONTROL	4.0		

Developer: Quantic Dream Publisher: Atari \$39.99
Available now Adventure 1 player ESRB: M

SEAL THE FATE OF YOUR FOES.



Castlevania

Dawn of Sorrow™

The adventure Nintendo DS players have been waiting for has arrived!

The Magic Seal: destroy your enemies with the touch screen

Enhanced Tactical Souls: collect more souls to upgrade your abilities and weapons

Wireless Versus Mode: race another player through custom maps

Wireless Soul Exchange: trade acquired souls with other players



NINTENDO DS™

www.konami.com/castlevania

KONAMI

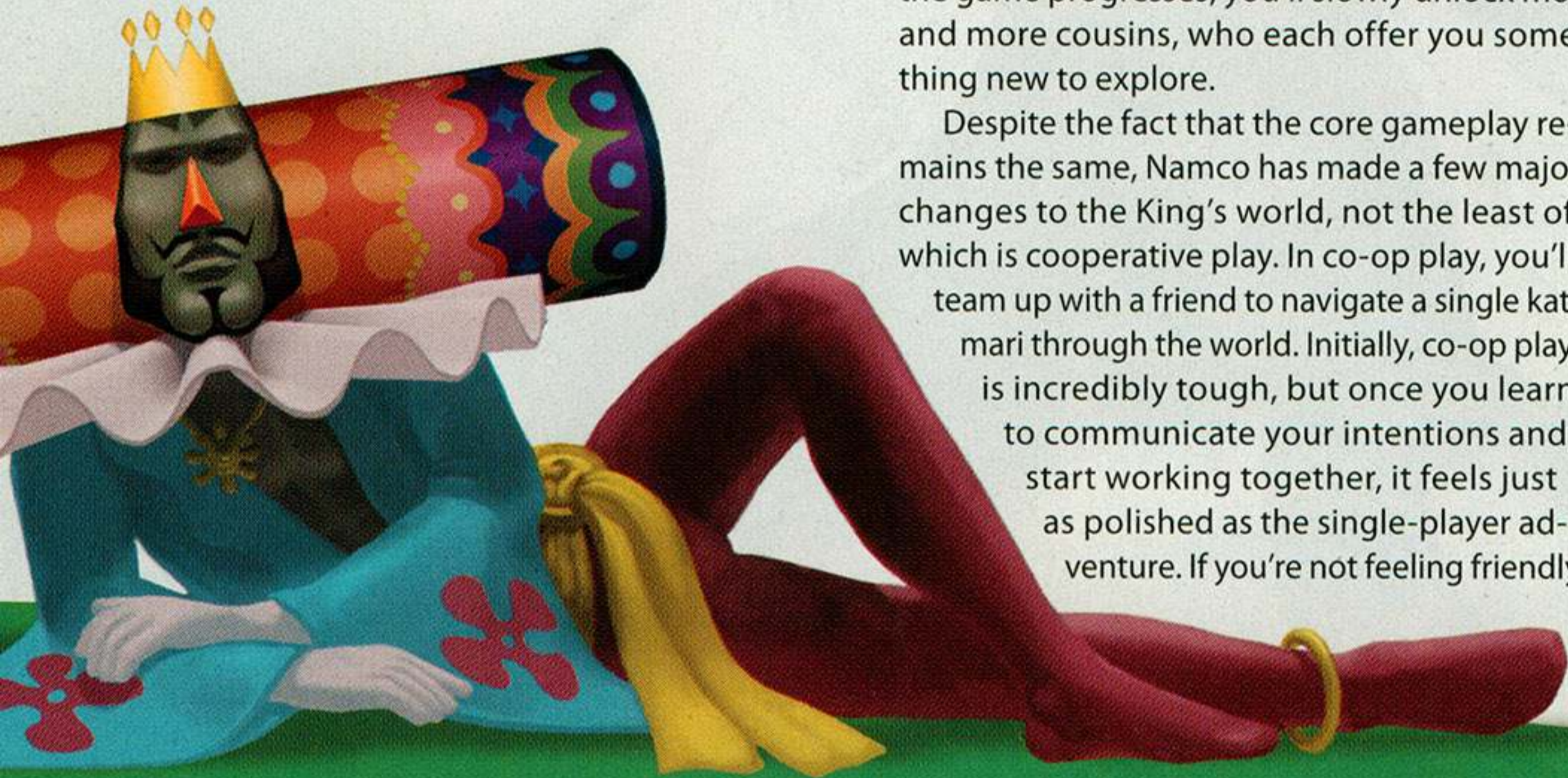
©1986 2005 KONAMI. Published by Konami Digital Entertainment, Inc. Developed by Konami Corporation. "KONAMI" and "CASTLEVANIA" are registered trademarks of KONAMI CORPORATION. "CASTLEVANIA Dawn of Sorrow" is a trademark of KONAMI CORPORATION. TM, ® and the Nintendo DS logo are trademarks of Nintendo. TM, ® and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo.

We ♥ Katamari

PS2



The concept behind last year's *Katamari Damacy* is simple enough to explain in a single phrase: roll things up into a ball. Yet the game itself nearly defied description—not to mention sales expectations. Though it was a bit short, the surrealistic play experience could honestly be called unique, and it provided gamers with a breath of fresh air. While the sequel doesn't stray far from the formula laid out by its big brother, there are enough changes here to make it a worthwhile purchase for all fans, both old and new.



Star Light, Star Bright

We ♥ *Katamari* picks up right where the first game left off with the King of All Cosmos realizing that the universe is still in seriously dire need of stars. Sure, the Prince took care of the skies around Earth, but that is just one tiny bit of space. The Prince won't be on his own this time around, though; the entire extended family has come along for the ride. As the game progresses, you'll slowly unlock more and more cousins, who each offer you something new to explore.

Despite the fact that the core gameplay remains the same, Namco has made a few major changes to the King's world, not the least of which is cooperative play. In co-op play, you'll team up with a friend to navigate a single katamari through the world. Initially, co-op play is incredibly tough, but once you learn to communicate your intentions and start working together, it feels just as polished as the single-player adventure. If you're not feeling friendly,



PROTIP: Be careful when rolling up odd-shaped items as everything that attaches to your katamari affects its handling.



PROTIP: You can only roll up items that are smaller than your katamari. Try to roll up an item before you've achieved a sufficient size, and you'll be stopped in your tracks.

We ♥ *Katamari* also expands on the popular battle mode—the biggest ball wins.

Short, Yet Oh-So Sweet

As in the first, We ♥ *Katamari* leans toward the shorter side of the gaming scale, but the sheer flexibility of the game is guaranteed to keep you coming back for more. Combine the bizarre environments with the highly original, if a bit eclectic, soundtrack and a distinctly Japanese sense of humor, and you have the makings of another classic.—*Syriel*

KEY MOMENT: The first time co-op mode "clicks" and you start working with—instead of fighting against—your partner

PS2	GRAPHICS	3.5	FUN FACTOR	4.0
	SOUND	5.0		
	CONTROL	4.0		

Developer and publisher: Namco ■ \$29.99
Available now ■ Puzzle ■ 2 players ■ ESRB: E

Dynasty Warriors 5

Xbox



After five home-console installments, multiple platform releases, and millions in sales, *Dynasty Warriors* has firmly established itself as the Tom Hanks of video gaming: It's mostly predictable, unrepentantly contrived—and yet still a venerable cash cow. But like those enduring Hanks fans, it's the risk-free theatrics that make Koei's series so successful. Number 5 on the Xbox is no different.

Dump the Dubs

The biggest weaknesses of the U.S. version are the poor writing and voice acting—at least the Xbox version fixes the latter by offering the original Japanese voices. Aside from that, the Xbox offering is exactly the same as the PlayStation 2 one: Run around and bash thousands of soldier

clones, and face the occasional officer. Teamwork between your bodyguards does give a new angle to gameplay, enabling you to perform long juggle combos against enemy officers. While the generic foot-soldier masses are as brainless as ever, the officers themselves have been given a slight boost in A.I. and require a bit more strategizing to beat. It's fun—if you still haven't tired of the same basic formula.

Despite being on the more graphically capable Xbox, the visuals are sadly nearly identical to those in the PlayStation 2 version. Music remains gratingly repetitive, but the additions of Japanese voices do help to make the experience more bearable. Originality has never been the franchise's strength; but it's one of the top-selling games in Japan, and a little cliché never did *Dynasty Warriors* any harm.—*Funky Zealot*

KEY MOMENT: Discovering that the Japanese-voiced narration is half decent



PROTIP: Kill the officers to gain stat bonuses for your character.



PROTIP: Horses are ideal for killing large groups of soldiers.

X	GRAPHICS	3.0	FUN FACTOR	3.5
	SOUND	3.0		
	CONTROL	4.5		

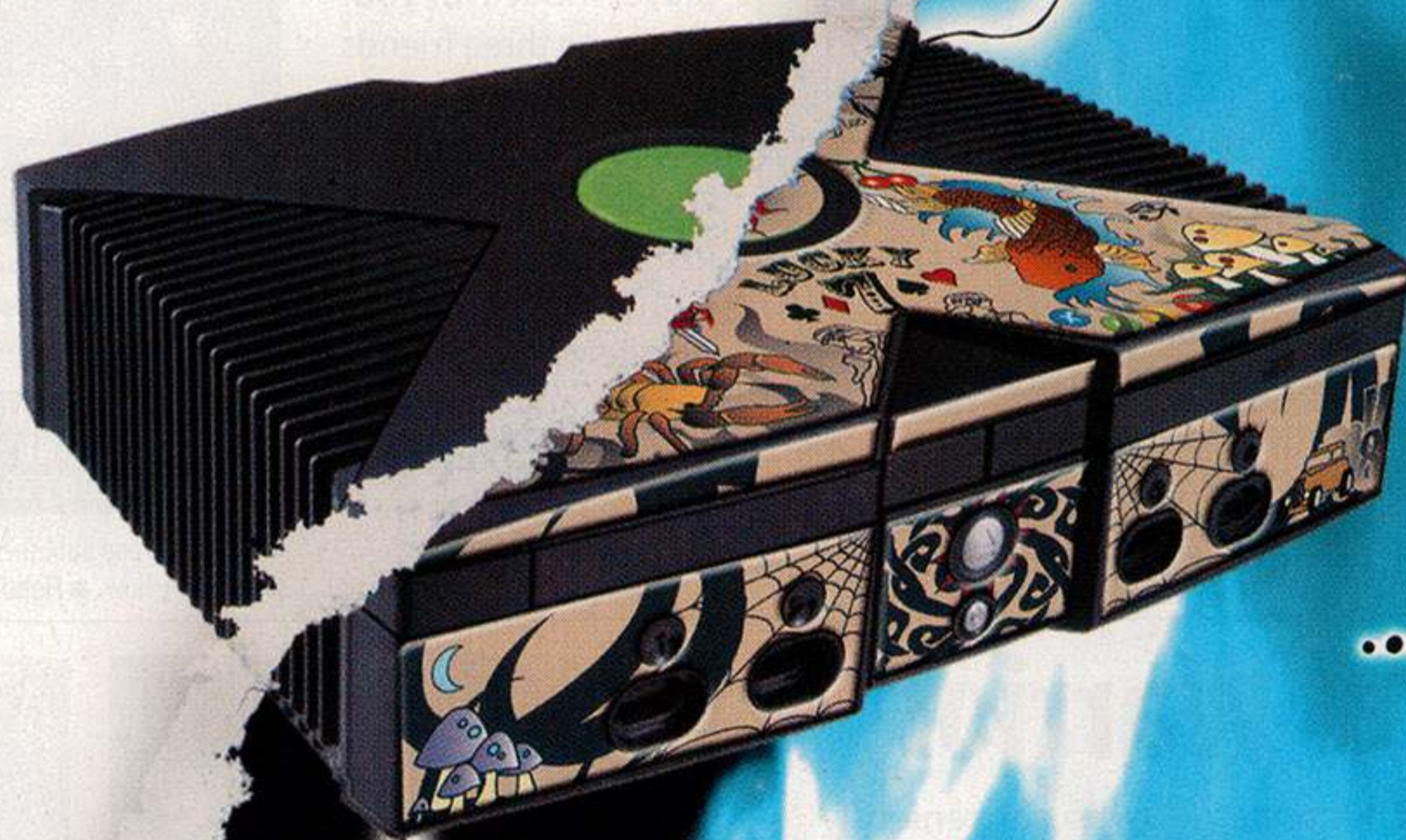
Developer: Omega Force ■ Publisher: Koei
\$49.99 ■ Available now ■ Action ■ 2 players ■ ESRB: T

PROTIP: When low on health, keep using your Musou attacks—they pack a bigger punch when your HP is red.

GAMER GRAFFIX™

GET SKINNED!

It's *your* console...



*...Shouldn't
it look
this way?*



Find out how @ www.gamergraffix.com

So Original, We Have a Patent Pending!



XBOX® is a registered trademark of Microsoft® Corporation. Playstation®2 and PSP® are registered trademark of Sony Computer Entertainment Inc. Gamecube®, Gameboy SP®, and Nintendo DS® are all registered trademarks of Nintendo® of America Inc. All Rights Reserved. All other trademarks and trade names are the properties of their respective owners. ©2005 Gamer Graffix™ and Geek Chic™ name, logos, and all related indicia are the trademarks of Gamer Graffix™ Worldwide, LLC. All Rights Reserved. Patent Pending.

Urban Reign

PS2



Urban Reign admirably tries to blend the street-brawling action of games like Fighting Force and the classic Final Fight with the famed depth and complexity of Namco's own popular Tekken series, but it finishes out with only mediocre results. Rather than meld together the best aspects of games that obviously influenced it, Urban Reign instead only manages to create a watered-down stew of fighting elements that taste more like an appetizer than a main course.

Urban Lame

The disposable story line dumps you into the role of fighter-for-hire Brad Hawk as he battles against various street thugs in a war for inner city-gang supremacy. The game is broken down

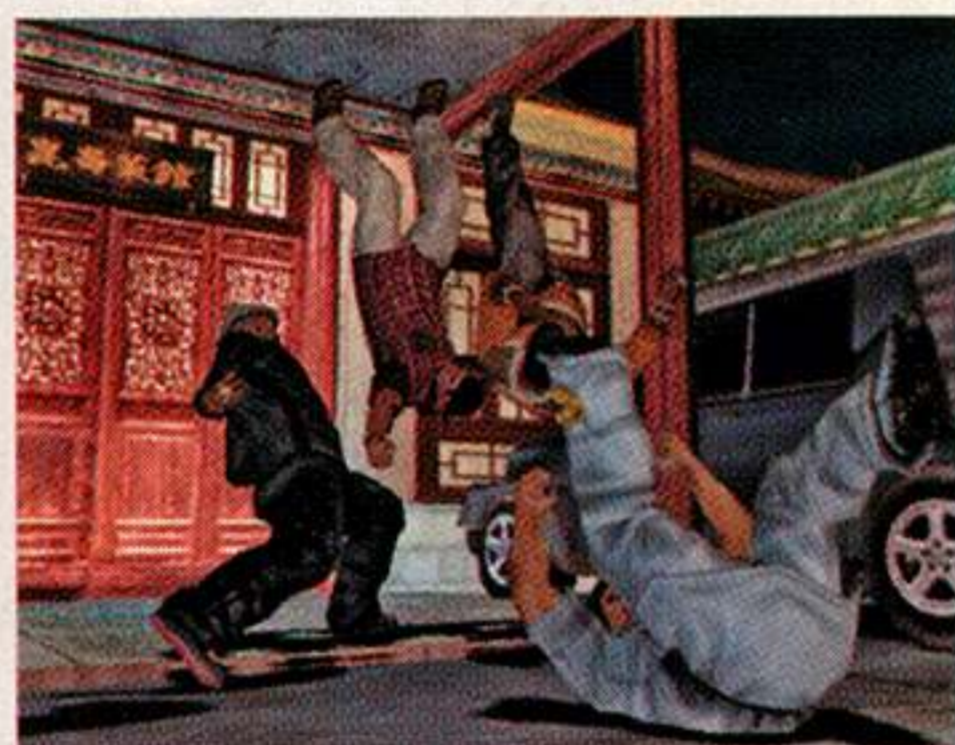
into 100 small arenalike levels that pit you and your occasional A.I. comrade against groups of opponents and feature mildly interactive/destructible environments and over 30 weapons ranging from baseball bats and broken bottles to swords and butterfly knives. Unfortunately, Urban Reign is hampered by an obnoxious control scheme, uninspired graphics, and the heinous omission of a two-player cooperative mode (a fighting genre no brainer).

Get Out of Town

Graphically, Urban Reign is a few steps behind the sort of visual quality expected at the end of the PS2's life cycle as are its forgettable voice acting and soundtrack. However, the biggest problems involve the sloppy and inconsistent control scheme that often leaves you open to frustrating and ridiculous enemy combos that are a far cry from those in Tekken. On the bright side, Urban Reign does pack a fair selection of



PROTIP: Pay attention to your surroundings as some levels feature breakable or interactive objects that can help you K.O. enemies faster when they crash into them.

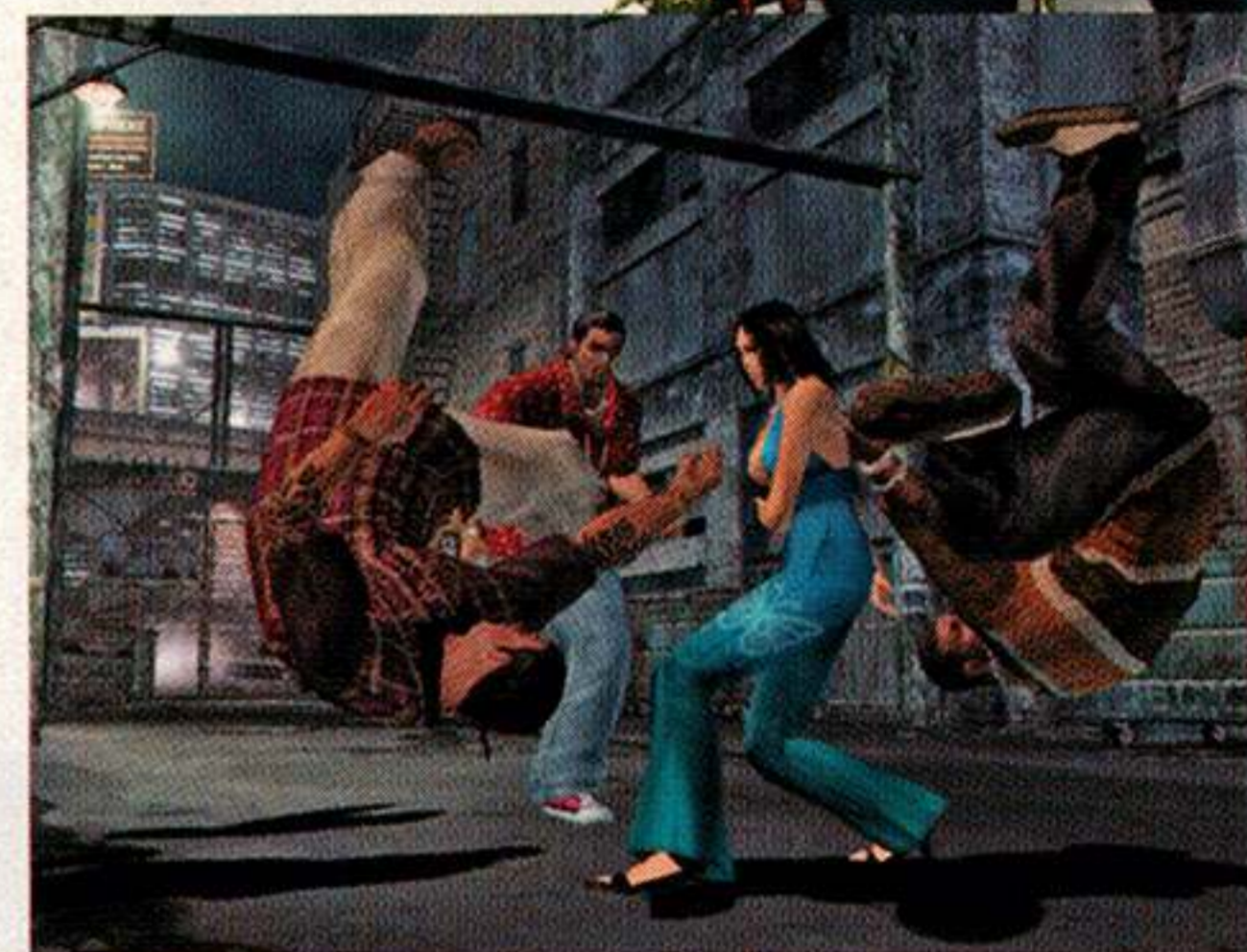


PROTIP: When fighting with an A.I. partner, try to launch enemies into the air to create massive chained combos that your buddy can finish off for big results.

arcade-style multiplayer modes for you and up to three friends via a multitap (with over 60 selectable characters). Even still, the one-dimensional gameplay keeps Urban Reign from feeling like anything more than a lonely, one-man quarter muncher. Without

a cooperative multiplayer mode, the action quickly becomes repetitive, making the 100 missions feel like a chore. Namco nuts and fighting fans might do well to make Urban Reign a weekend rental before adding this title to their library.—*Bones*

KEY MOMENT: Beating down four angry thugs with nothing but your knuckles and a sleazy snakeskin jacket—simply badass



PROTIP: When weapons are involved, try to disarm your opponents and use the weapons yourself to increase the range and efficiency of your attacks.



GRAPHICS 3.0
SOUND 3.0
CONTROL 2.5

FUN FACTOR
2.5

■ Developer and publisher: Namco ■ \$49.99
■ Available now ■ Fighting ■ 4 players ■ ESRB: T

Spartan: Total Warrior

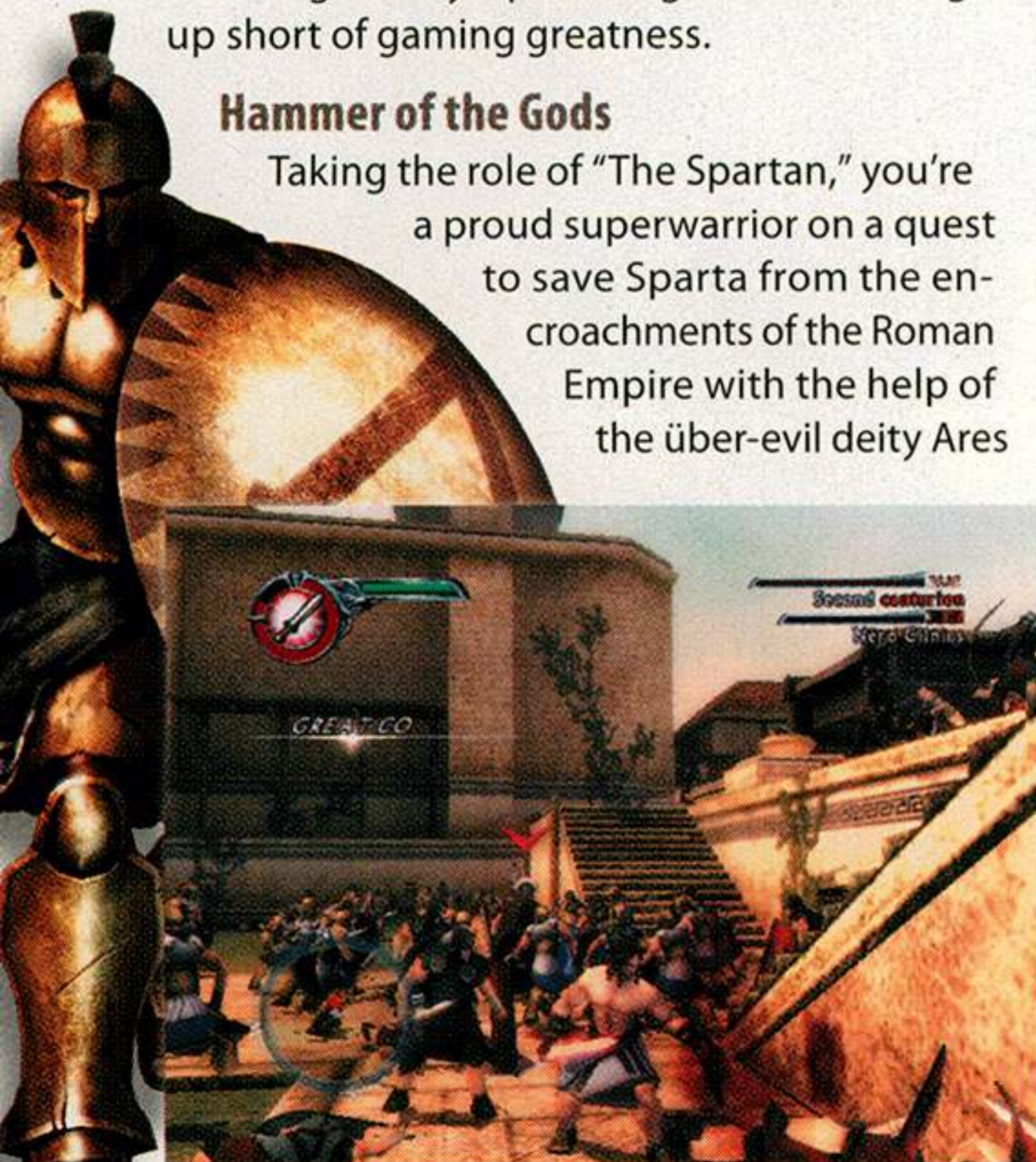
Xbox



Spartan: Total Warrior stands somewhere between God of War and Dynasty Warriors as an entertaining (but imperfect) amalgamation of ancient Greek mythology and dramatic large-scale battles—reaching for Olympian heights but coming up short of gaming greatness.

Hammer of the Gods

Taking the role of "The Spartan," you're a proud superwarrior on a quest to save Sparta from the encroachments of the Roman Empire with the help of the über-evil deity Ares



PROTIP: After a series of successful attacks, your weapons will glow, signaling that you're ready to execute a powerful special move—so pay attention to the gauge in the upper-left corner.

(who conveniently sounds a lot like Satan in a bad horror film). The third-person hack-n-slash action drops you into a seemingly endless barrage of massive battles (with up to 160 characters appearing on screen

simultaneously) and a variety of mission goals like defending an area or providing escort duty. The frantic kill-or-be-killed style of gameplay can be very enjoyable in doses, but the action tends toward the repetitive after several prolonged levels of chaotic, single-player carnage. However, Total Warrior isn't all just mindless murder missions as each stage also includes a few mild puzzles and logical challenges that require you to remain at least semiconscious throughout your raging rampage against the Romans. While destroying an entire enemy squadron single handedly is a lot of fun, the lack of any cooperative multiplayer modes can make for a lonely soldering experience at times.

When in Doubt, Smash About

The game also features a surprisingly robust catalogue of special moves and magic abilities that casual gamers may never notice, thanks to the button mashing-friendly control scheme



PROTIP: Learn to use the blocking feature when fighting skilled foes or surrounded by enemies in order to pull off devastating counterattacks and survive overwhelming odds.



PROTIP: When used carefully, Medusa's petrifying power is one of the handiest magic abilities in the game, temporarily reducing hordes of attackers into motionless pillars.

(blocking is the only real skill you'll need to master). However, the graphical presentation falls far short of typical late-generation Xbox standards with more blocky polygons than a high-school geometry class. Even so, Spartan: Total Warrior still showcases a pleasant portion of gory violence and splashy red sprays, but the aloof camera can easily lose your character in the sea of suffering humanity, forcing you to rely on blind button mashing. A fun title overall, but it's not outside the "try before you buy" realm of action games.—*Bones*

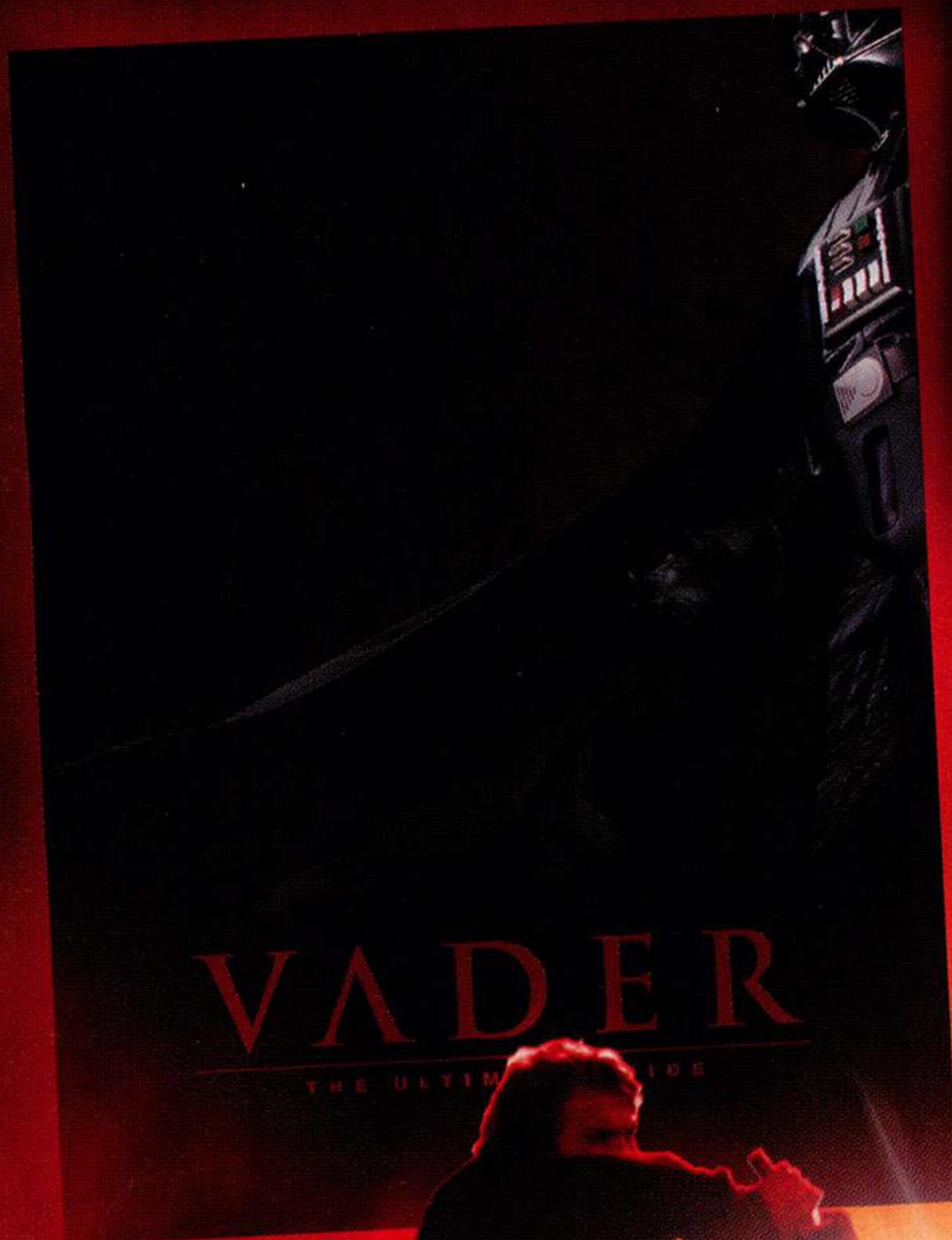
KEY MOMENT: Pummeling a Roman Centurion into a pile of warm meat with a single swing of Beowulf's mighty hammer



GRAPHICS 3.0
SOUND 3.5
CONTROL 4.0

FUN FACTOR
3.5

■ Developer: The Creative Assembly ■ Publisher: Sega
■ \$49.99 ■ Available now ■ Action/strategy ■ 1 player
■ ESRB: M ■ Also on the PlayStation 2 and GameCube



**LIMITED
QUANTITIES
REMAIN—ORDER
YOURS TODAY!**

KNOW THE DARK SIDE

WITH THE ULTIMATE GUIDE TO EVERYTHING VADER

100 FULL-COLOR PAGES OF HISTORY • COLLECTIBLES • NEW FICTION • ORIGINAL ART

IDGENTERTAINMENT.COM/VADER

RELIVE THE MOVIE

WITH THE ONLY OFFICIAL EPISODE III MOVIE GUIDE

100 FULL-COLOR PAGES OF EXCLUSIVE PHOTOS • CAST INTERVIEWS • CHARACTER BIOS

IDGENTERTAINMENT.COM/EP3GUIDE

WELCOME TO MEXICO'S DRUG-PUSHING UNDERWORLD



MATURE 17+
M
CONTENT RATED BY
ESRB

Blood and Gore
Intense Violence
Language
Suggestive Themes
Use of Drugs



PlayStation 2



eidos

"ELEMENTS OF *MAX PAYNE*, *TONY HAWK* AND
ROBERT RODRIGUEZ'S FILMS
SMASHED TOGETHER"
— GAMESPOT —



TOTAL OVERDOSE™

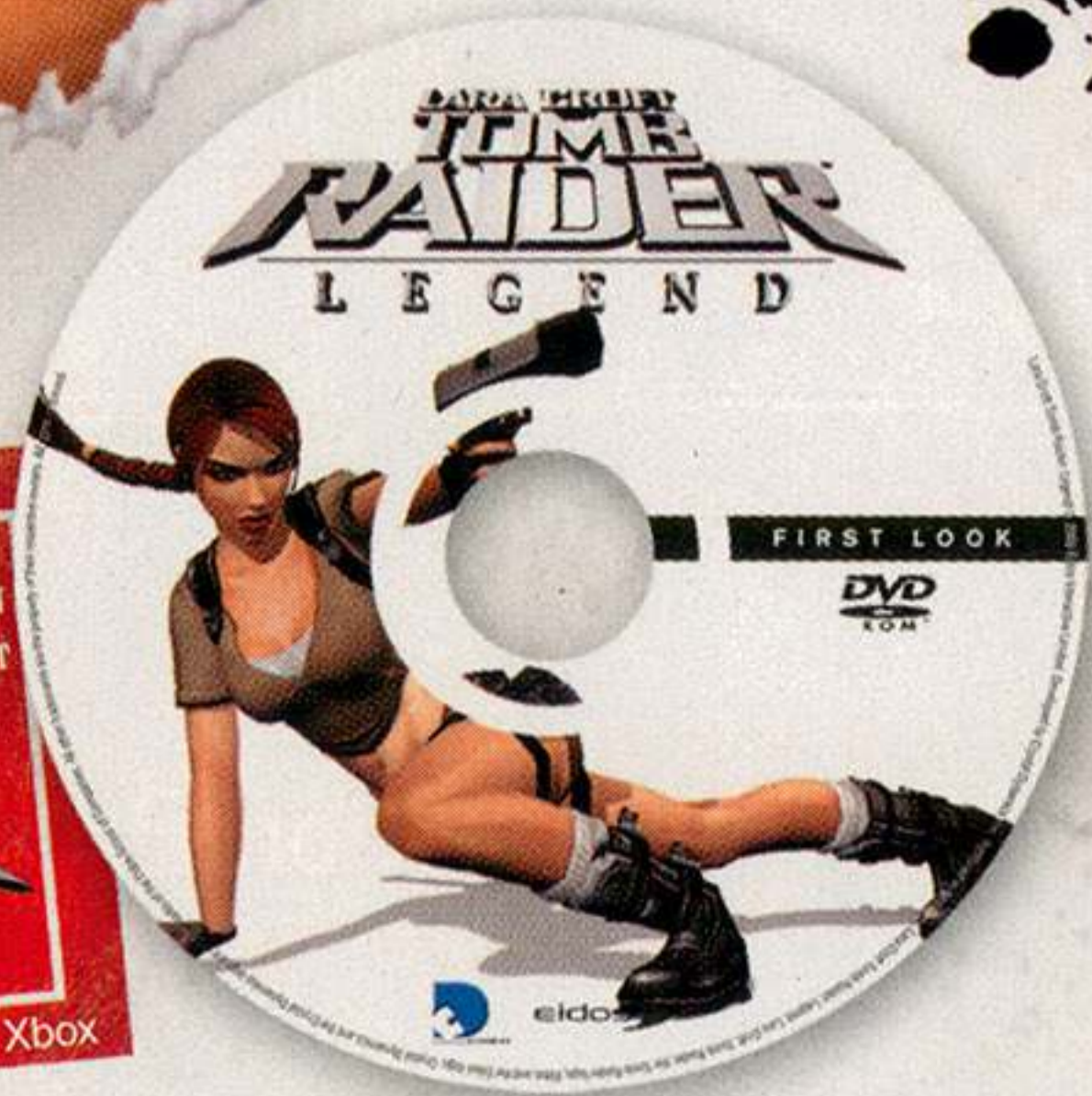
A GUNSLINGER'S TALE IN MEXICO

IN STORES NOW



WWW.TOTALOVERDOSE.COM

INCLUDES
BONUS DVD WITH AN
EXCLUSIVE FIRST LOOK AT
**LARA CRIBT
TOMB
RAIDER
LEGEND**
Available only on PlayStation 2 and Xbox



A close-up, dramatic shot of two characters from the Mortal Kombat series. On the left, Liu Kang is shown from the chest up, wearing his signature red headband and looking off to the side with a serious expression. On the right, Kung Lao is shown in profile, wearing his iconic black wide-brimmed hat with a glowing blue ring around the edge. The background is dark and atmospheric.

OUT OF THE ARENA AND INTO THE ADVENTURE!

RAIDEN HAS SUMMONED HIS TWO MOST POWERFUL SHAOLIN MONKS; LIU KANG AND KUNG LAO TO TAKE THE FIGHT OUT OF THE ARENA AND INTO OUTWORLD. IN THIS EPIC JOURNEY FILLED WITH MYSTERY AND DANGER, THEY WILL UNLOCK CRYPTIC SECRETS, EXPLORE PERILOUS REALMS AND FIGHT THE DEADLIEST OF ADVERSARIES FOR CONTROL OF THE MORTAL KOMBAT UNIVERSE.



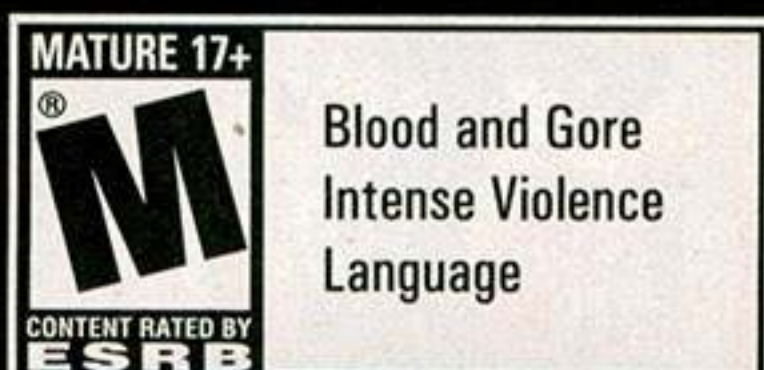
USE KO-OP GAMEPLAY TO FIGHT AS LIU KANG OR KUNG LAO - INDIVIDUALLY OR AS A TEAM.



WAGE INTENSE BOSS BATTLES WITH GORO, BARAKA, SCORPION, REPTILE AND OTHER LEGENDARY RIVALS.



ATTACK IN ANY DIRECTION AT ANY TIME WITH NEW MK MULTI-DIRECTIONAL KOMBAT SYSTEM.



PlayStation 2



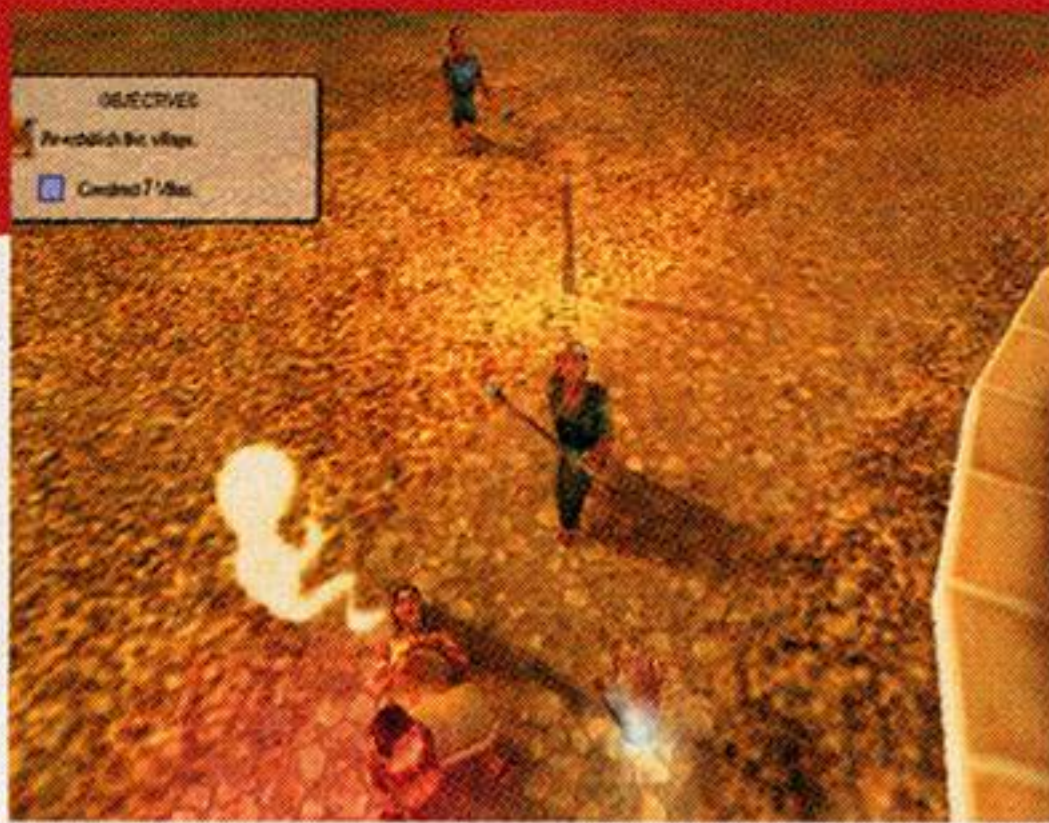


EXECUTE CLASSIC MK II ATTACKS, PLUS MORE FATALITIES,
NEW MULTALITIES AND VICIOUS BRUTALITIES

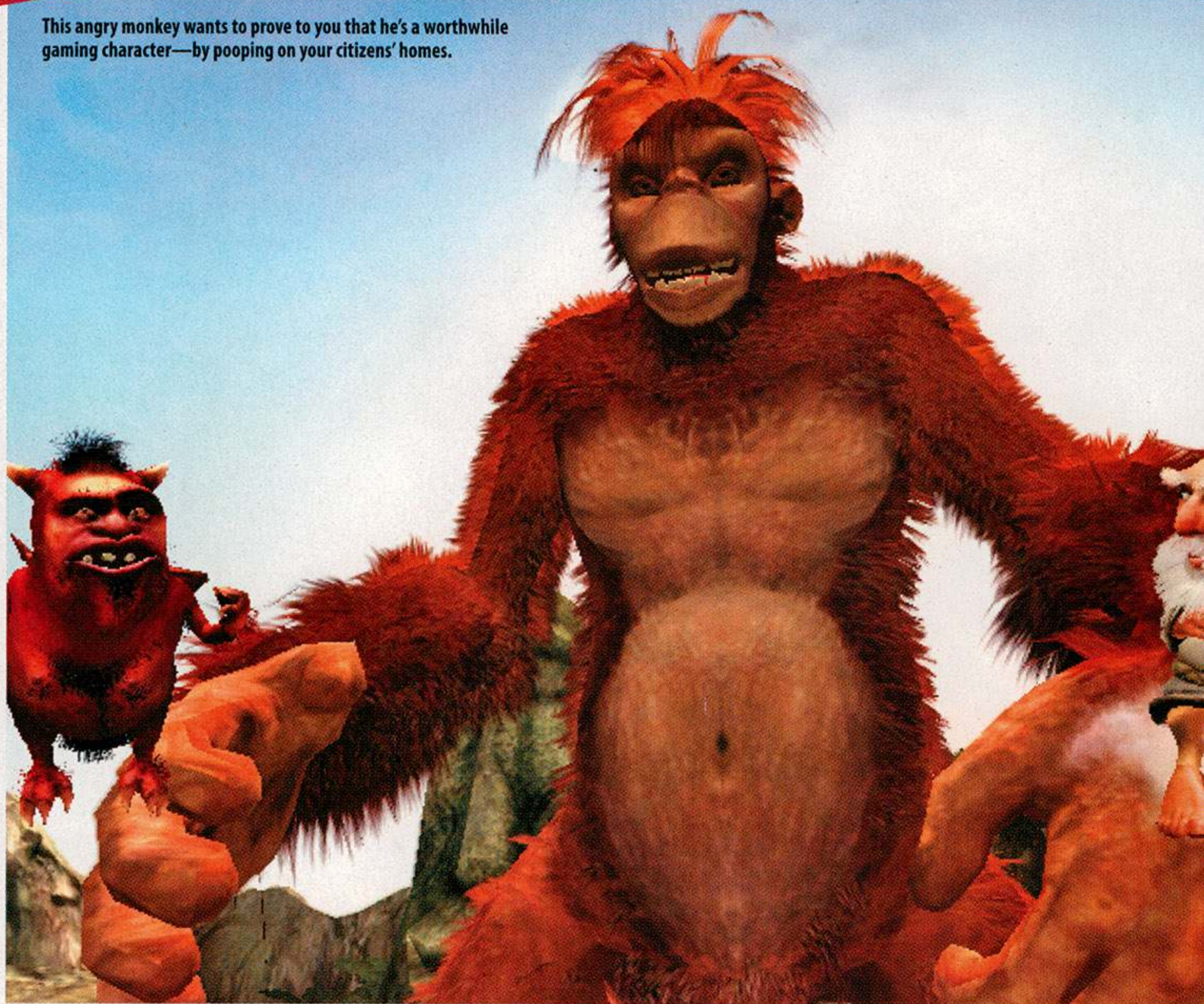
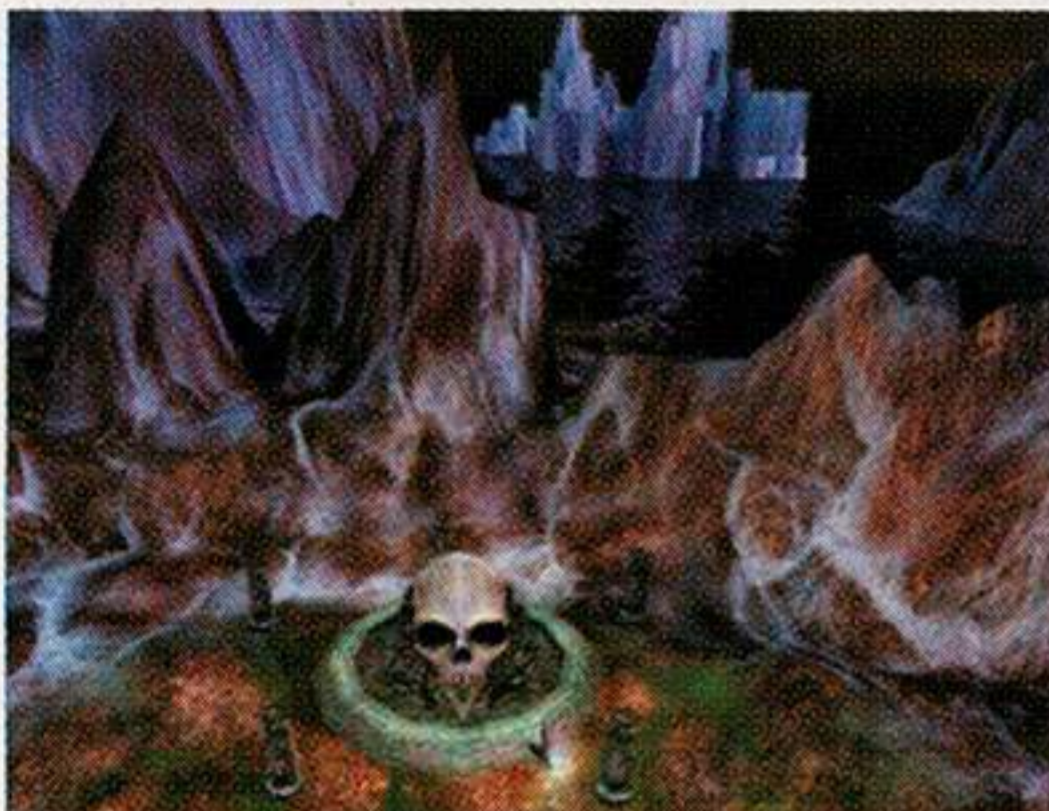
WWW.MKMONKS.COM



MORTAL KOMBAT[®] SHAOLIN MONKS



This angry monkey wants to prove to you that he's a worthwhile gaming character—by pooping on your citizens' homes.



Black & White 2

PC

Heralded as the second coming of pixels, Black & White enraptured the minds of gamers and journalists alike during its prerelease hype in 2001. Phenomenal reviews burst out like Chicken Pox, but when fans eagerly snapped up their copies, the truth was revealed: This emperor had no clothes, no direction, too many abstract ideas, and not enough goals.

The early hype was firmly built upon the game's pedigree and potential. It was conceived by Lionhead Studios and spearheaded by legendary designer Peter Molyneux, who is famed for classic "god games" like Dungeon Keeper, Theme Hospital, and Populous. Now with new collaborators, including some expatriates from

Blizzard's benchmark RTS titles, and a conventional spin to incorporate more combat, Lionhead is out for redemption. But with Black & White 2, are they perfecting a tarnished masterpiece or attempting to fool us again?

A Quest for Redemption

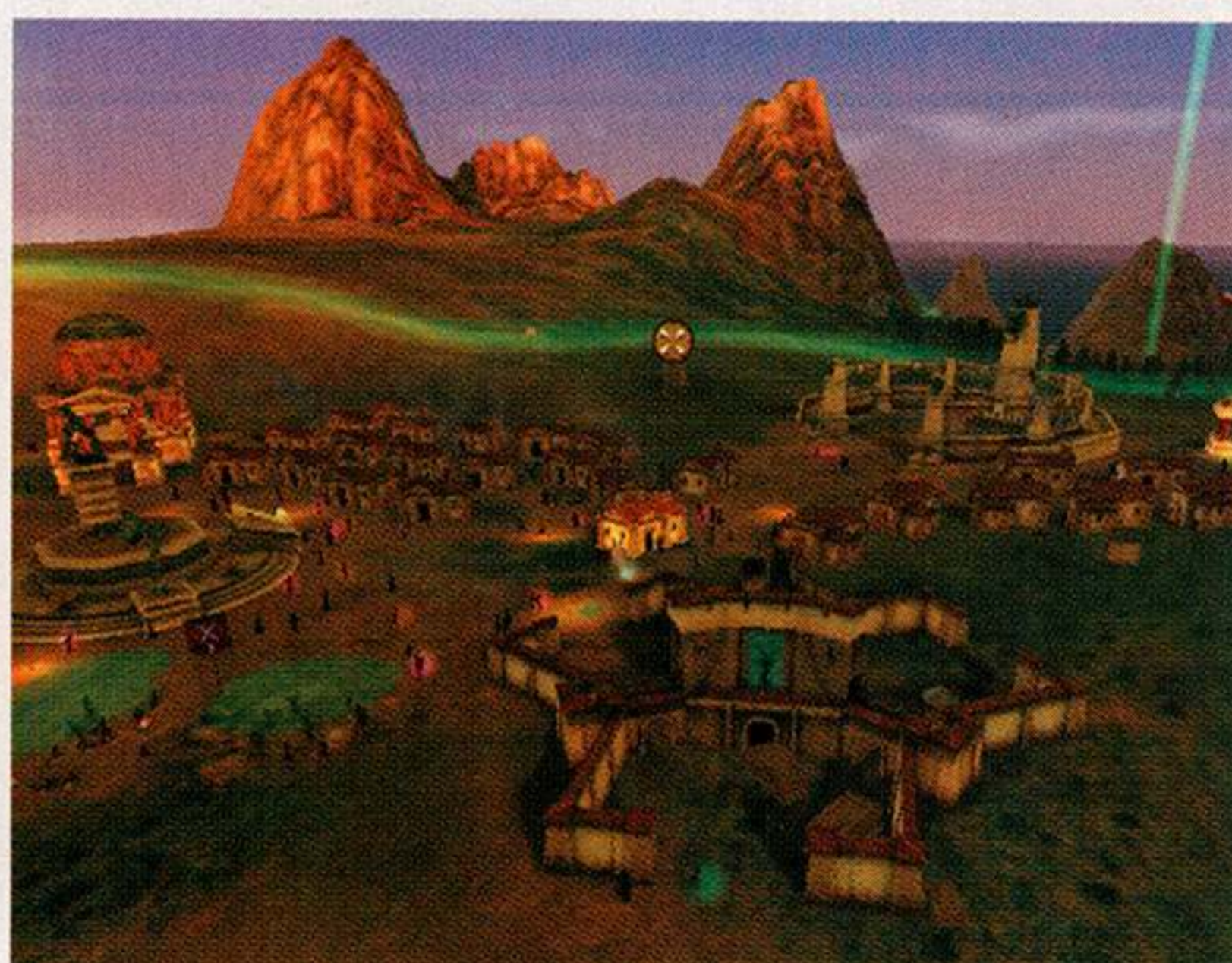
Like its predecessor, Black & White 2 casts you as an omniscient overseer of an island populated with young civilizations. You're a giant disembodied hand, moving rocks and trees, guiding your villagers through quests and assignments, and creating miracles to gain favor. The title springs from your freedom to be a generous, benevolent overseer or a spiteful, world-wrecking warlord. Black & White 2's interface handles very much like the original's with some traditional RTS aspects like pop-up building construction and creature interface menus.

Your right hand is your "creature," a large monkey, wolf, lion, or cow that begins life as a mere baby. The creature learns through an arduous process of assignments and training that border on abuse. Black & White 2 improves your creature interactions with thought balloons so you can understand exactly what it's doing and when you should implement reward or punishment, but the early build we played suggests there's still a communication barrier thanks to the creature's frustrating leash. In fact, most of the controls still need work because it's difficult to place roads, villages, and especially walls where you've imagined them.

When in Doubt, Conquer!

A new military aspect is what promises to set Black & White 2 apart from its predecessor and put gamers back in a more comfortable, familiar

setting: war. Sure, you can still build a robust economy with happy citizens who incorporate neighbors through diplomacy, but now you'll have the option to conquer your opponents through military means. This requires an armory from which standard, non-specialized platoons are spawned using your citizens as units. Platoons gain experience through



battle and become more powerful. You can even participate in the conflict by hurling rocks or triggering flash floods on the nonbelievers.

Black & White in Glorious Color

There's no doubt that Black & White 2 rides the searing-hot edge of graphical and artificial physics technology with unbelievable detail and realism offering a lifelike countryside down to each blade of grass. Even the creature-selection screen has stunning detail with flowers blooming in the grass, which bends and breaks under the movement of your awaiting creatures. Just as the original was heralded as a new benchmark in realistic water effects and spacious, convincing fields of grass, Black & White 2 dares you to take a whiff and say you don't feel like you're in a vast countryside that is yours for the shaping.

There's no doubt you'll be able to show off your video card with Black & White 2, but whether you'll want to invest serious playtime into this world still remains firmly in the grey area. Look for our review soon.—*Boba Fatt*

■ **Hands-On** ■ Developer: Lionhead Studios
■ Publisher: EA Games ■ Target release date: October



F.E.A.R.

If the single-level demo of F.E.A.R. we played is a fair indication of the game to come, this may very well be a bar-setting title in the vein of Half-Life and Quake—something people will talk about for years to come.

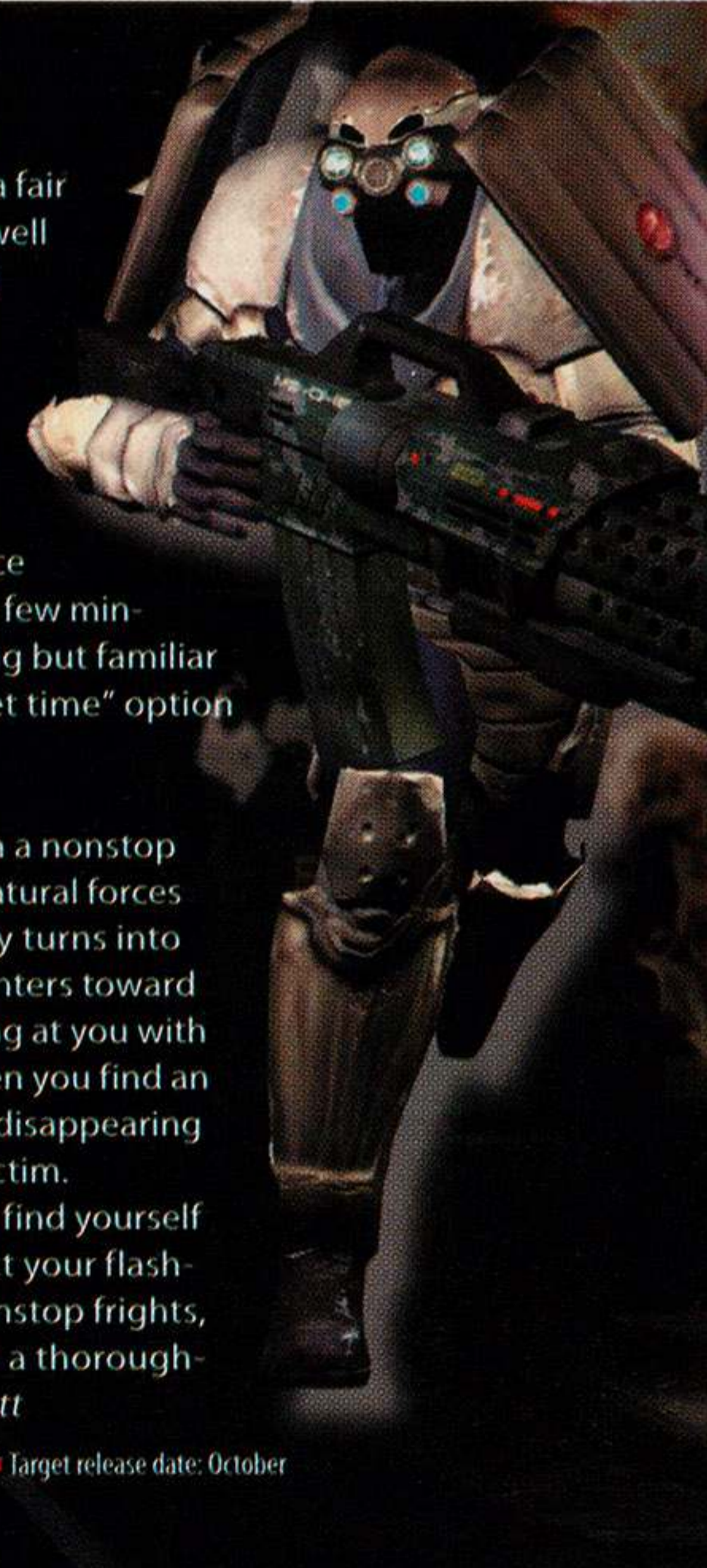
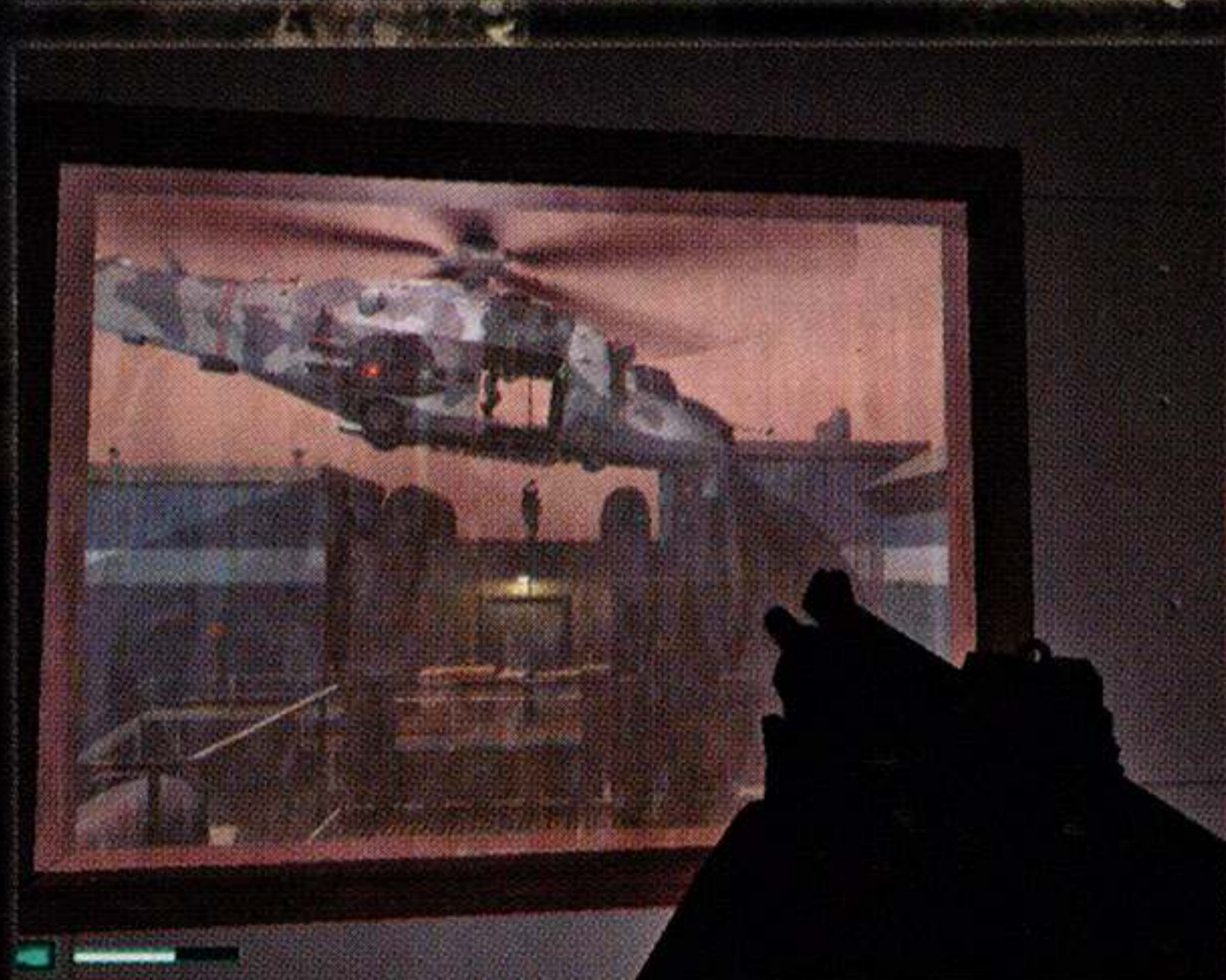
In F.E.A.R., you're an agent in the special-ops force dubbed the "First Encounter Assault Recon," and you're sent to deal with an unidentified paramilitary force that has commandeered an aerospace compound. Seems on the up-and-up, and the first few minutes of your adventure consist of keyboard-rattling but familiar FPS action, which includes a slightly cliché "bullet time" option to slow the action down.

Then the frights kick in.

Gut-rumbling scares intercut with the action in a nonstop flurry as you come to realize that there are supernatural forces at work. Just in the first few minutes, one hallway turns into a blood-soaked inferno as an ominous shape saunters toward you. A ghostly little girl treads on the ceiling, gazing at you with desire. And say hello to the hairs on your neck when you find an ethereal killer lovingly appraising his work before disappearing and leaving a very real, eviscerated, and bloody victim.

F.E.A.R.'s visuals are so impressive that you may find yourself gazing at wall textures just to see how they reflect your flashlight. Add an eerie, unnerving audio package, nonstop frights, and a solid interface, and it's clear that F.E.A.R. is a thoroughbred waiting to explode out of the gate.—*Boba Fatt*

■ **Hands-On** ■ Developer: Monolith ■ Publisher: Vivendi Universal Games ■ Target release date: October



The Lord of the Rings: The Battle for Middle-Earth II

PC

The big news in *The Lord of the Rings: The Battle for Middle-Earth II*, a lightning-quick follow-up to last year's solid strategy title, is that EA has secured the license to J.R.R. Tolkien's *Lord of the Rings* novels. As a result, all-new factions, locations, and scenarios from the books will be available, and all of Middle-Earth will now be at your hands.

The *Battle for Middle-Earth II* will expand the action on several fronts: The new playable factions will include "Goblins and Monsters," which encompasses beasts and meanies like the spiders of Mirkwood from *The Hobbit*. The carnage will spill into the sea as well with new naval units, including the dark vessels of war from the film *The Return of the King*. You'll also be able to build your fortress anywhere on the map now as opposed to the predetermined locations that were so restricting in the original *Battle for Middle-Earth*. Your armies will be more intelligent this time around, too: Smart formations will automatically put armored troops in the front of a group, and attack bonuses will benefit strategic maneuvers like flanking your enemy.

One of the most interesting upgrades from the original game will no doubt be the opportunity to create your own hero character. You'll customize their appearance, weapons, skills, and powers before sending them into war. Just think: Next year, you'll be able to put yourself into the never-ending battle.

—Boba Fett

■ Update

■ Developer and publisher: EA Games

■ Target release date: 2006



Star Wars: Empire at War

PC

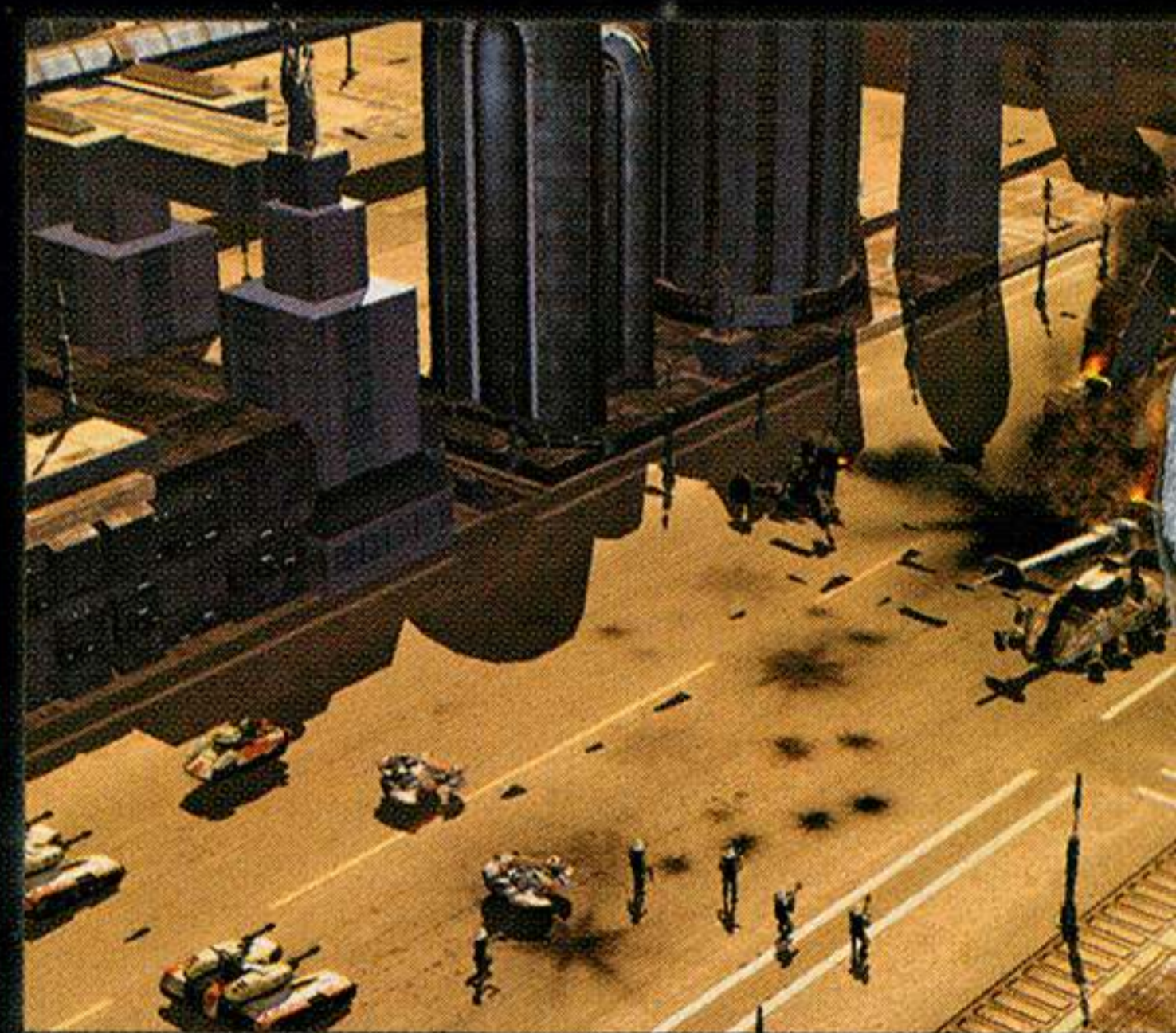
Hopefully the third time will be the charm for LucasArts' *Star Wars* real-time strategy offerings. After the misfire *Force Commander* and middling *Galactic Battlegrounds*, *Empire at War* promises far more potential simply because it has been designed as a *Star Wars* game from the ground up rather than a retrofit of the license over a standard RTS framework.

Empire at War focuses on the Rebellion and Empire, beginning just before the events of Episode IV and including some units from Episode III. Putting the stars back in the wars, *Empire at War*'s skirmishes start in space above a planet, where capital ships, starfighters, and bombers duke it out and possibly even take on the Death Star. Then, your remaining forces will descend to the surface, where AT-ATs, land speeders, speeder bikes, and ion cannons rage once more. The persistent action continues throughout your galactic campaign, so every decision affects the next battle.

Empire at War's 3D action (including rescue, sabotage, blockade, and annihilation missions) spills over 40 signature *Star Wars* locations, such as Yavin IV, Tatooine, and Dagobah. Each setting offers strategic advantages and specific resources. If the tide turns against you, hero characters like Obi-Wan Kenobi or Darth Vader may sway the balance.

Multiplayer offerings include a two-player campaign mode that stretches across the entire galaxy and can be saved in progress, as well as standard skirmish encounters for up to eight players. Look for more on this promising title soon.—Boba Fett

■ First Look ■ Developer: Petroglyph ■ Publisher: LucasArts ■ Target release date: First Quarter 2006



Winner, Best RPG of E3

– Game Critics Award, GameSpot, IGN, GameSpy,
Xbox Evolved, Console Gold, Daily Game, Games Domain

“One look at Oblivion will shatter your
conceptions about what is possible in a
video game.”

– GameInformer

“The biggest title for the
Xbox 360™, and the one I’m
most looking forward to.”

– GamePro Magazine

“Oblivion is, at this time, the best-looking
game I have ever seen in my life.”

– Xbox.com

“To call the graphics ‘amazing’ is
an extraordinary understatement.”

– GameSpy

The Elder Scrolls IV® OBLIVION™

The RPG for the Next Generation



RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
for updated rating
information.

PC
SOFTWARE


XBOX 360™

BETHESDA
GAME STUDIOS

Bethesda
SOFTWARE
a ZeniMax Media company

2K
GAMES



PROTIP: Blocking is vital against the resourceful A.I. fighters, who will continually try to flank you. If you're surrounded, block and roll backwards.



PROTIP: Courtship is overrated as townspeople will fawn over you simply for completing high-profile achievements.



PROTIP: Dig near suspicious areas and search objects lying about to collect silver keys.



PROTIP: It pays to remap the keyboard commands right away—the default settings aren't a great fit.



Fable: The Lost Chapters

Fable may not fully deliver on its grandiose promises, but it's still one of the better RPG/action hybrids to land on the PC.

PC



While Peter Molyneux's ambitious goals for the Xbox version of Fable fell a bit short of the mark, the stylish RPG easily trounced other console action/RPGs (Sudeki, anyone?). Now that it's coming to the PC as Fable: The Lost Chapters, Molyneux has opted to rework the interface and add previously deleted quests and content. The end result? The best version yet of a game that doesn't redefine the genre but surely reinvigorates it.

Love and Good Deeds

One of the cornerstones of the Fable experience is the ability to make choices, such as who to marry and whether to side with good or evil. Sadly, in practice, these concepts don't quite live up to their promise. The art of courting, for instance, boils down to mashing on hot-key expressions (such as dancing, playing the air guitar, and so on), and with one exception, your marital options are limited to hero-chasing peasants. The moral conflict isn't much deeper: Should you show mercy to a childhood friend or slit his throat so you can collect another fancy item? This by-the-book morality system is disappointing because you'll rarely explore ethical ambiguities, such as choosing between the lesser of two evils. Such foibles can be forgiven, though, as Fable's crisply narrated plot propels

you through the game. Meanwhile, the titular Lost Chapters come in the form of added regions and items, and while they breathe some extra life into the game, they don't dramatically impact the core gameplay.

Turn-Based, Be Gone!

Fable breaks out of the typical role-playing game mold by blending experience-based skill advancement with real-time combat.

Whether you want to be a brutish swordfighter, a sneaky rogue, or a fire-slinging mage, the balanced combat system ensures that no one discipline overpowers another. There are also some welcome gameplay tweaks: Fans of the Xbox version will be pleased to note that the bow-and-arrow is far more powerful than before. Though Fable is generally an easy playthrough, this PC port still doesn't let you save at any point—will developers ever learn? Speaking of platform adaptations, the interface here is a sticking point; it's not as intuitive as the Xbox version's or as convenient as a typical PC game's. On the upside, the already-impressive visuals look better than ever. As a nice bonus, you can expect to experience smooth performance on even mid-range machines. Voice



You don't look like much of a meal though.

PROTIP: Keep a giant stock of health and willpower potions—you'll never even need to make use of your resurrection vials.

acting is topnotch, and ambient environmental sounds saturate the world.

Fable may not be the paradigm-shattering game fans had hoped for, but it's definitely a worthy addition to any fantasy junkie's RPG collection.—Funky Zealot

KEY MOMENT: Completing a major quest and watching hearts appear over the heads of those impressionable townspeople

Recommended System Specifications

- Windows XP
- 2 GHz processor
- 512 MB RAM
- 2.7 GB on HD
- GeForce FX 5700 or Radeon 9600 or higher video card

PC	GRAPHICS	4.5	EDITORS' CHOICE	FUN FACTOR	4.5
	SOUND	4.5			
	CONTROL	3.5			

- Developer: Lionhead Studios
- Publisher: Microsoft
- \$49.99
- Available now
- RPG
- 1 player
- ESRB: M
- Also on the Xbox



PROTIP: Set up buffs (such as Wind Embrace and Wrath of the Bear), healing, and summoning spells in the auto-cast section of your Spellbook—it's a lifesaver.



PROTIP: Beware the Mimic! These vile creatures look just like harmless treasure chests, but when you click on one, you'll be greeted with volleys of black magic. Mimics are super-tough, but if you can kill one, you'll be handsomely rewarded.

PROTIP: As you kill enemies, your character's special Power will gradually charge up. Use it frequently so that it doesn't go to waste. Stick with powers like Waves of Force, Thunderous Shot, Flame Nexus, and Whirling Attack.



Dungeon Siege II

Does Dungeon Siege II dethrone Diablo II? No. But it comes closer than any game has yet.



Let's face it: Diablo is one hell of a great series—perhaps only Doom can claim a more resilient, fanatical following. Diablo II, released in 1999, single-handedly launched one of the most prolific genres, a genre we like to call the "ADD action/RPG." Games in this sub-genre throw away time-consuming RPG traditions like plot and character development, instead favoring mindless combat and endless treasure hunting. Even six years after its release, Diablo II is still considered the gold standard. But that reign won't last forever: Dungeon Siege II puts up a formidable challenge.

Crush, Kill, Destroy

In both the story line and the gameplay, comparisons to Diablo II are simply unavoidable. Substitute Diablo II's Rogues for Dungeon Siege II's Dryads, and you've got, well, you know what. But what Dungeon Siege II lacks in originality it makes up for with fiendishly obsessive-compulsive gameplay. As you click, kill, loot, click, cast, and click, you'll awaken OCD traits you never knew you had. It's much like popping those little plastic packing bubbles—senseless and repetitive, but endlessly amusing.

In Diablo II, you control just one character, but in Dungeon Siege II, you control a whole party, which has the unfortunate side effect of making battles more chaotic. The game's most far-reaching gameplay addition is definitely the new skill-tree system, which gives you the freedom to build more flexible character types. The nicely streamlined inventory system is another great tweak.

Good, Bad, I'm the Guy with the Mouse

In these ADD action/RPGs, graphics and sound barely matter—they're just empty vessels for more clicks and more compulsive carnage. Nevertheless, Dungeon Siege II's presentation sparkles with agonizingly detailed environments and dazzling special effects. The game's sound is pretty much what you'd expect: yelps, thuds, and thwacks all driven along by a propulsive bongo beat. The voice acting, meanwhile, is hammy but mostly inoffensive.

Despite its technological improvements, Dungeon Siege II lacks two key elements that keep Diablo II on top: Its environments are detailed but not randomized, giving every playthrough a feeling of déjà vu. And the online component is fun but not as comprehensive as Battle.net.

But no matter. Dungeon Siege II is sure to thrill fans of hack-n-slash RPG titles, and for some damn good reasons. This is the perfect antidote to those lonely Friday nights.—*Vicious Sid*

KEY MOMENT: Ripping through a horde of plague-ravaged monsters with one perfectly timed Whirling Attack. Splat!

Recommended System Specifications

- Windows 98/2000/XP
- 1.6 GHz processor
- 256 MB RAM
- 3 GB on HD
- 128 MB Radeon 9600 or GeForce 5600 video card

PC	GRAPHICS	4.5	EDITORS' CHOICE	FUN FACTOR 4.5
	SOUND	3.5		
	CONTROL	4.0		

- Developer: Gas Powered Games
- Publisher: Microsoft
- \$49.99
- Available now
- Action/RPG
- 4 players
- ESRB: M

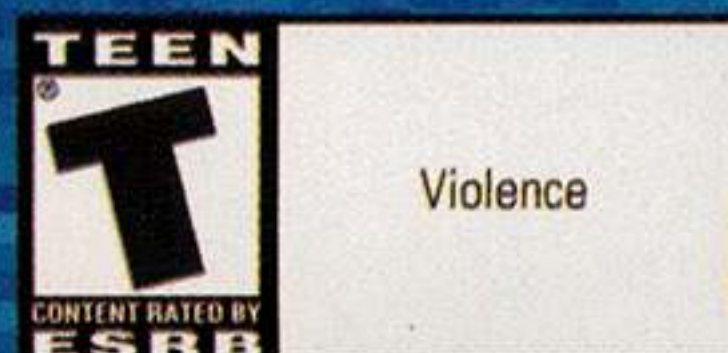
CAPCOM CLASSICS COLLECTION



Only \$19.95 (MSRP)
Available September 2005



PlayStation 2

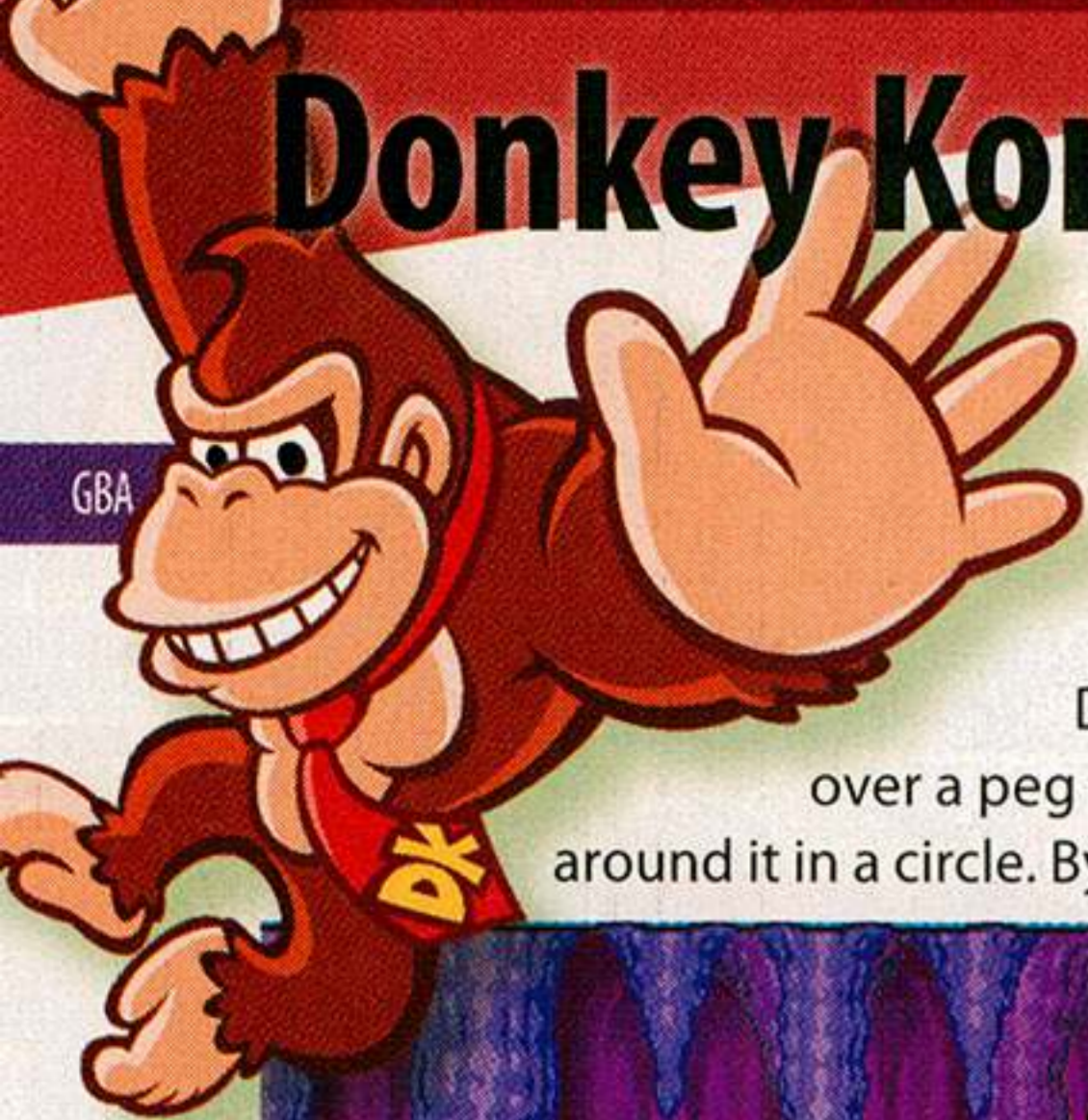


©CAPCOM CO., LTD. 2005 ©CAPCOM U.S.A., INC. 2005 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.



Donkey Kong: King of Swing

GBA

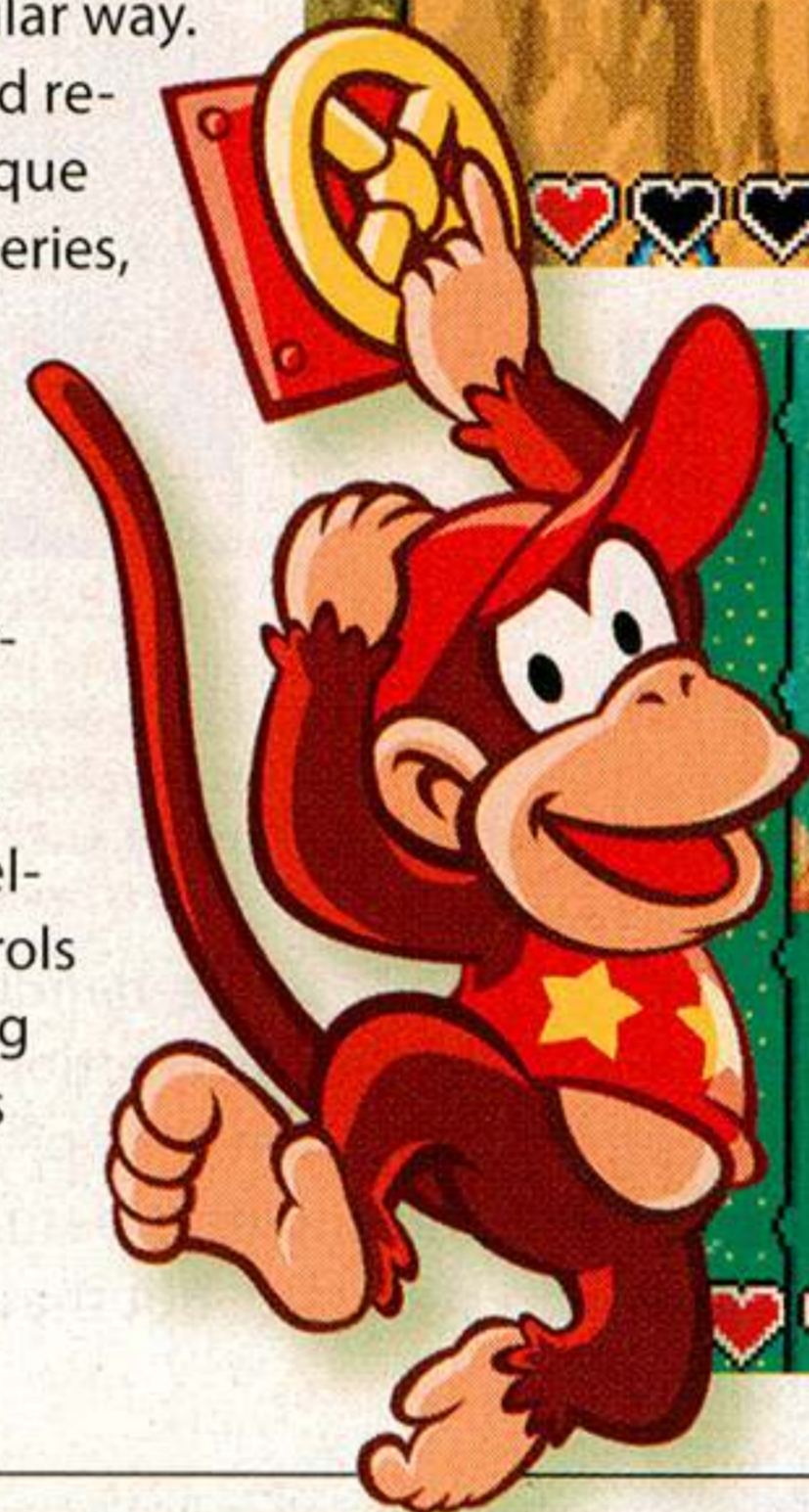


Even though all eyes seem to be on the DS, Nintendo still has a few tricks up its sleeve for the GBA. Case in point: *Donkey Kong: King of Swing*, and interestingly, the game primarily uses only the L and R shoulder buttons for gameplay. The premise is simple: Each button corresponds to one of DK's hands, and pressing the button when his mitt is over a peg or other object makes him latch on and then swing around it in a circle. By alternating button presses, you can make DK climb on larger surfaces or along arrangements of pegs. The play mechanic is even used for battling bosses, each of which will test your skills with the system as well as your noggin because many can be defeated only in a particular way. It's a novel concept and one that should really appeal to gamers looking for a unique platforming experience. For fans of the series, you'll be treated to a world that is heavily influenced by previous titles in the franchise, including the familiar King K. Rool and even some classic musical tunes. With each world consisting of only four to five sublevels, you'll always feel that you're progressing at a nice pace. It's still yet to be seen if developer Paon can really fine-tune the controls



to take advantage of the unique control system, but in a seemingly dwindling GBA market, *Donkey Kong: King of Swing* seems poised to claw and grab its way to success.—JohnnyK

■ Hands-On ■ Developer: Paon ■ Publisher: Nintendo ■ Target release date: September



Age of Empires: The Age of Kings

DS



The hugely successful real-time strategy franchise *Age of Empires* is coming to the DS sometime early next year. Contrary to the second *Age of Empires* game, on which the DS version is based, *The Age of Kings* is a turn-based strategy game that utilizes the DS's touch-screen interface to command your civilizations. While the controls divert from those of the typical *Age of Empires* control scheme, you can still expect the same strategy gameplay and aspects from those in the original.

The *Age of Kings* features five selectable civilizations: the Britons, Franks, Japanese, Mongols, and Saracens. Each civilization has its own unique strengths and weaknesses, as well as special hero units, including Richard the Lionheart, Robin Hood, Joan of Arc, Genghis Khan, and Saladin.

Furthermore, players are able to command over 45 various units, research more than 50 different technologies, and construct and upgrade numerous structures and "wonders" in their bid to dominate the known world. The *Age of Kings* also features four-player Wi-Fi multiplayer capabilities with a variety of campaigns and scenarios from which to choose.

Only time will tell if *Age of Empires: The Age of Kings* will be up to par with the recently released turn-based strategy game *Advance Wars: Duel Strike*, but with the series' extensive pedigree, it's hard to imagine anything else but perfection.—Rice Burner

■ **First Look**
 ■ Developer: Digital Eclipse/
 Backbone Entertainment
 ■ Publisher: Majesco
 ■ Target release date: First Quarter 2006



Villagers	
Unit Type:	Infantry
Bonus vs. Siege:	+33%
Bonus vs. Building:	+33%
Battles Entered:	0
100	7 50 60 7 1
Special Abilities:	

Courtier Chris 1250 650

Salad Din:
 To win people to our side, we must collect relics to show our inspiration. They are all over



Metal Gear Acid 2

PSP Why, Snake, why? You're a master of the stealthy arts, a modern-day ninja, a solid man of substance...why must you also turn to card playing? We were very understanding when you first displayed your card shark skills on the PSP, although a lot of us didn't get what you were trying to do. But we figured you must be hitting middle age now, and you probably are in that crisis, wondering how to keep your life of sabotage and infiltration fresh and interesting. We expected that maybe you'd just throw down a few hands and get it out of your system. But here you are, back again with your deck of cards in your hand and cel-shaded with a comic-book look, no less! Tell us, what are we to think? We're your friends, Snake—we care about you. If the future's in the cards, it's time for an intervention.—*GameGirl*

■ **First Look** ■ Developer: Kojima Productions
 ■ Publisher: Konami ■ Target release date: November

2



Gunstar Super Heroes

GBA Ten years ago, Sega released the now-legendary Gunstar Heroes for the Genesis. The long-awaited sequel will finally hit stores this fall—just in time for the anniversary of the original. What a party! Gunstar Super Heroes stays true to the fiery spirit of the original, with eye-popping visuals and blisteringly fast action. Play as either Red or Blue to get a unique narrative experience. Blast through six innovative levels on land and in air with a variety of weapons like Rapid Fire and Explosive. Don't let your guard down for a second as enemies swarm around you. Developer Treasure (makers of the first game) loaded Gunstar Super Heroes with treats for fans, including a redesigned level lifted from the original and some "special appearance" characters. Lock and load, and prepare to be an action hero.—*GameGirl*

■ **First Look** ■ Developer: Treasure ■ Publisher: Sega ■ Target release date: October



Sonic Rush

DS Sonic Rush is another frenetic game from Sega...they must be real adrenaline junkies over there. Not much has changed in terms of gameplay here: Playing as Sonic, you still have rings to collect and zooming maneuvers to perform. But it's the little details that add the polish. This installment introduces a new character, the mysterious Blaze, a cat-queen from another world who is guardian of the Sol emeralds and...oh, who cares? You get to play as her, and that's cool. While the game has "2D platformer" stamped all over it, be prepared for some surprises that may take you into the third dimension. The absolute best part is the way both screens of the DS are used to let Sonic and Blaze soar to new heights and build up amazing speed down long, near-vertical runs. Whew! We dare you to try to keep up.—*GameGirl*

■ **First Look** ■ Developer and publisher: Sega ■ Target release date: November



Virtua Tennis: World Tour

Virtua Tennis: World Tour is good, but it's not without its double-faults.

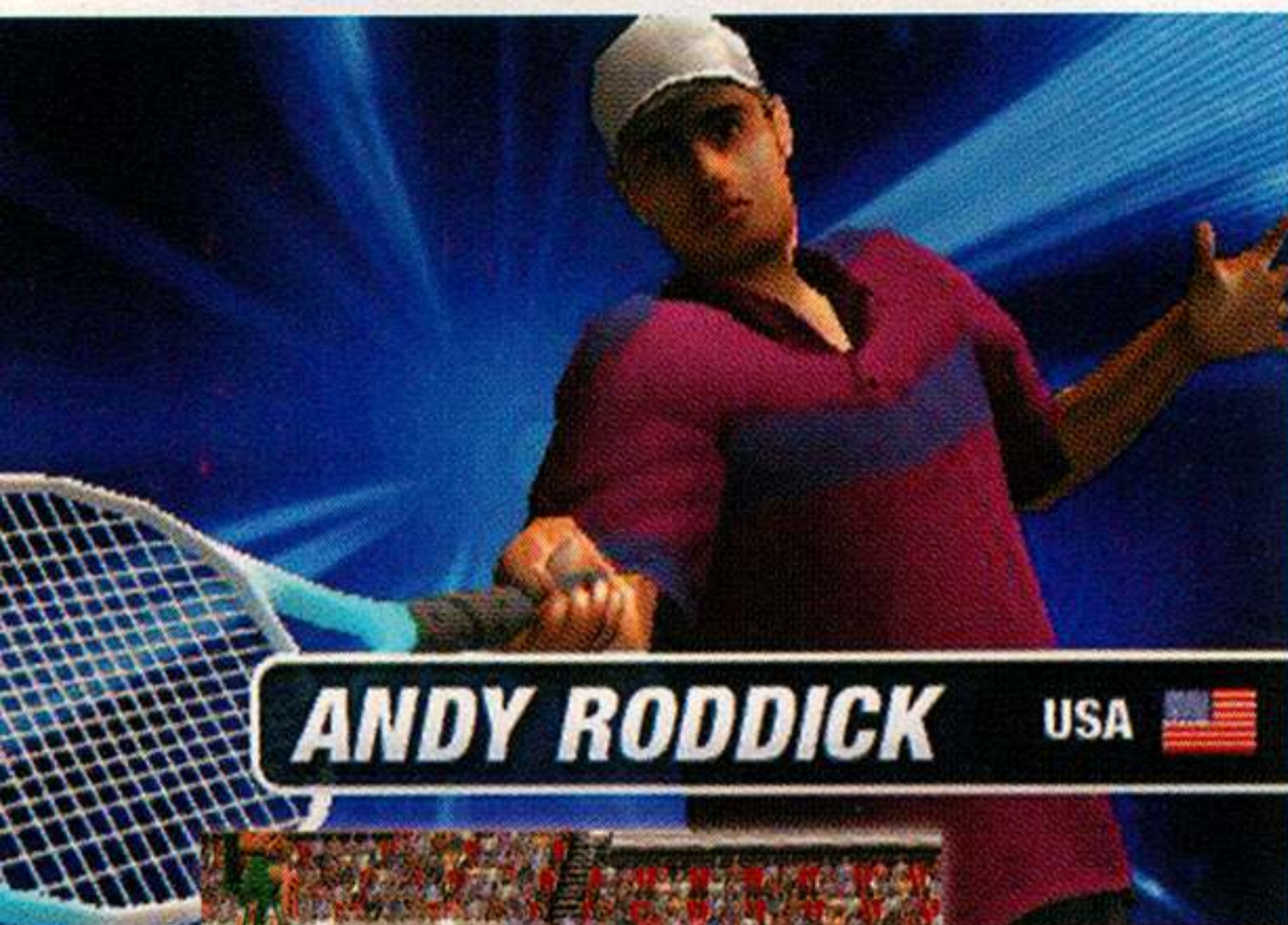
PSP



Dreamcast star performer Virtua Tennis has been revitalized for the PSP. The result: a hair-pulling difficult tennis game that embodies every last detail from the Sega original. Watch as your blood pressure rises through toils of tricky mini-games and seemingly never-ending World Tour events.



USA **VENUS WILLIAMS**



ANDY RODDICK USA

Mario Top Spin?

Though store shelves are hardly stocked with tennis titles, there have been a handful of console and portable tennis games over the last few years to keep racquet-happy gamers' tennis addictions at bay. Less experimental titles like Top Spin and Smash Court focus heavily on realistic play, while games like Mario Power Tennis and Outlaw Tennis rely heavily on a humorous, fun style of play. Virtua Tennis: World Tour falls somewhere in the middle, serving up a fundamentally sound game of tennis mixed with entertaining (though mind-numbingly frustrating) mini-games that test your ability to knock down bowling pins, hit an on-court target, and take out a vengeful, tennis ball-shooting, tank boss.



PROTIP: Vary the power and spin on your serves to keep your opponent on their toes!



PROTIP: After committing to a difficult return, you'll need to be light on your feet if you want to get to the next shot.

The Road to the Top

The main single-player mode in World Tour is, well, World Tour, an almost identical re-creation of the Dreamcast mode of the same name. Previous series' fans will slide right into gear with this mode on the PSP as players compete in calendar-year events with a custom-made character (male or female) to eventually rank up to the number-one seed. Mini-game training challenges build player stats and are essential for a shot at winning increasingly difficult tournaments. The only problem here is that difficulty in training events is tweaked so high that the average player is likely to be easily deterred, even on the simplest setting. You'll need to complete these events in order to build stats, but the skills with which you need to beat them can only be acquired from winning the very same events! Ironic, don't you think?



PROTIP: Keep your opponents constantly guessing in doubles play.

Game, Set, and Match

Despite some obvious shortcomings, World Tour is the best bit of tennis software the PSP is going to get. Period. Four-player Wi-Fi multiplayer runs buttery, while quick play options and Tetris-style ball games give the casual racqueteer the option to jump right into the action. World Tour's animations are simply spectacular—possibly the best of any current tennis title—meaning over-the-shoulder forehands and under-the-leg returns blend in fluidly with a player's step. A lineup of tennis pros are onboard, including Andy Roddick, Roger Federer, and Venus Williams, though the stepped-up A.I.



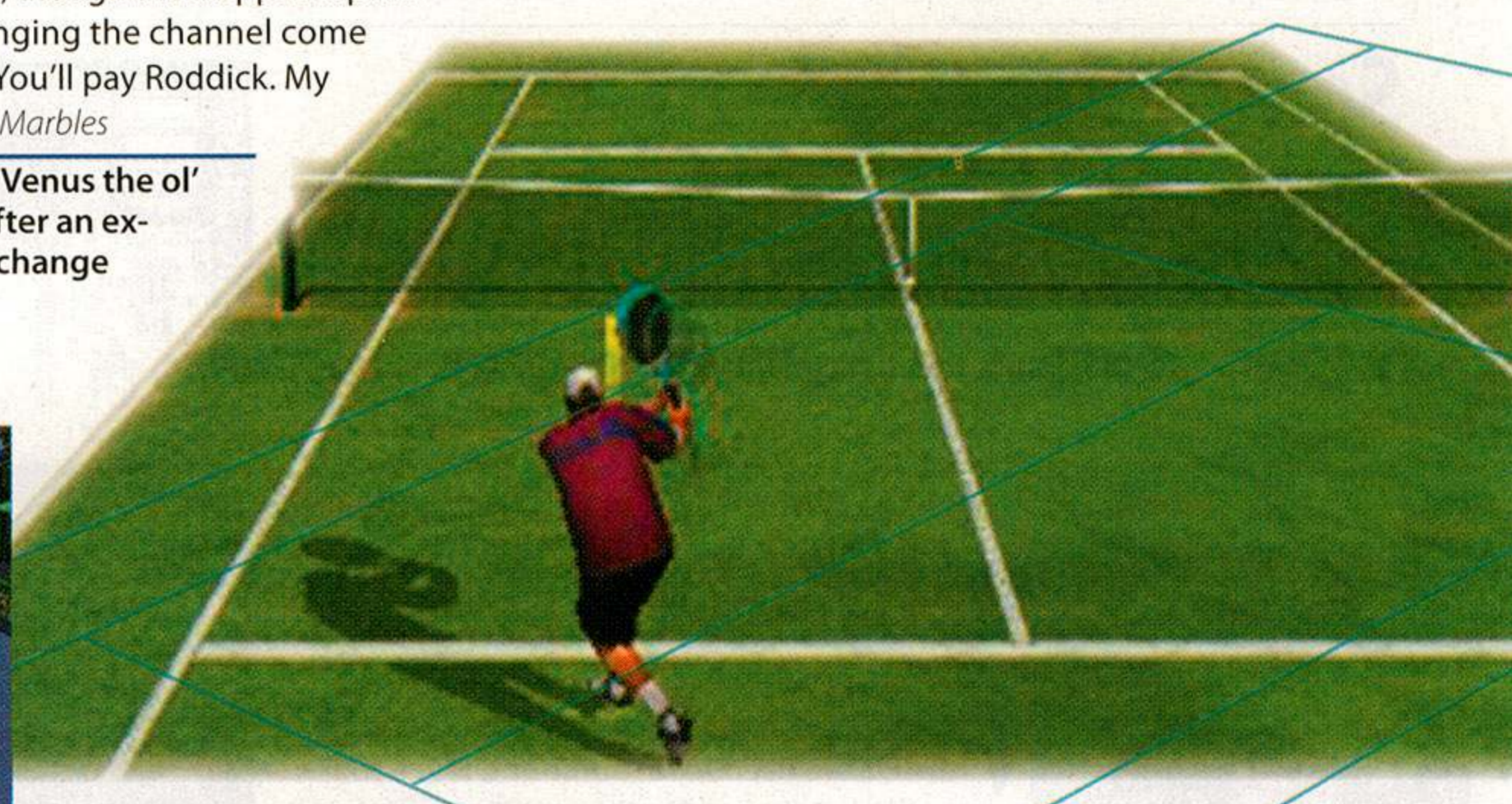
PROTIP: Big servers are much less intimidating on clay surfaces.

may have you changing the channel come Wimbledon 2006. You'll pay Roddick. My thumb hurts.—*Mr. Marbles*

KEY MOMENT: Giving Venus the ol' overhead smash after an exhausting volley exchange



PROTIP: Creeping up to the net at the right moment is essential to winning a point.



PSP GRAPHICS 4.5
SOUND 3.0
CONTROL 4.0

FUN FACTOR
4.0

Developer: Sega Publisher: Sega Studios \$39.99
Available now Tennis 4 players ESRB: E

Trauma Center: Under the Knife

DS



Worried about...er, cutting it in a real trauma center? Fret not, young surgeon wannabe, this Trauma Center is just what the doctor ordered, even if you don't know the difference between cardiac arrest and an aneurism.



Clean Hands Not Required

Who knew that the thin, little, plastic DS stylus could do wonders for an injured person? In this take on emergency room antics, you're a young surgeon who must exhibit lightning-fast reflexes and steady hands to heal the onslaught of people in pain who come to your hospital. Using the stylus and touchscreen, you perform typical emergency room tasks: from removing shards of glass and repairing a spleen to massaging hearts and extracting tumors. With a simple tap on the screen, the stylus can quickly turn into various instruments, including a scalpel, forceps, and even healing gel—all of which are necessary for specific procedures that the game slowly and intuitively walks you through.

An overly dramatic story of personal growth gives the game direction, but the true action lies on the operating table. About one-third into the game, you realize that performing what may be routine in a real hospital can be at once an exhilarating and sometimes frustrating experience for us medical amateurs. A simple procedure will usually turn into a complicated mess of blood spilling, shouts from the nurse, and constant multitasking to keep the patient alive and well. This action is unnerving but fun.

Intensive Care

It's also obviously fictitious action, which is emphasized by a simple visual and audio package. Of course, most of the graphics are highlighted by different shades of red, and your instruments look as sterile as they do in real life.

Pulsating hearts and spurting blood have more life than the cartoony hospital colleagues with whom you interact. The beeping sound of the heart monitor and uninspired, flat music round out the sparse audio department.

Still, the game's premise really draws out so much fun, and even though it's on a very basic level, you'll learn a host of medical terms and understand real-life surgical

procedure. Moreover, this is one of the few DS games that intuitively takes advantage of the touch screen. Even if needles make you squeamish or you feel faint at the sight of blood, Trauma Center is a cure for what has been a spell of mediocrity on the DS.

—Four-Eyed Dragon

KEY MOMENT: Receiving a "cool" after using a scalpel to open up a patient



PRO TIP: To save time when operating on multiple wounds, suture all areas at the end of the procedure.



If you make the wrong incision, your heart will jump as well as your patient's.



PRO TIP: Pump in the meds slow and steady for the best results. If you rush a shot, you'll have to inject more, which will take more time off.



GRAPHICS 3.5
SOUND 3.0
CONTROL 4.5



FUN FACTOR
4.5

Developer and publisher: Atlus ■ \$29.99
 Available October ■ Medical simulation ■ 1 player ■ ESRB: T

The Future

Brought To You
 By Inspiration
 —And Coffee



www.uat.edu or 800.658.5744

Available online or on-campus

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



Castlevania: Dawn of Sorrow

DS



As a 20-year-old series' first stab at a new platform, there are some awkward moments, but it shouldn't come as much of a shock that Dawn of Sorrow is otherwise wonderfully refined and enjoyable.

A Feast of Souls

Dawn takes place one year after Aria of Sorrow and again stars Soma Cruz, who must stop a twisted cult from resurrecting Dracula. The soul collection system is better than ever: Souls can be coaxed from every enemy in the game, yielding upgrades to stats, epic weapons, new skills, and even commandable familiars. They can also be traded with friends or used to create simple time trials. A couple of other minor additions do a lot to improve play flow, too: The top screen displays the map or character sheet, and early on you'll learn to instantly switch between two equipment sets.

The subject matter may be grim, but the visuals are bright and appealing. Soma regularly gains new abilities, opening up previously inaccessible areas. Retracing steps through familiar ground could become tedious if not for some first-rate



art direction. Colorful and smoothly animated characters play their strange supernatural roles against varied and beautifully detailed level designs. Some of the voices sound rough and are too low in the default mix, but the sound effects and musical score are better than most.

It Is Polite To Point

Stylus-based actions work best when directly connected to your character. For instance, vanquishing a boss monster with a drawn "Magic Seal" is an interesting occult twist and puts you in your character's shoes, but scrubbing the screen to remove obstacle blocks is just gimmicky and feels more like inexplicable divine intervention.

It's hard to complain too vehemently about such clumsiness when everything else comes together so cleanly, though. The Nintendo DS badly needs top-drawer, must-own titles, and



PRO TIP: Picking the right familiar to back you up can make a big difference; get your hands on as many as you can.



PRO TIP: Don't be afraid to use special attacks when you get boxed in—your MP will regenerate with time; your HP won't.



PRO TIP: Slow, high-damage weapons work best on slow boss creatures.

Castlevania: Dawn of Sorrow certainly fits that bill.—*Ouroboros*

KEY MOMENT: Coming across a screen-high enemy and realizing it's not even a boss monster

DS	GRAPHICS	5.0	EDITORS' CHOICE	FUN FACTOR	4.5
	SOUND	4.0			
	CONTROL	4.5			

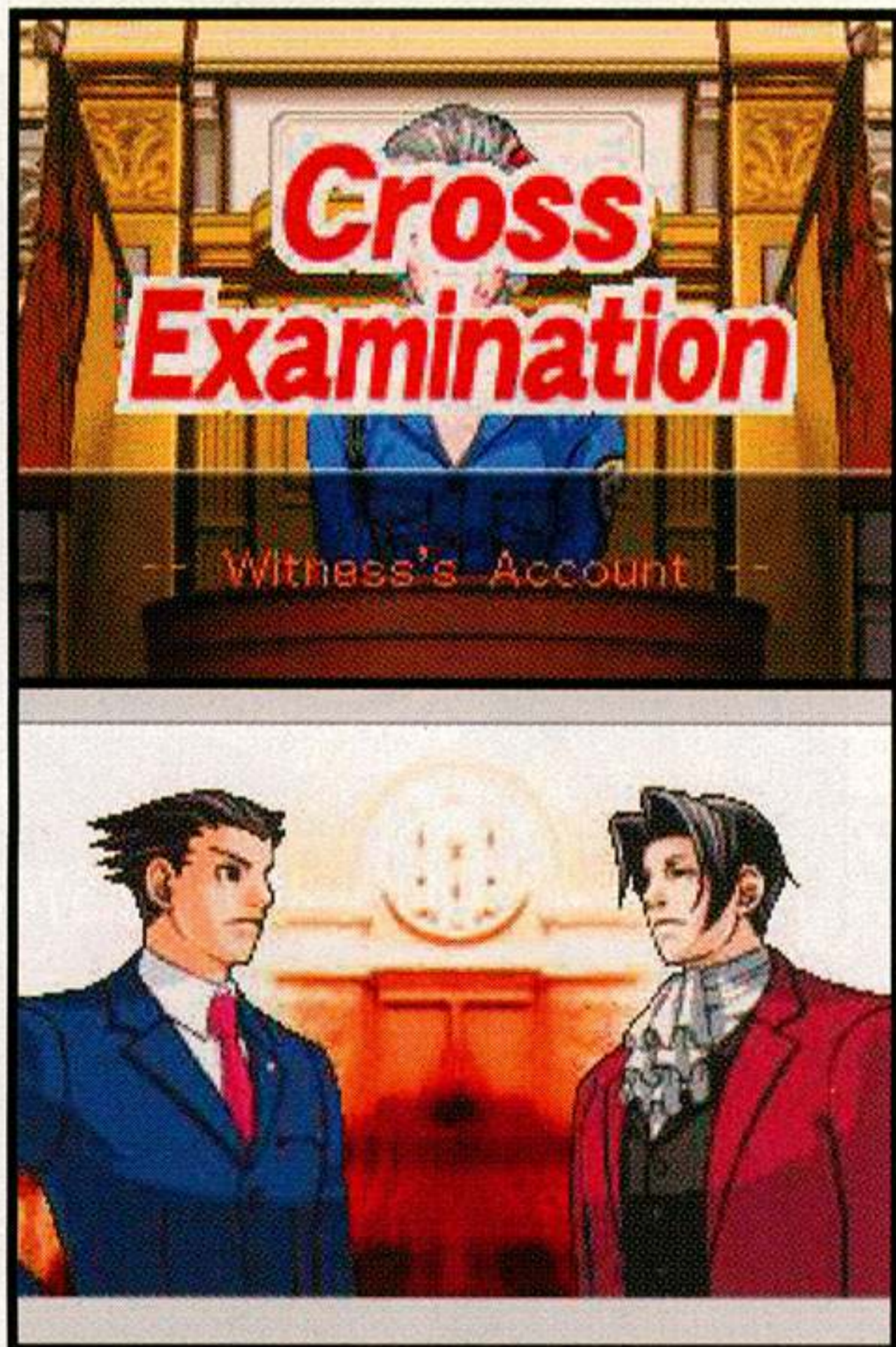
Developer and publisher: Konami \$34.99
Available October Action 2 players ESRB: T

Phoenix Wright: Ace Attorney

DS



Text-heavy interactive simulations have a hardcore following in Asia, but the genre hasn't fared well on western shores. Capcom hopes to capitalize on the scarcity of titles in the sim genre by releasing the hugely popular Japanese



Oh snap, the metrosexual men are mad.

GBA series Gyakuten Saiban (amplly dubbed "Phoenix Wright" here in the States). Phoenix Wright: Ace Attorney is a defense lawyer simulation where players assume the role of the titular character as he attempts to clear his clients of murder charges.

Objection!

Phoenix Wright's control interface revolves entirely around the DS stylus, and because the game is completely text-based, navigating can get really tedious. Also, there are only two phases in the entire game. The Investigation Phase allows players to survey crime scenes, interview witnesses, and examine the areas for clues. While the Investigation Phase is the meat of the game, the Court Phase is actually where the fun is. Players get to cross-examine witnesses, debunk the prosecution theories, and determine if evidence was planted.

During the Court Phase, players are prompted to sort through witness testimony by viewing a string of dialogue boxes. During each testimony, the player will have the option to press further on the witness's statement, to present evidence that contradicts the witness's statement, or to proceed to the next dialogue box. However, if you press recklessly or present



PRO TIP: Press and hold Y, and then speak into the mic to use the limited voice command to deliver your objections.



PRO TIP: Be careful what evidence you present in court. If the item has no logical merit, the judge will penalize you.

useless evidence, the judge will penalize you and you'll risk losing the trial.

He Can't Handle the Truth

While the game engine is solid, a few caveats hamper the overall gaming experience. The gameplay is fairly linear, and if you don't jump through the necessary logic hoops, you'll get hopelessly stuck.

But even with a few inherent design flaws, Phoenix Wright: Ace Attorney is engrossingly fun to play. With a total of five individual cases, which are murder mystery plots reminiscent of stereotypical Japanese suspense dramas, Phoenix Wright is definitely worth a day in court.—*Rice Burner*

KEY MOMENT: Cross-examining a parrot on the stand

DS	GRAPHICS	4.0	FUN FACTOR	4.0
	SOUND	4.0		
	CONTROL	3.5		

Developer and publisher: Capcom \$29.99
Available October Simulation 1 player ESRB: T

FUEL YOUR RACING FEVER!

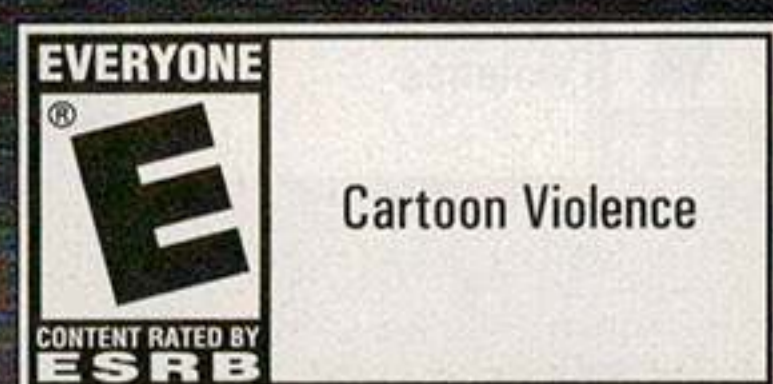
MIDWAY ARCADE TREASURES 3

8 arcade racing games for \$19.99 U.S. MSRP



October 2005

www.midwayarcade.com



PlayStation 2



XBOX LIVE



Compilation © 2005 Midway Home Entertainment Inc. S.T.U.N. Runner © 1989 Midway Games West, Inc. Badlands © 1989 Midway Games West Inc. Race Drivin' © 1990 Midway Games West Inc. Off Road Thunder © 1999 Midway Home Entertainment Inc. Super Off Road © 1969 Midway Home Entertainment Inc. San Francisco Rush: The Rock Alcatraz Edition © 1997 Midway Games West Inc. Hydro Thunder © 1999 Midway Home Entertainment Inc. San Francisco Rush 2049™ © 1999 Midway Games West Inc. All rights reserved. HYDRO THUNDER is a registered trademark of Midway Home Entertainment Inc. OFF ROAD THUNDER and SUPER OFF ROAD are trademarks of Midway Home Entertainment Inc. S.T.U.N. Runner, BADLANDS, RACE DRIVN', and SAN FRANCISCO RUSH are trademarks of Midway Games West Inc. MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. Compilation distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

"PLAY ONE OF THE MOST ENDURING



ACTIVISION



PlayStation[®]2




Blood
Mild Language
Violence

activision.com

© 2005 Activision Publishing, Inc. Activision and Call of Duty are registered trademarks of Activision Publishing, Inc. All rights reserved. Developed by Treyarch. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

LEGENDS IN MILITARY HISTORY.”

– PlayStation World



CALL OF DUTY 2

BIG RED ONE

Join the Big Red One, America's most legendary infantry division, to experience the cinematic intensity and chaos of battle as never before on consoles.

www.CALLOFDUTY.COM



Kameo

Elements of Power

I'm an

ice-spear-hurling,

punch-throwing,



Become Kameo and embark on an adventure where you transform into 10 formidable elemental warriors. Use those powers to crush, clobber, char, freeze, elude, ensnare, and destroy the evil boss Thorn and his minions. Only you can restore peace to the kingdom. Kameo.com



Microsoft
game studios

XBOX
LIVE

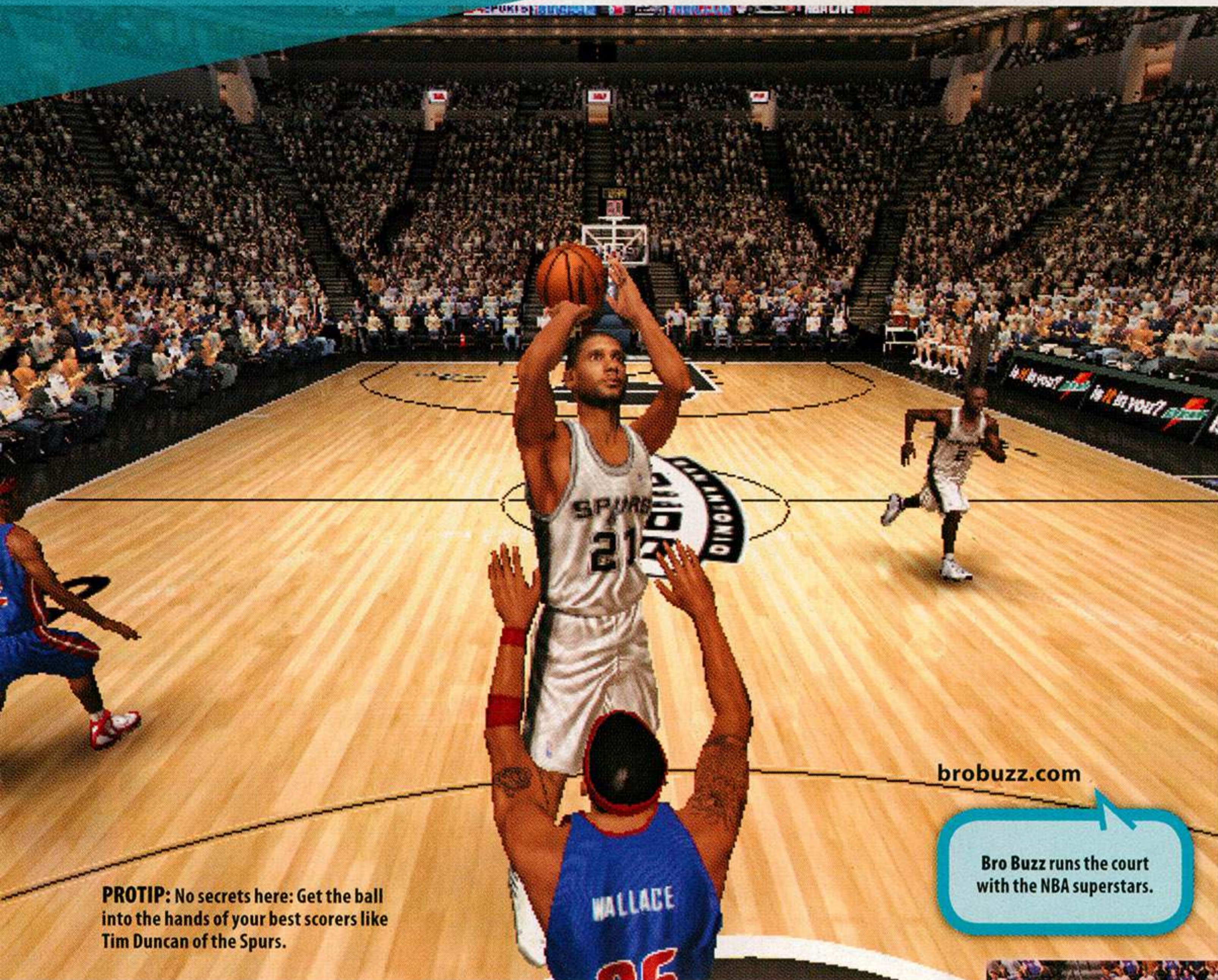
fire-spewing warrior.

Mess with me,
you mess with all of me.

boulder-heaving,



© 2005 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Kameo, Elements of Power, Rare, the Rare logo, Xbox, Xbox 360, the Xbox logos, Xbox Live, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries. Rare Limited is a subsidiary of Microsoft Corporation.



PROTIP: No secrets here: Get the ball into the hands of your best scorers like Tim Duncan of the Spurs.

brobuzz.com

Bro Buzz runs the court with the NBA superstars.



PROTIP: Be conscious of the A.I.'s love affair with the fast break; any team it controls is continually on the run.



PROTIP: If an A.I. big man is dominating the rebounds, consider controlling the player that's guarding him to block him out of the paint.



PROTIP: If you play with pure shooters like Ray Allen or Kobe Bryant, just make them shoot.

NBA Live 06

NBA Live 06 looks a little more pretty, and it plays a tougher game of basketball, too.

PS2

Xbox



With the NBA's 2006 season looming, there's one thing fans of the Golden State Warriors, L.A. Clippers, Atlanta Hawks, and Portland Trailblazers can look forward to: NBA Live 06. You can take any team from worst to first with this topnotch game, which just gets better each year.

The Game Within the Game

Live 06 features a lot of emphasis on style as well as gameplay. The most readily noticeable upgrades are the improved graphics, which come at the hand of a new graphics engine. Player models are more refined than those in last year's game with the Xbox version naturally outmuscling the PS2's in this regard.

But Live has more than just good looks. Freestyle Superstars mode is new for 06, and it enables you to fire up the unique abilities of the bona-fide NBA stars. You can make players like Amare Stoudamire, Tim Duncan, and Steve Nash—who dominate in their prospective positions and team roles in real life—kick ass in the game with their distinctive special moves. The unique system classifies recognized superstars into six offensive classes (playmakers, power players, high fliers, shooters, and inside or

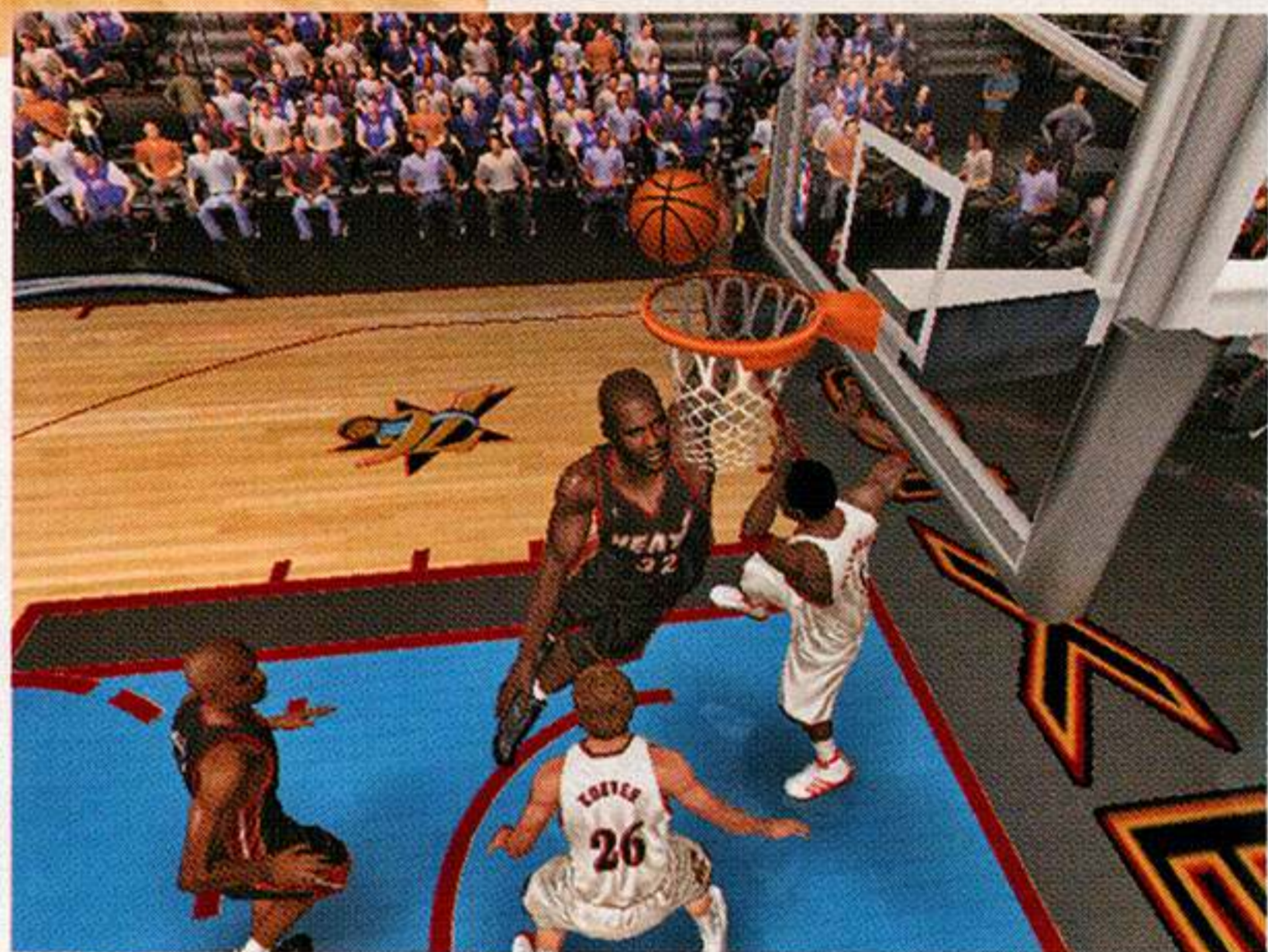
outside scorers) and two defensive ones (inside and outside stoppers). Of course, some teams have more than one superstar, while others don't have any (and you fans know who we're talking about).

Aside from the enhanced one-on-one, the five-on-five gameplay also gets a bit of a brain boost this year. Fast breaks and transitions spread the court in a more realistic fashion than before, and the two-person motion-capture technique makes for some very cool player animations on defense.

All-Star Plays

Moreover, 06's controls spin on a dime, but that doesn't mean your superstars are going to run amuck. Sure, Shaq can pivot and jam a two-handed dunk, but he has to have at least a millimeter of inside position, and Jason Kidd can complete a no-look pass, but his teammates better have their heads on swivels. It looks like the Live A.I. has also been turned up a notch since last season. And as it was with Live 2005, the PS2-controller layout just feels a little more intuitive than the Xbox's for Live 06.

Also in keeping with NBA Live's showtime personality is the All-Star Weekend mode, which is more grandiose than ever—at least in its gameplay. The 3-Point Shootout and Slam Dunk Contests are a hoot and a half (Slam Dunk seems to bust more moves than ever). These are particularly fun as multiplayer diversions.



PROTIP: On defense, you should continually switch control to the man guarding the ball. But it's imperative to keep an eye on what's happening inside the key, particularly when you're playing against a dominating center like Shaq.

Hoop It Up

NBA Live 06 runs out onto the court with nary a hitch. It pumps up the star power with plenty of show, but Freestyle Superstar mode doesn't ignore the go. Whether your real-life NBA team is headed for playoff stardom or a ticket to the lottery, NBA Live should make the 2006 season just a little more enjoyable.—Atomic Dawg

KEY MOMENT: Your point guard makes a killer crossover but dishes off to your slashing center as his man tries to switch on you.



GRAPHICS 4.0
SOUND 4.0
CONTROL 4.0

FUN FACTOR
4.0₅



GRAPHICS 4.5
SOUND 4.0
CONTROL 4.0

FUN FACTOR
4.0₅

Developer: EA Canada Publisher: EA Sports \$49.99 Available now
Basketball 4 players ESRB: E Also on the GameCube



WORLD POKER TOUR™

**Real Players.
Real Casinos.
Real Poker.**



SHUFFLE UP AND DEAL with World Poker Tour – the only authentic World Poker Tour videogame! Featuring superstar personalities like Antonio “The Magician” Esfandiari, Erick Lindgren, and commentators Mike Sexton and Vince Van Patten, World Poker Tour puts you at the final table in real casinos with true-to-life WPT action and attitude. Every detail’s covered, including each individual superstar’s signature style of play. Also featuring Create-Your-Own-Poker Editor for limitless play possibilities and unmatched online play.

www.2ksports.com



© 2005 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive. © 2005 WPT Enterprises, Inc. All rights reserved. WPT, World Poker Tour, and Spade Card Design are trademarks of WPT Enterprises, Inc. All rights reserved. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.™, © and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association.



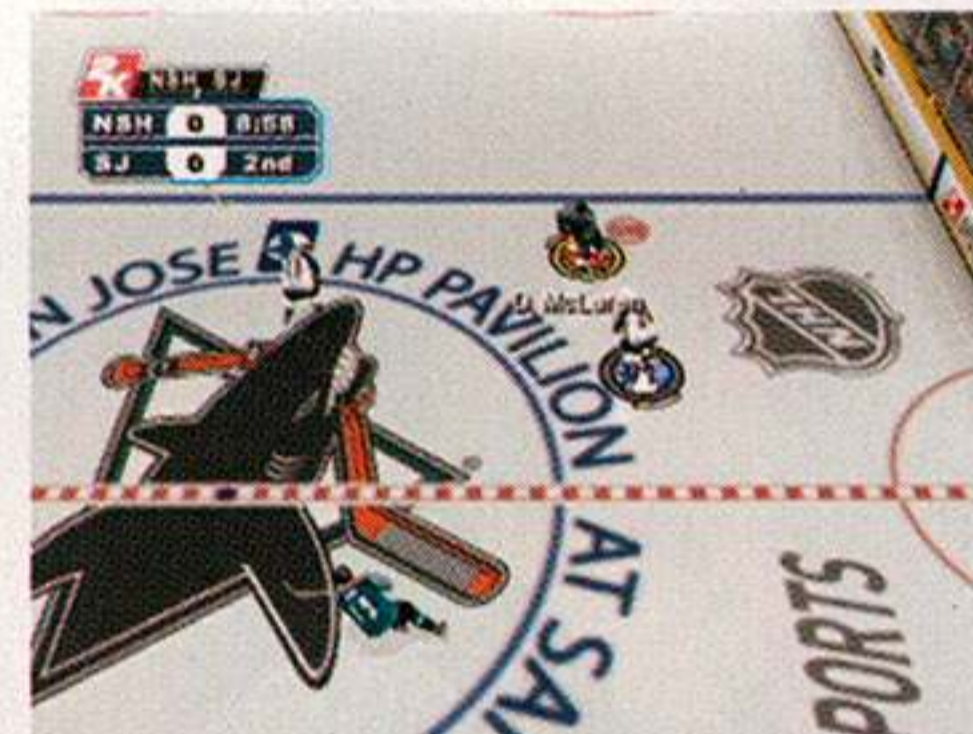
PROTIP: Use Pro Control to combo multiple passes and then fire off a one-timer once your shooter is in the clear.



PROTIP: To split the defense when skating in on net, press the **O** button (PS2) or **B** button (Xbox) to protect the puck, and then fire off a snap shot for a chance at a spectacular goal.



NHL 2K6 delivers the most feature-rich sim hockey game this season.



PROTIP: Create havoc with your enforcers and try to intimidate your opponent's top scorers early in the game by delivering devastating body checks.

NHL 2K6

The apprentice outskates the master as NHL 2K6 sends a ripping slap shot of a game to those who worship at the altar of the frozen pond.



ever: Pro Control. Basically, it's an advanced form of icon passing that takes it one step further by enabling the player to fire off one-timers. It's even possible to combo moves together to create more seamless—and effective—scoring opportunities. And once mastered, you'll begin to wonder how you ever got along without it. Another helpful control addition for this year's offering is the ability to skate backwards with the puck handler, which comes in equally as handy when you're trying to set up scoring chances.

On top of the numerous control features, NHL 2K6 also sports improved player control. Previously, the franchise suffered a bit too much from annoying floatiness as the skaters really didn't seem grounded on the ice. While this area of the game isn't as good as that in NHL 06, Kush Games made it so it isn't as noticeable as before, which should make a lot more people happy.

Scratch My Back with a Hacksaw!

As for the presentation, 2K6 is exceptionally polished, especially on the Xbox, and the wealth of on-ice animations is very substantial. Sonically, you won't find a better experience as the in-game effects are as lifelike as they get, and the two-man commentary is definitely a lot deeper than that in EA's game—honestly, it feels like you're watching a televised broadcast.



PROTIP: Take advantage of the real estate behind the net to confound your opponent and set up for an excellent scoring opportunity.

No matter which version of NHL 2K6 you prefer to "game on," you won't feel disappointed. And if you're a player who likes hockey with a bit more of a simulation flare, this is the game you'll want to have in your collection. Whether you have what it takes to win the Cup, well, that's strictly on you.—*The Enforcer*

KEY MOMENT: Using Pro Control for the first time to set up the perfect one-timer and then constantly abusing your opponent again and again thereafter



Last issue, we espoused how good EA Sports' NHL 06 turned out to be (see Sports Pages Reviews, page 102, October), fully expecting it to run away with the Cup. Well, hold on a sec now as developer Kush Games has skated through the defense and scored top shelf with NHL 2K6. Thanks to a wealth of sim-style features and topnotch gameplay, it narrowly establishes itself as this year's must-have hockey title.

Fire on the Ice

One of the franchise's strong suits has always been its staggering number of in-game control options, and 2K6 keeps this trend alive. As is to be expected, players still have the ability to make separate offensive and defensive line changes (a feature sorely missing from NHL 06) as well as the ability to execute deke moves at the flick of the right analog stick. Likewise, gamers can also separately customize strategies for each individual line and skater, making 2K6 the most satisfyingly deep sim this side of Montreal.

Not one to rest on its laurels, Kush Games has gone beyond just a simple tweak here and there to institute one of the coolest features

PS2	GRAPHICS	4.0	EDITORS' CHOICE	FUN FACTOR	4.5
	SOUND	4.5			
Xbox	CONTROL	5.0	EDITORS' CHOICE	FUN FACTOR	4.5
	GRAPHICS	4.5			
	SOUND	4.5			
	CONTROL	4.5			

Developer: Kush Games Publisher: 2K Sports \$49.99 Available now Hockey 10 players (PS2); 4 players; 8 online (Xbox) ESRB: E10+



Tiger Woods PGA Tour 06

EA makes some much-needed and radical changes for Tiger's 06 PGA Tour, including a redesigned putting system and trajectory control with the analog stick.



PS2

Xbox

GameCube



Through five console iterations and more sugarcoating than a Krispy Kreme Doughnut, EA has finally made some changes in the final current-generation installment of the Tiger Woods franchise. It's still far from revolutionary, but Tiger Woods PGA Tour 06 is the virtual golfer's best bet for a realistic round out on the links.

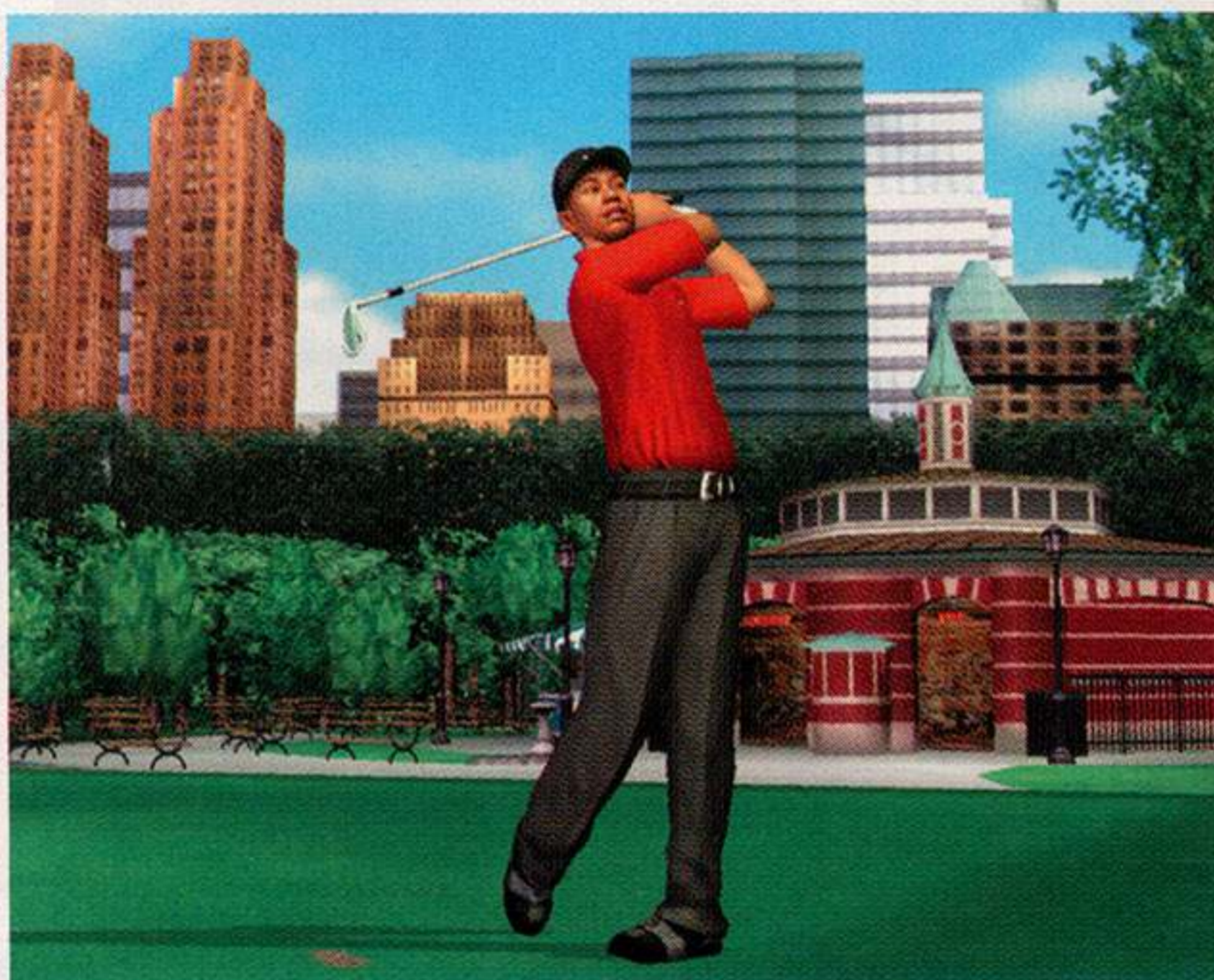
The Fundamentals

To many, Tiger 05 was a disappointment. Gameplay remained unchanged while new features like Tiger Vision (the ability to sink any putt) made the most frustrating sport in the world easier than miniature golf. With Tiger 06, the basic swing has been retooled and the option of choosing ball trajectory with the right analog Shape Stick has been added. This lets the golfer play a variety of shot types (draws, fades, etc.) by holding the right analog stick accordingly during a swing. It emulates a more realistic swing, though the option to use mid-air spin is still available, despite its unrealistic nature. The menu interface has also undergone a redesign; it's easier to navigate and loads faster, especially on the PS2. Unfortunately, game saves are still a trying three-step process.

Practice Your Short Game

This year, the putting mechanic has been completely overhauled. Gone are the Caddy Tips and generally unreadable green surfaces. In their place is a new system that combines the token Tiger analog swing with a readable green grid à la Hot Shots Golf—study the sloping grid lines and gauge your putt strength by pulling back appropriately on the left analog stick. Putting is harder but much more rewarding—an Ideal Putt Camera helps with gauging potential break on difficult putts.

Tiger 06 has a ludicrous amount to do, including the 06 PGA Tour season, daily real-time Calendar events, Skills Golf (extra points for hitting through colored rings), and Rival Mode, a single-player career that tests your ranking against golf legends old and new. Money is used solely for purchasing new gear, while separate experience points are now awarded for skill upgrades. Minus points for adding a golf Gamebreaker, and Xbox custom soundtrack support for in-game play would have been nice. Bummer—*Mr. Marbles*



PROTIP: Be cautious with drives on the new Central Park fantasy course.



PROTIP: Even the greats need a little extra club out of the bunker. Gauge hazard shots by lie and wind speed/direction.



PROTIP: Be sure to factor in down or upslope with the new putting system.



PROTIP: Push down slightly on the Shape Stick for higher trajectory approach shots.

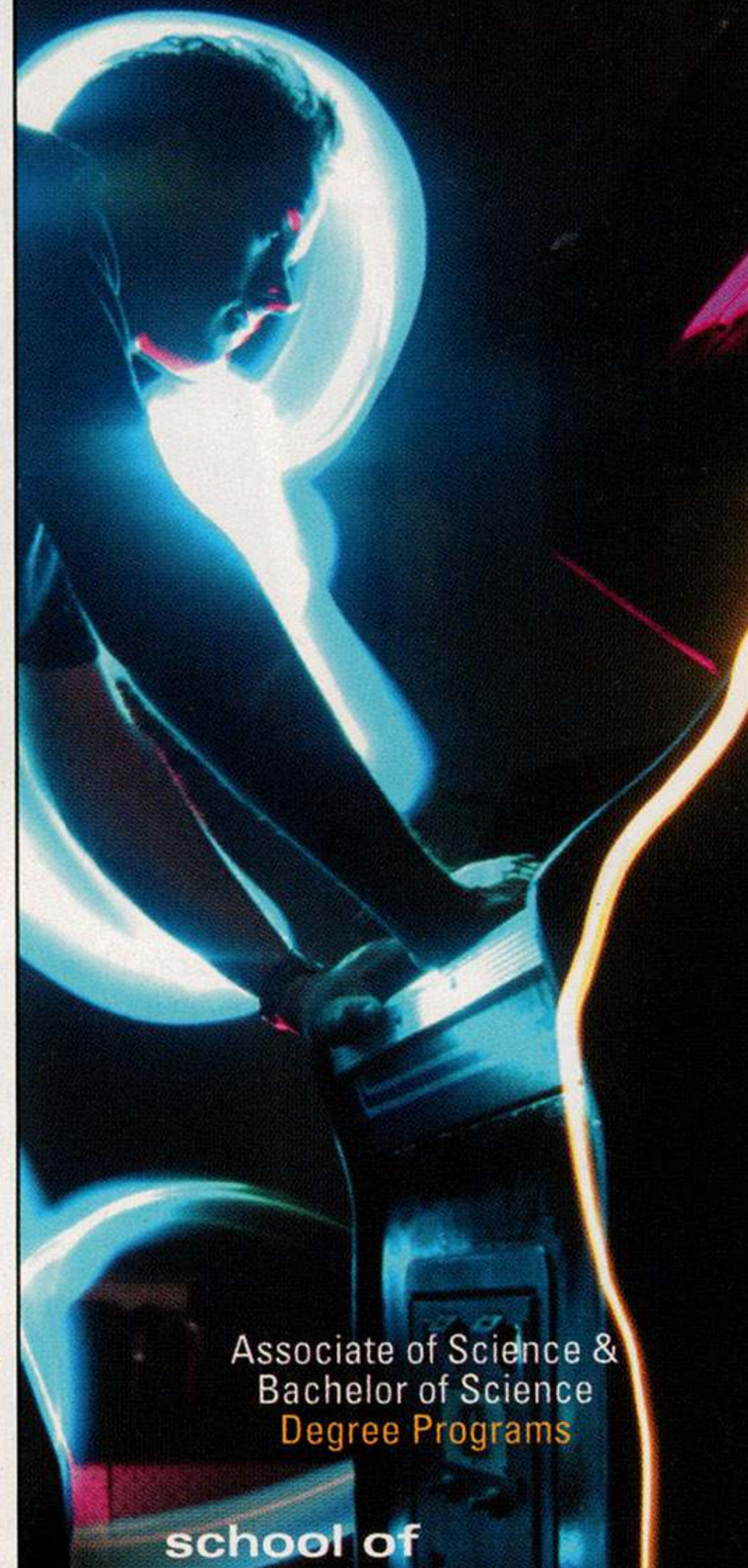
KEY MOMENT: Dropping a 164-yard ace on the 17th at Reflection Bay

PS2	GRAPHICS	4.0	FUN FACTOR 4.0 ₅
	SOUND	3.5	
	CONTROL	4.0	
Xbox	GRAPHICS	4.5	FUN FACTOR 4.0 ₅
	SOUND	3.5	
	CONTROL	4.0	
GameCube	GRAPHICS	4.0	FUN FACTOR 4.0 ₅
	SOUND	3.5	
	CONTROL	4.0	

Developer: EA Redwood Shores Publisher: EA Sports
\$49.99 Available now Golf 4 players ESRB: E

FULL SAIL
Real World Education

Game Design & Development
Bachelor of Science
Degree Program



Associate of Science &
Bachelor of Science
Degree Programs

school of

▶ Computer Animation	
▶ Digital Media	
▶ Entertainment Business	
Film	
▶ Game Design & Development	
Recording Arts	
Show Production & Touring	

800.226.7625
fullsail.com

3300 University Boulevard
Winter Park, FL 32792

Financial aid available to those who qualify
Job placement assistance
Accredited College, ACCSCT



NBA 2K6 looks sweet, but the game will be all about its moves on the court.

NBA 2K6

Xbox

Everyone knows that you can't keep a good team down, so even though 2K Sports has been muscled out of the NFL at least for this season, it's planning to fortify its presence on the NBA courts. Even in preview form, NBA 2K6 is beginning to look like the best version of the game yet.

Aggressive Action

2K6 is going to let its gameplay do much of the talking. The approach sounds like music to the ears for hardcore fans of b-ball action and strategy, but you definitely can't pick up on it until you get a few games under your belt.

The basic gameplay engine from 2K5 remains more or less intact, but specific functions like the Isomotion moves and the team-defense engines have been completely rewritten. The control scheme is brand new. Now, the right trigger serves as the Aggression button. Holding it down and moving the left or right analog sticks enables you to bust special moves on offense and defense. The left stick, for instance, controls basic movement when you dribble, but

when you hold the Aggression button, you can pull killer crossovers. Moreover, by moving the stick from left to right, you can make your player bounce the ball from his left hand to his right hand. Hold Aggression and rotate the left stick, and your player makes a spin move.

Sticking to a Game Plan

Basketball junkies are going to adore the nuances in 2K6. On offense, shooting by moving the right stick has changed from last year's scheme—now you pull back and release it for a jump shot. For lay-ups, you press the left stick to run forward and then push the right stick to put the ball up. Pushing the stick left or right can shift your shot in midair, and holding the Aggression button launches a monster slam dunk.

On defense, the Aggression and right combo make you a little quicker. Plus, moving the left stick left or right dictates whether you attack with your right or left hand—a subtle but masterful addition that really adds quickness to your ball-hawking technique.

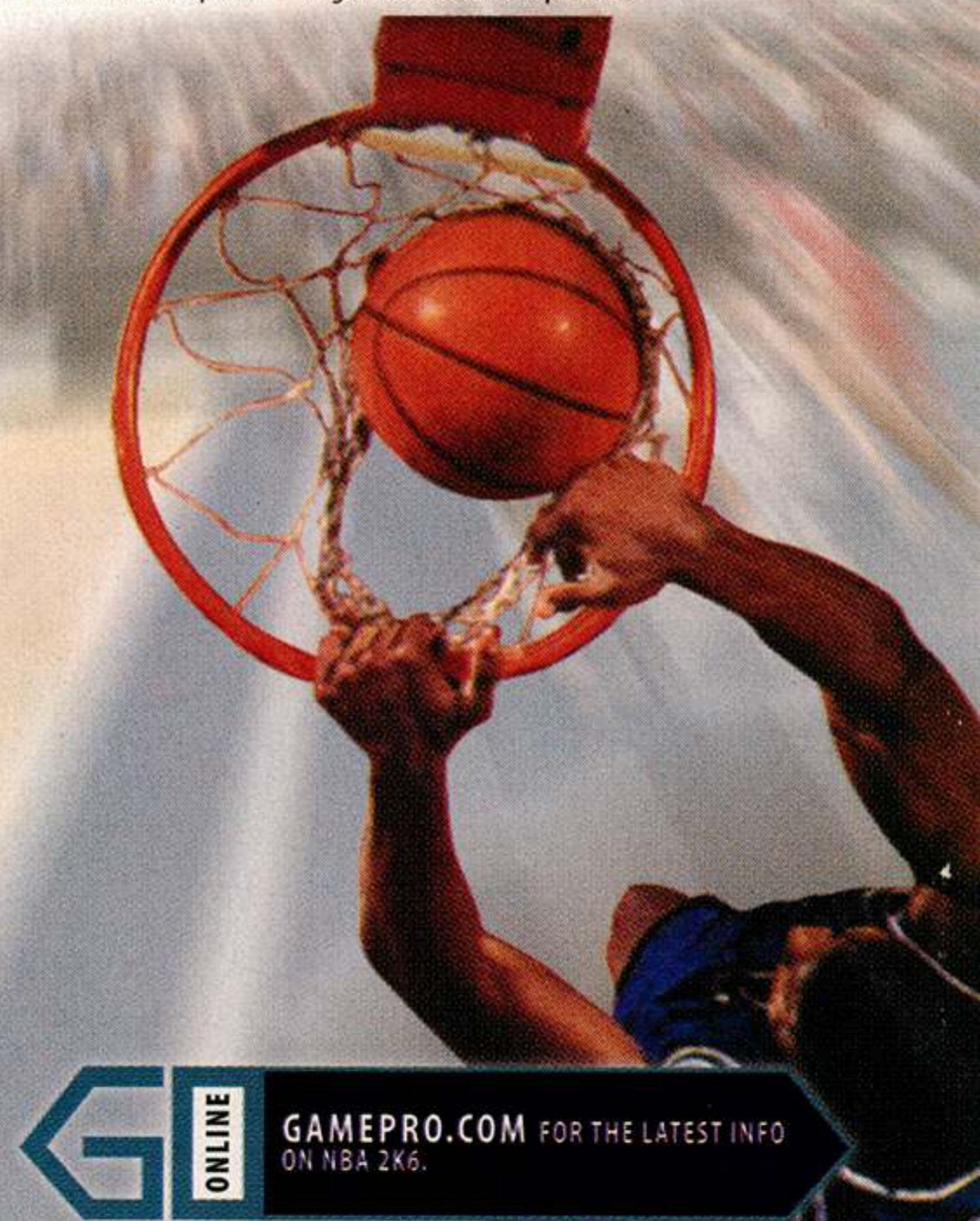
Court Smarts

You can't just stand there and count up all the ways that NBA 2K6 has evolved this season. This



is a game you'll have to challenge on the court to actually get a feel for its changes. It's time to play some basketball.—Atomic Dawg

■ Hands-On ■ Developer: Visual Concepts
 ■ Publisher: 2K Sports ■ Target release date: September



GAMEPRO.COM FOR THE LATEST INFO
ON NBA 2K6.

NBA '06

PS2

NBA Live 06 and NBA 2K6 are rightfully duking it out for the hearts and minds of video-game gym rats, but it looks like SCEA Sports Studio is lurking with a possible charge into the fray with NBA '06. Much has been reported about this game's innovative "mission"-based, action/adventure style mode called simply, The Life. But it's going to have to make its bones on the court, too.

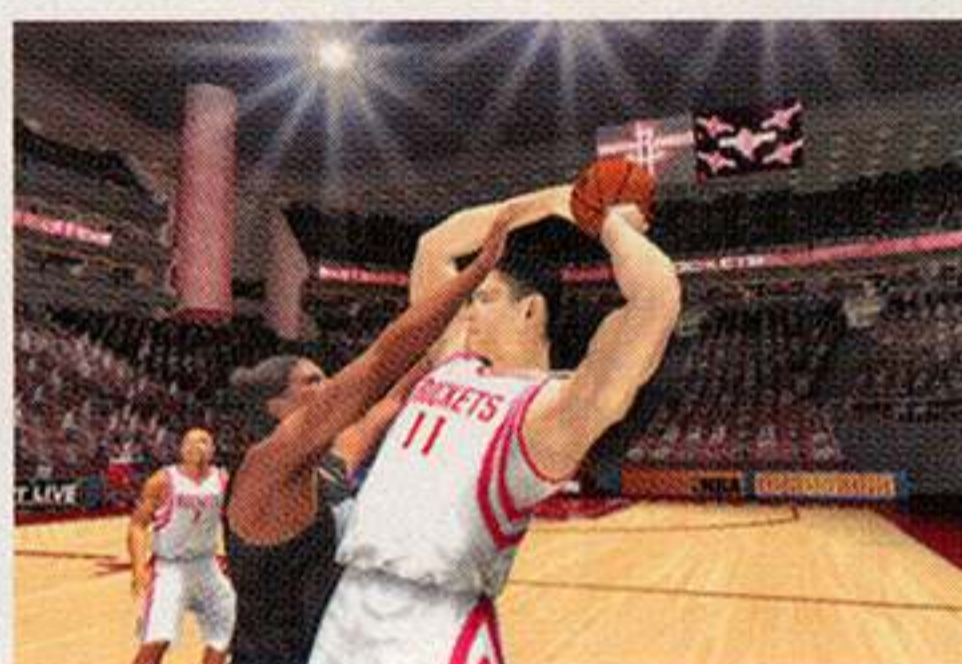
To that end, Sony has a nifty-sounding feature working called Showtime GamePlay that's also part of '06's The Life mode. The majority of your mission objectives take place naturally during the regular season basketball games. In The Life, you won't necessarily be playing complete games as you're used to doing in other video games. Instead, you might find yourself in situations or just playing in certain quarters, but you will have goals and objectives to reach before you can move on. These G&Os will be for you as a player as well as your team. For example, you may have to hit 10 points and make five assists during crunch-time before the end of the half.

Now as you proceed toward these goals, a Showtime meter for both team and player will monitor your moves, skills, and technique. Fill the meters up, and you or your team will earn power-ups—like better defensive awareness or energy boosts. You might develop a hot shooting hand.

The crowd A.I. will also react to your Showtime moves. The flashier and more efficient you are, the louder the fans will cheer. Your teammates will also react to your gameplay. Pass the rock around and pull some assists, and they'll pick their games up, too.

NBA '06 has plenty of intriguing innovations in its game plan to go with The Life and Showtime gameplay. Here's hoping the team will rally around them.—Atomic Dawg

■ Update ■ Developer: SCEA Sports Studio ■ Publisher: Sony ■ Target release date: Fall 2005



GAME PLANS

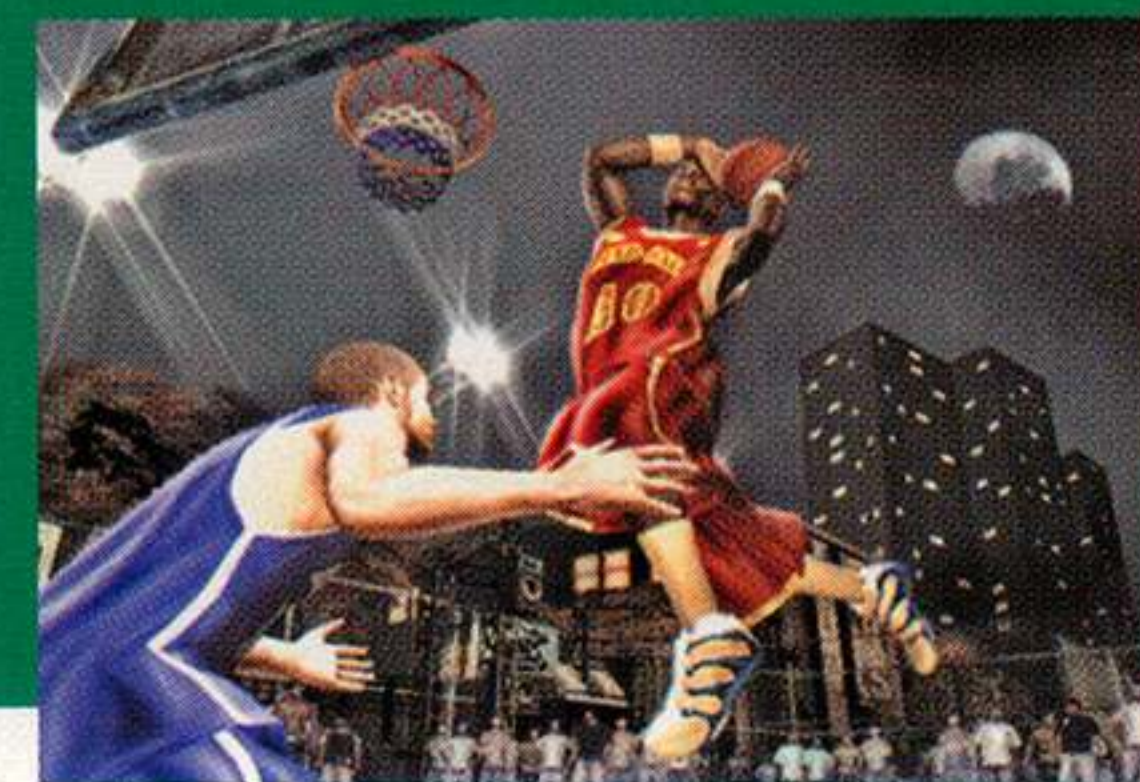
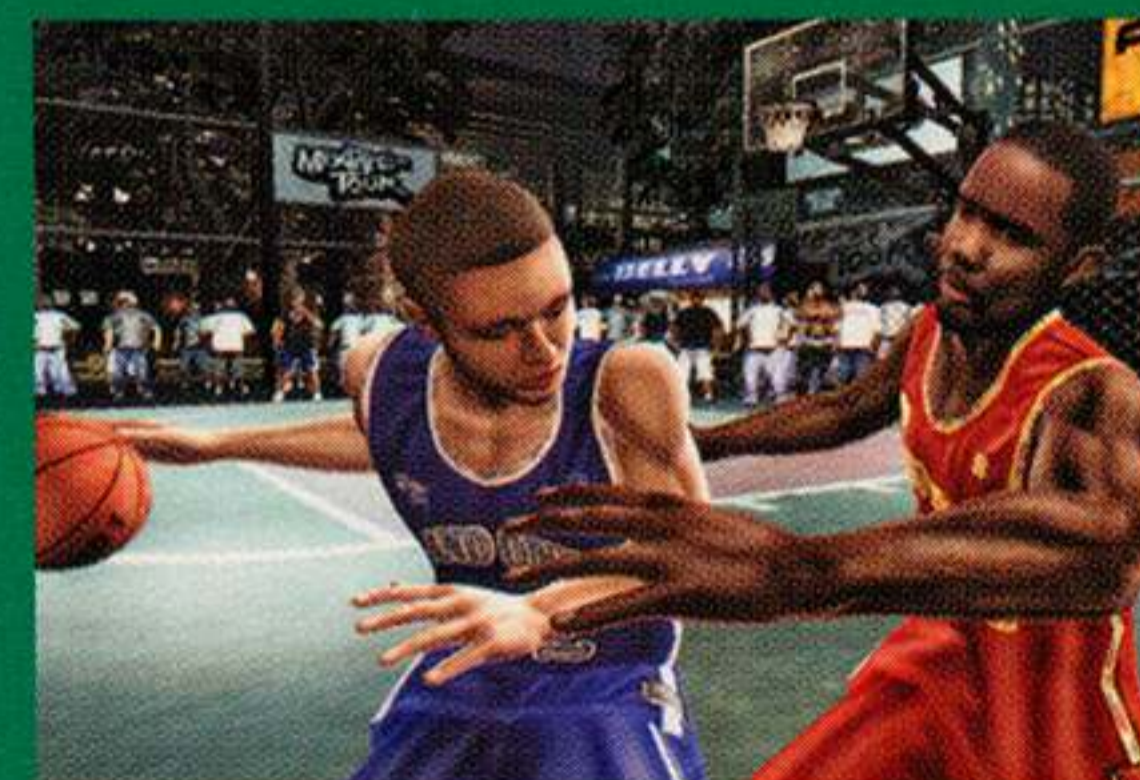
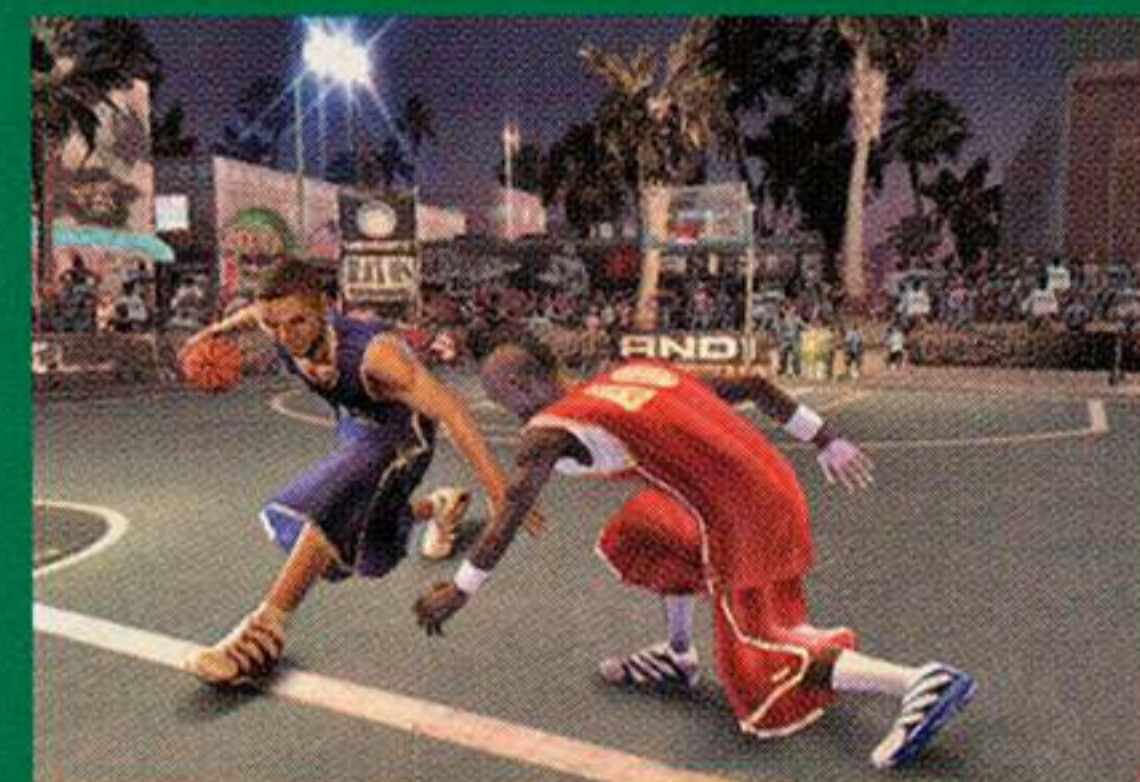
By The Water Boy



Streetball Streeting?

Ubisoft's **And 1 Streetball** sounds like it's still on track to hit the streets this fall. The game's in development by Black Ops Entertainment. No stranger to freestyle b-ball, Black Ops, you'll recall, also punched out Activision's Street Hoops, which coincidentally also featured the And 1 license.

Streetball stars the And 1 Mixtape tour and league, and showcases 16 of the top players in that game, both current and past. The game's generating buzz for a string of tantalizing features. Ankle breakers, for instance, are moves so slick and sick that they make your opponent just fall down. You need to build up a meter to pull them off, but if the other guy pulls the right defensive move, he gets all your ankle breaker points. Also, create-a-player enables you to choreograph unique signature moves and add sound effects and music for complete showtime.





Know why these guys are so angry? It's because they lost all their money at pachinko.



Jessica wields a Caduceus!



Angela: As soon as you found out who I was, it changed everything...



Yangus uses Monster Masher!

Dragon Quest VIII



PS2

After a long hiatus, the venerable Dragon Quest series is making a return, this time on the PS2. Met with fevered anticipation by those in the Land of the Rising Sun, Dragon Quest VIII is now heading to the U.S., but will the excitement pass over to our shores? From what we've seen, it's certainly possible.

Am I Funny to You? Do I Make You Laugh?

As in other RPGs, the story takes center stage. It revolves around the actions of a mysterious Jester named Dhoulmagus, who discovers the power of a hidden scepter locked away in a castle for countless ages. Just as evil jesters tend to do, Dhoulmagus places a curse upon

the kingdom, leaving everyone transformed into hideous beasts and thorns. Of course, a single person was unaffected by the jester's curse: That'd be you, the main character. Left with the responsibility of returning your kingdom back to normal, you scour the world in search of a cure to the jester's curse.

Got Dragon?

New to the franchise is the integration of a brand-new 3D engine and game world. Thanks to cel-shaded graphics and character design by Akira Toriyama—the artist responsible for the Dragon Ball Z franchise—Dragon Quest VIII and its sprawling towns and dungeons look closer to a cinematic anime experience than ever before.

Also of note, exclusive to the North American version are the inclusion of voice actors, a redesigned interface, and more dynamic animations



for both player and monster characters.

While the sales of Dragon Quest VIII likely won't be on par with those in Japan, RPGers unfamiliar with the series may be drawn to the distinct graphics, and fans will enjoy the newly implemented voice acting and classic Dragon Quest depth. With Square Enix's more epic Final Fantasy series

held back until the middle of 2006, Dragon Quest VIII might have plenty to offer the impatient RPG crowd.

—The Watcher

- **First Look**
- Developer: Level-5
- Publisher: Square Enix
- Target release date: November



Jessica attacks!



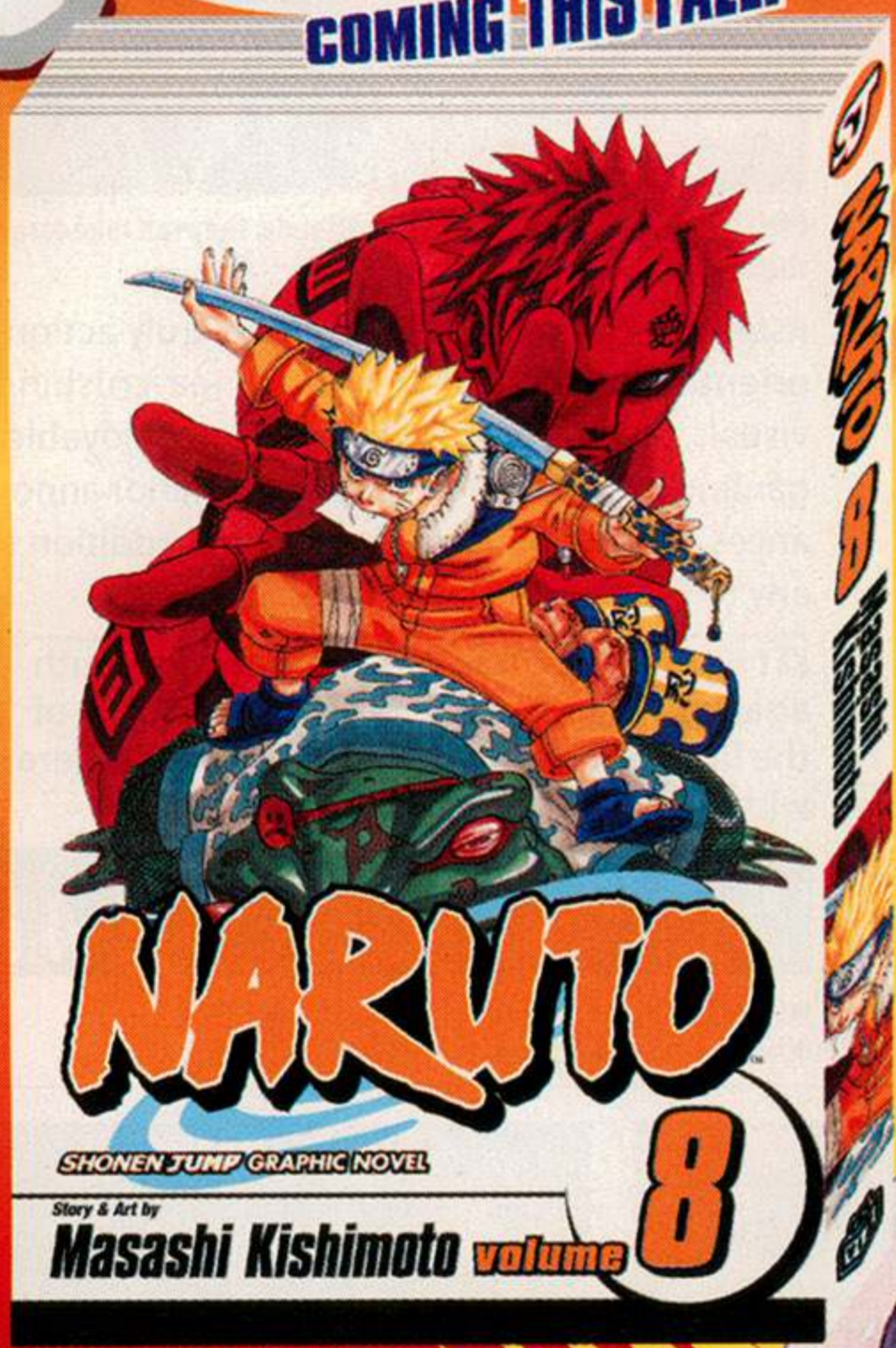
Eight's tension increases to 100!!!



The student ninja face off in one-on-one, no holds-barred combat!

CATCH IT ON
CN
CARTOON NETWORK

COMING THIS FALL!



On Sale in December '05!

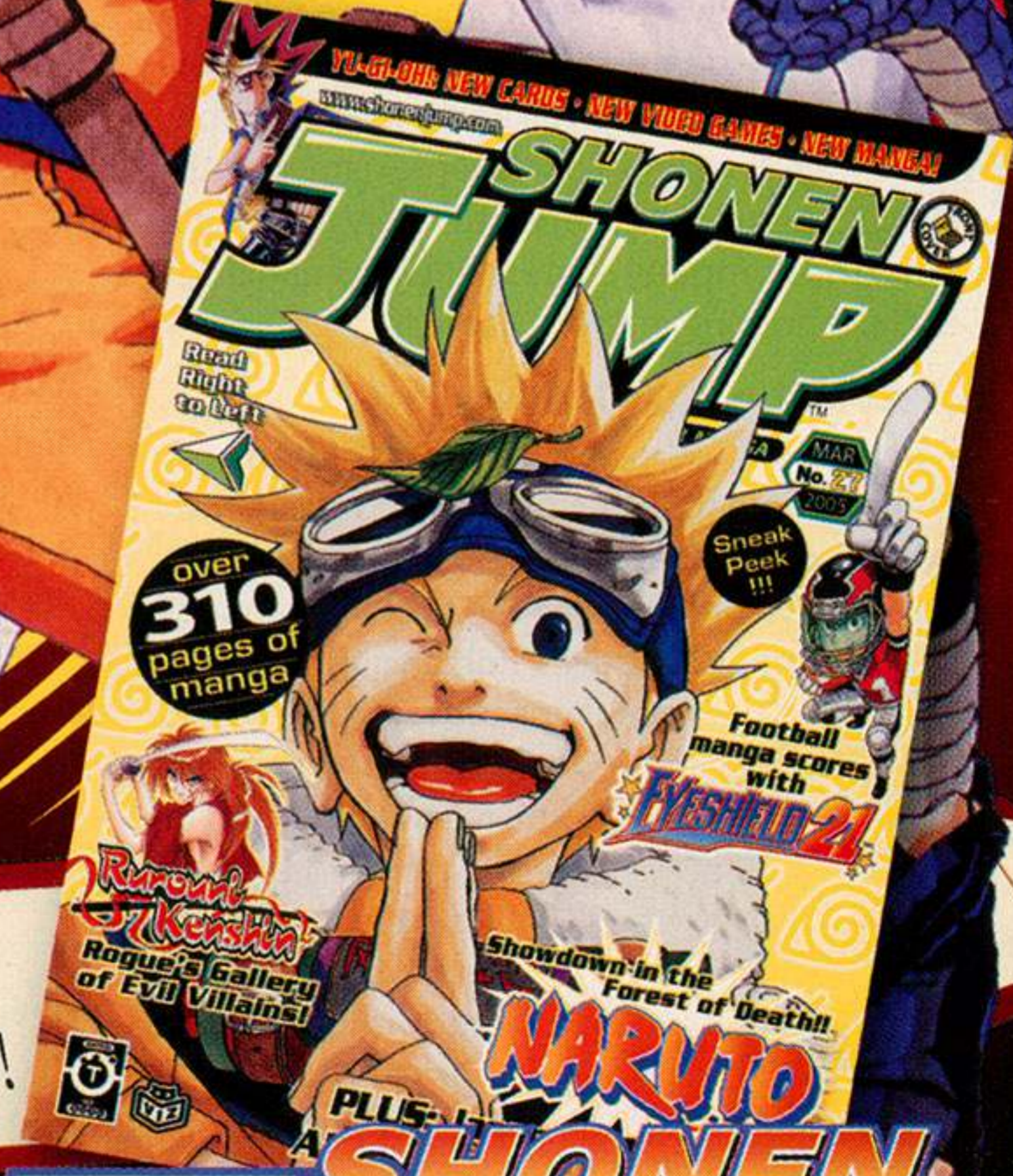


Vols. 1-7 On Sale Now!

Read it first in SHONEN JUMP magazine!
Log on to: www.SHONENJUMP.com to Subscribe Today!

ON SALE AT:
www.shonenjump.com

Also available at your local bookstore, comic store and Suncoast Motion Picture Company.



SHONEN JUMP
THE WORLD'S MOST POPULAR MANGA



Radiata Stories

PS2



The developers of the renowned Star Ocean series punch up the interactivity with their latest action/RPG hybrid, Radiata Stories. The branching tale of Jack unfolds in a uniquely interactive experience that incorporates some of the best—and worst—elements of this blended genre. This interactivity comes from Jack's punting skills as he must kick everything in order to uncover tasty items. Unfortunately, this quaint metaphor hardly masks that ever-present RPG cliché of searching every nook and cranny, and it doesn't take more than five booted bunk beds before all interest in the kicking aspect wanes.

Kick the Bucket

While the plot is your standard RPG rundown, mature gamers may be disappointed with the juvenile sense of humor. Still, Radiata Stories has



Too bad daddy isn't around to help with Jack's new challenges!



This dwarven valley is just the first stop on your epic quest.

its share of hilarious moments and never takes itself too seriously, inspiring a perverse sort of curiosity as to what the characters will get themselves into next.

Without question, Radiata Stories truly shines with its dynamic combat system, which is reminiscent of Secret of Mana's. Battles take place on a large field, where Jack and friends are free to run circles around their foes. Add to this Jack's numerous and varied sword techniques and the plethora of allies that take up arms alongside him, and it becomes clear that this is one of the most entertaining and exciting combat systems around.

No, Seriously, Kick It!

The graphics are simply flawless, and Tri-Ace does a brilliant job of milking the PS2 for some astoundingly crisp and colorful cut-scenes. Beautifully rendered attacks, characters, and environments pour from the screen with familiar and gratifying Tri-Ace art direction. Unfortunately, the music seems to originate from a genre definable only as "carnival jig," and the sound bites that play when Jack succeeds get pretty old pretty quick.

In the crowded action/RPG corral, Radiata Stories sets



PRO TIP: Don't worry about Jack's friends; they can take care of themselves.

itself apart by providing a unique, truly action-oriented battle system with cornea-crushing visuals. Succeeding in delivering an enjoyable gaming experience despite some minor annoyances, Radiata Stories is a delightful addition to any RPG library.—Strafe Maru

KEY MOMENT: When Jack is left with his mouth agape by Ganz's description of the duties of the Rose Chochon Brigade, you're right there with him.

PS2	GRAPHICS	4.5	FUN FACTOR	4.0 ₅
	SOUND	2.0		
	CONTROL	4.0		

Developer: Tri-Ace Publisher: Square Enix \$49.99 Available now Action/RPG 1 player ESRB: T

Romancing SaGa

PS2



With the dog days of summer now over and fall coming into full swing, gamers have plenty to look forward to. Fall and winter are when many of our favorite games hit the shelves. Unfortunately for Square Enix, the company's latest RPG, Romancing SaGa, is not one of those games.

Wake Me Up When It's Over

Rather, what we're given is a convoluted and cumbersome RPG that can barely sustain the weight of its bloated and poorly developed story. For those who can tolerate such soporific narratives, Romancing SaGa encapsulates the formulaic RPG:

Bad guy rises from hiding and releases evil onto the world; rag-tag team of young adventures try to stop it. If you aren't already uninspired, the story's execution and progression will make you gouge your eyes out with the blunt end of your PS2 controller.

Unlike most RPGs, which follow a story through a linear progression, Romancing

SaGa attempts to offer multiple open paths, leaving the entire world map available to the player at the onset. While the idea might sound good on paper, in the hands of these developers, it only serves to confuse and complicate. In the end, you're left wandering aimlessly throughout town in hopes of finding the lone villager who will help advance the story or traversing the incessant expanses of abruptly ended caves as countless monsters chase you with an unnerving devotion to end your life all because you *thought* there might be something nearby to



PRO TIP: Don't waste jewels when learning a class. Try to invest in an easy-to-learn class like craftsman, which can eventually open up all other skills.



PRO TIP: Use your most powerful moves sparingly, but don't bother trying to keep the points for another battle as they're discarded after each encounter.

move the game along. Admittedly, some of these issues are less pronounced once you progress in the game, but by then the damage has indelibly been done.

All That Glitters...

If there's one redeeming thing about Romancing SaGa, it's that it has an attractive art style and presentation—but its soundtrack is rather unremarkable. However, moderately pretty graphics and average sound don't offset the labored frustration that follows playing this stilted title.—The Watcher

KEY MOMENT: Realizing that traveling blindly through bland expanses of terrain all while fighting a trail of ensuing monsters was actually intended to be in the game

PS2	GRAPHICS	3.0	FUN FACTOR	2.5 ₅
	SOUND	3.0		
	CONTROL	2.5		

Developer and publisher: Square Enix \$39.99 Available October RPG 1 player ESRB: E10+



PRO TIP: Because the entire game world is open from the beginning, some of the more powerful monsters are available to fight right away. Avoid them.

JOIN US...
AND THE CIRCLE WILL
BE COMPLETE!

GET ONE YEAR OF:



Hyperspace: Member-exclusive photos, articles, and videos at starwars.com



The Official Star Wars Fan Club: Members-only events, collectibles discounts, and a membership kit that includes a letter from George Lucas



Star Wars Insider magazine: 6 issues of interviews, exclusive fiction, and features

GET IT ALL
FOR ONLY **\$39⁹⁵**

SUBSCRIBE TODAY

WWW.STARWARS.COM/FANCLUB

WHIPLASH



During gameplay, pause the game to enter the Pause menu, select Abilities & Powerups, and then press to enter the Restricted menu. At the Restricted menu, press and then enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will immediately take effect.

All Abilities: Press Left, O, O, Δ, Left, Up, X, O, Right.

Always in Hyper Mode: Press Down, Right, Down, Up, Down.

XBOX

FUTURAMA



During gameplay, press and hold L, and then enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will immediately take effect.

Extra Lives: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, B, A, Black, release R, press A, press and hold R, press Back.

FMV Skip: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, B, A, release R, press Y, Y, press and hold R, press Back.

Invincibility: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, B, A, Black, Y, Back.

Maximum Ammo: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, B, A, Black, release R, press B, press and hold R, press Back.

Maximum Special Move Charges: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, B, A, Black, release R, press X, press and hold R, press Back.

Refill Health Meter: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, B, A, Black, release R, press Y, press and hold R, press Back.

Unlock All Movies, Music, and Gallery Pictures: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, B, A, Black, B, Back.

Warp to the Last Level: Press A, press and hold R, press X, Y, release R, press A, press and hold R, press X, Y, X, Y, Y, release R, press A, press and hold R, press Back.

RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR



During gameplay, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll see a confirming message onscreen.

All Weapons and Ammo: Press and hold Back, and then press A, B, Y, X.

God Mode: Press and hold Back, and then press A, X, Y, B.

GAME BOY ADVANCE

GAME BOY ADVANCE

YU-GI-OH! 7 TRIALS TO GLORY: WORLD CHAMPIONSHIP TOURNAMENT 2005

Card Passwords: At Grandpa's card shop, face the password machine, press R to select the Enter The Password screen, and then enter the following passwords to unlock the corresponding cheats. If you entered the password correctly, you'll see a confirmation onscreen.

30,000-Year White Turtle: 11714098

4-Starred Ladybug of Doom: 83994646

7 Colored Fish: 23771716

7 Completed: 86198326

Acid Trap Hole: 41356845

Acrobat Monkey: 47372349

Agido: 16135253

A Hero Emerges: 21597117

Air Eater: 08353769

Airknight Parshath: 18036057

Aitsu: 48202661

A Legendary Ocean: 00295517

Alligator's Sword: 64428736

Alligator's Sword Dragon: 03366982

Alpha the Magnet Warrior: 99785935

Alter for Tribute: 21070956

Amazon Archer: 91869203

Amazoness Fighter: 55821894

Amazon of the Seas: 17968114

Amphibian Beast: 67371383

Amphibious Bugroth: 40173854

Amphibious Bugroth Mk-3: 64342551

Ancient Brain: 42431843

Ancient Elf: 93221206

Ancient Lizard Warrior: 43230671

Anti Raigeki: 42364257

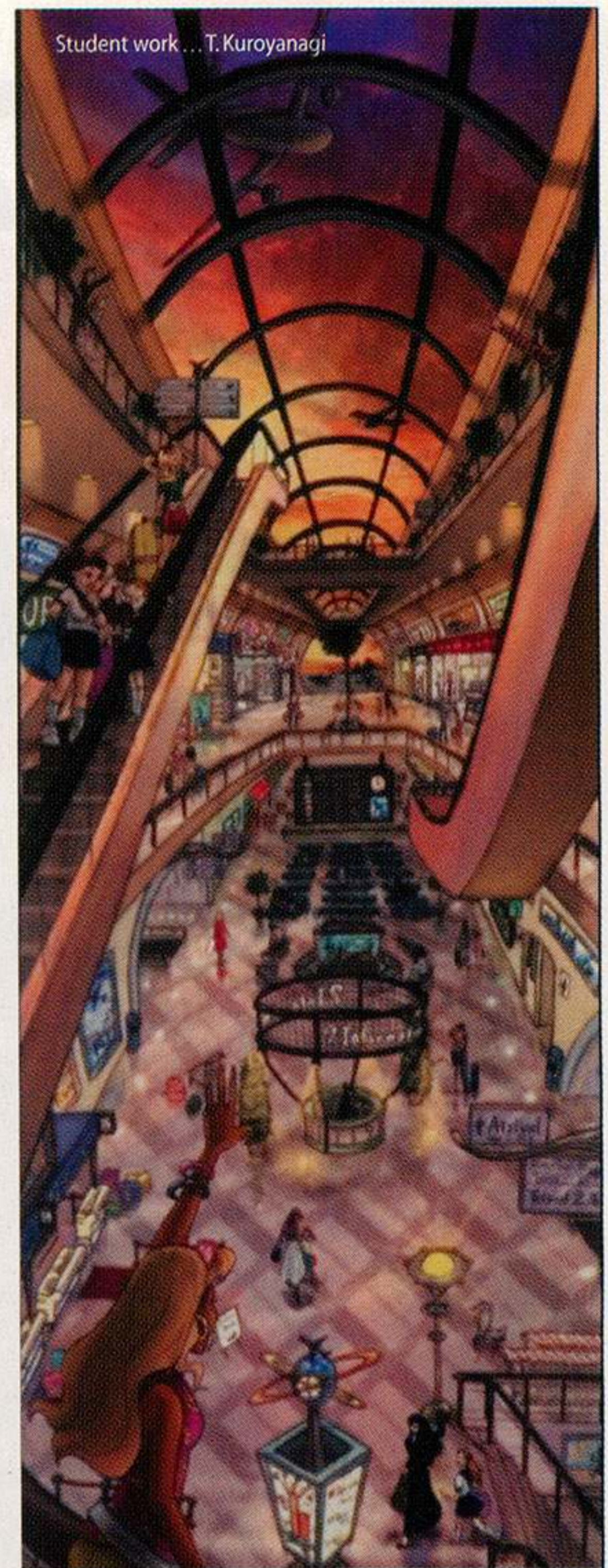
Aqua Chorus: 95132338

Aqua Dragon: 86164529

A Wingbeat of Giant Dragon: 28596933



Student work ... T.Kuroyanagi



mall rat or mouse power?

80% of our graduates are working in the art and design industry

SCHOOL OF ANIMATION & VISUAL EFFECTS

Games, 3D Animation, 2D Animation, 3D Modeling, Character Animation, Background Painting, Storyboard & VFX/Compositing

1.800.544.ARTS
www.academyart.edu

ACADEMY of ART UNIVERSITY

FOUNDED IN SAN FRANCISCO 1929
BY ARTISTS FOR ARTISTS



REGISTER NOW FOR SPRING-CLASSES START JANUARY 30

79 New Montgomery St,
San Francisco, CA 94105
Nationally accredited by ACICS, NASAD, FIDER (BFA-IAD), NAAB - Candidate Status (M-ARCH)

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.

Why the GP Editors Have Been Working Late

1. Burnout Revenge (Xbox)
2. Nintendogs (DS)
3. Ninja Gaiden: Black (Xbox)
4. Castlevania: Dawn of Sorrow (DS)
5. Madden NFL 06 (PS2)
6. Resident Evil 4 (PS2)
7. World of Warcraft (PC)
8. Halo 2 Multiplayer Map Pack (Xbox)
9. Dungeon Siege II (PC)
10. Shadow of the Colossus (PS2)

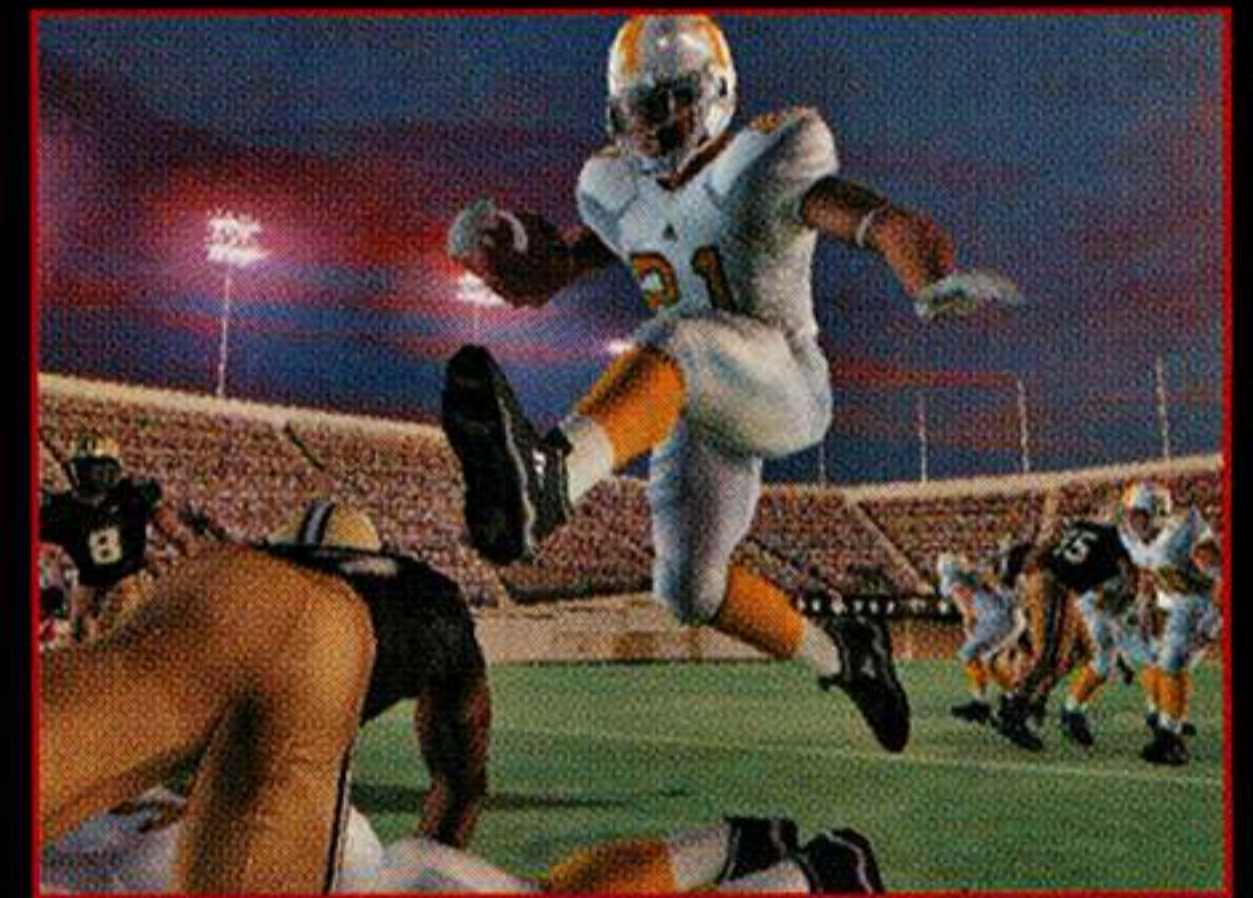
Top 10 Best-Selling Console Video-Game Titles July 2005

TITLE	PLATFORM	LAST MONTH
1. NCAA Football 06 EA Sports	PS2	NEW
2. NCAA Football 06 EA Sports	Xbox	NEW
3. Halo 2 Multiplayer Map Pack Microsoft	Xbox	NEW
4. Pokémon Emerald Nintendo	GBA	2 ▼
5. Fantastic 4 Activision	PS2	NEW
6. Destroy All Humans! THQ	PS2	4 ▲
7. Grand Theft Auto: San Andreas Rockstar Games	Xbox	6 ▼
8. LEGO Star Wars Eidos Interactive	PS2	2 ▼
9. Midnight Club 3: DUB Edition Rockstar Games	PSP	NEW
10. Star Wars: Battlefront LucasArts	PS2	NEW

Source: The NPD Group/NPD Funworld/Point-of-Sale

1

NCAA Football 06



Wonder what football game will be ranked number one next month? The continuing excellence of EA's college-football franchise is as close to a sure thing as gamers can expect with each year's new title introducing a handful of innovative additions that make the previous games seem about as obsolete as an 8-Track iPod. This year, EA put the "I" in "Team" by shifting the focus onto individual blue-chip athletes with the inclusion of game-changing Impact Players and the new Race for the Heisman mode, where you transform a hopeful high-school hero into a national sports icon.

3



A pretty impressive feat considering this is an online-based add-on to one of the most popular games of the day, Halo 2 Multiplayer Map Pack offers nine cleverly constructed arenas (the highlights are Sanctuary, Turf, Gemini, Relic, Elongation, and Backwash). Plus, the game has undergone some tweaks, such as more balanced weapons for more evenhanded gameplay. You also get behind-the-scenes footage and other bonus DVD features.

6



Every once in a while, there comes a game that truly defines creativity. Destroy All Humans is indeed one such game; it has all the right elements to make it a smart, intuitive, and hilarious experience of which all other adventure games should take note. As a lone alien, you're sent on a variety of missions that are set against a conspiracy-riddled 1950s backdrop.

Ten Games from the Street

1. Marc Ecko's Getting Up: Contents Under Pressure (PS2)
2. PaRappa the Rappa (PlayStation)
3. Jet Set Radio Future (Xbox)
4. And 1 Streetball (PS2)
5. Def Jam Vendetta (PS2)
6. Midnight Club 3: DUB Edition (Xbox)
7. NBA Street V3 (PS2)
8. Fight Night 2004 (PS2)
9. Wu-Tang: Shaolin Style (PlayStation)
10. Get on the Mic (PS2)

Source: Games.net



For more information, visit

gamepro.com/chartbusters or npd.com



THE PELICAN
COURTNEY
SIMPSON

THE PELICAN
COURTNEY
SIMPSON

THE PELICAN
COURTNEY
SIMPSON

THE PELICAN
COURTNEY
SIMPSON



PELICAN

tag.

Pelican's line of wireless controllers for PS2™ and Xbox® are hand-painted in three designer camouflage prints. These full-featured controllers incorporate zero-latency 2.4 GHz Smart-Play wireless technology, dual rumble motors, and fully analog fire buttons into a compact, ergonomic package.



for Xbox®

for PS2™

available in three designer prints:



jungle



desert



urban

www.pelicanperformance.com

Pelican and its logo are registered trademarks. Xbox® is a registered trademark of Microsoft Corporation. This product is not designed, manufactured, sponsored or endorsed by Microsoft Corporation. PlayStation®2 is a registered trademark of Sony Corporation. This product is not designed, manufactured, sponsored or endorsed by Sony Corporation.

UNMUZZLE THE PUZZLE!



FRANTIX™

FEEL THE POWER OF NON-STOP 3D PUZZLE ACTION.



Tackle over 180 levels in the most exciting 3D puzzle adventure on PSP™ (PlayStation®Portable) system.

Collect gems and grab power-ups to boost your puzzle-solving abilities.

Race against time through 6 surreal worlds filled with obstacles, traps, deadly hazards and cunning enemies.



PlayStation Portable



© 2005 Sony Online Entertainment Inc. SOE and the SOE logo are registered trademarks and Frantix is a trademark of Sony Online Entertainment Inc. Platform Publishing and the Platform Publishing logo are trademarks of Sony Online Entertainment Inc. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). The ChubbChubbs! and characters TM & © 2002 Sony Pictures Imageworks, Inc. 'ACADEMY AWARDS®' is the registered trademark and service mark of the Academy of Motion Picture Arts and Sciences. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are properties of their respective owners. All rights reserved.