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PlayStation 2 • Xbox • GameCube • PlayStation • Game Boy Advance • PC • Online Games • Arcade

## Hitman: Contracts



### 70+

**GAMES INSIDE!**

- Final Fantasy
- Crystal Chronicles GameCube
- Counter-Strike: Condition Zero PC
- Full Spectrum Warrior Xbox
- 007: Everything or Nothing PS2, Xbox, GameCube
- Champions of Norrath PS2

### 200+

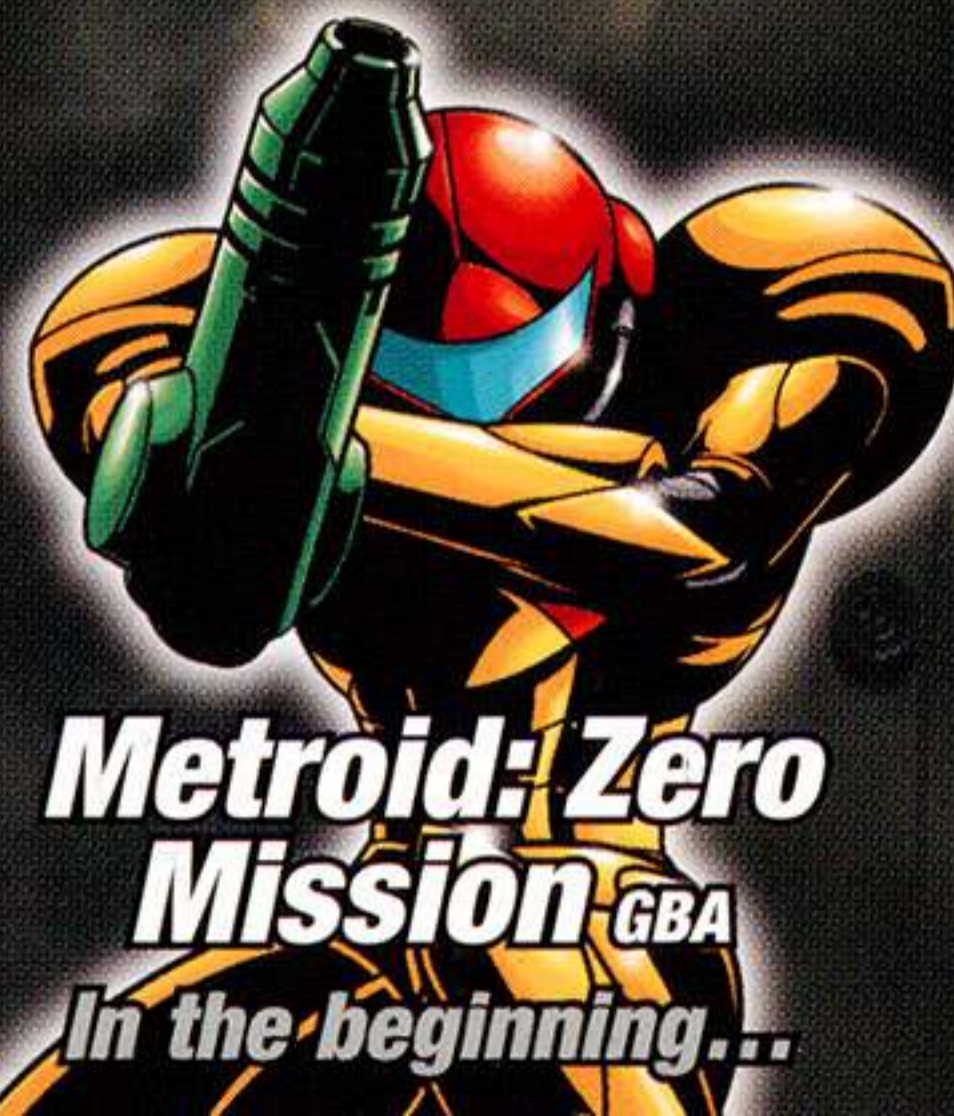
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PS2, Xbox, PC

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**Metroid: Zero  
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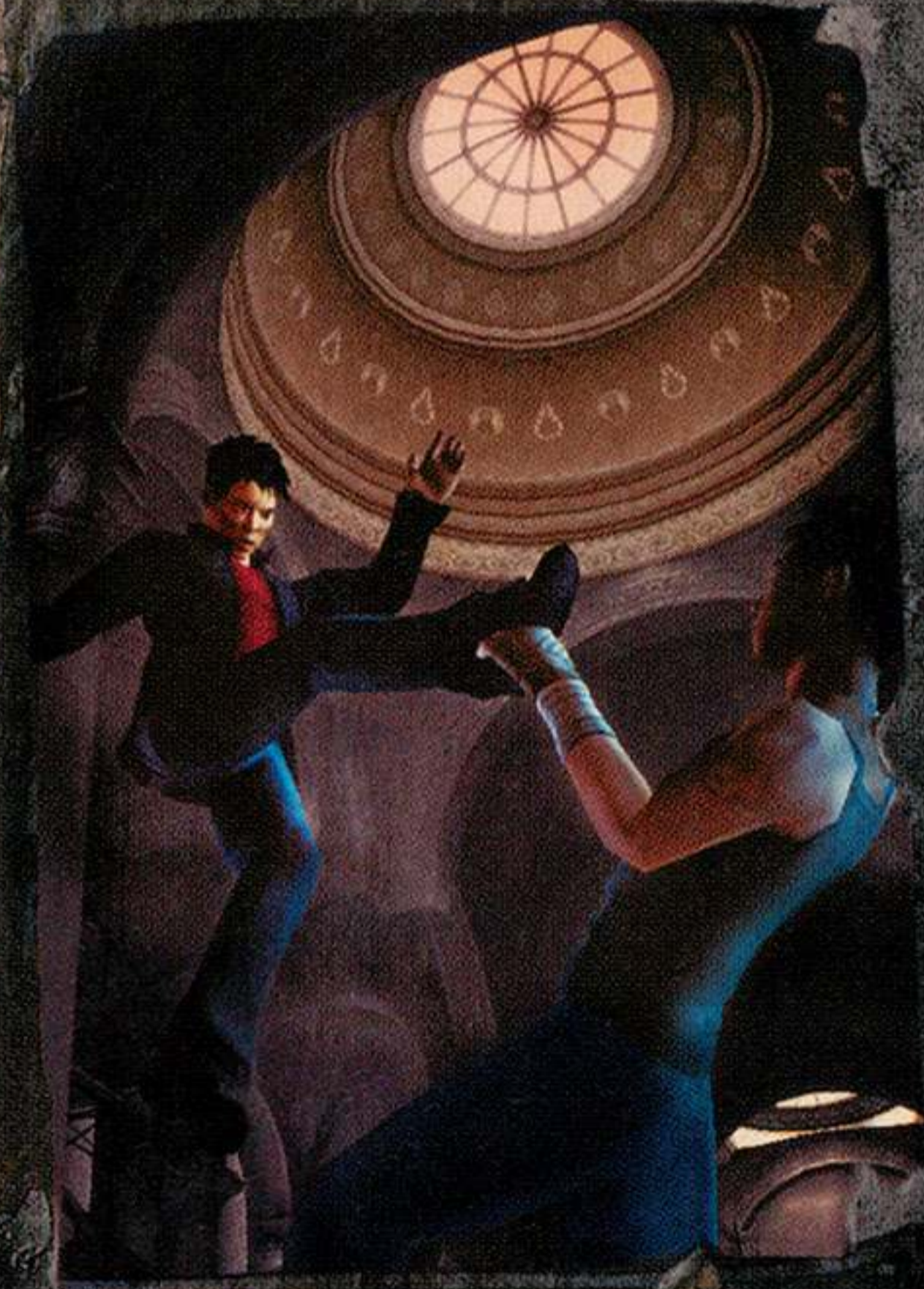
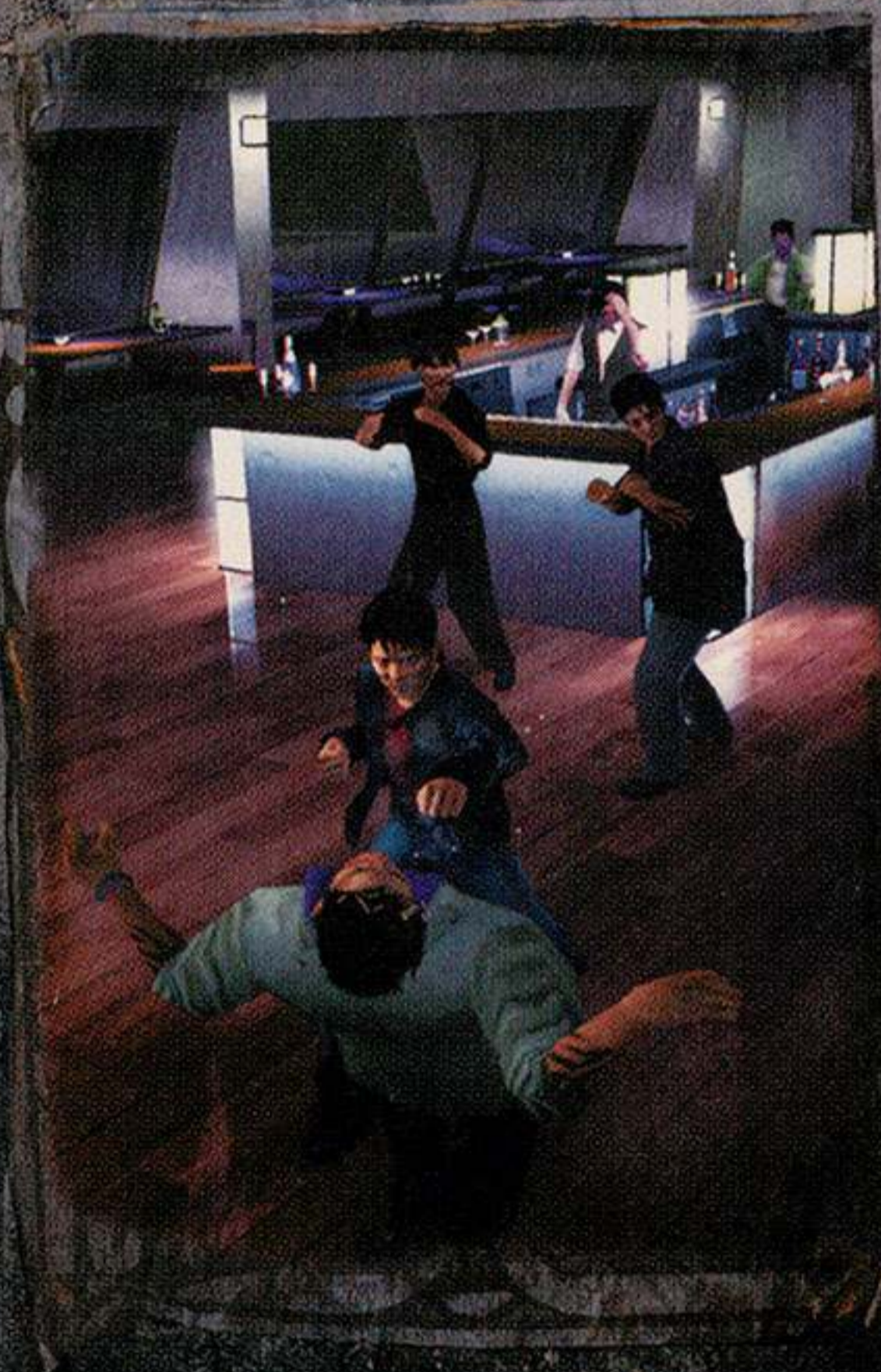
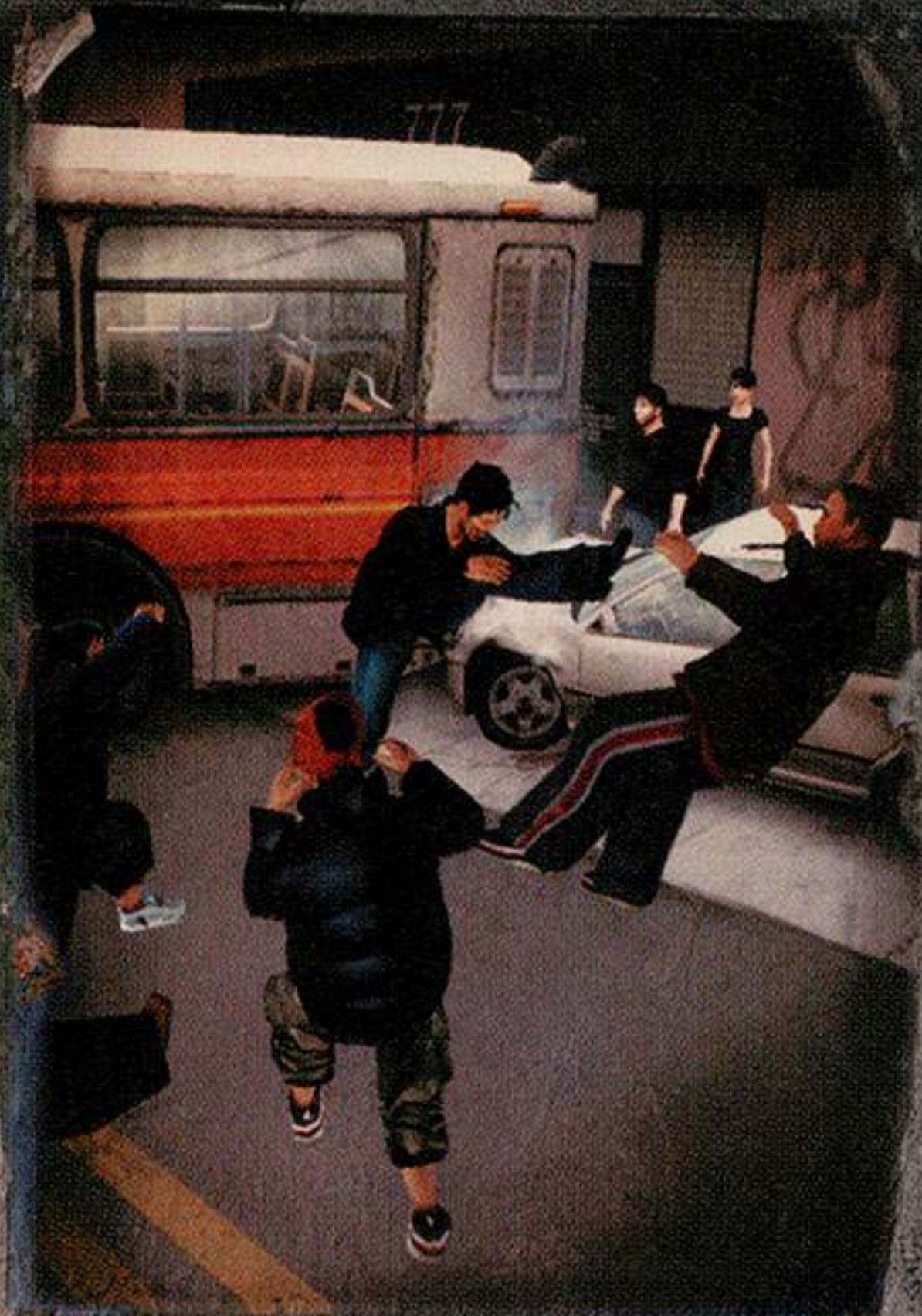
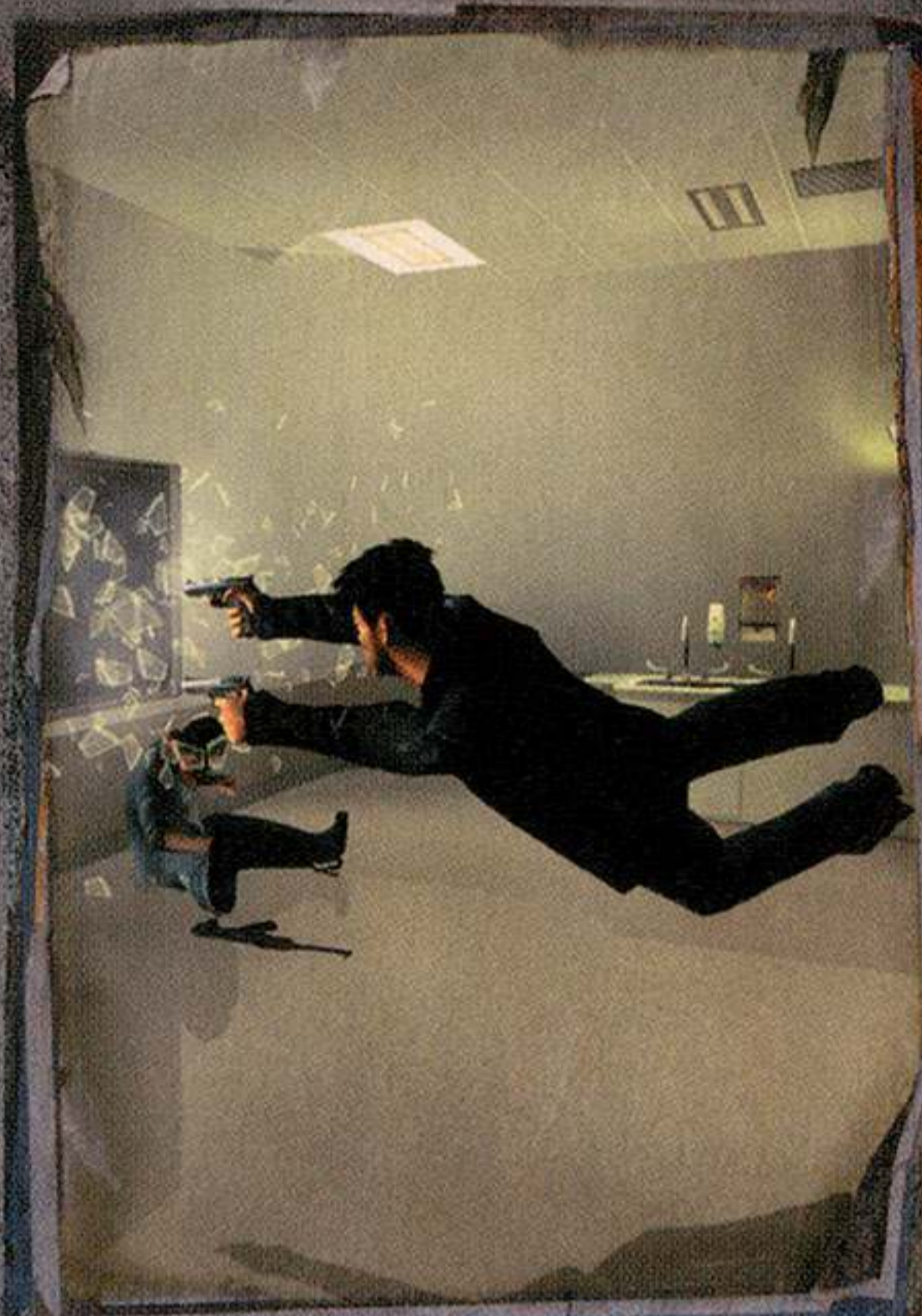
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Violence

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# JET LI RISE TO HONOR 義氣



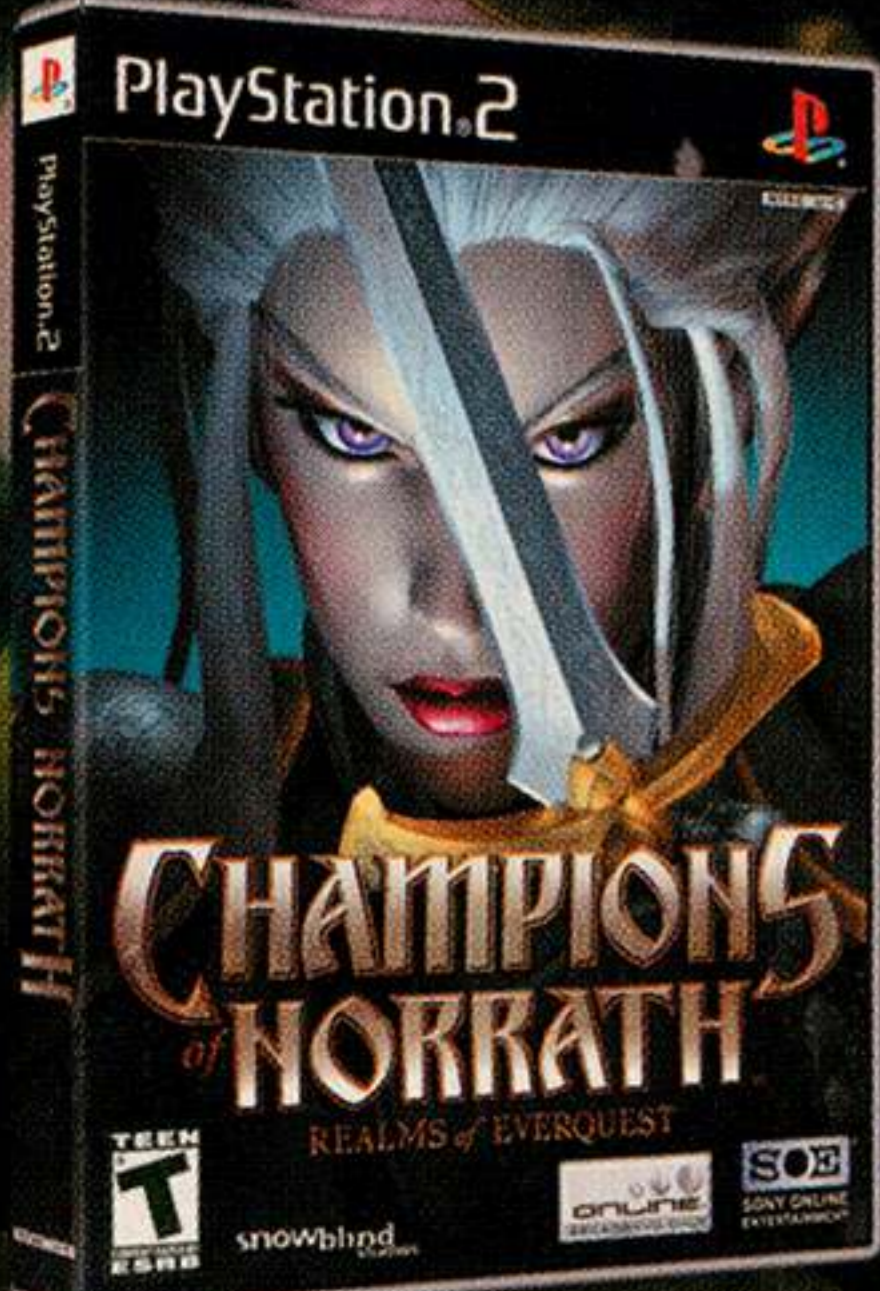
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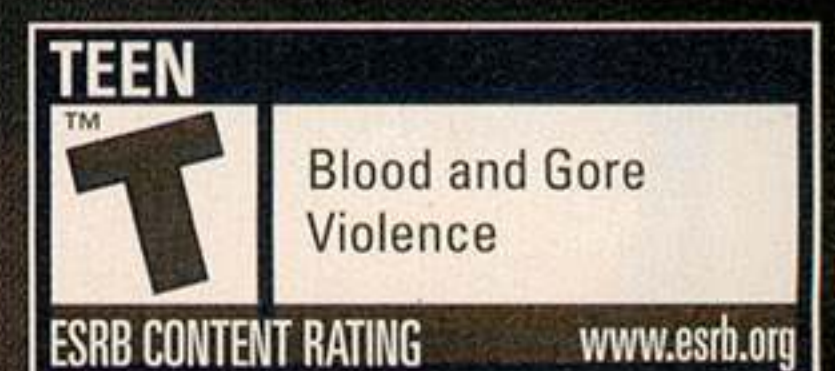
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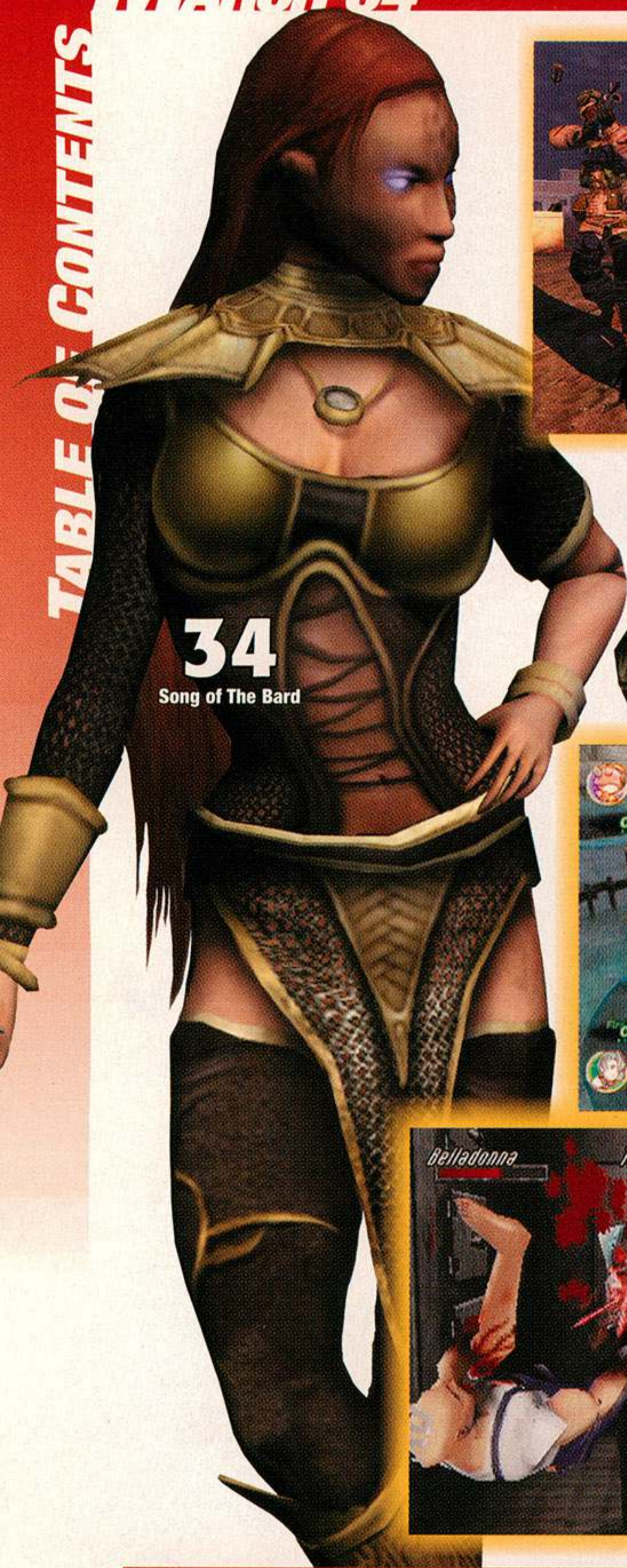


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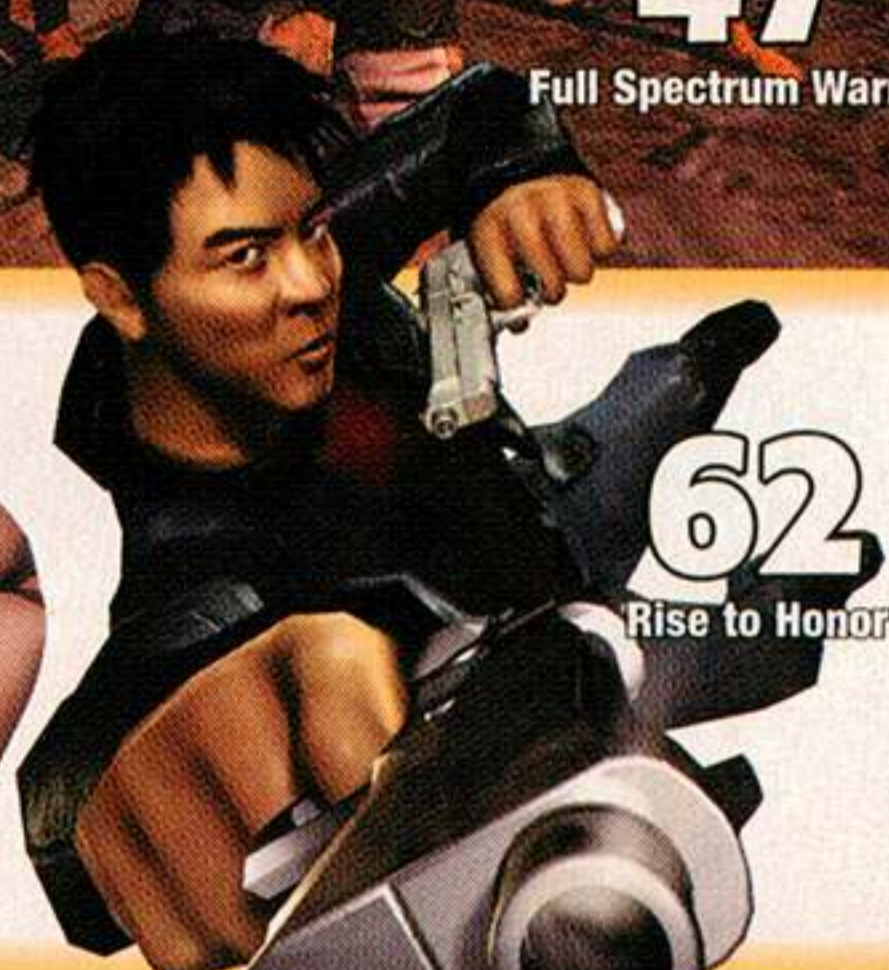
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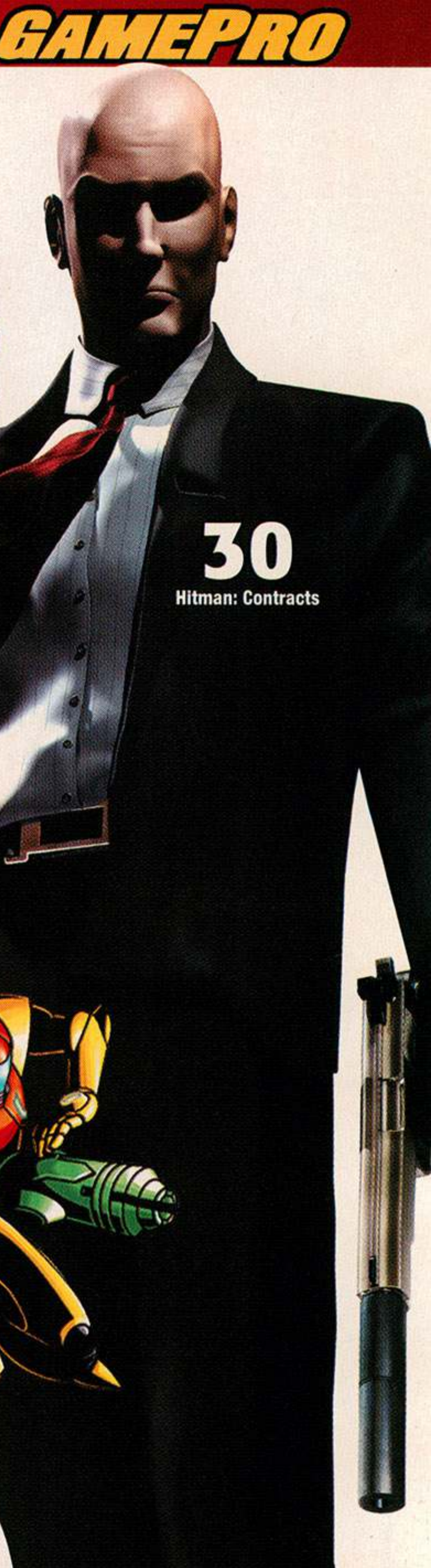
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The Hitman cometh! He's big, bad, and bald—and he has a contract with Eidos. Here's a visit in the backroom with Hitman: Contracts (PS2, Xbox, PC), the latest saga of the underworld's most-feared gun-for-hire.

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**38 Vapor Trails 3.0**

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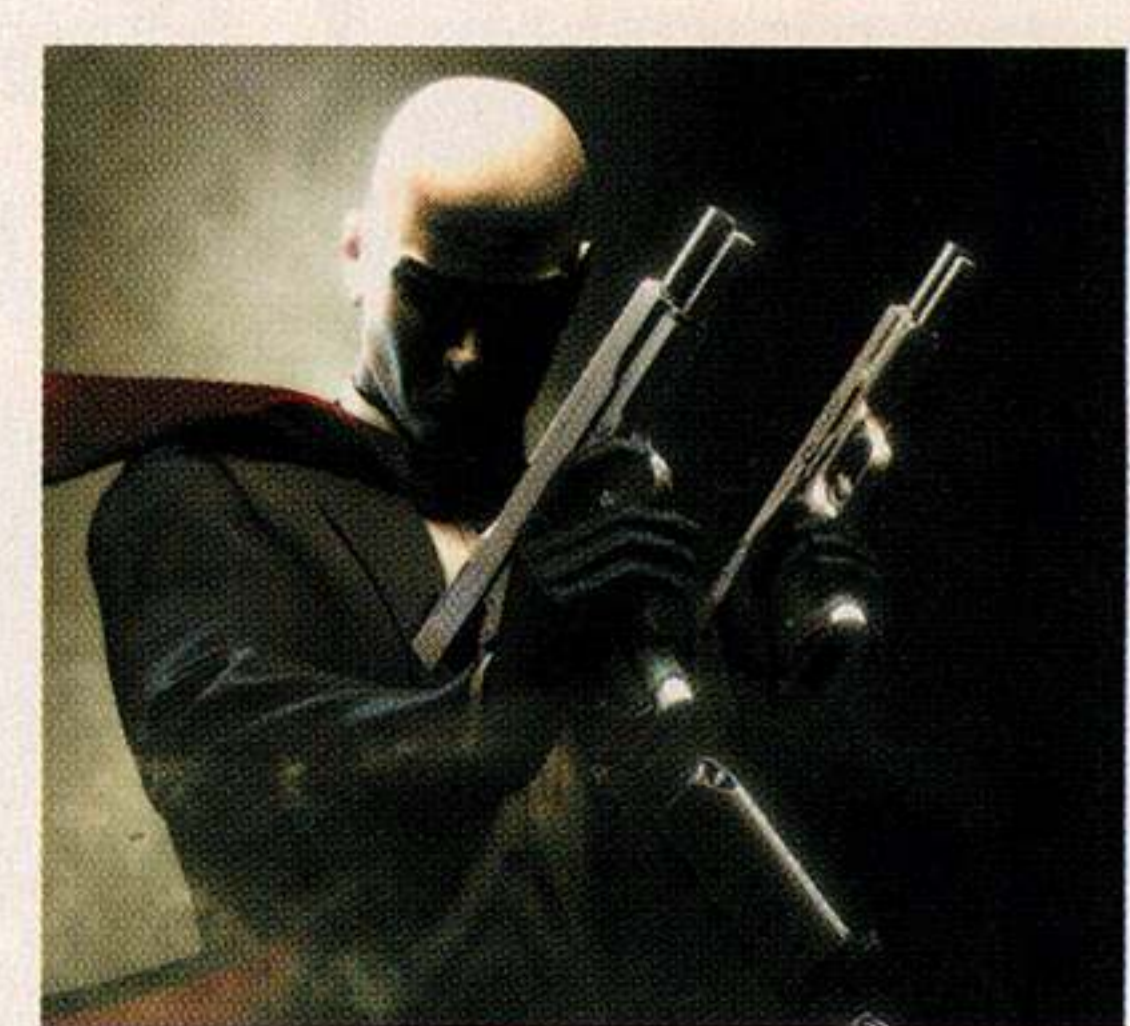
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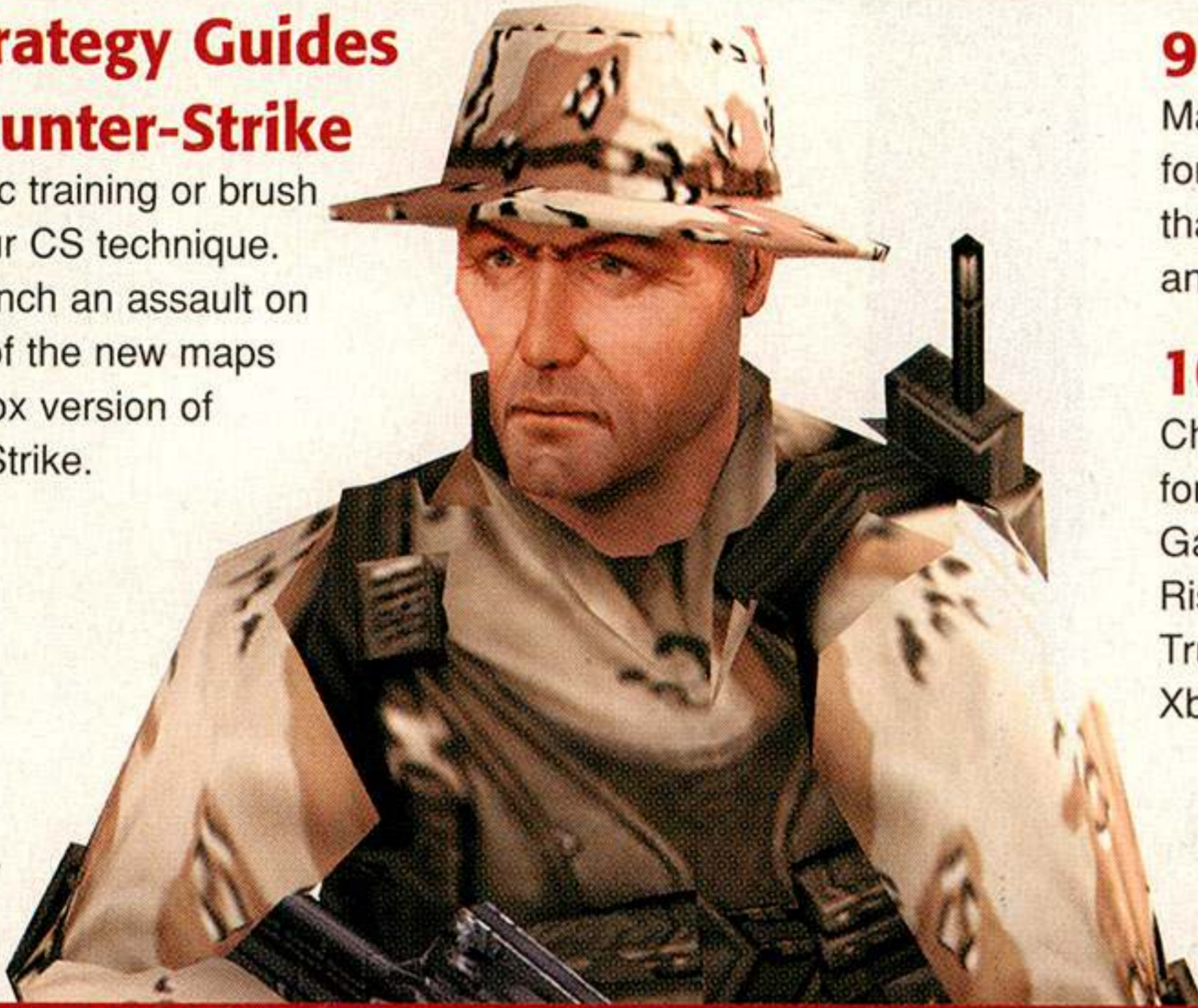
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ProStrategy Guides

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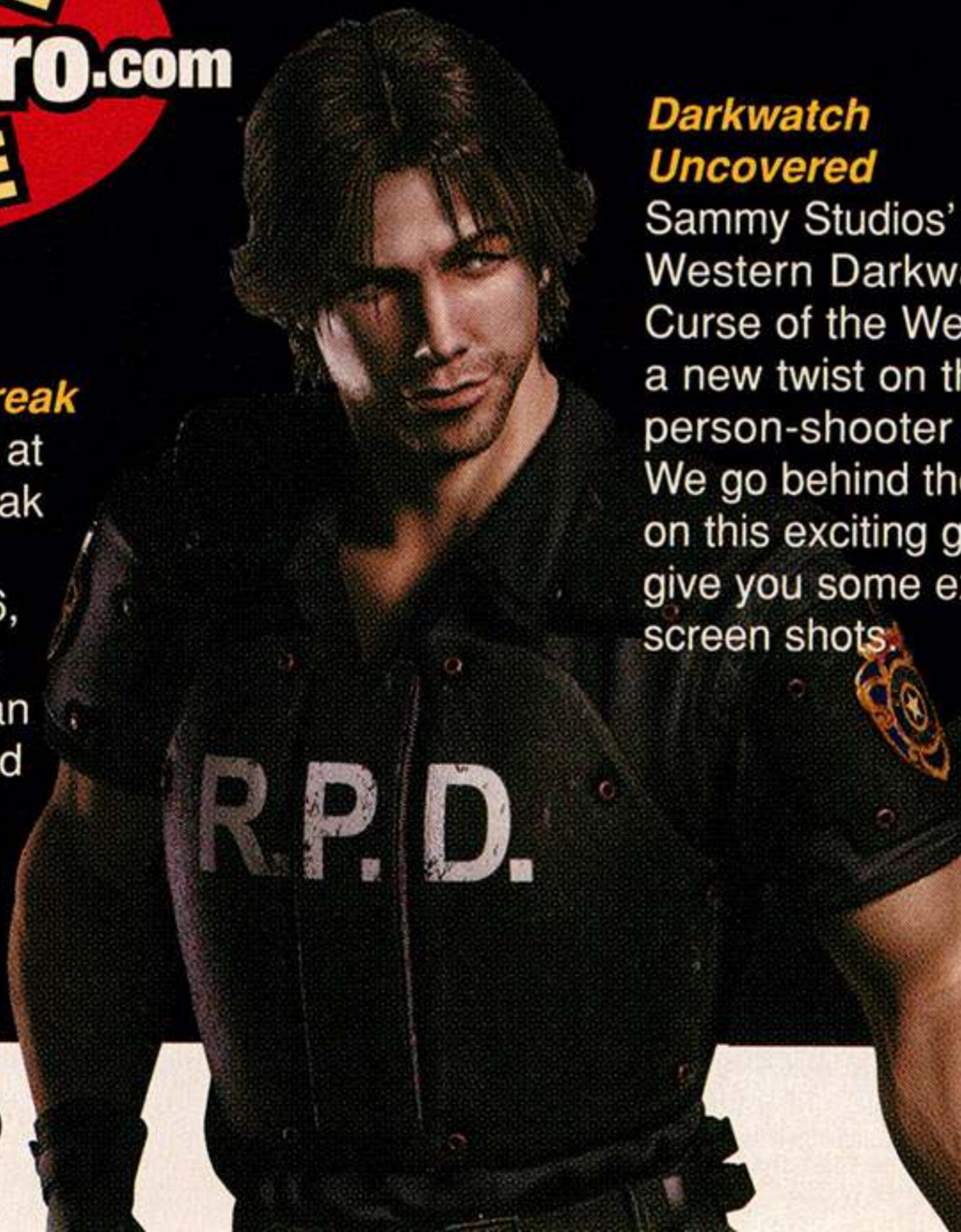
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ONLINE

Hands-On with Resident Evil Outbreak

You got the first look at Resident Evil Outbreak in GamePro magazine. On February 16, GamePro.com goes behind the evil with an extended playtest and an interview with the director of the game.



Darkwatch Uncovered

Sammy Studios' vampire Western Darkwatch: Curse of the West puts a new twist on the first-person-shooter genre. We go behind the design on this exciting game and give you some exclusive screen shots.



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93%  
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– *PC Gamer*

90%  
– *Gamers.com*

94%  
– *Gamerankings.com*

FIVE OUT OF FIVE  
– *GamePro.com*

3 1/2 STARS OUT OF 4  
– *The Associated Press*

4 1/2 STARS OUT OF 5  
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– *Computer Gaming World*

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– *IGN*

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By Eric C. Baldwin  
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Indonesia - A government official...  
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## EDITOR'S LETTER: Portables and Puzzles

The first major shot to be fired across the formidable bow of Nintendo's handheld juggernaut has turned from sizzle to fizzle. Nokia has showed some major guts, but gamers everywhere are still scratching their heads as they try to figure out what the N-Gage is all about (and how to use it to make a phone call).

In the meantime, the Game Boy Advance and the Game Boy Advance SP ran their annual blitzkrieg through the holiday sales charts. Leading into Christmas, the GBA sold 1.3 million units in November, easily beating out all video-game hardware that month, on track to top out near 8 million units for 2003. Nintendo's beancounters close their books in March, but by any count, that's a lot of systems in someone's pockets.

That is just to say that handheld gaming—as Nintendo knows—is serious business. That's why Nokia is ready to come off the ropes for another round in 2004 (shhhh, N-Gage 2). And everyone and their mothers are anxiously awaiting Sony's unveiling of the PSP this year. The PSP has all

the buzz and may prove to be the most serious challenge to the GBA for the hearts, minds, and batteries of handheld gamers. But if you really want to know why the Game Boy has so successfully dominated this category for so long, you need to go no further than this issue's review of *Metroid: Zero Mission* in our Games To Go section.

While Nintendo's domination of handheld gaming may not be a mystery, the GamePro Enigma II is. Last year's hidden contest went over well, so we're doing it again. This year, you're looking for a secret question, and your contest entry is its answer. Everything you need to solve the puzzle—and win the customized GamePro leather jacket—is in these pages, but you'll find an extra clue, as well as the combined brainpower of your fellow solvers, on GamePro.com. Want a hint? Ask Dmitri and Lothar. Heh heh heh.

**The GamePros**  
Oakland, CA  
letters@gamepro.com

### Learning To Lose

Okay, I'm all for online gameplay—I think it's the best part of modern video gaming because no matter what time of day or what game it is, there's always someone out there who is as eager to play a human opponent as you are. But if you're going to play, you need to accept that losing is a possibility. I've got *Capcom vs. SNK 2 EO*, and I play it on Xbox Live almost every day. What pisses me off is when I hit the deciding blow to score a victory against someone who's actually ranked in the top 100, and as soon as I do, they quit like a prepubescent punk and run to their mommy with their tail between their legs. If you lose, take it like a man and let the loss happen. Anyone can hit Pause and quit—that takes no skill at all. It takes a skilled gamer to accept a loss, then adapt to their opponent's style so they can emerge victorious.

► **A.J.K.—Via Internet**

The man with letters for a name speaks truth. Quitters/droppers are a particular problem in *CVS2* (trust us, we're hearing it), and it's precisely because of the ranking system, which many other games don't incorporate. If enough people bail at the first sign of defeat, it makes the ranking system totally worthless. The word "honor" gets thrown around a little too easily with something as casual as gaming, but there is a certain amount of self-respect and maturity involved here. People play online games for different reasons—fun, glory, attention, you name it. If your goals aren't their goals, it's disaster, and that isn't likely to change—but it would be nice if folks could at least play with a little respect. Meanwhile, console yourself with this: Some of the people with the ill-gotten bragging rights are skanky quitters, and do you really want to be among their ranks anyway?



### Han Solo Calibur

I wanted to run an idea by *GamePro* and its readers. I was thinking that I'd like to see a game like *Soul Calibur* but with Star Wars characters from all eras. It would be 3D, everyone would have their own unique sabers, and you could unlock hilts and color crystals in a "weapons mode" type of thing. Imagine *Return of the Jedi* Luke (with the black outfit) fighting *Darth Vader* with the Emperor talking to and bothering Luke! Personally, I think it would rock.

► **Danny Fernandez—West Palm Beach, FL**

It very well might, but last time someone tried it, it didn't. Back in late 1997, LucasArts released *Star Wars: Masters of Teräs Käsi* for the PlayStation (it was *GamePro's* cover story for the December 1997 issue), which featured classic Star Wars characters in a weapon-based fighting game. Luke had his saber, Han had his blaster, Chewie had his bowcaster. Unlockable characters included *Darth Vader* and *Mara Jade*. They even threw in a *Tusken Raider* and a *Gamorrean guard* to pad out the roster, for a true Star Wars experience.

The LucasArts developers even praised Namco's fighting games and set out to model their game after *Tekken's* fighting system. Reaction was strongly polar—those who loved it (probably because it was fun to see Star Wars characters in a fighting game) and those who hated it (because of its frustrating controls). For what it's worth, the folks who really liked it here at the office don't work here any more. Hmmm. But maybe a Star Wars fighter done your way wouldn't suck.



"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."

## Loading...

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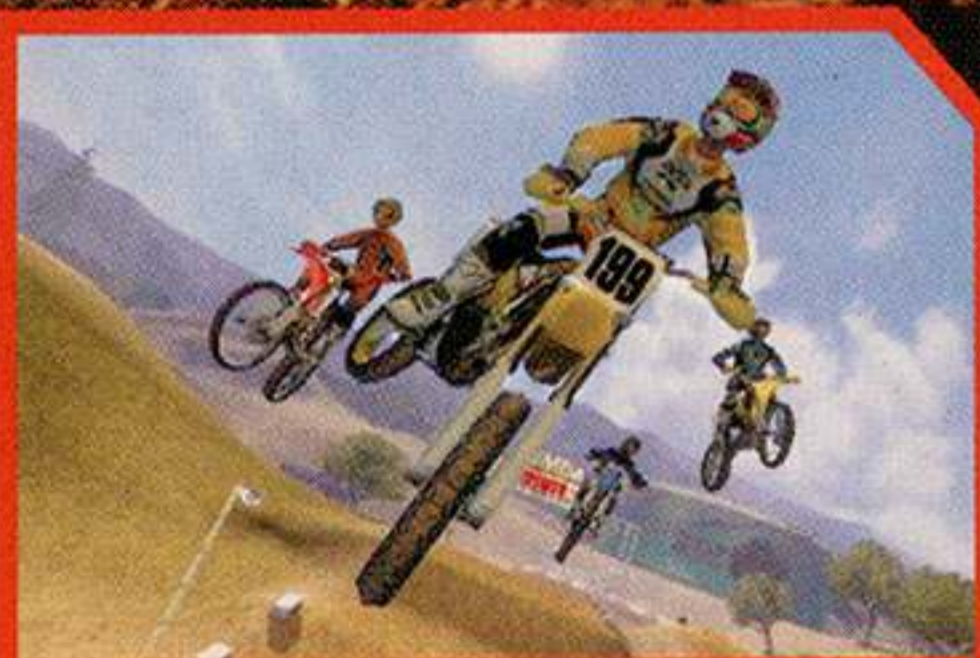
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## As Seen in 1250

I have two questions for you guys: First of all, why were games like Syphon Filter, Mortal Kombat, and No One Lives Forever rated Teen, but the sequels rated Mature? Second, will they ever make Teen-rated versions of games like Ghost Recon or Soldier of Fortune? I'm 13 and can't get M-rated games.

► **Robert Smith Holder**  
—Lindale, GA

Mortal Kombat, Teen? Nah—all MK games (except for the pre-Advance Game Boy titles) have been Mature, so maybe you're thinking of something else. However, each individual game is given a rating based on its own content. The Entertainment Software Rating Board (ESRB) assigns ratings based on a questionnaire that the game's publisher fills out as well as a video tape of the most extreme gameplay elements. Then at least three people review the title and assign it a rating by consensus. Since Ghost Recon and Soldier of Fortune feature lifelike military-grade weaponry, it's doubtful that you'll see softer versions released.

## Vote of Confidence

In one of your issues, you named the PS2 as the best system. The Xbox was second, and the GameCube was third. Give me at least 10 good reasons why the PS2 is better than the GameCube because I think the GameCube is much better.

► **Tyler Ryan**—Liberty, MO

Why offer 10 when only one will do? You were reading the results of our Readers' Choice Awards, where we asked gamers to choose a winner for Console of the Year. That was your fellow readers' collective opinion, not *GamePro's*. You like the GameCube more? Say so—this year's voting is still open. Just go to [www.gamepro.com/rca](http://www.gamepro.com/rca) and give those PS2 people the what for.

## The Story of Sega

How and why did Sega get out of the hardware business? Was it because their consoles weren't selling? Did they go bankrupt or something? What position were they in when competing against the big "N" and Sony? I'm not sure what really went down, so would the 'Pros educate me and other fellow gamers who aren't familiar with that Sega situation? I'd appreciate it.

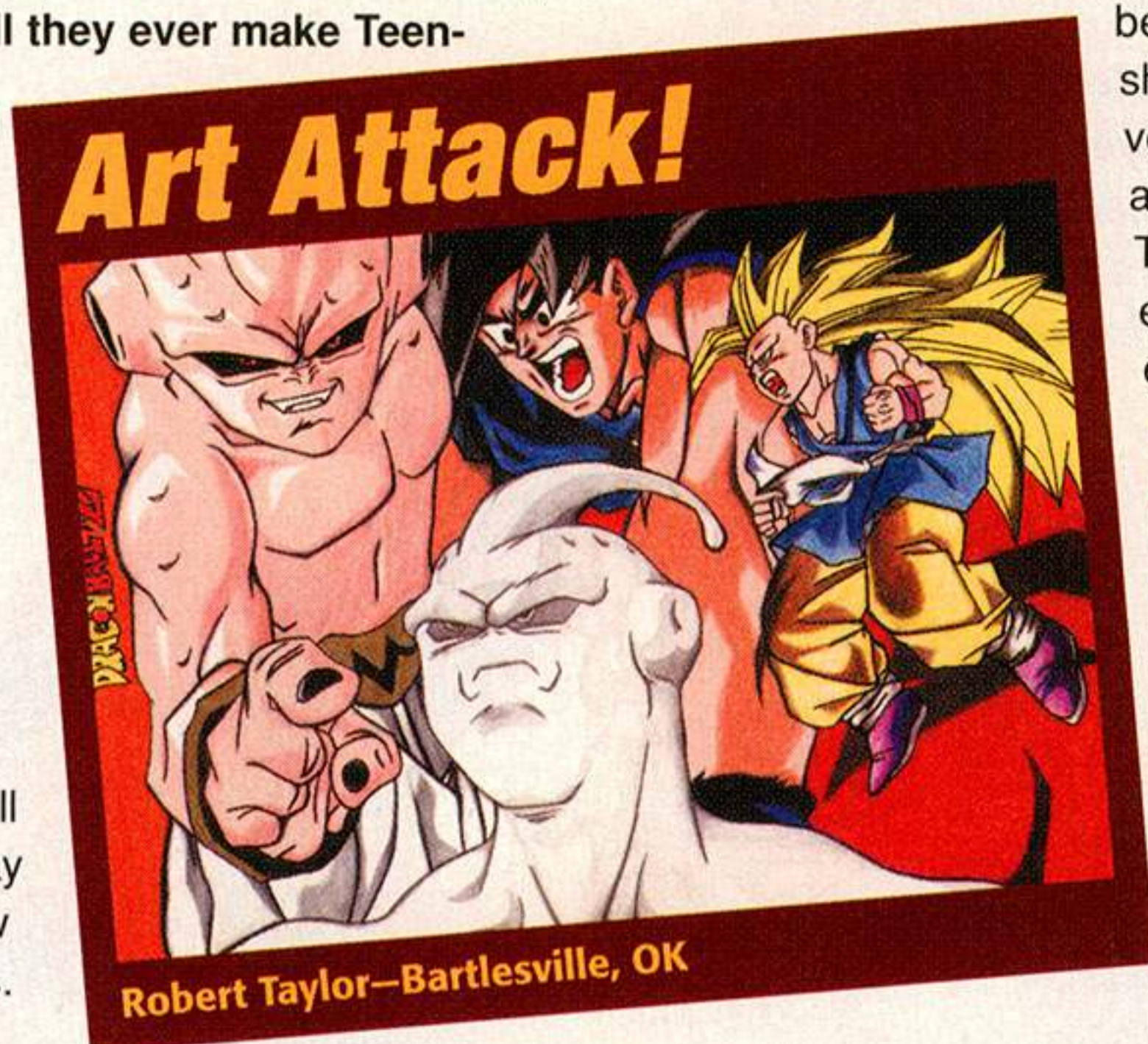
► **John A.**—San Francisco, CA

Sega's exit from the hardware market was fairly abrupt—but the situation was dire. Due to sluggish Dreamcast sales, Sega lost over \$500 million in two years (and the company was only worth between \$3 and \$5 billion at the time).

How? In the 1990s, the Genesis expanded to include the Sega CD and the 32X, two expensive, unsupported peripherals. When the Saturn came out in 1995, it didn't play any of the previous formats, and gamers kinda threw up their hands in disgust—by that time, Sega had released too much hardware in too short a time to retain much customer loyalty. Although

the Dreamcast launched before the PS2, many Sega skeptics chose to wait, which left Sega with lots of unsold machines.

Sega sold about 3 million Dreamcasts in the U.S. over 18 months before pulling the plug. However, once Sega shifted into the role of third-party software developer, the financial situation turned around, and it looks like the company will be just fine. Truth is, cutting off the Dreamcast was a necessary evil so that the rest of the company could live.



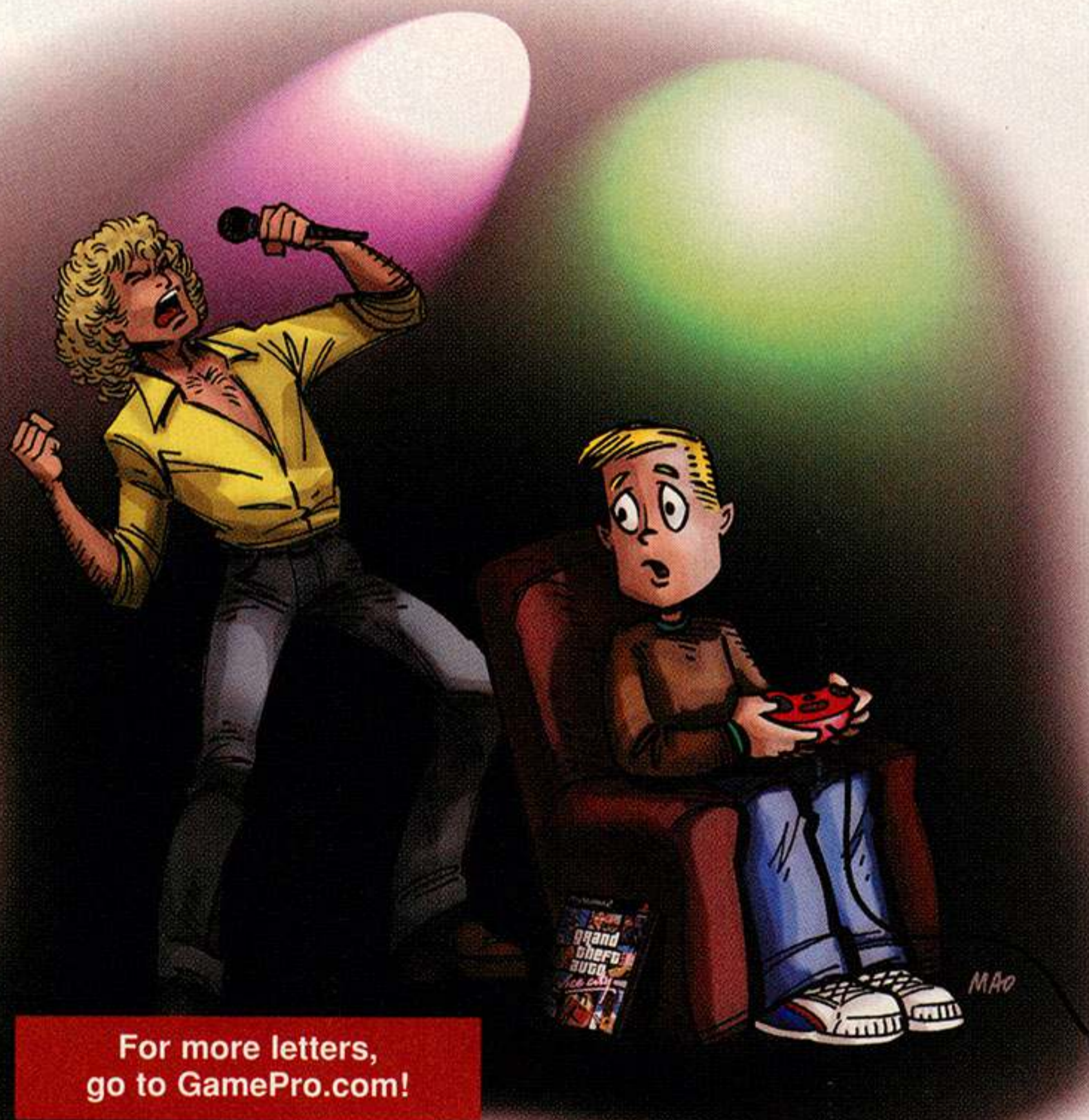
Robert Taylor—Bartlesville, OK

## Hagar the Horrible

I recently bought the V-Rock CD from the GTA: Vice City soundtrack and was very disappointed to see that Sammy Hagar's "Girls Rock Ya Boys" was not included. I'm not complaining cuz I can always turn on my PlayStation 2 and listen to it. I just want to know why they didn't put it on the soundtrack. *What a wasted song!*

► **BLACKGOLD57**—Via Internet

We have no idea what you're talking about, Mr. Gold. No one at *GamePro* remembers hearing any Sammy Hagar song while playing *Vice City*. You're probably thinking of "Cum on Feel the Noize" by one-hit-wonder hair riffer Quiet Riot, which includes the lyrics "girls rock your boys" in the chorus. And if Hagar did have a song in the game that was left off the soundtrack, well, it only serves him right for ruining Van Halen. Besides, you're missing out on the real travesty here in that those Randy Rhoads-hating posers over at Rockstar chose Ozzy's "Bark at the Moon" instead of "Diary of a Madman" or "Crazy Train." Inexcusable!



For more letters, go to [GamePro.com](http://GamePro.com)!

Got a strange urge to communicate with the *GamePro* editors? E-mail them at "editor's name"@gamepro.com!

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PlayStation 2



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**This month, The Watch Dog storms EA's Battlefield 1942 and takes a look at a couple of games that are bugging gamers.**

## Fog of War

I'm playing Battlefield 1942, and it often crashes after a black screen appears. Do you know why this is happening, and is there anything I can do to fix this?

► **bibfortunafish—Via Internet**

The most likely perpetrator is your video card. First, you want to make sure that your computer has a supported 32 MB video card with hardware T&L and a 24-bit z-buffer. Many chipsets will cause graphical problems—if they work at all. Here is a list of supported chipsets:

- Nvidia GeForce 4
- Nvidia GeForce 3
- Nvidia GeForce 2
- Nvidia GeForce 256
- ATI Radeon 8500
- ATI Radeon 7500
- ATI Radeon
- Matrox Parhelia

According to Electronic Arts' customer support: "Find out what type of video card you have. Go to Start and select Run, then type dxdiag and press OK. Along the top of the tool, click on the tab that says, 'Display.' On the left side near the top, it will state the name. Also note the Aprox. Total Memory a couple lines below the name.

"After ensuring that the game's minimum requirements are met, make sure that the latest drivers are installed for the video card. Check the card manufacturer's website for any updates and follow any directions that they provide.

"Next, make sure that the latest version of DirectX is installed on the computer. Battlefield 1942 requires at least DirectX 8.1 to run. In some cases, reinstalling DirectX may be beneficial. Download and reinstall the latest version of DirectX from [microsoft.com/directx](http://microsoft.com/directx).

"If you use some form of program that modifies the way that Windows XP works with refresh rates, this would be the source of the trouble.

"The latest patch will allow you to change your in-game refresh rate. However, you would have to edit a game configuration file. If you wish to do so, please follow these steps:

"First, install the latest patch from [battlefield1942.com](http://battlefield1942.com). Once done, go to My Computer, C drive, Program Files, EA GAMES, Battlefield 1942, the Mods\bf1942 folder, and then the Settings folder. In that folder, you will see a file named VideoDefault.con. You will want to double click this file to open it. If it asks you what program to use (in Windows XP, you will first want to choose 'Display a list of programs for me to choose from'), choose WordPad. In there, you will see a line with this command: `renderer.allowAllRefreshRates 0`.

"Change the 0 to a 1 and then save the file. This will allow refresh rates above 60 Hz in the game. Try the game again. If it still crashes, you may need to completely uninstall any refresh rate modifying programs, such as ForceRefresh."

## Short-Term Memory Loss

I have a game for the PS2, but I heard that the graphics, the loading speed, and tons of other stuff were better on the GameCube version. I want to get rid of the PS2 version and get it for the GameCube, but I want to save my data. Is there a way to transfer my data from my PS2 memory card to a GameCube memory card? Thanks!

► **Marc Turpin—Via Internet**

Nope. Unfortunately, no conversion method exists. Prepare yourself for a case of short-term memory loss.



## BUG ALERT

### WWE RAW 2 (XBOX)

DEVELOPED BY ANCHOR  
PUBLISHED BY THQ

Among the bugs reported in Raw 2, the most common complaints are freezing and that interfering enemy wrestlers often attack your opponent instead of you, effectively helping you win the match. Other perpetrators include a wishy-washy focusing system that inexplicably decides to quit targeting opponents, player control over a character getting hijacked by the CPU, players mercilessly attacked by tag-team partners, and all-around horrible A.I. Not a big surprise as THQ has a track record of buggy wrestling titles.

### MORROWIND: GAME OF THE YEAR EDITION (XBOX)

DEVELOPED AND PUBLISHED BY  
BETHESDA SOFTWORKS

Intrepid players of Bethesda's gargantuan of an RPG are known to suffer from game freezes, getting stuck on geometry, sound and frame rate hiccups, and momentary frame rate hang-ups. It also seems that earlier Xbox models are having trouble playing the game as the dual-layered DVDs are causing crashes and have obscenely long loading times.

### Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

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P.O. Box 22210  
Oakland, CA 94623-2210

Or e-mail us at:  
[buyers\\_beware.gamepro@gamepro.com](mailto:buyers_beware.gamepro@gamepro.com)

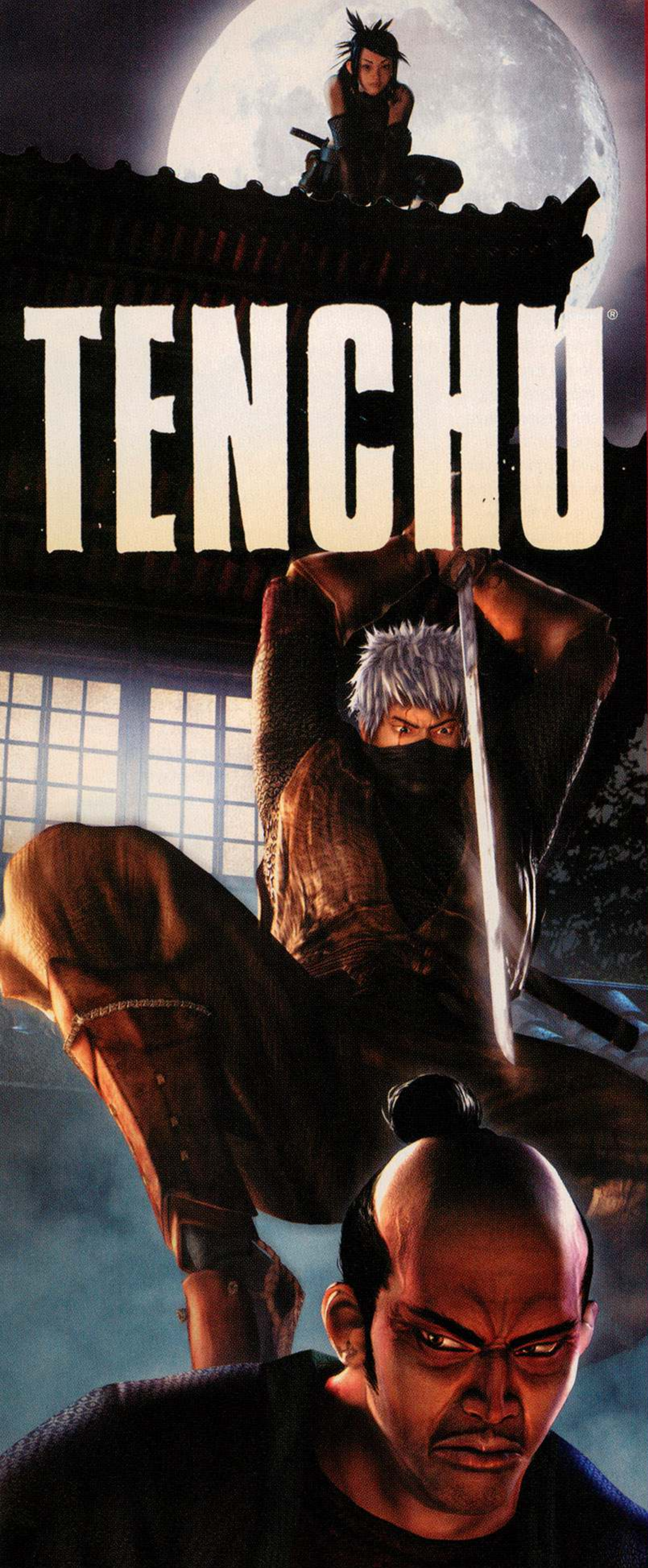
### You Make the Call

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**

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# DISCover a PC-Game Console

PC Games just got easier to play...much easier!

Plug-and-play gamers are not going to have PC-game load and install times to kick around any more. Digital Interactive Systems Corporation (DISC) has unveiled a PC-game console technology called DISCover that enables gamers to play PC games on a television. As with a console system, you can slide a standard-issue PC CD-ROM into a DISCover unit and just start playing.



## Drop & Play

The DISCover Drop & Play game engine consists of an embedded Pentium-class processor, a customized version of Windows XP, and DISCover Drop & Play software. The software is essentially a database of batch files called "scripts" that contain startup data for installing and running game software. In order to play the game, the system has to have a script, and DISC has created and continues to create hundreds of scripts for popular PC games. When you load a PC disc, the Pentium BIOS chip identifies the game and then seeks out a script, which installs it according to a pre-set configuration determined to be optimal for gameplay by DISC.

## DISCover Hardware

System I/O (input/output) will be determined by hardware vendors who license the technology, but connecting to either a TV or monitor, online connectivity, and USB support should be standard. So far, Apex and Alienware are producing DISCover PC-game systems. Obviously, the two companies represent opposite ends of the price-tag spectrum; Apex, which is launching the ApeXtreme, is probably the biggest consumer electronics outfit you've never heard of. But if you start to pay attention, you'll notice its goods in stores like Circuit City and Target. Alienware, well known for custom high-end PC gaming rigs, will feature DISCover technology in its Media Center PC line and a standalone DISCover console.

If lengthy and seemingly complicated installation and startup has kept you from PC games, you may be about to DISCover a whole new world of gaming. Visit [discoverconsole.com](http://discoverconsole.com) for more info about DISCover game systems.—*The Whizz*



# Joint Operations: Typhoon Rising

Joint Operations fills in that missing piece in the massively multiplayer online FPS genre: a modern-day battlefield.

Battlefield 1942 took gamers to the past, and PlanetSide took them to the future, but only modders doing total conversions have managed to tackle massively multiplayer online shooting in the present—until now. Set in an Indonesian landscape filled with jungles, beaches, and old ruins, Joint Operations: Typhoon Rising puts you right smack in the middle of an international crisis with native insurgency on one end and a special operations tour of duty on the other. Playing Novalogic's newest shooter alone, you'll have the usual objectives of blowing up this and taking out that, but with one unique twist: You can jump into any vehicle that you see, whether it's a fully armed Humvee or a fast-moving Little Bird, to complete each mission. Although there's a story behind them, the nine single-player missions are specially designed for you to train in these land-, air-, and water-based vehicles—a primer for your real battles online.



Work as a team and use vehicles to better both your offense and defense.

The game features approximately 20 vehicle types, including variations of authentic military boats, all-wheel autos, and helicopters. Some are for fast attacks, while others are used as transports. And the control setup for each vehicle is basic and simple to learn, enabling anyone to use them at any time without any training. The helicopters are joystick compatible, too.

Up to 64 people can play at once online (although Novalogic is currently testing a maximum of 100 people) in the usual multiplayer games like deathmatch, team deathmatch, and capture the flag. There will also be two new multiplayer types. While one is still in the early stages, the other is currently named Advance-and-Secure. In it, each team must attack and overcome enemy bases, then protect them from being taken over again (not unlike Unreal Tournament's Domination mode). The first group that secures all of the bases wins. It's a game that tests both offensive and defensive skills, and uses tight group strategy.

Sure, this type of game has been done before, but with a modern theater-of-war setting, Joint Operations is poised to enter the kill box for an outstanding time this spring.—*Four-Eyed Dragon*

Sure, this type of game has been done before, but with a modern theater-of-war setting, Joint Operations is poised to enter the kill box for an outstanding time this spring.—*Four-Eyed Dragon*



Buckle up—you can either be the pilot or sit tight and be airlifted to the LZ.



TWISTED  
GOTTA HAVE ^ SWEET?

# GTA: Vice City Edited

## Haitian outcry leads Rockstar to remove controversial content

Publisher Take Two Interactive has announced that it will remove several phrases from future copies of Grand Theft Auto: Vice City that have incensed Haitian Americans and the mayor of New York City. The key phrase in question was in a mission where the main character is told to "Kill all the Haitians!"—a statement not referring to Haitians in general but to members of the Haitian drug cartel that appears in the game. In protest to the taken-out-of-context dialogue, New York City Mayor Michael Bloomberg said, "If I don't get a decent response, we are going to do everything we possibly can."

In a response to the negative publicity, Take Two 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." The publisher did also apologize for the "hurt and anger" that resulted to the Haitian-American community, agreeing to remove the controversial lines of dialogue from future copies of the game.

The Haitian American Coalition, however, was not fully appeased, demanding that the game be removed from stores and Internet sites, saying that the games corrupt young minds. Although it conceded that it was "nice" for Rockstar officials to issue an apology and remove the "kill Haitians" dialogue from the game, the Coalition thinks it is not enough. According to the Palm Beach Post, Boca Raton attorney Barry Silver asked whether people would be satisfied if a food manufacturer apologized for a batch of tainted food and promised to remove the poison from future batches.

The group said it will pressure Rockstar to stop selling the game by protesting outside retailers, spreading the word to parents about the immoral contents of the game, and lobbying federal and state lawmakers. Florida Attorney General Charlie Crist is investigating the game for possible violation of state hate-crime laws.

# Sega, Sammy United at Last

In early December, Sammy purchased 22.4 percent of Sega shares—a majority stake in the company—revealing that a buyout may be on the horizon. Although Sammy is most known for its Pachinko game machines in Japan, having Sega as a subsidiary would enable the company to get a firm foothold in the video-game industry. The 45.33 billion yen (\$422 million) purchase makes Sammy Sega's largest shareholder.

The move to purchase shares follows a public fiasco where Sega refused to merge with Sammy earlier in 2003, citing that they "lacked synergies." This infuriated Sammy, leading to the resignations of Sega President Hideki Sato and COO Tesu Kamaya. In spite of Sega's lack of interest toward a merger, Sammy has continued to move toward acquiring one of the most well-known video-game publishers.

"In the future, we may take an additional stake in Sega," said Sammy President and CEO Hajime Satomi at a press briefing on the acquisition. "We won't rule out the possibility of making [Sega] a subsidiary." Satomi is expected to take a seat on the Sega board at the earliest opportunity.

Despite their rocky past, according to Satomi, the talks with Sega's senior management were "positive," saying that he was "confident that we will be able to cooperate in a friendly manner." Sega also stated that the two companies had agreed to work together for the benefit of Sega's future business development. Regardless of whether or not Sammy completely buys out Sega, the Sega name would likely live on for brand-name recognition, especially with its popular lineup of arcade games like Virtua Striker in Japan.

Famitsu later announced that Sega WOW President Rikiya Nakagawa had resigned from his position after serving the company for 20 years. Although no official explanation was given, the resignation came after Sammy's acquisition was announced. After the purchase, Sammy made it known that Sega should change its focus to arcade-only, using Sammy's Atomiswave platform (similar to Sega's old Naomi platform) instead of Sega's Xbox-based Chihiro platform, which is technologically superior and currently in development.

# Red Dead Revolver Lives!

Like a grizzled old gunfighter with one last shot at redemption, Capcom's erstwhile action game Red Dead Revolver, on the brink of cancellation and left to languish in limbo, has been given a new lease on life.

Rockstar Games has picked up Red Dead Revolver and plans to release it for the PlayStation 2 and Xbox in the spring. The game is an arcade-style third-person shooter that combines a multilayered story line



with fast-paced action to bring to life that old "spaghetti Western" feel of old movies.

"We are excited to announce this astounding new franchise, which portrays one of the most fascinating periods of time in American history," said Sam Houser, president of Rockstar Games. "Red Dead Revolver is Rockstar Games' first foray into the Wild West, and the Rockstar production team is eager to deliver an engaging and visually stunning experience that pays homage to this era."



# Fresh From Famitsu.com

## PSX's Crippled Debut

The Sony game/media system PSX went on sale in Japan on December 13, showing good reception by consumers as people lined up outside stores to buy the system. Major electronics retailers like Yodobashi Camera and Big Camera opened an hour early to accommodate the crowds. Most consumers seemed to have reserved one ahead of time at major retailers with about 2700 DESR-7000s (250 GB version retailing for \$925) and 2400 DESR-5000s (160 GB version retailing for \$740) reserved at Big Camera stores nationwide.

Analysts, however, seem skeptical of the future of the system, especially in light of Sony removing features in order to ship the unit in time for the holidays. The final Japanese PSX unit does not play CD-R or DVD+RW discs (it can still play back DVD-RW), MP3, TIFF, or GIF files, and writes DVDs at 12x speed instead of 24x. The price of the unit was not lowered when these features were downgraded.

Yamamoto of UFJ Tsubasa claimed that "lowering the specifications of the PSX hurt Sony's image," and said that the system failed to uphold its aim of being a "superior machine as a DVD recorder." Speaking to associate press, analyst Kazumasa Kubota of Okasan Securities called the system a "publicity stunt," predicting that the PSX would "sell well for a month or two, but the momentum isn't likely to hold up after that."

Given that the PSX still has some time before it is sold overseas, there is a possibility that future versions may include all of the capabilities that were stripped. Also, software downloads and upgrades could enable the preexisting PSX owners to have all the capabilities initially planned. Where Sony is going with this, however, remains to be seen.

## New Virtua Fighter Coming

Sega has officially announced the development of Virtua Fighter Cyber Generations: The Ambition of Judgment 6 for the PS2 and the GameCube. Geared toward younger (early teen) audiences, the game takes the Virtua Fighter series in a different direction, turning it into an action/RPG. The game is scheduled for release in Japan by March.



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# Report Card 2003

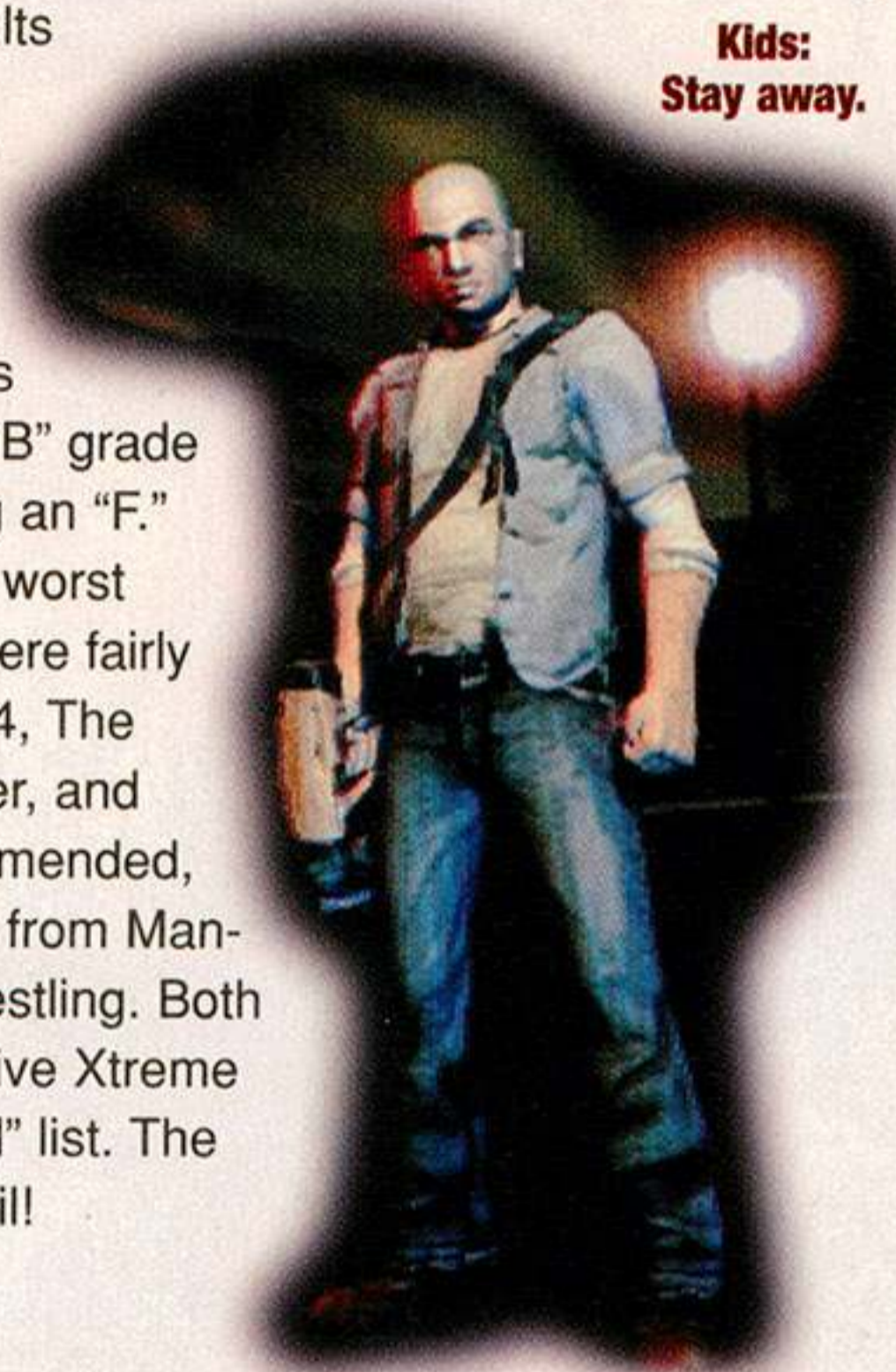
The video-game industry has once again been weighed, measured, and found...well, not as lacking as in the past, but still with a big ol' improvement plan ahead of it.

The National Institute on Media and the Family released its eighth annual MediaWise report card for the video-game industry. It gave the Entertainment Software Rating Board (ESRB) an academic grade of "B," giving credit for "the aggressive plans they have initiated to educate the public about the ratings system." However, the report noted that while the Adults Only (AO) rating exists, it's rarely if ever used. The report said, "games like Manhunt, Grand Theft Auto: Vice City, Xtreme Beach Volleyball, and others deserve the 'Adults Only' rating."

The Ratings Education sector received a "C" grade, and Retailer Enforcement was divided into two categories—with retailers with ratings policies garnering a "B" grade and those without policies getting an "F."

When it came to the best and worst software of the year, the results were fairly predictable. Games like SimCity 4, The Legend of Zelda: The Wind Waker, and NBA Street Vol. 2 were all recommended, while parents were warned away from Manhunt, Roadkill, and Backyard Wrestling. Both Outlaw Volleyball and Dead or Alive Xtreme Beach Volleyball made the "avoid" list. The message is clear: Volleyball is evil!

For the complete report card, visit [mediafamily.org](http://mediafamily.org).



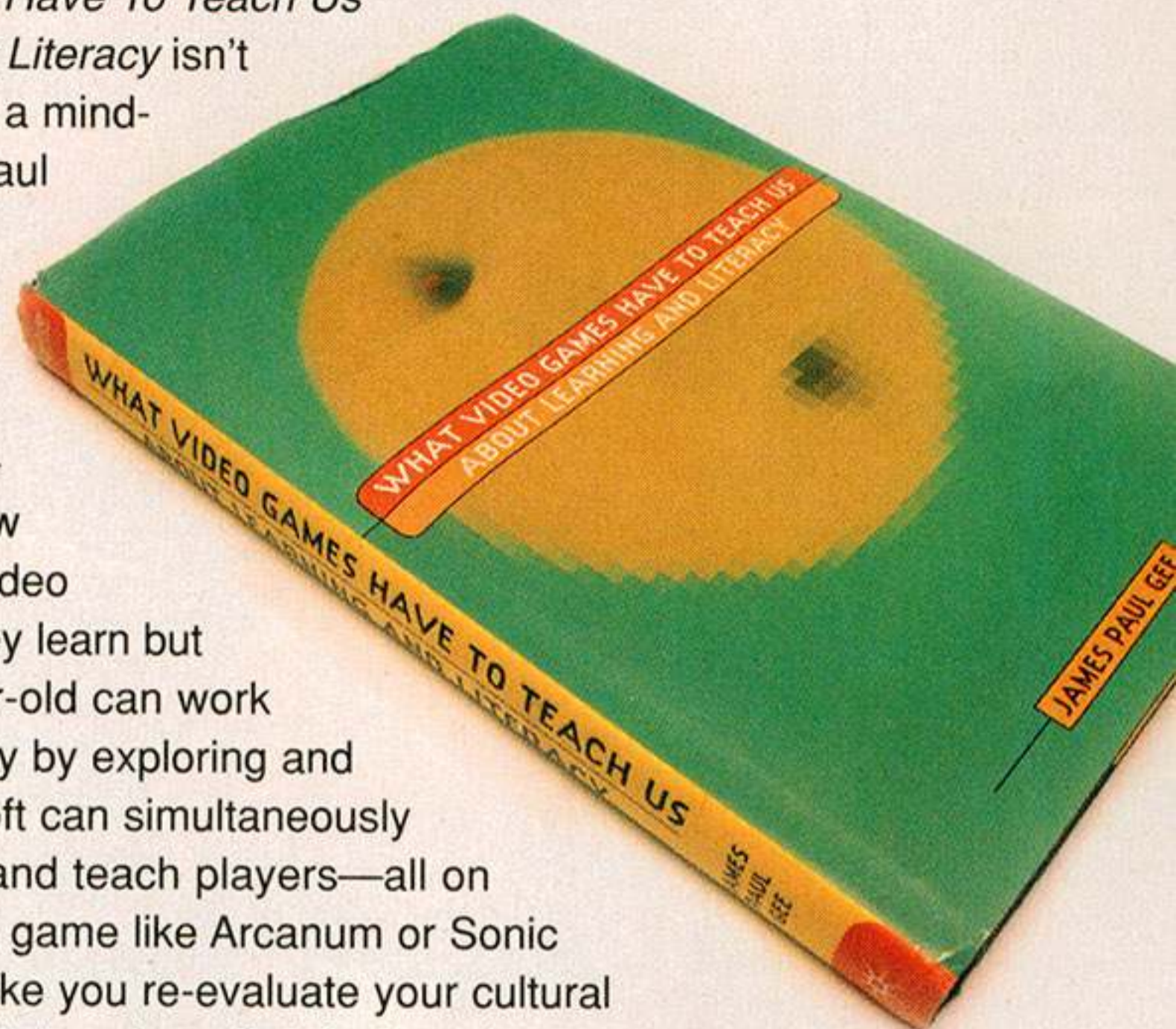
**Kids: Stay away.**

# Tome Reader

*What Video Games Have To Teach Us*

*About Learning and Literacy* isn't just a mouthful—it's a mind-

ful. Author James Paul Gee is a professor of education at the University of Wisconsin, and he has a lot of rich, creamery thoughts on how people learn from video games. Not *what* they learn but *how*: how a six-year-old can work out a Pikmin strategy by exploring and doing; how Lara Croft can simultaneously challenge, reward, and teach players—all on the first level; how a game like Arcanum or Sonic Adventure 2 can make you re-evaluate your cultural model and biases. It's heady stuff, full of academic analysis and terms like "semiotic domains" and "appreciative systems"—but Gee's examples are so well illustrated with concrete player examples from Deus Ex and Half-Life that you won't mind digesting his big ideas. The goal of the book is to illustrate how games facilitate problem solving and experiential learning in ways that traditional schools currently do not; that is, games teach you how to play them as you go, trying and retrying things as you internalize them, whereas in school, you're asked to memorize a bunch of crap and regurgitate it, retaining little. That makes it a hell of a great candidate for a book report. And even by reading *GamePro*, you're part of a distributed learning model. Congratulations. Now go buy the book and learn what that means.



## Geek Speak The nerdy side of gaming in plain English



By MC Squared

**Q** I was just wondering what causes "jaggy" edges on some games. Is it bad hardware? I'm basically talking about the PlayStation 2 and why a lot of people have been saying that the PS2 is a "weak" system compared to the GameCube and

Xbox. I know graphics don't mean much and that it's all about gameplay—but I personally own a PS2, and its games look about the same as GameCube games and Xbox games to me.

JOHNNY FLORES—VIA INTERNET

**A** They might now, dawg, but some PS2 games didn't look so hot when the machine first came out. Jaggy lines are inherent to the way televisions and monitors work. You can draw a diagonal line on a TV screen, but it won't be straight—it will actually look like a long staircase with tiny little steps of solid pixels. Every time your diagonal line moves down to another horizontal scanline on the TV, that's another step. Pop in any original PlayStation game, and you'll see a lot of these jagged lines, but regardless of your hardware, there's no way to create polygonal games without creating "jaggies." Even on the GameCube and Xbox.

So those smart programmer types asked, if you can't remove the jaggy lines, can you hide them? That's where a technique called *anti-aliasing* comes in. Objects look jagged because there's such an abrupt change between, say, the edge of a white spaceship and a black starfield back-



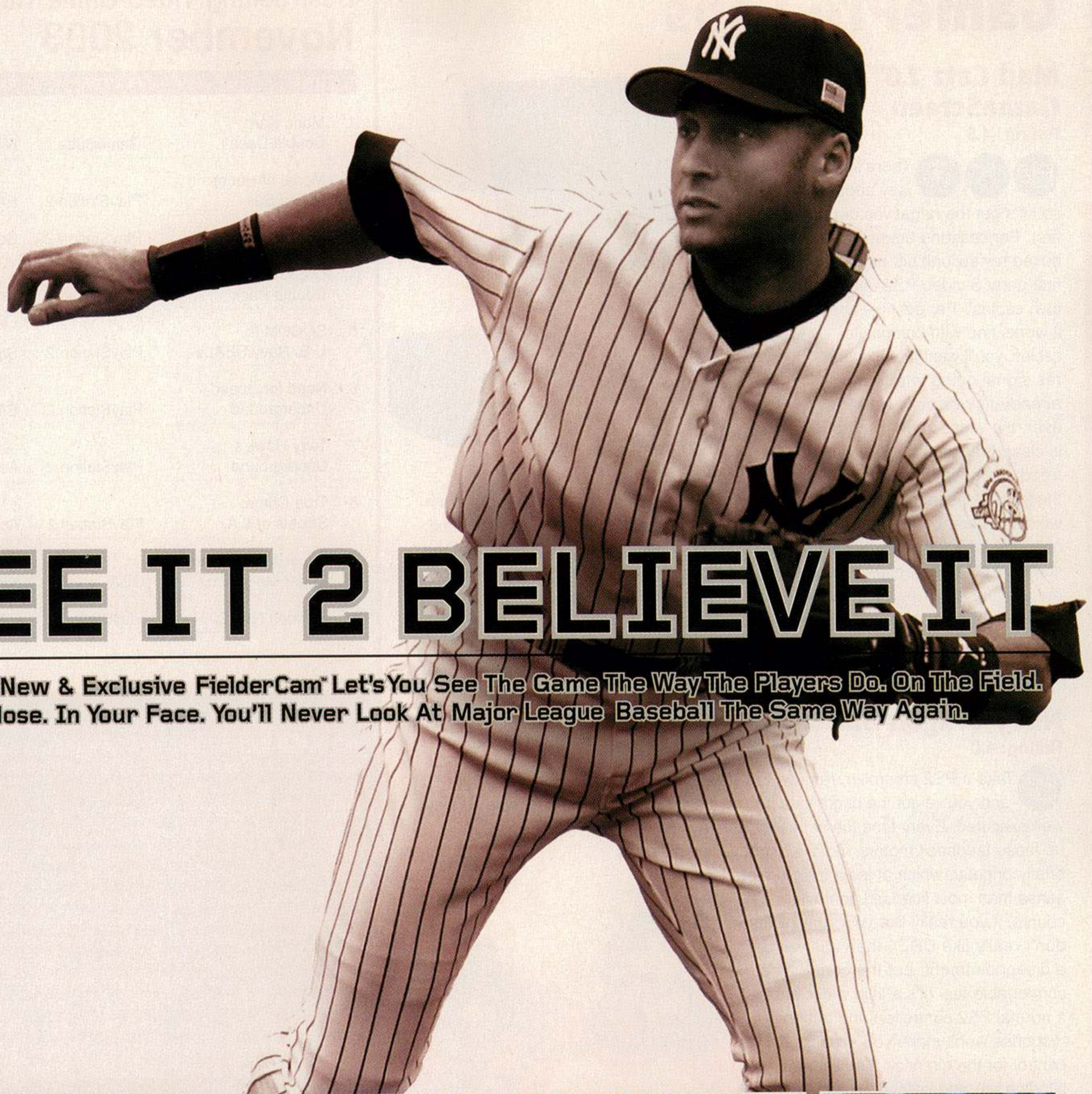
See how the edges of this R: Racing Evolution car are feathered with light blue and gray pixels to smooth out the transition? That's anti-aliasing.



ground. If you apply anti-aliasing (sometimes called just AA), small gradated gray pixels are inserted around the edge of the spaceship—so it looks a little fuzzy but a lot less distracting. Those softer edges go a long way toward making graphics that look "realistic." You know, just like the real spaceship you ride in every day.

So back to the PS2. When Sony first shipped the hardware, developers didn't really have a good handle on how to use anti-aliasing on the machine because Sony didn't really tell them. The tools were confusing and awkward, so some early games lacked AA graphics altogether.

While making Summoner, developer Volition found a way to use a motion blur technique to simplify anti-aliasing, and the team was kind enough to share it with the rest of the dev community (see ProNews, October 2000). Now that folks have had a few years to practice, modern PS2 games should look more or less as nice as GameCube and Xbox games—you might still see some stairstepping on thin objects, like the powerlines in Tony Hawk's Underground. Nintendo's and Microsoft's graphics tools came out later and had the benefit of learning from Sony's mistake, so they might mask the jaggies better or make it a little easier. But because all three machines handle the technique differently from a programming perspective, it's ultimately up to the skills of the individual developers as to how good the graphics look on any system.



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PlayStation 2



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# GamePro Labs

## Mad Catz 7.0" Universal GameScreen

Rating: 4.5

There's not much bad to say about this screen, so let's get the negatives out of the way first: For reasons unknown, our retail boxed review unit did not accept Sony's first-party S-video PS2 cable (Mad Catz's own cables? Perfect fit)—and while it works fine with composite cables, you'll want that higher res signal going into that already-tiny display. However, the widescreen picture is clear, thanks to the TFT screen (read: the good kind of LCD). The stereo spread is impressive, the little speakers pump out serious volume, and the dual headphone jacks are a welcome perk, but the unit's best attribute is its innovative clamp. Twist it around, open the jaws, and affix it directly to the console of your choice. You can adjust the screen to various positions and angles with ease. The enormous power supply means this is not really a portable screen, just a detachable one (there's a car adapter kit, sold separately), and the price is steep—but there's no denying that this is a very well-made and versatile screen.—*Dan Elektro*



Price: \$199.99. Contact: Mad Catz, 800/659-2287, madcatz.com

## Nuby Dragon Ball Z Super Saiyan Glow Controller

Rating: 4.0

Take a PS2 controller, remove the Dual Shock motors, and put in a light bulb, and you've got the bright idea behind the Glow Controller—a simple concept, well executed. Every time the controller gets a signal to fire up those feedback motors, Goku's bright yellow hair gets briefly brighter, which at least makes more sense than most licensed controllers. Of course, if you really like your rumble (and don't really like DBZ), then this will be a disappointment, but the controller's comfortable feel (it's a little wider than a normal PS2 controller) and button response won't make you sacrifice control for the gimmick. And with the blinding red and yellow paintjob, um, you'll never lose this one in the couch cushions.—*Bad Hare*



Price: \$14.99. Contact: Nuby, 310/302-9118, hotgamestuff.com

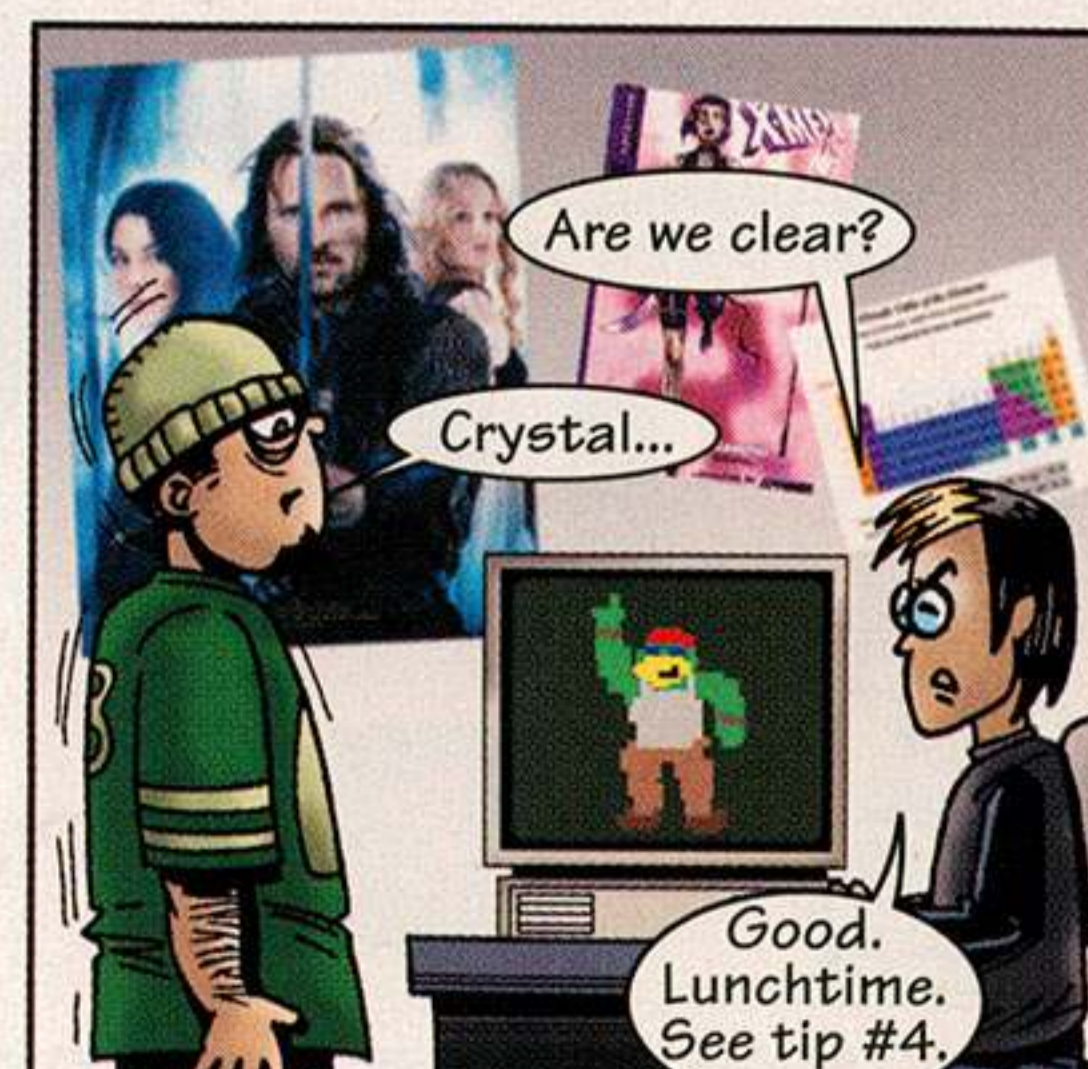
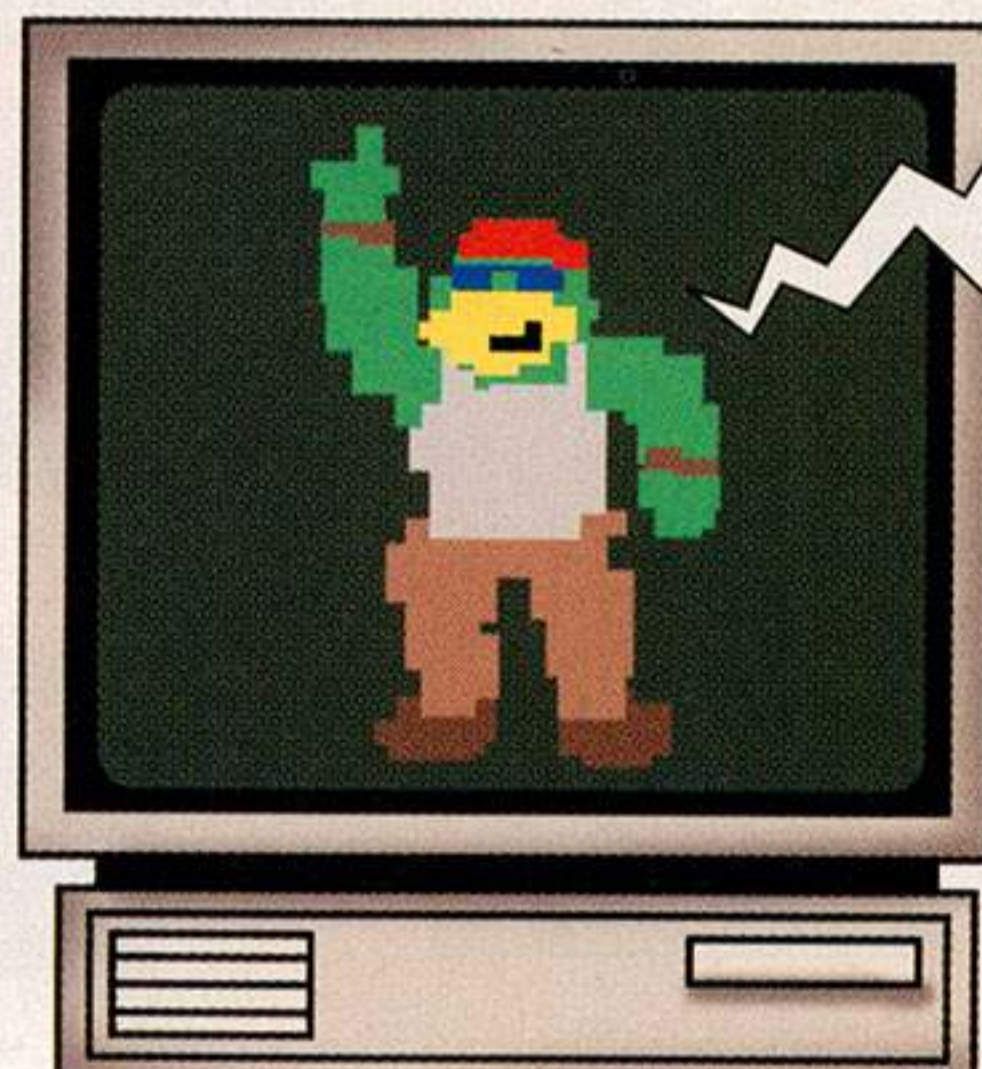
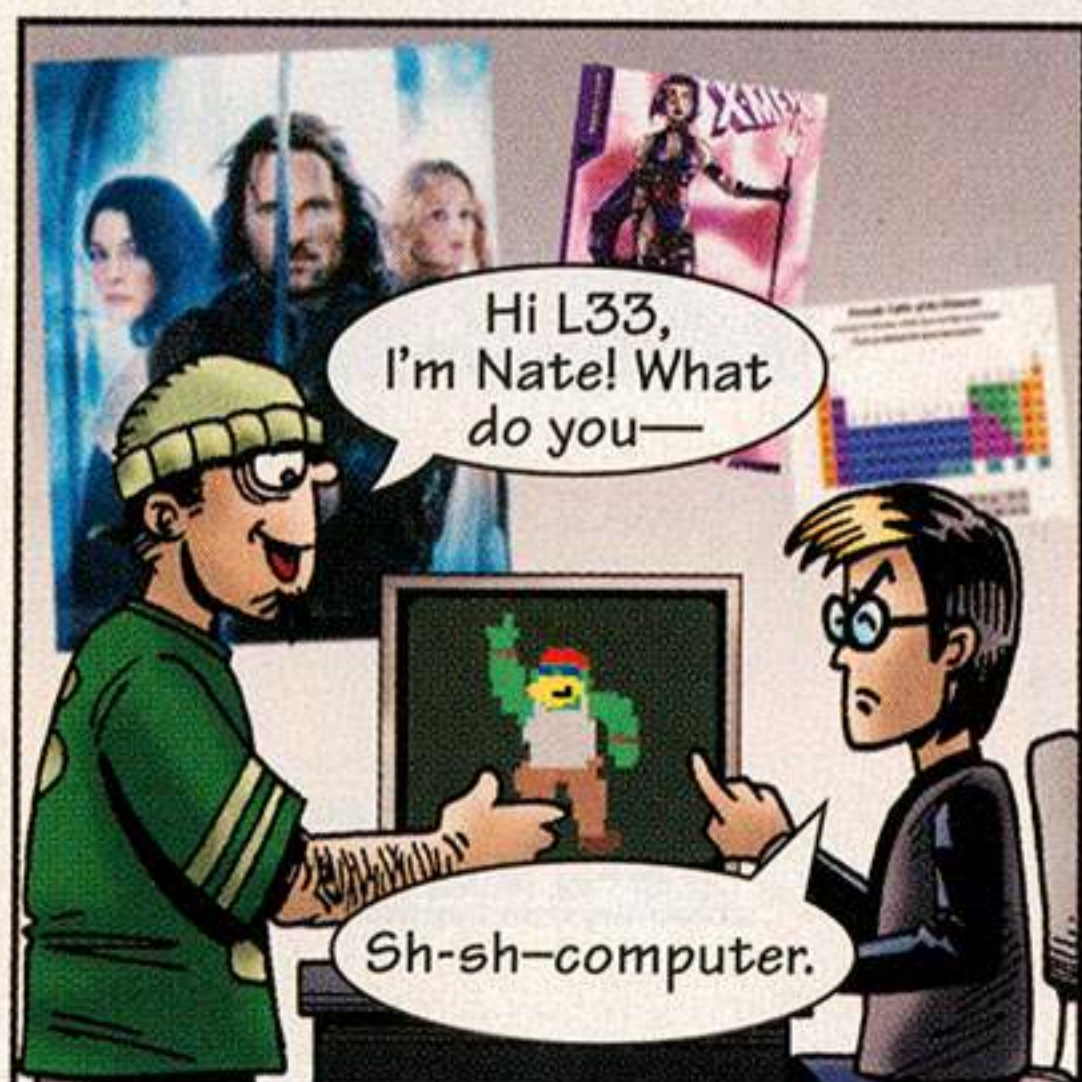
## Best-Selling Video-Game Titles: November 2003

TITLE	PLATFORM	PUBLISHER
1 Mario Kart: Double Dash!!	GameCube	Nintendo
2 Medal of Honor: Rising Sun	PlayStation 2	EA Games
3 Final Fantasy X-2	PlayStation 2	Square Enix U.S.A.
4 Grand Theft Auto Double Pack	Xbox	Rockstar Games
5 SOCOM II: U.S. Navy SEALs	PlayStation 2	Sony
6 Need for Speed Underground	PlayStation 2	EA Games
7 Tony Hawk's Underground	PlayStation 2	Activision
8 True Crime: Streets of L.A.	PlayStation 2	Activision
9 Super Mario Advance 4: Super Mario Bros. 3	GBA	Nintendo
10 Madden NFL 2004	PlayStation 2	EA Sports

Source: The NPD Group/NPD Funworld

**Static** Far Cry...Far Cry...Far Cry...Far Cry... Looking for new ways to expand your vulgar vocabulary? Or are you looking for fresh takes on classic old gamer whines? Just log on to Xbox Live, and you'll hear tons of both! While it's great that Counter-Strike on the Xbox has removed the stench of cheating, a lot of players' attitudes about sportsmanship still stink. C'mon—there are no hacks here. You suck. Deal with it, learn from it, and try again. • Gj zkl fvwc ck dkyth inzbc kmvnpd, cnz yvdc zhvn'd blaayh. Rhhb ykkr gwm; csgd iyh'd v ehve hwe. • Reaction to the big redesign has been mostly positive, but we're hearing the bad stuff, too. Actually, we're always listening at the GamePro.com forums, so if you have an opinion, post it. And if you have a friend who hasn't seen the new look, show 'em. • Halo came out for Macintosh, very quietly, late in 2003. Halo's public debut was actually at MacWorld several years ago, before Bungie was acquired by Microsoft. More irony: It took a game called Halo so long to come full circle. • I was found in 1811. He was not found until 1868. • KB Toys announced that it's going to stop selling video games—the sales weren't very strong. Well, gee, maybe that's because software was so often marked up? • Gran Turismo 4...Gran Turismo 4...

## Internal Combustion



Babble: Auch 'n Amrich Doodles: Mao

ANTICIPATION<sup>XI</sup>



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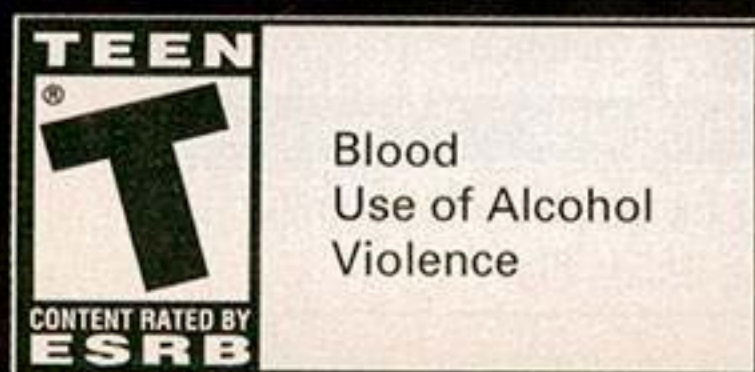
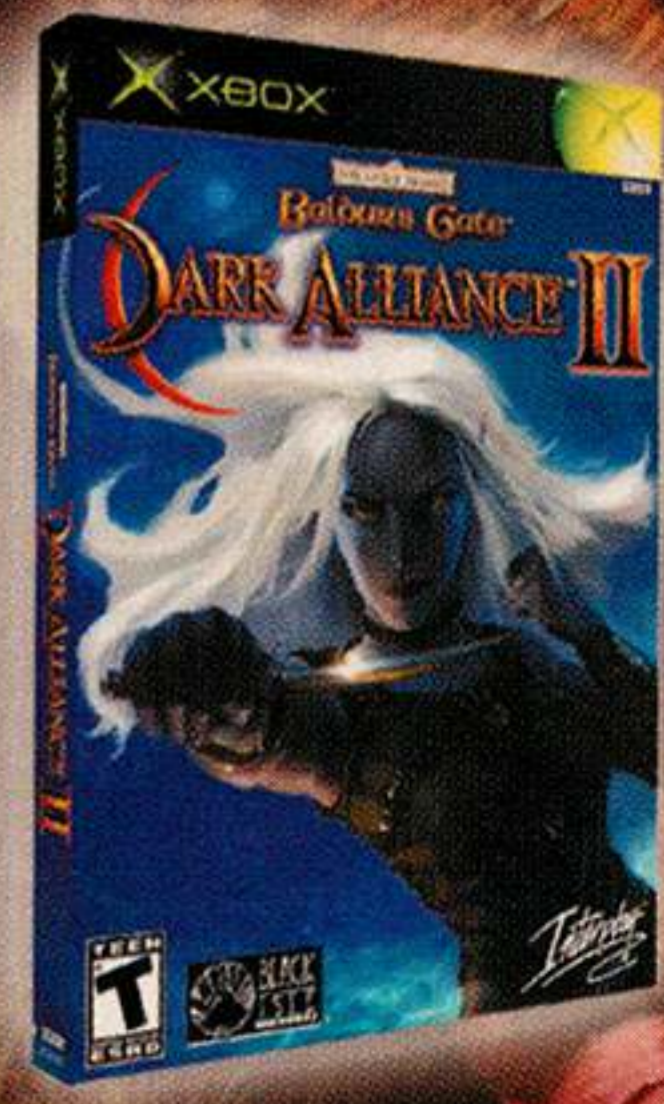
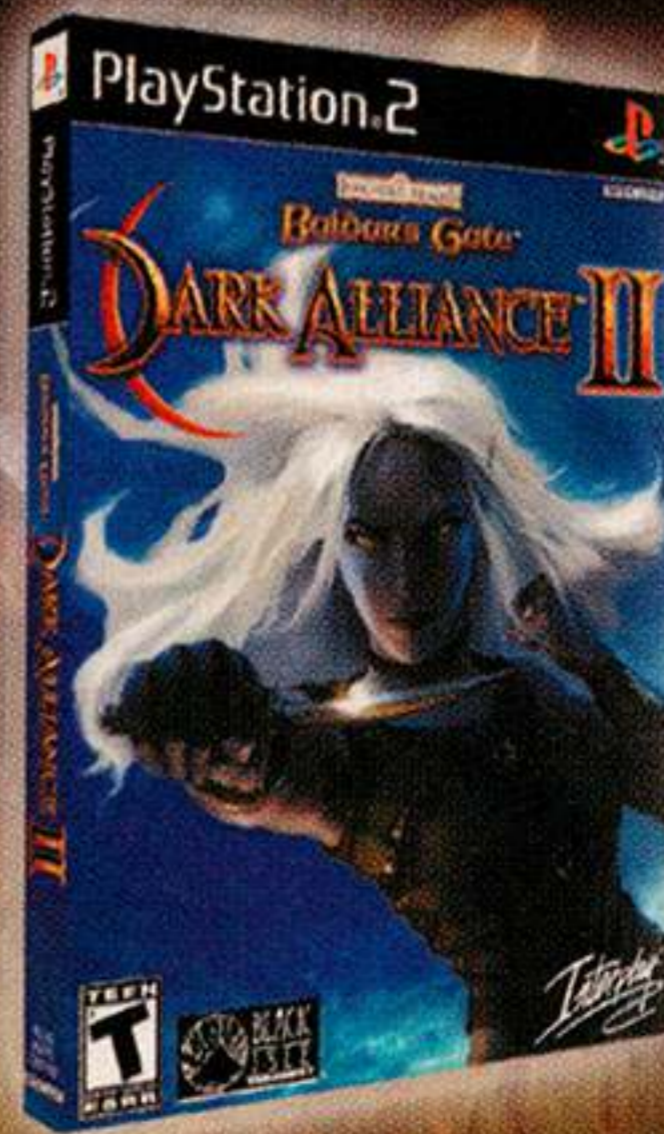


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# CONTRACT KILLER

THE ASSASSIN KNOWN SIMPLY AS 47 REVISITS STEALTH AND DEATH IN HITMAN: CONTRACTS, THE FIRST OF SEVERAL SEQUELS. **BY AIR HENDRIX**





**W**ith a fur hat clamped on his bald head, it no longer glints in the sunlight, but the ill-fitting uniform of a Russian soldier, "borrowed" from its previous owner, chafes 47 uncomfortably. His careful planning and cunning infiltration are about to pay off as the footsteps of the target crunch more loudly in the snow. He slips from the shadows, mimicking the gait of that unlucky soldier to better maintain the illusion of his disguise. As his target passes, his garrote snakes expertly around his victim's neck.

**CONTINUED** ▶



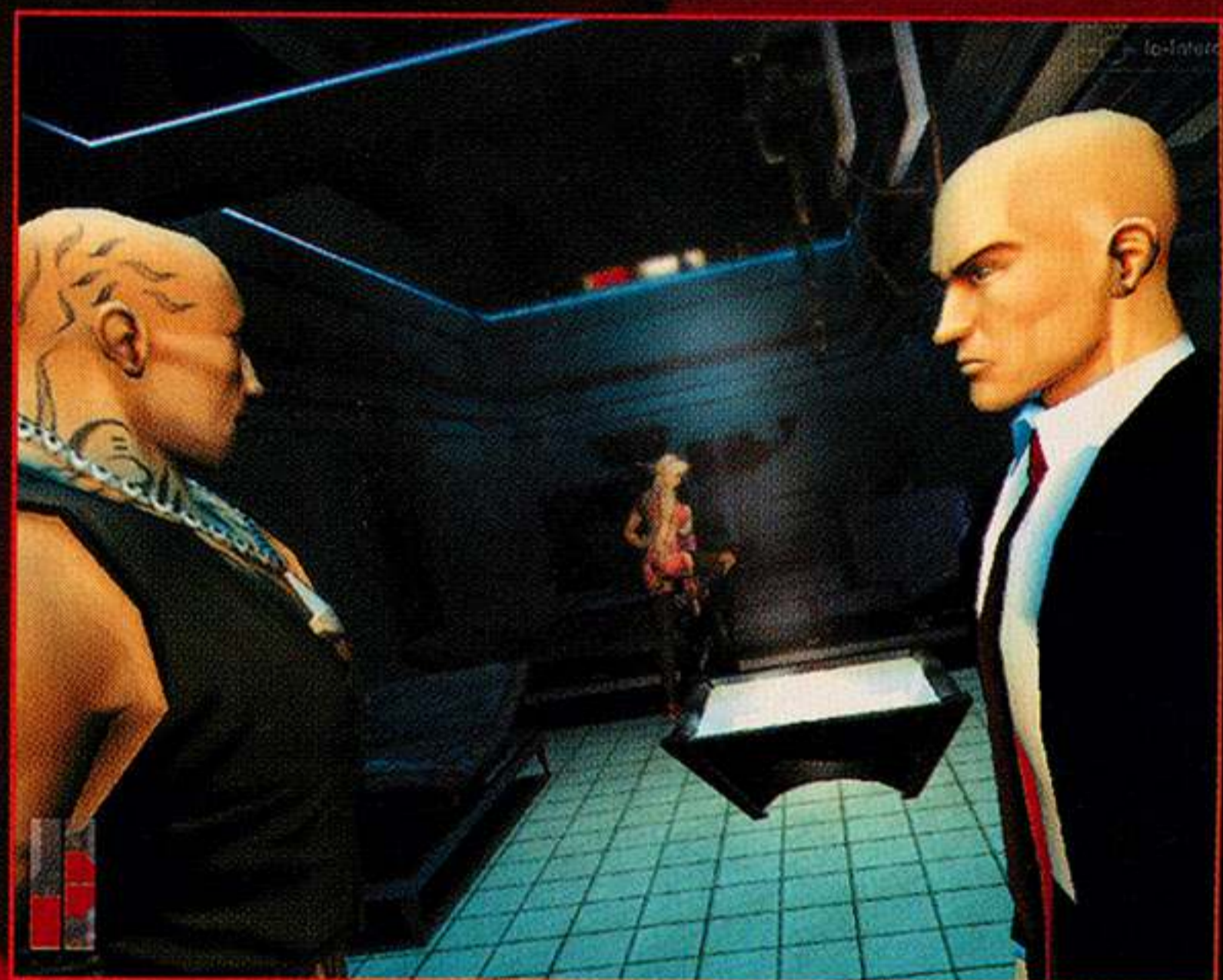
The mysterious 47 is returning in *Hitman: Contracts*, scheduled for the PS2, Xbox, and PC in late April, but something far more sinister than assassination is afoot. 47 has been shot, and he lies near death, battling delirium. He's seeing things—strange but familiar things (like an old hit on a Russian military base) through a filter of the twisted and unreal: Pig faces appear on women, and dark, nightmarish lighting colors the world. 47 is reliving his past "contracts" in a series of hallucinatory flashbacks that reveal the scars of his profession.

**"THE RIFLE IS THE FIRST WEAPON YOU LEARN TO USE..."**

Assassination has been a profitable business for Eidos and Io Interactive, *Hitman's* publisher and developer respectively. The first *Hitman* suffered from numerous flaws, but the concept's inherent coolness formed the kernel of the second game's runaway stardom. "We're very impressed with the success of *Hitman*. We didn't expect it to become that popular, and we think we have hit a niche in a very crowded market," says Jacob Andersen, game director at Io Interactive.

Stepping into the shoes of an assassin turned out to be sheer genius from a game-design perspective, serving up a tasty stew of stealth, combat, disguises, and more. "The game actually started as a wild John Woo-style shooter inspired mostly by *The Killer* and *Hard Boiled*, but as it progressed and we started to work with the concept of assassination, more and more stealth got into the design," explains Andersen. "47 underwent a lot of different stages before he ended up the way you see him today. [It was] a very long design process but time well spent."

But why begin with flashbacks, a fairly trite convention? One of the most interesting aspects of the *Hitman* series is 47's character: a ruthless assassin with a flicker of conscience and an enigmatic past. He doesn't hesitate to bathe a room in blood, but the memories often haunt him—*Hitman 2* opened with him retreating to a monastery to escape his past, but it closed as he returned to the assassin's life, bitter over his friend's murder. He was also created in a lab and knows little of his past beyond his duties for the secretive Agency that employs him. Io Interactive will be strumming those threads more loudly in *Contracts*, which aims to start opening windows into 47's past and personality. "Some questions as to how *Hitman: Contracts* plugs into the overall *Hitman* timeline will be fully resolved in the next game," hints Neil Donnell, U.K. producer at Eidos. "And 47 will discover some disturbing facts about his past in this episode," adds Andersen.



**"...IT LETS YOU KEEP YOUR DISTANCE FROM THE CLIENT..."**

Peering back into that past, Andersen acknowledges that Io "made some serious errors" on the first *Hitman* game, such as bad control and no saves. "Before *Hitman*, we were making console games for the Saturn and MegaDrive, and we didn't really have any idea about what control types were common on a PC," he says. "The ones we started out with just stuck, and nobody mentioned to us that they were terrible."

"I think we got that right in *Hitman 2*," Andersen continues, "but personally, I think *Hitman 2* was too long. Some of the missions got uninteresting and were there just to extend the number of levels. They didn't make the game better, which is why we're now focusing on fewer, bigger, and deeper missions." Since *Contracts* is "definitely not the last time you'll see 47," Eidos and Io felt the numbering was getting silly and simplified this sequel's name to merely *Hitman: Contracts*.

**"THE CLOSER YOU GET TO BEING A PRO..."**

As *Contracts* opens, 47 is in Paris after completing a successful hit. Somehow, the police quickly latched onto his trail, and he was wounded in the escape. He's holed up in a fleabag hotel, where a back-alley doctor patches him up and the GIGN, the elite

French SWAT team, are closing in. But as he plans his escape, "the strong medicine takes him on a journey into his own dark and twisted mind. He recalls past contracts, but the memories have been corrupted to appear disturbing and evil. 47 must now battle the ghosts of his past before he can move on," Andersen says.

In one gruesome flashback, Hitman stalks through a Romanian slaughterhouse run by a gangster—the target. Eerily, some parts of the slaughterhouse are being used for a rave, so 47 can gain entry by taking out a party-goer who steps out for a smoke, then donning his clothes. In an early demo version, the mixture of gently swaying slabs of meat and strobing disco lights was unnerving.

In another flashback, 47's mind takes him back to the sanitarium just after he's killed his creator, Dr. Ort Meyer. Corpses of the police are strewn everywhere, and he must escape alive as more cops stream in. He also takes out psychopaths in a proper English manor, disarms a dirty nuclear bomb on a Russian sub base, and tackles a biker gang in Rotterdam. New weapons will help him distribute lead with his customary equanimity, including a deafening minigun, a sniper rifle that packs conveniently into a briefcase (Hitman 1 fans will delight in its return), and loads more everyday objects that range from pool cues to meat cleavers to swords, tasers, and shovels. Ouch.

### "...THE CLOSER YOU CAN GET TO THE CLIENT..."

Since Contracts involves more civilian locations than the previous game's more military missions, 47 must work increasingly among innocent people, which meant expanding the list of everyday-object weapons (to maintain stealth) and beefing up the A.I. (for interacting with people you don't have to kill). Kevin Gill, senior product manager at Eidos, explains that A.I. improvements also affect disguises and enemy detection of 47: "He's not just a bald guy in costume, and his enemies are more sophisticated and refined in how they react."

47 wears wigs and changes his gait to more closely play his part, but he must also keep his distance because enemies can see through the disguise up close. They can also track footprints and blood trails more intelligently, so "all of your actions have an equal and opposite reaction," Gill says.

Control has always been a sore spot with this series, but it sounds like Io's hitting its stride

with Contracts. Along with tightening character movement and streamlining the menus, the stealth and crouch buttons were combined into one button, which freed a button to instantly call up the map and pause the game. Weapon selection should also be smoother thanks to a radial-dial interface, and 47 will automatically unleash a hand-to-hand attack when he's nose to nose with a foe. Great stuff.

Another big focus of development was ironing out the difficulty—"there will be a lot more of a learning curve instead of a learning brick wall," as Gill succinctly puts it. "A lot of people thought Hitman 2 was a bit too hard, but the hardcore Hitman fans thought it was too easy. We're widening the difficulty settings a bit this time, making the Easy mode easier and the hardest one (Professional) harder. That should satisfy all, we hope," Andersen adds.

### "THE KNIFE IS THE LAST THING YOU LEARN..."

If the whole delirious-flashback thing leaves you a bit skeptical, Gill is quick to offer a tantalizing spin on how it will all unfold: "Io's big catchphrase throughout the development of this game," he says, "has been 'not everything is as it seems.'" The series has always excelled at the murky mystery of conspiracy, and it's safe to bet that a whole lot more is going on in Contracts than can be gleaned from this first look under the hood. Io's doing a fine job of responding to the complaints and problems that cropped up in the first two games, and 47's next contract is shaping up into a decidedly malevolent mission—exactly the kind that you won't be able to resist losing yourself in.

For in-depth interviews with Hitman's creators and more, check out [GamePro.com](http://GamePro.com). -9 = MT-T R.I.P.



# Who Holds The Bard

Brian Fargo and friends tell tales out of the old school and seek to change RPGs as we know them with *Song of The Bard*. *By Dunjin Master*

Ask anyone who's been playing computer RPGs since the mid-1980s what their favorite games are, and you can bet that *The Bard's Tale* will be in the top five. With the help of Snowblind Studios' updated action/RPG engine (as seen in Sony Online's *Champions of Norrath*), developer inXile plans to bring *The Bard* back to gaming, this time in *Song of The Bard*.

## The Bard Is Back

Published by Electronic Arts and Interplay in 1985, *The Bard's Tale* was one of the first

RPGs to really offer an engaging, immersive experience on a personal computer. In the days of the original *Ultima* (which featured top-down graphics) and the first *Wizardry* (which used wire frames to draw pseudo first-person graphics), *The Bard's Tale* was a colorful, lush game that drew gamers in with its graphical sophistication (for the time) and the heart with which it told its story. Creator Michael Cranford (see sidebar, "Tales from the Old School") believes that the game was a hit precisely because it offered an experience no other game at the time could match.

The industry has changed a lot since then, in part because of the very innovations *The Bard's Tale* brought. These days, when publishers sink millions of dollars into titles and still risk them coming out soulless, games are graded as much on graphics and presentation as they are on story and heart, and a lot of developers and gamers alike accept shallow stories as par for the course. Now, as if called from the past, here comes *The Bard* to try to change all that.

## Fargo: Back To Business

Brian Fargo is the founder of inXile, and long ago, he also founded a company called Interplay, which actually went on to redefine RPGs several times. You might remember a game called *Fallout*, or the *Baldur's Gate* series (created by a little company called BioWare, which went on to create *Knights of the Old Republic*), or maybe *Baldur's Gate: Dark Alliance*. All of these games came from Interplay, and each had a hand at diverting the genre from its course, either infusing it with humor and creativity, doubling the depth and complexity you could expect from RPGs, or creating a whole new subgenre that has spawned no less than four me-too titles since. When Fargo left Interplay and founded inXile, he needed an introductory title that could bring him back into the industry in style. Naturally, he settled on *The Bard*.



You'll learn to use many different kinds of weapons as you play, from big swords to flails, and even two-weapon fighting styles.



inXile has layered its own lush graphics onto Snowblind's latest action/RPG engine. The plan is to use lighting and color to give locations more personality than the stuff you've seen before.



Better hope I've cooled off when I return or you're next!

The Bard sets a lusty barmaid straight after his "battle" with a giant fire-breathing rat. As *The Bard*, your mouth will get you into as much trouble as your sword.

"The Bard's Tale was [Interplay's] first really big RPG hit, so it seemed too perfect to launch inXile around a game starring The Bard," says Fargo. Considering the title's history, it appears a natural fit: When you're trying to make a game to change the genre, why not hearken back to one of the first games to do that?

## Changing the Music

In sitting down to begin work on *Song of The Bard*, Fargo and the folks at inXile took a look at RPGs and the common threads that bind all the games out there now. In doing so, they found issues with both PC RPGs and the ones on consoles, though the problems with each were very different. "I personally think some of the PC RPGs have gotten a bit too hardcore," says Fargo. "They've become a bit too much about pure tactics and the need to have 1500 spells and 2500 monsters. As for console RPGs, I feel that most of them cater to a 14-year-old's mentality when our players are twice that age."

To fix that, inXile has created *Song of The Bard* to appeal to more mature sensibilities than your average console RPG does (thanks to intelligent scriptwriting and a well-developed sense of humor) but also to court action/RPG fans with a modified *Snowblind* engine. Already-established technology enables the developer to concentrate more on art and story, which gives Fargo and company a chance to inject the soul and personality that old-school RPG fans have missed for all these years.

## Who Is The Bard?

The hero in *Song of The Bard* is *not* the typical RPG hero. He wasn't chosen by some outside force, fated to save the world from evil. Fargo is tired of that RPG-hero stereotype and has gotten away from it in the character of The Bard. "He's more like Han Solo in that he is really only interested in doing something if it is somehow good for him," says Fargo. "His real focus is on the pursuit of coin and cleavage." As a developer who's seen his share of RPGs in the past years, Fargo has a good reason for going to the dark side with The Bard: "We wanted a character who participated in the world as if he himself had just played too many RPGs with bad clichés. We took it further by giving him a pretty cynical perspective and by throwing him into situations that just don't turn out too well for him, even with his best intentions." Fargo says that about half of the quests in the game involve fixing something The Bard himself screwed up, from trying to recapture a criminal he inadvertently set free to getting into a town in which the citizens hate The Bard for reasons unknown to him.

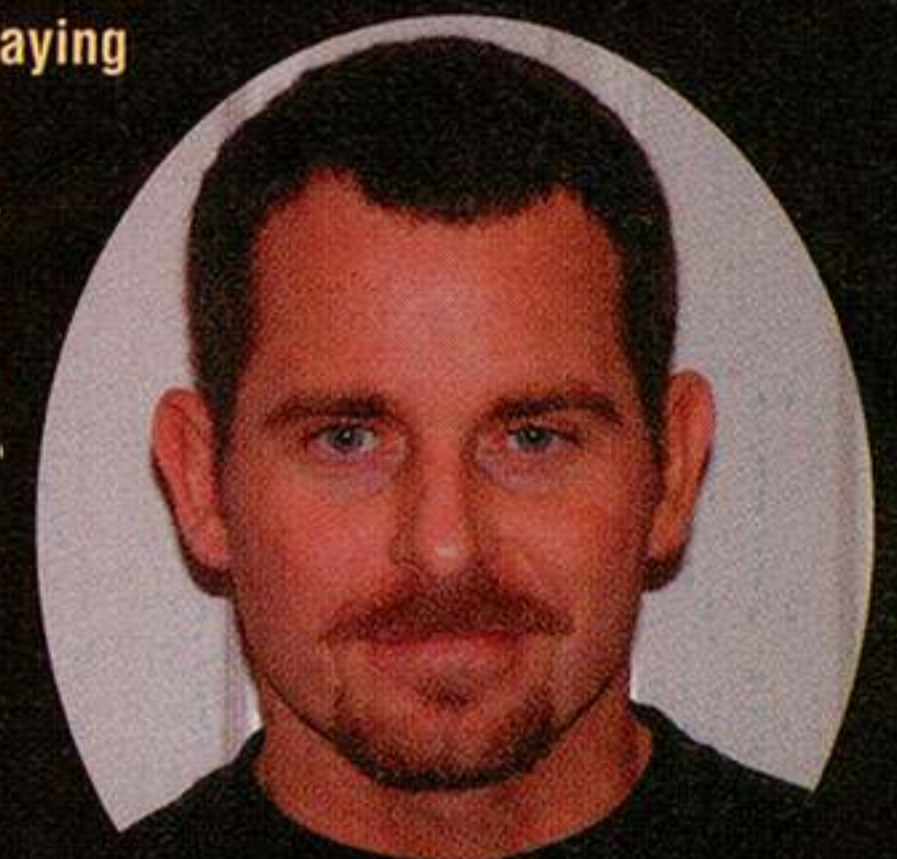
In an early demo version of the game, Fargo showed The Bard rolling into town to work his best con. His only ability in the beginning is to play a song that summons a rat so that he can offer to save the town from that rat and con the folks out of some cash.



The companions you summon will be packed with personality. Instead of a generic ranged-weapon specialist, you'll get this ravishing redhead with a crossbow to provide cover fire.

## Tales from the Old School

Back in the days when one guy could put together an awesome game, Michael Cranford was playing *Wizardry* and *Ultima* and decided that he could do better. Having toyed with Assembly language for awhile, he decided to make his own game as an answer to everything that was out at the time. That game became *The Bard's Tale* before going on to become a legend in PC gaming.



"I don't think many game developers understand how to draw people into the experience that is woven into *The Bard's Tale*. They mistakenly assume that the quality of the graphics, sound, and animation is what makes a game fun," says Cranford. "As an analogy, look at the recent *Star Wars* movies—superlative technology with no soul. I think a lot of games today are like that, and I think *The Bard's Tale*, in contrast, had a soul, and players today remember and long for the experience that held them captive on so many late evenings in their dorm rooms."

The original game introduced smoothly scrolling first-person graphics in color, which brought players into the world in a way no game before had done. You could field a party of adventurers and have, in Cranford's words, "a computer-based experience that brought all the richness of a 'live' game but without the arbitrariness of human moderation." Cranford credits *The Bard's Tale* for getting the interest of tabletop role-players and attracting them to the PC in the first place.

As an old friend of Brian Fargo (they played D&D together in high school), Cranford was brought in to take a look at *Song of The Bard*. "I think the gameplay looks phenomenal, and the world they've created is extremely rich," he says. "It's targeting mature gamers, and most of the original fans will be mature. I also think that this is a demographic that doesn't get addressed very often in game design. I predict and hope the game will be a big success."

Currently, Cranford is working as senior developer for an Internet-development company called Ninth Degree, but he is considering doing some game stuff here and there. "I've given thought to developing an online, Flash-based RPG," he says. "I have full confidence that I could develop a new game that is a lot better than the (original) *Bard's Tale*."

CONTINUED ►



The Bard will use music to summon companions to help him defeat enemies in combat, find traps, or look for secret doors. Here, a heavily armored companion teaches a few foes a lesson.



Behold the puppy, which might become your most constant companion. Not sure exactly who that lady is, though.



Enemies will be smarter in Song of The Bard than in the average action/RPG. If you let a lone wolf escape, for example, it will howl and summon more.

In doing so, he earns a reputation as a "rat slayer" and is thus asked by a lusty barmaid to go clear some rats from the tavern cellar. He meets a single helpless rat in the cellar and kills it, and the game celebrates the kill as if The Bard had just killed Lord Antagonist DaNasty right before a giant, four-ton rat breaks through the wall and spits fire on our hero. The Bard, angered by this, marches back upstairs, still flaming, to confront the barmaid for not telling him about the evil, giant monster rat. When he gets there, everyone laughs at him for falling for their great practical joke. This is Song of The Bard's version of the typical "rats in the cellar" tutorial level, something that's appeared in almost every recent RPG.

## Telling the Tale

The Bard's attitude isn't the only thing different in this game. His story will unfold through the words of the Narrator, whose Sean Connery-like voice guides the plot as you play and gives you hints as to where to go next. Unfortunately for him, the Narrator wants to tell a heroic tale of derring-do, even as The Bard seeks girls, gold, and glory. "The Narrator is attempting to tell a grand story of this great hero, but somehow our Bard's actions are not consistent with the story the Narrator wants to tell.

It provides for some great moments," says Fargo. The Narrator will even get angry at you and taunt you for not doing as he says. "We try to anticipate which things the player is doing wrong and use the Narrator to chime in with his own sarcastic way to steer the player correctly," says Fargo. "It can be as simple as having the Narrator boom out, 'Which part of east did you not understand?' when the player heads west after being told to head east, or it could be something more subtle."

The Bard being a bard, his abilities center mostly on music and song. You'll have instruments, which you find throughout the game, that expand your musical abilities, enabling you to summon creatures and cast spells. Rather than collecting a party of characters to travel with you, you'll use your music to summon companions with different skills, which you may dismiss or resummon based on what you need in a particular area. "We found it far more interesting to summon an old guy that taps on the walls looking for traps than to cast a spell that makes traps glow," says Fargo. "And to take it further, if you resummon the trap finder after a trap is sprung that kills him, the trap finder curses you for your cruelty in bringing him back to be killed yet again." You'll be able to summon fighters, archers, mages, and more, including electrical spiders and huge monsters that hold small shields to protect you from missile attacks. Meanwhile, as you level up in combat, you'll be able to purchase Talents that improve your fighting abilities and give you access to new attacks, such as dual wielding and shield bashing.

## Real People

Of course, no RPG is really an RPG without interesting characters for you to interact with, and Song of The Bard is really working to provide you with cool people to meet. Game-sound guru Tommy Tallarico is creating original period music and lyrics to go into the game, so you'll be able to meet drunken bar singers or traveling minstrels who sing real songs that just might recount your deeds in the game. In one scenario, just after you've inadvertently freed a demon, a band of minstrels sings a song about a moron who freed a horrible evil and how that moron needs to die. Fargo describes more possible NPCs: "Guys who hate [The Bard], women who claim to have slept with him, insane people who The Bard needs for help, imps who lie, singing drunks, young boys claiming to be the 'chosen one,' and middle-aged virgin men trying to scare the townsfolk. The number of interesting



Beer, Beer, Beer, Fiddy Beer, Beer, Beer

**These drunken hooligans sing in the background while you're in the tavern, giving a more organic feel than the typical nonendemic orchestral music.**

people goes on and on." There's also the puppy, a dog that follows you from the beginning as long as you're nice to it. On the importance of the dog, Fargo will only say, "Depending on how you treat it, the dog will have profound effects later on in the game. But I mean, really, anyone who is mean to a puppy needs to pay the price!"

The way you'll interact with these NPC folks is different, too. Whereas most RPGs give you a short list of lines to choose from for each conversation, *Song of The Bard* lets you choose a reaction, either "Nice" (as in most current RPGs) or "Snarky" (more sarcastic and witty), and The Bard chooses his words based on your choice. You won't ever know exactly what The Bard will say, just how he'll say it. While there are concerns that this limits player choice in dialogue, it should make for a more engaging story line. Your dialog choices will directly affect the outcome of the game, too, so while your big mouth won't necessarily get you killed, your attitude could open some plot doors and close others, and it could have an affect on what ending you see when the game's all over.

## Back to The Bard

Just as the original *Bard's Tale* changed PC gaming in the early days, inXile hopes that the new one will have an affect on RPGs when it's released later in 2004. With the experience of inXile and the soulful past of *The Bard* himself, you can bet that, if nothing else, you'll be entertained.

*Note: All screens shown here are from the PlayStation 2 version.*



**You'll learn to summon some really cool creatures in addition to regular adventurer types. This electric spider zaps enemies with lightning.**



# Vapor Trails 3.0

GAMEPRO GOES BACK TO THE "VAPORWARE" VAULTS TO FIND OUT WHAT HAPPENED TO THE GAMES THAT WOULD HAVE MADE IT INTO YOUR COLLECTION—IF ONLY THEY COULD HAVE MADE IT TO STORE SHELVES. *By Dan Elektro*

See gameplay footage on the April 2004 GamePro Action Disc, available on newsstands next month!



## Thrill Kill

**The Hype:** A brutal four-player fighting game that took place in Hell as several damned souls fought for their chance to return to the world of the living. The unusual characters included a cannibal who hit people with a human leg, a freak in a straitjacket, a dominatrix wielding a cattle prod, and a midget on stilts (who, coincidentally, was a politician who hated violent video games). Instead of health meters, players built their rage meters, so the most aggressive fighter in each round got to kill one of the remaining competitors. It was to be the first four-player 3D fighter on the PlayStation, and it featured amazingly gory and distasteful (and pixelated) stuff.

**What Happened:** It was too sick to survive. Developed by Paradox Entertainment and slated to be published by Virgin Interactive, Thrill Kill was complete and ready to go when Virgin's assets were bought by Electronic Arts. Since EA was really after Westwood and the Command & Conquer franchise, Thrill Kill was an unwanted accessory, and EA cancelled it. According to EA Director of Corporate Communications Pat Becker at the time, "The product doesn't meet our standards for subject matter and appropriate content." In retrospect, it was probably a wise move—video games didn't need another negative example at the time. Meanwhile, Paradox signed a deal with Activision and used the Thrill Kill fighting engine for Wu-Tang: Shaolin Style.



THRILL KILL

By Virgin Interactive/Electronic Arts for the PlayStation  
Not released Fall 1998

MPG





## Twelve Tails: Conker's Quest

**The Hype:** Twelve Tails: Conker's Quest was supposed to follow Super Mario 64 as the next big 3D platformer on the N64. According to the September 1997 *GamePro* First Look, "Someone's stolen more than 100 house-warming presents from Conker and Berri, and players must guide the two through four worlds to recover the gifts." Or, as it was described a year later in another preview, "Pour a pound of sugar on Banjo-Kazooie, and you get Conker."

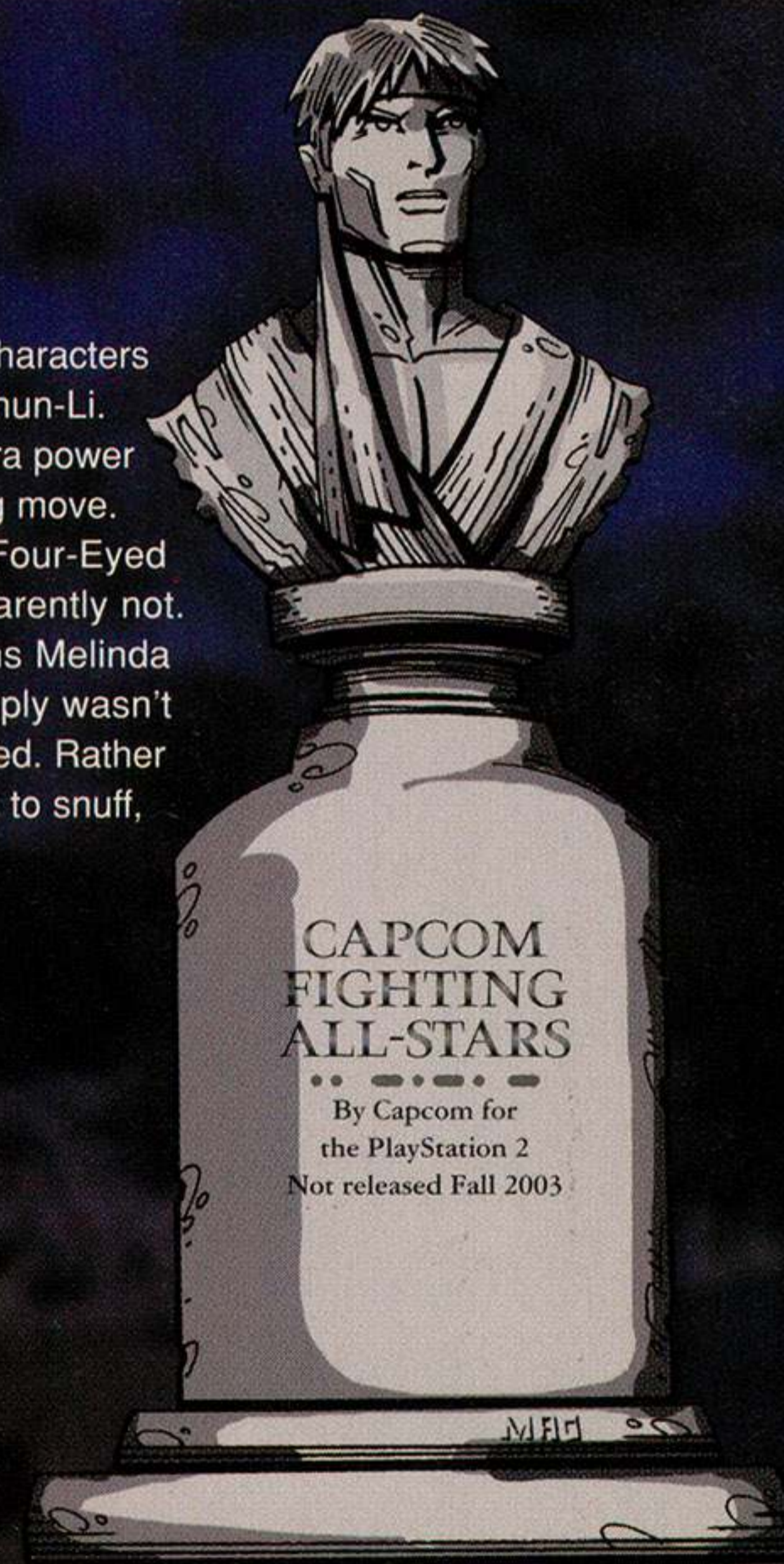
**What Happened:** Conker had a Bad Fur Day instead. Realizing that the world didn't need another cute-n-cuddly mascot, Microsoft and Rare retooled the rascally rodent into a foul-mouthed and licentious critter of rage and debauchery instead. Conker's original saccharine adventure was therefore indefinitely canned. And besides...house-warming presents? Please.



## Capcom Fighting All-Stars

**The Hype:** This Street Fighter EX-looking 3D brawler was to include characters from tons of Capcom games, including Haggar, Strider, Ryu, and Chun-Li. Unlike in most Street Fighter titles, fights would feature a three-tier extra power meter instead of rounds, and fights would include a—gasp!—finishing move.

**What Happened:** "Could this be Capcom's ultimate fighter?" asked Four-Eyed Dragon's preview in the March 2003 issue of *GamePro*. Well, apparently not. Capcom's Director of Public Relations Melinda Mongelluzzo says that the game simply wasn't shaping up the way Capcom had hoped. Rather than release something that wasn't up to snuff, Capcom snuffed it.



## Harry Potter Online

**The Hype:** EA kept an invisibility cloak over Harry Potter Online for its gestation period, so very little concrete information was ever released. Imagine multiplayer Hogwarts, but beyond that, it's anyone's guess. Whether it was to be an action game, an RPG, or a social chat environment is unknown, but it was apparently headed for the PC, PlayStation 2, and Xbox.

**What Happened:** EA bought the Potter license, then its division Origin was tasked with creating a demo. To create the character models for that demo, Origin summoned Liquid Development (which would later create elements of *Enter the Matrix*, *Celebrity Deathmatch*, and Origin's own *Ultima Online*). Low-polygon, cartoonish versions of Harry, Ron, Hermione, Draco, Hagrid, Dumbledore, and Peeves were all completed before the project was killed—as quietly as it had started. Maybe EA has a different plan down the road, but for now, muggles aren't allowed to know anything else about the online wizarding world.

HARRY POTTER ONLINE

By Electronic Arts/Origin for the PC, PlayStation 2, and Xbox Not released 2001



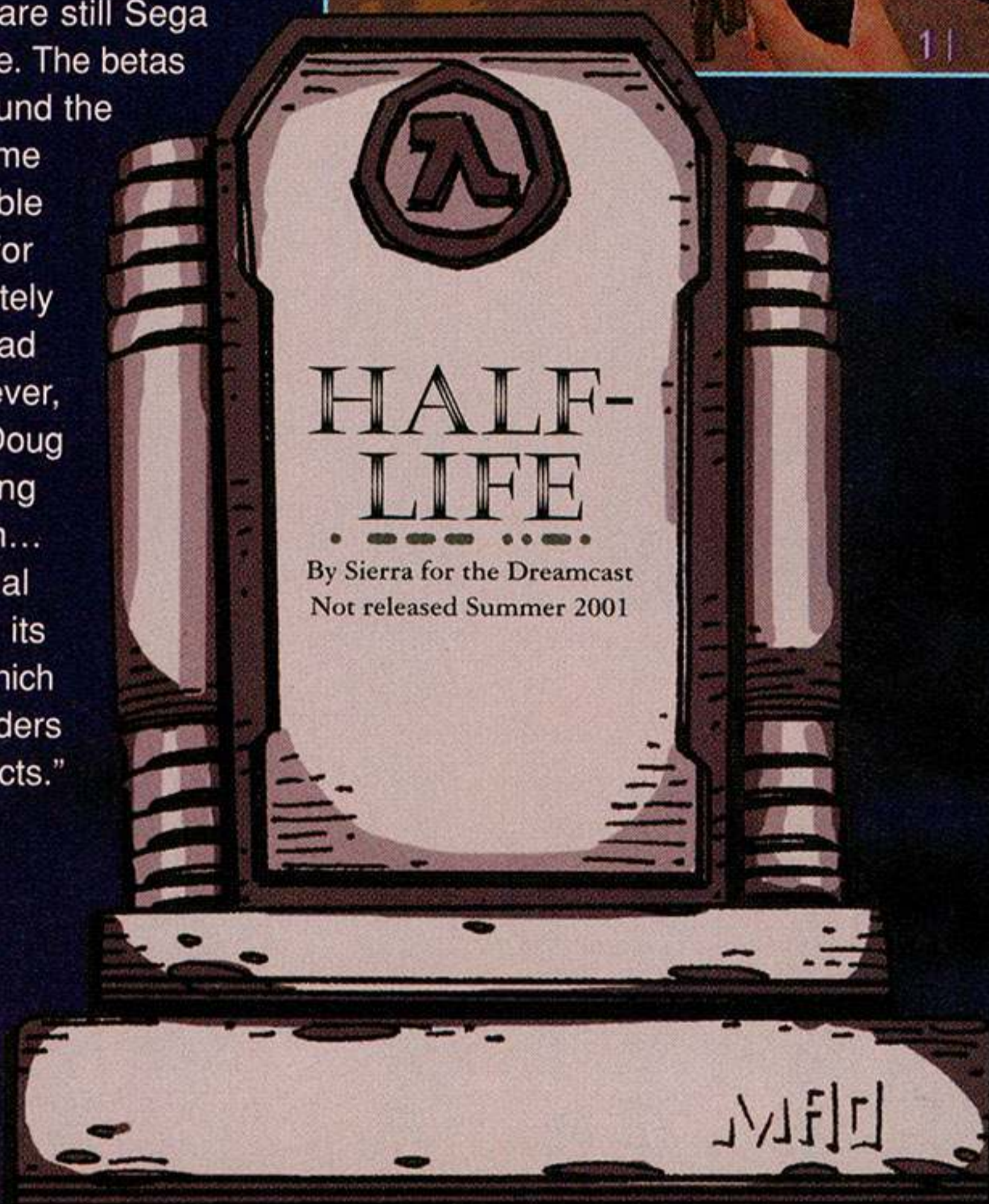
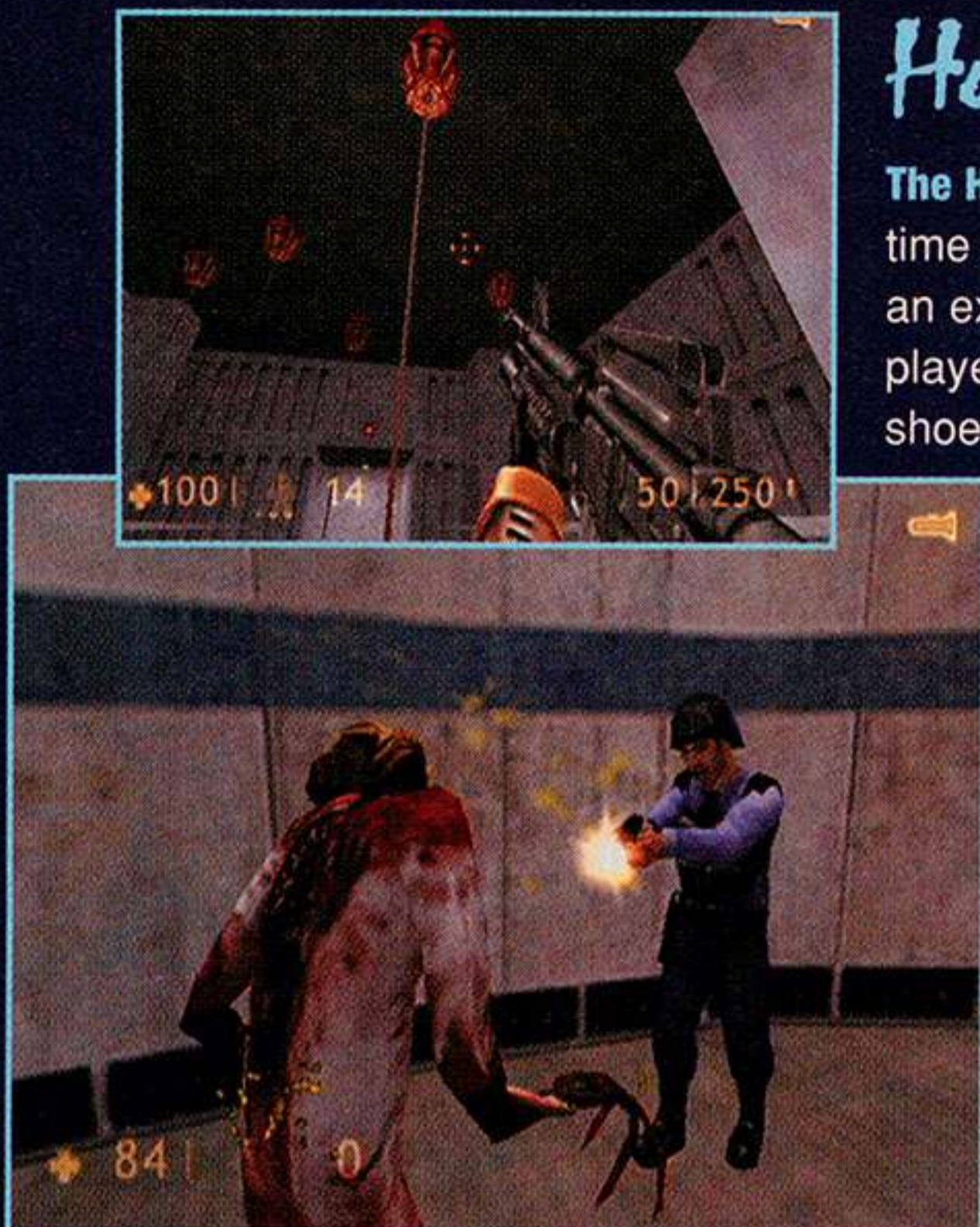
CONTINUED ►

# Half-Life

**The Hype:** One of the most successful PC games of all time was heading to Sega's Dreamcast, this time with an exclusive new chapter called Blue Shift, which let players walk a few miles in security guard Barney's shoes. It was all the creepy-crawly, crowbar-swingin' action gamers would expect, just in convenient console form.

**What Happened:** And you thought it was a drag waiting for Half-Life 2—there are still Sega stalwarts holding out for this one. The betas were a bit slow and rough around the edges, but by the time this game actually got as far as reviewable (check our June 2001 issue for the first exclusive—and ultimately only—review), those issues had largely been addressed. However, business is business. Valve's Doug

Lombardi says, "Unfortunately, changing market conditions led to the cancellation... shortly before the U.S. and international versions were printed, Sega announced its departure from the hardware business, which led to retailers retreating from orders they had on unreleased products."



# Malice

**The Hype:** Take a spunky, punky red-headed teenage girl named Kat, give her a big-ass hammer, and put an alterna-spin on platformers. Better still, get red-hot rock band No Doubt to contribute voices (with singer Gwen Stefani performing the lead character, natch) and whip up some

original music for the game to boot. Slate it for the Xbox, expand it to the PS2, and you have the makings of a platform megahit. "Malice is an original and extraordinary heroine, and I expect her character to turn the game into one of Sierra's leading franchises in the years to come," said Mike Ryder, president of Sierra.

**What Happened:** It's the same old story—when it came down to the moment of truth, Malice just wasn't ready for release. Most games that disappear do so for quality reasons; with so much money on the line, it's better to hold a product that needs some help than release a known weak one.

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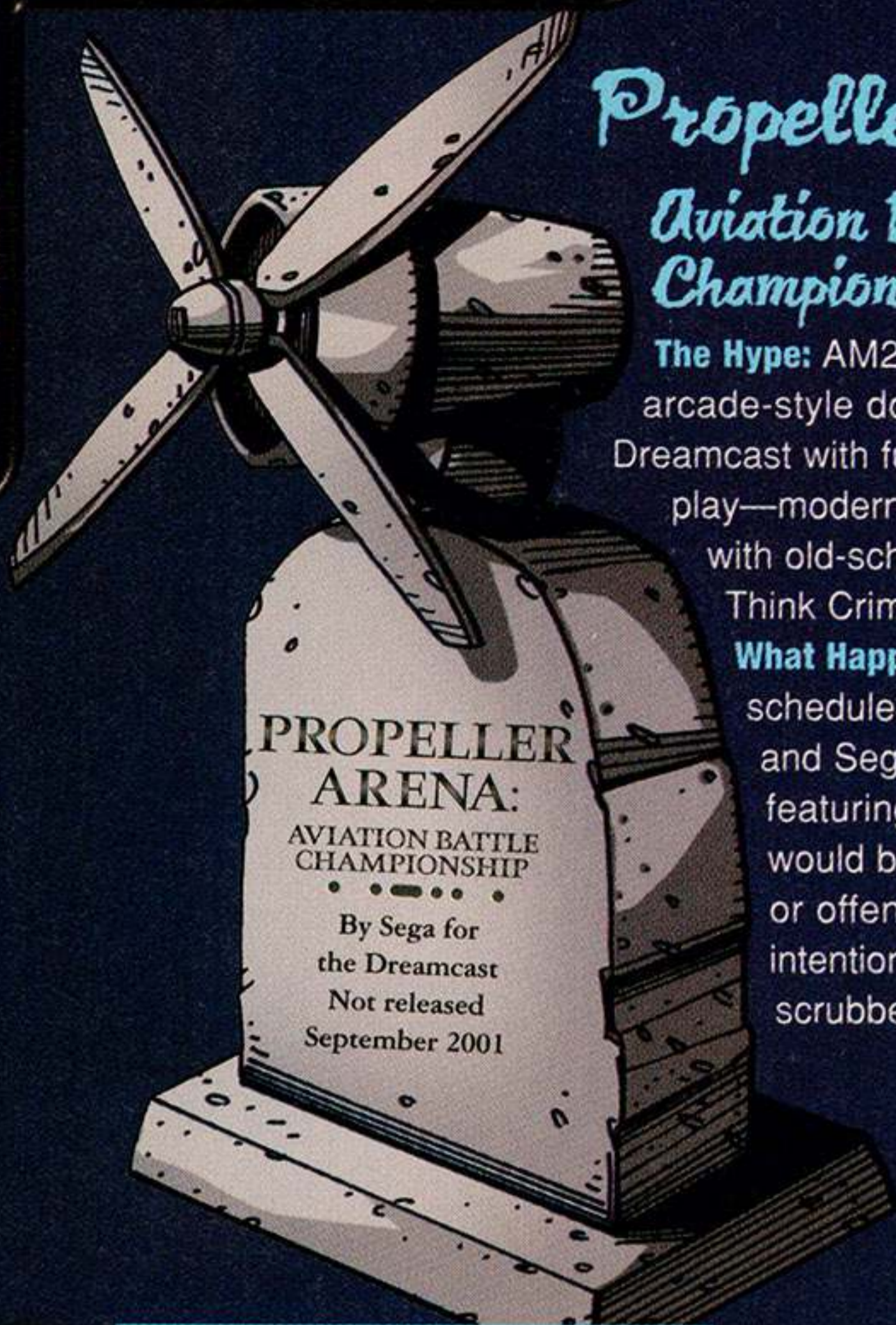


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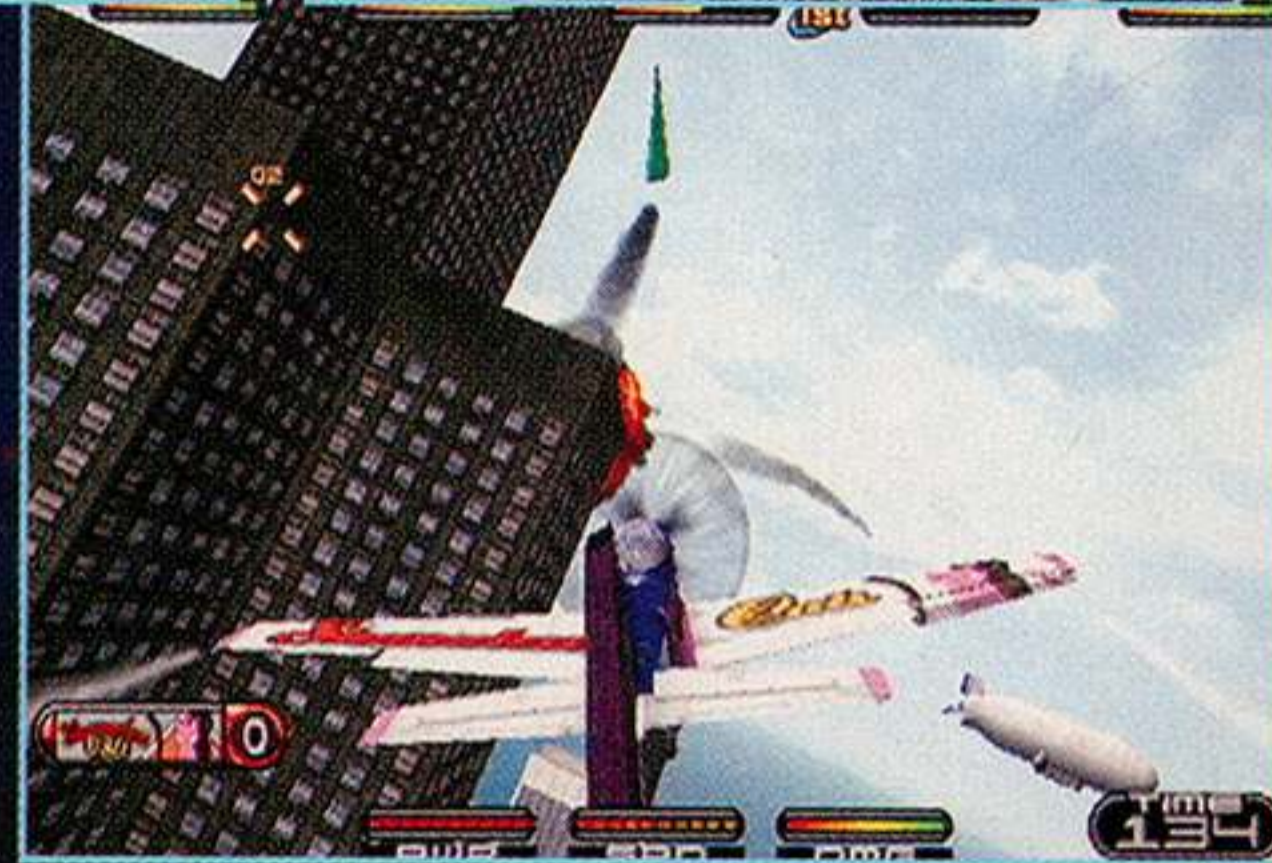
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## Propeller Arena: Aviation Battle Championship

**The Hype:** AM2 was working on arcade-style dogfighting on the Dreamcast with full support for online play—modern-day environments with old-school airplanes and a good amount of power-ups. Think *Crimson Skies* with a pop-punk soundtrack.

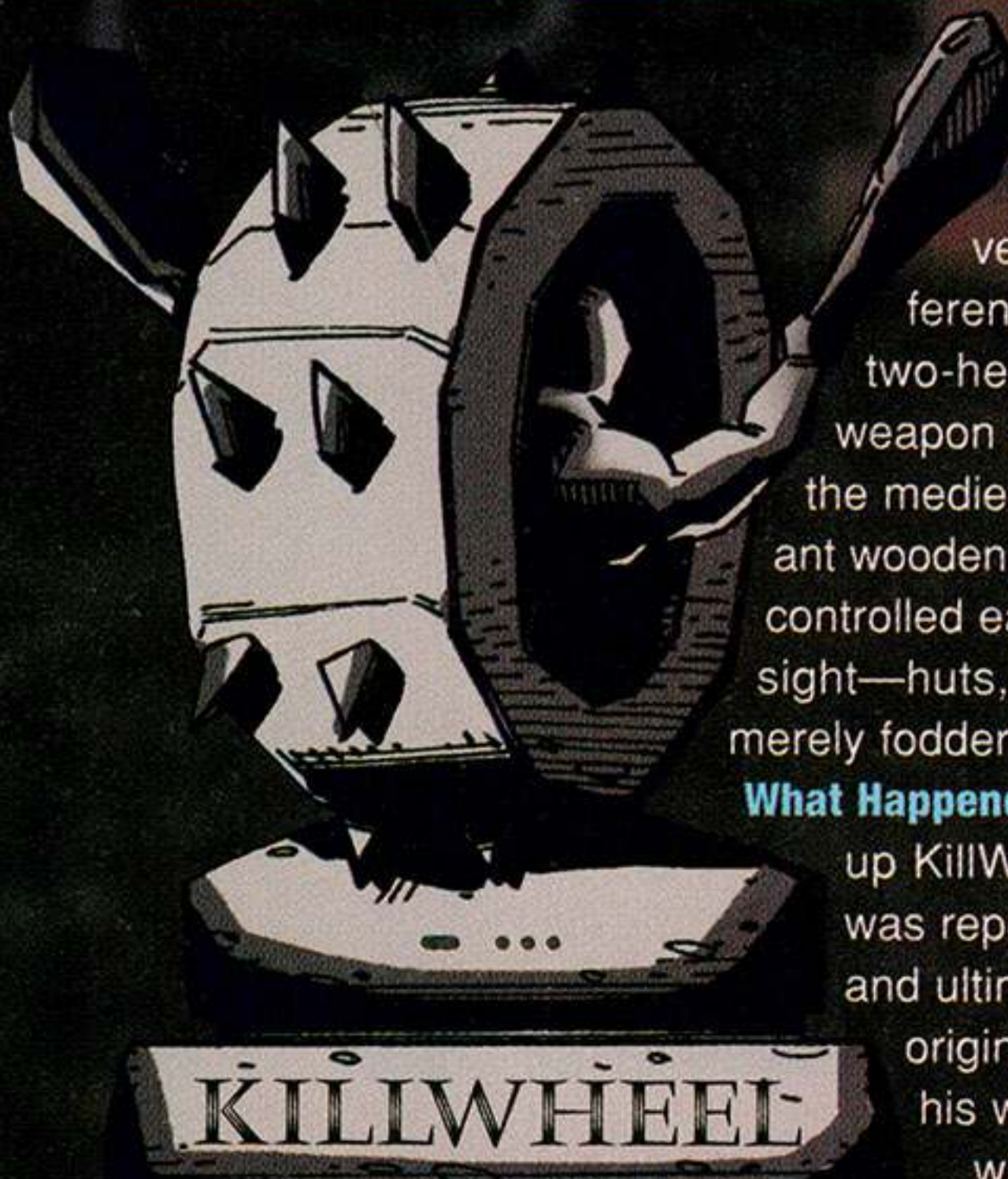
**What Happened:** Simply put, 9/11. Just before the game's scheduled release, the World Trade Center was attacked, and Sega suddenly found itself holding an online game featuring airplanes and buildings. Fearing that people would be bothered to see planes crashing in city areas—or offended when gamers with a sick sense of humor intentionally rammed planes into the skyscrapers—Sega scrubbed the launch.



## BattleBots

**The Hype:** From the arena to the TV to your console—it's robot fightin' time! Based on Comedy Central's coverage of the steel-cage spectacle, *BattleBots* featured several of the circuit's most famous remote-control robots—Backlash, Vlad the Impaler, Ronin, Mouser Mecha Catbot, and many more—but also gave gamers the chance to build their own 'bot to do combat against the greats. Sawblades and spikes and hammers—oh my!

**What Happened:** Games based on TV shows have one major weakness: They live and die by the license. When the ratings for the series went down, THQ felt the market was not big enough to support a game release, and the 'bots were summarily deactivated.



## KillWheel

**The Hype:** *KillWheel* was a vehicle combat game of a different sort. Players controlled a two-headed ogre brandishing a weapon in each hand, rolling through the medieval countryside inside a giant wooden wheel. Flailing weapons independently (shoulder buttons controlled each arm), players bashed and crashed into everything in sight—huts, temples, towers, boulders, villagers, and cows were merely fodder for wanton ogre destruction.

**What Happened:** Developed independently by Head Games, nobody ever picked up *KillWheel* for publication. While the concept was unique, the gameplay was repetitive—roll through and destroy one area, then roll through another—and ultimately there wasn't enough to sustain interest. "You need more than originality to get published," says artist/ animator Spencer Boomhower on his website. "*KillWheel* just didn't have fun enough gameplay to go along with its wacky premise."



By Head Games for the PlayStation  
Not released Fall 1997

For several more of gaming's greatest disappearing acts, check out [GamePro.com](http://GamePro.com)!

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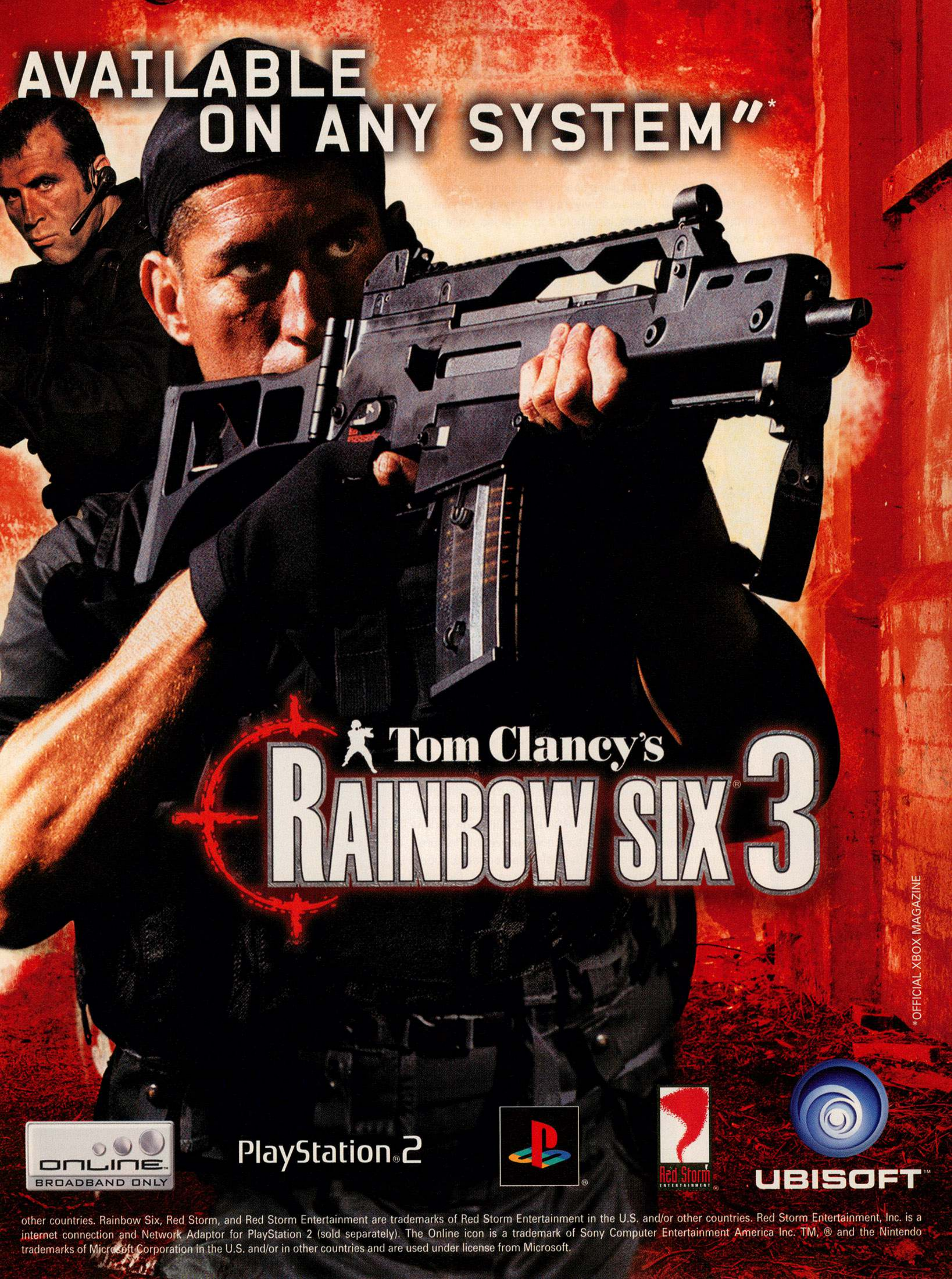
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# Resident Evil Outbreak

**RE** Resident Evil Outbreak is the first online-capable entry in Capcom's popular franchise. Outbreak is a tangent off Resident Evil 2 and Resident Evil 3: Nemesis as you witness the monster infestation of Raccoon City firsthand through the eyes of eight different characters. Up to four people can play a Network (online) game, and Outbreak's structure emphasizes teamwork and cooperation over the go-at-it-alone one-player RE adventures. You can swap specific items and weapons with other characters, shoulder fellow survivors if they're severely injured, help pull them up from ledges, and hold doors closed while teammates look for an escape route.

## "None of Us Is as Dumb as All of Us"

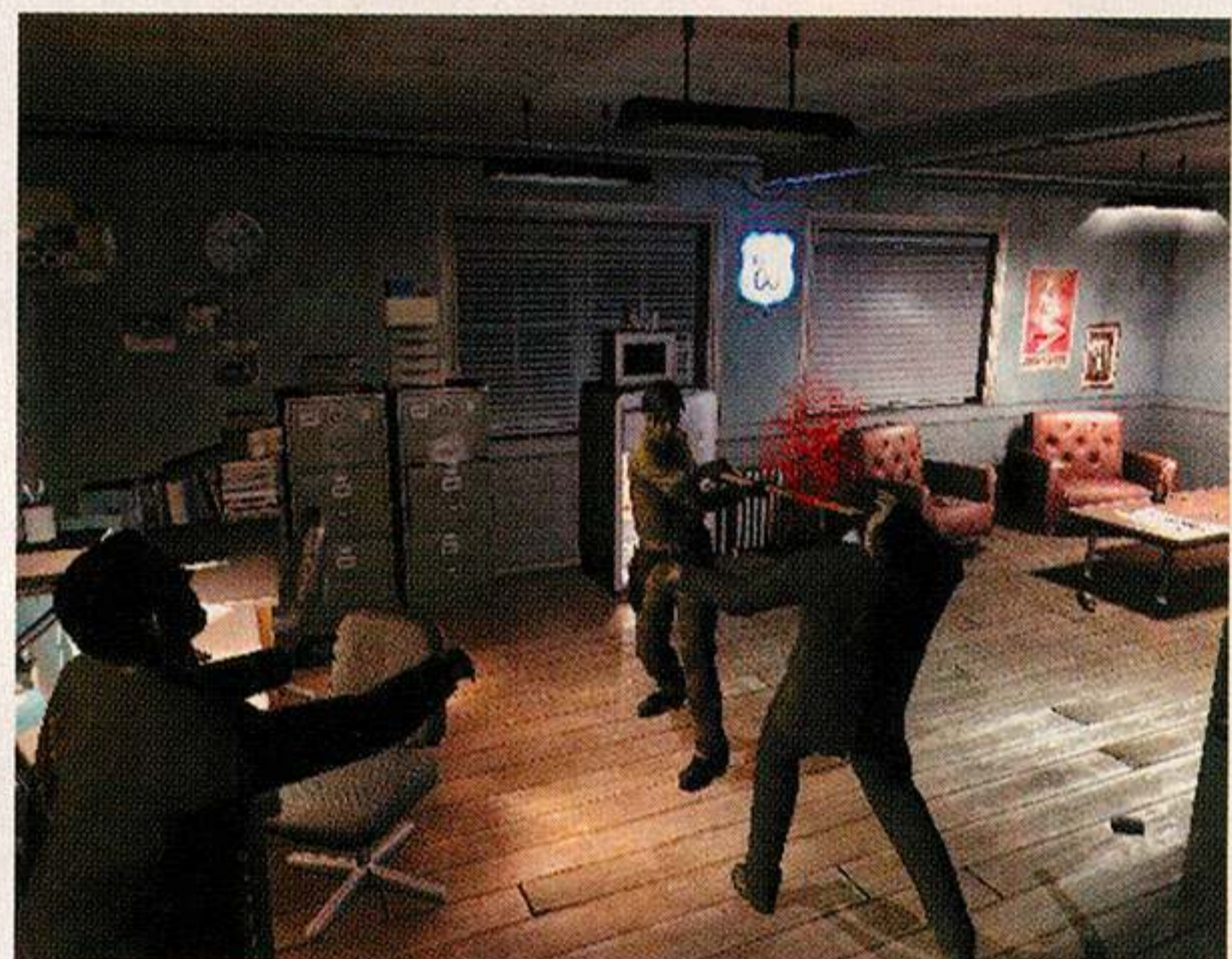
The object is simple: Get to the end of a Scenario alive. Health isn't the only thing to worry about, though—there's also a virus gauge to watch. With each monster attack, the gauge slowly creeps up. Once it reaches 100 percent, you turn into a zombie that can

attack other players for a limited time. In Single Play, Outbreak is more intriguing with each play-through. A meaty reward system spices up the replay value as extra costumes, characters, and cinemas can be purchased with points given at the end of each Scenario; bought goodies can be used in Network and Single Play games. This is the most "primitive" of the Resident Evil games in that you're forced to use ordinary objects, such as pipes, broomsticks, and bottles, as weapons, and characters can kick and shove attackers. Each of the eight initial selectable characters has a specialty skill, such as the ability to create weapons out of normal objects, make medicines, or pick locks (just to name a few).

## Communication Breakdown

All was fine in the one-player offline mode (A.I.-controlled characters immediately delivered any items in their possession that you desired), but it remains to be seen how cooperative four humans can be in Network Play as a quick Network mode play-through yielded frustrating results. You could not save midgame, accessing the in-game menu was done in real time, and there was no way to pause the game (although you could stop the action in Single mode). Furthermore, some load times were very long (a problem that may be alleviated by the upcoming PS2 HDD, although it's unknown at present if the U.S. version will utilize this feature), and communication—or lack thereof—also posed a huge stumbling block. Rather than supporting voice chat, Outbreak gave each player several preset verbal cues that made it impossible to deliver specific commands, and confusion ensued. Hopefully, the online concerns will be addressed before the game's launch in late March.—*Major Mike*

- Update ■ Developed and published by Capcom
- Target release date: March





# Full Spectrum Warrior

**X** War...what is it good for? Well, that all depends on whether or not you have an Xbox.

## The Giant's Drink

Several years ago, Pandemic Studios was commissioned by the U.S. Army to craft a game—part recreation, part training—for soldiers to play in their free time. That game was Full Spectrum Warrior, a combat simulator meant to model what it's like to be a field commander during urban warfare.

The Full Spectrum Warrior you'll eventually be able to buy isn't exactly that game, but it's close: In transforming FSW for a home audience, Pandemic has woven in a story inspired by movies like *Black Hawk Down*.

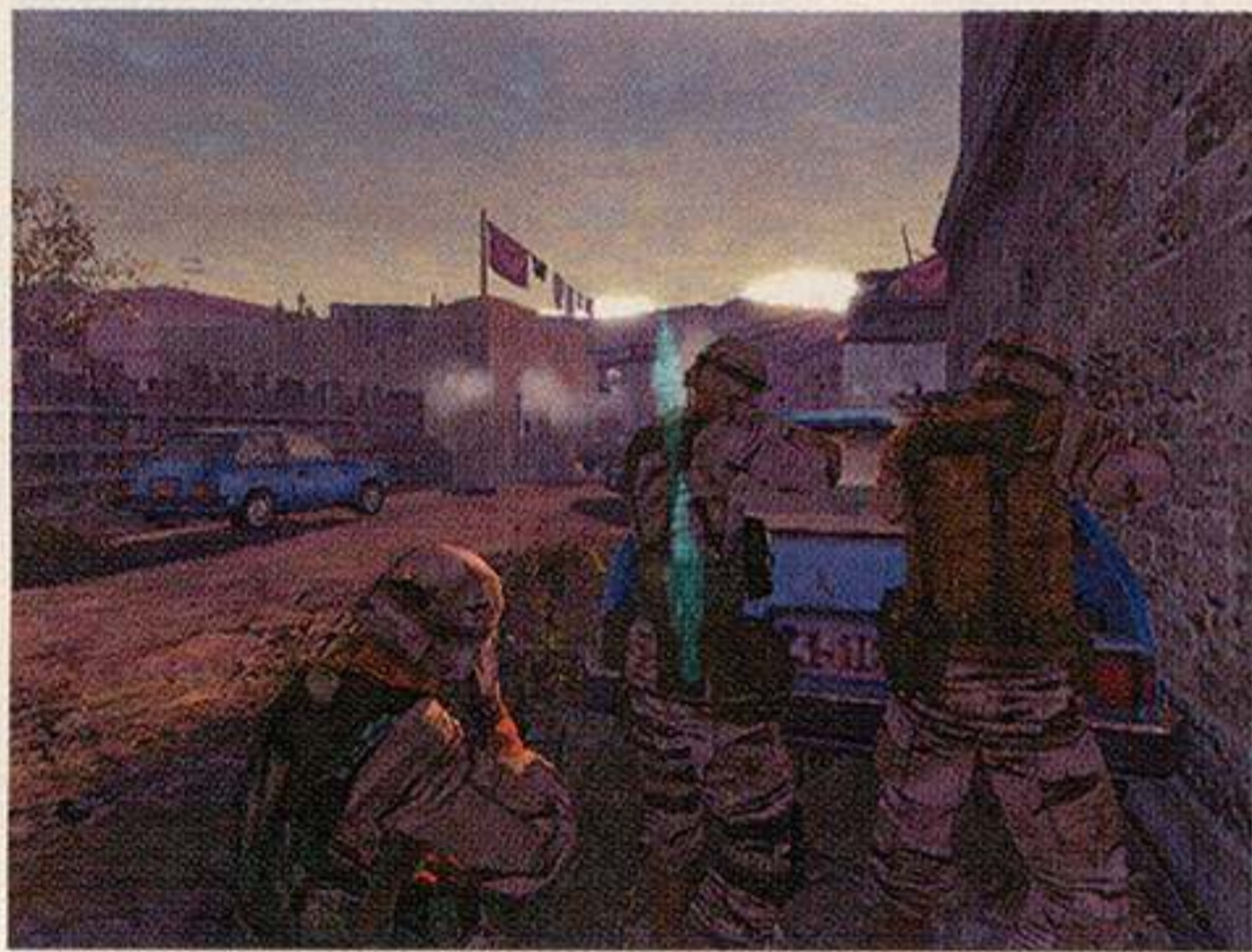


The game's 12 missions take place over a 24-hour period and follow the lives of eight soldiers stationed in a fictional Middle Eastern city just as all hell breaks loose.

## The Way, Heaven, Earth, Command, Discipline

But FSW isn't really an action game—it's more of an up-close-and-personal real-time strategy game and a unique one at that, thanks to its rather unconventional roots. You command two squads (Team Alpha and Team Bravo) of four men, coordinating their actions so that one team is always covering and drawing enemy fire while the other team is on the move.

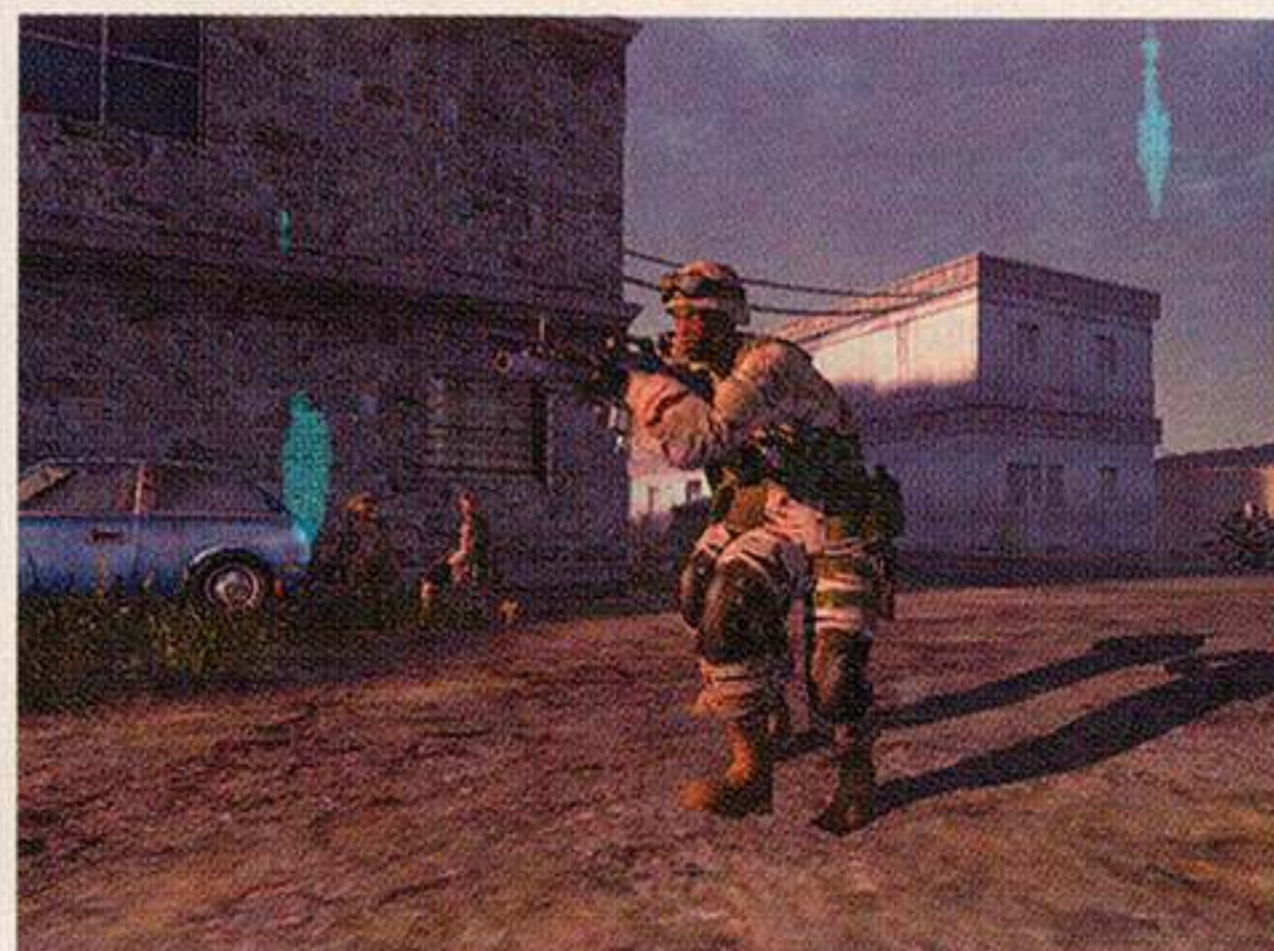
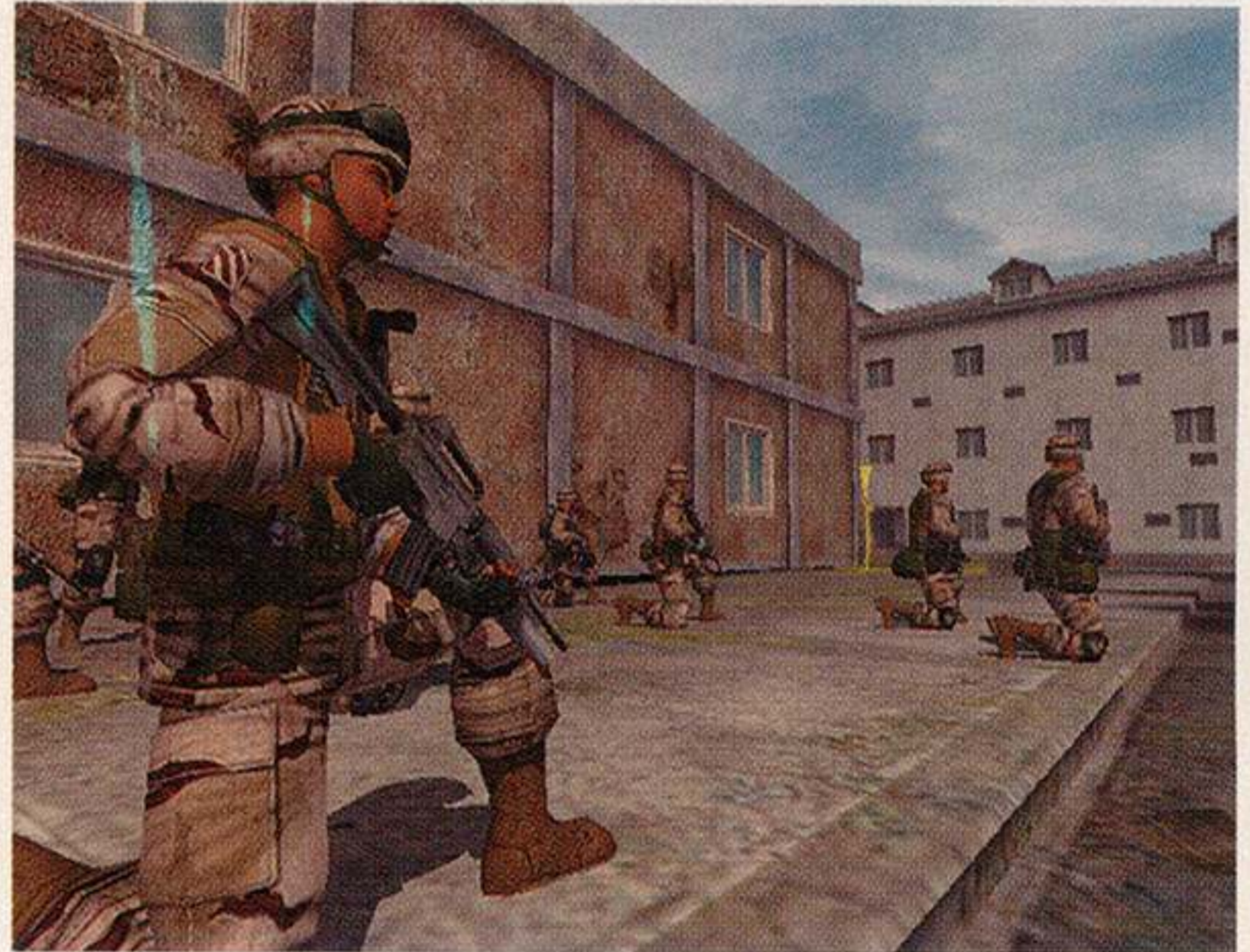
In trying to accurately simulate battle conditions, the game gives you only the type of information a commander might notice in the field—in the demo we played, sol-



diers had no life or ammo indicators (the military version had no HUD at all), and information like whether a soldier was using cover effectively appeared as a simple binary color-code: red or green. There were no targeting reticles and no means of directly controlling any of your soldiers as you would in a first-person shooter.

While FSW doesn't offer "death-match" modes, players with Xbox Live are in for some pretty intriguing bonuses, including the ability to record their games and trade replays online. Other players can then jump into the replays at any time and try to work their way out of "no win" situations others have set up. The game also features a two-player co-op mode where one player handles Team Alpha and the other Team Bravo, communicating their attack and movement plans via the headset microphone.—*Star Dingo*

■ Hands-On ■ Developed by Pandemic Studios ■ Published by THQ ■ Target release date: March



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# James Bond 007: Everything or Nothing



For its fifth Bond outing, James Bond 007: Everything or Nothing, EA Games is making a radical departure from previous games by switching from a first-person perspective to a third-person one. It's a bold and surprising move that had many of us skeptical, but after spending some time with playable builds for all consoles, we can honestly say that the gamble is paying off.



## Do You Expect Me To Talk?

Along with the perspective switch comes a whole new animal of gameplay tailor-made for players who truly want to tackle missions like the celluloid superspy would. Missions are laid out to offer you a choice between either completing objectives using stealth and subterfuge, or going in barrels blazing. It's up to you, although special awards go to players who opt to use their skull more than their fists. Speaking of which, Everything or Nothing also introduces a hand-to-hand combat system that enables you to pick up environmental objects like lamps, vases, and wrenches to use against your foes.



While about 70 percent of the game centers on action and stealth, the rest is vehicle-based. These sequences, developed by the same team that worked on the Need for Speed series, put you behind the wheel of a Triumph Daytona 600 motorcycle, an Aston Martin Vanquish, a rally car, a tank, and even a helicopter. The driving sequences successfully straddle the line between arcade and sim,



and many of them blend seamlessly together with the action sequences, keeping the momentum moving at an exciting pace.

## No, Mr. Bond, I Expect You To Die

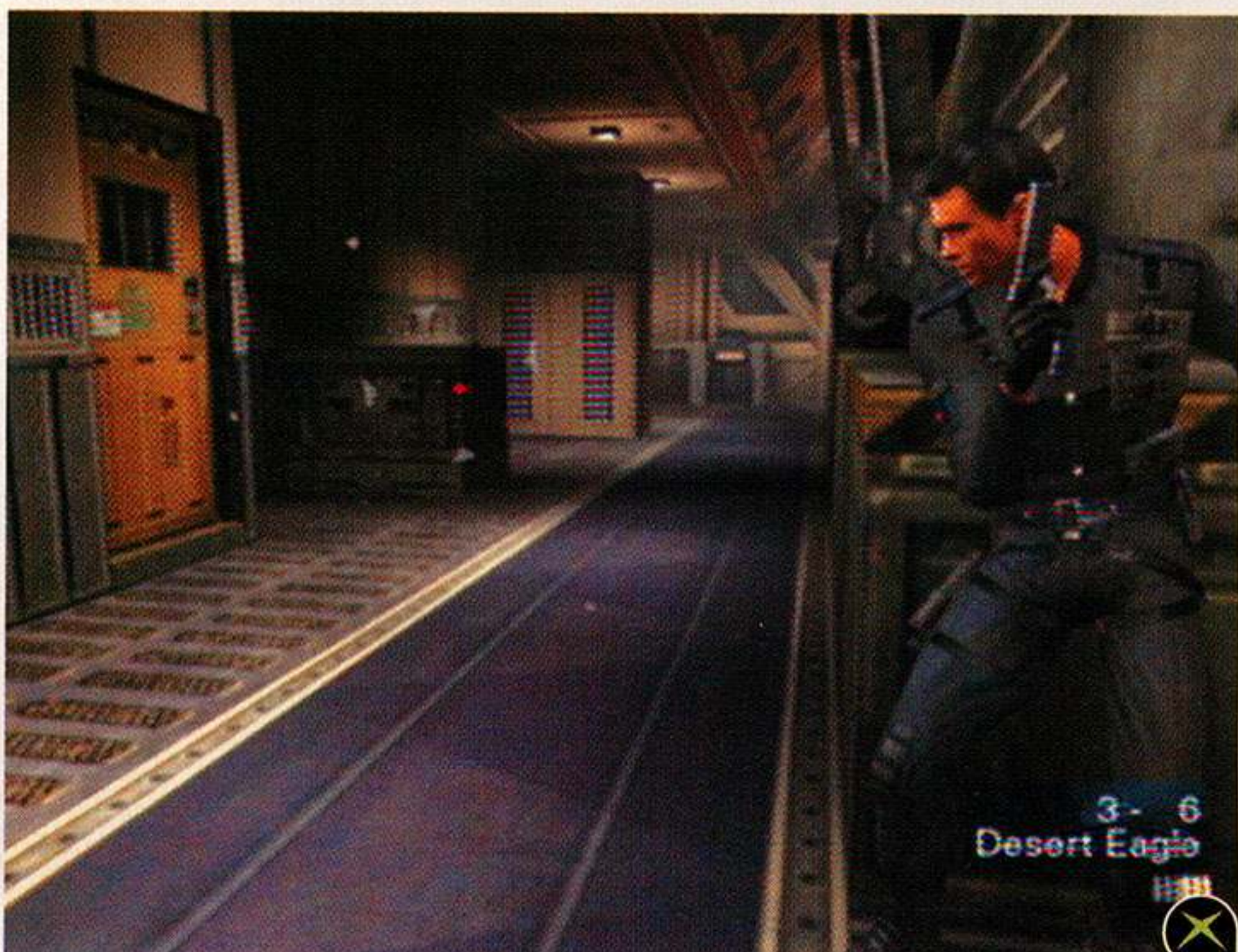
Though not based on a film, the production value of Everything or Nothing is staggering, resulting in the most cinematic Bond game ever. EA has recruited such Hollywood talent as Willem Dafoe, Shan-

non Elizabeth, John Cleese, and Mya to provide voice work, and Pierce Brosnan lends his voice and face to what is probably the most scarily realistic-looking Bond ever. Despite minor graphical differences (the Xbox build sports the smoothest animation and most realistic models), the game is almost identical on all three platforms and boasts amazing sound design and a dizzying array of particle effects.

Though the jury is still out until a few control tweaks are made, EA is proving that it has some tricks up its sleeve by giving the 007 franchise an arguably much-needed shot in the arm. Everything or Nothing is already an impressive effort indeed.—Iron Monkey

■ Hands-On ■ Developed and published by EA Games ■ Target release date: February

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# Steel Battalion: Line of Contact



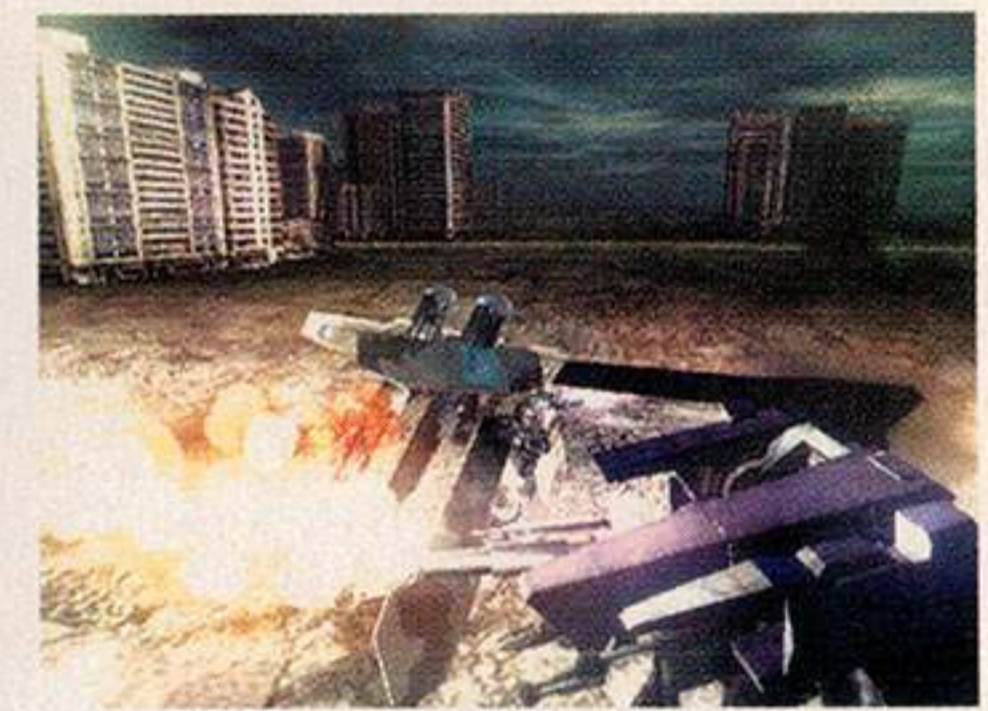
**X** The luxury gift of choice for Christmas 2002 was without a doubt Steel Battalion for the Xbox. Even at the \$199 price point, the relatively small production run and the massive controller made tracking down the complete package almost as tough as the missions within the game. Those who did invest in the game (and the controller) are about to get a brand-new expansion and a bit more justification for that initial purchase.

Steel Battalion: Line of Contact is the long-promised online version that greatly expands on the giant mech experience. The two main play choices are Campaign and Free mode. Campaign enlists you as a pilot for one of three factions: Hai Shi Dao government forces, the united armies of the Pacific Rim, or the guerilla Right Brothers. You play out a series of rounds with eight turns each with enemy camps having their shot at trying to control a territory. Free mode cuts straight to the action with three variant play-setting rules.

The preview version controlled exactly like the offline version with the exception of the cool voice chat option. Even at this early stage, the thrill of coordinating offensive and defensive movements of such huge war machines was exhilarating. The graphics were also impressive due to the higher 720p resolution and widescreen display for TVs that support both. Audio for the original game was excellent, and Line of Contact's is shaping up to be just as impressive.

Steel Battalion: Line of Contact will be sold as a stand-alone game, but you must have the game's specialized controller to play. Thankfully, the original game-and-controller package is being reissued in March for those who missed out last time.—Tokyo Drifter

■ Hands-On ■ Developed and published by Capcom ■ Target release date: March

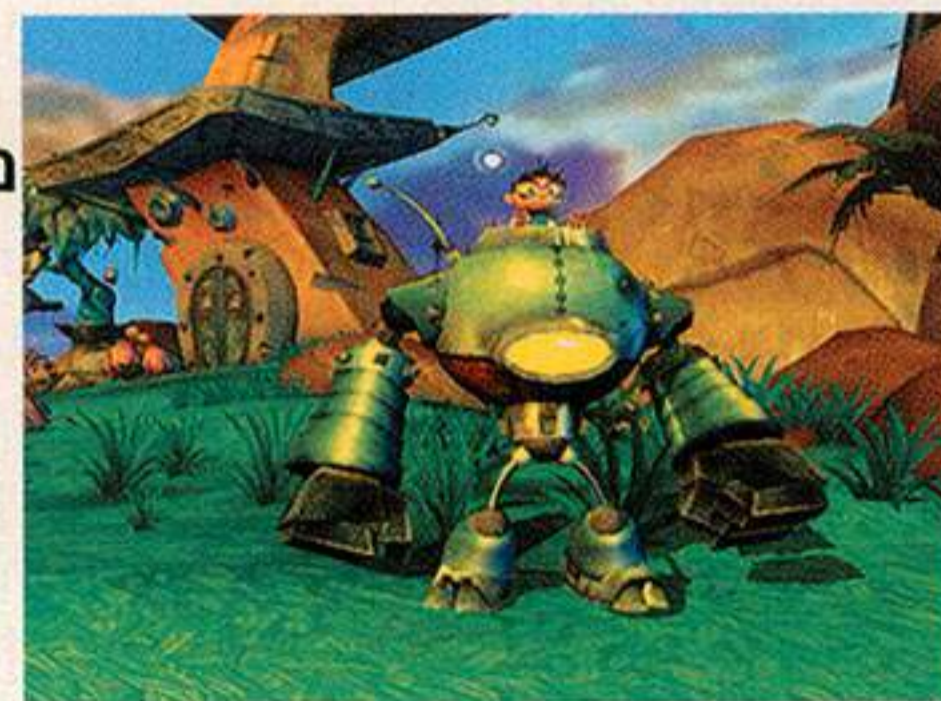


# The Kore Gang

**X** The Kore Gang is an action/adventure title that puts you in control of the Kore Suit—a strange device that greatly multiplies the abilities of its wearer. In order to save the mad Dr. Samuelsen from the evil Kranks, you must switch between the three selectable characters each with a special set of Kore Suit skills (including super strength, expert climbing, and heightened senses of smell and hearing). But be careful: Enemies can recognize the changes and respond to each character differently. The Kore Gang takes full advantage of the Xbox's graphical capabilities by being the first game ever to feature character-related perspectives, such as the "smell view" of Rex the dog. The action continues through 24 levels in six environments and keeps things interesting with a ton of mini-games and riddles for you to solve.—Bones

■ First Look ■ Developed by UDS ■ Published by CDV  
■ Target release date: Winter 2004

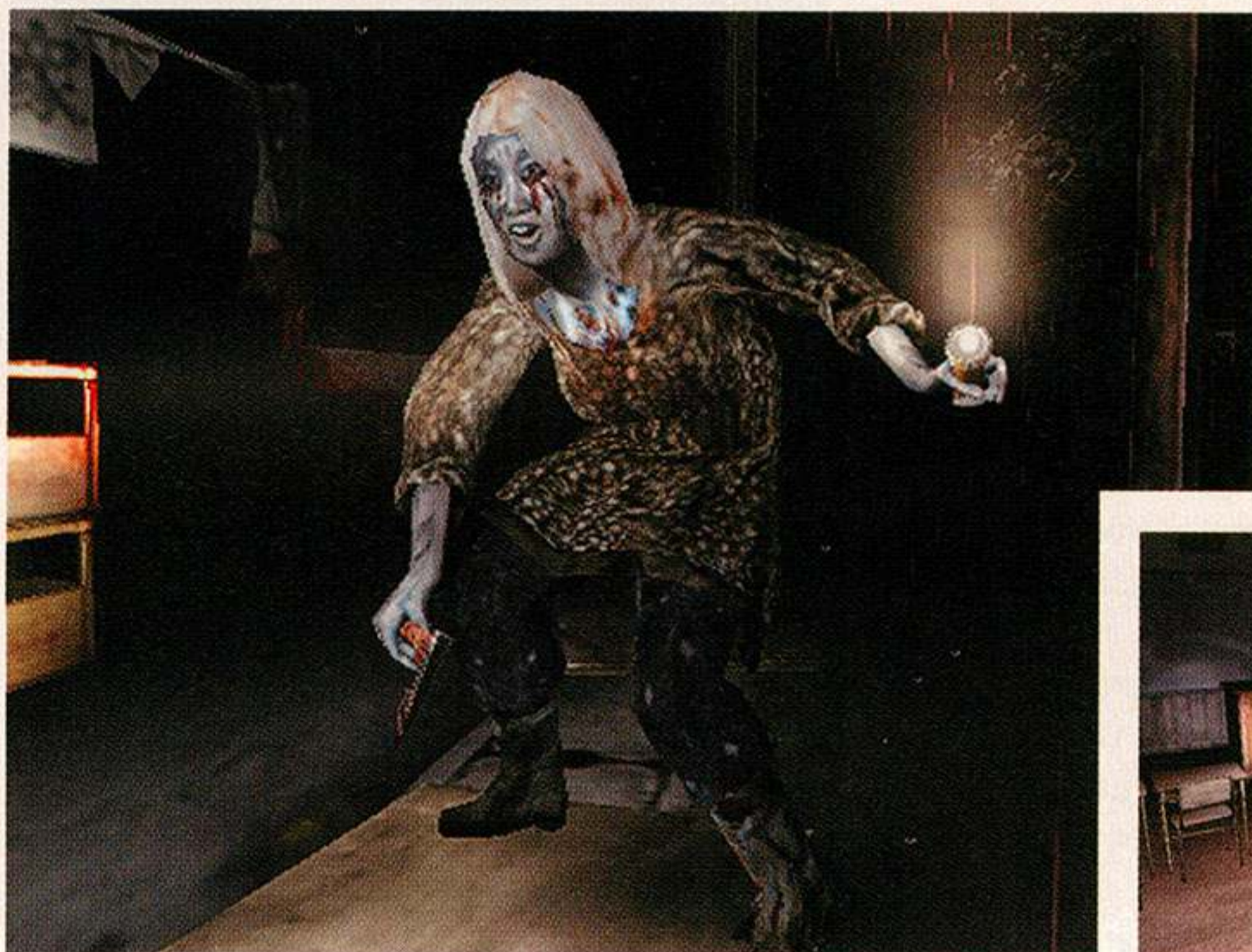
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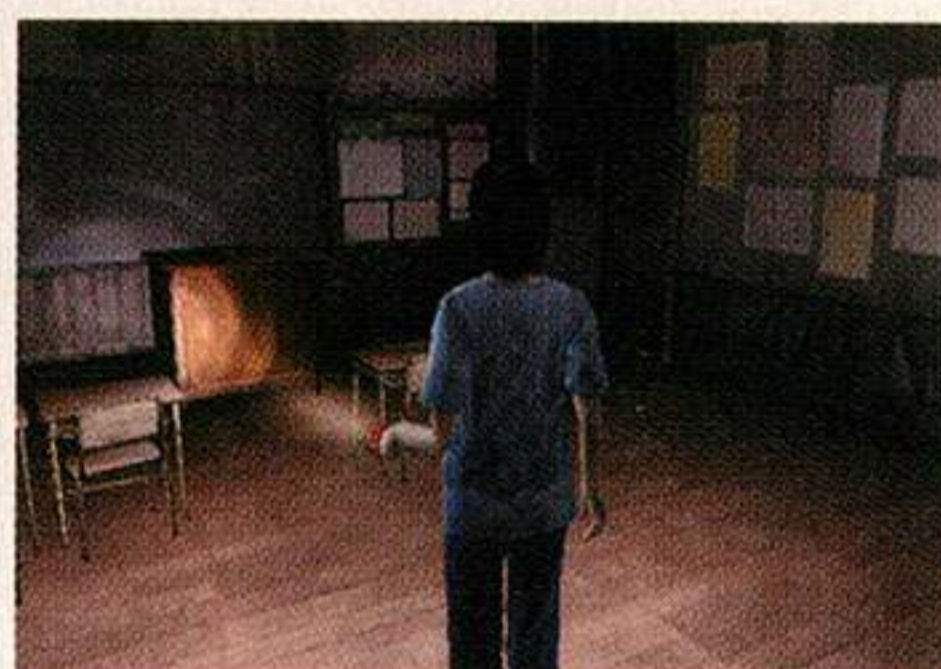
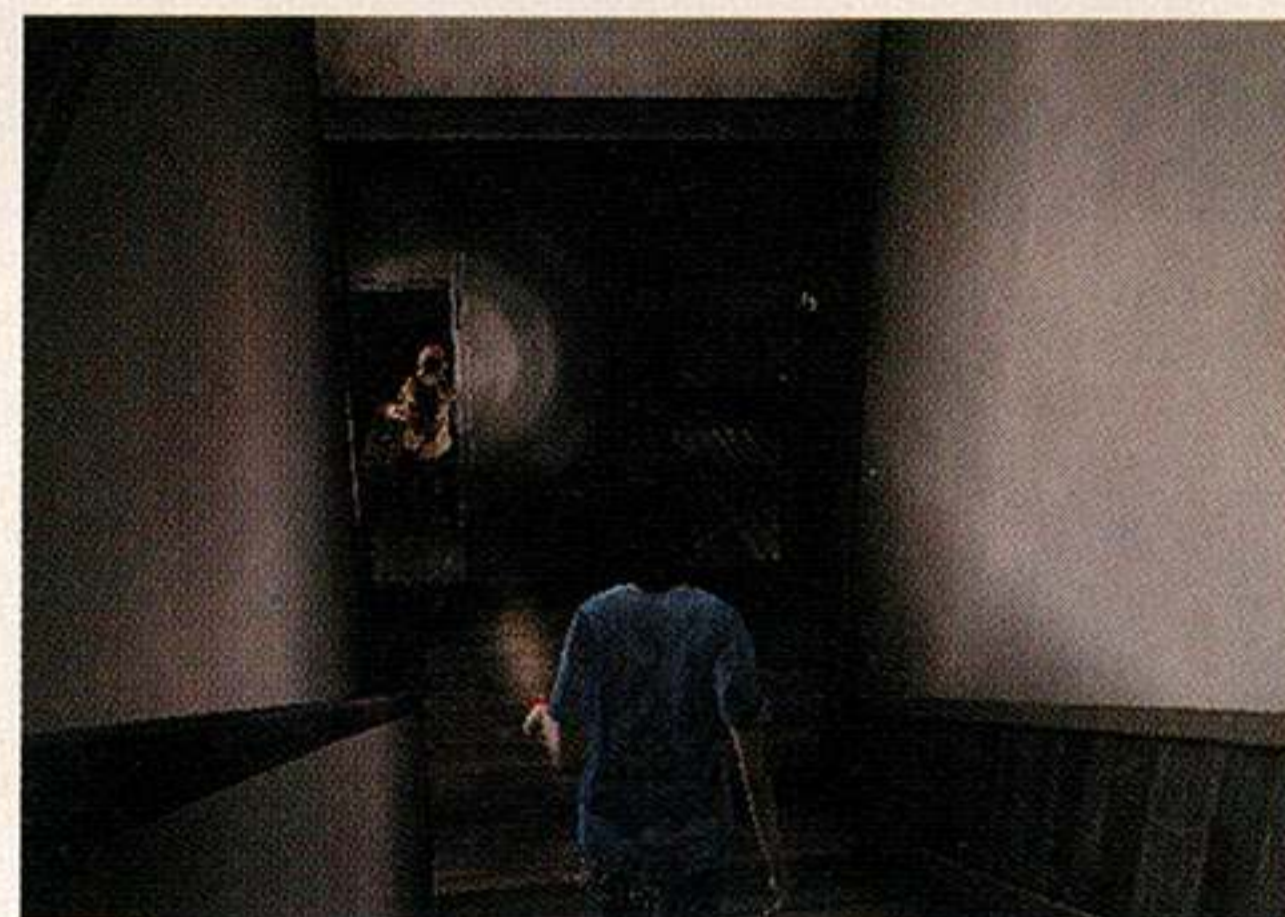
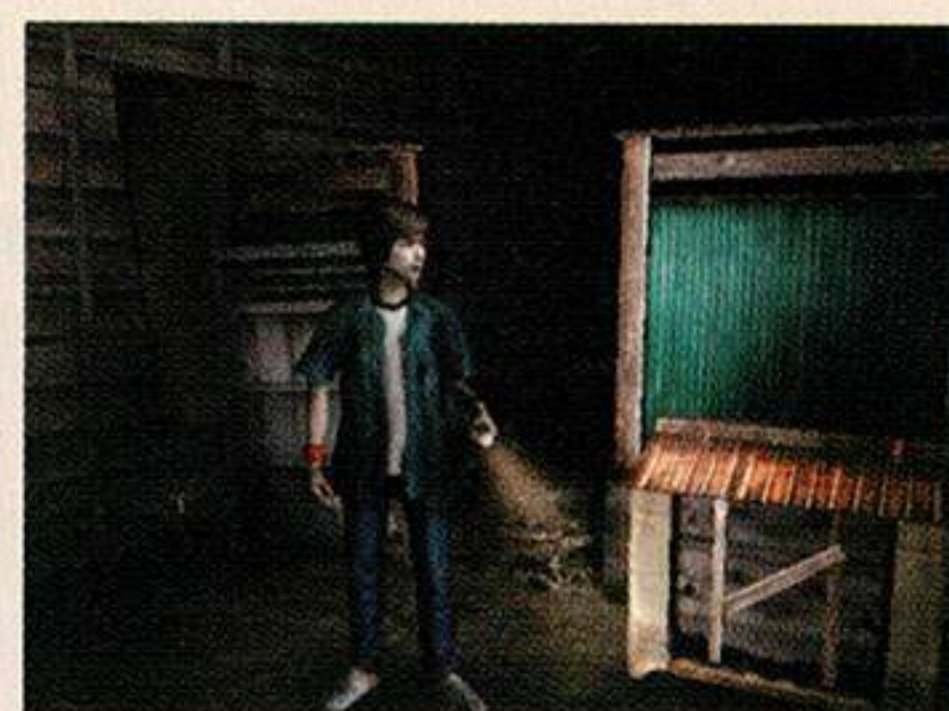
# Siren

**FF** The best horror games disturb you, leave a lingering taste of dread in your head, and even make you a little nervous to see the sun go down. *Siren* is a survival/horror game in the vein of *Resident Evil*, *Fatal Frame*, and *Silent Hill* that seeks to draw you down that dark path. In fact, it was conceived by Keiichiro Toyama, the creator of *Silent Hill*, and has been in the making for two and a half years by Sony in Japan.

The third-person-view adventure places you inside a Japanese village stricken by some mysterious malady that began with a shower of red rain. Now all the villagers are the living dead—but don't call them zombies! Sony is adamant that the poor townsfolk will be called "shibito," their name in the Japanese version. Of course, that roughly translates into "dead person,"



but these creepy creatures will seem lively enough: They can run, hunt you down, and even use weapons. They can be temporarily knocked out but not killed; after a while, they look just bloody awful. You, on the other hand, are armed with your wits and a flashlight to take on these undead souls.



You'll be able to see through the eyes of the shibito and other characters by using a special ability called sight-jacking. With this proximity skill, you use the left analog stick to tune in a first-person view through the eyes of any nearby characters. Just be on guard if the person you see staring back from the TV is you!—*Brother Buzz*

■ First Look ■ Developed and published by Sony  
 ■ Target release date: Spring 2004

# Tom Clancy's Rainbow Six 3

**FF** By now, Tom Clancy's legendary Rainbow team has become synonymous with exciting real-world group tactical shooting. The recent success of the gang's exploits on Xbox Live only makes this franchise an even stronger antiterrorist group in the hands of gamers.

The PlayStation 2 version will contain all of the thrills found in its Xbox counterpart, plus it will have new features that are sure to be a hit with team leaders. Mirroring the Xbox version, this *Rainbow Six 3* is built around the *Splinter Cell* engine, which means you can expect sharper visuals and much more environmental detail than in previous *Rainbow Six* games. The world, however, isn't completely the same. Mission setups in the single-player campaign have changed slightly, including the addition of scripted events like enemies blowing up vehicles as you approach them and terrorists using hostages as human shields. And along with the Xbox version's 14 missions, there's also one brand-new PS2-exclusive level that takes place in Italy.

Ubisoft's crackdown on terror isn't limited to the lone gunman, either. The game sports a split-screen co-op mode, while up to eight counter-terrorist officers can play online in a variety of games, such as survival, team survival, and deathmatch.—*Four-Eyed Dragon*

■ First Look ■ Developed and published by Ubisoft  
 ■ Target release date: Spring 2004



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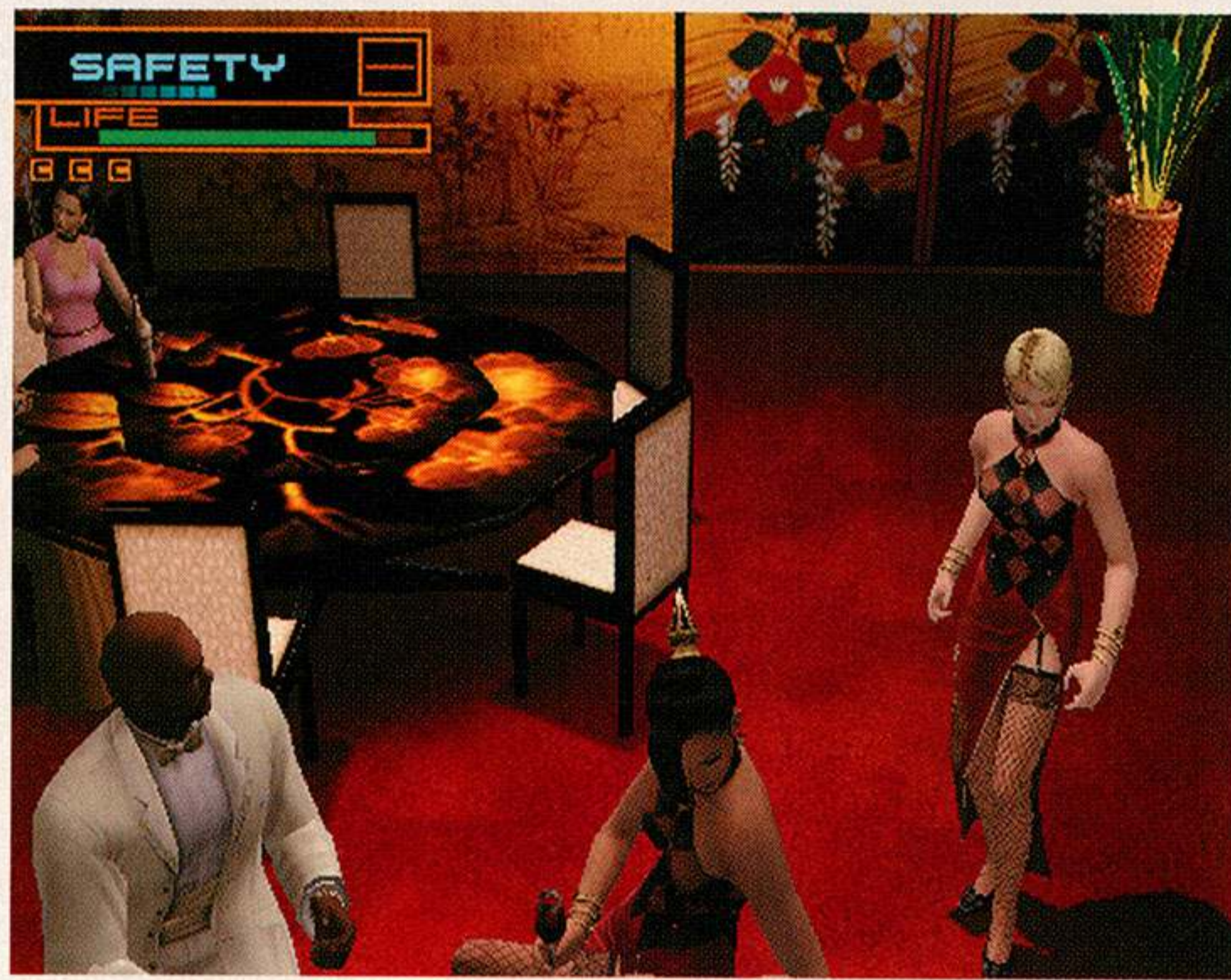
# Spy Fiction

**FE** Spy Fiction is a third-person action/stealth game with some intriguing features to distinguish it from other entries in the genre. You play as Billy and Sheila, two SEA spies on a mission to infiltrate the notorious terrorist organization, Phantom. Although there's plenty of sneaking around to be done, Spy Fiction adds some unique gameplay facets into the mix. You can assume the identity of almost every character in the game (including bosses) by photographing them, which is key in order to get past various security checkpoints and enemy personnel. There are

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a host of unique abilities at your command, such as skydiving, wall climbing, and rappelling, plus the game features over 30 helpful gadgets like patch grenades, sticky cameras, and a stealth shield that cloaks your character when you're stationary. Anime fans may recognize the name Renji Murata (*Blue Submarine No. 6*), who designed the characters for this game. Spy Fiction is the first title developed by Accessgames (whose collective résumés include Extermination and other action titles), and it was released in Japan last December; it will be localized for a September U.S. release.—Major Mike



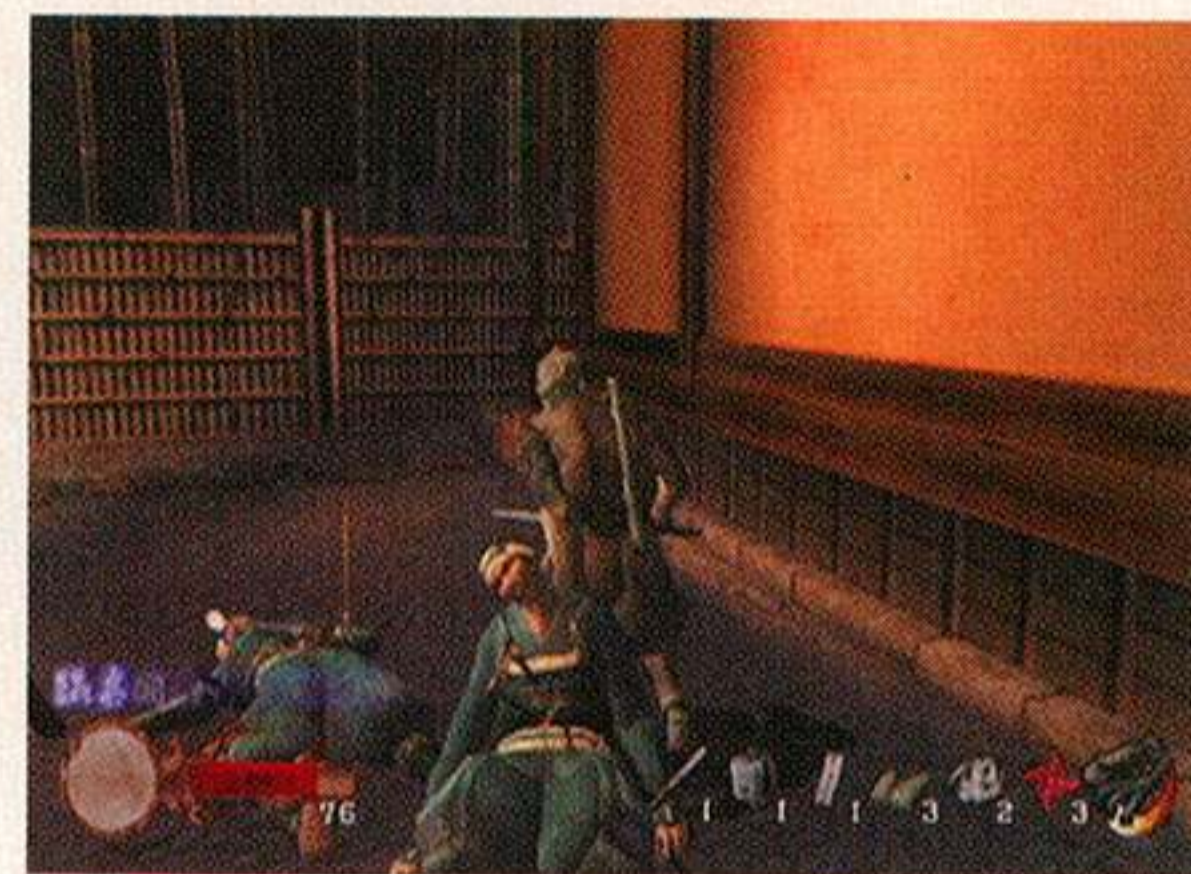
■ First Look ■ Developed by Accessgames ■ Published by Sammy Studios ■ Target release date: September ■ +0 = EWJ TV

# Tenchu: Return from Darkness

**X** Tenchu: Return from Darkness is the upcoming enhanced Xbox port of Tenchu: Wrath of Heaven for the PlayStation 2. You can expect all the same Tenchu goodness plus several drastic improvements thanks to the abilities of the Xbox console (and consumer feedback).



Graphically, developer K2 has streamlined shadows, lighting, and weather effects—they now look exhilarating—plus the character animations have been fine-tuned to appear smoother. Return from Darkness will feature two new exclusive maps in Story mode: Samurai Mansion and Deserted Pagoda. The enemy A.I. has also been tweaked to be more intelligent—your opponents now actually run around corners and actively search for you.



The three most drastic changes, however, come directly from Azuma ninja fanatics. Just as in Tenchu 2, you can once again drag bodies (but in an early version of the game, you couldn't move corpses over uneven surfaces). Plus, there's now a continue function that lets you infinitely save at any part of a level and also allows you to restart a stage without losing items. The game also supports Xbox Live, which features two-player co-op missions through six levels.



With all the major enhancements, Tenchu: Return from Darkness looks ready to hold its own against Ninja Gaiden on the Xbox this spring.—Rice Burner

—Rice Burner

■ Hands-On ■ Developed by K2 ■ Published by Activision ■ Target release date: March

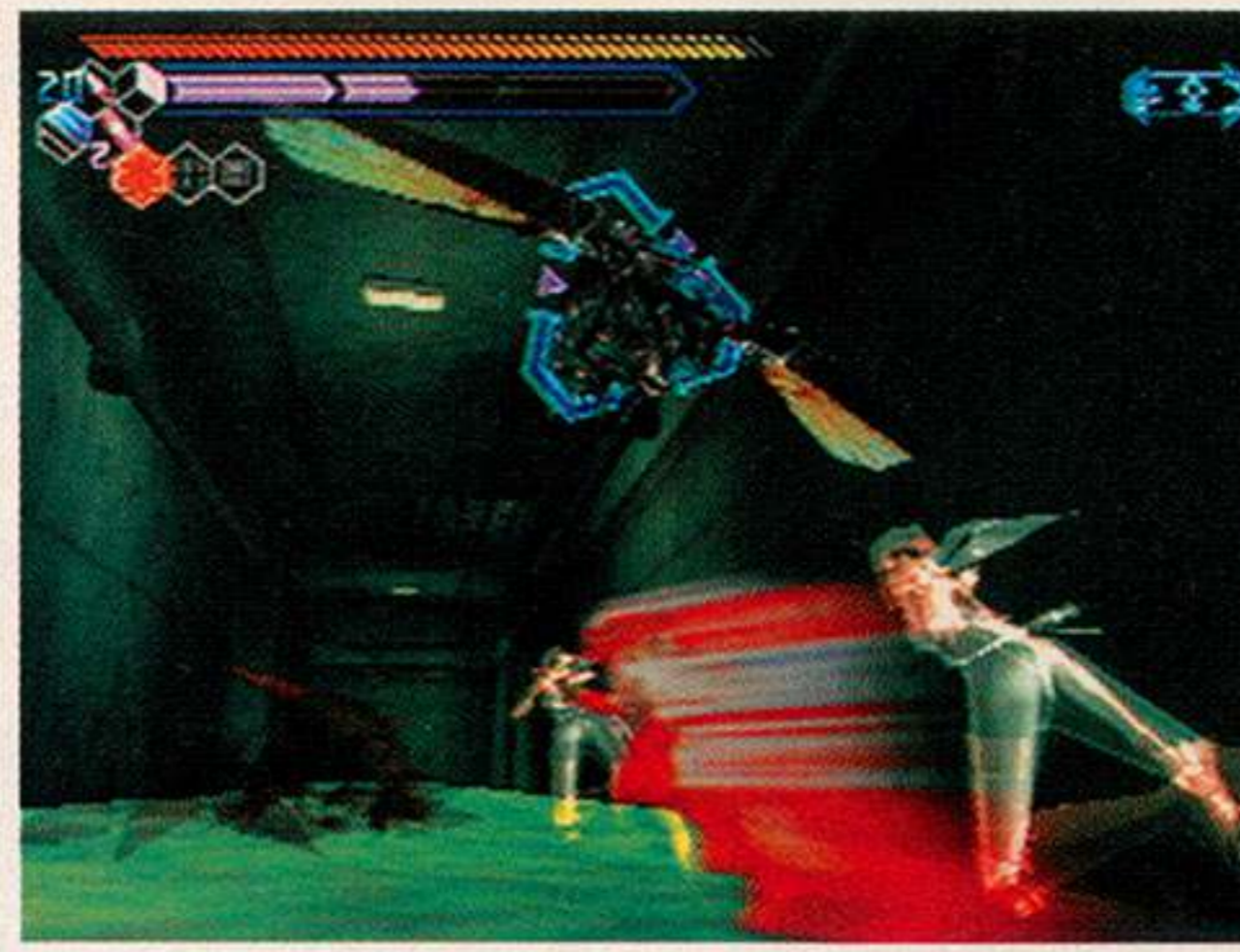


# Nightshade

**FE** Though the *GamePro* editors almost unanimously love ninjas (and the one who doesn't at least loves Satan), all were divided over last year's legendarily tough hack-n-slasher, *Shinobi*. Some cried to mommy that it was too difficult and repetitive, while the more skilled of us found



it a refreshing deviation from a veritable avalanche of games that make you simply run through familiar motions. After spending hands-on time with the upcoming *Nightshade*, it's obvious that Sega is looking to please both camps by offering the same blissfully frenetic gameplay with an adjustable difficulty level and more level checkpoints—a surefire way to provide series fans with a much-needed jolt



of challenge without alienating beginners, whiners, and weaklings.

Starring a sword-twirling, wall-hopping insectoid femme, *Nightshade* is more *Shinobi* side-story than full-fledged sequel. You'll jaunt through futuristic shipyards and abandoned subway terminals, contending with cyborg assassins, mutant caterpillars, and crabs spat straight from the maw of hell. Low-res textures and problematic camerawork notwithstanding, the playable build of *Nightshade* featured more responsive controls, better level design, and improved wall-running and aerial combat mechanics as compared to those in *Shinobi*. Good stuff so far? Definitely. But what will it take to get Sega to put back the Japanese dialogue with English subtitles?—*Pong Sifu*

■ Hands-On ■ Developed and published by Sega ■ Target release date: Fourth Quarter 2004

# Red Ninja: End of Honor

**FE X** Everywhere you look...ninja ladies! Kurenai (it means "crimson") is a girl in feudal Japan with a troubling past: Back when she was a kid, she saw her father murdered; his assassins then hung her from a tree by a wire for days and left her to die. Somehow, however, Kurenai survived—and now, years later, she's all grown up and ready to extract some ninja vengeance with a distinctly feminine (and slightly crazy) flair.



While *Red Ninja* has all the usual stuff you'd expect to see in a ninja game—melee combos, stealth kills, running up walls, wild acrobatics—it's what it does differently that sets the game apart. Kurenai's main weapon is the very thing that nearly strangled her: a steel wire. A bladed attachment lets her hook into enemies to drag them around, decapitate them, or hang them from rafters to watch them choke. Once an enemy is hooked, Kurenai can also run him in circles, using the tension in the wire to slice through other nearby bad guys like cheddar cheese. Other attachments include a grappling hook for getting around and a weighted ball that pretty much turns her into GoGo the crazy schoolgirl from *Kill Bill Vol. 1*. And when all else fails, Kurenai can rely on her powers of seduction to put her foes out of commission.—*Star Dingo*

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■ First Look ■ Developed by Tranji ■ Published by Vivendi Universal Games  
 ■ Target release date: Third Quarter 2004

Note: All screens shown here are from the PlayStation 2 version.



# RalliSport Challenge 2

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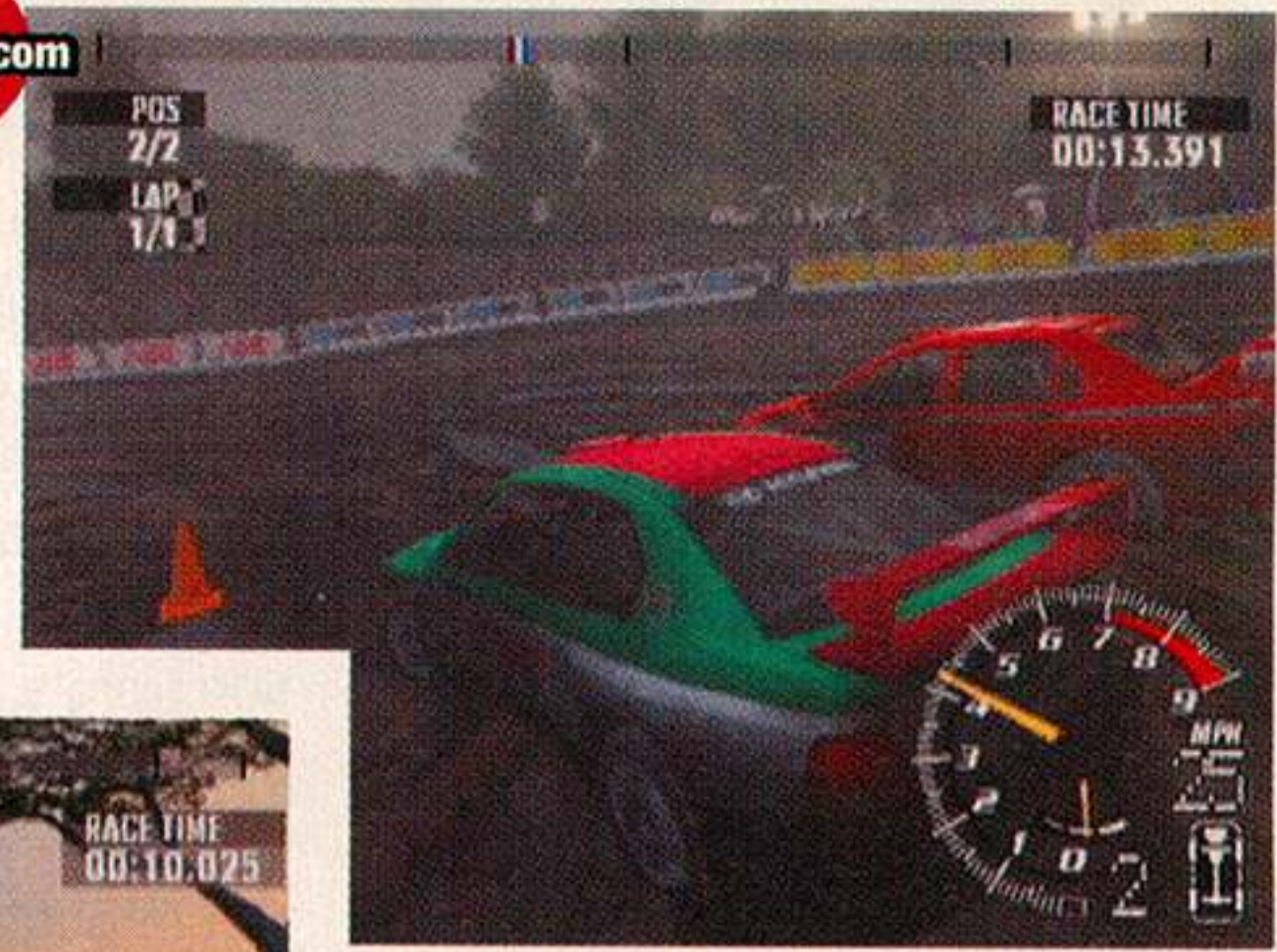
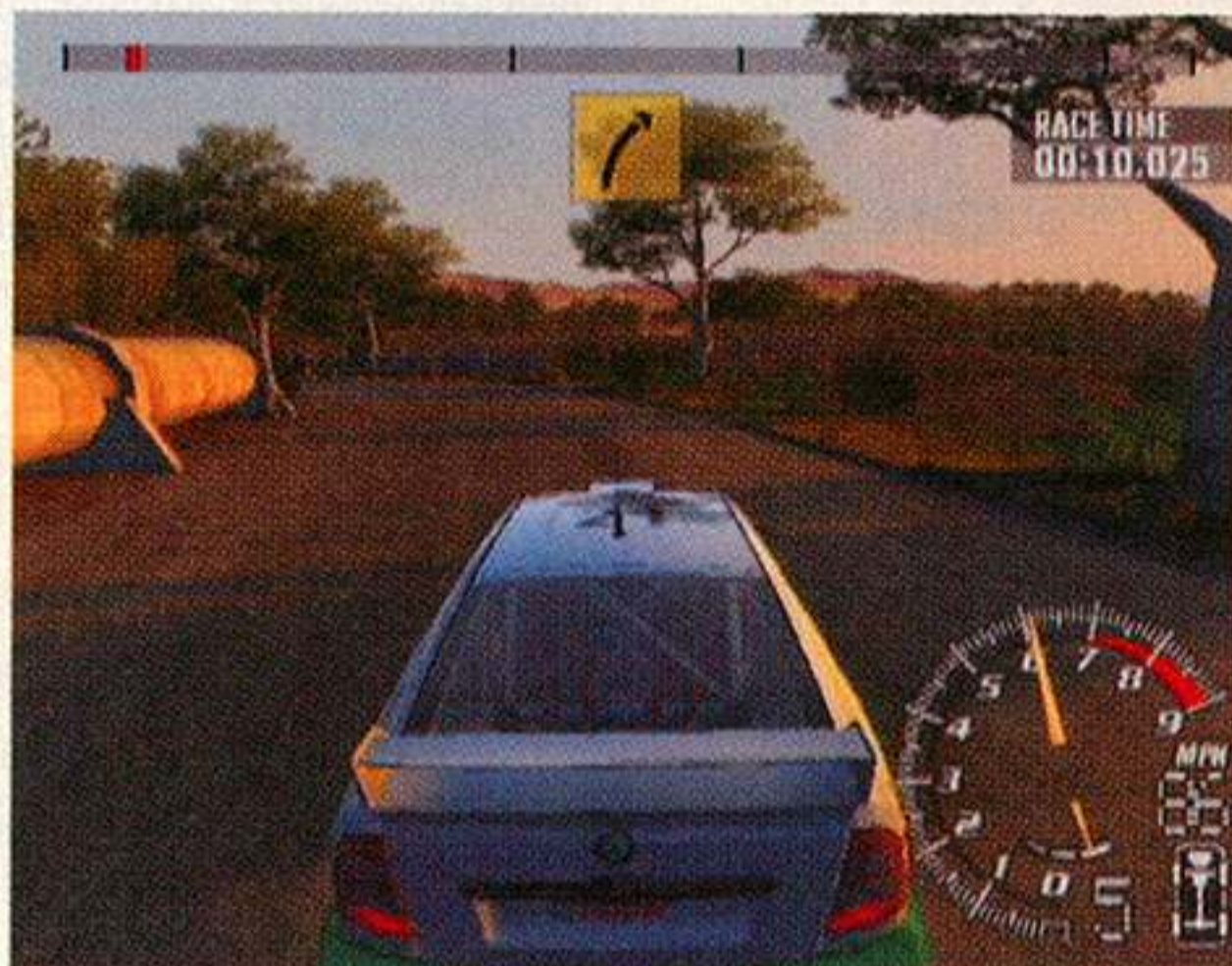


**CAR**  
Rally1 / Hyundai Accent Evo 3  
RALLY GROUP A1  
HYUNDAI ACCENT EVO 3  
Handling: [meter] Speed: [meter] Durability: [meter] Reset: [button]  
Select Back Change Livriry Toggle InDepth

**X** Rally racing is all about driving through the rough stuff—desert, dirt, and ice—and RalliSport Challenge 2 is revving up to deliver all that and more. The “more” comes primarily in the form of 40 fresh cars and 90 tracks (almost double the number offered by the original). RalliSport is also the first racing game for XSN Sports on Xbox Live.

The preview version played with rugged, tight controls and offered easy-to-use adjustments of details, such as springs, camber, brake balance, and gear ratios. This series, of course, emphasizes road work over garage work, and your workout includes Rally, Rally Cross, Ice Racing, Hill Climb (including a cool trek up the sides of the Grand Canyon), and Crossover, a demolition-derby-style duel. Even in this early look, Crossover had drivers looking cross-eyed for kamikaze competitors. RalliSport Challenge 2 is prepped to rattle your racer’s cage.—Atomic Dawg

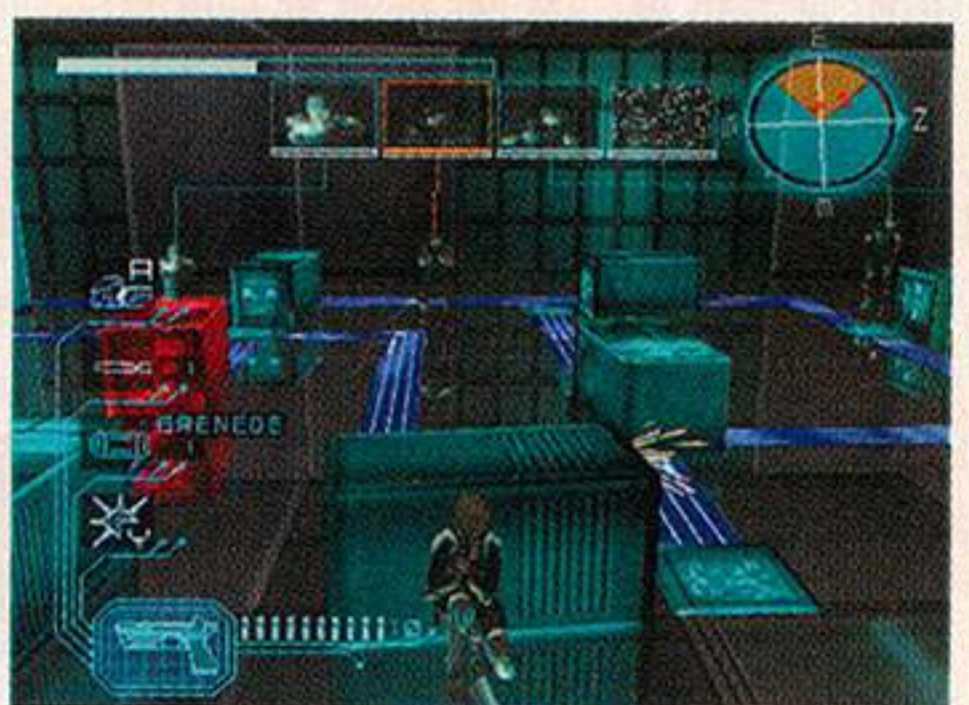
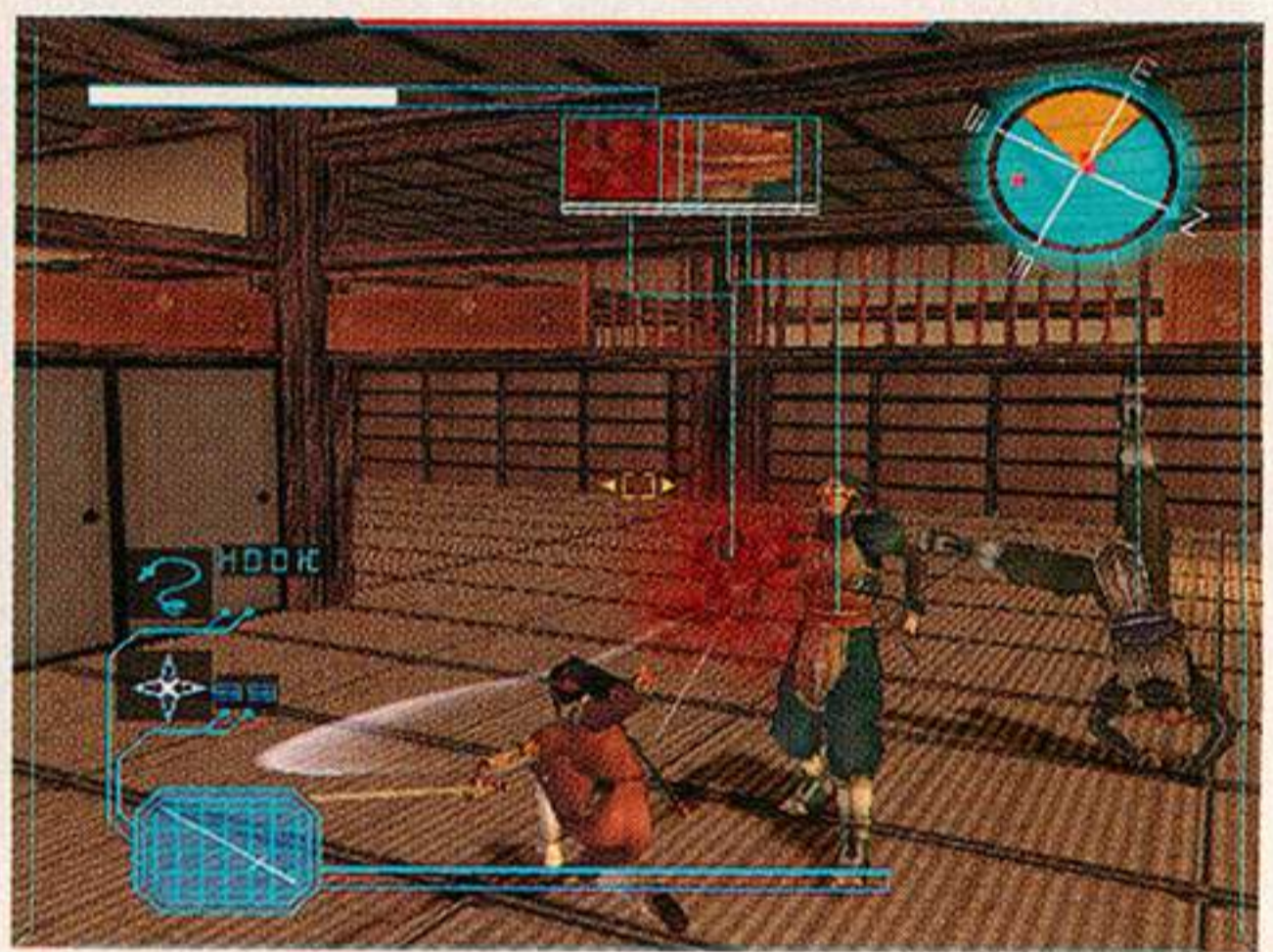
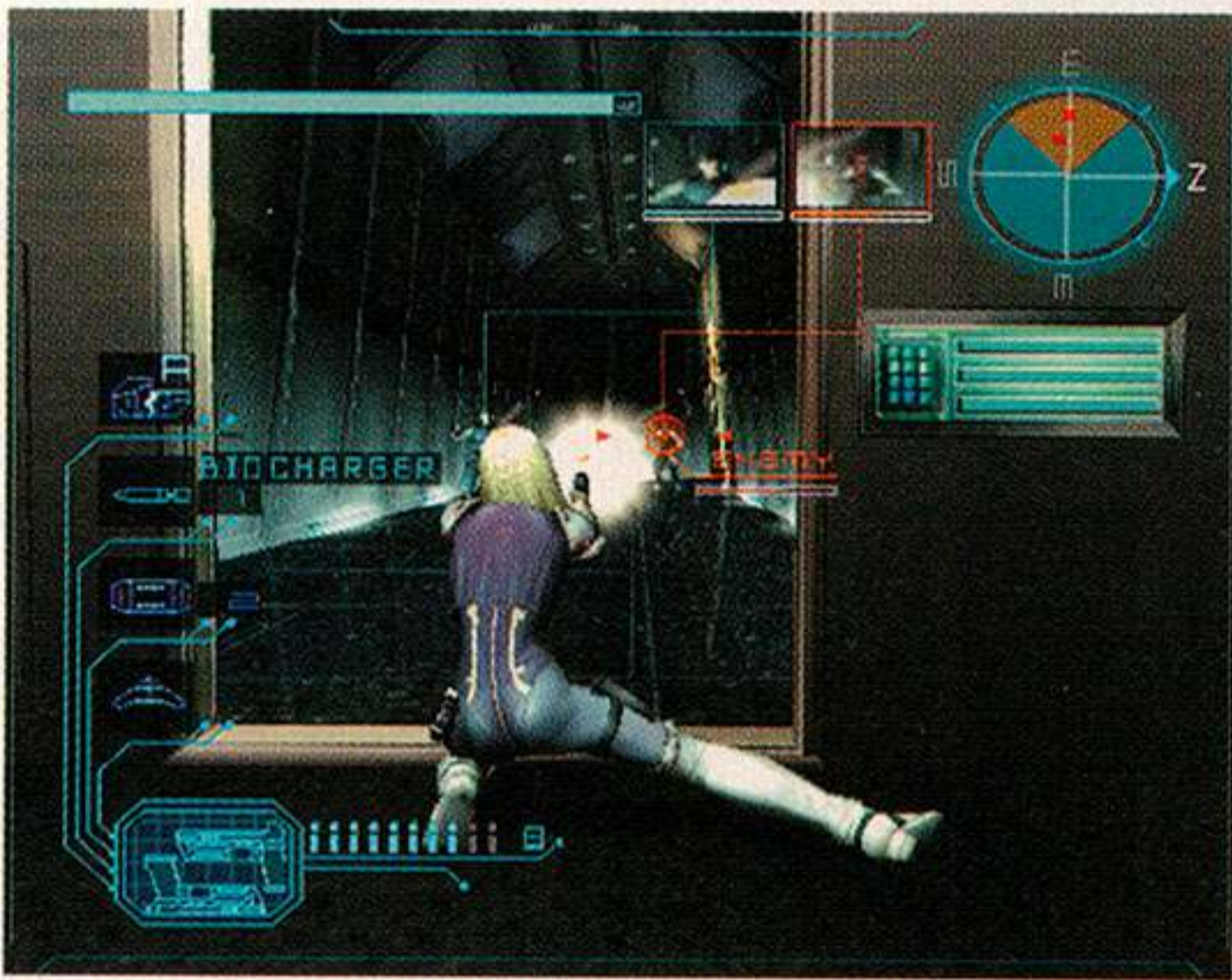
■ Hands-On ■ Developed by Digital Illusions CE  
■ Published by Microsoft ■ Target release date: March



# Cy Girls

**PE** Based on the popular action-figure line, Cy Girls is shaping into a fun action/adventure title. You play as one of two characters: Ice, an expert in firearms, and Aska, a stealthy ninja (each character has her own disc). Action is presented via a third-person view with missions that take place in real and virtual worlds as Aska and Ice square off against a horde of cyber-terrorists. The early preview build’s razor-sharp graphics were alluring, the characters moved with lifelike fluidity, and the control scheme kept the myriad functions and abilities easy to execute. The biggest sticking point was the cumbersome camera that often got left out of the action as it occasionally lost your character—especially around walls. With some more work, Cy Girls could be an enticing title when it hits stores this March.—Major Mike

■ Hands-On ■ Developed by KCEJ ■ Published by Konami ■ Target release date: March



# Shadow Ops: Red Mercury

**X** Shadow Ops: Red Mercury is a gritty, ultrarealistic FPS featuring a range of real-world locations with detailed textures taken from on-location photo shoots in Russia, Bosnia, the Philippines, Western Europe, and the Middle East. You play as an elite member of the Delta Force, hand-picked by the NSA to beat the terrorists in a hunt for the new nuclear accelerant, Red Mercury. Ironically, the developers have used the latest Unreal technology to create the ultimate real-life counterterrorist experience by using photorealistic characters with facial animation and motion-captured body images of actual Special Forces team members. You can blast your way through enemy agents and nasty terrorists in 20 levels of indoor and outdoor environments using over 20 authentic military and Special Forces weapons. Shadow Ops comes with the usual multiplayer options (e.g., deathmatch, capture the flag, escort, etc.) and can support up to 16 players on Xbox Live as well as the voice communicator accessory.—Bones



■ First Look ■ Developed by Zombie Studios ■ Published by Atari ■ Target release date: Summer 2004



# Psi-Ops: The Mindgate Conspiracy

**PS2 X** In the near future, the deadly terrorist group known simply as The Movement is threatening to take over the world, and only you and your buff brain can stop them. As American Psi-Operative Nick Scryer, you're armed with a lethal arsenal and the amazing "Psionic" powers of your mind as you face hordes of brainwashed troopers. Your abilities include telekinesis (moving and manipulating objects), pyrokinesis (starting and controlling fires), and mind control (taking over other characters' bodies), among other mental feats. Intelligent A.I. and nonlinear, open-ended gameplay force you to use

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both firepower and brainpower strategically in order to survive. By juggling different Psi powers, you can solve missions and dispatch ene-

mies in a variety of ways. Formerly known as ESPionage, Psi-Ops features eight massive levels of gameplay and six Psionic bosses.—*Bones*

- First Look
- Developed and published by Midway
- Target release date: Summer 2004

Note: All screens shown here are from the PlayStation 2 version.



# Terminator 3: Redemption

**PS2 X G** Terminator 3: Redemption is the second Atari game based on the Terminator movies, but this time, the story line has been greatly ex-

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expanded by detailing locations and events only hinted at in the films. You again assume the role of the Schwarzenegger terminator (as voiced by the governor himself) and battle through a deluge of bad 'bots from an over-the-shoulder, third-person perspective. The action is a fast-paced mixture of intense driving/chase scenes and machine-versus-machine combat. The enemies and vehicles are plucked straight out of the films to add a nice

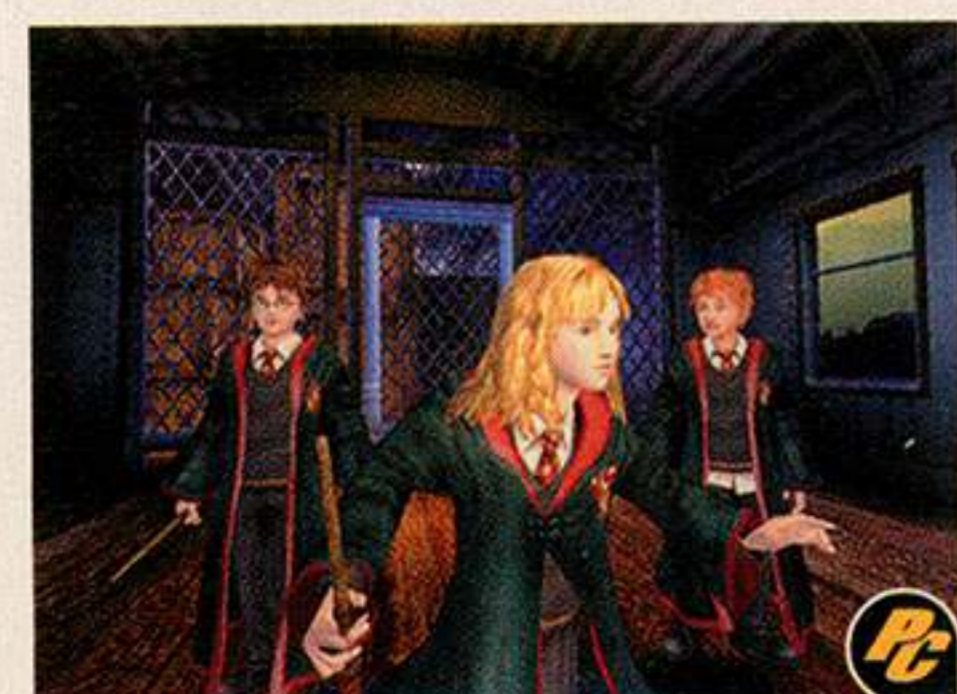
touch of interfranchise continuity. Damage inflicted on your character registers not only via a standard health bar but also visually as Arnie's flesh deteriorates and reveals his robotic exoskeleton. A playable demo of Redemption is available now on the *Terminator 3: Rise of the Machines* DVD.—*Bones*

- First Look
- Developed and published by Atari
- Target release date: Summer 2004

Note: All screens shown here are from the Xbox version.



# Harry Potter and the Prisoner of Azkaban



**PS2 X G PC** There's been a slight pause in Potter mania of late, but the storm is about to start brewing again as the third movie will hit in June, accompanied by EA's latest adventure/platform game. As in the book, the main characters are getting a bit older and the feel is getting a little darker, so the Harry Potter and the Prisoner of Azkaban game will follow suit. You'll now be able to play as either Harry, Ron, or Hermione, switching between characters on the fly to make use of their different abilities. The darker tone comes from the pursuit of the creepy Dementors

and the escaped prisoner Sirius Black. The game kicks off on the train to Hogwarts, then players will fly on the backs of hippogriffs, use the Marauder's Map, and wrap things up on the shore of Hogwarts' lake.—*Air Hendrix*

- First Look
- Developed by EA UK
- Published by EA Games
- Target release date: May



# Combat Elite: WWII Paratroopers



**PE X** **C**ombat Elite: WWII Paratroopers uses the famous Snowblind Studios engine (used in the games Baldur's Gate: Dark Alliance and Champions of Norrath) to produce a top-down shooter set during the Allied invasion of occupied Europe. Traveling throughout France, Holland, and Belgium, players contend with German forces inside battle-ravaged cities and pastoral countrysides in hopes of preventing the Nazis from developing an atomic bomb. You choose from one of three paratroopers, each with different skill sets, and increase your rank to earn points that can be allocated to whichever abilities you choose to upgrade. Newcomer BattleBorne Entertainment is gunning for historical verisimilitude by offering a staggering amount of historically accurate weapons and equipment to use, and also by re-creating some of WWII's deadliest skirmishes, including Operation Market Garden and the D-Day invasion. Both the PS2 and Xbox versions will host two-player split-screen co-op gameplay, too.—*Iron Monkey*

■ **First Look** ■ **Developed by BattleBorne Entertainment**  
 ■ **Published by Acclaim** ■ **Target release date: June**

*Note: All screens shown here are from the PlayStation 2 version.*



# Juiced

**PE X** **T**he ambitious first game created by development studio Juice Games combines the street racing/car modding aspects of Midnight Club and Auto Modellista with the simulation feel of Gran Turismo while introducing new elements to the racing genre. With Juiced, Juice Games is going through great efforts designing the physics system to produce a driving experience as authentic as, if not more so than, GT's. Rack up enough cash and respect by racing well and stringing



together tricks like 360s and drifting to perform combos, and you can recruit drivers to join your crew. Once you build a team, you can use squad-type tactics like commanding teammates to block opponents so you can pass to win races. Featuring more than 60 painstakingly designed cars from actual auto manufacturers, Juiced will be the first game where licensed cars can be tricked out and take damage.—*Iron Monkey*

■ **First Look** ■ **Developed by Juice Games**  
 ■ **Published by Acclaim** ■ **Target release date: September**



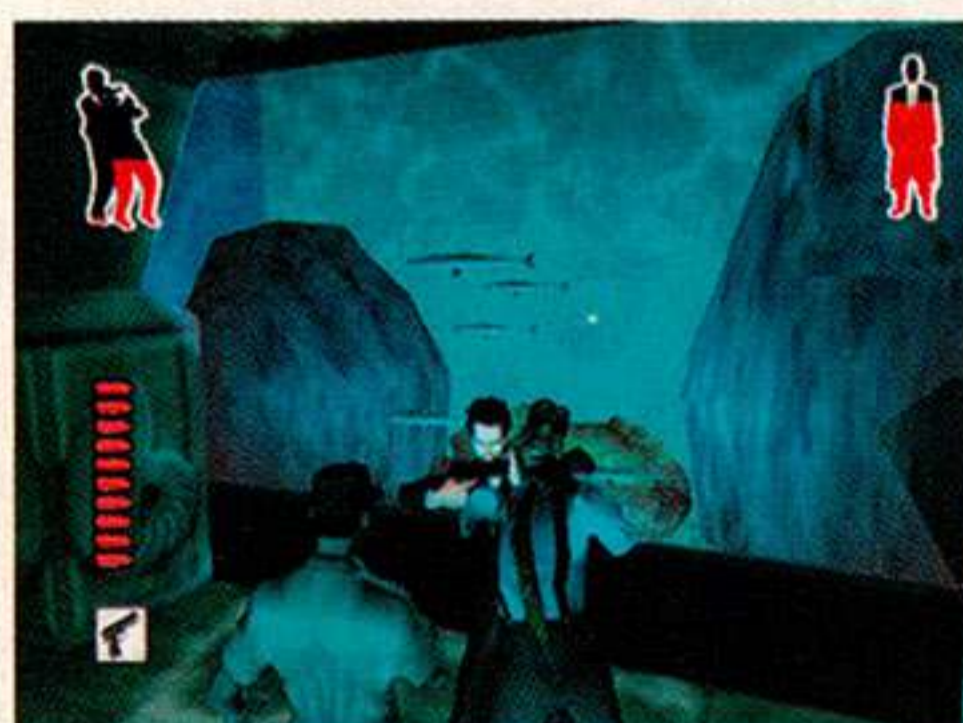
# 100 Bullets

**PE X** **B**ased on a graphically violent comic book, Acclaim's 100 Bullets is an appropriately brutal third-person shooter that's setting its sights on outshining genre champ, Max Payne, with some never-before-seen gameplay features and multiple, intertwining plot lines. The game, penned by series' creator Brian Azarello, will mesh a serpentine, conspiratorial story with hard-boiled gunplay as



players assume the role of two different characters who are set upon a path of violence by a secretive underworld agent. Not only will players be able to take hostages, exploit objects for cover, and perform environment-based attacks like throwing enemies through windows and into trash compactors, but Acclaim is also promising an innovative gameplay feature that will make bullet-time technology seem archaic in comparison. A bold statement to be sure, and time will tell whether the game will live up to the expectations that fans of the award-winning comic are sure to have.—*Iron Monkey*

■ **First Look** ■ **Developed and published by Acclaim**  
 ■ **Target release date: Fall 2004**

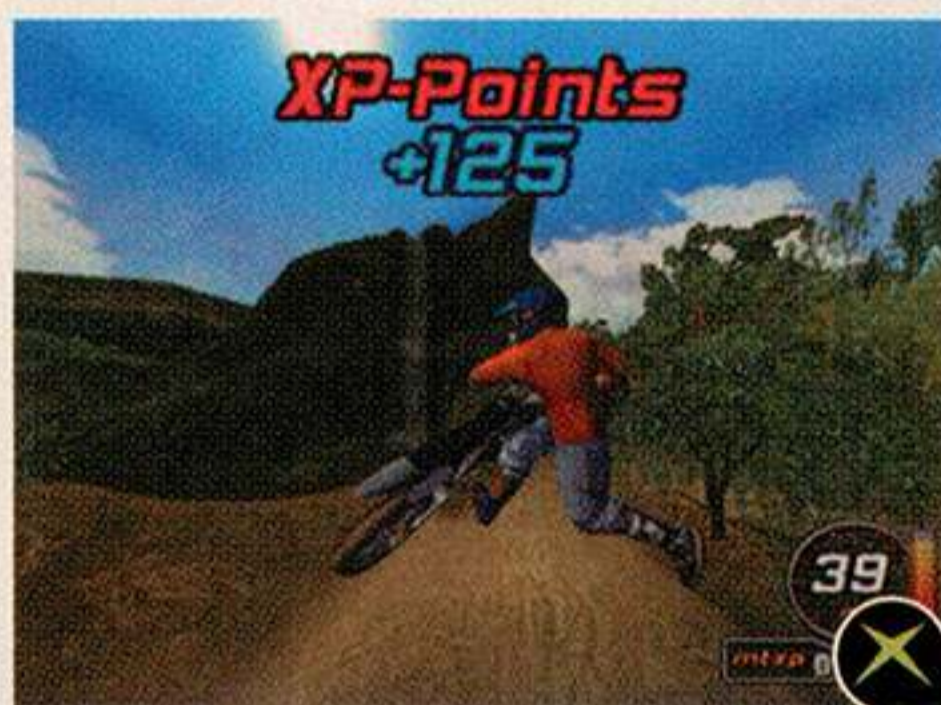


# MTX Mototrax

**PE X** If you played the MTX demo that came with Tony Hawk's Underground, here's some good news: The full game is shaping up to be a lot more satisfying. While the THUG demo featured only one race event, the final game will contain Freestyle and Free Ride modes in addition to stadium and outdoor motocross tracks. MTX will include over 20 bikes and more than 40 real-world brands, some of which will act as your sponsors in Career mode. The early PS2 and Xbox builds handled fine (you'll need to manage your bike's spring compression for effective jumps) and looked pretty; MTX promises 60-frames-per-second visuals (the first motocross game to boast that) and a vomit-inducing first-person camera that lets you see what that backflip really looks like. Best of all, the game will support online play for both the PS2 and Xbox Live (it will also ship for the GameCube).—Dan Elektro



■ Hands-On ■ Developed by Left Field Productions  
 ■ Published by Activision ■ Target release date: March



# Pitfall: The Lost Expedition

**PE** Pitfall Harry's latest adventure brings the old-school 2D feel of the original into the 3D world of next-generation consoles. Retro-gamers (and people old enough to remember the original) will appreciate the nostalgic touches of The Lost Expedition. You'll swing from vine to vine over familiar pits of chomping crocs and wade through quicksand in search of gold and diamonds in over 40 levels of tropical treasure-hunting goodness. The PlayStation 2 preview build (the game is also coming to the Xbox and GameCube) featured an innovative control system that enabled you to control Harry's arms with the analog sticks and a forgiving balance system that kept you teetering on the edge of the deep chasms, thereby minimizing the number of accidental falling deaths (which is more than you might expect from a game called Pitfall). Branching pathways within the levels let you choose your

next adventure, while you accumulate new abilities and special moves as you progress. A few minor tweaks in the collision detection should make this a sweet Amazon adventure for old fans and newbies alike.—Bones

■ Hands-On ■ Developed by Edge of Reality  
 ■ Published by Activision  
 ■ Target release date: February



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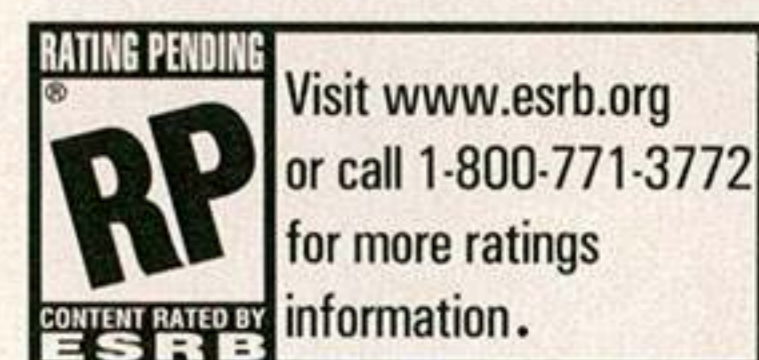


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	<b>AW-X</b>	20.0L	6 Airbags	AKA "GOLIATH." Chassis Dimensions: 27.2 x 10.2 x 5.6 ft
	<b>Liandri DH-85</b>	4x4	Air Conditioning	S-73 'SkyMine' anti-personnel and G87f anti-aircraft turret
	<b>LEVIATHAN</b>	Diesel	All Season Floor Mats	The family transport (seats 6). "Visit" the enemy base...
Air	<b>J-1280G Raptor</b>	Attack	4 gyroscopic cup-holders	Automatic quantum-phased disruption bolt launcher
	<b>MANTA</b>	Hovercraft	In-door Med-Kit	0-40 MPH: 1.6 seconds. Top speed: 115.2 MPH
Space	<b>FIGHTER H.</b>	Undisclosed	Trunk Organizer	18-way power seat fits one humanoid comfortably
	<b>FIGHTER SK.</b>	Undisclosed	Xenon Lights	For the most demanding alien warrior

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REBEL RED



SUNRISE BLACK



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NUCLEAR WINTER

Colors

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## The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's website at [www.esrb.org](http://www.esrb.org) or call 800/771-3772 for more information.



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



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



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



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

Maximize your video-gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

### Counter-Strike By Microsoft



Counter-Strike contains mature content on several levels. The gameplay involves terrorists planting bombs and kidnapping hostages; players are ranked based on how many kills they've racked up with a loaded gun; and lifelike violence makes up the entire visual presentation.



### Counter-Strike: Condition Zero By Sierra



Condition Zero is a sequel to the much-heralded online first-person shooter that contained simulated gun battles involving terrorist and antiterrorist models shooting off the latest modern-day weaponry. This new version of Counter-Strike will have more weapons to choose from, plus the same amount of violence, including head shots and other deathly animations.



### Fallout: Brotherhood Of Steel By Vivendi Universal Games



Set in a grim post-apocalyptic future, Fallout: Brotherhood of Steel features violent combat against a host of mutants, raiders, and radioactive-mutated horrors. There's blood and gore galore in the world of Fallout as you and your gang keep the peace with a variety of exotic firepower.



### Manhunt By Rockstar Games



Manhunt reads like a grocery list of game content required for an M rating: graphic violence, profanity galore, and disturbing imagery that will sear your memory. You play a death-row convict who is given a second chance at life but only by dealing out lots of death.



### Max Payne 2: The Fall of Max Payne By Rockstar Games



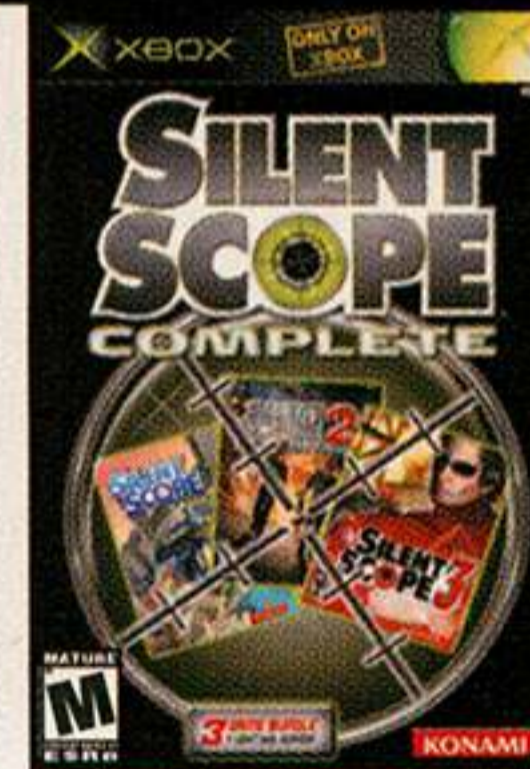
Max Payne 2 is one of the most ruthlessly Mature games on the market, but it isn't nearly as gratuitous as the Grand Theft Auto series (also from Rockstar Games). Blood and bullets fly everywhere, and the tale of love among scumbags isn't exactly *West Side Story*.



### Silent Scope Complete By Konami



The sole focus of the gameplay in Silent Scope Complete is gunning down enemies, so its violence can't be denied. Playing as a good-guy sniper, you take out enemies from afar with the aid of your sniper rifle. There's minimal blood and gore, but this definitely isn't suitable for younger or more impressionable gamers.



## ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Counter-Strike: Condition Zero .....M	Champions of Norrath: Realms of EverQuest .....T	Tom Clancy's Ghost Recon: Jungle Storm.....T
Drakengard .....M	EverQuest Online Adventures: Frontiers .....T	Wrath Unleashed .....T
Fallout: Brotherhood of Steel .....M	Final Fantasy Crystal Chronicles.....T	Metroid: Zero Mission .....E
Max Payne 2: The Fall of Max Payne .....M	Lowrider.....T	Sonic Battle .....E
Silent Scope Complete .....M	Lupin the Third: Treasure of the Sorcerer King.....T	World Soccer Winning Eleven 7 International .....E
AirForce Delta Strike .....T	Rise to Honor .....T	The Key Holds No .....J

# Max Payne 2: The Fall of Max Payne

Welcome back to Max's own personal hell. Everything is right where you left it, for better or worse.

**PE** **X** Noir is a French word meaning "life is hardship, the world is dark misery, and when you think about it, happiness is kind of sad." Few games typify this bleak, crime-ridden cinematic genre quite like the Max Payne series. Max Payne 2: The Fall of Max Payne is wonderfully executed, but be careful—it's so depressing, you may never crawl out of its dark, dank hole.



**PROTIP:** Give painkillers time to act before progressing, or they're wasted. It takes a few seconds for your health to restore, so if you're not under fire, use and wait.



Max's hard-boiled story unfolds in a series of gritty graphic-novel panels with dramatic, doomed voice-overs.

## Legends of the Fall

After surviving his debut game, Max wakes up in a hospital with little more than multiple gunshot wounds and a vague sense that something's missing—like answers. He's back on the light side of the force, so to speak, picking up where he left off in the NYPD, running into old friends, and battling the ghosts of the past and the monsters of the present while dealing with that ol' four-letter word, love. (It's tough to separate all those things when your girlfriend is a fugitive murder suspect.) In addition to painted comic-book-panel cut-scenes, the game sometimes slips into hallucination mode, in which the camera swims, the environment blurs, and Max sees and hears things that don't really exist—or do they? It's a powerful and effective form of storytelling that few other games even attempt.

The gameplay, however, doesn't feel as fresh, especially if you've played the first game. Most of it is very linear: Go into this room, shoot everybody, and use Bullet Time to slow down things if the heat's on. When you're not blasting bad guys, you're opening lockers and cabinets to find ammo and painkillers. For all of Max Payne 2's unique plot exposition, the core gameplay seems old.

## I Love Noir York

The Xbox world bristles with detailed textures, from blood-soaked apartments and dingy warehouses to Max's worn leather coat and ugly tie. The PS2 version comes off significantly less crisp and lags a bit in frame rate. Our hero looks a bit like Bruce Campbell and sounds a bit like Keifer Sutherland. (Thankfully, Max's famous, permanently squinched facial expression is gone; he no longer looks like he has bad gas.) The maudlin, minor-key strains of a cello dominate the surround soundtrack, and every phrase of the hard-boiled voice-over pushes the atmosphere deeper into depression. However, it would be nice if the sound effects (like rain) were blended more smoothly. The controls take a little getting used to, and there are many buttons to juggle, but they respond well on both platforms. Max is a bull in the proverbial china shop; many things in the world are interactive, but few have weight. Chairs, canisters, and the prerequisite horde of cardboard boxes all tumble at Max's mighty touch. The corpse physics, however, rock.

## At Home in the Dark

The first game's take on noir was fresh and powerful; the sequel has the same haunted spirit with less surprise value. While Max Payne's rain-soaked world is a weary one, it's also undeniably compelling.—Dan Elektro

No discovery in 1958

**M** ■ Developed by Remedy Entertainment  
 ■ Published by Rockstar Games ■ \$49.99  
 ■ Available now ■ Action ■ 1 player



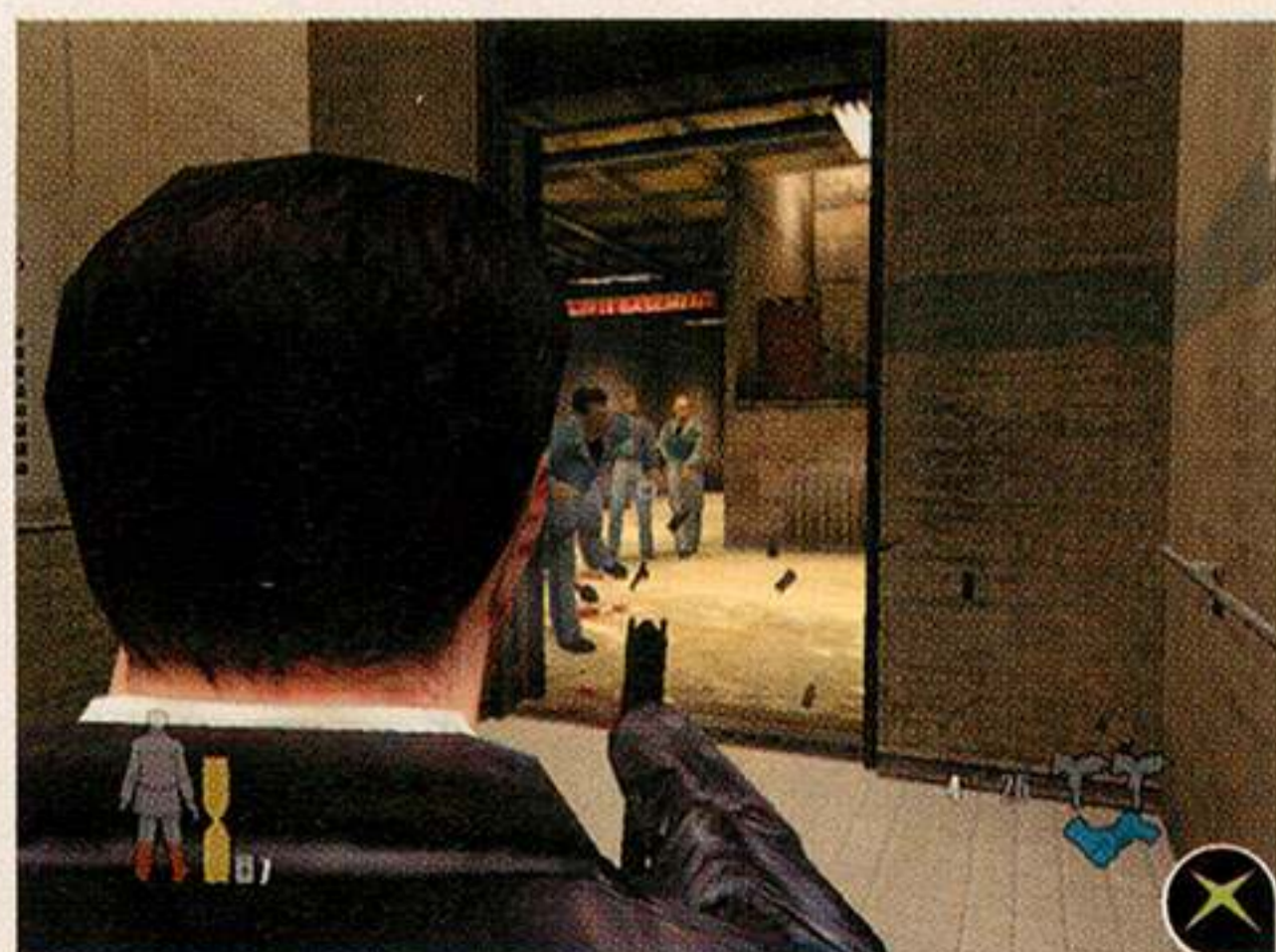
**PROTIP:** Shoot-dodging is your best friend. It doesn't cost anything (unlike Bullet Time), but it's amazingly effective and will save you from a lot of damage.



**PROTIP:** Save Bullet Time for larger battles where you're outnumbered. First good chance: the Lem shootout.



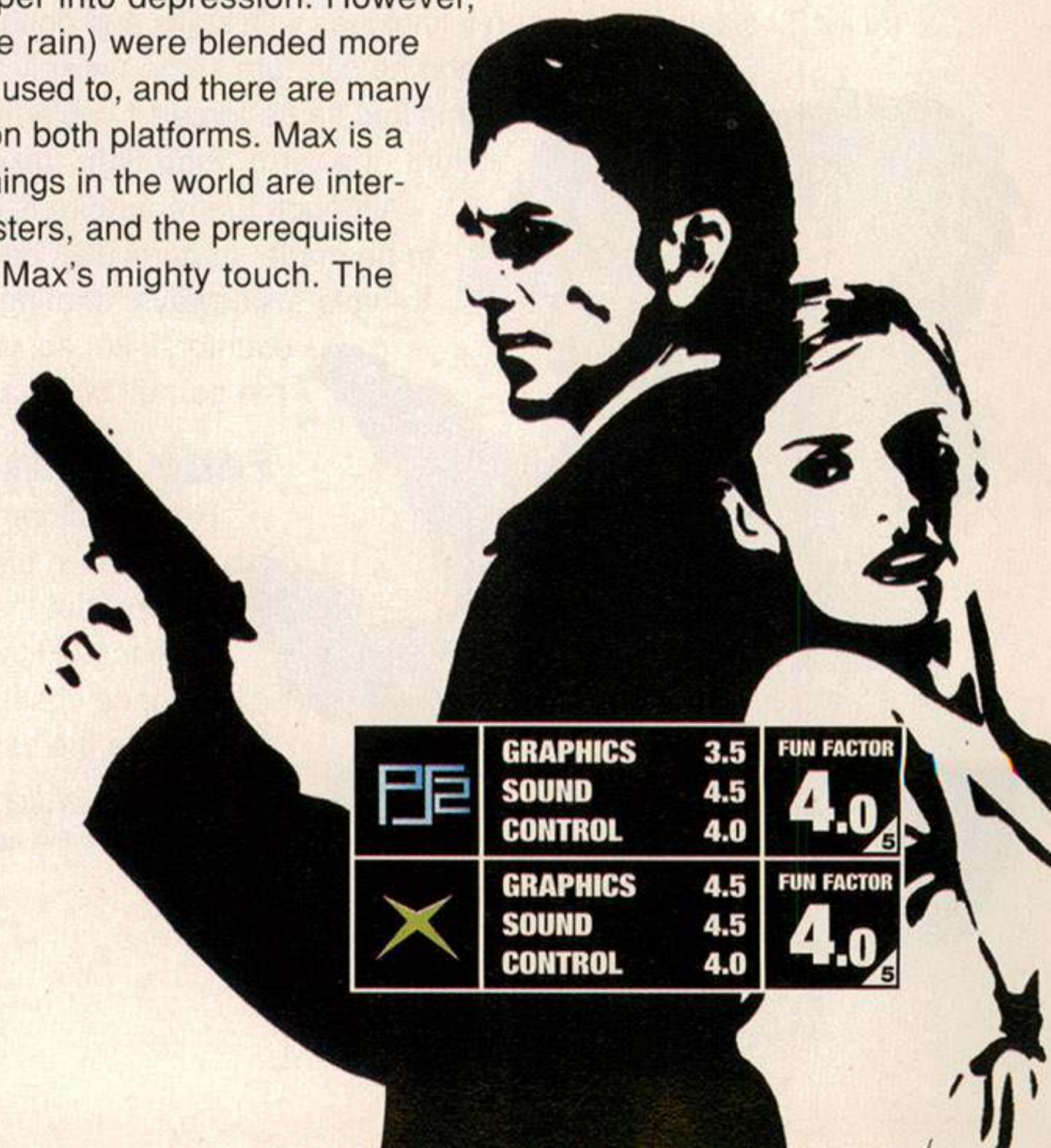
**PROTIP:** Never blindly charge around corners or into intersections. The camera works to your advantage, so peek and prepare.



**PROTIP:** Many times, you can lure enemies into an ambush. If they spot you, take cover and wait for them to enter your line of fire.

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<b>PE</b>	GRAPHICS	3.5	FUN FACTOR <b>4.0</b> <sub>5</sub>
	SOUND CONTROL	4.0	
<b>X</b>	GRAPHICS	4.5	FUN FACTOR <b>4.0</b> <sub>5</sub>
	SOUND CONTROL	4.0	



# Rise to Honor

**PE** Good-bye action buttons, hello analog joystick. Rise to Honor masterfully evolves past the staccato rhythms of the jab-punch-kick school of single-button-press fighting to a more smooth, awesome-looking style of action/adventure combat that's (in this case) intimately tied to the real-life kung fu techniques of martial arts movie star Jet Li.

## The Joy of Sticking

Basically, you move your fighting character (Li) around with the right stick and merely press the left stick towards your designated victim/human punching bag to bust a move. The artificial intelligence instantly unleashes badass Jet Li kung fu on the poor sap as you spin the left stick to target another victim.



**PROTIP:** Experiment with dual-character fighting moves—you'll discover several effective techniques.

Obviously, from the get-go you can look very good in spurts. To the game's credit, however, the system takes time to fully master during all-out multiple opponent combat and the A.I. adversaries are no pushovers. The adventure is lengthy, too, taking place in Hong Kong and San Francisco in 11 environments broken down in to 63 chapters.

There's also firearm combat where the left stick enables you to quickly switch among multiple targets. This system succeeds in workmanlike fashion, but be prepared to take beaucoup hits.

Rise to Honor also does a good job of weaving orchestrated action into the gameplay. That is, this is one of those action games that during some chases, it prompts you to, say, jump, climb, or hide by pressing R1. Naturally, it looks very cool when your timing's correct, but if it's off, virtual Li either looks lost or he's dead.

## The Li Way

Although the gameplay mechanics are the critical feature, there's no doubt who the star of this show is. Jet Li, his favorite movie stunt-fight coordinator Cory Yuen, and a gang of martial arts stuntmen and wire-artists spent countless hours in motion-capture mania to record all the potential fighting moves you can bust in this game.

The payoff is your ability to command and view some amazing Li kung fu like great multihit kicks, gravity-defying runs along walls, and Li's signature two-person team attacks. Li also uses weapon techniques with staves and double sticks with ease, and he can turn some unlikely

items into fierce forces if you're imaginative enough to search around (hint: the term "food fight" takes on new meaning here).

Although the repertoire is great, it appears some concessions had to be made. In particular, because so much about a 360-degree-fighting technique relies on angles of attack, you'd like to have a sideways "strafing" move to set up your offense. Also, while Li (as observable in his films) is a master of the counterstrike, so, too, are some of his opponents here, and you'd like to have a jump-back move in addition to the normal block and counter.

## Feng Swayed

Honor's cinema-influenced presentation is effectively entertaining. The sounds and music sustain the tension in the story that's fueled by authentic Chinese dialogue, of course. The visual style is clean and sharp, but the fluid, diverse animation is really the star of the show.

Rise to Honor displays great imagination and attention to detail that is at once challenging, innovative, and fun. It accomplishes the task of re-creating the venerable beat-em-up genre with honor.—*Brother Buzz*

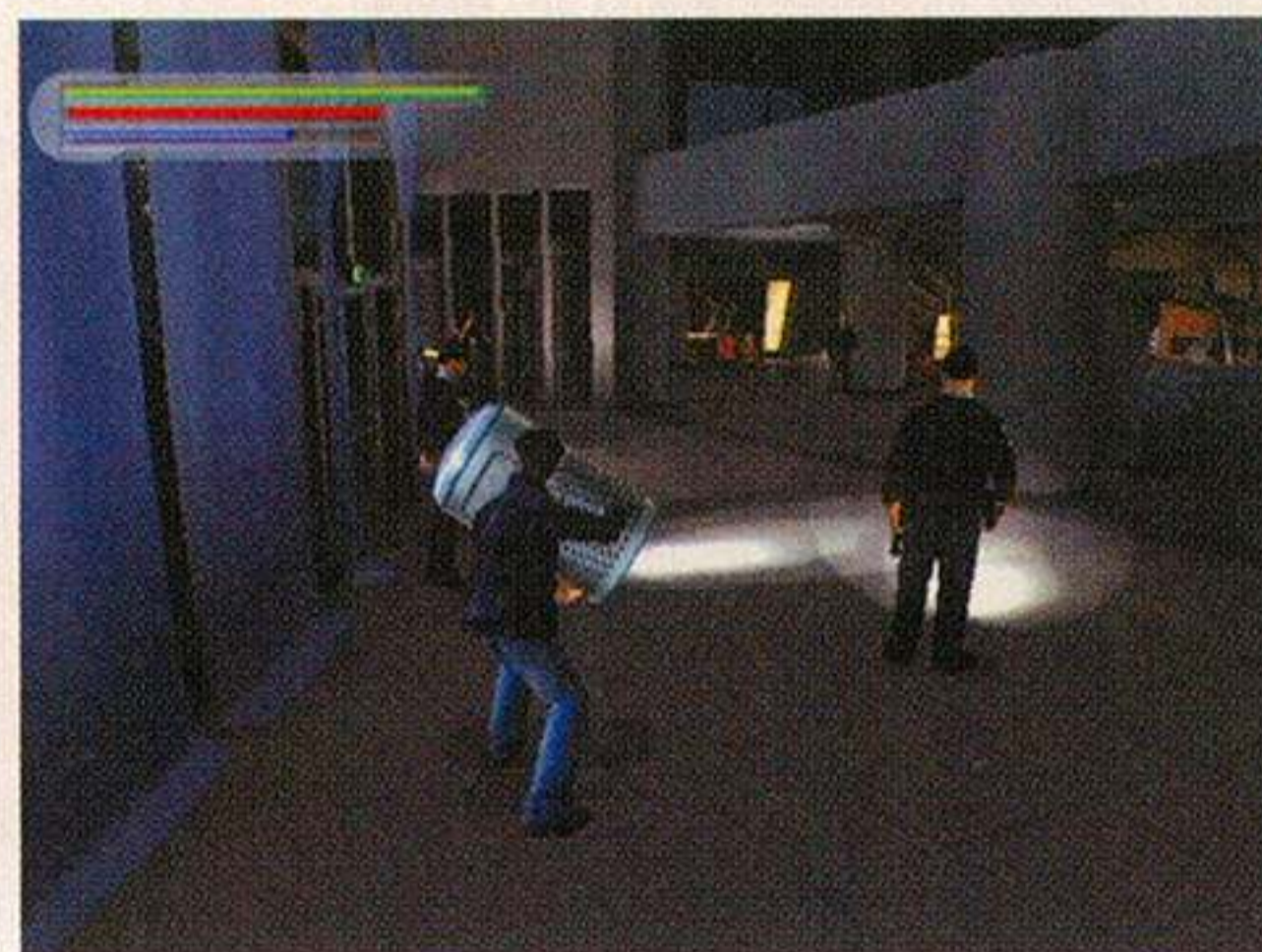
**T** ■ Developed and published by Sony ■ \$39.99  
 ■ Available February ■ Action/adventure ■ 1 player



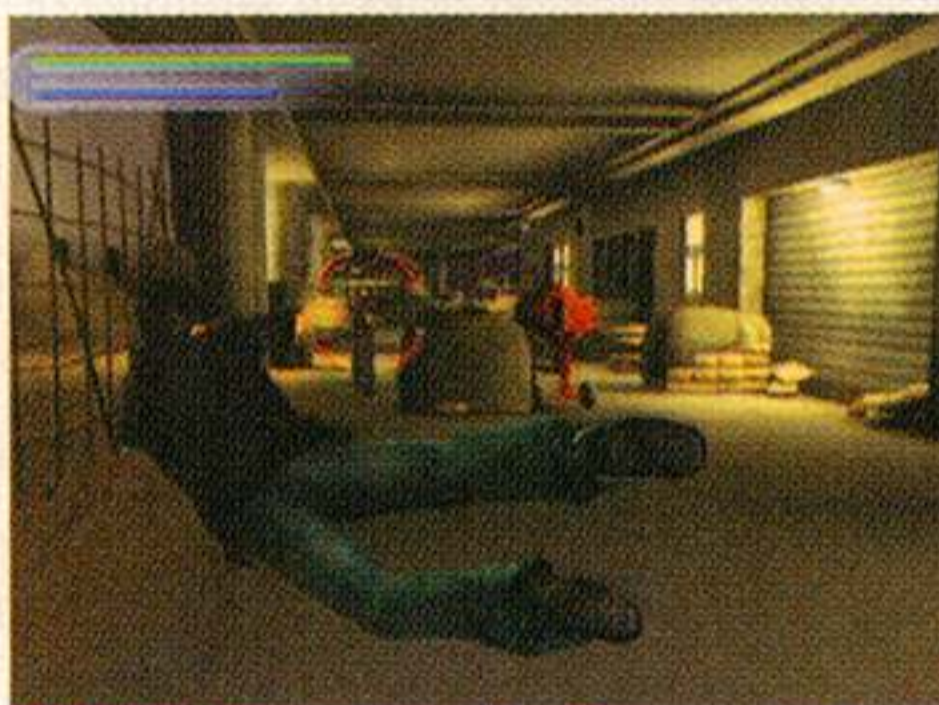
**PROTIP:** Against multiple opponents, attack the closest guys first, but keep an eye on the adversaries immediately behind you.



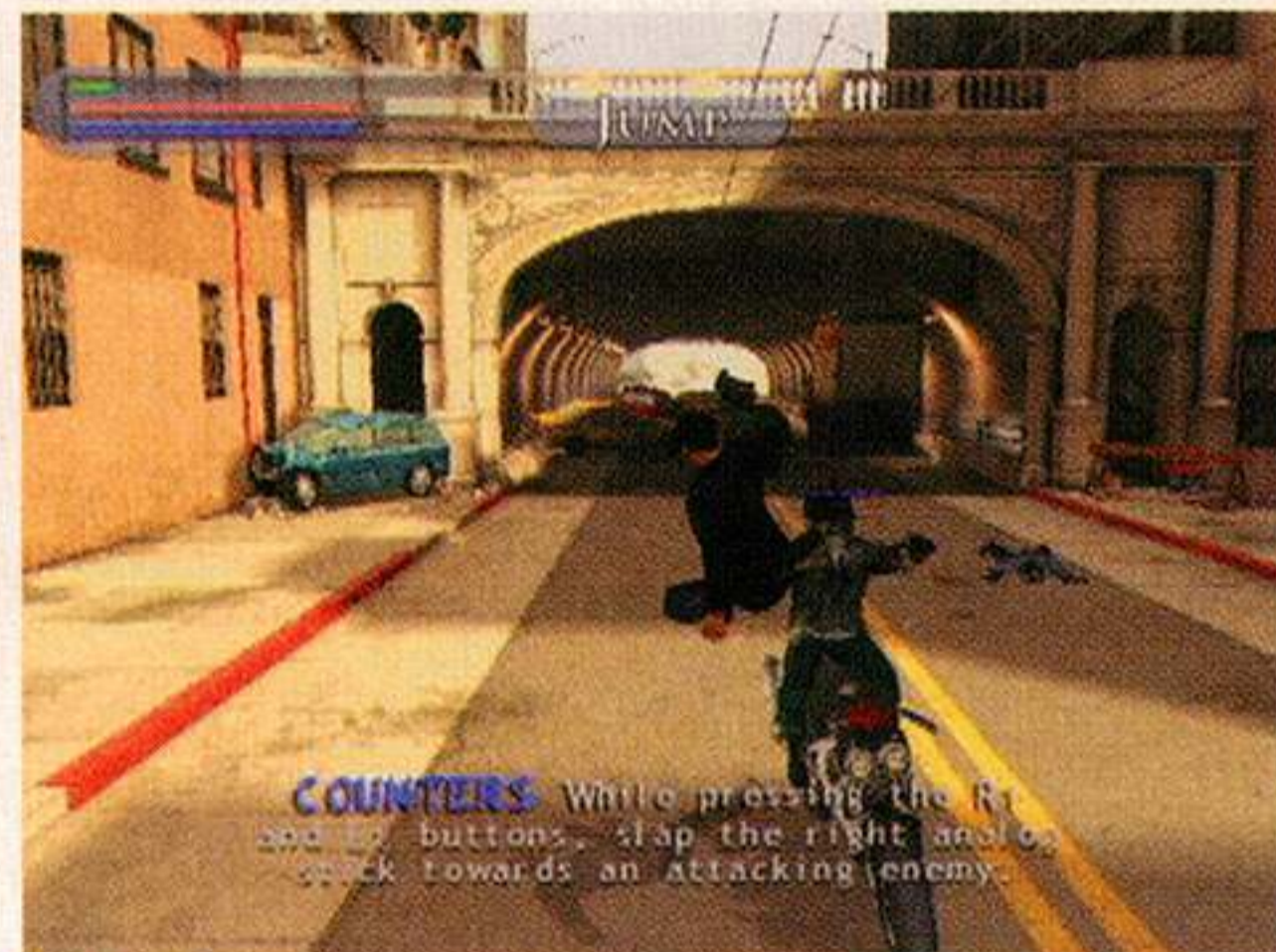
**PROTIP:** To fire around corners as you hide, press and hold R1, and then press the left stick toward the intended targets. Then release R1, tap L1, and press R2 to fire.



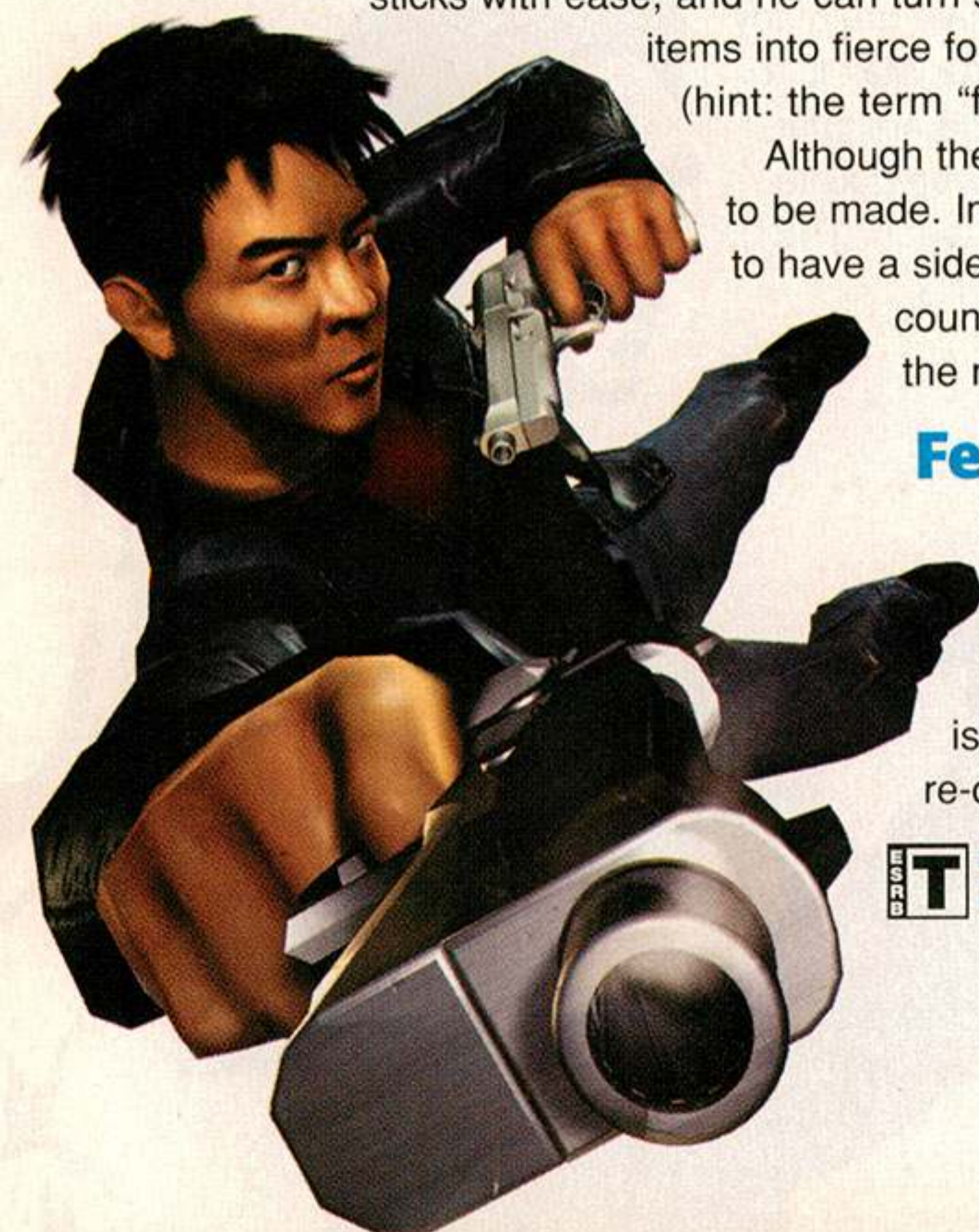
**PROTIP:** To get past the guards in San Francisco's Sony Metreon, you might have to wait for the right opportunity and weapon to appear.



**PROTIP:** Since the bullet-time move is a charged move, save it for taking tough shots at guys in hiding.



**PROTIP:** Use a countermove (simultaneously press L1 and R1) to dust the bikers in San Francisco, but don't let them get back on their bikes.



**GAMEPRO EDITORS' CHOICE**

PE	GRAPHICS	4.0	FUN FACTOR	5.0
	SOUND	4.0		
	CONTROL	4.5		



# Tom Clancy's Ghost Recon: Jungle Storm

**PE** Even after a long delay, the Ghosts' still make a solid showing with their trek into tropical heat on the PlayStation 2 in Tom Clancy's Ghost Recon: Jungle Storm.

## Smoking a Cuban

Jungle Storm puts the skilled Tom Clancy Special Forces group closer to home. In your mission to Cuba, which stays true to that in the PC and Xbox versions, you're tasked to help rebuild a near-future Cuba by eliminating rogue groups who don't understand the definition of freedom. And in your campaign in Columbia—a PS2-exclusive—you must stop the flow of drugs by targeting the heart of the trafficker's operations. The two single-player campaigns span a total of 16 missions, which can keep the lone grunt hard at work for hours.

Ghost Recon veterans will recognize the setup: Easily accessible and streamlined controls enable you to command your two teams of three highly skilled officers to attack at varying degrees by flanking enemies or securing particular areas of interest. A first-person view from each soldier ensures the action is up close and personal, too.



**PRO TIP:** Whether online or not, the most effective team is a silent team. Equip yourself with silenced weapons, and your opponents won't know what hit them.



**PRO TIP:** In the abandoned harbor, you'll need a sniper and a sharp eye to help clear out all of the enemies.

The bulk of the action, however, is found online. You're sure to find a game that appeals to you from the selection of a whopping 14 multiplayer modes, which span four cooperative games and 10 adversarial scenarios. And you don't have to worry about map options—you can battle in over 30 areas.

## The Eye of the Storm

Visually, Jungle Storm doesn't quite live up to the standards of the Ghost Recon games on other systems. Environments look grainy, and characters animate with unrealistic movement and have limited detail. In addition, as is now characteristic with this type of game, computer-controlled teammates provide ample frustration with erroneous movements that can delay your timed attacks. Sure, the single-player campaign can be a letdown. Your money's well spent, however, once you log on and play with other people.—*Four-Eyed Dragon*

**T** ■ Developed and published by Ubisoft ■ \$49.99  
 ■ Available now ■ Squad-based first-person shooter  
 ■ 1 player; 16 online

<b>PE</b>	GRAPHICS	3.5	FUN FACTOR <b>4.0</b>
	SOUND CONTROL	3.5	
		4.5	

# Silent Scope Complete

**X** Much like snipers in the field who wait for their target, Xbox owners needed a lot of patience for a solid shooting game to appear in their sights. Now the patience pays off—not just with one venerable Silent Scope game but with the entire classic series for the price of only one. Bull's-eye!

## Scoping Out the Baddies

It's the arcade series that makes you look twice in more ways than one. Who can't resist saving the world by looking down a rifle's scope and pulling the trigger during hairy situations? If you miss the target, you not only let the terrorist have extra time to shoot back, but your ego as a marksman is shot, too. Silent Scope is an adrenaline-pumped, fast-paced shooter that's easy to pick up but hard to put down.

All of the games are still popular in the arcade but cost a hefty price to play, and the PlayStation 2 versions are sold separately and without light gun compatibility. Silent Scope Complete, on the other hand, is loaded with enough rounds to keep your full attention longer than just one shot. On one disc, you can play the entire games of Silent Scope 1, 2, and 3, including all of the training levels and branching areas. Playing



**PRO TIP:** When you're shooting from the air or in the water, remember to adjust your sight for wind and wave movement respectively.

through each game more than once will also open up hidden bonuses. Visually, all three games have been retouched to look much sharper, while the audio remains standard arcade fare: cool gun effects and hokey voices.

## Silence Is Golden

Invest in Pelican's light gun, and Silent Scope Complete will...well, complete the package for a fantastic experience. Without the light gun, however, the controls are fairly simple. Press one button to zoom in or out, and pull the trigger button to fire. The analog stick, though, is sensitive and can result in a lot of jerkiness when you're zoomed in for the kill. Still, with so much fun chasing down enemies with a scope, you'll realize that this is the perfect target you've been waiting for on the Xbox.—*Four-Eyed Dragon*

**M** ■ Developed and published by Konami ■ \$39.99  
 ■ Available February ■ Shooting ■ 2 players



**PRO TIP:** Sometimes it's faster to not use your scope, especially if enemies are in close range.

**GAMEPRO EDITORS' CHOICE**

<b>X</b>	GRAPHICS	4.0	FUN FACTOR <b>4.5</b>
	SOUND CONTROL	3.5	
		4.0	

# Lupin the Third: Treasure of the Sorcerer King

**PE** For those of you who are unfamiliar with Lupin the Third, he's a suave, goofy, world-traveling master thief. He and his gang of cohorts wander the globe testing their larceny skills, staying one step ahead of the law, punishing the unjust, and living the rich life. The 1967 manga has gone on to spawn three television series, nine theatrical films, 13 television movies, and a horde of straight-to-video specials spanning more than three decades in Japan.

## Pleasure Before Work

Lupin the Third: Treasure of the Sorcerer King is a third-person action/adventure/stealth game. The look and feel of the entire game eerily resembles the 1979 Lupin film *Castle of Cagliostro* in a warm and fuzzy way. Lupin must use stealth, cleverness, and nonlethal force to pilfer a priceless treasure, evade Interpol, and save a prepubescent princess from an evil aristocratic despot. As the game progresses, all the familiar characters make their appearances, such as Jigen, Goemon, Fujiko, and Lupin's archnemesis, the bumbling Interpol Inspector Zenigata.

## It's Only Wrong If You're Caught

Many of Lupin's master larceny skills are present in *Treasure of the Sorcerer King*, such as the ability to mimic statues, don disguises, pickpocket for items, and use gadgets. Pickpocketing can provide clues for puzzles and collecting bonus items. Disguises help Lupin bypass checkpoints and guards, but they inhibit his default abilities. The graphics exceptionally transport the original 2D characters onto the 3D plane, and the soundtrack can literally pass as B-sides from *Castle of Cagliostro*.

Several problems flaw the magical aura of *Treasure of the Sorcerer King*. The camera controls are horrific. The camera will climb above you instead of pass through obstructions. This leads to instances where you lose sight of Lupin in the most harrowing times. The A.I. seems rather simplistic—guards will neither chase you into other rooms nor call for reinforcements if you are spotted.

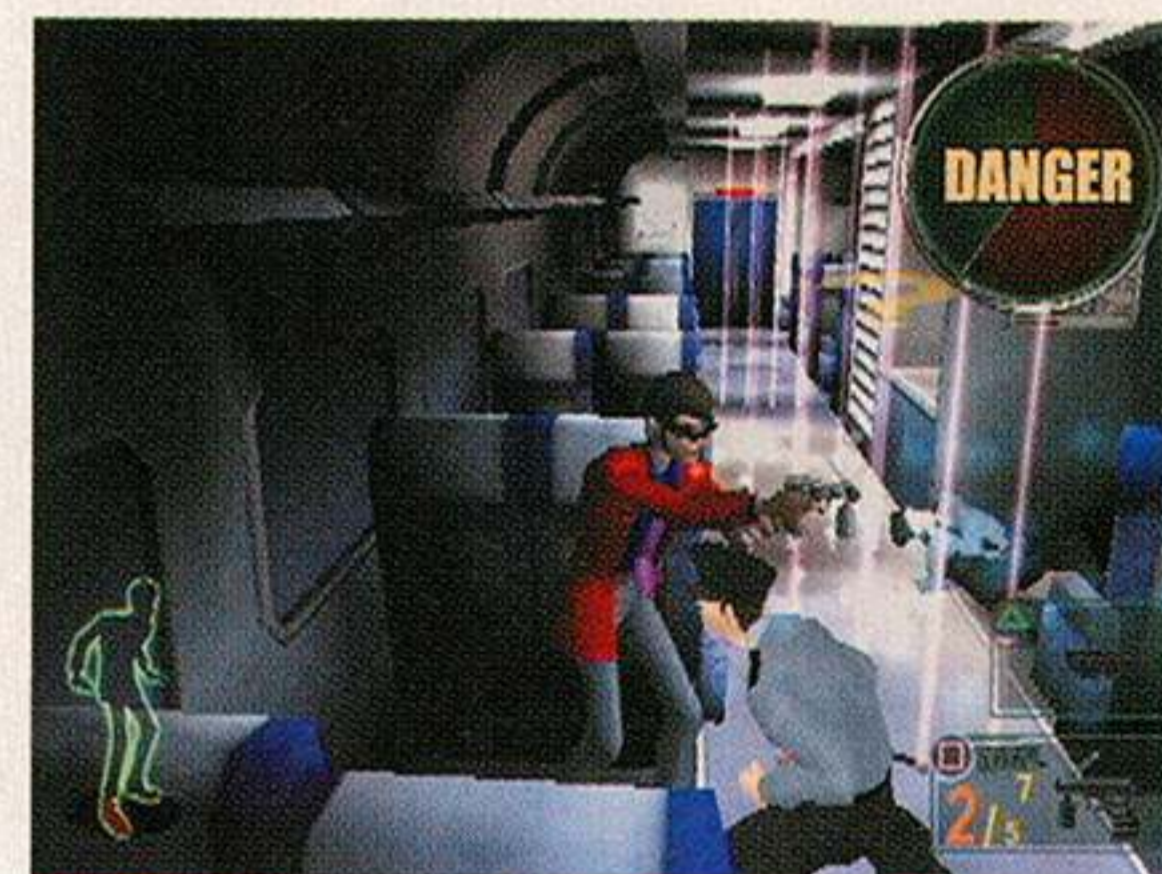
Despite the minor gripes about the camera and the game's A.I., *Treasure of the Sorcerer King* is a good gaming experience and an exhilarating encounter for any fan of Lupin the Third.—*Rice Burner*



**PROTIP:** When pickpocketing, be sure to time your action to coincide with maximum bars on your Pick meter.



**PROTIP:** On the first level, press Left, Right, Right, Right to solve the globe puzzle.



**PROTIP:** Once you've been discovered, it's wiser to just outrun the guards.

**T** ■ Developed by Banpresto ■ Published by Bandai ■ \$49.99 ■ Available now ■ Action/adventure ■ 1 player

PE	GRAPHICS	3.5	FUN FACTOR	4.0
	SOUND	4.0		
	CONTROL	3.5		

# Wrath Unleashed

**X** Take a strategy board game in which you summon monsters and combine it with a fighting game that has combos, special moves, and Tekken-y stuff like that—hey, cool idea! But *Wrath Unleashed* only appears to have all the elements of a successful merger. You'd be better off playing Monopoly and settling rent disputes with rounds of *Soul Calibur II*.

## Archon's Legacy

*Wrath Unleashed* pits four gods against one another in a celestial war of elemental monster-battling and overwrought mythological dialogue. The game takes place on a hex-based board, and its rules bear some superficial resemblance to those of chess, though without the subtlety or finesse that comes with thousands of years of refinement. Games against human opponents (up to four) too easily become looping tugs-of-war to move your most powerful piece to endlessly claim and reclaim a key temple; games against the computer are often won because the A.I. makes a bizarre move that exposes an easy-to-exploit weakness. Your spell selection is limited, and summoning monsters isn't as rewarding as it should be because you start with a full set of creatures and can't create new ones—only resurrect the ones that fall.

The fighting that ensues once monsters occupy the same space isn't very deep with slow-to-execute button-pressing combos chained together with little finesse or fun. The graphics here aren't quite on an Xbox level, either—while the enemies and backgrounds are well designed and interesting, they lack some of the texture depth and lighting tricks you've come to expect from the machine.



**PROTIP:** If you beat a Demigod's campaign, you'll unlock his more powerful God form for use in multiplayer battles.

## Fantasy Math

If either half of *Wrath Unleashed* had been more fully formed, the game would have been easy to recommend, but as it stands, half a fighting game and half a strategy game does not make a whole game. Seek out *Magic: The Gathering—Battlegrounds* for a much more well-blended mix of brainpower and reflex.—*Star Dingo*

Also on the PlayStation 2

**T** ■ Developed by The Collective ■ Published by LucasArts ■ \$49.99 ■ Available now ■ Action/strategy ■ 4 players



**PROTIP:** If an enemy God or Demigod leaves her citadel, immediately chase her down with a Level 3 creature; defeating her means automatic success.



**PROTIP:** A Dragon's breath attack is devastating but slow. Fire off one when you anticipate an enemy approaching to strike.

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X	GRAPHICS	3.5	FUN FACTOR	3.0
	SOUND	3.0		
	CONTROL	3.0		

# Lowrider

**P** While illegal street racing took hold in such titles as *Midnight Club* and *Need for Speed Underground*, Jaleco takes on a different racing culture: lowriding. First off, *Lowrider* isn't a racing game in any sense of the genre—it's a twitch music game with no finish line and cars that react to onscreen prompts of button presses. You start from humble beginnings with a bare-bones ride and spruce it up by winning contests and attracting a loyal fan base. The options are seemingly endless: You can alter the hydraulics, hood design, fenders, and tires, and even create custom logos. The more tricked-out your car, the better your chances at passing the challenges in each city, where success is rewarded with a cheesy video.



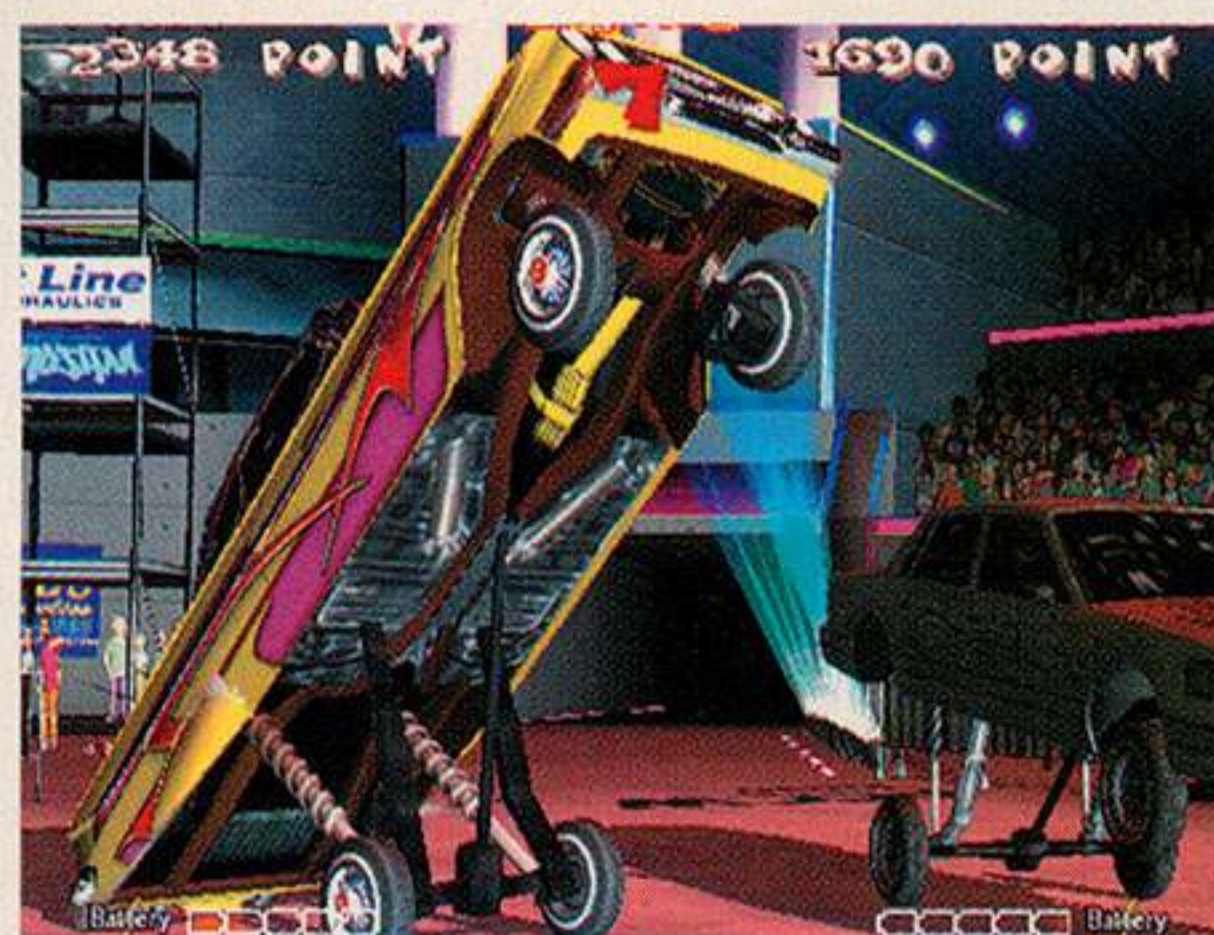
**PRO TIP:** Since you can return to the Street mode stage repeatedly, concentrate on performing a few successful stunts instead of all of them on a single drive through.

*Lowrider's* colorful visuals add flair, and the cars sport fine details. The surroundings, however, don't receive such treatment, especially the laughable 2D cel-shaded onlookers. The audio track lacks punch, too, as it's limited to thumping bass chords.

Play mechanics are straightforward with success depending on pressing buttons at the right time, but the controls are responsive and gradually become more complex as the game progresses. If the one-player mode gets too hectic, there's a two-player mode for addictive head-to-head lowridin' against the computer or a friend. *Lowrider* is sure to hook fans of such games as *PaRappa the Rapper* and *Um Jammer Lammy* (or anyone with a cursory interest in lowriding for that matter) but—again—this is *not* a racing game.—Major Mike

**T** ■ Developed by PCCW Japan ■ Published by Jaleco  
 ■ \$39.99 ■ Available now ■ Lowriding ■ 2 players

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**PRO TIP:** To earn a ton of cash, play the Hop contest repeatedly against an opponent whose ride isn't as well equipped as yours.

PE	GRAPHICS	3.5	FUN FACTOR	4.0
	SOUND	4.0		
	CONTROL	4.5		

# AirForce Delta Strike

**P** The AirForce Delta series has logged formidable video-game flight time, so the latest installment, *AirForce Delta Strike*, should find ready and willing veterans and recruits alike—but some aspects of the series are beginning to show their age. Most noticeably rusty are the flight mechanics of the aircraft—you basically make stiff turns left, right, up, and down without cool-looking moves, barrel rolls, or even banking.

At least the missile-based aerial battles still manage to stimulate the ol' adrenal glands, and *Strike* dishes out a nice payload of 60 missions (including some in outer space) with multiple endings. You'll eventually have access to 130 planes, including World War II props.

The simple controls remain tight and combat-capable. During dogfights, you must manage airspeed, monitor your radar, watch for enemy missiles, and establish missile-lock yourself. *Strike's* entertainment value is tied to its deft orchestration of all these moves.

The visuals are sharp and clean all around, and the game features plenty of slick aircraft shots and beautiful skylines. The typically testosterone-charged story line showcases nice anime-style graphics, although there are far too many dialogue screens. *Strike's* sounds cause turbulence: The music highlights driving jazz riffs that sound amazing, but they're out of place in air combat, and during dogfights, the constant radio chatter and smooth jazz mush into background noise, drowning out the sparse but otherwise solid effects.

*AirForce Delta* fans will find satisfaction in this game, and the lengthy mission-based aerial action makes for an entertaining workout. *AirForce Delta Strike*—love it or leave it.—Atomic Dawg

**T** ■ Developed and published by Konami ■ \$39.99 ■ Available February ■ Air combat ■ 1 player



**PRO TIP:** If an opponent establishes a missile lock on your aircraft, pull a tight turn under acceleration.



**PRO TIP:** Air-to-air missiles are most effective when the target is ahead of you and not turning. If your foe turns back on you, spray him with your guns until you can get behind him.

PE	GRAPHICS	4.0	FUN FACTOR	3.5
	SOUND	3.0		
	CONTROL	4.0		

# Drakengard

**P** *Drakengard* (or *Drag-On Dagoon*, as it's known in Japan) is Square Enix's latest action/fantasy adventure, a *Dynasty Warriors*-style hack-n-slash that ups the ante with aerial dragon combat. As is typical with Square Enix titles, a great deal of care went into crafting characters and an epic story line. Unfortunately, these efforts are hampered by gameplay that never truly takes flight.

*Drakengard* is fraught with contradictions. Cinematics and character animation are flawless, but environments look terrible. Enemies appear out of thin air without even a bank of volumetric fog to hide their spontaneous generation. The controls are likewise blessed/cursed. Laborious combos rely on the "mash one button repeatedly" method with an occasional second button thrown in for flair. The camera can't be rotated 360 degrees,



**PRO TIP:** Heavy infantry pack a punch but are slow. Patiently parry their thrusts, then lay into them with quick combos.

making it functionally useless. But on the plus side, the "block and face the enemy" button is highly effective and quickly becomes your best friend. Another nice touch in *Drakengard* (which is absent from *Dynasty Warriors*) is the ease with which you can change weapons during combat.

The dragon is another example of the game's dichotomy. It looks terrifying and has potent attacks with excellent fire effects. It even has a cool, creepy voice. Piloting the dragon, however, is a nightmare, and the aerial draw-in becomes even worse. Air-to-ground combat is still decent, but air-to-air fighting is torturous. The music, sound effects, and voice acting make up for some of the problems, but they ultimately can't overcome *Drakengard's* problems with graphics and slow controls. Square Enix bit off more than it could chew this time; perhaps the next iteration of *Drakengard* will bring it all together.—DJ Dinobot

**M** ■ Developed by Square Enix ■ Published by Square Enix USA  
 ■ \$39.99 ■ Available March ■ Action ■ 1 player



**PRO TIP:** Use the dragon's magic attack to immolate airships, where targeting is difficult.

PE	GRAPHICS	3.5	FUN FACTOR	3.5
	SOUND	4.0		
	CONTROL	2.5		



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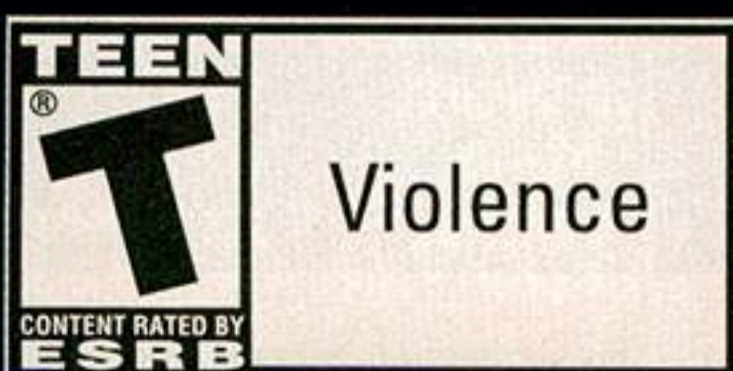


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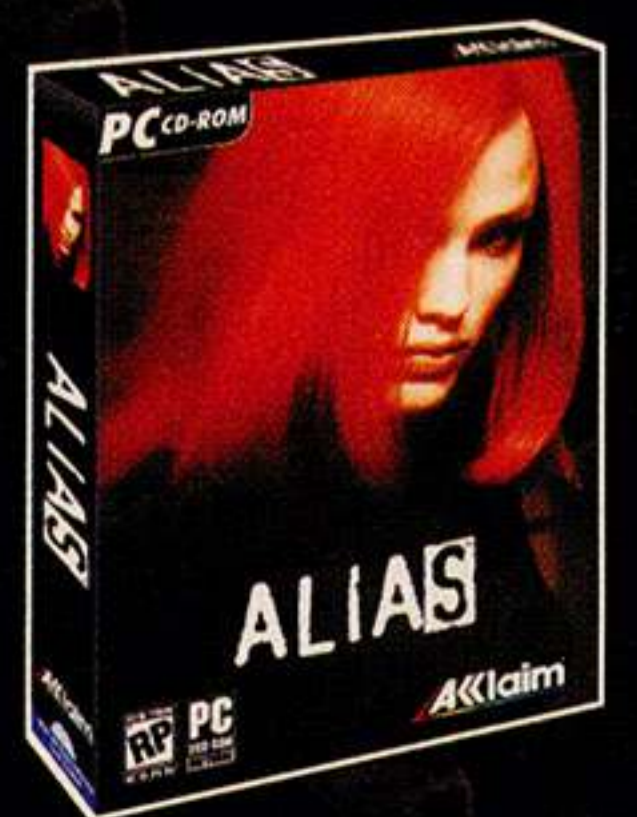
Multi-opponent, hand-to-hand action

BASED ON AN ORIGINAL STORY FROM THE CREATORS OF THE SMASH HIT TV SERIES»



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# STEALTH BOMBSHELL



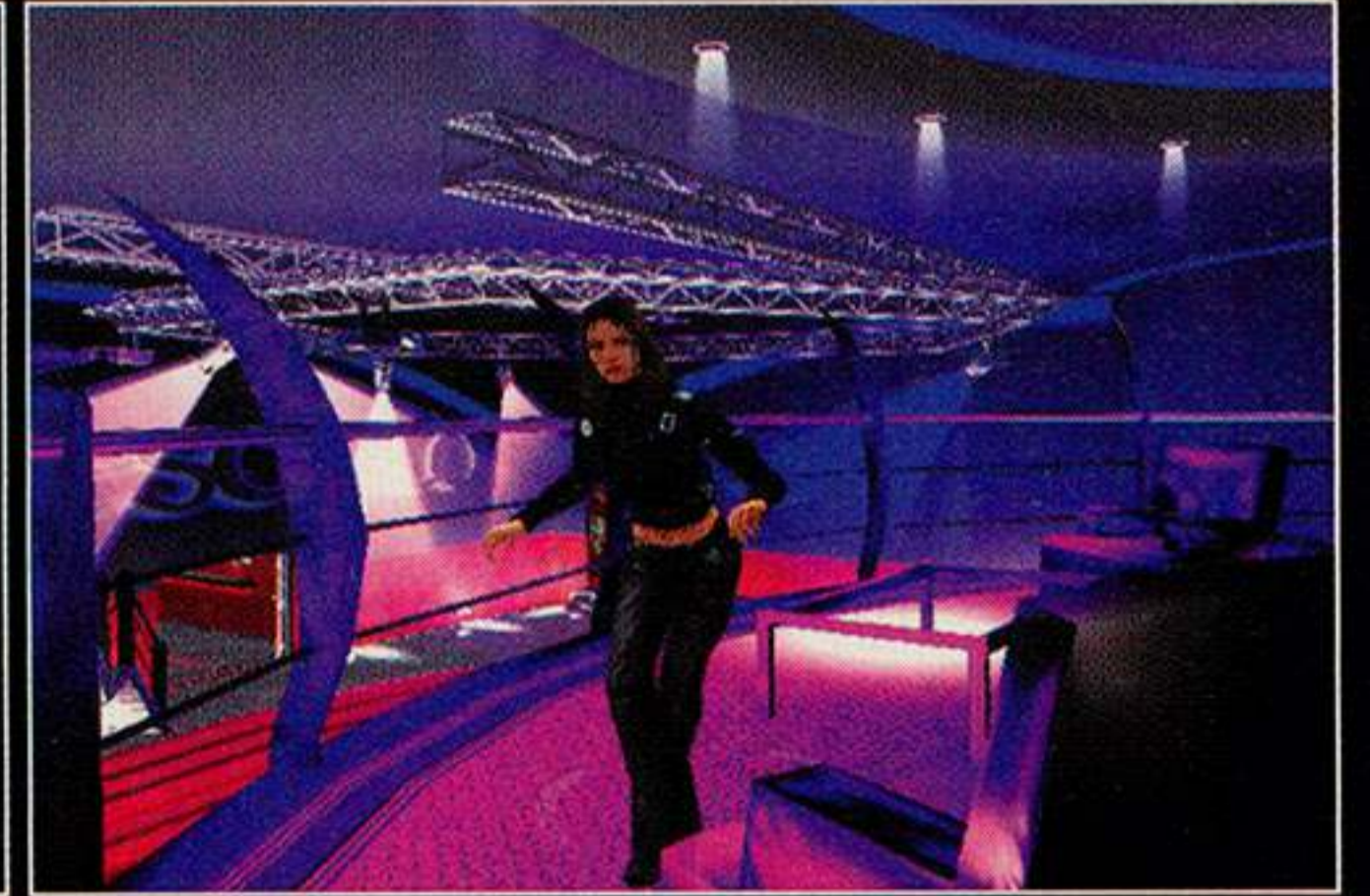
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PlayStation 2



# A PC in Every Living Room

Digital Interactive Systems Corporation's DISCover console, covered in this issue's Cutting Edge, marks a new development in the search for a single machine that can do it all. We've seen this sort of thing before: The 3DO was originally meant to be an entertainment system in and of itself, playing movies as well as games, and rumors of an Xbox offshoot that acts as a more well-rounded entertainment system have flown about since the announcement of the Xbox in the first place. Even the PlayStation 2, the first game machine to play DVD movies, is made to look more like an entertainment component than a video-game machine.

The DISCover is the first of these machines to exist solely for the purpose of bringing a console-like play experience to PC gaming, which is an admirable quality. The idea of taking Half-Life 2 and just popping it into the machine without installing and configuring before you can play is appealing to some people who feel that complexity and effort are the main barriers to the entry into PC gaming. On the other hand, some folks find those things to be what makes PC gaming unique, challenging, and fun. They aren't likely to get into DISCover or any similar technology.

What does DISCover mean to PC gaming? Probably not a whole lot.

The machines will be expensive, at least in the beginning, though even the cheapest version will be more powerful than the Xbox. Despite the emphasis on ease of use, the machine still requires Internet connections and patching procedures that might be complex to the same people who would buy DISCover to avoid the complexity of playing PC games. And PC gamers, always a hardcore group, won't jive with the fact that the machines aren't necessarily upgradable—while the Alienware version of the machine will definitely be higher-end (and comparable in price to a high-to-mid-range PC), it won't likely be as easily upgraded as the PCs you're used to using.

That said, a console that plays PC games can't be a bad thing. A lot of people play games on the Xbox because they can play them in the living room and on a television that's much larger than the average PC monitor, and the DISCover would enable them to keep up with the PC games they love without having to lug a PC from room to room. The technology driving DISCover is a slick bit of work, and for some of you it might be just the thing to bring your console and PC gaming lives together.

—D-Pad Destroyer

## Counter-Strike: Condition Zero

**PC** After a long two-year wait, countless map additions, and hours of potty-mouth orations, the second coming of Counter-Strike finally arrives. Don't recock that gun too fast, though—Condition Zero doesn't necessarily make your shot any better than it was before.

### Zero Degrees of Separation

The phrase "if it ain't broke, don't fix it" is precisely how Condition Zero will feel to Counter-Strike fans. And that's a bad thing when you're paying full price for a game that doesn't have anything really new. The gameplay is literally the exact same thing. And that's just it—after two years, Counter-Strikers expected that a sequel would offer new weaponry and equipment, and, above all, an engaging single-player game. But what has been



**PRO TIP:** This old uniform trick still works. These two skins look alike. Use one and an enemy may mistake you as a friend, giving you a split-second advantage.

packaged is simply a rehash of the old game, including the same objectives, the same guns, and some new maps thrown in for good measure. Sure, now counterterrorists can also use the new shield as a defensive weapon, plus the interface is much more streamlined, but you're still playing the original Half-Life mod.

The single-player game is a joke, too. Instead of following a story, you're made to complete a number of asinine challenges like eliminating a certain amount of enemies with a specific weapon before you can move to the next map—the same map that you can just play online. Your computer-controlled team bots aren't very intuitive, either.

They'll wait for you to defuse a bomb even though they're sitting right next to it and you're on the other side of the level, or won't effectively help cover the hostages as you escort them back to safety. Simply put, playing alone is just a way to hone your skills for online play.

### Bite the Bullet

The most striking feature in Condition Zero is its sharp visual presentation. To its credit, the game does look pretty, and the new maps are well designed for nicely balanced battles. There are new skins that both terrorists and counterterrorists can choose, too. But a boost in graphics isn't a good enough reason to rejoice.

What was supposed to be a revelation, a next generation of sorts, has become instead a disappointing follow-up to a beloved game. Condition Zero is much more an expansion pack than a full-on sequel. It's too bad Valve made us wait so long for something that could've easily been released a long time ago.

—Four-Eyed Dragon



**PRO TIP:** Because the Schmidt Scout is less powerful than the Magnum Sniper Rifle, aim your crosshairs on the head, not the body, for a certain one-shot-one-kill point.



**PRO TIP:** In the single-player game, kill yourself if you can't make it to the ticking bomb in time. Once you're dead, a team member will finish the job.



The new shield's cool. The upgraded graphics are sweet. But did we have to wait this long for what's offered in the sequel?

**M** ■ Developed by Valve  
 ■ Published by Vivendi Universal Games  
 ■ \$39.99 ■ Available March  
 ■ First-person shooter  
 ■ 1 player; 16 online/LAN

<b>PC</b>	GRAPHICS	4.5	<b>FUN FACTOR</b> <b>3.0</b>
	SOUND	4.0	
	CONTROL	5.0	

#### Recommended System Specifications

■ Windows 98/ME/2000/XP ■ Pentium III 1 GHz  
 ■ 256 MB RAM ■ 2.0 GB on HD  
 ■ 64 MB DirectX 9.0b video card

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# Far Cry

**PC** Sometimes it's hard to believe that someone's putting out an FPS other than Doom 3 or Half-Life 2 this year, but developer Crytek's Far Cry ought to turn heads even when standing next to those hype-inflated giants.

## A Three-Hour Tour

The biggest thing Far Cry has going for it is its engine, which draws massive outdoor areas that go on for miles. Whereas Doom 3 looks like it will occur in closed, dark corridors, Far Cry puts you on a tropical island filled with sun, surf, and hardened mercenaries. In the preview version, we could stand on top of a hill and, with binoculars, see for miles around without much fogging or frame-rate problems. The sense of scope alone was impressive, even without the lighting, shadows, crisp colors, and nice water effects.



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With such a vast arena to play with, Far Cry's missions are as wide open as the island. Instead of leading you down twisting corridors, the game gives you terrain to cross as you wish. Most situations have multiple tactical options thanks to the detail in the environment.

## Club Dead

Far Cry won't be just another pretty face, though; it will be smart as well. Enemies don't just respawn at random but rather they call for reinforcements, which arrive via helicopter from elsewhere on the island. They adjust to your tactics as well, so if you're being stealthy, the game will play out in a different way than if you went in like Arnold in *Predator*.

The preview version played very well except for some minor gripes with the A.I. and the frequent pauses when the game autosaves. But when you're actually standing on the



island with the sun filtering through the trees and bullets whizzing by, the early build is really impressive. Even with the other genre giants coming out in 2004, Ubisoft's violent vacation ought to carve out a niche for itself.—*D-Pad Destroyer*

- Hands-On ■ Developed by Crytek
- Published by Ubisoft
- Target release date: March





# Ground Control II: Operation Exodus

**PC** If you find all the base-building and resource-gathering in most RTS games to be a major drag, you might want to take a peek at this real-time tactics game from Vivendi Universal Games—it skips all the prep-work and just drops you right in the action. Ground Control II: Operation Exodus finds the rebellious Northern Star Alliance fighting a long-standing war against the tyrannical Terran Empire, just as a serpentine alien race known as the Virons drops by to shake things up, complete with units and vehicles that can merge together, form cocoons, and evolve into more powerful tools of destruction. The game



mechanics involve claiming landing zones and flying drop ships down to the surface, advancing on your enemy's territory, and laying ambushes in your own. For those who can't dedicate too much time to multiplayer, there's a drop-in-anytime mode that lets you play for as much time as you've got.—*Star Dingo*

- First Look ■ Developed by Massive Entertainment
- Published by Vivendi Universal Games
- Target release date: Spring 2004



# Spellforce

**PC** Developers have been trying to mix RTS gameplay with RPG elements for years. Spellforce, from developer Phenomic, claims to be the first to really get it right.

While the RTS elements in Spellforce are nothing new, the way Phenomic has expanded on the genre's RPG features ought to turn a few heads. In the beginning of the game, you create an avatar. You can be a mage, heavy warrior, light warrior, priest, or whatever you can work out with the stats. Then you go around killing stuff, finding items, and leveling up, just like you would in an RPG.

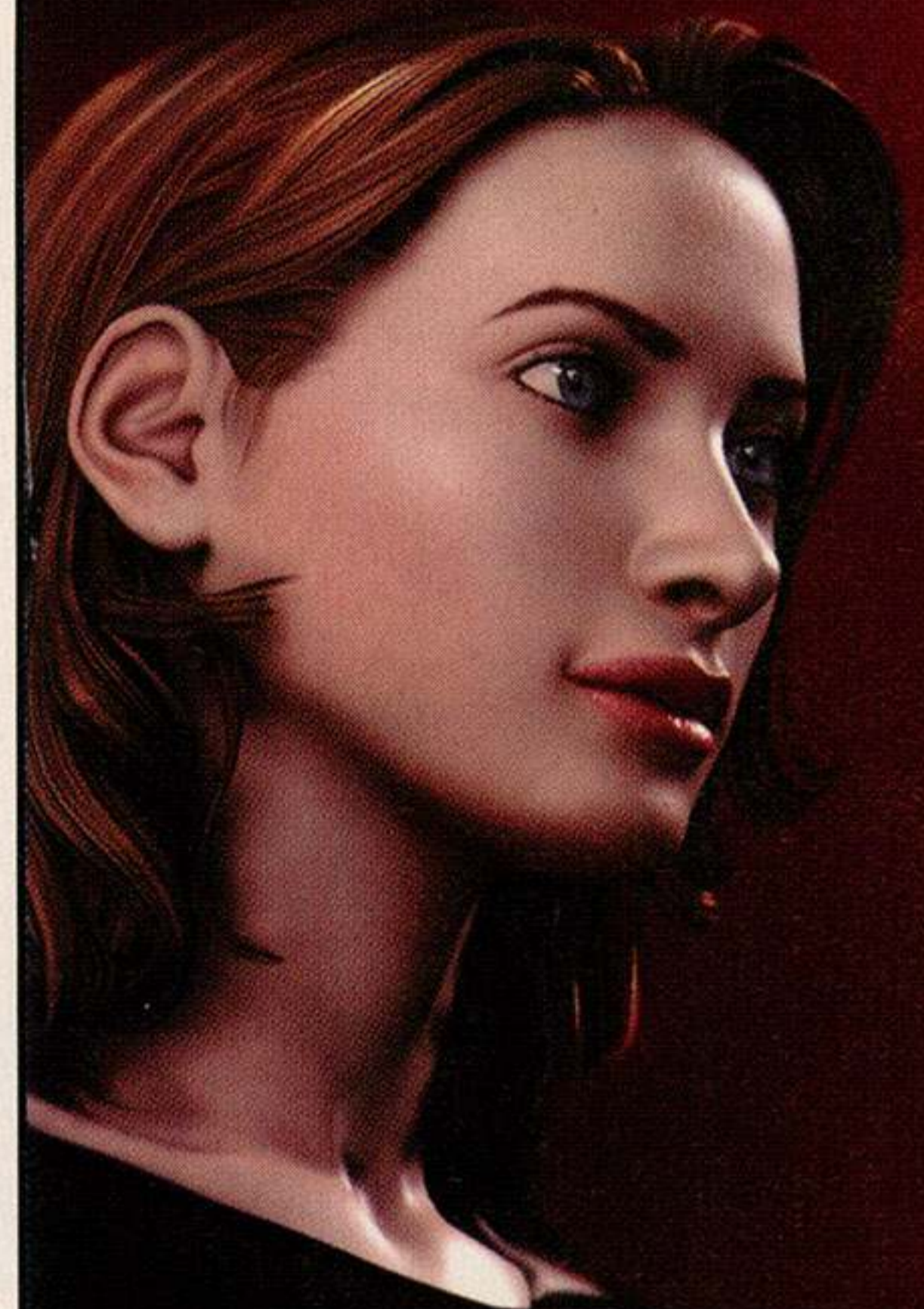
Toss in the base-building and resource-gathering bits, and you have an interesting mixture of RPG and RTS that comes closer to a real fusion of the two than we've seen in recent memory. If the game can stick to this tightrope act, it could serve as an example to the next generation of RTS games.

—*Dunjin Master*

- Hands-On ■ Developed by Phenomic ■ Published by JoWood
- Target release date: February



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# Battlefield Vietnam



**PC** After two expansion packs, Battlefield 1942 will finally see a true sequel in March. The core gameplay in a recent build of Battlefield Vietnam remained largely the same, but a large number of upgrades and improvements should take the experience to the next level.

Vehicles once again play a vital role, though more emphasis has been placed on moving by foot. Much of the jungle terrain is rough and impassible, keeping vehicles restricted to the main paths. Air support in the form of Huey choppers and F4 Phantoms help the Americans penetrate the NVA front lines, while the MiG 21 enables the NVA to mount a defense.

Team play has been emphasized in an attempt to encourage players to work together instead of lone-wolfing it. The most noticeable change is the new capture time bonus—the more people you have surrounding a flag, the quicker your team can secure it.



A brand-new rendering engine accurately re-creates the dense jungles of Vietnam, where heavy foliage and underbrush provide many opportunities for sniping and sneak attacks, especially if your soldier goes prone. One of the new audio features lets you turn on a radio whenever you enter a vehicle, making it possible to herald your entrance much like the famed chopper attack sequence in *Apocalypse Now*.—Syriel



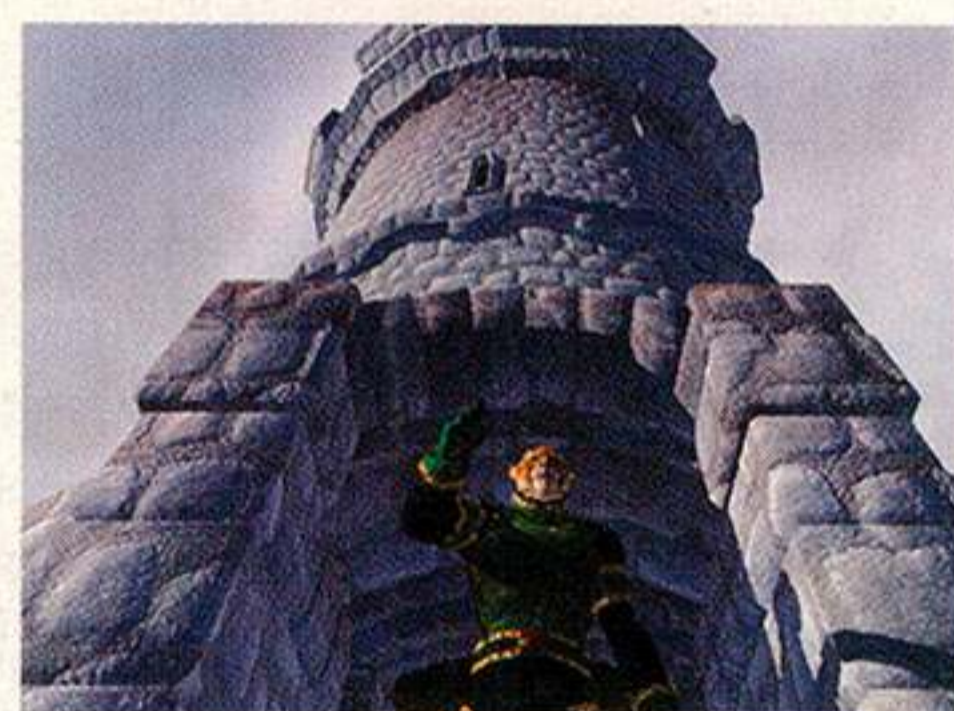
■ Hands-On ■ Developed by DICE ■ Published by EA Games ■ Target release date: March



# EverQuest II

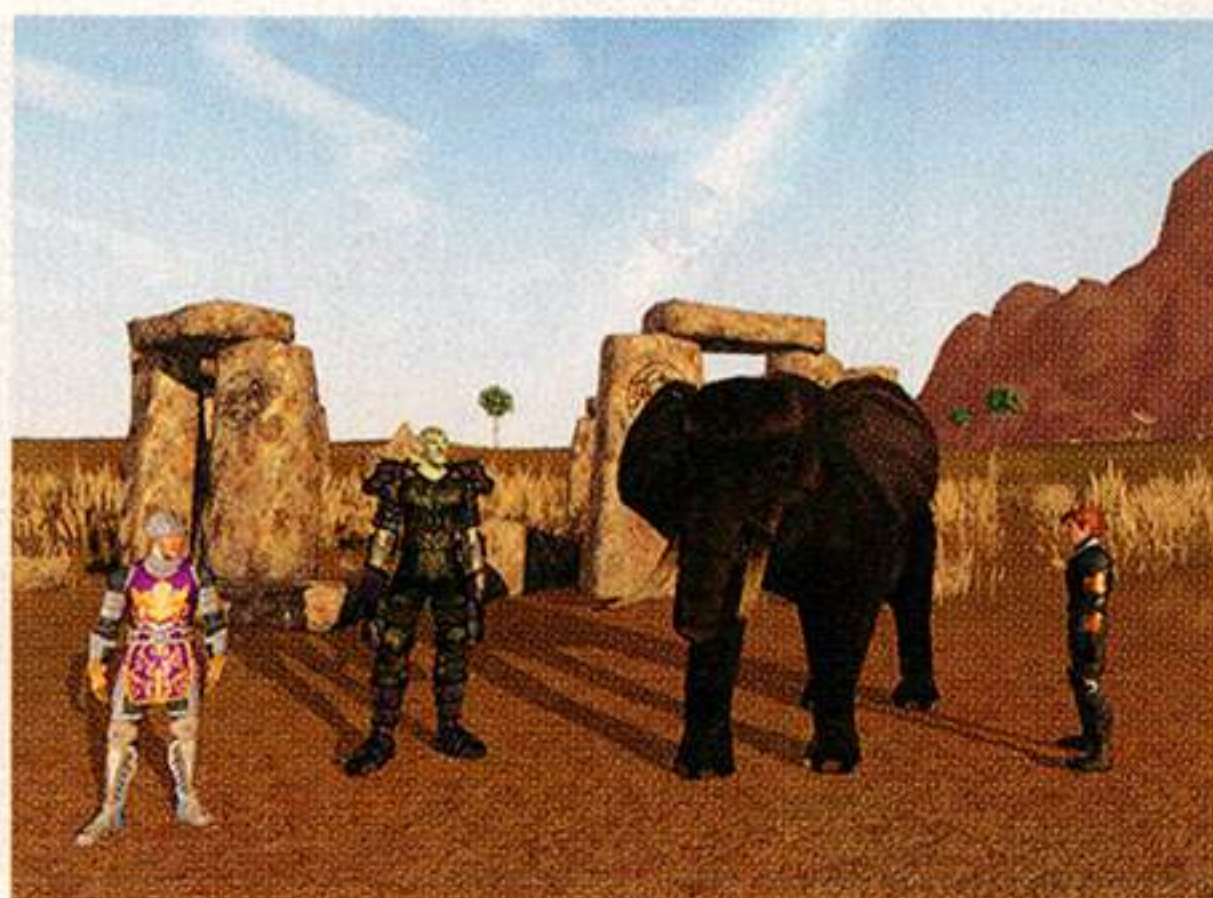
**PC** For almost a year now, there hasn't been much of substance to say about EverQuest II, other than the fact that it was one of the coolest games at E3. That was before Sony Online released the full class tree for the sequel to the big papa of the current MMORPG crop and gave a glimpse into how the game will play.

Players will start out as Commoners and will play as simple folk until Level 5. At that point, you'll be given a choice to become a Fighter, Mage, Priest, Scout, or Artisan. At Level 15, you'll have another choice within each category. Fighters can choose among Warrior, Crusader, or Brawler, for example. Then, at Level 30, you can further specialize into what appear to be good and evil versions of each (Paladin vs. Shadow Knight, Ranger vs. Assassin).



Counting all the base classes, EverQuest II will feature 47 classes, more than any other class-based MMORPG on the market. Some look like new versions of old favorites (Warrior, Monk), while others look like original EverQuest classes split in half (Enchanters become Illusionists or mind-controlling Coercers). Of course, the Artisan class tree is specifically noncombat and exists for those who want less hack-n-slash and more social interaction.—Dunjin Master

■ Update ■ Developed and published by Sony Online Entertainment ■ Target release date: First Quarter 2004



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# The Connectivity Chronicles

If you've checked out this month's Role-Player's Realm section, you probably noticed the review of Square Enix's *Final Fantasy Crystal Chronicles*—a bizarre, beautiful little multiplayer-oriented offshoot of the ubiquitous RPG series that comes with a pretty hefty price tag. To unlock the game's full potential (i.e. the four-player co-op mode), you absolutely *must* have four Game Boy Advances and four GameCube link cables—one of each for every player who wants to play. This is not an option, it's a necessity—meaning if you total up the cost of hardware, cables, and the game, *Crystal Chronicles* is probably the most expensive four-player video-gaming entertainment experience ever released (a little over \$480, if you're starting from zero). It's something to seriously ponder before taking the *Crystal Chronicles* plunge, even if you're the most diehard *Final Fantasy* fan.



Only the most diehard GameCube fans have the four link cables and four Game Boy Advances required to play *Final Fantasy Crystal Chronicles*.

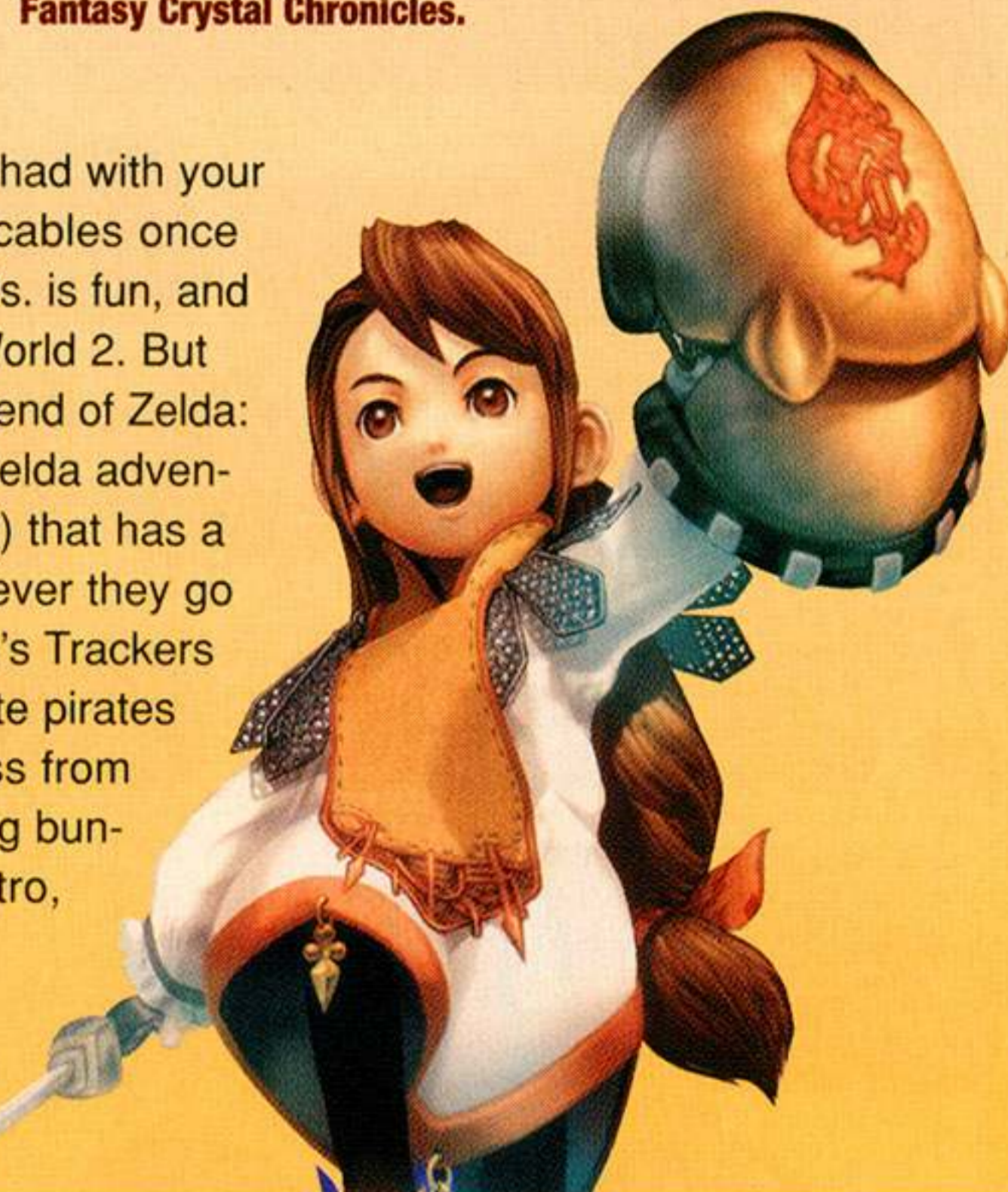


The Legend of Zelda: The Four Swords



The Legend of Zelda: Tetra's Trackers

But what further multiplayer mayhem could be had with your three extra GBAs and mass of GameCube link cables once you're sick of *Crystal Chronicles*? Well, *Pac-Man Vs.* is fun, and it's only \$20 if you buy it bundled with *Pac-Man World 2*. But beyond that...well, the future is uncertain. *The Legend of Zelda: The Four Swords* looks promising: a four-player *Zelda* adventure (based on the SNES game *A Link to the Past*) that has a bunch of Links going in and out of the GBA whenever they go into caves or temples. *The Legend of Zelda: Tetra's Trackers* is similar with four Links racing each other to locate pirates based on clues doled out by that sassy pirate lass from *The Wind Waker*. In Japan, these games are being bundled together (with GameCube bonuses) in a retro, *Zelda*-themed connectivity package. It should be available in Japan as you read this; there's no word yet on a U.S. release, however.—*Star Dingo*



## Sonic Battle

That Dr. Eggman is at it again with more plots to overthrow the world. Meanwhile, Sonic is wasting away a boring afternoon at the beach and finds a top-secret super robot that can learn its enemy's moves. Is it the perfect weapon to foil Dr. Eggman or a ticking timebomb that will destroy the world?

### Hot, Buttered Battle Action

Of course, if you don't want all that plot getting in the way of your good time, you and three friends can choose from eight well-known franchise characters (or select your customized robot from Story mode) and duke it out over link cables in true *Smash Bros.* style. The characters' unique fighting techniques enhance the enjoyable fast-paced action in *Sonic Battle*'s pseudo-3D arenas. While it's definitely one of the best implementations of the z-axis yet to appear on the GBA, the camera doesn't always rotate when it should. A big part of strategy unintentionally becomes staying out of blind spots.

### Give Them a Boot to the Head!

The game's strongest point is its graphics, which look great on the GBA and scale up beautifully when played through the Game Boy Player for the GameCube. Music and sound effects are whimsical and provide appropriate accompaniment to the action. The controls are intuitive and well executed, except for the blocking command. It's annoyingly difficult to time blocks correctly, but as Mel (the cook on *Alice*) says, "The best defense is a good offense."



**PROTIP:** Taking the high ground can be a huge strategic advantage, unless you're dealing with Rouge or Tails.

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**PROTIP:** Use ranged weapons to attack slow, powerful enemies safely.



**PROTIP:** Score easy points by letting someone else do the bulk of the work for you, then swoop in and finish off the weakened enemy yourself.

The biggest problem with *Sonic Battle* is the poor game design in Story mode. Earning Skill Points, and thereby new abilities for Emerl the Robot, is a grueling ordeal. Most battles reward Emerl with a single Skill Point. All the cool abilities cost upwards of 20 Skill Points, leading to a detrimental imbalance in the effort/reward system. A good game will make players work for their upgrades, but *Sonic Battle* asks too much. Still, the game can be enjoyed in multiplayer mode with the eight preexisting characters until you put in the long hours to build up Emerl.—*DJ Dinobot*

■ Developed by Sonic Team ■ Published by THQ ■ \$29.99  
■ Available now ■ Action ■ 4 players

GRAPHICS	4.0	FUN FACTOR
	3.5	
	3.0	

# Metroid: Zero Mission

Think you remember the original Metroid? Think again.



Calling Metroid: Zero Mission a “remake” of the original NES Metroid would be technically accurate, but you’d be missing the point. It’s a total upheaval: a surprising modern reinvention based on old 8-bit blueprints and what Retro Studios did with the Metroid saga on the GameCube. It’s awesome, even if you’re not old enough to know what an 8-bit system is.

## Metroid Reloaded

Metroid: Zero Mission retells the story of Samus Aran’s first visit to the planet Zebes as well as her first encounter with the life-sucking Jell-O molds called Metroids and the jarred evil known as Mother Brain. If you’ve played the original game, you’ll recognize areas, tile sets, names of bosses, and secrets in ceilings, but Nintendo has gone back and seamlessly inserted entire sequences and areas based on the Chozo lore and Space Pirate story arc from Metroid Prime on the GameCube, adding depth and substance to the adventure, and making connections where none really were before—sort of a *Star Wars Special Edition*—ing of the series but done right. Stick around after the old “escape from Tourian” climax for a huge surprise—you won’t be disappointed.

All of the usual classic Metroid gameplay is here: lots of secret areas to find (and lots of backtracking) with a control scheme and feel that still have yet to be accurately cloned. Some tweaks have been made, all to a greater effect: weapons, functions, and abilities from Super Metroid (Samus’s dash move, auto-map, and power bombs) and Metroid Fusion (the ability to grab onto ledges) have been grafted into the gameplay. Plus, techniques like “bombing yourself up” to get over walls seems a lot easier to do rather than being a difficult-to-exploit side effect. Some moves are inevitably awkward—angling your shots while equipping your missiles (holding both shoulder buttons while pushing Down and pressing the B button) nearly requires a contortionist—but the designers have otherwise made fine use of the GBA’s layout.

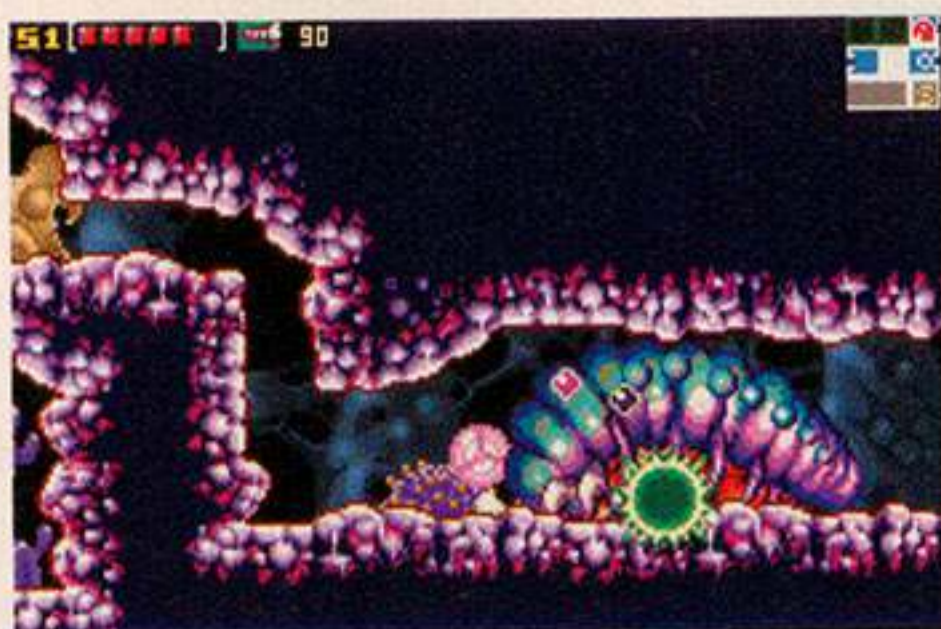
## Metroid Revolutions

The presentation is A-list. The graphics are virtually identical to those in the already-excellent Metroid Fusion, capturing the weird, creepy feel of an utterly alien world without compromising color. The sound is classic, too, and Metroid’s unforgettable tunes play far more frequently than in Metroid Fusion.

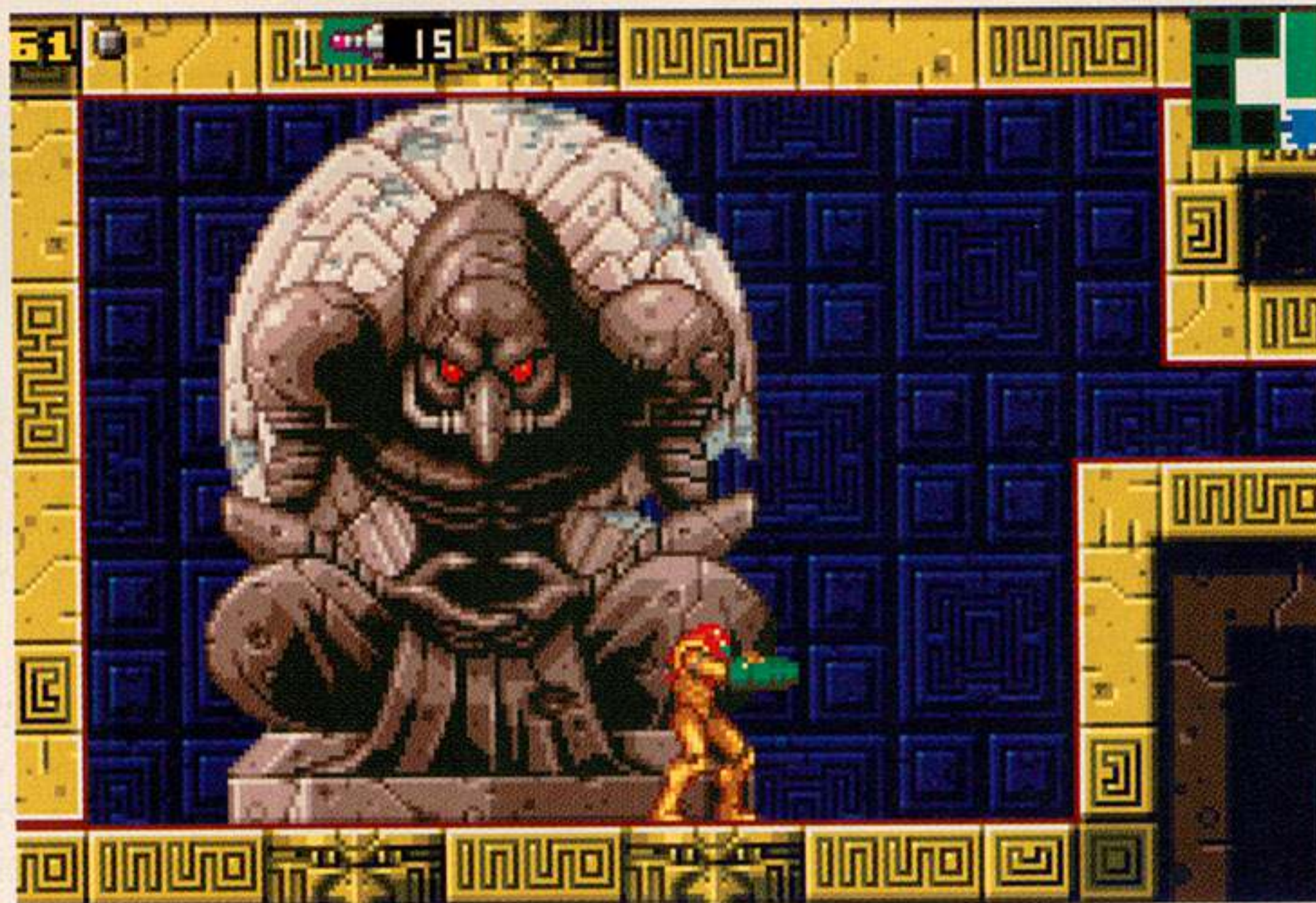
But most importantly, it’s compelling and fun—a carefully crafted example of what cleverly placed enemies, intelligently placed floating blocks, and a whole mess of secrets can get you. The only real downside is that, despite its size, the game can be blown through pretty quickly. All the new moves and equipment (not to mention a generous helping of save points) make the game feel less challenging than its more open-ended, unforgiving ancestor.

## The Ballad of Samus Aran

Metroid is a classic, but nostalgia doesn’t make great games...knowing what to do with it does. Rarely does a game (much less a GBA one) keep the player so constantly surprised. Bring on more, more, more.—*Star Dingo*



**PROTIP:** Push back this shelled grub in Norfair with your Charge Beam and then plant a bomb in its path when it charges.



Metroid: Zero Mission brings the Chozo from Metroid Prime into the original NES story. It all makes sense now!



**PROTIP:** Destroy the burrowing “ceiling worm” before it runs away, and you’ll get the Charge Beam. Shoot missiles up at its eye when it’s open.



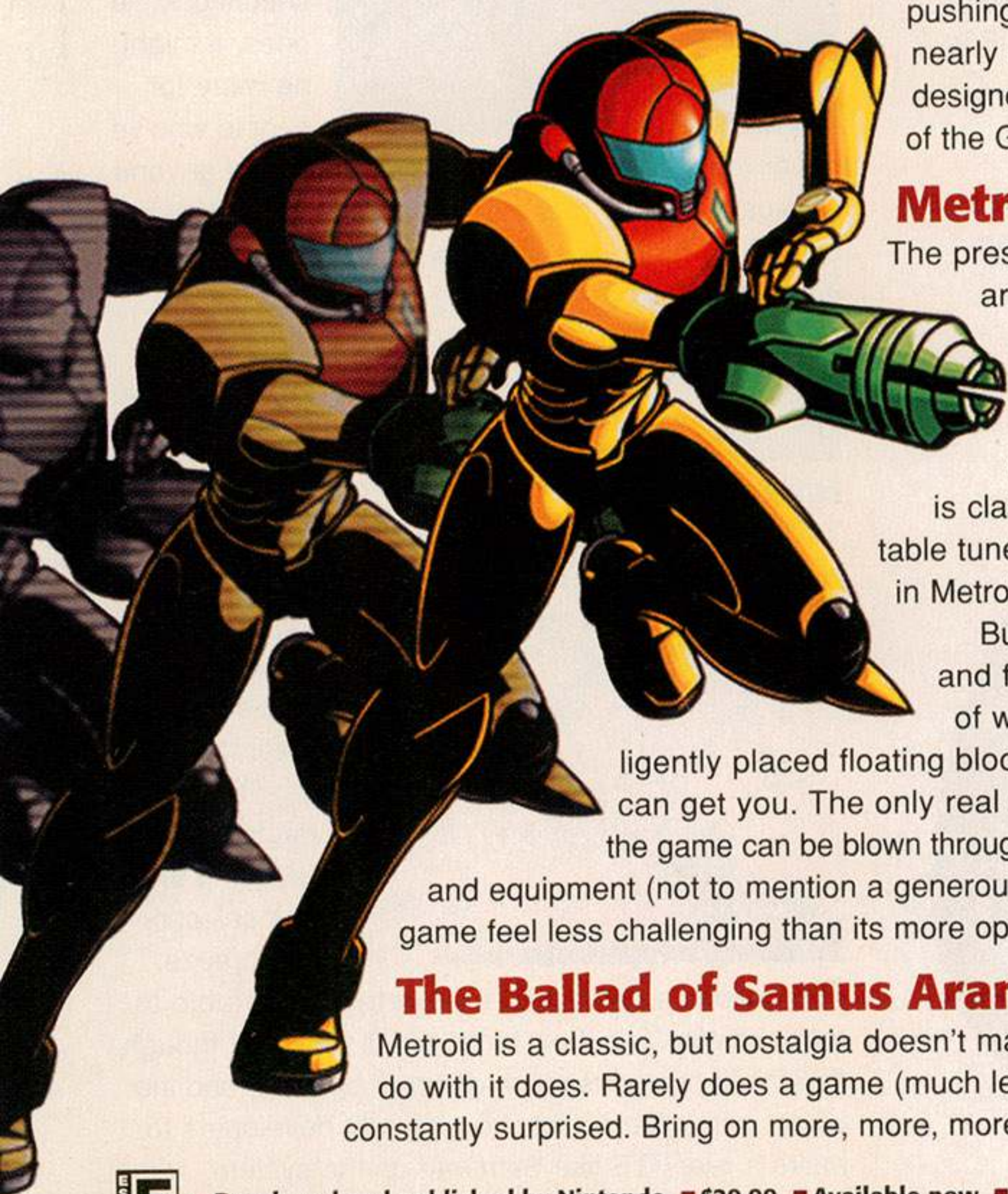
**PROTIP:** If you freeze enemies with the Ice Beam, you can use them as platforms. No, really, we swear, no joke!



It’s a remake of the NES version, but these bosses are from the SNES version...what the hell is going on?!



**PROTIP:** There’s an energy tank hidden in the ceiling early on in Brinstar, but you can’t get it until the Skrees “evolve” later in the game.



**E** ■ Developed and published by Nintendo ■ \$29.99 ■ Available now ■ Action/adventure ■ 1 player

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	GRAPHICS	5.0	FUN FACTOR <b>5.0</b>
	SOUND	4.5	
	CONTROL	4.5	

# Mobile Forces

## Tapwave Zodiac

Rating: 4.0

If the N-Gage was intended to be the gamer's answer to the cell phone, then Tapwave's Zodiac is supposed to be the gamer's answer to the PDA—a handheld "game console" that also doubles as a Palm OS-based personal assistant to write notes, organize your schedule, sync with your computer, and hold all sorts of practical little life-assisting programs.

### The Signs Are Favorable

The design of the Zodiac is striking and definitely crafted with gamers firmly in mind: The screen is huge (3.8 inches vs. the GBA's 2.9 inches), hi-res (480 x 320 vs. 240 x 160 on the GBA), brightly backlit, and absolutely beautiful. A small, very solid analog thumbstick is built into the left side and doubles as a button if you click down on it. Four game buttons arranged in a plus shape sit alone on the right side, and two shoulder buttons are at the top. It's Bluetooth enabled for eight-player wireless gaming...heck, the device even vibrates.

The sound quality is good through the small stereo speakers built into the unit and really great through the standard headphone jack hidden sleekly on the bottom left. The games are powered by a 3D chip that can pump out textured polygons about on par with early PlayStation games—in other words, far better than the N-Gage or GBA. While the technology is impressive, the games made for it so far (see sidebar, "First Games of the Zodiac") are not (though versions of Tony Hawk, Duke Nukem, Tomb Raider: The Angel of Darkness, and Neverwinter Nights are all coming "soon").

### Getting Organ-iz-ized

As a Palm-based PDA, the Zodiac has all the usual extremely handy functions for which you'd buy one of these things, such as a calendar, a memo, and a To Do list; what's more, it doesn't sacrifice PDA functionality in favor of the gamer angle. A single onscreen button lets you flip the screen vertically if the widescreen format isn't to your liking, and while there's no permanent Graffiti handwriting-recognition area, a software window slides in and out of the screen as you need it. The Zodiac also incorporates a slick, customizable radial quick-menu that's operated by the analog thumbstick if you don't want to pull out the stylus.

The Zodiac also functions as a photo viewer and has a super-smooth video/media player as well as an MP3 player with two drawbacks: You can't multitask (play a game, check your calendar, etc.) while listening to music, and the RAM alone can't hold much music. It's recommended you buy SD cards for storing MP3s. They range in price from about \$40 for 64 MB (that's about 21 three-minute songs) to \$100 for 256 MB, which holds about 85 MP3s. That's a good chunk of extra change, especially for a device that costs so much.

### Your Horoscope

For all its sleekness, the Zodiac is still just a bundle of awesome potential energy. It's definitely designed for playing games...but it's just too bad there really aren't many good ones to play right now. Even if they never come, a good PDA is better than a doorstop.

—Star Dingo

- Manufactured by Tapwave ■ \$299 (32 MB version); \$399 (128 MB version)
- Available now only at tapwave.com



## First Games Of the Zodiac

### Stuntcar Extreme

Fun Factor: 3.0

This original racing game (included when you buy the Zodiac) is extremely generic—you drive around tracks trying to come in first while collecting icons



and performing simple "stunts" for points—and surprisingly challenging, but it's actually kinda fun. The cars handle

well with the analog thumbstick, and the 3D engine moves at a nice pace and even has nifty blurring effects when you hit your Nitro boost, but there are some clipping polygons in the background.

- Developed by Vasara Games ■ \$29.99 ■ Available now only at tapwave.com ■ Driving ■ 1 player

### Spy Hunter

Fun Factor: 2.0

Technically, it's kind of impressive—the 3D engine runs along at about the pace of a first-generation PlayStation game—but this port of the ubiquitous Midway driving/boating/shooting game is just plain



boring. You just go down straightaways, shooting black vehicles, not shooting white ones. It might be okay for people who've

never touched a handheld game before, but anyone who calls himself a gamer will be bored in minutes or quickly hunt for a downloadable version of the original arcade version.

- Developed by Midway ■ \$29.99 ■ Available now only at tapwave.com ■ Driving ■ 1 player

### Warfare Incorporated

Fun Factor: 3.0

This decent science-fiction real-time strategy game works best as a showcase for the versatility of gaming on a PDA-based system.



The stylus is ideal for playing RTS games, since dragging and unit selection is a breeze.

The graphics and audio are pretty comparable to those of Warcraft II or Command & Conquer, though there isn't nearly as much depth or balance, and the whole game feels a lot like a plea to developers to make a *real* RTS like StarCraft on the system.

- Developed by Spiffcode ■ \$29.99 ■ Available now only at tapwave.com ■ RTS ■ 1 player

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# Fight Night 2004

**FE X** Norman Mailer once wrote: "There are languages of the body. And prizefighting is one of them." Yet the language spoken by what he dubbed the "science of sock" always seemed to get scrambled during translation into game. It wasn't until Empire Interactive's *Victorious Boxers* that a major step in the transmutation of the sport's fine-tuned violence into digital simulacrum was taken with the implementation of an analog control scheme that allowed full upper-body movement and with it a system for delivering counterpunches. With *Knockout Kings 2002*, EA attempted to replicate some of the nuances *Victorious* introduced rather than taking the opportunity to expand on them, resulting in an effort of missed potential that favored incessant rapid-fire button bopping.

## "The King Is Dead"

But now, developer EA Canada is stepping up to the plate, promising to actively progress the genre by reinventing the way boxing games are played. Hence, the end of *Knockout Kings* and the beginning of *Fight Night*. More than a name change, not just a relaunch, it is a reinterpretation of simulated boxing built from scratch—an entirely new game engine built from the ground up for a new philosophy.

The most promising innovation EA is touting is an analog control system not only for body movement and defense but also for punching and blocking. By tapping, pulling, and rotating the analog stick, you will have total control over what type of punch to toss, power and speed of delivery, and point of impact. You can even fake out an opponent by starting a punch with one hand, stopping it midpoint, and executing with the other.

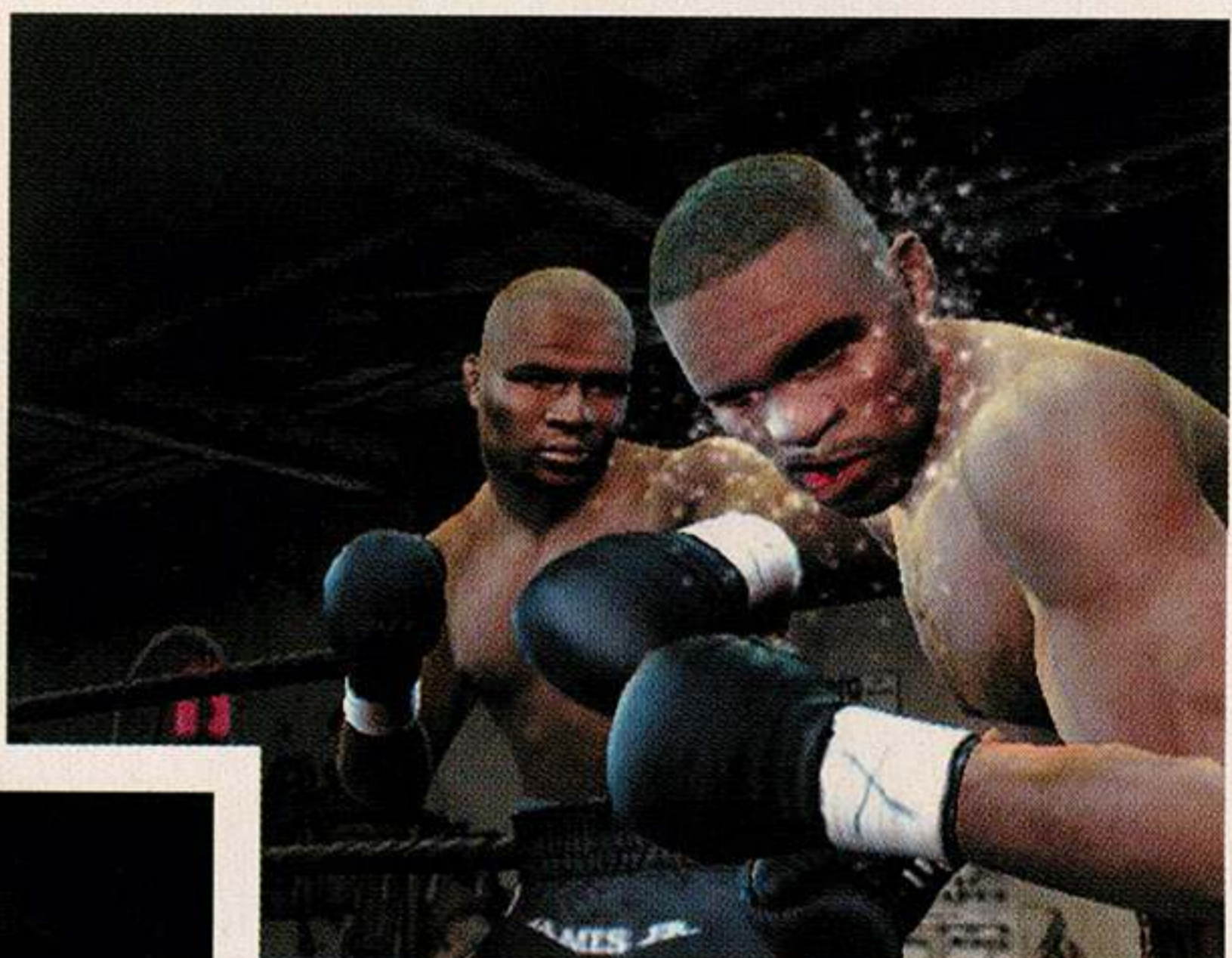
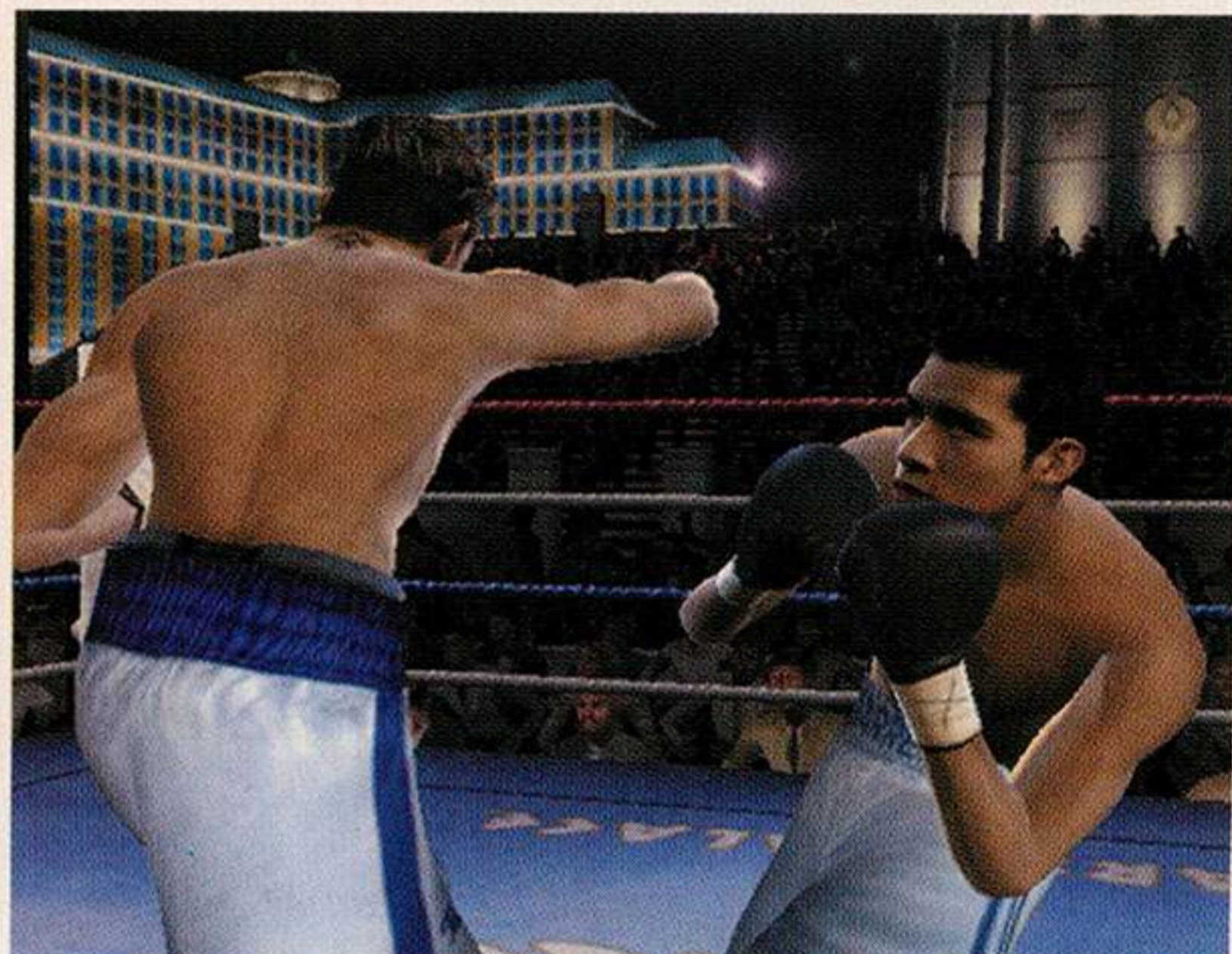
## "All Hail the King"

Combine the punch controls with full 360-degree body rotation that enables you to bob and weave, and you have limitless potential for fakes and counters along with a full range of defensive techniques. In addition, location-specific wounds affect performance, so if your fighter gets a cut over the eye, his visibility and accuracy will suffer. Throw in copious bodily and facial motion captures; real-time bruising, bleeding, and swelling; and a deep physics system enabling millions of unique knockdowns, and you have the most realistic and ambitious boxing experience imaginable.

Boasting 300 boxers; robust career and create-a-boxer modes; licensed sluggers like Muhammad Ali, Sugar Ray Leonard, and Roy Jones Jr.; customizable ring entrances; and online play, *Fight Night 2004* could be what couch-bound pugilists have been waiting for.

—Pong Sifu

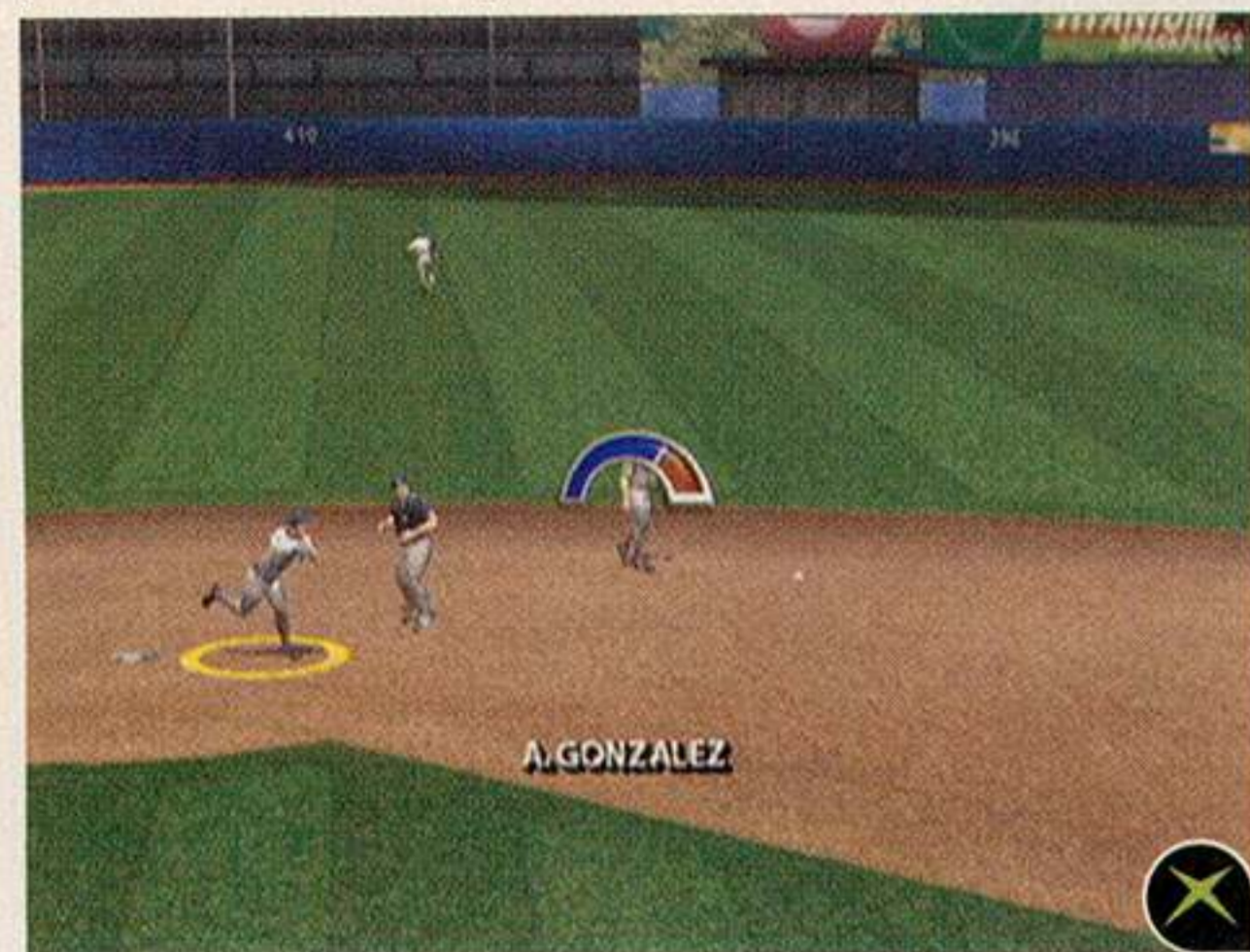
- **First Look** ■ **Developed by EA Canada**
- **Published by EA Sports**
- **Target release date: March**





# MVP Baseball 2004

**PE X** This season, MVP Baseball 2004 seems primed to rocket to championship form—EA Sports must have toiled like fiends to put this much new stuff into the game in one year. The improvements begin where they were needed the most: the controls. Players can now choose when fielders will dive or jump for a ball, and better yet, the throwing meter can be preloaded. As you run to collect the ball, you can start filling the meter for a quick throw, eliminating that brutal



pause that slowed down tight plays.

At the plate, batters can use the left analog stick to pull the ball, pop it up, and more, while base-runners can also use the stick to dive head-first or slide around catchers at the plate. The innovative golf-style pitching meter and picture-in-picture base running also return to the diamond, while new PIP windows show your mistake when your batter takes a strike.

## Winter Work

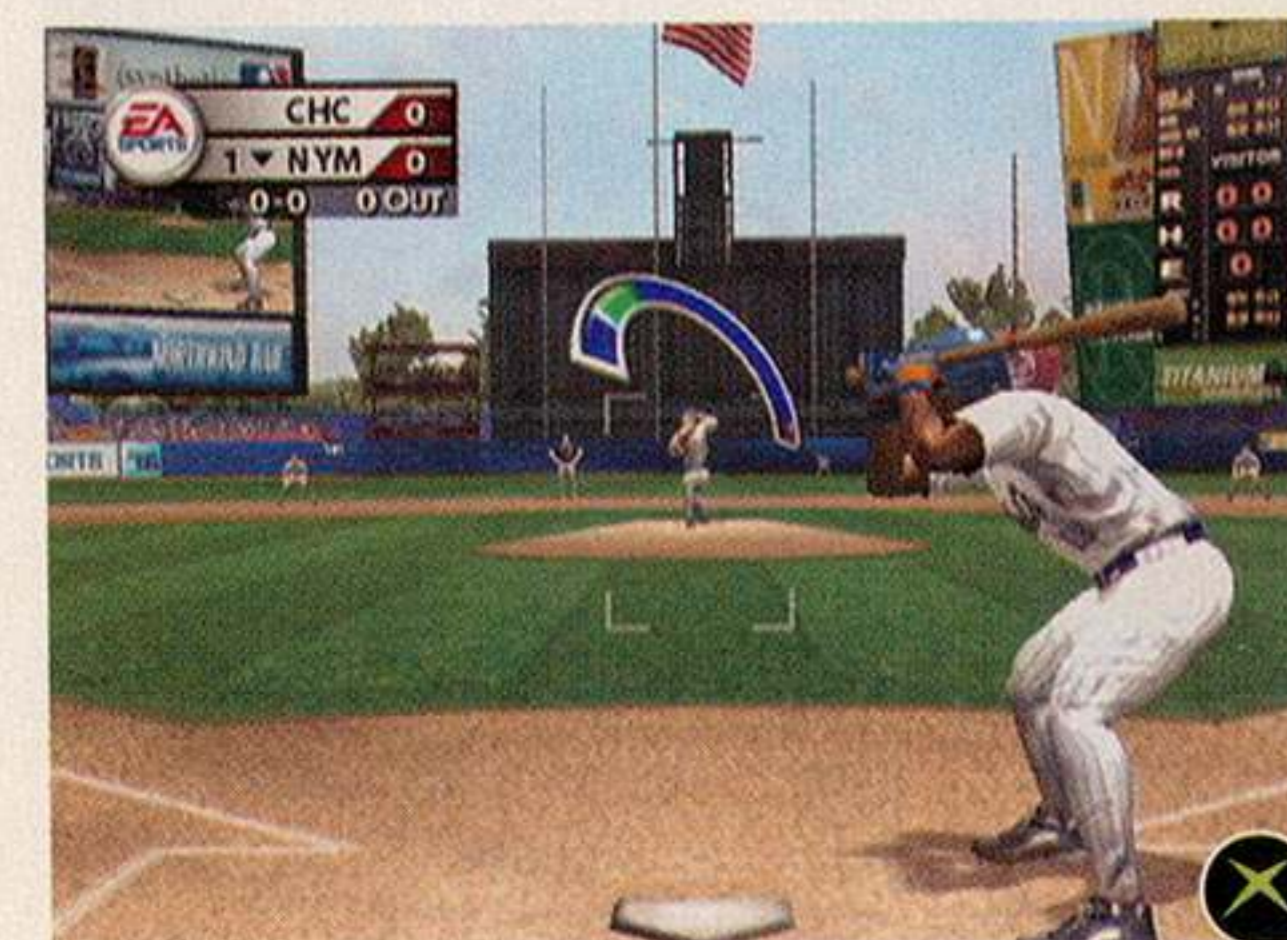
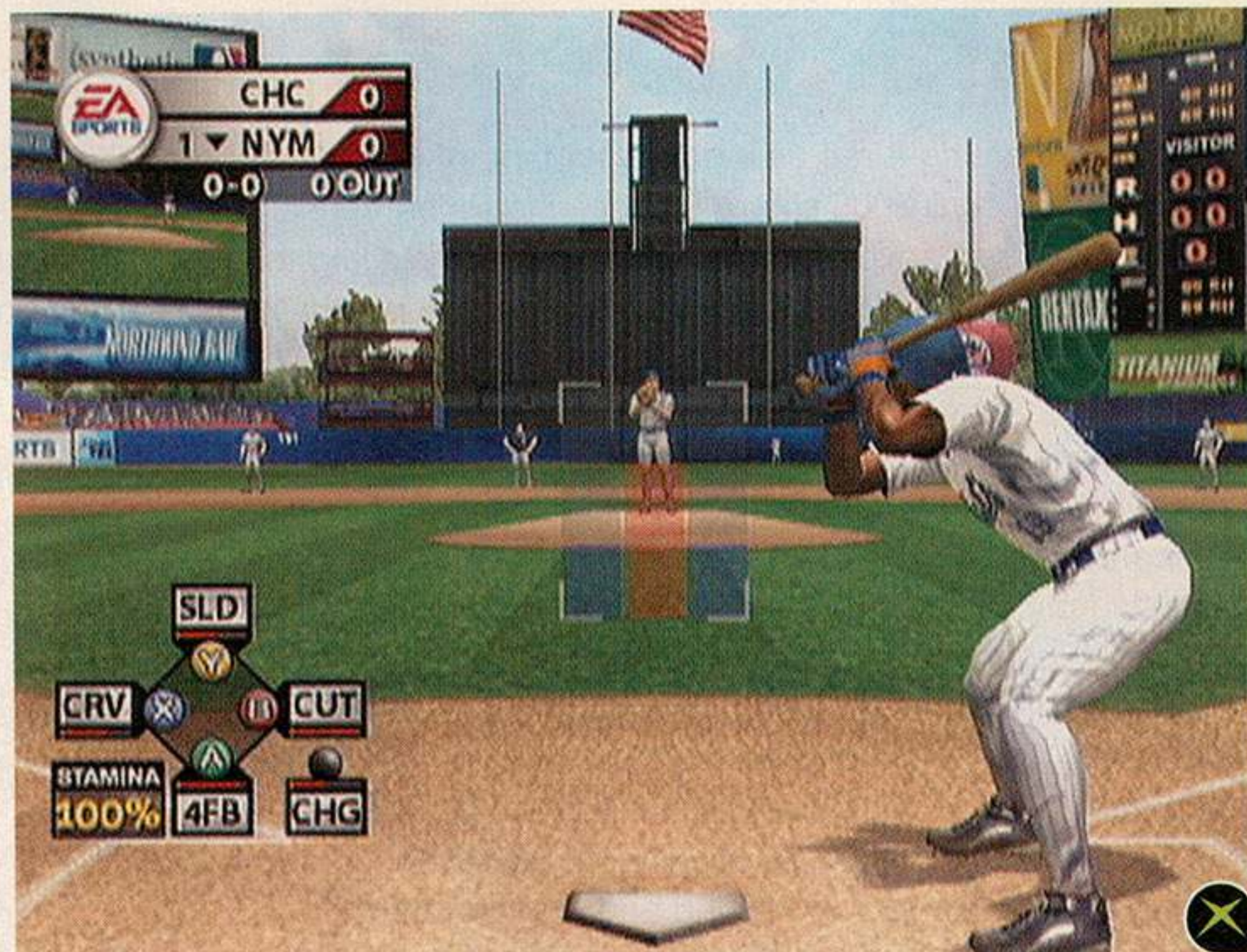
On the features side, MVP adds tremendous depth. The already sharp Dynasty mode is beefing up with the official minor-league licenses—you'll get 30 AAA and 30 AA teams with real players (as long as a player was called up at least once, he's there), and you can promote/demote players as you see fit. Team chemistry will play a big part in those decisions—icons will indicate whether players are satisfied, ready for a trade, or dragging down team morale, and you make the moves to keep your team at peak performance.

Simulating games is getting a lot more fun, too—you can play a few innings, sim a few innings, flip-flopping to your heart's content. And the cool sim-based Manager mode lets you take on that behind-the-scenes role, ordering pitchers to walk stars, batters to bunt, and much more at a fast clip as you make decisions for each at-bat.

## Fall Form

A slew of other features are hitting the field, too: charging the mound, legendary players, warming up pitchers, mound visits, PS2-only online play, PIP views of the bullpens, and a boatload of A.I. tweaks. In hands-on time with a preview version, the game played just great, easily earning the status of leading preseason favorite (it will also be released on the GameCube and PC).—Air Hendrix

- Hands-On ■ Developed by EA Canada
- Published by EA Sports ■ Target release date: March

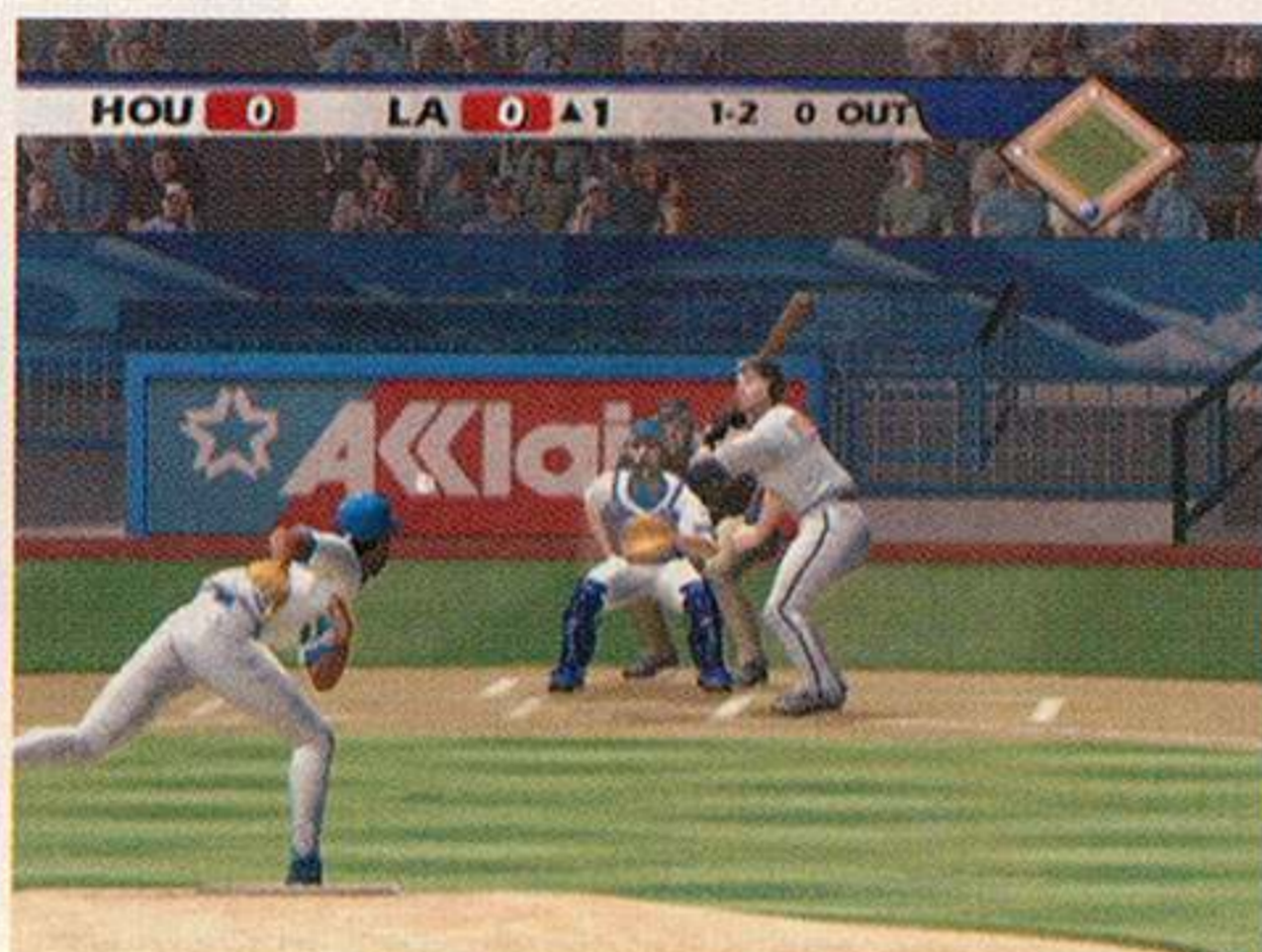
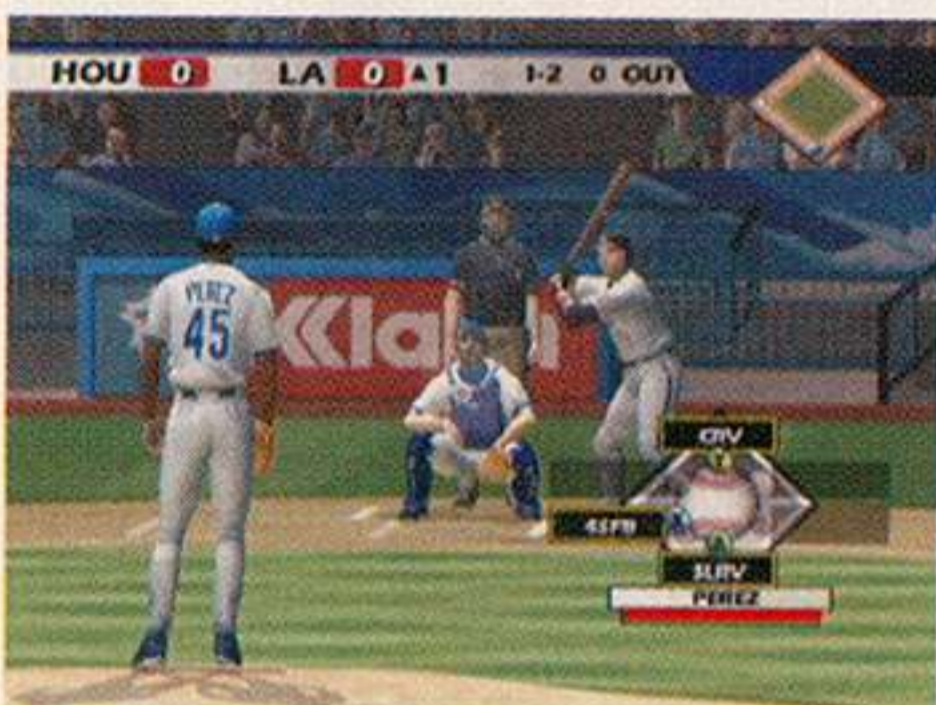
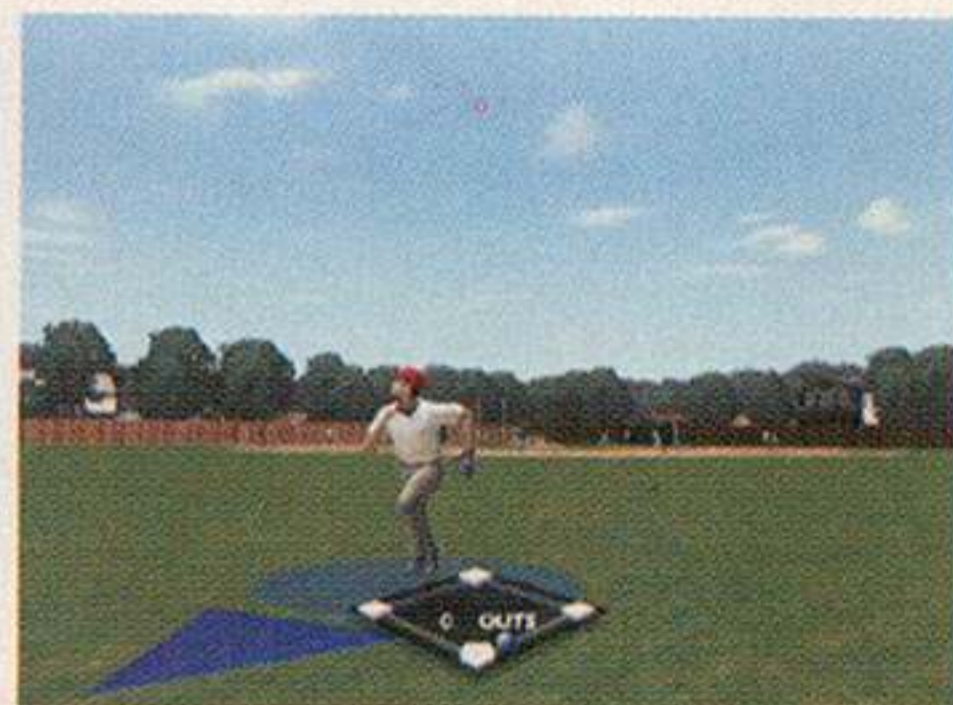
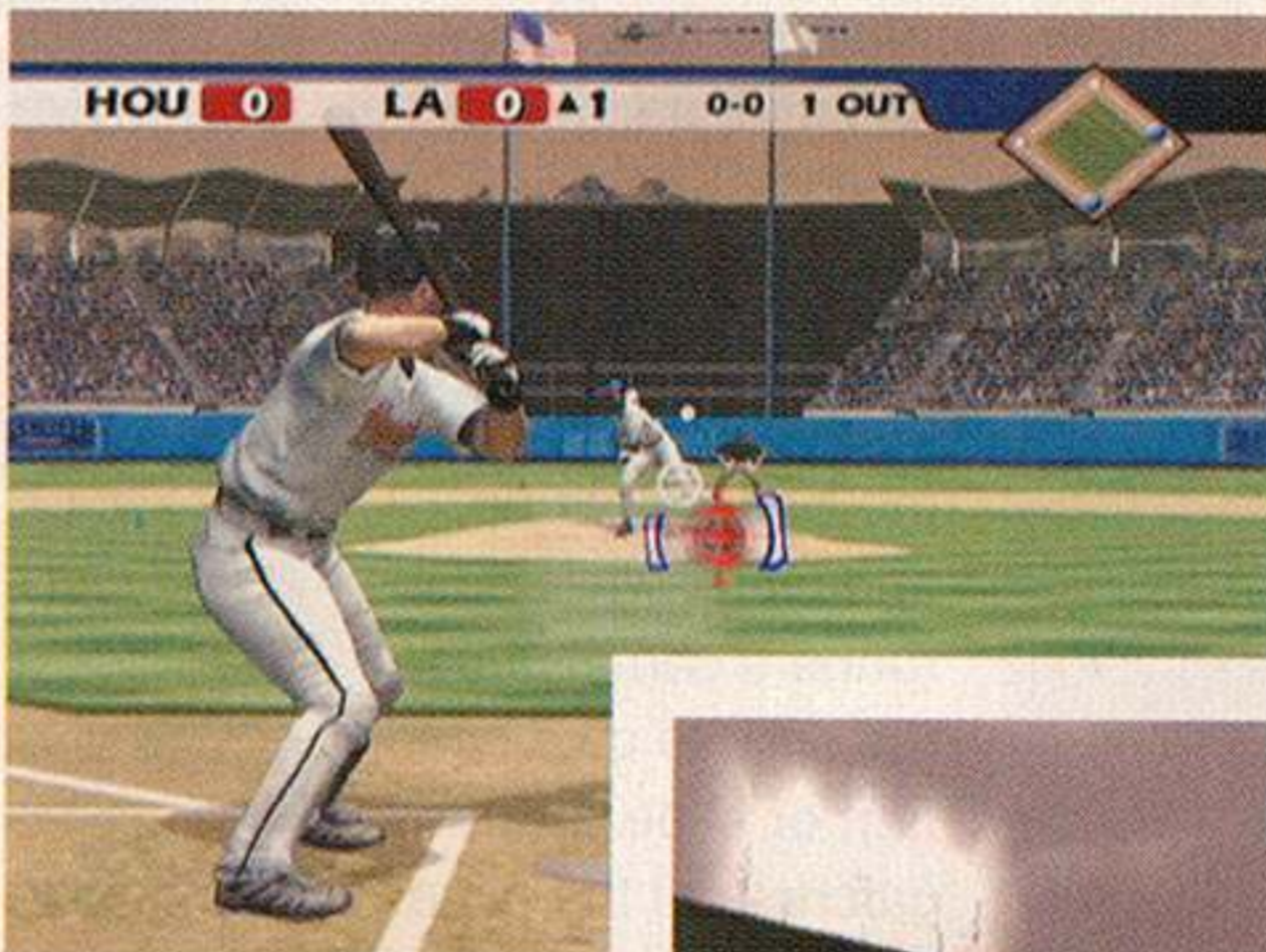


# All-Star Baseball 2005

**X** After earning a rep as a haven for fans of cursor batting and the realistically slow pace of the sport, All-Star Baseball 2005 should broaden the series' appeal with a roster of sharp upgrades. If you're not a cursor fan, the game has several control alternatives, including the new default analog-stick batting, but the biggest whiz-bang addition is the FielderCam. When a ball is hit, you don't watch from the customary, elevated, behind-the-plate view—the camera switches to the fielder who'll be responsible for making the play. Arrows and indicators tell you where to run and how fast, and in a hands-on preview version, it was just awesome.

The Franchise mode is getting deeper, too, as it now encompasses minor leagues, player development, and spring training alongside the usual trades and contracts. You can also start from scratch in Expansion mode or prove your mettle in online competition on both the Xbox and PlayStation 2 versions. In the preview version, the graphics needed a little more love if they're going to hang with MVP's, and the speed of the game was sometimes an issue. Acclaim has plenty of time left to clear all that up, positioning All-Star as the strong number-two pick in spring training and a good alternative to anyone unhappy with MVP (it will also ship for the PlayStation 2).—*Air Hendrix*

- Hands-On
- Developed and published by Acclaim
- Target release date: March

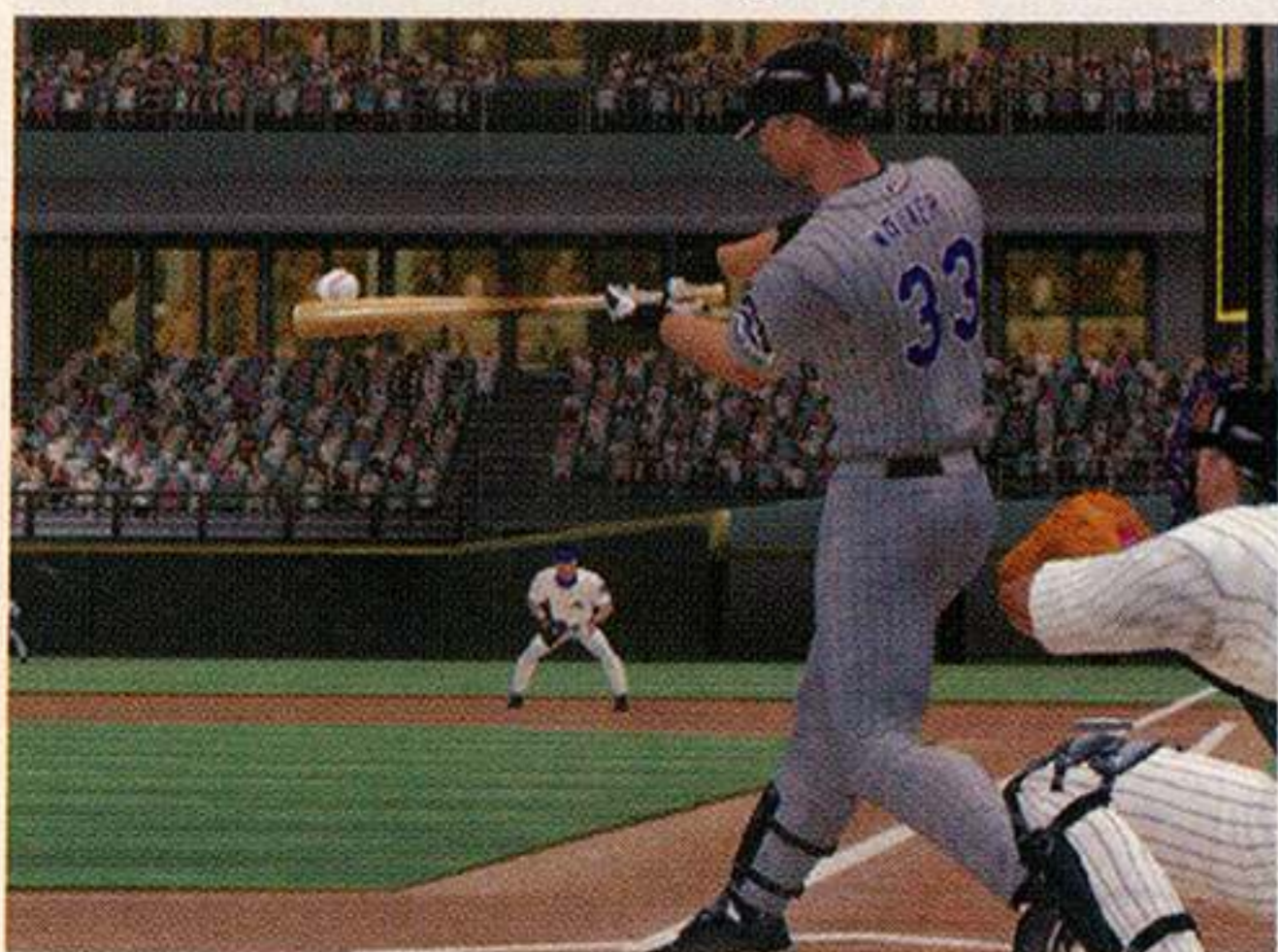


## MLB 2005

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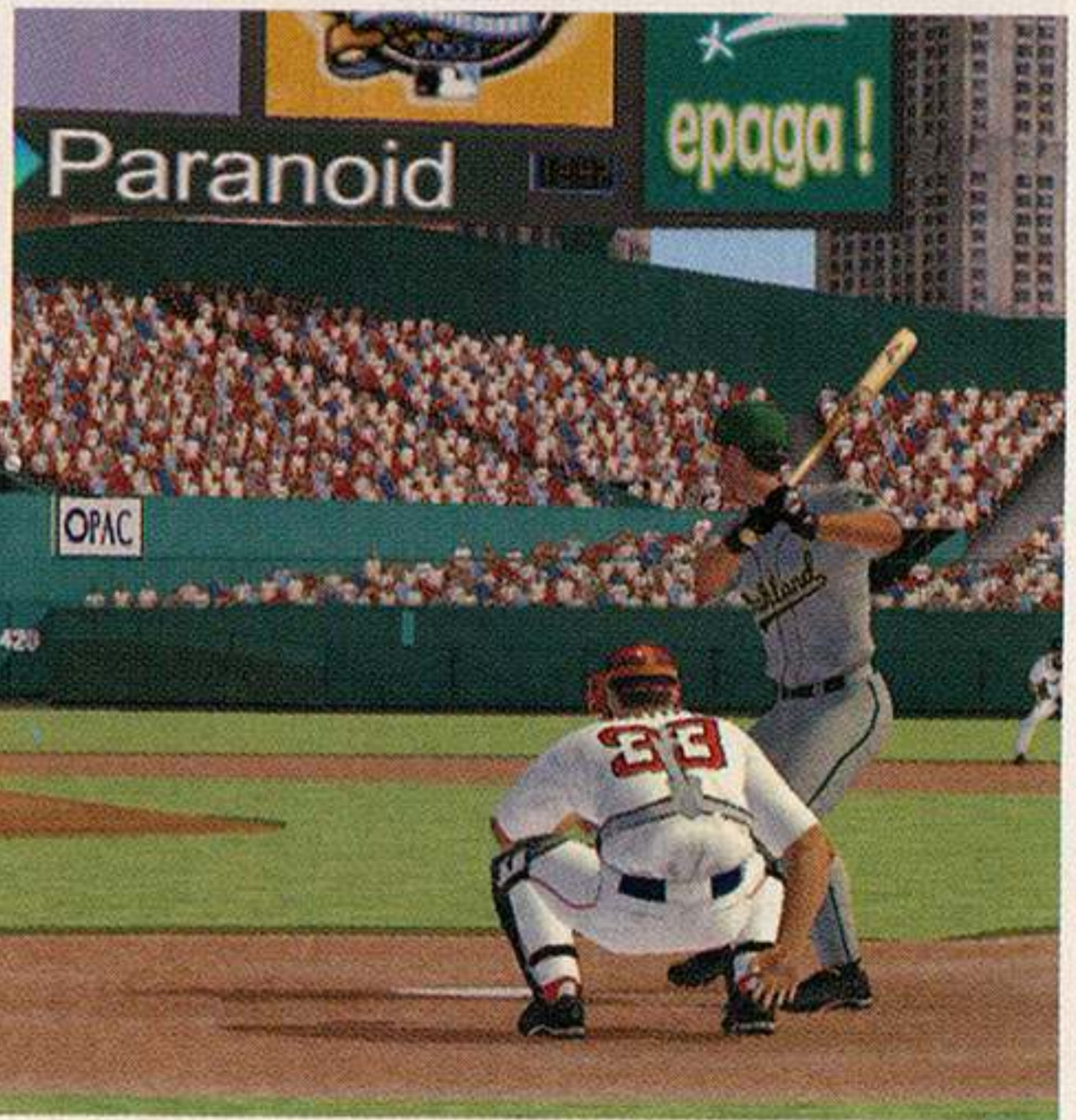
**FE** Inexplicably, 989 Sports continues to struggle with adapting to the PlayStation 2 era, but its MLB series has always been one of its brightest lights even during its rocky patch, so perhaps MLB 2005 can be the start of a good thing. The game certainly has a yawningly deep roster of features, improvements, and tweaks that alone should make it worth a look. The upgrades begin with the controls as a simpler batting interface should make the game more accessible to anyone who isn't a wizened cursor-batting pro—you'll time the swing after recognizing that the pitch is headed for one of four zones. Hot and cold zones and a proportional strike zone also indicate each batter's talent, while pitchers and fielders deploy pressure-sensitive button taps to set the ferocity of their throws. You'll be able to visit the mound to calm the pitcher or even charge it if you get one too many brushbacks.

As for modes, MLB 2005 delivers the kitchen sink. Franchise mode puts you in the owner's shoes, following the path blazed by Madden as you oversee ticket



prices, player contracts, TV rights, scouting, concessions, and more. The Career mode also continues its innovative approach, kicking off in the create-a-player feature where you build your guy, hit spring training, and earn your way into the bigs or even the Hall of Fame. You can play against all-time greats or online in 32-player tournaments, and loads of A.I. and audio/visual tweaks should make the action much sharper.—*Air Hendrix*

■ First Look ■ Developed by 989 Sports ■ Published by Sony ■ Target release date: March



# ESPN Major League Baseball 2K5

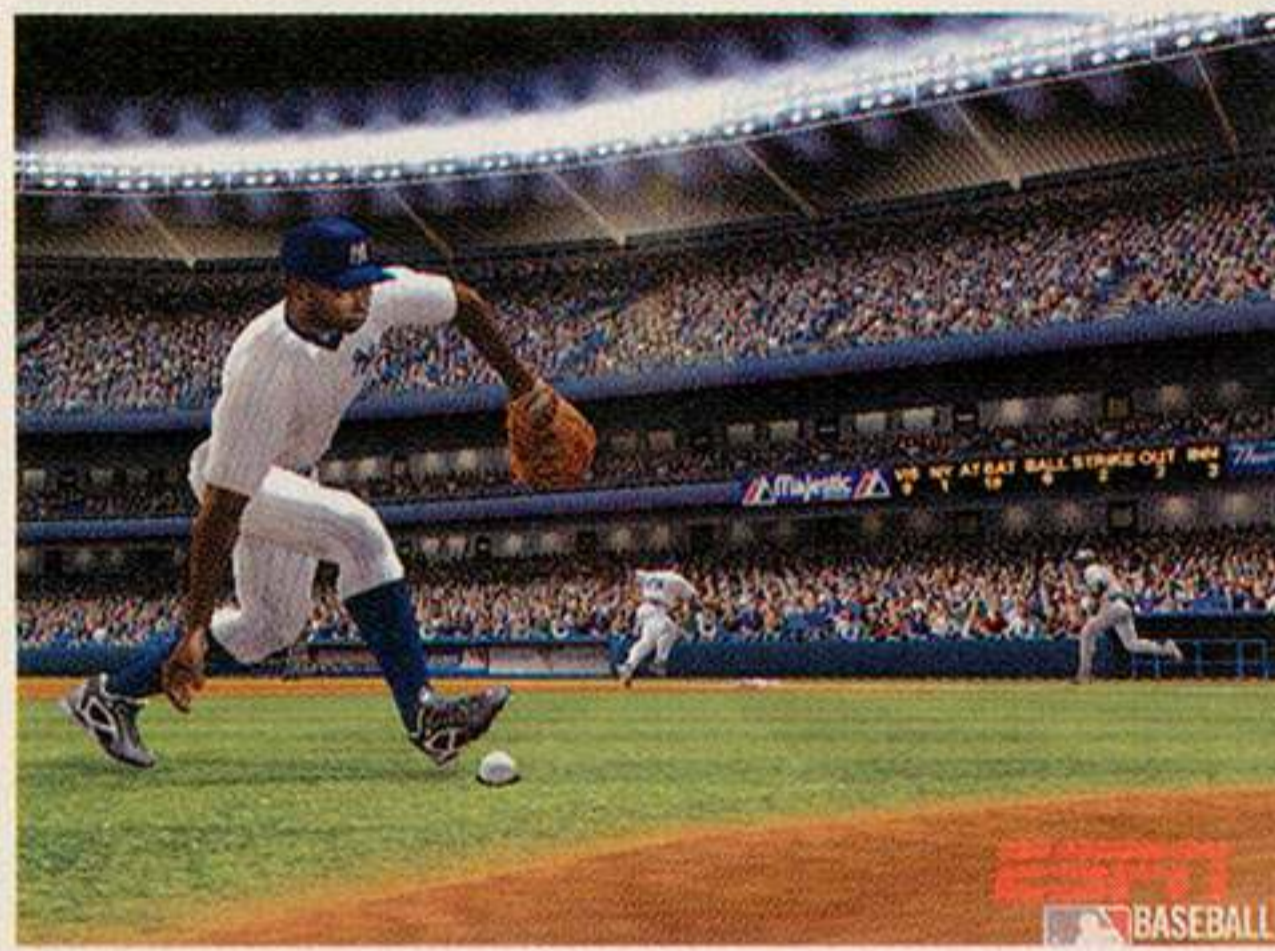
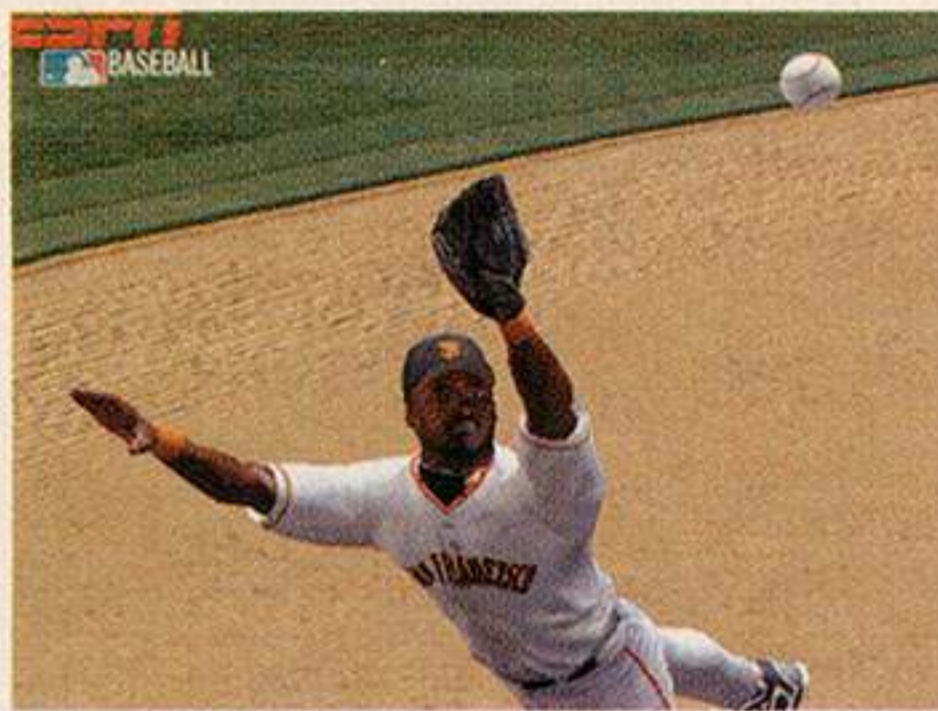


As Sega Sports completes its transformation into ESPN Videogames, the venerable World Series name is switching over to ESPN Major League Baseball 2K5. And with the new label comes the star power as renowned announcer Jon Miller joins Karl Ravech in the broadcast booth,

a duo that packs the talent to win on at least the audio side. As with last fall's titles, the ESPN presence and style will be heavily felt in the menus, interface, and camera angles, including the K-Zone graphics that depict the strike zone. On the features side, you'll be able to track simulated games pitch by pitch and join simulated games in progress, but beyond that, Visual Concepts is playing things tight to the vest, so not much more is known. But with a strong lineage, this game should be one to watch as spring training begins.—*Air Hendrix*

- **First Look** ■ **Developed by Blue Shift/Visual Concepts**
- **Published by ESPN Videogames**
- **Target release date: Spring 2004**

*Note: All screens shown here are from the Xbox version.*



# MLB SlugFest: Loaded

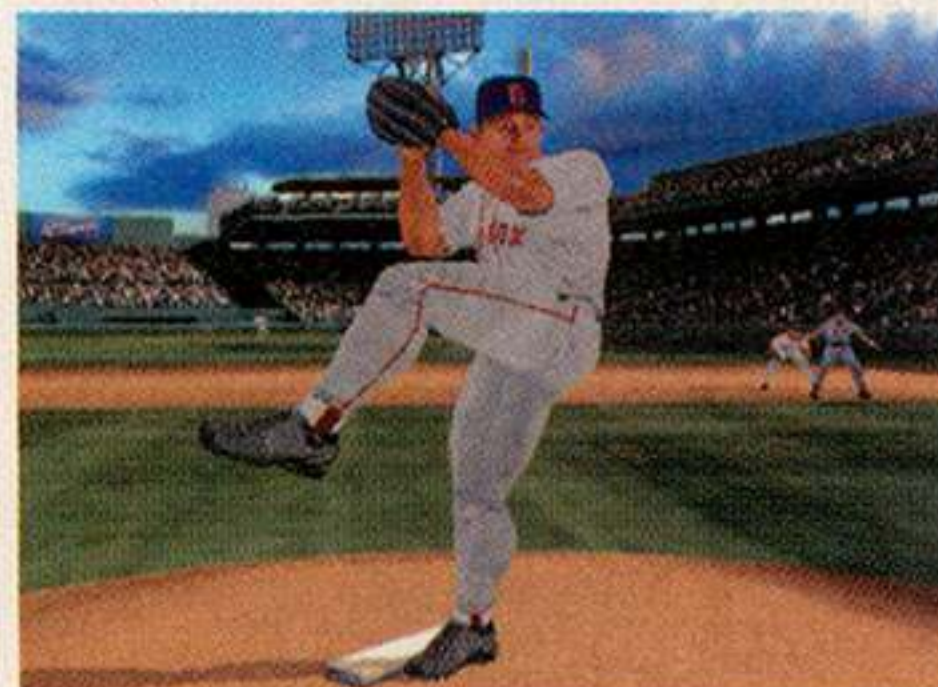


Midway's baseball series has soared in popularity with its raucous, over-the-top take on the sport, and MLB SlugFest: Loaded should continue that legacy in fine style. Because the game won't be released until June, not many details were available at press time, but Loaded will add more outrageous moves, accompanied by color-filled commentary from Tim Lincecum and Jim Shorts. Pitchers will be able to change their position on the mound, and batters will find more in-depth

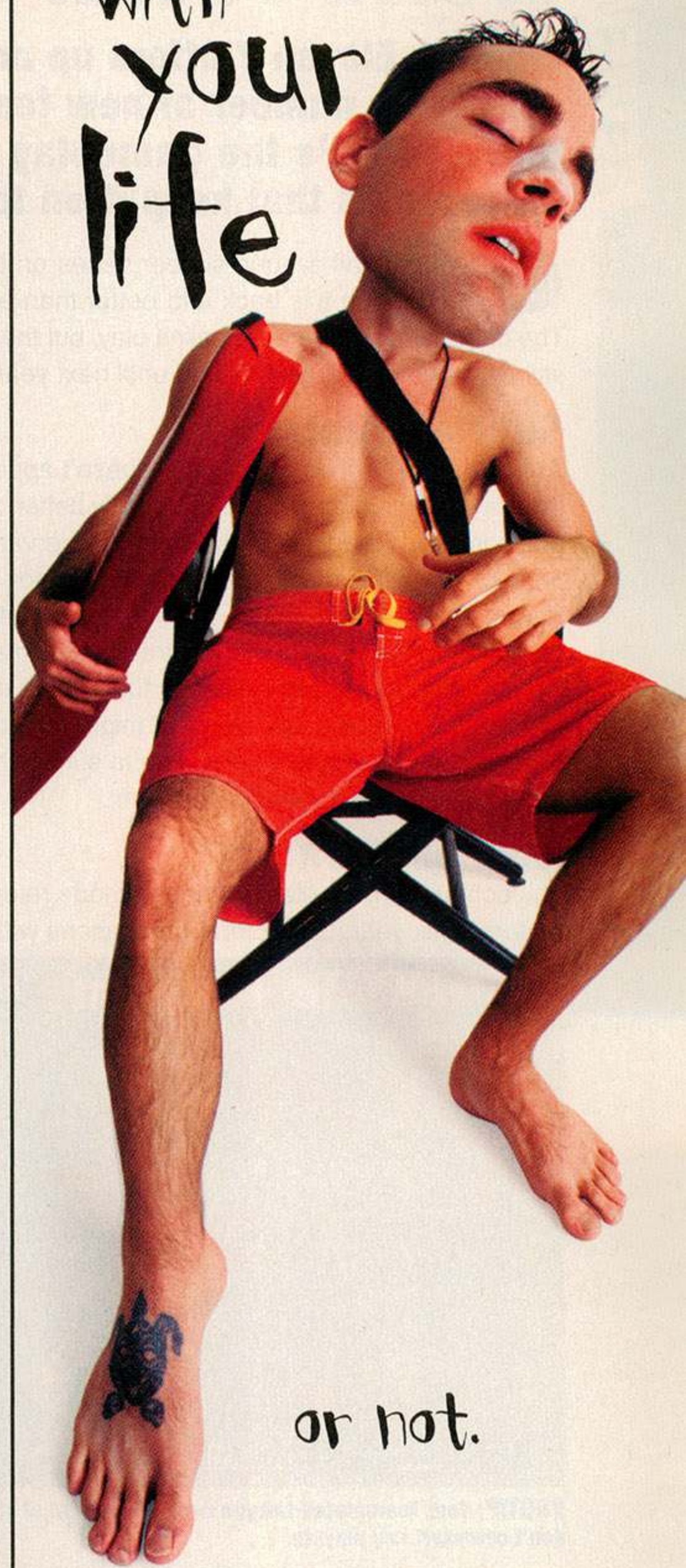
options at the plate. With the deep Franchise mode returning to provide the muscle, MLB SlugFest: Loaded is definitely one to watch for fans of baseball's lighter side.—*Air Hendrix*

- **First Look** ■ **Developed by Point of View**
- **Published by Midway** ■ **Target release date: June**

*Note: All screens shown here are from the PlayStation 2 version.*



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# World Soccer Winning Eleven 7 International

Winning Eleven 7 offers up an obligatory number of new features, but it's the gameplay refinements that keep it on top.

**FE** The best all-around soccer series on the PlayStation 2 is back and better than ever. The only glaring omission is online play, but there's still plenty to keep fans addicted until next year.

## Subtle Greatness

At first glance, Winning Eleven 7 doesn't appear to be all that different from last year's installment. The graphics are marginally better, the player animations are a touch smoother, and some new stadiums offer slightly more variety. What pushes the experience past its predecessor is the stellar tweaks to the already solid gameplay. Moving your player around feels more intuitive with ball touches coming off exactly as they should. Passing and shots on goal also received subtle control improvements, tweaking just the portions that needed help. Adding to the experience is the smarts of your opponents and teammates, who act just like the pros you see on TV. It might not add up to much on paper, but it's commendable how the developers were able to surgically inject just the right enhancements without harming the already functional patient.

## Give and Take

The comprehensive Master League mode returns and gets a whopping 40 percent more features this year. Going through seasons with different teams has a unique feel each



**PRO TIP:** Your teammates fatigue over the course of the match, so don't overexert key players.



**PRO TIP:** The auto-aim feature directs a shot toward the middle of the goal if you don't press in any direction during your strike.



**PRO TIP:** Certain players have fancier moves and animations available to them. Choose strategically.



**PRO TIP:** Run through different corner-kick tactics in Master League practice sessions...



...for great results in actual matches. Also, practice followup plays in this manner.

time thanks to a long list of customizable conditions like negotiation difficulty and frequency. How many soccer games let you pick the referee, thus altering how a game is called? Winning Eleven 7 is rife with those types of smart options that seem straight out of a fan's wish list. The cost of this depth is the rather shallow roster of club teams as compared to those in main rival FIFA 2004. However, the selection of international teams is slightly larger.

Audio commentary is solid with the option of weighting the announcer to whichever side you choose, including taking a totally neutral stance.

Although it's great that you can have the guy get excited about your goals and not the opposition, the overall tone is just not as immersive as it should be. The very cool bonus of listening to Spanish language commentary wouldn't be such a hassle if you didn't also get stuck with Spanish in-game menus.

## Seven Heaven

For as long as the Winning Eleven series has endured (including earlier incarnations with different names), the level of quality it has maintained is remarkable. In terms of gameplay and depth, there's no question that Winning Eleven 7 is the soccer game to own. Fans of online play and teams missing from this installment may be deterred a bit, but the package Konami has put together is just too awesome to pass up.—*Tokyo Drifter*

**E** ■ Developed and published by Konami  
■ \$49.99 ■ Available now ■ Soccer  
■ 2 players ■ -39 = EP on ES



**PRO TIP:** Avoid drawing penalties close to your goal or risk giving up an easy penalty kick.

**GAMEPRO EDITORS' CHOICE**

<b>FE</b>	GRAPHICS	4.5	FUN FACTOR <b>5.0</b>
	SOUND	4.0	
	CONTROL	5.0	

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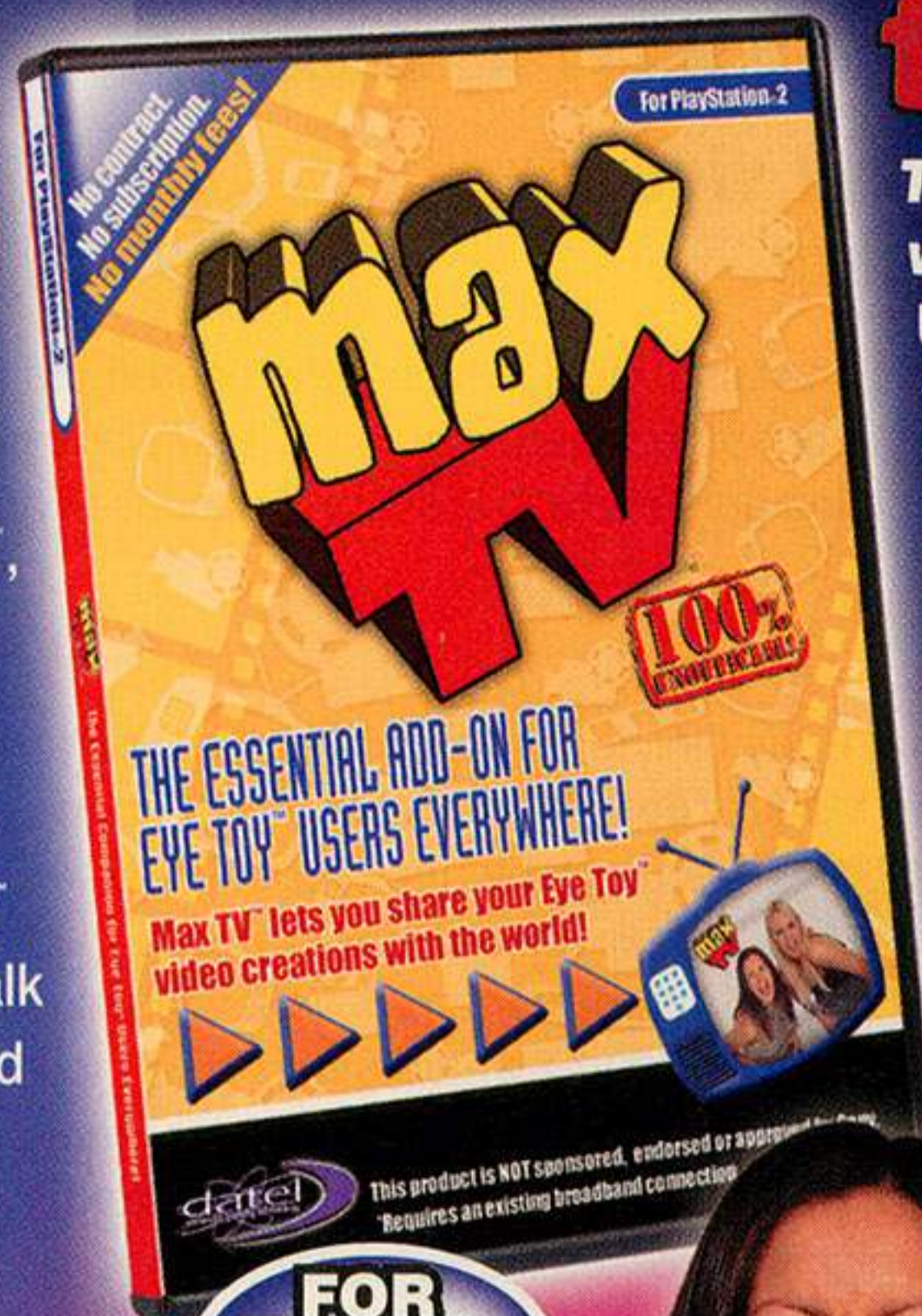


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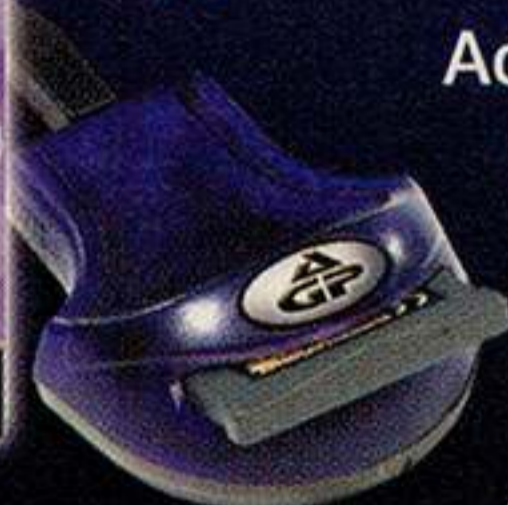
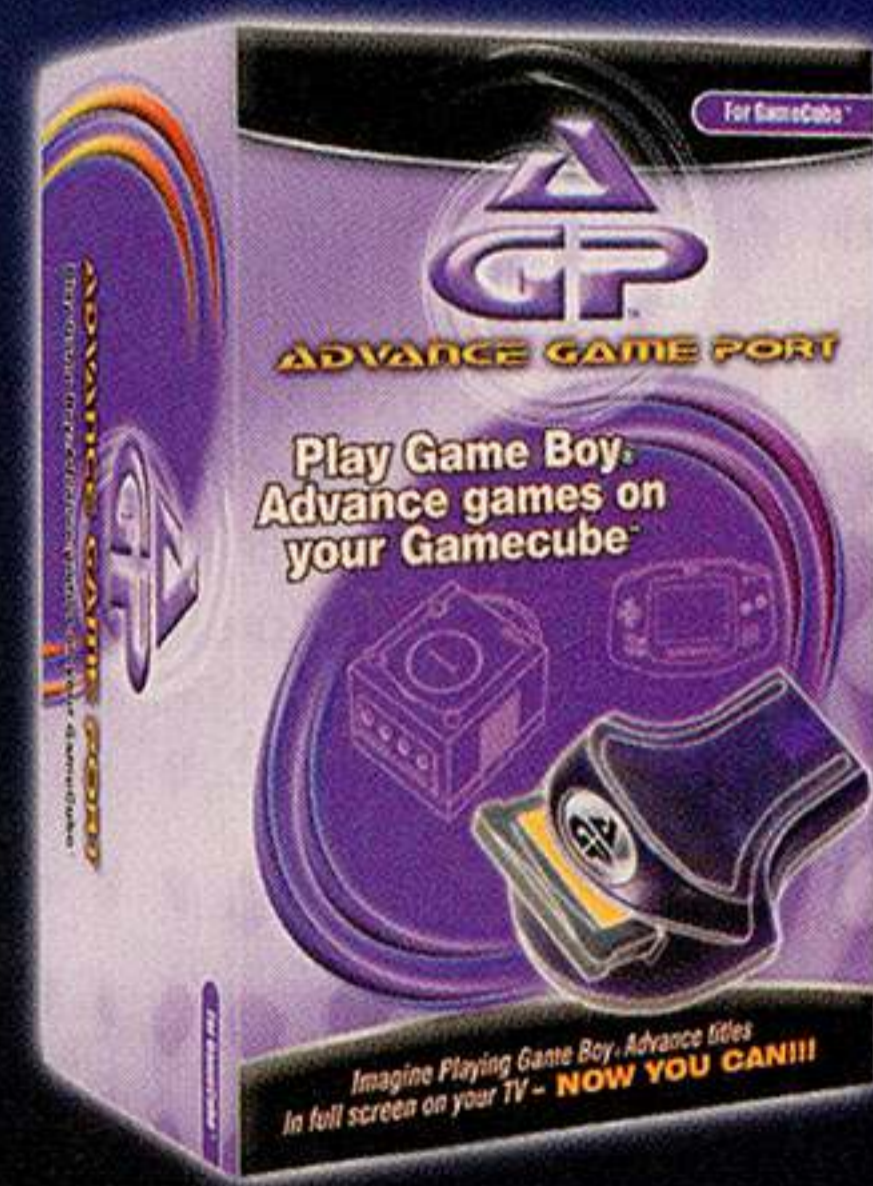
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# Champions of Norrath

**A challenging action/RPG that vies for the championship of the genre**



**PE** When Sony Online teamed up with Snowblind Studios, everyone figured the resulting game would be awesome. What came out of that partnership is Champions of Norrath, a game that sets itself apart in an up-and-coming genre with its lovingly crafted look and devilish sense of challenge.

## SOW for Corpse Run

Anyone who's played EverQuest knows that Sony Online isn't a company known for coddling its players, and Champions of Norrath's top feature, despite the bullet points on the package,



**PROTIP:** Use doorways and tunnels to bottleneck enemies, especially when a named creature is surrounded by minions. They won't be able to surround you, and you can fight one or two at a time.

is its challenge. Tougher by far than the other games in the growing action/RPG genre, Norrath rewards cautious and smart assaults where others give incentive to simply wade in and slaughter. That sense of challenge rides a thin line between difficult and frustrating, and in places, it crosses that line without apology. For each player you add to the game (up to four people can play), the gameplay moves from tactical ambushes toward all-out war, but the game will kill your characters (and do so frequently) without mercy.

Luckily, your characters are built to take a beating. All five classes (each with male and female versions) have a Diablo II-inspired skill tree, and while some don't make sense, even from an EverQuest perspective (why can't the cleric heal until Level 8?), there are plenty of options for character customization. A Shadow Knight specialized in disease spells will play differently from one who concentrates in Lifetap and skeleton summoning. This customization is a good thing, especially because you'll want to take your guy online, and you don't want to be just like everyone else.

## Ding!

Norrath looks and sounds great, and the game (shipped on a dual-layer DVD to make room for the detailed textures) really makes the PS2 sing with vivid textures and highly detailed character models. You can move the camera, though your control of it diminishes as you increase the number of players in the game. Playing with four, no one has any control over the camera at all, which can get frustrating. Gorgeous (if not a bit inappropriate to the action) music flourishes throughout the game, and professional voice acting gives personality to the rather loquacious characters. Strangely, the iconic (and immensely satisfying) EverQuest "level-up ding" sound is missing, which some EQ fans might notice, but most players won't care.

Playing the game feels very similar to playing others of its type, most notably Snowblind's own Baldur's Gate: Dark Alliance. Constant inventory management stalls the pace of the multiplayer game, though the online mode (complete with vital headset support) solves just about every problem you'll have with multiplayer. Control is pretty straightforward and simple, though spellcasters might find themselves wishing for D&D Heroes' targeting control for aiming spells.

## Gratz!

Snowblind all but created a genre with Dark Alliance, and Norrath is a good followup to that title. It's gorgeous, long, deep, and fun, and that extra level of challenge should whet the appetites of gamers bored with typical hack-n-slash.—*Dunjin Master*

Also on the GameCube

**T** ■ Developed by Snowblind Studios ■ Published by Sony Online Entertainment  
■ \$49.99 ■ Available February ■ Action/RPG ■ 4 players



**PROTIP:** The Shadow Knight's Engulfing Darkness spell is great for stopping spellcasters. The spell has a chance of confusing them, which will keep them from casting spells at you long enough for you to get in and hack.



**PROTIP:** These undead freaks play dead sometimes but then get back up and attack. Make sure each one is truly dead before you continue on.



**PROTIP:** Some skills have an effect bubble in multiplayer. Any other character inside that bubble will benefit from that skill as well.



**PROTIP:** The small tunnels in the anthill in Act II are monster generators. If you just kill whatever comes out, they'll eventually stop, usually after four or five ants for each tunnel.



**PROTIP:** The bosses in Norrath are really tough, especially in the single-player mode. Your best bet is often to block and wait for an opening, then unload with melee attacks. In multiplayer, have a warrior type engage the boss while ranged fighters attack from afar.

**GAMEPRO EDITORS' CHOICE**

PE	GRAPHICS	5.0	FUN FACTOR
	SOUND	4.5	
	CONTROL	4.5	
			<b>4.5</b>

# Final Fantasy Crystal Chronicles

**A unique, spellbinding multiplayer adventure awaits those who are willing to pay the price.**

Aside from Moogles and magic-spell names, Final Fantasy Crystal Chronicles is highly unlike any of the "regular" Final Fantasy games. It's similar in concept to games like Champions of Norrath, an abstruse action/RPG at its most enchanting when played with three other friends. But before you round up your role-playing posse, be wary: this enchantment comes at a price.

## Miasma and Me

Crystal Chronicles' greatest victory is finding a way to get players to behave intelligently in a multiplayer action/RPG. In each dungeon, one player must bear the Crystal Chalice, trying to keep all the other players encircled in a ring of protection while everyone else works to keep their friends healed, deal out damage, and cast spells using the game's extremely clever targeted spell-linking system. If two players cast Fire in the same spot, for example, they join to become the stronger spell Fira. If one casts Fire while the other casts Blizzard, however, they become Gravity, which can pull flying enemies down out of the sky.

The gameplay, attacks, enemies, and spell charging are slow compared to those in other action/RPGs, but they all serve a smart design. Unlike some four-player action/RPGs, which can just become insane frenzies of slashing, Final Fantasy Crystal Chronicles requires a carefully coordinated team effort with everyone knowing (and communicating) his or her role in the battle. While the race/job combinations (Selkie Wolfie? Yuke Spoon?) are downright weird,

Crystal Chronicles gives players the freedom to take the role of healer/tank/magician/chalice-bearer more or less on a dungeon-by-dungeon basis.

## Cracks in The Crystal

The game is mostly nonlinear, but it's also rather repetitive and slow (a fact that becomes more evident if you play solo) with each dungeon taking a similar walk-forward-kill-and-collect approach; there's little by way of story or side-quests. Some may be annoyed by how items, magic, and skill points are handled in the game. There are no experience points, you're not allowed to keep any of the magic crystals you find, and you can keep only one artifact after completing a dungeon, save for one. It makes for slow growth, but it also makes your character development a more carefully planned-and-parceled affair.

But be warned! Four-player multiplayer *absolutely requires* four Game Boy Advances and four GameCube/GBA link cables. The GBAs serve as your controllers and HUDs; area maps, stats, and menus are displayed on the GBA screen, meaning equipping stuff doesn't pause the action. While it's a brilliant use of the technology, it kinda sucks that you don't have the option to play with regular controllers. If single-player mode doesn't use the GBA, why force it in multiplayer? GBA/GameCube connectivity should enhance the gameplay not restrict it.

## The High Price of Cooperation

Final Fantasy Crystal Chronicles represents the best and worst side of connectivity at the same time. Soloing is a bit repetitious and slow, but gather some friends—and a whole lot of hardware—and you're in for one of the smartest, weirdest, and most magical four-player adventures you're likely to play.—*Star Dingo*



**PROTIP:** Memorize (or write down) the elements of the Miasma streams at the beginning of each year.



**PROTIP:** When it comes time to select permanent Artifacts, take Pockets (more command slots) and Rings (permanent magic spells) first.



Crystal Chronicles makes you think and work as a team more than any other action/RPG, but do you have four Game Boy Advances and four link cables?



**PROTIP:** Put the Lord of Moschet Manor's wife out of commission before taking him on, or he'll just keep healing himself.



The graphics are surreally gorgeous—Final Fantasy meets Jim Henson's *The Dark Crystal*.



**PROTIP:** Order matters for spell fusion, both in solo and multiplayer—if you try to fuse Blizzard and Life, for example, you'll wind up with either Holy or Slow, depending on which one you cast first.

**T** ■ Developed by Square Enix ■ Published by Nintendo ■ \$49.99 ■ Available February ■ Action/RPG ■ 4 players

GRAPHICS	5.0	FUN FACTOR	4.0	
	SOUND			4.5
	CONTROL			3.5

# Fallout: Brotherhood of Steel

**PE** Based on Black Isle Studios' 1997 PC game set in a postapocalyptic milieu that can only have been ripped from the tortured brain of the most feverish Cold War paranoiac is this role-playing/action/adventure crossover. Using Snowblind's Baldur's Gate: Dark Alliance engine as a template, Fallout: Brotherhood of Steel has you skulking around smoldering city ruins, contending with genetically mutated ghouls (and really big mice), and conversing with cripples, prostitutes, and two-headed cattle while searching for members of the Brotherhood of Steel, self-appointed guardians of the wastelands.

## World War III

If you've played Dark Alliance, think of Fallout as the same game with a facelift designed to resemble the Mad Max films. The core gameplay is the same—you jaunt throughout slickly detailed environments and interact with dozens upon dozens of NPCs who give you primary (expunge the neobarbarians from the warehouse) and secondary (keep an eye out



**PRO TIP:** Ghouls immolate easier, so go nuts using the flamethrower on them.

for my lost kitten while you're at it) tasks to complete. Rack up a sizeable body count, and you're awarded points, which you are free to allocate to whatever skills you wish. While you're at it, feel free to collect insane amounts of ranged and melee weapons from foes, and be sure to clean out your enemies for credits that can be used for more equipment and upgrades.

## Thermonuclear Warrior

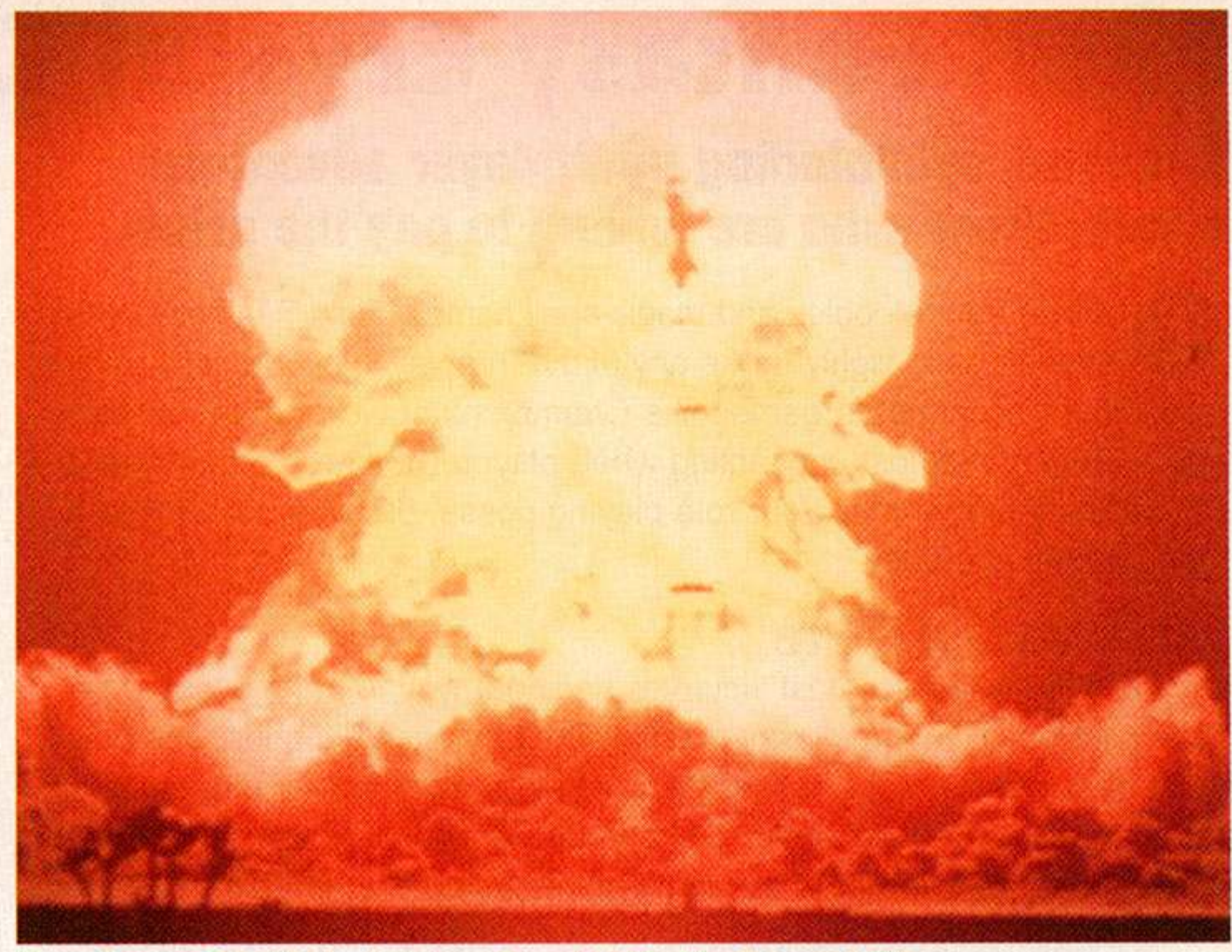
Fallout could have been a monotonous hack-n-slash yawn-jerker in the vein of Hunter: The Reckoning, but its quasi-RPG elements help it avoid such pratfalls. Choices you make during



**PRO TIP:** Check your inventory screens regularly—the action moves so fast that you often won't realize when you pick up something very useful.



Though you can choose from three characters at the game's beginning, you can unlock new characters as you progress.



"I am become Death, the shatterer of worlds."—The Bhagvad Gita



**PRO TIP:** After killing the Raider Matron, find the old man and trade him the vault 13 flask for caps to get to the Ghoul City.

conversations markedly affect the direction the game takes, while skill and weapon upgrades keep combat—of which there is much—fresh throughout. The icing on the cake is the game's superb production value, which includes beautifully crafted sound effects like devastating explosions and the eerie whistling of radioactive wind, solid voice acting, and copious visual details that flesh out a nightmarish world decimated by nuclear warfare.—Pong Sifu

**M** ■ Developed and published by Interplay  
 ■ \$49.99 ■ Available now ■ Action/RPG  
 ■ 2 players

<b>PE</b>	GRAPHICS	4.0	<b>FUN FACTOR</b> <b>4.0</b> 5
	SOUND CONTROL	4.0	
		4.0	

# EverQuest Online Adventures: Frontiers

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 ONLINE

**PE** With EverQuest Online Adventures fighting for its audience in the nascent market of console massively multiplayer fans, Sony Online released Frontiers, the "second edition" of the game, with tons of additional content, a new playable race, and a cool new class that appears here for the first time in EverQuest's long history.



**PRO TIP:** Not only is fighting in groups more fun, but adventuring with other players is safer as well. The enemies in EverQuest Online Adventures: Frontiers are tuned to fight groups, so they're usually way too tough for lone travelers.

The addition of the Ogres and the introduction of the Alchemist class is actually huge news, and combined with the revelation of the entire continent of Odus, complete with three new cities and 24 huge dungeons, that puts it up there with the largest of expansions for the original PC game. The coolest new feature, though, is the class mastery system, which enables you to donate a percentage of your experience points to buy skills and powers to further customize your character as it grows. A graphical refinement and new content for characters up to the 60<sup>th</sup> level are icing on the cake. Frontiers does little, however, to address the game's mediocre sound or the controls, which suffer from an awkward camera control scheme.

If you're a fan of EverQuest Online Adventures already, Frontiers is priced to appeal to you. If you're not a fan, this isn't likely to convert you. It's a fun game that slowly grows on you, but like all MMO games, it takes a special kind of gamer to enjoy.—Dunjin Master

**T** ■ Developed and published by Sony Online Entertainment  
 ■ \$29.99 ■ Available now ■ RPG ■ Massively multiplayer



**PRO TIP:** Alchemists' potions are pretty powerful, but most must be equipped before you can use them. Keep an alternate weapon prepared so you can switch quickly in battle.

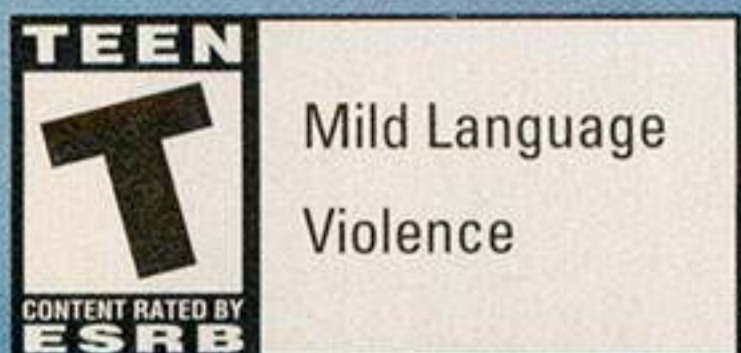
<b>PE</b>	GRAPHICS	4.0	<b>FUN FACTOR</b> <b>4.0</b> 5
	SOUND CONTROL	3.0	
		3.5	



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PlayStation 2



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# Pokémon Colosseum

People who aren't Pokémon fans won't likely be jumping for joy, but those who love the franchise might consider Pokémon Colosseum an answered prayer. The game offers two modes: RPG Scenario and Versus Battle. In Scenario mode, you take on the role of a Pokémon trainer who emancipates mind-controlled Pokémon, known as Dark Pokémon, from a band of Snatchers. The Pokémon you collect



in this mode can be brought over to Versus Battle mode, which lets you use monsters from the GBA Pokémon Ruby and Sapphire games to fight your friends or the computer. The Japanese version of the game had smooth animations of the 3D models, but the graphics were washed-out, and the battles were a bit slow-paced. However, that shouldn't deter Pokémon fans from checking out this game when it comes out in March.—*Funky Zealot*

■ Hands-On ■ Developed and published by Nintendo  
■ Target release date: March



# Phantasy Star Online Episode III: C.A.R.D. Revolution

Take a little bit of Pokémon, a little bit of chess, and a little bit of online support, and you wind up with this unusual extension of Sega's popular Phantasy Star Online franchise. Instead of engaging in a traditional RPG, players pick up where PSO I&II left off and play cards in turn-based melee matches similar to Magic: The Gathering. Every player must choose to support the Hero or Dark sides, and the game supports four-player team

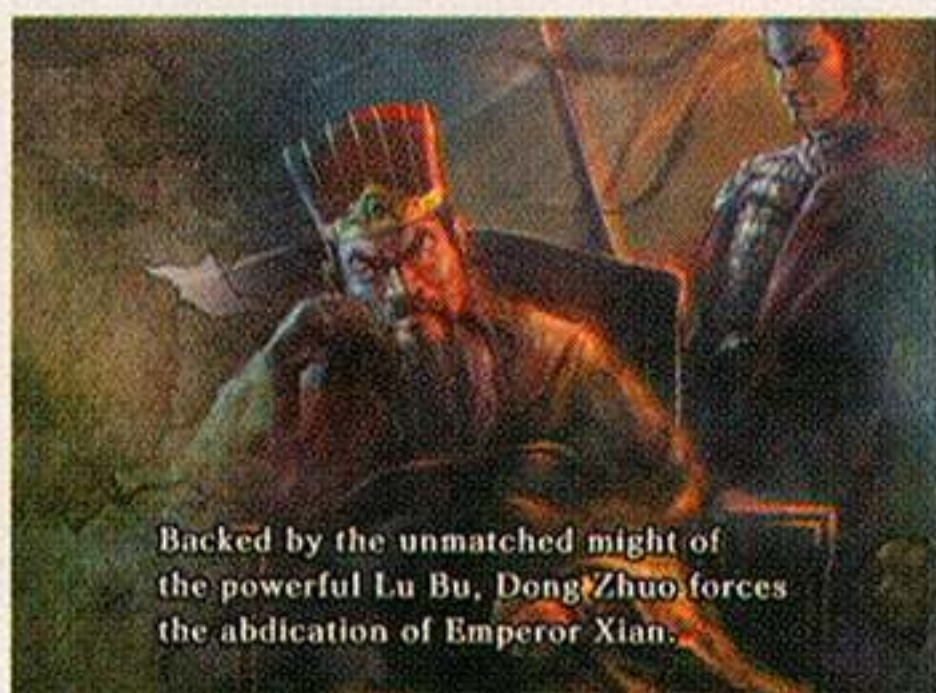


battles online. The early playable version's techno and overdramatic piano soundtrack didn't thrill, but play was fairly logical; anybody who's into the collectible-card-game genre should be able to slip into the gameplay easily. RPG fans looking for something traditional might be disappointed, but if you're looking for Internet gaming on the 'Cube, what other options do you have?—*Bad Hare*

■ Hands-On ■ Developed by Sonic Team  
■ Published by Sega ■ Target release date: February



# Romance of the Three Kingdoms IX



Ask any avid turn-based strategy gamer if they'd like a little more Romance in their lives and (while some of them might take a swing at you) many of them will say, "Yes!" Romance of the Three Kingdoms IX returns to ancient China (in the second and third centuries), where you'll attempt to unite the country by conquering an army of warring factions to quell a raging civil war. The preview version revealed the series' signature

measured and intricate gameplay. Kingdoms IX tweaks and streamlines the gameplay tempo a bit by making you an all-powerful ruler to start the game, enabling you to shift strategies in the midst of combat and letting you create combo attacks with a new Tactical Combo system. Eye-ex will never be a speed demon, but for the intricacies of strategy, tactics, and political intrigue, it just might rule.—*Brother Buzz*

■ Hands-On ■ Developed and published by Koei  
■ Target release date: February



who are you?



Embark on a journey of epic proportions to gather the precious myrrh droplets. Beware, countless challenges stand in the way of your caravan. Face them alone, or for the first time ever, battle with friends by connecting up to four Game Boy® Advance systems. Final Fantasy: Crystal Chronicles. Only for Nintendo GameCube.



# COUNTER STRIKE



Counter-Strike owns online gaming, and here the seasoned GamePro cadre gives you some basic training so some camping little you-know-what doesn't own you. By Four-Eyed Dragon and Jake The "Silent Sniper" Snake

## General Tips

### Your Teammates



Stick together! More people means more chances for a team win—and more wins mean more money and better weapons. With large teams, split off with a buddy system and go in pairs.



Don't plant the bomb if it looks like the enemy will easily defuse it—like when they're running at you. Wait until they're busy elsewhere or there's only a few left.



It's cruel, but hostages can be used as decoys and even human shields. Trigger-happy CTs (counterterrorists) may fire accidentally and lose money for killing a hostage.

### No Money?



If you want an expensive weapon but aren't winning, don't spend any money for a couple games so you can save up. Now's a good time to charge. Maybe you'll get lucky, kill an enemy, and get his gun.



If you don't know what to do on a particular map, follow someone who looks like they do. Besides, there's major strength in numbers.



Get a teammate to crouch down so you can jump on him to get to previously unattainable spots. This works great for planting the bomb on crates where the enemy will need two people to defuse it.

### Surprise!



A simple, effective technique that many people don't use enough is distraction. Grenades are great for this—throw one at a doorway to your left, then run through the one on your right. Charge! You'll often catch the enemy off guard and take out several in the confusion.

### Jump Higher



Jump then hit crouch in midair to jump on top of crates and things you can't normally reach.

### Da Bomb



As a terrorist, you don't have to place the C4 directly on the target. You can place it nearby—as long as you see the bomb icon flashing red and green, you can plant the explosive where you stand. Use that to your advantage to put the bomb in a tight spot or in a place that forces a player to face a wall or obstacle. It's also worth guarding the bomb site—which might mean dying in the resulting explosion—but you'll earn enough money to replace your gear by winning the round.

### Hostage Tricks



You don't have to rescue hostages for a payoff; if you just get them to follow you, you'll earn you a few extra bucks.



Flank the enemy. If their attention is focused on one direction (like your teammates), approach from another. If you have a standoff with an enemy, don't run straight at them. Go around another way and come up behind them.

### Cut Corners



In SWAT-team lingo, "slice the pie." As you turn corners, always be aiming at the area you're seeing for the first time so you're ready to shoot if someone is there.

## Better Aim



Crouch to improve your aim and to sneak quietly into unknown territory. But crouching can also make you an easy target if you're spotted, so be ready to bug out.

## Jump To Live



If you're venturing into uncertain territory like around a blind corner, jump repeatedly as you move into the open. This tactic makes it harder for camping snipers to take you out before you get your bearings.

## Head Shots Hurt



Whenever possible, try for head shots. They can instantly kill opponents even if they have full health and armor.

## Smoke Grenades



If you know where the enemy will be waiting, but you have to cross that area, use a smoke grenade.

# Weapon Tips

## Flashbang



Don't neglect the flashbang grenade. It's nonlethal, but its bright white light can completely blind opponents, giving you the chance to rush them. It's especially effective near corners, doorways, and small rooms.

## Run Faster



Lighter weapons let you run faster, so if you need to get somewhere in a hurry, wield the knife, then switch to your primary weapon as you approach your destination.

## Dual Pistols



Two pistols (Dual .40s for terrorists) are a gambit but pretty good when you're delivering the bomb. They're light, they pack a punch, and the ammo is cheap...but they take forever to reload. That's part of what makes them a calculated risk.

## Pistol Power



If you lack the cash for a decent rifle or shotgun, at the very least, upgrade your pistol. Put what little

money you have to good use. The Night Hawk is the most powerful gun you can buy in the first round of a new map.

## Reload!



If carrying an automatic weapon, always keep it fully loaded—even if it means reloading after firing a short burst. There's nothing worse than having an enemy lined up and pulling the trigger...only to have a series of empty clicks come from your weapon.

## Knife 'Em!



If you're in close quarters with an enemy and you both have to reload, quickly switch to the knife and start cutting him. Press Fire to slash or B to stab.

## Sniper Rifles



Use your sniper scope at mid zoom to scan for targets. You can then quickly go to full zoom and line up a killer shot.

## SMG (MP5)



The K&M SMG is the best all-around gun for the money—accurate and fast shooting. Use it when you're low on funds.

## Pump Shotgun



The pump shotgun is more powerful than the auto shotgun, but it takes time to reload. Use it when you know you'll get the first shot at close range—it's usually deadly.

## Pistol Burst Fire



To make the 9x19mm more effective, switch it to burst fire for three-shot bursts.

## The Shield



The Shield is most effective in close-quarters situations. Have teammates follow behind the Shieldholder for defense.

## Bomb-Defusion Map: Corruption

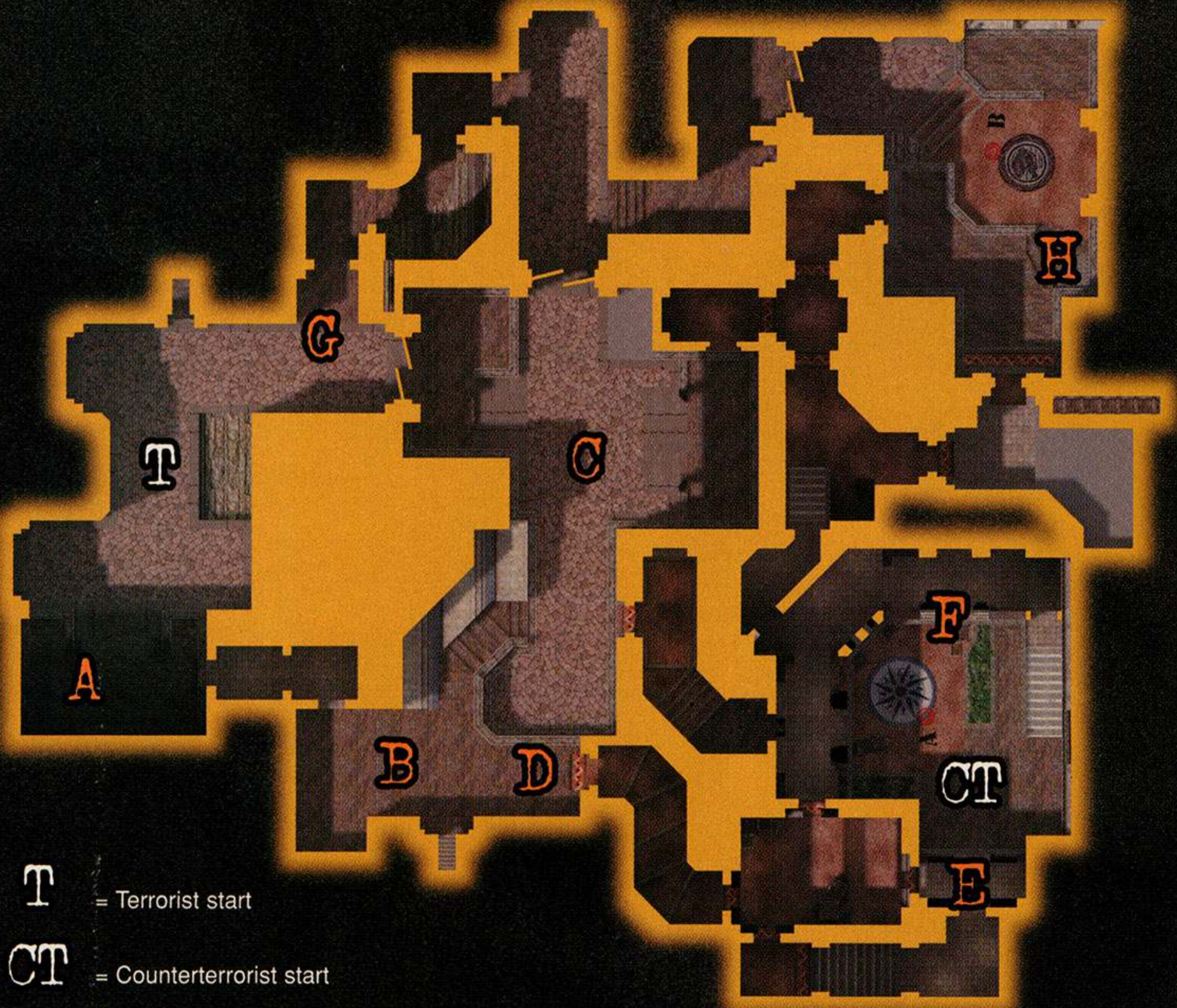
Master the art of cutting corners in Corruption. It's a map that nicely balances outdoor battlegrounds with close-quarters firefights in a relatively small area. There are plenty of sharp turns and out-of-sight corners where you can sit and wait. The terrorists certainly have the advantage on this map.

The most direct route to site A is to immediately start by running through the building (A) behind you. You'll quickly arrive at a small lot (B)—the lot splits into two paths. Hold your position at the lot and wait for the CTs to flood into the courtyard (C) below and through the entryway (D) ahead. CTs should be careful not to be sitting ducks in the courtyard.

Before entering site A, split up to cover both high and low ground. You can post at the balcony (E) that overlooks most of the site and is also a good vantage point to knock off anyone standing at the windows directly across from you. Below, sit tight behind the marble columns (F) for an unobstructed view of the bomb area.

If you like claustrophobic gunfights, head for site B by taking the narrow passageways (G). It's usually the less traveled route, but because you're on such a confined path, a group massacre is sure to happen if both teams meet in the middle. Once at the site, settle in behind the tree (H) for unsuspecting opponents.

A general tip for CTs: Go to high ground as soon as possible. At the start, rush through the corridors to the entryway (D) that leads to the open lot. You'll meet up with the terrorists right when they enter the lot. Sit at the entryway and pick off the terrorists. If you're brave enough to venture to the courtyard (C), head for its side entryways for better positioning. There isn't a direct way to flank the terrorists until they reach the villa's hallways and bomb sites. Be patient and wait for them there to make your move.



- T = Terrorist start
- CT = Counterterrorist start



# Bomb-Defusion Map: Fastline

It may be strictly indoors, but that shouldn't stop you from using the entire armory of guns. Fastline's unique subway environment is made up of wide rooms ideal for a sniper and a network of cramped vents and narrow hallways perfect for a shotgun holder. This is anyone's game, whether you're a terrorist or a CT.

As a terrorist, you start with two paths that lead to two separate bomb sites: Go left toward the subway car or right toward the escalators. If you initially go toward the subway, you'll immediately come to the main hall. Stop and hold your position at the foot of the steps (A) and wait for the CTs to come out from the other side (C). You'll have perfect position to snipe, but likewise, the CTs also have the same view of you across the way. If it gets too hot in the hall, scramble to the right and up through the elevator roofing. You'll end up on the path that leads to the escalator bomb site. Back in the hall, you can opt for a more stealthy approach to the subway site instead of following the direct route around the corner where the CTs could be waiting (C). In the small room (B) adjacent to the main hall, there's a vent above the storage lockers. Climb in and follow it to the train. You'll be dumped on either side of the caboose from above. Inside the rail car, plant the bomb and camp at the other end of the site (D) and surprise anyone who comes inside.

If you go the escalator route, you'll have plenty of alternate paths to take. There's a vent passageway (H) in the first room that you enter. It'll lead you to two openings above the escalators. Continue on, and you'll pass the elevator opening that connects to the main hall. Creep along the hallway and be vigilant about CTs coming from the other direction or camping around the corner. Instead of heading to the top of the escalators, take the vent (F) that puts you directly at the bottom of the escalator bomb site. Once you plant the bomb, hide behind the column (G) and wait.

The CTs don't need to travel through the vents. Rush to the big hall and wait at the entryway (C). If terrorists don't show up, immediately go to the escalator bomb site. Camp in the shadow behind the potted plant (E) and wait for the kill.

T = Terrorist start  
 CT = Counterterrorist start



## Hostage-Rescue Map: Miami

It's a bank heist gone awry. Hostages are involved, and the terrorists are entrenched. Certainly, the terrorists have the advantage in Miami—there are plenty of areas for them to camp, such as inside closets, empty rooms, and the network of vents, as well as in the shadows behind open doors and desks. As a CT, once you enter the bank, you'll have two choices: Go right and face the terrorists head-on, or turn left and proceed stealthily through the vents.

If you choose to go right, stand fast and aim your sights toward the room ahead. Hide behind the fallen cabinets in the hallway or creep to just outside of the small room. If you can, hop into the vent (B) and creep to the bathroom (C). You'll flank the terrorists from the back if you make it out alive. Work your

way down the hallway slowly, being extra careful of campers hidden in every nook and cranny.

The more tactical option as a CT is to take the path that leads to the ventilation ducts. In the main bank lobby, climb up the ladder (E) and enter the vent, which leads to an area full of cubicles; it's also a prime spot to pop down and surprise the terrorists from behind. Back at the

main lobby, shoot out the glass windows to your right. It'll open up a small atrium (D) where you can camp and wait for the terrorists. It's dark enough to conceal you, even at short range. Past the teller stations and down a short hallway is an area (G) where there are entrances for the other two vent shafts. Enter the floor vent, and you'll end up right outside the bank vault—it's also a good place to be ambushed.

Instead, climb up the ladder and crawl through the vent that exits right inside the vault. Scan for bad-dies below you before jumping down and rescuing the hostages inside.

As a terrorist, your best bet is to be a sneaky little bastard, so set up shop at the vent openings. This is most effective at the area (G) where the two vent entrances are located. You can get there before the CTs reach it. Inside the vault, sit right behind the vault door (H), crouch right in front of the crack, and you'll have a perfect sight of the vault's outside entrance. Another fine place to crouch and wait is in the far corner of the office (F) where the other two hostages are standing. Set your sights at the doorway and wait for any unsuspecting CTs to enter. For a cheap shot at the CTs, sneak outside and camp right behind the plant (A) at the rescue zone.



**T** = Terrorist start

**CT** = Counterterrorist start





# Bomb-Defusion Map: Stadium

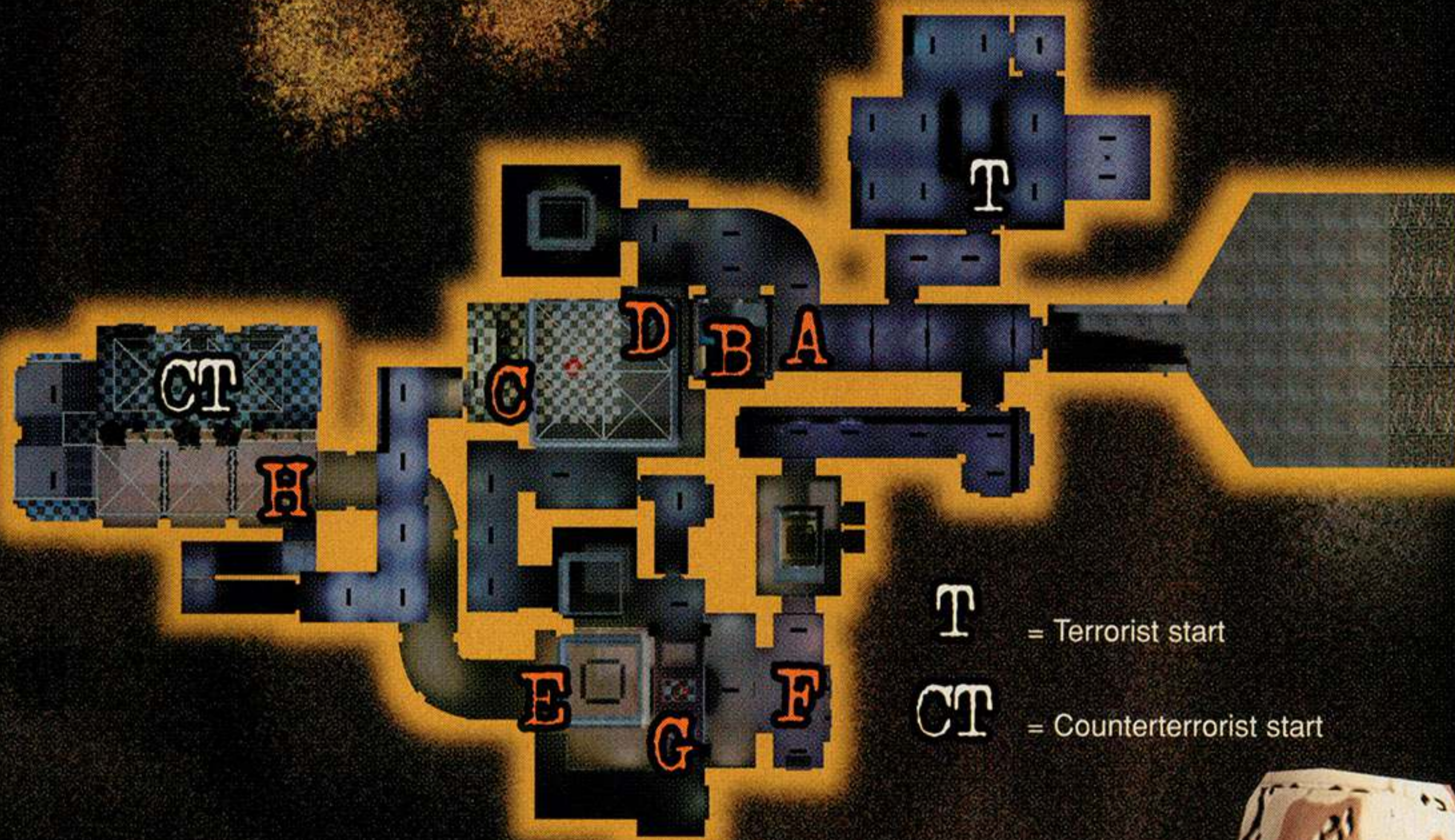
The CTs have a slight advantage over the terrorists in Stadium. The map is tight, closed-in, and furiously paced. Both bomb sites are dangerously cramped for both parties and have many entry points for ambushes.

As a CT, you can surprise the enemy at both sites if you act quickly. For best results, at the start, head up the stairs (H) and run toward site A. Open the double doors and catch the terrorists off guard. Take cover behind the counters (C) and chuck some grenades in front of you. If there is no one to greet you, though, immediately head right to site B. Even if the terrorists are there, you'll still have the advantage. You'll be on higher ground with clear views all around the bomb site. Take up the end of the open balcony (G) for an optimal position.

If you decide to go to site B first, run, don't walk. By the time you get there, you'll have prime positioning. Take cover behind the columns or run up the stairs to the balcony (G) and concentrate fire at the other end of the room (F). The entrance to the room (E) is a great sniping position, too.

The terrorists, however, do have some sneaky tactics to get the upper hand. After turning right from the start toward bomb site A, get to the top level quickly by jumping on top of the garbage can, on to the snack machine, and then on top of the ledge (B). You'll have a full view of the double doors that the CTs enter to the bomb site. For a good sniping spot, position yourself at the small area (A), which is just behind the ledge and directly across from the bomb site. Plant the bomb in an inconspicuous place like in-between the vending machine and partial wall (D).

Opting for bomb site B at the beginning will surely bring an immediate heavy firefight. If the CTs are waiting for you there, the best chance to survive is to sit tight on either side of the entry way in the room (F) directly connecting to the bomb site, creating an impenetrable crossfire. Make sure to cover your back—CTs can easily flank you from behind. Plant the bomb in the middle of the circular counter-tops, so any CT trying to disarm it is a sitting duck from anywhere in the room.





# MANHUNT

MANHUNT IS ONE SERIOUSLY TOUGH GAME, AND IN THIS PROSTRATEGY GUIDE, WE SHOW YOU ESSENTIAL SURVIVAL SKILLS AND HOW TO UNLOCK THE BONUS SCENES AND OTHER GOODIES. BY MAJOR MIKE

## Basics

### Executions



You've probably heard (or been warned) about them, but there are various ways to execute an enemy. When you sneak up on an enemy and lock on to them (press and hold L1), three triangles appear around their head. As you move in closer, the triangles turn white, and when you get in close, Cash's arm automatically goes into the air. While his arm is poised in that position, you can perform an Execution; and the longer you press and hold X or □ while poised behind a targeted thug, the more brutal the Execution will be (to strike, release X or □). The weakest Executions have white triangles, nastier ones have yellow triangles, and the most brutal of all have red triangles (which we refer to as "Red Executions" in this guide).

### Saving Game



Your Scene ranking depends on several variables, but two of the most crucial are the time it takes to complete a Scene and the number of tries. To get a fast time and a low number of tries, manually save your game each time you find a video-cassette (Save Point). If you die after a Save Point, exit the game, go to the Load Game screen, and reload the Scene (when you highlight the Scene, you should see In Progress in the lower-left corner of the screen). This shortcut reduces frustration—especially when trying to get a high ★ ranking.

### Fighting "Toe-to-Toe"



It happens: You take the time to set up an Execution, only to be spotted at the last minute by your potential victim. When this happens, you can either flee or fight. If you decide to duke it out, press and hold L1, and then strike your enemy with Light (X) or Strong (□) Attacks. While you're locked on, press Right or Left on the analog stick to slowly circle your opponent, giving him less of a chance to counterattack. Also, be sure to alternate between Light and Strong Attacks to keep your enemy off balance, and if you have a weapon, use it!

### Stun Enemies



If you get into a tough scrape, you can stun an attacker with a throwable object (Bottle, Brick, or other throwable item). While he's stunned, you can flee, or you can pound on him while he's dazed.

### Hidden Items



You can kick open trash bags and cardboard boxes to find hidden items, but there's also stuff inside of vending machines. Use any firearm to blow a hole in the machine, and see what pops out.

### Chainsaw



To quickly cut down a foe with the Chainsaw, press X to activate the saw and then press and hold X to get the blade's teeth turning. Remember to press and hold L1 to lock on to a potential target. Unfortunately, this weapon is available only in Deliverance and Time 2 Die.

### "Accidental" Execution



Sometimes, when you're lurking in the shadows, an enemy will closely pass you by. If you're locked onto an enemy and they get too close, your arm will automatically go up—if it does, press X or □ to perform a quick Execution.

### Doors



Always be wary of a closed door. Chances are there's something behind it that's ready to attack. However, you can use doors to your advantage. If you have a firearm in your hands, stand in front of a closed door, press and hold L1, and then tap X to kick the door open and surprise anyone waiting on the other side.

## Firearms



Firearms are lousy stealth weapons due to the racket they make. However, you can kill any enemy with a single shot if you sneak behind them and deliver a round to their head at point-blank range. This technique is particularly effective in later Scenes (Wrong Side Of The Tracks, Boarder Patrol, and others), but be sure to isolate your targets before striking—taking on a group of armed enemies equals suicide.

## Reloading



If you have a firearm, be sure it's fully loaded at every opportunity—even if it isn't empty (prime times to reload are while you're moving or taking cover). However, never reload a weapon if you're hiding in the shadows and an enemy is close because reloading makes a very distinctive noise.

# Rewards

Manhunt is loaded with Bonus Scenes and hidden cheats that can be unlocked only by meeting certain requirements.

## Bonus Scenes

Scene completed!	
Time	10:08
Time Bonus	☆
Hunters Killed	2
Hunters Executed	6
Style Points (Fetish)	★★★
Final Score	★★★★★

Quit to menu ⓧ button  
Save ⓧ button



Each Scene that you successfully complete with a rating of ★★★ or higher (on Fetish or Hardcore mode) unlocks a piece of artwork for that Scene. Artwork can be viewed in the Bonus Features menu, which can be accessed from the Main Menu.

To unlock a Bonus Scene, you must get ★★★ or higher on a group of Scenes. After you unlock the first Bonus Scene, you can play that Scene in the Bonus section at the Scene Selection screen off the Main Menu. Bonus Scene objectives range from taking on a gang of thugs in monkey suits to surviving as long as possible. You don't get any rewards for successfully completing a Bonus Scene. Here are the groups of Scenes that you must get a ★★★ rating or higher on in order to unlock a Bonus Scene.



× = Light Attack, Fire Weapon, Throw Object, Execute  
 □ = Strong Attack, Reload Weapon, Execute  
 △ = Action  
 ○ = Switch Weapon  
 Note: Press and hold ○ to exchange your weapon.

Left Analog Stick = Move  
 L1 = Target, Toggle Strafing  
 L2 = Strafe Left

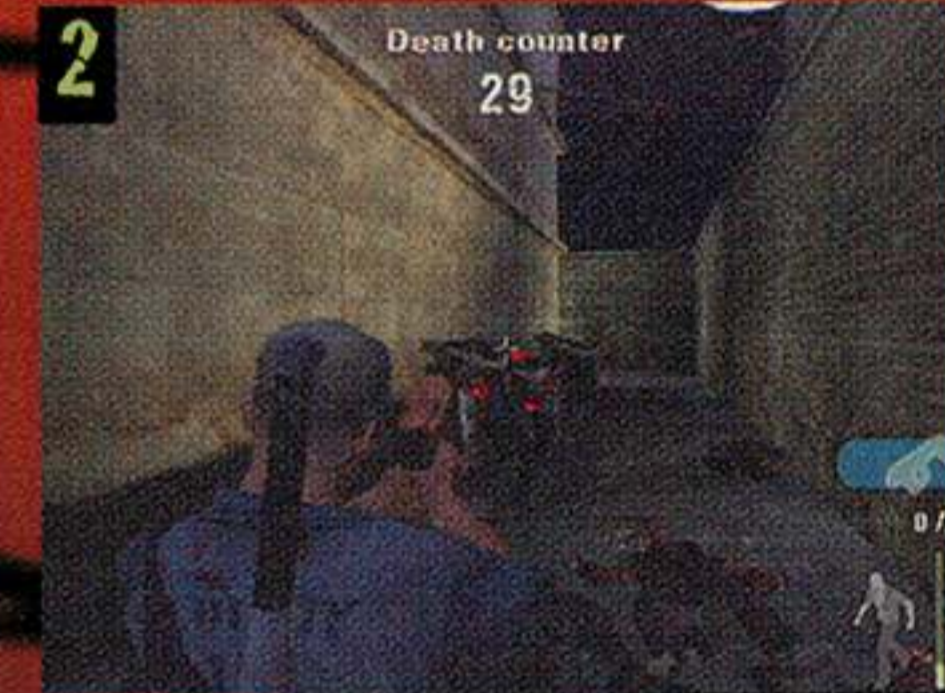
Right Analog Stick = Free Look  
 Note: Press and hold L1 and then press Left or Right on the Right Analog Stick to switch targets.

R1 = Sprint  
 R2 = Strafe Right  
 Note: Simultaneously press L2 and R2 to perform a 180-degree turn.

R3 = Look Behind, Free Look While Targeting  
 Directional Pad = Peek  
 Note: Press Right to peek to the right, or press Left to peek to the Left.

Start = Pause

## Scenes 1-5: Hard as Nails



You're trapped in the last section of Road to Ruin. Kill as many hunters as possible. Your primary weapon is a Nail Gun—but don't forget to use the propane tanks and gas cans (1) scattered around the area to your advantage. Rounds for the Nail Gun spawn at random around the level, and there's a nice spot for an ambush by the dumpsters at the top of the stairs (plus, nail rounds tend to regenerate at the fenced-in dead end). Stand at the end of the alley, face the staircase, and wait for the thugs to arrive. If they deliberately stay out of range, switch to a melee weapon so they rush you (2). When using the Nail Gun, wait for an enemy to get close, press and hold L1, and then press × while slowly backing away from an enemy (three nail shots to the head should do the trick).

## Scenes 6-10: Brawl Game



You're trapped in the basketball court from Born Again with three rival gangs. Although most gang members fight each other, a couple will take interest in you. Your task is to stay alive as long as possible. Painkillers rarely regenerate to give you a bump in health; there are a few hand weapons for defense; and you can execute any enemy (1) engaged in a fight while his back is turned. Don't waste time kicking open any trash bags—there's nothing inside of them. As you run around the court, feel free to hit fighting gang members with some punches of your own (2) so you can weaken them for a higher body count. You probably won't last very long in this Scene as your Sprint meter eventually runs dry, there are no shadow areas, and toe-to-toe fighting decimates your health.

## Scenes 11-15: Monkey See, Monkey Die!



This is Scene 7: Strapped For Cash but played in reverse (you start at the end of the Scene and work toward the start). Apparently, a banana shortage has forced the Zoo monkeys (thugs in monkey suits) to arm themselves with firearms and Cleavers, and riot. The objective is to reach the end of the Scene alive. Be careful of monkeys with Cleavers (1)—they come at you head on and are merciless choppers. As for armed monkeys, most of them carry Sawed Off 12-Gauge shotguns. When you encounter a gun-toting chimp, take cover, wait for him to fire twice, and then run over to him (2) and blow his head off at point-blank range (while he's reloading). There are no Save Points in this Scene, so you must make it out alive and in one piece.

## Scenes 16-20: Time 2 Die



The objective is to eliminate three groups of thugs within 10 minutes—they're in the Alleys, on the Rooftops, and in the Warehouse. Head to the roof first and use the Crowbar dropped by one of the goons to enter the Warehouse. Once you're inside the Warehouse, run around and look for the Chainsaw (1)—once you acquire it, eliminate the remaining thugs. When you reach the roof, use caution when jumping across buildings; if you fall, you'll die. The Hoods are real cowards here, so you can easily eliminate any isolated gang members: just run after one, hit him on the head with a melee weapon (2) when you get close, and then finish him off when he's downed. If he and a buddy meet up while they're both fleeing, however, they'll gang up on you.

## Cheats



Even though the cheats are listed here, you must complete two consecutive Scenes with a ★★★★★

rating on Hardcore mode in order to unlock one; if you do not fulfil this requirement, the codes will not work. You can also find these codes on the pieces of artwork as they're unlocked in the Bonus Features section (each piece of art has half a code). These cheats do not work on the Bonus Scenes. Enter them at the Main Menu. If you entered the cheat correctly, it will appear at the bottom of the screen.

## God Mode



Finish the game on Fetish or Hardcore, and save the data to a mem-

ory card. Using that saved data, at the Main Menu, press Down, Down, O, Up, □, △, □, R2, Up, Up, L1, △. If you entered the code correctly, God mode will appear at the bottom of the screen. Now you can play any Scene free of harm.

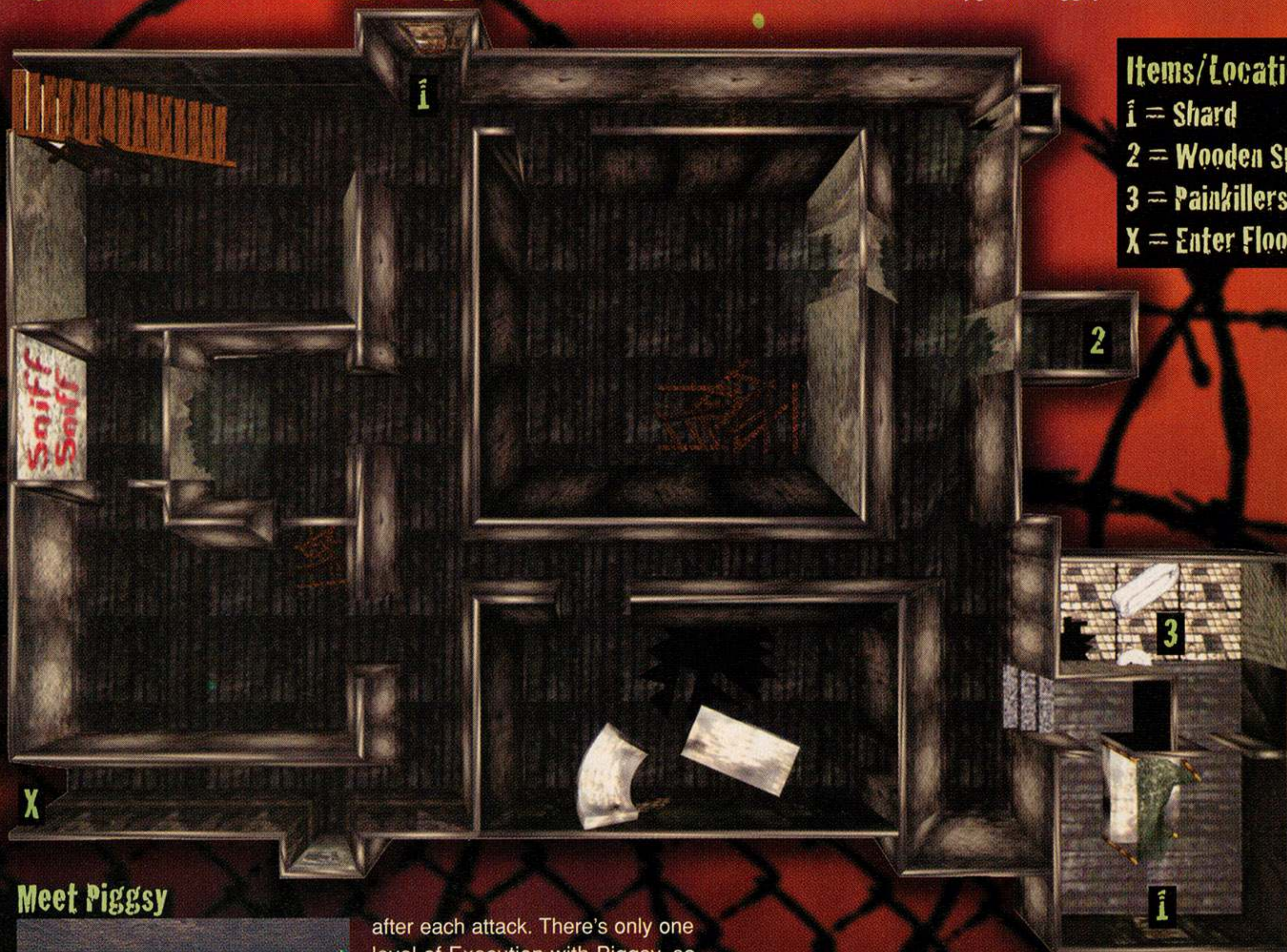
*Note: You must complete the game in order for this code to work. This code does not work on the Bonus Scenes.*

"Hardcore" ★★★★★ Scenes	"Red Executions"		Time	Cheat	Enter
	Total	Kills			
Scene 1: Born Again	7	7	10	Runner (Sprint Meter is always full)	Press R2, R2, L1, R2, Left, Right, Left, Right.
Scene 2: Doorway Into Hell	8	8	10		
Scene 3: Road to Ruin	8	9	10	Silence (Cash makes less noise than normal)	Press R1, L1, R2, L1, Right, Left, Left, Left.
Scene 4: White Trash	11	17	15		
Scene 5: Fuelled By Hate	10	24	20	Regeneration (Cash's health slowly regenerates)	Press R2, Right, O, R2, L2, Down, O, Left.
Scene 6: Grounds For Assault	10	15	20		
Scene 7: Strapped For Cash	14	14	20	Helium Hunters (enemies explode when hit, shot, or stabbed)	Press R1, R1, △, O, □, L2, L1, Down.
Scene 8: View of Innocence	1	23	10		
Scene 9: Drunk Driving	12	19	20	Fully Equipped (Cash has all available weapons for a Scene at the beginning of that Scene)	Press R1, R2, L1, L2, Down, Up, Left, Up.
Scene 10: Graveyard Shift	1	30	15		
Scene 11: Mouth of Madness	10	23	20	Super Punch (Cash can kill any enemy with one punch)	Press L1, △, △, △, O, O, O, R1.
Scene 12: Doing Time	5	18	15		
Scene 13: Kill The Rabbit	1	45	20	Rabbit Skin (Cash wears a rabbit suit)	Press Left, R1, R1, △, R1, R1, □, L1.
Scene 14: Divided They Fall	8	30	25		
Scene 15: Press Coverage	5	28	25	Monkey Skin (Cash wears a monkey suit)	Press □, □, R2, Down, △, □, O, Down.
Scene 16: Wrong Side Of The Tracks	0	26	7		
Scene 17: Trained To Kill	5	27	20	Invisibility (enemies have a hard time seeing Cash)	Press □, □, □, Down, □, Down, O, Up.
Scene 18: Border Patrol	10	20	20		
Scene 19: Key Personnel	7	29	20	Piggy Skin (Cash wears Piggy's outfit)	Press Up, Down, Left, Left, R1, R2, L1, L1.
Scene 20: Deliverance	0	5	15		

# Scene 20: Deliverance

Here it is—the final Scene. But before you can get your hands on the director, you must first defeat his bodyguard, Piggsy.

WINNING



### Items/Locations

- 1 = Shard
- 2 = Wooden Spike
- 3 = Painkillers
- X = Enter Floor

## Meet Piggsy



Piggsy is the deadliest enemy in the game. He carries a Chainsaw (that can miraculously become silent and chop off chunks of your Life Meter), doesn't respond to luring noises the way other enemies do, and has an acute sense of smell that enables him to zero in on your location. He also makes squealing pig noises that are sure to make anyone who has seen the movie that shares the name of this scene cringe.



There are three weapons in this area, and you must find a new one

after each attack. There's only one level of Execution with Piggsy, so as soon as Cash's arm goes in the air and the triangles turn red, tap **X** or **□**. Each time you perform an Execution on Piggsy, he flees and you lose your weapon. After each Execution "cinema," pay close attention to Piggsy's location—in some instances, he immediately starts chasing you after the sequence ends.



After the third Execution, Piggsy runs up the stairs and crashes through the locked door. Go up the stairs, up the ramp, and then pick up the Brick. Throw the Brick at Piggsy, who runs to the top of the long staircase. Recollect the Brick and follow Piggsy up the stairs; when you reach the top, position yourself so the grate in the floor is between you and Piggsy.



Throw the Brick at Piggsy again, and when the swine rushes at you, he teeters on the grate and then flees back to the area down below. Go get that Brick.



Descend the stairs, and slowly go up the ramp. Throw the Brick at Piggsy and then run back to the top of the long staircase.



Position yourself so that the grate in the floor is between you and the top of the stairs. Your goal is to have Piggsy stand on it when he arrives. When Piggsy stands on the grate...well, let's just say you get to use the Chainsaw, and this is the last of Piggsy...just beware of the hole in the floor. The remainder of the Scene is polishing off some of Starkweather's personal Cerberus goons. Once they're out of the way, the director is all yours...

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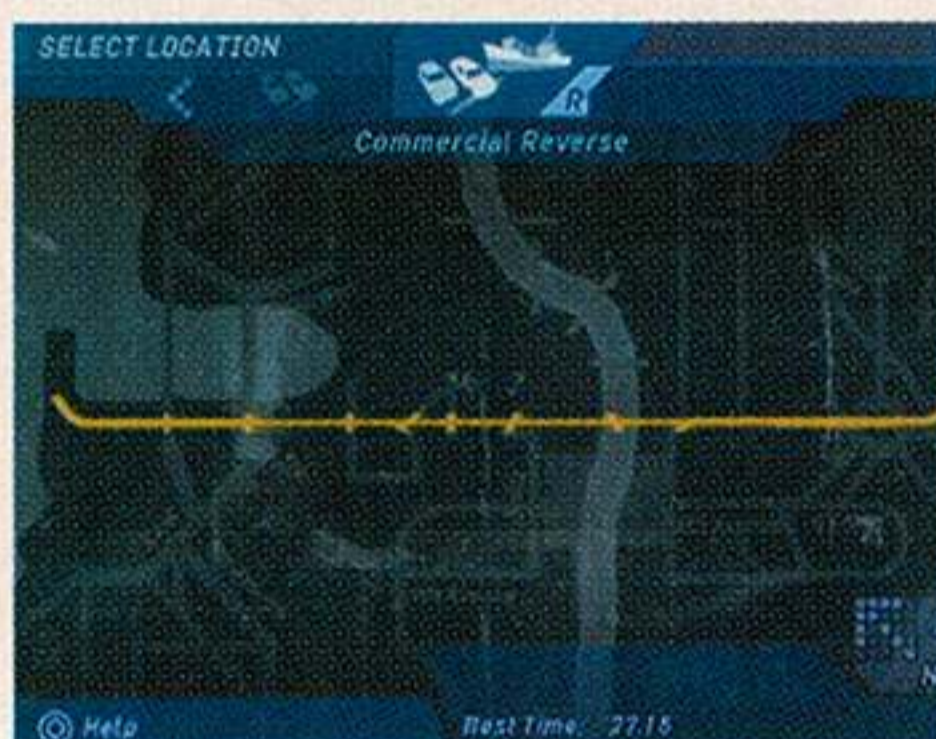
# WIN!



## NEED FOR SPEED UNDERGROUND



All Circuit Tracks, Drift Physics, and More



At the Main Menu, enter the following codes to unlock these cheats. Select Quick Race, and if you entered the code correctly, the unlocked tracks will be available.

**All Circuit Tracks:** Press Down, R1, R1, R1, R2, R2, R2, □.

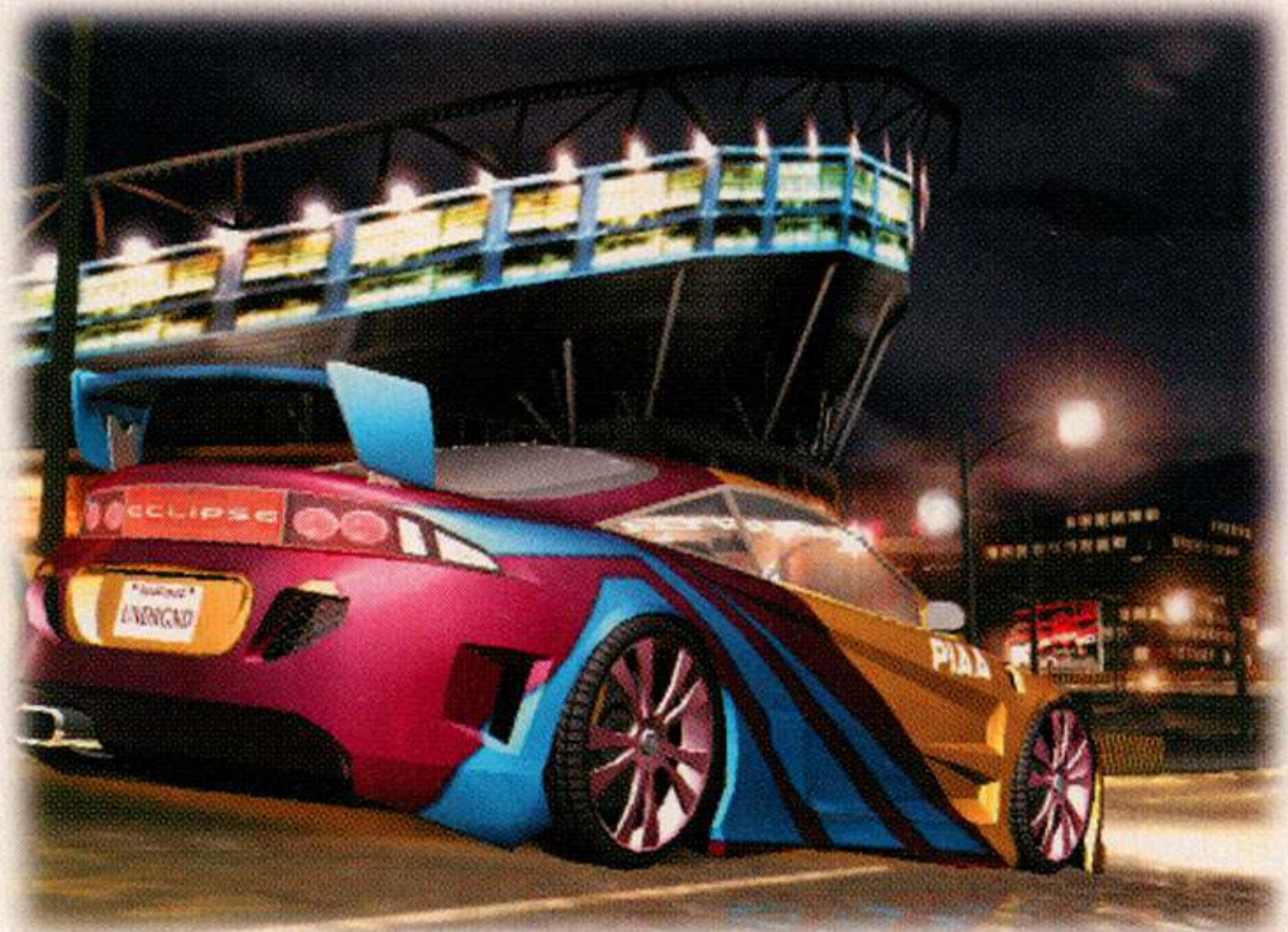
**All Drag Tracks:** Press Right, □, Left, R1, □, L1, L2, R2.

**All Drift Tracks:** Press Left, Left, Left, Left, Right, R2, R1, L2.

**All Sprint Tracks:** Press Up, R2, R2, R2, R1, Down, Down, Down.

**Drift Physics:** Press R1, Up, Up, Up, Down, Down, Down, L1.

Javel Morrison—Scottsdale, AZ



## LEGACY OF KAIN: DEFIANCE



All Dark Chronicles, Wire-Frame Mode, And More



Pause the game and then enter the following codes to unlock these cheats. If you entered the code correctly, the cheat will activate when you resume the game.

**All Bonuses:** Press R2, Down, L2, R1, Left, L2, Down, L1, △.

**All Dark Chronicles:** Press R1, Down, R2, L1, Right, R2, △, Down, L1.

**Enable Tube:** Press Up, Down, Left, Right, R2, L2, △, Down, ○.

**Fill 'Er Up:** Press Left, Right, Left, Right, R1, L1, ○, △, Down.

**Give All Slams:** Press Right, Down, Up, Down, Down, R1, △, ○, Down.

**Give All Ups:** Press Left, Left, Up, Up, L1, R2, ○, Down, △.

**Infinite Reaver Charge:** Press Down, Down, Up, Left, R1, R2, Down, △, ○.

**Invincibility:** Press Up, Down, Right, Down, R1, R2, Down, △, L1.

**No Textures:** Press L1, Down, R2, Right, R2, Up, △, L1, Down.

**Switch to Toon Version:** Press Up, Down, Up, Down, R1, R2, Down, ○, △.

**Wire-Frame Mode:** Press L1, Down, L1, Up, R1, L2, L1, Down, △.

## YU-GI-OH! THE FALSEBOUND KINGDOM



Hidden Sound

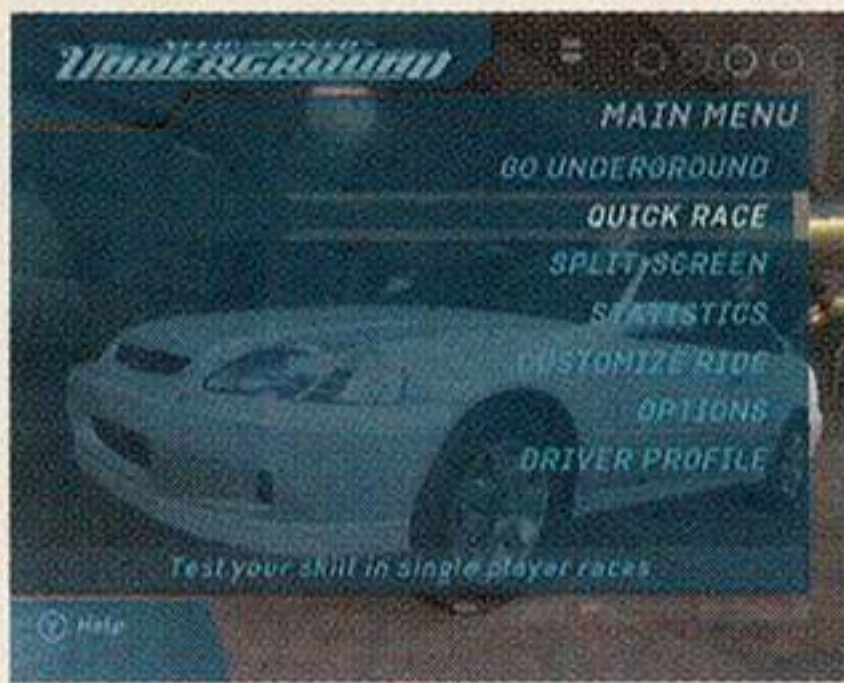


At the 3D Mode screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A to hear a hidden sound.

## NEED FOR SPEED UNDERGROUND



All Drift Tracks, All Sprint Tracks, and More



At the Main Menu, enter the following codes to unlock these cheats. Select Quick Race, and if you entered the code correctly, the unlocked tracks will be available.

**All Circuit Tracks:** Press Down, R, R, R, Black, Black, Black, X.

**All Drag Tracks:** Press Right, X, Left, R, X, L, White, Black.

**All Drift Tracks:** Press Left, Left, Left, Left, Right, Black, R, White.

**All Sprint Tracks:** Press Up, Black, Black, Black, R, Down, Down, Down.

**Drift Physics:** Press R, Up, Up, Up, Down, Down, Down, L.

## NBA LIVE 2004



Unlock Players



At the main menu, select Team Management and then choose Roster Management. Then, select Create Player and enter any of the following codes as a last name to unlock the corresponding player. If done correctly, a confirming message will appear.

Aleksander Pavlovic:	WHSUCPOI
Andreas Glyniadakis:	POCKDLEK
Carlos Delfino:	SDFGURKL
James Lang:	NBVKSMCN
Kyle Korver:	OEISNDLA
Malick Badaine:	SKENXIDO
Mario Austin:	POSNEGHX
Matt Bonner:	BBVDKCVN
Nedzad Sinanovic:	ZXDSRKE
Pacelis Morlende:	QWPOASZX
Remon Van De Hare:	ITNVCJSD
Rick Rickert:	POILKJMN
Sani Becirovic:	ZXCCVDRI
Sofoklis Schortsanitis:	IOUBFDCJ
Szymon Szewczyk:	POIOIJIS
Tommy Smith:	XCFWQASE
Xue Yuyang:	WMZKCOI

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## MEDAL OF HONOR: RISING SUN

### Invisible Soldiers, Huge Arms, and More



At the main menu, select Options, and at the Options screen, choose Passwords. Enter the following passwords to unlock these cheats. Return to the Options screen and select Bonus, and if you entered the password correctly, the unlocked cheat will be available for activation.

Achilles Head:	MANDARIN
All Missions:	BUTTERFLY
All Replay Items:	GARIBALDI
Always Sniper:	PUFFER
Bullet Shield:	TANG
Huge Arms:	SPINEFOOT
Invisible Soldiers:	TRIGGER
Men with Hats:	SEAHORSE
Perfectionist Mode:	HOGFISH
Rubber Grenades:	DAMSEL
Silver Bullet Mode:	TILEFISH
Unlimited Ammo:	GOBY

## MEDAL OF HONOR: RISING SUN

### Bullet Shield, Rubber Grenades, and More



At the main menu, select Options, and at the Options screen, choose Passwords. Enter the following passwords to unlock these cheats. Return to the Options screen and select Bonus, and if you entered the password correctly, the unlocked cheat will be available for activation.

Achilles Head:	CARDINAL
All Replay Items:	BOXFISH
Bullet Shield:	WRASSE
Immortality:	BANNER
Invisible Soldiers:	PARROT
Men with Hats:	DOTTYHAT
Rubber Grenades:	BETTA
Silver Bullet Mode:	BATFISH
Unlimited Ammo:	JAWFISH

## MEDAL OF HONOR: RISING SUN

### All Replay Items, Perfectionist Mode, and More



At the main menu, select Options, and at the Options screen, choose Passwords. Enter the following passwords to unlock these cheats. Return to the Options screen and select Bonus, and if you entered the password correctly, the unlocked cheat will be available for activation.

Achilles Head:	CICHLID
All Replay Items:	LOACH
Bullet Shield:	GOURAMI
Invisible Soldiers:	ZEBRA
Men with Hats:	TETRA
Perfectionist Mode:	BOTIA
Rubber Grenades:	MOOR
Silver Bullet Mode:	PLECO
Unlimited Ammo:	DISCUS





## STAR WARS ROGUE SQUADRON III: REBEL STRIKE



Unlock Star Wars Arcade Game with Free Tokens



At the main menu, select Options and then choose Passcodes. Enter **RTJPF!G** as a passcode, and when the text disappears, enter **TIMEWARP** to unlock the Star Wars arcade game. Then, enter **FREEPLAY** to earn free tokens for the game.

## NEED FOR SPEED UNDERGROUND



All Drag Tracks, Drift Physics, and More



At the Main Menu, enter the following codes to unlock these cheats. Select Quick Race, and if you entered the code correctly, the unlocked tracks will be available.

**All Circuit Tracks:** Press Down, R, R, R, X, X, X, Z.

**All Drag Tracks:** Press Right, Z, Left, R, Z, L, Y, X.

**All Drift Tracks:** Press Left, Left, Left, Left, Right, X, R, Y.

**All Sprint Tracks:** Press Up, X, X, X, R, Down, Down, Down.

**Drift Physics:** Press R, Up, Up, Up, Down, Down, Down, L.

## BATTLESTAR GALACTICA



Unlock Pictures



At the main menu, select Options, and at the options screen, choose Extras. At the extras screen, enter the following codes to unlock these pictures. If you entered the code correctly, you'll hear a confirming message.

**Picture 1:** Press Down, Down, Down, Down, Left, Left, Left, Left.

**Picture 2:** Press Up, Up, Up, Down, Down, Down, Left, Right.

**Picture 3:** Press Right, Right, Right, Right, Down, Down, Left, Left.

**Picture 4:** Press Left, Up, Left, Left, Down, Up, Left, Down.

**Picture 5:** Press Up, Up, Down, Down, Right, Up, Right, Down.

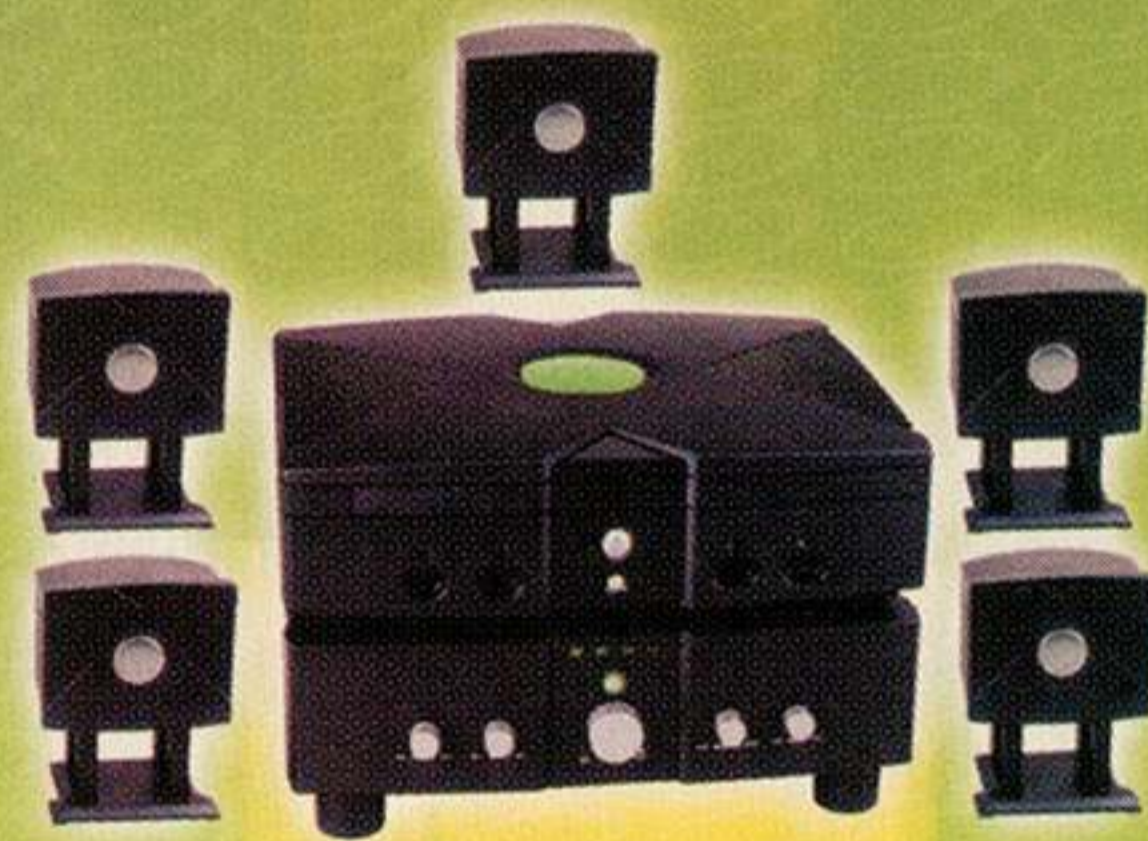
**Picture 6:** Press Up, Left, Up, Right, Up, Left, Up, Right.

**Picture 7:** Press Right, Right, Up, Up, Left, Left, Up, Up.

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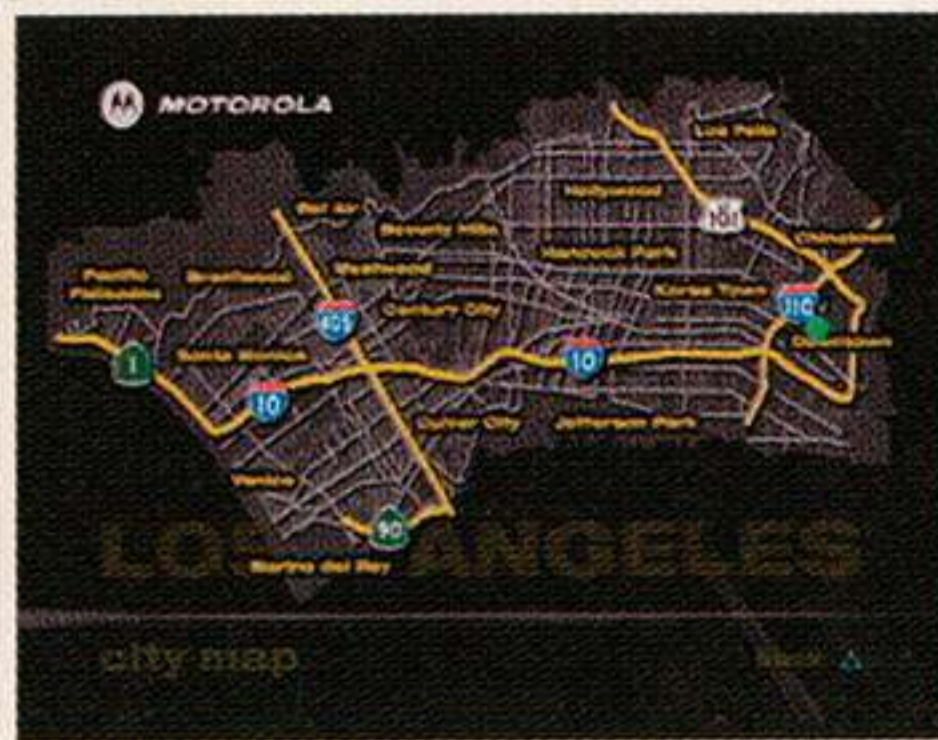
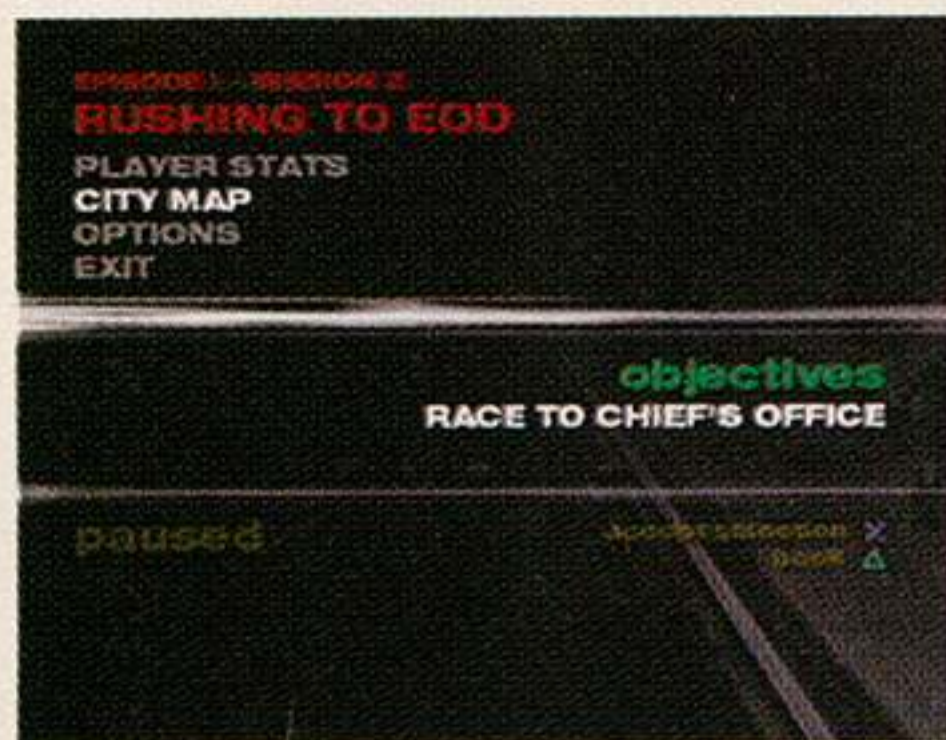


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## TRUE CRIME: STREETS OF L.A.



### All Gun Skills, Unlock Snoop Dogg, and More



At the City Map screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

**All Driving Skills:** Press Left, Right, Left, Right, X.

**All Gun Skills:** Press Right, Left, Right, Left, X.

**All Melee Combat Skills:** Press Up, Down, Up, Down, X.

**All Moves, Cars, and Weapon Parts:** Press Up, Right, Down, Left, Up, X.

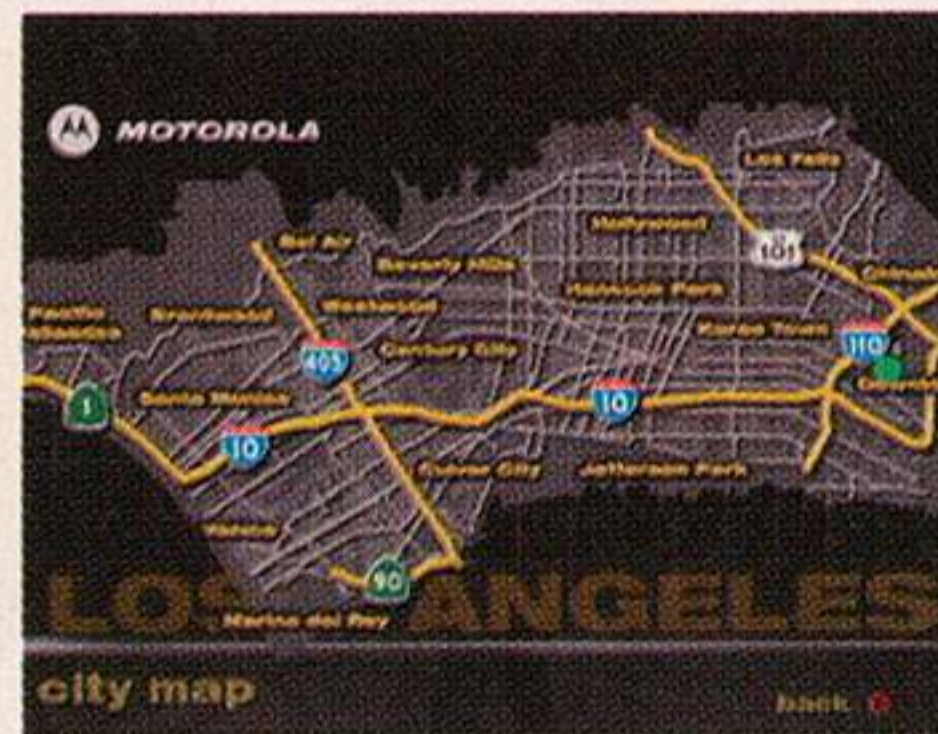
**Increase Car Size:** Press Down, Down, Down, X.

**Unlock Snoop Dogg:** Pause the game and then press R1, L1, Up, Right, Left, Down, L3, R3, X, □, ○, △. If you entered the code correctly, you'll hear a sound. Save your game and then load the same profile, and Snoop Dogg's missions will be available at the Select Episode screen.

## TRUE CRIME: STREETS OF L.A.



### All Melee Combat Skills and More



At the City Map screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

**All Driving Skills:** Press Left, Right, Left, Right, A.

**All Gun Skills:** Press Right, Left, Right, Left, A.

**All Melee Combat Skills:** Press Up, Down, Up, Down, A.

**All Moves, Cars, and Weapon Parts:** Press Up, Right, Down, Left, Up, A.

**Increase Car Size:** Press Down, Down, Down, A.

**Unlock Snoop Dogg:** Pause the game and then press R, L, Up, Right, Left, Down, Left Thumbstick, Right Thumbstick, A, X. If you entered the code correctly, you'll hear a sound. Save your game and then load the same profile, and Snoop Dogg's missions will be available at the Select Episode screen.

## BATMAN: RISE OF SIN TZU



### All Upgrades, Unlimited Health, and More



At the title screen, press and hold L and R, and then enter the following codes. If you entered the code correctly, a confirming message will appear.

**All End-Game Rewards:** Press Left, Down, Left, Right, Left, Left, Down, Right.

**All Upgrades:** Press Down, Up, Down, Left, Down, Right, Up, Down.

**Dark Knight Difficulty:** Press Right, Up, Up, Right, Left, Down, Right, Up.

**Unlimited Combo Meter:** Press Left, Right, Down, Up, Up, Down, Right, Left.

**Unlimited Health:** Press Up, Right, Up, Left, Down, Left, Down, Right.

## LETHAL SKIES II



### All Missions in Campaign Mode and More



At the main menu, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll hear a confirming sound.

**All Missions in Campaign Mode:** Press Down, R2, R1, Up, Up, L1, L2, L1, Start.

**All Missions in Dogfight Mode:** Press R1, R1, R1, L2, L2, L2, Up, Right, Down, Left, Up, Start.

**All Planes in Campaign Mode:** Press L2, L2, Right, R1, R1, R1, Left, Left, R2, R2, R2, R2, Start.

**All Sidetrack Missions in Campaign Mode:** Press L1, R1, R2, R1, Right, Left, Left, Up, Start.

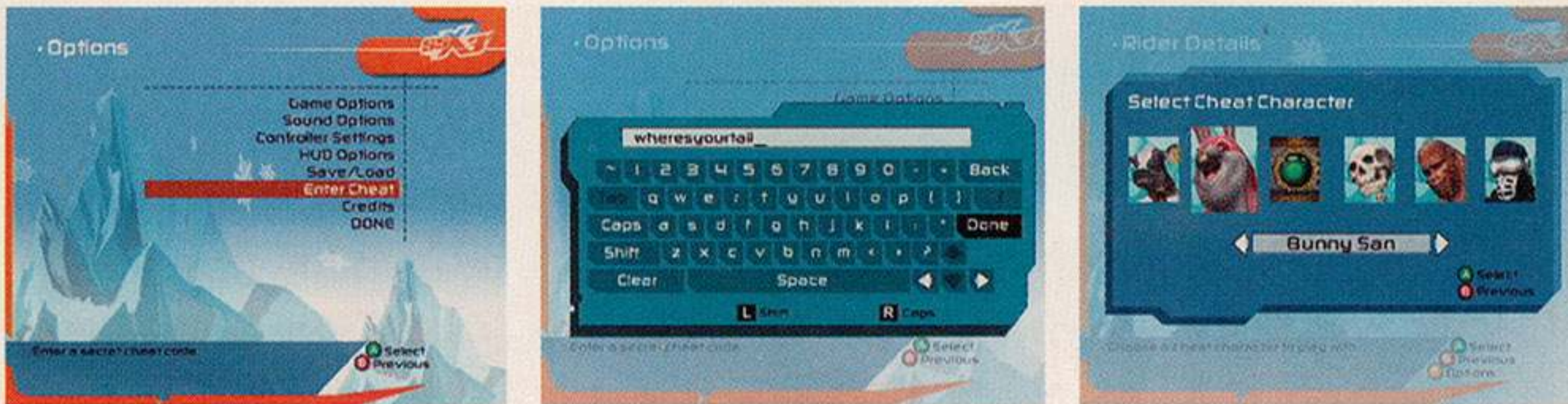
**All Special Missions in Campaign Mode:** Press Left, L2, L2, L1, Up, Up, Up, Down, Start.

**Unlock Extra Paint Schemes:** Press Left, Right, Left, Right, Right, Left, Right, Left, L2, R2, □, □, □, Start.

**Unlock Time Trial in Training Mode:** Press Right, Right, R1, R1, Up, L1, L1, L1, Start.

## SSX 3

### All Toys, All Videos, and More



At the Main Menu, select Options, and at the Options screen, choose Enter Cheat. Enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll automatically return to the Options screen. Select Done to return to the Setup Character screen and then choose Rider Details to find the unlocked characters.

*Note: Passwords are case-sensitive.*

All Peak One Lodge's Accessories:	shoppingspre
All Toys:	nogluerequired
All Trading Cards:	gotitgotitneedit
All Videos:	myeyesaredim
Bunny San:	wheresyourtail
Canhuck:	greatwhitenorth
Churchill:	tankengine
Cudmore:	milkemdaisy
Gutless:	boneyardreject
Hiro:	slicksuit
Jurgen:	brokenleg
Marty:	back2future
NW Legend:	callhingeorge
Posters:	postnobills
Snowball:	betyouveneverseen
Stretch:	windmilldunk
Svelte Luther:	notsosvelte
Unknown Rider:	finallymadeitin

## TRUE CRIME: STREETS OF L.A.

### All Gun Skills, Increase Car Size, and More



At the City Map screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

**All Driving Skills:** Press Left, Right, Left, Right, A.

**All Gun Skills:** Press Right, Left, Right, Left, A.

**All Melee Combat Skills:** Press Up, Down, Up, Down, A.

**All Moves, Cars, and Weapon Parts:** Press Up, Right, Down, Left, Up, A.

**Increase Car Size:** Press Down, Down, Down, A.

**Unlock Snoop Dogg:** Pause the game and then press R, L, Up, Right, Left, Down, Z, Z, A, Y, X, Y. If you entered the code correctly, you'll hear a sound. Save your game and then load the same profile, and Snoop Dogg's missions will be available at the Select Episode screen.

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## FREEDOM FIGHTERS



### Fly Mode, Rocket Launcher, and More



During gameplay, enter the following codes to unlock these cheats. If you entered the code correctly, a message will appear onscreen.

**Blind:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\circ$ , Left.

**Cycle Spawn Points:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\times$ , Up.

**Fast Motion:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\circ$ , Down.

**Fly Mode:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\square$ , Up.

**Heavy Machine Gun:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\Delta$ , Down.

**Infinite Ammo:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\times$ , Right.

**Maximum Charisma:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\times$ , Down.

**Nail Gun:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\times$ , Left.

**Rocket Launcher:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\Delta$ , Left.

**Shotgun:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\circ$ , Up.

**Slow Motion:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\circ$ , Right.

**Sniper Rifle:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\Delta$ , Right.

**Sub-Machine Gun:** Press  $\Delta$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\Delta$ , Up.

## FREEDOM FIGHTERS



### Infinite Ammo, Maximum Charisma, and More



During gameplay, enter the following codes to unlock these cheats. If you entered the code correctly, a message will appear onscreen.

**Blind:** Press Y, A, B, X, X, Left.

**Fast Motion:** Press Y, A, B, X, X, Down.

**Fly Mode:** Press Y, A, B, X, B, L.

**Heavy Machine Gun:** Press Y, A, B, X, Y, Down.

**Infinite Ammo:** Press Y, A, B, X, A, Right.

**Maximum Charisma:** Press Y, A, B, X, A, Down.

**Nail Gun:** Press Y, A, B, X, A, Left.

**Rocket Launcher:** Press Y, A, B, X, Y, Left.

**Shotgun:** Press Y, A, B, X, X, L.

**Slow Motion:** Press Y, A, B, X, X, Right.

**Sniper Rifle:** Press Y, A, B, X, Y, Right.

**Sub-Machine Gun:** Press Y, A, B, X, Y, L.

## TERMINATOR 3: RISE OF THE MACHINES



### Invincibility, Unlimited Ammo, and More



At the main menu, select Options, and at the Options screen, choose Cheats. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll receive a confirming message.

**All Future Weapons:** Press  $\times$ ,  $\times$ ,  $\times$ ,  $\Delta$ ,  $\circ$ ,  $\circ$ ,  $\square$ ,  $\times$ .

**All Past Weapons:** Press  $\circ$ ,  $\circ$ ,  $\Delta$ ,  $\square$ ,  $\times$ ,  $\Delta$ ,  $\Delta$ ,  $\square$ .

**Invincibility:** Press  $\square$ ,  $\square$ ,  $\times$ ,  $\Delta$ ,  $\times$ ,  $\circ$ ,  $\times$ ,  $\circ$ .

**T-850's Health Increased During Fights:** Press  $\Delta$ ,  $\Delta$ ,  $\square$ ,  $\times$ ,  $\circ$ ,  $\Delta$ ,  $\square$ ,  $\circ$ .

**TX's Health Increased During Fights:** Press  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$ ,  $\circ$ ,  $\times$ ,  $\circ$ ,  $\times$ .

**Unlimited Ammo:** Press  $\times$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\times$ ,  $\circ$ ,  $\times$ ,  $\square$ .

## TERMINATOR 3: RISE OF THE MACHINES



### Unlock Missile Command and More



At the main menu, select Options, and at the Options screen, choose Cheats. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll receive a confirming message.

**All Future Weapons:** Press A, A, A, X, B, X, B, B.

**All Levels:** Press X, Y, Y, X, B, A, A, B.

**Invincibility:** Press Y, X, B, B, A, A, B, X.

**T-850's Health Decreased During Fights:** Press B, Y, A, A.

**T-850's Health Increased During Fights:** Press A, Y, A, Y.

**TX Endoskeleton in Every Fight:** Press X, B, X, A, A, Y, X, X.

**TX's Health Decreased During Fights:** Press B, B, X, X, X, B, A, Y.

**TX's Health Increased During Fights:** Press B, X, X, X, B, A, Y, A.

**Unlimited Ammo:** Press X, A, Y, Y, Y, A, X, B.

**Unlimited Continues:** Press B, B, B, X, B, A, Y, A.

**Unlock Centipede:** Press A, B, B, B, X, Y, B, A.

**Unlock Game Movies:** Press B, B, B, X, B, Y, B, B.

**Unlock Missile Command:** Press A, B, B, B, X, Y, A, B.

**Unlock Movies:** Press B, B, B, A, X, Y, X, Y.

## GRAND THEFT AUTO: VICE CITY



### Armor Cheat, Health Cheat, and More



Enter the following codes during gameplay and not while the game is paused. When a code is entered correctly, "Cheat Activated" will appear in the upper-left corner of the screen.

**4x4 Vehicles Drive on Water:** Press Right, R2, O, R1, L2, □, R1, R2.

**All Cars Explode:** Press R2, L2, R1, L1, L2, R2, □, △, O, △, L2, L1.

**Armor Cheat:** Press R1, R2, L1, ×, Left, Down, Right, Up, Left, Down, Right, Up.

**Black Cars:** Press O, L2, Up, R1, Left, ×, R1, L1, Left, O.

**Bloodring Banger (I):** Press Up, Right, Right, L1, Right, Up, □, L2.

**Bloodring Banger (II):** Press Down, R1, O, L2, L2, ×, R1, L1, Left, Left.

**Caddy:** Press O, L1, Up, R1, L2, ×, R1, L1, O, ×.

**Change into Pedestrian:** Press Right, Right, Left, Up, L1, L2, Left, Up, Down, Right.

**Cloudy Weather:** Press R2, ×, L1, L1, L2, L2, L2, △.

**Crazy Drivers:** Press R2, O, R1, L2, Left, R1, L1, R2, L2.

**Extremely Cloudy Weather:** Press R2, ×, L1, L1, L2, L2, L2, □.

**Faster Play Time:** Press O, O, L1, □, L1, □, □, L1, △, O, △.

**Flying Boats:** Press R2, O, Up, L1, Right, R1, Right, Up, □, △.

**Flying Cars:** Press Right, R2, O, R1, L2, Down, L1, R1.

*Note: While accelerating, press and hold L3 to fly.*

**Fog:** Press R2, ×, L1, L1, L2, L2, L2, ×.

**Girls Follow You:** Press O, ×, L1, L1, R2, ×, ×, O, △.

**Health Cheat:** Press R1, R2, L1, O, Left, Down, Right, Up, Left, Down, Right, Up.

**Heavy Weapon Cheat:** Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down.

**Hotring Racer (I):** Press R1, O, R2, Right, L1, L2, ×, ×, □, R1.

**Hotring Racer (II):** Press R2, L1, O, Right, L1, R1, Right, Up, O, R2.

**Improved Handling:** Press △, R1, R1, Left, R1, L1, R2, L1.

**Increase Wanted Level:** Press R1, R1, O, R2, Left, Right, Left, Right, Left, Right.

**Invisible Cars:** Press △, L1, △, R2, □, L1, L1.

**Light Weapon:** Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

**Love Fist Limo:** Press R2, Up, L2, Left, Left, R1, L1, O, Right.

**Lower Wanted Level:** Press R1, R1, O, R2, Up, Down, Up, Down, Up, Down.

**Medium Weapon:** Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left.

**Normal Weather:** Press R2, ×, L1, L1, L2, L2, L2, Down.

**Pedestrians Fight Each Other:** Press Down, Left, Up, Left, ×, R2, R1, L2, L1.

**Pedestrians Fight You:** Press Down, Up, Up, Up, ×, R2, R1, L2, L2.

**Pink and Purple Cars:** Press O, L1, Down, L2, Left, ×, R1, L1, Right, O.

**Play as Candy Suxxx:** Press O, R2, Down, R1, Left, Right, R1, L1, ×, L2.

**Play as Hilary:** Press R1, O, R2, L1, Right, R1, L1, ×, R2.

**Play as Ken Rosenberg:** Press Right, L1, Up, L2, L1, Right, R1, L1, ×, R1.

**Play as Lance Vance:** Press O, L2, Left, ×, R1, L1, ×, L1.

**Play as Love Fist Band Member (I):** Press Down, L1, Down, L2, Left, ×, R1, L1, ×, ×.

**Play as Love Fist Band Member (II):** Press R1, L2, R2, L1, Right, R2, Left, ×, □, L1.

**Play as Mercedes:** Press R2, L1, Up, L1, Right, R1, Right, Up, O, △.

**Play as Phil Cassidy:** Press Right, R1, Up, R2, L1, Right, R1, L1, Right, O.

**Play as Ricardo Diaz:** Press L1, L2, R1, R2, Down, L1, R2, L2.

**Play as Sonny Forelli:** Press O, L1, O, L2, Left, ×, R1, L1, ×, ×.

**Rain:** Press R2, ×, L1, L2, L2, L2, O.

**Rhino Tank:** Press O, O, L1, O, O, O, L1, L2, R1, △, O, △.

**Romero's Hearse:** Press Down, R2, Down, R1, L2, Left, R1, L1, Left, Right.

**Sabre Turbo:** Press Right, L2, Down, L2, L2, ×, R1, L1, O, Left.

**Slow Down Gameplay:** Press △, Up, Right, Down, □, R2, R1.

**Speed Up Gameplay:** Press △, Up, Right, Down, L2, L1, □.

**Suicide:** Press Right, L2, Down, R1, Left, Left, R1, L1, L2, L1.

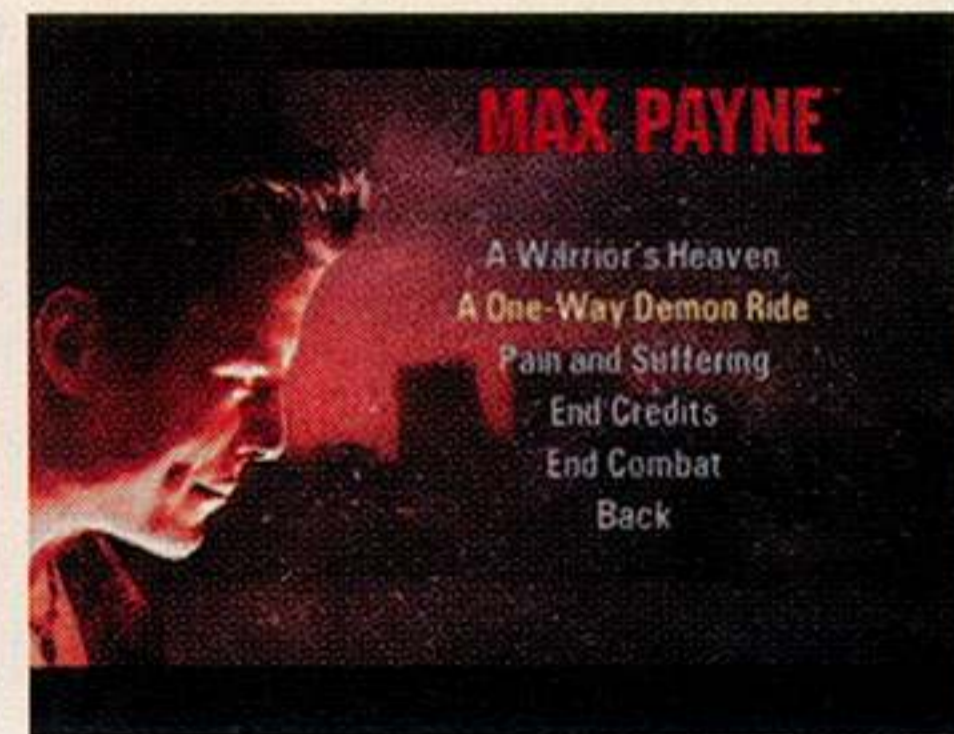
**Suit-and-Tie Attire:** Press Right, Right, Left, Up, L1, L2, Left, Up, Down, Right.

**Trashmaster:** Press O, R1, O, R1, Left, Left, R1, L1, O, Right.

## MAX PAYNE



### All Weapons, Invulnerability, And Unlock All Levels



**All Weapons:** Pause the game and then press L1, L2, R1, R2, △, O, ×, □. If you entered the code correctly, you'll have all weapons when you resume the game.

**Invulnerability:** Pause the game and then press L1, L1, L2, L2, R1, R1, R2, R2. If you entered the code correctly, you'll be invulnerable when you resume the game.

**Unlock All Levels:** Finish Chapter One: Roscoe Street Station and then press Select to return to the main menu. At the main menu, press Up, Down, Left, Right, Up, Left, Down, O. Select Load Level, and if you entered the code correctly, all levels will be available.

## TONY HAWK'S PRO SKATER 4



### Always Special, Perfect Rail, and More



At the main menu, choose Options, and at the Options screen, select Cheat Codes. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll hear a sound. During gameplay, pause the game, and at the pause menu, select Options and then Cheats, where you can activate the unlocked cheats.

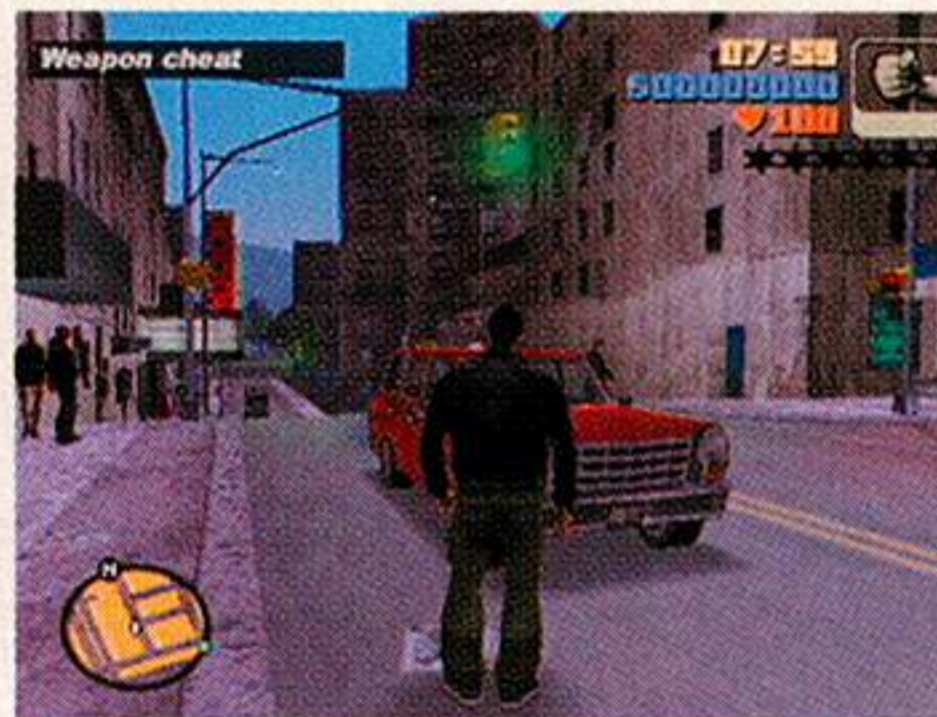
**Note:** Passwords are case-sensitive.

Always Special:	doasuper
Matrix:	nospoon
Moon Gravity:	superfly
Perfect Manual:	mullenpower
Perfect Rail:	ssbsts

## GRAND THEFT AUTO III



### Full Armor, Full Health, and More



During a game, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the name of the cheat will appear onscreen.

**All Weapons:** Press R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

**Alternate Costumes:** Press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

**Clear Weather:** Press L1, L2, R1, R2, R2, R1, L2, Δ.

**Cloudy Weather:** Press L1, L2, R1, R2, R2, R1, L2, □.

**Crazy Pedestrians:** Press R2, R1, Δ, ×, L2, L1, Up, Down.

**Destroy All Cars:** Press L2, R2, L1, R1, L2, R2, Δ, □, ○, Δ, L2, L1.

**Extra Money:** Press R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up.

**Fog:** Press L1, L2, R1, R2, R2, R1, L2, ×.

**Full Armor:** Press R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

**Full Health:** Press R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.

**Higher Wanted Level:** Press R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.

**Improved Car Handling:** Press R1, L1, R2, L1, Left, R1, R1, Δ.

**Note:** For the Improved Car Handling cheat, **press R3 or L3 to jump while driving.**

**Invisible Cars:** Press L1, L1, □, R2, Δ, L1, Δ.

**Lower Wanted Level:** Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

**Pedestrians Attack:** Press Down, Up, Left, Up, ×, R1, R2, L2, L1.

**Pedestrians Fight Each Other:** Press Right, R2, ○, R1, L2, Down, L1, R1.

**Pedestrians Riot:** Press Down, Up, Left, Up, ×, R1, R2, L2, L1.

**Rain:** Press L1, L2, R1, R2, R2, R1, L2, ○.

**Slow Down Gameplay:** Press Δ, Up, Right, Down, □, R1, R2.

**Speed Up Gameplay:** Press Δ, Up, Right, Down, □, L1, L2.

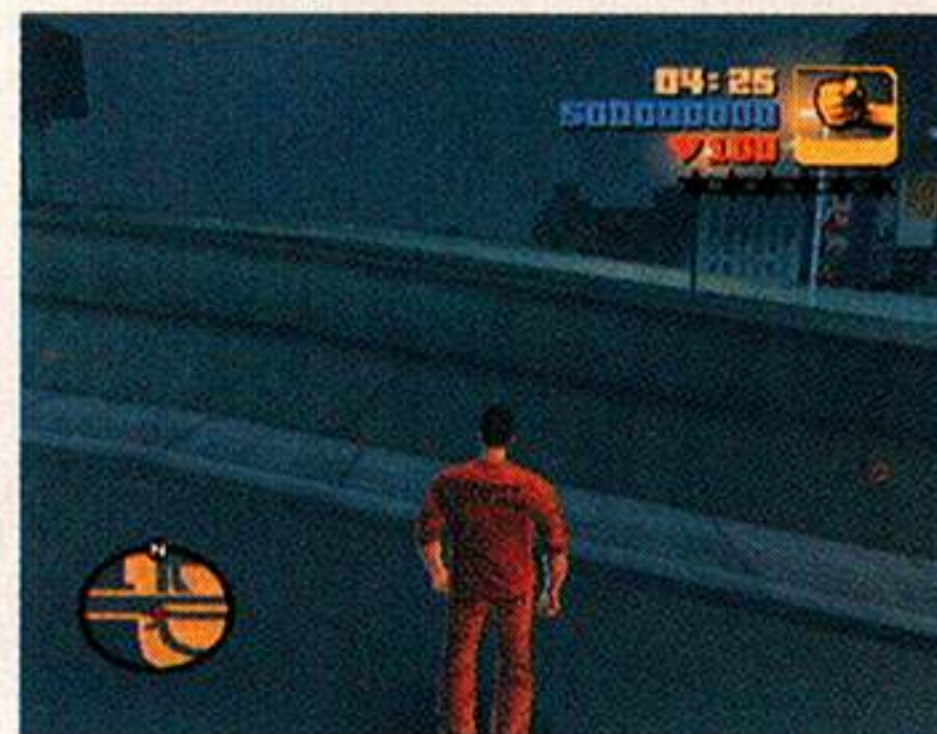
**Speed Up Time:** Press ○, ○, ○, □, □, □, □, □, L1, Δ, ○, Δ.

**Tank:** Press ○, ○, ○, ○, ○, ○, R1, L2, L1, Δ, ○, Δ.

## GRAND THEFT AUTO III



### All Weapons, Full Armor, and More



During a game, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the name of the cheat will appear onscreen.

**All Weapons:** Press Black, Black, L, Black, Left, Down, Right, Up, Left, Down, Right, Up.

**Alternate Costumes:** Press Right, Down, Left, Up, L, White, Up, Left, Down, Right.

**Clear Weather:** Press L, White, R, Black, Black, R, White, Y.

**Cloudy Weather:** Press L, White, R, Black, Black, R, White, X.

**Destroy All Cars:** Press White, Black, L, R, White, Black, Y, X, B, Y, White, L.

**Extra Money:** Press Black, L, L, Left, Down, Right, Up, Left, Down, Right, Up.

**Fog:** Press L, White, R, Black, Black, R, White, A.

**Full Armor:** Press Black, Black, L, White, Left, Down, Right, Up, Left, Down, Right, Up.

**Full Health:** Press Black, Black, L, R, Left, Down, Right, Up, Left, Down, Right, Up.

**Higher Wanted Level:** Press Black, Black, L, Black, Left, Right, Left, Right, Left, Right.

**Improved Car Handling:** Press R, L, Black, L, Left, R, R, Y.

**Note:** For the Improved Car Handling cheat, **press the right or left thumbstick to jump while driving.**

**Invisible Cars:** Press L, L, X, Black, Y, L, Y.

**Lower Wanted Level:** Press Black, Black, L, Black, Up, Down, Up, Down, Up, Down.

**Pedestrians Attack:** Press Down, Up, Left, Up, A, R, Black, L, White.

**Pedestrians Fight Each Other:** Press Down, Up, Left, Up, A, R, Black, White, L.

**Pedestrians Riot:** Press Black, R, Y, A, White, L, Up, Down.

**Rain:** Press L, White, R, Black, Black, R, White, B.

**Slow Down Gameplay:** Press Y, Up, Right, Down, X, R, Black.

**Speed Up Gameplay:** Press Y, Up, Right, Down, X, L, White.

**Speed Up Time:** Press B, B, B, X, X, X, X, X, L, Y, B, Y.

**Tank:** Press B, B, B, B, B, B, R, White, L, Y, B, Y.



## GRAND THEFT AUTO: VICE CITY

### Armor Cheat, Health Cheat, and More



Enter the following codes during gameplay and not while the game is paused. When a code is entered correctly, "Cheat Activated" will appear in the upper-left corner of the screen.

- 4x4 Vehicles Drive on Water:** Press Right, Black, B, R, White, X, R, Black.
- All Cars Explode:** Press Black, White, R, L, White, Black, X, Y, B, Y, White, L.
- Armor Cheat:** Press R, Black, L, A, Left, Down, Right, Up, Left, Down, Right, Up.
- Black Cars:** Press B, White, Up, R, Left, A, R, L, Left, B.
- Bloodring Racer:** Press Down, R, B, White, White, A, R, L, Left, Left.
- Caddy:** Press B, L, Up, R, White, A, R, L, B, A.
- Change into Pedestrian:** Press Right, Right, Left, Up, L, White, Left, Up, Down, Right.
- Cloudy Weather:** Press Black, A, L, L, White, White, White, Y.
- Crazy Drivers:** Press Black, B, R, White, Left, R, L, Black, White.
- Extremely Cloudy Weather:** Press Black, A, L, L, White, White, White, X.
- Flying Cars:** Press Right, Black, B, R, White, Down, L, R.  
*Note: While accelerating, press and hold the left thumbstick to fly.*
- Fog:** Press Black, A, L, L, White, White, White, A.
- Girls Follow You:** Press B, A, L, L, Black, A, A, B, Y.
- Health Cheat:** Press R, Black, L, B, Left, Down, Right, Up, Left, Down, Right, Up.
- Heavy Weapon Cheat:** Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Down.
- Improved Handling:** Press Y, R, R, Left, R, L, Black, L.
- Increase Wanted Level:** Press R, R, B, Black, Left, Right, Left, Right, Left, Right.
- Light Weapon:** Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Right, Up.
- Love Fist Limo:** Press Black, Up, White, Left, Left, R, L, B, Right.
- Lower Wanted Level:** Press R, R, B, Black, Up, Down, Up, Down, Up, Down.
- Medium Weapon:** Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Left.
- Normal Weather:** Press Black, A, L, L, White, White, White, Down.
- Pedestrians Riot:** Press Down, Left, Up, Left, A, Black, R, White, L.
- Pedestrians Fight You:** Press Down, Up, Up, Up, A, Black, R, White, White.
- Play as Candy Suxxx:** Press B, Black, Down, R, Left, Right, R, L, A, White.
- Play as Hilary:** Press R, B, Black, L, Right, R, L, A, Black.
- Play as Ken Rosenberg:** Press Right, L, Up, White, L, Right, R, L, A, R.
- Play as Lance Vance:** Press B, White, Left, A, R, L, A, L.

**Play as Love Fist Band Member:** Press Down, L, Down, White, Left, A, R, L, A, A.

**Play as Mercedes:** Press Black, L, Up, L, Right, R, Right, Up, B, Y.

**Play as Phil Cassidy:** Press Right, R, Up, Black, L, Right, R, L, Right, B.

**Play as Ricardo Diaz:** Press L, White, R, Black, Down, L, Black, White.

**Play as Sonny Forelli:** Press B, L, B, White, Left, A, R, L, A, A.

**Rain:** Press Black, A, L, L, White, White, White, B.

**Rhino Tank:** Press B, B, L, B, B, B, L, White, R, Y, B, Y.

**Romero's Hearse:** Press Down, Black, Down, R, White, Left, R, L, Left, Right.

**Sabre Turbo:** Press Right, White, Down, White, White, A, R, L, B, Left.

**Slow Down Gameplay:** Press Y, Up, Right, Down, X, Black, R.

**Speed Up Gameplay:** Press B, B, L, X, L, X, X, X, L, Y, B, Y.

**Suicide:** Press Right, White, Down, R, Left, Left, R, L, White, L.

**Trashmaster:** Press B, R, B, R, Left, Left, R, L, B, Right.



## MAX PAYNE

### Refill Ammo, Painkillers, and Bullet Time



At the main menu, **simultaneously press and hold L and R, and push in both analog sticks until you hear them click.** Continue to hold the buttons and then **press White, Black, Black, White, White, Black.** If done correctly, a Cheats option will appear at the bottom of the main menu. To activate the cheat, **press Back** during gameplay to return to the main menu, select Cheats, and then choose Refill. When you resume the game, all of your ammunition, painkillers, and Bullet Time will be replenished.



## CONFLICT: DESERT STORM

### Main Menu Cheats



At the main menu, **press X, X, Y, Y, Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, L, L, R, R.** Select Options, and at the Options menu, choose Cheats. If you entered the code correctly, you'll be able to activate the available cheats.

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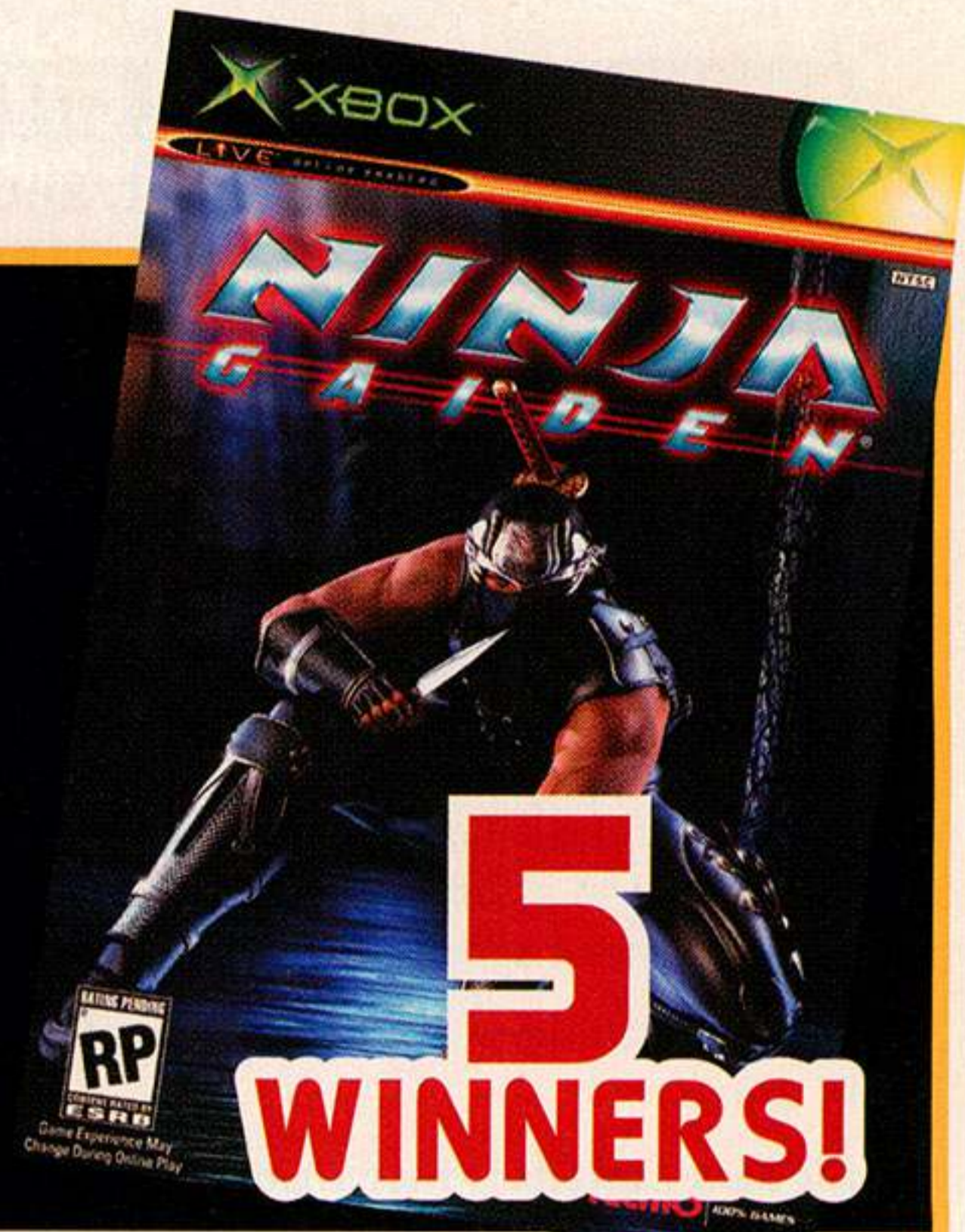
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Table of Contents	All / Some / None	1	2	3	4	5
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Art Attack	All / Some / None	1	2	3	4	5
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Sports Pages	All / Some / None	1	2	3	4	5
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 Game Boy Advance SP     Nintendo 64     PS one  
 Game Boy Color     PC/Windows     Xbox  
 GameCube

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|--|--|---|
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- |                                       |     |    |
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### GAMEPRO'S ENIGMA II CONTEST OFFICIAL RULES:

- 1. NO PURCHASE NECESSARY TO ENTER OR WIN.**
- 2. HOW TO WIN:** All clues needed to solve GamePro's Enigma II Contest are contained within the pages of the March 2004 issue of GamePro magazine. Additional, helpful clues will be available via the Internet at www.gamepro.com. There is only one acceptable, correct solution to GamePro's Enigma II Contest. Valid entries must contain the correct solution (which must be expressed via the written word) as well as an explanation of how that solution was reached by the Entrant. This explanation must be sufficiently detailed to satisfy the Judges that the correct solution was achieved through skill, observation, and intellect, as opposed to purely chance, and without the use of prohibited or confidential information.
- 3. ENTRY REQUIREMENTS:** To enter GamePro's Enigma II Contest, Entrants must submit, via U.S. mail, their solution and explanation, along with their name, complete address including zip code, age (on date of entry), gender, complete daytime phone number with area code, and e-mail address (if available) to GamePro's Enigma II Contest, P.O. Box 23040, Oakland, CA 94623-0040. All entries must be received by 11:59 PM (PST) on March 31, 2004. Limit one entry per person. Multiple entries will be disqualified. Entries that contain the correct solution but no explanation of how that solution was reached will be disqualified. Entries that are illegible or not in accordance with these rules will be disqualified. No online entries will be accepted. By participating, Entrant (and Entrant's parent/legal guardian if Entrant is a minor) agrees to these Official Rules.
- 4. ENTRY CONDITIONS:** By entering, Entrant agrees (and by permitting a child 13 years or younger to enter, that child's parent/legal guardian agrees on behalf of themselves and the minor Entrant): (a) To abide by these Official Rules (exact compliance is essential); (b) To accept as final and binding the decisions of the Sponsor, Judges, and their agents in all matters relating to this Contest; (c) That all entries submitted become the property of Sponsor and will not be acknowledged or returned; (d) To the collection of all information on each entry and to its transfer to third parties; (e) That acceptance of prize offered constitutes consent to use Entrant's/Winner's name, hometown, state, prize won, or likeness (except where prohibited by law) without further compensation for advertising or publicity purposes.
- 5. DRAWING:** One (1) Winner will be selected in a random drawing held on or about April 15, 2004 from all eligible entries received. Odds of winning depend on number of eligible entries received. Winner will be notified by mail. Winner may not substitute, assign, or transfer prize or redeem prize for cash. Sponsor reserves right to substitute prize with prize of equal or greater value if advertised prize becomes unavailable.
- 6. PRIZE:** The following prize will be awarded: One Winner will receive a customized GamePro leather jacket (estimated retail value: \$300). Prize won by a minor may be awarded to parent/legal guardian.
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- 9. For the name of Winner, send a stamped, self-addressed envelope for receipt by July 30, 2004 to:** GamePro's Enigma II Contest, P.O. Box 23040, Oakland, CA 94623-0040.
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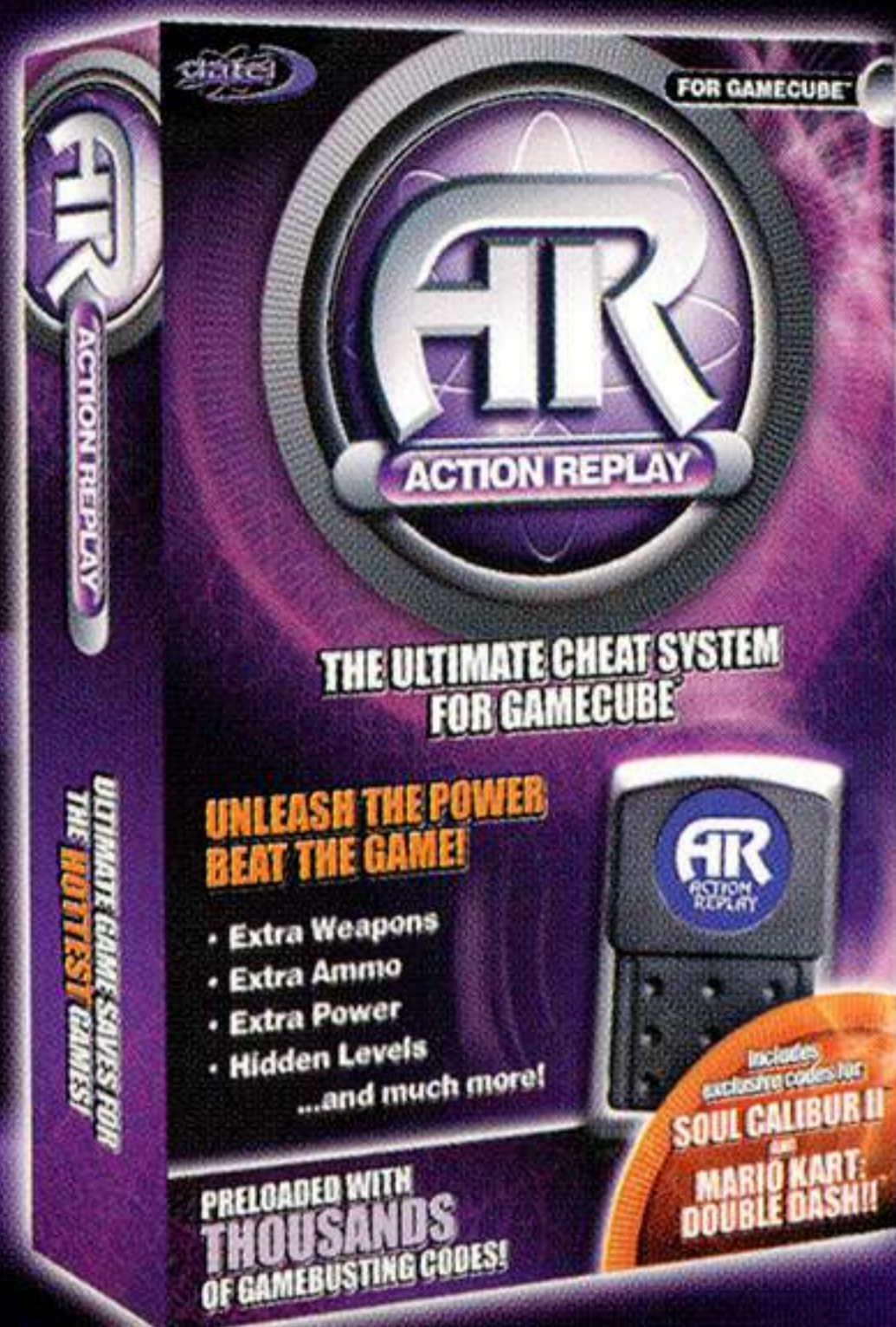


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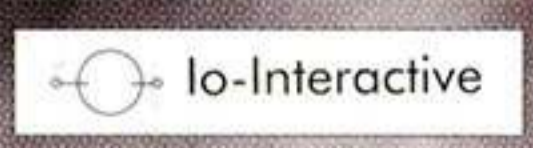
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