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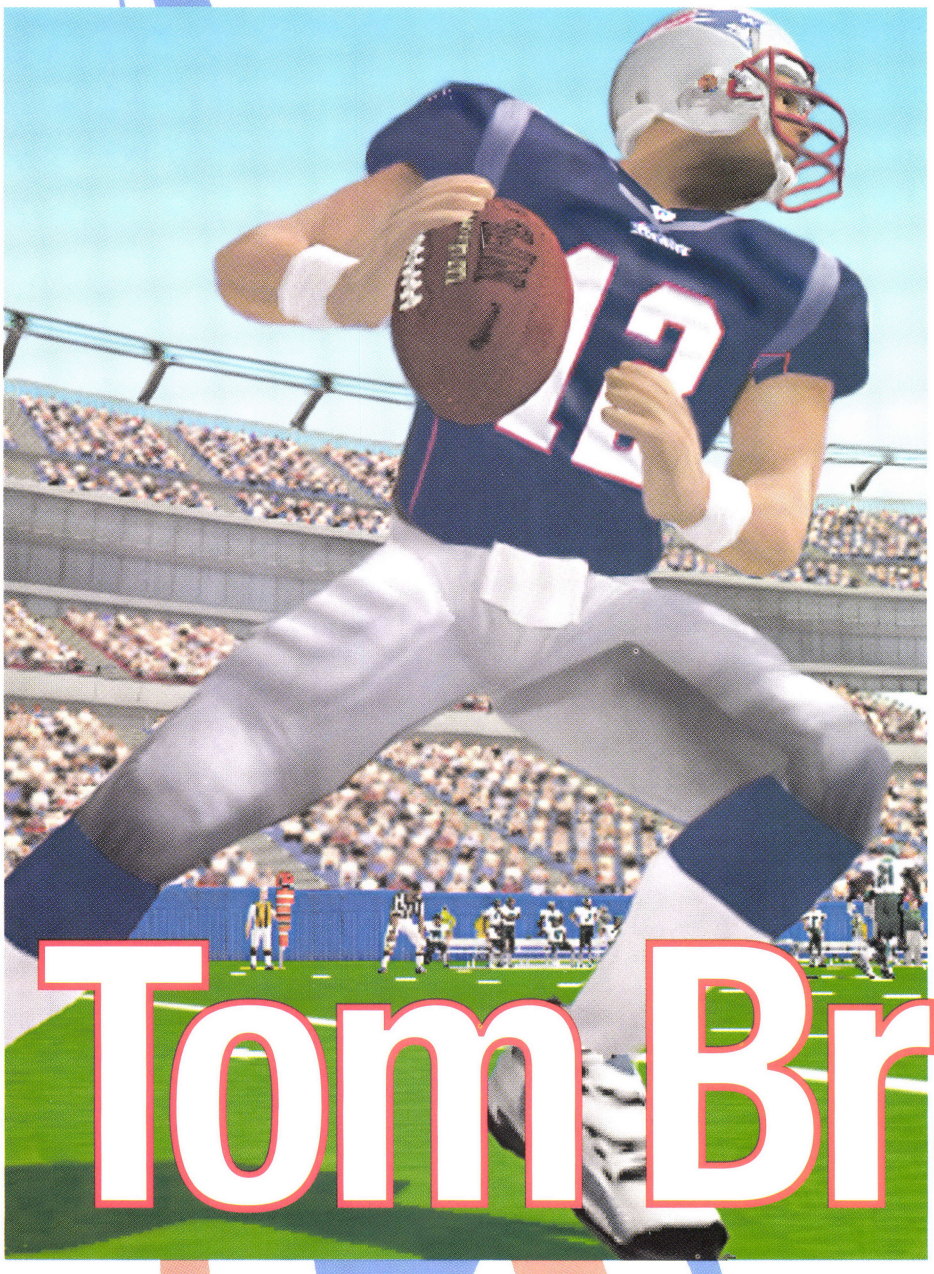
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A Super Bowl trophy and MVP honors. Not a bad way to end a season he entered having completed only one career pass. Last season, Brady showed the world that there's a reward for hard work, persistence and, most of all, being prepared.



Tom Brady

THE STORYBOOK SEASON CONTINUES FOR

What a difference a year makes. Last year, he could walk the streets of Boston virtually unnoticed. Now he's a household name. He's the guy coaches talk about when they motivate not only their second- and third-string players, but their entire rosters. For it was Brady who stepped up and led his team through the post-season and to Super Bowl victory.

His magic continues in NFL GameDay™ 2003, where he'll take the helm for the Patriots again. This time as the starter, not the young kid waiting for a break. One thing's for sure: He's the guy that every other team is gunning for, and that's a tough place to be.

With this in mind, count on Brady to call a number of plays using GameDay's new "Hot Routes." This new feature allows the quarterback to change a receiver's pass route at the line of scrimmage based on what he sees in the setup of the opponent's chosen defense. Defenses are once again very tough in NFL GameDay 2003, where new multi-player tackling provides the most realistic football action ever. But if defenses fail to wrap up the ballcarrier, fans will see one of 70 new "break tackle" animations. This means every play will be different and guys like Tom Brady can enjoy the highest replay value ever (and add to their constantly growing highlight reels).

Another part of the game that Brady looks forward to is the 2,200 fluid animations, including 300 amazing new tackles and

catches. All of these under the most responsive control ever offered. When defenses take hold of a man and tackle him into the ground, it's not only something witnessed, but also felt. Perhaps this is one feature that Brady could have done without.

While some players would have enjoyed the time to rest during the off-season, Brady embraced the chance to improve. In fact, even with the departure of his quarterback mentor, the Patriots are still looking great. As is every team in NFL GameDay 2003, with over 3,000 polygons going into the creation of each player. In addition to that,



all new textures and lighting make sure every player jumps off the screen with incredible realism. Also, 180 new player faces give true-to-life emotion to the players, whether they're celebrating a touchdown or gathering their pride after an embarrassing sack. Sources also say Brady was "blown away by GameDay's new 60-frames-per-second game play," which puts the athleticism of the NFL into each player like never before.

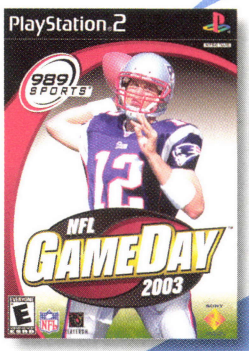
The NFL never fails to deliver stiff competition from both conferences, with only a few weak teams. Naturally, the Patriots, like the rest of the league, welcome the upstart Houston



Texans. Although the two teams won't see head-to-head action during the regular season, the playoffs are always a possibility. Another way the league is expanding is through GameDay 2003's new Online Mode, where players can challenge opponents from anywhere in the country. Live stats, roster updates, real-time, in-game chat and 4-on-4 game play on two PlayStation 2 consoles give players anywhere the ultimate NFL gaming experience.

Some more favorable commentary on Brady is coming from NFL GameDay 2003's broadcast booth, where the legendary Dick Enberg has joined up with Hall of Fame quarterback Dan Fouts and Ian Eagle. Together, they make up the first-ever three-man booth in pro football video-game

One of the perks of being Super Bowl MVP.





history. This unparalleled TV-style presentation also features new stadium fly-ins showing players in their pregame warm-up routines, such as guys stretching and doing wind sprints, quarterbacks readying their arms for battle, punters punting the ball and much more. The men in the booth will be busy keeping track of team and player statistics in an amazing 163 categories.

NFL GameDay 2003 starts off with a bang, featuring all 32 NFL teams and updated team rosters, including the latest trades and free-agent signings. GameDay participants will enjoy the improved look of the stadium models, featuring new lighting, texture enhancements, renovations and the newest in field wear. As Tom Brady and others are



989 SPORTS

on the road, they'll see new stadiums in Houston, Chicago, Seattle, Green Bay and Detroit. And at home the Patriots will get used to a brand-new stadium of their own.

So as the regular season warms up, Brady and the Pats will have their work cut out for them. Although they're a preseason pick by most to win their division, nothing is for certain. Except, of course, that Brady will see for the first time the agonizing effort it takes to defend a championship. He's going to take some licks, but you can expect to see the same kind of winning spirit that makes him a great leader and one of today's finest all-around quarterbacks.

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Are You Supercharged?



EDITOR'S NOTE

One Mag to Rule Them All



Forget Christmas. Move over, Hanukkah. Kwanzaa, get lost. The big December event is none other than the release of *The Lord of the Rings: The Two Towers*. I don't know about you, but last year's *Fellowship of the Ring* is currently on my all-time top movies list and has replaced *Star Wars* as my favorite movie franchise (sorry George!). My pants are in the washer every day as I wait in anticipation for the next one (opening December 18 at a theater near you).

One of the reasons I loved *FOTR* so much and will no doubt feel the same about *TT* can be summed in one word: authenticity. The films capture the look, feel, tone, and vibe of Tolkien's novels so well that it's easy to forgive the things that were "left out." Director Peter Jackson has done an incredible job of bringing Middle-earth to life, while also appealing to a wide range of moviegoers.

Authenticity is just as important in games. Does the game capture the look and feel of the film, book, comic, or TV show upon which it's based? When you play the game, do you feel like you're really there?

I think EA and developer Stormfront nailed the authenticity with their game based on *LOTR*. They really matched the action and epic intensity of the films. Other companies should take note.

Oh, yeah, the headline refers to *GameNOW*. Duh.

And In the Darkness, Prime Them

In light of our biggest strategy guide this issue, I have a very cool (and tall) *Metroid Prime* standee to give away to the person who asks me the best question. Go ahead and ask me anything. Anything at all. If I choose your question, we'll not only publish it (with my answer), you'll get the standee. Send in your questions to moi at game_now@ziffdavis.com or to GameNOW, 101 Second Street, 8th Floor, San Francisco, CA 94105. Cool.

Shameless Plug: GameNOW Message Boards

Hey, want to share your love for gaming and *GameNOW* with others? Then I entreat upon you to go to www.gamers.com and click on *GameNOW*. Then click on Message Boards and start talkin'. You may make new friends and enemies—and once in a while even converse with *GameNOW* editors. Take the poll while you're there. Current one: What's the best videogame-based movie?

Happy Holidays All!

—Tom

GameNOW Crew



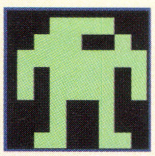
Carrie Shepherd
Managing Editor
Carrie predicts that the jerks who broke into her house and stole her Xbox, PS2, GameCube, Dreamcast, GBA, and all associated accessories will have bad karma follow them around forever. What comes around goes around. Right?!



Phil Theobald
Reviews Editor
Phil's life has taken a turn for the worse, and the poor dope has been locked up in The Rock. How did he end up in this sorry state, you ask? Well, let's just say that when Tom Nook urges you to browse and not to carouse, he means it.



Ethan Einhorn
Previews Editor
Phantasy Star Online: Ethan can't get enough. He hasn't gone to bed earlier than 2 a.m. for weeks now, and the lack of sleep has turned him into a zombie. Now, he sheds a tear whenever he has to pull the trigger on his brethren in *Resident Evil Zero*.



Miguel Lopez
Strategy Editor
Playing *Vice City* for hours has made this Miami native nostalgic. Still, he urges you to understand that real Cubans don't shoot appliances, nor do they dress like the dancers in the "Thriller" video. And Haitians don't really wear shirts that say "Relax" either.



Andrew Burwell
Senior Art Director
Enough with the games...Andrew just got *The Lord of the Rings* box set, and *Episode 2: Attack of the Clones* on DVD. Maybe *Metroid Fusion* can pull him back into the swing of things. Let's all pray that he'll return.



Nicole Tanner
Associate Art Director
Nicole used to do responsible, grown-up things in her free time, like exercising. But that was before she bought *Animal Crossing*, and it completely took over her life. Oh well. At least she'll have really toned fingers.

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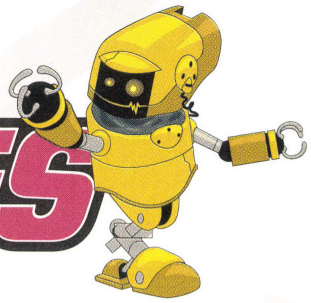
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RANTS & RAVES



Lonely editors seek validation! We ♥ mail!

CODE BLUES

Dear GameNOW,

What's with people writing in saying that some games they just bought are boring? I mean, some games *are* boring, but some people say *everything* they get is boring. I have information for them: STOP USING CODES WHEN YOU FIRST GET THE GAME!!! Why do people do this? I mean, when I buy a game, I like to try to beat it. Some people use codes right off the bat; therefore, it may be boring. If you beat the game without codes the first time and then go back and use codes the second time, it will be more fun. If you're a gamer bored with a game you're using codes on, but haven't even cared to beat the game, try it without the codes.

P.S. Keep zinging—your letters and your mag rock.

Issac Walker
Address withheld

Yawn. Now WE'RE bored. Listen Issac-with-two-S's-instead-of-two-A's, how do you know these people are using codes? Maybe they are buying boring games (after all, someone's buying all those Army Men games). Just wondering, cuz it takes a cheater to know one!

What does everyone else think? Let us know at game_now@ziffdavis.com or at the address on page 14.

BAD ADS

Dear GameNOW,

Your magazine is great, but why do you have ads for games you rated as horrible? I mean, it looks a bit weird to see an ad for a game then turn the page and see your review for it saying it is awful.

Benjamin Ziomek
bziomek@hotmail.com

Benjamin the Ziomek-warrior (may we call you that?), you ask an excellent question. Now, listen very carefully: The advertising and editorial departments are run separately, and the editors review games without knowing which companies are advertising in the issue. That way, we can say what we really think instead of being influenced by the fact that the advertising is paying for the magazine (which pays our salaries)! Also, even when we give a game a bad review, it's possible that some people may like it (which is why we say why a game is bad or good). Got it? Good.

GOOD ADS

Dear GameNOW,

I just wanted to say great mag! The *EGM* mag is bad because all it mostly has are advertisements, but your mag has more stuff about games, reviews, or letters than they do. You guys always have something interesting that catches my attention. Keep the good work coming!

Andrew K.
rusty_dog2002@yahoo.com

Thanks Andrew. Funny thing about ads: We need 'em to stay in business. But no matter how many ad pages we have, we'll do our best to pack GameNOW with stuff you want to read about. Promise.

GAMENOW ROX!

Dear GameNOW,

I think your mag rox, but my friend thinks it's the worst gaming magazine ever, and he hasn't even read it. So, in your next issue, can you please put something in telling Sam that *GameNOW* rox? But don't bother giving him an example of worse gaming mags because that would be all of them.

Andrew Lentz
Wierdo1000@aol.com

OK.

Hey Sam! Your friend Andrew not only has twice your strength and intelligence, he also gets more dates and can play games better than anyone you know. Why? Because he reads GameNOW, the only game mag worth reading, that's why.



LETTER OF THE MONTH

BIG MONEY! I LOVE IT!

Dear GameNOW,

Just wanted to thank your magazine for the heads-up regarding rare games, from your article "Big Money Games" in the November edition. I was flipping through your mag and saw a game that I had in storage—*Super Puzzle Fighter II Turbo*—SEALED even—and that it was selling for $60 average. Turns out that I was the only one on eBay who had this game in such a state—and was able to pull in $255 for the game! I was shocked that it went up so high—thanks a bunch. Made me feel like those surprised fools on *Antiques Road Show* when they're told that their junk is worth a pretty penny. Keep up the good work, guys.

Joey Acac
Address withheld

Well, Joey Jo Jo Junior Shabadoo, we're glad that we could help. It just goes to show that one man's trash is another man's treasure (although Puzzle Fighter is a hella cool game...you really shoulda played it). Still, that is one nice haul you made. You are aware, of course, that you now owe us a consulting fee of 50 percent for helping you make that sale. Please send a check for $127.50 made payable to Phil Theobald (no, make it payable to Tom Byron—ed.).

MIXED MESSAGE

Dear GameNOW,

Your mag rocks. I bought one of those GBA accessory packs. It came with a link cable, hand grips, and rechargeable batteries. But it clearly says in the instruction booklet, DO NOT use rechargeable batteries. Why would they sell them if you're not even supposed to use them? I was also wondering which editor answers the fan mail. By the way, "Screw Flanders."

Joe Indovina
joe_indo_7@hotmail.com

Looks like they got their wires crossed at whichever

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company made your pack. Maybe it's a sneaky way to avoid liability if it blows up or something. As for your second question, Phil and Justyn used to answer the fan mail up until the November issue, when Carrie took over. Everyone else adds their two cents from time to time, too. By the way, Flanders says, "Okily-dokily-doo."

A THING FOR ZINGS

Dear GameNOW,

Here's a question. Why is it that anti-zinger people always send in e-mail when they know that by sending the letter they are just going to get zinged? I was also wondering. I recently found new Japanese GBA games for sale real cheap and I didn't know if the "Americanized" GBA plays foreign games. Should I buy them?

P.S. Keep the zings comin'.

Matt Stephens
Denver, CO

You're just a bag of curiosity, aren't you, Matt? Sorry, if that's a lame zing, but frankly, you didn't give us much to work with (except maybe "Americanized"—that sounded kinda lame). Anyway, U.S. GBAs can play Japanese GBA games (and vice versa), but if all the text is in Japanese, you're on your own.

YOU ASK, WE DELIVER

Dear GameNOW,

I have a dilemma. I consider myself an RPG gamer, but there are a few bad RPG games out there and I don't know which ones to avoid and which ones to get. Also, my parents are overprotective and I can only play E-rated games until my next birthday (don't laugh). I also have a real low budget so I need to know which games are worth my money. I am a big *Star Wars* fan and I know of a game called *Star Wars Galaxies* through my *Star Wars Insider*, but I need more information.

You guys have the world's best mag!!!

Zachary Bouis
Bay St.
Louis, MS



Hey Zachary, we feel your pain, and we're here to help. Hopefully "Your Holiday Wish List" in the December issue (GN14) answered some of your quandaries about which games to get. As for RPGs, we can definitely recommend* Kingdom Hearts. *It's an RPG. It has Disney characters. It's E rated (which are the only games you can play—HA! HA!). And it's great. Your parents will be so pleased, they might even raise your allowance. If they don't, they're meanies.

As for* Star Wars Galaxies, *you're in luck! Check out our preview this issue on page 30.

YAY! GAMENOW'S GONE PC!

Dear GameNOW,

I'm glad you guys are FINALLY putting in computer game reviews. When the time came for you to talk about the best computer game ever, *WarCraft III*, you pulled through. I have subscribed to this mag for a while now and have used your reviews often for buying games like *Medal of Honor*, *MGS2*, *Virtua Fighter* (which deserved an A or A-), *Super Mario Sunshine*, *Super Smash Bros. Melee*, *FFX*, and *Animal Crossing*. All good games, but none of them are PC titles. Even if *WarCraft III* is awesome already, they still should get an expansion pack made. Do you know if they are going to make one? Also, will you show the *FF8* pic for me?

P.S. Your mag ROCKS and I love the new crew (no offense to the old crew). Print this letter. Please, please, please.

J.F.A.C.K.E.E. (Try to guess my name)
Hoopstar150@hotmail.com

Gee, when we said we were going PC, we meant "politically correct," as in saying things like "the Cleveland Native Americans" or "as sight challenged as a flying mammal"—or, in the case of such politically incorrect games as* GTA3, *"kickass."

But seriously, thanks for the vote of confidence. We plan to increase our PC coverage as much as we can because we realize the hottest games aren't only on PS2, GameCube, Xbox, or GBA. BTW, apologies for not having* WarCraft III *info as promised. The reason is simple: That was a typo. We meant* RollerCoaster Tycoon 2, *which you'll find on page 67. Also, while nothing specific has been announced, you can be sure there will be expansions for* WCIII. *When we get some good information and screenshots on the game, you'll be the first to know, Just Forget About Corrupt Kids' Evil Empire. That is your name, isn't it?

As for the* FF8 *pic, we dunno...we have printed it an awful lot. Maybe we should stop...

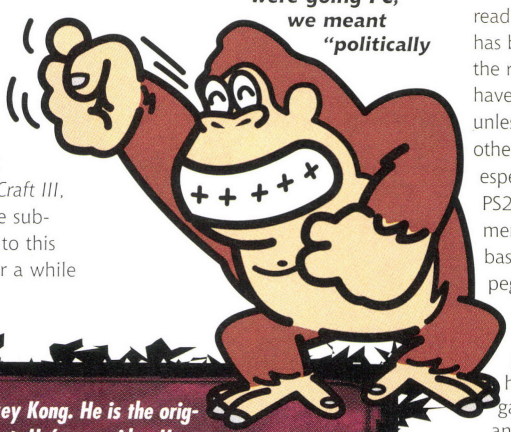
REALISM, PART DEUX

Dear GameNOW,

I was reading the Fan Club section, as I do every issue, when I spotted Chris Whitman's letter (GN13). As I read it, I began to wonder where he has been in the last few years. Since the release of PlayStation, games have been getting more realistic, unless you count Jaguar, and those other so-called gaming systems. I especially was wondering if he has a PS2, or has played *Slugfest 2003*. He mentioned the "idea" of having a baseball game where when you get pegged, you charge the mound.

It's been done, Chrissy boy. Play *Slugfest 2003*, and you'll see. Now that Microsoft has had the gonies to put out a gaming system that takes you and your friend to carry to your room, plus a controller that is about the size of my head, graphics have become more smooth and lifelike. Although some games like *Sly Cooper* and *Cel Damage* have stayed in the cartoon realm, if you will, that's fine. I guess what I'm trying to say is, Mario, Zelda, Kirby, Sonic—those guys aren't meant to be lifelike, they get their fame by living in 3D worlds, killing robotic

Odd Ball Letter of the Month



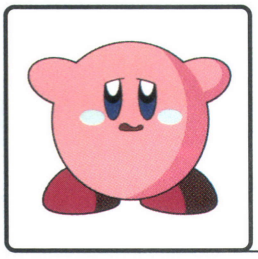
Hi Carrie,
One question: If you had to marry one monkey from either of the *Donkey Kong* series, which would it be?
Name withheld
Malificent23@aol.com

Donkey Kong. He is the original and best. He's a provider: He supports Donkey Kong Jr., and doesn't take any crap from Mario. But he does have the baggage of his weird relationship with Pauline from Donkey Kong—Mario's then-girlfriend (before Peach).

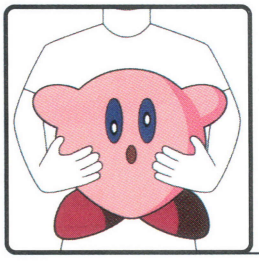
Or maybe Cranky Kong from* DKC *because he's about to kick it and I will be able to quickly inherit his riches, Kong Estate and Banana Plantation.

First Aid for a Choking Kirby

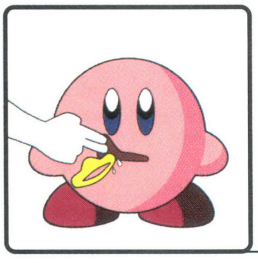
*A Game Boy Advance Health Service**



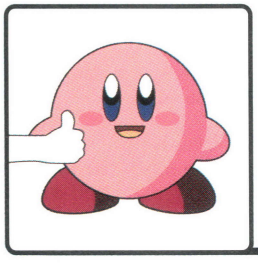
1 If you think Kirby is choking on an enemy, ask "Kirby, are you choking?" If Kirby is unable to answer, see step 2.



2 If Kirby did not answer you in step 1, try doing this until the enemy is clear of the airway.



3 If the enemy is clear of the airway but is still in Kirby's mouth, use two fingers to swipe mouth clean.



4 Now Kirby is ready to devour his enemies again. He'll steal their 24 powers and use them in his quest to get the Star Rod back from King Dedede and return good dreams to Dream Land.





EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

*For use on Kirby only. Do not try this at home. © 1993-2002 HAL Laboratory, Inc./Nintendo. ™, ® and Game Boy Advance are trademarks of Nintendo. © 2002 Nintendo. Game and Game Boy Advance sold separately. www.kirbykirbykirby.com

RANTS & RAVES

animals and talking trees. That's more fun than any lifelike game I know, Chris Whitman.

Sean VanLiew
mongo28@swbell.net

Gonies? What the...? Wasn't that the movie from the '80s with Mikey, Sloth, Chunk's Truffle Shuffle, and One-Eyed Willie's rich stuff? Whatever, dude. Anyway, Chris, you've got this guy's e-mail address...have fun.

GAMESHARK PROB

Dear GameNOW,

First of all, you have the best mag EVER!!!! Second, could you help me? I have a Sega Saturn and I love it, but my GameShark won't work when I put in the cartridge. I have a Dreamcast (rest in peace) that works fine, except I can't play games with the lid closed so I have to weigh it down at the right level to play any games. PLEASE HELP ME.

P.S. I tried changing the battery.

Garrett Shaw
kornonthecobus@yahoo.com

Hard to help you on the Saturn issue (check the Interweb), but the Dreamcast problem sounds like an issue with the piece of plastic that tests whether or not the lid is closed. Try calling 800 USA-SEGA to see if they'll fix it. If not, used Dreamcasts are still available for around $40 at EB and GameStop.

FLEA MARKET FINDS

Dear GameNOW,

I found a Jaguar system at a local flea market for $60 and I also found *Final Fantasy* for NES. It had the original maps and handbook and box. How much do you think it's worth? They were selling it there for $15.

Beau Hudson
idiotboy28@hotmail.com

On eBay, that original Final Fantasy, if it has the maps, book, and box, can go for well over $50. As for the Jaguar... on eBay we found one being offered for $60,000! Is the one you found a V12? Oh...an Atari Jaguar... Are you sure they weren't offering $60 to take it? Seriously, we actually were asked by the authorities to stop using Jaguar games in Crap from the Past because they were worried seeing some of the ass-tacular screens might permanently affect readers... Stay away.

BAG IT

Dear GameNOW,

I love your magazine and I like your sense of humor, but every time I get *GameNOW*, it's torn up from the STUPID post office machine. I was wondering if you could possibly start putting your mag in a plastic bag or have something like that to protect it.

Pppppppppllllllleeeeeeeaaaaaaaassssssssseeeeeeeee. OK, thanks.

Josh Kamer
homerjaysimpson007@hotmail.com

Josh, it's not the stupid post office machine that's tearing up your issues, it's actually your stupid next-door neighbor. Yeah, that's right. He reads it and then tears it up. Because he's jealous.

Seriously, if your magazine is really torn up, don't go postal—write to subhelp@gamenowmag.com to get a replacement copy. BTW, that's the address to use for any problems with your subscription.

BIASED?

Dear GameNOW,

I read the news story about online services coming for the three platforms (GN13). First off, online rules. My question is, why is it that the Xbox online service is crippled simply because there is no keyboard? You have the Live headset, which works great (I know, I am a beta tester), so why the need of a keyboard? I know GameCube has one and every gamer under the sun has mocked that thing. On the Dreamcast there were keyboards for online and no one used them. I owned one and it seemed useless to use it.

I've never even seen or heard of Sony or any third party making a keyboard for the PS2, so why does the Xbox get crippled for not having one? Could it simply be that *GameNOW* is slightly biased against Xbox? I've read the magazine for years now, and I greatly enjoy it. This story sounded fair and even across all three platforms, till I saw that comment.

I figured if anything would show a problem, it would be getting hold of the PS2 adapter and HDD. The adapter seems to be the second coming of the Multitap for the original PlayStation. See, you simply state for the PS2 "the HDD could be a problem." We know nothing about it, and have yet to see an official price or release date for it. Yet, you don't knock it—even though there are fees to pay for online play. All the Xbox lacks is a keyboard and you knock it instead.

Amazing.

WiseOne
o2byz@attbi.com



Yep, we're biased against Xbox. That's why we ran a huge news story on Xbox Live in our November issue.

You're right. We're biased. We shall now close up shop. Oh wait, except you can hook up any USB keyboard to the PS2. Duh. Our point is, Microsoft could have enabled a keyboard and didn't, and that's lame. But you're right about the HDD. It's a big question mark for Sony, and the hard drive remains one of Microsoft's key advantages in the next-gen wars.

JOB HUNTER

Dear GameNOW,

You know, I was thinking, maybe I should just start writing for you. I mean, I know you just restaffed and that you now have significantly fewer staff members. Besides, I've been in the magazine four times already (GN10, "Lame Box Art Blues" article and "Colorful Cubes" letter; GN11, "Wanted: Vice City" letter; GN13, "Xbox Fanboy Ruins Day")—that's close enough to writing for you, right? I only thought of this because I just got a piece of fan mail referring to my most recent appearance, but if you don't want to hire a 16-year-old with a complete inability to relocate, and who would thus only be able to work by e-mail through a 56K connection, I could understand that...I guess.

Chris Sosnowski (aka Bob Urehedde)
gollumpsx@hotmail.com

Thanks Chris and Bob. Actually, we are fully staffed, and as much as we enjoy your letters, we can't hire both of you. Get back to us when you decide who you are, and you get a faster Internet connection. (Hey, maybe you can go in together on broadband. Multiple-personality syndrome has its advantages.)

ANIME CROSSING

Dear GameNOW,

Please have a Japanese anime section—please!!!!!!!!!!!!!!!!

Missy Behling
gamermissy222@yahoo.com

We're a videogame magazine, Missy. As much as we love all the cutesy, big-eyed Japanese stuff, we can't do it.

WRITE US!

E-mail us at Game_Now@ziffdavis.com. Or send a snail mail letter to: 101 Second Street, 8th Floor, San Francisco, CA 94105. Letters should include name and address and may be edited for clarity and space. Or so we look better.

Missing an issue? Changed your address? E-mail subhelp@gamenowmag.com, or head to http://service.gamenowmag.com on the Web. Or write to GameNOW, P.O. Box 55370, Boulder, CO 80322-5370. Or call 800-895-9571.

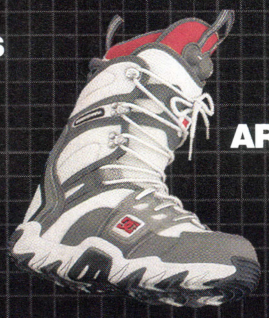




SNOWBOARD
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DC outerwear is defined by clean lines and technical features.



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Skate-shoe aesthetics meet snowboot technology to make the water-resistant H_2ZERO™ line.



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FAN MONTH

A Quick Look At What's Selling This Month

JANUARY GAME RELEASES

BE ON THE LOOKOUT FOR THESE FINE GAMES!

GAME BOY ADVANCE

- Aliens vs. Predator
- Crash Bandicoot 2: Entranced
- Digimon Battle Spirit
- MLB Slugfest 20-03
- Super Puzzle Fighter II Turbo
- Worms Blast

GAMECUBE

- Army Men: Air Combat
- Black & Bruised
- Disney Sports Basketball
- Dr. Muto
- Haven: Call of the King
- Resident Evil 2
- Resident Evil 3
- Risk
- Skies of Arcadia Legends

PC

- Enclave
- Freelancer
- Homeworld 2
- Impossible Creatures
- Indiana Jones and the Emperor's Tomb
- SimCity 4
- Tom Clancy's Splinter Cell
- Unreal II: The Awakening

PLAYSTATION 2

- Black & Bruised
- Daredevil
- Dark Cloud 2
- Devil May Cry 2
- Everblue 2
- Fisherman's Bait 2003
- The Getaway
- Jojo's Bizarre Adventure
- Malice
- Micro Machines
- Midnight Club II
- The Sims
- Starsky and Hutch
- War of the Monsters

XBOX

- Armada 2: Star Command
- Batman: Dark Tomorrow
- Daredevil
- Dead or Alive Xtreme Beach Volleyball
- Kung Fu Chaos
- Malice
- Panzer Dragoon Orta
- Vexx

U.S. TOP TEN

THE 10 BEST-SELLING GAMES OF SEPTEMBER

1. **Madden NFL 2003** (EA/PS2)
2. **Kingdom Hearts** (Square/PS2)
3. **Super Mario Sunshine** (Nintendo/GC)
4. **SOCOM: U.S. Navy SEALs** (Sony CEA/PS2)
5. **Tekken 4** (Namco/PS2)
6. **Star Fox Adventures** (Nintendo/GC)
7. **Yu-Gi-Oh! Dark Duel Stories** (Konami/GBC)
8. **Animal Crossing** (Nintendo/GC)
9. **Grand Theft Auto III** (Rockstar/PS2)
10. **Yu-Gi-Oh! Forbidden Memories** (Konami/PS1)

JAPAN TOP TEN

JAPAN'S 10 BEST FROM 10/28 TO 11/3

1. **Torneko Adventures 3: Mysterious Dungeon** (Enix/PS2)
2. **One Piece Treasure Battle** (Bandai/GC)
3. **Final Fantasy** (Square/PS1)
4. **Final Fantasy II** (Square/PS1)
5. **Kirby: Nightmare in Dream Land** (Nintendo/GBA)
6. **Ultraman Fighting Evolution 2** (Banpresto/PS2)
7. **Final Fantasy I & II Premium Package** (Square/PS1)
8. **Tales of the World: Narikiri Dungeon 2** (Namco/GBA)
9. **Medal of Honor: Frontline** (EA/PS2)
10. **Gundam Wing: The Battle** (Bandai/PS1)

WHAT'RE THEY 'FINKIN'?! (WTF?!)

Every now and again, something arrives in our office that makes us scratch our collective heads and has us wondering just what these companies are thinking. Here is one of our current favorites.

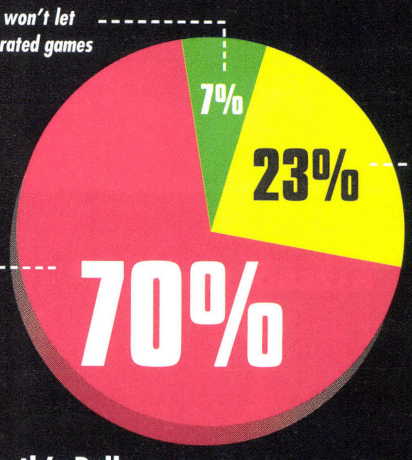


Santa Claus Saves the Earth

Just in time for Christmas comes *Santa Claus Saves the Earth* from Telegames (the company that brought us the GBA classic, *Urban Yeti!*) for GBA and PS1. In this bizarre game, Santa has been captured by the Christmas-hating fairy, Nilam. The right jolly old elf has to escape in time for Christmas Eve. Look at those bad guys in the picture! A giant boar with a club? A two-headed ogre with a pistol and a hatchet? They are out to mess Santa up! The whole thing reminds us of the cheesy '60s movie, *Santa Claus Conquers the Martians*. We're hoping that Telegames releases a sequel next year called *Santa Claus Saves Uranus*. Get it?!

OPINION POLL

Have you ever been carded when buying an M-rated game?



Next Month's Poll: (GameNOW message boards on Gamers.com)
What's the best videogame-based movie?

A GAMER'S PARADISE >>>

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HOLLYWOOD VIDEO

+CGMARG

JOANNA DARK—

A Perfect Return

When Nintendo announced it was cutting its longtime ties with Rare—the creator of *GoldenEye 007*, *Perfect Dark*, and *Banjo-Kazooie* to name just a few—we got a little worried. Then, when Microsoft announced it was buying a share in Rare (hey, a Rare share), we were happy again. To celebrate this new chapter in Rare's illustrious history, feast your eyes on these early renders of Joanna Dark from the upcoming *Perfect Dark Zero*. If the actual game is even half as good as these pics, Rare has a very bright future with the Box.

JOANNAEROBICS!



...and stretch and *SHOOT* and stretch and *SHOOT*.


WHO, ME? Leave Nintendo for Microsoft? NEVER!
HELP! I'm being chased by my fanboys, the Perfect Dorks.
I'll take one of those. NOW!

NEWS NOW

Announcements, Tidbits, and Rumors

Fantasy Star

Final Fantasy I & II coming to America

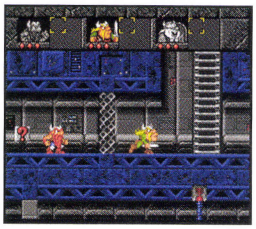
You whippersnappers have it good today, what with an RPG released every other week. But back when gamers couldn't tell an artifact from an armchair, *Final Fantasy* was the only show in town. Originally released for the NES in 1990, this seminal classic is currently being resurrected and given a technical overhaul courtesy of Square. And it's finally being united with the long-overdue *Final Fantasy II*, which previously was available only in Japan. Together for the first time, and sporting enhanced graphics, sharper sound quality, and all-new CG movies, the two titles will embark upon a reunion tour for PS1 in spring 2003. Collectors shouldn't be the only ones interested either—original events have been updated and new ones added to freshen the stories, making both games play like they are brand new. Granted, such awesome happenings should've occurred, oh, 10 years back, but hey—better late than never.



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Blizzard of Awes

PC heavyweight targets home consoles

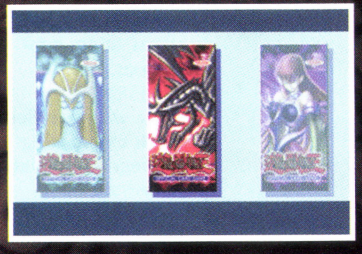


Blizzard's name is gold among PC gamers, for good reason. Its *WarCraft* and *Diablo* series are among history's best-loved games. So there's good news for handheld gamers: Besides its recently announced console title, *StarCraft Ghost*, the company has announced plans for Game Boy Advance.

The Blizzard Classic Arcade label will bring internally developed titles to GBA, the first of which will be the seminal classic, *The Lost Vikings*, due out this spring. Former SNES stalwarts *Blackthorne* and *Rock n' Roll Racing* will follow shortly thereafter, with all titles retailing for $29.99.

Yu-Gi-Oh!™ THE ETERNAL DUELIST SOUL™

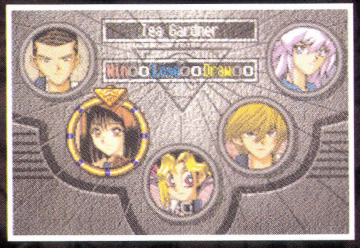
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Duel against a friend or challenge Yugi, Kaiba, Joey and all your favorites from the TV show



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GAME BOY ADVANCE

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Character Design: Yusuke Naora

The SaGa Continues

Unlimited: SaGa confirmed for U.S. release

Teamwork always pays—especially when you're Yusuke Naoro, *Final Fantasy* art director, and you've just been paired with the *SaGa* team in a character-design capacity. *Unlimited: SaGa*, the first collaboration from the team, has been confirmed for a U.S. launch by Square. The PS2 game features a group of adventurers, including Henri, a mysteriously timid little boy, and Laura, a widow and former pirate, who are seeking to liberate the Seven Wonders of Lore. An animated art style gives the game personality, as does a fast-paced, free-scenario game system and the addition of an all-new REEL component to the signature *SaGa* battle system. Equipped with Dolby Pro Logic II, tunes from renowned songsmith Masashi Hamazuzu (*SaGa Frontier 2*, *Final Fantasy X*) further guarantee the game will hit a high note on all fronts.

Boys II MP3

Play music on Game Boy Advance

Thanks to the SongPro player, the Game Boy Advance can headbang, croon, and rap as well. Connected to the GBA through the cartridge slot, the device stores and plays up to 32MB of MP3s. Tunes are transferred onto the peripheral via USB cable. No additional power source is required, as the SongPro utilizes the console's buttons and LCD screen as an interface. Full graphical capabilities further allow for photographs, slide shows, and additional types of visual feedback. Plus, it's endorsed by Nelly. Hey, must be the mon-ay....



Poké-Jewels

Ruby, Sapphire hit Japan



Not satisfied with the primary colors or even metallics, the *Pokémon* franchise has moved on to jewel tones in their next-gen form. *Pokémon Ruby* and *Sapphire*, already available in Japan, will hit the United States this spring, adding an all-new world and new features to the tried-and-true gameplay. Both versions have a water theme: In *Ruby*, Team Magma is out to capture a Pokémon who saved the world from a devastating, continuous rain. In *Sapphire*, Team Aqua wants to flood Earth by catching the legendary water Pokémon.



One big change is that you can take two Pokémon into battle at once, which adds a layer of depth as you calculate the best combo of strengths and weaknesses. There's also a new map function and the ability to create and trade hideouts. And you'll have to start a new team as well: You can't trade Pokémon from the old GB/GBC games. But the big question remains: Does the *Pokémon* series still shine? We'll keep you posted.

LIVE IN YOUR WORLD.
PLAY IN OURS.™



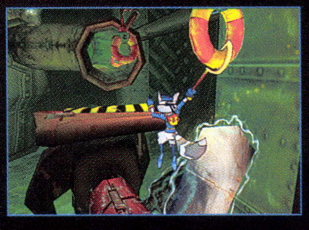
One cunning devious thievius raccoonus.

Stealing is never condoned, unless you're Sly Cooper. A notorious raccoon thief on a mission to steal back his family's most prized possession. Using a repertoire of sneaky moves, you'll go from one impossible job to the next using cunning skills and maneuvers to infiltrate the most secure places in the world. Spotlights, alarms, infrared lasers and tripwires are no match for this raccoon. Because when you're as good as he is, grabbing priceless jewels and emptying casinos is like taking candy from a baby.

SLY COOPER and the Thievius Raccoonus









EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence

PlayStation.2

www.playstation.com

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Open Season

Massively multiplayer gaming—minus the wires



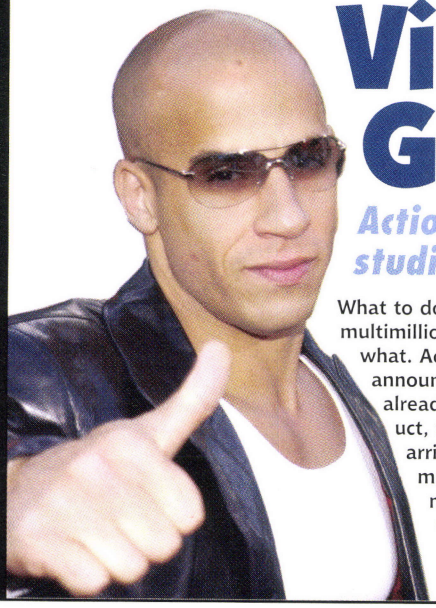
Ain't technology grand? With a pair of Phonex NeverWire 14 units, you too can enjoy *SOCOM: U.S. Navy Seals* without running wires all over your house. Available for $249 for the pair, the pricey-but-perky peripheral provides instant Internet access from any broadband outlet. Simply plug a unit into your PlayStation 2's broadband adapter via Ethernet cable (included), plug the NeverWire into a wall outlet, then repeat the process with the second unit and attach it to your broadband device and voilà—you're up and running. Says Brad Warnock, director of marketing for Phonex, "Nobody has an Ethernet port easily located behind their television...and besides, this is the only product that can just be plugged in, and off you go."

Nintendo Drops the Ball with Phantasy Star Online

No keyboard + no broadband adapter = angry gamers

So, Nintendo gets its hands on one of the greatest online applications in console gaming—*Phantasy Star Online Episode I & II*—and what does it do with it? Not nearly enough. In addition to rampant shortages of modems and broadband adapters, it hasn't supported the product with a keyboard, making effective communication between players nearly impossible. And the company doesn't intend to release one, either. Apparently, that's been deemed the responsibility of third-party companies.

Just don't include Sega in that company list. According to a Sega representative, "[We are] a software publisher and no longer produce peripherals, but we're working with third-party companies to bring a keyboard to the U.S. as soon as possible." When pressed for a more specific date, the rep simply repeated, "as soon as possible." Major peripheral developers Interact, Madcatz, and Logitech don't have anything on the production line at this point. Meanwhile, gamers are out of luck.



Vin Diesel Got Game

Action star announces development studio; games already underway

What to do when superstardom's got you down? Spend a little of that multimillion dollar salary and create your own console titles, that's what. Action star Vin Diesel (*xXx, The Fast and the Furious*) recently announced plans to form Tigon Games. The development house already has projects underway for all consoles, with its first product, the mature-crime-drama-turned-action-adventure *Perrone*, arriving sometime next year. According to Diesel, "It's not so much a business as an experiment to see if I can actually make a game I'd like to play." An experiment? Gosh, then who are the guinea pigs? Say...!

Jean-Paul Aussenard/WireImage.com

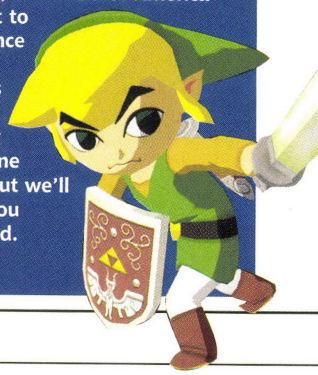
Hard-Knock Life



Unwilling to settle for only CDs, tapes, videos, and T-shirt deals, music industry powerhouse Def Jam has branched out into videogames. Publisher Electronic Arts brings 12 of the label's premier artists home for PlayStation 2 and GameCube this spring, alongside over 35 original characters in *Def Jam VENDETTA*, distributed under the company's EA Sports Big brand. A streetfighting simulation skewed toward arcade-style play, it features the likenesses and music of DMX, Ludacris, Method Mad, Redman, N.O.R.E., Scarface, and other headlining hip-hoppers. The game will feature an original story line and more than 1,500 moves, including signature specials and taunts.

Zelda x 3

Starting on November 28, Japanese gamers who pre-purchased *The Legend of Zelda* for GameCube received two free games as a special bonus: a GameCube remake of the hit N64 game, *The Legend of Zelda: Ocarina of Time* and *Ura Zelda*, the never-released Zelda adventure that was planned for the Japan-only N64 add-on, 64DD. *Ura Zelda* is a completely new quest set within the *Ocarina of Time* world. That's three *Zeldas* for the price of one! As of this writing, Nintendo of America has yet to announce if U.S. gamers will be getting the same deal, but we'll keep you updated.





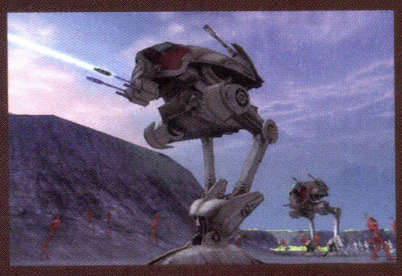
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Engage in close combat to all out warfare.

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Battle through 16 missions on six vast worlds.

PlayStation.2

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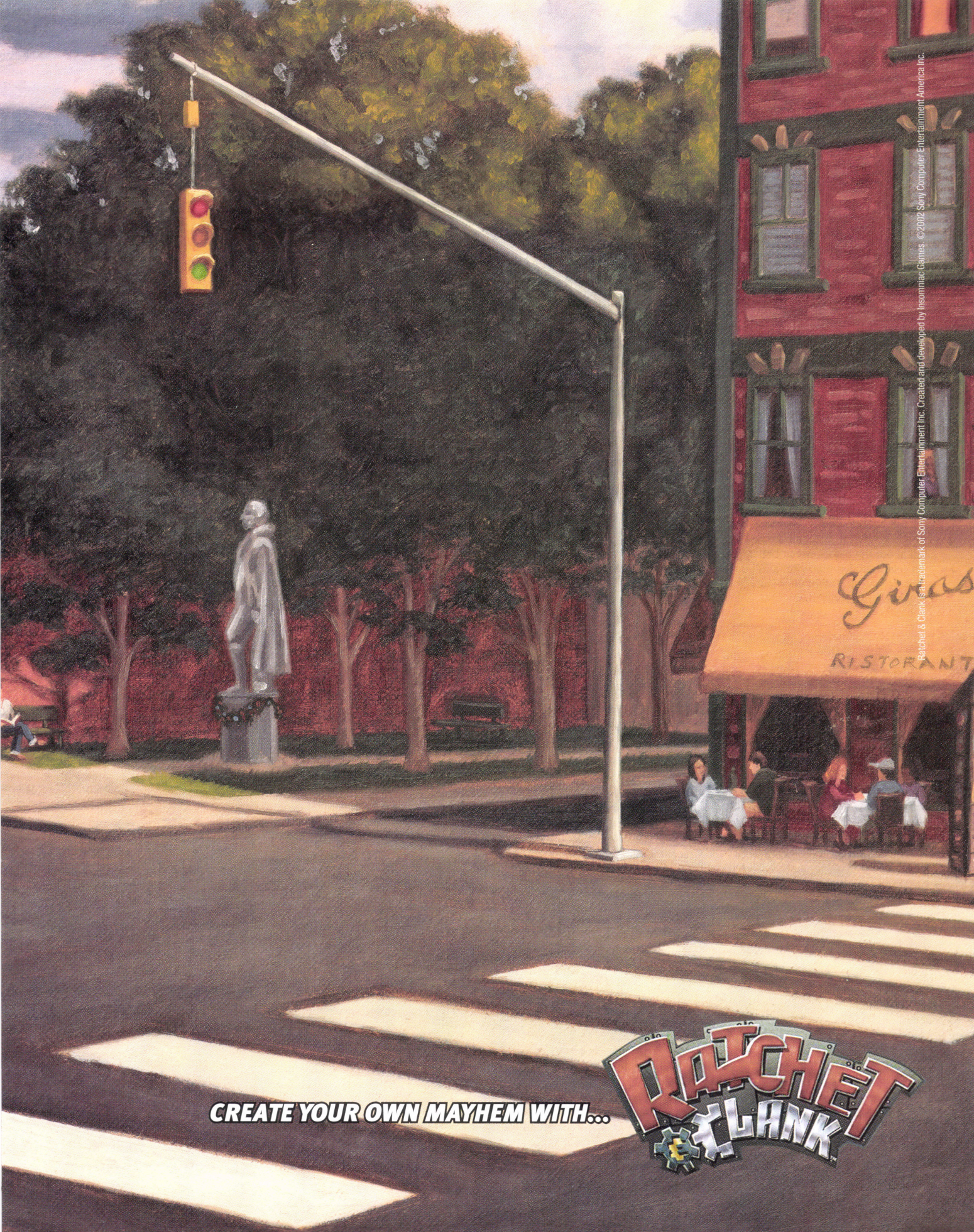
TEEN T CONTENT RATED BY ESRB

Violence

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PANDEMIC


TOMMY'S
DRIVE UP



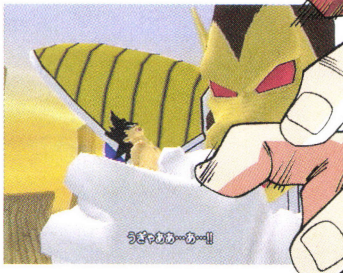
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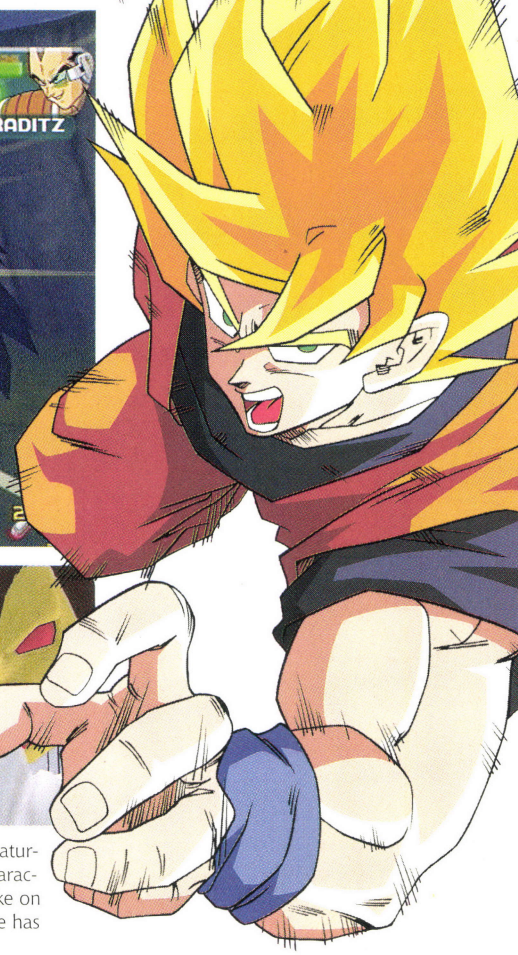
1 DRAGON BALL Z BUDOKAI











WHAT'S IT ABOUT?

PS2 Do you really need to be told? It's just what you've been waiting for: next-generation, two-player Super Saiyan fighting action on PS2. Who could say no to something like that? Unless you've been living under a rock on Planet Namek, you've seen *DBZ*, and if you've seen it, then you know it's all about the battles. What better way to celebrate that than with a full-on fighter featuring all of your favorite interstellar warriors?

IT'S COOL BECAUSE?

Well, check the next page...

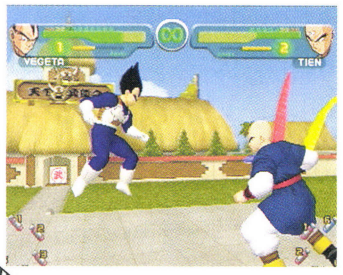
SHOULD WE WORRY?

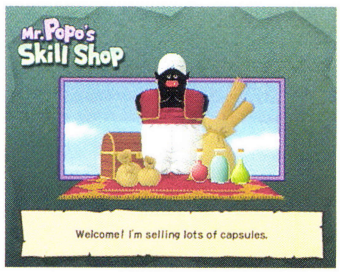
Before we got our hands on this game, we would've said, "Yes, you'd better worry." Previous *DBZ* games have been sluggish and sloppy; the near-mythical and utterly unavailable *Dragon Ball: Final Bout* for PlayStation was an ugly and funless mess. But *Budokai* takes the series on an upward swing with fast, responsive fighting action and well-made characters. The graphics are a bit plain...but that's not going to change, so why worry?

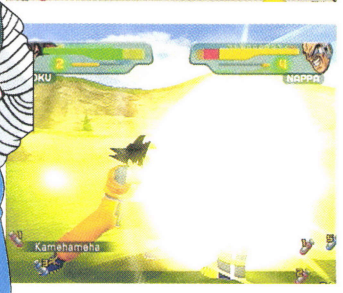
BOTTOM LINE

If you've been dying to put the hurt on Cell or Freeza, you should be drooling with anticipation by now. The game is fast and responsive, and captures the feel of the series with well-animated cut-scenes featuring all your favorite *DBZ* characters. If you've wanted to take on a pal Saiyan-style, your time has come.











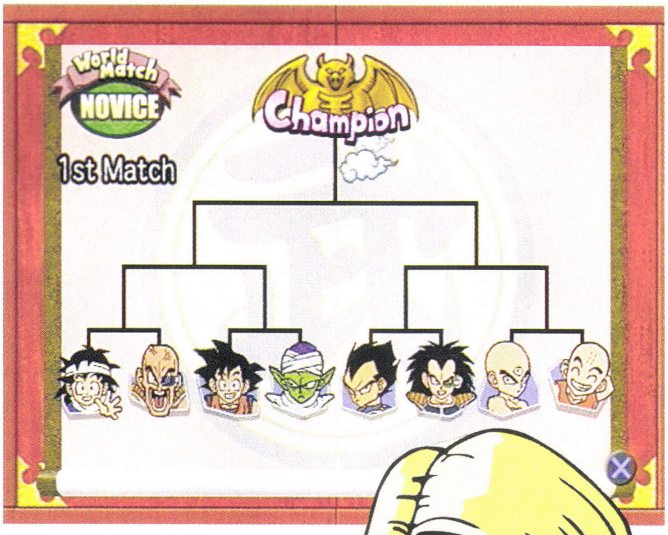
IT'S COOL BECAUSE

Well, for a lot of reasons: That's why we're devoting an entire page to explaining, in minute detail, the exact ways in which *Dragon Ball Z: Budokai* is cool. Both Infogrames and the developer, Dimps—which created *Sonic Advance* for Sega—have gone to great lengths to make sure you get your money's worth.

WORLD MATCH

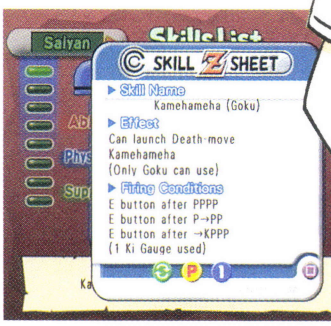
This mode is a tournament of *DBZ* champions, just like on the show. You'll compete against other characters in a ladder ranking. You can earn Zenie—that's *DBZ* money—which you can spend in Mr. Popo's Skill Shop to upgrade your skills (see below left). Of course, you'll feel like a real man for having beaten the snot out of all of the ultratough *DBZ* characters, which is reward in itself.





SKILLS

With the game's Skills system, you can customize your character. Choose which special moves you want to use, then plug your edited character into the game. You can find new skill capsules—which are like digital trading cards—by playing the Story mode, or you can buy them using money you earn in the World Match (see below). Then you can trade away the skill capsules you don't want, if your friend brings his memory card to your house!



ANIME SEQUENCES

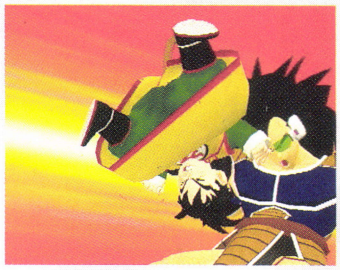
The developers have perfectly re-created sequences from the anime series in 3D. Here, they've done the bit where Raditz lands on Earth and kidnaps Gohan. Piccolo and Goku decide to work together to get the brat back. As Goku, you'll fight Raditz yourself, and then in a minigame, you'll line him up for a shot of Piccolo's powerful energy. Of course, this has dire consequences for Goku...

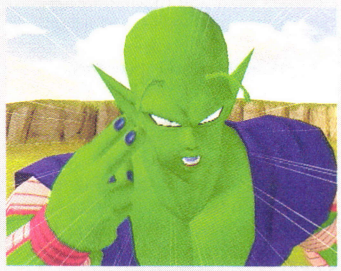




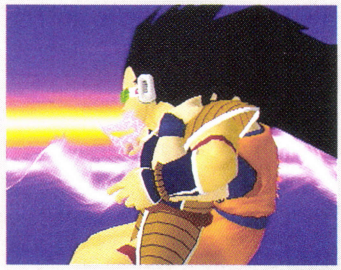








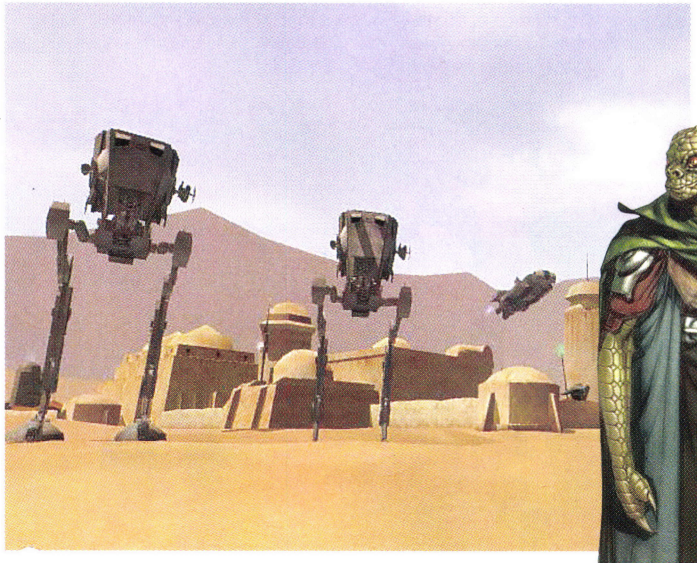








2 STAR WARS GALAXIES: AN EMPIRE DIVIDED





SCUM AND VILLAINY

Here's a breakdown of what you can be in *Galaxies*.

Humans: Real-live people, just like you and me

Wookiees: Bigger, stronger, and just plain better than humans

Rodians: Remember Greedo from *Episode IV*? Wasn't he rad?

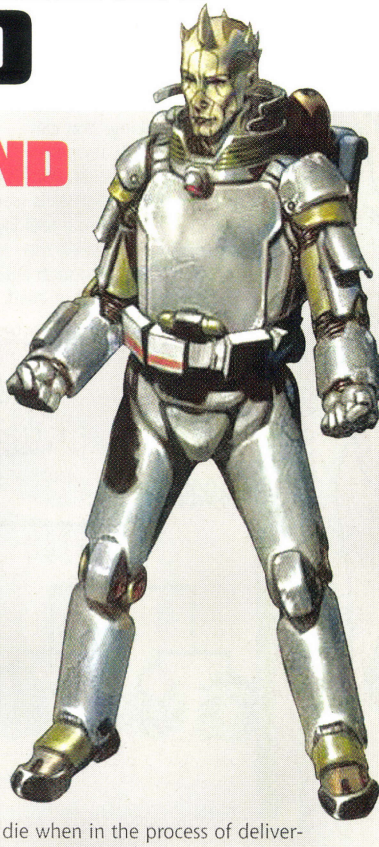
Twi'leks: These guys have very good people skills. So would you if you had crazy tentacles in place of hair.

Mon Calimari: Friendly, peace-loving fish people with really cool spaceships

Trandoshans: These guys are scary. Remember Bossk, the bounty hunter? Wasn't he tight?

Bothans: These fuzzy little guys are good at spying. They seem to die when in the process of delivering sensitive information.

Zabrak: This is what Darth Maul was. They're not all evil, nor nearly as crazy-looking as he was.



WHAT'S IT ABOUT?

You're in the *Star Wars* universe. Do you understand what that means? Nearly everyone you see will be an actual player, from the shopkeeper you just conned out of a land speeder to the dark Jedi that tried to kill you. You'll ultimately be able to choose between two sides—aligning with either the Rebel Alliance or the Galactic Empire—and take on opposing teams of players in battles as legendary as those in the movies. We did exactly that when we played. Of course, you could always refrain from choosing a side, and work for the highest bidder. It's your world, baby.

IT'S COOL BECAUSE?

Should I count the ways? How about being able to kill a Stormtrooper and steal his armor? Or making a Wookiee character and customizing the color of its fur? Just about anything is possible in this world. Want to indulge your childhood fantasy of doing a sexy dance as a Twi'lek? (Remember Jabba's hot alien dancer from *Jedi*?) Give it a try—George Lucas won't stop you. Sony Online Entertainment (the creator of *EverQuest*) and LucasArts have made a conscious effort to let players do all the things one would want to do in a *Star Wars* online RPG. Want to be a Jedi? Go for it—but don't expect it to be easy. No one's quite sure how exactly you'll be able to get with the Force, but one thing is certain: Once you've got your Jedi skills down, it's up to you whether you use them for good or evil. All in all, *Galaxies* is looking like a *Star Wars* fan's wet dream.

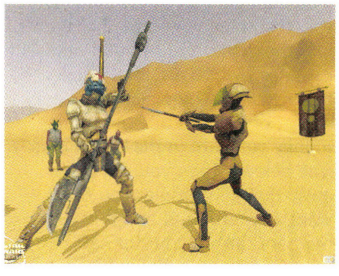




SHOULD WE WORRY?

Yes, we should. There's a good chance that your every waking moment will be consumed by this monster. There's also the fact that spaceships won't be in the game at launch. The expansion is coming, according to LucasArts, but who knows when? The company is also promising that the game will run on low-end systems, but we'll believe that when we see it.





BOTTOM LINE

If you like *Star Wars*, can afford the as-yet-unrevealed monthly subscription cost, and have a LOT of free time, there's no question that you should check this out. This game will be huge. Heck, you might not even have to wait—beta-test applications are being accepted now. Mosey on over to www.starwarsgalaxies.com to put in your bid for some early access, and get your game on right away!




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Angel STUDIOS

3 DEVIL MAY CRY 2



WHAT'S IT ABOUT?

PS2 Half-demon, half-man Dante is back. He's also got a new friend, femme fatale Lucia. Throughout an intertwining story line, they battle the forces of evil in a twisted nightmare turned reality. Your job: Help them kick some supernatural tushie. While the exact story line is shrouded in secrecy, it'll likely be even darker than the original. And Capcom promises a greater emphasis on action than before. Dante and Lucia's exact relationship hasn't been revealed, but one thing is known: You'll have to choose between the two at the game's start. And sorry...only one player can fight at a time.

IT'S COOL BECAUSE?

Gameplay is razor sharp, and the title has plenty of personality. Signature stances, ridiculous enemy-juggling abilities, and *Matrix*-style maneuvers render this sequel even cooler than the first game. Think of it as *Resident Evil* after an overdose of Red Bull. Run up the walls *Shinobi*-style and surprise the bad guys with your trusty blade. Hit an enemy and you can keep its body airborne. Encounter certain characters, and they'll react differently, depending on which antihero you've chosen to play. Choose a shortcut or a lengthy path through almost all levels. The number of standout features is staggering.

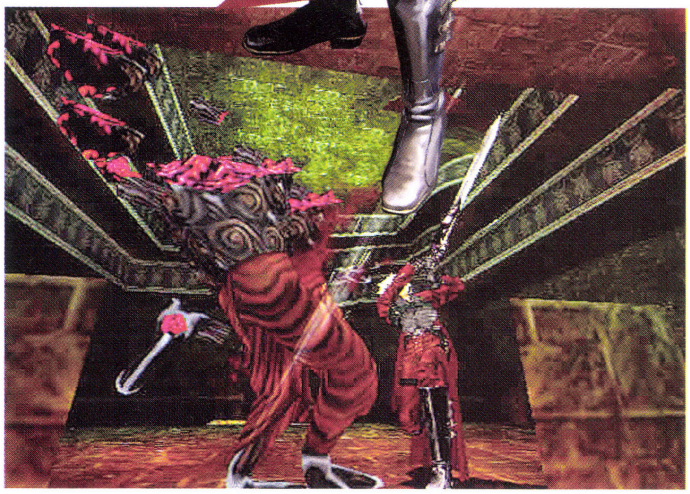
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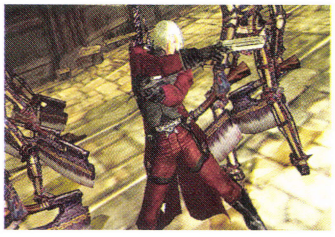
Camera issues may still hinder your enjoyment. Short stage-lengths could displease some. And gamers might be smart enough to realize that the second playable character was added mainly to up the T&A factor. Also, brainpower demands are kept to a minimum, which may upset those who favor the latter part of the phrase "action-adventure." From what we've seen, though, there isn't much to complain about...but that's assuming you prefer flash and dazzle to deep gameplay. Simply said: If you liked the first one, you won't have any issues with this one.

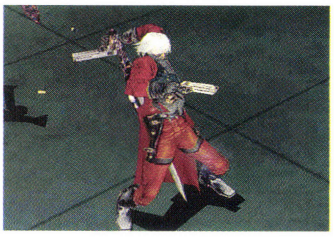
BOTTOM LINE

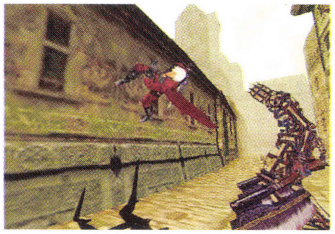
Slicker than an oil spill. An already polished game becomes much sharper and faster. Furious play mechanics and ultracreepy visuals should keep you coming back for more.

With two playable characters that have connecting story lines, it's like two titles in one. Purely action oriented, with (pardon the pun) bloody-good scenes of wholesale slaughter, *Devil May Cry 2* will keep you glued to the gamepad.











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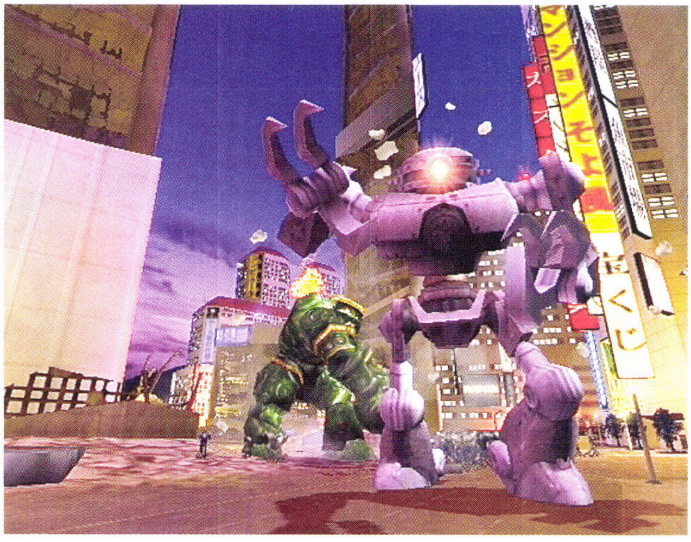
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4 WAR OF THE MONSTERS



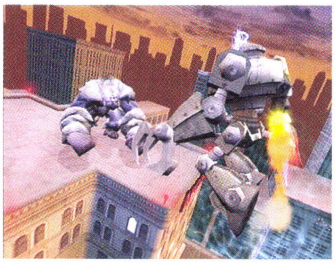
WHAT'S IT ABOUT?

PS2 Aliens attack. Mankind fights back. Only one problem: Radiation from the saucers causes creatures to mutate and become huge, hulking monsters. For these freaks of nature, dating's out of the question, so they all go on a rampage to see who'll control Earth.



IT'S COOL BECAUSE?

Mass destruction reigns. Choose a giant ape, mantis, living stone idol, lava man, or other creature. Then trash a city, bringing buildings crashing down. Step on people, pick up debris for added firepower, and grab any object you see, be it car or steel girder.







SHOULD WE WORRY?

The campy 1950s monster-movie theme wears thin quick—as does playing alone (this one's best with two players). But Sony and developer Incog have blessed the game with a fleshed-out solo mode, complete with swarm stages and bosses. Will it hold your attention, though? Time will tell.

BOTTOM LINE

Everything Atari's GameCube *Godzilla* wasn't, Sony's *War of the Monsters* should be. A specific single-player adventure option and chaotic two-player split-screen mode give it considerable replay potential. Like King Kong looking down from a skyscraper, chances are, this game will tower above the competition.

5 PANZER DRAGOON ORTA

WHAT'S IT ABOUT?

SmileBit, the development team that brought us *Gun Valkyrie*, returns to the Xbox to revive Sega's coolest Saturn franchise. *Orta* is a straight-up shooter designed in the same mold as the first two *Panzer* games. This means you get to blow up tons of crap while riding on the back of a giant dragon.

IT'S COOL BECAUSE?

Did you miss the part about piloting a massively destructive winged lizard? Multiple weapon readouts, berserk options, and real-time dragon morphing...what more can we say? Dragons are cool, and everything goes kaboom in spectacular fashion.





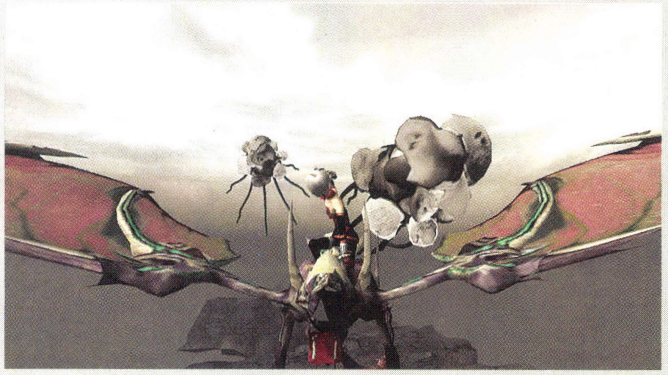


SHOULD WE WORRY?

It's just a straightforward, one-player shooter, after all. But gigantic stages, unlockable subquests, and chase sequences could add oodles to the replay value. Still, you have to worry about how much value you're really getting for the money.

BOTTOM LINE

Put your brain on hold and let your destructive impulses take over. *Panzer Dragoon Orta* is big, pretty, and bursting with explosive potential. Those who enjoyed the classic Saturn titles and newcomers alike should be most pleased.





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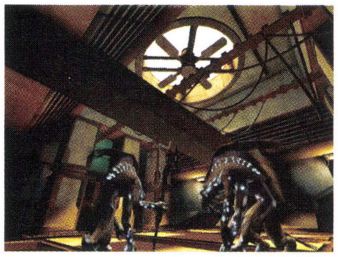
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6 UNREAL II



WHAT'S IT ABOUT?

Atari and Legend Entertainment's *Unreal II* is the PC game that'll make you say, "*Halo* who?" If you've been waiting for Microsoft's kick-ass Xbox title to be ported to the PC, don't bother. It's been one-upped by *Unreal II*'s deep story, branching dialogue, and fantastic weapon selection.





IT'S COOL BECAUSE?

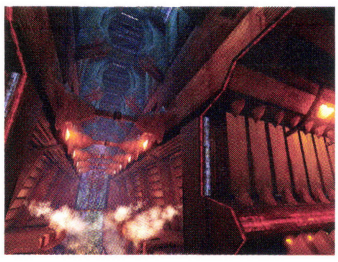
Beyond the freaky firearms (there's a gun that actually shoots spiders!) and exotic locales, you get a whole lot more than your average FPS game: Set up laser barriers, place turret defenses, and command soldiers.

SHOULD WE WORRY?

There are plenty of first-person shooters on the horizon—*Doom III*, anyone? And while *Unreal II* looks to have the big guns to hold off the rest of the shoot-'em-up pack, there's one big thing missing: multiplayer matches. This is a solo adventure.

BOTTOM LINE

This is one hot-looking PC game, even without multiplayer madness. The detailed character models are reason enough to keep on the lookout, but the ingenious arsenal could make this one of the top titles for next year. Even with the release of *Unreal Championship* on Xbox, the PC is still the ideal platform for this franchise; you need to have a mouse and keyboard in hand to really be a pro.





7 THE SIMS

WHAT'S IT ABOUT?

You are who you know. Mostly because that's all there is to the world's first people simulator. As a faceless omnipresent being, you take command of random schmoes and help them mix, mingle, and mate, and manage a career with any time left over.

IT'S COOL BECAUSE?

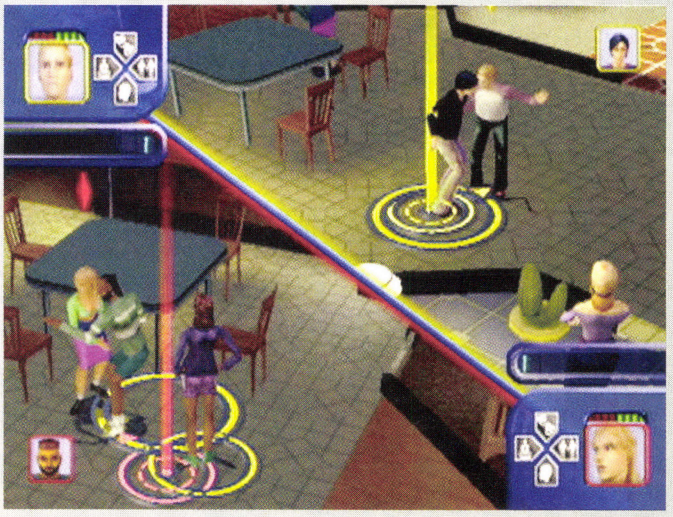
Real life sucks. Here, anything goes. With brand-new objective-based tutorial missions and head-to-head multiplayer options, your friends can even join the megalomania. It's not just a port of the hit PC title, though the controls are every bit as workable. Console players can finally find out what the hype is about.

SHOULD WE WORRY?

There is the "been there, done that" factor. So what if it plays well and introduces some new objects and features—millions of gamers have already experienced the franchise on the PC. Who's to say if they'll be down for a console fling?

BOTTOM LINE

Proper social interaction finally comes to the PS2. EA and Maxis' console take on *The Sims* is a surprisingly playable conversion of a massively open-ended simulation, translated well onto a new medium. It'll be worth a first look or repeat venture by any measure. And if this one sells well, PS2 owners are almost certain to see a long string of sequels. C'mon guys—help make it happen!





8 SUPER PUZZLE FIGHTER II TURBO



WHAT'S IT ABOUT?

GAME BOY ADVANCE

Multicolored jewels fall from the sky. Stack 'em up and use special Crash Gems to clear 'em out. Meanwhile, superdeformed Capcom fighters duke it out in the background.



IT'S COOL BECAUSE?

It's one of the best puzzle games ever made, and GBA really doesn't have a great puzzler yet (no, *Tetris Worlds* doesn't count). And it's linkable, too. Bonus!

BOTTOM LINE

We played the heck out of this game on Saturn and PS1, but now, we get to play it on the go. That makes us happy.

SHOULD WE WORRY?

The early version we have slows down—a lot. Capcom promises that will be fixed by the game's release, and we're inclined to believe them.



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9 MIDNIGHT CLUB 2



WHAT'S IT ABOUT?

PS2 Plop yourself into the padded seat of a street beast and take advantage of its huge muffler, ridiculously high spoiler, and hundreds of horses to race, race, race!



IT'S COOL BECAUSE?

How can racing illegally through the neon sprawls of LA, Tokyo, and Paris not be cool? Imagine *Gran Turismo 3* crossed with *The Fast and the Furious*.

SHOULD WE WORRY?

The first game was a first-generation PS2 ugly duckling that didn't offer much variety. Plus, it was wicked hard and absolutely merciless to newcomers. Will these problems be solved the second time around?

BOTTOM LINE

If Rockstar and Angel Studios can inject a little variety and expand on the street racing and upgrading aspects, we could all be burning rubber like Vin Diesel.



10 RESIDENT EVIL 2&3

WHAT'S IT ABOUT?

Two of PlayStation's zombie-fueled descents into sit-and-spin terror arrive in carbon copy form on GameCube.

IT'S COOL BECAUSE?

After experiencing the eye-bustingly beautiful goodness of the *Resident Evil* remake and the all-new *Zero* prequel, it's always fun to kick into nostalgia mode.

SHOULD WE WORRY?

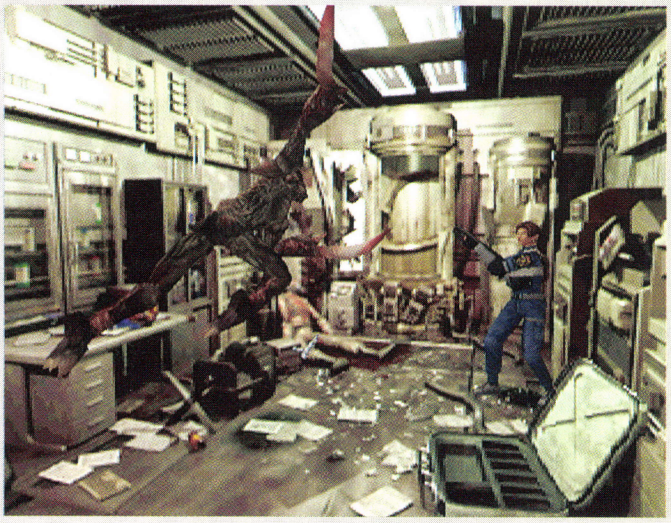
Each of these bit-for-bit copies of the PlayStation hits will set you back 40 bones. PlayStation versions can be found almost anywhere for under $10. Twenty bucks a pop would have been a lot more reasonable.

BOTTOM LINE

If you're a Capcom fan, you gotta get these. GameCube is the only system on the market that's committed to hosting every *Resident Evil* game in the series (except, of course, for the awful *Survivor* games). And even without enhancements, these games are awesome.







MOST WANTED

Like to shoot stuff up? We do, and we can't wait for these titles to arrive in our office. *Halo* still stands as the best reason to own an Xbox, and the sequel, with online play is gonna be a must-have.

Everybody's talking about *Doom III*, too; if you don't have a high-end PC, buy one. How else are you gonna play Id's new masterpiece and *Counter Strike: Condition Zero*?

DOOM III





This is not a big multiplayer game like *Quake III*; instead, it's a standard-setting, single-player adventure. You've never seen graphics like these; everything looks totally real. Combine these visuals with proven play mechanics and you have a title that many believe will be the best game of 2003.

HALO 2





Xbox may as well be called "The *Halo* machine," because Bungie's breakthrough title remains the most popular game on the system. Anticipation is running high for the sequel—supposedly, it will look and play like nothing you've seen before on a console. See you all online in the winter of 2003!

COUNTER STRIKE: CONDITION ZERO





It's gonna be a while before we see *Half-Life 2*, but the release of *Condition Zero* will make the wait a bit more bearable. This is the official sequel to *Counter-Strike*, the surprise hit that has become one of the most-played online games of all time. If you have a PC, you must get this.

PRE-ORDER PIPELINE

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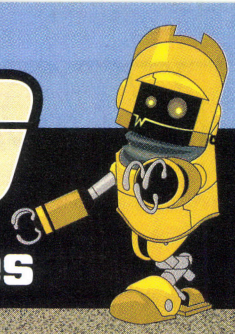
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GAME	PUBLISHER	RELEASE DATE
PlayStation 2		
Ghost Recon	Ubi Soft	12/5/02
NCAA College Basketball 2K3	Sega	12/12/02
Dragon Ball Z: Budokai	Infogrames	12/19/02
Butt Ugly Martians: Zoom or Doom	Vivendi Universal	12/31/02
Malice	Sierra	1/1/03
The Sims	Electronic Arts	1/15/03
Xbox		
NCAA College Basketball 2K3	Sega	12/12/02
Lord of the Rings: The Two Towers	Electronic Arts	12/12/02
Capcom vs SNK 2 EO	Capcom	12/12/02
Brute Force	Microsoft	12/24/02
Malice	Vivendi Universal	1/1/03
Dead or Alive Xtreme Beach Volleyball	Tecmo	1/15/03
GameCube		
Dead to Rights	Namco	12/3/02
Jimmy Neutron Boy Genius	THQ	12/5/02
NHL 2K3	Sega	12/5/02
NCAA College Basketball 2K3	Sega	12/12/02
Ghost Recon	Ubi Soft	12/19/02
Dr. Muto	Midway Games	1/5/03
Resident Evil 2	Capcom	1/9/03
Game Boy Advance		
Street Fighter Alpha 3	Capcom	12/3/02
MLB Slugfest 2003	Midway Games	12/5/02
Road Rash - Jailbreak	Destination Software	12/5/02
Battlebots: Beyond the BattleBox	Majesco Sales	12/8/02
Mortal Kombat Deadly Alliance	Midway Games	12/8/02
The Recruit	Ibam entertainment	12/12/02
Disney Sports Football	Konami	12/20/02
Downforce	Titus	2/19/03

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NOW PLAYING

GameNOW Takes on the Month's Top Games



Whew! The holiday season is upon us, and you know what that means—dozens upon dozens of games. Just look at that review list! This month's load of titles almost killed us. Still, it was all worth it so we could tell you, our loyal readers, which games you should get.

MEET THE CRITICS



Tom Byron

Tom's really into *LOTR*. He found this cool site that has all the Middle-earth fonts (warofthering.net). Now, he can write to all his elvish friends. Freak.

Favorites: *LOTR: Two Towers, Metroid Fusion,* beta version of *Command & Conquer: Generals (C&C* rules!)



Andrew Burwell

Andrew's managed to scrounge up 2,000 pennies to plunk down on *Steel Battalion*. It's a good thing he liked it (check out his review), because 2,000 pennies is a whole lotta bubble gum he's missin' out on.

Favorites: *Metroid Fusion, Splinter Cell, Steel Battalion*



Phil Theobald

He thought it had ended with the Dreamcast, but Phil has been sucked right back into *PSO* on GameCube. Now, he wants to chat with the Xbox version.

Favorites: *Game & Watch Gallery 4, Phantasy Star Online Episode I & II, Metroid Prime, Metroid Fusion*



Ethan Einhorn

Sam Fisher isn't really the star of *Splinter Cell*; you only get to control him for the first two hours. Then you have the play through the rest of the game as Ethan Einhorn! Well, at least it's better than playing as Raiden.

Favorites: *Splinter Cell, Hitman 2, MGS2: Substance*



Miguel Lopez

Miguel is so stoked that *Metroid Prime* is actually good, he basically wants to throw every other game in the world into a giant pit of lava. But doing so would be short-sighted.

Favorites: *Metroid Prime, Vice City, Anarchy Online*

GAMENOW'S FRIENDLY FREELANCE CONTRIBUTORS

Wow. There's a ton of games out this month. It's just too darn much for the *GameNOW* staff. That's where these fine cats and kittens come in.

Robert Coffey
John Davison
Chris Johnston
Dana Jongewaard
Dan Leahy
Thierry "Scooter" Nguyen
Christian Nutt
Greg Sewart
Gerald Villoria

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THE A+ CLUB

Only the best of the best of the best games make it into The A+ Club. If you see a title on this list and it's not in your personal library, you're missing out. Do yourself a favor and play it.

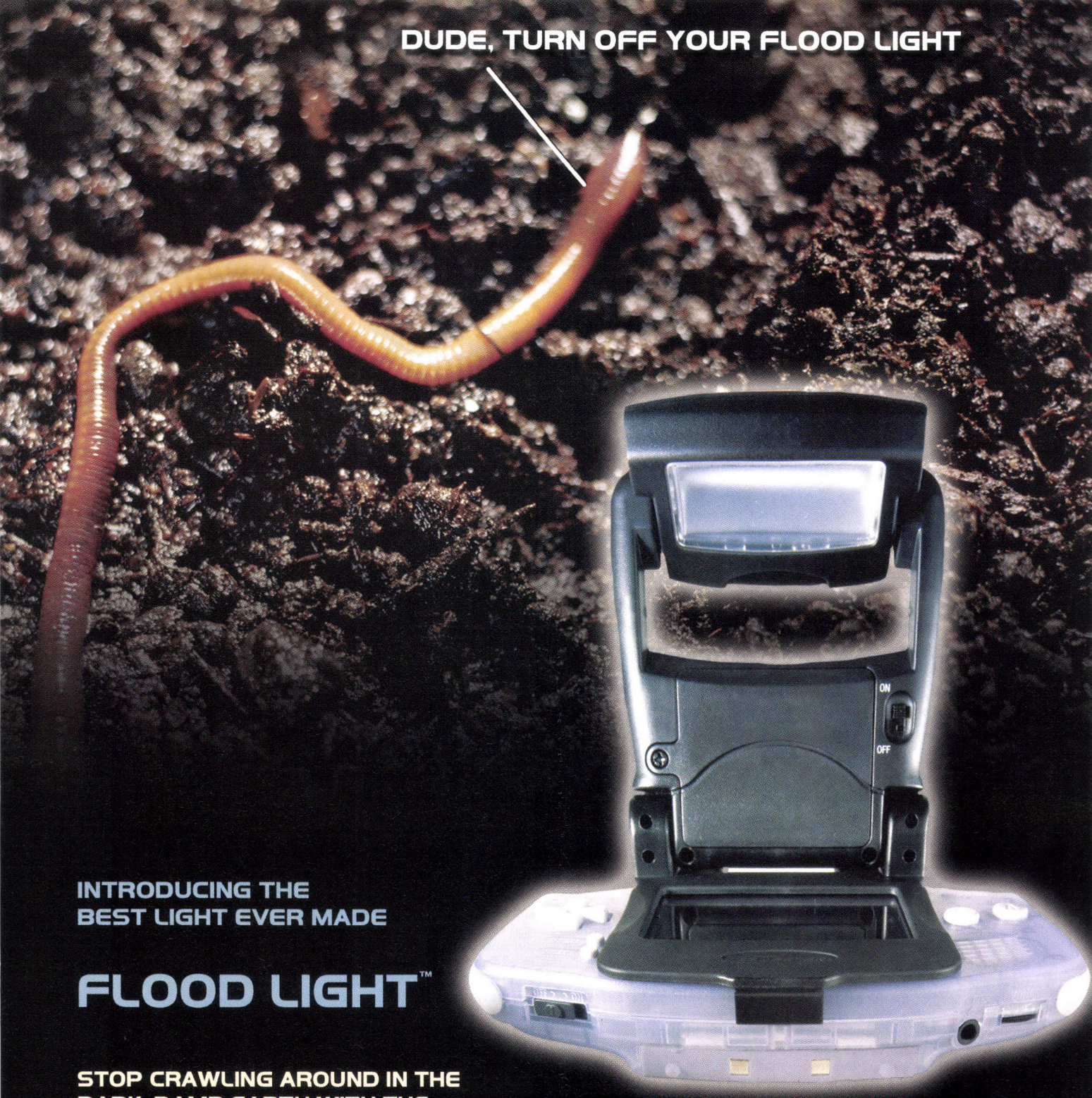
- *Final Fantasy X, PS2*
- *Golden Sun, GBA*
- *Halo, Xbox*
- *Madden NFL 2003, GC*
- *Madden NFL 2003, PS2*
- *Madden NFL 2003, Xbox*
- *Metal Gear Solid 2: Sons of Liberty, PS2*
- *Metal Gear Solid 2: Substance, Xbox*
- *Metroid Prime, GC*
- *Need for Speed: Hot Pursuit 2, PS2*
- *Resident Evil, GC*
- *Star Wars Rogue Leader: Rogue Squadron II, GC*
- *Super Mario Sunshine, GC*
- *Super Mario World: Super Mario Advance 2, GBA*
- *Super Smash Bros. Melee, GC*
- *Tony Hawk 3, PS2*
- *Yoshi's Island: Super Mario Advance 3, GBA*

NEW MEMBER



NOW RATED: *Once we've thoroughly played a completed version of a game, we'll give it our final "Now Rated" grade.*

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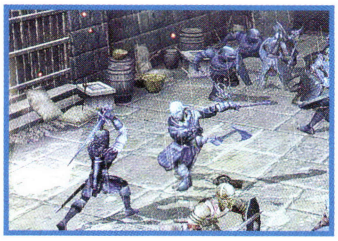
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THE LORD OF THE RINGS: THE TWO TOWERS

A movie-based game that does it right



Publisher: EA Games
Players: 1
Release: Available Now
Genre: Action

It's easy to expect games based on movies to suck. They usually do. But once in a while, one comes along and gets it right.

EA's *The Lord of the Rings: The Two Towers* is such a game. From the beginning, it takes you into an amazing Middle-earth where you take on seemingly endless streams of Orcs and Trolls. The action is fast, feverish, and nonstop.

Two Towers actually starts you as Isildur (at the beginning of *Fellowship of the Ring*). This is a training mission, so pay attention to what people and the onscreen prompts say. You're then propelled to "present day" Middle-earth where you'll join Aragorn through a few *FOTR*-based missions. Soon you're in *Two Towers* as either Aragorn, Legolas, or Gimli. Gameplay is mission-based, with various bosses (ranging from Trolls to Uruk-hai) at the end.

There's an awful lot of button-mashing in *Two Towers*. While it will seem like that's all you do, there is variety in terms of action and weapons. You can kick, swing your weapon, or defend. As you progress, you collect experience points that let you upgrade health, weapons, and combos.

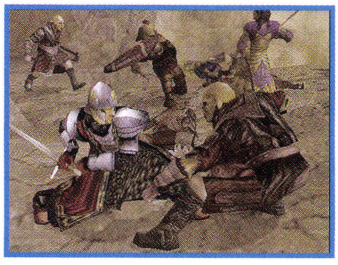
Graphically, *Two Towers* is awesome. Character movement is fluid and controls are tight (although I did find the combos a little clumsy to execute). The music, sound, and voices—all from the films—are woven into the game extremely well. The film-to-game transitions are particularly clever.

Sadly, *Two Towers* is really short. Better gamers will finish in less than eight hours. This hardly makes it a bad game, but it might mean the difference between renting and buying. Also, there isn't a multiplayer mode, which would certainly have helped the replayability. EA has hinted that next year's *Return of the King* will be multiplayer. Good.

But I quibble. To be honest, *Two Towers* may be the best directly movie-based title I've ever played. It's authentic and action-packed, and you don't even have to be an *LOTR* fan to like it. You just have to hate Orcs.

—Tom Byron





PROS
- *Awesome in-game graphics engine*
- *Tight controls*
- *Authentic to the films*

CONS
- *Very short*
- *No multiplayer mode*
- *Did we mention it's short?*

EXTRAS
- *Unlock interviews with film cast*
- *Unlock extra missions with all three main characters*

B+



Jedi. Outcast. Rebel. Mercenary. You have one lightsaber and eight Jedi Force powers, including Jedi Mind Tricks, Force Lightening and Force Grip. With a devastating arsenal of weapons like disruptor rifles, thermal detonators, trip mines and a Wookiee bowcaster you must battle a hoard of new enemies. Fight in single mode or go lightsaber against lightsaber in split-screen multiplayer Jedi arena — or die trying. Learn more at jedioutcast.com

Official *Star Wars* Web Site www.starwars.com

TEEN T CONTENT RATED BY ESRB — Violence

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GRAND THEFT AUTO: VICE CITY

Your re-admission to freestyle madness

Publisher: Rockstar
Players: 1
Release: Available Now
Genre: Action

As a follow-up to probably the most notorious game ever, *Grand Theft Auto: Vice City* has a lot riding on its shoulders. Given how huge and crazy its predecessor was, everyone is expecting something even more huge and crazy in *Vice City*. The good news is that *Vice City* is, indeed, completely out of hand. The sheer number of things you can do has increased exponentially, allowing the freeform gameplay introduced in *GTA3* to flourish in ways heretofore unimaginable.

The bad news? There really isn't any. There are a few mechanical kinks (like a targeting system that's seemingly designed to make you die), but they're easily overshadowed by the scope of *Vice City*'s madness. I know this sounds like the sort of lame concession you always read in game reviews, but in this case, it's true—you'll learn to live with the kinks because the experience is just that insanely cool.

Vice City pulls off the whole gangster-movie schtick much better than *GTA3* did. The main character plays a very vocal role in the story, in contrast to *GTA3*'s voiceless, nameless nobody. You're Tommy Vercetti, a man with guts, ambition, and a definite mean streak. We won't get into the latter here, but suffice to say that during his quest to become the don of Vice City, Tommy will steal a great many cars, shoot a great many rounds of ammunition, and perform tons of screwed up stuff that I can't write about here.

You'll have a blast doing it, though. The missions you'll perform for *Vice City*'s worst are fun, varied, and often really freaking challenging. And just like in *GTA3*, going off and starting riots of your own is both fun and profitable. Tons of minigames have been ingeniously worked in (*ahem*—package delivery, anyone?), and you'll go nuts acquiring pieces of property throughout the city. This is the sort of game that rarely gets old. You simply must find a way to play it.

—Miguel Lopez







PROS
- *Huge, expansive world that feels alive*
- *Unlimited crazy things to do*

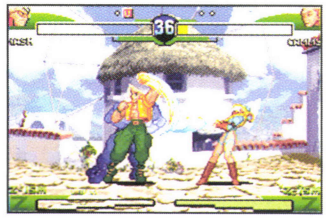
CONS
- *Mechanical glitches sometimes occur*
- *Few, but jarring, load times*

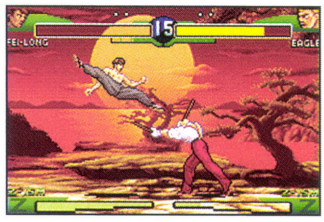
EXTRAS
- *Tons of music from the '80s for you to listen to, for better or worse*

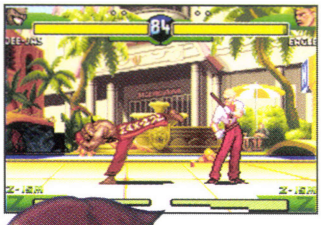
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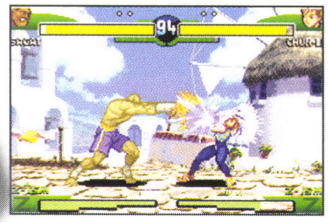


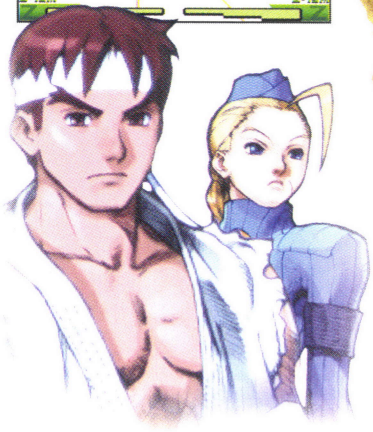


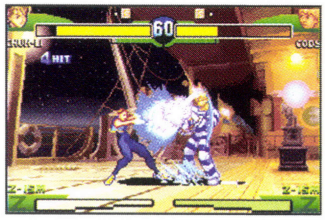




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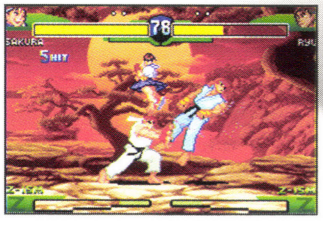


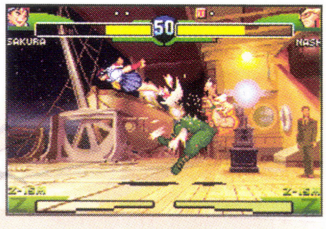




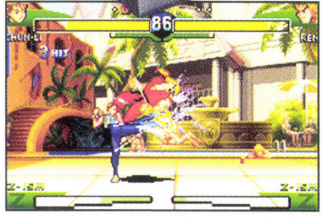












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MORTAL KOMBAT: DEADLY ALLIANCE

The fighting genre's great unkle is bakk—and he's a krakk-up

Publisher: Midway
Players: 1-2
Release: Available Now
Genre: Fighting

ESRB: MATURE M

Having deteriorated into something of a joke, it's great to see the *Mortal Kombat* franchise return to fine form in *Deadly Alliance*. Although not quite in the same league as *Virtua Fighter 4*, when it comes to just having some fun, *MKDA* is certainly a good laugh. While previous games have taken themselves very seriously, the beauty here is that the game gives off an air that everyone's in on the joke. The story is so ludicrous as to be inconsequential, while the violence that made the series the whipping boy of "violent media" is overstated and at times hilarious.

What's most enjoyable, though, is the feeling of reward that the game gives you. Working your way through the numerous play modes provides you with koins (all c's are k's in *Mortal Kombat*'s world) that you can use to open up koffins in the krypt. There're 676 koffins in there, each with a monetary value attached—so once you've won some fights, you head in there to spend some kash for rewards that vary from extra kharacters to kool pieces of art.



Fans of the series will be pleased to hear that although the basics of the fighting engine have been retained from previous games, including truly insane Fatalities with hilarious comic timing, they've also been supplemented quite dramatically. All kombatants are now skilled in not one, but three fighting styles, one that lets them use some kind of weapon. Pointy sticks and huge swords increase the bloodletting enormously, but they also add a satisfying new dynamic to the game.

Fans of more modern fighters, like *VF4* or *Tekken 4*, will struggle with the controls. Pulling off the more complex moves would be much easier if you had four thumbs on each hand, and even then it would be a challenge. But the game is fun. There's an awful lot to play through, and regardless of any quirks, the thing caused me to have a damn good time whenever I picked up the joypad. At the end of the day, there's nothing more important.

—John Davison

PROS
- *Great visuals*
- *Cool collectibles system*
- *Plenty of gameplay*

CONS
- *Some play-balancing problems*
- *Some overly complex button combos*

EXTRAS
- *676 unlockables! That has to be some kind of record.*

B

Race Against These Speed Demons On Their Turf





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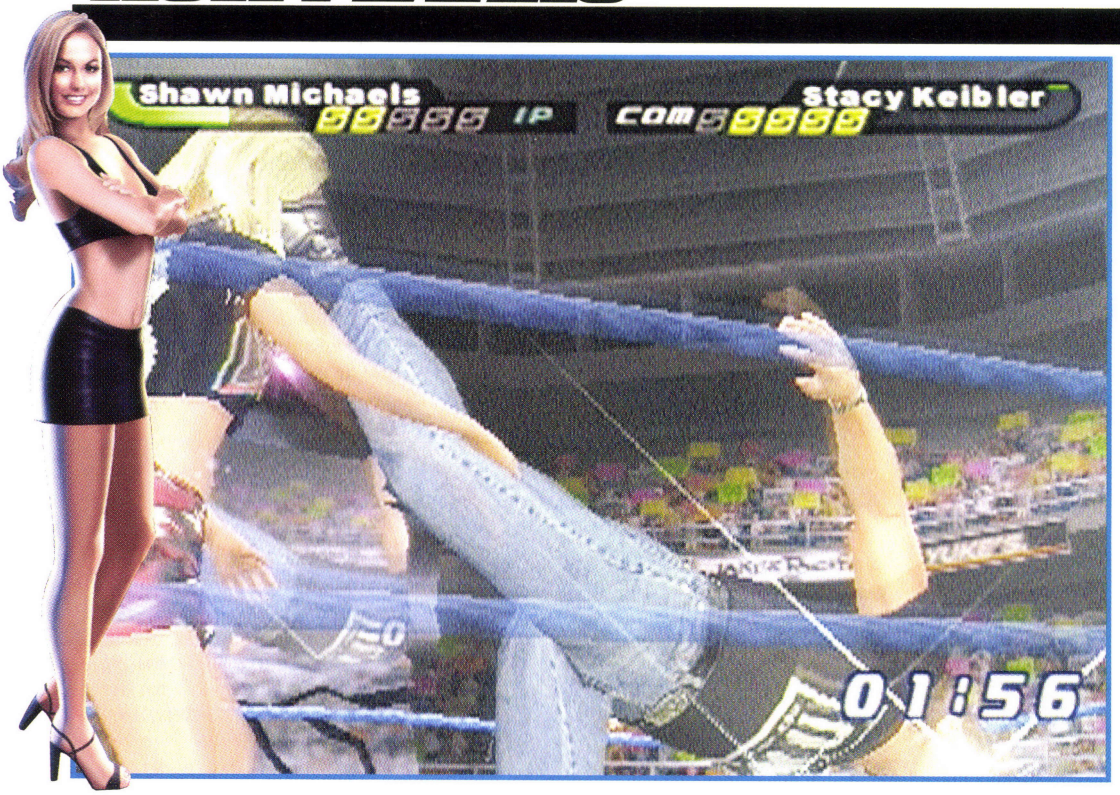
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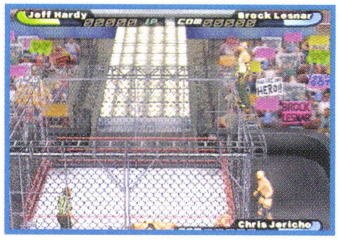
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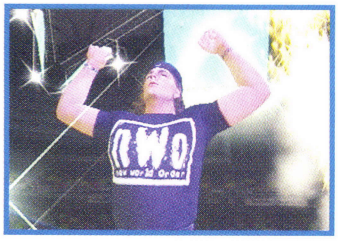
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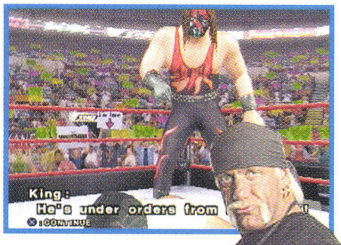
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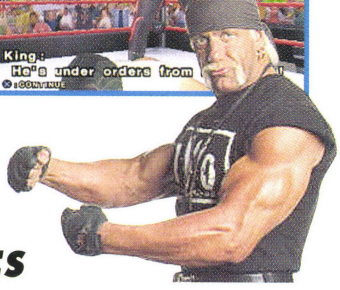






WWE SMACKDOWN! SHUT YOUR MOUTH

Hey, take it easy, Stacy! Don't get your short-shorts in a twist! Wait—on second thought...



Shut up and experience knockout wrestling antics

Publisher: THQ
Players: 1-6
Release: Available Now
Genre: Wrestling

ESRB: T (Teen)

Another year, another *SmackDown!*, you say? It's time for you to know your role and shut your mouth! *WWE SmackDown! Shut Your Mouth* isn't just a roster update with a slight graphical overhaul (although it's those things as well). Instead, this year's *SmackDown!* leaps headfirst toward true "sports entertainment" while offering great-looking wrestlers, an incredible selection of moves, and top-notch features.

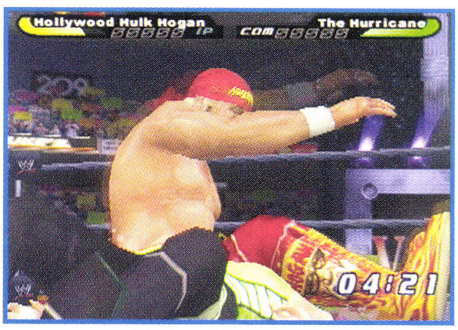
The most noticeable change to this year's game is the graphical quality of the wrestlers—specifically, their faces. You've never seen wrestlers that look this sharp, down to the last wrinkle on Hollywood Hulk Hogan's face. The animation and move selection are also superb; in fact, every wrestler has a custom arsenal of signature moves.

But the most remarkable change may be this year's Season mode, which sets a new standard for wrestling games. Your season starts soon after the split of *Raw* and *SmackDown!*, with the WWE talent draft. There's plenty to choose from, including fan favorites like Brock Lesnar and Rob Van Dam. The Season mode then re-creates nearly every major event that has occurred since that split—except this time around, you get to change the outcomes. The writing isn't very good, but if you've watched any wrestling recently, you'll go nuts for some of the great moments that have been captured here.

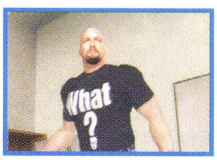
Even if you don't subscribe to the WWE pay-per-view events, you can get plenty out of this game. The gameplay is solid and there are lots of moves to perform, including plenty of reversals and high-flying assaults. All the great match types are here, too, including ladder matches, the Royal Rumble, and the infamous Hell in a Cell. The create-a-wrestler feature is also well done; you can even make oddballs like Darth Vader and Harry Potter.

This year's game improves on every facet of the *SmackDown!* series, and throws in more than could have been expected. While you'll get the most fun out of *SmackDown! Shut Your Mouth* if you're a wrestling fan, anyone can enjoy taking part in the crazy WWE antics.

—Gerald Villoria







PROS
- *Incredible Season mode*
- *Great create-a-wrestler feature*
- *Stacy Keibler*

CONS
- *Ugly crowds*
- *Dull dialogue options*
- *Weak commentary*

EXTRAS
- *Unlock tons of stuff in Season mode, including create-a-wrestler parts, wrestlers, and movies*

A


TOURNAMENT
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PS2 TONY HAWK'S PRO SKATER 4

Hawk soars, grinds its way to new heights

Publisher: Activision
Players: 1-8
Release: Available Now
Genre: Extreme Sports

ESRB: E — Everyone

I guess the old adage about not being able to teach an old dog new tricks doesn't apply to hawks...or Tony Hawk, for that matter. Just when you think you've done every last Kickflip, seen every crazy grind combo, or done the most insane vert trick possible, *Tony Hawk 4* draws you back in. It's an excellent continuation of a franchise that many thought had run its course last year.

In a key departure for the series, *TH4* doesn't force you to play through the entire game as each skater. Complete a goal, and it's done for each and every skater. Sure, in essence it shortens the game a bit, but we're all about quality over quantity.

TH4 definitely scores in the quality department. Varied and demanding, the goals and challenges you encounter rival anything found in an action/adventure game. New to the series, and possibly the game's strongest point, are its skater-specific Pro challenges. Accomplish 90 of the 180+ goals and you get to see an inside look at the world of pro skaters. Study well, and then relive some of their career highlights by putting your skills to the test. It might sound meaningless to some, but this feature will resonate with the Jackass generation of *TH4* (and I mean that in a good way).

One of the other key components of *TH4*, a feature largely overlooked in last year's release, is its online play. Hang out with friends, challenge them to various competitions, and strut your stuff. It's addictive, smoothly implemented, and a welcome addition.

Ultimately, it's hard to say that *Tony Hawk 4* does anything radically different. It does, however, do things better while offering more choices. Even the simple removal of the two-minute timer brings an unrestrained joyous expression to my face. No more of that "just about to see something" feeling getting cut off by an arbitrary timer. Explore, skate, and conquer.

—Dan Leahy







PROS
- *Perfect controls, as usual*
- *Online play*
- *More freedom to do as you please*

CONS
- *A little bland looking*
- *Online play shows you how bad you really are*

EXTRAS
- *Gets solid marks for the sheer amount of things you can do*

A



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Another thoughtful, intelligent conversation from the new SpongeBob videogame.

EVERYONE E Comic Mischief CONTENT RATED BY ESRB

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SPYRO: ENTER THE DRAGONFLY

Publisher: Sony
Players: 1
Release: Available Now
Genre: Adventure

It's hard to believe, in a holiday season packed with blockbuster action-platformers, that *Spyro* will garner much attention. With the innovation in games such as *Mario Sunshine* (water pack), *Sly Cooper* (artistic direction), and *Ratchet & Clank* (scope and storyline), it's hard to stomach *Spyro*'s routine formula (lame plot, standard action, etc.).

It'd be one thing if the game looked like *Jak and Daxter*, or played like *Rayman*. Instead, *Spyro* looks like a rushed-to-PS2 upgrade. Think of *Crash*'s game on the PS2—that's the level of visual polish here (read: not much).

Control-wise, I hate the slippery, jittery interaction between character and camera. Soaring over chasms would be a lot more fun if I could better judge my landings.

I guess for parents looking for an innocuous, fun-enough game for their kids, *Spyro* fits the bill. I'd also succumb to the notion that this makes for a fine rental. What I can't recommend is dropping 50 bucks on this puppy.

—Dan Leahy





PROS
- *Cute character*
- *Good fire-and-ice look*
- *Dragons are cool, sorta*

CONS
- *Doesn't control worth a damn*
- *It's all been done before*
- *Looks pretty dated*

EXTRAS
- *None to speak of, unless you count Spyro's new breath abilities. Whee!*

C-

DR. MUTO

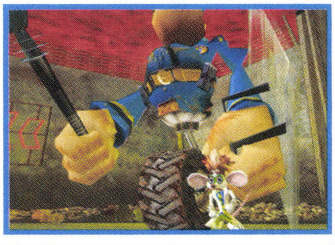
Publisher: Midway
Players: 1
Release: Available Now
Genre: Action

If you snicker at fart jokes, you might be the *Dr. Muto* type. But even a raunchy sense of humor can't disguise this game's shortcomings. With half-baked gameplay and a sloppy camera that obscures what you're doing, *Dr. Muto*'s the result of an unfinished formula.

Transforming into mutant animals is totally cool, but the creators of the game obviously didn't spend enough time building gameplay around these forms. When you're playing as the doc, the levels are clever and entertaining. The game one-ups *Crash Bandicoot* with worlds that take you from point A to point B without assembly-line tedium. But as soon as you transform—no matter which form you choose—the fun evaporates. Put simply, you can't see what you're doing. Something's wrong when it's more effective to attack enemies as a 3-foot-tall, middle-aged scientist than as a thousand-pound gorilla.

Fewer forms, and levels that played to their strengths, would have been great. As it stands, *Dr. Muto* melts down.

—Christian Nutt





PROS
- *Cool mutant powers*
- *Clever level design*

CONS
- *Too many choices*
- *Messed-up camera*

EXTRAS
- *Lots of stuff to find*

C

THE SIMPSONS SKATEBOARDING

Publisher: EA
Players: 1-2
Release: Available Now
Genre: Sports

The *Simpsons Skateboarding* suffers from the same problem as *The Simpsons Road Rage*: They're both decent games that just happen to be based on (OK, ripped-off from) far better games. *Road Rage* was essentially *Crazy Taxi* with characters and environments from the *The Simpsons* TV show. *The Simpsons Skateboarding* is an awful lot like *Tony Hawk's Pro Skater*, except with Bartman instead of the Hawkman.

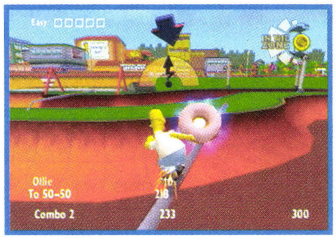
Simpsons Skateboarding is actually kinda fun. There're plenty of items to collect and goals to accomplish, all scattered around a variety of skate parks.

What made *Road Rage* enjoyable was the *Simpsons*-geek factor. The stages were full of countless in-jokes that fans of the show could spend weeks looking for. *Skateboarding* contains very little of this. It feels like *Tony Hawk* with a fresh coat of *Simpsons* paint.

Unless you must own every *Simpsons* item out there, there's no need for this title. You're better off going with the pro.

—Phil Theobald





PROS
- *It plays like Tony Hawk*
- *Controls are easy to get used to*

CONS
- *Tony Hawk plays better*
- *It's just not Simpson-y enough*

EXTRAS
- *Some secret characters and stages to unlock*

C+

If you bought all these games, it would cost about **$370.**





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PREVIEWED: STARCRAFT: GHOST • XIII • MINORITY REPORT • ATV OFFROAD FURY 2 • TENCHU 3: WRATH OF HEAVEN • RYGAR • STAR WARS: THE CLONE WARS • .hack/INFECTION • NHL 2K3 • FIGHTER MAKER 2 • RAYMAN 3: HOODLUM HAVOC • ROCKY

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RYGAR: THE LEGENDARY ADVENTURE

Publisher: Tecmo
Players: 1
Release: Available Now
Genre: Action

With all the resuscitated classics coming out of the woodwork, it seems like "retro" is all the rage. But if they all turn out as cool as *Rygar*, it would be a great thing indeed.

You play as a mighty warrior of the Greek variety, though your weapons—a set of crazy, gigantic, razor-sharp yo-yos—are what really define the action. You can do all sorts of sick things with them, from whirling enemies over your head, rodeo-style, to creating mini-tornadoes that'll batter them to oblivion. However, the coolest thing about the game, hands-down, is its layout. The worlds are sprawling, filled with all sorts of neat stuff hidden in numerous nooks and crannies—and all in full 3D, no less. You're even able to bust the crap out of the environments to reveal said secrets, and as you'd imagine, it's satisfying as heck to do so. Bottom line: If you like to have fun, play *Rygar*.

—Miguel Lopez



Each weapon—or "Diskarmor"—has its own set of special attacks. This one is particularly sick.



All the beautiful things in the environments are yours to demolish.

PROS
- *Supersatisfying combat*
- *Awesome sprawling worlds*
- *Beautiful graphics*

CONS
- *Devil May Cry camera syndrome*
- *A bit on the short side*
- *No classic Rygar included*

EXTRAS
- *Some items are only found on certain difficulties, so you're encouraged to search*

A-

NHL 2K3

Publisher: Sega Sports
Players: 1-8
Release: Available Now
Genre: Sports

Here's the only question you need to ask yourself before buying this game: How real do you want your hockey to be? Think I'm guilty of overhyping yet another sports game as a true simulation? Go ahead then, just give *NHL 2K3* a try. You'll be picking your teeth off the ice faster than I can muster a chuckle.

Your teeth aren't the only body part under assault here. Anyone who gives *NHL 2K3* an extended trial had better have their mind in order as well. The goalies in this game will try their best to induce a mental meltdown. They'll flop, drop, spin, stab, and poke to keep the puck out of the net. And they'll do it with razor-sharp animations.

Speaking of realistic, the checking and board play in *2K3* is light-years beyond anything else on the market. You'll see pucks kicked and caught, players pinned along the boards, and speedy forwards obliterated by defensemen.

So if you like it real, pick this one up. *NHL 2K3* stands as one of the best sports simulations of the year.

—Dan Leahy





PROS
- *Outstanding play mechanics*
- *Realistic goalies*
- *Sense of skating is dead-on*

CONS
- *Lacks some atmosphere*
- *Ugly, non-user-friendly menus*
- *Where's PS2 online play?*

EXTRAS
- *Pretty standard: Dynasty, season, and the expected options are about it*

A

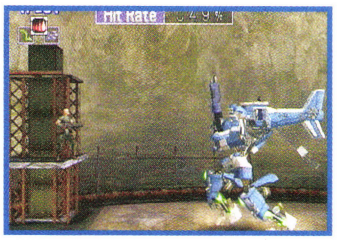
CONTRA: SHATTERED SOLDIER

Publisher: Konami
Players: 1-2
Release: Available Now
Genre: Action

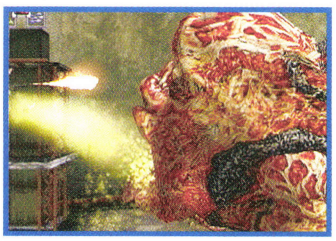
It's good to see Konami giving the *Contra* series its due after basically vomiting all over it during the PS1 generation. *Shattered Soldier* does right by its predecessors, boasting a full-on cooperative two-player mode and some of the grossest-looking aliens you'll ever see in a videogame. A fine example is the first boss—a huge mass of disgusting biomatter, whose primary form of attack is shooting snot and vomit at you. He's quite challenging, but that's beside the point.

Contra: Shattered Soldier hearkens back to a time when games were hard because they had to be—cartridges just couldn't hold that much data back then. You'll definitely get into it if you're into classic shooters, but if you've been reared in the modern era, it may simply be too frustrating.

—Miguel Lopez



Rad robot, huh? Think you're gonna fight him? Think again...



This vomit-spewing abomination lands on him two seconds after he appears. Contra is full of moments like this.

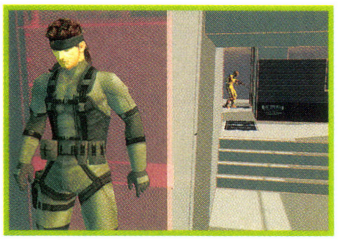
PROS
- *Insanely challenging*
- *Slick looking*
- *Supercool cooperative gameplay*

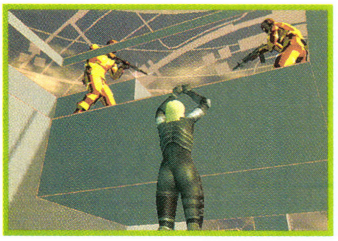
CONS
- *Might be too hard for its own good*
- *Sort of a one-trick pony*

EXTRAS
- *Extra levels are contained within, for those über enough to find them*

B









METAL GEAR SOLID 2: SUBSTANCE

Snake and Raiden have gone back into training...VR training

Publisher: Konami
Players: 1
Release: Available Now
Genre: Stealth-Adventure

So...how is *Metal Gear Solid 2: Substance*? Let's put it this way: The PS2 original was the only console title to come out in 2001 that I liked more than *Halo*. And this Xbox version is packed with so many new features, you might not pop the disc out of your machine for months. In addition to the original adventure, Microsoft fans get over 350 VR missions, 150 alternate missions, and a bunch of new "What if?"-styled adventures called Snake Tales (all starring Solid Snake—not pretty boy Raiden).

The VR sequences, which throw you into cool *Tron*-esque virtual reality sets, really show off *MGS2*'s game engine. Even when you strip away the pretty graphics and go without the storytelling, Konami's stealth series is addictive as hell. The action in this portion of the game is very arcadey, and the stages play out like a series of complicated puzzles. Alternate missions are basically the same thing, but they're set in the core game's environments instead of the neon VR rooms. As you get deeper into the VR/alternate part of the game, you'll start unlocking different playable characters. Getting through 50 percent of Snake's VR training opens up Pliskin, and completing 50 percent of Raiden's training opens up the Cyber Ninja. Our favorite character, Snake from *MGS1*, is unbelievably tough to unlock, and even tougher to play as.



Snake Tales are engaging mini-adventures that have nothing to do with the continuity of the core game. In one tale, Snake is asked to save Emma, instead of Raiden. In another, *MGS1* heroine Meryl returns—as an enemy. You don't get any new voice acting (Konami opted to use text instead), and all of the environments are pulled from the core game, but hey—these are just bonus missions, and any excuse to play as Snake is fine by us.

Purists will want to know that this version is hit with a little slowdown on occasion (boss fights hurt the most), but it's never bad enough to kill the fun. And the graphics are identical to what PS2 owners got—you don't get any visual upgrades. But that doesn't matter, since the game looked incredible to begin with. All said, this is a top-tier release that must be owned by both hardcore fans and those new to the series.

—Ethan Einhorn

PROS
- *Outstanding adventure game*
- *Souped up with hundreds of new missions*

CONS
- *Brief instances of slowdown occur that were not present in the original PS2 version*

EXTRAS
- *350 VR missions, unlockable characters, Snake Tales, and 150 stealthy alternate missions*

A









TOM CLANCY'S SPLINTER CELL

The reason why you bought an Xbox

Publisher: Ubi Soft
Players: 1
Release: Available Now
Genre: Action

Splinter Cell is the reason why you bought an Xbox. It's dark, it's loaded with depth, and it's absolutely gorgeous. The game's story is ripped from last year's counterterrorist headlines, and the leading man is an ordinary guy who's easy to relate to—not a Solid Snake-styled superhero.

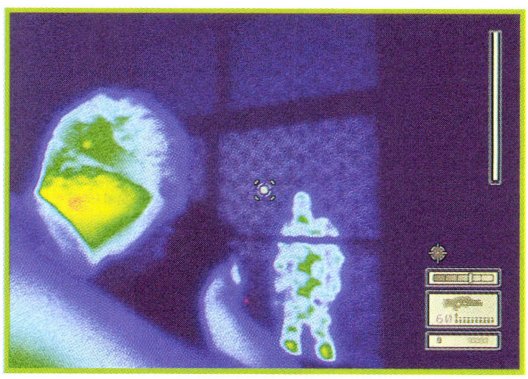
The title's developers have borrowed liberally from *Metal Gear Solid*'s basic gameplay template, but wisely, they've kicked Konami's wacky soap opera stuff to the curb. The result is a stealth experience that's as realistic as it is nerve-racking. Armed guards are everywhere, and they're extremely smart. Taking them out covertly is a real challenge. When you do manage to sneak up on an opponent and put him in a stranglehold, his voice cracks and his body tenses up. But when the bad guys have the upper hand, watch out—they're ruthless, and a quick spray of bullets from their semiautomatics will bring you down permanently.

Brightly lit areas are the game's danger zones. Your hands will shake every time you step out of the shadows. Get sighted once, and your character's death is nearly guaranteed. This setup ensures that every move counts (which ups the suspense), but it also makes the game very, very difficult to complete. You have to possess Zenlike patience and nerves of steel to get through this bad boy.

Ultimately, though, the hard work is worth doing. The further you get, the more exciting and rewarding the challenges become. Eventually, every completed mission starts to feel like a personal triumph. And when you finish an area, you'll want to play through it again, just to see if you can do it a second time without killing anybody or sounding any alarms.

So...is this better than *Metal Gear Solid 2: Substance*? No. But for fans of stealth games, it's indispensable in its own right.

—Ethan Einhorn





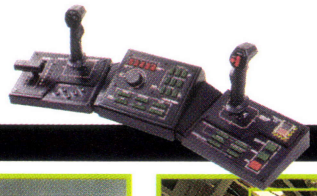


PROS
- *Tight gameplay*
- *Outstanding graphics*
- *High replayability*

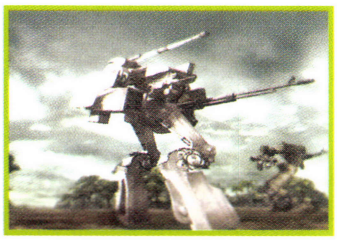
CONS
- *It's too hard*
- *Must listen repeatedly to long conversations*

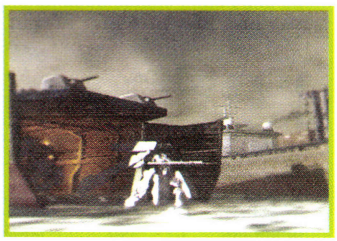
EXTRAS
- *Throughout the game, you find data sticks that give tons of backstory*

A



The enormous controller







Here's your sub-weapon readout (weapon name and ammo count), with secondary weapons listed below.

Same thing here, but this is your main weapon. Your VT size (light, medium, or heavy) determines how many weapons you can carry at once.

Tune the radio frequency to call for backup, new supplies, or mission objective updates.

The multifunction displays here allow you to zoom in and out to see targets. You can also view current mission objectives; fuel and supply status; wingmen status; enemy kill count; rear camera view; target lock view; and satellite view.

BOSS TIP!

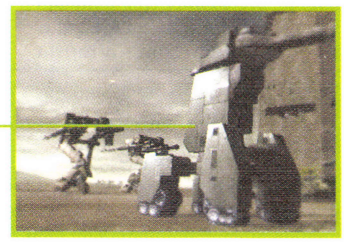


These are the main- and sub-energy readings; you can have up to two extra fuel cells attached to your VT. You can also see your damage and shift lamps here.

This giant, docked battle ship is actually a boss at the end of the level. Avoid his cannons by ducking behind a building just to the left of this VT.

Here we've got your digital and analog speed indicators, as well as battery life and RPM gauges.

The Giraffe has virtually no defenses, but it flings out cannon shells like there's no tomorrow. It's not uncommon to see two or three in a mission.



STEEL BATTALION

Daddy, when I grow up, I want to become a VT pilot!

Publisher: Capcom
Players: 1
Release: Available Now
Genre: Simulation

It's the game everyone's talking about. At $199, *Steel Battalion* is expensive. It's bundled with the largest controller ever, it's the ultimate in mech realism, and its concept comes from the creator of the *Resident Evil* series.

It's also difficult to play. I'm not kidding: It's hard. A typical *SB* mission consists of nothing less than having to flip five switches and press three buttons just to start your Vertical Tank (VT). The controller alone has more than 40 buttons, plus there are three pedals and a throttle. This is the most complex controller to ever grace a console system, and it's your link to the VT's Special Panzer Division.

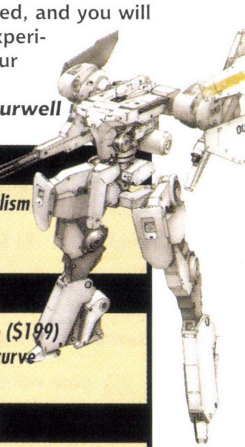
Now, imagine that you're in the heat of battle. You're trying to target as many as seven enemy VTs while your HUD is flashing red. They've got you in missile lock. You're banging away at the Chaff button while artillery rounds pound the ground near you. Dirt flies up and covers your monitor—you can't see anything. You hit your Windshield Fluid button just as a caseless shell slams into the side of your VT, knocking you sideways and scrambling your screen. You've completely exhausted your missiles and try to tune your radio to the correct frequency to call for supplies.



You manage to flip a switch, changing your sub weapon to the plasma torch, which you jam into a nearby enemy, knocking him over. This gives you enough time to finish the radio call. Trying to maneuver over the side of a hill for cover, your VT begins to slow to a dangerous crawl as the enemy closes in. You jettison your extra fuel tank and downshift while hitting Override. Your hydraulic pressure raises again, and you manage to climb over the hill. Zooming out on your radar shows the supply ship coming into range. One of the enemy VTs notices the supply chopper and changes his target from you to it. He blasts it out of the sky. Your ammo depleted, the six VTs turn their attention to you again. Reaching for the Eject button, you see fire break out in the cockpit as you get hit by another shell. Too late—you're dead.

The typical mission I just described above IS *Steel Battalion*. The complex controller and intense action combine to immerse you in the world. It really makes you feel like you're part of the VT. You get a gaming experience out of *Steel Battalion* that you just can't get from any other game. Patience and determination will help you succeed, and you will never forget the experience of piloting your very own VT.

—Andrew Burwell



PROS
- Unbeatable realism
- Sweet joystick
- Intense action

CONS
- Very expensive ($199)
- Steep learning curve
- No tutorials

EXTRAS
- Some assembly required—you put together the controller

A-

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

Publisher: LucasArts
Players: 1-4
Release: Available Now
Genre: First-Person Shooter

Jedi Knight II was a huge hit on PC, and it's easy to see why: It's a top-notch shooter, and it seamlessly transports players into the Star Wars universe. The Imperial bases, Stormtroopers, and lightsaber "BZZZZR" sounds flood your brain with movie memories. Of course, we expect this kind of fan service from LucasArts; the surprise is that there's a terrific adventure game underneath all the candy coating.

Next to *Halo*, there's no Xbox FPS that tells a better story or offers more play time for the solo gamer. As you ping-pong from planet to planet, you get to use blasters, a lightsaber, and Force powers, all of which are bound to an elegant and easy-to-understand control scheme. This doesn't come off as a watered-down PC port in any way. If you're into Lucas' franchise, *Jedi Knight II* is a must-have.

—Ethan Einhorn





PROS
- *Plenty of action, plenty of moves*
- *Makes you feel like a real Jedi knight*

CONS
- *Multiplayer game is choppy*
- *The bots are stupid*
- *There aren't any online options*

EXTRAS
- *This is a straightforward port of the PC game—nothing more, nothing less*

B+

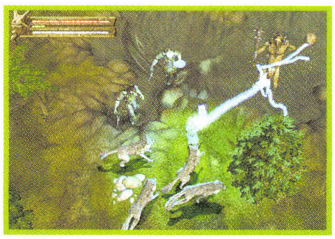
BALDUR'S GATE: DARK ALLIANCE

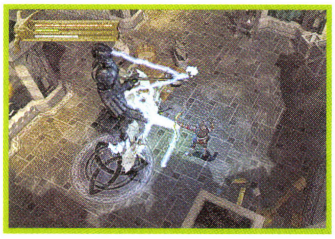
Publisher: Vivendi
Players: 1-2
Release: Available Now
Genre: RPG

If you've never played a game of *Dungeons & Dragons* before, then your life is probably much better for it. Thankfully, you don't have to have messed with that stuff to enjoy *Baldur's Gate: Dark Alliance*. This is easily the coolest *Diablo*-style RPG available on any console, and the fact that it looks almost hotter than it plays is icing on the cake. The game isn't revolutionary—far from it, actually. Rather, it brings together a bunch of elements that you're no doubt familiar with and builds a game that, until about 10 hours in, is hard to put down.

Ultimately, it's all about hack-and-slash gameplay, with hordes of fresh-looking monsters mobbing you at every turn. You have a load of ways to dispatch them, so things stay interesting. If the game has one flaw, it's that it gets repetitive about halfway through. If played in short bursts, though, *Dark Alliance* should do you fine, especially with its two-player cooperative mode. You might even be motivated to play through it with each character.

—Miguel Lopez





PROS
- *Actiony, with RPG-style depth*
- *Looks amazing*

CONS
- *Straight-up hack-and-slash stuff gets repetitive*
- *A.I. is catatonic*

EXTRAS
- *Two-player co-op mode*
- *Cool secrets*

B+

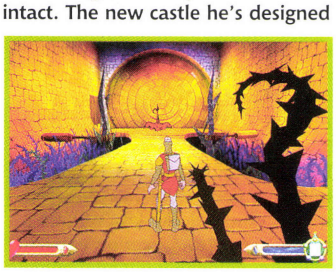
DRAGON'S LAIR 3D

Publisher: Ubi Soft
Players: 1
Release: Available Now
Genre: Action-Adventure

Some videogame stars just don't know when to retire. Case in point: Dirk the Daring, the hero of *Dragon's Lair 3D*. The guy's 20 years past his prime, and he's still battling Giddy Goons and Mudmen. It's sad, really: At this point, young gamers aren't likely to know who he is, and old-school gamers can't help but notice that this once-valiant knight has gotten old and tired. The goofy, vibrant personality that made Dirk famous has faded away; his face is now robotic and expressionless. And his body has gone straight to hell—nowadays, Dirk moves with the grace and speed of an armored slug.

Mordroc the Wizard, by contrast, has managed to keep his wits intact. The new castle he's designed is jam-packed with clever traps and puzzles, and he has wisely recruited all of the arcade game's classic enemies (the Lizard King, the Electric Knight, etc.) to defend it. Meaning: This title would be a lot of fun, if only the hero wasn't such a headache to control.

—Ethan Einhorn





PROS
- *A nostalgic trip down memory lane*

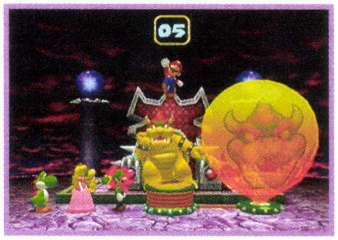
CONS
- *Controls like crap*
- *Characters all look stiff*
- *Why's Dirk so darn slow?*

EXTRAS
- *The opening and closing cinemas were done by Don Bluth, who animated the arcade games*

C









MARIO PARTY 4

The plumber still knows how to party

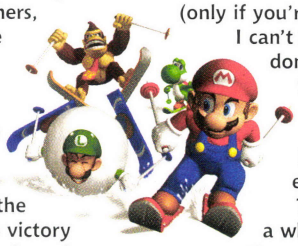
Publisher:	Nintendo
Players:	1-4
Release:	Available Now
Genre:	Party

You've played *Mario Party* by now, right? If you haven't, what's your deal? The three *Mario Party* titles on the N64 are some of the most fun you can have without involving monkeys in plastic balls.

For the uninitiated, *Mario Party 4* is a GameCube board game broken up into dozens of incredibly fun and wildly addictive minigames.

Granted, some of the minigames aren't as good as others, but overall, you'll be lovin' the sweet, sweet multiplayer action.

Due to the nature of the board-game setup, who's in the lead can change at the drop of a hat, so no victory is guaranteed. There have been times when I was in the lead right up until the last turn of the game, when, due to a game of chance, I lost all of my stars (the items most needed to win) to another player.



You should've heard the swearing (only if you're over 18, that is).

I can't remember when I've done this much trash talking while playing a game (OK... maybe it was *Halo*). Now that's excitement!

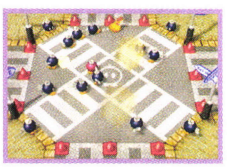
Too bad there's not a whole lot of innovation over the previous *Mario Party* games. The graphics look a heckuva lot better (as you would expect), but otherwise, it's pretty much the same. Terrifically fun, but still the same.

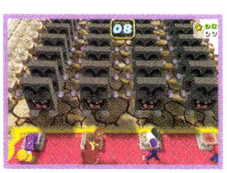
Mario Party 4 also suffers from the same big problem that has haunted all its predecessors—as a single-player game, it's kinda boring. Playing against the computer just doesn't have the same kick as playing against three of your friends. Nintendo tried to spice things up by adding a half-hearted Story mode that lets you win presents to decorate a virtual room, but it just comes off like a lame version of *Animal Crossing*.

If you're the social type, though, you can't go wrong with *Mario Party 4*. Nintendo had just better make sure that *Mario Party 5* is online. That simple addition could revitalize this great franchise.

—Phil Theobald







PROS

- *Awesome for multiplayer*
- *Lots of addictive minigames*

CONS

- *Single-player mode is dull*
- *No online play*

EXTRAS

- *Plenty of presents to unlock, but it's not much fun unlocking them*

B+













RESIDENT EVIL ZERO

Return to the crazy world of survival horror



Publisher: Capcom
Players: 1
Release: Available Now
Genre: Survival Horror

ESRB: MATURE M

Are you ready to return to the world of survival horror? To the realm of big scares, campy dialogue, gorgeous graphics, and tanklike controls? *Zero*—the fifth installment in the *Resident Evil* franchise—shares all of the thrills of the prior *Resident Evil* games, and all of the shortcomings, too. The hero this time around is Rebecca Chambers, the spunky STARS rookie who helped Chris Redfield solve a few puzzles in the original *Resident Evil*. She teams up with Billy Coen, a convict on the lam, to survive the most difficult zombie onslaught Capcom has ever thrown at gamers.

You'll frequently be seeing your characters' health bars at the danger mark; expect to die a lot. Unfortunately, this increased difficulty has more to do with the game's awkward new "team play" feature than anything else; *Zero* forces you to manage two characters simultaneously. You get full control over the primary character—the computer is in charge of the secondary character's firing and dodging movements. This would be fine if the game's artificial intelligence wasn't set on "stupid." Unfortunately, the computer doesn't know how to make characters dodge or heal themselves, and it seems to enjoy wasting your ammo as quickly as possible.



This is a big hassle, but to be fair, the *RE* series has never been about high-caliber gameplay. Like its predecessors, *Zero* excels in atmosphere and storytelling. The bone-chilling music and unsettling visuals have never been better, and lots of cool secrets unfurl during the course of this adventure. If the names Albert Wesker and William Birkin mean anything to you, you're officially an *RE* fanboy (or fangirl), and this tale is written just for you. (If those names are meaningless, play the awesome *RE* remake on the Cube and come back to *Zero* later.) *Zero* is creepier than any of the earlier games, and as an exercise in horror, it's terrific. Just get ready for a high frustration factor.

—Ethan Einhorn

PROS

- *Top-notch eerie music and skin-crawling visuals*

CONS

- *Linking up lead characters was a bad idea*
- *So was removing inventory boxes*

EXTRAS

- *Plenty of cool stuff to unlock, including minigames and special costumes*

B

WRECKLESS: THE YAKUZA MISSIONS

Publisher: Activision
Players: 1
Release: Available Now
Genre: Driving/Action

The Xbox version of *Wreckless* might not have been a good game, but it sure was a pretty one. So, take away the eye candy (this GameCube port is downright ugly), and what do you get? A messy driving game that controls like crap. Activision can't seem to decide if this thing is a bash-'em-up or an action-platformer, so the whole package comes off as half-assed.

It's too bad, since some of the stages are legitimately interesting—performing aerial corkscrews with your sports car is cool, and bumping enemies off the road is hella fun. If the developers had opted to go in a single direction on this port from the get-go, the title might have been worthwhile. But instead of overhauling the gameplay completely, they went with small tweaks: The cars in the GC version have been equipped with a Zone button (which temporarily slows down the onscreen action...kinda cool), and you can now shoot missiles (which is really stupid). All told, I wouldn't wish this game on my worst enemy.

—Ethan Einhorn









PROS
- *Plenty of gameplay variety*
- *You can drive different cars*
- *Cut-scenes are pretty funny*

CONS
- *Control makes you feel like you're constantly slipping on ice*
- *Graphics are inexcusably ugly*

EXTRAS
- *A laughably bad two-player mode has been incorporated into this version of the game*

D

STAR WARS: THE CLONE WARS

Publisher: LucasArts
Players: 1-4
Release: Available Now
Genre: Action

The Clone Wars definitely has moments of greatness. At its best, the battles feel alive and intense, with visuals unmistakably faithful to their big-screen counterparts. It's during the less-ideal moments that stuff gets ugly. And, unfortunately, these moments are much more frequent than the good ones. You'll encounter a fair bit of slowdown, random instances of camera weirdness, and some even funkier defects—like crashing into objects that don't really exist. All of this adds up to no fun much of the time.

If you had been given more freedom as to when you could pilot certain vehicles (as you could in *Rogue Leader*), *Clone Wars* would have fared much better overall. Instead, you're forced to use the vehicle for which the level is designed and like it. Basically, you spend most of your time either cruising around in a high-speed fighter tank or flying a heavily armed gunship. Most of the missions are based on these two vehicles (and the other missions are, for the most part, completely half-baked). The third-person Jedi missions are hampered by simplistic, boring gameplay, and the speeder bike sequences are buggy and frustrating. Only the fighter tank and gunship scenarios are really any fun, which is totally lame.

Thankfully, there is something of an interesting multiplayer component, with some genuinely engaging and strategic modes. So if you're stuck with the game for whatever reason, this could make it worthwhile until you inevitably return it to the store. But, ultimately, there isn't anything in *Clone Wars* that hasn't been more successfully executed in another game. *Star Wars* prequel fans beware.

—Miguel Lopez







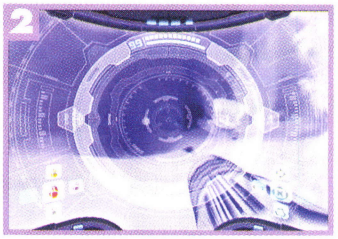
PROS
- *Fleeting moments of excitement*
- *In-depth, strategic multiplayer modes*

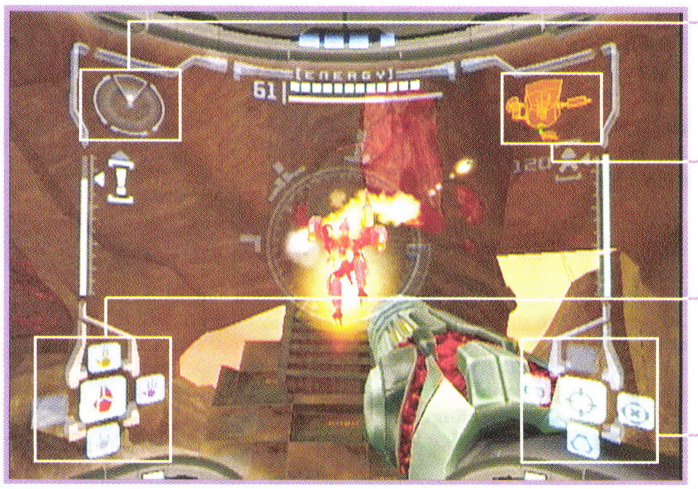
CONS
- *Technical aspects are all beat up*
- *You can't choose which vehicles to pilot*

EXTRAS
- *Unlockable characters (of the short, green kind), and other such nonsense*

C+







This is your combat radar. Just like those in first-person shooter games, it'll show you the position of enemies relative to where you are. It's range doesn't extend too far, though.

Your HUD will also show a map of the room you're currently in. All the exits are marked on the map, which changes position as you face different directions.

This interface is what you'll use to switch between different weapons. You simply hit the appropriate direction on your D-pad and Samus will change weapons automatically.

Your different visors are controlled by this second interface. Expect to have to flip quickly through different ones.

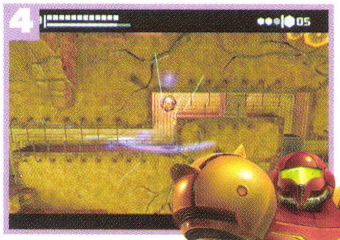


1 *The thermal visor will allow you to spot creatures that are cloaked, or those moving too fast for you to target effectively.*

2 *You'll use the x-ray visor to identify "false walls" throughout the world, or to get invisible enemies in your sights. It makes stuff look real cool, too.*

3 *The scan visor is easily the one you'll use most often. You can scope out monsters to learn their weakness, and gather all sorts of data.*

4 *There's a whole lot of morph-ball action going on in* Prime. *Some of it even takes place from a side-scrolling perspective, in true old-school fashion.*





METROID PRIME

Back at last, and worth the wait

Publisher: Nintendo
Players: 1
Release: Available Now
Genre: Adventure

ESRB: E (Everyone)

To say that people were skeptical about *Metroid Prime* would be an understatement. Put bluntly, *Metroid* fans were scared crapless that bringing their beloved series into 3D—not to mention the perspective change to first-person—would totally wreck its formula. But it makes me happy to report that the result is as far as possible from this worst-case scenario. *Metroid Prime* makes good on the series' untouchable legacy, and then some. It's also one of the best games I've ever played, period.

Everything that makes *Metroid* games memorable is re-created in *Prime*: the seamless flow of the game world; the rich, tangible atmosphere; and the gratifying, power-up-driven game progression. Simply exploring the environments is satisfying, and everything comes together so well, you sincerely feel as if you're in the world. Nothing seems artificial or arbitrary. If there's a locked door, you know you'll eventually be able to open it. Same with an unreachable platform—you know the power-up that'll get you there will eventually come. It's this masterful exploration formula that *Metroid* games are built around, and *Prime*, at the risk of sounding clichéd, takes it to the next level.

The control scheme, which combines mechanics from both first- and third-person games, works amazingly well, although I'll admit that in some of the more combat-heavy sequences, I found myself wishing for a straight-up FPS setup. But those cases were rare. The bulk of the game is based on exploration, and for this purpose, the controls are spot on. Jumping feels accurate and natural, and various morph-ball antics are absolutely sublime. The way all of these elements are built into the environments is simply ingenious; you'll never feel as if you're being made to jump through hoops.

In short, it doesn't matter if you've never played a *Metroid* game before—*Prime* will kick your ass and unrelentingly own you. It's truly one of the best games to emerge in recent years for any platform, and you owe it to yourself to play it.

—Miguel Lopez





LEFT: Yes, the grapple beam is fully re-created in Metroid Prime, *and using it isn't nearly as awkward as you'd expect. ABOVE: The plasma beam is the game's hardest-hitting gun.*

PROS
- *Amazing on virtually every level*
- *Varied gameplay that keeps you active*

CONS
- *The fact that it eventually ends*
- *An FPS-style control scheme would have been nice, at times*

EXTRAS
- *Three distinct endings*
- *Original NES* Metroid *game and other GBA link-up bonuses*

A+

Hidden characters, extra weapons and undiscovered worlds are all at your fingertips. Cut out the cards, slip them into the game's case for a quick trick. When you get the itch, punch in these codes and really get into the game.

Check out ***www.getintothegame.com*** *to download a coupon for* ***$5 off*** *any of these exciting titles. While you're there, get the scoop on all the hottest games and accessories.*

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ARMORED CORE 3

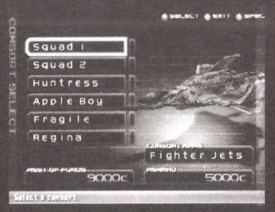
PLAYSTATION 2

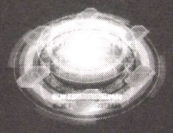
EXTRA SPECIAL OPTIONS

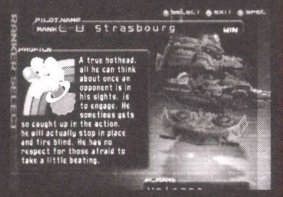
New Options: Completed the single-player campaign? Nice one, but remember to save your game after the credits roll, as it brings up loads of new options. Free Mission: One option allows you to play any mission in any order. This can improve your ranking (the only exception is the special task after Disable Radar Equipment).

Free Consort Select: The next option is the ability to choose any wingman you want for any mission. Arena Restoration: As you progress through the game, ACs you encounter challenge you in Arena mode. Extra Arena: Load a saved game in which you've received the top arena rank. This rockin' good time is a 2-on-2 fracas!

Hidden Viewpoint: With a save file from either two previous AC games, press Start during any mission and tap L1, R2, X, Squ, Down. You get a new third-person view. Press Start to revert back. Op-Intensify: The optional part you win when you complete the game enhances your AC, as you defeat certain Arena enemies, and big foes.







MAT HOFFMAN'S BMX 2

PLAYSTATION 2

XTREME CODES

Try these Specials when your meter turns green:

Mat Hoffman
Back Flip Tail Whip: R, D, Cir
Barhop: R, L, Cir
Peacock (below): L, U, Cir

Kevin Robinson
Pendulum: L, R, Squ
Rocket 1-Foot C-bar: R, L, Cir
No-hand Backflip: D, R, Squ

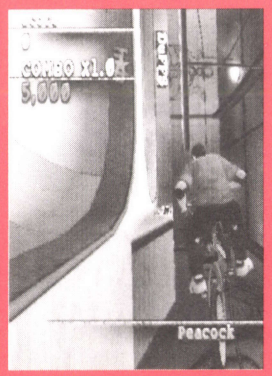
Mike Escamilla
Back Flip No-foot: L, R, Cir
Body Varial: R, U, Squ
Decade Air: R, L, Squ

Nate Wessel
Back Flip No-foot: R, L, Cir
Pendulum: L, R, Squ
S-man Doub Seat: D, L, Squ

Rick Thorne
No-hand Backflip: D, R, Squ
1-Hand Swing Leg: R, L, Cir
Rocket 1-foot C-bar: R, L, Cir

Ruben Alcantara
Decade Air: L, R, Cir
Double Tailwhip: D, L, Cir
S-man 1-Hand: R, L, Squ

Joe Kowalski
Half Barspin Whip: U, L, Cir
1-Hand C-bar: R, L, Squ
S-man 1-H (above): L, R, Cir





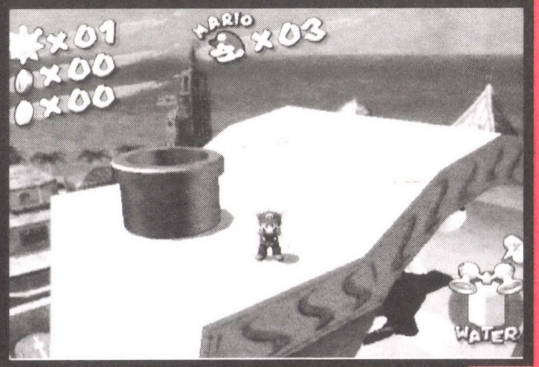
SUPER MARIO SUNSHINE

GAMECUBE

PIANTA'S DOWN!

Want some goods on SMS? You betcha! Here's a trick allowing you to access Stage 7, "Pianta Village," from the beginning of the game. Side somersault from the back of the Shine Gate, to wall jump, then hover onto the white curved platform next to the massive Shine. Then triple jump and hover around to the top of the gate. Now access "Pianta Village" with one Shine!





Hidden characters, extra weapons and undiscovered worlds are all at your fingertips. Cut out the cards, slip them into the game's case for a quick trick. When you get the itch, punch in these codes and really get into the game.

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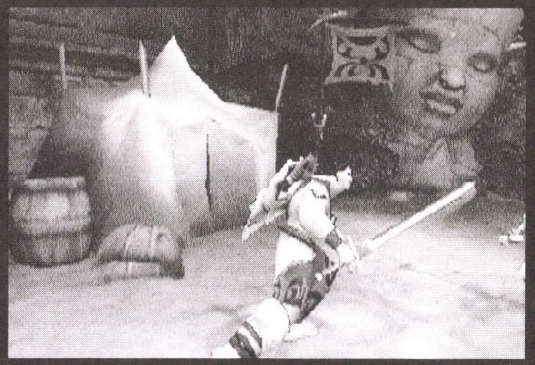
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THE MARK OF KRI

PLAYSTATION 2

THE CHOPPING LIST

We've uncovered two pretty top-smart codes for Sony's hackfest, one making all enemies tougher, in case you like the tearing flesh of your muscular foes to be a little more leathery. The second is a bizarre little trick code that allows you to run around the arenas with the enemy A.I. turned off—effectively turning the artificial intelligence of the game's opponents into the ninjas from Go Dai. Follow some other general hints, too: Hint 1: Watch for other animals that can be used to your advantage; if shot with an arrow, they will draw attention to themselves, not you. Hint 2: If you're overwhelmed, lock on and attack a target outside. Rau will leap out of trouble. All Enemies Tougher: X, Cir, Squ, Squ, X, Squ, Cir, Cir, X, Cir, Cir, X. Arena A.I. Off: X, Cir, Cir, Cir, X, Squ, Squ, Squ, X, Cir, Squ, X. Input both codes at Start screen.

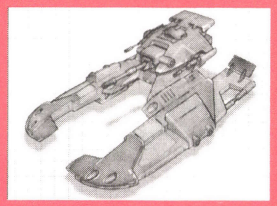


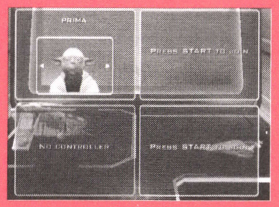
STAR WARS CLONE WARS

GAMECUBE/PLAYSTATION 2

FORCE CODES!

Unlock all Multiplayer Missions:
GameCube: fragfies
to PlayStation 2: jorg sacul
Unlock all Cinemas:
GameCube: cinema
PlayStation 2: 12 parsecs
Grants player three Bonus Objectives:
GameCube: yub yub
PlayStation 2: gimme
Team Photos:
GameCube: saycheese
PlayStation 2: jedicouncil
Unlimited Ammunition:
GameCube: chosen1
PlayStation 2: superlaser
Unlock Battledroid in Geonosis Academy:
GameCube: rogerroger
PlayStation 2: tradefed







ONIMUSHA 2

PLAYSTATION 2

MASSES OF SECRETS!

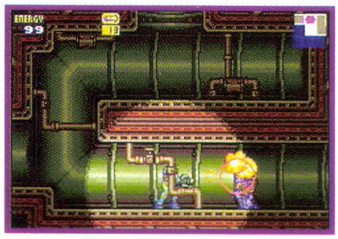
Critical Mode: Clear Team Oni. In this mode, foes only take damage from Flash Attacks.
Hard Mode: Clear Normal game. Enemy vitality is raised 40-50%.
Stylin' Jubei: Nab Fashionable Goods Item from Level 21 in Purple Phantom Realm and clear game with Onimusha rank. Nice hat. Killer Mode: Clear Hard mode. Starts the game with the Rekka-Ken, 20,000 gold, 30 Secret Medicines, 10 Talismans, maxed-out armor, unlimited arrows and bullets, and always-full magic!
Mind-Twister Mode: Clear game, collect 18 artworks. You're given 54 puzzle boxes. Make it stop!
Onimusha 3 Trailer: Clear game.
Stylin; Oyu: 100% scenario complete for supporting characters. Ahh, man! Doesn't that chafe?
Scenario Route: Clear game. This shows your route throughout.
Team Oni minigame): Clear game. You must complete 20 scenarios using Jubei and his friends. Critical mode is awarded.
Easy Mode: Die three times. Enemy vitality is cut by 25-30%.

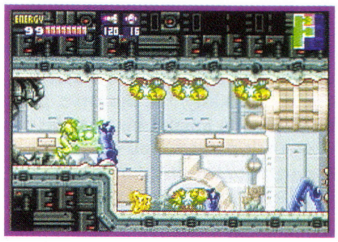


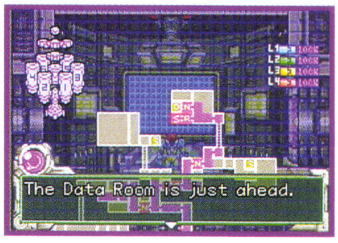












METROID FUSION

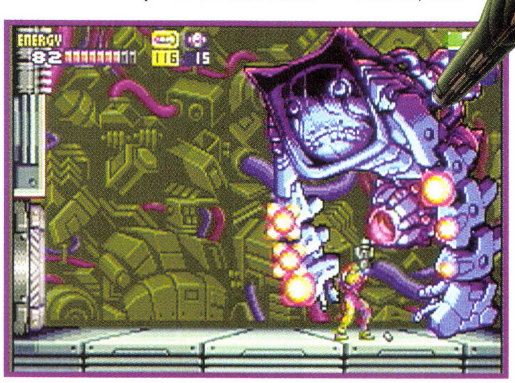
Back to its roots...but in an all-new form

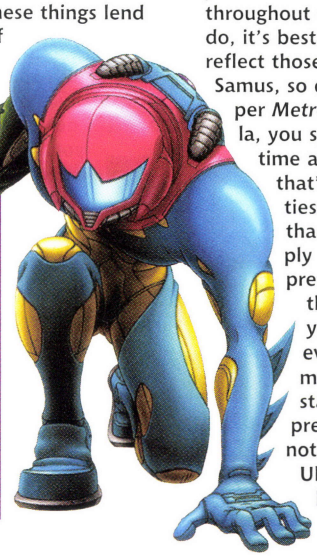
Publisher: Nintendo
Players: 1
Release: Available Now
Genre: Adventure

ESRB: E (Everyone)

Sure, *Metroid Prime* stole a bit of its thunder, but there's still no messing with its scrappy little brother. *Metroid Fusion* is a 2D adventure game of the highest caliber, and while it does some things that feel a little bit strange for a *Metroid* game, it's still way rad.

Fusion takes place on a remote space station that has several sectors to explore. The setting's quite a bit different than previous *Metroid* games, which threw you on a huge planet that you could explore at your leisure. Weirder is the computer telling you where to go every step of the way, briefing you on mission objectives, and providing the occasional color commentary. These things lend *Fusion* a level of focus that previous *Metroid* games lacked, but weren't in any way worse for it. In fairness, you still explore the environments and snatch odd power-ups; you just don't get to do it as you wander around guessing where the heck to go next.





Fusion's story has Samus infected by a crazy alien virus that creates an evil duplicate of her that you encounter at various points throughout the game. When you do, it's best to run—its powers reflect those of a fully powered Samus, so don't take it lightly. As per *Metroid*'s legendary formula, you spend the bulk of your time amassing power-ups that'll grant you new abilities. But this time, rather than allowing you to simply access new areas, the pretext is that you'll need these powers to take on your doppelganger. This ever-present threat makes *Fusion* more constantly intense than any previous *Metroid* game, if nothing else.

Ultimately, if you were hoping for something as atmospheric and seamless as *Super Metroid*, you might be a little disappointed. *Fusion* is tight enough on its own merits, though, to quickly vaporize such misgivings. So what are you waiting for? It's *Metroid* season!

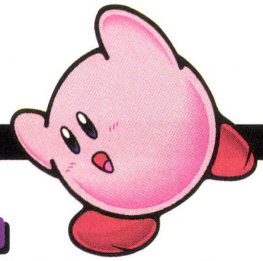
—Miguel Lopez

PROS
- *Interesting reworking of many classic* Metroid *elements*
- *Beautiful 2D graphics*

CONS
- *Somewhat short*
- *A whole lot more linear than previous* Metroids

EXTRAS
- *A host of cool link-up features with* Metroid Prime

A



KIRBY: NIGHTMARE IN DREAM LAND

Publisher: Nintendo
Players: 1-4
Release: Available Now
Genre: Action

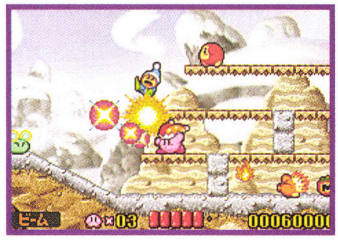
Nightmare in Dream Land is almost the perfect platformer. Its ingredients are classic, grade-A Nintendo material. You've got Kirby, the dynamic, pink puffball who inhales his enemies to steal their powers. You guide him through dozens of colorful and detailed levels, packed with baddies and secret areas to find. One of the best levels duplicates the look and feel of the original Game Boy *Dream Land* exactly—complete in black and white. And when you're not trying to defeat King Dedede and his minions, you're tackling one of the addictive minigames. But all this great stuff is barely enough to overcome *Nightmare*'s crushing flaw: its length.

Not three hours after I'd set foot into the first stage, I'd returned peace to Dream Land and was watching the end credits roll. Maybe it's just because this is a remake of the pink guy's 8-bit Nintendo Entertainment System debut, *Kirby's Adventure*, but surely something could've (and should've) been done to make it longer, like adding levels from other *Kirby* titles or adding more minigames from *Kirby's Super Star* (Super NES). But without that, this game's criminally short.

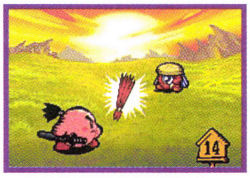
And yet, it'd also be a crime not to play it. This is a great platformer. The three hours or so it took me to finish were incredibly fun, with not one ounce of tedium or monotony anywhere to be found—a rarity these days. Plus, it'll be months before I get that catchy *Kirby* theme out of my head.

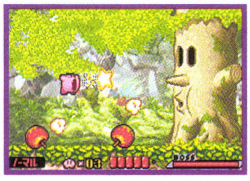
Don't say we didn't warn ya: *Nightmare* is short and sweet. But if you're a platform fan like I am, you'll love it all the same.

—Chris Johnston









PROS
- *Remake of NES Kirby*
- *Great game from start to finish*
- *Excellent minigames*

CONS
- *Too short*
- *Doesn't include gameplay enhancements of later Kirbys*

EXTRAS
- *Can link-up GBAs for minigames*
- *Hidden Boss Attack mode after you finish*

B+

THE LEGEND OF ZELDA: A LINK TO THE PAST

Publisher: Nintendo
Players: 1-4
Release: December 9
Genre: Adventure

The Super NES game *The Legend of Zelda: A Link to the Past* has always been my favorite title in the *Zelda* series. So it should come as no surprise that I'm a big fan of the handheld port of that 16-bit classic.

After all, it's still as much fun as it was 10 years ago. The puzzles are still clever, the dungeons are still brilliantly laid out, the control is still spot-on, and the graphics still look sweet. If you haven't played through this fantastic quest for a while now (or if you've never played it at all—for shame), this is the perfect opportunity to experience it.

As if there's not enough gameplay in *A Link to the Past* (and believe me, there is), Nintendo also included a new multiplayer miniquest called Four Swords that plays like a cross between *Zelda* and *Gauntlet*. Between two and four people can link-up their GBAs to play Four Swords, and it's a crazy good time. There are several puzzles and enemies that require quite a bit of teamwork to get past. Sometimes you'll even have to shout out verbal clues to your teammates to get the job done, so things can get pretty loud during the heat of battle (and loud, as we all know, always equals fun).

Of course, teamwork generally goes right out the window when you're scrambling to open treasure chests and collect rupees before everyone else. After all, you are ranked at the end of every stage, so the competition tends to heat up. You'll probably complete Four Swords fairly easily, but since the stages are all randomly generated, there's substantial replay value.

Seriously, folks. There's really no reason to not get this game. It's *Zelda*, and *Zelda* is awesome. You know that. Play it and be sure to link-up with some friends. You'll have a blast.

—Phil Theobald







PROS
- *Awesome multiplayer quests*
- *Lots of replay value*

CONS
- *Not much has changed*
- *Four Swords miniquest is pretty short*

EXTRAS
- *Playing through A Link to the Past opens up secrets in Four Swords*

A

GAME & WATCH GALLERY 4

Publisher: Nintendo
Players: 1-2
Release: Available Now
Genre: Action

Back in 1980, Nintendo entered the handheld market with a series of portable LCD games called the *Game & Watch* series. *Game & Watch Gallery 4* re-creates over a dozen titles from that classic line for the GBA (the previous three *Galleries* were on the GBC).

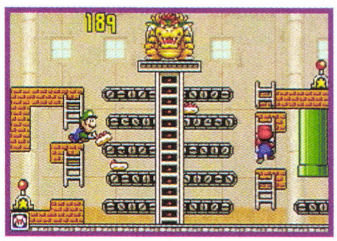
If you've ever played a *Game & Watch* title, you know it's very basic—all twitch gameplay and nothing more. There's no story, no cinema, and no extravagant graphics or music. Heck, the action generally takes place on one screen. It's just you and your reflexes, trying to beat your last high score.

Old-school gamers will love *G&W Gallery 4*, as will anyone who's up for a pure, simple challenge. It's a great way to kill some time when you want to play for five or 10 minutes—although those minutes might turn into hours as you attempt to unlock the game's many secrets.

G&W Gallery 4 is loads of fun, but it's definitely a niche product. Check it out if you're into retro gaming or if you wanna try something new.

—Phil Theobald





PROS
- *Fun, simple gameplay*
- *Very addictive*
- *Lots of games*

CONS
- *Simple gameplay won't appeal to all*
- *Some games are repeats from previous G&W Galleries*

EXTRAS
- *Multiple hidden games to unlock*
- *The Game & Watch museum gives a history lesson*

B+

LUNAR LEGEND

Publisher: Ubi Soft
Players: 1
Release: Available Now
Genre: RPG

Talk about overkill. This is the third time *Lunar* has been released in some form on these shores. But you know what? It's still one of the best stories you'll find in any RPG, even in this scaled-down version on Game Boy Advance.

The engaging plot is accompanied by some beautiful graphics. *Lunar Legend* is one of the prettiest games you'll find on the system, with a mix between the colorful, squat characters we're used to in these games and some full-screen images taken right out of the animated cinemas used in the PS1 *Lunar*.

My only gripe with *Legend*, however, is the battle system. Don't get me wrong, it's functional. You basically input commands for each character and watch the battle unfold turn by turn. My problem is that the Sega CD and PS1 versions of *Lunar* featured a more strategic setup, where you had to worry about how fast each character was and how far they could move per turn.

Still, that's a minor problem for an otherwise excellent game. If you've been waiting patiently for another RPG since finishing *Golden Sun* on the GBA, your time has come. Pick up this baby and enjoy one of the finest games in the genre.

—Greg Sewart



PROS
- *Pretty graphics*
- *Great story*
- *Wonderful characters*

CONS
- *Strategic battle system found in the PS1 game has been replaced with a basic turn-based system*

EXTRAS
- *Cards to collect and trade as you work through the game*

A-

CONTRA ADVANCE: THE ALIEN WARS EX

Publisher: Konami
Players: 1-2
Release: Available Now
Genre: Action

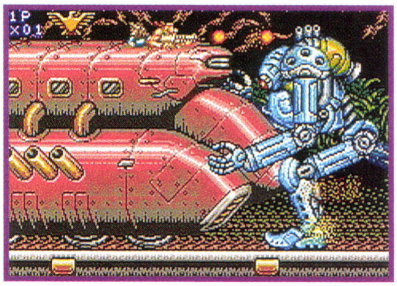
It seems like Konami wants to make up for the past sins of its classic *Contra* series. It's no secret that the last two *Contra* titles for PS1 were stinkers, but between the rockin'-good *Contra: Shattered Soldier* for PS2 and this handheld game, we're now celebrating a new *Contra* release as opposed to rolling our eyes.

Actually, *Contra Advance* isn't really a new game, but a hybrid of stages from the awesome 16-bit era *Contra* games, *Contra III: The Alien Wars* (SNES) and *Contra: Hard Corps* (Genesis).

This port retains the originals' fantastic level design, near-flawless control, and pure run-n-gun action. If you wanna run to the right and shoot things, this is the game to get. There's only pure action here, and everything feels spot-on as you play.

The biggest flaw with this game is its length. It's just too darn short. It's not even as difficult as its PS2 counterpart, so you'll blow through it relatively quickly. It's a shame, too—the experience is so much fun that you'll want it to keep going. Hardcore *Contra* fans will definitely want to pick this up, but others might just want to give it a rent.

—Phil Theobald



PROS
- *It's the best bits of two classic games*
- *Wicked-cool shooting action*

CONS
- *It's too short*
- *It's kinda easy*

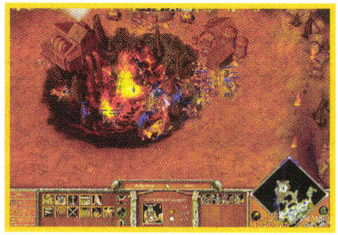
EXTRAS
- *There MAY be a few hidden stages (hint, hint)*
- *Multiple endings*

B+









AGE OF MYTHOLOGY

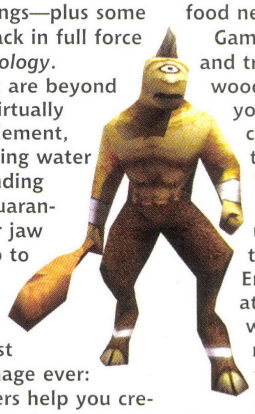
Minotaurs, Valkyries, and sphinxes—oh my!



Publisher:	Microsoft Game Studios
Players:	1-12
Release:	Available Now
Genre:	Real-Time Strategy

Remember *Age of Empires II*? Remember the archers, the cavalry, the wonders, the different technological ages, the armor and weapon upgrades, the mining, the lumber, the farms, and the fighting? Add laser-beam-shooting crocodiles and Frost Giants and you've got *Age of Mythology*.

If that seems like a harsh assessment, well, it is and it isn't. After all, there was never anything wrong with *Age of Empires I* or *II*, just lots of things right. And all those right things—plus some new ones—are back in full force with *Age of Mythology*. Production values are beyond top-notch, with virtually every graphical element, from the glimmering water to the earth-pounding meteor storms, guaranteed to send your jaw on a one-way trip to the floor. The interface has been tweaked to make it the easiest *Age* game to manage ever: Drop-down banners help you create and manage combat groups, formations and target acquisition are automated, and (best thing yet) the farms you rely on for food never deplete.



Gameplay hews to the tried and true. Your villagers gather wood, gold, and food while you construct a tidy little civilization and combat troops to smite evil. The big differences in *Age of Mythology* are the myth units and god powers. For the first time in an Ensemble RTS, you can create fantastic creatures along with the historical ones: minotaurs, Valkyries, manticores, sphinxes—you name it. If it's in Greek, Norse, or Egyptian mythology, you've got it.

Myth units are attached to specific gods, gods you have to choose from with each Age advance. Considering every god comes with special one-shot powers that can turn the tide of any contest, you can see how crucial god selection is to overall strategy.

While *Age of Mythology* sports the best single-player campaign in any *Age* game, it's still no award-winner. Besides, multiplayer has been the *Age* hallmark, and it remains a total blast in *Mythology*. Crushing strangers during Internet play is the primary reason to get this game—it's guaranteed to please.

—Robert Coffey





PROS

- *Beautiful, beautiful, beautiful!*
- *Well-balanced, familiar gameplay*
- *Great multiplayer*

CONS

- *The same "conquer ancient evil" story of every RTS*
- *Nothing groundbreaking or new*

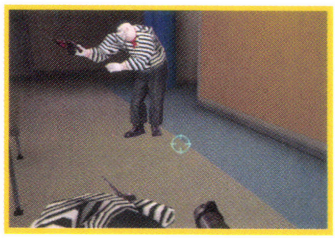
EXTRAS

- *A spell that lets you turn your enemies into pigs and then slaughter them for food*

B+

NO ONE LIVES FOREVER 2: A SPY IN H.A.R.M'S WAY





Publisher: Sierra Studios
Players: 1-4
Release: Available Now
Genre: First-Person Shooter

No One Lives Forever is one of the best games that not enough people played. What looked like a stupid shooter ended up being a hilarious mix of Bond, Austin Powers, and good ol' FPS action. *NOLF2* is even funnier and more stylish, and it fixes everything that was wrong in the original.

The writing is wittier and more refined this time. You could easily run around, guns blazing, but you'll miss out on the comedy. Instead, take the time to search desks and sneak around; give yourself a chance to eavesdrop on conversations or read hilarious memos. The writing is sharp enough to make sense of the fact that, at one point, you find yourself fighting ninjas in the middle of a tornado in Akron, Ohio.

But *NOLF2* isn't just a game full of spy tomfoolery. The designers broke up the shoot-everything monotony with mission objectives such as finding a supercomputer requisition form or stamping out fires in India.

The only flaw is that some levels and some boss fights are a bit underwhelming. Also, despite the great variety of weapons and spy gadgets (including an exploding robot kitty, a mascara stun gun, and a banana), I didn't feel the need to use all of them; I stuck with the SMGs and AK-47s. Still, these are minor concerns in such a great game.

Besides, you get to shoot French mimes. What other reason do you need?

—Thierry Nguyen







PROS
- *Funny*
- *Beautiful*
- *Plays well*

CONS
- *A few not-so-awesome levels, boss fights, and gadgets*

EXTRAS
- *Innovative cooperative-mode campaign, which runs parallel to the single-player campaign*

A

ROLLERCOASTER TYCOON 2



Publisher: Infogrames
Players: 1
Release: Available Now
Genre: Theme Park Simulation

Three years ago, Chris Sawyer released a game he'd built on his own, *RollerCoaster Tycoon*. It became hugely popular and sold millions of copies. Fans eagerly awaited the sequel, which is finally here.

RollerCoaster Tycoon 2 has a ton of new items and features. One of the coolest is that you can run actual Six Flags theme parks, like Magic Mountain and Six Flags Over Texas. Even if you choose to build your own park, you can build Six Flags rides like Déjà Vu and Judge Roy Scream.

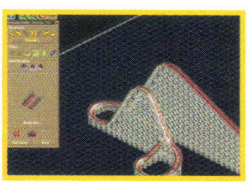
Two new tools that have been added to the game are the roller coaster builder and the scenario editor. With the roller coaster builder, you can create a coaster without worrying about money or time limits. The scenario editor lets you create your own parks and set your own goals—for example, you can decide how many customers you're aiming to have in your park by the end of the third year. You can go online and download scenarios that other players have created, too, so there will always be something new to do in this game.

With all the good additions to *RC2*, it was disappointing to see that the graphics aren't any better than those in the first game. This makes things look outdated before you even start playing. Another negative is that the landscaping tools are hard to operate the way you want them to, and it costs money if you make mistakes.

RollerCoaster Tycoon 2 is still a pretty fun game, but it essentially ends up being more of the same. That's great if you're a fan, but not so good if you're not.

—Dana Jongewaard







PROS
- *Near limitless gameplay*
- *Real-life Six Flags rides*

CONS
- *Dated graphics*
- *Awkward landscaping tools*
- *No sandbox mode*

EXTRAS
- *Cool roller coaster design tool*
- *Fun scenario editor*

B

RollerCoaster Tycoon 2

Your Dream Scream Machine

How to build the ultimate roller coaster

By Chris Sawyer, Designer, RollerCoaster Tycoon 2

Building a custom-designed roller coaster in *RollerCoaster Tycoon 2* is easy, but how do you design a ride that not only works right and looks good, but also attracts guests to the park, makes you money, and, above all, is fun to ride? Building a great coaster is all about thoughtful design, careful pacing, and subtle effects, not just how many loops you can squeeze in or how twisted you can make the track layout. With this in mind, I'll show you how to build a really cool coaster in *RCT2*—a ride that will have a very high Excitement rating, but won't scare off riders by being too intense or nauseating.

I've chosen to build a Giga Coaster in the "Build your own Six Flags Holland" scenario, meaning there won't be even a single loop or corkscrew in sight. I'm keeping the ride reasonably compact, so it doesn't waste too much space, and the ride time short, so it can accommodate a higher number of riders per hour. Here goes!



1 Instead of building the loading station at ground level, I've used the Shift key to raise it high above the ground. Although this means guests have to climb loads of stairs to get to the ride, it also means the lift hill will be shorter, and the total ride will take less time, increasing the ride's throughput.



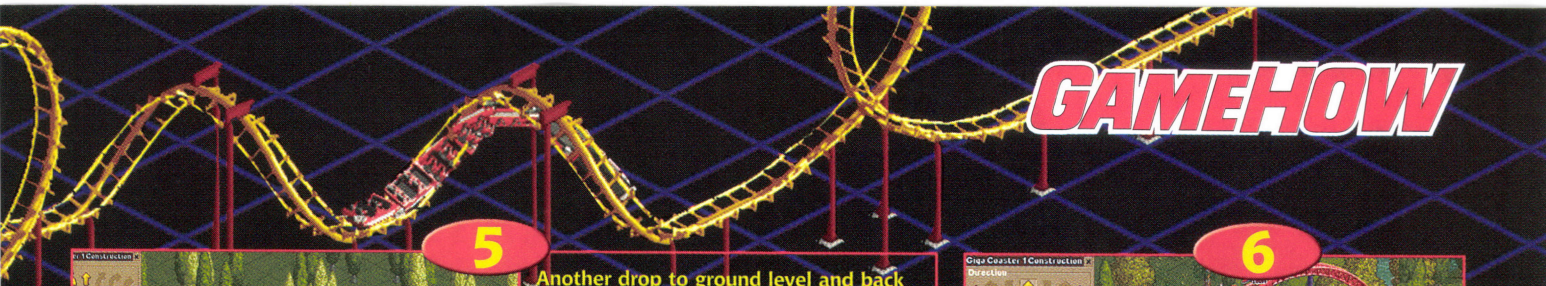
2 The Giga Coaster has a unique cable lift hill option, which is not only faster than the normal chain lift, but also steeper, so less space is wasted for the lift hill. My coaster's lift hill peaks at 200 feet above ground level, giving a great view from the open-sided Giga Coaster trains.



3 A long, straight 200-foot drop to ground level means the train will probably be traveling around 80 mph when it reaches the bottom. Instead of building another hill straight away, I've built a series of banked curves close to the ground to give the riders the feeling of speed. Later on, I'll add more scenery close to the track here to increase the sensation of speed as the trees and buildings rush by.



4 This is the second hill, around 135 feet tall, and shaped to give a smooth transition between going up and going back down again. Note how much lower this hill is compared to the first 200-foot hill—the train will have lost quite a bit of speed by here, and I want to ensure it's still traveling fast enough over the hill to give plenty of weightless "air time."



5



Another drop to ground level and back up again, and then something a bit different—a "double down" element. First, riders will float over the peak of the hill before briefly being pushed down into their seats as the track levels out, only to have the train pulled from under them as the track heads downward again. In trains as comfortable as the Giga Coaster's, this should be quite scary but fun. And just after all that, we'll take an on-ride photo. Photos can be very profitable if riders enjoy the ride.

6



I've added another fast turnaround at ground level and then a slope up to some midcourse brakes. For a ride of this size, it's worth dividing the ride into two block sections so that more than one train can be safely out on the track. More trains means higher rider throughput, meaning higher profits and more happy people. I've built the block brakes around 15 feet lower than the previous hill to ensure the train makes it up there, and also added standard brakes before the block brakes to slow the train (block brakes cannot stop a fast-traveling train on their own). After the block brakes, I've built a very twisted drop which gets steeper halfway down and then twists the opposite direction. This should be quite a surprise after the train slowly leaves the brakes.

7

I've added a couple of gentle speed humps. Because these are 40 feet lower than the brakes, the train should be traveling fast enough to give some nice long periods of "air time" over these hills. The final hill finishes with a twisting drop under the station.



8

To speed up loading and unloading, I've built a second station. The station nearest the lift hill will be used to load passengers, and the other station will be used to unload them. There's a small drop between the unloading and loading stations, so the train quickly moves between them, again improving the throughput of the ride.



9



All that's left to do now is twist the track around to prepare for the final brakes and entry to the station. I've included a tight helix as well to give a bit more variety. Like the midcourse block brakes, I've added standard brakes to ensure a speeding train is slowed enough to be stopped safely by the block brakes.

10

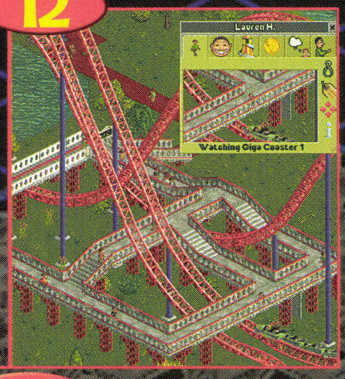


Time to test the ride, and yes, it really did work perfectly the first time! The Excitement rating of 8.11 shows this is a really fun ride that guests will enjoy, and the Intensity and Nausea ratings are low enough not to scare people off or make them too sick.



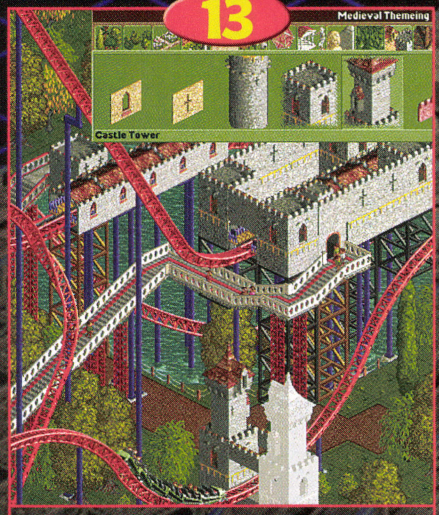
11

Because I've built the stations so high up, there'll be a long queue, but that can be used to enhance the ride as well. Here, I've built the queue past and over one of the speed hump drops, so guests get to see the ride in action while they're waiting, and riders get the "head chopper" illusion as they dive underneath the footpath.



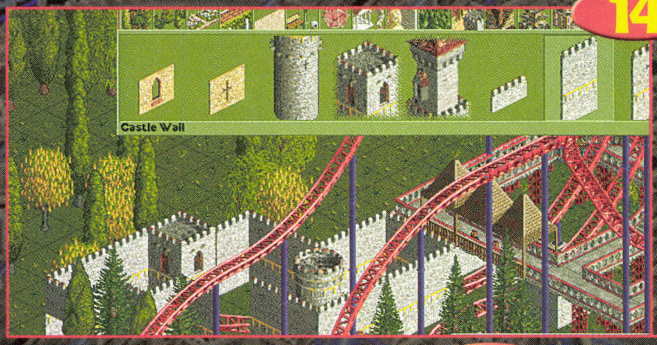
12

As well as building the long exit path, I've added a few more footpaths around and over the fastest drops to provide viewing areas for guests.



13

I've added some castle themes around the station area, and a castle gateway for the train to dive through between two speed humps.



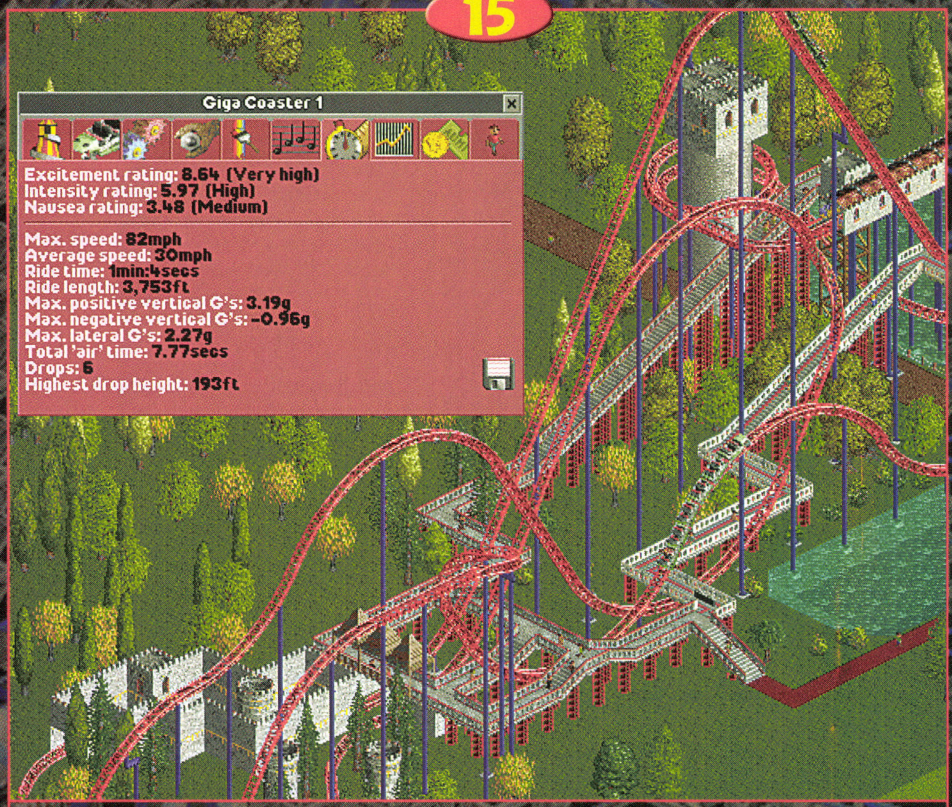
14

At the other end of the ride, I've added more castle walls and trees close by the fastest sections of track to enhance the feeling of speed for the riders and also to hide the zigzagging track route from them to make it more of a surprise.



This is Superman: Ride of Steel at Six Flags New England, currently my favorite real-life coaster. The photo is my own, taken on a visit to the park in 2001.

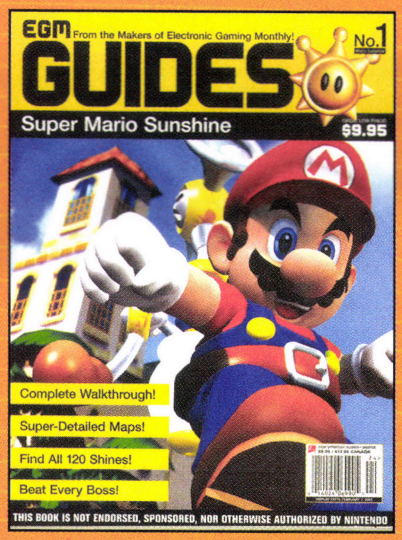
15



And that's the finished ride! Notice how the Excitement rating has risen from 8.11 to 8.64 with all the additional scenery, viewing areas, and footpaths. These are important parts of the ride experience and will all help to make the ride more fun.

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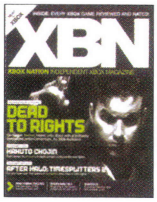
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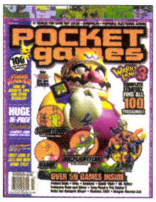
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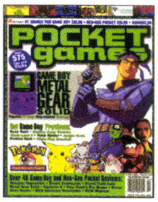
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Resident Evil Zero



Get ready to be spooked: *Resident Evil 0* is the most frightening and difficult game in Capcom's classic survival horror series. These bosses have already died once, and they're mad as hell about it.

We show you how to knock 'em down for good. We also provide solutions to the puzzles that'd give even pro players a good case of brain freeze. Good luck, and keep that shotgun loaded.



BOSS 1: LEECH MONSTER

How do I kill this thing?



You don't. Save your ammo and get out of there.

When you reach the door, Billy will jump in and save the day.



BOSS 2: STINGER

What is this enemy's weak spot?

His "face"—the soft area between his pinchers. Use your rifle on this enemy—get close, aim downward, and don't be afraid of unloading all of your shotgun shells into him. You're certain to take a few hits yourself, so keep an eye on your health meter and replenish accordingly.





STUMPER: HOW DO I GET THE NURSERY KEY UNDER THE CAGE?





1 Transfer all of your heavy-hitting stuff to Billy (the grenade launcher, the shotgun, any Molotov cocktails). This is IMPORTANT: Billy will need that stuff to take on the Centipede boss, who's coming up momentarily.

2 Separate the characters; place Billy next to the crank on the far end of the wall. When he's in place, guide Rebecca to the bottom of the empty pool. Stop her when she's right in front of the cage and switch back to Billy. Have him pull the crank.

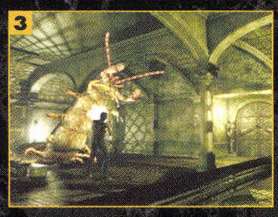
3 The cage will rise, and Rebecca will be able to grab the key. But be quick about it—Billy can't hold the cage up forever, and Rebecca will get crushed if she's under it for too long.

BOSS 3: CENTURION

What does it take to bring this critter down?







1 First things first: Don't worry about Rebecca. When you're firing at the enemy, she won't take any damage.

2 Empty your grenade launcher first; insects don't like fire or explosive blasts. It's best to shoot when Centurion is reared up, and you're underneath him.

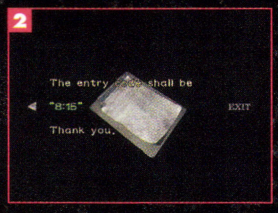
3 Once you've used up your grenade launcher's ammo, switch to the shotgun. A few good blasts should finish this tough guy off.

STUMPER: I HAVE THE CLOCK HAND; WHAT DO I SET THE CLOCK TO?

1 Put the hand in place, and set the clock to 8:15.



2 Why? In FILE 2 under the menu, you should have picked up and stored a note labeled "Notice to all Staff." In standard *Resident Evil* fashion, the importance of the time 8:15 is apparent because it's highlighted in green. On all future notes that you pick up, keep an eye out for colored text.



STUMPER: IS THERE ANY WAY TO AVOID BEING GASSED IN THE CHESS OFFICE?



1 If you handle only the white king, you won't get gassed. Take a look at the small chessboard on the desk.



2 You're gonna want to match up the large board with the small board. Start by pushing the king back, as shown in this pic. Then move it to the right.



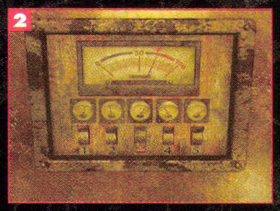
3 Finally, push the king forward until it's up against the white rook. Bingo! The dark wing will now be available to you—take it back to the scale located in the front lobby.

STUMPER: WHAT'S THE TRICK TO USING THE POWER SUPPLY CONTROL PANEL?

1 The room's door will not open until Rebecca sets the panel properly.



2 Flip switch 1 up, switch 2 up, switch 3 down, switch 4 up, and switch 5 up.



STUMPER: HOW DO I KEEP REBECCA FROM FALLING INTO THE ABYSS?

1 You're timed, so move quickly and dodge any enemies.



2 Leave your present location, and run PAST the unlocked metal door.



3 Go up the stairs to the main hall...



4 ...enter the right-hand door...



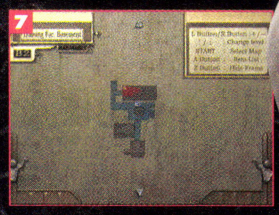
5 ...run through the boiler room...



6 ...go down the stairs...



7 ...and check your map.



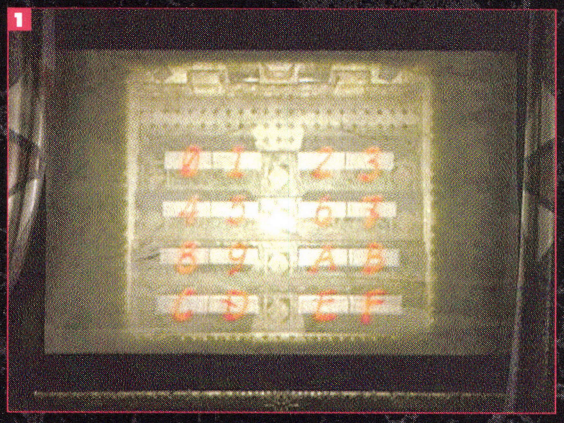
8 There you go. Rebecca's life is saved!





STRATEGY NOW

STUMPER: I JUST RECEIVED THE MO DISK; HOW DO I USE IT IN THE CONFERENCE ROOM?



1 Go to the podium and insert the MO Disk. You will be given a two-digit alpha-numeric code (we were given 4-7). Take a close look at this chart.



2 Line Rebecca up with the desk that corresponds to the first digit in the code.



3 Get Billy behind the desk that corresponds to the other number/letter in the code.

4 Switch back to Rebecca, have her turn on her monitor, then immediately switch back to Billy and have him turn on his. Do all of this properly, and you'll be rewarded with a prize.

STUMPER: HOW DO I USE THE PIANO?



1 Easy—let Billy play. Rebecca doesn't know how (as we saw in *Resident Evil*). When he spins his tune, a secret passage will open up.



STUMPER: WHAT'S WITH THESE ANIMAL STATUES?

If you want to open the gated door, Billy will have to light the statue torches in the following order:

1 DEER: "I stand tall on the earth with horns proudly displayed." The deer is the weakest animal; light his torch first.

2 WOLF: "My sharp wits allow me to bring down even the greatest horned beast." Yeah, the wolf can kick a deer's tail, but nobody else's. Light his torch next.

3 HORSE: "No amount of cunning can match the speed of my supple limbs." It looks like the wolf has met his match with the horse.

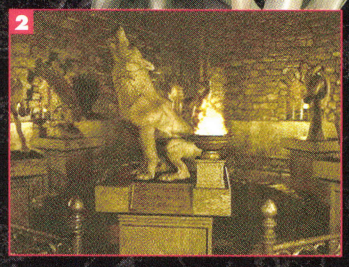
4 JAGUAR: "I am the king of all I survey: No creature can escape my grasp." The jaguar's the king of everything he can see, perhaps, but if an animal slithers on the ground or flies in the sky, it'll win in a fight.

5 SNAKE: "I creep up on my victims in legless silence and conquer even the mightiest of kings with my poison." The snake can kill any land-based creature—including a jaguar.

6 EAGLE: "I dance freely through the air, capturing a legless prey." The eagle is the most powerful of the stone creatures.

... once the torches are lit, another one of the three metal plates will be yours!













BOSS 4: INFECTED BAT







1 Before going into this battle, make sure that you're equipped with a grenade launcher and a shotgun.

2 Load fire rounds into the grenade launcher and use them up first. Try to stay in one place, and don't shoot until the bat is about to pounce on you (keep the launcher aimed upward). DO NOT fire when the bat is at a distance; you'll miss and waste precious ammo. And don't worry about the little bats—they are more of a nuisance than a health threat.

3 If you run out of grenade rounds, the shotgun should be your next weapon of choice. And keep an eye on that lifebar! Heal yourself as needed. Eventually, you'll have a dead bat on your hands.

STUMPER: I JUST GOT THE DIAL TO THE LOCKED DOOR. WHAT'S THE COMBINATION?

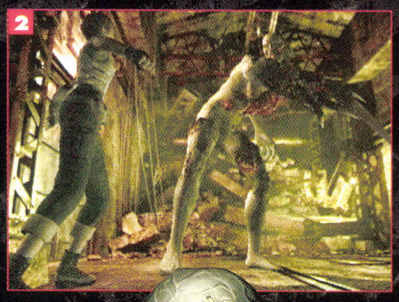




1 Send the dial to your partner downstairs, attach it to the door, and enter the following combination: 4-8-6-3.

2 Where does this combination come from? Check your files. If you picked up the Leech Growth Records Reports, it guides you to the solution: four leaches (4) double their numbers (8); they cannibalize each other, which drops the group's size by two (6). Later, half of the six remaining leeches get killed, leaving only three (3).

BOSS 5: PROTO TYRANT

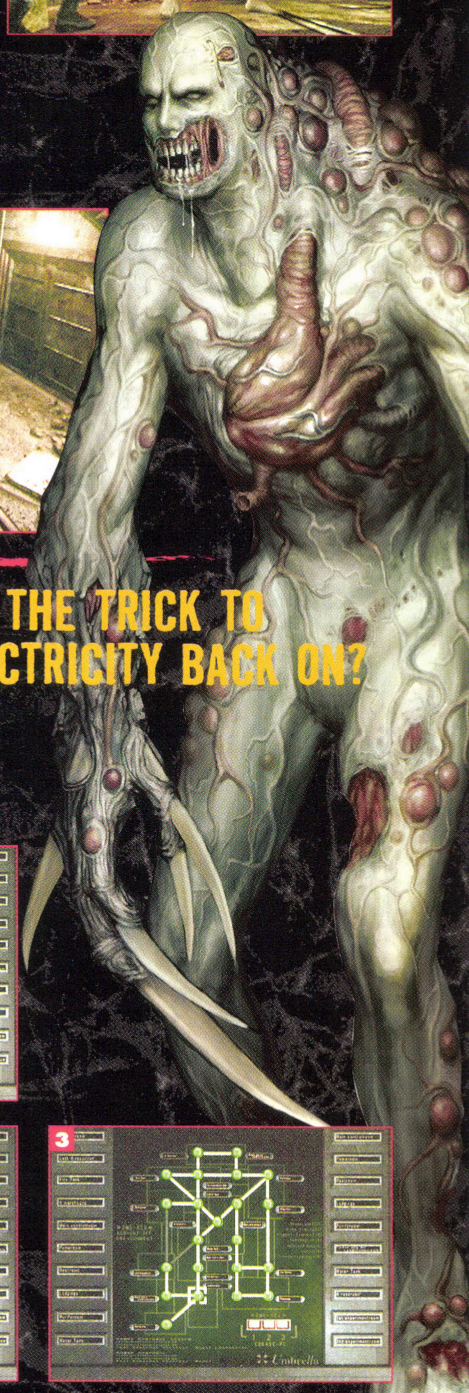


1 You come across this boss twice...

2 ... And you have to deal with him the same way both times. Start by firing on the Tyrant with the magnum; about nine bullets will put him down. If you're outta those high-powered shells, switch to acid rounds.

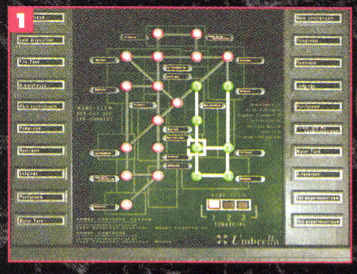
3 When the Tyrant charges, run at him, toward his left side. That way, you can avoid his spiked arm, which deals a tremendous amount of damage if it hits you.

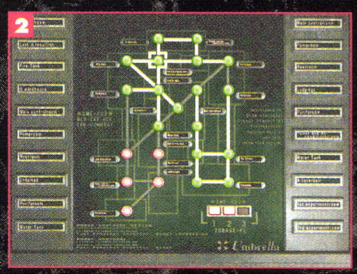




STUMPER: WHAT'S THE TRICK TO GETTING THE ELECTRICITY BACK ON?

1 It's as easy as tapping the three correct contact points on the lit screen (the order is irrelevant). The proper points are in the white boxes.





STRATEGY NOW

STUMPER: HOW DO I CREATE A BRIDGE TO GET THE HANDLE?

1 You need that red handle to open one of the complex's doors.

2 Here's how to get it: put Rebecca in front of the room's controls...

3 Then drop Billy down into the reservoir and push the black box to the right.

4 Switch back to Rebecca and have her pull the switch to the right.

5 Switch to Billy and push the black box up against the far wall.

6 Now, push the wooden box on the left into place (fit it right against the wooden box that is against the near wall).

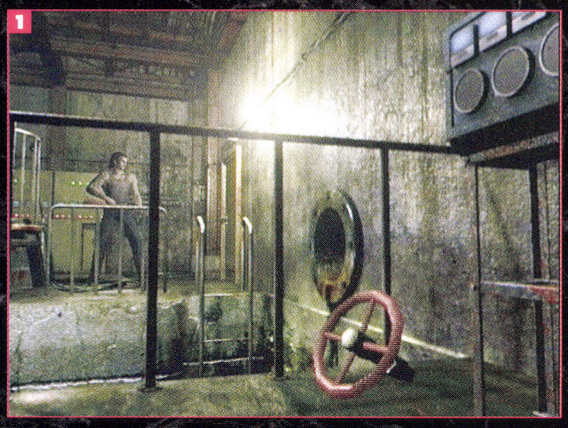
7 Switch back to Rebecca and center the gate again.

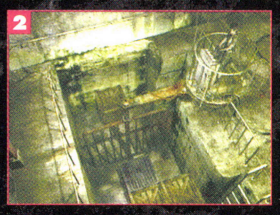
8 Switch to Billy and push the box up against the gate and the right-hand wall.

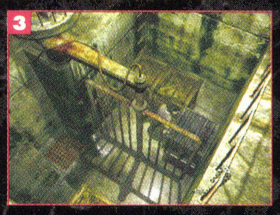
9 Switch back to Rebecca and pull the "right" switch.

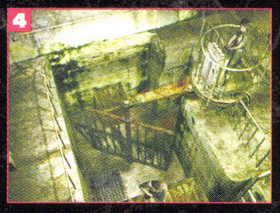
10 Switch to Billy and push the final wooden box into place.

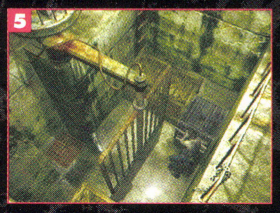
11 Get Billy out of the reservoir, and have Rebecca fill it with up with water.

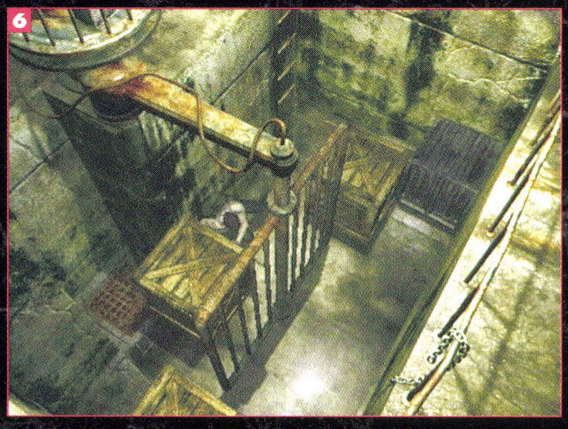


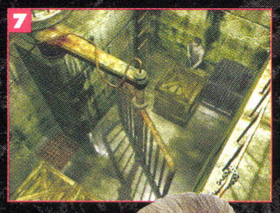


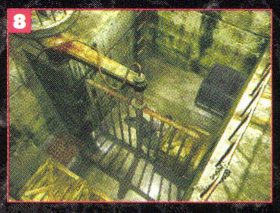


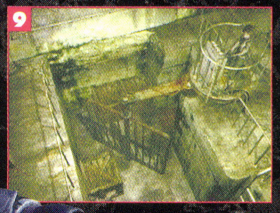






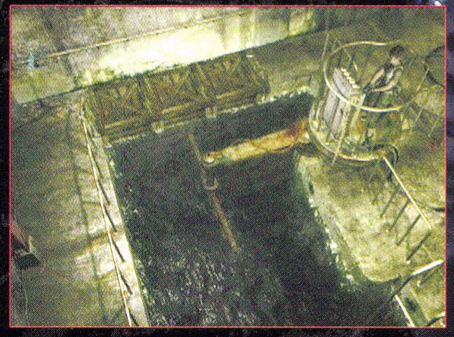






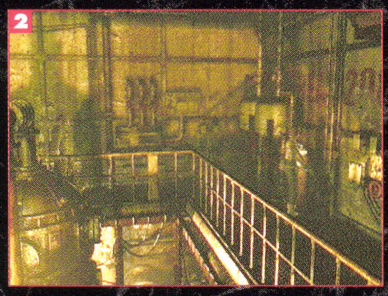






STUMPER: WHERE DO I FIND THE BATTERY FLUID?



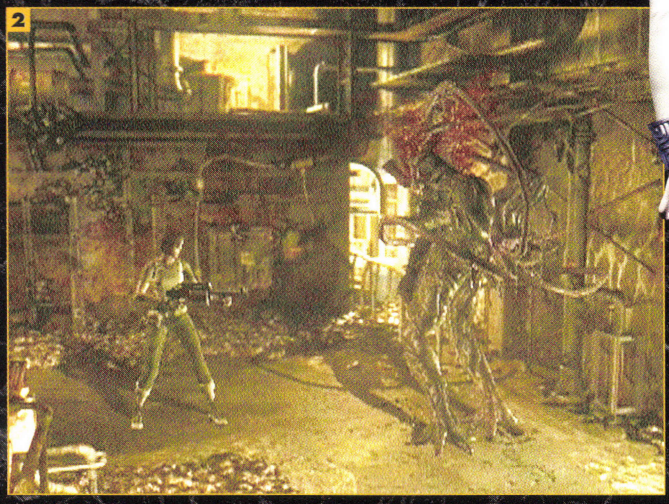


1 The game does not tell you this, but you need to combine three elements to get the battery fluid. Two of the elements—the industrial water and the blue chemical—can be found in the same location.

2 The last component is the red chemical, which can be found in the room shown here.

3 The red and blue chemicals must be combined in your mixing set; the result will be sulfuric acid. Mix the sulfuric acid with the industrial water and you get battery fluid!

BOSS 6: DR. MARCUS





1 Finally, you get to face off against the dude in the frilly, white robe!

2 He (predictably) turns into a nasty, gnarled monster with giant tentacles.

3 KEEP YOUR DISTANCE when fighting this enemy. You don't want Rebecca or Billy getting stuck in his tentacles. Use magnum rounds (if you have any left) and acid grenades to blow holes in his hide. Provided you're well equipped, this opponent should go down with relative ease.

BOSS 7: QUEEN LEECH







1 What would a *Resident Evil* game be without a huge boss battle at the end?

2 This gal is sluggish but powerful; make sure you don't get backed into corners. Throw EVERYTHING you have at her—there's no need to conserve ammo anymore.

3 If the Queen gets close to cornering you, take advantage of stairwells and run around her.

4 Eventually, your objective changes, and you'll be asked to keep the Queen busy while Rebecca opens the ceiling gate.

5 Keep the Queen in the center of the room at all times and use either your handgun or your shotgun to keep her attention focused on you.

6 When Rebecca gets the ceiling gate open, light fills the room, and the final boss is toast. Congratulations! You just beat *Resident Evil 0*!

STRATEGY NOW

THE LORD OF THE RINGS
THE TWO TOWERS™

Attention Middle-earthlings! You are about to embark on an all-action, nonstop ride through EA's *The Lord of the Rings: The Two Towers*. But like that cute little Hobbit Frodo, you may need some help along the way. The following shows you how to beat all the enemies and bosses. Like the One Ring, this strategy rules.

PRIMA GAMES

The following strategies, tips, and charts were excerpted from Prima Games' *Official Guide to The Lord of the Rings: The Two Towers*, on sale now.

THE BAD GUYS

In *Two Towers*, you face a wide variety of dangerous enemies. The more you know about each one, the better your chances of beating them. Here is a quick guide to all your foes.

LESSER ORC

STRENGTHS
The lesser Orcs are fast and agile. They tend to stay in groups.

WEAKNESSES
They are not heavily armored, and they're easy to kill.

ONE-SHOT KILL
Goblin Bane □ X R2

MOST DANGEROUS WHEN
They hit you as a large group. One at a time, these Orcs are not dangerous, but in numbers, they can hurt you.

TIP
Use your combos to take out a few of these at a time and build your skill meter.

LESSER ORC WITH SHIELD

STRENGTHS
Like the regular lesser Orcs, these guys hop around. They're also shielded, making them tougher to kill.

WEAKNESSES
After you take down their shields, they aren't threatening.

ONE-SHOT KILL
Goblin Bane □ X R2

MOST DANGEROUS WHEN
Pestering you among a group of other enemies

TIP
If you face a group of lesser Orcs and one of them has a shield, take out the shield first, then combo together a series of kills.

ORC

STRENGTHS
When spinning with its two blades, this creature can slice through your defenses.

WEAKNESSES
Without a shield, this Orc is open to ranged attacks.

ONE-SHOT KILL
Orc Bane □ X R2

MOST DANGEROUS WHEN
Together with several other Orcs, especially when a couple of them have shields

TIP
Parry to stop his momentum, then finish him with a fierce attack or combo.

ORC WITH SHIELD

STRENGTHS
His shield protects him against speed attacks. His long trident can trip you up from a distance.

WEAKNESSES
After the shield is gone, this Orc isn't tough.

ONE-SHOT KILL
Orc Bane □ X R2

MOST DANGEROUS WHEN
You try to keep a combo going. If you don't throw in a move to disarm his shield, he stops you cold.

TIP
When this Orc approaches in a group, take out his and any other shields first. When they're gone, focus on the other enemies.

ORC ARCHER

STRENGTHS
His flaming arrows can hurt and pester you from great distances.

WEAKNESSES
A single fierce blow can kill him.

ONE-SHOT KILL
Orc Bane □ X R2

MOST DANGEROUS WHEN
Launching arrows at a distance while you fight other enemies

TIP
Use your ranged attacks to take these guys out early. Their arrows move slowly, so you have a brief time to dodge or parry.

URUK-HAI

STRENGTHS
They are stronger than Orcs and have long weapons that can hit you from a distance. Armored versions of these troops are hard to hurt.

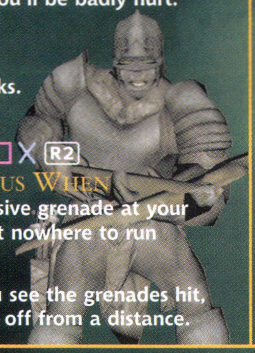
WEAKNESSES
You can beat them with strong frontal attacks.

ONE-SHOT KILL
Bane of Saruman □ X R2

MOST DANGEROUS WHEN
You are trying to get off the ground or run away

TIP
Face up to these large enemies and use your fierce attacks and combos to take them down.

URUK-HAI ARCHER



Strengths
Their arrows are not that dangerous, but they also carry grenades that light the ground on fire wherever they hit. If you step into this fire, you'll be badly hurt.

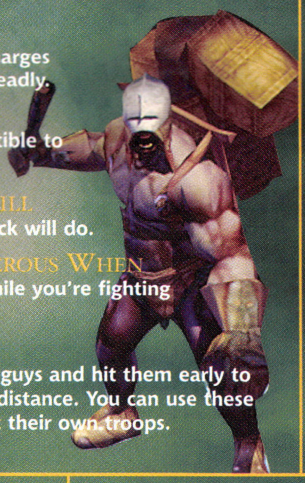
Weaknesses
They aren't tough against melee attacks.

One-Shot Kill
Bane of Saruman □ X R2

Most Dangerous When
They drop an explosive grenade at your feet, and you've got nowhere to run

Tip
Stay clear when you see the grenades hit, and pick these guys off from a distance.

URUK-HAI BOMBER



Strengths
The explosive charges they carry are deadly.

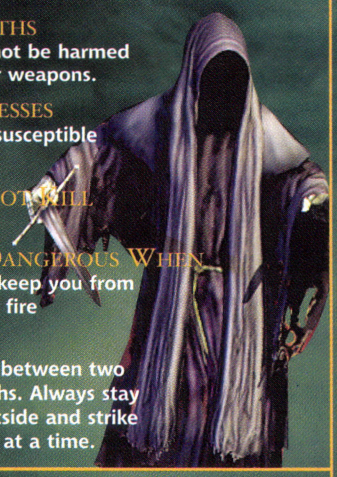
Weaknesses
They are susceptible to all attacks.

One-Shot Kill
Any ranged attack will do.

Most Dangerous When
Charging you while you're fighting other enemies

Tip
Watch for these guys and hit them early to keep them at a distance. You can use these bombers against their own troops.

RINGWRAITH



Strengths
They cannot be harmed by regular weapons.

Weaknesses
They are susceptible to fire.

One-Shot Kill
None

Most Dangerous When
They can keep you from getting to fire

Tip
Don't get between two Ringwraiths. Always stay to the outside and strike them one at a time.

CAVE TROLL



Strengths
These guys are huge and carry a mace that can take away much of your life in a single swing.

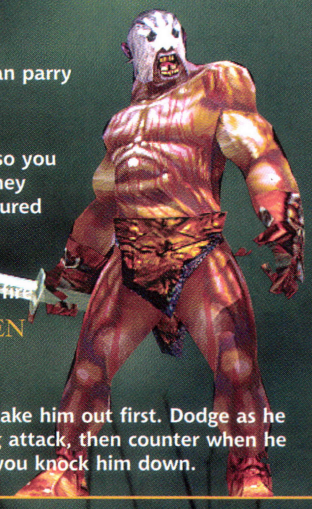
Weaknesses
They aren't bright. Use the same tactic to kill them, even when they are with other Trolls.

One-Shot Kill
Any weapon that sets its target on fire

Most Dangerous When
They are always dangerous, but when they join other enemies in a battle, they should be your first priority.

Tip
Attack these creatures by hitting them with your fierce attack, escaping as they try to smash you, then hitting them again. Repeat this until they fall.

BERZERKER



Strengths
This enemy has a long reach and can parry almost all of your attacks.

Weaknesses
The Berzerkers don't have shields, so you can stop them with arrows. Also, they attack in a pattern that is easily figured out and countered.

One-Shot Kill
Any weapon that sets its target on fire

Most Dangerous When
You're focused on someone else

Tip
When a Berzerker enters a battle, take him out first. Dodge as he goes into his looping, double-swing attack, then counter when he misses. Use R1 to finish him off if you knock him down.

THE REALLY BAD GUYS

In some missions, you must fight a difficult boss after you've made your way through several underlings. Here are all the toughest ones, and how to beat them.

THE WATCHER IN THE WATER



Gates of Moria Level
At the end of this level, you face the Watcher in the Water. This multitentacled beast can cause serious trouble if you don't know how to beat it.

Strategy
Block the Watcher's tentacles when they attack you. When you do, they'll stick straight up in the air, and you can cut them off using a fierce attack. This causes the Watcher's head to pop out of the water, where you can hit it with your ranged attack.

Extra Tip
Parry a couple of its attacks before chopping off a tentacle. If you do this, your attack will be less risky.

STRATEGY NOW

CAVE TROLL



Balin's Tomb Level
After killing many lesser Orcs in Balin's Tomb, you face the Cave Troll. He's not bright, but when he grabs a chain as a weapon, he's dangerous.

Strategy
Hit the Cave Troll with several fierce attacks when he first appears. Your character then jumps up on a ledge in a cut-scene. From this position, run along the ledge, dodge his attacks, and shoot him with ranged weapons until he dies.

Extra Tip
Watch your health and ammo while on the upper ledge. If you run low on either, a lesser Orc may join you and bring you the power-up you need. But you'll have to kill him first.

LURTZ



Amon Hen Level
This Uruk-hai is a master archer and a deadly swordsman. You must outthink him to beat him.

Strategy
After beating him in an archer's duel, lure him toward one of the stone pillars at the map's end. He strikes at you and gets his sword stuck in a pillar. Take a couple of fierce shots at him, then run to the next pillar and trick him again. Repeat this until you kill him.

Extra Tip
Use combos when he's stuck to boost your skill rating and increase your fierce attack's damage.

WARG RIDERS



Gap of Rohan Level
Both the Wargs and their riders, the Sharkû, are deadly. You have to outsmart both to defeat them.

Strategy
After you kill all of the Sharkû except one, approach the survivor and stay several yards in front of him. He charges and you can dodge or parry. Eventually the Warg rises on its hind feet. Use your fierce attack and strike its underbelly. Do this several times to kill both the Warg and its rider.

Extra Tip
Parrying the Warg charge is easier than dodging. Even if you get knocked to the ground, you take little damage if you parried.

UNLOCK THE CODES

When you complete the game, you'll unlock a list of cool codes. Although you can only use these by replaying the same game (they won't work with a new game), they're still pretty cool. Here goes:

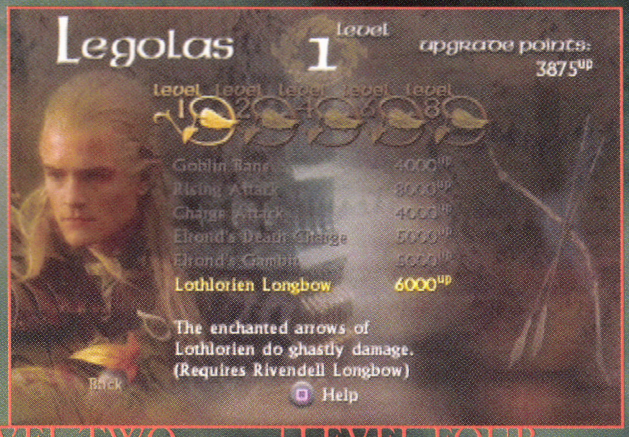
To input the codes, start a mission, press START to pause, press and hold L1 L2 R1 R2, and then tap in the code.

Always devastating	□□○○
Small enemies	△△XX
All upgrades	△○△○
Invulnerable	△□X○
Infinite missiles	□○X△
Slo-mo (not recommended)	△○X□

SKILL UPGRADES

Picking the right skill upgrades is as important as the best gameplay tactics. Smart use of your experience points makes your life easier when you reach the difficult levels.

LEGOLAS



LEVEL ONE

TRIPLE STRIKE
COST: N/A USE: XXX
NOTE: A fast combination, effective against smaller, unshielded enemies.

DOUBLE HACK
COST: N/A USE: △△
NOTE: A damaging combination to smash through obstacles or shatter enemy shields.

SHADOW STRIKE
COST: N/A USE: R2
NOTE: This thrust finishes off any knocked-down foe.

COMBAT KICK
COST: N/A USE: ○
NOTE: Knocks enemies away from you and out of striking distance.

KNIFE PARRY
COST: N/A USE: □
NOTE: Blocks enemy attacks and projectiles.

MIRKWOOD LONGBOW
COST: N/A USE: Hold L1 then press and release X
NOTE: This is Legolas's starting ranged attack weapon.

LEVEL TWO

RUSH ATTACK
COST: 3,000 USE: X○
NOTE: Charge forward and drive unshielded enemies to the ground.

ELROND'S SWIFT TERROR
COST: 5,000 USE: XX△
NOTE: An effective combo for taking out unshielded foes.

ELROND'S WAR RUSH
COST: 5,000 USE: X○R2
NOTE: Wound, knock down, then finish off powerful enemies with this combo.

ELVEN FURY
COST: 2,000 USE: △
NOTE: A devastating attack. Press and hold to use.

FORCE OF CELEBORN
COST: 10,000 USE: Automatic
NOTE: Permanently increases your health.

RIVENDELL LONGBOW
COST: 4,000 USE: Hold L1 then press and release X
NOTE: Fired like those of the Mirkwood Longbow, the ash arrows of Rivendell cause more damage.

LEVEL FOUR

GOBLIN BANE
COST: 4,000 USE: □XR2
NOTE: Instantly kills a Goblin (lesser Orc).

RISING ATTACK
COST: 8,000 USE: X
NOTE: Attack as you regain your feet, taking enemies by surprise.

CHARGE ATTACK
COST: 4,000 USE: X○
NOTE: Charge forward from long range to drive unshielded foes to the ground.

ELROND'S DEATH CHARGE
COST: 5,000 USE: X○△
NOTE: Wound, knock down, and strike your enemy with this combination attack.

ELROND'S GAMBIT
COST: 5,000 USE: X△XX
NOTE: Use this combo to strike an unshielded foe, dispatch him, then quickly strike another.

LOTHLORIEN LONGBOW
COST: 6,000 USE: Hold L1 then press and release X
NOTE: The enchanted arrows of Lothlorien do ghastly damage.

LEVEL SIX

ORC BANE
COST: 6,000 USE: □XR2
NOTE: Instantly kills an attacking Orc.

ELROND'S DELIVERANCE
COST: 5,000 USE: △XX△
NOTE: Effective for rapidly dispatching shielded enemies.

DRAGONFIRE ARROWS
COST: 8,000 USE: Hold L1 then press and release X
NOTE: These magical arrows set your enemies on fire.

FORCE OF GALADRIEL
COST: 10,000 USE: Automatic
NOTE: Permanently increases your health.

GIL-GALAD'S RAGE
COST: 4,000 USE: Hold down △
NOTE: A more devastating charged attack.

LEVEL EIGHT

BANE OF SARUMAN
COST: 8,000 USE: □XR2
NOTE: Instantly kills an attacking Uruk-hai.

ELROND'S JUDGMENT
COST: 5,000 USE: △△○△
NOTE: Use against a powerful foe to smash his shield, knock him to the ground, and strike him.

MITHRIL ARROWS
COST: 10,000 USE: Hold L1 then press and release X
NOTE: These arrows penetrate and damage all enemies in their path.

ELVEN BOW MASTERY
COST: 10,000 USE: Automatic
NOTE: Increases the damage of each arrow you fire.

ARAGORN



LEVEL ONE

Triple Strike
COST: N/A **USE:** XXX
NOTE: A fast combination, effective against smaller, unshielded enemies.

Double Hack
COST: N/A **USE:** △△
NOTE: A damaging combination to smash through obstacles or shatter enemy shields.

Shadow Strike
COST: N/A **USE:** R2
NOTE: This thrust finishes off any knocked-down foe.

Combat Kick
COST: N/A **USE:** ○
NOTE: Knocks enemies away from you and out of striking distance.

Sword Parry
COST: N/A **USE:** □
NOTE: Blocks enemy attacks and projectiles.

Dunedain Bow
COST: N/A **USE:** Hold L1 then press and release X
NOTE: This is Aragorn's starting ranged attack weapon.

LEVEL TWO

Rush Attack
COST: 3,000 **USE:** X○
NOTE: Charge forward and drive unshielded enemies to the ground.

Rising Attack
COST: 8,000 **USE:** X
NOTE: Attack as you regain your feet, taking enemies by surprise.

Isildur's Swift Terror
COST: 5,000 **USE:** XX△
NOTE: An effective combo for taking out unshielded foes.

Isildur's War Rush
COST: 5,000 **USE:** X○R2
NOTE: Wound, knock down, then finish off powerful enemies with this combo.

Ranger Fury
COST: 2,000 **USE:** △
NOTE: A devastating attack. Press and hold to use.

Strength of the Stewards
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

LEVEL FOUR

Goblin Bane
COST: 4,000 **USE:** □X R2
NOTE: Instantly kills a Goblin (lesser Orc).

Charge Attack
COST: 4,000 **USE:** X○
NOTE: Charge forward from long range to drive unshielded foes to the ground.

Isildur's Death Charge
COST: 5,000 **USE:** X○△
NOTE: Wound, knock down, and strike your enemy with this combination attack.

Isildur's Gambit
COST: 5,000 **USE:** X△XX
NOTE: Use this combo to strike an unshielded foe, dispatch him, then quickly strike another.

Rohan Bow
COST: 4,000 **USE:** Hold L1 then press and release X
NOTE: Fired like those from the Dunedain Bow, the barbed arrows of the Rohirrim cause serious damage.

Strength of Isildur
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

LEVEL SIX

Orc Bane
COST: 6,000 **USE:** □X R2
NOTE: Instantly kills an attacking Orc.

Isildur's Deliverance
COST: 5,000 **USE:** △XX△
NOTE: Effective for rapidly dispatching shielded enemies.

Strength of Elendil
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

Wilderness Rage
COST: 4,000 **USE:** Hold down △
NOTE: A more devastating charged attack.

Master Swordsman
COST: 10,000 **USE:** Automatic
NOTE: Increases the damage of your speed attack.

LEVEL EIGHT

Bane of Saruman
COST: 8,000 **USE:** □X R2
NOTE: Instantly kills an attacking Uruk-hai.

Isildur's Judgment
COST: 5,000 **USE:** △△○△
NOTE: Use against a powerful foe to smash his shield, knock him to the ground, and strike him.

Strength of the Argonath
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

Wrath of Numenor
COST: 6,000 **USE:** Hold down △
NOTE: A devastating charged attack that sets fire to multiple foes.

Gondor Bow
COST: 6,000 **USE:** Hold L1 then press and release X
NOTE: The iron arrows of Gondor cause terrible damage.

GIMLI





LEVEL ONE

Triple Strike
COST: N/A **USE:** XXX
NOTE: A fast combination, effective against smaller, unshielded enemies.

Double Hack
COST: N/A **USE:** △△
NOTE: A damaging combination to smash through obstacles or shatter enemy shields.

Shadow Strike
COST: N/A **USE:** R2
NOTE: This thrust finishes off any knocked-down foe.

Axe Thrust
COST: N/A **USE:** ○
NOTE: Knocks enemies away from you and out of striking distance.

Axe Parry
COST: N/A **USE:** □
NOTE: Blocks enemy attacks and projectiles.

Erebor Axes
COST: N/A **USE:** Hold L1 then press and release X
NOTE: This is Gimli's starting ranged attack weapon.

LEVEL TWO

Rush Attack
COST: 3,000 **USE:** X○
NOTE: Charge forward and drive unshielded enemies to the ground.

Balin's Swift Terror
COST: 5,000 **USE:** XX△
NOTE: An effective combo for taking out unshielded foes.

Balin's War Rush
COST: 5,000 **USE:** X○R2
NOTE: Wound, knock down, then finish off powerful enemies with this combo.

Dwarven Fury
COST: 2,000 **USE:** △
NOTE: A devastating attack. Press and hold to use.

Might of Rock
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

Might of Iron
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

LEVEL FOUR

Goblin Bane
COST: 4,000 **USE:** □XR2
NOTE: Instantly kills a Goblin (lesser Orc).

Rising Attack
COST: 8,000 **USE:** X
NOTE: Attack as you regain your feet, taking enemies by surprise.

Charge Attack
COST: 4,000 **USE:** X○
NOTE: Charge forward from long range to drive unshielded foes to the ground.

Balin's Death Charge
COST: 5,000 **USE:** X○△
NOTE: Wound, knock down, and strike your enemy with this combination attack.

Balin's Gambit
COST: 5,000 **USE:** X△XX
NOTE: Use this combo to strike an unshielded foe, dispatch him, then quickly strike another.

Rune of Protection
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

LEVEL SIX

Orc Bane
COST: 6,000 **USE:** □XR2
NOTE: Instantly kills an attacking Orc.

Balin's Deliverance
COST: 5,000 **USE:** △XX△
NOTE: Effective for rapidly dispatching shielded enemies.

Moria Axes
COST: 4,000 **USE:** Hold L1 then press and release X
NOTE: Thrown like Erebor axes, the razor-sharp Moria axes cause even more damage.

Might of Balin
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

Might of Gloin
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health.

Mountain Rage
COST: 4,000 **USE:** Hold down △
NOTE: A more devastating charge attack.

LEVEL EIGHT

Bane of Saruman
COST: 8,000 **USE:** □XR2
NOTE: Instantly kills an attacking Uruk-hai.

Balin's Judgment
COST: 5,000 **USE:** △△○△
NOTE: Use against a powerful foe to smash his shield, knock him to the ground, and strike him.

Might of Khazad-dum
COST: 10,000 **USE:** Automatic
NOTE: Permanently increases your health

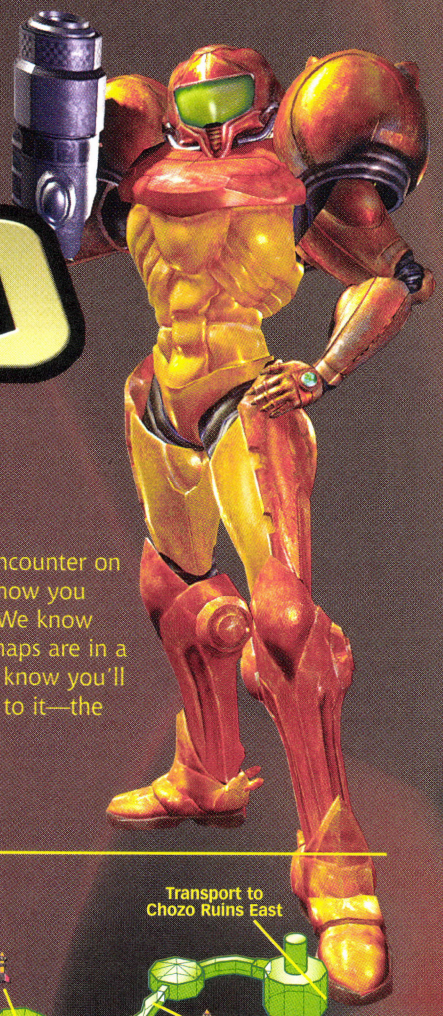
Wrath of Moria
COST: 6,000 **USE:** Hold down △
NOTE: A devastating charged attack that sets fire to multiple foes.

Misty Mountain Axes
COST: 6,000 **USE:** Hold L1 then press and release X
NOTE: These Mithril-edged blades cause terrible damage (requires Moria Axes).

Axe Mastery of Kings
COST: 10,000 **USE:** Automatic
NOTE: Increases the damage of your fierce attack.

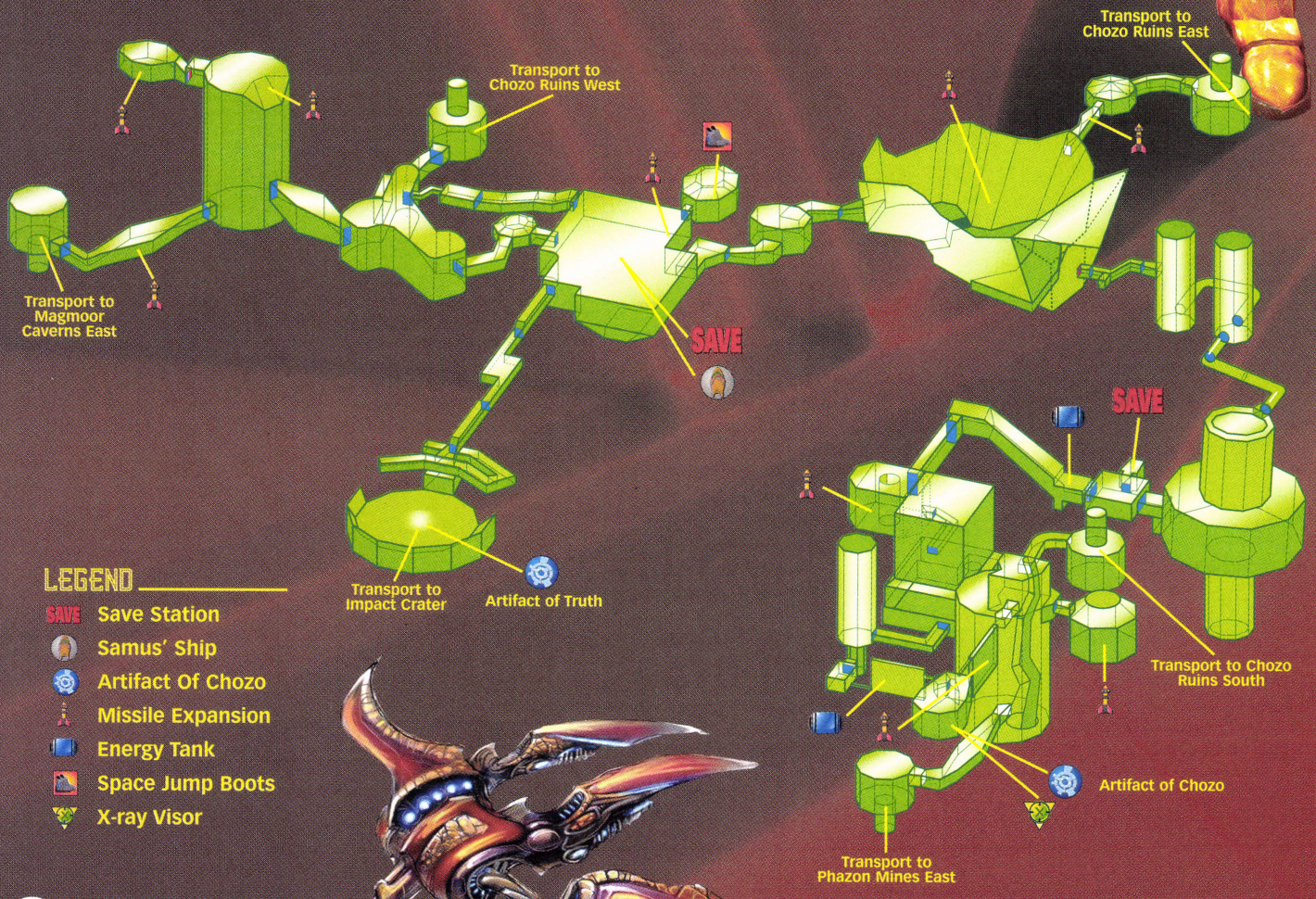
STRATEGY NOW

METROID PRIME



OK, so *Metroid Prime* is one of the most anticipated games ever. But what do you care? You're already playing it. Well, so are we—but we started a month before you did. Ha! Anyway, you want tips, and we want to make you happy. So, we've teamed up with the fine folks at Prima to bring you this guide—it'll help you lick all the mean bosses you'll encounter on Tallon IV, as well as show you where everything is. We know how handy printed maps are in a game like this, so we know you'll appreciate them. Get to it—the galaxy needs you!

TALLON OVERWORLD

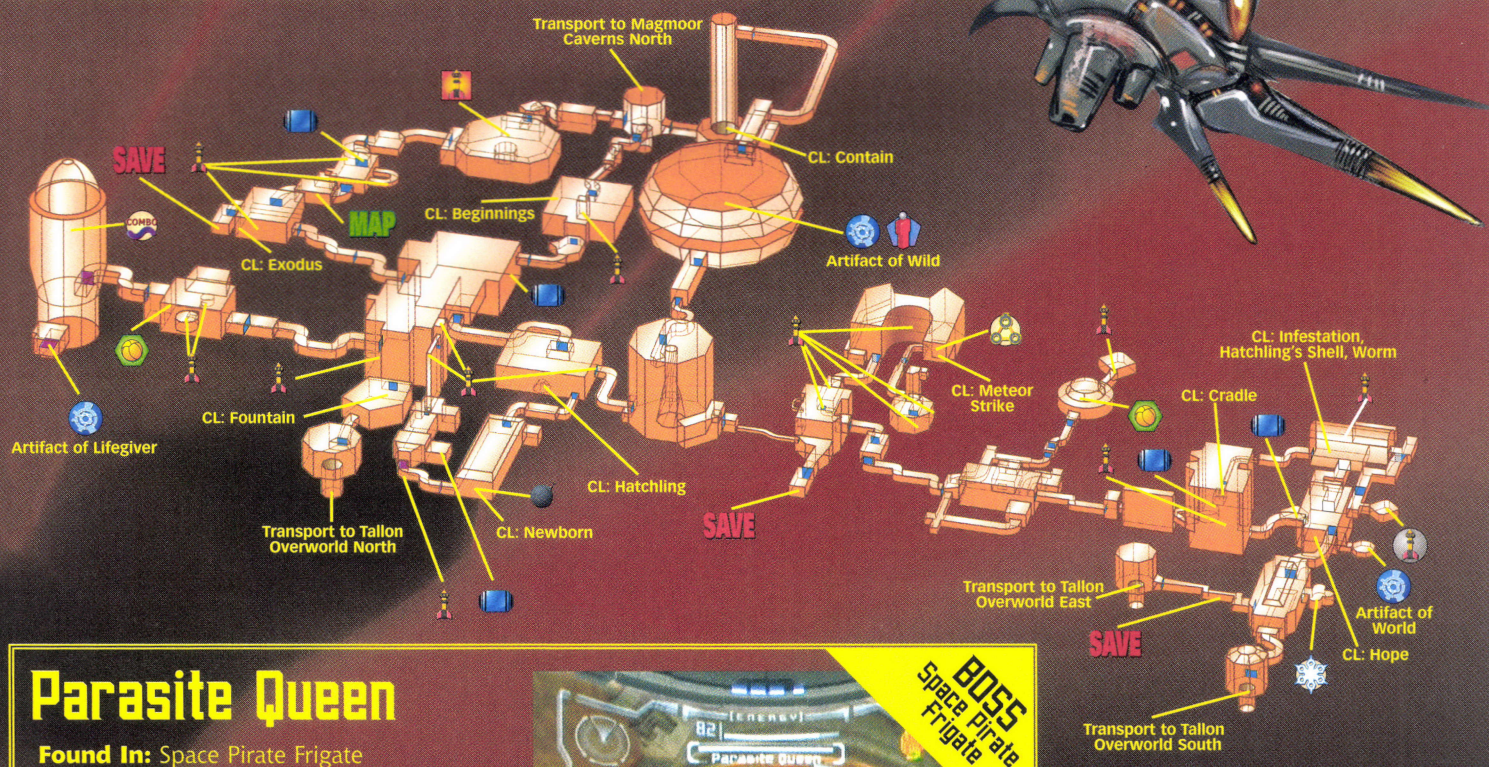


LEGEND

- SAVE Save Station
- Samus' Ship
- Artifact Of Chozo
- Missile Expansion
- Energy Tank
- Space Jump Boots
- X-ray Visor

The strategies, tips, and maps in this article were excerpted from Prima Games' Official Guide to *Metroid Prime*, on sale now.

CHOZO RUINS



Parasite Queen

Found In: Space Pirate Frigate
Recommended Weapon: Any
Weak Spot: Mouth

The Parasite Queen was genetically engineered by the Space Pirates to exhibit weaponlike qualities. The beam it shoots from its mouth is dangerous and should be avoided by a quick dash or jump. You must scan the Parasite Queen to find the weak spot in its mouth. Without the scan, your targeting reticle locks onto its body. Exhaust your missiles before resorting to the Charge Beam. The Parasite Queen is protected by a force field that can be breached only from the front. Occasionally, the field resets itself by spinning around the Queen. During this time, continue firing your Power Beam. The faster you shoot, the better your chances of breaching the moving gaps in the force field.



Hive Mecha

Found In: Chozo Ruins
Recommended Weapon: Power Beam
Weak Spot: Four entrances marked by red light

The Hive Mecha's only defense is the Ram War Wasps. Once deployed, the Ram War Wasps circle you and try to push you into the toxic water. After each round is defeated, target the red light from one of the entrances to the Hive Mecha. Repeat this process until the Hive Mecha blows up.



LEGEND

- MAP — Map Station
- SAVE — Save Station
- Missile Recharge Station
- Artifact Of Chozo
- Missile Expansion
- Missile Launcher
- Energy Tank
- Power Bomb Expansion
- Wave Beam Combo
- Ice Beam
- Charge Beam
- Morph Ball
- Varia Suit

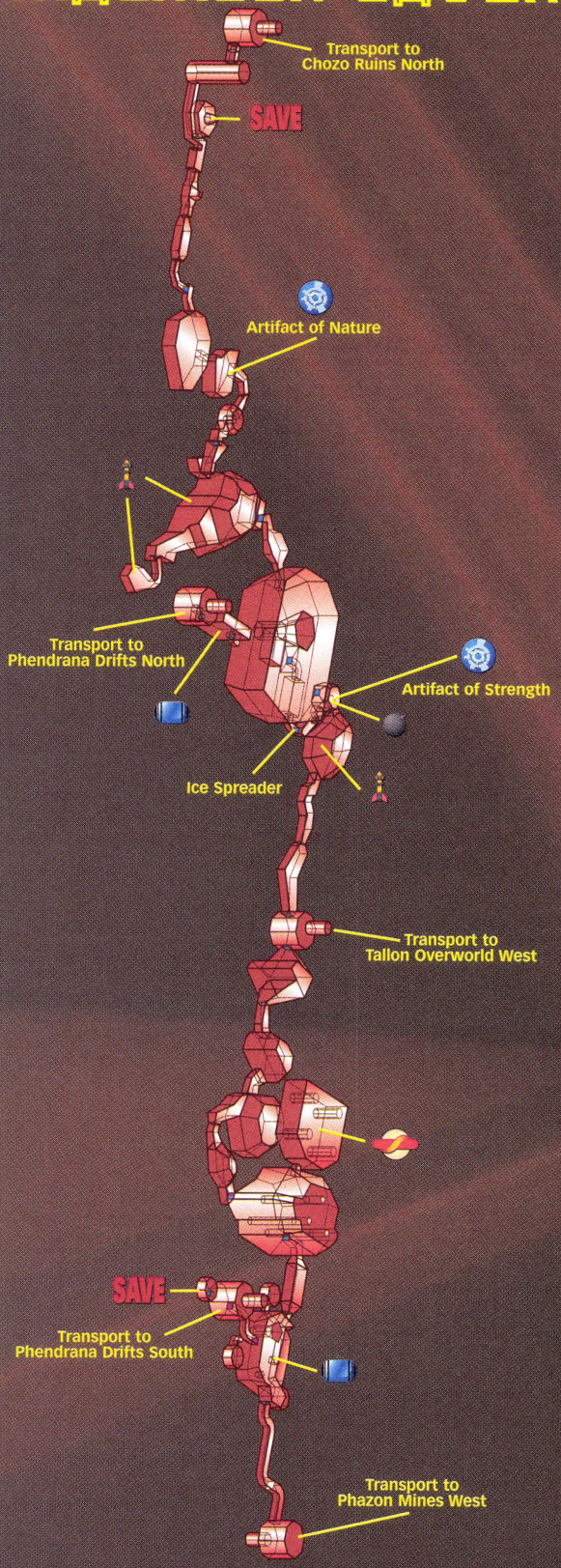


STRATEGY NOW

MAGMOOR CAVERNS

LEGEND

- SAVE Save Station
- Artifact Of Chozo
- Missile Expansion
- Energy Tank
- Power Bomb Expansion
- Plasma Beam



Incinerator Drone

BOSS Chozo Ruins



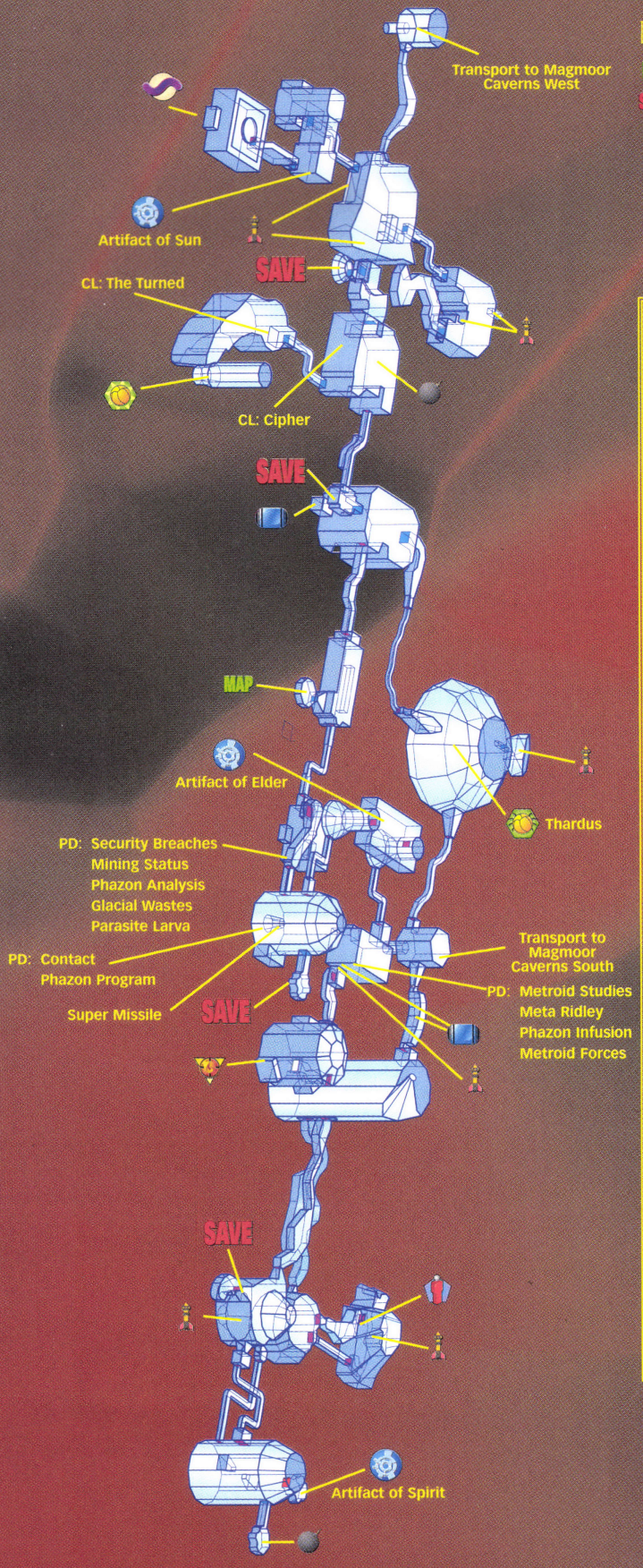


Found In: Chozo Ruins
Recommended Weapon: Any
Weak Spot: Red orb in the internal power core

The Incinerator Drone has two "arms" that rotate slowly and shoot flames. Dodge the flames and wait for the internal power core to pop up. Fire all you have at the red orb at the top of the core. When it malfunctions, the Incinerator Drone shoots flames that stir up the Barbed War Wasps in the hive. You must keep an eye on the Incinerator Drone while you blast away at the Barbed War Wasps coming out of the hive. When the Incinerator Drone starts up again, it begins to rotate. One side shoots a low-to-the-ground flame, the other a higher flame. Continue to stand in one spot while you shoot the Barbed War Wasps. The high flame will pass over your head, if you are standing far enough away and can jump over the low flame when it comes around. While dodging the flames and shooting the War Wasps, you must also watch for the power core to pop up. Repeat this until the Incinerator Drone is kaput.



PHENDRANA DRIFTS



LEGEND

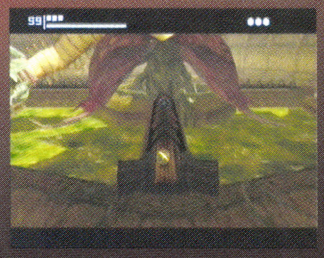
- MAP Map Station
- SAVE Save Station
- Missile Recharge Station
- Artifact Of Chozo
- Missile Expansion
- Energy Tank
- Power Bomb Expansion
- Wave Beam Combo
- Boost Ball
- Spider Ball
- Gravity Suit
- Thermal Vision

Flaahgra

BOSS Chozo Ruins



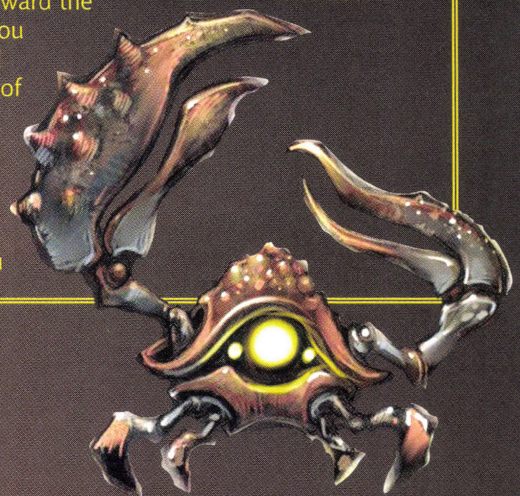




Found In: Chozo Ruins
Recommended Weapon: Missile Launcher and Charge Beam stuns only
Weak Spot: Mirror reflectors

Flaahgra is the huge flower that has been making all the water around Chozo Ruins toxic. Your weapons can only stun it for a short time. While stunned, you must knock down the sunlight reflectors that it gets energy from. Hold L to keep Flaahgra targeted. Shoot missiles or your Charge Beam to stun it while you strafe toward the mirror reflectors. You must shoot the red orb at the bottom of the reflectors to knock them over.

Without sunlight, the Flaahgra keels over and gives you time to inflict the real damage at its base while you are in Morph Ball mode. Flaahgra is very protective of its mirrors. If you shoot a mirror, it will try to reposition it. The only way to prevent this is to keep pummeling Flaahgra so it remains stunned.

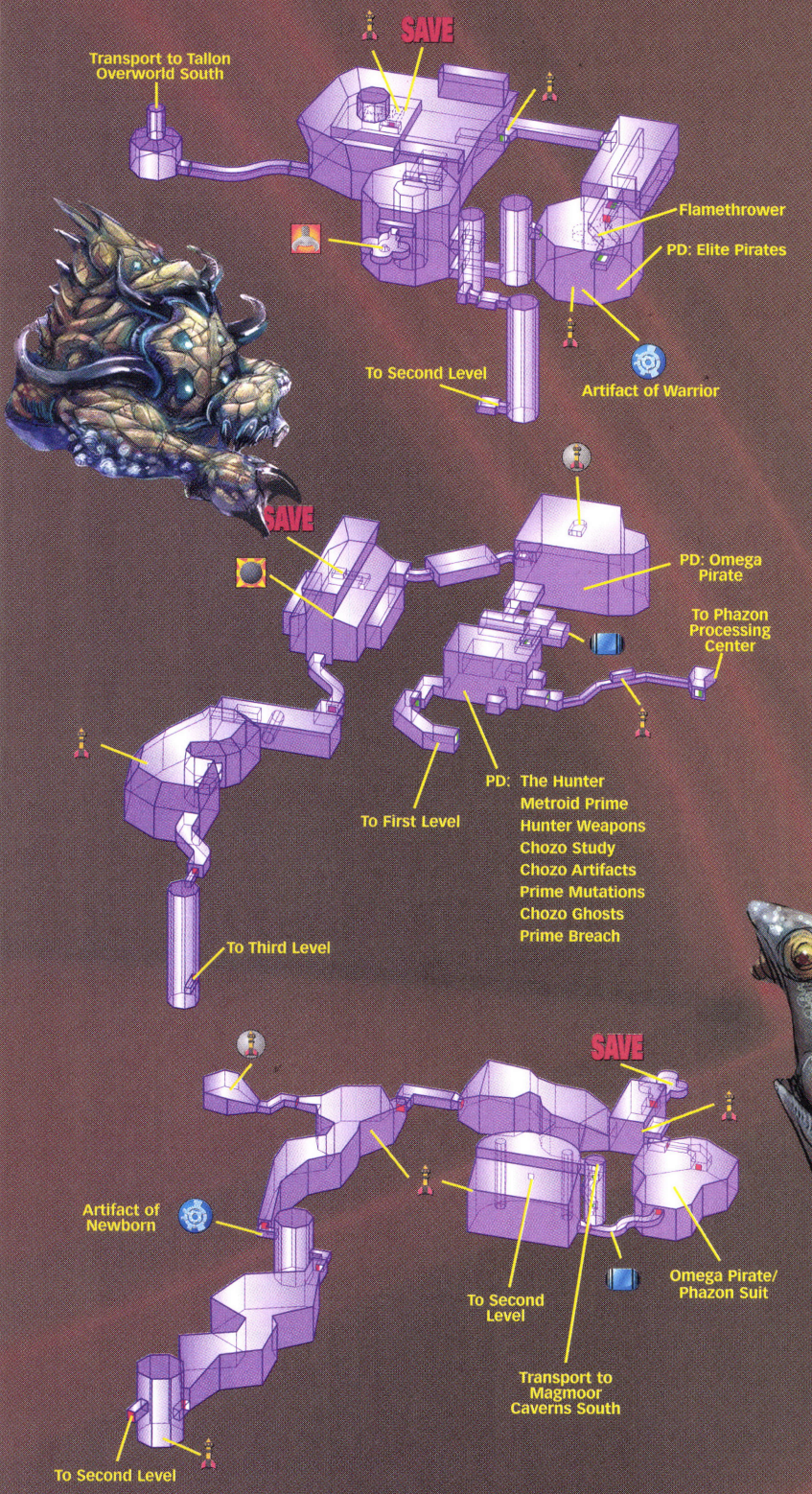


STRATEGY NOW

PHAZON MINES

LEGEND

- MAP Map Station
- SAVE Save Station
- Missile Recharge Station
- Artifact Of Chozo
- Missile Expansion
- Energy Tank
- Grapple Beam
- Power Bomb



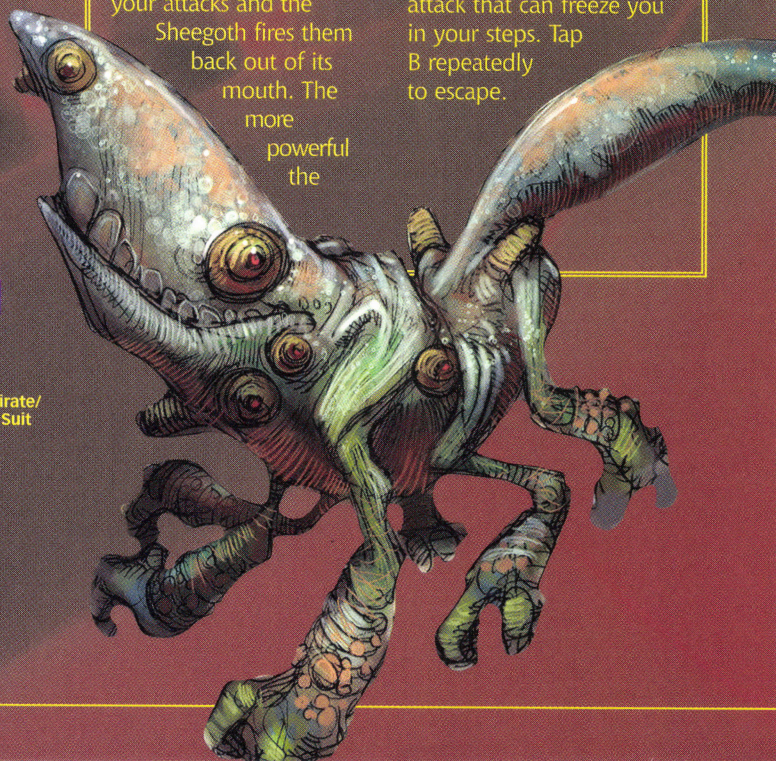
Sheegoth

BOSS
Phendrana Drifts



Found In: Phendrana Drifts
Recommended Weapon: Plasma Beam, Missile Launcher
Weak Spot: Mouth, side of head

The Sheegoth is a formidable foe. Not only is it invulnerable to most of your weapons, the crystals on its back absorb your attacks and the Sheegoth fires them back out of its mouth. The more powerful the attack to its body, the more powerful a blast it can shoot back at you. Aim for the mouth or the side of the head with your Missile Launcher. If you have the Plasma Beam you don't have to aim for the head and mouth; it inflicts damage to all parts of its body. The Sheegoth is also armed with a frigid gas attack that can freeze you in your steps. Tap B repeatedly to escape.

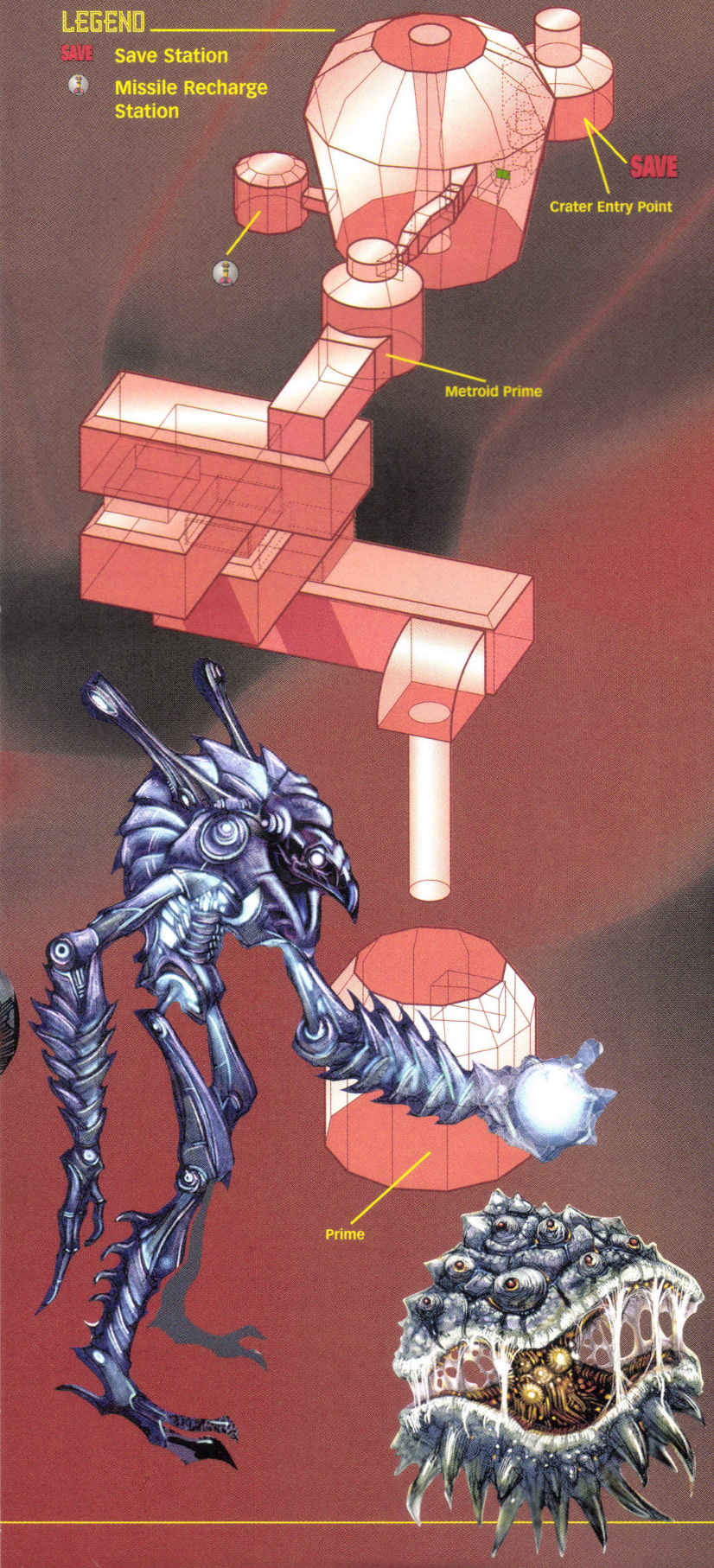


IMPACT CRATER

LEGEND

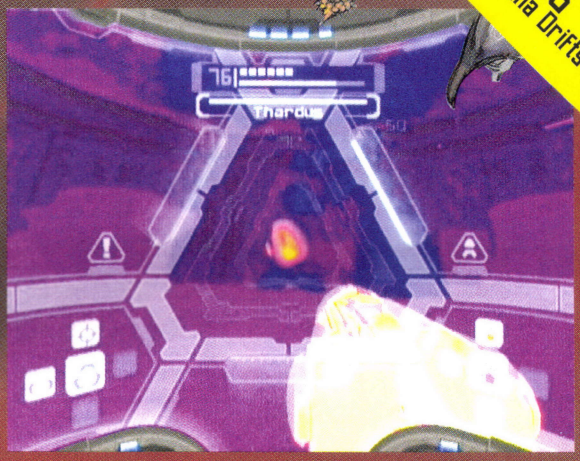
SAVE Save Station

Missile Recharge Station



Thardus

BOSS
Phendrana Drifts







Found In: Phendrana Drifts
Recommended Weapon: Missile Launcher, Charge Beam
Weak Spot: Varies

Thardus is a huge animated ice-and-rock creature infused with Phazon. Thus, your auto-targeting system is negated, so switch to your Thermal Visor and enable auto-targeting to expose its weak spot. Missiles and the Charge Beam are very effective against Thardus' weak spots. Once the first weak spot is destroyed and the Phazon core exposed, Thardus gives off so much heat your Thermal Visor is overloaded. Switch back to the Combat Visor immediately and lock on to Thardus' newly exposed Phazon core. Destroy the exposed Phazon with missiles and Charge Beam shots. Once it is destroyed, you can put your Thermal Visor back on to find the next weak spot. After the third weak spot is destroyed, Thardus summons a snowstorm. This reduces visibility, forcing you to draw closer. You can see through the snow by using the Thermal Visor.

When Thardus raises its fists in the air, it summons large boulders from the ground that fly at you. Quickly target the boulders and blast them in the air. Not only is this the best way to avoid them, but the boulders also drop power-ups to refill your energy and ammunition. Tap B repeatedly if you are caught in Thardus' ice attack, and use the Morph Ball to avoid it as it rolls around the arena.

Omega Pirate

BOSS
Phazon Mines



Found In: Phazon Mines
Recommended Weapon: Plasma Beam
Weak Spot: Phazon deposits on armor

The Omega Pirate is immensely powerful, but not as tough as it seems. It uses several attacks, including a shock wave and missiles, but the real threats are its cronies, which appear anytime you've eliminated the boss' Phazon supply.

You must eliminate several Phazon deposits on the creature's armor; these are what give it power. Dodge its attacks and blast away at the blue Phazon until each piece is obliterated. Once you've gotten them all, the boss will become invisible and try to repair itself.

While the boss is busy trying to make repairs, from two to four pirates come to its aid. They will be a mixture of Power, Wave, Ice, and Plasma Troopers. Don't hold back. Eliminate them by using your combos. You don't have much time before the Omega Pirate completes repairs and rejoins the battle.

Once the Troopers are dealt with, switch to your X-ray Visor and look for the boss. It will be in one of the three Phazon pits around the room. Lock on to its chest and blast away with everything you've got. If you cause significant damage, the boss will vanish again and reappear in a different spot. Be on the lookout and you can inflict major damage. After you seriously injure the boss twice, it will reappear automatically, and several more Troopers will join the fight.

The real trick is to avoid getting too caught up in the battle with the Troopers. They pose a serious threat, but it's best to quickly eliminate a couple of them and then turn to the boss. If you spend all of your time fighting the Troopers, this battle can go on forever, or at least until Samus succumbs to the brutal attacks.

Meta Ridley

BOSS
Tallon Overworld





Found In: Tallon Overworld
Recommended Weapon: Plasma Beam
Weak Spot: Chest and head

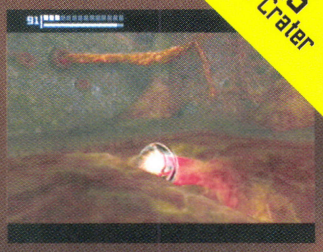
Meta Ridley isn't easy to catch. It has wings, which allow it to attack you from the air with its fiery breath and bombs. While it's zooming around, you won't be able to hit it. Just go into Morph Ball mode and use the Boost Ball to dash out of the way during each pass. When Meta Ridley pauses to fire at you, it will expose its one true weak spot: its chest. Use the Plasma Beam to fry its vulnerable spot. Once you've caused significant damage, Meta Ridley's wings will ignite and burn away. This will force it to fight you on the ground.

Once Meta Ridley is on the ground, it will try to run over you. Watch it rear back. This is your signal to move. Strafe to the side to avoid being hit, but always be ready for another charge. Should the boss look over its shoulder after a charge, it's going to try to swipe you with its tail. Double jump to avoid the attack. Meta Ridley is vulnerable only when it's roaring at you and its mouth is open. Shoot the boss until you stun it, and Meta Ridley will rear back, giving you a clean shot at its chest. Though you can stun it by shooting it in the head, the chest is the only spot that will actually cause damage to the beast.

Metroid Prime (1st. Form)

BOSS
Impact Crater





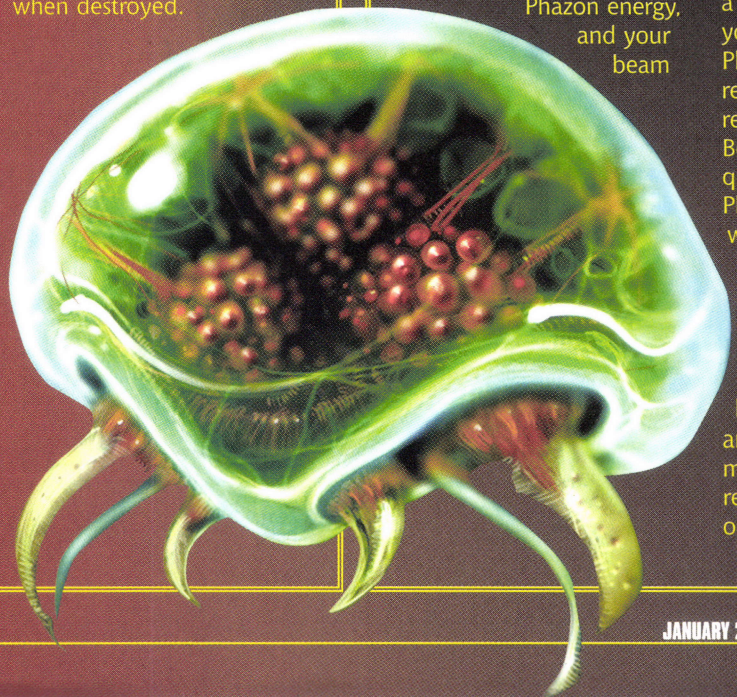
Found In: Impact Crater
Recommended Weapon: All beam weapons
Weak Spot: Eyes

Metroid Prime employs a wide variety of attacks. They can all be dodged easily. The only really tricky attack is its web, which hooks onto you and allows Metroid Prime to pull you into its grasp. You can break the beam by delivering a hard shot to its face.



You fight Metroid Prime in several stages. During each stage, you must hurt it multiple times before it runs away and the next stage begins. To do so, you must pay close attention to Metroid Prime's color. Between the cracks in its armor, you'll see a color that corresponds with one of your beam weapons (yellow = Power Beam, purple = Wave Beam, white = Ice Beam, red = Plasma Beam). You must use the weapon that corresponds with Metroid Prime's color in order to damage it. Target its glowing red eyes and let loose with a charged shot. If the shot strikes Metroid Prime's armor, it will bounce back toward you. Dodge, or you'll take damage. If you can afford it, use your combos to really unleash massive damage on the boss.

Each time you cause significant damage to Metroid Prime, it will fall back and let out a bloodcurdling scream. It will then either charge at you or run away. When you see it fall back, switch to Morph Ball Mode and quickly roll into one of the trenches on the floor. Thus, if the boss runs toward you, it will pass over you harmlessly. You can also restore your energy and ammunition by blasting the slow-moving orbs that sometimes come at you. These often drop power-ups when destroyed.



Metroid Prime (2nd. Form)

BOSS
Impact Crater





Found In: Impact Crater
Recommended Weapon: Phazon Beam
Weak Spot: Head

Prime is the be-all, end-all of the game and the toughest foe you'll face. It has only one weakness, the Phazon Beam, which isn't easy to use. Prime attacks by creating huge rings of fire and by ramming its opponent. Double jump over the fire rings and do your best to keep your distance, or you'll be chopped to bits in no time by its attacks. It can also create Metroids, Hunter Metroids, and Fission Metroids to aid it in battle.

When the boss creates Metroids, it will drop a large pool of Phazon energy on the ground. Stand in the Phazon energy, and your beam weapon will become the Phazon Beam. The Phazon Beam releases a continuous ray of energy that slices through Metroids in seconds. However, the Phazon pool will quickly drain, and you'll need to find another supply.



To make the fight even trickier, Prime constantly alters its form, so you can't always see it. You must use the Combat, Thermal, and X-ray Visors to track it. Which visor is most useful will change, so expect to do a lot of switching. When you are trying to reach the Phazon pools, the Metroids released by Prime can be a real problem. Use a Power Bomb to eliminate them quickly, or get to the Phazon fast and blast them with the Phazon Beam. It's also important that you pay close attention to Prime's actions when trying to reach the Phazon and target the boss. Its attacks knock you around the room and can make standing in one spot a real problem. Dodge them, or prepare to be frustrated.

grand theft auto Vice City SURVIVAL GUIDE: 13 TIPS From the Don Himself

Well, well, well—looks like somebody forgot to preorder their copy of *Vice City*. In case you're a latecomer to this incredible game, here's a handy-dandy survival guide for *GTA* rookies (sorry, no prostitute tips in this one—figure that out on your own). And even if you've already started to build your drug empire in Vice City, you'll want to check this guide out anyway. You just might learn something.

1 Pizza Party

Search around the outside of any Vice City pizza joint for an unattended scooter. Hop on and you'll start up the pizza delivery minigame. Remember, 30 minutes or it's free. Completing 10 missions in a row earns you $5,000 and a max health increase to 150.



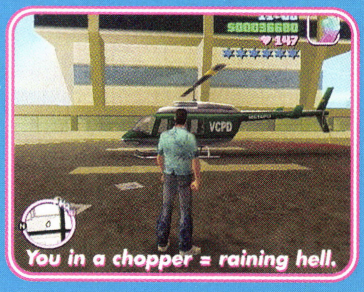
Lead pizza, fresh from the oven!

2 Steal a Bike at the Bike Shop

Howlin' Pete's Bike Emporium (northwest section of VC) has a sweet bike on display in the window. You could pay sticker price, but that's for chumps. Just break the display window (we suggest running through it with a car) and grab your two-wheeler.

3 Boost the Cops' Copter

Once the roadblocks to the western side of Vice City have been taken down, the sky belongs to you. Go find the police station in the downtown (northwest) area. The fire escape on the side of the building leads to a helipad. Most of the time, you'll find a police helicopter sitting there with the keys in the ignition.



You in a chopper = raining hell.

4 Display Model

Head up to North Point Mall (northeast section) and check out the car on display there. Yes, my friends, it's the new Infernus sports car. It's first prize in the annual charity raffle, but that doesn't mean you shouldn't take it for a joyride. Be warned, though—you can only drive the Infernus in the mall, because there aren't any doors big enough to let you take it outside.



Contests are for punks. Take it like you own it.

5 Buy Some Clothes at the Gash

It's no secret that Tommy's wardrobe could use some work. While you're at the North Point Mall, be sure to visit the Gash and buy some new threads. You'll also find an Ammu-Nation there.

6 Stoppies

Wanna make a few extra bucks and look cool doing it? Fine. Grab yourself some transportation of the two-wheeled variety (preferably a dirt or racing bike). Any idiot can do a wheelie and make a bit of cash, but it takes skill to do a stoppie. First, get up to top speed and push up on the control stick. Now, jam on the brakes as hard as you can. If you did it right, your bike should slide along on its front wheel. The longer you hold that position, and the farther you go, the more money you'll be rewarded with.

7 Heightened Security

It's your right to bear arms, but the golf course and airport officials frown on firepower brought onto the premises. Keep that in mind, should you get any missions in those two areas. Here's a hint: Take a knife or hammer with you. For some reason, the metal detectors won't pick those up.

8 Get a Personal Dance at the Pole Position

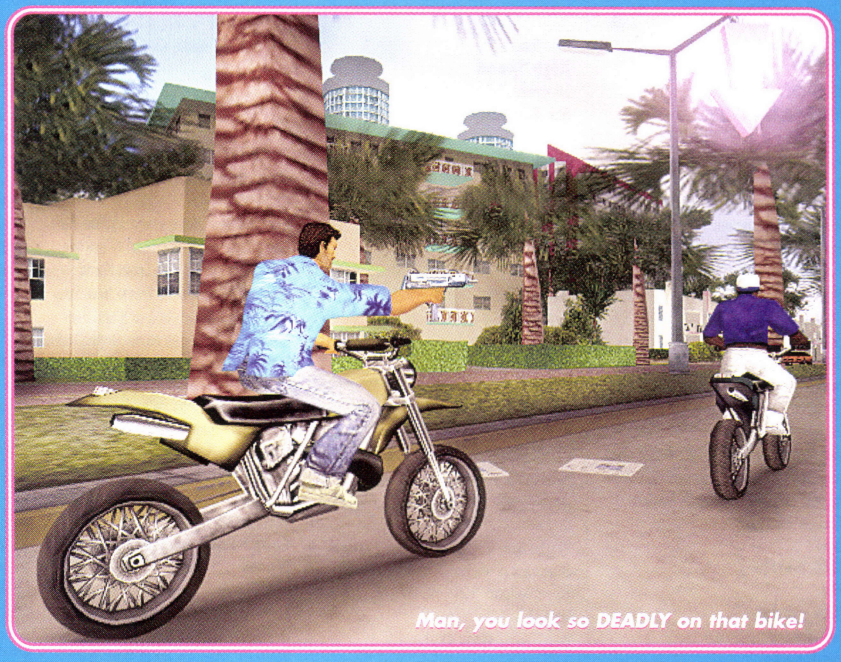
Later in the game, when you've started buying property, purchase the Pole Position. Then, whenever you're in the mood, swing by one of the private rooms in the back for a personal dance from one of the girls. It's gonna cost you some cash, though.



Naughty things happen in here.

9 Aim for the Grille

If you see a group of guys pull up in a car and you just know they're gonna give you trouble, don't even give them a chance to open the doors. You could try to snipe them through the windshield, but a more effective process of elimination is to fire a few caps into the hood/grille area of their car. The engine will quickly catch fire, sending the car into a ball of flames and incinerating all inside.



Man, you look so DEADLY on that bike!

10 Take a Bike to a Gunfight

You can shoot forward from a bike, and while you're riding one, no one can shoot you—the bike takes all the damage. The best part? The bike's such a tiny target that it'll survive a hail of bullets a lot longer than your average car, making you nigh invincible as you drive around spraying projectiles all over the place.

11 Pay 'n' Spray

If you're being chased by the fuzz and need to take the heat off quickly, drive into a Pay 'n' Spray. But don't heave a sigh of relief just yet. See the stars flashing on your wanted-level gauge? That means you're kind of on parole. So if you do anything wrong (run over a pedestrian, hit a cop car, etc.), you'll be back to your original wanted level faster than you can say "police brutality." Behave yourself!

12 RC Car Challenge

Get onto the beach on the east coast. Now, head north until you see some really huge sand dunes. Keep your eyes peeled for a beat-up old van with the words "Top Fun" on the side.



RC racing. Crazy, no?

13 Upright Citizens Brigade

While you may spend most of your time on the wrong side of the law, helping out the boys in blue can be rewarding in Vice City. Should you see one of them chasing down a ne'er-do-well, join in. If you get to the perp first and give him a punch or two, the cop will give you a $50 Good Citizen Award. You can buy some guns with the extra cash!

GAMECUBE

BLOODY ROAR PRIMAL FURY

Secrets

To unlock the following characters, play any mode the listed number of times. This can easily be done by starting a game and then quitting it over and over again.

Ganesha
50 times
Cronos
100 times
Kohryu
150 times
Uranus
200 times

Cheats

Clear Arcade mode the listed number of times. You can use any character you wish and may continue as often as needed.

Movie Player
Once
COM Battle
Twice
Kids mode
Three times
Big Heads
Four times
Big Arms
Five times
No Wall
Six times
Min Wall
Seven times
Final Round
Eight times
Low Speed
Nine times
High Speed
10 times
No Blocking
11 times
Max Difficulty
12 times
Knock Down Battle
13 times
Human Only
14 times
Beast Only
15 times
Hyper Only
16 times

BEACH SPIKERS

Hot Uniforms!

Unlock these delightful bikinis by slogging through the sometimes tedious Tutorial mode (including the noninteractive parts).

Fighting Vipers Style
Enter your name as FVIPERS for *Fighting Vipers* uniforms 109-110, Hair 75, and Face 51
Daytona USA Style
DAYTONA for *Daytona USA* uniforms 107-108
Phantasy Star Style
PHANTA2 gets you *Phantasy Star Online* uniforms 114-115, Hair 77 and Face 53
Space Channel 5 Style
Ooh! Lala! Get into the *Space Channel 5* spirit with ARAKATA; it gets you uniforms 111-113, Hair 76, and Face 52
Virtua Cop Style
Tap in JUSTICE for *Virtua Cop* bikinis 105-106, and cop shades with Sunglasses 94
Sega Style
OHTORII (uniforms 116-117) gets you Sega logos up the wazoo. Literally

CEL DAMAGE

Cool Cheats

From the Main Menu screen, choose the Play option and then press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose to enter a new name. On the Name Entry screen, put in any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm that it is the correct code.

Brian the Brain and Space World
BRAINSALAD
Count Earl and Transylvania World
EARLSPLACE
T. Wrecks and Jungle World
TWRECKSPAD
Whack Angus and Desert World
WHACKLAND
Melee Weapons Open
MELEEDEATH
Hazard Weapons
HAZARDOUS
Unique Weapons
UNIQUEWPNS
Plastic mode
FANPLASTIC *(At the Event Select screen, go to Smack Attack and press Down to highlight Event Settings. Choose Event Settings and then move down and select Options. On the Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cel-shaded ones.)*
All FMV Sequences
MULTIPLEX!
Unlocks All Cars, Tracks, and Modes
PITA

EXTREME G III

Cool tricks

You can enter the following tricks from the Press Start screen, or from the Main menu.

Win next race: L + R + Z, L + R, Z, L + R + Z
Infinite ammo: L, R, L, R, L + R, Z
Infinite shield: L + R, Z, L + R, Z
Open all tracks: L, L, R, R, Z, Z, L + R + Z
Extreme track challenge: L, R, L, R, L, R, Z, L + R
Prize money X2: L, R, Z, L, R, Z, L + R

LEGENDS OF WRESTLING

Unlock All Wrestlers

Enter the following code at the Main menu: Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. If you did it right, you'll get text confirming so.

MX SUPERFLY

Ultimate Cheat

Enter the following at the Main menu: X, Y, then L + X, then R + Y. All tracks, riders, bikes, and minigames will be unlocked.

THE SIMPSONS: ROAD RAGE

Button Codes

While in the Options menu, hold the L and R shoulder buttons, then press the following button combinations.

Red Soapbox Car
B, B, Y, X
Smithers in Mr. Burns' Car
B, B, Y, Y
Nuclear Bus
B, B, Y, A
Extra Money
Y, Y, Y, Y
Stop Time
X, B, Y, A (Press R-Shoulder to start, stop, and reset the timer.)
Nighttime mode
A, A, A, A
Slow-motion mode
A, X, B, Y
Flat Characters
X, X, X, X

Time Codes

Change your Cube's internal date to the following in order to unlock the these secret characters:

New Year's Krusty
1/1/02
Thanksgiving Marge
11/22/01
Halloween Bart
10/31/02



Christmas Apu
12/25/01

SUPER SMASH BROS. MELEE

Secret Characters

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.

Dr. Mario
Play 100 VS. matches OR beat Classic or Adventure mode as Mario without continuing.

Falco Lombardi
Play 300 VS. matches OR defeat the 100-Man Melee mode.

Ganondorf
Beat Event Match #29 (Triforce Gathering).

Jigglypuff
Beat Classic or Adventure mode with any character.

Luigi
Beat Stage 1 of Adventure mode (Mushroom Kingdom) when the timer shows a 2 in the last seconds place (the fourth digit from the left). When you go to the next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure mode.

Marth
Play 70 VS. matches OR play Classic, Adventure or VS. mode with each of the 14 normal characters.

Mewtwo
Play 700 VS. matches OR play VS. mode for 20 hours

Mr. Game & Watch
You must first unlock all of the other characters. Then beat Classic, Adventure or Target Test mode with them all.

Pichu
Play 200 VS. matches OR beat Event Match #37 (Legendary Pokémon).

Roy
Beat Classic or Adventure mode as Marth without continuing

Young Link
Play 500 VS. matches OR beat Classic mode with 10 different characters (two of which must be Link and Zelda).

RESIDENT EVIL

Infinite Grenades

Want infinite normal, flame, and acid grenades? The alchemy involved is tricky, only works in Once Again, and ruins the balance of the game. Cool.

Step 1: Take Acid and Flame rounds and the Launcher to an Item Box.

Step 2: Place the Launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

Step 3: Leave the Item Box, equip the Launcher so it's your weapon, then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades, press A, and the cursor moves over your Launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

Secret Modes

We purposely left out an explanation for the Once Again mode because it replaces the regular game on your second playthrough. In addition to changing the name of the regular game to Once Again, you'll get a new title screen.

REAL SURVIVOR

How Do I Unlock It?
Complete the game once with either character. The game must be on the Normal difficulty setting.

What Is It?
This is the regular game on an insanely hard difficulty. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer auto-tracks, and the Item Boxes are no longer magically interconnected.

INVISIBLE ENEMY

How Do I Unlock It?
Complete the game on Normal twice with the same character.

What Is It?
Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a *little bit* of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually NEED to kill.

ONE DANGEROUS ZOMBIE

How Do I Unlock It?
Complete the game on Normal with Chris and Jill.

What Is It?
This mode will overwrite regular game mode. So if you go to the Once Again option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often, and he can't be killed.

SEGA SOCCER SLAM

Assorted Codes

Unlock Stadiums
Open Oasis stadium: Up, Up, Down, Down, X, X
Open Pacific Atoll stadium: Up, Up, Left, Left, Y, Y
Open Jungle stadium: Up, Down, Left, Right, X, Y
Open Alpen Castle stadium: Up, Up, Up, Down, X, X
Open Riviera Ruins stadium: Up, Down, Down, Y, X
Open Reactor Core stadium: Up, Left, Left, Right, X, Y
Open all stadiums: Up, Up, Up, Up, X, X

Alternate Teams
Alternate El Fuego: X, X, Down, Down, Left, Right
Alternate Spirit: Y, Y, Down, Down, Left, Right
Alternate Subzero: Y, Y, Down, Right, Left, Up
Alternate Toxic: Y, X, Down, Down, Up, Up
Alternate Tsunami: X, Y, Down, Up, Right, Left
Alternate Volta: Y, X, Down, Up, Down, Up
All alternate teams: X, Y, Down, Down, Down, Down

Gameplay Cheats
Maximum power: L, R, Left, Right, Y, Y
Infinite turbo: L, R, Right, Up, X, X
Big hits: L, R, Up, Up, X, Y
Infinite Spotlights: L, R, Down, Right, Y, X

Fun Balls
Beach ball: R, Right, Right, Down, Y, X
Black box: R, Left, Left, Down, X, X
Box ball: R, Left, Right, Right, Y, Y
Classic soccer ball: R, Right, Left, Left, Y, X
Crate: R, Left, Down, Right, Y, X
Earth: R, Right, Right, Left, X, X
Eyeball: R, Right, Down, Up, X, X
Magic 8-ball: R, Right, Up, Up, Y, Y
Remy's head: R, Left, Right,
Rob's head: R, Left, Up, Left, Y, X
Rusty can: R, Left, Up, Up, Y, Y

Items
Angus' items: Left, X, Right, X, Up
Arsenault's items: Left, Y, Up, Y, Down
Boomer's items: Left, Y, Left, X, Up
Dante's items: Left, X, Right, Y, Left
Djimon's items: Left, Y, Down, Y, Up
Duke's items: Left, Y, Up, X, Right
El Diablo's items: Left, X, Right, X, Down
Half Pint's items: Left, Y, Up, X, Up
Kahuna's items: Left, Y, Right, Y, Right
Kaimani's items: Left, X, Down, X, Down
Kiril's items: Left, Y, Up, X, Left
Lola's items: Left, X, Left, Y, Down
Madeira's items: Left, Y, Down, X, Up
Nova it's items: Left, Y, Down, Y, Right
Raine's items: Left, X, Up, X, Up
Rico's items: Left, X, Right, X, Right
Rumiko's items: Left, Y, Left, Y, Up
Zari's items: Left, Y, Left, Y, Right

RANDOM STUFF
Pleasantville mode: Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left
Citizen Kane mode: X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right

SONIC MEGA COLLECTION

Heck of Codes

Sonic the Hedgehog
Level Select
At the Title screen, press UP, DOWN, LEFT, RIGHT. You'll hear a chime if you've entered the code correctly. Next, hold B and press START to enter the Level Select and Sound Text screen.

Control mode:
At the title screen, push UP, X, DOWN, X, LEFT, X, RIGHT. You'll hear a chime if you've entered the code correctly. Begin your game as usual, and press START to pause it. While paused, press B to reset the game, hold down A to play in slow motion (pressing X will let you jump while in slo-mo), and press X to advance the game one frame at a time.

Debug mode:
Before entering the Debug mode, enter the code for Control mode. Once that code has been entered, quickly press UP, X, DOWN, X, LEFT, X, RIGHT, X. Then, hold down B and press START to begin the game. During gameplay, press A to enter Debug mode. If Sonic changes into a ring, you'll know that you've correctly entered the code. Use the D-Pad to move Sonic around, even through walls. Press B to change Sonic into a different item and press X to place the current item on the screen. You can use this to place a ton of rings or enemies on the screen. Press A to change Sonic back to normal, but beware of any obstacles that you may have placed on the screen. You'll also notice that the score and time (and various other graphics) are distorted while you're in Debug mode. Don't worry about that—it doesn't affect the gameplay.

Sonic the Hedgehog 2
Level Select:
From the title screen, enter the Options screen. Go to the Sound Test option and play the following sounds in this order: 19, 65, 09, 17. When all four sounds have been played, hold down the X button and press START to return to the title screen. Once Sonic and Tails appear on the screen, hold down B and press START to enter the Stage Select screen.

Debug mode:
After entering the Level Select code, go to the Sound Test option on the Stage Select screen; play the following songs in this order: 01, 09, 09, 02, 01, 01, 02, 04. When you begin playing song 04, a chime will tell you that the code has been entered correctly. Highlight the stage you wish to go to, hold down B and press START to enter it. Now that you're in Debug mode, press A to change Sonic into a ring. The B button changes him into different objects, and the X button places the object on the screen. When you're done messing around, press A to change back into Sonic. Like the Debug mode in the original *Sonic*, the score and time will be messed up, but it won't affect the gameplay. Also during the Debug mode, when you press START to pause the game, holding down A while paused causes the game to run in slow-motion, X makes everything move frame by frame, and B resets the game.

Become Super Sonic:
First, enter the Level Select code and go to the Level Select screen. Go to the Sound Test option and play the following songs: 04, 01, 02, 06. You'll hear a brief tune when you finish playing all the songs. Then highlight the stage you want to start on and press START to begin. Now, simply collect 50 rings. When you jump while holding 50 rings, you'll transform into Super Sonic.

Sonic the Hedgehog 3
Level Select and Sound Test
Press UP, UP, DOWN, DOWN, UP, UP, UP, UP after you hear the word Sega and the screen fades to black, but before the title screen (you must enter this code very quickly—it may take a few tries to get it right). A ringing sound will let you know that you've entered the code quickly enough. At the Title screen, press UP, and a hidden option will appear that will take you to the Level Select and Sound Test screen.

Debug mode
Enter the Level Select code and highlight the stage you wish to play. Hold the B button and press START to begin the level. You will now be in the Debug mode. Press A to change Sonic into a ring, B changes what item Sonic is, and X places an object on screen. Pressing A again changes Sonic back to normal. If you pause the game, holding down the A button makes the game run in slow motion, X moves everything one frame at a time and the B button takes you back to the Level Select screen. As is the standard with Sonic's Debug modes, just ignore the screwed-up score and time displays.

Become Super Sonic
Enter the Debug mode code, enter any stage, and press A to change Sonic into a ring. Then, press B once, and Sonic will change into a monitor. Hit the X button to place a monitor on the screen, then press A again to change back into Sonic. Simply jump on the monitor, and you'll change into Super Sonic.

Hidden Special Stage
Enter the Level Select code and go to the Sound Test option. Play the following sounds in this order: 01, 03, 05, 07. Then, highlight Special Stage 2, hold down the B button and press START. You'll be taken to a hidden bonus round.

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the Main menu:
K O A L A: Opens all combat controls
I M I A R M A S: Opens all stages
H E A D E X P L O D Y: Opens Pinhead Bowling mode
A R A C H N I D: Unlocks all above options, plus Gallery extras
G I R L N E X T D O O R: Opens Mary Jane as a playable character
H E R M A N S C H U L T Z: Opens Shockers as a playable character
S E R U M: Opens a scientist as a playable character
K N U C K L E S: Opens a thug as a playable character
S T I C K Y R I C E: Opens another thug as a playable character
T H U G S R U S: Opens yet another thug as a playable character
F R E A K O U T: Opens still a fourth thug as a playable character

CAPTAINSTACEY: Opens a helicopter pilot as a playable character
REALHERO: Opens a security guard as a playable character
ORGANICWEBBING: Gives you unlimited web fluid
CHILLOUT: When playing as Green Goblin, your glider will never overheat
ROMITAS: Allows you to skip levels from the pause menu
DODGETHIS: Unlocks *Matrix* mode
SPIDERBYTE: Shrinks Spider-Man by a considerable degree
GOESTOYOURHEAD: Big head mode
JOELSPEANUTS: Big-head mode for enemies
UNDERTHEMASK: Unlocks First-person View mode

SPYHUNTER

Random Secrets

These codes are to be entered as if you were creating a new player profile for the game. After you enter them, you'll bounce back to the Main menu without having created an actual profile. You can view the movies you unlock by going into System Options from the Main menu and selecting Movie Player from the Options menu. Below are the codes:
GUNN: Opens *Saliva: The Spy Hunter Theme* movie.
WOODY: Opens Early Test Animatic movie.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Codes From Space

From the Main menu, go to the Options screen, then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You will have to enter the first passcode and then enter the second passcode for each cheat before they will work.)

Stage Select

Put in !??QWTTJ for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Unlockable Ships

Black Cadillac
Put in !ZUVIEL! for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.
Tie Fighter
Put in ZT?!RGBA for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.
Tie (Advanced) Fighter
Put in NYM!UUOK for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.
Naboo Fighter
Put in CDYXF!?Q for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.
Slave 1
Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.
Millennium Falcon
Put in MVPQIU?A for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Hidden Options

Unlock the audio commentaries for each individual stage type in the name BLAH-BLAH. Head to the Special Features option and turn on Audio Commentary. Now select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage.

Documentary

After finishing all 10 main missions you can get it under the Special Features menu option.

Unlock the Art Gallery

Enter EXHIBIT! as a passcode.

Unlock the Concert Hall

Enter Composer as a passcode.

Ace mode

Complete all the Tatooine Training objectives and finish the game with 15 gold medals to unlock Ace mode.

Black and White mode

Type in LIONHEAD at the passcodes screen to play the game in a classic color mode.

Unlockable Ships

Slave 1 Ship
Finish all missions with a silver medal or better.
Millennium Falcon
Finish all missions with a bronze medal or better.
Naboo Starfighter
Finish the Tattooine Training in all 4 time settings. You must get all discovery items, all objects, and two hidden bonus items in each zone. Times: 6 a.m., 2 p.m., 6 p.m., 11 p.m.
TIE Fighter
You must steal a Tie Fighter and complete the mission in Level 7 during the daytime and nighttime hours.
Darth Vader's TIE
Acquire 15 gold medals.

TONY HAWK'S PRO SKATER 3

Passwords

Choose the Cheats selection from the Options menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.
Open Cheat Menu
MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options.)
Super Stats
MAXMEOUT
Unlock All Characters
FREAKSHOW

Unlock Every Single Movie

From the Main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

Beat the game the prescribed number of times.
Snowboard mode
Beat the game 11 times.
Always Special mode
Beat the game 12 times.
Perfect Rail Balance mode
Beat the game 13 times.
Maxed-Out Stats mode
Beat the game 14 times.
Giant mode
Beat the game 15 times.
Slow-Mo mode
Beat the game 16 times.
Perfect Manual Balance mode
Beat the game 17 times.
Tiny mode
Beat the game 18 times.
Moon mode
Beat the game 19 times.
Expert mode
Beat the game 20 times.
First-Person mode
Beat the game 22 times.

Unlock Darth Maul

Complete all 54 goals and earn golds at each competition with one skater.

Get Neversoft Eye

Similar to unlocking Darth Maul, but do it with 21 skaters.

Get Skater From Hell

Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine

Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum

Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick

Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera

Do the same thing you did to unlock Officer Dick, but do it with one more skater.

WAVERACE: BLUE STORM

Passwords

In order to get the Password option, perform the following on the Main menu: Z + X. Then start. Select that password option that appears, and enter any of the following codes:
DLPHMOD: Dolphin-back free-roam
KTUPWNPD: Normal difficulty Dolphin Park stunt mode
WCX5WP5A: Expert difficulty Southern Island stunt mode
MJV8LKL6: Hard difficulty La Razza Canal time attack
J784WMHF: Normal difficulty Lost Temple Lagoon time attack
LQ3TRKTE: Hard difficulty Lost Temple Lagoon time attack

XBOX

4X4 EVOLUTION 2

Button Codes

Enter the following button combinations from the Press Start screen.
Earn More Money
Y, X, White, Y, X, White, X, X, Y, White, X, Y
Higher Reputation
Y, Y, White, X, X, White, Y, Y, Y, X, X, X
Unlock All Missions
X, X, White, White, Y, Y, White, X, Y, Y, X, White

AMPED

Assorted Cheats

Enter of the following codes into the Cheats field from the Options mode.
RidinwRaven: Unlocks Raven as a playable character
ChillinwSteezy: Unlocks Steezy
GimmeGimme: Opens all courses
SticiT: Makes landing jumps easier
ZiPster: Increases speed
buzzsaW: Makes you run through trees
MegaLeg: Makes you jump higher
WhirlyGig: Increases spin rate
MegabOUnce: You'll bounce like a ball

BLOODWAKE

Random Codes

These are to be entered in the title screen:
Invincibility: Press in left stick, press in right thumbstick, Down, Left, Down, Left, B, Y, START
Infinite Turbo: Up, Up, Down, Down, Left, Right, Left, Right, B, A, START
Infinite Ammo: Black, White, Left Trigger, Right Trigger, press Right Thumbstick, press Right Thumbstick, Y, X START
Open all boats in battle mode: Up, Down, Left, Right, Left Trigger, B, X, X, press Right Thumbstick, START
Open all arenas in battle mode: X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START
Open all game modes in battle mode: Y, A, X, B, press Left Thumbstick, press Right Thumbstick, Black, White, Right Trigger, Right Trigger, START

CEL DAMAGE

Invincibility

Put in CODY for a name.

Various Cheats

Put in ENCHILADA! for a name.

ELDER SCROLLS III: MORROWIND

Various Cheats

These codes must be entered through the Stats menu, with the appropriate statistics highlighted.
Restore health: highlight Health in the Stats menu, and Black, White, Black, Black, Black. Then hit A to restore health.
Restore Magicka: Highlight Magicka in the Stats menu, and press Black, White, White, Black, White. Then hit the A button to restore health.
Restore Fatigue: Highlight Fatigue in the stats menu, and press Black, Black, White, White, Black. Then hit the A button to restore fatigue.

FUZION FRENZY

Various Cheats

The following codes must be entered from the pause screen.
First-person mode: Hold the left trigger, and enter Y, B, Y, B
Scroll through mutant modes: Hold left trigger, and enter Y, B, X, X
Welsh on: Hold left trigger, and enter Y, Y, Y, Y
Squeaky voices: Hold left trigger, and enter Y, X, Y, Y
Hardcore cartoons: Hold left trigger, and enter Y, Y, Y, X

GAUNTLET X

Bonus Goodies

Enter the following passwords as your player name.
S&M Dwarf
NUD069
Happy Face
STX222
Chainsaw
KJH105
Punkrock
PNK666
Ninja
TAK118
Employee Stig
STG333
Waitress
KAO292
Ex-Employee Chris
CSS222
Football Dude
RIZ721
Manager Mike
DIB626
Karate Steve

SJB964
Created by Don
ARV984
Schoolgirl
AYA555
Cheerleader
CEL721
Rat Knight
RAT333
Regular Garm
GARM99
Sickly Garm
GARM00
Sumner
SUM224
Sky General
SKY100
Mountain General
MTN200
Town General
TWN300
Castle General
CAS400
Ice General
ICE600
Desert General
DES700
Battle General
BAT900

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it.

The following codes must be entered during gameplay:
God mode: R, L, Up, Down, A, R, L, Black, White
All weapons: R, L, Up, Down, A, Up, X, A
Slow motion: R, L, Up, Down, A, Up, L
Full heal: R, L, Up, Down, A, Up, Down
Punch mode: R, L, Up, Down, A, Up, Up
Gravity: R, L, Up, Down, A, L, L
Lethal charge: R ,L ,Up, Down, A, Black, Black
Bomb mode: R, L, Up, Down, A, Up, White
Megaforce: R, L, Up, Down, A, R, R
Nailgun mode: R, L, Up, Down, A, White, White
This last one must be entered from the title menu:
Level select: R, L, Up, Down, X, Y, B

HUNTER THE RECKONING

Extra Weapons

In the middle of your game, make sure there are no enemies close to you and quickly press B, Up, Left, Down, Right, B, B. Cycle through your weapons with the B button and you will have the flame thrower, better machine gun, bazooka, and more. (Note: You can only put in this code one time per game.)

LEGENDS OF WRESTLING

Unlock all wrestlers

In the Main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X

NASCAR HEAT 2002

Assorted Codes

Enter these codes at the Main Menu screen. When entered properly, the options on the screen will scroll off to the left and then back into view.

Hardcore Realism mode
Up, Down, Left, Right, White, Up, Down
High Suspension
Up, Down, Left, Right, White, Left, Right
Mini Cars
Up, Down, Left, Right, White, Down, Up
Wire Frame Cars
Up, Down, Left, Right, White, Right, Left
View Credits
Up, Down, Left, Right, White, Left
Race as Richard Petty
Complete all heat challenges with a bronze or higher

NASCAR THUNDER 2002

Driver Codes

Enter any of the following Fantasy Driver names at the Create a Driver screen.

Joey Joulwan
Michelle Emser
Audrey Clark
Dave Alpern
Benny Persons
Troi Hayes
Buster Auton
Chuck Spicer
Crissy Hillworth
Daryl Wolfe
Dave Nichols
Diane Grubb
Jim Hannigan
Dick Paysor
Josh Neelon
Katrina Goode
Kristi Jones
Mandy Misiak
Rick Edwards
Rick Humphrey
Sasha Soares
Scott Brewer
Cheryl King
Tom Renedo
Traci Hultzapple
Ken Patterson

Extra Tracks

Boca Chica
Finish first in points in the Road Course Challenge.
Devil's Canyon
Finish first in points in the Short Track Challenge.
Cocoa Beach
Finish first in points in the Superspeedway Shootout.
Albuquerque
Finish first in points in the Full Season.

Bonus Drivers

Every time you successfully complete Season mode, two bonus drivers are unlocked. Complete Season mode eight times to unlock all drivers.

Championship FMV

Successfully complete Season mode from 1 to 8 times to unlock a championship win video that corresponds to that number of wins.

NBA 2K2

Unlock special teams

Chose the Game Play entry in the Options mode, and hold Left on the D-pad and Right + Right on the analog stick and hit START. Go back to Options, and you'll see a new Codes entry. Enter MEGASTARS at the codes screen, and you'll unlock the NBA 2K2, Sega Sports, and VC teams.

OUTLAW GOLF

Dirty Codes

Unlock all golfers, courses, clubs, and events: Create a new file under the name Golf_Gone_Wild
Bonus costumes: At the character select screen, hold L and hit Y, Y, White, Y, Black, Y

PRISONER OF WAR

L33t C0d3z

All levels unlocked
ger1eng5
All daily events unlocked
alltimes
First-person Viewpoint
Boston (or A rank in Camp 5)
Top-down Viewpoint
Foxy (or A rank in Camp 4)
Unlimited Goodies
Dino (or A rank in Camp 4)
Giant Germans
Muffin (or A rank in Camp 2)
Guard Awareness
Quincy (or A rank in Camp 1)
Impervious to Bullets
Fatty (or A rank in Camp 3)

RALLISPORT CHALLENGE

Various Cheats

Bonus Cars
To get the bonus cars and some extra tracks without earning them, follow this method. On the Main menu, choose Start Game and then choose Create a New Profile. On this screen, enter your name as one of the following to unlock the bonus cars that you can use in Career Mode.
Classic
Put in your profile name as TheGoodStuff and then choose OK. This will give you the Metro ER4, Peugeot 205 T16, Audi Quattro SI, and Lancia Delta S4 in Career Mode.
Expert
Put in your profile name as WheelToWheel and then choose OK. This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline in Career Mode.
Endurance
Put in your profile name as TheLongHaul and then choose OK. This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC and open the Endurance tracks in Career Mode.
Unlimited
Put in your profile name as Geronimo and then choose OK. This will give you the Peugeot 405 T16 Hill Climb, Audi Quattro SI Hill Climb, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC in Career Mode.

THE SIMPSONS ROAD RAGE

Bonus Goodies

Enter the following button combinations at the Options Menu. If you enter in a code correctly, you will hear a beep. (Note: Codes must be re-entered if you quit your current game and start over.)

Extra Cams
Hold L+R and press B, B, B, B
2D Characters
Hold L+R and press X, X, X, X
Night Time
Hold L+R and press A, A, A, A
Debug mode
Hold L+R and press B, B, A, A. While playing, the level will be filled with all sorts of red, green, and blue shapes (collision lines).
Slow-motion Cars
Hold L+R and press Y, Y, Y, Y. All the cars except for the buses will move slower than normal.
Stop-Watch Mode
Hold L+R and press A, B, Y, X. In this mode, there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stopwatch reads zero.
Unlock Red Box Car
Hold L+R and press B, B, Y, X
Unlock Nuclear Bus
Hold L+R and press B, B, Y, A
Unlock Smithers
Hold L+R and press A, B, Y, X

Unlockable Characters

You can unlock the holiday characters one of two ways. Either enter a button code at the Options menu like you did for the other cheats, or change your Xbox's system clock to the appropriate date.

New Year's Krusty
Hold L+R and press B, B, X, Y
01/01/02
Christmas Apu
Hold L+R and press B, B, X, B
12/25/02
Thanksgiving Marge
Hold L+R and press B, B, X, X
11/22/02
Halloween Bart
Hold L+R and press B, B, X, A
10/31/02

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the Main menu:
KOALA: Opens all combat controls
IMIARMAS: Opens all stages
HEADEXPLODY: Opens Pinhead Bowling mode
ARACHNID: Unlocks all above options, plus Gallery extras
GIRLNEXTDOOR: Opens Mary Jane as a playable character
HERMANSCHULTZ: Opens Shockers as a playable character
SERUM: Opens a scientist as a playable character
KNUCKLES: Opens a thug as a playable character
STICKYRICE: Opens another thug as a playable character
THUGSRUS: Opens yet another thug as a playable character
FREAKOUT: Opens still a fourth thug as a playable character
CAPTAINSTACEY: Opens a helicopter pilot as a playable character
REALHERO: Opens a security guard as a playable character
ORGANICWEBBING: Gives you unlimited web fluid
CHILLOUT: When playing as Green Goblin, your glider will never overheat
ROMITAS: Allows you to skip levels from the pause menu
DODGETHIS: Unlocks *Matrix* mode
SPIDERBYTE: Shrinks Spider-Man by a considerable degree
GOESTOYOURHEAD: Big-head mode
JOELSPEANUTS: Big-head mode for enemies
UNDERTHEMASK: Unlocks first-person view mode

SPLASHDOWN

Cheats Screen

On the Main Menu screen, highlight and choose the Options. On the Options menu, press and hold the Right Trigger button. While holding it, press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. The Cheats screen will appear. Now you can enter any one of the case-sensitive codes shown here.

Every Course Open
Passport
Every Character Available
AllChar
Every Wetsuit Available
LaPinata
Stay on Your SeaDoo
TopBird
Maxed-Out Performance Meter
PMeterGo
Difficult Courses
Hobble
Increased AI Difficulty
AllOutAI
Every FMV Available
Festival
Time Trials with UFO
IBelieve
Time Trials with Small F-18
F18

STAR WARS: JEDI STARFIGHTER

Everything Unlocked

In the beginning, choose a name for your saved game, and then at the Main Menu screen, access the Options. On the Options screen, choose the Code option. Now put in your name as LONGO and press the Y but-

ton to confirm. You will see the words Everything Unlocked appear on the screen. Now all of the bonus features and acts in Story mode will be unlocked and ready to play.

TONY HAWK'S PRO SKATER 3

All Goals and Medals

From the Main menu, access Career mode and then access Choose Skater. Pick the skater of your choice and go back to the Main menu. Next, access the Options. From the Options screen, access the Cheats option. Now put in your code as stiffcomp and then choose the accept changes option. You will hear a cash register sound when the code is entered correctly. This will unlock all the levels and give you all the goals and medals for the skater you chose. Do this method for each and every skater in the game to unlock all the hidden cheats in the game.

Every FMV Open

At the Main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as ROLLIT and then choose the accept changes option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden Full Motion Video sequences in the game.

100% Stats

At the Main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as juice4me and then choose the accept changes option. You will hear a cash register sound when the code is entered correctly. This will unlock full stats for your skater.

All Decks

At the Main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as neverboard and then choose the accept changes option. You will hear a cash register sound when the code is entered correctly. This will unlock all of your skater's decks.

TRANSWORLD SURF

Various Cheats

Input during the game (Code Unlock first). *Warning: These are hard to get working.*

Temporary Code Unlock
Back, Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Up, Left

Green Surf
Back, Up, Down, Left, Right, Up, Left

Easy Floating
Back, Up, Down, Left, Right, Right, Left

Full Special Bar
Back, Up, Down, Left, Right, Down, Up

Disco Light Show
Back, Up, Down, Left, Right, Down, RIght.

Different Colors
Back, Up, Down, Left, Right, Up, Right

Disable Heads-Up Display
Back, Up, Down, Left, Right, Up, Right

Paddle Faster
Back, Up, Down, Left, Right, Down, Down

Invisible Board
Back, Up, Down, Left, Right, Left, Up

Shark Surfing
Back, Up, Down, Left, Right, Right, Down Back (4) disables codes.

UFC TAPOUT

Unlockable Characters

Bruce Buffer
Win UFC mode with all characters.

John McCarthy
Win UFC mode with Bruce Buffer.

Mario Yamasaki
Win UFC mode with John McCarthy.

The Cat
Win four consecutive matches in Arcade mode.

Femme Fatale
Win eight consecutive matches in Arcade mode.

Ice-T
Win 16 consecutive matches in Arcade mode.

Mask
Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play As Fred Durst

Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

WWF SMACKDOWN!: JUST BRING IT

Unlock Everything

Go to the Main menu, and enter the following code while holding down the L trigger: Right, Right, Left, Left, Down, Up, B. This will open every hidden feature in the game.

PLAYSTATION 2

BALDUR'S GATE: DARK ALLIANCE

Assorted Codes

Unlock Drizzt Do'Urden: At the character selection screen, hold down L1 + R1 and hit triangle and X. There will be no indication that the trick was entered correctly; you'll have to wait till your game starts to find out. Level skip and invincibility: During normal gameplay, hold down L1 + R2 + Left + triangle and hit START. Select the appropriate cheats from the menu that pops up. Ultimate cheat: During regular gameplay, hold down L1 + R2 + Left + Triangle and press in the right analog stick (R3). Your character will jump to the 20th experience level, plus you'll gain 75,000 gold pieces and all level one feats.

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the Main menu screen.

Alternate Outfits

Dave Mirra
Up, Down, Up, Down, Right, Left, Up, Up, Square

Ryan Nyquist
Up, Down, Down, Left, Down, Up, Up, Down, Square

Troy McMurray
Up, Down, Left, Down, Right, Left, Up, Left, Square

Mike Laird
Up, Down, Right, Left, Right, Up, Up, Right, Square

Tim Mirra
Up, Down, Right, Left, Left, Up, Down, Up, Square

Leigh Ramsdell
Up, Down, Down, Left, Down, Down, Down, Left, Square

Joey Garcia
Up, Down, Up, Left, Down, Right, Down, Right, Square

Rick Moliterno
Up, Down, Up, Up, Up, Up, Left, Up, Square

Todd Lyons
Up, Down, Down, Right, Up, Left, Left, Down, Square

John Luc-E Englebert
Up, Down, Left, Down, Left, Right, Left, Left, Square

Scott Wirch
Up, Down, Right, Up, Down, Right, Left, Right, Square

Colin Mackay
Up, Down, Right, Down, Up, Right, Right, Up, Square

Zach Shaw
Up, Down, Left, Right, Down, Down, Right, Down, Square

All Bikes Unlocked

Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square

Hidden Riders

Mike Diaz
Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square

Amish Boy
Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square

Cool FMVs

Ryan Nyquist Movie
Left, Left, Down, Right, Down, Right, Up, Down, Square

Tim Mirra Movie
Left, Left, Right, Up, Down, Left, Down, Up, Square

Troy McMurray Movie
Left, Left, Left, Down, Up, Right, Up, Left, Square

Dave Mirra Movie
Left, Left, Up, Right, Up, Left, Up, Up, Square

Zach Shaw Movie
Left, Left, Left, Right, Left, Down, Right, Down, Square

Rick Moliterno Movie
Left, Left, Up, Down, Right, Left, Left, Up, Square

Leigh Ramsdell Movie
Left, Left, Down, Down, Left, Right, Down, Left, Square

Scott Wirch Movie
Left, Left, Right, Up, Up, Up, Left, Right, Square

Colin Mackey Movie
Left, Left, Right, Right, Down, Down, Right, Up, Square

Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left, Down, Square

Kenan Harkin Movie
Left, Left, Left, Left, Right, Right, Down, Down, Square

Mike Laird Movie
Left, Left, Right, Up, Up, Right, Up, Right, Square

LORD OF THE RINGS: THE TWO TOWERS

Killer Codes

These codes must be entered from the pause menu:

Get 1000 experience: Hold down L1, R2, L2, and R2, and press X, Down, Down, Down

Replenish arrows/axes: Hold down L1, R2, L2, and R2, and press X, Down, Triangle

Get all level 8 attacks: Hold down L1, R2, L2, and R2, and press X, X, Down, Down

Replenish health fully: Hold down L1, R2, L2, and R2, and press Triangle, Down, X, Up

EXTREME G III

Cool tricks

You can enter the following tricks from the Game Modes menu. You'll get a special message if you've entered it right.

Win next race: L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2

Infinite ammo: L2, R2, L1, R1, L2 + R2, L1 + R1

Infinite shield: L1 + R1, L2 + R2, L1 + L2, R1 + R2

Open all tracks: L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2

Start game with 500,000 credits: L1, L1, L1, L1, L2, L2, L2, L2, R1, R1, R1, R1, R2, R2, R2, R2, L1 + R1 + L2 + R2

Prize money X2: L1, L2, R2, R1, R1, R2, L2, L1

FINAL FANTASY X

Air Ship Passwords

Enter the following passwords at the airship.

Find Rikku's Legendary Weapon
GODHAND

Find Rikku's Victorious Armor
VICTORIOUS

Find the Mursame
MURASAME

Secret Place Coordinates

The following coordinates are places you would not ordinarily find your first time through the game. Once you have the Air Ship, talk to Cid, and choose the second option search in the map menu.

Omega Ruins
X: 74 Y: 36

Sanubia Sand Dune
X: 15 Y: 41

Besaid Rainbow Waterfall
X: 31 Y: 73

Yevon Temple
X: 16 Y: 57

Battle Site
X: 42 Y: 57

Mi'ihen Abovewater Ruins
X: 34 Y: 58

Al Bhed Primer Locations

If you haven't found all the primers, here are all of the locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I
On the deck of the Al Bhed salvage ship

Al Bhed Primer II
Besaid village Crusaders headquarters

Al Bhed Primer III
Transport ship from Besaid to Kilika in the power room

Al Bhed Primer IV
Kilika bar

Al Bhed Primer V
Trasport ship from Kilika to Luca in the control room

Al Bhed Primer VI
Luca stadium underground floor B

Al Bhed Primer VII
Luca viewing room, on the counter

Al Bhed Primer VIII
Mi'ihen road, a gift from Rin

Al Bhed Primer IX
Mi'ihen road at the new road north

Al Bhed Primer X
Mushroom Rock road, Cliff area

Al Bhed Primer XI
Djose Road

Al Bhed Primer XII
Moonflow, North shore

Al Bhed Primer XIII
Guadosalam found in a room on the far left

Al Bhed Primer XIV
Thunder plains as a gift from Rin

Al Bhed Primer XV
Macalania Forest on the road to the lake

Al Bhed Primer XVI
Macalania Lake in front of the inn

Al Bhed Primer XVII
Sanubia Desert central portion left side

Al Bhed Primer XVIII
Sanubia Desert central portion right side

Al Bhed Primer XIX
Al Bhed city of Home

Al Bhed Primer XX
Al Bhed city of Home, residential area

Al Bhed Primer XXI
Al Bhed city of Home, road area

Al Bhed Primer XXII
Bevelle Temple

Al Bhed Primer XXIII
Calm Lands, Northwest area

Al Bhed Primer XXIV
Remiem Temple

Al Bhed Primer XXV
Cave under the mountain

Al Bhed Primer XVI
Omega ruins

Cactuar Locations

There are total 9 Cactuar that can be found all around the world

First Cactuar
Oasis Near the first Save point

Second Cactuar
Sanubia Desert (East) In the alcove to the east, north of the tent with the Save point

Third Cactuar

grand theft auto vice city — Feloniously Cool Codes

Enter these codes at any point during regular gameplay:

Cheat!

GET WEAPONS (SET 1):
R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

GET WEAPONS (SET 2):
R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left

GET WEAPONS (SET 3):
R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down

GET FULL ARMOR:
R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up

GET FULL HEALTH:
R1, R2, L1, O, Left, Down, Right, Up, Left, Down, Right, Up

RAISE WANTED LEVEL:
R1, R1, O, R2, Left, Right, Left, Right, Left, Right

LOWER WANTED LEVEL:
R1, R1, O, R2, Up, Down, Up, Down, Up, Down

Weirdness

DIE INSTANTLY:
Right, L2, Down, R1, Left, Left, R1, L1, L2, L1

ATTRACT WOMEN:
O, X, L1, L1, R2, X, X, O, Triangle

ALL CARS ARE PINK:
O, L1, Down, L2, Left, X, R1, L1, Right, X

ALL CARS ARE BLACK:
O, L2, Up, R1, Left, X, R1, L1, Left, O

TIME GOES FASTER:
O, O, L1, Square L1, Square, Square, Square, L1, Triangle O, Triangle

TIME GOES SLOWER:
Triangle Up, Right, Down, Square R2, R1

DRIVE ON WATER:
Right, R2, Circle, R1, L2, Square, R1, R2

ALTER WHEEL SIZE:
R1, X, Triangle, Right, R2, Square, Up, Down, Square

FLYING CARS:
Right, R2, O, R1, L2, Down, L1, R1

Chaos

BLOW UP ALL CARS:
R2, L2, R1, L1, L2, R2, Square, Triangle, O, Triangle L2, L1

INSANE DRIVERS:
R2, O, R1, L2, Left, R1, L1, R2, L2

MURDEROUS PEDESTRIANS:
Down, Left, Up, Left, X, R2, R1, L2, L1

PEDESTRIANS WANT TO KILL YOU:
Down, Up, Up, Up, X, R2, R1, L2, L2

Character Shift

CHANGE GETUP: Right, Right, Left, Up, L1, L2, Left, Up, Down, Right

PLAY AS RICARDO DIAZ:
L1, L2, R1, R2, Down, L1, R2, L2

PLAY AS LANCE VANCE:
O, L2, Left, X, R1, L1, X, L1

PLAY AS CANDY SUXXX:
O, R2, Down, R1, Left, Right, R1, L1, X, L2

PLAY AS KEN ROSENBERG:
Right, L1, Up, L2, L1, Right, R1, L1, X, R1

PLAY AS HILARY KING:
R1, O, R2, L1, Right, R1, L1, X, R2

PLAY AS LOVE FIST MEMBER:
Down, L1, Down, L2, Left, X, R1, L1, X, X

PLAY AS ANOTHER LOVE FIST MEMBER:
R1, L2, R2, L1, Right, R2, Left, X, Square L1

PLAY AS PHIL CASSADY:
Right, R1, Up, R2, L1, Right, R1, L1, Right, O

PLAY AS SONNY FORELLI:
O, L1, O, L2, Left, X, R1, L1, X, X

PLAY AS MERCEDES:
R2, L1, Up, L1, Right, R1, Right, Up, O, Triangle

Car Get!

SUMMON BLOODRING RACER:
Down, R1, O, L2, L2, X, R1, L1, Left, Left

SUMMON BLOODRING BANGER:
Up, Right, Right, L1, Right, Up, Square, L2

SUMMON CADDIE:
O, L1, Up, R1, L2, X, R1, L1, O, X

SUMMON HOTRING RACER:
R1, O, R2, Right, L1, L2, X, X, Square, R1

SUMMON ANOTHER HOTRING RACER:



R2, L1, O, Right, L1, R1, Right, Up, O, R2

SUMMON LOVE FIST LIMO:
R2, Up, L2, Left, Left, R1, L1, O, Right

SUMMON RHINO:
O, O, L1, O, O, O, L1, L2, R1, Triangle O, Triangle

SUMMON ROMERO'S HEARSE:
Down, R2, Down, R1, L2, Left, R1, L1, Left, Right

SUMMON SABRE TURBO:
Right, L2, Down, L2, L2, X, R1, L1, O, Left

SUMMON TRASHMASTER:
O, R1, O, R1, Left, Left, R1, L1, O, Right

Weather Control

SUNNY WEATHER:
R2, X, L1, L1, L2, L2, L2, Down

CLOUDY WEATHER:
R2, X, L1, L1, L2, L2, L2, Triangle

CLOUDIER WEATHER:
R2, X, L1, L1, L2, L2, L2, Square

TROPICAL STORM:
R2, X, L1, L1, L2, L2, L2, O

FOGGY WEATHER:
R2, X, L1, L1, L2, L2, L2, X

Sanubia Desert (West). Search the sign near the Cactuar rock that says “20% off&#8221

Fourth Cactuar
Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert

Fifth Cactuar
Sanubia Desert (East). Near the save point under the tent

Sixth Cactuar
Sanubia Desert (West). Trapped in the treasure chest in the far west

Seventh Cactuar
Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and re-enter the area

Eighth Cactuar
Oasis. Teleport back to the airship and go on the outside deck

Ninth Cactuar
Sanubia Desert. Return to the Cactuar statue and the last one automatically appears behind you

GRAND THEFT AUTO 3

Button Codes

Enter these codes at any time while playing your game.

Clear Weather
L1, L2, R1, R2, R2, R1, L2, Triangle

Foggy Weather
L1, L2, R1, R2, R2, R1, L2, X

Cloudy Weather
L1, L2, R1, R2, R2, R1, L2, Square

Rainy Weather
L1, L2, R1, R2, R2, R1, L2, Circle

Faster Clock
Circle, Circle, Circle, Square, Square, Square, Square, L1, Triangle, Circle, Triangle

Tank Unlocked
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle

Lower Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down

Higher Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right

Great Handling Car
R1, L1, R2, L1, Left, R1, R1, Triangle

Pedestrians Fight Each Other
Down, Up, Left, Up, X, R1, R2, L2, L1

Pedestrians All Hate You
Down, Up, Left, Up, X, R1, R2, L1, L2

Crazy Pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down

Wear Different Outfits
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it.
The following codes must be entered during gameplay:
Slow motion: R2, L2, Up, Down, X, Up, L2
Full heal: R2, L2, Up, Down, X, Up, Down
Punch mode: R2, L2, Up, Down, X, Up, Up
Gravity: R2, L2, Up, Down, X, L2, L2
Lethal Charge: R2, L2, Up, Down, X, R1, R1
Bomb mode: R2, L2, Up, Down, X, Up, L1
Megaforce: R2, L2, Up, Down, X, R2, R2
Nailgun mode: R2, L2, Up, Down, X, L1, L1
This last one must be entered from the title screen:
Level Menu: R2, L2, Up, Down, Square, Triangle, Circle

THE MARK OF KRI

Opponent Strength

Enter the following codes from the title

screen.

Opponents Are Weaker
X, Circle, Circle, Square, X, Square, Square, Circle

Opponents Are Stronger
X, Circle, Square, Square, X, Square, Circle, Circle, X, Circle, Circle, X

MAT HOFFMAN'S BMX 2

You're Special!

Try these Specials when your meter turns green:

Mat Hoffman
Back Flip Tail Whip: Right, Down, Circle
Barhop: Right, Left, Circle
Peacock: Left, Up, Circle

Kevin Robinson
Pendulum: Left, Right, Square
Rocket 1-Foot C-bar: Right, Left, Circle
No-hand Backflip: Down, Right, Square

Mike Escamilla
Back Flip No-foot: Left, Right, Circle
Body Varial: Right, Up, Square
Decade Air: Right, Left, Square

Nate Wessel
Back Flip No-foot: Right, Left, Circle
Pendulum: Left, Right, Square
S-man Doub Seat: Down, Left, Square

Rick Thorne
No-hand Backflip: Down, Right, Square
1-Hand Swing Leg: Right, Left, Circle
Rocket 1-foot C-bar: Right, Left, Circle

Ruben Alcantara
Decade Air: Left, Right, Circle
Double Tailwhip: Down, Left, Circle
S-man 1-Hand: Right, Left, Square

Joe Kowalski
Half Barspin Whip: Up, Left, Circle
1-Hand C-bar: Right, Left, Square
S-man 1-H: Left, Right, Circle

MAX PAYNE

Button Codes

Pause the game at any point and enter these codes.

Invulnerability
L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: Invulnerability doesn't always stay on. Watch your health after an auto save.

All Weapons, Full Ammo and 8 Painkillers
L1, L2, R1, R2, Triangle, Circle, X, Square

Unlock Every Level
To unlock all levels, play through subway A1. Then return to the Main menu via soft reset (hold START and hit SELECT). Enter the following button combination: Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose any of them in the Load Levels selection. Choose Continue and load away.

MEDAL OF HONOR: FRONTLINE

Assorted Cheats

The following cheats must be entered from the Pause menu:
Invincibility: Square, L1, Circle, R1, Triangle, L2, SELECT, R2
Inifinite ammo: Circle, L2, Square, L1, SELECT, R2, Triangle, SELECT

Passwords

The following passwords are to be entered in the Password screen that you access from the Options menu:
T P D O M O H T O N: MOHton torpedo
W H A T Y O U G E T: One hit kills
U R T H E M A N: Bullets kill YOU with one hit
B U L L E T Z A P: Immunity to bullets
W H E R E R U: Invisible enemies
G L A S S J A W: Only headshots harm enemies
B O I N G: Bouncing grenades
L O N G S H O T: Sniper zoom for all weapons
M O N K E Y: Automatic gold star for current level
T I M E W A R P: Earn a gold star for previous level
O R A N G U T A N G: Open second mission
B A B O O N: Open third mission
C H I M P A N Z E E: Open fourth mission
L E M U R: Open fifth mission
G O R I L L A: Open sixth mission
B A C K S T A G E D: Unlock gallery item Making of D-Day
B A C K S T A G E T: Unlock gallery item *Making of a Storm in the Port*
B A C K S T A G E R: Unlock gallery item *Making of A Needle in a Haystack*
B A C K S T A G E F: Unlock gallery item *Making of Several Bridges Too Far*
B A C K S T A G E I: Unlock gallery item *Making of Rolling Thunder*
B A C K S T A G E S: Unlock gallery item *Making of the Hornet's Nest*
A N I M R E E L: Unlock gallery item *From the Animator's Desk*
M A G G O T A H O Y: Unlock gallery item *A Good Day to Dye*
D A W O I K S: Unlock everything listed herein

MIKE TYSON'S BOXING

Code Assault

All the codes should be put in at the Press Start title screen. You'll see a confirmation if you've done it.

Unlock the works!
Press Square, Circle, L2, R2

More Custom Boxer Parts
Press L1, R1, X, X, Triangle, X

Big Head mode
Press Square, Circle, Up, Down

Small Head mode
Press Square, Circle, Down, Up

2D mode
Press Down, Up, Circle, Square

Mutant mode
Press Square, Left, Up, Triangle

MLB SLUGFEST 20-03

Various Cheats

On the Today's Match-Up screen, press the Square, X, and Circle buttons the number of times shown to switch the symbols in the three boxes on the screen and then press the direction indicated on the D-pad. For example, if the code is 3,2,1 Down, you will press Square three times, X two times, Circle once and then Down on the D-pad.

Tournament Mode
1,1,1 Down

Unlimited Turbo
4,4,4 Down

Max Speed
0,0,3 Left

Max Power
0,3,0 Left

Rocket Park Stadium
3,2,1 Up

Roman Coliseum Stadium
3,3,3 Up

Eagle Team
2,1,2 Right

Horse Team
2,1,1 Right

Lion Team
2,2,0 Right

Pinto Team
2,1,0 Right

Team Todd McFarlane
2,2,2 Right

Team Terry Fitzgerald
3,3,3 Right

Extra Time After Plays
1,2,3 Up

No Fatigue
3,4,3 Up

Log Bat
0,0,4 Up

Whiffle Bat
0,0,4 Right

Mace Bat
0,0,4 Left

Rubber Ball
2,4,2 Up

16 Softball
2,4,2 Down

Big Head
2,0,0 Right

NO ONE LIVES FOREVER

Level Select

On the main menu screen, move down and highlight the Load Game option. Now press and hold L3 and R3 simultaneously (press in both analog stick buttons and hold them). With these held, press X. This will give you access to the Select Mission screen, where you can choose your starting point for any mission in the game.

PARAPPA THE RAPPER 2

Ninja Star mode

At the Stage Selection screen, hold R1 + R2 and then select a stage.

Skip Opening Stage Cinematics

At the stage selection screen, hold L1 + L2 and then select a stage.

Earn the Blue Hat

Successfully complete the game.

Earn the Pink Hat

Successfully complete the game with the blue hat.

Earn the Yellow Hat

Successfully complete the game with the pink hat.

Song Test

Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels that you finished with a Cool rating.

Bonus Stage

To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1,000 points). You will be brought to Chop Chop Master Onion, who gives you a little bonus game before returning to the Stage Selection map.

Secret Rap About PaRappa

Go though the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through that and go through the part where PaRappa writes his name and wait again. Instead of showing a demo, the colorful noodles will appear on the sides of the screen and the song will start playing.

Sunny's Music Video

Successfully complete the game with the yellow hat, then do the Secret Rap trick. Go through the whole song, then a music video with Sunny singing her intro music on stage will begin.

Control Time of Day

The game places PaRappa's neighborhood at the same time of day indicated by the PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it will be sunset. If you set the time to 11 p.m., it will be dark outside.

PIRATES: THE LEGEND OF BLACK KAT

Random Codes

The following codes can be entered at any time during gameplay:
Invincible Wind Dancer: Hold R1 + R2, hit SELECT, Triangle, L1, X, R3, L2, Square, R3, Circle, L3
Infinite Wind Boost with Wind Dancer: Hold R1 + R2, hit SELECT, L1, R3, Square, L3, Circle, L2, Triangle, X, L3
Upgrade Wind Dancer to Galleon: Hold R1 + R2, hit L2, Triangle, R3, L3, X, Square, R3, SELECT, L1, Circle
Invincible Katarina: Hold R1 + R2, hit X, Circle, L3, Triangle, R3, SELECT, R3, L2, Triangle, L3
Get All Chest Keys: Hold R1 + R2, hit Circle, SELECT, X, Square, R3, L1, L3, L2, Triangle, L3
Get Next Sword: Hold R1 + R2, hit R3, SELECT, L2, L3, Square, X, L1, Circle, L3, Triangle
Get 1,000,000 Gold Doubloons: Hold R1 + R2, hit Triangle, R3, L1, Square, X, R3, SELECT, L3, Circle, L2
All Items Infinite: Hold R1 + R2, hit Triangle, L1, SELECT, L2, R3, L3, Square, X, R3, Circle
Reveal Hidden Treasure on Map: Hold R1 + R2, hit Circle, X, Square, Triangle, L1, SELECT, L3, L2, L3, R3
Reveal All Treasures on Map: Hold R1+ R2 hit R3, X, Triangle, L3, Circle, L1, SELECT, L3, Square, L2

RED FACTION II

Subversive Codes

The following codes must be entered from the Cheats menu:
Unlock Everything: Triangle, Triangle, X, X, Square, Circle, Square, Circle
All Cheats Enabled: Square, Circle, Triangle, Circle, Square, X, Triangle, X
Level Select: Square, Circle, Triangle, Circle, Square, X, Triangle, X
Infinite Ammo: Square, Triangle, X, Circle, Square, Circle, X, Triangle
Infinite Grenades: Circle, X, Circle, Square, X, Circle, X, Circle
Super Health: X, X, Square, Triangle, Square, Triangle, Circle
Reign of Fire Mode: Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle
Extra Gibs: Triangle, Circle, X, Square, Triangle, Circle, X, Square
Expert Difficulty: Square, X, Circle, Triangle, Circle, X, Sqaure, Triangle

SILENT HILL 2

Extra Options

Select Option from the Main menu, and press L1 + R1 to open up the Extra Options menu.

SILPHEED: THE LOST PLANET

Every Weapon Available

As soon as you get to the Title screen, press START. When you get to the Name Entry screen, enter GLOIRE as your code name. After you have done this, go to the Select Weapon screen—you will see that all of the weapons will be available for each side of your ship!

SLEDSTORM

Codes For You

Enter these codes at the Press Start screen while holding down R1 + L1

Unlock All Characters

Circle, Triangle, Circle, Triangle, Circle, Down

Unlock All Sleds

Circle, Square, Circle, Square, Circle, Left

Unlock All Tracks

Circle, Left, Circle, Right, Circle, Up

Unlock Hover Sled

Circle, Triangle, Square, Circle, Triangle, Right

Unlock Everything

Circle, Square, Up, Circle, Triangle, Down

SMUGGLER'S RUN 2

Button Codes

First pause your game. Then enter any of the following codes:

More Time Warp
R1, L1, L2, R2, Right, Right, Right

Less Time Warp

R2, L2, L1, R1, Left, Left, Left

Get Invisibility

R1, L1, L1, R2, L1, L1, L2

Get Rid of Gravity

R1, R2, R1, R2, Up, Up, Up

Get Light Cars

L1, R1, R1, L2, R2, R2

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the Main Menu:

K O A L A: Opens all combat controls

I M I A R M A S: Opens all stages

H E A D E X P L O D Y: Opens Pinhead Bowling mode

A R A C H N I D: Unlocks all above options, plus Gallery extras

G I R L N E X T D O O R: Opens Mary Jane as a playable character

H E R M A N S C H U L T Z: Opens Shockers as a playable character

S E R U M: Opens a scientist as a playable character

K N U C K L E S: Opens a thug as a playable character

S T I C K Y R I C E: Opens another thug as a playable character

T H U G S R U S: Opens yet another thug as a playable character

F R E A K O U T: Opens still a fourth thug as a playable character

C A P T A I N S T A C E Y: Opens a helicopter pilot as a playable character

R E A L H E R O: Opens a security guard as a playable character

O R G A N I C W E B B I N G: Gives you unlimited web fluid

C H I L L O U T: When playing as Green Goblin, your glider will never overheat

R O M I T A S: Allows you to skip levels from the pause menu

D O D G E T H I S: Unlocks *Matrix* mode

S P I D E R B Y T E: Shrinks Spider-Man by a considerable degree

G O E S T O Y O U R H E A D: Big Head mode

J O E L S P E A N U T S: Big Head mode for enemies

U N D E R T H E M A S K: Unlocks first-person view mode

SPYHUNTER

Random Secrets

These codes are to be entered as if you were creating a new player profile for the game. After you enter them, you'll bounce back to the Main menu without having created an actual profile. You can view the movies you unlock by going into System Options from the Main menu, and selecting Movie Player from the Options menu Below are the codes:

W W S 4 1 3: Opens *Early Test Animatic* movie.

S C W 8 2 3: Open *Spy Hunter Concept Art* movie.

M A K I N G: Opens *Making of Spy Hunter* movie.

S A L I V A: Opens *Saliva: Your Disease* movie.

G U N N: Opens *Saliva: The Spy Hunter Theme* movie.

SSX

Button Codes

On the Rider Select screen, press Square to access the options. Next, press and hold L1 + L2 + R1 + R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything

Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards, and courses in the game.

All Attribute Points

Circle, Circle, Circle, Circle, Circle, X, Triangle, Square

Crazy Runners

Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints

Circle, X, Circle, X, Circle, X, Circle, X. On the Loading screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR WARS: STARFIGHTER

Password Codes

On the Main Menu, access the options, then go to Code Setup. Now enter the following passwords to unlock each cheat as shown.

Unlock All Levels

OVERSEER (This will give you everything except the bonus multiplayer missions)

Bonus Multiplayer Missions

ANDREW

Secret Ship for Bonus Missions

BLUESNF

Disable Cockpit Display

NOHUD

Ship and Cast Pics

HEROES

Preproduction Art

PLANETS

Pictures of Simon

SIMON

Development Team Pics

TEAM

View Credits

CREDITS

Invincible mode

MINIME

Jar Jar mode

JARJAR (This will reverse your ship's controls.)

Director mode

DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)

Christmas FMV

WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STATE OF EMERGENCY

Unlock Characters

Unlock Spanky: Right, Right, Right, Right, Triangle

Unlock Freak: Right, Right, Right, Right, Circle

Unlock Bull: Right, Right, Right, Right, X

Unlock Weapons

AK47: Left, Right, Down, R2, Triangle

Flame Thrower: Left, Right, Down, R1, Circle

Grenade: Left, Right, Down, R2, Square

Grenade Launcher: Left, Right, Down, R1, Square

M16: Left, Right, Down, R2, Circle

Minigun: Left, Right, Down, R1, Triangle

Molotov Cocktail: Left, Right, Down, R2, X

Pepper Spray: Left, Right, Down, L1, Square

Pistol: Left, Right, Down, L1, Triangle

Rocker Launcher: Left, Right, Down, R1, X

Shotgun: Left, Right, Down, L2, Triangle

Tazer: Left, Right, Down, L1, Circle

Tear Gas: Left, Right, Down, L1, X

Random stuff

Big Player: R1, R2, L1, L2, Triangle

Little Player: R1,R2,L1,L2,X

Regular-sized Player: R1,R2,L1,L2, Circle

Infinite Ammo: L1,L2,R1,R2,Triangle

Infinite Time: L1, L2, R1, R2, O

Complete Current Mission: Left, Left, Left, Triangle

Invulnerability: L1, L2, R1, R2, Square

Looting on the Rise: R1,L1,R2,L2,Triangle

Punches Decapitate: L1, L2, R1, R2, X

STREET HOOPS

Ill Codes

As you'd expect, enter all these codes inside the fancy Cheat menu boxes.

Block Party

R1, Circle, L2, R2

Power Game

R2, Circle, L2

Black Ball

R2, R2, Circle, L2

Red, White, and Blue Ball

Circle, R2, Square, R2

Clown Outfits

Square, L1, Square, Circle

Tuxedo

L2, L2, Circle, Square

Pimp Costumes

R1, Square, Circle, L2

Cowboy Clothes

Circle, R2, R2, R1

Kung-Fu Outfits

Circle, Circle, Square, L1

Santa Claus

R2, L2, R2, L2

STUNTMAN

Unlock Stuff

From the Main Menu screen, choose the Stuntman Career option. Next, choose the New Game option and on the Password screen, enter any one of these codes for the results as shown. (Note: All of the codes are case-sensitive, so be sure to enter the upper and lower case letters exactly as shown to get the code to work)

Access All Cars

Put in spiDER as your code to unlock every car in Training mode and Stunt Constructor.

Access All Toys

Put in MeFF as your code to unlock all of the toys in the Stunt Constructor.

SUPERMAN: SHADOW OF APOKOLIPS

Assorted Codes

Codes must be entered from the Cheats section in the Options menu:

J O R E L: Infinite superpower

S M A L L V I L L E:: Infinite health

L A N A L A N G: Opens all movies

L A R A: Opens all biographies

TONY HAWK'S PRO SKATER 3

Backdoor Codes

Go to the Main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear a sound if you've entered it correctly. Now start a new game and pause once gameplay has started. There will be a new option between called Cheats available. Select it to open a cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X Button.

Random codes

Y O H O M I E S: Opens all secret skaters

P U M P M E U P: Maxes the stats of current skater

P E E P S H O W: Opens all movies

R O A D T R I P: Automatically completes all career goals for current skater, plus opens all levels

M A G I C M I S S I L E: Performs the effects of all above codes.

TWISTED METAL: BLACK

Button Codes

In the middle of the game, press and hold L1 + L2 + R1 + R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on Classic before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability

Up, Down, Left, Right, Right, Left, Down, Up

God mode

Up, X, Left, Circle

Killer Weapons

X, X, Up

Mega Guns

X, X, Triangle

Weapons for Health

Triangle, X, Square, Circle

New View for Weapons

In the game, press Right + SELECT to get a different look for your weapon icons.

VIRTUA FIGHTER 4

Created Character Tricks

The following tricks can only be done with a created character. To create a character, choose Data Files from the Main menu and pick New Player. From the New Player menu, create an AI file and then save.

VF1 Models

In order to get character models styled after the first *Virtua Fighter* game, have a created fighter reach at least the first Dan ranking. Next, select that fighter, then hold Punch and Kick until the match begins.

Classic Victory Poses

Have a created fighter reach the second Dan rank. Hold Punch, Kick, and Guard during the replay after winning to see the classic pose from the first *Virtua Fighter* game.

Classic Victory Poses, Part 2

Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.

Bonus Stages for VS. mode

Unlock the following bonus stages by reaching the corresponding rank level with a created character.

Training Stage 1

First Dan ranking

Training Stage 2

Fifth Dan rank

Training Stage 3

Monarch rank

Play as Dural in VS. mode

Defeat Dural in Kumite mode with a created fighter.

WIPEOUT FUSION

Random Codes

From the Main Menu screen, choose the Extras option and then choose the Cheats option. On the password screen, enter the button configurations on screen as shown.

Superfast Ship

Square, X, X, X, Triangle

Retro Planes

X, Circle, Triangle, Square, X

Infinite Weapons

Triangle, Circle, X, Circle, Square

Animal Ships

Triangle, Circle, Circle, Triangle, X

Features Unlocked

X, Triangle, Circle, Triangle, Circle

Minishipps

Circle, Square, Square, X, Circle

ZONE OF THE ENDERS

Versus mode

To open up the Versus mode, enter the following code at the Title screen: Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. If you've entered the code correctly, a special sound effect will play. You can select the Versus mode from the Main menu.

Trade Level for Health/Ammo

You can trade an experience level for a refill of health and ammo at any point during the game. Simply pause the game and enter the following code: L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Note that this code will not work if you are already at

level one.

GAME BOY ADVANCE

ADVANCE WARS

Increased Difficulty

On the select mode screen, choose VS. Mode and pick a New Game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a preproduction version of the game and is subject to change.) From the Main Menu screen, choose Data Select. Begin a new game, and on the Name Entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. Magician will replace Vampirekiller in the upper-left hand corner.

Fighter mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. Fighter will replace Vampirekiller in the upper-left hand corner.

Shooter mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. Shooter will replace Vampirekiller in the upper-left hand corner.

Thief mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. Thief will replace Vampirekiller in the upper-left corner.

CRUISIN' VELOCITY

Everything Unlocked

From the Main menu, access the Password option. Enter these codes to get to new levels in the Single Player Freestyle mode.

Holland Open
HLDDSNST

Holland, Ireland and Alaska Open
HLDDNRLN

All Levels Open
HLDDHVGD

DOOM GBA

Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right shoulder buttons simultaneously, then (while still holding down L + R) enter the button code as shown.

Advance Levels
A, B, A, A, B, B, A, A. You will advance about five levels, depending on the current level.

All Weapons, Items, Keys
A, B, B, A, A, A, A, A

Radiation Suit
B, B, A, A, A, A, A, A

Invincibility
B, B, B, A, A, A, A, A

God mode
A, A, B, A, A, A, A, A

Computer Map
B, A, A, A, A, A, A, A

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).

Berserk mode
B, A, B, A, A, A, A, A

EARTHWORM JIM

Level Skip

Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?
SELECT, R-Shift, B, Down, L-Shift, B

Down the Tubes
Up, L-Shift, Down, A, R-Shift, A

Snot a Problem
R-Shift, Up, SELECT, L-Shift, R-Shift, Left

Level 5
R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift

For Pete's Sake
Right, Left, R-Shift, L-Shift, A, R-Shift

Buttville
L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT

ECKS VS. SEVER

Ecks Level Passwords

Level 2
EXTREME

Level 3
EXCITE

Level 4
EXCAVATE

Level 5
EXCALIBUR

Level 6
EXTORT

Level 7
EXPIRE

Level 8
EXACT

Level 9
EXHALE

Level 10
EXHUME

Level 11
EXONERATE

Level 12
EXPEL

Sever Level Passwords

Level 2
SEVERE

Level 3
SURVIVE

Level 4
SAVANT

Level 5
SUFFER

Level 6
SULPHER

Level 7
SERVE

Level 8
SEETHE

Level 9
SEVERAL

Level 10
SEVERANCE

Level 11
SAVAGE

Level 12
SACROSANCT

FINAL FIGHT ONE

Unlocking Secrets

On the mode Select screen, highlight and access the Options screen. Move down, highlight Exit and press A. You will be on the Battle Point screen, which gives you goals for unlocking secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50
Alpha Guy

200
9 Lives

500
Alpha Cody

800
Stage Select

1,300
Color Change

2,000
Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight Next and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GT ADVANCE: CHAMPIONSHIP RACING

Button Codes

On the title screen, press and hold the L-Shift + R-Shift buttons, then enter one of the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1
Hold Right and press B

Extra 2
Hold Left and press B

Ending Credits
Hold Up and press B

GT ADVANCE

All Cars Available

On the Title screen (where Press Start Button is flashing), press and hold L-Shift + R-Shift + Up + Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack, and Practice mode will open.

Every Track Open

On the Title screen (where Press Start Button is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack, and Practice mode will open.

All Tune-Ups Available

On the title screen (where Press Start Button is flashing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack, and Practice mode will be open.

ICE AGE

Choose the Password option and enter these codes for the results shown here.

Stage Passwords
Stage 2: PBBQBB
Stage 3: QBCQBB
Stage 4: SBFQBB
Stage 5: DBKQBB
Stage 6: NBTQBB
Stage 7: PCTQBB
Stage 8: RFTQBB
Stage 9: CKTQBB
Stage 10: MTTQBB

Stage Select
NTTTTT

Art Gallery
MFKRPH

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

Konami Code Cheats

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's Title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in *Frogger*.

Scramble

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.

Time Pilot

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level in *Time Pilot*.

Gyruss

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for *Gyruss*.

Yie Ar Kung-Fu

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two-player game or after a one-player game in *Yie Ar Kung Fu*.

Rush'n Attack

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get six lives in *Rush'n Attack*.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original *Mario Kart* on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

NBA JAM 2002

Open Courts and Playoffs

From the Main menu, choose Season Game mode. Now select Password and enter the following codes:

Beach and Street Courts
LHNGGDBLBJGT

Playoffs
MKJLBFQBLDGH

(Note: You will be in the playoffs as the Toronto Raptors.)

NFL BLITZ 20-02

Unlimited Turbo

From the Main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

PITFALL: THE MAYAN ADVENTURE

Level Select

On the Title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug

To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues

Use up all three of your lives in the first level. When the Continue screen appears, press B, B, B. The counter will change to 9 and stop counting down. This will give you an unlimited amount of continues.

99 Weapons

On the Title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select. The Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

READY 2 RUMBLE BOXING: ROUND 2

Button Codes

Enter the following codes from the Main menu screen. You'll hear a cheering sound if done correctly.

Rumble Man
Left, Left, Right, Left, Right, Right, Left, Right, Left, L-Shift + R-Shift

Shaquille O'Neal
Highlight Survival and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L-Shift + R-Shift

Michael Jackson
Highlight Arcade and press Left, Left, Right, Right, Left, Right, L-Shift + R-Shift

SONIC ADVANCE

Classic mode Sonic

Use this code to have Tails follow you during the game like he did in Sonic 2 & 3. Input this button sequence at the character select screen. Highlight Sonic and press Up. Move over to highlight Tails and press down. Next, highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now during gameplay, Tails will follow your every move!

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in bold) and what they open up.

W7HV1
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open

W7HZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor

W70ZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open

080ZG
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open,Web Compressor, Chemcorp Open, Left Wrist Container

Z787K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open

ZV87K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container

ZV7Z2
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit

ZV3Z0
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit

HV37K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open

JV37H
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt

JV310
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit

JV31
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit. Mysterio Defeated

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the Main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly

Cheats Opened
Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available

Smiley Face Blood
Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down

No Blood
Gold the R-Shift button and press B, Left, Up, Down, Left, START, START

Constant Zoom In and Out
Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START

Unlock Spider-Man
Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes)

Level Select
Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down

Level Select and Lotsa Money
Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left

URBAN YETI

Secret Menu

Are you ready to Yeti? If you're addicted to this bizarre game but are having trouble servin' up burgers at the soup kitchen or herding all those chickens, then we have a code for you. At the Title screen, select Continue and enter the password TONYGOLD (one of the main madmen behind this game). If you entered the code correctly, you'll have access to a secret menu, where you can select your level and difficulty, and even listen to the game's music and sound effects.

PC

AGE OF MYTHOLOGY

Codes of Legend

Press enter, and type the following codes in the field:
ATM OF EREBUS: Get 1000 Gold
BAWK BAWK BOOM: Get a chicken-meteor god power
CHANNEL SURFING: Advance to next scenario in the campaign
CONSIDER THE INTERNET: Slows down units
DIVINE INTERVENTION: Refreshes a previously used god power
FEAR THE FORAGE: Gives you the power of a walking berry bush
GOATUNHEIM: Grants you god power that turns all units to goats
I WANT TEH MONKEYS!!!1!: Summons a gang of monkeys
IN DARKEST NIGHT: Changes day to night
ISIS HEAR MY PLEA: Summons heroes
JUNK FOOD NIGHT: Get 1000 Food
LAY OF THE LAND: Reveals map
L33T SUPA H4X0R: Fast build
MOUNT OLYMPUS: Full favor
O CANADA: Summons a laser bear
PANDORAS BOX: Get random god powers
RED TIDE: Makes the water red
SET ASCENDANT: Shows all the animals on map
THRILL OF VICTORY: Win game
TINES OF POWER: Summons a forkboy
TROJAN HORSE FOR SALE: Get 1000 Wood
UNCERTAINTY AND DOUBT: Hides map
WRATH OF THE GODS: Grants you Lightning Storm, Earthquake, Meteor, and Tornado god powers
WUV WOO: Summons a flying purple hippo

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes

Enter into the Hitman2.ini file the following entry:
EnableCheats 1. Then, from gameplay, type in the following lines:
IOISLO: Slow motion mode On/Off
IOIER: Bomb mode On/Off
IOIHITLEIF: Full health
IOIHITALI: Ali mode On/Off
IOILEPOW: Lethal charge mode On/Off
IOIGRV: Gravity On/Off
IOINGUN: Nailgun mode On/Off
IOIPOWER: Megaforce
IOIGIVES: All weapons and items
IOIRULEZ: Godmode On/Off

NEVERWINTER NIGHTS

Codes of Honor

To enter these codes, you need to open the nwn.ini file in the game's directory and add the following line to Game Options: Debug mode=1. Once you do this, you can access the command console from the game by hitting the tilde (~) key. In the console field, type in DebugMode1 to enable cheats.
You can now access the console by pressing the tilde (~) key, and typing in DebugMode1 to enable cheats.

Up Your Stats

Up Strength: SetSTR NUMBER (example: SetSTR 18)
Up Dexterity: SetDEX NUMBER
Up Constitution: SetCON NUMBER
Up Intelligence: SetINT NUMBER
Up Wisdom: SetWIS NUMBER
Up Charisma: SetCHA NUMBER
God Mode: dm_god
Tiny Horse: dm_mylittlepony
Get Gold: dm_givegold NUMBER
Get XP: GiveXP NUMBER
Up Level: GetLevel NUMBER

RETURN TO CASTLE WOLFENSTEIN

Get Your Codes on

To access these codes, you have to create a special shortcut of the game's executable on your desktop. Right click on it, and select Properties, then add the following to the target line: + set sv_cheats 1. Click OK, then start the game using the desktop shortcut.
While playing, hit the ~ key, and enter the following cheats:
Commit suicide: /kill\
Enemies won't attack: /notarget
God mode: /god
Get all weapons: /give all
Get full armor: /give armor
Get full health: /give health
Get full stamina: /give stamina
Get unlimited stamina: /nofatigue
Oldschool *Wolfenstein* interface: /cg_uselessnostalgia 1
Walk through wall: /noclip

Level Skipping

Start the game with the alternate shortcut, and hit the ~ key. In the cheat console, enter the following line: /spdevmap MAPNAME. Here is the list of maps:

escape1
escape2
tram
village1
village2
crypt1
crypt2
church
boss1
forest
rocket
dam
chateau
dark
dig
castle
end
beach
village
boss2
rocket
baseout
assault
factory
trainyard
norway
xlabs
wine
wine2
wine3

WARCRAFT III

Tricks of the Gods

Press Enter, and type the following codes into the field. If you've done so correctly, Cheat Enabled will appear onscreen:

Fast build: warpten
Die faster: iocainepowder
Get gold: keysersoze AMOUNT (example: keysersoze 10000)
Get lumber: leafittome AMOUNT (example: leafittome 10000)
Cannot win: itvexesme
Change to day: riseandshine
Change to night: lightsout
Upgrade all gear 1 level: sharpandshiny
Disable tech tree: synergy
Level select: motherland RACE LEVEL (example: orc 03)
Remove food limit: pointbreak.
Can't lose: strengthandhonor
Get all research: whoisjohngalt
Unlimited mana: thereisnospoon
Reveal map: Iseedeadpeople
Invincible, one-hit killing units: whosyourdaddy

TOP TEN CONSOLE FIRST-PERSON SHOOTERS

There's a ton of FPS games out there. These are the ones that you must play

1 ***Halo*—Xbox**
This is arguably the best Xbox game on the market. Dazzling visuals, a perfect control setup, an interesting story, and awesome multiplayer modes. Sweet!



2 ***007 GoldenEye*—N64**
If you aren't a PC gamer, this was probably your first experience with first-person shooters. It's an awesome game that's loads of fun to play—even today.



3 ***Half-Life*—PS2**
A solid port of one of the most popular PC games of all time; this adventure casts players as average Joes, not superheroes. A great story adds a lot.



4 ***TimeSplitters 2*—PS2, GC, Xbox**
Wacky characters, lightning speed, a decent one-player mode, and the best multiplayer action you can find on the PS2 and GC. It's a must-have.



5 ***Perfect Dark*—N64**
This comes very close to matching the quality of *GoldenEye*. If only it didn't have slowdown problems and crappy characters (Elvis the alien?).



6 ***Unreal Championship*—Xbox**
This is the best online FPS for console gamers. The Chat option is sleek, and so is the action, which supports up to 16 players simultaneously.



7 ***Red Faction*—PS2**
THQ's take on the genre may not be pretty, but it's tight from a gameplay standpoint, and that's what's important. You get to blow stuff up good.



8 ***Star Wars Jedi Knight II*—Xbox, GC**
Admittedly, this entry is more of an action title than a shooter (lightsabers don't, um… shoot), but the game's too darn good not to put on this list.



9 ***Duke Nukem*—PS1, N64**
The monsters are chunky and pixilated, the humor is third grade stuff, and the hero is moronic—but jetpacking around is incredible fun, so all is good.



10 ***Tribes Aerial Assault*—PS2**
Tribe's gravity-defying gameplay made over quite faithfully, and the online play is a blast. Too bad it's tough to communicate.





CRAP FROM THE PAST

Old games that stink it up!

Home Improvement (SNES)—1995

After Tim Allen got arrested on drug charges and before he starred in the recent movie, *The Santa Clause 2*, he starred in a hit TV series called *Home Improvement*. As you probably know, Tim played Tim "The Tool Man" Taylor in that series, the host of a, well, home improvement show. During *Home Improvement*'s eight-year run, The Tool Man never ran through a haunted house, ancient Egypt, or a prehistoric jungle while using a staple gun to ward off the many predators that attacked him. Yet, that didn't stop Absolute Entertainment from creating an entire game based around that premise. What's next? A *Seinfeld* first-person shooter? *Super Friends Melee*, a game that pits Phoebe against Ross in a battle to the death? This title is proof that one should not look toward sitcoms as the basis for a videogame.





HOT or NOT

GameNOW tells you what to like

■ PLATINUM GAMECUBES
These things are just slick looking…and they go so well with our Platinum GBAs.

■ HIDDEN NES GAMES IN ANIMAL CROSSING
We've gotten some insider tips from Nintendo that they're in there. We just wanna know which games!

■ DRAGON BALL Z ON PS2
What's this? A *DBZ* game that's actually fun to play? We never thought we'd see the day…

■ BEING IN CALIFORNIA DURING DECEMBER
Back at our old office, it's frickin' freezing. Out here in sunny California, we're livin' the sweet life.

■ NO GAMECUBE KEYBOARD AT PHANTASY STAR ONLINE'S LAUNCH
PSO's just not as much fun to play without an easy way to chat online.

■ THE CAT IN THE HAT MOVIE
Have you seen the pictures of this? Mike Myers in a few dozen pounds of frightening-looking makeup and primed to ruin one of our favorite children's books.

■ NON-LETTERBOXED DVDS
Hey, movie companies, if you must release a movie in the crappy pan-and-scan mode, you should always—*always*—release it letterboxed as well.

GAMERDEX

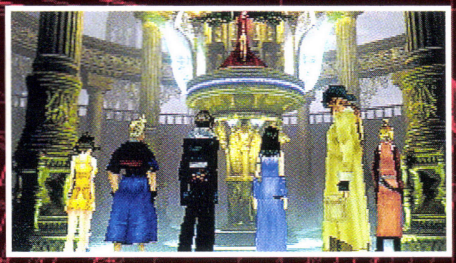
We've discovered many types of gamers out in the wild. Which one are you?



Illustration by Colin Adams

CODE-DEPENDENT GAMER

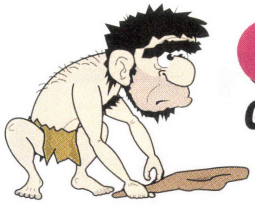
Mainstream System(s) of Choice:
Anything with a GameShark
Hardcore System(s) of Choice:
Anything with a Game Genie
Habitat:
On the Net searching for codes
Greatest Ally:
Casual Gamer
Fiercest Enemy:
Elitist Gamer
Mating Call:
"I've found a code to revive Aeris"
Diet:
Shark meat, Cheetos
Fondest Memory:
Making up his own Game Genie codes
Evolves Into:
Social Gamer (but only after finding out that games are fun without cheating)
Dreaming of:
Infinite life...for real!
Rarity:
Common



Code-Dependent Gamer was discovered by Kevin Kostka.

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."

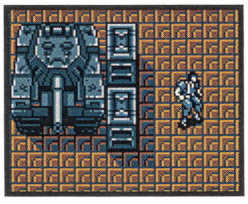


GAMING EVOLUTION

Games and characters that endured through time

Solid Snake (1987-Present)

IN THE BEGINNING
Metal Gear (1987)
Snake began his career on a Japanese game system called the MSX. The first Metal Gear*, and its stealth-oriented gameplay, was then ported over to the NES.*



GROWING UP
Metal Gear Solid (1998)
The Metal Gear *series had faded into obscurity until Konami revived Snake in this incredible game. It's still one of the best PS1 games ever made.*



CURRENT SUCCESS
Metal Gear Solid 2: Substance (2002)
Substance *takes everything that was good about* MGS2 *(which is a lot) and adds even more to it. And hey, it's* Metal Gear *on Xbox. How cool is that?*



MOST EMBARRASSING MOMENTS
Snake's Revenge (1990) *and* Raiden (Metal Gear Solid 2) (2001)
In Japan, there was a Metal Gear *sequel called* Metal Gear 2: Solid Snake. *The United States never saw that game. Instead, we got the horrible, made in America,* Snake's Revenge. *In it, Snake fought against the evil (we are not making this up) Higharolla Kockamamie. Bad.* Metal Gear *creator, Hideo Kojima, had nothing to do with this game (go figure). Snake was also shamed in* MGS2*, when pretty boy Raiden took over as the star of the game.*





Sorry, Snake, you're just not pretty enough to star in videogames anymore.



What If?



Remember Giuseppe Contelli? He's the lad from Amsterdam whose wacky "What Ifs?" have made him a fan favorite in *EGM2*, *Expert Gamer*, and *GameNOW* (check out *XG* #88 for the full scoop on Giuseppe)? Well, we've gotten so many positive responses to the "What Ifs?" that we're making them a regular feature. So dive in. Enjoy. Just don't stay too long, lest madness set in.

What If...

- The Animal Leader only knew the Angry Chicken Attack from *Zelda 64*?
- The Gameshark had to do the next *Super Mario Bros.* movie?
- His reward was a Yoshi Ride in Blast Corps?
- *Final Fantasy X-2* had Micro Machines in tents?
- The Wallmaster did carry Dr. Robotnik all the way back to his junkyard and had to tear him apart first?
- The Devil May Cry when he was turned into a boney Koopa Troopa while visiting one of Bowser's Kids Castles?
- Mr. Game & Watch did open the *Doom* backpack and got hit by a Light Arrow from behind?
- *Return Fire* had to make a U-turn and died out?
- The Fludd and the Poltergust3000 did an *Alone in the Dark* in the future called Toilet Lights?
- The Light Gun was hidden in *Metroid Prime* and the Duck Hunter was the Chozo Statue in search of it?
- Tiny Tank and Nevi went on a Yoshi's Safari and saved *Duck Hunt*? (Thanx a fairy!)
- *Run Like Hell* ruined the Cyberdemon's Lair and the Lemmings had to rebuild it into a Dragon's Lair?
- They made a King's Field of *Kingdom Hearts* and it turned out to be King Hippo's?
- Blinx the Cat went back in time to swap Bubsy the Bobcat with a fish in a bottle and had to go through Mario Paint?
- Sonic went to Hyrule, got his feet stuck on Skulltula Soild, got pulled down, and emerged as Mickey's Castle?
- *18 Wheeler* featured the 10 Commandants and 8-Ball?
- Lara took a Magical Vacation and had to stay in Hotel Mario due to a Fludd Flood, and in it they got only *Frogger* menus?
- *Lemmings* got hit by an earthquake? (Dancing Epona!)
- Luigi did a Meet & Greet in *Earthbound* and became *Ghoul & Ghost*? (Now he can stick around for a very long time!) (Mario: "My brother never listened to me. He irritated me for so long, but then it was my turn to roll the dice at our party, and I gave him a HUGE game for his own good!!!")
- Sly Cooper and Blinx the Sphinx invaded Mario's Time Machine to get into Hyrule Castle, got caught and became Cracks in the Wall? (Now the Wallmasters have their own Pets!)

FAN LETTER ART

Where a little creativity and a stamp can make you famous!

Send your letter art submission to: GameNOW Letter Art, 101 Second St., 8th Floor, San Francisco, CA 94105. (Please use a #10 envelope.) All entries become the property of ZD Inc. and will not be returned. First place gets a prize!

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Boise, ID





2ND PLACE
Amanda Johnson
Mission Viejo, CA



3RD PLACE
Angel Chavez
Las Cruces, NM

FAN CHALLENGE

We set the task, you waste time trying to do it. Sweet.

You thought Sephiroth was a pain in the neck in Final Fantasy VII? You ain't seen nuthin' yet. He's the ultimate badass in Kingdom Hearts—even seasoned players get their heads handed back to them within seconds. Do you have what it takes to topple him?



Hope you have plenty of magic on hand for healing—every attack from Sephiroth reduces your health bar to almost nothing. You'll need skill and luck to beat this flower-girl killer.

STEPPING OUT OF THESE PAGES AND INTO YOUR HOMES!

Join Shoe and the rest of the Game Group editors as they invade your screen with the latest game news and releases that will jumpstart your weekend!

Tune in every Thursday 7:45 pm ET/ 4:45 pm PT
to HOT**WIRED**'s Big Video Game Hunting hosted by Renay San Miguel
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A LOOK AT UPCOMING ZIFF DAVIS PUBLICATIONS

GAMENOW — FEBRUARY 2003

On Sale January 21



Kamehameha!!

Dragon Ball Z: Budokai is coming to PS2 in what promises to be the best game yet based on the popular anime series. Just reading our preview in this issue is enough to know that this game deserves more. And we'll deliver it: a multipage strategy guide, including boss strategies and codes. After reading this, you'll be able to beat everyone—even Hercule! :)



AD-VICE CITY
We shushed our little siblings out of the room so we could play through GTA: Vice City. *The result: a 14-page blowout strat—'80s style!*



STEALTHY LIVING
Super strategies and tips for your favorite stealth-based games: Metal Gear Solid 2: Substance, Splinter Cell, *and* Hitman 2.



THE RETURN OF...
Who is this mysterious shadow? Does he come for vengeance or just good games to play? Find out next issue.

COMPUTER GAMING WORLD

On Sale January 7



BEST GAMES OF 2003
2002 was a phenomenal year for PC games. Will 2003 be even better? *CGW* makes predictions for the best games you'll be playing next year.

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- Unreal 2
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- Civ III: Play the World

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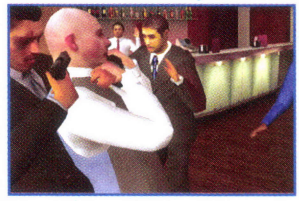


EXCLUSIVE: DRIVER 3
This megahit series pioneered open-ended, drive-anywhere, be-a-bad guy gameplay. Can it compete with *Vice City*? Find out here!

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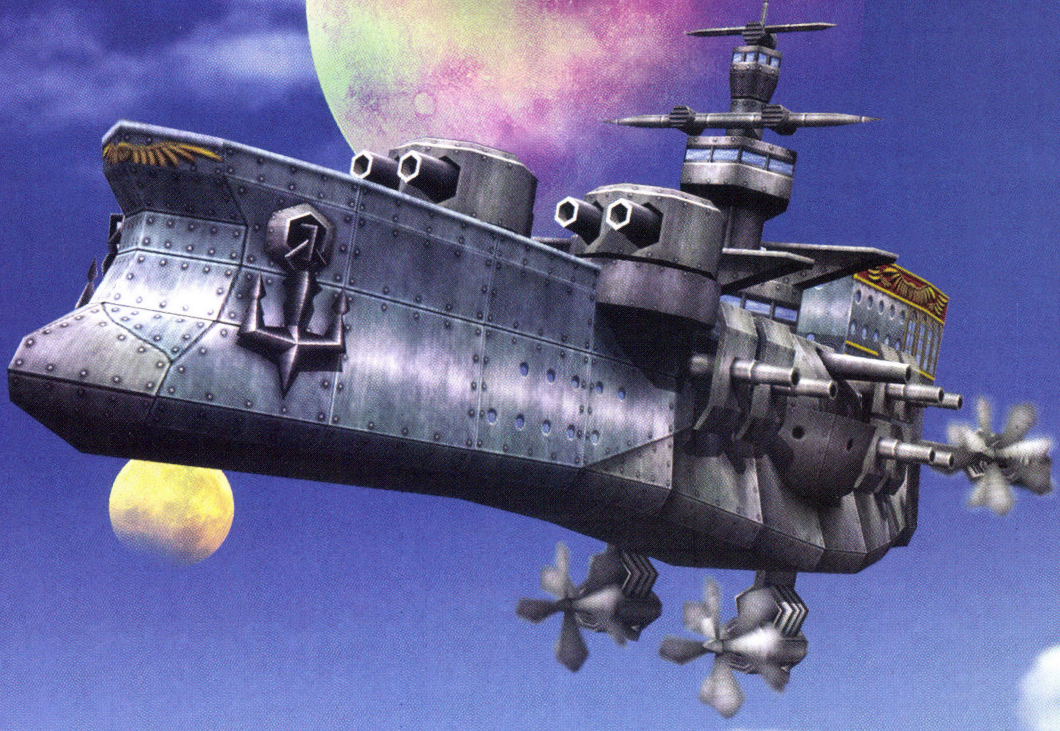


THE GETAWAY
No, it's not like *GTA*, but it *is* incredibly cool. Think of it as a Guy Richie movie you can play. *OPM* has a huge blowout feature plus a massive demo on the DVD!

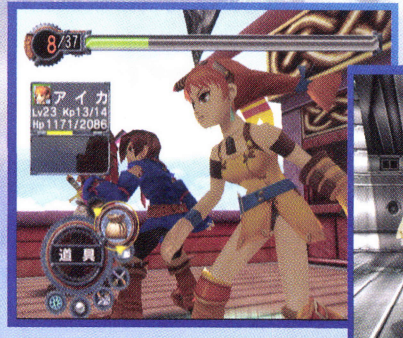
PLUS:
- Check out our brand-new look!
- Best demo DVD yet!

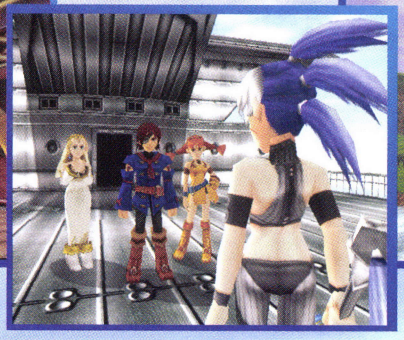
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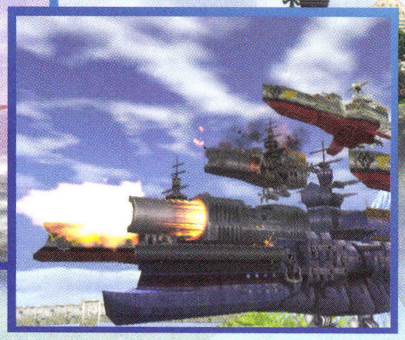


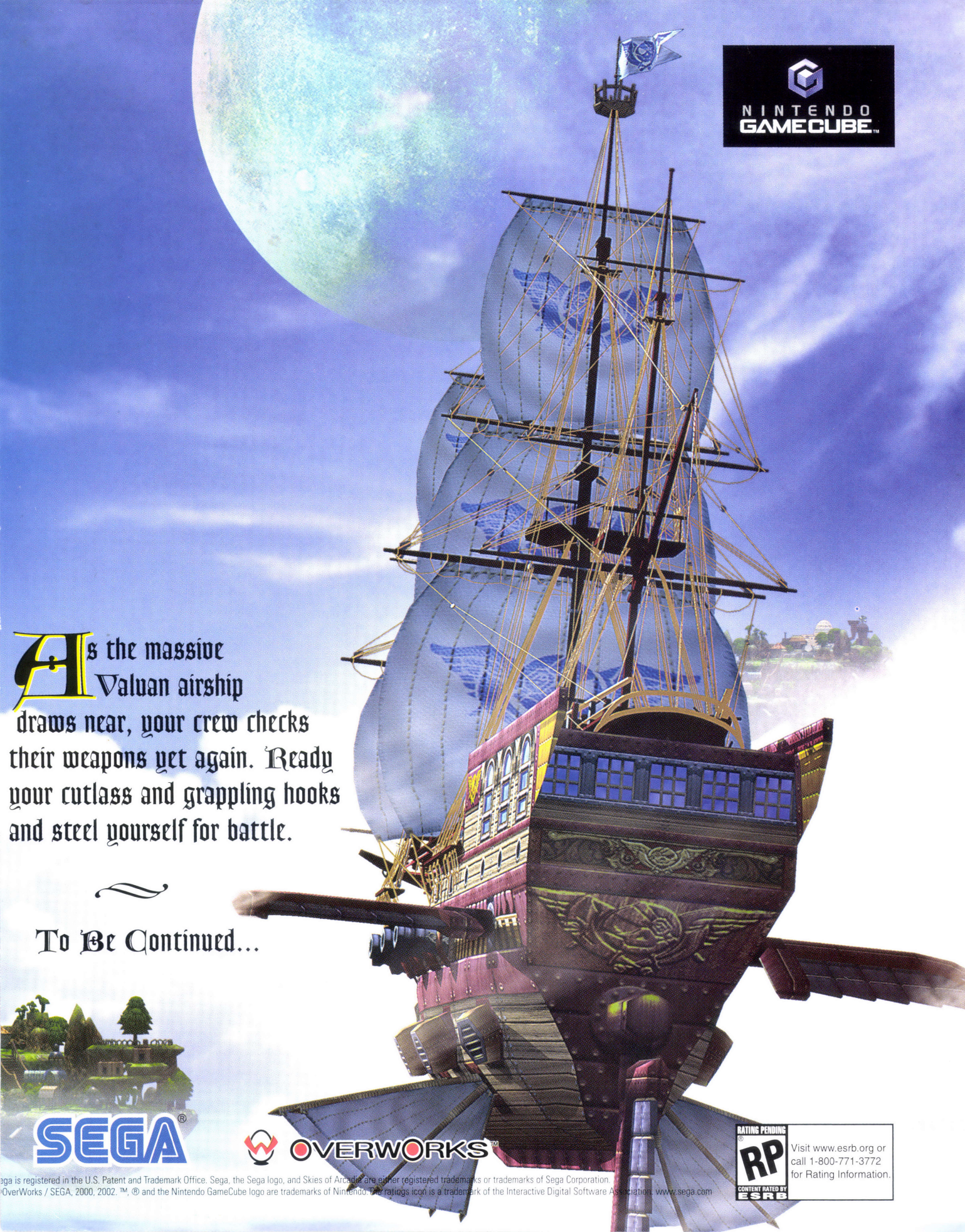
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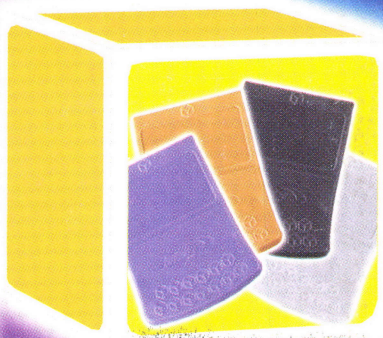
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