


REALLY BIG MONSTERS, REALLY BRUTAL FIGHTS. Imagine a classic 1950 s monster movie with a modern twist, no guys in rubber suits, no bad actors, no subtitles. You're a 100 -foot monster and you're looking for a fight. Roam through striking cityscapes, toss cars, swing girders and launch debris. Everything around you is a weapon. Trigger tidal waves and earthquakes; destroy everything in your path. Hope you have the will to win. And a good dental plan. ONLY THE MEANEST MONSTER SURVIVES.



PlayStation.2

- $B$





#  





EE or
 IO
 R S B3ST 1SS.Jo 3 3VAR!

What the holy, hoppin' freak-out happened to GameNOW? It got this whole, like, redesign. swear, I had nothing to do with it. Phil??!!
But, hey, it looks pretty teh-awesome. It's cleaner, livelier, and more colorful than ever. The screenshots are bigger and better. And it has these cool little sidebar icons. Gosh, but it does look good. Andrew and Nicole, GameNOW's art team, did an amazing job.
We hope you all like GameNOW's new look. C'mon, be honest-you know you do! It's the same, fun monthly adventure you've always loved, with a little nip and tuck (but please stop us when we start wearing facemasks).

## VALLAS AND MAZUREK

## KNOW STRATEGY:

GameNOW is No. 1 in game tips and strategy (at least alphabetically). Why? Because we find the best talent to do our guides. In this

Ignore the ravings of this fool! I have returned, and from now on, I will control the workings of this magazine from the shadows! These weak-willed wretches will soon know the true meaning of strength!
issue, please give it up for Mike Vallas and Jim Mazurek. They created the absolutely extraordinary GTA: Vice City strategy guide. Read through it. Your life will change, just as ours have.

Expect more Vallas/Mazurek originals in future issues. And be sure to check out their challenge at the end of the guide (page 77). You could win some tight GTA: VC merchandise from Rockstar. That is, if you're goodz enuff.

SPECIAL THANKS: While I'm hanging around the gush fountain, I'd like to make a quick shout-out to the fine folks at Prima Games for their help in supplying fine strategies. This issue, marvel at the Dragon Ball $Z$ and Splinter Cell guides. Kamehameha!

## ZELDAS COMING Ethan's been

 playing Link's next great adventure. Check out the Gallery for an awesome prelim look.-Tom Nook

## O MEET THE EDITORS



## TOM BYRON

Editor-in-Chief
Now that Sushi- $X$ is on staff, Tom realizes that if the GameNOW editors really were to get into a fight, Sushi would win. The goat wouldn't stand a chance. Dumb goat.


SUSHI-X
Editor
After a long hiatus in which he traveled to places beyond imagination and battled forces too foul for words, Sushi-X is back and has made GameNOW his permanent home. Rejoice in his true, ultimate power.


CARRIE SHEPHERD Managing Editor Carrie talks a good game, but she actually prefers nonviolent methods of defeating enemies. Weapon of choice: a net. It's not so great in Vice City, but she prefers catching monkeys anyway.


MITUEL LOPEZ
Strategy Editor
Miguel wants to remind you all that reading is important. Apart from praying and taking your vitamins, it's the best way to ensure future success in life. Ninjas read, too.


ETHAN EINHORN
Previews Editor
He's gotten a lot of heat for saying it, but yes, Ethan still thinks Shenmue II is the best game of 2002. Not even Metroid Prime or Vice City could top it, but it looks like the new Zelda might..


MICOLE TANMER
Associate Art Director Nicole is stoked she finally caught a bee in Animal Crossing after months of trying. Now she only has 10 more bugs to catch before the golden net will be hers! Sweet!

Z ZIFF DAVIS MEDIA
Chairman and CEO
Robert F. Callahan
COO and CFO
Bart W. Catalane
Senior Executive Vice President,
Publishing Operations
Tom McGrade

## Executive Vice President

Stephen D. Moylan

## Executive Vice President

and Editorial Director
Michael J. Miller
Executive Vice President,
General Counsel and Secretary Gregory Barton

## Senior Vice President

(Technology and Sales Operations)
Jasmine Alexander
Senior Vice President (Finance) Derek Irwin

Senior Vice President (Circulation)
Charles Mast
Senior Vice President
(Publishing Director, Baseline)
Sloan Seymour
Senior Vice President (Game Group) Dale Strang

Senior Vice President (Internet)
Jason Young
Vice President (Corporate Sales)
Ken Beach
Vice President (Publisher, PC Magazine) Tim Castelli

Vice President (Integrated Media)
Charles Lee

## Vice President

(Corporate Communications)
Aimee D. Levine
Vice President (Editor-in-Chief, Internet) Jim Louderback

Vice President (Editor-in-Chief, $e$ WEEK)
Eric Lundquist
Vice President (Editorial Development)
Bill Machrone
Vice President (Controller)
David Mullen
Vice President (Human Resources)
Beth Repeta

## Vice President

(Editor-in-Chief, Baseline)
Tom Steinert-Threlkeld

## Vice President

(Internet Audience Development)
Stephen Sutton
Vice President (Publisher, cIO Insight) Stephen Veith

Senior Director, Manufacturing
Carlos Lugo
Director, International
Christin Lawson



ONE REALLY SATISFIED CUSTOMER
Dear GameNOW,
I want to tell you a story. I had to make a decision about which system to buy this year, an Xbox or a Nintendo GameCube. I realized I wanted more games that are on GameCube, so I took a trip to Wai-Mart to buy one and some games.

I bought Resident Evil, Animal Crossing, Luigi's Mansion, Sonic Adventure 2 Battle, and Super Mario Sunshine. I also bought a Wavebird controller. After I took it all home, I started Animal Crossing. In spite of Tom Nook, I just could not believe how much fun I was having. I haven't felt so good about a game system since I got a Super NES. I was simply amazed, dumbfounded, and lunk-knobbed at how much fun I had, and I had just started my games!

The graphics on GC are amazing. I think its capabilities might be superior to PS2's. Look at the character models in Resident Evil-practically perfect in their representation of real life. Now, character models on PS2 - some of them look a little blocky and jaggy. I'm not dissing PS2; I own one and I love it.

As you can tell, I am extremely satisfied with my GameCube purchase. I wish Nintendo success with this system. I will also try my best to get all the Shines in Super Mario Sunshine.

Michelle Fletcher Ketchikan, AK

First off, Michelle, you must be hella rich. That's a pretty pricey trip to WalMart. Second: Animal Crossing equals Best. Game. Ever. Seriously. And GameCuhe is way better graphically than PS2. But what's important is the games. It sounds like you bought a system the right way: by picking the one that had the games you wanted. All you fanboys out there, take a lesson from this! More loving your games, less bashing other systems!

## DUMBASS BASH

Dear GameNOW,
That kid Kris Rinay is the biggest dumbass I've ever read about (Letter of the Month, "Bass Bash," GN14). And you pathetic people are no better. That kid made up the dumbest *\#\%\$. First of all, no singer is doing voices for characters in Kingdom Hearts, and that kid is
obviously a dumbass for saying so. What happened is, Disney is putting out a sound track for a collection of its past songs. The company had asked superstars like *NSync and Mandy Moore to record a couple songs for the CD. Kris should leave beautiful singers like Lance Bass alone! That kid's a \#@!@\$\% moron!

Message to Kris: Get a @\#\$\%!\% life! GameNOW, thank you for printing this letter.

Lance Bass' sweetest fan, Meghann LeClair St. Petersburg, FL

## Whoa! Hold on a second there, Little

 Suzie Potty Mouth. You might want to do a little research before you go around calling people bad names. You may be right about the excessively untalented Lance Bass' work on some Disney soundtrack, but he did indeed voice Sephiroth in Kingdom Hearts. How do we know? Well, first of all, we're a videogame magazine, so we asked Square to confirm Lance's voice work. You know...the company that made the game? If you need to see for yourself, however, feel free to consult the game manual. Right in the back of it, you'll see a list of the voice actors. Sure 'nuff, there's Mandy Moore and girly little Lance Bass listed as providing the voices for Aerith and Sephiroth, respectively. So, there you go, Lance Bass' most uninformed fan. Kris Rinay is not a \#@!@\$\% moron, we're not pathetic, and you kinda look like, well, a dumbass. Hey, thanks for writing!
## SWEET HEARTS

Dear GameNOW,
Could Kingdom Hearts be much sweeter? The story line is great, the characters are sweet, and it has Cloud. But do you know if there will be a sequel? It would be so cool: You could have Riku, Leon, Yuffie, Cloud, and Cid in your party and go to places like Zanarkand. You could play blitzball, and the main bad guy could be SIN or Sephiroth.

I'm also sick and tired of people thinking that $K H$ is a little kid's game. Come on-it's the best game I've played in a while. I think people should just lay off.

AMW
Upton, MA
Any time you've got Disney characters, there's a kiddie association. That's just the way it is. But $K H$ is a great game, nevertheless. As for a sequel, we bet there will be one, but nothing's been announced. Let's just hope that if there is a sequel, Square doesn't hire the awful and totally lame Lance Bass to voice any characters. He totally sucks. Like, totally. Any dumbass knows that, right Meghann?

## GAMECUBE DEMOS

Dear GameNOW, In Issue 12, there was a letter asking why there was not a demo disc packaged with your magazine. You answered, " Only 'official' system magazines can offer demo discs." Is there an official GameCube magazine? Does it offer a demo disc? Are there GameCube discs similar to the Jampack PlayStation 2 discs available? If so, where can I find them? Thank you for your time.

Jake Wierengo
Ravenna, Ml

Yo Jake, Nintendo may do an official mag, but we'll be damned if we're gonna tell you about it! Seriously, though, Nintendo hasn't done any demo discs in magazines or otherwise, although the company did recently put out a DVD that featured demo videos, but wouldn't play on GameCube (of course). We watched it on our PS2. Oh, the irony!

## VIVA THE FFVIII PIC!

Dear GameNOW,
I have been a reader of the mag since it was EGM2. Why change? The others were great, but this one bites. There are some good parts to your mag, but I think you should put in more codes, game reviews, and letters. Please put the FFVIII pic on a full page, or even make it a poster, cuz it rocks!

## Kris LaFrance <br> Mesa, AZ

Keep reading. .

Dear GameNOW,
I have been with you guys ever since you took your first baby steps as Expert Gamer. I must say, I love the magazine. But I am so sick and tired of people bagging on the Final Fantasy VIII picture. I think you should continue to post that picture for the rest of your magazine's years. You should also send a big 3-foot by 5 -foot poster of the picture to everyone who has bagged on it in the past. Heck, put a poster of it in the magazine just to make them mad. Also, I think that Andrew (Letters, "FF1,000,000,000," GN13) needs to shut up when he says that Final Fantasy should end. It is the best series


Experiene fie Diseriors Gut with four of new gamepay!





New Wanted Batiles, characters, weapons, and more!

you are Vuse, a pirate on a quest to defeat the evil Valuan Empire. Hs uou swing into combat, remember that the fate of the morld is at stake. Fail, and Hrcadia will suffer. Succeed, and vour name shall be honored forever. ©Cill nou become a Legend?

on PlayStation. Also, please do not stop making fun of people. It makes the magazine great. Well, keep up the good work.

Mark Weiss
Mhwjr16@aol.com
Everyone loves that old FFVIII picture. We never get letters complaining about it, only praise for our lazy repetition. May it live on. Oh, and Kris, we are adding more codes, so don't get your knickers in a twist.

## JAPAN=WEIRD

Dear GameNOW,
I check out the Japan Top Ten list in just about every mag that has one. Why is Grand Theft Auto III not on the list? Do people in Japan just not like it? Maybe Rockstar Games should make a Japanese version for them, because everyone has to feel the fun of having a baseball bat and beating someone's head in-even the Japanese. Rockstar Games, just forget about the war. It's over; we won. And your mag rocks, just like Rockstar Games. I can't wait to play Vice City, and the next GTA and the next, until I die of arthritis.

Chris Leach Toledo, Ohio

Can you really die of arthritis? Anyhoo, it's probably not lingering hostility over World War II that's keeping GTA3 off the charts in Japan. Tastes just differ in different countries. There's probably some Chris Leach-type guy in Kamakura right now, wondering why horse-racing simulators never chart in the United States.

## DOWN FOR THE COUNT

Dear GameNOW,
Why is it that your mag, no matter how many new editors you get, doesn't ever have more substance? You have awesome strategies and cool reviews, but I think the problem is previews. You don't have nearly as much as the other mags. The average amount of pages in your mag is about 115.115 pages for the big consoles and now PC, too? My Official Xbox Magazine has about 190 pages about all the Xbox stuff.
P.S. You can go ahead and zing me-it's funny and I couldn't care less.

Name withheld improvise123@netzero.net

We were going to zing you, but then we figured that you were such a coward and didn't give us your name, so you'd probably start crying like a little girl if we did. As for the mag, it's not the size, it's the number of editorial pages (as opposed to advertisements), and we beat most mags in that department, so you're actually getting more for your buck with GameNOW most of the time. Do an experiment and count how many pages in each magazine are ads. GameNOW has 90 pages of REAL content this month. No fluff. Check out those strategy guides, jam-packed with meaty info. You don't get that anywhere else. We rule.

## DON'T EVER CHANGE

Dear GameNOW,
I am writing to say that I love your magazine. I have
subscribed for four years now, and I love what you have done


When I read my latest issue, I was stunned to read that the editorial crew was leaving. I was shocked when Andy and Slim left, but now the entire editorial crew that brought me so many laughs is leaving.
I took the poll posted in the last magazine, and a lot that seems to whisper change is coming to the magazine. I truly hope not. I liked the editors. They were great, informative, and witty (shame on you people who thought they were idiots by being sarcastic). I am going to miss the magazine now that it's going to be under new reigns. I say you people should keep it the same, even if the editors are gone. You do not need fancy things to keep the magazine good-all you need to do is keep the jokes and wisecracks rolling, and you'll still have me as a reader.

Ryan Wobber Scotts Valley, CA

## TIMNNOH HESSITE FIDRDIS

Mont Thimenn
उस्वाजन
SUPMDiV:
posted 0N: 12/03/02
The Austin Powers in
Goldmember Infinifilm DVD
does NOT work on my
PS211111! Other DVDs, like
Kung Pow, also don't work. Is
it rejecting the DVDs or is it
just a case of taste?
Whenever they don't work, it
says," Disc Read Error:" Tell me what's wrong, please.

- $1 /$ PODPDEDOOP: POSTED 01: 12/03/02
They should have made the DVD player better-able to play ALL DVDs.'Cuz the
games are DVDs, too. Go cry.


SUPERSAYINNNIK1 POSTID ON: 12/04/02 have a DVD player. You could try watching it on your computer. FUUUUSIONII HAAAA!

## CXPFHIT

postive OM 1/2/04/02
You can't watch Goldmember or Kung Pow? It sounds like the PS2's filter forbids you from watching movies that suck.

## SUPIDIVE

 postixd 0X 12/04/02Ithink the inside of the PS2 is dusty. I was siphoning dust out of it, and then THPS4 worked...it didn't work before. And Phil, I'm serious about this. I'm getting concerned. Was it the system?

## ( Cx-PHIT

 S... Postive 0x 12/04/02 It could be dusty, but it could also be because PS2 is a crappy DVD player....Just save up a few bucks and buy a real player. Or, again, it might just be your PS2 making sure that you don't watch movies that suck.Ryan, not to get all mushy on you, but what makes GameNOW so good is the reader community, not the particular gang of idiots writing the thing. And, before you go wandering out on Route 17 during rush hour, holding Expert Gamer \#1 and a single rose, rest assured, we're not going to mess with the good parts of the mag. Even if we tried, Phil and Ethan would stop us...

## LIVING IN THE PAST

Dear GameNOW,
I have some questions and comments. First of all, your mag rocks! I also think it's funny how you make fun of some of the people who write in. I've also been wondering: Why don't you review or give codes for N64 or PlayStation anymore? I mean, it's not like no one plays them. Also, why don't you people ever get on AOL? Sure, it's not very interesting to talk to Phil (ha ha!), but I just thought it would be cool to talk to you.
P.S. Hey Phil, have fun drinking your urine, but I still prefer coffee.

Travis Wilber
Shiremanstown, PA
AOL? PlayStation? Travis, you are so 1996. Please. These days, we use a little something we like to call "the Internet." Although we editors are usually too busy to chat a lot (it's not easy trying to play all these games, but someone has to...), we do respond on the message boards at Gamers.com pretty frequently.

As for the codes, there aren't too many new codes or games for PS1 and N64, which is why our coverage is light there-but check out Tricks Now in this issue, and you'll see a slew of PS1 codes for you old-school-or
financially challenged-types. <br> \section*{ITUS AN AIL-NEW <br> \section*{ITUS AN AIL-NEW DICE DUELTNG GAME!} DICE DUELTNG GAME!}


Mild Violence

## GAMEBOY ADVZNE

## ANOTHER HAPPY CAMPER

Dear GameNOW,
I think your magazine is the best, and one of the coolest on the market today. It has all the walkthroughs and cheats I need to get through a game with the greatest of ease. I know l've already said this, but your magazine rocks. I'm saying this because it has the coolest articles and stuff that every gamer needs.
The reason I use GameNOW so much is because 99.08 percent of the time, if I need a walkthrough, I go into my room, pick up the newest issue of your magazine, and find what I'm looking for. I know Phil and everyone else writes GameNOW for the people devoted to reading it.

Matt Keepers Leslie, MI

Damn Matt, here's a towel for your nose! Enough with the sucking up already-it's going to go to Tom's head....

## GAMECUBE MAG WANTED

Dear GameNOW,
I was wondering why you guys (or some Ziff Davis people) don't make a GameCube-only magazine, like Official GameCube Magazine, or GameCube Nation Magazine. I know there is Nintendo Power (l already get that), but you guys seem to make good magazines (I get EGM, too, and it's really good, but GameNOW is better, of course). You make an exclusive magazine for every platform except GC; make one for GC, too, and put a demo disc on it!
Speaking of GameCube: I have a GameCube and \$150, and I'm trying to choose which three games to get in the next few months. Here's
the list:
Metroid Prime
007: NightFire
Star Wars Bounty Hunter
Star Wars Jedi Knight II: Jedi Outcast
Lord of the Rings: The Two Towers

Medal of Honor: Frontline Jamil Jangda Anchorage, AK

Man, you Alaskans seem to like GameCube, huh? We'd make an official Nintendo mag in a second if the big N was interested, but sadly, it's not. Ziff does publish unofficial GameCube mags from time to time, though.

## Anyway, buy Metroid,

 definitely, and NightFire, and take a page from Michelle's book: Get Animal Crossing (did we mention it was the Best. Game. Ever?).
## BLINX BASH

Dear GameNOW, I have a PS2. My best friend has a GameCube, and he and I both think that Xboxes stink. Sure, they have good graphics, but no good games. Halo is an exception. But Blinx the Time Sweeper? What kind of game is that?

Name withheld BaddogHbd@aol.com

Baddog, we think you need to move to Alaska to get schooled in the art of "it's the games, not the system" game playing.

## LAMENOW

Dear GameNOW,
I've been a regular subscriber for about a year now. In general, I have no problem with this awesome mag. However, I did come across a huge problem that I felt is kind of lame. In the "Your Holiday Wish List" article in your December 2002 issue, you put down "A three-year subscription to GameNOW'" as a gift for each console. I mean, come on-if you want to
advertise your mag, just create an additional page and do that. Besides, who's limiting the number of pages in your mag? Isn't it the more the merrier? At any rate, I just found that to be quite LAME.

Jim
Chun-min.Chiang@colorado.edu
OK, Jim, here's the deal. If you can get a good number of people to nab threeyear subscriptions to old "LameNow," we'll stop plugging it. Call us when you've signed up maybe 200 or 300 thousand kids. And make sure they have a sense of humor. Thanks.

## MORE CRAP

Dear GameNOW, I love your magazine and just have a quick suggestion. Maybe you could quickly talk about an old game (not an incredibly crappy one) in your issues.

Lots of new gamers have no knowledge of games from systems as new as SNES or Sega Genesis. Maybe you could talk about less-known games, or even ones that never made it to America.
By the way, if you want to play an awful game (awful in a funny way), try Ultimate Fighter for SNES. It's everything a game shouldn't be.

Alex B.
wazpy2@hotmail.com
Cool idea, but we so like making fun of things, I'm not sure we'd have the space. Maybe we can start "Crap E-mail Names." Of course, we wouldn't use Wazpy as one... probably..

## ANDREW=CUTE

Dear GameNOW,
First, I wanna say your mag rocks and that Andrew is cute. In the October issue of GameNOW, you had a picture of Nina from Tekken 4 that kinda resembled Anna Nicole. I'm not saying that's a bad thing. I just wanted to know if you thought it did.
Oh, and sorry for the picture of me. My cousin did

## Odrball Letter <br> of the Month

## COME OUI, COME OUT, WHIEREVER YOU ARE

GameNOW peoples and puppets: I am the ultimate gamer. Fear me, not because I like your
\#^**!@\% magazine; it's \#^**!@\% thight (thight means cool, nerds).
But sometimes, you \#^**!@\% kill it by added stupid \$h!t like a \#^**!@\% walkthrough for Star Fox Adventures \$hlt or three pages of \#^**!@\% Yugioh (like the show).
lam \#^**!@\% 15 years old and the best at games. The games I recommend to \#^**!@\% gamers with 64s is Conker's Bad Fur Day (\#^**!@\% funny \$h!t); for PS2, Grand Theft Auto and Vice City, for Xbox, of course, Halo; for
GameCube: Super Smash
Brothers. I need to do other \#^**!@\% \$H!T

Later.
PS. I bet my friend $\$ 100$ l'll come out in your \#^**!@\% mag. Peter Sanchez
gamerguy_69pimp
@hotmail.com
You're going to come out in our mag? Not that there's anything wrong with that. It's very brave of you, Peter! Once you're out, it might relieve some tension so that you don't have to punctuate every one of your sentences with expletives.
something to the computer so that it's stuck on and won't come off.

Name withheld
Kamuigirl2002@aol.com
Hey, you're right. Check it out. Andrew's psyched that you think he's cute, but we can't open your picture, unfortunately. Send it again!!

## 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. Got it? Good.




## समाLLET?

## The Legend of Zelda-The Wind Waker

We just got the Japanese version of Wind Waker in our office, and we're so excited about the game's new look, we decided to pack the Gallery section with never-before-seen screenshots. Enjoy, and check out our three-page blowout in next month's Hot NOW!

BODM ERINC (ICOM): Works exactly as it did in the earlier games; good for stunning opponents.



# NEWS NOW 

,

# NOW PLAYING ON CHANNEL 3: GAME BOY ADVANCE 

GameCube add-on lets you play GBA and GBC games on your TV

can't tell whether that tiny games on splotch on your handheld LCD is Pikachu or a mustard stain? Save yourself the trouble-the GameCube Game Boy Advance Player will make everything clearer when it ships in May 2003. This 1-inch tall device connects to the bottom of your GameCube, letting you play Game Boy Color and Game Boy Advance
your television.
Compatible with more than $1,000 \mathrm{GBC}$ and GBA titles, the adapter lets you play using a standard GameCube or WaveBird controller, and supports multiplayer matchups with the GBA link cable. HehNintendo finally comes through with a backlit screen for its handhelds.

# NOKIA SEIS COUREE 10 NINTENDO: N-CIME 

Handheld game system from communications giant includes wireless multiplay

Move over Nintendo-Nokia is ready to scarf a piece of the portable-gaming pie. The mobile-communications giant has announced plans to bring its N -Gage to stores in early 2003. Wider than it is tall, with a color LCD screen and multiple buttons, the $N$-Gage looks
suspiciously like a Game Boy Advance. But where it differs is in its multiplayer gaming design: The N -Gage will let you play first-person shooters, RTSes, and similar fast-paced games from up to about 30 feet ( 10 meters) apart;
slower, turn-based games will have a range of basically the entire world. Nokia plans to publish games for the system, and Sega has several games in development as well. The N -Gage also allows MMS message

## IF HE ONLY HAD A GAME

American McGee must have had a troubled childhood; after thrashing Wonderland (in his American McGee's Alice), he has announced plans to move into Judy Garland territory with Oz , his next (7) third-person - action-adventure due in 2004 for PC and Xbox. The game will serve as a prequel to the $L$.
Frank Baum tale depicted in the classic 1939 film—albeit with a darker, more sinister twist. A line of Oz toys will be hitting store shelves in the near future. Toto had not been signed by press time.

# DENNIS RODMAN GOES DOA 

## Lends voice to Dead or Alive: Xtreme Beach Volleyball

Cross-dressing used to get a man arrested-now it gets him lucrative voiceover gigs. Tecmo recently signed former NBA bad-
boy Dennis Rodman to provide Zack's voice in its upcoming Dead or Alive: Xtreme Beach Volleyball. He shoots; he scores.


## THE CEFORCE IS STRONG WITH NVIDIA

Chipmaker says February for its next-generation 3D card

The future of PC gaming looks better than ever, thanks to Nvidia's new GeForce FX

graphics processing unit (GPU). Due in February, the GPU chipset clocks in at 500 MHz and calculates 4 billion pixels per second, meaning it will whip up some incredibly kick-ass graphics and special effects on the fly. The GeForce FX will provide true 128-bit color and support for both OpenGL and DirectX 9.0. How's that for a mess of techno-jargon?


## ENIX AND sQuARE cIVE IN TO THE UREE 10 Marf <br> RPG giants form Square Enix Inc.


powerhouses in the industry are now one RPG Goliath. Dragon Quest VII held the honor of biggestselling game in Japan in 2001 (over 4 million copies sold), while the Final Fantasy series has been known to move a few units.
Pessimists might
suggest that anyone else with an RPG on

Japanese RPG giants Enix and Square announced plans to merge operations on April 1,2003 , bringing two of Japan's biggest-selling franchises-Dragon Quest and Final Fantasy-under one roof: Square Enix Inc. What does this mean for the gaming world? It means that the two mightiest RPG
the burner should iust pack it in. More intriguingly, where that leaves Nintendo's. contribution (in partnership with Square), which rides beside Sony's infusement (into Square), which tickles Electronic Arts' distribution agreement (with Square) is anybody's guess.
-Gamers.com

## SHINOBI COMING

 TO A THEATER NEAR YOU
## Sega's ninja

 classic makes the leap to the big screen
## Mindfire Entertainment,

 holder of the Crazy Taxi and Dead or Alive movie licenses, plans to bring Shinobi to the big screen. According to The Hollywood Reporter, the film will make its debut in summer 2004 and is slated to have a $\$ 40$ million budget. No word yet on plot or who will play Hotsuma, but chances are high for a recurring rampage in addition to the movie outingMindfire has also secured rights to produce a television series based on the hit PlayStation 2 game.
# CAPCOM-ING SOON 

+ Prapcom of Japan's Production Studio 4overseen by famed designer Shinji Mikami (Resident Evil-recently announced five new titles for GameCube. RE4 will hit the U.S. in 2004; the other four are slated to ship in 2003


## Viewtiful Joe

Weird. That's the only way we know how to describe this superhero-themed, sidescrolling action game with funky cartoon visuals (and a name that's bound to be changed for its U.S. release). The gameplay focuses on viewpoints, with Slow and Zoom functions used to help put the smackdown on foes. Get the picture? Neither do we-but for some reason, we can't wait for a better view.


Killer7
You're Harman Smith, an assassin with seven personalities. The catch You're wheelchair-bound. The upside? At least you have a cool nickname, God Killer. An action-adventure, Killer7 pits you against the assassin known as God Hands, who's bent on toppling America's government. Whoa.

## Fabled publisher announces five new GameCube titles



## Resident Evil 4 플

 Brains. We want brains. So do the zombies who'll chase star Leon Kennedy, a character who debuted in Resident Evil 2. You'd better get used to revisiting with old friends, toothe story takes place deep inside the heart of the dreaded Umbrella Corporation.
## Dead Phoenix

For those who want to stay fly as a gangsta rapper. As



Phoenix, warrior of the Winged Clan, you'll fight monsters in an action-adventure game with lots of freeform aerial maneuvering. Like they say: Up, up, and awaaaay!

## P.N. 03 =

Hope you like women's clothes-this all-new action game casts you in soldier Vanessa Z. Schneider's combat boots. A mysterious mercenary she utilizes a powerful laser to lay the smackdown on robotic
enemies. When the droids at a planetary colonial settlement pop a few screws loose, it's up to her (and you) to save the day. $\qquad$



Street Fighter ${ }^{\ominus}$ Alpha 3 scores a triple K. 0 ! It's the most accurate translation of an arcade game to grace the circuits of the Game Boy ${ }^{\oplus}$ Advance video game system... featuring all new enhanced modes of play - including 3 fighting styles for every character. Maybe nobody's perfect. But as of CADCOOM today, at least one fighting game is.


© CAPCOM CO., LTD. 1998, 2002 © CAPCOM U.S.A. INC. 1998. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER ALPHA 3 is a trademark of CAPCOM CO., LTD. Nintendo, Game Boy, and Game Boy Advance are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association.


WHAT'S IT ABOUT?


Picture the Star Wars universe a couple thousand years before the era depicted in the movies. The young Jedi Council has a strong grasp on galactic peace, and the influence of the Republic stretches to every conceivable corner of the galaxy. It's in this Star Wars universe that Knights of the Old Republic (KOTOR) is set, and if all goes well, exploring it in the context of a deep, detailed RPG will be a real treat.

## IT'S COOL BECAUSE?

KOTOR is being developed by BioWare, and those guys know their stuff when it comes

of the best PC RPGs in recent history (stuff like Baldur's Gate and Neverwinter Nights), and there's no sign KOTOR will be anything less than terrific. From a mechanical standpoint, it's built like a truck-it uses the famous D20 RPG system (the same one on which Dungeons \& Dragons was built). Your character is a Jedi, but you have a good deal of choice as to what his particular skills are,
and choose which side of the Force he's attuned to. So if you wanna be a scion of order and justice, go for it. But if you want to rain hellfire upon the galaxy, more power to you...just be careful of the do-gooders.

## 11

## - TURN BASED?

Knights uses a legit RPG combat system, but the fighting sequences certainly don't look like those in your
everyday RPG. As you fight your characters do all sorts of crazy acrobatic moves, just like the guys in the
movies. So, don't expect static-assed RPG characters-Jedi will do
their patented lightsaber

ballets, and Wookiees will visibly throttle people. All in the name of authenticity



WHAT'S IT ABOUT?


## Anyone

 wondering why GameNOW started covering PC games need look no further than Command \& Conquer: Generals. This latest entry in the popular real-time strategy series ups the ante with a spiffy new 3D game engine, killer graphics, a more realistic story line, and deep, versatile gameplay.It's 20 years in the future. Three groups find themselves on the brink of Armageddon: the United States and China superpowers, and the terrorist Global Liberation Army (GLA). The game begins with a mission briefing. You then enter the game, where you're presented with a command center and a bulldozer. From there, you must build a military force, amass troops, and deploy your army.

111)

The train in some of the scenarios is not only blisstuly unaware of the war its indestructible. Avoid placing your troops and tanks on the tracks or they Il get thashed. Better to lure an unsuspecting enemy there and let the train do the rest.



Generals' new 3D engine includes amazingly detailed structures and terrain; over 60 troops, vehicles, and buildings; and awesome weapon effects. While the basic gameplay will be familiar to C\&C fans, Generals departs from its predecessors in a few significant ways. Most notably, it utilizes an upgrade system that awards you for effective combat techniques. As you build your forces and gain victories, you accumulate Generals Powers. Gain enough GPs and you get promoted, putting greater advantages and strategies at your disposal.

Resource collection also differs from the past. No more tiberium; now, supplies from depots must be transported to supply centers. Also, the backstory is no longer told through full-motion video-it's all CG, which isn't a loss (unless you're a Kari Wuhrer
fan). Beyond these, there are a couple million other little differences and additions. Suffice it to say, Generals is C\&C-but a lot more of it.

## IT'S COOL BECAUSE?

OMG, it's C\&C-what more must we say? The new engine kicks major tail. The sharp graphics and intense battles immerse you in the action. Each side has unique strategies, and weapons and units are all upgradeable. The replay value is practically endless
Generals is certain to provide a great single-player experience, but online play is also totally tight. Be sure you play as all three armies at some point-the GLA is a lot more powerful than it first seems. The special effects for the weapons of mass destruction are amazing. Unless, of course you're the target



Amass Generals Powers for greater advantages against your enemies.

## SHOULD WE WORRY?

Not really. Game balance in the online beta seemed strong, and the overall additions are more than enough to make C\&C fans feel this is a significant upgrade from previous incarnations.
The voice acting deserves mention. EA was probably going for authenticity-short of having everyone speak their native language-with a little tongue-incheek comedy thrown in (very $C \& C$. The result might seem like gross stereotyping to some; the Chinese and GLA come off as more parody than reality.


Your base's heart and soul. It's most essential at the start of the game, since it's from whence your bulldozers come. The good news is, you can build more-as long as you have bulldozers. The command center also controls radar, the spy satellite, and special weapons.

SUPPLY DEPOT: Your resource source There are several depots scattered around the battlefield. Exploit as many as you can.

AIR FIELD: Build and ${ }^{[ }$ repair aircraft for long-range attacks. Can only house four aircraft at a time.

SUPPLY CENTER: Chinook choppers retrieve vital resources, which translates into vital income. You can also build more Chinooks here.

DETENTION CAMP: Holds POWs and is the source of CIA activities.

COLD FUSION REACTOR: Your power source. You'll need more than a few of these. Upgrades available.


STRATEGY CENTER: The key element to building and controlling the more sophisticated structures in the U.S. arsenal.

- A few rangers itchin' to serve their country.

BARRACKS: Create troops that want to be all they can be. Choices include rangers (infantry), missile defenders, and Colonel Burton. Troops can also return here to get healed.

WAR FACTORY: Build or repair killing machines ranging from Crusader tanks to Paladins.

Two Crusaders ready for action.

## BOTTOM LINE

If you're a Command \& Conquer fan: Go for it! If you're not? Become one. Generals rocks.


## Cec canarals: the thiaz sidas at a clance

|  |  |  |  |
| :---: | :---: | :---: | :---: |
| Strategy | More humane approach; smaller ground forces, more high-tech weapons (spy satellites, drones). | Massive army with an affinity for fire, which is the basis for many of their weapons. | Stealthy tactics; clever, covert, and extremely resourceful, given their lack of financing. |
| Building Method | Bulldozers | Bulldozers | Peasant builders |
| Supply Mode and Money Source | Chinook transport copters are the fastest transport mode, but vulnerable to antiaircraft weapons; each load is worth $\$ 600$. | Trucks are low and groundbased, and vulnerable to most weapons; each brings in $\$ 300$ per load. | Workers make for slowest transport, and payload is just $\$ 75$ apiece, but workers can be quickly generated on a massive scale. |
| Weapon of Mass Destruction | Particle cannon; destructive beam from space. Costs $\$ 5,000$ and takes about three minutes to generate an attack. | Nukes! Very devastating. Costs five grand, and takes six minutes to detonate. Most destructive WMD. | Scud missile storm. Releases biological weapons. Costs three Gs and takes five minutes to generate. |
| Cool Stealth Weapon | Two: The spy satellite briefly reveals any part of the map; Colonel Burton, who can sneak up on enemies and bomb them. | Two: Black Lotus, who can stealthily take over buildings; the hacker, who can tap into enemy computers and steal money. | Many, since stealth is GLA's strength. Angry mobs can use tunnels to transport almost anywhere; ambush troops can enter an area undetected and blast away. |
| Best Quote | "Made in the U.S. of A." <br> -Bulldozer operator (in a very patriotic voice) | $\begin{aligned} & \text { "We fight from high place!" } \\ & \text { - Troops garrisoned } \\ & \text { in a tall building } \\ & \text { "Extra large." } \\ & \text {-the Overlord tank operator } \end{aligned}$ | "I will die for our cause." -Suicide bomber <br> "AK-47s for everyone!" -Angry mob |



## WHAT'S IT ABOUT?



This is Sony's attempt to create its own version of Grand Theft Auto, complete with all the craziness found in Rockstar's crime classic. Rather than taking place in a semifictional metropolis, however, The Getaway is set in modern-day London, a huge chunk of which has been photo-realistically reproduced in the game. It's like they strapped video cameras to cars and drove through the city.

## IT'S COOL BECAUSE?

The Getaway has the potential to be very rad, indeed. Sony's shooting for a seamless, realistic game, and a whole bunch of cool ideas back that concept up. First off, there will be no visible interface in the game. Want to know how bad


you're hurt? Just look at your character model and see how busted-up and bloody he is. Have you jacked a car and need some directions? Don't look for a giant green arrow in the sky-just look at your turn signals, which direct you to your destination.

In terms of actual gameplay, some cool stuff is going down. Stealth elements have been worked into the thirdperson aspects, and you can even take hostages on the street to deter cops from shooting at you. So yeah, this
could turn out to be a pretty cool game

## SHOULD WE WORRY?

Compared to the GTA games, The Getaway seems a bit more structured, which could kinda suck. Remember how much fun you had committing random acts of madness in GTA? You'd want to do that in real-life London, too, wouldn't you? Thought so. So pray that it works out like that.

## BOTTOM LINE

Ultimately, The Getaway looks

like it'll be detail-rich and nicely produced. We still love its concept-even though it probably won't be a GTA killer. We'll dig it even more if it is.


# －CDs FOR THE PRICE OF NOTHING MORE TO BUY，EVER！ 

with membership

Spider－Man／Sdtrk．With Aerosmith
Macy Gray，more．（Columbia） 43280
Ozzy Osbourne：Diary Of A Madman Ozzy Osbourne：Blizzard Of Ozz
Ozzy Osbourne：Blizzard Of Ozz
（Epic）
The Best Of Busta Rhymes
（Rhino）国 42914
Tweet：Southern Hummingbird Call Me，Oops（Oh My），etc．（Elektra） 42 3 Doors Down：The Better
Kryptonite，Loser，more．
Kryptonite，
（Universal）
34858
Hoobastank（Island） $\qquad$ 41950
Matchbox Twenty：Mad Season If You＇re
Gone，etc．（Atlantic／Lava） 35945
Bon Jovi：Crush Thank You For Loving
Me，more．（Island）
35972
Mariah Carey：Greatest Hits 28 greatest
hits on 2 CDs！（Columbia）$\quad \star 42364$
hits on 2 CDs！（Columbia）
The Millennium Collection
（MCA）
Uncle Kracker：Double Wide
Kylie Minogue：Hits＋
（Arista／BMG Heritage） 43153

Godsmack：Awake
（Republic） $\qquad$
Celine Will Gi Let＇s Talk About Love My Heart Will Go On（550 Music） 22036 Jimmy Eat World：Clarity （Capitol）
43436 Ja Rule：Rule 3：36 Puetien） 43581 etc．（Def Jam）

Me I Cry，
䈪 36565
Cam＇ron：Come Home With Me Outkast：Stankonia
Ms．Jackson，So Fresh So Clean，more． （LaFace）国 36764 Lauryn Hill：MTV Unplugged No． 2.0 （Columbia） usic
Madonna：Music
（MaverickWarner Bros．） 36930
Bob Marley：Natural Mystic－
The Legend Lives On
Creedence Clearwater Revival：
Chronicle－ 20 Greatest Hits
（Fantasy） 0152
Motown－The Classic Years
（Motown） 36325


System Of A Down： Toxicity
（Columbia）

Linkin Park：Hybrid Theory One Step Closer，more．

（Warner Bros．） 38183


No Doubt：Rock Steady Hey Baby，Hella Good， $\begin{aligned} & \text { Underneath It All，more．} \\ & \text {（Interscope）}\end{aligned} \quad \mathbf{4 2 1 1 2}$


There＇s no cheaper way to stack up the music you love．

\section*{Eminem：The Marshall Mathers LP Stan， | Eminem：The Marshain Mathers LTP Stan， |
| :--- |
| The Way $\backslash$ Am，etc．（Attermath） |
| 105081 | <br>  <br> The Best Of Santana} Bachman Turner Overdrive：Best ${ }_{23069}$ B．t．O．（Mercury）

 Mary Mary：Thanktul （C2 Records）
Staind：Dysfunction
（Flip／Elektra）
Eagles：Greatest Hits 1971－1975
（Asylum）35018
Eagles：Greal
Asylum）30471
Wyclef Jean：Masquerade23481
N．O．R．E．：44813
（Def Jam）
（4． 44820 Anastacia：Freak Of Nature （Epic） 44822 Styles：A Gangster And A Gentleman （Ruff Ryders）
（国 44854 Soulfly： 3 （Roadrunner） 44863

E－40：Grit \＆Grind（Jive）国 44889 Sinch（Roadrunner） 44894 Superjoint Ritual：Use Once And
Destroy（Sanctuary） 44897 Bowling For Soup：Drunk Enough To Bowling For Soup：Drunk Enough To
Dance（Silvertone） Dance（Silvertone） （Mojo Records（Zomba）） 44920 Will Smith：Born To Reign （Columbia） Tom Petty \＆The Heartbreakers： Tom Petty \＆The Reartbreakers：
Greatest Hits（MCA） Joe Satriani：Strange Beautiful Music （Epic） 44942 Eric Clapton：Unplugged （Warner Bros．）
s．）

23690 Smash Mouth w／I＇m A Believer from the film＂Shrek．＂（Interscope） 42155 Every Great Motown Hit Of Marvin Gaye（Motown） 35068 Snot：Alive！（Hip－0 Records）［45071
（Columbia）
Fear Factory：Concrete
（Roadrunner） 24458 （Roadrunner） 45098 Limp Bizkit：New Old Songs
 Diamond Rio：Completely Beautiful Mess，more．（Arista Nashville） 45152 Mystikal：Tarantula（Jive）国42172 Jennifer Lopez：On The 6
（Work） 30987 Halford：Crucible（Metal－Is Records） 45171 Bob Dylan：Greatest Hits Remastered！ （Columbia） 30988 Maná：MTV Unplugged （WEA Latina） 31034 Enya：A Day Without Rain （Reprise） 38128 MTV Road Rules／Sdtrk （Roadrunner） 45270 The Color Red：Clear（RCA） 45307 Sunset Black：Common Ground 45359
（MCA）


Shakira：Laundry Service Includes Whenever Wherever， |  |
| :--- | :--- |



The Osbourne Family Album
（Epic）
国 45157

Kid Rock： （Atlantic／Lava）

${ }^{(A t l a n t i c / L a v a)}$ 国 42360


Elvis Presley：
30 \＃1 Hits
（RCA）
CA）
45794

Kenny Chesney：No Shoes，No Shirt，No Problems（BNA） 43195 Musiq：Juslisen（Def Soul） 43282 Coal Chamber：Dark Days
$\begin{aligned} & \text {（Roadrunner）}\end{aligned} 43303$ （Roadrunner）Earshot：Letting Go 43303 Earshot：Letting Go
（Warner Bros．）

Totally Hits 200118 hits | by Dido，Uncle Kracker， |  |
| :--- | :--- |
| etc．（Arista） | 42071 | The Very Best Of The Who：My Generation （MCA） 15793 Epidemic：Epidemic （Elektra） 44393



CLASSIC ROCKERS


Black Sabbath：


Ozzy Osbourne：The Ozzman Cometh
Best of，plus rarities．（Epic）
Jimi Hendrix：Band Of Gypsys（Capitol）
Allman Brothers Band：A Decade Of Hits 1969－1979
（Polydor）
The Doors：Greatest Hits Remastered，enhanced CD！ （Elektra）
Lynyrd Skynyrd：One More From The Road（MCA） Stevie Ray Vaughan：Greatest Hits（Epic）
AC／DC：Back In Black（Atco） 35031

## BUSINESS REPLY MAIL <br> FIRST－CLASS MAIL PERMIT NO． 5071 INDIANAPOLIS IN

POSTAGE WILL BE PAID BY ADDRESSEE


BMG MUSIC SERVICE
PO BOX 91001
INDIANAPOLIS IN 46209－9637

Sepultura；Under A Pale Grey Sky
（Roadrunner） （Roadrunner） The Very Best Of Kiss（UTV） 45363 Beyond The Valley Of The Murderdolls （Roadrunner）㫙 45369
Jump5：All The Time In The World （Sparrow） 4543 MercyMe：Spoken For（INO） 45483 Dr．Dre：The Chronic

龱 45517
Snoop Doggy Dogg：
Tha Doggrather（Remastered）
（Death Row（Koch）） 45519
Snoop Doggy Dogg：Doggystyle
Snoop Doggy Dogg：Doggystyle
（Death Row） Bruce Springsteen：Born In The U．S．A． （Columbia） Nas：Stillmatic（Columbia）［ W $^{2} 42209$ Aaron Carter：Another Earthquake！ （Jive） 4561 Sheryl Crow：Tuesday Night Music Club（A\＆M）
Lee Ann Wom
Something Worth Leaving Behind
（MCA Nashville） 45613
Megadeth：Still Alive．．．And Well？ （Sanctuary）
（Mötley Records）
Elton John：Greatest Hits
（Polydor）
03077
Eric Clapton：Blues（Polydor）＊ 30747 Splender：To Whom It May Concern Save It For Later，etc．
（J Records）


Korn
Untouchables （Epic） 툐 44824

Ryan Adams：Demolition $\frac{\text {（Lost Highway）}}{\text { Elmore James：Shake Your }}$ Maker－Fire Sessions
（Buddha Records）
38653
Marc Anthony：Libre（Sony Discos） 42234 Side Hustles Featuring UGK
（Jive）
（Motown） $\qquad$
Beastie Boys：III Communication 38805
Beastle Boys：IIT Communication 24717
（Capitol）
Train：Drops Of Jupiter（Columbia） 38922 Janis Joplin：Greatest Hits Remastered．（Columbia） 32006 Sublime：Greatest Hits


GET ALL OF THESE


# THERE＇S NOTHING MORE TO BUY，EVER！ 

with membership

Bob Marley：Legend（Island） 53521 Marilyn Manson：The Last Tour On Earth（Nothing／Interscope）［＠M 32445 Nelly：Country Grammar Ride Wit Me， etc．（Universal）［ 135253 B．B．King：Greatest Hits（MCA） 25728

Madonna：GHV2 15 smash hits from 1991－2001．（Warner Bros．） 42356 Chris Isaak：Always Got Tonight （Reprise） Moulin Rouge／Sdtrk．（Interscope） 40519 Weezer（The Green Album） （Geffen） －182：Take Off Your Pants Jacket（MCA）囘4 4059

## Nappy Roots：Watermelon，Chicken \＆

 Gritz（Atlantic）［®A 42501 Slipknot：lowa（Roadrunner）［al 41324 MTV2 Handpicked（Columbia） 42514 Backstreet Boys：The Hits－Chapter One 13 hit songs！（Jive） 41556
## Britney Spears：Britney With <br> $\qquad$

Overprotected，more．（Jive） 41562 Charlotte Church：Enchantment Arias \＆Broadway tunes． （Columbia）

The Strokes：Is This It（RCA）
Bon Jovi：Cross Road
（Mercury）
Shakira：MTV Unplugged
（Sony Discos）
Ja Rule：Pain Is Love
（Murder Inc．） ［阴 41764 Jewel：This Way
（Atlantic）
DMX：The Great Depression
$\begin{aligned} & \text {（Def Jam）} 41797\end{aligned}$

| （Def Jam） | 㘣 41797 |
| :--- | ---: |
| Anyone（Roadrunner） | 42547 | Barenaked Ladies：

Barenaked Ladies
（1991－2001）Al Reprise）Greatest Hits （1991－2001）（Reprise） 41 Guns N＇Roses：Use Your Illusion I （Geffen） Michael Jackson：Thriller （Epic）
X－Ecutioners：Built From Scratch
（Columbia） B2K（Epic） 42649 Incubus：Morning View （Immortal／Epic） 41921 Trik Turner（RCA）［EA 42681 Red Hot Chili Peppers：What Hits！？ （EMI） 00144 Down：Down II（Elektra）［＠ 42725 Cee－Lo：Cee－Lo Green And His Perfect Imperfections（Arista）［ $\times 42733$ Limp Bizkit：Three Dollar Bill，Y＇All Faith，more．（Flip／Interscope）PA 21463 Cam＇ron：Harlem＇s Greatest （Epic）

42831

John Mayer：

Room For Squares | No Such Thing，more． |
| :--- |
| （Columbia） |
| 1854 |



P．O．D．：
Satellite Youth Of The Nation，more．
（Atlantic）


Nickelback： （Roadrunner）


Green Day： Superhits！ （Reprise）

41322

Journey：Greatest Hits （Columbia）

05196
Bruce Springsteen：Greatest Hits （Columbia）

05204
Kid Rock：Devil Without A Cause
（Lava） 26711 Alicia Keys：Songs In A Minor Fallin＇，more．（J Records） 40907 ＇NSYNC：Celebrity（Jive） 40992 Static－X：Machine

41041
（Warner Bros．） Smash debut．（Jive） 26932 Usher： 8701 （Arista） 41177 AC／DC：Highway To Hell
［AA 05829
M2M：The Big Room（Atlantic）$\quad 42497$ 2Pac：Greatest Hits （Interscope）

## HOW cIUB MEMBERSHIP WORKS

CHOOSE 6 CDS RIGH AWAY－FREE！


That＇s 12 CDs for the price of 1.
A shipping and handling charge will be added to each selection

## A Great Deal．Enjoy terrific savings，free music and more！You＇ll start with

 6 FREE CDS now，and pick the rest later from over 12，000 titles．You＇ll get a total of 12 CDs for the price of 1－and no more commitments，ever！ A shipping and handling charge will be added to each selection．10－Day，Risk－Free Listening．When you receive your FREE selec－ tions，preview them and examine the terms of Club membership for 10 days．If you＇re not completely satisfied for any reason，return your free selections at our expense．There＇s no further obligation． Thousands Of Selections．As a new member，about once a month along with 2 special issues（ 14 times a year），you＇ll receive a BMG Music Service magazine！There you＇ll get to choose from thousands of selections－everything from classic hits to the hottest superstars－along with music news and rec－

The Choice Is Always Yours．In your exclusive Club magazine，you＇ll always find a Featured Selection just for you．If you want it，don＇t do a thing；you＇ll receive it automatically．If you don＇t want it，return the Reply Card by the date specified．You＇ll always have 10 days to decide．If you have less time and receive an unwanted Featured Selection，return it at our expense and we will credit your account You may cancel your membership at any time，once you＇ve pur chased your one regular－Club－price selection（\＄14．98 and up）．
Save Now，Save Later．Start saving with our outstanding introduc－ tory offer；keep saving the longer you＇re a member with discounts up to $70 \%$ ，clearance CDs as low as $\$ 2.99$ ，and the chance to get even more FREE selections．At BMG Music Service you＇ll always

Reply Card Missing？Please write to：BMG Music Service，

BMG Music Service reserves the right to request additional information，reject any application or cancel any membership． Local taxes，if any，will be added．Late charges will be added to past－due bills．Offer available in continental USA and under special arrangement in Alaska，Hawaii，Puerto Rico，U．S．V．I．，APO and FPO．

1．पUGHT CONTEMPORARY Josh Grobon，Fronk Sinotro
2．COUNTRY Alon Jackson，Mortino MBBride
3．HARD ROCK Brce Spingsteen，Aerosmith
4．$\square$ POP Shakira，John Moyer
5．Classical Charotte Church，Plódod Doningo 6．$\square$ JAZZ Diane Krall，Miles Davis
7．$\square$ METAL Ozzy Osbourne，Korn

Address

City
Mrs．
Ms．

## Phone Area Code

（5）E－mail Address：example：jdoe＠bmg．com
ommendations from our editors． get the best value． PO Box 1958，Indianapolis，IN 46291－0010

## PA Parental Advisory－Contains explicit

lyrics and／or artwork．

8．$\square$ RaB Boy II Men，Musiq
9．$\square$ MODERN ROCX Linkin Pork，No Doubt
10．$\square$ RAP Ja Rule，Nopy Roots
11．$\square$ DANGE Jenifer Loper，NSYNC
12．$\square$ CHRISTIAN POP Point Of Groce，Micheol W．Smith
14．$\square$ GOSPEL Mary Mary Kirk Fronkkin
15．CHRIISTIN ROCK Third Day，Jars Of doy
16．LLaTiN Shokira，Marc Anthony

## Initial

Last Name
Apt．

## SEND NO MONEY NOW．

Apt．

State Zip
$\star$ 2－CD set（counts as 2 selections）．
various trodemork owners．©2002 BeMusic
$\star 2$ ．（D set（counts os 2 selections）．


WVWWWWW WYZ


THE MAN
Notice how his face is busted up? That's your life meter. Since there is no health interface to tell you how injured you are, you'll have to see how badly you're bruised and how profusely you're bleeding. Just like in real life.

Ditto with the weapons-there's no onscreen weapon menu mucking up the display, so you'll have to rely on your very own eyes! How you'll know how much ammo you have left is yet to be determined. But hey, you don't get onscreen ammo counts in real life either, unless you're Robocop.

Ha ha, no map. You'll just have to man up, and memorize the buildings layouts. Wouldn't it be cool if in the future implants in our brains connected to GPS systems that would map out the locations of wherever we were?

THE CAR
Remember Crazy Taxi? Remember how that big 3D arrow would tell you where to go? Who put that there for you, God? Whatever. In The Getaway, you'll have to rely on a much more realistic means of determining direction.

Yep-you'll have to watch your car's turn signals to know where to go. Sure, it isn't as accurate as a celestial arrow, but it's much more realistic, and that's what The Getaway is shooting for.

There's no map when you're driving, either. Just like in real life, you'll have to use the landscape and geographical features to help you remember where stuff is.



WHAT'S IT ABOUT?
 SOCOM: U.S. Navy Seals sparked the PlayStation 2 online revolution, but EverQuest Online Adventures will be the title to fully realize its potential. You've probably heard of $E Q$ it's been a staple of the PC community for years and has garnered tons of media attention. At its core, the game is very open-ended. You create and customize your character (pick from a handful of races, then choose from 13 character classes) and venture out into the colossal fantasy world of
Norrath. From that point on, the adventure is entirely up to you.

## IT'S COOL BECAUSE?

Nearly all of the other adventurers you'll encounter in Norrath are real players. You'll find some computer-controlled guards and merchants in the towns, but if you find a party of heroes to hang with, they'll all be regular Joes playing from across the country. The sheer number of living, breathing guys and gals on the servers is astounding. Friendships will be forged, alliances made...hell, maybe you'll even find your

# 4EVERQUEST ONLINE ADVENTURES 


future spouse among the Dwarves, Elves, and Trolls.

## SHOULD WE WORRY?

The concept and social possibilities of EQ are undeniably cool, but the actual mechanics might not live up to our expectations. The combat system won't win any awards for creativity or fun-it's fairly limited, but functional. Also, the camera control takes a while to get used to, and the overall graphical presentation seems a bit dated by modern RPG standards. Of course, all these
surface details will likely be overshadowed by the immeasurable fun of playing an online RPG with hundreds of other real people.

## BOTTOM LINE

EQ breaks so much new ground (as the first massively multiplayer online RPG on a console), it's impossible to ignore. It offers a fantastic new experience that most PS2 owners have probably never had the chance to try, so for that reason alone it will interest many gamers.



# gINDIANA JONES EMPEROR'S TOMB 



WHAT'S IT ABOUT?
 Everyone's favorite archaeologist is back. The Heart of the Dragon-a mystical Chinese artifact-has been unearthed, and it's Indy's job to make sure it doesn't fall into the wrong hands. Fortunately, he doesn't have to travel alone: Mei Ying, a sexy female sidekick, is on hand to help with this adventure. The title is being handled by The Collective (the guys who did Buffy the Vampire Slayer on


Xbox), and that's good news: This development team loves the Indiana Jones movies, a fact that comes across as you play the game.

IT'S COOL BECAUSE?
It gets the whole Indy feel down right-the game really feels like an extension of the movies.

## SHOULD WE WORRY?

Yeah, we know that this is a game, but still, Indy doles out a whole lot of death on Xbox. We sure don't remember him going shotgun crazy in the films. But if you can handle that type of creative liberty (and we can), there's really nothing significant to worry about.

## BOTTOM LINE

Don't be a poser and wait for the new Indy film in 2005 to get back into the series-be a man and drop into the tombs right now.


## ITS JUST LIKE THE MOVIES!

Emperor's Tomb offers a great balance of platforming, fighting, and problem solving. And Spielberg fans-arguably the most fickle of players-will be tickled when they see how spot-on this game is in comparison to the movies.



# 6 YU-HI=OHI THE ETERNAL DUELIST SOUL (GBA) BMU CH|-OHI DUELISTS OF THE ROSES (PS2) 



## WHAT'S IT ABOUT?



## A hit in Japan

Yu-Gi-Oh!
started life as a trading card game in the mold of Magic The Gathering and Pokémon. It stars Yugi, an inquisitive game-player who unleashes demons and spirits into the world after playing an ancient card game called Duel
Monsters. The upside is that Yugi now has mystical powers of his own, and he's ready to kick monster tail.

## IT'S COOL BECAUSE?

It's better than Pokémon. Sorry, but it just is. The gameplay is deeper, and real brainpower is needed to use the cards to your best advantage, find each monster's weak point, and


unlock some of the trickier puzzles. It's far less cute than Pokémon, too. Hundreds of cards are waiting to be found, and you need to explore and trade to get the best ones. The GBA version lets you link to other players in order to trade cards or engage in battle, and the PlayStation 2 title is in glorious 3D.

SHOULD WE WORRY?
Some of the Yu-Gi-Oh! titles released in Japan have been pretty average. Now that the series has become a bona fide

hit over here, hopefully Konami will invest a bit of extra time to make sure that both the GBA and PS2 games are worth the cash. Fans of the card game (the console games stick to the same rules) will wonder what the attraction is-after all, you can buy a lot of cards for the price of the console version.

## BOTTOM LINE

With the card game and TV series rapidly becoming the nation's Next Big Thing, it will be no surprise to see these games sell like hotcakes. Even if you got burned out on the collecting/trading/battling thing with Pokémon, Digimon,


Everythingmon, this game is still worth playing. Fans of the card game will be familiar with the strategy, and those who just watch the cartoon can take part in the adventure with their favorite characters.

# 7MECA MAN \& BASS 



## WHATS IT ABOUT?



## C'mon. It's a

 Mega Man game. You run the little blue guy through a mazelike level, shooting at evil robots and little construction worker hats with eyes, until you reach the boss' chamber. Once you defeat the thematically named boss (Cold Man, Magic Man, etc.), you gain his gimmicky weapon to use on the next boss. This is how Mega Man games have played for the past 15 years, and fans wouldn't have it any other way.
## IT'S COOL BECAUSE?

Mega Man \& Bass is a port of the 1998 Super Famicom (the Japanese SNES) game that was never released in the United States, so most of you will be


playing this for the first time. You'll be shocked to see that the graphics and animation rival PS1's Mega Man 8. In addition to the standard Mega Man action, you can collect 100 data CDs, giving the game some much-needed replay value. And

you can play as Bass. How cool is that?

## SHOULD WE WORRY?

It looks solid so far. The game is monstrously hard, and as we stated above, it plays an awful lot (that is to say, exactly) like past Mega Man adventures.

## BOTTOM LINE

Side-scrolling platformers like this are perfect for Game Boy Advance. We've been playing the Japanese version for a few months now, and unless something terrible happens with the translation, we shouldn't be disappointed


## BXENOSAGA



## WHAT'S IT ABOUT?



Remember the classic PS1 RPG
Xenogears? Xenosaga is sort of its spiritual successor. It's a little weird, though-imagine Xenogears as the fifth part of a story that began with Xenosaga. To further tie your brain into knots, the game is being released by a different publisher, and if you ask the developer, the game's not really part of the Gears series. But that's all legal BS-the games share many elements, and you'll even see some recurring characters.
IT'S COOL BECAUSE?
People liked Xenogears for several reasons, particularly its whacked-out storyreincarnation, cannibalism, and mind control were prominent themes. From what we've seen Xenosaga isn't as crazy as its

"predecessor," but we haven' been allowed to see much of the game yet. We have a hunch however, that things will get suitably wild.
Xenogears' game systems were fresh, and so are Xenosaga's. The first image that comes to mind with these games is cool-looking, powerful mechs. Xenosaga has them in spades, and they play an integral part in the game's combat system. Most characters have a mech associated with them, which they can summon into battle when things get crazy. And every mech has its own special attack, making each uniquely suited to a particular combat situation. It makes the proceedings interesting and varied, which goes a long way in an RPG.

## SHOULD WE WORRY?

If you're not into RPGs, this one probably won't change your mind. The sci-fi setting is a refreshing change from the sword-and-sorcery of most RPGs, but it still looks, feels, and plays precisely like what it is: a big, fat RPG.

## BOTTOM LINE

This one's strictly for fans of the genre, who can rest easy
knowing that it will be top-notch


## 




- -1.



## Based on the Best Gelling

Playjation'z came

## Q BREATH OF FIRE: DRAGON



WHAT'S IT ABOUT?


How do you take on the behemoth that is Final Fantasy in the RPG arena? By innovating, not imitating. While FFX focused on realistic character models and worlds, Capcom goes for a kickass anime aesthetic in Breath of


Fire. And where Square's adventure doled out traditional turn-based battles, BOF uses a strategy-oriented setup involving active character movement and combo-driven attacks.

## IT'S COOL BECAUSE?

It's dark, it's sharply drawn, and it's one of the most-anticipated RPGs on the PS2. The series has had its ups and downs, but Dragon Quarter truly looks amazing. If the whole game is as good as the first few hours are, this could wind up being the best BOF game ever produced.

## SHOULD WE WORRY?

Legend has it that you may find yourself in a spot where, about 20 hours in, your characters will be too weak to carry on, and you have to start the game over again. That doesn't sound like much fun to us.

## BOTTOM LINE

Dragon Quarter looks like it'll be a refreshing change of pace for hardcore RPG gamers

## 四DARK CLOUD 2



WHAT'S IT ABOUT?


The first Dark Cloud offered up an odd mesh of play styles, incorporating elements of The Legend of Zelda, Phantasy Star Online, and Actraiser. Dark Cloud 2 feels more original by
placing a greater emphasis on an all-new "invention" play mechanic, which lets players create useful devices out of common household items.

## IT'S COOL BECAUSE?

The story is more interesting this time around, the World Designer has more

and it's tedious here, too. If you don't mind lots of repetition, fine, but we're not big fans of fighting the same monsters in the same dungeons over and over and over again.

## BOTTOM LINE

This is a clever, strategic adventure-RPG that builds on the original's strengths. It's the kind of title you'll either love or hate. If you fall into the former category, get ready for a good 40 hours of hackin', slashin' and thinkin

## ...ALSO IN FEBRUARY



BATMAN: DARK TOMORROW
(PS2, CC, XBOX)
Kemco steps up to the plate to do its first Batman title since 2000's awful Batman Beyond (PS1 and N64). This one looks much better.


ALL-STAR BASEBALL 2004 (PS2, GC, XB0X) Acclaim's long-standing baseball series returns. Does it have what it takes to compete with High Heat and MVP? Our Magic 8 ball says "uncertain.


## BLACK \& BRUISED <br> (PS2, GC)

Incredible-looking cellshaded (read: cartoony)
boxers step into the ring to beat the crap out of each other. More Punch-Out!! than Knockout Kings


MY STREET (PS2)
This online title, designed for the whole family, is made up of eight classic minigames: RC car racing, dodge ball, marbles, etc. Great, but no keyboard support? WTF?!?


## PRIMAL (PS2)

Think Soul Reaver, but
prettier. This gothic adventure game is coming straight from the guys at Sony Computer Entertainment.


VEXX (PS2, GC, XBOX) Like Tomb Raider VI, Vexx has been delayed for quite awhile-usually a bad sign. But Acclaim is banking a lot on it, and the company insists that the end product's gonna rock. We'll see.


## UFC TAPOUT 2

(PS2, GC, XBOX)
Dream Factory, the development team responsible for The Bouncer and original UFC Tapout, is preparing to roll out one of the most realistic fighting games ever produced.

## Pre-order Pipeline

POWERED BY
amine
fix

we're your connection!

## GAME

PUBLISHER
RELEASE DATE
P | a y 5 t a ..... 2Sierra
Malice1/1/03
War of the Monsters SCEA ..... 1/5/03
The Sims Electronic Arts ..... 1/15/03
Primal SCEA 1/17/03
Vexx Acclaim ..... 2/1/03
Starsky and Hutch Empire Interactive ..... 2/2/03
Bandai America 2/15/03
$\times \quad b \quad 0 \times$
MaliceVivendi Universal1/1/03
Dead or Alive Xtreme Tecmo ..... 1/15/03Beach Volleyball
Panzer Dragoon ORTA Seg ..... 1/16/03
Kung Fu Chaos Microsoft ..... 2/1/03
Marvel vs. Capcom 2 Capcom ..... 2/13/03
The Lost Crave Entertainment ..... 2/15/03
G a mecube ..... 1/9/03
1/9/03
Nemesis ..... 1/15/03
Ghost Recon Ubi Sof ..... 2/1/03
Wario World Nintendo ..... 2/27/03
Game12/11/02Mortal Kombat: Midway
,Deadly Alliance
A Sound of Thunder bam! entertainment 12/15/02
Grand Theft Auto 3 Destination Soffware 12/19/02
Downforce ..... Titus2/19/03
Samurai Jack: The bam! entertainment ..... 3/1/03
Amulet of Time
Crave Entertainment ..... 3/7/03Wizardry: The

Summoning

RESERVE THESE GAMES NOW AT
PREORDERPIPELINE.COM
Releae Not all titles avaliable in all CompUSA stores

# 國NOW PLAYING 

## GameNOW takes on this month's top games

## GAME OF THE MONTH

Panzer Dragoon Orta-Page 45 Between Jet Set Radio, ToeJam \& Earl, and now Panzer Dragoon, it seems that all of Sega's smaller, more hardcore franchises are coming to Xbox. What's next? A new Alex Kidd adventure? We're keepin' the dream alive. Anyway, Panzer Dragoon Orta is the game that stood out the most this month. Its stunning graphics, classic gameplay, expert-level difficulty, and numerous unlockable secrets make it a staff favorite and definitely the best game that we've played all month. Got an Xbox? Get Orta.


## NOW RATED

Once we've thoroughly played a completed version of a game, we give it our final Now Rated grade. Our grading scale works just like the one in school-A through D, with a + or - to add a little bit of spin. Of course, there's also the dreaded $F$, but with any luck, we won't run into those too often. Here's the breakdown:
games are excellent and well worth picking up. Even more so if it earned the coveted A+.
games may not be the best, but they're still darn good. You'll probably want to check 'em out.

Cis an average grade. These games aren't particularly bad, but they don't do anything special enough to warrant a higher score. Just like in school, you can get by with a C, but you really could have done better. means below average. It's definitely not very good, but it at least has one or two redeeming qualities. We're getting into the stink zone here, folks. Be careful.
3 is...well, you know. Fis a failure. A game that fails to entertain. A game that fails to provide even the slightest bit of enjoyment. A game that-a game that is just plain bad. Don't go near an $F$ game lest you be forever scarred by its badness.

## 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. Go rent it, go buy it, do what you need to. These games sell systems.


[^0]Indiana dones and the Emperor's Tomb
DMega Man Legends 2
DNeverwinterNights:The Shadows of Undrentide
E- Star Wars: Knights of the Olf:
Republic
ETom Clancy's Rainhow Six 3: Raven Shiald
De Ulima Online: Age of Shatows
Unrealll: The Awakening
Z Zone of the Enders: The 2nd Runner:

2FIFMWIME
EBatman:Dark Tomorrow
EBreath of Fire:Dragon Quarter
EDark Cloud 2
Everourest Online Adventures

Galerians:-Ash
Guiliy Gear XII
-hack/INFECTION
Jackie Chan Adventures
EMidnight Club IIE
PPrimal
EVexx
EVI-Gi=OhtDuelists of the Roses

## Xent

تlintiana dones \& the Emperor's Tomb
EXung Firichaos

- Marvelvs. Capcom 2

ERoboCop

- Star Warss Knights of the Old Republic
Estate of Emergency
EVaxx:


## U.S.A. TOP 10

The 10 Best-Selling Games of October 2002

| 1 | Grand Theft Auto: Vice City |
| :--- | :--- |
| Rockstar/PS2 |  | Rockstar/PS2

NBA Live 2003
EA/PS2
Kingdom Hearts Square/PS2

Madden NFL 2003 EA/PS2

Hitman 2: Silent Assassin Eidos/PS2

> Yu-Gi-Oh! EDS
> Konami/GBA

Tony Hawk's Pro Skater 4 Activision/PS2EA/PS2
Need for Speed: HP2 EAPS2

Tekken 4
Namco/PS2


## JAPAN TOP 10

The 10 Best-Selling Games for 12/2/02-12/8/02

| 1 | Pokémon Sapphire |
| :--- | :--- |
| Nintendo/GBA |  |

## THE ESRB VIDEO \& COMPUTER GAME RATINGS

Find out whether a computer or video game is right for your home.

Learn more about the Entertainment Software Review Board rating system and how games get rated on www.esrb.org.
 EVERYONE


EARLY CHILDHOOD
Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.

## EVERYONE

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

## TEEN

Titles rated "Teen ( T )" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.

## MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.

## ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18 .

## RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

This message is brought to you by the Editors of:
Z Z ZFF DAYS MEDA GAME GROUP


## (2) 110 You KNOW?

Akira Toriyama, the artist behind Dragon Ball $\mathbf{Z}$, is a serious force in the videogame industry. Aside from the Dragon Ball games, his character designs have also graced the Dragon Quest (Dragon Warrior in the United States) and Tobal series, as well as Cirrono Thigger.



## DRAGON <br> BALL <br> 

Publisher: Infogrames Players: 1-2 Also 0n: None Genre: Fighting


## Androids and Super Saiyans duke it out! Who will win?



Dragon Ball $Z$ is the popular anime series from renowned artist Akira Toriyama, featuring martial artists from different worlds fighting for possession of the seven legendary Dragon Balls. Whoever possesses the Dragon Balls can call upon the great dragon to grant any wish. The series' great success likely stems from the
attractive character designs and the fighters' fantastic powers: They can fly, hurl energy blasts, and attain new levels of power through transformations
While other Dragon Ball Zbased games have fallen short of excellence, Dragon Ball Z. Budokai does it right. You'll start with Goku at the
beginning of the Saiyan

## saga, and, alongside

Piccolo, do battle against Vegeta, the Saiyans Gohan, and the rest You'll then proceed through the Namek Android, and Cell sagas, which introduce
additional conflicts and a whole new set of characters The story unfolds through slick
cut-scenes using the game's 3D character models, which look just like those in the anime. Better yet, the game features

the original voice actors from the dubbed anime done in the United States.
If you're not a Dragon Ball Z fan, the game's simple fighting mechanics may turn you off; you can't duck or jump for example. But Budokai's real strength lies in the great fun you can have unlocking all of the fighters, different game modes, and character customization items. $D B Z$ fans will definitely get the most out of this game, but anyone looking for an easy-to-get-into fighter should have a good time with it, too


## PROS

- Great selection of characters and a variety of game modes


## CONS

- Slow load times
- Fighting engine lacks depth

BOITOM LINF: Fans of the anime will have a blast playing with all the great characters.


$$
\text { If } 9 \text { flns] }
$$

We've gives you everything
you wanted in prin thagerines.
Now we're exsanding

## your world...

$$
O n \int J=
$$

लrvizeoovi

PlayStation


## (2) $\frac{10}{} \mathrm{KNOW}$

The Sims for PC has sold 18 million units-that's like the whole worldI


Make your Sim look like the real you-or not.


is a grea addition to any household since it satisfies Hygiene, Comfort, and Fun levels-and if you get someone to join you, it can raise your Social score as well.


THE SIMS

## Chuck your real life and make a virtual one



God knows we all want to escape real life now and then. The Sims lets you become someone else, and unlike book or movie escapism, you can keep this alternate life going as long as you want.
Legions of PC gamers can attest to the draw of creating characters and navigating their often-treacherous relationships with other Sims, all while balancing their humanlike needs of Hunger, Energy, Mood, and


There are some two-player games, in case you have real friends.
the like. The PS2 game adds level-based gameplay to the open-ended version. Having defined goals and figuring out how to advance a characterfrom living with mom to heading to fratlike roommate hell to eventually getting a spouse and kids-kept me interested way longer than when I was just mucking about and wreaking havoc in the Freeplay mode That said, The Sims might be even more fun with less micromanagement. | realize it adds a level of challenge to ensure that your character doesn't wet her pants, but it's just plain annoying making them use the
facilities and shower when you'd rather be focusing on other aspects of the game. There is a Free Will mode that allows the characters to do actions on their own, but for some reason, they can't seem to figure out when to pee. What's up with that? Actually, if I have to knock The Sims for anything, it's for being too much like real life. The virtual characters aren't much fun if you don't fulfill their physical and emotional needs because they get too depressed to do anything. And then they won't do well at their jobs-and then you run out of money. And we all know that's no fun. But unlike real life, you can always start over with a new character.

[^1]

## Pi0S

Unlimited, open gameplay
$\square$ Challenging missions

## CONS

- Tedious aspects
- Too much like real life

BOITOM LIN 7 The No. 1 PC game of all time makes a stellar translation to PS2.


Publisher: Electronic Arts TEEN Players: 1-2
Also On: PC (Duh!)
Genre: Simulation/Strategy



## ARE YOU MISSING SOMETHING?

Order these back issues to make sure that you have a complete reference library of the most valuable tricks, cheats, and codes for all the top games on your console


Xbox Nation
$\# 2$
$\# 2$
$\$ 12.00$


Xbox Nation
Premiere Issue


Pocket Games 9 Summer 2002
$\$ 12.00$


(
Pocket Games 7
Fallwinter 2001


Pocket Games 6
Summer 2001

( $\begin{aligned} & \text { Pocket Games } 5 \\ & \text { Fall } 2000\end{aligned}$


Pocket Games
Summer 2000
HOW TO ORDER: Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to Ziff Davis Media, for the amount indicated for each magazine plus shipping and han-dling-add $\$ 3$ for U.S., $\$ 3$ for Canada and $\$ 5$ for foreign orders-in U.S. funds only for each magazine! Orders should be mailed to: Back Issues, 1411 Opus Place, Ste. 340, Downers Grove, IL 60515 Price and availability subject to change without notice.


C.TRY THIS
Play baseball with cars! That's right: If you have a weapon in your hand, you can hit back any projectiles that your opponents throw at you-if your timing is right. Practice makes perfect.


## WI B OF THE

## Hate cities? Hate your friends? Destroy 'em both!

 Monster games of yore, no matter how fond our memories of them are, have always kind of sucked. If you don't remember Rampage, then you're lucky-it seemed cool when I was 8, but it doesn't hold up quite as well as better games of its period In any case, it's that sort of vague disdain for old-school monster games that allows me to
appreciate War of the Monsters. It takes the best thing about them-namely, the ability to beat the crap out of cities-and puts it in the context of a fun fighting game, thereby making the destruction actually mean something to the action at hand. It's as if the old Neo Geo game King of the Monsters were in 3D and much, much better.
So yeah, the premise is pretty straightforward. You choose a monster and proceed to ravage the bodies and structures around you. The beauty is that you can use
 practically anything to enact devastation-you can throw cars at enemies, rip off chunks of sidewalk to use as projectiles, and even uproot radio antennae from rooftops and lay into them

It doesn't end there, either. Since you can demolish every building, you can collapse a structure that your enemy is scaling, causing him or her to fall and crash to a most untimely demise

War of the Monsters' one problem-and one many fighting games share, sadlyis that it lacks that essential feeling of impact. You never really feel that you're hitting someone. Attacks sort of whiff into their targets, if that makes sense.
Apart from that, though, the game is suitably deep, with all types of counters, recoveries, and the like possible for highlevel players. There are quite a few unlockables included therein, too, so you'll have a decent time going at the single-player game. If you feel the need to stoke your destructive side, you just might get into this.
-Miguel Lopez


## PROS:

Accessible combat system

## CONS:

Empty-feeling hits

- No four-player mode

overall, but future versions will probably be closer to what we were hoping for.



# STAR WARS <br> BOUNTY <br> HUNTER 

Publisher: LucasArts
Players:
Also 0n:
Genre: Action

The dark side can be flawed, but a lot of



Perhaps the coolest thing about Bounty Hunter is that it lets you play as one of the bad guys from the Star Wars universe. For too long, we've been stuck playing as those heroic Jedi Knights with their lightsabers and midi-chlorians and morals and whatnot. Who needs that? This is Star Wars! Let's shoot up the joint!
That's why it's such a treat to control badass bounty hunter Jango Fett in this adventure. You
can go wild with Jango's dual laser pistols, fly around with his jetpack, and not feel guilty about blasting all those pesky R2 units roaming the levels.
I was surprised by how well the jetpack handled. The flying aspect easily could have been screwed up, but it's simple and fun to use-targeting multiple foes while flying is just as easy as tagging them from the ground. But, the camera does work against you when you jetpack in tight quarters. Another problem is the somewhat open-ended nature of


## TDP

 SECDㄹT:This isn't Jango's first appearance in a videogame. Use this code to fly his version of Slave I in the GameCube hit, Rogue Leader. First, if you don't already have Boha Fett's Slave I, unlock it by entering the password PZAAPBSY and then


IRONSHIP. Now, enter these codes, one after another: WYGXiYP. CNOOOHZR, and JFETISHP.
certain stages. Since Jango doesn't have a radar, it's easy to get lost while trying to find the next objective. Prepare to roam empty levels looking for your next destination.

Even with those few problems, I had lots of fun. Completing the missions is enjoyable, hunting for secondary bounties (a subquest that's handled by scanning people Metroid Prime-style) adds replay value, and like I said before, playing as a bad guy is just plain fun. You hardcore Star Wars nuts out there will also love the cinemas and story, which give some great background on Boba Fett's pop (you get to see how Jango came to own his ship, the Slave ।-awesome).
With a little more polish, this game could have shined brighter than Mace Windu's noggin. As is, however, it's flawed, but fun.
-Phil Theobald


## PROS:

I Jango Fett is cool

- One word: jetpack


## COKE

Ilt's easy to get lost
The camera can be difficult
BOITOM INN F Bounty
Hunter is certainly not perfect, but Star Wars fans will have fun.


## 1)

Variety may be the spice of life, but



Playing Midway's Haven: Call of the King feels like starring in a never-released, animated fantasy/sci-fi film. The game's story-which revolves around a reluctant hero whose mysterious dreams attract the attention of the despotic ruler of the galaxy-is charming and often funny in an I'm-too-old-forDisney, guilty-pleasure sort of way. Like the game itself, the

[^2]story is cute, but not too cute Where Haven shines is in the variety of its gameplay. Minigame activities include navigating Haven as he runs inside a large hamster ball, blasting your way through a gladiator arena full of monsters, and using a cannon to defend a clutch of eggs on a base being invaded by a swarm of egghungry, giant insects. While some of the minigames are dull or undercut by a bad game camera, most of them are inventive and fun. The game's graphics also make you feel like you're in an animated film. In addition, the story sequences are great, and the sound track has an excellent, upbeat, adventurous score.
But not everything about the game is so copacetic. The main brunt of the game is 3D platform action, which

can be cool, but the gameplay doesn't meet the high standards set by Ratchet \& Clank and Jak and Daxter. It's missing basic elements, like not having to step directly on items to collect them-something present even in Midway's own Dr. Muto.
Haven is good, lighthearted fun (a welcome break from games that focus on brooding, dark antiheroes), and the amount of variety that it offers is a huge plus, but its so-so platform elements make it hard to recommend as anything but a rental.
-Joe Fielder


## RROS:

Great story and voice work
Excellent sound track

## cols:

The camera has problems - Some minigames not great

BOITNM HINX: Haven's got a lot of heart, which makes up for a lot of its problems, but not all.



Love is blindand nothing proves that better than .hack. This game is ugly. It's got a muddled battle system. And
the whole thing ends abruptly, leaving you hanging until the next chapter is released (.hack is a four-part series, with each new game due to hit stores three months after the one before it). But none of that matters to


You can "chat" with your teammates during battles, just like in a real MMORPG.
me-not since I fell for this game. It didn't happen right away. Like any good mistress, .hack first made me work for it, forcing me to suffer through a wildly unbalanced combat system and agonize over the gaudy graphics.

Then, midway through this 20hour RPG, it happened. When a game's got a story this good, it's damn hard to resist. Right around that time, the game's battles got a lot better, too. Still, the best part of hack is its story. The whole setup is unique: Everything centers around a game-within-the-game, with the main character dipping into and out of an MMORPG. Your best bud is destroyed by a data bug, which then causes him to fall into a coma in "real" life. The game does a fantastic job of mimicking a real online experience with a faux message board where you can gather hints and clues for your quest,
and a simulated desktop where you can send and receive
e-mails and read news reports. RPG fans should definitely check this one out, but with fair warning: The game has tons of flaws, although the story makes it worth the effort.
-Gary Steinman

## Rios:

Ithcredible, unique story
Bonus anime DVD
EOMS:
Battles kinda suck
Grody graphics
BUT10 MEIN F Worth a
look, despite its flaws.


## SHREK SUPER PAR Thisis stemonst pany vee veresean



You know how in Star Wars, there's a dark side to the Force? A corrupt essence that flows through the universe and is the antithesis of all that is good and true? Well, apparently, the same goes for videogames. Last month, I reviewed Mario Party 4, the high-water mark of board game-themed party games-the Luke Skywalker of the genre, if you will. This month, I have come face to face with the Dark Lord of the Party Gaming Sith. It is far more


wicked and vile than all of the Darths combined. It is Shrek Super Party.
Where to begin with this mess? First of all, the boardgame environments are simplistic and linear. You're never given a good overview of where you're going. It's simply roll the dice (OK...throw the ball), watch your character walk a couple steps, and then play a minigame.

Oh yeah, the minigames. Lame. Totally lame. For the most part, these "action-packed events" (I'm quoting the box here) involve tapping one button
over and over again. If you're gonna rip off Mario Party, at least study what makes that series' minigames fun and copy it. Also, with just 30 games available, you'll begin repeating the pain very quickly

Then, of course, there's the mildly confusing and extremely unbalanced Bug Juice scoring system (equate it to earning stars in Mario Party) that practically ensures that whoever gains an early lead keeps it
The game's not even funny (a problem with all Shrek games). I will never understand how a funny character from a funny movie can end up being so unfunny in videogame form.
I was going to close this review with some witty Star Wars conclusions, but Shrek Super Party has crushed my creativity. Let's just forget about all this and move on, shall we?
—Phil Theobald


## 2R05:

Round, colorful game disc
Easily exchangeable

## COME:

Boring minigames
Unbalanced gameplay
BOILOM HIN Hy If you must
play a party game, buy a
GameCube and Mario Party 4.




## PANZER DRAGOON ORTA



## Sega's legendary dragon soars to new heights



The poor Panzer Dragoon games have never gotten the respect they deserve. Well that's only half-true. They've gotten respect from critics and

previous
Dragoon games (all for Saturn) are some of the best shooters (or, in
Panzer Dragoon
Saga's case, RPGs)
out there. They combine great gameplay, terrific graphics (for the time), and an amazing sense of style. The awesome character design and technoorganic look of the worlds create a lush environment that instantly draws you in

Orta continues that proud tradition, and fans of the series will definitely not be disappointed. Newcomers (which is probably most of you) will also have a blast. Sure the story is confusing, but the game itself is full of fast-paced


Oh, wait-did I say challenging? I meant to say FREAKIN IMPOSSIBLE! This game is built Tonka tough, and if you can beat it on normal difficulty,
then consider yourself a true gamer. Heck, even the Easy
mode proves tricky enough to get through.
Despite the challenge, you'll have tons of fun chugging though Orta. There's plenty of strategy in choosing the proper dragon form to use during battles (each one has different weapons and special attacks), and in a move taken from Panzer Dragoon Saga, you'll need to move your beast around a lot during boss fights (you know, to hit vulnerable spots)
Sega also rewards your mad gaming skillz with a plethora of ultrasweet unlockables. Bust this game open and you'l find enough secrets to keep Panzer fanboys grinning until the next sequel is released, whenever that may be

Simply put, this game rules It may turn off some with its difficulty and unusual design but don't let that scare you off It's well worth your time
-Phil Theobald


## 2:05:

- Classic shooter gameplay

TONS of inlockables

## (2)

Elt's really frickin' hard
I mean, REALIY hard
Bum01x Liy $x$ Sega hasn't lost its Panzer Dragoon touch. This demands to be played.



(6) $\mathrm{HP} \cdot \mathrm{P}$MTE?
This game's got to be the lamest marketing ploy since the movie Showgirls. There's nothing controversial here, and the game's PG-13 nudity isn't worthy of an $M$ rating. The funny part is, the audience this would appeal to is too young to buy it. Dumb.


## BMX XXX

## Topless chicks can't save hapless game



I was hoping for the best-really I was. I mean, I'm all for nudity, especially of the female sort. I waited for the uneasy-yet-strangely-exciting feelings that might accompany some highquality, full-motion cut-scenes Well, the cut-scenes came, and the only feeling I got was boredom mixed with a moderate amount of "I waited for this?"

I mean, come on. If you're going to raunch it up, go all the


During certain multiplayer modes, you can snipe at your opponents.
way. I kept waiting for the good stuff, not peanut vendors selling "hot, salty nutsacks." Nutsacks aside, $B M X X X X$ does feature enough swearing to pass for a Sopranos script and plenty of run-o-the-mill junior-high humor. If watching dogs get it on in the street is up your, ahem, alley, then this title's gonna bowl you over.
But those of you checking this game out for the extreme-sports action, instead of the "action," will be disappointed. Because BMX XXX branches off Dave Mirra's respectable engine, I expected to at least enjoy tricking out. Instead, I got stuck in certain moves, passed right through a bunch of light posts and other objects, and found it an overall sloppy affair.
That same sloppiness extends to the game's design. Mission goals range from stock extremesports stuff to "make it snow. OK, fine, I'll make it snow-if you tell me where to go or what

to do. With little instruction or prelevel flybys, it's easy to get confused. And what's with the step-by-step linear lockdown? After Tony Hawk 4, it feels suffocating and unwelcome. Developer Z-Axis probably wasn't concerned about the order of events, as we know that males 18-34 will keep chasing the proverbial carrot $B M X$ places before you: the stripper videos. Unlock a few and you'll find yourself grappling with an interesting choice: Should you go play an extremesports game that's actually fun, or go sit in front of the Internet?
-Dan Leahy


## Cinc:

- Some Van Wilder-quality laughs - Hot babes


## (9) -5

- Humor wears thin quickly
- Repetitive gameplay
$\therefore 11$ (1) 14 IT The tite says XXX, but it's more like FFF thanks to the language.


# NCM1 2KS COLLEGE 

Publisher:
Players:
Also 0n:
Genre:
missing out on the best part of any online sports title, including Sega's excellent NCAA 2K3 College Basketball.
Sure to be a hit in frat houses across the nation, $2 K 3$ lets you choose from an unprecedented $300+$ teams and take 'em online against friends or foes of

## (2) <br> D) 11 Y(11) 6wowe

Cover hoy Jay Williams changed hit name from Jason around the same time (not coincidentally?) former NBA star Jayson Williams was on trial for manslaughter charges. Jay Williams is currently the starting point guard for the Chicago Bulls.

your choice. The sheer variety of teams, arenas, and play styles is astounding.
Developer Visual Concepts made sure to set this title apart from NBA 2K3, and that's a good thing. The sweet science of college basketball features schemes and strategies not seen in the NBA's star-happy world. Here, teams rely on guile, momentum, role players, a deep bench, and the occasional lucky shot. All that's apparent when delving into NCAA's options, which allow you to tailor your team in roughly 375 ways, including Finesse/Power,

Fundamentals/Flash, Fast Break/ Half Court, Superstar/Deep Bench, and so on. It's immersive, intelligently thought out, and rewarding when your team responds.
Gameplay stems from the foundation of NBA $2 K^{\prime}$ s engine, but with some nice modifications. Passing is quicker than in NBA 2K3 allowing you to run an effective fast break or zip the rock crosscourt for a baseline three in the half-court set

Presentation is adequate, but we'd like to see the $2 K$ games spruce up their menus and other fringe items. There's too much empty space, too many blocky chunks of text, and some confusing moments when making substitutions and such While 2K3 may not be long on visual flash, the gameplay and animations make up for it. A must-buy for sporty Xbox types -Dan Leahy


## LiUSB

Do many teams, so little time
Great variety and replay value

## (2) -5

A hit blah visually
Cumbersome menus
B1ITOM INI Easily the best college hoops game around.


## N: 1 INSIDE DRIVE 2003 <br> Drive fails to come alive <br> 

of newness to ID 2003 cannot. NBA 2K3 and NBA Live 2003 both featured sizable additions to their feature sets this year. Live practically had a rebirth, as the entire gameplay engine got overhauled (it needed it). Inside Drive, however, was in good shape after a promising first year, so this year it needed to wow us with online play and


First things first Where in the Sam Hill is online play? Microsoft $+\mathrm{Xbox}+\mathrm{Nov}$. 2002 = online gaming, right? Not as far as developer High Voltage is concerned, apparently. While the lack of online play could be forgiven, the complete lack

## dazzle us with a revolutionary

 low-post game and graphics that set this title apart. Instead we get Franchise mode. Sure, it's a welcome addition; it's just a lot harder to stomach when you realize you've forked over 50 bucks for ID 2002 with Franchise modeThe core gameplay is fine. just happen to prefer games that choose a direction and go there Inside Drive waffles between arcade and sim. Fortunately, adjustable sliders can tilt the balance to your particular preference. I recommend ramping up the speed a bit and toning down the blocks. That way, you can shed the sim-skin Drive pretends to have and enjoy the game's ferocious dunks, wicked fast breaks, and barrage of three pointers.
On a final note, Drive's presentation has also fallen behind the competition. Last year's announcing, animations, and end-of-game highlight reel
were a good start, but no significant steps have been taken. You'll see every dunk by about the fifth game of the season, and that's unacceptable. Inside Drive 2003 ain't bad, but as the Barenaked Ladies like to sing, "It's all been done before
-Dan Leahy

## P:15:

E Solid gameplay
Hots of customizable options

## cols:

CTotal sports-game rehash
No online play-why?
:0110My LIW Only for
those who loved last year's
game. Even then, it's a close call.


## Three words: exploding, flying aircraft-carriers



What the heck's a battle engine? Duh. It's a robot that looks like a spider and can transform into a weird aircraft. Battle Engine Aquila stars one, and, as you'd imagine, a game starring such an insane device is pretty neat. At first glance, Aquila looks like your average flight combat game. But the very nature of the crazy vehicle you drive makes it anything but average.
ijlt ifily
Certain types of enemies are susceptible to certain types of weapons. But, as a rule of thumb, youll find that the Vulsan cannon (which you can use on the ground and in the air) is pretty versatile. You can use it to take down all hit the most heavlly armored ensmies-like giant carriers or bulky tanks.

The fact that you can transform at just about any time adds a whole new dimension to the concept of combat. The game's best missions make use of both your forms. No matter which vehicle configuration you use, each of its forms is suited to taking on certain types of enemies. Let's say your jet form boasts some badass swarm missiles. The minute you see a gigantic flying aircraft carrier, you'll blast off and make quick work of destroying it. But when confronted with a crapload of armored tanks, the mounted laser on your ground form will serve you better.

Basically, it's all about the weapons in Aquila, and they're all pretty rad. But even cooler still are the effects of the weapons-everything in the game explodes, so you'll never lack motivation for going after the biggest enemy units.


Unfortunately, the radar in Aquila pretty much sucks. Your commanding officers will say, "Bombers coming in from the south," but since there's no compass on your radar, you won't know which way south is, so you'll have to fly around like an idiot until you see a bunch of bombers. It's pretty lame-but flying around like an idiot and blasting the crap out of stuff is fun, so it's not too lame
Despite this frustrating flaw, Battle Engine Aquila is a neat, unique action game that's definitely worth playing. -Miguel Lopez


## RR15:

T Technically impressive

## calc:

- The radar sucks eggs
- Bad character designs in FMVs
:01110MM MIZ If you like to destroy hage pieces of machinery, play Aquila.



# CAPCOM YS. SNK 2 EOIE 

## It's online, and it works! By golly, it works!



I have stood for countless moons in anticipation of the moment when I would be able to face the greatest fighters worldwide without moving an inch. My journeys have been vast and arduous, and I have fought on nearly every battlefield conceivablethe original Street Fighter 2,

[^3]Samurai Shodown 2, and King of Fighters ' 95 being some of the most memorable. But I don't expect these ancient and obscure names to mean anything to you, my young friends. You didn't come here to listen to the addled musings of an aging warrior. You came to hear me sing the praises of a game that has made my fantasies of remote combat a reality. I implore you then to heed my wisdom and include the latest iteration of Capcom vs. SNK 2 in your training regimen.

The gods of silicon and fire have truly blessed the sorcerers at Microsoft! In tandem with Capcom's deadly and disciplined combat monks, it has made an online-enabled Capcom vs. SNK 2-itself a miracle of integration and licensing-a wondrous reality. The ability to battle faceless warriors from the world's farthest reaches make this
exquisite 2D fighter even more astonishing. Microsoft's Xbox Live service provides the smoothest matching capabilities, and it allows you to customize each match to your specifications. Most important, you can disallow your opponents from using the EO mode, which only the most honorless of dogs dare use.
But as with anything of great beauty and power, this moving miracle bears a few flaws. Some sprites look, as my young disciples like to say, quite janky when compared to the game's higher-resolution characters. The loading times during matches also last longer than one would like. But to quibble over these things would be akin to pondering a slight blemish on the otherwise flawless surface of a lotus leaf. Such things are for the weak of character.
-Sushi-X


## Ciit1-5

Online play for the first time in this type of fighter

## (1) MS:

Long load times
S01 1041 yIz If you tike
fighting games, this is a definite must-play.



ASHERONS CALL 2.ew


Examples of the monthly episode update: NPCs that now provide quests, revised chat and examine panels, and new layouts in certain areas.


## /1/

If you dont know where youre going, you could wander around for a long time. If you know where you are and where you're headed, go to the Route Finder at wWW fallenkingdoms.com/exploration latias.om?actionsfindrouter it will figure out the fastest way to get to your destination, cutting down your travel time.

## Massively multiplayer Microsoft



By combining monster-killing with the ability to chat with special Internet friends, EverQuest
basically started the MMORPG genre. But with so many MMO games coming out, players
can't help asking, "What makes this game different and worth my money?" Asheron's Call 2 Fallen Kings is actually one of the more worthy MMO games out there

AC2 tweaks the traditional kill/loot/chat formula quite a bit. Here, death is just annoying rather than frustrating; instead of losing items or experience, you suffer only a minor health and vigor
(aka mana) penalty. In addition Vault dungeons give you plot pieces on top of the usual experience and loot. It's easy to level-up the bazillion skills available to you, and if you find that you don't like one, you can untrain it and develop a different skill. Since there are no NPC merchants to rip you off, crafting weapons and


armor is actually fun. And the game looks and sounds awesome to boot.
While these tweaks to oldschool MMORPG gameplay are welcome, the coolest part of AC2 is the monthly episode update. Every month, the AC2 Live team releases a big patch that'll fix bugs, tweak the game balance, and add new stuff like monsters, quests, and dungeons. The December release changed the newbie training level, added some new critters and quests, and
tweaked the chat system
There are a few niggling bad
points: AC2 can run slowly if it's not played on a hot-rod computer, and the game still really boils down to killing and chatting. But if Microsoft can maintain the quality of the monthly episode updates, AC2 will remain a fine game.
-Scooter Nguyen

## RROS:

Cool enhancements
Monthly episodes

## COME:

Same ol kill/loot/chat formula Sluggish on older machines
: 11111 M IIT 3 A pretty darn good MMORPG, for EverQuest fans and newbies alike.



5POHNTㄹ UP! Using one elemental - weapon color extensively helps to quickly unlock important skills. We suggest starting with green, which puts your characters on the fast track to mastering key healing spells.


# SKIES OF ARCADIA 

## GameCube gets its first real RPG



Popping Skies of Arcadia into your GameCube is kind of like opening a great adventure novel
You'll find a deep, engaging story that will likely own you for weeks. And, as the tale unfolds, its heroes quickly establish themselves in your imagination as old and trusted friends. Lead character Vyse is absolutely charming; he's a daring air pirate who's never heard of the word "angst." And his sidekicks-a crusty old
mentor, a handful of cute girls, his overprotective father, etc.all manage to break out of their stock roles and stand out as people you'd actually want to hang out with. This is a fun game to play; where most next-generation RPGs have been dark, somber, and serious, the Skies experience is bright, poppy, and exciting. That's not to say there aren't plenty of dramatic moments-it's just that the developers never forgot they were making a game, not a stage production

Skies' battle system is souped up with subtle strategic elements that place it a step above Final Fantasy $X$ s been-there-done-that setup. As you progress, you have to plot you moves three steps in advance (just like in chess). Characters share a limited number of spirit points, which get used whenever you pull off special moves. You'll be constantly asking yourself things like, "With 14 spirit points left, can I really afford to let my most powerful character unleash a 12-point attack, or should I let


[^4]my healer use six of those points to restore my party's health?" Boss battles require you to answer those questions correctly, lest your party be annihilated. All said, GameCube owners couldn't ask for a better RPG.
-Ethan Einhorn


## LEGENDS

Publisher:
Players:
Also 0n:
Genre: V

## A little more hasslin' than rasslin'



If only good ideas were enough to make great games Picture it: All the great wrestlers from the golden age of wrestling, together in one package. Decades of wrestling history would be included; there'd be more than 60 wrestlers in all, including such greats as Bruno Sammartino, Hulk Hogan, and even comedy egend Andy Kaufman. A more fitting tribute to professional wrestling couldn't be conceived-which is why it's


## TD1 <br> 5EC․․T

Play through the Career mode with Jerry "The King" Lawler and you'll end up feuding with the late, great Andy Kaufman. Pick him up in the Shop mode after showing him your "King of Memphis Wresting" skills.
extra disappointing to witness Legends of Wrestling II's poor execution.
LOW2 visually captures these greats at the peaks of their respective careers, and, despite their cartoony physiques, the likenesses are striking. But, the resemblance to these athletes ends there. The move sets are ridiculous; modern techniques like the Stone Cold Stunner are assigned to these classic grapplers. If this is about the legends, then why don't they wrestle like they used to?
The game makes use of a gameplay system that requires you to set up a grapple with another hold. While this works adequately when it comes to countering or chaining moves, it gets pretty dull when you have to wait for each animation to finish before your button presses will register. Strikes aren't any better, since you'll catch empty air due to collisiondetection issues.


To its credit, some of the game's features are well done, including the new cage and ladder matches. The Career mode sends you through the independent wrestling federations, where you win over the crowds by putting on entertaining matches. The Create-a-Wrestler feature is also decent, with plenty of announcer-voiced names and nicknames to choose from. But it's still a case of the negatives outweighing the positives. Legends of Wrestling 2 may well be destined for the bargain bin.
-Gerald Villoria


## 2ies

Great cast of classic grapplers
Decent game mode selection

## C1) 5

ne Buggy collision detection - Nu-metal soundtrack

BOITOM great concept, but it's not worth a purchase.

## PHANTASY star COLLECTION

## Old-school RPG gaming at its best



Phantasy Star (for the Sega Master System) and Phantasy Star II and III (both for the Sega Genesis) were to hardcore gamers in the late '80s and early '90s what Final Fantasy VII, VIII, and IX are to today's Square fanboys and fangirls: gorgeous epics that created a new generation of RPG fans Their transition to the GBA comes as a pleasant surprise, especially given the inclusion of the original game, which is a highly coveted cartridge in collectors' circles.
As slices of nostalgia, this
collection is tough to beattraveling to game designer Yuji Naka's futuristic battlegrounds will instantly bring back fond memories of Blast Processing and the Sega scream. But when held up to today's standards, it's fair to say that time has not been kind: The stories play out as trite, and the graphics aren't comparable to the eye candy in Golden Sun.
To have an appreciation for this package, you have to consider the impact these games made when they were originally released. The 3D mazes of Phantasy Star were great to look at and fun to navigate-similar games on the



Nintendo Entertainment System looked primitive in comparison. Phantasy Star II was dramatically richer, and was the first major 16 -bit RPG to get released in the United States. Phantasy Star III presented branching paths and multiple endings, something that had never before been attempted in an adventure title. You'll have to pardon the history lesson, but that's basically what this cartridge is-a fun way to look back at the genre and learn how it developed. True RPG fans (like me) will eat this up, but casual players should probably pass on it.
-Ethan Einhor


# 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 HOTWIRED's Big Video Game Hunting hosted by Renay San Miguel on CNN Headline News.


HeadlineNews



There's always something going on in Animal Crossing. With the e-Reader for Game Boy Advance, there's even more to do. You can get all sorts of goodies with Animal Crossing e-Reader cards.

Character cards contain two items-one gained by scanning the e-Reader code, and the other by mailing the secret code on the


Character Cards
$\square$
$\square$
001
K.K.
$\square$
Rover
$\square$
003
Porter


004
Tom
$\square$
005
Torti-



006
Mr.
Resetti


Plum Bonsai


Steam Roller
card to one of your townspeople. With a design card, you open up a new pattern to display. Town tune cards make a new melody play whenever you talk to someone in your town.

Use this checklist to keep track of your card collection and to get a sneak peek at what you'll gain.


Blathers


Sable Able


Mabel Able


Kiddie Clock


Blue Bed

Code


Ranch Bookcase


Sewing Machine


Flip-Top Desk


Cabana Bookcase

$\operatorname{Card}$

$5 C O M$

$\square$
015
Paolo


Ivory Piano
Regal Dresser
Blue Table
rmiveweed

Tumbleweed
$\square$
014 Ankha



Paolo


Hamster Cage


Elephant Slide
$\square$


Ebony Piano


| $\square$ |
| :---: |
| 017 |
| Portia |


$\square$
018
Peanut



016 Teddy
$\underset{\substack{019 \\ \text { Bliss }}}{\square}$


Dice Stereo


Stove


Cabana Chair

$\square$

020



Gold Stereo
$\square$
Plucky
P30


Plucky


| $\begin{aligned} & 022 \\ & \text { Bill } \end{aligned}$ |  | Birdcage |  |
| :---: | :---: | :---: | :---: |
| 023 <br> Joey |  | Sprinkler |  |

Cas 4


023
Joey
$\square$
024

Maelle


Classic Sofa

Lobo


Rasher


Pigleg


Folk Guitar


White Golf Bag
$\square$
028
Pigleg


* 4 - op Machine



## Fan


a.x+thetichere



Cabin Couch


|  | Card | Scan | Code | Card | Scan | Code |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | Froggy Chair | 040 <br> Apollo |  | Billiard Table |
|  |  | Coffee Machine | Watering Trough |  | Robo-Stereo | Daffodil Chair |
|  | $\square$ <br> 033 <br> Chevre |  |  |  | Hi-Fi Stereo |  |
|  |  | Round Cactus | Kitschy Clock |  |  | Boxing Mat |
|  |  |  | Cabin Table |  | Elephant Slide | Executive Toy |
|  |  | Phonograph | Exotic Chest |  |  | Djimbe Drum |
|  |  | Blue Bed |  |  |  |  |
|  |  | Wide-Screen TV | Daffodil Chair |  | Exotic Table |  |
|  |  | Retro Stereo |  |  |  | Water Bird |



Named after his adoptive grandfather, Gohan is Goku and Chi-Chi's eldest son. He is idealistic, good, and pure like his father. Gohan reveals his tremendous fighting potential when the Earth is threatened. His heritage-part Saiyan and part human-makes him stronger than if he were of one race alone.

## Unlock Potential:

With 3 or more Ki Gauges
$X+\square+\Delta$

## Masenko (A):

1 Ki Gauge Used
$\boldsymbol{\Delta}, \boldsymbol{\Delta}, \rightarrow+\boldsymbol{\Delta}, \boldsymbol{\Delta}, \mathbf{0}$

Masenko (B):
1 Ki Gauge Used
$\rightarrow+\square, \square, \rightarrow+\square, \square$,
Kamehameha (A):
1 Ki Gauge Used
■, ㄸ, ㄸ, ㅁ,
Kamehameha (B):
1 Ki Gauge Used
■, ■,ヶ+■, ■,
Continuous Ki Blast Wave:
2 Ki Gauges Used
■, ■, $\mathbf{\Lambda}, \mathbf{A}$,
Killquick: 1 Ki Gauge Used
$\rightarrow+\square, \square, \Delta, \Delta, 0$

Hurricane Kick:
Near the Opponent
X+

|  |
| :---: |
| Complete each of the sagas in the Story mode to unlock nine new characters. Beat the World Tournament on Adept mode to unlock Hercule, The Legend of Hercule game, and the Advanced tournament. Beat the World Tournament on Advanced and you can unlock Gohan's coolest form, Great Salyaman. |







Android 16 is an experimental model. A big, muscled redhaired man, Android 16 is out to destroy whatever he sees. The strong, silent type, he doesn't say much, he is simply super strong. After meeting his demise at the hands of Cell, Bulma collects the pieces of Android 16 reassembling and programming him to fight on the good side.

Rocket Punch (A): 1 Ki Gauge Used

Rocket Punch (B): 1 Ki Gauge Used $\rightarrow+\square, \square, \square$,

Rocket Punch (C): 1 Ki Gauge Used
$\rightarrow+\Delta, \square_{\square}, \leftarrow+\square, 0$
Devil Crush: 1 Ki Gauge Used ■, ■,
Hell Flash:
3 Ki Gauges Used $\rightarrow+\square, \rightarrow+\square, \square$,

> Finishing Splash:
> 3 Ki Gauges Used
> $\rightarrow+\boldsymbol{\Delta}, \boldsymbol{\Delta}, \mathbf{\Delta}$,

Killing Neck Throw: Near the Opponent ㄷ




## Diserext 9

THE POWER OF THE DRAGON BALLS


Once you collect all seven Dragon Balls, head to the Skills List heading in the Edit Skills section and scroll to the Dragon Balls screen.


Highlight the balls and you'll be asked if you wish to summon the mighty dragon Shenron.


This gives you access to the super
secret Breakthrough Capsules! Pick on
and prepefe to have your wish grante


Agree, and you'll be whisked into the presence of this fearsome-looking beast. Despite all the razor sharp teeth and claws, all he wants to do is grant you a wish. Awwwwww.


Capsule in hand, head to the Change Caps screen and scroll to the character whose Breakthrough Capsule you obtained. Place it in the Custom Tray. You now have access to all of that character's skills when you choose Custom from the Character Select screen!


Now you'll have to re-collect the Dragon Balls so you can get the Breakthrough Capsules for the other 22 fighters. See you in a few months!
panamedit
Below is an itemized list of quick tips that should help you blast through the Paramedic missions with ease. To start these missions find an ambulance and hit the R3 button once inside. To complete the Paramedic R3 Mission requirement, you'll have to reach Level 12.

- For best results, start this mission near the Shady Palms
Hospital. The south side of the island is much too complex, making navigation even more difficult.
- Some players find it helpful to drive in first-person view because of the reduction in collision-detection sensitivity.
- Use the in-game map to plan out the fastest route for all pickups and deliveries.
- The ambulance holds only three people at once, so take that into consideration when making pickups
- Use the handbrake for cornering!
- Use the sirens to redirect traffic blocking your path.
- Always try to drive on the right side of road, but hug the inside lane so all cars move out of the way as opposed to in your way.
- When dealing with patients on the beach, always look for a palm tree at your entrance. Try not to cut across the beach because the bumpy terrain could cause the ambulance to flip.


## TaXi

Taxi missions are the easiest of al R3 missions, but they do require a significant time investment to complete. In order to finish the missions, you'll need to drop off 100 nonconsecutive passengers. You can check how many you currently have on your in-game menu

- Only start Taxi missions in the
 very center of either island. This
way, you're close to whatever destination pops up first
- Always use a VC Taxi, as opposed to the '50s-style taxi. These have much better handling, cornering, and acceleration.
- Use the automap to plan quicker routes to drop off passengers
- The Pay 'n' Spray Exploit

1) Find a taxi and bring it near a Pay ' $n$ ' Spray.
2) Smash it up until the car is smoking WHITE
3) Start the R3 mission and pick up a passenger.
4) Smash the car into a few walls. The passenger will leave.
5) Respray and you'll still have leftover time from the first passenger on your meter plus the next passenger's time!

## Vigilante

This list of tips will help you complete the Vigilante R3 missions. To start these missions, find a Police Car, Enforcer, FBI Rancher, FBI Washington, Rhino, Miami Vice Cheetah or Hunter, get inside, and hit the R3 button. To complete the Vigilante R3 mission requirement, you'll have to reach Level 12.

- If you have a Rhino, this mission


If you can afford to wait until you find all 100 packages, this mission's a cinch with the Hunter.
is simple. Blow everyone up.

- If you don't have a Rhino, go ahead and steal a Cheetah from the Miami Vice dudes and keep a spare stolen one in your garage just in case your original one gets destroyed.
- Obviously, repaint your cars at the Pay ' $n$ ' Spray if your Wanted level and/or vehicle damage gets out of control.
- Keep a supply of subgun ammo handy for drive-by shootings
- Always shoot out the tires of enemy vehicles to slow them down.
- Focus on ONE vehicle at a time!
- Shotguns spell near instant death for your car, so try and stay away from them.
- When enemy cars stop, stay a distance away to see what sort of weaponry they're packing. Scout first, shoot later.
- If you're extremely spoiled and have access to a Hunter, this mis sion's a gold mine. Unlimited chaingun and rockets? Puhleeez!


## FinRthut

The Firefighter R3 missions are the most lucrative of the bunch, offering huge cash rewards. To complete the firetruck R3 missions you'll need to reach Level 12

- Start these missions on the second island. The firetruck can fit in the larger-size garages, plus open the roads to allow for more maneuverability.
- Remember that most passengers
will run away from you
- Always pull up parallel to the blazing car, so you can spray both sides of it simultaneously when the passengers get out
- Try to keep areas on the opposite side of your firetruck open, so the passengers will run out into them instead of back into an alley or group of buildings.
- After completing a mission, get your hose back to the default position as you ride to the next mission
- If the vehicle starts to move before you have a chance to put out the fire, spin the hose to see if you can track it. Never follow it until all passengers have been cleared.


## pizza hay missians

Reward: IEOTMASTOATM
Contrary to popular belief, this is NOT an R3 mission, but rather its own little element. Don't believe us? Get on a Pizza Boy (located behind Well-Stacked Pizza) and press R3. Well? Told ya! Anyhow, deliver 50 pizzas in a row to complete the mission and earn a nice 150 Max Health permanent bonus. Just remember to toss away any extra pizzas as you pass by the pizza shop. Picking up a full supply is better than driving around with one or two.

## the cheats

(Note: We advise you NOT to save with any cheats once you've used them!)
This is not a complete list of all the codes for GTA: VC, but rather some of the more USEFUL ones. For a complete list of codes check our Tricks Now section beginning on page 89.

## Full Set Of Weapons

R1, R2, L1, R2, Left, Down,
Right, Up, Left, Down, Right Up.

## Health Bonus

R1, R2, L1, Circle, Left, Down,
Right, Up, Left, Down Right, Up

## Armor Bonus

R1, R2, L1, X, Left, Down, Right Up, Left, Down, Right, Up

Lower Wanted Level (By One)
R1, R1, Circle, R2, Up, Down, Up, Down, Up, Down

## 2X Car Speed

R1, R2, L1, L1, Left, Down Right, Up, Left, Down, Right, Up.

Perfect Vehicle Handling

Spawn A Rhino (Tank)
Circle, Circle, L1, Circle, Circle Circle, L1, L2, R1, Triangle, Circle, Triangle.

## Flying Cars

Right, R2, Circle, R1, L2, Down L1, R1.

## Drive Cars On Water

Right, R2. Circle, R1, L2, Square R1, R2.

回the hoaryand Daily Cash Earnings:
(1) Checkpoint Charlie $\qquad$ Reward: \$1,000 and Asset completed Head down to the water and jump in the Squalo, not the Cuban Jetmax. The Squalo handles much better and has a little bit more stability out on the water. Basically you've got to get through all the checkpoints in 2:30. Make SURE you use the handbrake (R1) when entering tight corners.


## chenhy Pappen

Price: $\mathbf{\$ 2 0 , 0 0 0}$
Daily Cash Earnings: ©ODOD

## (1) Distribution

## Reward: Asset completed

Deliver 50 "ice creams" in a row, without getting busted. Start the mission by parking the truck and hitting the R3 button to activate the goofy music. The safest way to hit 50 is to stay very close to a Pay ' $n$ ' Spray. Repaint the truck whenever you get one star. After you deliver 50, step out of the truck to complete the mission.


Stay near this Washington Beach Pay ' $n$ ' Spray. Don't ever get more than one star.


PILE Position rubh
Price: $\mathbf{\$ 3 0 , 0 0 0}$

## Daily Gash Earnings:

(1) (No Mission Title)

Go to the back of the club and enter the first door on the left. Once inside, you'll notice your cash goes down $\$ 5$ every few seconds or so. To complete the mission, spend $\$ 500$ and leave the club.

## $\sqrt{K}$

kaufman mabs
Price: $\mathbf{\$ 4 0 , 0 0 0}$
Daily Gash Earnings: su0101
(1) V.I.P.

Equip a submachine gun (MP5, Tec9, UZI, or Ingram) and head straight for Starfish Island. When you're there, stop in the pink bubble and honk your horn. Someone from the rival cab company will jack your customer, at which point you need to use the L2 and R2 buttons to pump his cab fulla holes. When it gets pretty damaged, the VIP will bail and jump in your cab. Drop him off at Escobar Airport to complete the mission.
(2) Friendly Rivalry - Reward: $\$ 2,000$

The object of this mission is to drive around town and destroy three rival cabs. You can use any means possible to do this, since there's no time limit, although we found it easiest to use the submachine gun in Drive-by mode. An alternative is to simply ram them to death, but that just takes too much skill now, doesn't it?


In drive-by mode, the MP5 makes quick work of rival cabs.

## (3) Cabmaggedon

 Reward: $\$ 5,000$ and Asset completed When you make it to the docks and honk for Mercedes, she won't be there. Instead, six rival cabs will try to take you out, and it's your job to survive for one minute while they do so. The best technique is to simply drive in circles, forcing them to hit the poles and each other as much as possible. When the special "zebra" cab comes out, get out of your car and launch a few rockets its way.
# intrenglabal films <br> Price: $\mathbf{\$ 6 0 , 0 0 0}$ <br> Daily Cash Earnings: SloOD <br> (1) Recruitment Drive <br> First off, find yourself a PCJ600 and go meet Candy Suxxx. When you do, a car full of lamers will show up and start shooting at you. Don't worry about the goons, just follow the guy driving the car. Once you're on his tail, let out a few bursts from your submachine gun (which is why we recommended the PCJ600) and his car will explode. Head back for Candy and pick her up. Take her to the pizza place, pick up Mercedes, and head back to the studio to complete the mission. 

## (2) Dildo Dodo

Reward: $\$ 2,000$, and respawning Skimmer This is probably one of the most relaxing missions in the game. Basically, you have to take the Skimmer from behind the movie studio and fly it through all the checkpoints that pop up on your radar. There's no time limit, but you do have a limited amount of fuel to complete the task. Just make sure you don't crash into any of the skyscrapers and you'll be fine.

## (3 Martha's Mug Shot

Reward: $\$ 4,000$
Get in the Sparrow and follow Candy to the Mayor's place of residence. Once she's inside, take the Sparrow across the street and park it on the beach behind the hotel. near the side-door entrance. MAKE SURE you park the Sparrow in the back of the hotel, not the front. Take the steps to the very top of the hotel and out to the balcony area. Snap three photos of Candy and Martha. You'll have five stars at this point, so head back down the stairs and back to your chopper as quickly as possible. If you parked it in the rear like we told you to, it should be an easy flight back to the movie studio to complete the mission.

## (4) G-spotlight

Reward: $\$ 8,000$ and Asset completed Grab the PCJ600 and head over to the office-building area (check your map). Once there, hit the first few pink goal areas and take the PCJ600 onto the elevator. You can either try to make these jumps for real (not too hard), or you can crash on purpose and do this the easy way. You see, the rules in this game were made to be broken, folks. With that in mind, grab


Once you initiate the mission with the PCJ600, dump it and you can hit every single checkpoint with a helicopter. yourself the Sea Sparrow (or any helicopter) and forget about jumping around with the PCJ600. Just fly from checkpoint to checkpoint, taking your sweet old time (because you have until 7:00 the next morning), until you finally get to the spotlight. Once there, land the chopper and enter the final goal area on foot.
sunshine autas
Daily Gash Earnings: $8 \mathbb{O D O D}$

Sunshine Autos has four separate lists of cars that you'll need to steal if you want to fully complete this Asset. You'll get $\$ 500$ for returning each car on the list, plus a $\$ 20,000$ bonus and an increase on your "Daily Cash" for every completed list. Completing each list also yields a new car, which will be subsequently available from Sunshine Autos whenever you need it. This is the best bang for the buck based on your initial investment!

(1) Spilling the Beans $\qquad$ Reward: $\$ 2,000$ Take a taxi to The Malibu Club, talk to Kent Paul, and head down to the docks. Bring a fast car, and leave it parked in the grassy area alongside the boat. When you make the rush for the top, stop only to shoot guards if they're absolutely in the way. Get back to the Print Works and the mission is complete.
(2) Hit the Courier $\qquad$ Reward: $\mathbf{5 5 , 0 0 0}$ and Asset completed The best strategy here is to avoid all the "chicks with guns" by hiding behind one of the nearby hangars. When the chopper lands, take out the courier and grab the plates. Escape using the same "back door" entrance you came in, and hightail it back to the Print Works to complete the mission.

## 風 the malibu cubh

Price: $\$ 120,000$
Daily Cash Eannings: StuODO
(1) No Escape? $\qquad$ Reward: \$1,000
First, head down to the Washington Beach Police Department and park your car on the grass to the right of the building, pointing south. This is important-don't forget this step! Next, grab the cop outfit from the locker room inside the station and snatch the key card from the upstairs office. Bust Cam out of his cell-the alarm will go off and the entire building will go hostile. Instead of blasting your way out and worrying about picking up Cam, just run as fast as you can and jump in your car. Take it to the nearby Pay ' $n$ ' Spray, then go back and pick up Cam when you have no stars. $H e$ 'll still be there!

## (2) The Shootist

$\qquad$ Reward: $\$ 2,000$
Basically, try to get 30 to 35 points in the first round, 13 to 15 points in the second round, and at least 10 points in the final round. If you can do just those bare minimums, you'll meet the required 60 points and pass the mission
(3) The Driver $\qquad$ Reward: $s 3,000$ Since you start this mission already inside the Sentinel, there's really no way to cheat your way out and grab a faster car. Put it this way: If you hit even one pole or spin out even once, just reset the mission, because there's no way in hell you'll ever catch Hilary. You'll have to stay smart, make quick decisions, and get lucky about how the A.I. handles the turns.
(4) The Job $\qquad$ Reward: $\mathbf{5 5 0 , 0 0 0}$ and Asset completed Once you're into your "Bank Job" outfits, enter the bank and start taking out security guards as needed. Specifically, kill the guards near the safe, then get the bank manager and bring him back for Cam. Once the alarm is set, avoid the ceiling tiles as the SWAT team drops CS gas into the room. Once you've killed all the guards, sprint outside and watch Hilary get shot down. Steal a car and hightail it to the closest Pay ' $n$ ' Spray to get rid of your stars and complete the mission.

## non-mission based assets

$\square$ Vercetti Estate (\$N/A)

- Hidden Package weapons and items appear
- Sea Sparrow appears if unlocked
- One two-car garage
- Helipad with respawning Maverick
- \$5,000 Daily Cash (after "Cop Land" mission
$\square$ Hyman Condo (\$14,000)
- Hidden Package weapons and items appear*
- Two two-car garages, one four-car garage
- Helipad
I El Swanko Casa $(\$ 8,000)$
ᄀ 3321 Vice Point (\$2,500)
$\checkmark$ Ocean Heights (\$7,000)
$\square$ Links View Apartments (\$6,000)
- One one-car garage

工 1102 Washington Street $(\$ 3,000)$
ᄀ Skumole Shack (\$1,000)
I Skumole Shack ( $\$ 1,000$ )
(* Note: Your Hidden Package rewards will NOT
show up at the Hyman Condo if you found your
packages AFTER you bought the unit-it's a bug.
If
bought the Hyman Condo, however, you'll have the Vercetti Estate-are available for purchase as soon as you start the game.
ng with what sort of benefits it offers. (Note that ALL offer Save Points, which w Listed for each piece of real estate is the purchase price, along with what sort of benefits it offers
didn't list.) Unfortunately, none except for the Vercetti Estate have Daily Cash to look forward to.

## 

- Each numbered icon represents one package that is cross-ref erenced to a text description on the next page. You can gather them in any order you like.
- The chart to the immediate right of this text shows the rewards that will appear at your base as you collect the Hidden Packages. New rewards unlock in increments of 10 packages each. At 10, you'll get the the Body Armor; at 20 the Chainsaw at 30 the Python, etc. (Note: Special Vehicle locations are noted as well.)

| 0 | Body Armor |  |  | Flamethrower |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | Rhino (Tank) |  |



## Text Cross-Reference

Because we're a little short on space, we were forced to make these descriptions short and to the point. When used by themselves, the text tips aren't very useful. And if the map is used by itself, it isn't very useful either. But together, cross-reference each text box to each labeled icon on the map and you'll have yourself a sweet ol' time finding all 100 Hidden Packages in record time, guaranteed!

```
1 On top of the only wooden platform without
a roof, in the water
Out on the water, in the very center of the
rocky outcropping
3 On the back steps of the house near the
helipad
4
5 On the north side of the underground car
park, in a corner
6 Behind the building, around from the
\square Rampage
I Underneath the road; you need to walk
I around the little corner of the bridge
8}\mathrm{ On the roof of the building
7
Between the pink and blue buildings, next to
7 the Body Armor icon
10}\mathrm{ On the roof of the building
7
11 Near the back railing of 1100 Washington
\square
12 Underneath the corner of the bridge area
\square
13 On the roof of the tall building
\square
14 On the lifeguard lookout hut
\square
15 Inside the police station, upstairs, in the back
] of the office
16 Underneath the orange awning, next to the
] orange building
17 In the northern corner of the pastel-colored
room full of doorways
1 8 \text { Underneath the bridge leading to Starfish}
7 Island
19 Behind the Spand Express building
〕
```

${ }^{20}$ In the industrial area, up on the very tip of
7 one of the red I-beams
21 On the tip of the dock behind the condos
ㄱ
2 On the roof of the building, adjacent to the
7 pool in the corner
${ }_{23}$ In the parking lot of the Malibu Club
$\square$
${ }_{24}$ On the roof of the building, next to the pool
25 By the pool, in the center
$\square$
${ }^{26}$ Inside Well-Stacked Pizza, right next to the
7 main counter
27 On the south side of the white building
7 behind the staircase
${ }^{29}$ By the rear entrance to Mercedes' condo
${ }^{30}$ On the roof of the building next to the ramp
${ }^{31}$ Behind the wooden fence, beside the palm
$\urcorner$ tree
${ }^{32}$ On the very tip of the triangular deck area of
$\square$ the huge building
${ }^{33}$ Behind the building, on the very top of the
ᄀ diving deck
34 Right along the sidewalk near the water, by
ㄱ the bridge to Prawn Island

35 On the very corner of the beach behind the ᄀ Jocksport sign

36 Behind the yellow building on the deck area
ᄀ
${ }^{37}$ On the east side of the mall, inside, on the ㄱ second floor next to the "for sale" signs
${ }_{38}$ Inside the mall, on the second floor of the 7 Gash store
${ }^{39}$ Inside the small, indented alley area outside
ᄀ the North Point Mall
40 On the first-floor parking deck of the mall
$\square$
41 Down the dark alley, behind the building
42 On the rooftop of the center building, inside
7 Interglobal Films Studios
3 Inside the northern movie-set building
$\square$
44 In the back of the house, on the dark green ㄱ balcony area
45 Inside the Haitian hideout, in the small room $\square$ you can only "fall" into
${ }^{46}$ Under the bridge leading to Vice Point $\square$

47 By the northern tip of the driving range $\square$

48 Inside a sand trap

49 On the mini-island in the center of the pond 7 area

50 On the center of the small wooden bridge
] that connects to the golf course
${ }_{51}$ At the very end of the staircase near the 7 water
52 In the crack behind the pool

53 Up on the deck behind the house
${ }_{54}$ In the mini-pool connected to the larger pool
55 Inside the front-door area of the house
56 On the outside rim of the white building, next ᄀ to the water
${ }_{57}$ In the very center of the elevated statue $\square$
58 Follow the alley in front of the Hyman Condo;
$\square$ in the back corner
${ }^{59}$ Outside the Hyman Stadium, in the corner,
ᄀ near the water
60 Inside the tiny little underground parking lot
ㄱ entrance, right next to the hospital
${ }^{61}$ On the top of the VCN building, next to the ᄀ helipad

62 Inside the white office building, next to the I computer
${ }_{63}$ Near the Moist Palms Hotel; in the back,
ᄀ behind the ramp
${ }_{64}$ On the outside perimeter, near the water, next
$\neg$ to the post
65 In Phil Cassidy's Place, inside the red shack
7
66 Inside the small foyer area below ground ᄀ level
67 In the recess on the roof of the building
ᄀ
${ }^{68}$ Up on top of the single staircase behind the
ㄱ house

69 Behind the Romero Funeral home, in the ᄀ alley
${ }_{70}$ On the roof of the L-shaped building, next to
$\square$ the air conditioners
71 Behind the wooden fence near the trees
ㄱ
72 Inside the Laundromat behind the clothing
$\square$ racks
${ }_{73}$ On the staircase of the green house that's up
$\square$ for sale
74 In the garbage area of the white building
ㄱ
75 Up on top of the Kaufman Cabs billboard
ㄱ sign
76 Inside the deli, behind the counter
${ }^{77}$ On the roof of the corner building, near the
7 Rampage icon
${ }^{78}$ On the very top floor, inside the Sunshine
$\square$ Autos building
79 In the very center of the four cylinder-shaped ] tanks
${ }_{80}$ In between the two trailers
ᄀ
${ }_{81}$ In the group of condos, behind one of the ] small doorway blocks
${ }_{82}$ On the deck, east side of the boat
ᄀ
${ }^{83}$ Right underneath the VC Port Authority sign
ᄀ
${ }_{84}$ On the main deck, toward the bow of the $\square$ boat
${ }_{85}$ Inside the abandoned back office of the
$\square$ hangar
${ }^{86}$ Right in front of the door
${ }_{87}$ On the roof of the building, right next to the
7 control booth
${ }^{88}$ Smack dab in the center of the helipad
$\square$
${ }_{89}$ On the roof of the airplane hangar
$\square$
${ }_{90}$ On the roof of the passenger terminal
${ }_{91}$ Above the tail of the plane
$\square$
${ }_{92}$ Below the tail of the plane
${ }_{93}$ Underneath the wing of the plane, inside the
I hangar
94 Behind the airport fire station
95 Inside the building, in the front corner behind $\checkmark$ the pillar
${ }_{96}$ On the roof of Escobar International Airport

97 Inside the airport on the second floor, near
ㄱ the poster in the east gate
${ }_{98}$ Behind the group of airport billboards
ㄱ
99 Underneath the plane at the very end of the
$\square$ strip
100 Right behind the Fort Baxter Air Base sign

## 

- Unlike the Hidden Packages spread, this section covers two separate groups of secrets: all 35 Rampages and all 36 Unique Stunt Jumps. Also unlike the Hidden Packages, there are no rewards for completing these secrets, other than incrementally larger amounts of cash, and completion percentage, of course.
- Use the text tips and check boxes on the next page to help you keep track of which ones you've already completed.

(35)

You'll get $\$ 50$ for the first Rampage, and the reward increases by $\$ 50$ per challenge, all the way up to $\$ 1,750$ for the 34th Rampage, plus a $\$ 10,000$ bonus for completing them all.
$\triangle$ ou'll get $\$ 100$ for the first Unique Stunt Jump. That increass by $\$ 100$ per jump, all the way up to $\$ 3,500$ for the 35 th es by $\$ 100$ per jump, all the way up to $\$ 3,500$ for th
jump, plus a $\$ 10,000$ bonus for completing them all.


## Rampages

Rampages are a series of minichallenges during which you'll need to kill a certain number of gang members or destroy a certain number of vehicles in two minutes, using an unlimited amount of a specified weapon. You'll earn more and more cash for each completed Rampage, starting at $\$ 50$ and going up in increments of $\$ 50$ per challenge. It's important to always attempt Rampages with maximum health and armor, and save after every successful completion. If all else fails, break out the Rhino or Sea Sparrow!


Location: On the square wooden platform Goal: Destroy 10 vehicles / R. Launcher Location: In the gravel area near lighthouse Goal: Tip:
(3) Location

Goal: Run over 30 gang members / Car Tip: Use Helicopter blades to chop
(4) Location: On the parking garage $\begin{array}{ll}\text { Goal: } & \text { Kill } 25 \text { gang members / PSG1 } \\ \text { Tip: } & \text { Look for respawned enemies }\end{array}$
(5) Location:

Goal:
Tip:
Location: Tip:
(7) Location:

Goal:
Tip:
(B) Location:
$\square$ Goal:
Tip:
(9) Location:
$\begin{array}{ll}\text { Goal: } & \text { Kill } 25 \text { gang members / MP5 } \\ \text { Tip: } & \text { Use cars as cover strafe }\end{array}$
(10) Location: Behind building in the corner

7 Goal: $\quad$ Kill 30 gang members / SPAS12
(11) Location:

Goal:
Tip:
$\square$ Goal: Tip:

| (13) Location: | On the dock next to the bridge <br> Goal: |
| :--- | :--- |
| Kill 20 gang members / Chainsaw  <br> Tip:  <br> Use cops to delay gangsters  |  |
| (14) Location: Behind the building in the corner <br> $\square$  <br> Goal: Kill 25 gang members / Python |  |
| Tip: | One-hit kills, this one's a joke |
| (15) Location: | Inside mall, 2nd floor, in planter |
| $\square$ Goal: | Kill 30 gangsters / Rocket Launcher |
| Tip: | Stay away from railings, boxes |

ᄀ Goal: Kill 30 gang members /Tec9 Tip: Absolutely use the Rhino for this!


Inside the ghetto playground $\neg$ Goal: Kill 25 gang members / Shotgun Tip: Pretty easy, just strafe ' $n$ ' blast
${ }^{27}$ Location: Behind the red building on ramp Goal: Kill 10 gang members / Katana Tip: Use the building corner as shield
(28) Location: On the roof of the tall building $\square$ Goal: Kill 20 gang members / Sniper Rifle Tip: Look for respawned gangsters
(29) Location: On the roof of the building, in corner
$\square$ Goal: Kill 20 gang members / Ruger Tip: Use first-person perspective on roof
(30) Location: Next to the Hooker Inn, by tree
$\square$ Goal: Kill 35 gang members / Grenades Tip: Make use of splash damage
(31) Location: On the boat behind pillar
$\square$ Goal: Destroy 15 vehicles / Rocket Launcher Tip: If you've got a Rhino, use it here!
(32) Location:
$\square$ Goal: Tip:
n airport main building, 1st floor Kill 25 gang members / SPAS12
(33) Location: On the airport roof
$\begin{array}{ll}{ }^{33} \text { Location: On the } \\ \neg \text { Goal: } & \text { Destroy } 12 \text { vehicles / Rocket Launcher }\end{array}$ Tip: Use the Rhino to, like, ram stuff
(34) Location: East side of the military base
$\square$ Goal: Destroy 15 vehicles / Minigun Tip: $\quad$ Camp the dropoff area by airport
(35) Location: Behind the villa
$\square$ Goal: Run over 35 gang members / Car Tip: Use helicopter blades to mop up

## Unique stunt iumps

Unique Stunt Jumps are a series of special ramps hidden throughout Vice City. When you hit these special ramps, you'll initiate a slowmotion sequence, which shows you that you've started the stunt. If you achieve the correct distance and/or land it correctly, you'll complete the stunt and earn the cash. The rewards start at $\$ 100$ for the first jump, and increase by $\$ 100$ per jump until they hit $\$ 3,500$ for the 35th jump. At jump 36, you'll get a $\$ 10,000$ bonus for completing them all. Remember to use the PCJ600 exclusively when attempting any of the Unique Stunt Jumps, since it's got the best combination of size, acceleration, and maneuverability for the task at hand.
$\Delta$ This is the first of two jumps on the docks. $\square$ Hit both jumps in one swoop.

A This is the second of two jumps on the docks. You have to hit the first one to get to this one.

AThis ramp is the white staircase leading up to the locked office area. Launch hard!
$\triangle$
This jump is on the roof of the very next
$\square$ building. Hit it as you steer slightly left.
$\Delta$ Get to the top of this Ocean Beach parking lot 7 and jump off the ramp pointing south.
$\Delta$ On the roof of the Washington Mall parking 7 lot, jump the ramp facing east.
While on the roof from \#6, jump the ramp on 7 the far left.
$\triangle$ Hit the small stack of pallets in the alley. Get
$\square$ some incredible speed for this one.
$\Delta$ This is another small stack of wooden pallets,
$\square$ this time going in the opposite direction.
In the alley, start by the Police Bribe and hit $\square$ the staircase heading due south.
$\triangle$ Start in the grass near the beach and hit the $\square$ staircase heading west over the police station.
In the alley, hit the staircase on the right side
$\square$ while facing south.

This one is the very first wooden ramp (point$\square$ ing south) in the PCJ Playground mission.
$\Delta$ This one is in the form of a small ramp made $\square$ of mud, heading due east.
(1) When you land from \#14, you'll pass up a $\square$ cement ramp. Jump it across the river.
$\triangle$ Get to the very top of the construction site $\square$ and launch off the girder facing north.
$\pm$ Speed up using the grassy area and launch $\square$ over the bridge using the cement ramp.
$\triangle$ Back up to the very corner of this wall (across
$\square$ from Malibu) and launch over the river.
$\pm$ Use the access ramps in the back alley to
7 jump over the entrance of the movie studio.
This ramp uses the side staircase of the
$\square$ orange house. Get speed from the alley.
Hit the tall white staircase and jump onto the $\square$ roof of the Ammu-Nation.
Take the elevator up and jump through the $\square$ glass to the next building.
Jump from the the top of the hospital to the $\square$ roof of the electronics store.

This is the final ramp that leads to the spot-
$\square$ light in the "G-spotlight" mission.

In the alley, hit the wooden ramp that leads $\square$ to the floating Police Bribe.
$\triangle$ Hit the wooden ramp (with speed) near the $\square$ other floating police bribe. Tough one.
Launch from the medium-size wooden ramp $\square$ over the broken-down school bus.
$\Delta$ On top of the cafe, hit the downward sloped $\square$ V-ramp with some serious speed.
Hit the wooden ramp facing south behind the $\square$ Vice Surf billboard.
$\triangle$ Hit the mobile stairway leading over to the
$\square$ Vice City Transport Police Building.
Hit the small set of mobile stairs and clear the
$\square$ airplane entrance walkway.
Go full bore down the runway and hit the
$\square$ ramp on the left, sending you over the road.
Hit the small set of mobile stairs and clear the $\square$ airplane entrance walkway.
$\triangle$ Again, hit this small set of mobile stairs and
$\square$ clear the airplane entrance walkway.
The ramp is actually the small yellow sign on $\square$ the east side of the radar dish. Hit it hard.
$\triangle$ On the opposite side of the red radar dish, hit
$\square$ the small set of mobile stairs.

## กیज

In addition to the plethora of Asset Missions and R3 Missions that we've already shown, there are a few optional races and side events that don't fall into those categories. The following two pages ARE those missions. (Note that the Hyman Stadium contains three special events, and is only open from 20:00 to 23:59.)

《flearancig《fimexarex tup full missions


## TIP FUII RE missinns

There are three "Top Fun" vans parked throughout Vice City. When you get inside one of them, they start up a bonus mission that involves a remote-controlled ( RC ) vehicle

## (1) RC Bandit Race

Located on the northern tip of Washington Beach, you'll race against three other RC cars in a two-lap race. The key here is to get ahead early-FAST. Always hug the inside corners, and only make slight turns-the controls are VERY touchy!

## (2) RC Baron Race

You will find this race on the top parking deck of North Point Mall. Like the RC Bandit race, try to get ahead quick. To get an early speed boost, gain altitude and make a quick dive to gain an INCREDIBLE amount of speed! Repeat as necessary.

## 3 RC Raider Pickup

Found in Escobar International, this mission is NOT a race. Pilot your RC Heli to the various checkpoints, and remember to take your time. It's very easy to lose control and crash this li'l bugger, so stay focused.


## offriad pare thack

Trial By Dirt
Complete two laps with the Sanchez to complete this mission. On the second lap, it rains. Cubans will pursue you, but will only attack if you're off your bike. Don't follow the road, and cut corners when you can.


Pass the barrels and dart directly across the grass to avoid this entire stretch.

Test Track
Complete two laps with the Rancher to finish this mission. Make certain your center of gravity is stable-it's easy to flip. Don't make any sharp turns, and abuse the handbrake like a madman to win.


Take your time and keep the truck stabilized after hitting a bump (to prevent flipping).

## SPARROW SKiLL TESTS

Although you do collect checkpoints, these four are definitely NOT races. Just take your sweet ol' time. You'll find them on the rooftops of Ocean Beach, Vice Point, and Little Haiti. The Downtown test is found near the entrance to the office for the G-spotlight mis sion. (Note: These won't appear until later in the game, so don't search for them right away.)


These are some of the most enjoyable missions in the game. Take your time!

## hyman stadium chaulenges

Between the hours of 20:00 and 23:59, you can enter the Hyman Stadium for the following three challenges. Only one appears per day-and you can tell which one it is by checking the billboard.

## (1) Hotring Racing

This is a difficult mission to win because of the sheer number of cars on the track. Your best method is to hug the inside of the track and pray you don't get smacked around. Whatever you do, do NOT make a pit stop during the last three laps

## 2 Dirt Ring

This is the most frustrating mission in the game, bar none. Luckily, there's no time limit. Just finish it, and don't worry, because it won't affect your completion percentage. The faster you complete the mission, the greater your reward

## 3 Bloodring

Concentrate on surviving for one minute, and don't be distracted by earning bonus cash for destroying other cars. If you beat it swiftly, there will be two Bloodring Bangers outside the Stadium!


## cherkpant peares

PCJ Playground
You'll find the PCJ by the hotel. Don't hit every jump full-throttle until the last jump. For that one, attack it just like the Unique Jump-get a good boost from the alley across the street


Collect the rooftop markers on your first run and you'll have extra time toward the end.

## Cone Crazy

The Stallion is on top of the Ocean Beach Car Park. Just hit the checkpoints without hitting the cones, and it's yours. First, hit the two on the ramp-this will give you enough time to get the next three with ease.


Collect the first two markers on the top of this ramp to make this mission easier.

## Send answers to

Game_Now@ziffdavis.com, with the subject heading "Vice City Contest." Be sure to include your name, address, and phone number. For complete rules, see page 107.


## 

- The Item locations are pretty self-explanatory. If you see a Health icon, there's Health there. If you see a Body Armor icon, it's Body Armor. The labels are as precise as we can get with a map this size, so take that into consideration when you're out looking for them
- Take note of the Weapons, and that we've used the icons from the weapons chart on the next page to label their locations.


## item deschiptinns



Health<br>Pretty self－explanatory．The Health pickups give you a refill on your current max health．Whether it＇s 100 （standard）， 150 （after Pizza Boy＂R3＂mission），or 200 （after reaching 100 percent complete on your meter），the health pickup brings you to max<br>\section*{Body Armor}<br>his works as a sort of secondary life bar，and defaults at 100 armor．When you beat the Vigilante＂R3＂mission，you＇ll bring the max up to 150 ，and when your completion meter reads 100 percent you＇ll bring the max up to 200．It＇s a crucial pickup！



## Police Bribe

One of your best friends during the game is the Police Bribe These work by reducing your Wanted level by one star per pick－ up，and can only be found（not purchased）．Like Body Armor and Health pickups，they respawn after a period of time．

## Adrenaline Pill

Adrenaline Pills will slow gameplay down by 50 percent for a period of 60 seconds．They cannot be purchased at stores，but the effects aren＇t all that desirable for most missions anyhow．

## Weapon descriptions

Fist
Power：is GH：No
Rate of Atk：Low Price：N／A
Comments：The standard punch
and kick attacks aren＇t worth much
against armed enemies．Buy a gun

## Hammer

Power：
Pate of Atk：Low PH：Yes
Price：$\$ 20$
Comments：This thing would be
somewhat decent if it had more than
a one－foot attack range．

## Meat Cleaver

Power：
Rate of Atk：Low $\quad$ Grice：$\$ 50$
Comments：Uses a three－hit combo
similar to the Katana but with $1 / 4$ the
similar to the Katana but with $1 / 4$ the attack range．

## Golf Club

Power：水放 GH：Yes
Rate of Atk：Low Price：N／A
Comments：Has first－hit knockdown
power，and the ability to＂dash＂with he weapon equipped．Excellent

## Molotov Cocktail

| Power： | Rus | Blast：Yes |
| :--- | :--- | :--- |
| Rate of Atk：Low Price：N／A |  |  |

Comments：Excellent splash dam
age against crowds，and works even better when you＇re fireproof

Colt .45
Power：
Rate of Fire：Low $\quad$ Price：$\$ 100$
Rate of Fire：Low Price：\＄100
Comments：This is the standard weapon in the game，nothing special．
Upgrade as soon as you can afford to

## Stubby Shotgun

Power：巩冰次 Capacity：N／A Rate of Fire：Low Price：$\$ 600$ Comments：Even better spread than the standard Shotgun，and it packs more punch at close range

## UZI

## Power：is Capacity： 30 Rate of Fire：High Price：$\$ 400$ Comments：The UZI is the weapon of choice for many gang members．

 s an average weapon
## Ruger

Power： $\begin{aligned} & \text { Bir } \\ & \text { Rate of Fire } \\ & \text { Capacity：} 30\end{aligned}$
Rate of Fire：High Price：$\$ 1,000$
Comments：One of two guns in the
assault rifle class，this one is average n all respects．A good value，though．

## M60

Power：刘摂 Capacity： 100
Rate of Fire：High Price：$\$ 8,000$ Comments：Very effective weapon shot for shot．We＇d still give the edge to the RL in the heavy weapons dept

## Sniper Rifle

 Rate of Fire：Low Price：\＄1，500 Comments：A simple bolt－actio racy．Nice zoom feature

GH＝Ground Hit
Brass Knuckles
Power：
Pate Atk：Low Pric：No
Rate of A／A
Comments：These aren＇t available
for purchase，but you can find them
as pickups．Awesome upgrade！

## Baseball Bat

Rate of Atk：Low Price：$\$ 80$
Comments：The standard melee weapon in all respects．Upgrade to a Golf Club or Katana if you can

## Machete

Power：文is GH：No
Rate of Atk：Low Price：$\$ 100$
Comments：Another weapon that
combos like the Katana，but with about $3 / 4$ the range and power．

## Chainsaw

Power：ふえふ GH：Yes Rate of Atk：High Price：$\$ 500$
Comments：Slow to initiate attack
but very powerful．Avoid this weapon if you have a choice

## Grenade


Rate of Atk：Low Price：$\$ 300$
Comments：The most usefu
weapon in its class，although the applications are very limited

## Colt Python

Power：
Rate of Fire：Low $\begin{aligned} & \text { Capacity：} 6 \\ & \text { Comments：}\end{aligned}$ The best weapon in the
Comments：The best weapon in the
game，hands down．Get one as soon as possible to make life easier

## SPAS12

Power：ふうこと Capacity： Rate of Fire：Average Price：$\$ 4,000$
Comments：By far the best of the
three Shotguns，this one fires much
like a full－auto shotgun．

## Ingram MAC－10

Power：is Capacity： 30
Rate of Fire：High Price：$\$ 300$
Comments：Just another subgun，in
this case with a slightly faster rate of fire than the rest．Same power

## Colt M4

Power：isis Capacity： 30 Rate of Fire：High Price：$\$ 5,000$ Comments：The better of the two assault rifles in power and accuracy． Keep one of these handy at all times

## Minigun

Power：ふ̇ふええ Capacity： 500
Rate of Fire：Insane Price：$\$ 10,000$ Comments：This gun has power， but unfortunately，you can＇t shoot while running with it．

## PSG－1



Power：シż之 Capacity： 7 Rate of Fire：Average Price：$\$ 6,000$ Comments：A rather high rate of
fire for a sniper rifle makes this the better of the two long－range guns．

## Screwdriver

Power：is GH：No
Rate of Atk：Low Price：$\$ 10$
Comments：There＇s really nothing great about this weapon．It is fun to mess with for about 10 seconds

## Truncheon

Power：is GH：Yes
Rate of Atk：Low Price：N／A
Comments：Much like the Basebal Bat，this one knocks people down to the ground with force．Solid weapon

## Katana

Power：\＆isis GH：No
Rate of Atk：Low Price：$\$ 300$
Comments：Uses three－hit combos
where the third hit is a＂poke＂with instant kill ability．Nice weapon．

## Tear Gas

Power：is Blast：No
Rate of Atk：Low Price：N／A
Comments：Very rare，and very tame．These only inflict damage when enemies stand in the cloud

## Remote Mine

Power：isisisis Capacity：N／A
Rate of Atk：Low Price：$\$ 1,000$
Comments：Throw these and deto－
nate them on command．You can buy them from Phil＇s Place

## Shotgun



Power：asis Capacity： 1
Rate of Fire：Low Price：$\$ 500$
Comments：Solid spread damage
and good penetration in crowds．The
worst of the three Shotguns，though

## TEC－9

Power：is Capacity： 30
Rate of Fire：Average Price：N／A
Comments：The crappiest subgun in the game，by far．You can only get this from the Haitians，or from a pickup．

## MP5



Power：is Capacity： 30
Rate of Fire：High Price：$\$ 3,000$
Comments：The best of all four sub－ guns because of its higher accuracy and controllable rate of fire

## Flamethrower

$\begin{array}{lll}\text { Power：} & \text { Crepacity：} N / A \\ \text { Rate of Fire：} N / A & \text { Price：}\end{array}$
Rate of Fire：N／A Price：N／A Comments：You won＇t be able to buy these，but you re not missing much．Flames only cause trouble．

## Rocket Launcher




Comments：The best of the heavy weapons，the R．L．should be in your inventory at ALL times

## GameNOW's



The stealth genre really grew up in 2002. In addition to welcoming back Solid Snake (this time on Xbox
 over became a little more dangerous under the watchful eye of Hitman 2's mysterious bald assassin. We're here to help you get under the skins of these antiheroes and teach you the tricks of their trade.

## 夫 Tom Clancys



All field operatives are trained to follow the Four Options. These are methods of dealing with an enemy during a mission, ranked according to priority.

## AVoID

During a mission, your safest option is to avoid contact altogether. If an enemy does not see or hear you, he won't know you are around, sound alarms, or shoot at you. In some places, if the enemy spots you, you fail the mission. You must learn stealth. Darkness is your biggest ally during a mission. Notice that all missions take place at night. This limits the amount of light outside and usually allows for darker interiors as well.
Your uniform is embedded with photosensors that detect how much light falls on you. This information is displayed on the stealth meter in the lower righthand corner of the screen. When the slider is all the way to the left, you are invisible. An enemy could walk right up to you and not see you. However, if enemies see you move into a dark area, they will follow you and search for you in the dark. Remember, part of stealth is letting foes see what they expect to see. If they are expecting a dark, empty corner, that is what they will see.

During a mission, many dark areas offer cover. At times, though, you must create your own darkness. Your pistol is silent; use it to shoot out lights, providing instant concealment. But don't go overboard and shoot out every light you see. You have a limited number of bullets, and shooting lights can attract attention. The sound of breaking glass may alert a guard and prompt an investigation. Therefore, make sure all

sound. The faster you move, the more noise you make. Note metal roofs, wooden floors, or broken glass. Noise attract the attention of enemies, causing them to look in your direction or even walk toward you.
enemies are far from the light when you shatter it. In addition to hiding in the dark, you can take cover behind objects like crates or walls. Even ducking around a corner works. When hiding behind an object, or even just moving around, crouch. You present a smaller, lower target. Enemies also use sound to find you. Moving while crouched is quieter than walking upright. Also, speed of movement affects that some surfaces you walk on make noise. Look out for




## CONFIDENTIAL LECACY

(4)
Finally, the face-off fans have been waiting for: Snake vs. his ex-girlfriend, Meryl. To reach her, get to the ship's control room. You'll find the control room by going up every stairwell you come across.


Turns out Meryl is up to no good-she's sided with the bad guys. But at least she's kind enough to let Snake know that he should check the engine room for trouble. Go down every stairwell you come across.


$(4)$
Once Snake gets to the engine room, he'll have to disarm some bombs. This does not work the same way as in the core game; this time, you have to advance through the narrow corridor as you shoot each bomb detonator.


The first bomb is on top of the lockers.


The second homb is inside the corridor on the right side.


The third bomb is on the left side, right next to the doorway.

Looks like Snake has fallen into a trap-he's bombarded by guards shortly after he gets past the explosives.


The first set of guards is easiest to deal with in first-person mode.


Stay in third-person mode and fire blindly as you run down the hallways.


If you're running low on health, hide in a side room and kneel down.


After you get out of the engine room, head back to the control room. It's time to wipe out Meryl. The fight with Meryl is identical to the Olga fight in the core game, except this time, a single bullet will eliminate
 half of Snake's life bar. Defeating Meryl ends the mission.

## EXTERNAL GAZER

This is really just a rehash of VR and Alternate missions, but here are a few tips for the tougher parts:

When you take a picture of Gurlugon, use the zoom function on the camera-the photograph won't be accepted if any of the railing is in the shot.

When guards charge you on the strut walkway, run to one of the entrances and switch to first-person mode. This will dramatically increase your chances of survival.


When taking on Gurlugon, first fire at a weak spot with a stinger missile,
then switch to the PSG1 weapon to blast the uncovered target.

(4)The mech bots are easiest to take out by firing first at their knees...then firing into their mouths.


$\rightarrow$Solidus is not very tough, but the final battle with him requires patience. Continue to strafe around him till he attacks, then jump in with a punch-punch-kick counterattack. Once Solidus' purple bar drops to zero, he'll fall off the ledge and the mission will be complete.


FWMTHIMGS/EHRLLEMEES

1. How many guards can you knock out at the same time? Pose them and take a picture.
2. Don't kill or touch anyone! You'll get a higher score on missions and you can learn a lot about enemy movements.
3. How many Moai heads can you find? There is one on floor B2 of Shell One. Find it under a desk:
4. When seagulls are overhead, watch for a bit in first-person view for a surprise!
5. On the tanker, take pictures of everything you find. Otacon will give some good feedback on different photos.

$\qquad$

## DEADMAN WHISPERS



This is a really short one. First, make your way to the Shell Two Core. On the way, you'll come across some ammo and a nasty mess of dead soldiers.


Once you've reached Shell Two Core, gather the Nikita weapon (it's on the left end of the core) and climb onto the metal box at the bottom-center of the core. Fire a Nikita missile and guide it toward the right side of the room. Eventually, you'll reach a room with a set of lockers-blow them up.


This explosion will let you cross the electrified walkway near the top of the core.


You'll meet with an agent who informs you of Vamp's involvement in this mess. Go to B1 to face off against that not-quite-human foe.


If you have any Nikita missiles left, use 'em when Vamp jumps out of the water-that's when he's at his weakest.



## THE EASIEST WAY TO BEAT THE GAME

Provided by Eidos and I/O Interactive


$\oplus$ANATHEMA
©KILL THE DON ФGAIN ENTRANCE TO THE ROOM IN THE BASEMENT
Enter the don's compound, then go to the garage and grab the sniper rifle sitting next to the car. Without being seen or heard, snipe the don from within the compound walls. Enter his mansion and get the key off his body, then head to the basement. Use the key you just got to enter the basement room, then turn around and run out of the compound and down the dirt. road to complete the level.


## ST, PETEASBURG STAKEOUT

©IKILL THE CORRECT GENERAL
©DON'T HARM ANYONE ELSE AT THE MEETING Get the sniper rifle out of the locker in the train station. Go to the apartment building that's on the map and look through any of the windows facing the
 Pushkin building (from here you can see the meeting taking place). Wait for Diana's description of the general and kill the right one.
Get back on the train in the station to complete the level.


## KIROV PARK MEETING <br> ©KILL GENERAL

 MAKAROV AND HIS MAFIA BUDDY Get the car bombs from the pick-up spot located on the map. Then, go into the sewers and use the map to find the manhole closest to the bottom of the map. Attach a bomb to the underside of the car parked over the manhole. Next, head to the manhole closest to the top of the map. From here, wait for the limo driver to walk by (he will pee in the corner), kill him, take his clothes, and walk (don't run) to the other limo and place the car bomb on it. Then, get back to your boat to finish the level.


## TUBEWAY TOFPEDO

©FIND THE REMOTE BOMB ФKILL YET ANOTHER GENERAL
© FREE THE PRISONER First, find the remote bomb and locate the elevator heading into the basement (it's a lot faster if you kill one guard and take his clothes). Use stealth all the way down to the bottom level; on the way, there is a security control box that you should disable. Kill the general in the second basement and talk to the prisoner. Use your map to find the exit. You'll have to blow up a wall using the remote bomb to get into the sewer; it's shown as a point of interest on the map.

$\oplus$INVITATION TO A PARTY ©KILL THE FOURTH gENERAL ©SECURE THE SUITCASE Dress up as a waiter, get the poison (a pick-up spot on the map), and take a champagne glass from the kitchen. Poison the champagne and walk up to the general; he will take the drink. The
 ambassador will be the only person whose icon on the map is white. Stay with him until he opens the safe. Kill him, take the suitcase, and go back to the boat.


TRACKING HAYAMOTO
©KILL HAYAMOTO JR. ФPLANT A BUG ON HAYAMOTO JR.'S CORPSE
As soon as this mission starts, head to the front door of the house and kill anyone in your way. Walk right up to Hayamoto Jr.; kill him and everyone else in the room. Plant the bug on his
 body and run to the exit.

()HIDDEN VALLEY There are really no objectives for his level. Just kill a ninja, take his clothes, and use the underground passage to reach the exit.

(AT THE GATES GET TO THE CASTLE UNDETECTED
If you use a sniper rifle, you can get to the castle without being seen. Shoot the generator that's on the right side of the castle. Inside are two security panels that you must activate. Then find the exit.


## SHOGUN SHOWDOWN

©KILL HAYAMOTO SR. ©SECURE THE MISSILE GUIDANCE SYSTEM
First, stealth your way to the missile guidance system in the museum under the basement. You'll need a keycard to avoid setting off any alarms; all guards carry them. Then
 head to the top floor and kill Hayamoto. Get in the helicopter on the ground floor to complete the level.

$\bigoplus$BASEMENT KILLING
©KILL CHARLIE SIDJAN DISABLE THE SURYEILLANCE SYSTEM
Obtain the smoke bomb from the pickup spot on the map. Set it off anywhere and head to the fire department room. Dress up like a fireman and you'll be given access to the basement via the stairs. Use your
 map to find Charlie in the basement. Next, head to the elevator that's in the basement by the surveillance screen. Shoot the screen and get on the elevator.

(

## THE CRAVEYARD SHIFT

©PLANT THE HACKING DEVICE
©EXIT ON THE SKY BRIDGE
Locate the system administration room on your map. Go there and snatch the keycard off the desk. Then head to the server room. Place the hacking device on the
 computer and get to the far end of the sky bridge to exit the level. Use a silenced gun on this level or you'll have to kill every single guard.


## THE JACUZZI JOB

ФKILL THE OTHER CHILL THE OTHER
CHARLIE SIDJAN ITWIN BROTHER WITH THE SAME NAME)
©STEAL THE MONEY
©StEAL THE STATUE
This is a small level with only a few guards, so your best bet is just to kill everyone on the level. A machine gun
 will come in handy. Open the safe (an

${ }^{\oplus}$TUNNEL RAT ©KILL YUSSEF HUSSEIN ©TRANSPORT THE CARGO TO THE SURFACE
Enter the base via either entrance. Kill only those you have to and sneak up to Hussein's room. Kill him and take his clothes. Find the cargo on your map. Transport it to the
 surface and kill the guards outside.


## TEMPLE CITY AMBUSH

ФMEET WITH THE AGENGY'S CONTAGT甲MEET WITH YOUR CIA BUDDY
 First, head directly to the red hitman insignia on the map. After you talk to the agency's contact, head to the next insignia. Then find the two assassins in the marketplace (one is wearing a N.Y. Yankees hat, the other a yellow Gilligan's Islandtype hat), kill them and take their pictures with the camera the second contact gave you. Take the pictures back to the second contact (the red insignia will still be on the map), then find the exit on the map to complete the level.


## THE DEATH <br> $\oplus$ GET THE KEY TO THE HIDING PLACE

©KILL DR. VON KAMPRAD $\oplus$ HIDE DR. KAMPRAD'S BODY
©KILL NO GIVILIANS


Gain entrance to the hospital (killing one guard and taking his clothes is the easiest way). Find the hitman insignia on the map; the key you must obtain is in this room. Next, you will see a point of interest indicated on the first floor map. Go there and put on the white patient clothes (a robe with slippers). On the way to Dr. Kamprad's office, talk to the nurse in the first floor main lobby. She'll take you directly to Dr. Kamprad. Kill the doctor and drag her to the hiding place indicated on the map. Be careful: If anyone sees her dead body, you'll fail the mission. Once she's hidden, find the exit to complete the level.


TERMINAL HOSPITALITY
©KILL ThE CULT LEADER The easiest way to complete this level is with a heavy machine gun. Sneak all the way to the back right-hand side of the main building where you'll find a locked door. Shoot at it, and guards will run out. Kill everyone that comes out and
 then head inside and shoot the cult leader (he'll be on one of the operating tables). Go back to the exit, keep shooting Agent 17 until he leaves, and get in the boat to complete the level.
 past him, run straight at him while sidestepping back and forth. However, if you run too close to the building, the guards inside will become alerted. You have to stop running when you are just out of Agent 17's view and walk to the front door. Once inside, locate Agent 17, sneak behind him, and use the fiber wire on him. Take his clothes and gun and walk past all the guards outside, then go into the sewer. Here you'll see a couple of guards that are all alone; snipe one of them, take his clothes, and walk to the exit to complete the level.


## By Dylan Jobe, producer

U
e here at GameNOW have made a habit of hooking you up with insider game information straight from the people who make the games. In the interest of global devastation,

we've chosen Incog's War of the Monsters this month. Here, Dylan Jobe-the game's producer-will share with you his very own tips for success and survival. So, what are you waiting for? Go beat the crap out of crap!

# TSE THE TARGTMM 

1In the heat of battle, things can get crazy and move blindingly fast, so don't forget to use the Target Pin function to help you beat the snot out of your opponent. When you press and hold both the L1 and R1 buttons, your monster will automatically rotate and focus on your enemy. This not only lets you circle, strafe, and dodge incoming attacks, but also helps when you engage in longrange combat. Throwing debris, radio towers, and cars, or even shooting your monster's default energy attacks, are all easier and more effective when you use the Target Pin. You can also use it to quickly find your opponents anywhere in the level. But beware-if your opponent has the Invisibility power-up, he can't be targeted!

## -:BaMis are CIGITAD.

One of the very best things to look for in a smoldering rubble pile is the Holy Grail of debris: the I-beam. Once you grab one of these bad boys, your opponents had better watch out. If you just start mashing the Light- and Heavy-Attack buttons while your monster is holding an I-beam (which basically acts like a baseball bat), your big guy will use a new set of hand-to-hand attacks that will lay waste to anything in his path. But I-beams aren't just for offense-they have defensive uses as well. For example, if one of your opponents has just thrown a taxi and it's flying right toward your head, take


When you grapple your opponent, try to throw him into a building. Not only does it look way cool when you see a huge monster thrown through a city block, but he'll also take extra damage for every building he smashes through along the way.

## DESTRUGTION MEANS DDREDAMACF <br> 



## BOOST MNDRGA

Most monster attacks will drain your energy/stamina. You can collect the blue energy power-ups to replenish it, or just let your monster's natural regeneration rate do the work. If you collect enough blue energy power-ups, you can fill your up meter twice, giving your monster even more destructive power. Your blue energy bar will begin to flash and your monster will earn a special attack. But wait, there's more! If you taunt your opponent while your monster is boosted, he will begin his Monster Rage. Hot energy will begin to sizzle from your monster's fists, and if you attack while you're raged, you'll do 30 percent more damage. Watch your blue energy meter, though: Monster Rage drains your boost and lasts only a short time.

## THRONHP.... ANDIDONT MEANPUKA

If you grapple an opponent by pressing the Circle button, your monster will grab and lift your opponent overhead. You can then throw him across the level or into a building by pressing the Circle button again. But a lesser-known trick is to press Up at the same time you press the Circle button. This will throw your opponent straight up into the air. It may not seem like much, but it allows you to set up some truly spectacular combos. Imagine throwing your opponent straight up in the air, reaching down and grabbing an l-beam, and then smacking him with it as he plummets back down to earth!

## -ATCHING

6Your monster can pick up objects by getting near them and pressing the Circle button. Reach down and grab a car, chunk of the concrete, or whatever else may be lying on the ground around you. You can also use the Circle button to catch things in midair that have been thrown at your monster. This acts like a traditional "counter" for long-range attacks. All of the best WotM players in the studio have mastered this technique. It's not easy, but once you get good at it, you'll have a significant advantage over a player who hasn't yet mastered it.


## 

8Now, what would a monster game be without tons of destruction? It's what huge monsters love to do, and Wot $M$ has more destruction than any other game you've played. But that's not just because destruction looks cool. There are actually several secret reasons why you should engage in utter destruction. First, you get 50 monster tokens each time you cause damage to a building. This will help you earn better end-level token scores that you can use to buy unlockable characters and levels. The second reason is that there are a lot of hidden power-ups inside the buildings, and those secret power-ups can easily turn the tide of battle!

## DEFEATHE colmith Pri3min

7
This guy is the first boss of the game, so here are a couple hints for defeating him. First, he has several patterns that he'll use to attack you: He's got huge guns, Spinning attacks, Propeller-blade Ram attacks, and devastating hand-to-hand combos. Goliath Prime is a huge robot and his attacks do a ton of damage, so the first rule of thumb when fighting him is to use a lot of cover! The boss battle takes place in the secret desert base known as Rosdale Canyon, which has three rocky pillars in its center. These pillars are key to defeating Goliath Prime. When he's using his Propeller-blade Ram attack, go hide behind one. When he transforms and initiates his Spinning attack, quickly jump atop one of the pillars and shoot him with your Energy attacks. Remember: He's most vulnerable to attack when he's taunting, so let him have it!

## cyayn पनडTMING:

If you're playing the crazy lighting eyeball thing, Kineticlops, you'll 3 be able use his special Lightning attack. This attack has a hidden function: It will act like chain lightning if used against a clump of opponents. Arcs of deadly energy zap from monster to monster, making them shake and twitch as they take damage. One final devastating shock will send them all high into the air, and then crashing back down earth.


This really isn't a hint for kicking butt in WotM, but it's a neat little hidden thing to look for in the intro FMV. When the UFOs are attacking the city, take a close look at the cars that drive by. It seems that the alien invasion force has been interrupted by some very familiar cars engaging in a game of chaotic car combat!


## 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 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

Count Earl and Transylvania World
EARLSPLACE
T. Wrecks and Jungle World

Whack Angus and Desert

## World

## Melee Weapons Open

Hazard Weapons
Unique Weapons

## Plastic Mode

FANPLASTIC (At the Event Selec 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

## 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

Smithers in Mr. Burns Car Nuclear Bus

## Extra Money

## Stop Time

## n-Shoul

Nighttime Mode

## Slow-motion Mode

## Flat Characters

Time Codes
Change your Cube's internal date to the following in order to unlock the

New Year's Krusty
Thanksgiving Marge

## Halloween Bart

Christmas Apu

## 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

## Falco Lombardi

Play 300 Vs. matches 0 defeat the 100-Man Melee mode.
Ganondorf
Beat Event Match \#29 (Triforce Gathering)

February 2 - Groundhog Day Hey! There aren't any groundhogs in your town? Whose shadow are we going to see today? Join us for the groundhog viewing ceremony and find out. The festivities begin at the wishing well at $7 \mathrm{a} . \mathrm{m}$. Once the party ends at 9 a.m., be sure to talk to the mayor to receive a flower model to decorate your home.

Design Your Own Patterns
Link-Palette 16 Link will soon be appearing on the GameCube in his new Legend of Zelda game Get ready for this big release by sporting a shirt featuring old-school, 8-bit Link. This pattern also goes well with the retro Mario that we showed you how to make two months ago. You gotta give props to NES


## Jigglypuff <br> any ch <br> Beat Stage 1 of Adventure mode <br> locations to have a shot at completing this mode. The trick is finding out which ones you actually <br> need to kill. <br> One Dangerous Zombie <br> How Do I Unlock It?

 shows a "2" in the last secends 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

es or play Classic
the 14 normal characters.

## Mewtwo

## Mr. Game \& Watch

## You must tirst unlock all of the other

 characters. Then beat Classic Adventure, or Target Test mode with
## Pichu

Pay 200 Vs. matches or beat Event
Roy
Marth without continuing

## Young Link

anes or beat Classic ode with 10 different characters Zelda).

## RESIDENT EVIL

Infinite Grenades
Want infinite grenades of normal, flame, and acid? 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 oaded 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

Secret Modes
We purposely left out an explanation or the Once Again mode because it replaces the regular game on your second play-through. In addition to changing the name of the regular game to Once Again, you'll get a

## 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 autotracks, and the Item Boxes are no onger 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

Complete the game on Normal with

## What Is It?

## What Is It?

This mode will overwrite the 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

Down, X, X $\begin{aligned} & \text { Open Pacific Atoll stadium: Up, Up, }\end{aligned}$ Left, Left,
Open Jungle stadium: Up, Down,
Left, Right, X,
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,
Open all stadiums: Up, Up, Up, Up, X

## Alternate Teams

Alternate El Fuego: X, X, Down,
Alternate Spirit: Y, Y, Down, Down, Left, Right
Alternate Subzero: Y, Y, Down, Right Left, Up
Alternate Toxic: Y, X, Down, Down
Jp, Up
Alternate Tsunami: X, Y, Down, Up,
Right, Left
Alternate Volta: Y, X, Down, Up,
Down, Up

## Gameplay Cheats

Infinite turbo: L, R, Right, Up, X, X Big hits: L, R, Up, Up, X, Y
Infinite spotlights: L, R, Down, Right

## Fun Balls

Beach ball: R, Right, Right, Down, Y
Black box: R, Left, Left Down, X, X
Box ball: R, Left, Right, Right, Y,
Classic soccer ball: R, Right, Left,
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,
Remy's head: R, Left, Right
Rob's head: R, Left, Up, Left, Y, X

## Items

Angus' items: Left, X, Right, X, Up Arsena
Boomer's items: Left, Y, Left, X, Up Dante's items: Left, X, Right, Y, Left Djimon's items: Left, Y, Down, Y, Up 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

Random Stuff

## Right, Left, Right, Left, Right, Left

## Left, Right, Left, Right, Left, Righ

SONIC MECA
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

## Control Mode

Al DOWN, X, LEFT, X, RIGHT. You'll hea 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

## Debug Mode:

Before entering the Debug mode
enter the code for Control mode. Once that code has been entered, $X$. 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 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
different item and press X to place the current item on the screen $Y_{0}$ 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 li also notice that the score and time (and various other graphics) distorted while you' re in Debug

Sonic the Hedgehog 2 Level Select:
from the Title screen, enter the Options screen. Go to the Sound Test option and play the following songs in this order: 19, 65, 09, 17. When al 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

## 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 During the Debug mode, press START to pause the game. Holding down A while paused causes the game to run in slow-motion, Xmakes 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
following songs: $04,01,02,06$. You'll hear a brief tune when you finish playing all the songs. Then highlight what stage you want to start on and press START to begin. Now, simply collect 50 rings. When you jump

Sonic the Hedgehog 3 Level Select and Sound Test

Up. Up after you hear the word "Sega" and the screen fades to black, but before the Title screen appears (you must enter this code very quickly-it may take a few tries to get it right). A inging sound will let you know that you've entered the code quickl enough. At the Title screen, press Up and a hidden option will appear that will take you to the Level Select and

## Debug Mode

Select code and ghight stage you wish to play. Hold the B button and press START o begin the level. You will now be he Debug mode. Press A to change onic into a ring. B changes what tem Sonic is, and X places an object onscreen. Pressing A again changes Sonic back to normal. If you pause the game, holding down the A button akes 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

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

Hidden Special Stage
nter the Level Select code and go the Sound Test option. Play the following songs 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 OA LA: Opens all combat controls I MIARMAS: Opens all stages HEADEXPLODY: Opens Pinhead Bowling mode
A RACHNID: Unlocks all above options, plus Gallery extras GIRLNEXTDOO R: Opens Mary Jane as a playable character HERMANSCHULTZ: Opens Shockers as a playable character S ERUM: Opens a scientist as a playable character
KNUCKLES: Opens a thug as a playable character
STICK Y RIC E: 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
R OM IT A S: Allows you to skip levels from the pause menu

OODGETHIS: Unlocks Matrix mode
SPIDER B Y TE: Shrinks Spider-
Man by a considerable degree
GOESTOYOURHEA D: Big Head mode
JOELSPEANUTS: Big Head mode for enemies
U NDER THEMAS K: Unlocks
First-person View mode

## SPYHUNTER

## Random Secrets

hese 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 Jptions menu. Below are the codes:

Code and press A. R2D2 will beep to Hidden Options Unlock the audio commentaries for each individual stage type in the name BLAHBLAH. 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

Unlock the Art Gallery Uniock the Concert Hall 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
Unlockable Ships

## Slave 1 Ship

## Millennium Falcon

## Naboo Starfighter

Finish the Tattooine Training in all four time settings. You must get all discovery items and objects, and get two hidden bonus items in each
zone. Times: 6 a.m., 2 p.m., 6 p.m.

## TIE Fighter

You must steal a TIE Fighter and complete the mission in Level 7 during the daytime and nighttime

## Darth Vader's TIE

## TONY HAWKS

## 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.
Super Stats

## Unlock All Characters

## Unlock Every Single Movie

## Pirate Skating

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

## Snowboard Mode

## Always Special Mode

Perfect Rail Balance Mode
Maxed-Out Stats Mode

## Giant Mode

Slow-Mo Mode


## Flity FuiM

During all three forms of the final boss, you need to be constantly locking-on to it and attacking. For the first form, switch to Heavy Wing mode and fire away at the boss central core. Attack fast enough, and you should be able to get its energy down without faking too much damage.


SZCOT1 FORM
Remain in Heavy Wing mode and shoot at tha boss as it flies around you. When it flies around fin front of you, swich to Base Wing form. The hoss will vanish into thin air: shooting a green beam at you as it leaves. Dodge the laser with the help of the Tario Boost. Switch back to Heavy Wing and resume shooting the creature. Youll have to weave hack and forth to dodge its fail altack. When the boss faces you and hegins atracking with purple homing lasers, counterattack with the Heav Wing's Berserk attack, which will hurt the hoss as well as protect you from altacks. Shorty after that attack, the hoss will begin rapidly disappearing and
reappearing, shooting a green beam at you
each time. Switch to Glide Wing mode and use the boost to help you dodge the attacks. After that, the boss hegins charging at you. It occasionally disappears as it comes toward you, so you'll have to be quick to inflict damage on it. By this time it should have very litie health left, so you should be able to thke it out before it hits you more than once or twice.

## IHIKI FOLM

Compared to the second form, this final form is pretty easy. dust follow it as it filies around you and constantly attack it. Don't bother saving your Berserk attack, as the Berserk meter will continue to fill up as you battle. Just keep pounting away, and the boss will go down.


Tiny Mode

## Moon Mode

Expert Mode

## First-Person Mode

Unlock Darth Maul Complete all 54 goals and earn golds Get Neversoft Eye Similar to unlocking Darth Maul but Get Skater From Hell Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skate Unlock Wolverine Complete all 54 goals and get all

## Perfect Manual Balance Mode

Unlock the Bum
Complete all 54 goals and get a gold medal at each
Unlock Officer Dick
Complete the 54 goals and get a gold at each competition with four

Unlock Private Carrera Do the same thing you did to unlock
Officer Dick, but do it with one more

## WAVERACE: BLUE STORM

Passwords
In order to get the Password option
perform the following on the Main
Password option that will appear and
enter any of the following codes:
D LP HM O D: Dolphin-back free-

K T U P W N P D: Normal difficulty Dolphin Park stunt mode
WC X 5 WP 5 A: Expert difficulty Southern Island stunt mode M JV 8 L K L 6: Hard difficulty La Razza Canal time attack $J 784$ W M H F: Normal difficulty Lost Temple Lagoon time attack L 03 TR K T E: Hard difficulty Lost Temple Lagoon time attack

## X30X

4X4 EVOLUTION 2
Button Codes
Enter the following button

## Earn More Money

Higher Reputation

## Unlock All Missions

| $X, X$, White, White, Y, Y, White, X, Y, |
| :--- |
| $Y, X$, White |

## AMPED

Assorted Cheats
Enter the following codes into the Cheats field from the Options mode Ridinw R ave n: Unlocks Raven as a playable character
ChillinwSteezy: Unlocks
Steezy
Gimme Gimme: Opens all
Courses
easier
buzzs a W: Makes you run through
trees Le g: Makes you jump
higher
Whirly Gig: Increases spin rate
Me gabo U nc e: You'll bounce Megabo
like a ball

## BLOODWAKE

Random Codes
These are to be entered in the Title
Screen:
Invincibility: Press left stick in, press right thumbstick in, Down, Left, right thumbstick in, Dow
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: $X$ 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

## BMX XXX

Cheat Overioad
You enter these in the Cheats menu. GameNOW is not responsible for the

## Rudimentary Cheats

Level select: XXX RATED CHEAT Stage select: MASS HYSTERIA
Free Bikes
Amish Boy's bikes: AMISHBOY1699 Hellkitty's bikes: HELLKITTY487 Itchi's bikes: ITCHI594 Joyride's bikes: JOYRIDE18 Karma's bikes: KARMA311 La'tey's bikes: LATEY411 Manuel's bikes: MANUEL415 Mika's bikes: MIKA362436 Nutter's bikes: NUTTER290 Rave's bikes: RAVE10 Skeeter's bikes: SKEETER666 Tripledub's bikes: TRIPLEDUB922

## Unlock Levels

Launch Pad 69 level:
SHOWMETHEMONKEY
Rampage Skatepark level:

## IOWARULES

The Dam level: THATDAMLEVEL Las Vegas level: SHOWMETHEMONEY Roots level: UNDERGROUND Sheep Hills level: BAABAA

Randomness
Night-vision mode: 3RD SOG Happy bunny mode: FLUFFYBUNNY Ghost control mode: GHOSTCONTROL
Super crash mode: HEAVYPETTING

## Naughty Flicks

All FMV sequences CHAMPAGNE
ROOM
Bonus Movie 1 FMV sequence: THISISBMXX
Bonus Movie 2 FMV sequence
Dam 1 FMV sequence: BOING Final Movie FMV sequence: DDUULRRLDRSquare
Las Vegas 1 FMV sequence:
HIGHBEAMS
Las Vegas 2 FMV sequence: TASSLE Launch Pad 691 FMV sequence: IFLINGPOO
Launch Pad 692 FMV sequence: PEACH
Rampage Skatepark 2 FMV sequence: BURLESQUE Sheep FMV sequence: ONEDOLLAR Sheep Hills 2 FMV sequence: 69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence: LAPDANCE
The Bronx, NYC 2 FMV sequence: STRIPTEASE
UGP Roots Jam 2 FMV sequence: BOOTYCALL
Park editor: BULLETPOINT

## BUFFY THE VAMPIRE SLAYER

## Holy Unlockables

Play as Dark Buffy in Arena White, Black, Black, White, Black Black, White, Black, Black, Black, White, White. A scream will confirm

## Unlimited Health

Whe, Black, Black, White, Y,

## Unlock New Arenas

White, Black. A scream will confirm correct entry.

## CEL DAMAGE

Invincibility
Put in CODY for a name.
Various Cheats
Put in ENCHILADA! for a name.

## DEATHROW

## Gat More Credits

In the Manage Team screen, hold the White button for 60 seconds. This will give you some more credits depending on the difficulty. You'll have to reboot the Xbox to perform the trick more than once.
Unlock Mll Arenas
Enter the name MOREROOM for the
fourth player.
Unlock All Teams and Players
Enter the name ALL150 for the fourth player.
Unlock Everything
Enter the name SouthEnd (case sensitive) for the first player. Unlock Extreme Difficulty Enter the name NOFEAR for the
fourth player.
Unlocis Multidisc
Enter the name CONFUSED for the
fourth player

## DRAGON'S LAIR 3D

Unlock Rewards Menu To open the Rewards menu, enter the following code: R, press in Left Analog Stick, R, press in Right Analog Stick, R, press in Left Analog Stick, R, press in Right Analog Stick, R, White, R, Black, R, White, R Black. Then, simply start the game.

## ELDER SCROLLS III:

 MORROWINDVarious Cheats
These codes must be entered
through the Stats menu, with the appropriate statistics highlighted.
Restore health: Highlight "Health" the Stats menu, and Black, White, Black, Black, Black. Then hit the A button 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

Yarious Cheats
The following codes must be entered from the Pause screen.
First-person mode: Hold the left First-person mode: Hold the
trigger and enter Y, B, Y, B Scroll through mutant modes: Hold left trigger and enter $\mathrm{Y}, \mathrm{B}, \mathrm{X}, \mathrm{X}$ Welsh on: Hold left trigger and enter

Mountain General

## Town General

Castle General
Ice General
Desert General

## Battle General

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 The following codes must be entered 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, S, A


Panzer Dragoon Orta Unlock All
II you log 20 hours into Panzer Dragoon Orta, most of the game's bonus teatures will automatically unlock. That includes the hidden (and fully playable) PC version of the first Panzer Dragoon. Ifs like getting something for nothing, sort of.

Squeaky voices: Hold left trigger and
Hardcore cartoons: Hold left trigger

## GAUNTLET X

Bonus Goodies
Enter the following passwords as

## S\&M Dwarf

Happy Face
Chainsaw

## Punkrock

## Ninja

Employee Stig

## Waitress

Ex-Employee Chris
Football Dude
Manager Mike

## Karate Steve

Created by Don
Schoolgirl

## Cheerleader

Rat Knight

## Regular Garm

## Sickly Garm

## Sumner

Sky General

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,
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:
## 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, a better machine gun, a bazooka and more. (Note: You can put in this code only one time per game.)

## LEGENDS OF WRESTLING

Unlock all wrestlers
In the Main menu, press Up. Up.
Down, Down, Left, Right, Left, Right,

## MEDAL OF HONOR

FRONTLINE
USA Power Codes
Enter these codes into the Eniama
Machine (the typewriter thing). Do it right, and you'll see a green light. Bullet shield: NOHITSFORU Unlock Mission 2: BASS
Unlock Mission 3: STURGEON
Unlock Mission 4: PIKE
Unlock Mission 5: TROUT
Unlock Mission 6: CATFISH
Earn Gold Star: SALMON
aintball FMV COTOBREATH

Animation reel: FLIPBOOK

## NASCAR HEAT 2002

Assorted Codes Enter these codes at the Main Menu screen. When entered properly the options on the screen will scroll off

## Hardcore Realism Mode

High Suspension
Mini Cars
wn, Left, Right. White, Down.
Wire Frame Cars
Up, Down, Left, Right, White, Right,
View Credits
Race as Richard Petty
thallenges with a
bronze or higher.

## NASCAR THUNDER 2002

Driver codes
Enter any of the following Fantasy Driver names at the Create a Driver

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

## Devil's Canyon

## Finish first in points in the Short

## Cocoa Beach

Superspeedway Shootout

## Albuquerque

Bonus Drivers
Every time you successfully complete Season mode, two bonus drivers are unlocked. Complete Season mode eight times to unlock all drivers.
Championship FMY
Successfully complete season mode
from one to eight times to unlock a championship win video that corresponds to your number of wins.

## NBA $2 K 2$

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 the Options and you'll see a new Codes entry. Enter MEGASTARS at the Codes screen and you'll unlock the

## OUTLAW GOLF

Birty 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 $\mathrm{Y}, \mathrm{Y}$ White, Y, Black, Y

PRISONER OF WAR
L33t COd3z
All levels unlocked
All daily events unlocked
First-person Viewpoint
Top-down Viewpoint
Unlimited "Goodies"

## Giant Germans

## Guard Awareness

Impervious to Bullets

## QUANTUM REDSHIFT

Infinite Turbo Enter CHEAT as your character name and you will taken to the Cheat menu. Enter FishFace (case sensitive) get unlimited turbo.

## RALLISPORT CHALLENGE <br> Various Cheats <br> 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 on of the following to unlock the bonus cars that you can use in Career

## Classic

Put in your profile name as
TheGoodStuff" and then choose
OK. This will give you the Metro
ER4, Peugeot 205 TI6, Audi Quattro
SI, and Lancia Delta S4 in Career

## Expert

"WheelToWheel" and then choose
OK. This will give you the Saab 9-3 T16 4×4, Opel Astra T16 4×4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 6 Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline

## 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

## Unlimited

Put in your profile name as
"Geronimo" and then choose "OK" This will give you the Peugeot 405 TI6 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 A WRONEDDING. To get the our-ofreach USP suppressor in Strut $F$, go to the strut and use the "Box 4 " item on the conveyor belt. You will appear on the top ol the high stack of hoxes with the USP suppressor. Looking for the Shell 1 homb? If's under the middle island of computers on Floor B2. Take out the guards in the area before attempting to disarm it.

BIG SHELL EVIt: Conserve health before finding Emma. When
 you do find her, a firefight will take place where guards attack from all sides. Gan't escape Strut E Parcel room with Emma? To escape, toss three chaff grenades in a row and runl You may need to throw another three along the way depending on how fast the guards reenter the room.

 Lounge before going down to the holis. When escaping out of the holts, use an automatic weapon (AKS-74n or M9). You cean use the Rul and Gun technique by crouching, then holding the X button. Press if again to stand up. This way. Snake will hold his weapon out allowing you to charge down the hall.

DEAD MAN WHISPERS When you start this Snake Tale, you won thave any ammo. Your only course of action if spoted is to run. Be sure to conserve any ammo you tind-you won' find much. to aid your stealth, remember that tapping on walls will draw guarils out of the way. se you can get past certain areas without heing spotted.

EXTERNA GAZER: In actuality this story is a set of YR missions and boss battles strung together with a story. It is recommented you trecome famillar with the main game and the VR missions before attempting this one. Even with all the silliness in this stor, this is a very dificult mission. Remember to conserve healith as much as possible. Use your ammo and rations wisely. All of the stills yourve attained will have to come into play if you wish to pass this mission withont geting aggravated.


FIN ThllyCS, How many guards can you knock out at the same time? Pose them and take a picture. Don't kill or touch anyone-you'll get a higher score on missions and you can leam a fo ahout enemy movements, How many Moai heads can you find? There is one on Floor 82 of Shell 1 . Find it under a desk. When scagulls are overtiead, watch for a bit in first-person view for a surpiset On the tanker, take pictures of everyhing you find. 0tacon will give some good feedhack on iffierent photos.

## Extra Cams

## 20 Characters

Night Time

## Debug Mode

press B, B, A, A. While playing, the level will be filled with
all sorts of red, green, and blue

## Slow-Motion Cars

## Hold $L+R$ and press $Y$, ,, ,, , $Y$. All the cars except for the buses will be

## Stopwatch Mode

mode, there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit

## Unlock Red Box Car

Unlock Nuclear Bus

## Unlock Smithers

Unlockable Characters You can unlock the holiday characters one of two ways. Eithe
menu like you did for the other
cheats, or change your Xbox's system

## New Year's Krusty

## Christmas Apu

## Thanksgiving Marge

## Halloween Bart

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: KOA LA: Opens all combat controls I MIARM A S: Opens all stages HEADEXPLODY: Opens Pinhead Bowling mode A R A C H N I D: Unlocks all above options, plus Gallery extras GIRLNEXTDOOR: Opens Mary Jane as a playable character HERMANSCHULTZ: Opens Shockers as a playable character S E R U M: Opens a scientist as a

KNUCKLES: Opens a thug as a playable character thug as a playable character THUGSRUS: Opens yet another thug as a playable character FREAK OUT: Opens still a fourth thug as a playable character CAPTAINSTACEY: Ope 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 R O M IT A S: Allows you to skip levels from the Pause menu
DODGETHI S: Unlocks M DODGETHIS: Unlocks Matrix
SPIDERBYTE: Shrinks Spider Man by a considerable degree GOESTOYOURHEAD: Big Head mode
JOELSPEANUTS: Big Head
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 press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. The Cheats screen will appear. Now you Every Course Open

Every Character Available
Every Wetsuit Available
Stay on Your SeaDoo
Maxed-Out Performance Meter

## Difficult Courses

Increased AI Difficulty
Every FMV Available
Time Trials with UFO
Time Trials with Small F-18

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 button 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 Caree 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 FMY Open
At the main menu, access theOptions. From the Options screen access the Cheats option. Now put 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

100\% Stats
At the Main menu, access the
Options. From the Options scree 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 All Decks
At the Main menu, access the Options. From the Options screer access the Cheats option. Now put your code as neverboard and then choose the Accept Changes option. You will hear a cash register sound

This will unlock all of your skater s

## 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,
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.

## Disable Heads-Up Display

Back, Up, Down, Left, Right Right

## Paddle Faster

Back, Up, Down, Left, Right, Down Down

## Invisible Board

Shark Surfing
Back, Up, Down, Left, Right, Right, Down
Back (4) disables codes

## UFC TAPOUT

Unlockable Characters
Bruce Buffer

## John McCarthy

## Mario Yamasaki

## The Cat

Win four consecutive matches in

## Femme Fatale

Ice-T
Win 16 consecutive matches in

## Mask

27 consecutive matches in

## 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?
Unlock Everything
Go to the Main menu, and enter the following code while holding dowr the L trigger: Right, Right, Left, Left Down, Up, B. This will open every hidden feature in the game

## PLAYSTHIOM2

AGENT UNDER FIRE

## Secret Codes

Unlock Assassination Mode: SCOPE
Explosive Geomtery: BOOM
Unlock All Levels: PASSPOR
Protect Mode: GUARDIAN
Unlock Team King of the Hill
TEAMWORK
Uplink Mode: TRANSMIT

ATV OFFROAD FURY 2
Unlock Everything

## 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 have to wait till your game starts to find out. Level skip and Invincibility: During normal gameplay, hold down $1+$ 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

## BLOODRAYNE

Bloody Cheats
You'll have to access the Cheat menu from the Options screen. To execute a cheat, combine the columns of words to form a single long word You'll receive a confirmation if you've entered it correctly. When in the game, you'll have to activate the cheat from the Pause menu.

## Dismemberment:

INSANEGIBSMODEGOOD
Fill Bloodlust:
ANGRYXXXINSANEHOOKER
Freeze Enemies:
DONTFARTONOSCAR
God Mode: TRIASSASSINDONTDIE Juggy Mode: JUGGYDANCESQUAD
Regain Health:
LAMEYANKEEDONTFEED
Show Weapons
SHOWMEMYWEAPONS
Time Factor:
NAKEDNASTYDISHWASHERDANCE
CONTRA: SHATTERED

## SOLDIER

## 30 Lives

At the title screen, enter Up, Up Down, Down, L1, R1, L2, R2, L3, R3 on the second controller. This will give you 30 lives. A DualShock controller is required for this code to work.

## CRAZY TAXI

Yellow Codes
On the Mode Selection screen, choose Arcade or Original. Then
enter these tricks as shown.

## No Arrows

After choosing how many minutes you want to play, the Now Loading screen will appear. Press and hold R1+START until the Driver Selection screen appears. You will see "No Arrows" on the bottom-left side of

## No Destination Mark

After choosing how many minutes
you want to play, the "Now Loading screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

## Expert

After choosing how many minutes you want to play, the Now Loading screen will appear. Press and hold L1+R1+START until the Driver Selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark

## Taxi Bike

Ress L1+h, L1+R1,L1+RT and then
choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of

## Another Day

On the Driver Select screen, press R1, then press and hold R1 while choosing a driver. You will see Another Day on the bottom-left side of the screen. The passengers and destinations will change.
View Changes
Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work. In the middle of an Arcade or Original game, take controller and hold L1+R1. While holding these buttons, press one of the following buttons to see these new

First Person $=$ Circle (Press Circle again for Rear View
MPH = Square
Third Person = Triangle
Normal View = X

## DAVE MIRRA FREESTYLE

 BMX 2Alternate Outfits
Dave Mirra
Up, Down, Up, Down, Right, Left, Up

## Ryan Nyquist

## Troy McMurray

## Mike Laird

Up, Down, Right, Left, Right, Up, Up

## Tim Mirra

Up, Down, Right, Left, Left, Up,
Leigh Ramsdell

## Joey Garcia

Down, Right, Squar
Rick Moliterno

## Todd Lyons

John "Luc-E" Englebert

## Scott Wirch

Up, Down, Right, Up, Down, Right,

## Colin Mackay

## Zach Shaw

p. Down, Left, Right, Down. Down,

All Bikes Unlocked
Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square
Hidden Riders
Mike Diaz
p, Left, Down, Right, Right, Left, Up,

## Amish Boy

Up, Left, Down, Right, Right, Left,
Cool FMVs
Ryan Nyquist Movie

## Tim Mirra Movie

## Troy McMurray Movie

Left, Square

Dave Mirra Movie

Left, Left, Up, Right, Up, Left, Up, Up,

## Zach Shaw Movie

Right, Down. Square
Rick Moliterno Movie
telt, Lett, Up, Down, Right, Left, Left
Leigh Ramsdell Movie
Dow, Lewn, Down, Left, Right

## Scott Wirch Movie

Left, Left, Right, Up, Up, Up, Left,

## Colin Mackey Movie

-eft, Left, Right, Right, Down, Down,
Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left,
Kenan Harkin Movie

## Mike Laird Movie

Right, Square

## DEAD TO RIGHTS

Hard-Boiled Mode
At the New Game screen, hold down
L1, L2, R1, and R2. Then press
Triangle, Square, Left, Left, Circle.
Precursor Mode
At the New Game screen, hold down $L 1, L 2, R 1$, and R2. Then press Up,
Up, Down, Down, Up.
Manual Disarms
Turn off random disarms in the
Options screen to be able to perform these. You can then specify which disarms you perform by entering
these commands
Circle (shotgun usable)
Up and Circle (shotgun usable)
Left and Circle
Down and Circle
Right and Circle

## 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: $L 1+R 1+L 2+R 2, L 2$
$+R 2, R 1+R 2, L 1+R 1+L 2+R 2$
nfinite ammo: L2, R2, L1, R1, L2 + R2, L1 + R1
Infinite shield:
Open all track
Start game with 500,000 credits: L1
R1, R1, R1, R1, R2, R2, R2, R2, R2, L
Prize money x2: 11,12 R2 R1 R1

## FINAL FANTASY X

Air Ship Passwords
Enter the following passwords at the
Find Rikku's Legendary

## Weapon

Find Rikku's Victorious Armor
Find the Mursame
Secret Place Coordinates
The following coordinates are places
you would not ordinarily find your irst time through the game. Once you have the airship, talk to Cid, and
the Map menu.
Sanubia Sand Dune
Besaid Rainbow Waterfall

Yevon Temple
Battle Site
Mi'ihen Abovewater Ruins
Al Bhed Primer Locations If you haven't found all the primers, here are their locations. Each one represents one letter of the alphabe

## AI Bhed Primer I

Al Bhed Primer II
Besaid village Crusader
Al Bhed Primer III

Al Bhed Primer IV
Al Bhed Primer V

AI Bhed Primer VI
AI Bhed Primer VII
Al Bhed Primer VIII
AI Bhed Primer IX
Al Bhed Primer X
Al Bhed Primer XI
AI Bhed Primer XII
AI Bhed Primer XIII

AI Bhed Primer XIV

AI Bhed Primer XV

AI Bhed Primer XVI
AI Bhed Primer XVII

## Al Bhed Primer XVIII

Sanubia Desert central portion right
AI Bhed Primer XIX
AI Bhed Primer XX

## AI Bhed Primer XX

AI Bhed Primer XXII
AI Bhed Primer XXIII
AI Bhed Primer XXIV
AI Bhed Primer XXV
AI Bhed Primer XYI
Cactuar Locations
found all around the world.
First Cactuar
Second Cactuar
Sanubla Desert (East) In the alcove to

## Third Cactuar

sign near the Cactuar rock that says
\&\#8220:20\% off\&\#8221.
Fourth Cactuar
ruins to the west, look for two

## Fifth Cactuar

## Sixth under the te

Sixth Cactuar
Sane treesure thest int). Trapped in

## Seventh Cactuar

Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit

Eighth Cactuar

## Oasis Teleport back to the airship

Ninth Cactuar
Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you

## GRADIUS III AND IV

## Elite Codes

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to use it multiple times in the next level.

## Double Weapon Power-Up

In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right,
Square, Triangle.
Laser Weapon Power-Up
In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.
Hidden Modes in Gradius III
Cube Attack Appears in Extra mode
Reach Stage 9 .

## Gradius 1 Stages Appear in

## Extra Mode

Get hit with a bullet from the boss of Stage 10.
Extra Edit Appears in Extra

## Mode

Complete the entire game once
More Weapons
Complete game in Extra Edit.
Hidden Modes in Gradius IV:
Boss Rush Mode

## Complete the entire game once

## Stage Select

Complete the entire game without
Full Power-Up in Gradius IV
on the game, make sure you have beaten a level and the end leve boss. After this, press START to pause the game and then press Up Up, Down, Down, Left, Right, Left, Right, X, Circle. Press START to unpause the game and your ship will be fully powered-up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

## GRAND THEFT AUTO 3

Button Codes
Enter these codes at any time while
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

Square, Square Square L1 Triangle
Tank Unlocked
Circle, R1, L2, L1, Triangle. Circle
Lower Wanted Level

R2 R2 11 R2 Up Down Up. Down

## Higher Wanted Level

## Great Handling Car

## Pedestrians Fight Each Other

## Pedestrians All Hate You

Crazy Pedestrians
Wear Different Outfits

## GRAND THEFT AUTO: VICE

 CITYFeloniously Cool Codes
Enter these codes at any point during reqular 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 _eft, 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, 0, Left,
Down, Right, Up, Left, Down, Right. Up
Raise wanted level: R1, R1, 0, R2 Left, Right, Left, Right, Left, Right ower wanted level: R1, R1, 0, R2 Jp, Down, Up, Down, Up, Down

## Weirdness

Die instantly: Right, L2, Down, R1, Left, Left, R1, L1, L2, L1
Attract women: $0, \mathrm{X}, \mathrm{L} 1, \mathrm{~L} 1, \mathrm{R} 2, \mathrm{X}, \mathrm{X}$
0 , Triangle
All cars are pink: $0, L 1$, Down, L ,
Left, X, R1, L1, Right,
All cars are black: 0,12, Up, R1, Left X, R1, L1, Left, 0
Time goes faster: 0, 0,L1, Square 1, Square, Square, Square, L1, Triangle 0, Triangle
Time goes slower: Triangle Up, Right Down, Square R2, R1
Drive on water: Right, R2, Circle, R1 2. Square R1. R2

Alter wheel size: R1, X, Triangle
Right, R2, Square, Up, Down, Square Flying cars: Right, R2, O, R1, L2.

## Down, L1,

## Chaos

Blow up all cars: R2, L2, R1, L1, L2 R2, Square, Triangle, 0, Triangle L2 1
Insane drivers: R2, 0, R1, L2, Left,
R1, L1, R2, L2
Murderous pedestrians: Down, Left Up, Left, X, R2, R1, L2, L1
Pedestrians want to kill you: Down Uo, Up, Up, X, R2, R1, 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: 0, R2, Down, R1, Left, Right, R1, L1, X, L Play as Ken Rosenberg: Right, L1. Up, L2, L1, Right, R1, L1, X, R1 Play as Hilary King: R1, 0, 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, 0 Play as Sonny Forelli: $0, \mathrm{~L} 1,0, \mathrm{~L} 2$ Left, X, R1, L1, X, X Play as Mercedes: R2, L1, Up, L1

Right, R1, Right, Up, 0, Triangle

## Car Get!

Summon Bloodring Racer: Down, R1 0, 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 R1, L1, 0, X
Summon Hotring Racer: R1, 0, R2,
Right, L1, L2, X, X, Square, R1 Summon another Hotring Racer: R2 1, 0, Right, L1, R1; Right, Up, 0, R2 Summon Love Fist Limo: R2, Up, L2, Left, Left, R1, L1, 0, Right Summon Rhino: 0, 0, L1, 0, 0, L2, R1, Triangle 0, 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, 0, Left Summon Trashmaster: 0, R1, 0, R1 Left, Left, R1, L1, 0, Right

## Weather Contro

Sunny weather: R2, X, L1, L1, L2, L2
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 2. 0

Foggy weather: R2, X, L1, L1, L2, L2

## HIGH HEAT BASEBALL

 2002Automatic Grand Slams
guy called SLUGGER. If the bases are oaded when he's up, he'll always

Infinite Creation Points

## HITMAN 2: THE SILENT

 ASSASSINMurderous Codes
won't be able to complete mission In other words, they're just for the eck of it
The following codes must be entered
during gameplay
Slow-motion: R2, L2, Up, Down, X
Full heal: R2, L2, Up, Down, X, Up,
Punch mode: R2, L2, Up, Down, X
Up, Up
Lethal Charge: R2, L2, Up, Down,
Bomb Mode: R2, L2, Up, Down, X
Megaforce: R2, L2, Up, Down, X, R2
Nailgun Mode: R2, L2, Up, Down, X
This last one must be entered from
evel Menu R2 12 Up. Down
vaveren

LORD OF THE RINGS: THE TWO TOWERS
Killer Codes
These codes must be entered from
Get 1,000 experience: Hold down L1 R2, L2, and R2, and press X, Down,

Replenish arrows/axes: Hold down
Replenish arrows/axes: Hold dow
Down, Triangle
Get all level 8 attacks: Hold down L1
Down, Down
R2 2 and R2 and press Triangle
Down, X, Up

THE MARK OF KRI
Opponent Strength

## Opponents Are Weaker

## Opponents Are Stronger

## MAT HOFFMAN'S BMX 2

You're Special!

## Mat Hoffman

Back Flip Tail Whip: Right, Down,

## Barhop: Right, Left, Circle

No-hand Backflip: Down, Right. Square
1-Hand Swing Leg: Right, Left, Circl Rocket 1 -foot C-bar: Right, Left,

## Ruben Alcantara

Doule Al, Rignt, Circle Double failwnip. Down, Lett, Circe

## Joe Kowalski

Hand C-bar: Right, Left, Square S-man 1-H: Left, Right, Circle

## MAX PAYNE

Button Codes

MDK2: Armageddon Invincibility
In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle,

## Matrix Camera

and the game, press
START to pause, then press and hold L1+R1 to remove the Pause menu and give you a better look at the

## rotating view while you're paused

## Stationary Camera

START to pause, then press and hol $L 2+R 2$. While holding these, press


## Kevin Robinson

Pendulum: Left, Right, Square
Rocket 1-Foot C-bar Right Left

## No-hand Backflip: Down, Right

## Mike Escamilla

Back Flin No-foot. Left, Right, Circle Body Varial: Right, Up, Square

## Nate Wessel

## Back Flip No-foot Right, Left Circle

 Pendulum: Left, Right, Square
## Rick Thorne

on. Watch your health after an auto

## All Weapons, Full Ammo and eight

L1, L2, R1, R2, Triangle, Circle, X

## Unlock Every Level

o 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 Load Levels selection. Choose

In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press

## MEDAL OF HONOR: FRONTLINE

Assorted Cheats
The following cheats must be entered from the Pause menu Invincibility: Square, L1, Circle, R Inifinite ammo: Circle, L2, Square, SELECT, R2, Triangle, SELECT
Passwords
entered in the Password screen that you access from the Options me
TPDOMOHTON: MOHton TPDOM
torpedo
WHATYOUGET: One hit kills URTHEMAN: Bullets kill YOU with one hit
B ULLETZAP: Immunity to bullets WHERERU: Invisible enemies GLASS J A W: Only headshots
harm enemies
BOIN G: Bouncing grenades O N G S H O T: Sniper zoom for all weapons
MONKEY: Automatic gold star for current level
TM E W A R P: Earn a gold star for previous level
ORANGUTANG: Open second mission
BABOON: Open third mission HIM PAN ZE E: Open fourth mission
LEM UR: Open fifth mission B A C K S TA GE D: Unlock galler item "Making of D-Day" B ACK S TAGET: Unlock gallery item "Making of a Storm in the Por B ACK STAGER: Unlock gallery item "Making of A Needle in a Haystack
B ACK S TA GEF: Unlock gallery item "Making of Several Bridges Too B ACKSTAGEI: 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 OT A H O Y: Unlock gallery tem "A Good Day to Dye" D W O I K S: Unlock everything

## 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!

More custom boxer parts

## Big Head Mode

## Small Head Mode

## 2D Mode

## Mutant" Mode

## 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 own on the D-pad
Tournament Mode

## Unlimited Turbo

## Max Speed

## Max Power

## Rocket Park Stadium

Roman Coliseum Stadium

## Eagle Team

Horse Team
Lion Team

## Pinto Team

Team Todd McFarlane
Team Terry Fitzgerald
Extra Time After Plays
No Fatigue
Log Bat
Whiffle Bat
Mace Bat
Rubber Ball
16-inch Softball

## Big Head

## MORTAL KOMBAT: DEADLY ALLIANCE

## Fatalities List

When you beat someone up, entering the following commands will show you something totally graphic and probably gratuitous.

## Bo' Rai Cho

Belly Flop: Back, Back, Back, Down

## Attack 4

## Johnny Cage

Brain Ripper: Back, Forward, Forward
Down, Attack 2

## Cyrax

Claw Smasher: Forward, Forward.

## Drahmin

Iron Bash: Back, Forward, Forward, Down, Attack 3

## Frost

Freeze Shatter: Forward, Back, Up,

## Down, Attack

## Hsu Hao

aser Slicer: Forward, Back, Down Down, Attack 2
Jax
Head Stomp: Down, Forward
Forward, Down, Attack 2

## Kano

Open-Heart Surgery: Forward, Up, Up, Down, Attack 1

## Kenshi

Telekinetic Crush: Forward, Back,

## Forward, Down, Attack 3

## Kitana

Kiss of Doom: Down, Up, Forward Forward, Attack 2

## Kung Lao

Splitting Headache: Down, Up, Back,
Li Mei
Super Crush Kick: Forward, Forward,
Down, Forward, Attack 4

## Mavado

Kick Thrust: Back, Back, Up, Up

## Attack

Blood Thirst: Up, Up, Forward
Attack 1

## Quan Chi

Neck Stretcher: Back, Back, Forward,
Raiden
Electrocution: Back, Forward,

## Forward, Forward, Attack 3

## Reptile

Acid Shower: Up, Up, Up, Forward

## Attack 3

## Scorpio

spear Head: Back, Back, Down, Back Attack 4

## Shang Tsung

Soul Steal: Up, Down, Up, Down

## Sonya

Kiss of Death: Back, Forward, Forward, Down, Attack 2

Skeleton Rip: Back, Forward Forward, Down, Attack 3

NEED FOR SPEED 2: HOT PURSUIT
Unlock Cars
All these codes must be entered from
Ford TS50
Right, Left, Right, Right, Left, R2
Lotus Elise

Lamborghini Diablo 6.0 VT

## Aston Martin V12 Vanquish

 Triangle, Left
## BMW Z8

square, Right, Square, Right, R2
Corvette z06
Ferrari $\mathbf{F 5 0}$
1, Triangle, L1, Triangle, Right, L2.

## Ferrari F350

1, Square, L1, Square, Right, R1
HSV Coupe GTS

## Mclaren F1 LM

Square, L1, Square, L1, Triangle,
Unlock Porsche Carerra GT

## NO ONE LIVES FOREVER

## Level Select

On the Main Menu screen, 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 of

## PARAPPA THE RAPPER 2

Ninja Star Mode
At the stage selection screen, hold
Skip Opening Stage
Cinematics
At the stage selection screen, hold $L 1+L 2$ and then select a stage
Earn the Blue Hat
Earn the Pink Hat
Successfully complete the game with the blue ha
Earn the Yellow Hat
successfuly complete the game with

## Song Test

Sucas 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 good score (near 1,000 points). You will be brought to Chop Chop Maste Onion Head, 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 s 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 the part where PaRappa writes his name. Wait again. Instead of a demo, the colorfu noodles will appear on the sides
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. A music video with Sunny singing her intro music onstage will

Control Time of Day
neighborhood at the same time of
day indicated by the PlayStation 2 time setting. For example, if you se the time to 11:30 a.m., it will be bright and sunny in the game. If it 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 R3, Square, L3, Circle, L2, Triangle,
Upgrade Wind Dancer to Galleon:

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

## RATCHET \& CLANK

Various Cheats
these codes are activated once you defeat Drek. You enter them by accessing the Goodies menu and performing a series of moves. Each code will have listed the moves you'l need to perform in order to activate

Big Head Mode (Clank) , Back, Hyper-Strike, Conet-Strike, Jouble Jump, Hyper-Strike, Flip Left

## Big Head Mode (Ratchet)

 Fip Back, Flip Back, Flip Back, Full Second GlideBig Head Mode (Enemies)
 the Practice mode learning to block and deflect Ki attacks. If you get the timing down, you'll have a huge advantage against human opponents.


SUSHI SAYS: If you double-tap Forward and race at your opponent, Ki attacks will bounce right off of you!

SUSHI SAYS: Collecting all the Dragon Balls is the only way to earn the powerful breakthroughs. To get them easily, enter and exit Mr. Popo's shop until he sells them from his recommended list for 8,000 zenie apiece. It takes some time, but it's well worth it. Better yet, bribe (or threaten) someone until they do this for you.

SUSHI SAYS: Still getting beat to a pulp in the World Tournament? Remember to keep your back to the center of the ring at all times-ring outs are a really easy way to lose. Keep your guard up, and wait for


SUSHI SAYS: There is no disgrace in striking down an enemy from behind. Master sidestepping attacks and you'll have no trouble defeating the toughest opponents. Once you find the rhythm, you can sidestep an attack, and then hit your favorite combo to knock your enemy into next week.

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

Flip Back, Flip Back, Stretch Jump Flip Back, Flip Back, Flip Back, Full

Big Head Mode (NPCs)
Flip Left, Flip Right, Flip Back, Flip Back, Comet-Strike, Double Jump

## Full Health Invincibility

Comet-Strike (x4), Flip Back,

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.
W W S 41 3: Opens Early Test
Animatic movie.
SC W 82 3: Open Spy Hunter
Concept Art movie.
M A K I N G: Opens Making of Spy
Hunter movie.
S A I IV A: Opens Saliva: Your
Disease movie.
GUN N: Opens Saliva: The Spy
Hunter Theme movie.
Ther

## SOCOM US NAYY SEALS

## Headset Codes

You actually have to say these commands into the headset included in the game. Specific instructions are below.
"Bravo defuse bomb": Point your crosshairs on a bomb and this will automatically defuse it.
"Bravo open door": Point your crosshairs at a door and this will unlock it.
"Breech, bang, clear": Point your crosshairs at an open room and all your squad members will throw grenades inside
"Team low profile": Your squad will go into Stealth mode

## 55X

Button Codes
Square to access the options. Next, press and hold $\mathrm{L} 1+\mathrm{L} 2+\mathrm{R} 1+\mathrm{R} 2$, then one of the following codes, You will

## Unlock Everything

Triangle, Square. This will give you
access to all riders, outfits, boards
All Attribute Points

## Crazy Runners

Triangle, Circle, X. Your rider will
have his board on his back and you

## Unlimited Hints

$X$. On the "Loading" screen before
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 TREK YOYACER: <br> ELITE FORCE

## Button Codes

To enable any of these codes, paus the game, and then press and hold the following combination of buttons You will hear a voice confirming that the code has been entered properly. It takes a little bit of timing, so be

## Invulnerable

## Refil Ammo

$R 1+R 2+$ SELECT. (This only refills the currently selected weapon. If you wish to refill the others, switch weapons and enter the code for each

## corresponding weapon.

## Heal to 999

## Armor 100+

$L 1+R 1+$ SELECT

STAR WARS: BOUNTY

## HUNTER

Mad Unlocks
from the Code Setup screen:
Unlock All Concept Art: R ARTISTS
ROCK.
Unlock Chapters
Chapter 2: CITYPLANET
Chatete 3: LOCKDown
Chapter 4: DUGSOPLENTY
Chapter 5: BANTHAPOODOO
Chapter 6: MANDALORIANWAY

## Unlock Missions

2: GIMMEMYJETPACK
3: CONVEYORAMA
4: BIGCITYNIGHTS
5: IEATNERFMEAT
6: VOTEATRELL
7: LOCKUP
8: WHAT A RIOT
9: SHAFTED
10: BIGMOSQUITOS
11: ONEDEADDUG
12: WISHIHADMYSHIP
13: MOSGAMOS
14: TUSKENS R US
15: BIG BAD DRAGON
16: MONTROSISBAD
17: VOSAISBADDER
18: JANGOISBADDEST
STAR WARS: STARFIGHTER

Password Codes
options, then go to Code Setup. Now. enter the following passwords to

Unlock All Levels
everything except the bonus
Bonus Multiplayer Missions
Secret Ship for Bonus Missions

Disable Cockpit Display
Ship and Cast Pics
Pre-production Art
Pictures of Simon
Development Team Pics
View Credits
Invincible Mode
Jar Jar Mode

## Director Mode

DIRECTOR (This will give you
alternate camera angles in the game Press SELECT for the views and R1

## Christmas FMV

Nym having trouble opening a doo When he finally bashes it in, he ge a strange Christmas greeting.)

## STAR WARS: SUPER BOMBAD RACINC

Button Codes

## Boba Fett

Square. Boba Fett's ship will replace any ship you choose on the Racer

AAT Battle Tank
Triangle. Square. The tank will eplace any ship you choose on the

Speed Start

## Super Speedy Mode

Super Arena Mode
Grrl Power Enabled

## Jawa Language

Battle Droid Language
German Language
Spanish Language
French Language
Italian Language
English Language
Slip 'N' Slide Mode

## Backward Racers

Super Spinning Mode

## Super Honk

## Death Star Power-up

Infinite Boost
Unlock Space Freighter Arena

## All Racers Are Shaak

## All Racers Are Kaadu

## 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: Press Left, Right, Down, R2 Triangle
Flame Thrower: Press Left, Right
Down, R1, Circle
Grenade: Press Left, Right, Down, R2 Square
Grenade Launcher: Press Left, Right,
Down, R1, Square
M16: Press Left, Right, Down, R2,
Circle
Minigun: Press Left, Right, Down, R1 Triangle
Molotov Cocktail: Press Left, Right, Down, R2, X
Pepper Spray: Press Left, Right,
Down, L1, Square
Pistol: Press Left, Right, Down, L1, Triangle
Rocker Launcher: Press Left, Right, Down, R1, X
Shotgun: Press Left, Right, Down, L2, Triangle
Tazer: Press Left, Right, Down, L1 Circle
Tear Gas: Press Left, Right, Down, L1

## 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, 0
Complete current mission: Left, Left,

## _eft, 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

## III Codes

As you'd expect, enter all these codes inside the fancy cheat menu boxes.

## Block Party

Power Game
Tap R2, Circle,
Black Ball
Red, White, and Blue Ball
Circle, R2, Square, R2

## Clown Outfits

Tuxedo

## Pimp Costumes

Cowboy Clothes
Circle, R2, R2, R1
Kung-Fu Outfits

## 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. (Note: All the codes are case-sensitive, so be sure to enter the upper and lower case etters exactly as shown.
Access All Cars
Put in spiDER to unlock every car in

## Access All Toys

in the stunt constructor

## SUPERMAN: SHADOW OF APOKOLIPS

Assorted Codes
Codes must be entered from the Cheats section in the Options m
JOR EL: Infinite superpower SMALLVILLE: Infinite health LAN A L ANG: Opens all movies A R A: Opens all biographies

## TIME CRISIS II

Arcade Mode Secrets

## Extra Credits

Play through Story mode and use all three of your credits to earn a fourth credit at the start of your next game. You can keep doing this until you get

## Free Play

If you've earned nine credits in Story
mode and still use up all your
continues, you'll activate Free Play,

## Extra Life

When you unlock Free Play, you can go to the Game Options screen and change the number of health boxes you have during the game. Instead of the standard three lives, you can

## New One Stage Trial Stages

## Auto Bullets

fou tinish story mode twice, players 1 and 2 can select Auto en Auto Bullets act like the game's machine gun (unfortunately though, you will have to keep

## Infinite Bullets

Finish Story mode with Auto Bullets and both players can select Infinite Bullets, so they never have to reload.

## Wide Bullets

Finish Story mode with Infinite Bullets and both players can select Wide Bullets. These bullets are like shotgun blast, giving the player a

## Mirror Mode

con mode without continuing and you'll open up Mirro mode, a flip-flopped version of the

## Crisis Mission Tricks

To unlock the hidden Crisis Mission extra game, simply finish Story clear missions, such as scoring so many points in a round or killing a certain number of enemies. The game consists of five "days," with each day containing five missions and one EX mission.
Days 2-5
current day to open un the next day

## EX Missions

open up the EX mission.

## Final Mission 2

Complete all the hidden missions and the final mission to unlock this true

## Music Player

nlock this sound test mode
Quick \& Crash Trick Extra Modes:
Earn a score that places in the top five to unlock three new modes o play: Chain Hit, One Shot and 10

## Shoot Away II Trick Extra

Mode:
Earn the high score in the Retro mode to unlock an updated version the classic game, Shoot Away II.

## TONY HAWKS 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 indicating if you've entered it correctly. Now, start a new game, and pause once gameplay has started. There will be a new option available, called Cheats. 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

YOHOMIES: Opens all secret
skaters
UMPMEUP: Maxes the stats of current skater
PEEPSHOW: Opens all movies ROADTRIP: Automatically
completes all career goals for current
skater, plus opens all levels
MAGICMIS SILE: Performs the
effects of all above codes.

TONY HAWKS PRO
SKATER 4
Crazy Physics
to superly at the Cheat men

## 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 appea the screen if done correctly.
Invulnerability
Jp, Down, Left, Right, Right, Left

## God Mode

Killer Weapons
Mega Guns
Weapons for Health

New View for Weapons get a different look for your weapon

## TY THE TASMANIAN TIGER

## Assorted Cheats

The following codes can be entered
during regular gameplay
Reveal All Items
L1, R1, L1, R1, Triangle, Triangle,
Right, Square, Square, Right, R2, R2

## Instant Abilities

L1, R1, L1, R1, Triangle, Triangle,
Square, Square, Triangle, Square
Get Technorang
L1, R1, L1, R1, Triangle, Triangle, Triangle, Square, Triangle, Square

## Unlock Extra Level

If you finish the game with all the pick-ups (Opals, Eggs, and Cogs) you'll unlock a bonus stage and get second ending

## 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

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 Punc and Kick until the match begin Classic Victory Posessecond Dan rank. Hold Punch. Kick and Guard during the replay after winning to see the classic pose from

Classic Victory Poses, Part 2
Dan rank. Hold Punch + Kick during the replay after winning to see

Bonus Stages for VS. Mode
reaching the corresponding rank level

## Training Stage 1

Training Stage 2
Training Stage 3
Play as Dural in VS. Mode created fighter

## WIPEOUT FUSION

Random Codes
rom the Main Menu screen, choose
the Extras option and then choose the Cheats option. On the password screen, enter the following button

Super Fast Ship
Retro Planes
Infinite Weapons
Animal Ships
Features Unlocked

## Mini Ships

ZONE OF THE ENDERS
Versus Mode
following code at the Title screen Circle, X, Right, Left, Right, Left,
Down, Down, Up, Up. If you've
entered the code correctly, a specia
sound effect will play. You can select the Versus mode from the Main

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 R2. R1. Note that this code will not work if you are already at Level One

## CHYE 309 andance

## 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 ooins mode, you will gain extra

## CASTLEYANIA: CIRCLE OF

 THE MOON(Note: This trick was done on a pre-
production 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 FIREBAL as your name, to give your characte magician stats. During the game, press START to bring up your statistics. Choose DSS and you wil see that you have all the cards Magician will replace Vampirekiller in the upper lefthand 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 lefthand
Shooter Mode
Beat the game three times. Put in
CROSSBOW for your name to give
CROSSBOW for your name to give the game, press START to bring up your statistics. Shooter will replace Vampirekiller in the upper lefthand
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 "Vampirekiller" in the upper lefthand corner.

## CRUISIN' VELOCITY

Everything Unlocked
From the Main menu, access the
Password option. Enter these codes to get to new levels in the single-

Holland Open
HLDDSNST
Holland, Ireland and
Alaska Open
All Levels Open

DOOM GBA
To get any of the following cheats To get any of the following cheats,
you have to pause the game. Then,
hold down the Left and Righ

Shoulder buttons simultaneously, then (while still holding down $L+R$ )

## Advance Levels

A, B, A, A, B, B, A, A (You will
advance about five levels, depending

## All Weapons, Items, Keys

Radiation Suit
Invincibility
God Mode
Computer Map
Advance Levels
advance about five levels, depending

## Berserk Mode

## EARTHWORM JIM

Level Skip
Press START to pause the game, then press Right, R-Shift, B, A, L-Shift, Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy the code was entered correctly. Level Select
Press START to pause during the game, then enter the following commands to skip to the specific

What the Heck?
R Shit, Bown, L-Shift B

## Down the Tubes

## Snot a Problem

R-Shift Up, SELECT, L-Shift, R-Shift
Level 5
R-Shift, L-Shift, A, B, B, A, L-Shift, R

## For Pete's Sake

Rhn, Left, R-Shift-L-shift, A, R

## Buttville

## SELECT

ECKS VS. SEVER
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Level 9
Level 10
Level 11
Level 12
Sever Level Passwords
Level 2

## Level 9

Level 10
Level 11
Level 12

## FINAL FICHT ONE

On the Mode Select screen, highlight and access the Options screen. Mov down, highlight Exit and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to

50
200

500
800
1,300

## 2,000

After unlocking these secrets, you must go to the correct screens to nitiate them. To find Alpha Guy and Cody, go to the Player Select scree. Either highlight Guy and press Left, or highlight Haggar and press Right To initiate 9 Lives, Stage Select, et 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

GT ADVANCE:
CHAMPIONSHIP RACING
On the Title screen, press and hold
the L-Shift+R-Shift buttons, then
enter one of the codes below. You'll

## Extra 1

## Extra 2

## Ending Credits

## GT ADVANCE

On the Title screen (where the Press Start Button is flashing), press and holding these buttons, press B. All of the cars in Quick Race, Time Attack, and Practice mode will open.

On the Title screen (where the Press Start Button is flashing), press and hold L-Shift+R-ShifttUp+Right. Whis holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open
All Tune-Ups Available 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 wil
be open

## ICE AGE

ord option and
shown here
Stage Passwor
Stage 2- PBBCBB
Stage 2 - PBBQBB
Stage 3 - OBCOBB

Stage 4 - SBFOBB
Stage 5 - DBKOBB
Stage 6 - NBTQBB
Stage 7 - PCTOBB
Stage 8 - RFTOBB
Stage 10 - MTTOBB
Stage Select

MFKRPH

## KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

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 s entered correctly. Below are the

## Frogger

Down, Down, Left, Right, Left, Right. B, A to get advanced graphics in

## Scramble

Down, Down, Left, Right, Left, Right B, A to get advanced graphics in

## Time Pilot

ft Right Left, Rig B A to mor a hons,

## Gyruss



On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right B, A to enter Stage X in the Black

Yie Ar Kung-Fu
Down Down Left Right Left Righ B. A to get bonus fighters immediately in a two-player game, or after a one-player game in Yie Ar

## 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

For each normal cup, there is an extra cup that contains the tracks
from that cuo in the original Mario 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 150 cc level.

NBA JAM 2002
From the Main menu, choose Seasor Game mode. Now, select Password

## Beach and Street Courts

## Playoffs

(Note: You will be in the playoffs as the Toronto Raptors.)

## NFL BLITZ 20-02

From the Main Menu screen, choose Exhibition. Pick your team and choose the opposing team. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You wil hear a sound to confirm correct code entry. Now, your players will have infinite turbo throughout the game.

## PITFALL: THE MAYAN ADVENTURE

On the Title screen, enter L-Shift SELECT, A, SELECT, R-Shift, A, appear in the middle of the screen Hold SELECT and press L-Shift or R Shift to switch levels. Press START or $B$ to begin on the level you chose

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-and will be invulnerable all the while Use up all three of your lives in the first level. When the Continue screen appears, press B B B B The counter will change to 9 and stop counting down. This will give you an unlimited amount of continues

## 9 Weapons

On the Title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A L Shift, Select. Level Select will appea in the middle of the screen. Hold ELECT and press L-Shift or R-Shift to switch levels, and press START $B$ 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

Enter the following codes from the Main menu screen. You'll hear a

## Rumble Man

## eft, Left, Right, Left, Right, Right

## Shaquille 0 - Neal

Aighlight Survival and press Left,

## Michael Jackson

ind press Left Left Right, Right, Left, Right, L-Shift+R-

SONIC ADVANCE
Use this code to have Tails follow you during the game, like he did Sonic 2 \& 3. Highlight Sonic and press Up. Move over to hightight 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: <br> MYSTERIO'S MENACE W7HV 1

Fluid Upgrade, Armor Upgrade Hammerhead Defeated, Docks and

## W7HZZ

Fluid Upgrade, Armor Upgrade ,

## W70ZZ

Fluid Upgrade, Armor Upgrade Hammerhead Defeated, Docks and Factory Open, Web Compresso

## 080ZG

ade, Armor Upgrade Hammerhead Defeated, Docks and Factory Open, Web Compresso

## 2787K

Hi Upgrade, Armor Upgrade Hammerhead Defeated, Docks and Factory Open. Web Compressor. Chemcorp Open, Left Wrist Container, Heavy Impact, Museum

## 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

## $2 V 722$

Hammerhead Defeated, Docks and Factory Open. Web Compressor Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container,

## ZV3Z0

porade, 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,

## HV37K

Fiuid 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

## JV37H

fuid 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

## JV3 10

Fluid Upgrade, Armor Upgrade Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist

Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro 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 HAWKS PRO SKATER 2

Enter the following tricks from the Main Menu screen. You will hear a sound and the wheel will spin around

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 Options, and the Cheats

## Smiley Face Blood

Hold the $R$-Shift button and press

## No Blood

old the R-Shift button and press B
, Up, Down, Left, START, STA
constant Zoom In and Out eft, A, START, A, Right, START,

## Unlock Spider-Man

old the R-Shift button and press Up, Jp, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man wil be available from the Select Skate screen in Free Skate and Single

## Level Select

hold the R-Shift button and press A START, A, Right, Up, Up, Down

## Level Select and Lotsa

## Money

old the R-Shift button and press B A, Left, Down B, Left, Up, B, Up, Left Left

## URBAN YETI

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, whe you can select your level, and the difficulty, and even listen to the game's music and sound effects

## YU-GI-OH! THE ETERNAL DUELIST SOUL

Because we love you.
7 Colored Fish: 23771716
7 Completed: 86198326
Acid Crawler: 77568553
Acid Trap Hole: 41356845
Air Eater: 08353769
Air Marmot of Nefariousness 75889523
Akakieisu: 38035986
Akihiron: 36904469
Alligator's Sword: 64428736

Amoeba: 95174353 Amphibious Bugroth: 40173854 Ancient Brain: 42431843
Ancient Elf: 93221206 Ancient Jar: 81492226 Ancient Lizard Warrior: 43230671 Ancient One of the Deep Forest: 14015067
Ancient Telescope: 17092736
Ancient Tool: 49587396 Ansatsu: 48365709 Anthrosaurus: 89904598 Anti Raigeki: 42364257 Anti-Magic Fragrance: 58921041 Appropriate: 48539234 Aqua Chorus: 95132338 Aqua Dragon: 86164529 Aqua Madoor: 8563925 Arlownay: 14708569 Arma Knight: 36151751 Armaill: 53153481 Armed Ninja: 09076207 Armored Glass: 36868108 Armored Lizard: 15480588 Armored Rat: 16246527 Armored Starfish: 17535588 Armored Zombie: 20277860 Axe of Despair: 40619825 Axe Raider: 48305365 Baby Dragon: 88819587 Backup Soldier: 36280194 Banisher of the Light: 61528025 Barox: 06840573 Barrel Dragon: 81480460 Barrel Lily: 67841515 Barrel Rock: 10476868 Basic Insect: 89091579 Battle Ox: 05053103 Battle Steer: 18246479 Battle Warrior: 55550921 Bean Soldier: 84990171 Beast Fangs: 46009906 Beastking of the Swamps: 99426834 Beautiful Headhuntress: 16899564 Beaver Warrior: 32452818 Behegon: 94022093 Bell of Destruction: 83555666 Beta The Magnet Warrior: 39256679 Bickuribox: 25655502 Big Eye: 16768387 Big Insect: 53606874 Big Shield Gardna: 65240384 Binding Chain: 08058240 Bio Plant: 07670542 Black Dragon Jungle King: 89832901 Black Illusion Ritual: 41426869 Black Pendant: 65169794 Blackland Fire Dragon: 87564352 Bladefly: 28470714 Blast Juggler: 70138455 Blast Sphere: 26302522 Block Attack: 25880422 Blue Medicine: 20871001 Blue-Eyed Silver Zombie: 35282433 Blue-Eyes Toon Dragon: 53183600 Blue-Eyes White Dragon: 89631139 Blue-Eyes White Dragon: 80906030 Blue-Winged Crown: 41396436 Boar Soldier: 21340051 Bolt Escargot: 12146024 Book of Secret arts: 91595718 Bottom Dweller: 81386177 Bracchio-Raidus: 16507828 Breath of Light: 20101223 Bright Castle: 82878489 Burglar: 06297941 Burning Spear: 18937875 Buster Blader: 78193831 Call of the Dark: 78637313 Call of the Grave: 16970158 Call of the Haunted: 97077563 Candle of Fate: 47695416 Cannon Soldier: 11384280 Castle of Dark IIlusions: 00062121 Castle Walls: 44209392 Catapult Turtle: 95727991 Ceasefire: 36468556 Celtic Guardian: 91152256 Ceremonial Bell: 20228463 Chain Destruction: 01248895 Chain Energy: 79323590 Change of Heart: 04031928 Charubin the Fire Knight: 37421579 Chorus of Sanctuary: 81380218 Claw Reacher: 41218256 Clown Zombie: 92667214 Cockroach Knight: 33413638 Confiscation: 17375316

Crass Clown: 93889755
Crawling Dragon: 67494157
Crawling Dragon \#2: 38289717
Crazy Fish: 53713014
Crimson Sunbird: 46696593
Crow Goblin: 77998771
Crush Card: 57728570
Curse of Dragon: 28279543
Curse of Fiend: 12470447
Curtain of the Dark Ones: 22026707
Cyber Commander: 06400512
Cyber Falcon: 30655537
Cyber Jar: 34124316
Cyber Saurus: 89112729
Cyber Shield: 63224564
Cyber Soldier: 44865098
Cyber-Stein: 69015963
Cyber-Tech Alligator: 48766543
Dancing Elf: 59983499
Dark Artist: 72520073
Dark Assailant: 41949033
Dark Chimera: 32344688
Dark Elf: 21417692
Dark Energy: 04614116
Dark Gray: 09159938
Dark Hole: 53129443
Dark Human: 81057959
Dark King of the Abyss: 53375573
Dark Magician: 46986414
Dark Rabbit: 99261403
Dark Sage: 92377303
Dark Shade: 40196604
Dark Witch: 35565537
Dark Zebra: 59784896
Dark-Eyes Illusionist: 38247752
Darkfire Dragon: 17881964
Darkfire Soldier \#1: 05388481
Darkfire Soldier \#2: 78861134 Darkness Approaches: 80168720 Dark-Piercing Light: 45895206 Darkworld Thorns: 43500484 Deepsea Shark: 28593363 Delinquent Duo: 44763025 De-Spell: 19159413 Destroyer Golem: 73481154 Dice Armadillo: 69893315 Dimensional Warrior: 37043180 Disk Magician: 76446915 Dissolverock: 40826495
DNA Surgery: 74701381 Dokuroizo the Grim Reaper: 25882881
Doma The Angel of Silence: 16972957
Doron: 00756652
Dorover: 24194033
Dragon Capture Jar: 50045299 Dragon Piper: 55763552 Dragon Seeker: 28563545 Dragon Treasure: 01435851 Dragon Zombie: 66672569 Dragoness the Wicked Knight: 70681994
Dream Clown: 13215230
Driving Snow: 00473469
Drooling Lizard: 16353197 Dryad: 84916669
Dunames Dark Witch: 12493482
Dungeon Worm: 51228280
Dust Tornado: 60082869
Earthshaker: 60866277 Eatgaboon: 42578427 Eldeen: 06367785 Electric Lizard: 55875323 Electric Snake: 11324436 Electro-Whip: 37820550 Elegant Egotist: 90219263 Elf's Light: 39897277 Empress Judge: 15237615 Enchanted Javelin: 96355986 Enchanting Mermaid: 75376965 Eradicating Aerosol: 94716515 Eternal Draught: 56606928 Eternal Rest: 95051344 Exchange: 05556668
Exile of the Wicked: 26725158 Exodia the Forbidden One: 33396948 Eyearmor: 64511793 Fairy Dragon: 20315854 Fairy's Hand Mirror: 17653779 Fairywitch: 37160778
Faith Bird: 75582395
Fake Trap: 03027001
Feral Imp: 41392891
fiend Kraken: 77456781
Fiend Reflection \#1: 68870276 Fiend Reflection \#2: 02863439
Fiend Sword: 22855882

Fiend's Hand: 52800428
Final Flame: 73134081
Fire Kraken: 46534755
Fire Reaper: 53581214
Firegrass: 53293545
Fireyarou: 71407486
Fissure: 66788016
Flame Cerebrus: 60862676
Flame Champion: 42599677
Flame Ghost: 58528964
Flame Manipulator: 34460851
Flame Swordsman: 45231177
Flame Viper: 02830619
Flash Assailant: 96890582
Flower Wolf: 95952802
Flying Kamakiri \#1: 84834865
Flying Kamakiri \#2: 03134241
Follow Wind: 98252586
Forced Requisition: 74923978
Forest: 87430998
Frenzied Panda: 98818516
Fusion Sage: 26902560
Fusionist: 01641882
Gaia Power: 56594520
Gaia the Dragon Champion:

## 66889139

Gaia The Fierce Knight: 06368038
Gale Dogra: 16229315
Gamma The Magnet Warrior:
11549357
Ganigumo: 34536276
Garma Sword: 90844184 Garma Sword Oath: 78577570 Garnecia Elefantis: 49888191 Garoozis: 14977074 Garvas: 69780745 Gatekeeper: 19737320 Gazelle the King of Mythical Beasts: 05818798
Gemini Elf: 69140098
Genin: 49370026
Germ Infection: 24668830
Ghoul with an Appetite: 95265975
Giant Flea: 41762634
Giant Germ: 95178994
Giant Mech-Soldier: 72299832 Giant Rat: 97017120
Giant Red Seasnake: 58831685 Giant Scorpion of the Tundra: 41403766
Giant Soldier of Stone: 13039848
Giant Trunade: 42703248
Giant Turtle Who Feeds on Flames: 96981563
Gift of The Mystical Elf: 98299011 Giganto: 33621868
Giga-tech Wolf: 08471389
Giltia the D. Knight: 51828629 Goblin Fan: 04149689
Goblin's Secret Remedy: 11868825 Goddess of Whim: 67959180 Goddess with the Third Eye: 53493204
Gokibore: 15367030
Graceful Charity: 79571449
Graceful Dice: 74137509 Grappler: 02906250 Gravedigger Ghoul: 82542267 Gravekeeper's Servant: 16762927 Graverobber: 61705417 Graveyard and the Hand of Invitation: 27094595
Great Bill: 55691901
Great Mammoth of Goldfine: 54622031
Great White: 13429800
Green Phantom King: 22910685
Greenkappa: 61831093
Griffore: 53829412
Griggle: 95744531
Ground Attacker Bugroth: 58314394 Gruesome Goo: 65623423
Gryphon Wing: 55608151
Guardian of the Labyrinth: 89272878
Guardian of the Sea: 85448931
Guardian of the Throne Room:
47879985
Gust: 73079365
Gust Fan: 55321970
Gyakutenno Megami: 31122090
Hane-Hane: 0708971
Haniwa: 84285623
Happy Lover: 99030164
Hard Armor: 20060230
Harpie Lady: 76812113
Harpie Lady Sisters: 12206212
Harpie's Brother: 30532390
Harpie's Feather Duster: 18144506

Harpie's Pet Dragon: 52040216
Heavy Storm: 19613556
Hercules Beetle: 52584282
Hero of the East: 89987208
Hibikime: 64501875
High Tide Gyojin: 54579801
Hinotama: 46130346
Hinotama Soul: 96851799
Hiro's Shadow Scout: 81863068
Hitodenchak: 46718686
Hitotsu-Me Giant: 76184692
Holograh: 10859908
Horn Imp: 69669405
Horn of Heaven: 98069388 Horn of Light: 38552107
Horn of the Unicorn: 64047146
Hoshiningen: 67629977
Hourglass of Courage: 43530283
Hourglass of Life: 08783685
House of Adhesive Tape: 15083728
Hunter Spider: 80141480
Hyo: 38982356
Hyosube: 02118022
Hyozanryu: 62397231
Ice Water: 20848593
III Witch: 81686058
Illusionist Faceless Mage: 28546905
Imperial Order: 61740673
Insect Armor with Laser Cannon: 03492538
Insect Queen: 91512835
Insect Soldiers of the Sky: 07019529
Inspection: 16227556
Invader from Another Dimension:
28450915
Invader of the Throne: 03056267
Invigoration: 98374133
Jellyfish: 14851496
Jigen Bakudan: 90020065
Jinzo: 77585513
Jinzo \#7: 32809211
Jirai Gumo: 94773007
Judge Man: 30113682
Just Desserts: 24068492
Kagemusha of the Blue Flame:
15401633
Kageningen: 80600490
Kairyu-Shin: 76634149
Kaiser Dragon: 94566432
Kamakiriman: 68928540 Kaminari Attack: 09653271
Kaminarikozou: 15510988
Kamionwizard: 41544074
Kanikabuto: 84103702
Karate Man: 23289281
Karbonala Warrior: 54541900
Kattapillar: 81179446
Key Mace \#2: 20541432
Killer Needle: 88979991
King Fog: 84686841
King of Yamimakai: 69455834
Kiseitai: 04266839
Kojikocy: 01184620
Kotodama: 19406822
Koumori Dragon: 67724379
Krokodilus: 76512652
Kumootoko: 56283725
Kunai with Chain: 37390589
Kurama: 85705804
Kuriboh: 40640057
Kwagar Hercules: 95144193
La Jinn the Mystical Genie of the Lamp: 97590747
Labyrinth Tank: 99551425
Lady of Faith: 17358176
LaLa Li-oon: 09430387
Larvae: 94675535
Laser Cannon Armor: 77007920
Last Day of Witch: 90330453
Last Will: 85602018
Laughing Flower: 42591472
Launcher Spider: 87322377
Lava Battleguard: 20394040
Left Arm of the Forbidden One: 07902349
Left Leg of the Forbidden One: 44519536
Legendary Sword: 61854111
Leghul: 12472242
Leogun: 10538007
Lesser Dragon: 55444629
Light of Intervention: 62867251
Lightforce Sword: 49587034
Liquid Beast: 93108297
Little Chimera: 68658728
Little D: 42625254

50930991
Nimble Momonga: 22567609
Niwatori: 07805359
Nobleman of Crossout: 71044499 Nobleman of Extermination: 17449108
Numinous Healer: 02130625
Octoberser: 74637266
Ocubeam: 86088138
Ogre of the Black Shadow: 45121025
One-Eyed Shield Dragon: 33064647
Doguchi: 5886194
Dokazi: 19523799
Orion the Battle King: 02971090
Oscillo Hero: 82065276
Oscillo Hero \#2: 27324313
Painful Choice: 74191942
Pale Beast: 21263083
Panther Warrior: 42035044
Paralyzing Potion: 50152549
Parasite Paracide: 27911549
Parrot Dragon: 62762898
Patrol Robo: 76775123
Peacock: 20624263
Pendulum Machine: 24433920
Penguin Knight: 36039163
Penguin Soldier: 93920745
Petit Angel: 38142739
Petit Dragon: 75356564
Petit Moth: 58192742
Polymerization: 24094653
Pot of Greed: 55144522
Power of Kaishin: 77027445
Pragtical: 33691040
Premature Burial: 70828912
Prevent Rat: 00549481
Princess of Tsurugi: 51371017
Prisman: 80234301
Prohibition: 43711255
Protector of the Throne: 10071456 Psychic Kappa: 07892180 Pumpking the King of Ghosts 29155212
Punished Eagle: 74703140 Queen Bird: 73081602 Queen of Autumn Leaves: 04179849 Queen's Double: 05901497 Raigeki: 12580477
Raimei: 56260110
Rainbow Flower: 21347810
Raise Body Heat: 51267887
Rare Fish: 80516007
Ray \& Temperature: 85309439
Reaper of the Cards: 33066139
Red Archery Girl: 65570596
Red Medicine: 38199696 Red-Eyes Black Dragon: 74677422 Red-Eyes Black Metal Dragon: 64335804
Reinforcements: 17814387
Relinquished: 64631466
Remove Trap: 51482758
Respect Play 08951260
Restructer Revolution: 99518961
Reverse Trap: 77622396
Rhaimundos of the Red Sword: 62403074
Right Arm of the Forbidden One 70903634
Right Leg of the Forbidden One: 08124921
Ring of Magnetism: 20436034 Riryoku: 34016756
Rising Air Current: 45778932 Roaring Ocean Snake: 19066538 Robbin' Goblin: 88279736 Rock Ogre Grotto \#1: 68846917 Rogue Doll: 91939608 Root Water: 39004808 Rose Spectre of Dunn: 32485271 Royal Decree: 51452091 Royal Guard: 39239728 Rude Kaiser: 26378150 Rush Recklessly: 70046172 Ryu-Kishin: 15303296 Ryu-Kishin Powered: 24611934 Ryu-Ran: 02964201
Saber Slasher: 73911410 Saggi the Dark Clown: 66602787 Salamandra: 32268901 Sand Stone: 73051941 Sangan: 26202165 Sea Kamen: 71746462 Sea King Dragon: 23659124 Seal of the Ancients: 97809599 Sebek's Blessing: 22537443 Sectarian of Secrets: 15507080 Senju of the Thousand Hands:

23401839
Seven Tools of the Bandit: 03819470
Shadow Specter: 40575313
Share the Pain: 56830749
Shield \& Sword: 52097679
Shining Fairy: 95956346
Shovel Crusher: 71950093
Silver Bow and Arrow: 01557499
Silver Fang: 90357090
Sinister Serpent: 08131171
Skelengel: 60694662
Skelgon: 32355828
Skull Dice: 00126218
Skull Red Bird: 10202894
Skull Servant: 32274490
Skull Stalker: 54844990
Skullbird: 08327462
Sleeping Lion: 40200834
Slot Machine: 03797883
Snake Fang: 00596051
Snakeyashi: 29802344
Snatch Steal: 45986603
Sogen: 86318356
Solemn Judgment: 41420027
Solitude: 84794011
Solomon's Lawbook: 23471572
Sonic Bird: 57617178
Sonic Maid: 38942059
Soul Hunter: 72869010
Soul of the Pure: 47852924
Soul Release: 05758500
Sparks: 76103675
Spear Cretin: 58551308
Spellbinding Circle: 18807108
Spike Seadra: 85326399
Spirit of the Books: 1403771
Spirit of the Harp: 80770678
Stain Storm: 21323861
Star Boy: 08201910
Steel Ogre Grotto \#1: 29172562 Steel Ogre Grotto \#2: 90908427 Steel Scorpion: 13599884 Steel Shell: 0237008
Stim-Pack: 83225447
Stone Armadiller: 63432835 Stone Ogre Grotto: 15023985 Stop Defense: 63102017 Stuffed Animal: 71068263 Succubus Knight: 55291359 Summoned Skull: 70781052 Supporter in the Shadows: 41422426 Swamp Battleguard: 40453765 Sword Arm of Dragon: 13069066 Sword of Dark Destruction: 37120512 Sword of Deep-Seated: 98495314 Sword of Dragon's Soul: 61405855 Swords of Revealing Light: 72302403 Swordsman from a Foreign Land. 85255550
Swordstalker: 50005633 Tailor of the Fickle: 43641473 Tainted Wisdom: 28725004 Takriminos: 44073668 Takuhee: 03170832 Tao the Chanter: 46247516 Temple of Skulls: 00732302 Tenderness: 57935140 Terra the Terrible: 63308047 The 13th Grave: 00032864 The Bewitching Phantom Thief 24348204
The Bistro Butcher: 71107816 The Cheerful Coffin: 41142615 The Drdek: 08944575 The Eye of Truth: 34694160 The Flute of Summoning Dragon: 43973174
The Forceful Sentry: 42829885 The Furious Sea King: 1871070 The Immortal of Thunder: 84926738 The Inexperienced Spy: 81820689 The Little Swordsman of Aile: 25109950
The Regulation of Tribe: 00296499 The Reliable Guardian: 16430187 The Shallow Grave: 43434803 The Snake Hair: 29491031 The Stern Mystic: 87557188 The Thing That Hides in the Mud: 18180762
The Unhappy Maiden: 51275027 The Wandering Doomed: 93788854 The Wicked Worm Beast: 06285791 Three-Headed Geedo: 78423643 Three-Legged Zombies: 33734439 Thunder Dragon: 31786629 Tiger Axe: 49791927
Time Machine: 80987696

Time Seal: 35316708 Time Wizard: 71625222 Toad Master: 62671448 Togex: 33878931
Toll: 82003859
Tomozaurus: 46457856
Tongyo: 69572024
Toon Alligator: 59383041
Toon Mermaid: 65458948
Toon Summoned Skull: 91842653
Toon World: 15259703
Torike: 8081302
Total Defense Shogun: 75372290 Trakadon: 42348802
Trap Hole: 04206964
Trap Master: 46461247
Trent: 78780140
Trial of Nightmare: 77827521
Tribute to The Doomed: 79759861
Tripwire Beast: 45042329
Turtle Tiger: 37313348
Twin Long Rods \#2: 29692206
Twin-Headed Fire Dragon: 78984772
Twin-Headed Thunder Dragon: 54752875
Two-Headed King Rex: 94119974
Two-Mouth Darkruler: 57305373
Two-Pronged Attack: 83887306
Tyhone: 72842870
Tyhone \#2: 56789759
UFO Turtle: 60806437
Ultimate Offering: 80604091
Umi: 22702055
Umiiruka: 82999629
Unknown Warrior of Fiend: 97360116 Upstart Goblin: 70368879
Uraby: 01784619
Ushi Oni: 48649353
Valkyrion the Magna Warrior:

## 75347539

Vermillion Sparrow: 35752363
Versago the Destroyer: 50259460
Vile Germs: 39774685
Violent Rain: 94042337
Violet Crystal: 15052462 Vishwar Randi: 78556320 Vorse Raider: 14898066 Waboku: 12607053
Wall of Illusion: 13945283
Warrior Elimination: 90873992 Warrior of Tradition: 56413937
Wasteland: 23424603
Water Element: 03732747
Water Girl: 55014050
Water Magician: 93343894
Water Omotics: 02483611
Waterdragon Fairy: 66836598
Weather Control: 37243151
Weather Report: 72053645
Whiptail Crow: 91996584
White Hole: 43487744
White Magical Hat: 15150365
Wicked Mirror: 15150371
Widespread Ruin: 77754944
Windstorm of Etaqua: 59744639 Wing Egg Elf: 98582704
Winged Cleaver: 39175982
Winged Dragon, Guardian of the Fortress \#1:87796900
Wings of Wicked Flame: 92944626 Witch of the Black Forest: 78010363 Witch's Apprentice: 80741828 Witty Phantom: 36304921 Wodan the Resident of the Forest: 42883273
Wood Remains: 17733394
World Suppression: 12253117
Wow Warrior: 69750536
Wretched Ghost of the Attic:
17238333
Yado Karu: 29380133
Yaiba Robo: 10315429
Yamatano Dragon Scroll: 76704943
Yami: 59197169
Yaranzo: 71280811
Zanki: 30090452
Zoa: 24311372
Zombie Warrior: 31339260
Zone Eater: 86100785

## 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 chickenmeteor 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
TWANT TEH MONKEYSI!!1!
Summons a gang of monkeys
IN DARKEST NIGHT: Changes time of day to night
ISIS HEAR MY PLEA: Summon heroes
JUNK FOOD NIGHT: Get 1,000 Food LAY OF THE LAND: Reveal Map L33T SUPA H4XOR: Fast build MOUNT OLYMPUS: Full favor O CANADA: Summon 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: Summon a forkboy TROJAN HORSE FOR SALE: Get 1,000 Wood
UNCERTAINTY AND DOUBT: Hide map
WRATH OF THE GODS: Grants you Lightning Storm, Earthquake, Meteor, and Tornado god powers
WUV WOO: Summon a flying purple hippo

## HITMAN 2: THE SILENT ASSASSIN

Murderous Codes
Enter into the following into the Hitman2. ini file: EnableCheats 1. Then, from gameplay, type in the following lines:
10ISLO: Slow motion mode On/Off
IOIER: Bomb mode On/Off TOIHITLEEF: Full health IOIHITALI: Ali mode On/Off IOILEPOW: Lethalcharge mode On/Off
OIGRV: 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 within the game by hitting the tilde ( $\sim$ ) key. In the console field, type in DebugMode1 to enable cheats You can now access the console by pressing the tilde $(\sim)$ key, and type 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

## NO ONE LIVE FOREVER 2: A SPY IN H.A.R.M.S WAY

Menu Cheats
Hit T to access the cheats console during gameplay, and enter the following codes: Full armor: armor

Full health: health
Full ammo: ammo
All weapons: guns
Invisibility: poltergeist
Level skip: maphole

$\bar{x}$THETERTS CORMER Command \& Conquer: Generals - Online Tips

As China, drop cluster mines at choke points on the map you know that your opponent must go to. He will then run his tanks over the mines and all his tanks will be destroyed.

When playing the CLA against China, disguise homb trucks as supply trucks and have them hang out by the supply depot. When you need a distraction, KABOOM!

Place a USA Spy Drone in your own base. That way, any enemy stealth units will be revealed. bye-bye, Black totus!

In a large group of USA vehicles, purchase scout drones only for one or two vehicles, and put battle drones on the rest of them. Those one or two scout drones can cover for the whole group. whereas every additional battle drone is an increase in power.

First, make sure you have a CLA Rebel Ambush ready. Then have Jarmen Kell snipe a few vehicles. Immediately use the ambush right next to the tanks, and hop in!

For Chinese defense, a mix of overlords, propaganda towers, Gatling guns, and bunkers with tank hunters works great.
(All sides) - When playing on a map with supply depots near buildings, garrison four of the surrounding buildings with rocket troops.

Level select: motherland RACE LEVEL (example: orc 03 )
(example: orc 03)
Remove food limit: pointbreak. Remove food limit: pointbreak.
Can't lose: strengthandhonor Get all research: whoisjohngalt Unlimited mana: thereisnospoon Reveal map: Iseedeadpeople Invincible, one-hit killing units: whosyourdaddy

## PSON:

## ARMORED CORE: PROJECT

## PHANTASMA

## Fixed Camera

Press and hold Circle $+X$ simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game. The camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game

## Change Pilot's Name

With A.C. Name Entry highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered

Emblem as Raven's Nest Wallpaper
While in Edit Emblem, press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

## ARMY MEN 3D

## Button Codes

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds

## Make Sarge Invincible

## (simultaneously)

## All Weapons

Hold Square, Circle, R1, L1, R1+R2 (simultaneously).

## BUST A GROOVE

## Dance Preview

Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu screen. You will be able to view dance moves, mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save!

## Alternate Costumes

Highlight a character from the Player Select screen, hold SELECT, and press $X$. You'Il get that character's

## Play as Capoeira

Finish the game under the Normal difficulty level with any character. Now you can choose Capoeira.

## Play as Robo-Z

Finish the game under the Normal difficulty level with any character,

## Play as Burger Dog

Finish the game under the Normal difficulty level with Hamm, after
Play as Columbo (The Mouse)
Finish the game under the Normal
difficulty setting with Shorty after
acquiring Robo-Z. Now you will be

able to choose a Trim or Normal screen. The Trim option will put your life bar, score, etc. in a black bar on the top of the screen, instead of overlaying it into the background.

## CRASH TEAM RACING

Button Codes
On the Main Menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when

## Unlock Komodo Joe

Triangle, Right, Down. You can play as Komodo Joe in any mode except

## Unlock Papu Papu

Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode

## Unlock Pinstripe

Right , Oown You cangle, Down Right, Do .in can play as Pinstripe in any mode except

## More Tracks

Right, Right, Left, Triangle, Right,
Invisible Racer (only wheels)
Super Turbo Pads

## Scrapbook Option

Up, Up, Down, Right, Right, Left,
Unlimited Tricks
After entering one of these next tricks, you will have to reset the

## Unlimited Wumpa Fruit

Unlimited Bombs
Triangle, Right, Down, Right, Up,

## Unlimited Masks

Left, Triangle, Right, Left, Circle,

## Unlock a New Racer

On the Main Menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right,
Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now, choose Time Trial, Arcade, VS., or Battle. On the player selection screen, you will see a new character at the bottom called "Penta Penguin." This character is now ready to race in any of the modes except Adventure mode

## Button Codes

At Main menu screen (with Adventure, Time Trial, etc.)., press and hold L1+R1 and enter one of these codes (works in any mode

## Ripper Roo

Right, Circle, Circle, Down, Up.

## N. Trophy

Jown, Left, Right, Up, Down, Right.

## DANCE DANCE REVOLUTION <br> Hidden Characters

on the Character Select screen, press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose Irom, such as Disco, Disk: A, and Dread Snake. Press Left or Right to
scroll through the new choices.

## DRAGON BALL GT <br> These tricks only work

Arrange model, press Up, Up, Down,
Down, Left, Right, Left, Right, Circle, x. This will bring you to the Extra

Option screen, where you will be

## BUST-A-MOVE 4

Button Codes Enter these codes quickly at the Iitle

## More Puzzles

At the litle screen, press Triangle, hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that choose Puzzie and then pick Arcade. Choose your difficulty level and then you'll be able to play a plethora of

## All Characters

Rillt, hear a chit, Irangle, Left, Left. You
Tarot Reading
Jp, Triangle, Down, Triangle, Up this hear a cheering sound to confirm tha

## Talk Demonstration

Square, Up, Left, Down, Rown, Up, Right, Down Square. You must first put in the All this to work. You will hear a cheering sound to confirm that it worked.

## CASTLEVANIA: CHRONICLES

## Extra Option

On the Title screen (with Original and

Wire Frame

Have both players decide on the characters they want. To choose them, hold SELECT and then press $X$ When you go into the battle, both characters will be wire-framed! Alternative Outfits Have both players decide on the characters they want. To choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes.

## EINHÄNDER

Default Gunpod Weapons
Here is a method for you to begin the game with Gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On the Continue Screen 2, let the counter go to zero and the Game Over screen will appear. When the Title screen appears, select Game Start. After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weaponseven if you die

## FEAR EFFECT

Button Codes
Press START on the Title screen, then go to the Options screen. From there access the Credits option. On the
Credits screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if

## 999 Ammunition

## Tiangle

Unlimited Health
L1, Triangle, Up, Down, Circle, Circla
One-Hit Kills with Firearms
L1, Triangle, Up. Down, Circle, Circle
Suicide Mode (NPCs are stronger)
Down, Down, Down, Triangle, Down
Down, Down, Square, Left, Right

## FEAR EFFECT 2: RETRO

HELIX
Number Codes
game at least c , you must beat the now ame and we. Then, begin a ends. After Bainar until the cinema ends. Atter Rain goes into the next room, move Hana forward until the view changes. You will see a contro panel on the left side of the screen. Move up to the panel until you see the Use command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate

## Huge Head

## Every Weapon

## Infinite Ammo

## FINAL FANTASY TACTICS

Get Cloud in Your Party This trick starts in Chapter 4, which is fairly far into the game. In
Machinery City, you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information; you should learn about the Saint Dragon and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius
back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Nerubes Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future and he will join you Now, find Aeris in one of the nearby towns and buy some flowers from her She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

GRAND THEFT AUTO:
DIRECTOR'S CUT
Ultimate Cheat
Go to the Player Selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot Now, you will get all levels weapons, ammo, 9,999,990 points, no cops, armor, coordinates, and 99 lives!

## GRAND THEFT AUTO 2

Player Name Codes From the Main menu, access Play and then Player Name. Enter the name of your player as one of these

## No Police

## $10,000,000$ Points

Multiplier x5

## All Weapons

Unlimited Energy

## Most Wanted

DESIRES
Wanted" level is maxed out
Level Select
When asked to enter your player's
name, put in ITSALLUP on the entry screen. Now you can choose your evel!

## LECACY OF KAIN:

## SOUL REAVER

## Button Codes

Refill Health
Hold L1 and press Down, Circle, Up.

## Next Level Health

## Maximum Health

Hold L1 and press Right, Circle,
Refill Magic
Triat and press Right, Right, Left,

## Maximum Magic

Hold L1 and press Triangle, Right

## Pass Through Barriers

Circle, Left, Right, Triangle, Up.

## Wall Climbing

Hold L1 and press Triangle, Down
Hurt Raziel
Hold L1 and press Left, Circle, Up,

## Force

Hold L1 and press Left, Right, Circle,
Constrict

Hold L1 and press Down, Up, Right,

## Force Glyph

.
Stone Glyph
Left, Down, Rig
Sound Glyph
Hold L1 and press Right, Right,
Water Glyph
.
Fire Glyph
or
Sunlight Glyph
Right, Right, Up, Up, Left
Shift at Any Time
old L1 and press Up, Up, Down, Down.

MEDAL OF HONOR
Machine Codes
Enigma flash green to confict the

## Captain Dye Mode

starting a new game. Enter CAPTAINDYE into the machine While this mode is turned on, your amount of heatth is consistent in a the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's

Nifty Multiplayer Power-ups starting a new game. Ente DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimensio

## American Movie Mode

starting a new game. Ente SPRECHEN to turn on American Movie mode. With this code, the Germans will speak to you in Eng (much like a terrible American

Unlock Col Müller
Go to the Enigma machine before starting a new game. Enter GIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Machine Codes
From the options, choose Password and enter any of these codes into the

## Unlimited Ammo

4x Firing Rate

## Reflecting Shots

Unlock William Shakespeare
in Multiplayer
Unlock Winston Churchill in Multiplayer

## Unlock the Raptor in

 MultiplayerMachine Codes
From the Options screen, choose Password, then enter any of these codes into the Enigma Machine (These codes work in Multiplayer mode.)
Codes for Multiplayer mode:
Unlock Wolfgang
Unlock Bismarck
Unlock Otto

Unlock Noah
Unlock Von Braun
Codes Unlocked on the
Gallery Screen
Unlock the Making of Level 1 (History)

Unlock the Making of Level 2 (History)

Unlock the Making of Level 3 (History)

Unlock the Making of Level 4 (History)

Unlock the Making of Level 5 (History)

Unlock the Making of Level 6 and 7 (History)

Unlock the Making of Level 8 (History)

Pictures of the Development Team

Secret Photo Gallery of Staff
L. Henson Picture
A. Jones Picture

Mission Log Codes
for the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options

Audie Murphy Mode
(Invincibility)

## Wire Frames

TRACERON

MEDAL OF HONOR
UNDERGROUND
Password Codes
From the Main Menu screen, choose the options. Access the Passwords screen and put in these codes for the results shown. Once these
passwords are in, choose Secret
Codes from the options screen to activate them. The codes will work Invincibility

Quadruple Firing Rate
Bouncing Bullets
Podoski Mode (One-hit kills for enemies and you)

Wacky Taxi (one minute to kill each enemy you come across)

Ultimate Cheat
First, put in ENTREZVOUS and press
the Send key. Enter the Password screen again, enter PORTECLEFS as your code, and press Send Everything will now be opened on

Cartoon Sketch Pictures
Dreamworks Pictures
Team Pictures
Panzerknacker Unleashed

## Mission

From the Main Menu screen, choose the options. Access the Passwords screen, put in ENTREZVOUS and press the Send key. Enter the

Password screen again, put in EMONSTRE for the code and press the Send key. Now, go to the Save, Load, and Records screen and acces the Mission Log. You will see the Panzerknacker Unleashed mission available on the bottom of the screen.

## MEGA MAN X5

Button Codes select screen You'll hear a sound if Ultimate Armor for X Highlight Mega Man X and press Up Ultimate Armor for Zero Highlight Zero and press Down, Down, Up, Up, Up, Up, Up, Up, Up

## MEDIEVIL II

Cheats Menu
ress STAR to pause the game, then
press and hold the L2 button. While
holding it, press Triangle, Circle,
Triangle, Circle, Circle, Triangle, Left,
Circle, Up, Down, Right, Circle, Left,
Cheats will appear at the bottom of the Pause menu Access this new option to receive Complete Level Invulnerability, Danhand Ability, All
Levels Open, and Head Size. You' also open options that add health money, and weapons

ODDWORLD: ABE'S
EXODDUS
Level Select
press Down, Up, Left, Right, Triangle,
Circle, Down, Up,
View all FMVs
At the Main menu, hold R1, then
Circle, Triangle, Circle, Square, Circle
Invincibility
While playing a game, hold R1, then press Circle, Triangle, Square, X,
Down, Down, Down, Circle, Triangle

Next Section Warp
During the game, hold the R1 button
and press Circle, Circle, X, X. Square,
Square. This cheat will take you to the next section of the game, and you can use the cheat as often as
you like to get past difficult areas of the game. Note: Skipping sections o of saved Mudokons in the game!

## R-TYPE DELTA

Button Codes
To maximize your weapons at any
time during the game, press START
to pause and then hold the L2 button. Now, enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any

## All Force Power

Left, Right, Up, Down, Right, Left, Up,

## Red Power-Up

Left, Right, Up, Down, Right, Left, Up,

## Blue Power-Up

## Yellow Power-Up

Left, Right, Up, Down, Right, Left, Up.

## Level Select

Use the bombs more than 10,000
of gameplay.
Free Play Mode
gameplay.
Power Armor
Beat the game on Human or a higher
difficulty setting, or play the game

## R-TYPES

Level Select
Highlight either the $R$-Type or $R$-Type
11 options at the Title screen. Quickly
, R2, R2, R2, R2, R2, R2, R2, R2.
press START to access the Stage
Select and FMV sequences within

Slow Down Ship
Pause gameplay in R-Type or R-Type
II. Hold L2 and press Right, Up, Right,
Speed Up Ship
II. Hold $L 2$ and press Right, Up, Right,
-
STREET FIGHTER ALPHA 3
Battle Shin Akuma
You must first open up Final Battle mode by beating the game on difficulty 7 or 8 . Once you do this
select Final Battle mode from the Main Menu screen. On the Character Select screen, press and hold L1+L2 and choose your fighter. Keep
holding it until the VS. screen
appears. You will then see Shin
Akuma. Now, your Final Battle fight will be with Shin Akuma instead of

## TENCHU: STEALTH

ASSASSINS
Debug Menu
START button to pause. While the game is paused, hold $\mathrm{L} 1+\mathrm{R} 2$. While holding L1 and R2 press Up, Triangle Down, X, Left, Square, Right, Circle, Next, release L1 and R2, and then press L1, R1, L2 and R2. Now, press START and immediately press L2+R2 at the same time. If you do this correctly, a blue screen will appear and options such as Stage Select
Charged Items, Layout Enemy, etc will become available.

TENCHU 2: BIRTH OF THE STEALTH ASSASSINS
Unlock Every Stage
From the Stage Select screen, hold
Square+Circle+Select. While holding Square+CIIcle+Select. While holding
these buttons, press Right, Right, Unlock All Items
On the "Items" screen, press Square Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, Increase All Inventory Items by 1
On the Items screen, hold
Square+R1. While holding these buttons, press Right, Down, Left, Up Repeat this code to get up to 98 of

## Regain Energy

Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with

## Unlock Tatsumaru

rom the Stage Select screen, hold
Square+Circle. While holding these
buttons, press R1, R2, L2, L1, Up,
Down, Left. Right SEIECT

Creative endeavors! Blatherings! Other fun stuff!

## TOP 10 MOVIE-BASED GAMES

## Sure, most games based on movies suck, but we found a few winners



GOLDENEYE-N64
What can we say? It's GoldenEye. If you ask someone to name a great movie-based game, more often than not, this is the first title they name.

THE LORD OF THE RINGS: THE TWO TOWERS—PS2
Thanks to movie footage blended into gameplay, no game puts you in the movie the way this one does.


STAR WARS—ARCADE
Back in 1983, there was nothing cooler than blowing up the Death Star and hearing Obi-Wan remind you "the Force will be with you...always."


## ALADDIN-GENESIS

With fluid animation that rivaled the film, catchy tunes, and well thought-out level design, this is one of the best Genesis games ever made.

TRON-ARCADE
The collection of minigames based on the classic Disney movie was one of the first movie-based games ever. It's still one of our favorites.


## DARKMAN (NES) - 1991

The movie Darkman is great: It's cheesy, actionpacked, and has one of the best one-liners in movie history (we can't print it here, but it has to do with a stuffed elephant). Darkman the game, however, is not great. Combine ugly graphics leven for NES) with awful gameplay and you have yet another lame movie-tovideogame dud. About the

only good thing you can say about Darkman is that it has some hilarious cinema sequences. In an effort to stay true to the film, there are ample plot descriptions accompanied by bizarre images of actors' heads. clocks, blinking eyes, and whatnot. Weird. And we love the "Game Over" screen that shows a weeping Darkman. Don't cry, Liam! We love you!

 BATMAN-GENESIS
A popular import before it shipped in the U.S. this Final Fight-style game perfectly captures the feel of the original Tim Burton film.


SUPER STAR WARS—SNES
All three classic Star Wars films were converted to tough-as-nails SNES games. The original one is still our favorite, though.


HOOK-SEGA CD
Sure, the movie sucked, but Hook for Sega CD is a surprisingly good action game, made even better by John Williams' movie score.


## - SECRETS IN

VIDEOGAMES
Games like Panzer Dragoon Orta and Mortal Kombat: Deadly Alliance have raised the bar when it comes to hidden secrets. Let's see more, companies! We love unlockables!

- RECORDERS

As in, the wind instrument. Miguel has one at the office that he uses to annoy Nicole on a daily basis.

- BUDGET PS1 GAMES Now that the system is pretty much dead, tons of cheapo games are being released. If you love making fun of cheesy games, this is a new golden age.
- CAMECUBE GBA PLAYER
This adapter rules! If's about time Nintendo released something like this.


## - THO'S REMAKES

 OF CLASSIC SECA CAMESAs much as we wanted to love the new, handheld Revenge of Shinobi and Atered Beast, we just can't.

## - TREASURE PLANET

We really loved Disney's last movie, Lilo \& Stitch, but Treasure Planet is just bad.

## - WAITING FOR

ZELDA
The new Zelda game for GameCube has been out for a while now in Japan. Why must we continue to wait? Why?!

- MICHAEL

JACKSON'S NOSE
Oh. My. God. Proof that too much money and fame are not all good. Check out http://anomalies-unlimited .com/Jackson.html.


RZNTAL CAMER

We've discovered many types of gamers out in the wild. Which one are you?

Mainstream System(s) of Choice:
Rented GameCube, PS2, or Xbox
Hardcore System(s) of Choice:
His own GameCube, PS2, or Xbox
Habitat:
Blockbuster
Greatest Ally:
His brother, who owns a
game-rental shop
Fiercest Enemy:
The guy who banned him from
Hollywood Video
Mating Call:
"So, these are due back next week?"
Diet:
2-liter sodas and bags of Doritos bought from Blockbuster Fondest Memory:
Receiving a Games Freedom Pass
for his birthday
Evolves Into:
A Blockbuster employee
Dreaming of:
Being let back into Hollywood
Video
Rarity:
Common
Brought to you by: Phillip Lippi

## 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 <br> Games and characters that have endured through time THE LORD OF THE RINGS (1983-PRESENT) 

## IN THE BECINNING

 Lord of the Rings: Journey to Rivendell (1983 prototype) The first Lord of the Rings game for a console system was never actually released. This Atari 2600 game (which covers only the first part of the book) by Parker Brothers exists only as a prototype. Pretty crudelooking, huh?
## GROWING PAINS

The Lord of the Rings-Volume 1 (1994)

Long before LotR mania swept the country, Interplay released this action/adventure game for the Super NES. Unfortunately, it wasn't very good. The tiny characters and boring gameplay couldn't compete with Zelda.

## CURRENT SUCCESS

The Lord of the Rings: The Two Towers (2002)
EA's game based on the latest LotR movie is terrific fun. It perfectly blends the fantastic film with solid gameplay to create the best Rings game yet. Check out the screen from the Atari 2600 game, and see what a difference 20 years makes.


## MOST EMBARRASSING MOMENTS

 The Lord of the Rings: The Fellowship of the Ring (2002) and The Lord of the Rings (1978)
EA's new LotR game is good. Universal's (which is based on Tolkien's books and not the movies) isn't. That was a clever trick, Universal, trying to trick gamers into picking up your awful game, but we're too smart for that. And if you get bored watching Peter Jackson's excellent LotR films, check out Ralph Bakshi's lame animated version of
Tolkien's works. Watch as three epic books are crammed into one twohour and 12 -minute movie. It



Winston Schwend Walnut Grove, MS

## 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!


2ND PLACE
Mohammad Saeed Iselin, NJ

3RD PLACE Valentina DeConza

East
Stroudsburg,
PA



E Blinx lost all of his tives and went to the Animal Grossing to steal theirs?
Alt of the Espers were afraid to cross the Cheese Britge: and went to the Animal Grossing instead?
Samus crashed in Pikmin and the Bahy Metroid wanted to: stay?
The Ugly Fainy took over all the RPGs and the RPG Maker: had to catch her with an Empty Bottle?
The FF Dancers became Moogles after being hit by Iftan's Earthquake?tithe Drummer \& The Dancers!) The Eagle Head (Mario-2) ate: Banjo- \& Kazooie, and Rare. started a Bomb Shop at the. Ugly Fairy's Pond?
The Doom Chainsaw got in hands of Andross?
Aero the Acrobat took eover the: FFAirship and wised if as: trapeze?
I Terra was found at the MK Mountain and woke up in a State of Emergency?
MMr. Do did Mir. Mosquito and Egot hit by a flying Diskarmor?
EFF: Crystal Chronicles took place in Wario's Esper World: and the Espers were all Hammer Brothers? BBirdo killed the Duck Hunter and the Phoenix Bird dide resurrect thimas a Dinosaur Hunter?
Dr. Muto went to DoA Beach Volleyball and turned into Sin?

- Sonva had todo MMK

Mythologies and traded her: Kiss of Death for a Bomb Kart?
The FF Opera House did battle the Auction House at the Coliseum?
EPitall Harry fell down: Reptile's Pitand came out as a Skullmonkey?
The Thing was a finger of Glover?
Baraka hecame a Darkstalker and Bald Bull replaced himin= the next MK movie?
The GTA: Vice City went to GBA and was called GTA: Mme City?
Solid Snake returned as a: Bomb Flower?
They made a Prince of Persia of Kingdom Hearts?
Square and Rare were: working secretly on Helo \& Mogu?
All the Banjo Clones got a Super Tennis game of their own?

- Crazy Chase stole the Act from: Actraiserand hecame a: Hellraise!?

To discover every secret, you'll have to become an Orta master. That means beating the game on its hardest difficulty setting with an " S " ranking for every stage. Ouch! No one said it would be easy.


We set the task, you waste time trying to do it. Sweet.

Panzer Dragoon Orta has a ton of unlockable secrets. Seriously. The game's Pandora's Box option contains a vast, vast amount of goodies that are opened up as you play. Minigames, artwork, cinemas from past Panzer Dragoon titles, and much, much more are waiting to be found. Can you open 100 percent of Pandora's Box?
,

## OTHER STUFF

## Hey! What does this have to do with games?

After a hard day of playing and writing about videogames, we at GameNOW like to unwind and do a little Internet surfing. Most recently, we came across this hi-larious site you may want to check out for yourself.

## WWW.STRIPCREATOR.COM

This site includes hundreds of clip-art images for you to make your own comic strip. Here's a sampling from Whimsical_Phil (as in, GameNOWs very own Phil):


Official Contest Rules

Grand Theft Auto: Vice City


AD IND $=\mathrm{X}$
A.1. VISIOX $\qquad$ .35
www.advfilms.com
BANDAL MMERICA INC. $\qquad$ .. .7 www.bandai.com

## BMG MUSIC SERMICE <br> $\qquad$ $25 a-b$ www.bmgmusic.com

CAPCOM U.S.A., INC $\qquad$ .21, 112 www.capcom.com

COMP USA $\qquad$
http://gamefixx.compusa.com

NTEC INC
$\qquad$
KOXAM AMERC: $\qquad$ 13
www.konami.com

SAMMY STUDIOS, IMC $\qquad$ .
www.sammyusa.com
SECA DF AMERICA DREMMCAST...... 11
www.sega.com
SOMY COMPUIER
EMIERTINMENT. .2 .3
www.scea.com

## TARCIT STORES. <br> $\qquad$ $50 a-b$

 www.target.comVIVENDI UNIVERSAL CAMES INC. UNIVERSAL $\qquad$ 4.5
www.universalinteractive.com

Z2) GIME CROUP Phone: 415-547-8783 Fax: 415-547-8177
ADVERTISING INQUIRIES CONTAGT:
Group Publisher
Group Associate Publisher
(West)
(West)
Regional Sales Manager
Account Executive
(Bay Area, Peninsula, NV, UT)
District Sales Representative
Mary Gray 415-547-8782
Account Executive
(Midwest: AL, AR, CO, FL, IL, IN, KY, LA, ND
MI MN, MO, MS, NE, NM, OH, OK, OR, SD,
TN, TX, WA, WI, WY)
Regional Sales Manager
Account Executive
(East: CT, DC, DE, GA, MA, MD, ME, NC, NH,
NJ, NY, PA, RI, SC, VA, VT)
Regional Sales Manager
Account Executive
(Southwest: Southern CA, AZ)
Account Executive
Eminy Oiman 415-547-878
Online Sales
East Coast
West Coast
West Coast
Denise Clemet
Marketing Director
Marketing Coordinator
Senior Advertising Coordinator
Senior Sales Assistant
Kristeen H. Laut 415-547-8778
Sales Assistant

# MEXT MONTH <br> A look at upcoming Ziff Davis publications 



March 2003, on sale February 18

## "I Summon the Unstoppable Exodia!"

Actually, the unstoppable
Yu-Gi-Oh! is more like it. The anime card game is all the rage (as if you didn't know) and, well, honestly, we can't wait to get our hands on Konami's upcoming PS2 title

Yu-Gi-Oh! Duelist of the
Roses. The game looks like it's going to fulfill all your Yu-GiOh! fantasies; we'll fulfill more of them with strategies, tips, and tricks.

Pegasus, beware!


- First Look at Zelda: The Wind Waker
Ethan recently had a chance to play the game, and he went ga-ga. So will you after you read our preview of Miyamoto's next grand opus

■ Bad Boy Racing We rev up the jam with hot tips and tricks for your favorite street racers: Burnout, Midnight Club 2, Need for Speed: Hot Pursuit 2, and Auto Modellista.

- Guide to Online Gaming Read our newbie guide to online gaming and then go kick some online arse


ON SALE FEBRUARY 4
WarCraft III:
The Frozen Throne The war in Azeroth is not over! Blizzard is hard at work on the expansion pack to its blockbuster strategy game, and Computer Gaming World has the worldexclusive scoop. Don't miss it!

Also Featured:

- Asheron's Call 2
- Black \& White 2

Rise of Nations


## ON SALE FEBRUARY 4

Zelda: The Wind Waker The legend returns. Link makes his GameCube debut and we dive in to see if Wind Waker is the next must-buy Cube game or just cartoony kid's stuff. If Link's look turns you off, why not peel rubber to our exclusive Driver 3 cover story to satisfy your need for misdeeds?

Also Featured:

- Hitman 2 (GameCube)

Devil May Cry 2 (PS2)
Xenosaga: Ep. 1 (PS2)


## ON SALE FEBRUARY 11

Def Jam: Vendetta
EA Big teams with Def Jam to bring you the hip-hoppiest wrestler ever. Starring DMX, Ludacris, Method Man, Redman, Ghostface Killah, and plenty of other Def Jam artists, Vendetta combines killer gameplay with an amazing soundtrack. Feel the flow and you're good to go.

Also Featured:

- The Getaway and Xenosaga reviews - Latest FFX-2 screens and info - Play ZOE2 on the demo disc!

[^5]
## GAMEWUOW

EDITORIAL
Editor-in-Chief Tom Byron
Managing Editor Carrie Shepherd
Associate Editors Ethan Einhorn, Miguel Lopez,
Phil Theobald
News Editor Scott Steinberg
Contributors Shane Bettenhausen, Joe Fielder,
Dylan Jobe, Dan Leahy, Jim Mazurek, Thierry
"Scooter" Nguyen, Gary Steinman, Gerald Villoria
DESICK
Senior Art Director Andrew Burwell
Associate Art Director Nicole Tanner
Contributors Colin Adams, Mike Vallas
COPY DESK
Copy Chief Kristen Salvatore
Copy Editors Tom Edwards, Greg Ford
PRODUCTIOX
Manufacturing Director Carlos Lugo
Senior Production Manager Anne Marie Miguel
Art Production Manager
Michele Kellogg-Manousos
Assistant Production Manager Teresa Newson
2D CAME CROUP
Senior Vice President Dale Strang
Editorial Director John Davison
Creative Director Simon Cox
Business Director Cathy Bendoff Group Circulation Director Tracy Schultz
Single Copy Sales Director Bob Kerekes
Internet and Partnership Mkg. Dir. Chris Wilkes
SUBSCRIPTION GERVICZ
Subscription Service 800-895-9571
E-mail subhelp@gamenowmag.com
Website http://service.gamenowmag.com

## ABVERTLSINE SMLE

ZD Game Group
101 Second Street, 8th floor
San Francisco, CA 94105
Phone: 415-547-8783 • Fax: 415-547-8777

## Group Publisher

Lee Uniacke 415-357-4910
Group Associate Publisher
Stan Taigen 415-357-4915
West Regional Sales Manager
Marci Yamaguchi 415-357-4944
Account Executive
Amy Mishra 415-547-8780
Bay Area District Sales Representative
Mary Gray 415-547-8782
Account Executive
Aaron Gallion 415-357-4925
Midwest Regional Sales Manager
Marc Callison 630-810-4095
Account Executive
Meighan O'Rourke 415-357-4920
East Regional Sales Manager
lan Sinclair 203-255-5795
Account Executive
Mary Letson 415-357-5226
Southwest Regional Account Executive
Emily Olman 415-547-8781
Online Sales Managers
Jonathan Nagy 212-503-4685
Denise Clemetsons 415-547-8564
Marketing Director Rey Ledda 415-547-8775
Marketing Coordinator Wayne Shiu 415-547-8248
Senior Advertising Coordinator
Tipler Ubbelohde 415-357-4930
Senior Sales Assistant
Kristeen H. Laut 415-547-8778
Sales Assistant
Amanda Nelson 415-547-8783

If you bought all these games, it would cost about $\$ 500$.


09 RPGS
FOR 2003 DRAGON Ag 10 CRAZY FR BUSTA FOR 2003
RUS BALL
BAL
 RHYME

exclusive MAcAZINE exclusivet review and playable demo:

BMy PC-13 $)^{1} \sqrt{1} 0 \sqrt{1}=$


TWISIEDMEIAL:BLACK COAPE
MONSTER
hallans!
RYEAR
OOTNICHIFIRE
SORRTAL KOMBAT


 GTA: VICE CITY GTA: VICE HITMAN 2 ITTERS 2 TMESPLITTERS 2



## WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN \$10?

## PLUS:

- VIDEO: THE GETAWAY
- BEHIND THE SCENES
- COOL MOVES
- DOWNLOADS

REVIEWS: STAR WARS: BOUNTY HUNTER • CONTRA: SHATTERED SOLDIER • NHL ROUNDUP • X-MEN: NEXT DIMENSION • TONY HAWK'S PRO SKATER 4 - HARRY POTTER AND THE CHAMBER OF SECRETS • ZAPPER • NCAA BASKETBALL ROUNDUP

PREVIEWS: EVERQUEST ONLINE ADVENTURES • THE SIMS • DRAGON BALL Z: BUDOKAI • DEAD TO RIGHTS . DEF JAM VENDETTA • NBA STREET VOL. 2 • GLADIUS • BLACK \& BRUISED • DEVIL MAY CRY 2 - THE GETAWAY • GALERIANS: ASH

REPLAY: GRAND THEFT AUTO: VICE CITY • LORD OF THE RINGS: THE TWO TOWERS • SHINOBI • TIMESPLITTERS 2 • TONY HAWK 4 - MADDEN NFL 2003 • HITMAN 2 • KINGDOM HEARTS • AND MUCH MORE!

## WARNING!!

## A NEW MAGAZINE HAS BEEN DETECTED!!

GENESIS $\rightarrow$ GMR IS A NEW SPECIES DF MAGAZINE. IT WAS BRED TO BE THE BEST MONTHLY BUYING GUIDE FOR VIDEO GAMES EVOLUTION $\rightarrow$ GMR WILL GROW TO BECDME THE INDISPENSIBLE VOICE FOR ALL GAMERS IN NEED OF A SECDND OPINIDN WHEN BUYING THEIR NEXT GAME
POWERS $\rightarrow$ GMR'S VAST ARSENAL OF WEAPONS ARE THE LATEST NEWS AND REVIEWS OF ALL GAMES ON-SALE NDW IT COVERS ALL FORMATS, INCLUDING PS2 XBOX, GAMECUBE, GBA AND PC. IT IS CONSIDERED A SIGNIFICANT THREAT TO LESSER GAMES MAGAZINES.

KNOWN HABITAT $\rightarrow$ GMR CAN BE FOUND AT ALL STORES BEARING THIS SIGN:

## EBGAMES <br> electronics boutique

RECDMMENDED RESPONSE $\rightarrow$ IF GMR IS SPOTTED, IT IS ADVISED THAT YOU PURCHASE A COPY OR SIGN-UP FOR A SUBSCRIPTION IMMEDIATELY.

...IT'S GDING TO BE BIG.


# A 

COLISTON
OF THE WORLD'S MOST PDITERETL UNTHESESI Bille the arena of the world's two most powerim itghting Unifversess Marvel us. Capcom 2 is bar-none, the most insane trafteam fighting game on the planetl An unprecedented 56 playable charecters raises the bar on arcade tothting with 3 on 3 tagream batiles, unhelievable control and Gypersest animations Piok a fight with your favorite Legendary Capcom characters and Super Heroes from the Marvel Unifverse and watch the supar combos ilys.


[^0]:    

[^1]:    -Carrie Shepherd

[^2]:    Our hero, using his mag-ball device to hit someone on the head.

[^3]:    / $\int^{2}$ Sivil
    challenge a rival, my disciples, you must remain mindful of network conditions. Just Hke any force of nature, the liternet is fickec and often ferocious, and if its not in your favor, disaster will no doubt hefall you. When attempting to join a game, note the connection qualty. If it reads "Bad" or "Worst," know that good times are not in store!

[^4]:    Impressive fireworks always accompany this game's special moves

[^5]:    GameNOW (ISSN\#1537-2553) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, New York 10016. POSTMASTER: Send address changes to GameNOW, P.0. Box 55370, Boulder, CO $80322-5370$ eeriodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single issue rates: $\$ 4.99$. For subscription service questions, address changes, or to order, please contact us at: Web; Ittp://service.gamenowmag.com (for customer service) or http://subscribe.gamenowmag.com (to order); Phone: US and Canada (800) 895-9571 or (850) 682-7624, elsewhere (303) 604.7445; Mail: GameNOW, P.0. Box 55370, Boulder CO 80322 -5370 (please include your maling label with any correspondence as it contains information that will expedite processing); Fax: US and Canada ( 850 ) $683-4094$, elsewhere ( 303 ) $604-0518$; E -mail: (please type your tuir name and the address at which you subscribe; do not send attachments): subhelp@gamenowmag.com. Subscriptions. The one-year (12 Issue) subscription rate is $\$ 24.97$. Outside the US add S16 per year tor信 Dept.., 1411 Opus Face, Suite 340, Downers Grove, 12 bosis for pricing and avalabiliy. Maling lists: We sometimes make lists of our customers available to mallers of goods and services that may interest you. If you do not wish to receive hier malings, please write to us at Gamenow, P.O. Box 55370 , Boulder, CO $80322-5370$. The editors and the publisher are not responsible for unsolicited materials. Without imiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or
     (425) 430-1603. Material in this pubication may not be reproduced in any torm without written permission. © 2002 Ziff Davis Media Inc. All Rights Reserved. GameNoW is a trademark of Ziff Davis Media Inc. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 140496720 RT. Printed in the USA.

