

**PSP
Awards
Special!**

FFX & MGS2: BRAND-NEW SECRETS!

% I N D E P E N D E N T

PSM

PLAYSTATION 2 MAGAZINE

CAPCOM'S FIRST RACER
We talk to the creator inside!



GAME of the YEAR

There can be only one —
Did your favorite game
make the grade?

TEKKEN 4

**First PS2
Screens!**

New Looks:

- Onimusha 2
- Kingdom Hearts
- Final Fantasy XI
- Spider-Man: The Movie

MAXIMO

Our **GIANT-SIZED** Review shows why you
MUST buy this game! **PLUS:** Beginner's Tips!





Choose Your Battle

Nowhere is safe. From the caves below to the skies above, evil
you'll fight the forces of darkness that threaten civilization.

will attack from all sides. As Rynn and Arobb,
So sharpen your swords and prepare for battle.

DRAKKEN

THE ANCIENTS' GATES



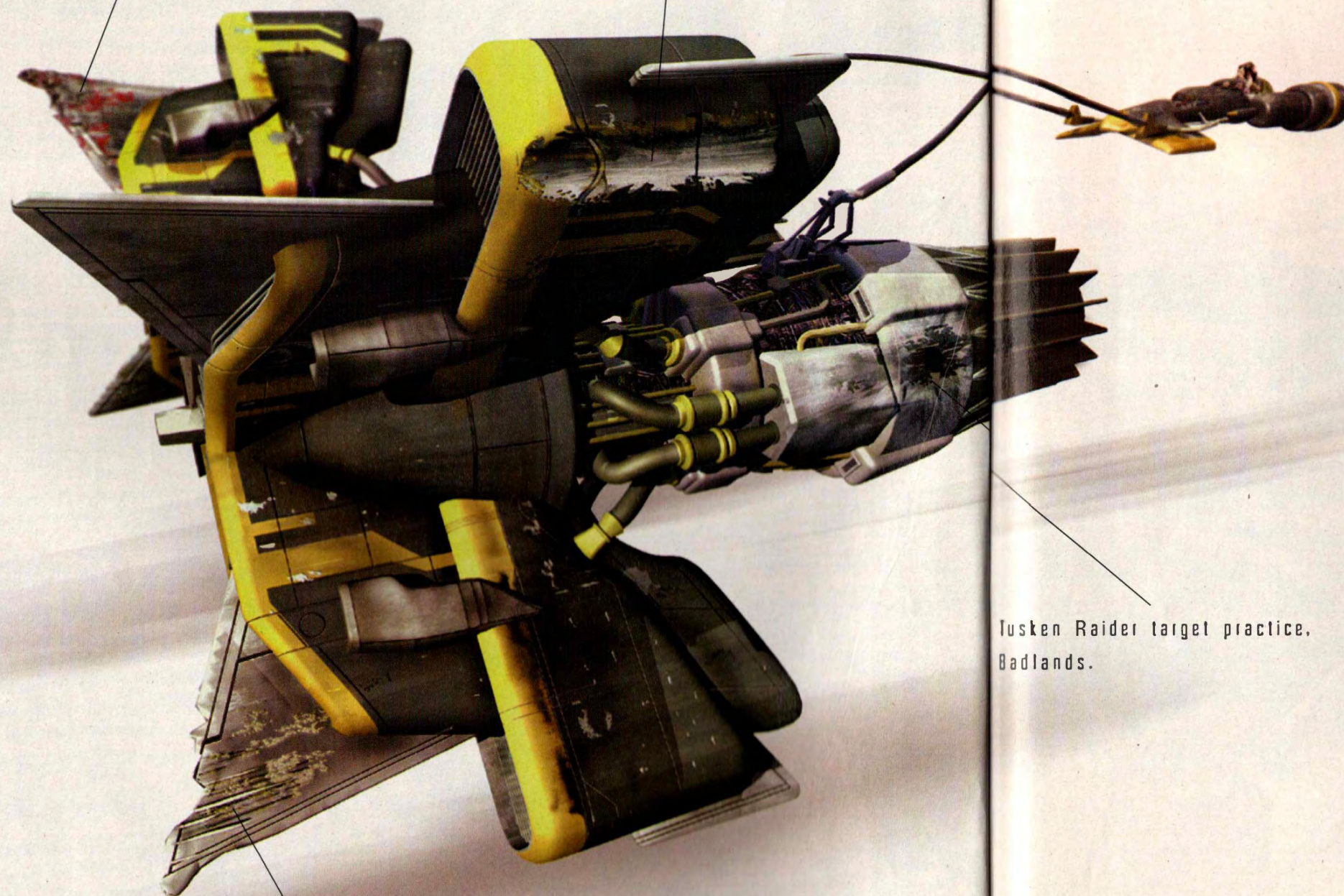
Blood and Gore
Violence

PlayStation 2



Shrapnel impact at 600+mph.
Mon Calamari.

Swapping paint with Skywalker.
Tatooine.



Turbo-boost slice between canyon wall and Dud Bolt.
Sullust.

PlayStation 2

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Tusken Raider target practice.
Badlands.

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February 2002

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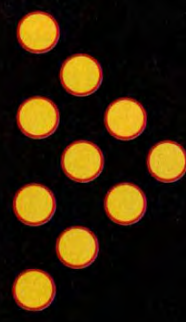
CORE



Comic Mischief

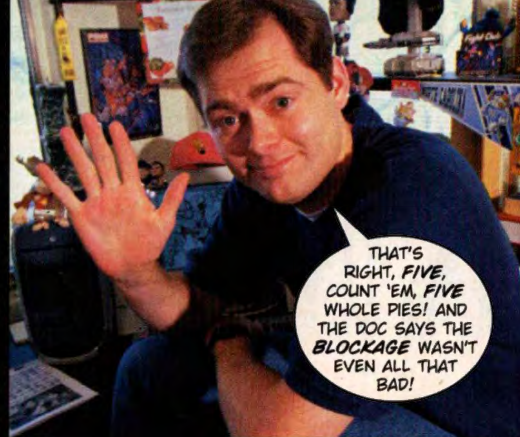
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START

Welcome to the world's
best PlayStation 2 magazine



AND THIS YEAR'S WINNER IS...

We've got a lot of cool things lined up this issue, but for me, nothing's more exciting than choosing our Game of the Year. The process can be grueling, as we debate for weeks on our final PSM 10 list. But in the end, all of our hard work just makes the final list that much better. Years from now, we'll look back on these ten games and remember just how great gaming was in 2001.

Now, on to those other "cool things" that I mentioned. You have GOT to check out *Maximo* — this game may not be a household name yet, but it will be. And speaking of hot Capcom games, we've also got the scoop on *Onimusha 2*, and *Auto Modellista*, the company's first racing title. And don't miss our new *MGS2* and *FFX* secrets, or our loaded Previews section! Too... much... cool... stuff! ► CHRIS SLATE

CHRIS SLATE Editor-in-Chief

LIKES: All types of games, especially the good ones
HOBBIES: Comics, hoops, J-Pop, movies, anime, DVDs

Secret Valentine's Crush:

I already have a girlfriend who is as sweet as can be (hi sweetie!). She's so nice, she won't even mind that I accidentally erased her *Dragon Warrior VII* save... I hope...

"For me, nothing's more
exciting than choosing our
Game of the Year"

MEET THE TEAM

Ever wonder what a crack team of
videogame journalists looks like?
...Aw, c'mon folks, just work with
us a little, here...



STEPHEN FROST
SENIOR EDITOR

LIKES: Shiny, new cars
HOBBIES: Street racing

Secret Valentine's Crush:
Kirsten Dunst. After I saw
the *Spider-Man* trailer for
the 100th time, I just can't
seem to forget about her.



RANDY NELSON
REVIEWS EDITOR

LIKES: Cookies 'n milk
HOBBIES: Snacking heavily

Secret Valentine's Crush:
Well, since I can't say Chris
Jericho, I'll just go with my
lovely and charming wife.
(You're still cool, Jericho!)



TOKOYA
STRATEGY EDITOR

LIKES: Happy Endings
HOBBIES: Stalking

Secret Valentine's Crush:
I have one, but I think I'm a
bit too square for her.
Thank goodness for the
security of the mask.



TOMMY LAYTON
NEWS EDITOR

LIKES: Swamp buggles
HOBBIES: Death races

Secret Valentine's Crush:
I'll play safe: My girlfriend
in a demeaningly skimpy
Japanese schoolgirl outfit
with diamond-tipped whip.



BILL DONOHUE
MANAGING EDITOR

LIKES: polish-pope.com
HOBBIES: Selling CDs!

Secret Valentine's Crush:
At age 8: Anne Landrigan
At age 14: Sue Greenwalt
At age 25: St. Pauli Girl
Now: Ann Coulter!!!



DAN FITZPATRICK
ART DIRECTOR

LIKES: Breaking 100.
HOBBIES: Golf. Golf. Golf.

Secret Valentine's Crush:
Sometimes I cheat on
QuarkXpress with my
secret hottie girlfriend,
Photoshop 6. And Kasumi.



GARY LIEW ASSOCIATE
ART DIRECTOR

LIKES: Wide lapels
HOBBIES: Bolo ties

Secret Valentine's Crush:
If I am not saying my wife's
name right in here, I will
be once again sleeping
with the aardvark!

ON THE COVER

Every issue we work with today's hottest comic book artists to create our custom PSM cover. This month was our first time working with *Action Comics'* artist **DUNCAN ROULEAU**, and it was a blast. We'd also like to thank inker Aaron Sowd and colorist Dean White for their fine work. This illustration is probably our funniest cover ever!



▲ When we first went to Duncan, we had an idea of what we thought would make a great cover, but it would take a real pro to get the gag across without making the image too cluttered and confusing.



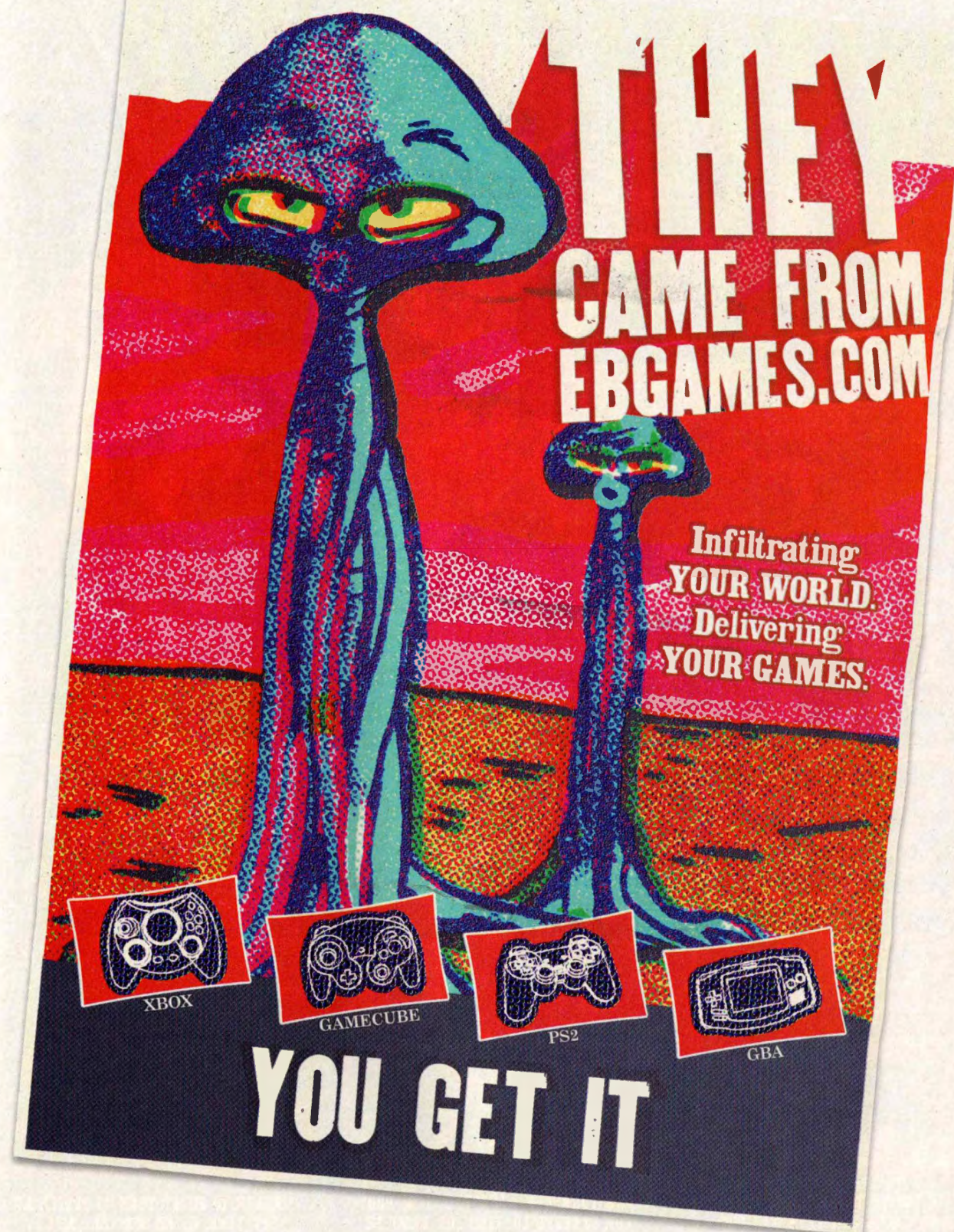
▲ As these sketches show, it took some work to fit in Maximo, the girl, his boxers, and we even had a skeleton hand pulling his pants down. Plus we still had to leave plenty of room for all the text!



▲ As Duncan began to fit everything in, we focused on other details: mainly, Maximo's face, hair, and overall size. The sexy girl was nearly spot-on right from the get-go. We ended up dropping the skeleton hand.



▲ The final image is everything we'd hoped for: it embodies the fun and charm of its main character, has a sexy hot babe, and just rocks in general. Looking at this makes us wanna go play that game some more!



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STATE OF EMERGENCY



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OR SIMPLY CAUSE COMPLETE MAYHEM



WATCH YOURSELF - DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE



PREPARE TO FIGHT TONS OF PEOPLE AT
ONE TIME, USING SPECIAL SKILLS
AND BRUTE FORCE

A SHADOWY CORPORATION HAS SEIZED CONTROL OF YOUR COUNTRY.
THE PEOPLE HAVE TAKEN TO THE STREETS IN PROTEST.
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AND IT IS NOW TIME FOR YOU TO FIGHT FOR YOUR FREEDOM.



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GAMEPRO

"E3 SHOWSTOPPER" AWARD

EGM

"GUILTIEST PLEASURE" AWARD AT E3

NEXT GEN

"WE'RE THINKING ROCKSTAR'S STATE OF EMERGENCY
MAY TAKE THE CLASSIC OLD SCHOOL BRAWLER
TO THE NEXT LEVEL OF INTENSITY."

IGN.COM

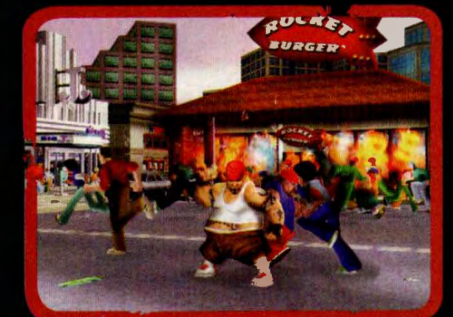
"IT'S ORIGINAL, IT'S WILD, AND FROM WHAT WE'VE
SEEN AND PLAYED, IT'S AS FUN AS THEY COME."



PREPARE FOR CHAOS AS HUNDREDS OF
PEOPLE FILL THE SCREEN - EACH CITIZEN
REACTS DIFFERENTLY TO EVENTS



PICK UP ITEMS OFF THE STREET AND
USE THEM TO FIGHT YOUR OPPRESSORS



DEEP SELECTION OF HAND-TO-HAND
FIGHTING MOVES AND TONS OF SUPER-
DESTRUCTIVE WEAPONS ARE AT YOUR DISPOSAL



Blood and Gore
Violence

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PlayStation®2



MAIN MENU

100% INDEPENDENT PS2 & PLAYSTATION MAGAZINE ▶ ISSUE 55 FEBRUARY 2002 ▶ VOL. 6



52

PSM GAME of the YEAR

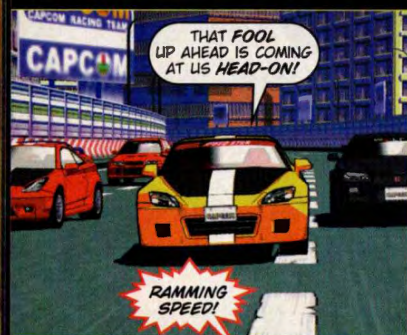
It's time to see who gets the awards, and who goes home crying! Always controversial, this is a feature that you can't afford to miss!



66

TEKKEN 4: First PS2 Screens!

One of the biggest-ever PlayStation franchises is back for more action on the PS2, and we've got the bone-crushing screens to prove it!



22

First Look: AUTO MODELLISTA

Capcom is finally getting into racing games, and from what we've seen, they ain't foolin' around. *Auto Modellista* may very well revolutionize racers!



81

MGS2 & FFX SECRETS

You've probably played these two games to death by now, but we can almost guarantee you haven't found everything! See if you can prove us wrong!

SECTIONS

MONITOR ▶ 18

18 ▶ TOP STORY
Get your first good look at *Onimusha 2*!

26 ▶ CHECKPOINT

REVIEWS ▶ 31

32 ▶ GAME OF THE MONTH
Find out why you've gotta get *Maximo*!

48 ▶ SCOREBOARD

▶ NBA 2K2
rocks the rim!



PREVIEWS ▶ 65

Spider-Man, *UFC*, *Final Fantasy XI* & more!

STRATEGY ▶ 81

Become a *Final Fantasy X* god, master *MGS2* and get going on *Maximo*!



◀ Have Tidus and Yuna been keeping secrets?

94 ▶ CODES

LETTERS ▶ 98

We answer your questions and put goofy word balloons in people's mouths.

98 ▶ LINK-UP

RESET ▶ 104

Get a jump on everyone else and find out what's gonna be hot next issue!

GAME INDEX

▶ 18 Wheeler Pro Trucking	94	▶ Max Payne	46
▶ Airblade	68	▶ Metal Gear Solid 2	85
▶ Bloodrayne	72	▶ NBA 2K2	41
▶ Dragon Rage	40	▶ NFL GameDay 2002	38
▶ Drakken II	42	▶ Parappa The Rapper 2	40
▶ ESPN Primetime 2002	94	▶ Rez	44
▶ ESPN X-Games 2002	42	▶ Simpsons Road Rage	94
▶ Final Fantasy XI	73, 92	▶ Spider-Man: The Movie	74
▶ Gitaroo Man	44	▶ Star Wars: Jedi Starfighter	72
▶ Grandia II	42	▶ State Of Emergency	70
▶ Half-Life	94	▶ Tekken 4	66
▶ Harvest Moon	94	▶ TM Small Brawl	95
▶ Jade Cocoon 2	38	▶ U.F.C.: Throwdown	70
▶ Kingdom Hearts	76	▶ Wave Rally	40
▶ Legends Of Wrestling	38	▶ Wizardry: Forsaken Land	44
▶ Maximo	32, 82	▶ WWF Smackdown!	94

100% INDEPENDENT
PSM
PS2 & PLAYSTATION MAGAZINE

MAXIMO: GHOSTS TO GLORY

The year's first must-have action game is **HERE!** Turn to page 32 to read why this game is a **MUST** for action fans, and don't miss our beginner's tips on page 82!

32

THE PSM MISSION STATEMENT

PSM is the magazine for the gaming elite — the hardcore gamers that support and drive this industry. This is **NOT** a "mass-market" magazine. We don't focus on "fun for the whole family," or waste space interviewing movie stars that have **nothing** to do with games. That's just not what we're into.

PSM is also **proudly independent**. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be **100% our own**. Our readers **always** come first, and we would never, **EVER** betray your trust. This is our promise to **you**, the hardcore PlayStation gamer, who deserves **nothing less**. Now let's get this issue going!



Illustration: Duncan Rouleau, Aaron Sowd, Dean White

ADDICT



Xbox™ screenshots shown.

Ultimate Surf Action. Drop into 20 of the world's sweetest breaks with 13 of the world's hottest surfers. From Teahupoo to Pipeline to Huntington, use the moves that made guys like Taj Burrow, Andy Irons and Shane Dorian famous to pull off massive airs, blazing tailslides and hundreds of other mind-numbing tricks. Immerse yourself in an endless set of waves that look and feel like the real thing. Keep an eye on your karma meter. Hitch a ride with the Reef Girls. Watch out for hungry sharks. And remember to save your best stuff for the photographers who might put you on the in-game cover of TransWorld SURF. www.transworldgames.com

"...we guarantee you've never played a surfing game this fun..."
— Official Xbox Magazine

"...the best surfing experience in a game to date."
— IGN.com



PlayStation 2



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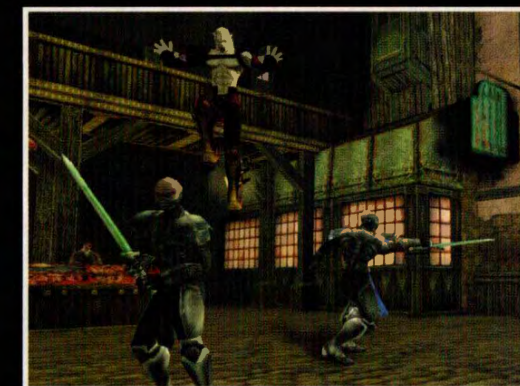
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PlayStation 2

Float Like A Butterfly
Sting Like A Bee

– Kain



March 2002, Kain returns to video gaming's high-throne of bloodthirsty bad-asses.



When battle-ax and sword edges dull, Kain turns to Dark Gifts such as rupture and possession.



Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

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MONITOR

Your inside look at this month's hot topics, gear, and games

Onimusha 2

An exclusive update on Capcom's Samurai sequel

Taking place in 1573, a scant ten years after the events in the first game, *Onimusha 2* drops players into the worn shoes of yet another samurai legend, Yagyuu Juubei. Modeled after the famous Japanese actor, Yusaku Matsuda, Yagyuu faces many of the challenges that Samanosuke (*Onimusha: Warlords*) has had to overcome. Only this time, our hero has two new supporting characters to help him out: Oyu and

Magoichi. Pitted, once again, against the vile Nobunaga Oda, players will have to think and fight their way through a much larger and more realistic world. Puzzles and combat will play an even larger role this time around.

Visually, *Onimusha 2* is quite stunning and easily eclipses its predecessor. Backgrounds are still pre-rendered, but the amount of detail in them has been greatly increased. By adding full-motion video

to certain scenes, the developers were able to create extremely believable effects, like rain. Motion-capturing also plays an important role in the game and gives all of the characters very life-like movements and reactions. In fact, even a man riding a horse was captured in order to get some of the cinematic sequences to look just perfect.

One of the other additions to *Onimusha 2* is the inclusion of a greater number of NPCs (Non-Player Characters), many of which will interact with you in various ways. Your behavior towards them will determine how they'll react towards you. Earn their trust and they'll give you useful items, information and, perhaps, even aid you

Not only do the backgrounds look more realistic, the movements of the characters will be more life-like, as well.

in battle. Make them angry, though, and they'll often try to attack you.

With a Japanese release next month, expect to see a lot more coverage on this eagerly ▶

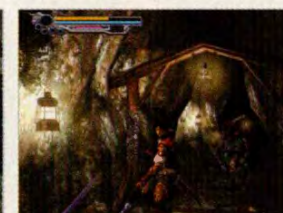
Meet Your New Allies
Players will be joined by two new characters that will accompany them throughout a good portion of the game. They'll come in handy for some of the bigger, and we mean bigger, bosses.



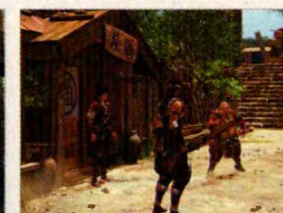
Early on in the game, you'll meet up with Oyu and Magoichi and they'll join your party.



It's good to see that the down-stabbing technique has been retained.



You'll have access to more weapons, including various swords and spears.



You can tell these backgrounds have greatly improved since the last game.

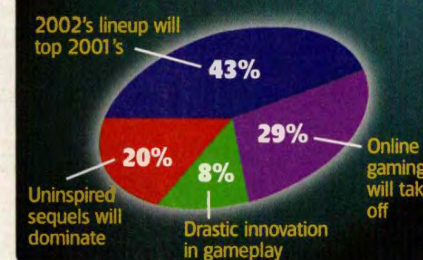


Vanquished enemies release their spiritual energy.

▶ anticipated title in future issues of PSM. We'll be giving you the full scoop on what to expect and why you should be excited. Until then, stay tuned and keep those blades sharpened!

PSM ONLINE POLL

Which will come true on PS2 in 2002?



PS2 BROADBAND NETWORK UNVEILED

Sony finally spills the beans... just not about North America

At a press conference in Tokyo last December, Sony CE and the Broadband Initiative subsidiary of Nippon Telegraph and Telephone Corp. (NTT) announced their plans to introduce a full-featured, asymmetric digital subscriber line (ADSL) PS2 online gaming service and broadband network in Japan starting in April 2002. Users will unlimited access the "always on" services by paying a flat monthly fee, which will also help pay for a Sony-provided 40 Gigabyte HDD and 100Mbit/sec Network Adapter. By no small coincidence, April is the same time SquareSoft is aiming to launch the online-only *Final Fantasy XI* on its PlayOnline network in Japan, which will lure hordes of PS2 owners to pay monthly subscriptions to play.

SCE President

Ken Kutaragi revealed that the PS2 broadband interface was similar to the current PS2 front-end, demonstrating how to download

movies, music and games onto the PS2 HDD. He also premiered an on-screen photo album and navigated through several images and "video mail" sent by e-mail. Finally, Kutaragi discussed the Dynamic Network Authentication System (DNAS), which monitors digital content, can act as a parental lock, can restrict the usage of the network by time limitations (when subscriptions run out), and helps prevent the downloading of

pirated files. "We would like to offer not only game and entertainment content, but also offer two-way (interactive) services, including TV, on a global scale," concluded Kutaragi.

For the time being, a version of the network has been on closed trial in the U.K. since the latter portion of 2001. The details of a limited public trial in cooperation with telecom giant Telewest will be announced early in 2002. "The Telewest Broadband PlayStation 2 network will, for the first time, establish protocols for networked games, making the development of these titles much more straightforward," said Telewest's head of games, Tom Cotter. "This will be multiplayer gaming and broadband access integrated like never before."

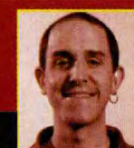
Getting down to brass tacks, PS2 games will be the most widely used function of the network,

particularly in the early stages.

As Sony has insisted recently, all internally-developed Sony games going forward are being developed with online features. Importantly, online-ready titles should help convince gamers to purchase the PS2 HDD and Network Adaptor (either as standalone peripherals or as part of a subscription to services). Shuhei Yoshida,

SCEA's VP of Product Development, told PSM in a recent interview that 2002 is the "year that most major publishers started to have online game play in console games." In the first-party's case, these titles promise to be more than rehashes of last year's big hits: "2002 will be a year of new franchises for us. We have more new titles than sequels this year." As SCEA told PSM, details on the HDD and Network Adapter are coming soon.

GUEST COLUMN
TIM LONGO
DESIGNER, *STARFIGHTER*



If there is one blockbuster license with near infinite potential in the world of games, surely it's *Star Wars*. Tim Longo talks of his responsibilities at LucasArts.

This fall, the BBC News covered a story about the inclusion of a brand new religion on the United Kingdom's census form. The listing was a "write-in" by a small number of people. Perhaps unbelievably, "Jedi Knight" was included as an official religion in the census, third from the bottom at code #896. Although the hysteria surrounding one of showbiz's biggest properties can sometimes get out of hand, it's obvious that *Star Wars* has struck a personal chord with its legions of fans.

Working on *Star Wars* games can sometimes get tricky. LucasArts has the tremendous honor of working on an intellectual property that is near and dear to so many people around the world, recreating and sometimes extending a fictitious universe that has and continues to have a large impact on our culture. Many of us at the company have been fans of the myth. But working on the games challenges us to make that myth's stories and settings very tangible, a huge responsibility.

When we are tasked with creating a virtual world where the player will be able to swing a saber, pilot a starfighter, or triumph over the Dark Lords of the Sith - to interact with the *Star Wars* universe - it makes us tingle. We realize that at some point we are actually impacting and enriching the myth, that in some small way we are helping to make the most of a very cool original idea. When we give the player the ability to use Force Powers while flying through deep space as a Jedi Master in this spring's *Jedi Starfighter*, something clicks. We pinch ourselves to make sure it's really happening. Our job is to make sure we have coded a great game that captures the *Star Wars* experience, but also to create a game that is fun and enjoyable in itself. Developing a video game cannot be considered "religion," but we count ourselves lucky to be devoted to a property that has the power to touch both the people who make it and the folks who will play it.

WHAT YOU SHOULD BE PLAYING

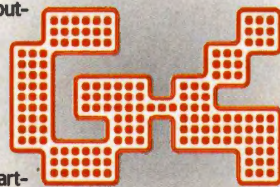
- 1. Maximo: Ghosts To Glory**
Another stellar product by Capcom. Although it's reminiscent of *Ghouls and Ghosts*, it features totally new gameplay.
- 2. Max Payne**
One of the PC's best games of the year comes to PS2. Action fans shouldn't miss it.
- 3. NBA 2K2**
Sega's basketball franchise storms on to PS2 to make its mark. Like *NFL 2K2*, it slams home the point that Sega Sports is for real.
- 4. Rez**
With insane looks, sweet music, and Panzer Dragoon-style gameplay, fans can rejoice!
- 5. Grandia II**
Although not quite on par with *FFX*, *Grandia II* offers an interesting story and characters with solid gameplay.

Comcast Preps G4

Game Network Hits TV In April

With the popularity of games skyrocketing, and enthusiast TV stations like The Golf Channel, Oxygen, and MTV rounding up viewers, it was only a matter of time before a videogames channel got off the ground. G4 Media, a joint venture of Comcast Corp. and AOL Time Warner, based on computer, wireless, handheld and console videogames, will begin televising 24/7 starting in April. PSM caught up with Charles Hirschhorn, G4 founder and CEO, who said, "We plan to release our specific show plans in February. In the meantime, we're developing 13 original series and lots

of specials. The programs fall into two camps: genre-specific shows (sports, action, rpg, etc.) with news, information, cheats, and interviews, and lifestyle entertainment shows (game shows, talk shows, comedy shows, scripted shows) focused on games." He continues, "G4 needs the



hardcore gamers' support to succeed, but as a 24/7 television network we plan to offer a variety of programming as well, which will appeal to all levels of gamers from hardcore to those simply curious." On how shows based on videogames will be of interest to viewers, Hirschhorn stated,

"Interactive entertainment has all the elements of engaging TV: original characters, well-written storylines, stunning visuals, fun, entertainment and fans; the only thing missing is a TV network." G4 has already garnered strong support and enthusiasm from game publishers, who will be very forthcoming in providing content and advertising for

their titles on the network. And G4TV.com, the network's consumer web site, will launch along with the network in April.



▲ Charles Hirschhorn, G4 founder and CEO

Lord Of The Rings The Movie... The Game...

Behold the first shots of EA's first *The Lord of the Rings* game, due to release with the second movie from New Line this fall. With the playable character Aragorn (a.k.a. Strider), the mission-based gameplay takes a third-person perspective within fully interactive 3D environments recreated from the movies.



NIHON GAME OTAKU

by MAX EVERINGHAM

Well, no great surprise that *Metal Gear Solid 2* has shot to the top of the sales charts. The game sold nearly a million copies in its first week! Hideo Kojima even made it out to a copy-signing gig in Shibuya's Tsutaya (the Japanese equivalent of Blockbuster) store, and needless to say the lines were long and happy! January's shaping up to be a great month for PS2 owners in Japan, too. For only 3,200 yen (about \$25) we'll be able to pick up *Gran Turismo Concepts 2001 Tokyo* and all those funky new concept cars, *Virtua Fighter 4* from Sega, *Grandia Extreme*, and a couple of EA Sports games that have taken ages to reach our shores (*Madden NFL 2002* and *NBA Live 2002*).

RETAIL REPORT & CHART

Mobile Suit Gundam Vs ZionDX from Bandai, ported from the arcade version, is the game of the moment on PS2 and has been getting a big push at retail with promo stuff splashed all over Tokyo. Legions of the series' fans have snapped it up. But I think I'll save my money for *Moto GP2*. PS2 online gaming really isn't going anywhere here yet. However, Square has been Beta testing its PlayOnline service and is aiming for a subscription rate of around 10 dollars a month, with 200,000 players paid-up already. Since Square sold nearly 2.5 million copies of *Final Fantasy X*, we're guessing that they won't have too much trouble selling subscriptions for the next installment to a tenth of that number. But it's PlayStation games all the way in even the multi-format charts, holding nine of the top ten places — yay!

1. *Metal Gear Solid 2: Sons of Liberty* (Konami) PS2
2. *Dragon Quest IV* (Enix) PSone
3. *Toro & Holiday* (SCEI) PS2
4. *Guilty Gear X Plus* (Sammy) PS2
5. *Rockman X6* (Capcom) PSone
6. *FIFA 2002* (EA/Square) PS2
7. *Seaman Forbidden Pet: Crazy Doctor's Experiment Island* (ASCII) PS2
8. *Legia Dual Saga* (SCEI) PS2
9. *Taikou IV* (Koei) PS2
10. *All-Star Professional Wrestling II* (Square) PS2

Source: Dengeki Chart 12/02/01

VERSUS MODE

BILL DONOHUE



VS



LUTHER D. GRADY

ROUND ONE: Background

LDG: Obese, mullet-wearing Cajun slob from *SSX Tricky*

BD: The feared and revered Managing Editor of PSM

Advantage: Bill Donohue

LDG: Boards include the Mullet, Hambone, and Swamp Buggy

BD: Owns .40 cal. Browning Pistol, .223 Ruger Ranch Rifle

Advantage: Bill Donohue

ROUND TWO: Likes And Dislikes

LDG: Currently reading *Swamp Buggies: A History*

BD: Tacoma pickup has intense right-wing bumper stickers

Advantage: Bill Donohue

LDG: Likes Ted Nugent for his hard rock and roll stylings

BD: A musician, likes Nugent for his stance on gun control

Advantage: Bill Donohue

ROUND THREE: Men Of Action

LDG: Performs flamboyant aerial tricks on a snowboard

BD: Enjoys shooting unidentified objects out of the sky

Advantage: Bill Donohue

LDG: Signature snowboarding move is the Bronco Buster

BD: Signature move is smacking others with unforgiving tin

Advantage: Bill Donohue

WINNER: BILL DONOHUE

Midway
www.midway.com

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Journey through a time where evil lurks in the shadows, watching and waiting. Enter a world of heroes and villains. Enter a world of monsters, magic and horror. Prepare to experience an RPG unlike any other. Enter the world of Shadow Hearts.



PlayStation 2



THE TIME
FOR JUDGMENT
HAS COME

ARUZE CORP.

MATURE
Blood and Gore
Violence

SCOOP: CAPCOM'S FIRST RACER

Behind the wheel with the Producer of AUTO MODELLISTA



Yoshihiro Sudo may not be as famous as other Capcom producers, like Resident Evil chief Shinji Mikami, but whether you know his name or not, you've played his games. He's

produced *Marvel vs Capcom 2*, *Power Stone 2*, the *Capcom vs SNK* series, and *One Piece Mansion*, among others. With a resume like that, it's hard to consider him a newcomer, but as his next project, *Auto Modellista*, is starting to turn heads, he's suddenly finding himself in the spotlight. We sat down with Sudo-san to get the scoop on *Modellista*, and learn more about Capcom's rising star.

PSM: Is this your first racing title?

YOSHIHIRO SUDO: This is the first serious racing title for myself, our team and also for the company. I have always been highly interested in working on a racing game and I'm very excited about this title.



▲ Amazing lighting effects? Check.

PSM: Do you own a car? If so, what kind? Do you always obey all traffic regulations?

YS: I used to like modifying my car and driving it on mountain passes. I even had a racing license. Currently I own a wagon. I have gone to various car shops and racing circuits to do research for this title, and it makes me really want to "race" again. I might be buying a sports car in the next year or so.

PSM: So far we know very little about Auto Modellista. How is this game different from all of the other racing titles out there?

YS: The first thing I want to mention are the awesome visuals! One of the greatest appeals of

the game is the same thing that makes cars cool. The car itself is such a cool and stylish machine and we really want that to come across well in the game.

Also, your goal is not just to race as fast as you can. You can fully customize your car however you like, and just enjoy driving it around or bragging about how cool it looks. What we are trying to achieve is the ultimate fun and excitement associated with cars.

PSM: Can you compare the game's racing style to any other racing titles out there? Will it be more realistic, or more arcade style?

YS: There is not, and has never been, a racing game like this. It's new in every aspect. Instead of taking a realistic "simulator" kind of direction, it is a fun, interesting game with a unique and stylish feel.

However, it's not going to be a cheesy game with tons unrealistic features, either. *Auto Modellista* is a game that does possess realistic features, but has a very unique look and feel.

PSM: What other racing games out there do you enjoy playing in your spare time?

YS: I like Namco's *Ridge Racer* series, and I think Polyphony's *Gran Turismo 3* is fantastic. I think those titles are popular because each has very unique features. We want to let everyone know that *Auto Modellista* also has very unique features and a fun design that we hope will make it a popular game.

PSM: If you were in a race and needed a partner to ride with you, would you choose

(Japanese female pop stars) Ayumi Hamasaki, Namie Amuro or the luscious Kano sisters?

YS: No way! If I had such a beautiful partner riding with me, I'd be too nervous to race.

PSM: We've heard that the game will have online features. Can you say how that will work, and confirm that the American version of the

game will support those online play features?

YS: Since online play will be key in this game, I want to make it happen. However, since we are currently not sure about the online situation for the PlayStation 2 in North America, we haven't really decided on it just yet.

PSM: Will the game support the Hard Disk Drive, perhaps with car customization features?

YS: Of course!

PSM: The game's graphics have a very cool anime/manga look — what was the inspiration for this unique visual style?

YS: There are various racing games out there and I don't think making something similar would work. I think gamers are tired of the same kind of racing games. We wanted to make it innovative, stylish and something that has never been made before. That's why we decided to go with this style of graphics.

PSM: Will the cars be licensed or original models? If licensed cars are to be included, can you say at this point what they will be?

YS: Basically, all cars, parts and courses in this game are from the real world and are licensed. Currently, we have got licenses from the Japanese car makers and we are working on getting many more licenses from other makers. Please, tell me which cars you guys want in this game for the American version! I'll try my best.

PSM: Finally, we've heard from unnamed sources (Matt Atwood, PR, Capcom Ent.) that you were a member of a rowdy street racing gang called "Midnight Dragons." Is this true?

YS: Such a thing is not true! It's all lies! (Laughs) Your source only said that because he is trying to cause me grief! What a JERK!



▲ Believe it or not, this is what *Auto Modellista* actually looks like during gameplay. How freakin' cool is that?



▲ Cel-shading, speed lines, and other stylized effects make *Modellista* appear more like a racing anime than a game. It's this unique visual approach that already has everyone buzzing.

CONFIDENTIAL 11/6

MISSION BRIEFING

OBJECTIVE: Clear name of falsely accused crimes. Save world from Syphon Filter virus.

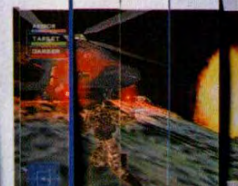
Syphon Filter 3

RECOMMENDED WEAPONRY: X-ray gun, nightvision rifle, taser, M-16, proximity mines and others

ASSIGNMENT LOCATIONS: (SEE ENCLOSED PHOTOS)

SPECIAL INSTRUCTIONS: Failure is not an option. Watch your back.

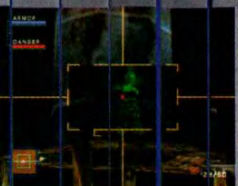
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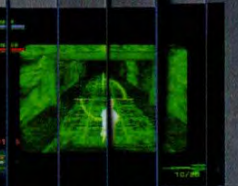
Costa Rica



Tokyo



Australia



South Africa

CONFIDENTIAL



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Blood
Violence

MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED BY THE IRON-FISTED CHIEF O'LEARY.



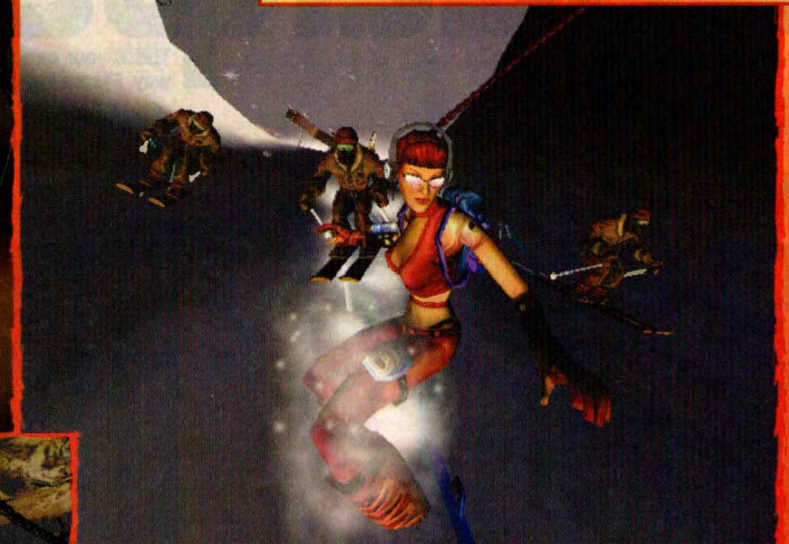
NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.

YOU FOOLS!

I GAVE STRICT ORDERS TO KEEP ALL SNOWBOARDERS OFF OF THE SUMMIT!



NAYA HAS OTHER IDEAS. SHE KNOWS SOMETHING BIG IS GOING ON UP THERE AND MUST ESCAPE THE SKI PATROL.



BUT THAT'S NOT THE HALF OF IT. NAYA ALSO HAS TO FIND ALL THE UNASSEMBLED BOMB PARTS AND FIRE THE ARTILLERY CANNON TO START AN AVALANCHE.



SHE HAS HER WORK CUT OUT FOR HER IF SHE HOPES TO UNLOCK THE MYSTERIES ATOP THE SUMMIT.



DARK SUMMIT

IT'S NOT WHAT IT SEEMS.

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PlayStation 2



Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

February's New Releases

PS2

TITLE	GENRE	PUBLISHER
AirBlade	Action	Namco
Blood Omen II: Legacy of Kain	Action	Eidos
Caesar's Palace	Other	Take Two
Conflict Zone	Action	Ubi Soft
Downforce	Racing	Titus
ESPN NBA 2Night 2002	Sports	Konami
Evil Twin: Cyprien's Chronicles	Adventure	Ubi Soft
Herdly Gerdy	Adventure	Eidos
King's Field: The Ancient City	RPG	AgeTec
Maximo: Ghosts To Glory	Adventure	Capcom
Medal of Honor: Frontline	Action	EA
Mobile Suit Gundam: Zeonic Front	Strategy	Bandai
NHL FaceOff 2002	Sports	Sony
No One Lives Forever	Action	Sierra
Pac-Man World 2	Action	Namco
Pirates: The Legend of Black Kat	Adventure	EA
Rescue Helicopter Air Ranger	Action	bam!
Run Like Hell	Action	Interplay
Salt Lake 2002	Sports	Eidos
Star Trek: Shattered Universe	Sports	Interplay
Star Wars Racer Revenge: Racer II	Racing	LucasArts
Trophy Bass	Fishing	Sierra
Virtua Fighter 4	Fighting	Sega
Woody Woodpecker	Action	Dreamcatcher
World Tour Soccer 2002	Sports	Sony



▲ Published stateside by Namco, this mission-based Sony Europe title adds to the gameplay popularized by Tony Hawk and other skateboarding games.

PS

TITLE	GENRE	PUBLISHER
Hooters: Road Trip	Action	Ubi Soft
Dodge Ball	Sports	Tommo

Future Outlook

MARCH PS2

TITLE	GENRE	PUBLISHER
All-Star Baseball 2003	Sports	Acclaim
Army Men RTS	Strategy	3DO
Barbarian	Action	Titus
Commandos 2	Action	Eidos
ESPN MLS ExtraTime 2002	Sports	Konami
Eve of Extinction	Action	Eidos
Freestyle	Racing	EA Sports
H2Overdrive	Racing	Crave
High Heat MLB 2003	Sports	3DO
Hot Shots Golf 3	Sports	Sony
Hype - The Time Quest	Adventure	Ubi Soft
Kelly Slater's Pro Surfer	Sports	Activision
Knockout Kings 2002	Sports	EA
Mat Hoffman's Pro BMX 2	Sports	Activision
Medal of Honor: Frontline	Action	EA
MLB Slugfest 20-03	Sports	Midway
Monster Jam Max Destruction	Action	Ubi Soft
Need for Speed: Hot Pursuit 2	Racing	EA
Power Pro Tennis	Sports	Konami
PRYZM One: The Dark Unicorn	RPG	TDK Mediactive
Rally Simulation	Racing	Ubi Soft
Rayman Arena	Action	Ubi Soft
Sled Storm 2	Sports	EA Sports
SOCOM: US Navy SEALs	Action	Sony
Star Wars Jedi Starfighter	Action	LucasArts
Test Drive	Racing	Infogrames
Transworld Surf	Sports	Infogrames
UFC: Throwdown	Fighting	Crave
V.I.P.	Action	Ubi Soft
World of Outlaws Sprint Cars	Racing	Infogrames

MARCH PS

TITLE	GENRE	PUBLISHER
Bear in the Big Blue House	Misc	Ubi Soft

APRIL PS2

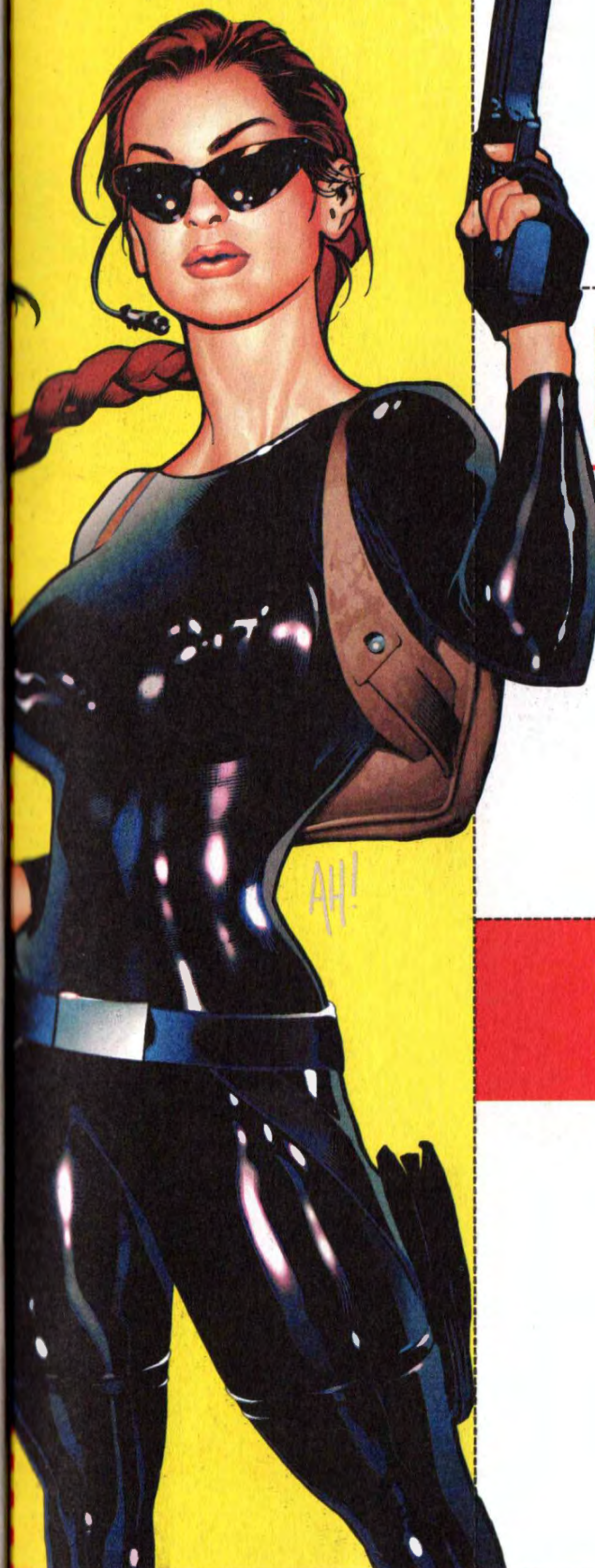
TITLE	GENRE	PUBLISHER
Britney Spears Dance Beat	Music	THQ
Onimusha 2	Action	Capcom
Mike Tyson Heavyweight Boxing	Sports	Codemasters
P.O.W. Escape From Colditz Castle	Action	Codemasters
Simpsons Skateboarding	Sports	EA



▲ A rare blend of action and strategy, this Codemasters game will challenge you to make a great escape.

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Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

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\$2.95 Per Issue/Available starting in January

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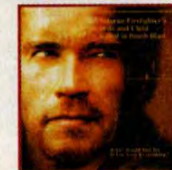
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7. The Wanderers 3: Winds of War 02/05/02
8. Fresh 02/12/02
9. Starship Troopers Chronicles: Hydora 02/05/02
10. Starship Troopers Chronicles: Tophet 02/05/02

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Britney Spears showcases her incredible acting talent as one of three best friends (Britney's the smart one!) on a cross-country road trip.

NPD Funworld™ TRSTS — SALES CHARTS

PS2 — MID-NOVEMBER

1. METAL GEAR SOLID 2



2. Grand Theft Auto 3
3. Tony Hawk's Pro Skater 3
4. NBA Live 2002
5. Madden NFL 2002
6. Ace Combat 04
7. Devil May Cry
8. Crash Bandicoot: Cortex
9. SSX Tricky
10. LOK: Soul Reaver 2

PSone — MID-NOVEMBER

1. TONY HAWK PRO SKATER 3



2. Harry Potter: Sorc. Stone
3. Grand Theft Auto 3 (PS2)
4. Syphon Filter 3
5. Madden NFL 2002
6. Driver 2
7. Spongebob Squarepants
8. NBA Live 2002 (Xbox)
9. Crash Bash
10. Dragon Warrior VII

TOP TEN GAMES — MID-NOVEMBER

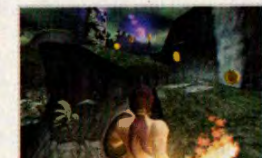
1. METAL GEAR SOLID 2 (PS2)



2. Halo (Xbox)
3. Grand Theft Auto 3 (PS2)
4. T. Hawk's Pro Skater 3 (PS2)
5. NBA Live 2002 (PS2)
6. Project Gotham Racer (Xbox)
7. Dead or Alive 3 (Xbox)
8. NFL Fever 2002 (Xbox)
9. Harry Potter: (GBC)
10. Tony Hawk 3 (PSone)

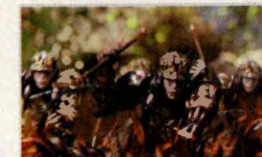
MONITOR **027**
SELECT

PSM'S BIG GAME UPDATE



1. Maximo
Put on your favorite pair of heart-speckled boxers and nestle up with that special someone, because Capcom will be showering us all with love on Valentine's Day, February 14th.

2. Final Fantasy XI
Despite doubts that PS2 online gaming will take off this year, FFXI could change naysayers' outlook. Following the spring release in Japan, word has it FFXI will hit the states late this year or in early 2003.



3. Animusha 2
Capcom North America's President Bill Gardner told us to "keep in mind the number 2" for Capcom's 2002 lineup. Obviously, this in part refers to spring's *Animusha 2*, sequel to PS2's first worldwide million-seller.

4. Devil May Cry 2?
We couldn't help but figure that Capcom's Bill Gardner was also making a reference to an unannounced *Devil May Cry* sequel, which could arrive in the fourth quarter of this year. Look for the confirmation of this title sometime soon...



5. Virtua Fighter 4
Sega's flagship fighter should arrive shortly after its January release in Japan. VF has been less appreciated than Sony's go-to fighter Tekken. But VF4 could very well change that.

6. Xenosaga
While Namco hasn't said anything new in a while, and we haven't seen a playable version in English, the reaction to this game from the Fall Tokyo Game Show rivaled MGS2's reception at last year's E3. Look for it hopefully by summer.



7. Kingdom Hearts
With the surprise announcement that FFX would go on sale in mid-December, the anticipation of the next Square RPG will crescendo until *Kingdom Hearts* arrives next fall.

8. MOH: Frontline
Although it's a console FPS, it is one of the best in the genre, and definitely the best to appear on PSone. While *Allied Assault* is poised to wow PC and Xbox fans, EA will deliver the definitive WWII shooter to PS2 in March.



9. Tekken 4
Its lackluster arcade reception should in no way suggest that T4 is a dud. Expect your favorite characters to return, plus some new ones. Other features include true 3D movement and interactive backgrounds.

10. Mortal Kombat
This series has quietly drifted away from the gaming scene, but Midway hopes to bring the fifth installment back in October on PS2, rivaling the success of the series' best title, *MKII*. Let's hope Boon and the other creators can revive this series.



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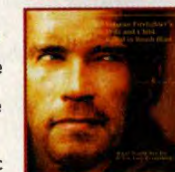
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1. TONY HAWK PRO SKATER 3



2. Harry Potter: Sorc. Stone
3. Grand Theft Auto 3
4. Syphon Filter 3
5. Madden NFL 2002
6. Driver 2
7. Spongebob Squarepants
8. NBA Live 2002
9. Crash Bash
10. Dragon Warrior VII

TOP TEN GAMES — MID-NOVEMBER

1. METAL GEAR SOLID 2 (PS2)



2. Halo (Xbox)
3. Grand Theft Auto 3 (PS2)
4. T. Hawk's Pro Skater 3 (PS2)
5. NBA Live 2002 (PS2)
6. Project Gotham Racer (Xbox)
7. Dead or Alive 3 (Xbox)
8. NFL Fever 2002 (Xbox)
9. Harry Potter: (GBC)
10. Tony Hawk 3 (PSone)

PSM'S BIG GAME UPDATE



1. Maximo
Put on your favorite pair of heart-speckled boxers and nestle up with that special someone, because Capcom will be showering us all with love on Valentine's Day, February 14th.

2. Final Fantasy XI
Despite doubts that PS2 online gaming will take off this year, FFXI could change naysayers' outlook. Following the spring release in Japan, word has it FFXI will hit the states late this year or in early 2003.



3. Onimusha 2
Capcom North America's President Bill Gardner told us to "keep in mind the number 2" for Capcom's 2002 lineup. Obviously, this in part refers to spring's Onimusha 2, sequel to PS2's first worldwide million-seller.

4. Devil May Cry 2?
We couldn't help but figure that Capcom's Bill Gardner was also making a reference to an unannounced Devil May Cry sequel, which could arrive in the fourth quarter of this year. Look for the confirmation of this title sometime soon...



5. Virtua Fighter 4
Sega's flagship fighter should arrive shortly after its January release in Japan. VF has been less appreciated than Sony's go-to fighter Tekken. But VF4 could very well change that.

6. Xenosaga
While Namco hasn't said anything new in a while, and we haven't seen a playable version in English, the reaction to this game from the Fall Tokyo Game Show rivaled MGS2's reception at last year's E3. Look for it hopefully by summer.



7. Kingdom Hearts
With the surprise announcement that FFX would go on sale in mid-December, the anticipation of the next Square RPG will crescendo until Kingdom Hearts arrives next fall.

8. MOH: Frontline
Although it's a console FPS, it is one of the best in the genre, and definitely the best to appear on PSone. While Allied Assault is poised to wow PC and Xbox fans, EA will deliver the definitive WWII shooter to PS2 in March.



9. Tekken 4
Its lackluster arcade reception should in no way suggest that T4 is a dud. Expect your favorite characters to return, plus some new ones. Other features include true 3D movement and interactive backgrounds.

10. Mortal Kombat
This series has quietly drifted away from the gaming scene, but Midway hopes to bring the fifth installment back in October on PS2, rivaling the success of the series' best title, MKII. Let's hope Boon and the other creators can revive this series.



SELECT A TITLE

DX-1100 NAMING UNIT

TITLE: MC

SELECT A MODIFIER THAT ALLUDES TO YOUR DOPENESS

DX-2600 DUAL NAMING UNIT

MODIFIER: SOUR

SELECT AN EQUALLY AWESOME SUBJECT

DX-2600 DUAL NAMING UNIT

THING: MONKEY

AND MIX...

DX-1700 NAMING PROCESSOR

STATUS: NAMING IN PROGRESS...
MC SOUR MONKEY

HOW TO CREATE A DJ NAME THAT FITS YOUR MAD MUSICAL SKILLZ.

LOCATOR: 1 2 3 4 5 6

MEMORY: SET CLR

LIST 1 LIST 2 LIST 3 LIST 4
LIST 5 LIST 6 LIST 7 LIST 8

MC 26 LIST 4

REVERSE FWD

CLIP ALT GENDER GAIN FLANGE MIX

LOCATOR: 1 2 3 4 5 6

MEMORY: SET CLR

LIST 1 LIST 2 LIST 3 LIST 4
LIST 5 LIST 6 LIST 7 LIST 8

SOUR 145 LIST 2

REVERSE FWD

SEND

LOCATOR: 1 2 3 4 5 6

MEMORY: SET CLR

LIST 1 LIST 2 LIST 3 LIST 4
LIST 5 LIST 6 LIST 7 LIST 8

MONKEY 237 LIST 6

REVERSE FWD

SEND

TIPS

BE SHORT
PEOPLE CAN'T
REMEMBER MORE
THAN THREE
WORDS.

USE YOUR
INTERESTS
IF YOUR NAME IS
JOHN AND YOU
REALLY LIKE HOT-
BUTTERED YAMS
AND PING PONG,
WE'LL TRY AND
USE THAT.

SET-UP TEST TRACE

SEQUENCING: 1 2 3

PROG. TRACK TASK STEP

TOTAL 8738 OPTIONS

TUNE TEST CANCEL

PRE

CREATE NAME

MIN MAX MAIN VOL. MIN MAX VOL. PHONES

ONCE YOU'VE MASTERED THE ART OF REMIXING TRACKS FROM ARTISTS LIKE FUNKSTAR DE LUXE, DJ Q-BERT, THE CRYSTAL METHOD AND NO DOUBT, YOU'LL NEED A NAME THAT YOUR MOTHER DIDN'T CHOOSE FOR YOU.



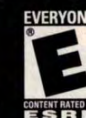
FREQUENCY™



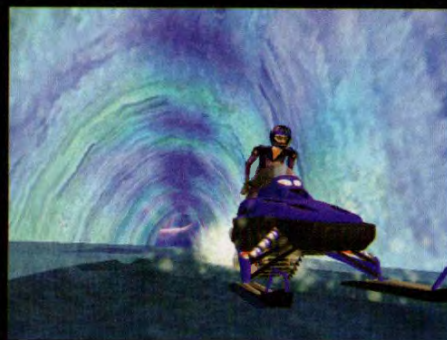
PlayStation 2

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HARMONIX



Mild Lyrics



**BREAK OUT IN A
REALLY COLD SWEAT.**

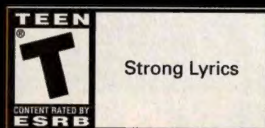


**WINTER X GAMES GOLD MEDALIST
Tucker Hibbert**

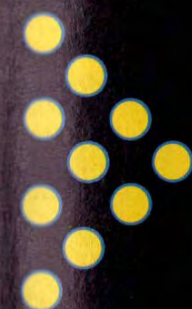
ESPN Winter X Games Snocross lets you grab the handlebars, fly off kickers, and roost into real snowmobile racing. You choose from 6 real pro racers and compete against the top sled slingers out there. Featuring hidden shortcuts and variable weather conditions for any full-throttled appetite. Need to step it up a notch? Hit the hole-shot in X Games Mode, where you can sweat your way up to the pro level and capture the gold medal.



Tucker Hibbert, Nathan Titus, Dennis Eckstrom, Justin Tate, Trevor John, & Yuji Nakazawa.



PlayStation 2



REVIEWS

The world's most accurate, in-depth
game analysis

Contents

- 40 ▶ Dragon Rage/Wave Rally/
Parappa The Rapper 2
- 42 ▶ Drakan/Grandia II/
ESPN Snowboarding 2002
- 44 ▶ Gitaroo Man/Rez/Wizardry
- 38 ▶ Jade Cocoon 2/Legends
Of Wrestling/NFL GameDay
2002
- 32 ▶ Maximo: Ghosts To Glory
- 46 ▶ Max Payne
- 4 ▶ NBA 2K2

Maximo: Ghosts To Glory

Maximo's got awesome
moves, cool boxers, and
now our coveted Must-
Buy award! **pg. 32**



SORRY, TONY!

In our December 2001 issue, we scored the PSone version of *Tony Hawk's Pro Skater 3* a not-so-hot 4 out of 10. However, we later received a version of the game that was somewhat better; good enough for us to now upgrade our score to a 6. We hope this helps if you're still deciding whether or not to buy.



OUR SCORING SYSTEM

- 10 ▶ **CLASSIC**
A rare gem; Our highest recommendation
- 9 ▶ **OUTSTANDING**
One of the better games this year
- 8 ▶ **VERY GOOD**
You can't go wrong **MUST-BUY**
- 7 ▶ **GOOD**
A solid game
- 6 ▶ **OKAY**
Kind of fun, but no big deal
- 5 ▶ **SO-SO**
You've got to love the subject matter
- 4 ▶ **LACKING**
Big flaws really hurt this game **WARNING**
- 3 ▶ **BAD**
Not fun at all
- 2 ▶ **AWFUL**
This game is an insult
- 1 ▶ **WHY?**
Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours play-testing each title to give you the best information to help you buy. Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out. Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.



Be sure to check out these top games!



41 ▶ NBA 2K2



46 ▶ Max Payne

PSM
GAME
OF THE
MONTHMAXIMO
GHOSTS TO GLORY

▲ Maximo captures the essence of its predecessor while adding new gameplay and a new look.

Capcom delivers old-school fun with new-school style

It could be said that *Jak and Daxter* showed gamers the new direction of the platforming genre with its massive, seamless go-anywhere world. *Maximo*, on the other hand, returns us to the more constrained realm of the "traditional" level-based 3D platformer, with the main focus being on fine-tuning classic platformer gameplay to the nth degree. The first PS2 game from Capcom's newly formed U.S. studio, it's not only a sterling initial effort, but also one of the best overall examples of the genre we've ever played.

HOW IT STACKS UP

1	► Maximo: Ghosts to Glory (PS2)	9 out of 10
2	► Jak And Daxter (PS2)	9 out of 10
3	► Rayman 2: Revolution (PS2)	9 out of 10
4	► Klonoa 2: Lunalea's Veil (PS2)	8 out of 10
5	► Crash Bandicoot: TWOC (PS2)	6 out of 10

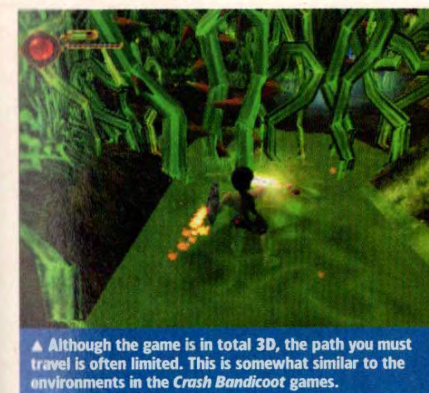


▲ Scattered throughout the numerous worlds are an abundance of secrets. Can you find all of them?

In fact, a lot of the crew behind the game previously worked on the *Crash Bandicoot* series, and it shows in a lot of ways. The pacing is similar, the overall control shows the same attention to tuning, and, most of all, the cartoon-like qualities of its characters and world. But it's a different and overall better game for a number of reasons.

First up are the core play mechanics themselves. The number of actions that Maximo can perform is downright mind-boggling, but at the same time,

every one has a very specific use and advantage. I can't say how many times I said "wow" after getting a new power-up and realizing what it did, or smiled at how it changed the way I played the game. Maximo's shield, which could have been just an afterthought, becomes a central play mechanic — you'll often need to block attacks before returning blows, and the shield throwing ability becomes incredibly strategic later on. The ability to throw the shield more precisely from a first-person ►

▲ Although the game is in total 3D, the path you must travel is often limited. This is somewhat similar to the environments in the *Crash Bandicoot* games.

► viewpoint would have been a welcome addition, but is not missed too much.

Probably the best aspect of the control, however, is that the moves (even the basic ones, like Maximo's double jump) all feel very rewarding to perform — there's a really visceral feeling to playing the part of Maximo in this game. You can even combine items, such as the Shield of Midas (which sucks in items) and the Shield Throw to reach far-away power-ups. It's these sort of things that you can almost see the game's creators winking at.

My only real control complaints are that Maximo can't grab ledges and there's no way to center the camera behind Maximo while he's moving — it would have made some situations less hectic (and deadly). Overall, though, the camera system is one of the best I've encountered (better than *Jak and Daxter's*) in a platformer, and even goes as far as to employ some cool "crazy" camera angles for effect.

The same attention to detail and tuning extends to the enemies themselves. While there are a cast of



▲ All of the bosses' attacks are very old-school. Each has a discernable pattern that must be figured out and exploited in order to win.



▲ Fortunately, each level contains checkpoints that can revive you in case you die.

PSM BREAKDOWN An up-close look at the game in action



▼ Maximo can learn new fighting techniques as the game progresses, which adds variety to the gameplay.

▲ This gate can also hide secret areas which can only be unlocked if you find certain keys. It won't be easy...

► Items like this torch often contain power-ups and coins, so you'll want to slash them with your sword.

► The enemy AI isn't easy, since they will block and slash just like you would. Be patient when attacking.

"Not only an excellent first effort, but also one of the best overall examples of the genre we've ever played"

basic foes that you'll always come across no matter what level you're in, they each have specific weaknesses to learn. There are also level-specific enemies that are not only tougher, but even more clever in their attacks. The boss encounters (of which there are five) are challenging, but not too

hard — once you learn to pick up the visual cues they give, in classic form, about their weak points.

Then there are, of course, the levels themselves. I'd rank them right up there with *Jak and Daxter* in my list of favorites — there's just so much to see, do, and find in them. And while they're always driving ►

▼ As you proceed through the game, the enemies get progressively more difficult, which makes finding every hidden treasure a necessity. Since treasure chests sometimes contain extra armor, you'll want to find every single one.



▲ Here's Maximo's second type of attack.



▲ There are many traps hidden throughout every level in the game. If you're not constantly on the lookout, death may strike suddenly! Sinkholes are the most deadly type of trap.

► you forward, there's just enough room to explore. The one aspect of the worlds I'd like to have seen expanded are level-specific events. The first one has some (such as trees crashing through bridges and rising ground), but they seem sadly forgotten as you get further into the game.

Overall, I'd classify *Maximo* as "very technically polished" — right down to the title screen. While its worlds could have benefited from some extra smoothness on objects, or more texture variety, it's still very detailed, and, most of all, highly atmospheric. Lots of fog, rain, and lighting effects are employed to give each world its own unique feel. The first world (the graveyard) is still a stand-out in terms overall polish and wow factor, but they all look great. The characters — designed by Japanese artist Susumu Matsushita — also have a style all their own, and Maximo definitely has what it takes to be more than a one-shot mascot. He and the rest of the cast are animated extremely well, conveying

a lot of body language and emotion. Even the items and power-ups have character!

Audio-wise, the boisterous music will have you humming along, although it seems a little too subdued in world two. The sound effects remain consistently good throughout, though, with the large number of voice effects used for *Maximo* really ►



▲ The volumetric fog adds an eerie effect to this scene.

"I can't say how many times I said 'wow' after getting a new power-up and realizing what it did"



▲ The depths of Hell hold many terrors for our underwear-clad hero. Watch out for surprise attacks!

▼ Some enemies require a defensive posture.



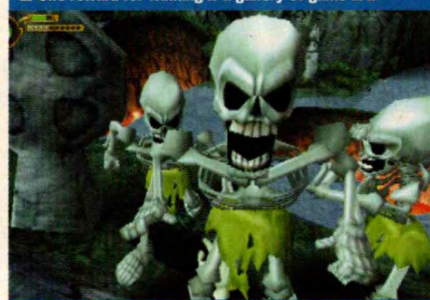
▲ Maximo also has the ability to throw his shield.



▲ Maximo teams up with the Reaper to return dead souls.



▲ One reward for winning is a gallery of game art.



▲ The first person view can sometimes be disarming!



▲ Every enemy destroyed produces collectable items.

STYLE EQUALS SUBSTANCE

Maximo doesn't change his outfit for the sake of style — it tells how he's doing. Each bit of armor equals another stage of his life bar, and can be powered up to limited invincibility. If he's running around in his boxers, he's about to die. And not just from embarrassment, either...



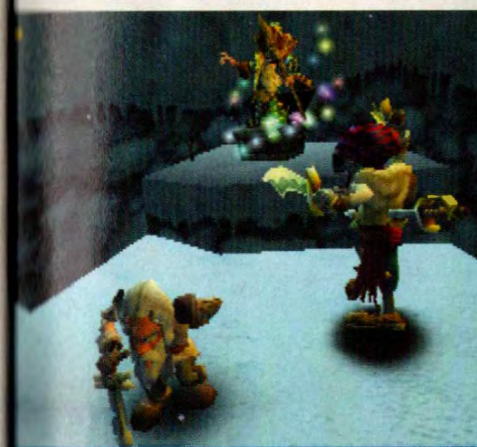
▲ Maximo can upgrade his armor, shield, and even his boxer shorts, which are also available in cow spot prints!



▲ The ice looks so real you'll swear that you're cold.



▲ The shield defense is necessary when surrounded.



▲ Wizards can change Maximo into an old man or a tot.

► helping to give him more character — he yelps, grunts, and reacts audibly to enemies and various different level events.

In terms of challenge, *Maximo* is about average. It's a game that can be played casually or thoroughly — you can get through the levels fairly quickly if you want by just taking out key enemies, but you won't have the items or money you'll need to do a lot later on — or get the most fun out of the experience. It never feels especially unforgiving, but there are definitely times when you'll be cherishing that extra life or continue. Thankfully, as with the coin-based system for purchasing power-ups, the spirit-collecting mechanic that results in "Death Coins" (continues) actually works really well.

The fact that you must collect 100 coins to save or move between worlds, however, doesn't. It just seems archaic to make players do this nowadays, especially when a lot of games are making the move to "save anywhere" systems. It's not too huge of a

pain, but it's still annoying, nonetheless.

That said, there is a real benefit to going back and getting a higher completion rate in each level: you'll gain access to extra features, such as a very cool art gallery and movie mode. You can even buy designer boxer shorts for Maximo, so he can dash around in style when his armor's knocked off.

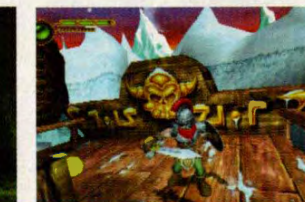
Good (and great) points aside, I do have some nit-picky gripes. For one, I really wish that the cutscenes would have been done in-game; they don't seem to fit into the mix that well. Plus, there's still the old-schooler in me that wishes they'd called this *Ghosts 'N Goblins 3D* (which it technically is) and stopped hinting at its classic theme in the music — Maximo even hums it while idle, for goodness sake!

Suffice to say, if you buy *Maximo* — and you most definitely should — you'll be playing one of the best 3D platformers in a long time. It's polished, challenging, lots of fun, and deserves to be placed right up there with Naughty Dog's seasoned efforts in *Jak and Daxter*. There's still plenty of room to explore in a sequel, though, and we can only hope the team is already well underway on planning one.

► Randy Nelson



▲ Your armor, weapons and shield can all be powered up to provide extra capabilities on offense and defense.



▲ Lack of armor means you're very nearly dead.

PSM
FINAL SCORE
9/10

OUTSTANDING
From its excellent mechanics to its superb level design and personality, this is one of the best 3D platformers yet.

PSM
MUST-BUY

"YOU ARE ABOUT TO EMBARK UPON THE GREAT CRUSADE."

General Dwight D. Eisenhower, D-Day.



PARACHUTE INTO THE WAR as Lt. Jimmy Patterson of the Air Transport Corps in Medal Of Honor: Frontline for the PlayStation 2 Computer Entertainment System. After taking part in the largest aerial troop drop in history, you'll fight the Axis Powers as an agent of the OSS. Battle on the front lines or go it alone behind enemy lines using over 20 authentic WWII weapons to bring down the Third Reich. Survive the first deadly mission and you're only 17 more away from victory.

MEDAL OF HONOR
FRONTLINE

You don't play. You volunteer.
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PlayStation 2

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



EAGAMES.COM



gamespy
Best of
E3
2001
Action

STEP INTO THE BOOTS of Lt. Mike Powell of the First Ranger Battalion in Medal Of Honor: Allied Assault for your PC. Join the 'special infantry' as an elite soldier trained to execute covert missions in advance of major Allied offensives. Fight with a crack unit or go it alone using over 20 authentic WWII weapons to defeat a vicious, motivated enemy. But remember with six harrowing campaigns, the only reward for victory is another deadly mission.

MEDAL OF HONOR
ALLIED ASSAULT

You don't play. You volunteer.
www.moh.ea.com



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PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RPG	UBI SOFT	GENKI	1-2	1 DVD	TEEN

JADE COCOON 2

When the first *Jade Cocoon* released on PSone, it met with mixed results. Part monster collection game, part traditional RPG, there was no denying that it was a pretty game. Unfortunately, it fell a little short in the gameplay department. For the PS2 follow-up, Genki has overhauled the game, with a new cast of characters that centers around Kahu, a young boy who must hone his Cocoon Master skills in order to "purify" the beasts that inhabit four different forests. If Kahu fails, then the dreaded Kalma will destroy the world.

Your responsibility is strategically deciding which beast and which ability will succeed against your enemy. You're able to switch between different beasts on the fly during combat, with eventually up to 12 different monsters at your disposal. It's an interesting system that places emphasis on strategy rather than brute force, but, in the end, it still feels a little limited.

Ubi Soft's localization is superb, with attention placed on the copious amount of voice that accompanies nearly every single one of Kahu's interactions in town and in the forest. And compared to the original, *JC2* contains more personality in its first five minutes than the whole of the first game. Its quirky sense of humor perfectly complements the game's amazingly colorful and lush graphics.

But even with a host of new features and a wonderful look, *JC2* still seems strangely limited in its gameplay and scope. Most gamers will no doubt overlook the simplicity and mechanics to find a pleasantly engaging game within.

► Francesca Reyes



▲ You can battle against a friend's monster in two player mode, but the real meat lies in the one player adventure.

PSM
FINAL SCORE **7/10**

GOOD

Jade Cocoon 2 features an interesting gameplay system and some really nice looking visuals. Its biggest problem is that it's a little too simplistic and limited in scope.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	WRESTLING	ACCLAIM	ACCLAIM	1-2	1 CD	TEEN

LEGENDS OF WRESTLING

These days, the WWF has been the only real game in town for pro wrestling fans — on TV and in videogames. As such, *Legends of Wrestling* doesn't have any real license, but instead takes on Vince McMahon's empire with a unique gameplay system and some of the most famous names from the sport's past.

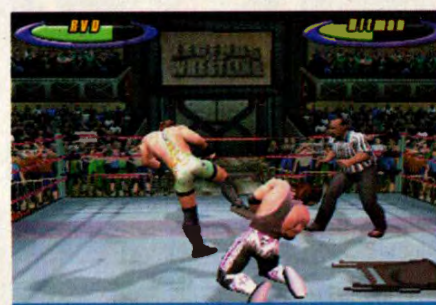
The good news is that *LoW* succeeds in a lot of ways. The grappling and countering system, which relies on rhythm game-like meters, really puts a lot of emphasis on reversals and timing. It also captures a lot of the more subtle nuances of the sport — such as straining for rope breaks during submissions — better than any other PS2 wrestler. The wrestlers also look really good, move well, and their moves lists are quite extensive.

On the other hand, the game can often feel painfully slow. The fact that the wrestlers' timing meters are

located at the top of the screen really takes your eyes off the action a lot, too. There's also a problem with wrestlers "no selling" big moves and finishes — they simply pop up after being pinned. The season mode could have benefited from a little work, too: you're not even told who your next opponent is.

Most wrestling fans will still find *Smackdown's* faster-paced gameplay and sheer enormity of play modes more their style, but *LoW* should still be considered by those who want to try something new.

► Randy Nelson



▲ The arenas aren't much to look at, but the wrestlers are well animated and the front row crowd is even polygonal.

PSM
FINAL SCORE **6/10**

OKAY

The grappling and countering system are refreshing and well executed, but the presentation and slow play speed left us wanting. Fans of Pre-WWF "Attitude" Wrestling will probably like it most.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SPORTS	989 SPORTS	RED ZONE	1-8	1 CD	EVERYONE

NFL GAMEDAY 2002

GameDay 2001 was an unfinished disaster that will forever be considered one of the worst PS2 games ever made. *GameDay 2002* is a step in the right direction. Unfortunately, it's only "baby steps."

Sure, the graphics are improved over last year's mess... at least until the action starts. The player models are improved, but the graphics sometimes bog down so much the game is nearly unplayable. If, for instance, you're playing a linebacker, you'll rarely get to the quarterback because the game goes into slo-mo at the snap and the offensive linemen "magically" warp into the perfect blocking position. This makes defense utterly frustrating. On offense, it's just as bad. We have never once been able to pull off a play action pass — it's a guaranteed sack every time. Why is it even in the playbook?

If that were the only problem, this game would be awful enough, but *GameDay 2002* is packed full of

glitches, bugs, and design flaws that brought us to new depths of aggravation. Players randomly run at inhuman speeds, defenders warp into tackles from yards away, and the computer often screws up tight contests with unforgivable turnover bugs. It is quite simply an unfinished game.

Last year, we said that it would take years for the *GameDay* franchise to regain its place as a contender among the football elite. Judging by this version, we may need to add a few more years to our assessment, because right now this franchise isn't even in the same stadium as *Madden* or *NFL 2K2*.

► Dan Egger



▲ The game looks better than last year, but there are still major slowdown problems and weird visual glitches.

PSM
FINAL SCORE **3/10**

BAD

If you're hungry for a PS2 football game, this should be your last choice. It's slightly better than last year's *GameDay*, but is still full of holes, bugs, and overall sloppiness.

MOBILE SUIT GUNDAM ZEONIC FRONT

Become your own worst enemy!

For years you fought against the Zeon, now fight as one. For the first time, assume the role of a Zeon and take control of an elite mobile suit team. Set in the One Year War, battle against the Earth Federation for independence and control of Earth territories. Control up to three attack teams per mission and devise superior strategies against Earth Federation troops. As the Federation, with their superior numbers, launches a massive counter strike on Zeon controlled territories, show Gundam, once and for all, that Zeon won't go down without a fight! Nail Zeon!

"The giant Mobile Suits of the Gundam Universe meets the squad-based action of Rainbow 6. Zeonic Front shows tremendous potential for innovation and fun!"
-gamecritics.com

PAY BACK TIME!

TEEN
T
Violence



PlayStation 2

BANDAI

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PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ACTION	3DO	3DO	1-2	1 CD	EVERYONE

DRAGON RAGE

There are three things we'd love to be in a fantasy universe: a ninja, a dragon, or Lara Croft's pants. While we wait for the pants game, we'll have to put up with efforts like *Dragon Rage*, a good idea for a game that never quite catches fire. You take control of Cael, an angry dragon who has to wreak vengeance on his former Orcish captors.

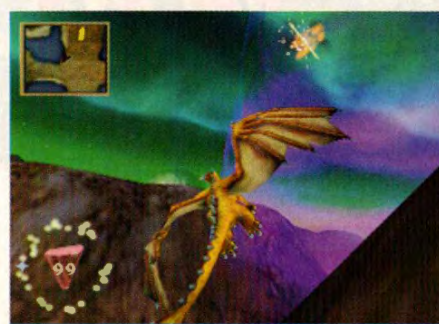
That sounds like a good time to us, but *Dragon Rage* suffers from two problems. First, it ain't all that great to look at. The landscape is mostly smeary brown and green textures across a mountainous landscape, and the character models tend to be low-poly and rough. You just never get swept up into a believable world.

The other problem is that the controls can be rather awkward. The levels don't offer a great deal of freedom. You'll never soar miles into the sky, or go swooping over mountain ranges. Instead, mysterious shimmering walls limit

the breadth of the levels, and an invisible ceiling keeps you artificially close to the ground. The whole effect is rather stifling, as if you're guiding a vicious kite rather than a dragon.

The addition of a two player co-op mode is another good idea, but the game looks worse in split screen. And while the magic system gives your dragon some interesting and devastating attacks, the crude in-engine cutscenes do nothing to raise the game's low-budget feel. It's not worst game ever, but it ain't Lara's pants, either.

► Jim Preston



▲ The game's environments are just as uninspired as its gameplay. There's just no fun here.

PSM
FINAL SCORE **4/10**

LACKING

A good idea for a game that is hamstrung by bland graphics and confining gameplay. The split screen, two-player mode doesn't help matters much, either. It's too bad, really...

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	MUSIC	SONY CEA	SONY CEI	1-2	1 DVD	EVERYONE

PARAPPA THE RAPPER 2

The original *Parappa* was one of the most freshly original games to grace PlayStation, and its semi-sequel, *Um Jammer Lammy*, improved upon it in just about every way. Now the series has hit PS2, and while the gameplay's the same, the music, characters, and situations lack a lot of the charm that made those first games such a cult phenomenon.

If you've never played a *Parappa* game before, the sheer oddity of the story and presentation is still a real kick. For fans of the series, they'll find most of their favorite characters relegated to the background, replaced in the spotlight by a new cast of equally bizarre (but not quite as interesting) folks for *Parappa* to rap along with.

That brings us to the music itself. *Parappa* and *Um Jammer Lammy*'s tunes were really the keystone of the experience. *Parappa 2*'s soundtrack has a couple margin-

ally stand-out tracks, but, for the most part, it doesn't come close to the sheer genius of its predecessors.

Most players will also find the game to be far too easy. It can be played through in under an hour, which is a letdown considering that *Parappa* and *Um Jammer* had single levels that could take that long to master. There's also not a lot of replay value, and the two-player mode feels really tacked on compared to *Um Jammer Lammy*'s.

If you loved the first games, *Parappa 2*'s still worth a shot. If you're a newcomer, I'd suggest buying them first.

► Randy Nelson



▲ There's only so much PS2 can do with the series' flat characters. The game does look pretty good, though.

PSM
FINAL SCORE **5/10**

SO-SO

It's not a bad game, but there's really not a whole lot to *Parappa 2*. It's extremely easy, plus the characters and music just aren't as good as in the original. Definitely rent this one.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RACING	EIDOS	OPUS	1-2	1 CD	EVERYONE

WAVE RALLY

There's the good water racing game on the PS2, and then there's this one. *Wave Rally* takes the same concepts we've seen before in games like this and does the unexpected: nothing at all. The game doesn't expand upon the genre in any way. The graphics are ordinary, the gameplay is predictable, the characters are familiar and the whole experience is not much more exciting than the PS2 boot-up screen.

But the real problem with *Wave Rally* is the sluggish control. Whether you driving a jet-ski or a wave runner, piloting these things is like trying to type with boxing gloves on. You need to make some incredibly wide turns to maintain speed, and hairpins require almost a complete stop. Some of the weather effects add some nice chop to the waves, but the game has neither the speed nor the thrill of the real thing.

Pulling off tricks is just as awkward, but for a different

reason. Instead of a full-bodied trick system, *Wave Rally* has a collection of arbitrary button presses. In addition to the standard barrel rolls and back flips, there are some interesting moves, but nothing to justify buying the game.

Graphically, there are some nice touches, such as the way the water changes to reflect the weather and daylight conditions. But the water seemed to ripple and move a little too fast, as if it was mercury rather than water. The characters are nicely detailed, but the animations are pretty basic. From the course design to the interface to the tricks, everything about *Wave Rally* is very ordinary.

► Jim Preston



▲ Wave Rally looks okay standing still, but the water looks strange in motion and the control feels just as odd.

PSM
FINAL SCORE **5/10**

SO-SO

There really is nothing new, interesting or compelling about this game. If you have to have a wave runner, get *Splashdown*; if you've got *Splashdown*, get something else.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	ESRB RATING
	SPORTS	SEGA	VISUAL CONQ.	1-8	EVERYONE



▲ You better learn to use your teammates; this game won't be won by taking it to the hoop again and again.

NBA 2K2

Sega's hoops series lives up to its rep

Two years ago, *NBA2K* revitalized the stagnant world of videogame basketball and since then it hasn't looked

back. Now that it's hit PS2, we can look forward to even greater improvement in the future, while enjoying a finely-tuned sports franchise right now.

NBA 2K2's greatest strength is its defense. Where most basketball games break down into a dunk-fest after a few minutes of gameplay, this title features defenders who'll dog you into submission, adapt to your offensive strategy and block your path

to the hoop at every turn. Luckily, there are enough dribble moves, post maneuvers, and offensive strategies to give skilled players a shot at victory.

And, lest we forget, the presentation is unmatched. The graphics are sharp, animations are fluid, onscreen stats are excellent and the commentary is superb (though not as ambitious as the commentary in *NFL 2K2*). Also, the game is packed with tons of features, modes, and gameplay extras.

However, all is not perfect with *NBA 2K2*. At times, the graphics bog down and occasionally it feels like some players have invisible boxes around them, making key penetration very difficult. Also, the playcalling system could be much more intuitive and the plays should be better explained. They're almost too difficult to use as it stands.

Aside from these problems, you'll be hard-pressed to find a better b-ball game than *NBA 2K2*.

► Dan Egger

HOW IT STACKS UP

1	► NBA Street (PS2)	9 out of 10
2	► NBA 2K2 (PS2)	8 out of 10
3	► NBA Live 2002 (PS2)	7 out of 10
4	► ESPN NBA2Night (PS2)	6 out of 10
5	► NBA Shootout 2001 (PS2)	5 out of 10

PSM
FINAL SCORE **8/10**

VERY GOOD

Although *NBA 2K2* has its flaws, it's the PS2 basketball game that will best satisfy both hardcore and casual fans.



▲ Sure, this game looked great on the Dreamcast, but let's be honest... something this pretty belongs on the PlayStation2.

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PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ACTION/ADVENTURE	SONY CEA	SURREAL SOFTWARE	1	1 DVD	TEEN

DRAKAN: THE ANCIENTS' GATES

While most console gamers wouldn't know it, this is the second game to bear the *Drakan* name. The original was released on the PC and received a decent amount of praise, as will this PS2 sequel.

Drakan improves upon many of the problems I had with Eidos's *Soul Reaver 2*, but its lack of any really well-designed puzzles makes playing the game a bit more repetitive and too combat-based. The large amount of fighting wouldn't have been too bad if there were more attacks at your disposal. Just providing a large number of weapons doesn't improve it that much. Also, the enemy lock-on feature seemed a bit unreliable at times. I would really have loved more unique challenges and a higher level of exploration, like in the *Tomb Raider* series.

The variety of missions was very welcome, though, and allows the player to decide what side quests they want to embark on. Granted, there are set missions you

have to complete in order to progress the game's storyline, but if you just want to go off and earn some extra money, you can. I love that sort of freedom in a game. Being able to fly around the world on the back of an enormous dragon was somewhat liberating as well.

Those of you who enjoyed *Soul Reaver 2* should probably take a look at *Drakan*, just based on the reason that they share several similarities. You won't find as many puzzles or cool-looking environments, but there's still a lot of fun to be had. I was just hoping to see a bit more innovation and originality from a Sony-published title.

► Stephen Frost



▲ Having a sexy lead character certainly doesn't hurt this game any. Nice, uh... leggings...

PSM
FINAL SCORE **7**/10

GOOD

While quite similar to *Soul Reaver 2* in overall gameplay, *Drakan* doesn't have the same high level of puzzle creativity or combat variety. It's also not as cinematic. However, there's still plenty of enjoyment to discover.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RPG	UBI SOFT	GAMEARTS	1	1 DVD	TEEN

GRANDIA II

Telling the tale of a young mercenary named Ryudo, *Grandia II* takes players on a slow, steady narrative ride through a massive world, completely different from the original *Grandia* on PSone. GameArts' usual attention to detail, character, and environments make *Grandia II* an involving journey.

The biggest feather in the game's cap lies in its amazing battle system, which carries over most of the features from the original. A combat meter that dictates the attacking order, as well as commands that allow players to counter or cancel enemy moves gives each fight a fresh, strategic feel. And this is what makes the game so compelling.

With its crisp character models and lush, colorful textures, *Grandia II* was the perfect showcase for Dreamcast when it released last year in the U.S. Now on

the PS2, GameArts has managed to retain most of the visual touches that made the DC original such a stunner. While replacing most of the in-game polygonal cinematics with CG, the game has remained mostly intact, with no other real additions to gameplay or graphics.

While those who've played the original on Dreamcast won't find anything particularly new in the PS2 port, *Grandia II* still offers a wonderful (if not sometimes overly straightforward) journey for those who never wandered into DC territory before.

► Francesca Reyes



▲ A technical achievement on Dreamcast arrives on PS2 with all the bells and whistles, but no real enhancements.

PSM
FINAL SCORE **7**/10

GOOD

Grandia II is a good looking, solid playing RPG with all the traditional trimmings. It's fairly by-the-book, and without any real additions to gameplay or graphics, but still a compelling adventure, nonetheless.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SPORTS	KONAMI	KONAMI OSAKA	1-2	1 DVD	EVERYONE

X GAMES SNOWBOARDING 2002

Konami Osaka has retooled the sequel's gameplay for a greater fun factor. Conspicuous changes are more branching courses saturated with increased ramp and rail elements. New "butter moves" — land-based spins and wheelies not unlike Tony Hawk's (or Shaun Palmer's *Pro Snowboarder's*) manuals — help beef up your point totals during a time-based linking system that acts as a multiplier. Rail slides require no balancing, and air time seems a little more floaty, enabling you to perform better grabs, a few of which let you to unclip from your board. These combine for more trick-based gameplay, a shift from the original's realism.

2002 builds upon the original's quality physics (which had a few quirks) and graphics, featuring nicely detailed rider animations and a solid replay mode. It capitalizes on the X Games and myriad other clothing and gear licenses, and again includes more than a dozen licensed

pro boarders. Also, the Snowboarder Mode provides a cool insight into the real culture of the sport. However, it sports some of the same faults. The learning curve is still frustrating, and control of in-air rotation (particularly on flips) is sluggish. Landings are inconsistent between being too generous and unforgiving, often resulting in unlikely crash animations. X Games-style coverage is authentic, but commentary is sparse and repetitive. The typically dependable camera occasionally obscures your trajectory on land or in the air, and the normally smooth framerate (in single- and two-player modes) occasionally chugs.

► Tommy Layton



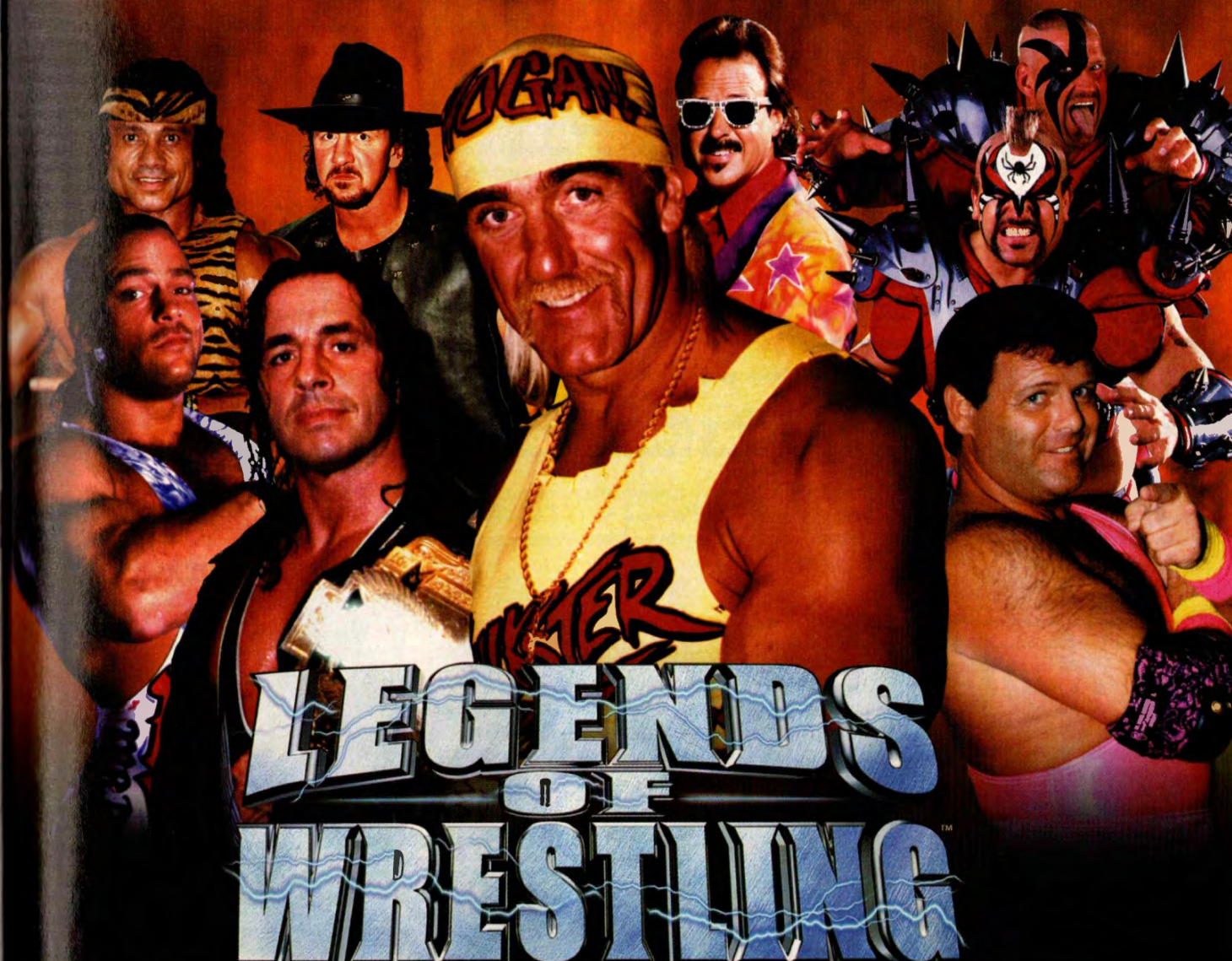
▲ Konami's infused the sequel with a little more razzle-dazzle, but not enough to make it a must-buy.

PSM
FINAL SCORE **7**/10

GOOD

Gameplay changes provide greater fun factor, but demanding control still caters to the hardcore, in-the-know snowboarding enthusiasts. It comes up just short of a must-buy.

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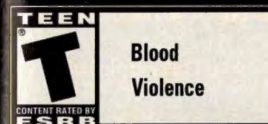
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PlayStation 2



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PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ACTION/MUSIC	KOEI	KOEI	1-2	1 DVD	EVERYONE

GITAROO MAN

Weird doesn't even begin to describe this game's presentation. Even for a quirky Japanese game, *Gitaroo Man* exceeds any boundary of sanity, often leaving you scratching your head in confusion, and forcing out giggles for its complete silliness. Nevertheless, in part, I came to enjoy the game for its numerous strange bosses, and crazy cut-scenes.

The gameplay is nothing short of fun, either; resembling other games such as *Parappa*: input the button patterns that appear on-screen to generate music from your guitar, which procures power for your health and for destroying enemies. Overall, the play mechanics are solid enough to become addictive. The first time I played, I couldn't stop until Thomas pointed out that my fingers were bleeding all over the controller! If you encounter this problem, your fingers will heal fairly quickly, as *Gitaroo Man* won't last very long; even the Master's Mode adds

seemingly little replay value, as the enemies are extremely difficult, and often down-right unfair.

On a more positive note, the music is good, containing various types such as quirky videogame music, jungle, rock, and slow romantic acoustics. The character designs and environments suit the theme and story well, although the graphic quality probably won't astonish.

While the presentation will likely make or break *Gitaroo Man*, it is still a fun game for a little while, offering players cool music, a weird story, and intense gameplay. Definitely pick it up, if you're a *Parappa* fan.

► Tokoya



▲ Some of the enemies are ultra-hard, making you press nearly impossible button sequences.

PSM
FINAL SCORE **7/10**

GOOD

Gitaroo Man has a few problems; mainly, it's a bit short, and the difficulty seems a little unbalanced. Still, as a music game similar to *Parappa*, it's about as addictive as they come.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SHOOTER	SEGA	UGA	1	1 DVD	EVERYONE

REZ

Despite its seemingly primitive appearance, *Rez* is perhaps the most stylish-looking game ever created. Using only simplistic wire frames filled in with trippy psychedelic colors, all of which are set to Techno and New Age music, you can equate playing *Rez* to experiencing a harmonious acid trip.

Rez's gameplay feels similar to the *Panzer Dragoon* shooters for the Saturn: lock onto hordes of enemies with your cursor, and shoot them down as quickly as possible. The more enemies you lock on to simultaneously, the more points you will receive, which actually gives the game mechanics a little technique. Also, like *PD*'s dragon, your character follows a set linear path, and morphs into numerous forms as you gain or lose any power-ups.

Although the gameplay is quite solid, the regular game will take little time to complete (about two hours).

Fortunately, UGA added a bit of replay value to extend the game's length a little. Beating it multiple times will unlock various secrets, such as new modes and levels, different color schemes, and a few cheats. Furthermore, despite the intense nature of shooters, I found *Rez* in its graphical and musical beauty, to be a very relaxing experience.

Unfortunately, *Rez* will probably do poorly on the sale charts. So get *Rez* because it is enjoyable, and to prove to the industry that gamers will support a company that tries different things, and executes them well.

► Tokoya



▲ Although Rez can get addictive and intense, it is strangely relaxing to play.

PSM
FINAL SCORE **8/10**

VERY GOOD

Rez looks great and plays fairly well. If you want to experience unique graphics and cool music, don't miss out.



PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RPG	ATLUS	RACDYM	1	1 DVD	TEEN

WIZARDRY: FORSAKEN LAND

This game suffers from two major problems: its gameplay can get tedious, and the story progresses very slowly. Since you must constantly return to the town to revive any fallen members, level up characters, obtain new objectives, and unlock pieces to the main plot, you will constantly have to backtrack between the town and the dungeon area. Furthermore, players must pay the temple and inn in order to revive and level up a character. If you lack the cash, you'll have to sell precious items, or return to the dungeon for more fighting.

As for the story, I think I can safely say that it's one of the slowest found in any RPG. If you can manage to deal with the pace and tedious elements, you'll find the story moderately compelling, and the game mechanics fairly enjoyable, if you can stay awake, that is...

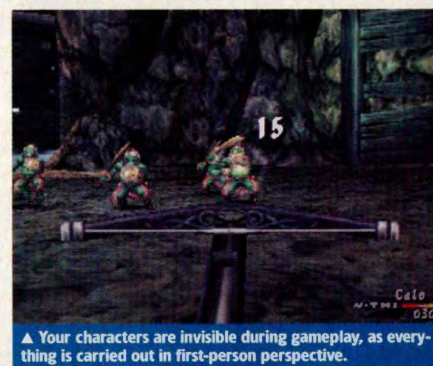
The combat system offers a variety of attacks, magic, and allied combos. The allied combos are, by far, the most

interesting element. In order to learn new allied combos, the player must level up, as well as gain the party's trust. This is done through lines of questioning, your character's type, and the character's actions.

I enjoyed the party building system. Not only can you customize your hero in detail, but you can also selectively choose other characters to join their party. Once you compose a team, the game will reward you if you stick with it, as trust can only be gained over time.

Wizardry can provide a decent experience, but only if you don't mind the monotony and slow progression.

► Tokoya



▲ Your characters are invisible during gameplay, as everything is carried out in first-person perspective.

PSM
FINAL SCORE **6/10**

OKAY

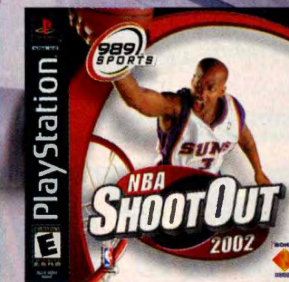
Wizardry: Tale of The Forsaken Land seems to have little middle ground. The gameplay can be fun and rewarding, which is its strength, but the game is often quite slow and tedious.



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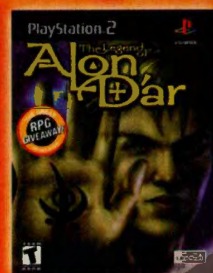
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046
SELECT

REVIEWS



▲ Even the most subtle details have been included. Enemies recoil differently depending on where they're hit.

MAX PAYNE

John Woo, eat your heart out

Taking an obvious cue from "heroic bloodshed" Hong Kong action films, *Max Payne* has players blasting their way through a virtually limitless supply of gangsters and hired goons with guns in each hand and grimaces on their faces. The result is one of the most intense and brutal 3D shooters we've ever played — and we loved (almost) every second of it.

The addition of the "bullet-time" button, which enables players to slow the action to a crawl for a few seconds, really adds to the experience. It not

only looks wicked cool, but it helps you out in the nastier firefights, since you can still target enemies relatively quickly while you're diving through their oncoming hail of bullets.

Unfortunately, for all it does right, *Max Payne* is far from flawless. The jumping and navigation puzzles, for example, are more frustrating than fun, thanks to the general quirkiness of the dual stick control scheme. Also, while the graphics are generally very well done, the framerate gets sketchy when there's a lot going on.

The best thing about *Max Payne*, though, is that it doesn't pull any punches — in the first level, you discover the remains of Max's brutally murdered family. By the time the last act rolls around, you'll not only be hooked, but you'll be cheering for the dark anti-hero you've helped to create. And how many games can boast that?

► Blake Fischer

HOW IT STACKS UP

1	► Metal Gear Solid 2 (PS2)	10 out of 10
2	► Devil May Cry (PS2)	10 out of 10
3	► Max Payne (PS2)	8 out of 10
4	► Extermination (PS2)	8 out of 10
5	► Batman: Vengeance (PS2)	6 out of 10

PSM
FINAL SCORE 8/10

VERY GOOD
Max Payne is as stylish as it is engrossing. It has some problems, but it's still one solid gaming experience.



▲ The game levels have been ripped straight out of Hollywood's action movie A-list, and they all look great.

PSM 100% INDEPENDENT PLAYSTATION MAGAZINE ► #55 FEBRUARY 2002 ► WWW.PSMONLINE.COM

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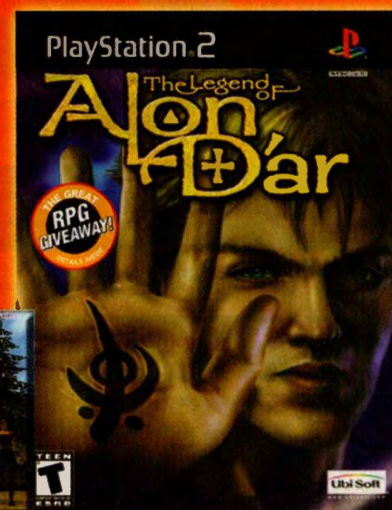
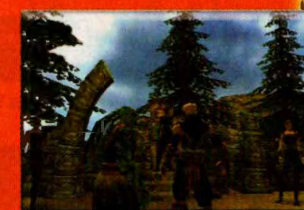
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SCOREBOARD

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CURRENT RELEASES

Iss #	Month	Game Name	Score	Genre	Publisher	Summary
54	January-01	007: Agent Under Fire	8	Action	EA	Definitely much better than the Bond games on PSone, the true star of <i>Agent Under Fire</i> would have to be its multiplayer mode.
54	January-01	Arc The Lad Collection	8	RPG	Working Des.	The complete <i>Arc The Lad</i> experience (including extra goodies) is an otaku's dream come true.
54	January-01	Burnout	8	Racing	Acclaim	Don't let the shimmering graphics fool you. there's lots of challenge, speed, and some truly spectacular crashes.
54	January-01	Final Fantasy X	10	RPG	Square	Although <i>FFX</i> feels a little different from previous <i>FF</i> gmes, it still maintains the quality typical of the series.
54	January-01	Forever Kingdom	6	Action/RPG	Agetec	While being a fan of action-based RPGs, I had a lot more fun playing games like <i>Soul Reaver 2</i> . And so will you. <i>Forever Kingdom</i> just doesn't quite provide enough bang for your buck.
54	January-01	Frequency	7	Action	Sony	This is a solid music game with a stylish look and cool music. However, most of the music is techno, or techno-like, which may be a turn-off for some gamers out there.
54	January-01	Hoshigami	8	RPG	Atlus	This strategy RPG's refreshing battle system and and impressive array of features separate it from the rest of the pack.
54	January-01	Jak And Daxter: Precursor Legacy	9	Adventure	Sony CEA	The superb level design, finely-tweaked control, and eye-popping visuals cement this as one of the best platformers ever.
54	January-01	Sega Sports NFL 2K2	9	Sports	Sega Sports	Even though this isn't equal to <i>Madden</i> in terms of polish and depth, it's more ambitious in some key areas.
54	January-01	Shadow Hearts	9	Sports	RPG	<i>Shadow Hearts</i> is a wonderfully solid adenture with tons of trimmings that definitely deserves a spot in your collection.
54	January-01	Tsugunai: Atonement	6	RPG	Atlus	<i>Tsugunai</i> is a good romp in new RPG territory, but ultimately lacks the polish to make it truly a compelling adventure. Only hardcore RPG fans will get a lot out of this game.

HIGH SCORES

These are the games that you've GOT to get your hands on!

Iss.	Month	Game Name	Score	Genre	Publisher
52	Dec-01	MGS 2: Sons Of Liberty	10	Action	Konami
52	Dec-01	Tony Hawk's Pro Skater 3 (PS2)	10	Sports	Activision
51	Nov-01	Devil May Cry	10	Action	Capcom
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
47	July-01	Gran Turismo 3	10	Racing	Sony CEA
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
53	Holiday-01	Grand Theft Auto 3	9	Action	Rockstar
53	Holiday-01	SSX Tricky	9	Racing	EA Sports
52	Dec-01	Ace Combat 4: Shattered Skies	9	Air Combat	Namco
52	Dec-01	Half-Life	9	FPS	Sierra
52	Dec-01	NHL 2002	9	Sports	EA Sports
49	Sep-01	NBA Street	9	Sports	EA
50	Oct-01	Madden NFL 2002	9	Sports	EA Sports
49	Sep-01	NCAA Football 2002	9	Sports	EA Sports
49	Sep-01	Resident Evil Code: Veronica X	9	Horror	Capcom
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
46	June-01	MDK 2: Armageddon (PS2)	9	FPS	Interplay
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
39	Nov-00	Madden NFL 2001 (PS2)	9	Sports	Electronic Arts
53	Holiday-01	Baldur's Gate: Dark Alliance	8	Action/RPG	Interplay
53	Holiday-01	Dragon Warrior VII	8	RPG	Enix
53	Holiday-01	NHL Hitz 20-02	8	Sports	Midway
53	Holiday-01	Project Eden	8	Action	Eidos
53	Holiday-01	Smuggler's Run 2	8	Action	Rockstar
53	Holiday-01	Soul Reaver 2	8	Adventure	Eidos
53	Holiday-01	Splashdown	8	Racing	Infogrames
53	Holiday-01	Thunderstrike: Operation Phoenix	8	Sim	Eidos
53	Holiday-01	WWF Smackdown! 3	8	Wrestling	THQ
52	Dec-01	Guilty Gear X	8	Fighting	Sammy
52	Dec-01	Harvest Moon: Homeland	8	RPG/Sim	Victor
51	Nov-01	Kessen 2	8	Strategy	Koei
51	Nov-01	Kinetica	8	Racing	Sony CEA
51	Nov-01	Syphon Filter 3	8	Action	Sony
51	Nov-01	Spy Hunter	8	Action	Midway
50	Oct-01	Extermination	8	Action	Sony CEA
50	Oct-01	Tales Of Destiny 2	8	RPG	Namco
50	Oct-01	Time Crisis II	8	Light Gun	Namco
49	Sep-01	Saiyuki: Journey West	8	RPG	Koei
47	July-01	Klonoa 2: Lunatea's Veil	8	Platform	Namco
47	July-01	MTV Music Generator 2	8	Music	Codemasters
47	July-01	Red Faction	8	FPS	THQ
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom

REVIEW BACKLOG

Iss.	Month	Game name	Score	Genre	Publisher
53	Hol-01	Baldur's Gate: Dark Alliance	8	Action/RPG	Interplay
53	Hol-01	Dragon Warrior VII	8	RPG	Enix
53	Hol-01	Dynasty Warriors 3	7	Action	Koei
53	Hol-01	Giants: Citizen Kabuto	7	Action	Interplay
53	Hol-01	Grand Theft Auto 3	9	Action	Rockstar
53	Hol-01	NASCAR Live 2002	7	Racing	EA Sports
53	Hol-01	NBA Live 2002	7	Sports	EA sports
53	Hol-01	NHL Hitz 20-02	8	Sports	Midway
53	Hol-01	Project Eden	8	Action	Eidos
53	Hol-01	Shaun Palmer's Pro Snowboarder	7	Sports	Activision
53	Hol-01	Smuggler's Run 2	8	Action	Rockstar
53	Hol-01	Soul Reaver 2	8	Adventure	Eidos
53	Hol-01	Splashdown	8	Racing	Infogrames
53	Hol-01	SSX Tricky	9	Racing	EA Sports
53	Hol-01	Thunderstrike: Operation Phoenix	8	Sim	Eidos
53	Hol-01	Vampire Night	7	Shooter	Namco
53	Hol-01	WWF Smackdown! 3	8	Wrestling	THQ
52	Dec-01	Ace Combat 4: Shattered Skies	9	Air Combat	Namco
52	Dec-01	Batman: Vengeance	6	Action	Ubi Soft
52	Dec-01	Capcom Vs. SNK 2	6	Fighting	Capcom
52	Dec-01	Crash Bandicoot: Wrath Of Cortex	6	Platform	Universal
52	Dec-01	Guilty Gear X	8	Fighting	Sammy
52	Dec-01	Half-Life	9	FPS	Sierra
52	Dec-01	Harvest Moon: Save The Homeland	8	RPG/Sim	Victor
52	Dec-01	Metal Gear Solid 2: Sons Of Liberty	10	Action	Konami
52	Dec-01	NHL 2002	9	Sports	EA Sports
52	Dec-01	Okage: The Shadow King	6	RPG	Sony CEA
52	Dec-01	Supercar Street Challenge	6	Racing	Activision
52	Dec-01	Tony Hawk's Pro Skater 3 (PS)	6	Sports	Activision
52	Dec-01	Tony Hawk's Pro Skater 3 (PS2)	10	Sports	Activision
51	Nov-01	Devil May Cry	10	Action	Capcom
51	Nov-01	Extreme-G 3	5	Racing	Acclaim
51	Nov-01	Ico	7	Adventure	Sony CEA
51	Nov-01	Kessen 2	8	Strategy	Koei
51	Nov-01	Kinetica	8	Racing	Sony CEA
51	Nov-01	Monster Rancher 3	7	Simulation	Tecmo
51	Nov-01	Portal Runner	5	Platform	3DO
51	Nov-01	Silent Hill 2	7	Horror	Konami
51	Nov-01	Syphon Filter 3	8	Action	Activision
51	Nov-01	Spider-Man 2: Enter Electro	6	Action	Activision
51	Nov-01	Syphon Filter 3	8	Action	Sony
51	Nov-01	Spy Hunter	8	Action	Midway
51	Nov-01	X-Men: Mutant Academy 2	4	Fighting	Activision
50	Oct-01	Castlevania Chronicles	7	Action	Konami
50	Oct-01	Extermination	8	Action	Sony CEA
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
50	Oct-01	Madden NFL 2002	9	Sports	EA Sports
50	Oct-01	NFL GameDay 2002	6	Sports	989 Sports
50	Oct-01	One Piece Mansion	5	Puzzle	Capcom
50	Oct-01	Rune: Viking Warlord	6	Action	Rockstar
50	Oct-01	Silent Scope 2	6	Shooter	Konami
50	Oct-01	Tales Of Destiny 2	8	RPG	Namco
50	Oct-01	Time Crisis II	8	Light Gun	Namco
49	Sep-01	Armored Core 2: Another Age	7	Action	Agetec
49	Sep-01	City Crisis	6	Action	Take 2
49	Sep-01	EA Sports Rugby	7	Sports	EA Sports
49	Sep-01	Gallop Racer	5	Simulation	Tecmo
49	Sep-01	Gundam: Journey To Jaburo	4	Action	Bandai
49	Sep-01	Le Mans 24 Hours	7	Racing	Infogrames
49	Sep-01	Nascar Heat 2002	7	Racing	Infogrames
49	Sep-01	NBA Street	9	Sports	EA
49	Sep-01	NCAA Football 2002	9	Sports	EA Sports
49	Sep-01	Resident Evil Code: Veronica X	9	Horror	Capcom
49	Sep-01	Saiyuki: Journey West	8	RPG	Koei
49	Sep-01	Stretch Panic	5	Action	Conspiracy
49	Sep-01	Test Drive Off-Road — Wide Open	7	Racing	Infogrames
48	Aug-01	Alone In the Dark	8	Horror	Infogrames
48	Aug-01	Bloody Roar 3	7	Fighting	Activision
48	Aug-01	CART Fury	7	Racing	Midway
48	Aug-01	Dave Mirz: Maximum Remix	5	Sports	Acclaim
48	Aug-01	Escape From Monkey Island	7	Adventure	Lucas Arts
48	Aug-01	Final Fantasy Chronicles	7	RPG	Square EA
48	Aug-01	Fur Fighters	6	Adventure	Acclaim
48	Aug-01	Motor Mayhem	8	Car Combat	Infogrames
48	Aug-01	MX 2002	7	Racing	THQ
48	Aug-01	Scariest Police Chases	6	Action	Activision
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony
47	July 01	Cool Boarders	6	Snowboard	Sony CEA
47	July 01	Crazy Taxi	6	Driving	Acclaim
47	July 01	Dark Cloud	6	Action/RPG	Sony CEA
47	July 01	Gauntlet: Dark Legacy	8	Action	Midway
47	July 01	Gran Turismo 3	10	Racing	Sony CEA
47	July 01	Heroes Of Might And Magic	7	Strategy	3DO
47	July 01	Klonoa 2: Lunatea's Veil	8	Platform	Namco
47	July 01	MLB 2002	3	Baseball	989 Studios
47	July 01	MTV Music Generator 2	8	Music	Codemasters
47	July 01	Red Faction	8	FPS	THQ
47	July 01	Star Wars: Bombad Racing	4	Kart Racing	Lucas Lmg.
47	July 01	The Simpsons Wrestling	2	Wrestling	Activision
47	July 01	Tokyo Xtreme Racer 0	7	Racing	Crave
46	June-01	Aladdin In Nasira's Revenge (PS)	6	Platform	Sony CEA
46	June-01	All Star Baseball 2002 (PS2)	3	Baseball	Acclaim
46	June-01	Army Men: Green Rogue (PS2)	4	Action	3DO
46	June-01	Army Men: Sarge's Heroes 2 (PS2)	4	Action	3DO
46	June-01	Army Men 2: Air Attack (PS2)	6	Action	3DO
46	June-01	ESPN MLS Extratime (PS2)	4	Soccer	Konami
46	June-01	ESPN National Hockey Night (PS2)	4	Hockey	Konami
46	June-01	ESPN NBA 2night (PS2)	6	Basketball	Konami
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Mat Hoffman's Pro BMX (PS)	7	Sports	Activision
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
46	June-01	Rainbow Six: Rogue Spear (PS)	6	Action	Red Storm
46	June-01	Rumble Racing (PS2)	7	Racing	EA Games
46	June-01	Time Crisis: Project Titan (PS)	7	Lightgun	Namco
46	June-01	Triple Play Baseball (PS2)	7	Baseball	EA Sports
45	May-01	4X4 Evolution (PS2)	5	Racing	G.O.D.
45	May-01	Army Men: Final Front (PS)	3	Action	3DO
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
45	May-01	F1 Racing Championship (PS2)	6	Racing	Ubi Soft
45	May-01	High Heat MLB 2002 (PS)	7	Baseball	3DO
45	May-01	Metal Slug X (PS)	7	Shooter	Agetec
45	May-01	NBA Hoopz (PS2)	4	Basketball	Midway
45	May-01	NBA Shootout 2001 (PS2)	5	Basketball	Sony CEA
45	May-01	Point Blank 3 (PS)	7	Light gun	Namco
45	May-01	Strikers 194 5 (PS)	6	Shooter	Agetec
45	May-01	Tiger Woods PGA Tour 2001 (PS2)	7	Golf	EA
45	May-01	Triple Play Baseball (PS)	7	Baseball	EA Sports
45	May-01	Unison (PS2)	7	Dancing	Tecmo
45	May-01	Vanishing Point (PS)	7	Racing	Acclaim
45	May-01	Warriors Of Might & Magic (PS2)	2	Action	3DO
44	Apr-01	Bowling (PS)	6	Sports	A1 Games
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	NBA Hoopz (PS)	4	Sports	Midway
44	Apr-01	Oni (PS2)	5	Action	RockStar
44	Apr-01	Puzzle Star Sweep (PS)	8	Puzzle	A1 Games
44	Apr-01	Racing (PS)	2	Racing	Agetec
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
44	Apr-01	Starfighter Sanvein (PS)	4	Shooter	A1 Games
44	Apr-01	Star Wars: Starfighter (PS2)	8	Action	LucasArts
44	Apr-01	Winback: Covert Operations (PS2)	7	Action	Koei
43	Mar-01	Adv. of Cookie & Cream (PS)	7	Action	Agetec
43	Mar-01	Aqua Aqua (PS2)	7	Puzzle	3DO
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	The Bouncer (PS2)	4	Fighting	Square EA
43	Mar-01	Donald Duck: Quackers (PS)	6	Platform	UbiSoft
43	Mar-01	F1 2000 (PS)	7	Racing	EA Sports
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Knockout Kings 2001 (PS2)	7	Boxing	EA
43	Mar-01	NBA Live 2001 (PS)	7	Sports	EA Sports
43	Mar-01	NCAA Final Four 2001	5	Sports	Sony CEA
43	Mar-01	Theme Park Coaster (PS2)	8	Sim	EA
43	Mar-01	WDL (PS2)	4	Action	3DO
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
42	Feb-01	Acclaim Sports' HBO Boxing (PS)	5	Boxing	Acclaim
42	Feb-01	Blade (PS)	4	Action	Activision
42	Feb-01	Championship Surfer (PS)	8	Surfing	Mattel
42	Feb-01	Driving Emotion Type-S (PS2)	4	Racing	Square EA
42	Feb-01	Ducati World (PS)	5	Racing	Acclaim
42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Agetec
42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working



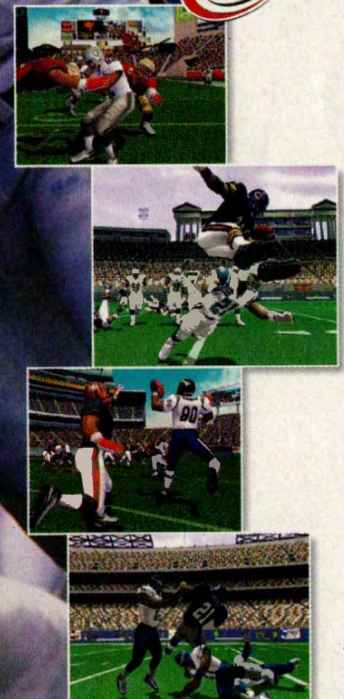
It'll take a case of Chunky beef soup to get out of this one.

QB's and RB's, start stocking up on those Campbell's® Chunky soups. And while you're at it, throw in some hearty tomato soup, too. Because with our new smothering defense, you're going to need some serious help. For the first time ever in a game, we've got two and even three man tackles. So you'll see backs wrapped up in ferocious gang tackles, defensive tackles breaking through the line and passes broken up by tenacious double coverage. You know what? Better get some chowder and minestrone, too.



PlayStation

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◀ Each PSM 10 award winner receives one of these shiny new trophies. If your game is good enough to earn one of these rare beauties, you know you've really accomplished something.

FIFTH ANNUAL

PSM 10 OUR GAMES OF THE YEAR

HONOR ROLL

WHAT A YEAR! We don't hand out our top scores easily, so the sheer number of games that earned an 8 or higher is a testament to the amazing overall quality of games in 2001. We chose our PSM 10 from the following list, but keep in mind that hindsight is 20/20, and review scores weren't the only factors in determining our PSM 10.

VERY GOOD (8/10)

007: Agent Under Fire
Alone In The Dark
ATV Offroad Fury
Baldur's Gate: Dark Alliance
Burnout
Championship Surfer
Colin McRae Rally 2.0
Dance Dance Revolution
Darkstone
Dragon Warrior VII
Extermination
Fear Effect 2: Retro Helix
Guantlet: Dark Legacy
Guilty Gear X
Harvest Moon
High Heat Baseball 2002
Hoshigami
Kengo: Master of Bushido
Kessen 2
Kinetica
King of Fighters '99
Lunar 2: Eternal Blue
Moto Racer World Tour
Motor Mayhem
NHL Hitz 20-02
Onimusha: Warlords
Project Eden
Puzzle Star Sweep
Quake III Revolution
Red Faction
Ring of Red
Saiyuki: Journey West
Shadow of Destiny
Smuggler's Run 2
Soul Reaver 2
Splashdown
Spy Hunter
Star Wars: Starfighter
Super Bust-A-Move
Syphon Filter 3
Tales of Destiny 2
Theme Park Coaster
Thunderstrike: Phoenix
Time Crisis II
WWF Smackdown! 3: Just Bring It

OUTSTANDING (9/10)

Ace Combat 4
Breath of Fire IV
Grand Theft Auto 3
Jak and Daxter
Madden NFL 2002 (PSone)
NBA Street
NCAA Football 2002
NFL 2K2
NHL 2002
Rayman Revolution
Resident Evil Code: Veronica X
Sega Sports NFL 2K2
Shadow Hearts
SSX Tricky
Twisted Metal Black

CLASSIC (10/10)

Devil May Cry
Gran Turismo 3
Madden NFL 2002 (PS2)
Metal Gear Solid 2
Tony Hawk's Pro Skater 3

THE ONLY AWARDS SPECIAL THAT MATTERS. We've played 'em all to bring you the definitive list of 2001's top ten PlayStation 2 games. It's a short list, and if you're missing a game that's on it, you'd damn well better run out and get it.

Really, who needs long pages of awards categories like "Best Action Game", "Best Shooting Game", and "Best Action/Shooting Game?" By the time you're through, nearly half the games out there have awards, making the whole process pretty much worthless. Besides, with games constantly evolving across traditional genre lines, it's almost impossible to fit every title into a tidy classification. At PSM, we've always

felt that the old way of presenting awards just doesn't work anymore.

That's why we do things differently around here. We simply pick the ten best PlayStation 2 games, period. We don't care which genre they belong to, or which titles have the best graphics or sound. We skip straight to the bottom line: which ten games stood tall above the rest?

Limiting our list to just ten games means that several worthy titles

won't be recognized. But it also means that the games that make it are truly the cream-of-the-crop, the absolute best of the best. These are the games that we'll be playing for years to come; the titles that defined the gaming experience in 2001.

Creating the list is never easy, and it doesn't come without weeks of debate among the PSM team. While we don't use any set scientific method to choose the games (original review scores may or may not play a factor), our choices are the result of a year's worth of playing each and every title released. Every game gets fair consideration.

So, without further ado, let's finally roll out the PSM 10 award-winners for the year 2001! ▶

TWISTED METAL BLACK

PUBLISHER: Sony CEA DEVELOPER: Incog Studios RELEASED: June 2001

10

Twisted? Hell Yeah!

Driving around and shooting at cars sounds simple enough, but as many developers have discovered, making a great car combat game ain't easy. The *Twisted Metal* series had begun to lose its luster near the end of its PSone run, until the team behind *Twisted Metal 1* and 2 returned to kick it back into high gear on PS2. The result is one of the most kick-ass action games ever made, that truly lives up to its "twisted" title.

Our Favorite Moment

The first time we saw Sweet Tooth's ice cream truck transform into a sadistic robot, we screamed like little girls at a Backstreet Boys concert.

Creator's Thoughts

David Jaffe, Producer: "It was absolutely exhausting. I've

never put so much of myself into a game, and it took its toll. But I'm real proud of myself and the entire team. *Black* is a total package — a total game EXPERIENCE. All the elements came together and people seem to appreciate that. Now I'm looking forward to my next game and really applying all of the stuff I learned on *Black*. Hopefully in 2003/2004, another game that I work on will be back on your PSM 10 list. Thanks for the nice honor."



▲ After years of sliding downhill, the original *Twisted* team has put the series back at the top.

SSX TRICKY

PUBLISHER: Electronic Arts DEVELOPER: EA Canada RELEASED: November 2001

8

King of the Slopes

We're just surprised that no other developer has caught on yet. Really, since *SSX* shot onto the scene, there's just no need for slower-paced "traditional" snowboarding games. *SSX Tricky* upped the ante with even wilder tricks, crazier tracks and a cooler cast of characters. We still can't get enough of this amazing game!

Our Favorite Moment

For obvious reasons, our favorite character is Elise. The first time we nailed her uber trick, everyone around the TV went absolutely nuts!

Creator's Thoughts

Steve Rechtshaffner, Executive Producer: "It's a great honor to be placed in a list such as this, as well to

read really great reviews of the game from a wide variety of people. However, I get a much bigger emotional charge just watching someone play the game — that's when you truly know if you've succeeded or failed at achieving what you set out to create.

Being able to work with such a great team and to be a part of Electronic Arts, a company willing to support original work like this, makes the experience all that much more gratifying. Seeing *Tricky* become its own title at the hands of our team is a wonderful feeling. For us, it's all about the "what's possible" — not the "what is."



▲ Grabbing big air and mashing the shoulder buttons like a madman is as addictive as it gets.

ACE COMBAT 4

PUBLISHER: Namco DEVELOPER: Namco RELEASED: October 2001

9

Namco still has a lock on Flight Sims

Incredible visuals, masterfully-designed missions and countless realistic touches add up to create the most amazing flight combat experience we've ever had on a console. The *Ace Combat* series has always set the standard for flight sims, but its PS2 debut really kicked in the afterburners.

Our Favorite Moment

Normally we aren't impressed by opening movies, but when they use in-game graphics as good as these, even the most jaded jaws drop. We'll never forget the moment that we switched from "those can't be real graphics" to "holy crap, those are real graphics!"

Creator's Thoughts

Noriko Wada, Localization



▲ Breathtaking visuals give the game an unprecedented level of realism. "Bogey on your six!"

JAK AND DAXTER

PUBLISHER: Sony CEA DEVELOPER: Naughty Dog RELEASED: December 2001

7

Platforming Perfection

Nobody outside of Nintendo is supposed to be able to make action games like this. The graphics are state-of-the-art, the world is rich with life and the action is flat-out fantastic. It's hard not to get lost in the world of *Jak and Daxter*, and even harder to leave. Let's hope that we see a sequel sometime soon!

Our Favorite Moment

It's a little thing, really, but we just love *Jak and Daxter's* animations when they find a Power Cell. After finally obtaining a difficult Cell, those scenes are pure joy.

Creator's Thoughts

Jason Rubin, Producer: "I'd like to thank PSM for this honor on behalf of the 36 members of the Naughty Dog *Jak and Daxter* Team, Mark Cerny of Cerny Games, and our Sony CE Producers Worldwide. We all worked hard for two years on *J & D* (some of us for three). We set out to make something compelling and complex, without losing the kick-ass gameplay that made the *Crash* series popular. We are all very excited with how *Jak and Daxter* turned out, and we look forward to what we can do on PlayStation 2 now that we have an engine, and a published title, under our belt!"



▲ *Jak and Daxter* is one of those rare games that's always fun to just pick up and run around in.

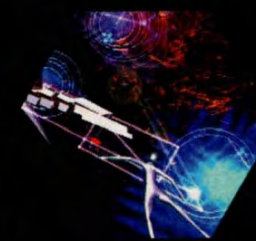
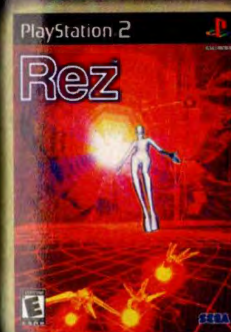


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TWISTED METAL BLACK

PUBLISHER: Rockstar Games DEVELOPER: DMA Design RELEASED: October 2001

6

Revolutionary

You're a wiseguy in a city full of crime, and you can do whatever you want — literally. The most controversial game of 2001 gives you the freedom to decide just how naughty or nice you want to be.

Our Favorite Moment

Perhaps no scene is as outrageous as your dealings with the



"working girls" walking the streets. Pull up next to one and she'll hop into your car and... er... restore your life meter. Just don't ask us how.

Creator's Thoughts

Dan Houser, Producer: "With GTA3 we were attempting to go way beyond what anyone had previously experienced in a game. We were trying to create a cinematic environment, build a coherent and amusing city-world, and provide arcade accessibility to varied, content-driven gameplay. From the experience of the previous GTAs, we knew what people loved about the games — open-plan, unstructured and anarchic gameplay and environments —

but we were attempting to do this in 3D, while adding a lot of depth to the experience. We knew if we managed it, people would be amazed, because it was exactly the game we had always dreamed of playing. The results were well worth the effort."



▲ The real charm in GTA3 is that it allows us to do crazy things we'd never, ever do in real life.

MADDEN NFL 2002 PS2

PUBLISHER: EA Sports DEVELOPER: Tiburon RELEASED: August 2001

5

Favorite Moment

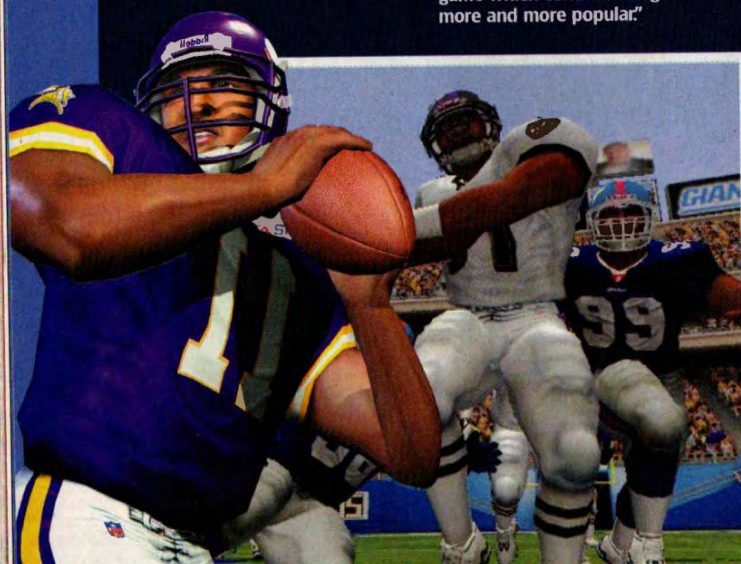
Just pick one. Every time we sit down to play, we fill up highlight reels with one bone-crushing hit after another.

Creator's Thoughts

Steven Chiang, Executive Producer: "Working on Madden NFL 2002 has been fun because of the talented team of programmers, artists and designers who will do whatever it takes to make a great product. Every year the competition increases, and these guys continue to do things better and better. We have been fortunate to be able to work on a game which continues to get more and more popular."

The Champs Win Again

You might as well pencil in Madden as a Game of the Year candidate for the next decade, because this series isn't showing any signs of slowing down. From the eye-popping graphics to the spot-on gameplay, sports gaming just doesn't get any better.



▲ Like fine wine, EA Sports' Madden series just seems to get better with age. Where can the series go from here?

DEVIL MAY CRY

PUBLISHER: Capcom DEVELOPER: Capcom RELEASED: October 2001

4

properties. The fact that an original title such as DMC has been awarded this, in spite of this recent trend, should encourage creators and stimulate this industry."

Just Too Damn Cool

Until this year, we hadn't realized just how soft action games had gotten. Devil May Cry really woke us back up to all-out, kick-ass action, with a cool style all its own.

Our Favorite Moment

Just before Dante delivers the killing blow to the final boss, the music pauses and his hot chick ladyfriend smugly says "looks like we've got a winner!" DAMN that's cool!

Creator's Thoughts

Shinji Mikami, Producer: "I'm extremely pleased to hear that our Devil May Cry has been chosen as one of the best games of 2001. These days hit games tend to be a sequel of an established series, or a game which takes advantage of popular licensed



▲ Devil May Cry's Dante is so freakin' cool, you just can't wait to see what he does next. "Guns? Yeah, right — time to go to work, guys!"

GRAN TURISMO 3 A-SPEC

PUBLISHER: Sony CEA DEVELOPER: Polyphony Digital RELEASED: July 2001

3

Our Favorite Moment

Unlocking the F1 races takes forever, and is one of the hardest secrets to unlock in any game. But what a cool bonus! Racing around in these super-fast cars is an incredible rush.

Creator's Thoughts

Kazunori Yamauchi, Producer: "When we released the first Gran Turismo back in 1997, we didn't expect this many people to catch on and play this game. Throughout the life of the series, we have always tried our best and have always sought the ultimate quality. To be selected as one of the best PlayStation 2 games is a great honor and we feel that maybe all of the hard work we have put into it has now been rewarded."

The Gran Daddy of 'em All

There are a ton of racing games out there, but none carry that certain air of prestige that's associated with the Gran Turismo series. That respect has been earned with unparalleled realism, graphics, options and gameplay. GT3 is the pinnacle of what the series stands for, and a godsend for racing fans.



▲ About the only thing you can't drive around a course in this game is the kitchen sink.



T. HAWK'S PRO SKATER 3

PUBLISHER: Activision DEVELOPER: Neversoft RELEASED: October 2001

2

Our Favorite Moment

This game has some of the coolest bonuses ever, but we forced everyone in our office building to witness Darth Maul's "Force Grab" trick.

Creator's Thoughts

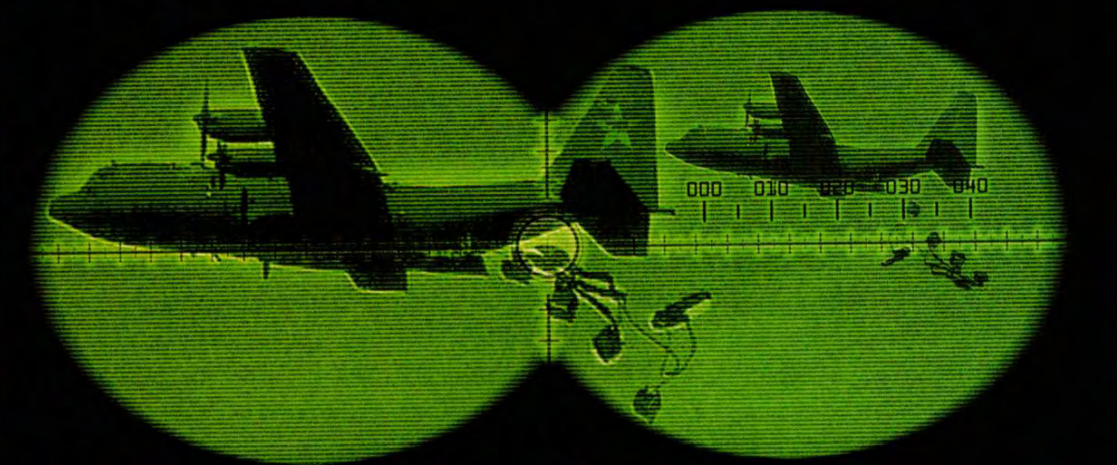
Joel Jewett, President, Neversoft: "For me, the most amazing part of the last year was seeing what a team can do if they learn to work together and really commit themselves to making something great. Switching to a new platform puts you at square one, so the feeling you get when you see something like Tony Hawk's Pro Skater 3 come together so quickly is something that will blow your hair back."

Skater Heaven

This game is a pure joy to play. Everything — from tricking off an ice cream truck to grinding on a cruise ship — just puts a ridiculous grin on your face. This is what videogaming is all about: having a few friends over and going nuts with a game like Tony Hawk 3.



▲ Nothing beats playing Tony Hawk 3 online. Of course, if you can only play the single-player mode, you won't be left wanting.



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Outrun and outwit your enemies head-to-head in split screen multiplayer model

METAL GEAR SOLID 2: SONS OF LIBERTY

PUBLISHER: Konami DEVELOPER: Konami CEJ RELEASED: November 2001

1

Otacon to Snake — You ROCK, Man

The second half of 2001 treated the PlayStation 2 to one of the most impressive lineups of new games in the history of the industry. Even so, one title still stood head and shoulders above the rest: *Metal Gear Solid 2*. Here was a game that couldn't have possibly lived up to the ridiculous amount of hype it had generated — but somehow, it did.

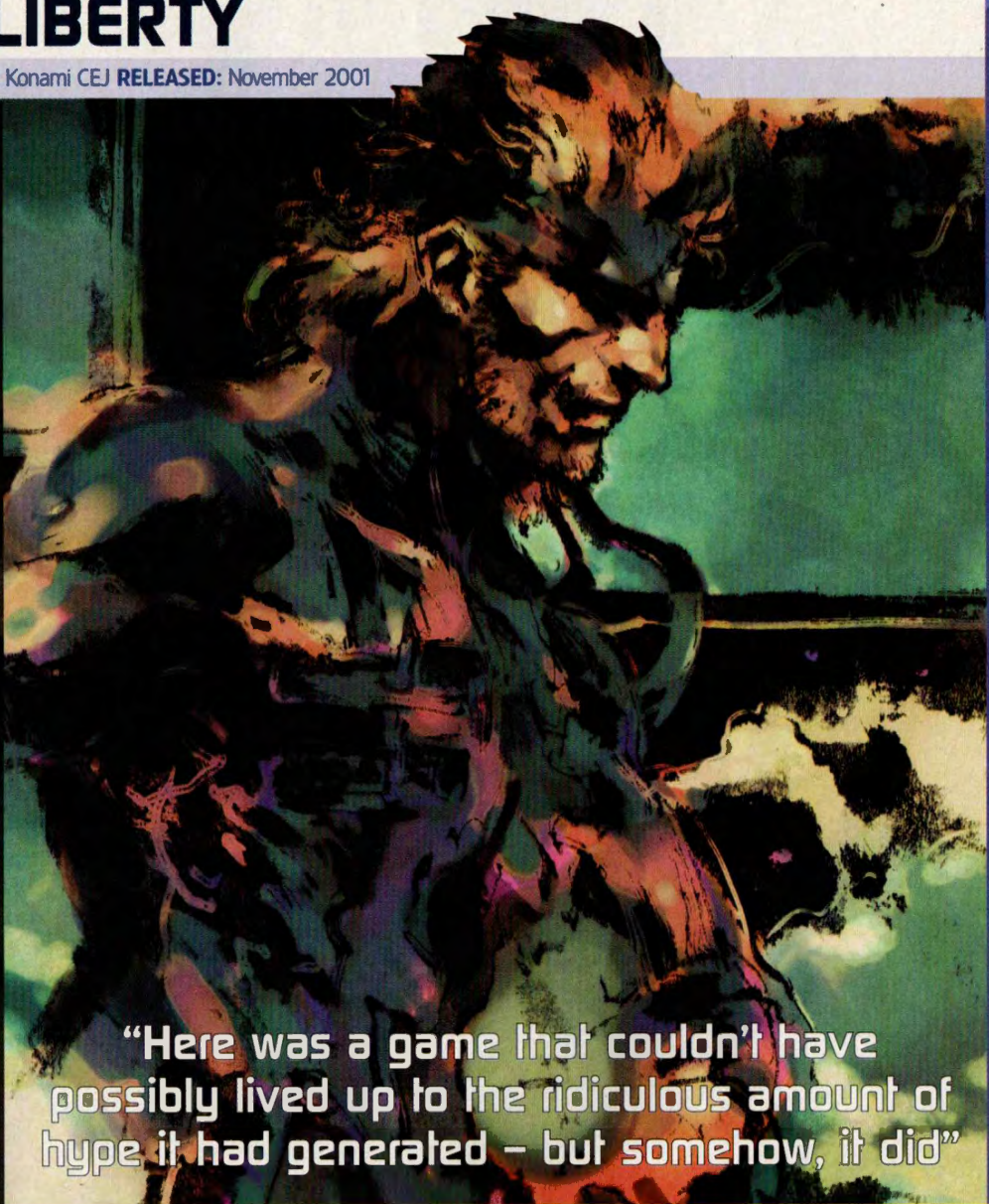
This is one of those rare games that you can play again and again, always experimenting with cool new ideas and techniques. In fact, screw writing this article — we're going to go play it again right now.

Our Favorite Moment

Perhaps more than any other game we've ever played, *MGS2* is simply packed with unforgettable moments. But out of them all, it's one of the quiet, personal scenes that sticks with us the most. Raiden catches up with Snake and Otacon aboard the Big Shell, and the three decide to split up in order to save the day. Snake and Otacon "punch it home", then give each other a quick hug that shows just how close these two friends are. Then, the three heroes turn towards the camera, in slow motion, and walk towards the viewer and into legendary status.

Creator's Thoughts

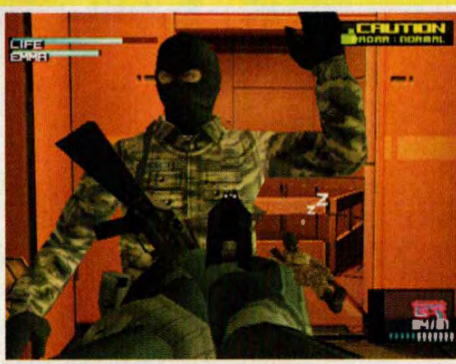
Hideo Kojima, Writer, Director, Producer: "First of all, thank you very much for naming *MGS2* Game of the Year. It is the fruit of our three-year efforts aimed mainly toward the world. It was tough for my family, as well. At one point, I even thought of leaving the videogame industry. But hey, I will keep on doing what I do. I CAN keep on doing what I do. Please look forward to what comes next."



"Here was a game that couldn't have possibly lived up to the ridiculous amount of hype it had generated — but somehow, it did"



▲ "Shhh!" *MGS2* is filled with incredible secrets and plot twists. You want to keep playing to see what happens next.



▲ While the basic premise of the game hasn't changed from the first *MGS*, it's taken to incredible new heights.

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GRANDIATM II

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Official PlayStation Magazine



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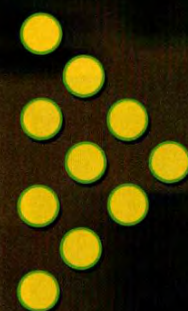


PlayStation 2



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PREVIEWS

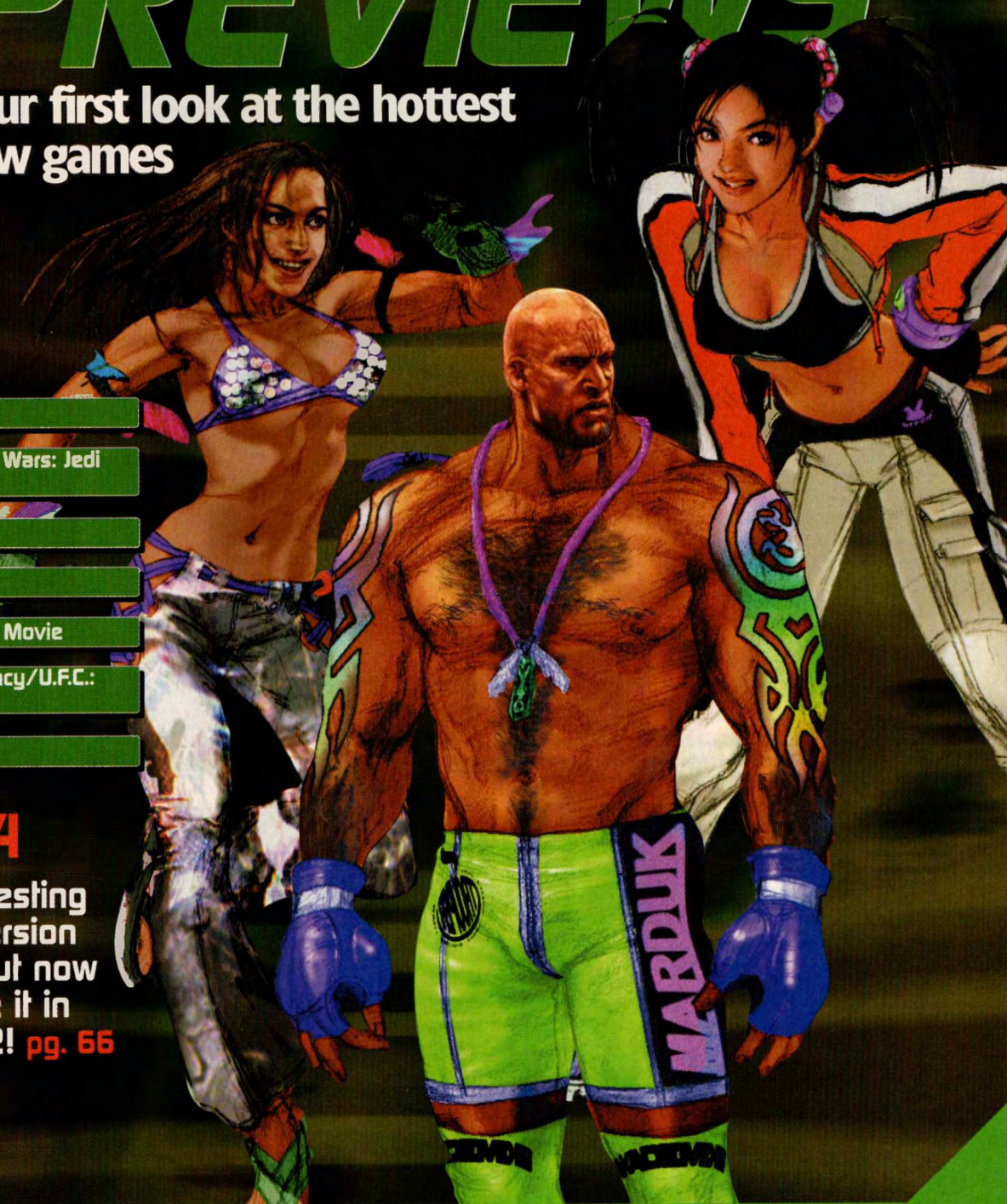
Your first look at the hottest new games

Contents

- 68 ► Airblade
- 72 ► Bloodrayne/Star Wars: Jedi Starfighter
- 73 ► Final Fantasy XI
- 76 ► Kingdom Hearts
- 74 ► Spider-Man: The Movie
- 70 ► State Of Emergency/U.F.C.: Throwdown
- 66 ► Tekken 4

Tekken 4

We've been testing the arcade version for months, but now we get to see it in action on PS2! **pg. 66**



HOT GAMES

Don't waste a second; turn on over to these big games NOW!



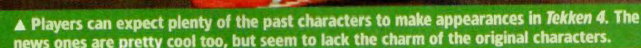
68 ► Airblade



73 ► Final Fantasy XI



76 ► Kingdom Hearts

70%

**First PS2
screenshots of the
arcade fighter!**

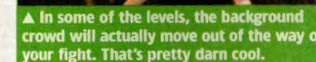
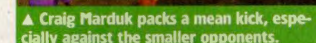
▲ Hmmm... some of the new character costumes can be quite a bit revealing.

As most of you may already know, *Tekken 4* is the first title in the series to feature fully 3D gameplay. The infinite plane of the past games has been completely removed in favor of large, enclosed environments that can be fully interacted with. Move in one direction for too long and you'll eventually run into some sort of barrier, whether it be a wall, fence or some

▲ The boxer takes on the brawler

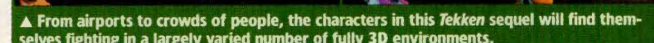
▲ Which Chinese fighting style is better?

► **Stephen Frost**



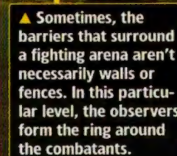
Namco has always done amazing home conversions of its arcade hits. *Tekken 4* will definitely follow that tradition.

When considering all the fighting games in recent history, *Tekken 4* definitely has some of the most impressive and varied backgrounds. They're also quite interactive, as players will need to use trees, walls and other obstacles to their advantage.

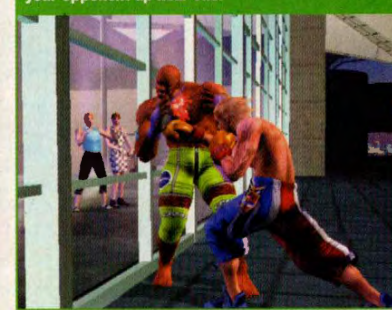
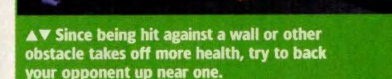


Now that all of the backgrounds are enclosed in some way or another, you really have to watch out to make sure that your character doesn't get backed up against a wall.

An up-close look at the game in action



▲ The true stars of *Tekken 4* aren't the characters but, rather, the 3D environments. Each of them features an extremely high level of detail and many interactive elements, like this metal barrel.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE	90%
NAMCO	CRITERION	FEBRUARY	ACTION ADVENTURE	1-2	TEEN			



boost
score 00003330
time 03:06⁰¹

Airwalk 280

▲ You'll be able to grab onto cars in the urban levels to get around faster. There's also a boost.

▼ Not all of the game takes place in the city. Expect some very large and unique environments.

boost
score 00005175
+ 880x2

▲ The game relies on directional taps and one button to pull off some impressive stunts. The large environments provide plenty of room to show off.

Developed by the crew at UK-based Criterion Studios (who brought us the super-cool racer *Burnout*), *AirBlade* marks a bit of a departure for predominantly fighter, racer, and shooter publisher Namco. It combines the key ingredients of *Tony Hawk's Pro Skater* with dashes of Sega's *Jet Grind Radio* and the hoverboard sequence from *Back to the Future II* to create a unique take on the skating genre that's showing a lot of early promise.

AIRBLADE

Believe it or not, Namco's skating on air

Instead of skateboards, players control a prototype hoverboard that's capable of outlandish, physics-defying tricks and even long-range "hover jumps" once the boost meter is full

from performing stunts. It's also possible to swing from poles to reach new areas. Beyond that, *AirBlade* looks to be heavily cinematic — it's packed with cutscenes and story elements to compliment its diverse level objectives. There are even some action game-like moments, courtesy of billy-club wielding corporate goons out to snatch your board.

In addition to the single-player levels, Namco is promising a variety of skill contests and a full assortment of two-player games. The game is already quite responsive at 60fps, with huge traffic-filled urban levels and some cool high-res textures to boot. How will it compare to *THPS3*? Expect the review next issue!

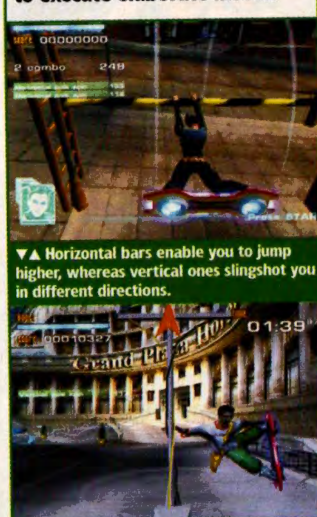
► Randy Nelson

the BUZZ

A couple of cool new play mechanics and a high-tech look should help set this game apart from *Tony Hawk* and its imitators.

GET A GRIP!

One of the things that sets *AirBlade* apart from other skating titles is the ability to grab onto poles and use them to execute elaborate moves.




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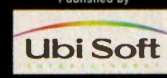


PlayStation 2



AVAILABLE FORMAT

GAME BOY ADVANCE



UFC: THROWDOWN

PS2 gets the "ultimate" fighting game

While the original PlayStation was also graced by a UFC title, we wouldn't necessarily say that the game was of the highest quality. The fighting system definitely had its problems and ended up providing way more frustration than fun. Fortunately, that seems to have been remedied in the PS2 sequel.

UFC: Throwdown will feature over 25 of the top UFC fighters and a host of gameplay modes. Along with the expected Arcade and Tournament modes, players will also be able to create their own customized characters and train them through a variety

of mini-games. In this respect, the game reminds us of the Ready 2 Rumble series. By far the greatest improvement to Throwdown, however, is the more evenly balanced fighting system. Fights actually last longer than 5 seconds now and the CPU isn't as perfect as before. Also, the detail in the character models really adds a greater sense of realism to the game.

► Stephen Frost



▲ We're thankful that the fighting system is more balanced.



▲ The camera moves for the best angle.



▲ The detail in the fighters, especially their faces, is definitely quite impressive.

the BUZZ

The improved fighting system and the incredibly detailed characters should help us forget about the first UFC title.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE
ROCKSTAR	VIS ENTERTAINMENT	JANUARY	ACTION	1	TBD		80%

STATE OF EMERGENCY

There's a riot headed for the PS2

Generally, you don't really start to see truly unique games appear until a few years into a console's life. However, with the PS2, that doesn't seem to

be the case. With games like Frequency and Fantavision already available, the road to innovation has already been paved. Following that road is Rockstar and its rather peculiar mission-based action title, State of Emergency.

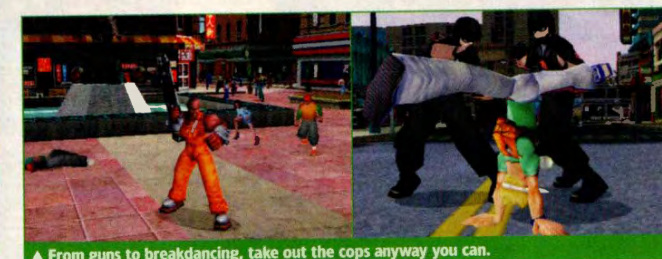
By far the most impressive aspect of SoE, and its major selling point, is the fact that there are always several hundred pedestrians on-screen at a time. Having seen the latest version of the game, we were blown away by how many characters were running

around. It really felt like you were in the middle of this enormous crowd that was rioting out of control. And it's not a mindless crowd, either. Start shooting or hitting people and they'll react accordingly and freak out. Just be ready, because the rioting begins in a few short weeks.

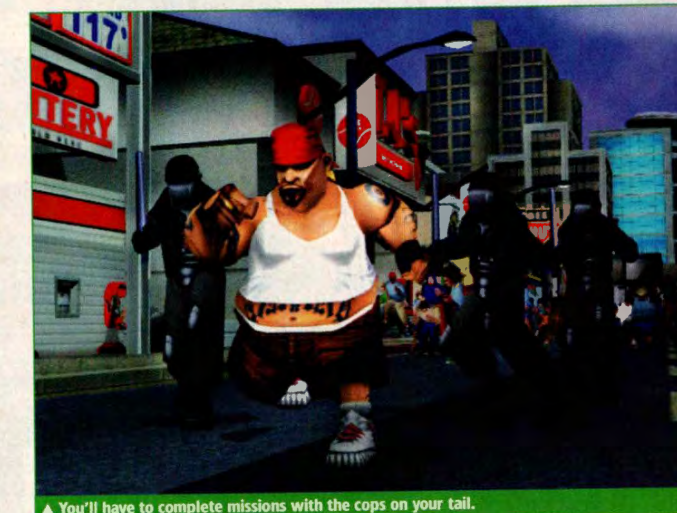
► Stephen Frost

the BUZZ

If the gameplay can keep up with the frantic actions of the rioting crowd, then this game is gonna be some major fun.



▲ From guns to breakdancing, take out the cops anyway you can.



▲ You'll have to complete missions with the cops on your tail.

MEGAMAN X6

Mission Critical... Zero is Missing... Search and Rescue!

Prepare yourself for the next astounding adventure in the awesome Mega Man X series. Timing is everything as you dash through a tangled web of intricate levels and abominable bosses. Mega Man X is back and this time it's personal!



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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
MAJESCO	TERMINAL REALITY	FALL	ACTION/ADVENTURE	1	TBD

BLOODRAYNE

Greater than the sum of its parts?

BloodRayne reflects careful study of what makes other games successful. It stars a sexy, scantily-clad heroine in third-person (*Tomb Raider*, *Drakan*). Agent BloodRayne is tasked with single-handedly foiling the despicable Nazis (*Return to Castle Wolfenstein*, *Medal of Honor*). Part-vampire, she must slay hordes of other supernatural enemies (*Buffy*, *Blade*, *Soul Reaver*, *Devil May Cry*). And the game allows *Matrix*-style slow-motion during key moments (*Max Payne*, *Dead to Rights*, *Jedi Starfighter*). Set during the 1930s, in a story like an *Indiana Jones* movie, a group of occult-obsessed



▲ Looks like *Devil May Cry* or *Tomb Raider*...

German war criminals flee to South America after WWI and happen upon an ancient temple encasing horrific powers, which they can unleash by combining three artifacts. *BloodRayne* must defeat the Nazis, and the inhuman abominations spawned by their research, to keep them from resurrecting ancient evil.

► Tommy Layton

the BUZZ

BloodRayne seems to pick and choose from the best elements of other great action/adventure games.

PS2	PERCENT COMPLETE
	30%



▲ It's John Woo-style combat in "bullet time" against jet-packed Nazis. It's all good.



▲ *BloodRayne* packs both guns and blades, as well as enhanced senses.

PS2	PERCENT COMPLETE
	50%

JEDI STARFIGHTER

Thankfully, it isn't "Jar-Jar Starfighter"

What would this summer's release of *Star Wars: Attack of the Clones* be without a videogame tie-in? Not to disappoint, LucasArts already has one on the burner — and it's thankfully a sequel to one of its best *Star Wars* titles of recent years. *Jedi Starfighter*, as it's to be called, is a direct descendent of the excellent *Star Wars: Starfighter*, promising the same sort of intense space combat with a few noteworthy additions.

Chief among these, of course, is the inclusion of several ships from *Attack of the Clones*, including the dart-like Jedi Starfighter itself. Capitalizing on the whole "Jedi" theme, the game will also feature Force powers — such as energy drain and the ability to slow time. 15 missions are planned in all, as is a two-player cooperative mode. There are vague promises of significant

technical improvements at this point, so we'll keep our fingers crossed that constant 60fps action is among them.

► Stephen Frost

the BUZZ

With cooler starfighters and a hopefully better movie to draw on, this is one sequel that could eclipse the original.



▲ Small, but deadly: the Jedi Starfighter.



▲ The capitol planet of Coruscant will play a big part of the game, as in the movie.



▲ Some craft will make a comeback from the first game, looking better than ever.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SQUARE	SQUARE	FALL/WINTER	ONLINE RPG	1-18	TO BE DETERMINED

FINAL FANTASY XI

The latest screenshots of Square's epic online RPG

As we near the Japanese release of the eagerly anticipated *Final Fantasy XI*, new details and screenshots have leaked out, allowing us to piece together a better picture of what the overall online experience will be like.

Similar to the persistent world RPGs on the PC, *FFXI* will allow you to select your character from several races. At this time, however, the only ones that have been revealed are the Humans, Elves and Tarutaru (small dwarfish creatures with great magical abilities). Each of these races inhabits a unique part of the world and all specialize in different abilities, such as spell-casting, and fighting styles. We wonder, though, how much actual creative freedom you'll have in customizing the look of your character.

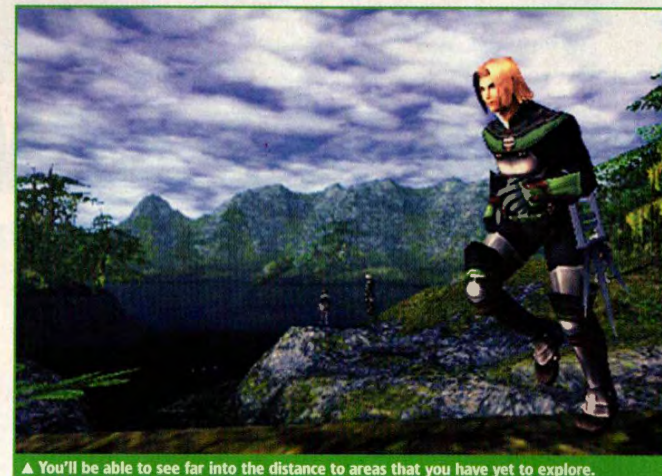
Despite that the past *FF* games have all been single-player adventures, *FFXI* will definitely cater more towards the multiplayer experience. Players will be able to join up and form parties consisting of up to six people. And each party will have a

designated leader that directs the actions and progression of the other party members. In cases when you're up against extremely powerful opponents and six characters aren't enough, you'll be able to form alliances with other parties, effectively

raising your party size to 18.

With the beta-testing already going on in Japan, the release of *FFXI* should be soon. Barring any problems, players can expect the game to hit sometime by the end of the year.

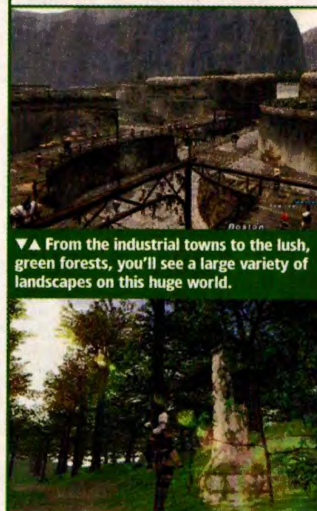
► Stephen Frost



▲ You'll be able to see far into the distance to areas that you have yet to explore.

IT'S A REAL WORLD...

Just like Earth, the world of *FFXI* is vast and varied. You'll see forests, deserts and anything else you can think of.



▲ From the industrial towns to the lush, green forests, you'll see a large variety of landscapes on this huge world.



▲ While a large number of the enemies in *FFXI* can be defeated by a single adventurer, many of the larger ones will take an entire party of characters to vanquish.

the BUZZ

This is the first time in history when you'll get to play a *FF* adventure online with your friends. Does it get any better?



▲ Along with the large number of different character races, you'll also come across a vast selection of unique and strange-looking creatures. Most have never appeared in a *Final Fantasy* or Square game before.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ACTIVISION	TREYARCH	MAY	ACTION	1	TEEN



PERCENT COMPLETE

60%

FROM THUGS TO VILLAINS

Spider-Man is on your case if you're a criminal. From lowly robbers to high-end supervillains, he's gonna stop you, one way or another.

▲ Spidey will end up fighting everyone from the Shocker to common thugs.



▲ Spidey can perform more moves this time, like his classic drop-down webline.

SPIDER-MAN: THE MOVIE

Spidey's swinging into town in just a few more months

As the debut of the motion picture draws near, so does the release of Activision's latest title featuring the friendly neighborhood webslinger. *Spider-Man: The Movie* will hit store shelves this May, but it won't com-

pletely follow the events established in the film. The developers at Treyarch have taken some creative freedoms in order to make the game less predictable and more fun. Not only will you be going up against the Green Goblin, but you'll also fight other

infamous villains.

One of the most important things the developers wanted to get right in *Spider-Man: The Movie* was the camera system. Those of you who played the two PSone titles can attest to the fact that the camera could be quite prob-

lematic at times. That shouldn't be the case in this sequel because the camera is far more intelligent and will do a better job at following the player, even when they're swinging through buildings or enclosed areas.

Along with this improved camera system, you can also expect far more spectacular battles on the PS2. One of the great fights we witnessed in this latest build was an aerial battle between Spidey and the original Vulture. Obviously inspired by scenes from the upcoming movie, the fight had our arachnid way up high, hanging on to his weblines for dear life. Needless to say, it was a tough fight. We just can't wait to see what else the game has to offer. May just can't come soon enough.

► Stephen Frost

the BUZZ

Spider-Man titles have always been very enjoyable, with great casts of characters. This sequel should continue that.

▼ The amount of detail in the Spider-Man model is pretty impressive.



▲ One of the major battles involves you and the Vulture hundreds of feet above the streets.

DIGIMON

Digital Monsters

Cute,
Cuddly,
and
Ready to Rumble!



Play as one of your favorite Digimon! Featuring a cast of characters from all 3 seasons of the popular "Digimon: Digital Monsters" TV series!

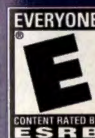
Use each Digimon's special powers and attacks to advance through multiple levels and past challenging obstacles in this Digimon competition!



Classic Fighting Action for 1 or 2 Players!



Surprising Mini Games Add to the Fun!



Violence



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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SQUARE	SQUARE	FALL	ACTION/RPG	1	EVERYONE

PS2 PERCENT COMPLETE 50%



▲ If Square took anything from *The Bouncer*, it's how to make great real-time cinematics.

PLATFORM PLAY-ALIKE

If the *FF* games aren't your thing, don't worry — *Kingdom Hearts* will be a very hands-on RPG. Sora will have all sorts of platform game-style moves to get around the game's world.



▲ Whether climbing, hanging, or running, each animation adjusts to Sora's surroundings.

KINGDOM HEARTS

Square and Disney's team-up title eyes the action RPG crown

With a few exceptions, Disney games have never been taken too seriously by hardcore gamers. Square is hoping to change all that with *Kingdom Hearts*, a game that fuses role-playing with trademark Disney charm.

While the three main characters — Sora, Riku, and Kairi — are original Square creations (but will become official Disney characters in Japan), most of the game will take place within worlds based on Disney's most popular films. Starting off in a new venue called Destiny Islands, the adventure will span settings from *Tarzan*, *Aladdin*, and *The Little Mermaid*. What's better: the lead characters of these films will battle alongside players within their particu-

lar world, and the bosses will be the film's villains, as well as new bad guys called "The Heartless."

Classic characters, including Goofy and Donald Duck, will also aid Sora and his friends. There will even be

appearances by Square heroes, such as Tidus and Wakka from *FFX*.

Moving around the game's worlds will involve lots of climbing, jumping, and other platform game elements, while fighting will play out in real time

with light RPG trimmings.

Kingdom Hearts is already looking like a Disney film come to life. It'll hit these shores this fall, so expect more details as they emerge.

► Randy Nelson

the BUZZ

It's not your usual RPG, and after so many by-the-books titles on PS2, that could be a very good thing.

▼ Sora will be able to summon characters, such as Dumbo, who can be ridden while attacking.



▲ The battle party can be comprised of up to three characters — one controlled by the player, the other two by the CPU. Combat itself is entirely in real time with free movement.



FEEL THE THRILL
WITHOUT THE FROSTBITE.



PRODUCTS RANGE FROM
EVERYONE TO TEEN
E-T
CONTENT RATED BY
ESRB

Mild Lyrics
Suggestive Themes

Pro-Rider
JP WALKER

Winter X Games Snowboarding 2002 keeps you riding with over 20 multi-level courses filled with pipes, jibs, and insane terrain. You select from 13 real pro-riders and compete against the best. Create your own rider with a specific appearance, physical attributes and equipment. Then take your skills to locations around the world for filming, heli-boarding and Winter X Games competitions in your own professional pursuit.

X *winter Games*
snowboarding
2002

Peter Line, Todd Richards, Kevin Jones, Bjorn Leines, JP Walker, Devun Walsh, Danny Kass, Rio Tahara, Travis Parker, Tina Basich, Barrett Christy, Victoria Jealousie, & Shannon Dunn

ESPN
the games

GAME BOY ADVANCE

XBOX

PlayStation 2

PS

KONAMI



two heroes one hope

Tidus is a star Blitzball player.
Yuna is the daughter of a summoner.
Everything they know lies on the brink of destruction.
No one who joins them will ever be the same.

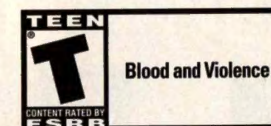


PlayStation.2

PICK A WORLD
WE'LL TAKE YOU THERE
SQUARESOFT



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MIDWAY

FULLY LOADED!

"The addition of 3D, off-road sequences and cool set-pieces make us even more excited about the Xbox version"

- Official Xbox Magazine

"Amazing speed, beautiful graphics and enough vehicular gadgetry to make any GameCube player drool"

- cube.ign.com

"Buy this one now."

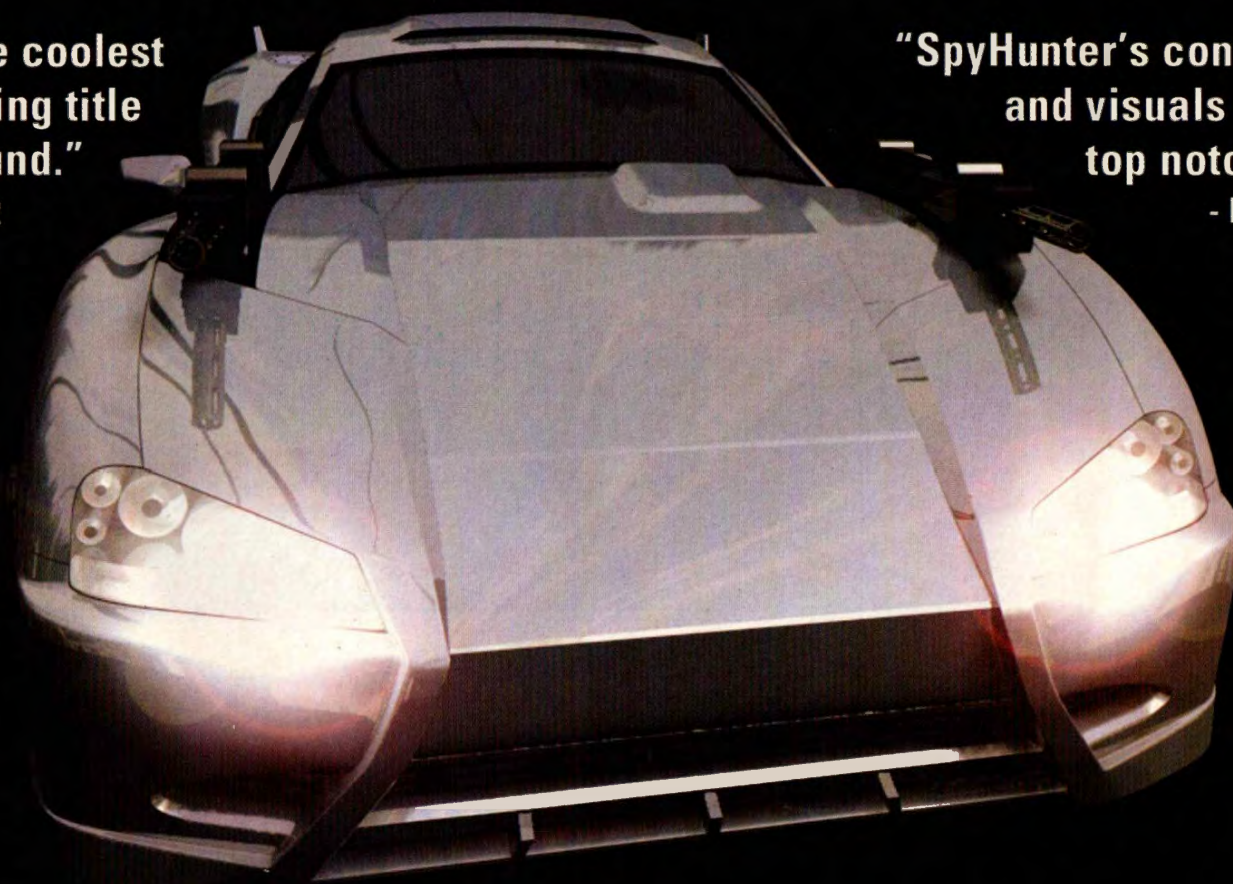
-Electronic Gaming Monthly

"The coolest driving title around."

-PSE2

"SpyHunter's control and visuals are top notch."

- PSM



SPY HUNTER

Top Secret Info at SpyHunter.midway.com

Prepare to be Hunted
MARCH 2002

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SUMMER



PlayStation®2

GAME BOY ADVANCE



Violence

STRATEGY

Tips, guides and cheats
that will make you a winner

Contents

92 ► Final Fantasy X

82 ► Maximo: Ghosts To Glory

85 ► Metal Gear Solid 2

94 ► CODES

Metal Gear Solid 2

We show you where all
the dog tags are hidden
and tons more on **pg. 85!**

TAKE THE PSM CHALLENGE!

RULES: You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on **March 1**. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (sorry, but we can't return them) and a **short paragraph explaining why you're the winner**. Sorry, no e-mail entries!

SEND YOUR ENTRIES TO: PSM February Challenge # (the challenge you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.

CHALLENGE #1: Gitaroo Man

Simply complete the game and photograph or videotape the title screen with Master Play on it.

CHALLENGE #2: Maximo: Ghosts To Glory

Get 100% completion in the graveyard area of Maximo (the first area) and photograph or videotape the screen of each level showing that you've mastered it.

CHALLENGE #3: Metal Gear Solid 2

Beat the game on Extreme without killing anyone. Simply send in the code that you receive at the end of the game as proof. Please type it on a computer to eliminate any confusion. Tokoya's done it!

CHALLENGE WINNERS for the November issue:

DEVIL MAY CRY

Jacob Wragge of Omaha, NE

SILENT HILL 2

Robert Birch of Ontario, Canada

EXTERMINATION

Christopher Ramos of Palmdale, CA

THIS MONTH'S PRIZE PACKAGE:

Baldur's Gate Game

Baldur's Gate Framed
Character Image

Large Metal Gear
Solid 2 Poster



MAXIMO: GHOSTS TO GLORY

Secrets And Boss Tips

Here are some strategies for the bosses, as well as all of the secrets for the first area of the game. Now get out there and scare some ghosts!



TREASURE CHESTS AND SECRETS

Keep in mind that in order to get 100% for each level, you must destroy every enemy and collect every single coin, as well as find all of the chests. So, if you get 96% on a level, and are certain you've gotten every chest, you probably missed a coin or enemy.

LEVEL 1 GRAVE DANGER

TREASURE CHESTS

1. Right at the beginning, turn left. Just to the left of the tree, jump around. A chest will appear.
2. Right before you get to the first gate, and right after the check point, there is a large tree. Jump in front of it to get a diamond.
3. Before the first pillar shooting out purple skulls, and right after the last lava gap, there is a tree on the left. On its right side, you'll find a chest.
4. Before the first pillar, and just after you jump



▲ This level is fairly basic, and easy to master. Just make sure you kill everything that gets in your way and then some.

- the lava gap, there is a tree to the left. To the left of the tree is a hidden chest.
5. Just after the last pillar shooting purple skulls, and in front and to the left of the next stone fence without a gate, jump.
6. Right after the scene where the bridge breaks, and in the gray field full of skeleton hands, go to

the rock next to the tree. Jump on it to reveal a chest.

SECRETS

1. To the left of the first platform you jump to in the beginning, there is a small tree with a pouch of gold behind it.
2. Right after the first gap with lava, and just past where the ghost appears, there is a ramp leading above the gate containing items. You'll notice that there's an odd looking wall. Smash it. Then downward slash the coffin.
3. Just after #1, and next to path that contains three chests, one of which is a trap, there is a conspicuous tree atop a hill. Jump on the tomb stones in front of it, and jump up to get there. Jump in front of the tree to get a treasure.
4. Right after #2, you'll encounter another gap of lava. Jump down and to the right to discover a hidden path.

LEVEL 2 THE TOMB TOWER (HUB)

TREASURES

1. Right in the beginning, just in front of the tree, jump around to reveal a chest.
2. After you cross the bridge after the Dead Heat pillar, there is a tree on the right. Jump around behind it to reveal a chest.

SECRETS

1. Just after the Dead Heat stone, and to the right, is a path going up. There you will find a switch that unlocks a gate towards the beginning of the level.



▲ This level is really a HUB, and does not require completion. However, there are some hidden items.

BOSSSES

Here are some tips to beat all of the bosses. Some are much easier than others, so good luck with the tough ones.

Boss 1

Stay at a distance and avoid his sweeping attacks. When you see an opening, do a downward stab into his

foot. When he gets dizzy, stab his foot again, and he will fall. Now jump and slash his head to do damage. When he rises, run away, and then return to him as soon as he is completely standing to repeat the process.

Boss 2

Crouch and slash the voodoo dolls he sends to attack you. When he splits into multiple copies of himself, destroy all of those before he has the

chance to rejoin the parts. Each time more copies will appear, so be careful and quick.

Boss 3

Try to stay close, since if you're too far away, he'll shoot you. If he does his spin attack, move away from him. Lead this pirate to an open grate in the ground. When he's over one, stop and cause his anchor to get stuck in the ground — just dodge it when he

LEVEL 3 DEAD HEAT

TREASURE CHESTS

1. Go through the gate that is behind the starting point of this level. Make a right, and jump around the left side of this tree to reveal treasure.
2. On the platform straight ahead from the Structure with a bell on top, there is a treasure.
3. To the right of the tree just before the first checkpoint, there is a hidden chest.
4. The first pillar shooting skulls that you encounter has a chest to the right of it.
5. Just after you enter the gate after the lava section, check the first structure — the one with its back to you. Jump around to reveal a chest.
6. After you enter the second set of gates after the mausoleums, there is a small tree to the left. In the back of it is a chest. Be sure to check behind all doors for 100% completion.

SECRETS

1. At the beginning, turn around and destroy the Frankenstein window. Jump through for treasure.
2. After the checkpoint on the first large platform, you'll find a structure. Bust the Frankenstein window for treasure.
3. Check the coffins by doing your diving attack to find hidden items.
4. There are some enemies behind the structure containing the pillar that lets you leave the level. Kill them for completion.



▲ The secrets in this level are much easy to find, but the level itself is tough.

LEVEL 4 COFFIN CANYON

TREASURE CHESTS

1. The first tree you encounter will be on the left. Jump around it to reveal a chest.
2. Behind the tree after the first checkpoint, and just before the pillars shooting purple skulls, jump around to get a treasure chest.
3. After the second checkpoint, there will be a tree. Jump behind it to reveal a chest.
4. At the end, past the last gated part, there's a tree on the right. Jump to the right of it to reveal a chest.
5. On the platform right before you jump to the pillar that ends the level, there is a chest. When you jump to this platform, a coffin with a skeleton will appear. As soon as you kill it, jump around the spot where the skeleton appeared, and a chest will rise.



▲ Since it is quite large, there are many nooks and crannies to explore.

SECRETS

1. Just before you enter the narrow path blocked by a pillar shooting purple skulls, look to the left of the entrance. Jump on that platform, and then jump across to the next. You'll find a chest on the top.
2. In the small structure on the right, there is a pane glass window with a Frankenstein creature on it. Bust it and go through it to find a chest.

LEVEL 5 BAD TO THE BONE

TREASURE

1. The first tree that you encounter will be on the right before the lava pit. To the right of it, you'll find a chest.
2. Behind the first check point there is a tombstone. Behind the tombstone is a hidden chest.
3. To the left of the bridge in the last part, and behind the thing that says "Mystery Coins," there is a hidden chest.
4. Jump around behind the waterfall in the last area to reveal another chest.
5. Just in front of the wizard who turns you into a baby, and to the left of the closest tree, there is another hidden chest.

SECRETS

1. At the top, there is a coffin you must bust through to get through the level. However, to the left is a fence, behind which there is an extra-life heart. To get to this platform, you must double jump around the ledge to the far left. Go around the fence and safely land on the platform on the other side.
2. In the last part, just before the bridge with a bird sitting next to it, turn left. There is a strange boulder on the stone wall. Smash it to reveal a secret passage.



▲ This level isn't tough, but like 4, there are many little areas to explore.



▲ Frankenstein might be the first boss, but he is quite tough.

swings it. Now, slash him, which will cause his peg-leg to get wedged in the grate. Finally, crouch and slash his peg leg to deal damage. Repeat process until he is dead.

Boss 4

Remain at a distance and refrain from moving until you know where his green spit will land. When he stops, run at him. He will ready himself to

breathe fire. Jump at an angle to avoid getting burned, and then slash him in the rear. After you hit him, he'll slam the ground and cause a ring of fire to appear. Jump to avoid it. Just before you beat him, a blade will appear. Simply jump to avoid it, while doing the previous stuff to finish him off.

Boss 5

He'll put up a force field with a power-up on it. If you hit him with that power-up, his force field will break. At this point, run up to him and slash him twice. Otherwise, wait until the field disappears. He'll also summon the head of a ghost; it will shoot lasers from the periphery. Stay in the middle to avoid them, but remember to avoid the boss's exploding crowns. Eventually, his staff will break, and he'll attack you with

blades. Just avoid the slashes, and go in close to attack him to finish him off. Finally, don't forget to dodge the spirit energy that shoots from the ceiling.

Final Boss

Follow the boss's glowing eyes, and run up and confront it whenever you can catch up to it. Jump and slash, and then run away. Repeat the process until it is dead.

METAL GEAR SOLID 2

Dog Tags And Other Secrets

Here is the general Location of every Dog Tag in *MGS2*, as well as the rewards. Also, we've provided some further hints and secrets you may not have found yet. Enjoy!

DOG TAG LOCATIONS

TANKER

Very Easy

DOG TAG VIEWER			
TANKER		HARD	100%
Alt deck			
000	Olga Gurlukovich	0023	A
001	Markus A Lindqvist	0209	?
002	Kenichi Takashima	0103	O
003	Thiago S Parra	0801	O
004	Chris J Matzdorf	0819	?
005	Adriaan B Scholvinck	0102	A
006	Julius Jun	0228	B
007	Kazuki Nisimura	0302	A
008	Zhang Chao	1030	?
009	Vishal Kapur	1007	O
010	Victor A Cruz	0107	B
ID	NAME	D.O.B	BLD

▲ Check the menus to be certain of the tags that you've obtained. If you must, save your game and come here to check your tag inventory.

- 000 Navigational Deck, Wing
- 001-003 Aft Deck
- 004 Navigational Deck, Wing
- 005 Deck-A, Crew's Quarters
- 006 Deck-B, Crew's Quarters
- 007-009 Deck-A, Crew's Lounge
- 010, 011 Deck-D, Crew's Quarters
- 012-014 Deck2, Port
- 015-019 Engine Room

Easy

CIFE			
Z			
KREIN L. CHIR			
SCOPE			

▲ Press the action button while using a camera to verify whether you've received a tag.

- 000 Navigational Deck, Wing
- 001-003 Aft Deck
- 004 Navigational Deck, Wing
- 005 Deck-A, Crew's Quarters
- 006 Deck-B, Crew's Quarters
- 007-009 Deck-A, Crew's Lounge
- 010, 011 Deck-D, Crew's Quarters
- 012-014 Deck2, Port
- 015-020 Engine Room

Normal

- 000 Navigational Deck, Wing
- 001-003 Aft Deck
- 004 Navigational Deck, Wing
- 005 Deck-C, Crew's Quarters
- 006 Deck-A, Crew's Quarters
- 007, 008 Deck-B, Crew's Quarters
- 009-011 Deck-A, Crew's Lounge
- 012-014 Deck-D, Crew's Quarters
- 015-017 Deck2, Port
- 018-024 Engine Room

Hard

- 000 Navigational Deck, Wing
- 001-003 Aft Deck
- 004 Navigational Deck, Wing
- 005 Deck-C, Crew's Quarters
- 006 Deck-A, Crew's Quarters
- 007, 008 Deck-B, Crew's Quarters
- 009-011 Deck-A, Crew's Lounge
- 012-015 Deck-D, Crew's Quarters
- 016-018 Deck2, Port
- 019-025 Engine Room

Extreme

- 000 Navigational Deck, Wing
- 001-003 Aft Deck
- 004 Navigational Deck, Wing
- 005 Deck-C, Crew's Quarters
- 006 Deck-A, Crew's Quarters

- 007, 008 Deck-B, Crew's Quarters
- 009-011 Deck-A, Crew's Lounge
- 012-015 Deck-D, Crew's Quarters
- 016-018 Deck2, Port
- 019-025 Engine Room

BIG SHELL FACILITY

Very Easy



▲ If you already knocked someone out, spray coolant in his face to wake him up and get the tag.

- 000 Arsenal Gear - Ascending Colon
- 001, 002 Strut A Deep Sea Dock
- 003 Strut A Roof
- 004, 005 Strut A Pump Room
- 006, 007 AB Connecting Bridge
- 008, 009 Strut B Transformer Room
- 010 BC Connecting Bridge
- 011, 012 Strut C Dining Hall
- 013, 014 CD Connecting Bridge
- 015, 016 Strut D Sediment Pool
- 017, 018 DE Connecting Bridge
- 019, 020 Strut E Parcel Room
- 021, 022 Strut E Heliport
- 023, 024 Strut F Warehouse
- 025 FA Connecting Bridge
- 026-028 Shell 1 Core, 1F
- 029-031 Shell 1 Core, B1
- 032-035 Shell 1 Core, B2 Computer Room
- 036 KL Connecting Bridge
- 037, 038 Strut L Sewage Treatment Facility

airblade

ANTI-ESTABLISHMENT. ANTI-CORPORATE.

ANTI-GRAVITY. The next evolution of boarding is here. No wheels. No snow. No surf. Just air, air and more air. See ya when you finally come down.



Mild Violence
Mild Language



namco
WWW.NAMCO.COM

039-041 Shell 2 Core, 1F Air Purification Room
042 Strut E Heliport

Easy



▲ In some cases, like this one, enemies only appear once and then leave, so be sure to get these tags.

000 Arsenal Gear - Ascending Colon
001, 002 Strut A Deep Sea Dock
003 Strut A Roof
004, 005 Strut A Pump Room
006, 007 AB Connecting Bridge
008, 009 Strut B Transformer Room
010 BC Connecting Bridge
011, 012 Strut C Dining Hall
013, 014 CD Connecting Bridge
015-017 Strut D Sediment Pool
018, 019 DE Connecting Bridge
020, 021 Strut E Parcel Room
022, 023 Strut E Heliport
024-026 Strut F Warehouse
027 FA Connecting Bridge
028-030 Shell 1 Core, 1F
031-033 Shell 1 Core, B1
034-037 Shell 1 Core, B2 Computer Room
038 KL Connecting Bridge
039, 040 Strut L Sewage Treatment Facility
041-043 Shell 2 Core, 1F Air Purification Room
044 Strut E Heliport

Normal

000 Arsenal Gear - Ascending Colon
001 Strut A Roof
002, 003 Strut A Pump Room
004, 005 AB Connecting Bridge

006, 007 Strut B Transformer Room
008 BC Connecting Bridge
009, 010 Strut C Dining Hall
011, 012 CD Connecting Bridge
013-015 Strut D Sediment Pool
016, 017 DE Connecting Bridge
018-020 Strut E Parcel Room
021-023 Strut E Heliport
024-026 Strut F Warehouse
027 FA Connecting Bridge
028-031 Shell 1 Core, 1F
032-034 Shell 1 Core, B1
035-038 Shell 1 Core, B2 Computer Room
039 KL Connecting Bridge
040, 041 Strut L Sewage Treatment Facility
042-047 Shell 2 Core, 1F Air Purification Room
048 Strut E Heliport

Hard

000 Arsenal Gear - Ascending Colon
001 Strut A Roof
002, 003 Strut A Pump Room
004, 005 AB Connecting Bridge
006, 007 Strut B Transformer Room
008 BC Connecting Bridge
009, 010 Strut C Dining Hall
011, 012 CD Connecting Bridge
013-016 Strut D Sediment Pool
017, 018 DE Connecting Bridge
019-022 Strut E Parcel Room
023-025 Strut E Heliport
026-029 Strut F Warehouse
030 FA Connecting Bridge
031-034 Shell 1 Core, 1F
035-037 Shell 1 Core, B1
038-041 Shell 1 Core, B2 Computer Room
042 KL Connecting Bridge
043, 044 Strut L Sewage Treatment Facility
045-050 Shell 2 Core, 1F Air Purification Room
051 Strut E Heliport

Extreme

000 Arsenal Gear - Ascending Colon
001 Strut A Roof
002, 003 Strut A Pump Room

004, 005 AB Connecting Bridge
006, 007 Strut B Transformer Room
008 BC Connecting Bridge
009, 010 Strut C Dining Hall
011, 012 CD Connecting Bridge
013-016 Strut D Sediment Pool
017, 018 DE Connecting Bridge
019-023 Strut E Parcel Room
024-026 Strut E Heliport
027-031 Strut F Warehouse
032 FA Connecting Bridge
033-036 Shell 1 Core, 1F
037-039 Shell 1 Core, B1
040-043 Shell 1 Core, B2 Computer Room
044 KL Connecting Bridge
045, 046 Strut L Sewage Treatment Facility
047-052 Shell 2 Core, 1F Air Purification Room
053 Strut E Heliport



REWARDS FOR DOG TAGS

BANDANA

Equipping this item will give you infinite ammo. Beat the game and collect about 30 Dog Tags to access this item. This is only available in the Tanker.

STEALTH

Obviously equipping this item will make you invisible to everyone. If you collect 60 or more Tags

for the Tanker, you will get it. You need about 120 to get it in the Plant section.

BLUE WIG

Collect every Dog Tag and you will get this wig, which gives you infinite oxygen. This is also only available in the Plant section.

ORANGE WIG

Collect about 150 Dog Tags and you will get this wig. It allows you to have an infinite grip meter in the Plant stage.

BROWN WIG

This allows you to have infinite ammo for the Plant section only. Access it by collecting 80 Tags.

OTHER SECRETS AND TIPS



▲ FHM gives you time to see the statue under the desk.



▲ The bird has some useful info. Antagonize it for fun.



▲ Ocelot is hiding here. Take a picture for some humor.



▲ Oh yeah! Duffman can see panties! OOOOH YEAHHH!

CAMERA SURVEILLANCE

If you equip the Digital Camera, Camera, or Scope and press the action button while pointing it at a guard, the guard's name will appear, if you've collected his Tag.

MERYL

After defeating Olga, go into first-person view and look at her. Call Otacon and Snake will comment about Tomboys, obviously referring to Meryl. Also, when you encounter Snake in the Plant section, keep calling him on the Codec when he sleeps. He will eventually have a nightmare, and mention Meryl.

MEI LING

Repeatedly save until you have listened to everything that Otacon has to say. Now, Mei Ling will appear.

VULCAN RAVEN DOLL

Shoot the Vulcan Raven doll to cause him to fire pebbles from his gun.

VULCAN RAVEN PICTURE

Sending Otacon the Raven picture will cause him to question your sexuality.

PIPE DREAMS

In Deck2, Port, run towards the guard coming at you. Enter the third room on the right and press up against the wall in the upper left-hand corner. When the guard is approaching, peek from the corner. The pipe should fall after that, and a cinema will be initiated.

OTACON REACTIONS

If you take pictures with the camera of various things, Otacon will give you funny reactions when he must look at them at the end of the Tanker level. Some of these photos include Olga, the toy Vulcan Raven, and the posters.

GUARDS IN BOXERS

Once you complete the game, play it again. This time all of the marines in the last part of the Tanker area will be wearing Boxers!

PROJECTOR MANIA

Once in Hold 2, press the action button while next to the movie projectors. This will cause the marines to look in different directions. Keep doing this for a bit for weird results.

KOJIMA

In Hold 2, take a picture of the screen on the right, and it will be Kojima! If it doesn't happen after the first time, keep doing taking pictures a few more times. We're curious to know whether there are more "ghostly" pictures such as these in the game.

ALTERNATE TANKER ROUTE

When you get the Level 2 Grip, go to Hold 1. Climb the ladder on the right side and flip over the edge. Make your way over to the end, and flip back up through the door. Do the same in the second hold. You should end up above everyone in the final hold.

SECRET OCELOT

When you enter the first Hold in the Tanker area, go to the left, and open the hatch there. Crawl into it and take it nearly all the way to the third Hold. Instead of going to the end, make a left down a vent. You should end up on a platform that has a pole next to it. Now, be sure not have your weapon drawn. On the bottom and to the left, you can see Ocelot! Try getting a picture with your camera.

STEALTHY

While in stealth, shoot or punch a guard while a few others are around. Sometimes he blames the other guard, instead of calling for help.

KOJIMA

When you can enter your name in the second area, put in "Hideo Kojima" to reveal his information, such as blood type.

BIRTHDAY CONGRATS

If you put in the present date as your birthday in the Tanker section, you'll get a surprise.

SLEEPING SNAKE

Aim at Snake while he's sleeping for some fun messages.

WHOA, VAMP!

If you call Pliskin enough on the Codec, he will eventually reveal information suggesting an interesting relationship with Vamp. He will also talk about a relationship with Fortune.

THE BOX

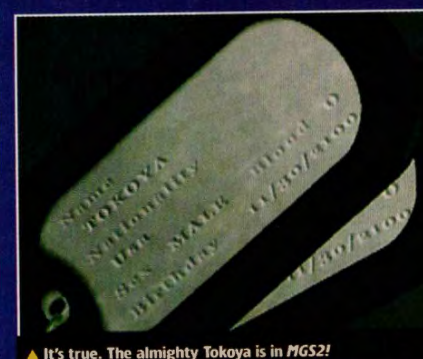
Call Snake while in the box to listen to some weird message.



▲ It's nasty, but the chick on the map screen likes it.



▲ Try shooting a guard's arm and leg for fun.



▲ It's true. The almighty Tokoya is in MGS2!



▲ Strapping C4 to her back is fun, but will end the game.

GUARD MANIA

1. Hold up a guard and shoot both of his hands and one leg. Sick, but fun!
2. Hold a guard up with one of your big weapons, such as the Stinger or RGB8. They will supposedly pee themselves.
3. Shoot a guard who is near an edge and watch him fall over.
4. In the main part of the Engine Room there is a guard that stands in front of the entrance. Punch him to knock him over the rail. If timed correctly, he will land on another guard bellow.
5. Once you get the Stealth Suit, hold up a guard where there is a second guard who will see you. A funny sequence of events will ensue.
6. If you're spotted, equip your most powerful weapon. Sometimes the enemies will run the other way if they are alone.

STILLMAN

After he locks himself inside the pantry, keep pestering him. If you talk to him about eight times, he will react with some funny lines.

BREAK-UP

If you kill enough birds, or fight the hostages, Rose will dump you!

MYSTERIOUS WALKING BOX

After meeting Stillman, go north instead of south to diffuse bombs. You can see somebody crawling in a box across the bridge.

BUG ATTACK

If you lie down on the bugs, they will get on you and start eating your rations. Press L2 to shake them off.

BUG GUTS

Find a place crawling with bugs and throw a grenade into the middle. Now, get your camera ready and look at them. Bug stew!

POTTY TALK

Call Campbell while looking in the urinal of the men's restroom. It may take a few times, but Campbell will give you a message. Use Codec from women's restroom for some funny messages.

THE FATMAN

If you watch Fatman in first-person while he is playing with the Seagulls, sometimes one will land on his neck and peck him.

BOX USES

Hop onto the conveyor in the east side of Strut E

Parcel Room, and equip one of your cardboard boxes. The box that you choose will determine where the conveyor will take you. For Example, The Zone of the Enders box will take you to a small room below that contains the Digital Camera.

AK SUPPRESSOR

After defeating the Harrier, you will find this item on the other side of the bridge. Remember to use Coolant to extinguish the fires.

FLOATING FUN

In the underwater areas, go to the southern part of the west corridor. Surface and you'll see a rubber duck. There is also a second Vulcan Raven Doll in the last area of Chamber 1.

HIDDEN MAGS

There are various hidden mags throughout Shell 1 Core B2. Punch the doors off their hinges, and the books will appear.

PARROT EAVESDROPPING

If you shoot at it, or spray coolant at it, the parrot will say funny stuff; be warned, however: if the guards are close by, they will go into alert mode. Also, two guards stop to speak with each other in the upper area of the room. If you wait until they're finished talking, and return to the parrot (in first-person view), it will reveal their conversation.

MAGAZINE FRENZY

On B1 of Shell 2, take out each guard. Once you've done this, point your gun at the parrot. He will give hints about the tops of the lockers. Go to the locked locker on the left, and you should see a magazine on top. Punch it a bit, and some more magazines will fall out.

EASTER ISLAND STATUES

1. Go to B2 Shell 1 Core. Go to the center of the computer room, and crouch and look in the lower left-hand corner of the desk.
2. When controlling the Nikita missile to the president's room, you'll find another in the vents.
3. This one is in the flooded area.
4. In the upper right closet in the room where you find Emma, you will find a statue. Look out for the Claymore mine. Note that this Statue is seemingly only present in Extreme mode.

PANTY PERVERSION

In the hostage area, you will find one woman who is different from the rest. She rests against a table in the upper left-hand corner. If you notice closely, she is constantly opening and closing her legs. If

Terror will reveal itself
frame by frame.



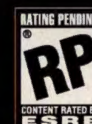
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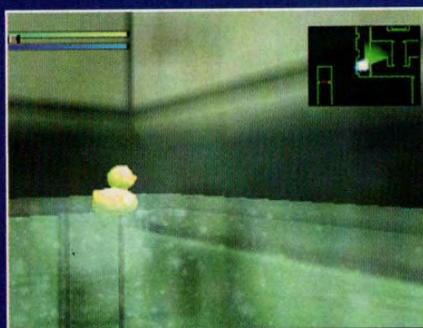
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For more information, go to
www.fatalframegame.com

PlayStation 2



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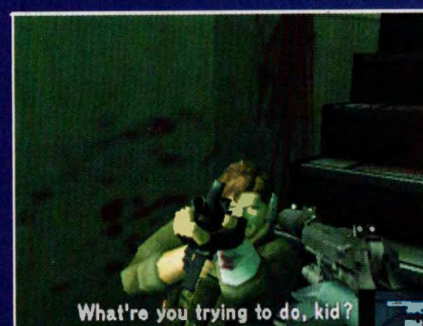
▲ There are secrets hidden everywhere in MGS2.



▲ Throwing stuff into the electric field is useless, but fun.



▲ It looks weird, but that is Kojima's face on the screen.



▲ There are so many things you can do in this game, and so many secrets to find.

you try to peak, she will close them. Now, crawl under the table in front of her, and shoot her in the head. Now you can peak up her skirt and take pictures. Also, call the Colonel for an interesting conversation.

ELECTRIC ITEMS

Throw various objects into the electric field on the floor for some interesting results.

EMMA WEIRDNESS

Knock out Emma and lay on top of her. Snake and Ocelot will offer some interesting comments.

FLIP EMMA

Do the Punch combo on Emma, and when she falls to the ground, try doing the flip maneuver. If timed correctly, Ridden will go into the flip animation even though Emma has already fallen to the ground. When Emma gets up, she will flip, as if Ridden was flipping her, although you aren't actually doing anything at that moment.

TORTURE SAFETY

If you're spotted by a guard in Arsenal Gear

Jejunum, go back to the torture room, and press up against the table. You will be safe again, and the guard will make an interesting comment.

EMMA COMMENTS

While sniping for Emma, use the directional Mic to hear some funny lines. She will talk about you when she is behind the first oil strut. Also, point it at Snake to hear just how perverted he really is!

RADAR GIRL

While waiting for Snake in the Arsenal Gear Corridor, a video will appear of a chick in the radar screen. However, if you answer your Codec, it will disappear.

SNAKE'S DOG TAG

After Snake Gives you the High Frequency Blade and Equipment, knock him out and shake him to get his Dog Tag.

RAIDEN'S DOG TAG

When you complete MGS2, the information inputted in the login Node for Ridden will appear.



Shadow Moses has turned public opinion against

THE ARCADE SMASH THUNDERS ONTO PLAYSTATION 2

computer entertainment system



5 different drivers, each with a unique big rig and a nasty attitude



Rough 'n' rambling Arcade Mode and tons of twisted trucker mini-games

EIGHTEEN 18 WHEELER WHEELER

★ ★ ★ AMERICAN PRO TRUCKER ★ ★ ★



2-player, split-screen "Versus Mode," featuring 4 different raceways



PlayStation 2

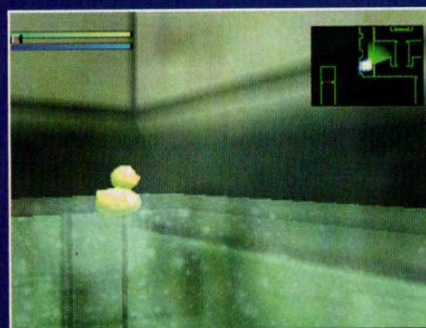


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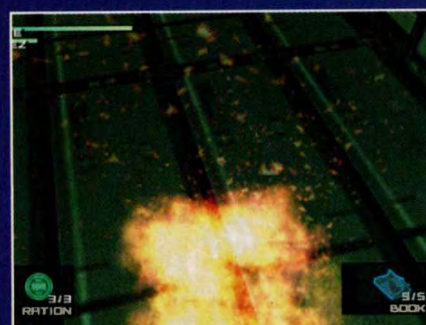


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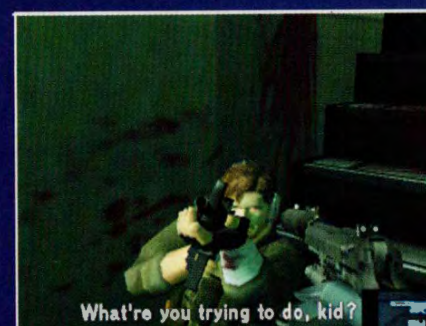
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2-player, split-screen "Versus Mode," featuring 4 different raceways



PlayStation 2



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FINAL FANTASY X

Secrets And Super Weapons

Here are some more *Final Fantasy X* secrets for you. We have provided the locations for every super weapon, and how to unlock it, as well as a few other tricks. Enjoy!

CUSTOM SUPER WEAPONS AND ARMOR

Be sure to have a weapon or armor with 4 slots open. You can purchase these following items from the boy at the beginning of Macalania Woods, but only after you defeat Seymour inside of Sin.

1. Break Damage Limit

If you equip this ability, you can now deal 99,999 worth of damage! Get 60 dark Matters. Use these and equip it on your weapon. You can also obtain some of this item by beating the Special Battle 1 fights at the Monster Trainer's place.

2. Break HP Limit

With this ability equipped on your armor, you can exceed the maximum number of HP — 9,999. You must obtain 30 Wings of Discovery. Since it will be very difficult to normally exceed this amount, you must use the AP trick in order to gain more HP.

AP Trick

Use ten Doorway to Tomorrows on a weapon to equip the ability Drive to AP, which allows you to build up AP in a fight instead of your Overdrive meter. Now set your Overdrive type to Ally. Go to the Cavern of Stolen Fayth, where you can obtain Yojimbo. Walk around until you encounter the Magic Pot. Cast Haste on the character with the Drive to AP ability. Now just keep defending over and over (press Triangle to Defend). This will take more than a few hours, so I suggest using a controller with a Turbo feature, and taping down the button. You also might want to equip the weapon with Drive to AP on it, with Double Drive and/or Triple drive. This will greatly speed up the process.

Celestial Mirror

To get the Celestial Mirror, you must first acquire the Cloudy Mirror. In the Calm Lands, first get a Chocobo and then go to the feather on the right side of the cliff at the entrance. Once you've jumped across, head up to the next screen and you will find the hidden Remiem Temple. Inside, you will find the Summoner Belgemine. She will challenge you to battle all of the Aeons you've acquired thus far. Now go outside and head left, and you will find a Chocobo. Examine the sphere near the Chocobo and it will explain how you can participate in a

LEGENDARY WEAPONS

These weapons are weak initially, but they are quite useful when you power them up. You must have the Celestial Mirror to open the chests and walls that contain the Legendary Weapons.

Tidus

Weapon: Caladbolg

Location: Northwest Nagi Hill

Power up Items: Sun Crest and Sun Sigil

Sun Crest Location: Inside a chest in Yevon Dome, where you fought Yunalesca

Sun Sigil: Win final Calm Lands Chocobo race with a 0 time

**See below for further details.*

Yuna

Weapon: Nivarna

Location: Calm Lands

Collect at least one of each type of monster in the Calm Lands. The Monster Trainer will offer a chest; use your mirror to open it.

Power up Items: Moon Crest and Moon Sigil

Moon Crest Location: Besaid Island Beach

Moon Sigil Location: Defeat every Aeon at Remiem Temple and release the summoner's spirit.

Lulu

Weapon: Onion Knight

Location: Baaj Temple, under lake where Geosgaeno breaks wall

Power up Items: Venus Crest and Venus Sigil

Venus Crest Location: Guadosalam in the Farplane

Venus Sigil Location: Dodge lightning 200 times in a row at Thunder Plains without being struck.

Wakka

Weapon: World Champion

Location: Get it from Bartender at Luca Cafe after winning a couple Blitzball Tournaments.

Power up Items: Jupiter Crest and Jupiter Sigil

Jupiter Crest Location: Locker inside Blitzball

Chocobo race. Talk to the Chocobo on the right to begin the race. If you beat the Chocobo, you'll receive the Cloudy Mirror. By itself, the Cloudy Mirror is pretty useless. Now, head to the southern portion of Macalania Woods. You will find a mother

Locker room in Luca

Jupiter Sigil Location: Receive it as a Blitzball prize, upon winning every one of Wakka's overdrives.

Kimahri

Weapon: Spirit Lance

Location: Thunder Plains

Activate three Cactuar statues at Thunder Plains with the square button. Locate the Cactuar ghost and follow it to a small ruin.

Power up Items: Saturn Crest and Saturn Sigil

Saturn Crest Location: Treasure chest at Gagazet Mountain

Saturn Sigil: Second Butterfly Mini-game in Macalania Forest

Rikku

Weapon: Godhand

Location: Mushroom Rock Road, in the bottom of the valley (you must use the airship, and input the coordinates)

Power up Items: Mercury Crest and Mercury Sigil

Mercury Crest Location: Just before you reach home, in the west portion of Sanubia Desert in a sand whirlpool

Mercury Sigil Location: Clear the Cactuar Village side quest at Bikanel Desert

Auron

Weapon: Masamune

Location: Mushroom Rock Road near statue of Mi'ihen

Get rusty sword from Calm Lands. Go to Mushroom Rock Road. Find the elevator stone and take it up; use the sword on the statue of the man standing over a departed behemoth. Use the Celestial Mirror on the symbol on the wall.

Power up Items: Mars Crest and Mars Sigil

Mars Crest Location: Southern part of old road of Mi'ihen High Road

Mars Sigil Location: Collect each type of monster from ten locations

standing with her son; talk with them a few times. Then, go right and then north. There will be a small area with some people standing around, one of which is the boy's father. Talk with him, then when he takes off, return to the first area and talk with the mother and father a few times. After this, run up the glowing path to the left. Talk with the son and head north. Now you can charge up the Cloudy Mirror, which will transform it into the Celestial Mirror. This item allows you to unlock chests and walls containing each character's ultimate weapon. Also remember that you must return here in order to use crests and Sigils to unlock the power within the Legendary Weapons.

CHOCOBO RACES AND TIDUS' LEGENDARY WEAPON

In order to get Tidus's Legendary weapon and Sun Sigil, you must beat the Chocobo races in the Calm Lands. To gain Tidus' best weapon and Sun Sigil, you need to complete the Chocobo races at Calm Lands. Start a race, and beat each one to unlock more. Once you get to the final race, against another rider, beat him, and you will be able to get past the guard in the northwest of the Calm Lands. Go grab the weapon here. To get 0 on the time clock, get as many balloons as possible, and avoid every bird.

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PlayStation 2



CODES

This month's hottest cheats

HALF-LIFE

RADIOACTIVE CODES!

Access the Cheat Code Screen from the Options menu and enter the following sequences. Then press Start to confirm the code.

God Mode

←→↑↓→←→↓↑

Infinite Ammo

↓↑→←→↓↑→←→↓↑

Invincible

←→→←→→←→→←→→

Invisible!

←→→←→→←→→←→→

Unlock Alien Mode

↑↑↑↑↑↑↑↑↑↑↑↑

Unlock Slow-Mo Mode

→→↑↑↑↑→→↑↑↑↑

Unlock Xen Gravity

↑↑↓↓↑↑↓↑↑↓↑↑

18 WHEELER PRO TRUCKING

BONUS PARKING STAGES

Complete each parking level to open up new ones. If you complete the Bonus Parking Level, you'll unlock a sixth stage.

S. PALMER'S SNOWBOARDING

MAX STATS

Press △△△ while holding right on the d-pad and ○

HARVEST MOON

RECIPES

Blue Berry Jam: Blue Berry (3x) and Pot.

Boiled Egg: Egg and Pot.

Cake: Egg, Milk, Breadfruit and Oven.

Cheese: L Milk and Pot.

Cooked Fish: Potato (or Herb), Fish and Pan.

Cran Berry Jam: Cran Berry (3x) and Pot.

Cream of Corn Soup: Milk, Corn and Pot.

Cream of Mushroom Soup: Milk, Mushroom and Pot.

Cream of Tomato Soup: Milk, Tomato and Pot.

Creamy Soup: Potato, Milk and Pot.

Flan: Egg, Milk and Oven.

Fruit Cake: Breadfruit, Milk, any fruit and Oven.

Fruit Omelet: Egg, any fruit and Pan.

Hot Milk: S Milk and Pot.

Mixed Jam: Very Berry, Cran Berry, Blue Berry and Pot.

Mixed Omelet: Egg, any vegetable and Pan.

Omelet: Egg, Milk and Pan.

Special Cheese: G Milk and Pot.

Sunny-Side Up: Egg and Pan.

Very Berry Jam: Very Berry (3x) and Pot.

Yogurt: M Milk and Pot.

ESPN PRIMETIME 2002

Enter all of the following codes at the Code Entry Screen

Weather In Domed Stadiums
SHAKE IT UP

Aloha Stadium and Pro Bowl Teams
ALOHA

Ball Carrier Shield
CAN'T TOUCH THIS

Controller Scoring
SCOREBOX

Fumble Button
READY TO FUMBLE

Players Jump And Dive Further
SUPERMAN

Reliant Stadium Available In
Exhibition And Practice Modes

HOWDY

Show Everyone
SHOW EVERYONE

SIMPSONS ROAD RAGE

All of the following dates must be set according to PS2's internal clock (in the System Configuration) to access these secrets.

Unlock Halloween Bart

Set the date to 10/31/2002 to unlock a Frankenstein version of Bart

Unlock New Year Day Krusty The Clown

Set the date to 01/01/2002 to unlock Krusty the Clown in a suit

Unlock Thanksgiving Marge

Set the date to 11/22/2001 to unlock a white-haired version of Marge

Unlock Xmas Apu

Set the date to 12/25/2001 to unlock Apu in a Santa outfit

WWF SMACKDOWN

HIDDEN CARD LIST

1. Fred Durst of Limp Bizkit
2. Mick Foley
3. Tajiri
4. Rhyno
5. Jerry Lynn
6. Spike Dudley
7. Last Man Standing Match
8. Street Fight
9. Ultimate Submission Match
10. Wrestlemania X-7 Arena
11. InsurreXtion Arena
12. 55 Extra Ability points for CAW (Create a Wrestler)
- 13-32. CAW Movesets
33. Theater Mode Movies
34. Original Entrance Music

Code of the Month



▲ Keep running out of Handcuffs? Try this code.

Batman: Vengeance

Enter all of the following codes at the title screen.

Unlimited Handcuffs

⑩⑩⑩⑩⑩⑩⑩⑩⑩⑩

All Cheats

⑩⑩⑩⑩⑩⑩⑩⑩⑩⑩

Unlimited Batlauncher

⑩⑩⑩⑩⑩⑩⑩⑩⑩⑩

Unlimited Batarangs

⑩⑩⑩⑩⑩⑩⑩⑩⑩⑩

35. Original Entrance Music
36. New SmackDown! Arena (The one with the big fist)
37. 10 Paint Parts
38. 8 Mask Parts
39. 8 Item Parts
40. 8 Sleeve Parts
41. 9 T-Shirt Parts
42. 5 Wristband Parts
43. 6 Elbow Pad Parts

44. 4 Glove Parts
45. 10 Pattern Parts
46. 8 Shoe Parts
47. 8 Tights Parts
48. 10 Belt Parts
49. 5 Miniskirt Parts
50. 9 Long Skirt Parts
51. Shane McMahon
52. Stephanie McMahon-Helmsley

GAMESHARK CODES

BATMAN: VENGEANCE

Must Be On ECB8850C143AFE1C
Inf Batarangs 4C2064CA1456E79C
Inf Batcuffs 4C2064D61456E79C
Inf Stunners 4C2064CE1456E79C
Inf Remote Charges 4C2064D21456E79C
Inf Nets 4C2064D41456E79C
Inf Elec. Batarangs 4C2064D01456E79C
Inf Flash Bombs 4C2064D81456E79C
Perfect Level Scores 1C13F2700E4CDD9F
1C13F2740E4CDD9F
1C13F2780E4CDD9F

*For the rest of the codes, start a new game, then turn the code off.

All Cheats 4C13F26A1456B00C
Have All Items 1C13F26461DFB00C
Infinite Health 3C20647E1456E7DD

Unlock All Levels

3C13F3E81456E7B4
Unlock Cinematics 4C13F26C1456B00C

LEGENDS OF WRESTLING

Must Be On 0E3C7DF21645EBB3
0C285977F8A2FC3F
All Wrestlers 3C6B2603F8FDFFFF
Max Attribute Points 2C8E6D2DF8FCFE1C
Max Ability 2C8E6D2FF8FCFE1C

PROJECT EDEN

All of these codes work on level 1 only, and won't work with a previously saved game.

Must Be On EC8783A814411AB4
Inf Health Carter 4DA81A0E145625DD

Inf Health Andre 4DA77E8E145625DD
Inf Health Moniko 4DA777AE145625DD
Inf Health Amber 4DA77B1E145624B3
Inf Ammo Carter 4DA8F70E145625DD
Inf Ammo Andre 4DA77E6E145625DD
Inf Ammo Amber 4DA77BFE145625DD
Inf Ammo Moniko 4DA7778E145625DD

WWF SMACKDOWN: JUST BRING IT!

Must Be On EC8C9BE01445DAFC
99 Wins (Slobber Knocker) 4CE5DFAC1456E788
All Characters After Save 3CE5C6CA1456E70C
All Special Modes After Save 3CE5C6D01456E70C
All Movies After Save 3CE533401456E7CC
Inf Match Time/Easy Wins

4CB9B0F01456E7A5
Player 1 - Press L1 For Max Smack Down Meter 0CBADAA61456AC0C
1D250F741473E7A5
0CBADAA61456AC0C
1D23A66C1456E788
0CBADAA61456AC0C
1D23B7DC1456E788
0CBADAA61456AC0C
1D2389FC1456E788
0CBADAA61456AC0C
1D23A63C1456E788
0CBADAA61456AC0C
1D249B2C1456E788
0CBADAA61456AC0C
1D250FA41473E7A5

DYNASTY WARRIORS 3

Codes that enable characters, levels and items need to be saved to the game data for them to appear. Start a level, quit and save.

Must Be On 0E3C7DF21645EBB3
0C0C4C1FF88C8A6B
Have All Movies 3C298F53F8BFFFFF
Enable Opening Option

All Characters 2C298F51F8CFFFF
3C298F2BFFFFF
3C298F2FFFFF
3C298F33FFFFF
3C298F37FFFFF
3C298F3BFFFFF
3C298F3FFFFF
3C298F43FFFFF
3C298F47FFFFF
3C298F4BFFFFF
3C298F4FFFFF
3C298F53FFFFF
3C298F57FFFFF
3C298F5BFFFFF
3C298F5FFFFFF
3C298F63FFFFF
3C298F67FFFFF
3C298F6BFFFFF
3C298F6FFFFFF
3C298F73FFFFF
3C298F77FFFFF
3C298F7BFFFFF
3C298F7FFFFFF
3C298F83FFFFF
3C298F87FFFFF
3C298F8BFFFFF
3C298F8FFFFFF
3C298F93FFFFF
3C298F97FFFFF
3C298F9BFFFFF
3C298F9FFFFFF
3C298FA3FFFFF
3C298FA7FFFFF
3C298FABFFFFF
3C298FAFFFFFF
3C298FB3FFFFF
3C298FB7FFFFF
3C298FBBFFFFF
3C298FBFFFFFF
3C298FC3FFFFF
3C298FC7FFFFF
3C298FCBFFFFF
3C298FCFFFFFF
3C298FD3FFFFF
3C298FD7FFFFF
3C298FDBFFFFF
3C298FDFFFFFF
3C298FE3FFFFF
3C298FE7FFFFF
3C298FEBFFFFF
3C298FEFFFFFF
3C298FF3FFFFF
3C298FF7FFFFF
3C298FFBFFFFF
3C298FFFFFFFF
3C298FA3FFFFF
3C298FA7FFFFF
3C298FABFFFFF
3C298FAFFFFFF
3C298FB3FFFFF
3C298FB7FFFFF
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The Best Single Person Shooter of the Year* is back—with over 60 levels of hard-core gaming adventure. You'll discover four never-before-seen levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, quick wit and the stealthiest moves around, she's ready to take on any enemy. Are you?



Comic Mischief
Mild Language
Violence

PlayStation 2



MONOLITH

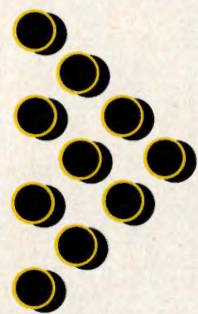


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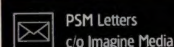
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LETTERS

The answer to your question is just a letter or an e-mail away



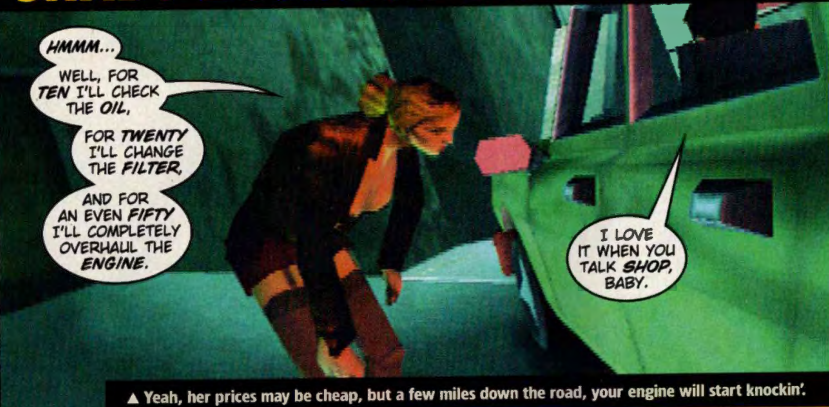
PSM Letters
c/o Imagine Media

150 North Hill Drive
Brisbane, CA, 94005 USA



E-mail:
psm@imaginemedia.com

SHADY BUSINESS ON PS2...



▲ Yeah, her prices may be cheap, but a few miles down the road, your engine will start knockin'.

RANDY'S TIP OF THE MONTH:

"I don't know if I should be saying anything, but I can't keep this tip to myself any longer: The next time you buy a can of soda, press Coke five times, Diet Coke twice, Cherry Coke seven times, and out will come... a Pepsi. Whew — I'm glad that I got that off my chest!"

What's Going On Here?

I just bought *Grand Theft Auto 3* and I think it's one of the best games yet. I've played the older GTAs and I think they're still great. When I saw the "M" rating on the case, I thought "big deal, there's just going to be a little bit of blood," but I was wrong. It's more violent than ever.

One more thing: I was playing *GTA3* and I was driving by these ladies that looked like... uh, "ladies of the night." I stopped right in front of one, and she got in my car! I went back to driving around, and eventually drove into an alleyway. I parked, and all of a sudden the car was shaking and my money was dropping, but my health was going up. It went all the way up to 125! I'm just wondering, were they doing what I think they were doing in the car? Thanks for your time.

kyle canifax, gammc25@hotmail.com

RANDY: I definitely don't think that little kids should be playing games like *GTA3*, but that's what the ESRB rating system is for. In this case, it seems to be working.

About the scenario that you described: they're doing exactly what you think they're doing. By that, I mean they're eating health food and getting really, really excited about it. Given the rest of the game's content, would you expect anything else? :-)



▲ It ended the way it always does... one community, split into two warring factions... the normal guys... and the guys with the goofy hats.

No More Anime Cutscenes?

Is it just me, or has anime gone totally CG on PS2? I mean, look at *Zone of the Enders*! EXCELLENT gameplay, graphics, "fun factor", story (although short); and the CGs were great; don't get me wrong, but they were all anime CGs. The new upcoming *Xenosaga* seems to have the same thing — anime CGs. What ever happened to the good old 2-D anime movies in games like *Xenogears*, *Crono Trigger* (PSone), and *Elemental Gearbolt*? These made you feel like you were watching *Gundam*, *Dragonball*, or something. Have they all disappeared because companies want to show off PS2's power?

Daniel Scott, grendle_15@hotmail.com

CHRIS: Traditional animated sequences aren't gone forever, but I think it's just easier (and cheaper) for most developers to use 3D graphics, instead. Sometimes it works great, and sometimes these story scenes end up looking so generic and "blah" that I despise having to skip through them. Sorry, Daniel, but I don't think we'll see the CG cinemas go away anytime soon.

MGS2 Goes La La?

I was playing *Metal Gear Solid 2* for about eight hours and [major spoilers ahead!] I was at the area where the player is naked and you have to go find your clothes. After I checked in at the node, I went through the door and I kept getting messages from the colonel. He sounded like a computer and there was a lot of static. He kept saying "haven't you played long enough", and "I will do the fighting for you." Then a picture of the original *Metal Gear* game came on and he said "Outer Heaven— Must infiltrate—" and some other stuff. Also, when this happened, the name of the level changed. What in the...?

Also, do you know what they were talking about when they mentioned the "La Li Lu Le Lo?" The guy who tells you where the president is kept saying that. I also heard it a couple of other times. Is something wrong with my game? Have you encountered anything like what I've mentioned? Thanks for the great walkthrough.

Zack Wolchesky, zaow@hotmail.com

TOKOYA: Actually, your copy works just fine, as everything you mentioned is meant to be in the game. Kojima, the game's Director, spent considerable time making *MGS2*'s story more like a detailed novel. Many of these things that you mention are metaphors and symbols which Kojima uses to explain his story. To me, in general, some of these symbols and metaphors suggest that our sense of security, and concept of democracy, are just a facade used by the organization (the La Li Lu Le Lo, aka the Patriots) so they can carry out their objectives in secrecy. Decide for yourself how this applies to you and our own society. What do you think he wants us to consider, or do?

Is MGS2 in Surround or Not?

I've got a pretty good receiver. It tells me when the sound input is surround sound by displaying an icon for each speaker that is receiving input. Also, the DTS logo appears on its LCD when the movie I'm playing is coded that way. In the options screen in *MGS2*, it allows you to turn 5.1 sound "on", but my receiver does not show me that it is receiving input per each speaker the way it does on movies and I hear absolutely no sound from the rear speakers. I tested the PS2

► **Dan Mechtel**, age 23
DMechtel@webtv.net
Favorite Genres: RPGs, Racing, and Strategy
Favorite Games: *Final Fantasy I-IX*, *Gran Turismo*, *Street Fighter EX2 Plus*, *MTV Music Generator*, *Dune 2000*, and *Resident Evil* series.
Quote: "Final Fantasy 4 Life!"

NO XBOX HERE!

My husband has been a loyal reader of your magazine for several years now. Since we've been married, I too have become a diehard PSM fan. Recently, my husband has come home saying a dirty word — that's right, X-BOX! I am appalled! So how can you help, o' editorial immortals? Well, I have thought of some ways. Choose any one option from the list below, or hell, do them all.

1. Instead of your usual awesome cover art, put my husband's pic in some cross-hairs, with the title "X-Box defectors BEWARE!" on the cover of the next issue.
2. Send Bill and Tokoya to my house, and have them threaten to break his legs if he even thinks of buying an X-Box. Really, he is afraid of Bill.
3. Sneak into the X-Box factory and replace one in every ten X-Boxes with the "X-Box X-mas Surprise": last year's Fruit cake painted to look like an X-Box. Be sure and sign the gift tag "Your Pal, Bill Gates."

If you could help me out, I would certainly appreciate it. No X-Box shall ever come into my house! This I Command!

Rhonda Hearon, superherione@hotmail.com

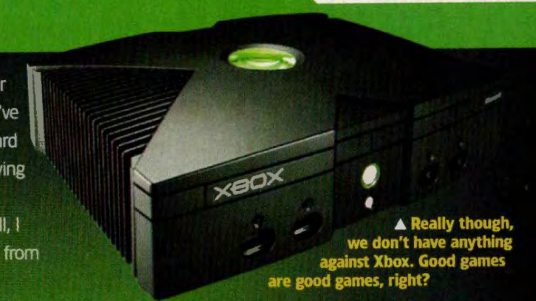
with a Dolby 5.1 movie and it indeed shows the appropriate icons indicating it's 5.1. I have my PS2 connected to it via the optical cable. Is *MGS2* really in 5.1 or is it just pulling my leg?

Mike Krablean, McKrab@aol.com

STEVE: The reason that you don't see the appropriate icons light up all the time is because only select cinemas are encoded in Dolby Digital. The PS2 isn't currently capable of creating DD5.1 effects in-game, only DTS, so the DD icon will only light up during some of the non-interactive cinematic segments of *MGS2*.

Gamer Girls' Grievance

All right. I understand. You're guys. You're GAMER guys. So naturally, you'd put half-naked girls in your mag. I really do love PSM, but hell, I'm a girl gamer, and there's NOTHING that's just



BILL: Well, Rhonda, you've certainly come to the right person to solve your problem. While I like your suggestions, they may not be feasible, due to the following reasons. While putting your husband's head in the crosshairs on the cover of a major mag is a good idea, we can't do that here. I suggest you try *Crazed Assassin Monthly*.

As far as slipping year-old fruitcakes into Xbox boxes, well, that just won't work. An Xbox weighs as much as three old fruitcakes. The lighter boxes would surely be discovered.

I do like the idea of coming out and breaking your husband's knees. You'll need to send me a bus ticket to get out there. I only need one, since Tokoya has decided it's really cool to just travel and sleep in his duffel bag until I say "I'll bring out The Gimp." He really likes that, for some strange reason...

for the girls. You did put some game dudes in the Swimsuit Special, but it's not enough. If you want to reach out to all gamers, you have to do some stuff for the girls, too. Like, you could do a survey to determine the top 10 hottest PS2 guys, or maybe a GUY Swimsuit Special along with the girls. Get with the program, MEN.

Alice, aliceinwonderland@evilemail.com

TOMMY: You raise a very valid point, Alice. Alas, as charged, PSM is guilty of targeting most of our pictures and drawings towards the male set. But the reality is that hardcore guy gamers are our core constituency, which is something we cannot ignore. Still, according to the number-crunchers, female gamers are a growing demographic, even eclipsing males in some gaming markets (especially in parlor and casino games played on the Internet). But (pg. 100 ►)

GAME HARANGUE

by Bill Donohue

This is the worst time of the year when it comes to games. Who has time to play? Between Christmas, gigs and rehearsals, holiday dinners and parties, I haven't had time to play anything. On the plus side, however, I'll still have a bunch of games to play once all the craziness stops... Hurray for February!

LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

► **Frankie Valdez**, age 12
FinalFantasyKid@webtv.net
Favorite Genres: RPG, scary, action
Favorite Games: *FF, RE, MGS*
Quote: "How do we know we really exist? Maybe we don't exist at all!"

► **Cody Moore**
Indalecio2000@aol.com (duh)
Favorite Genres: RPGs
Favorite Games: *Xenogears*, *Suikoden I and 2*, *Dragonball Z: Hyper Dimension*
Quote: "Where are the Cheetos?"

► **John Reece**, age 14
ps2owner@talkcity.com
Favorite Genres: Mech combat, racing, fighting
Favorite Games: *Armored Core 2*, *DOA2*, *Driving E Type-S*, *Midnight Club*, *Smugglers Run*
Quote: "He who laughs last, thinks slowest."

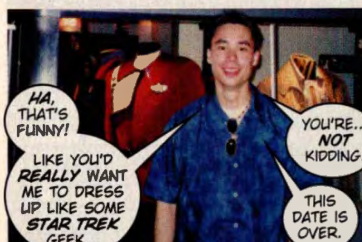
► **Anthony Schnepf**, age 14
NightStalker220@hotmail.com
Favorite Genres: RPG, Fighting, Sports
Favorite Games: *Final Fantasy 6, 7, 9* and *Tactics*, *WWF SmackDown 2*, *GameDay 99*, *Tekken 3*, *XenoGears*.
Quote: "The Only Dependable Thing About The Future Is Uncertainty"—Amarant

DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!



▲ This month Bill starred in his own play, *The Ballad of Billy Big Horn*. Our review? It's utter bullsh.



▲ That's the last time Steve answers a personal ad that reads "beam aboard for a wild time."



▲ Heh, well, you know... some months are slower than others here at PSM headquarters.



▲ Randy pulls some pretty mean pranks — it took us a couple days to get over this one.

► unfortunately, the PS2 market and our readership remain predominantly male, and I can't effectively communicate the insanity and outrage that would result if we came up with an all-male swimsuit issue, or ran pictures of "Buck Wilde" instead of our signature Valkyrie Wilde.

However, we would like to offer up something just for our girl gamers out there. Upon receipt of your e-mail, we advised PSM's own mysterious masked man Tokoya to wax his bikini zone and immediately dispatched him to Muscle Beach in Venice, California. Unfortunately, the results were simply too hot to show here. Perhaps the most disturbing thing about the photo shoot was Tokoya's willingness to do this for hours... even after we ran out of film.

Seeing Things

I was recently at a convention with a friend of mine (November 14, to be exact). It's hard to explain the convention because it has a lot of different things, but among these were some new arcade games. We were wandering around and I noticed a small booth that stood all alone. Normally I would have kept on walking, but something caught my eye. Was that Yoshimitsu I saw fighting on the screen? It was, and not only that, but he looked different. He wasn't in his normal armor. I saw a preview of *Tekken 4* in your magazine and, in it, Yoshimitsu was wearing the same clothes as he was at the convention. I also saw some other *Tekken 4* characters, like Craig Marduk. Could you explain all of this, please?

Max Jaeger, leviathan75392@aol.com

STEVE: Umm... I assume that what you saw was just the arcade version of *Tekken 4*, that runs on the PS2-compatible System 246 board. I'm not sure of the date you saw the game, but it's actually in wide circulation now and should be at all the major arcades.

Sorry About Soul Reaver

I have just beaten the long-awaited *Soul Reaver 2* for PlayStation 2, and am sorely disappointed. The uselessness of the four elements and the questionable ending troubles me very much.

Aside from opening doors and other activities which allow you to complete parts of the game, I have found no other uses for the elements.

HARDCORE

Xeno-phobia

You mentioned in the December 2001 issue that *Xenosaga* "is neither a spin-off nor a sequel" to *Xenogears*. I've seen a couple trailers of the game, in which I've noticed characters that look exactly like characters from *Xenogears*. There were characters that looked like Elly, Fei, Citan, and the Executioner. Strangely, the clothing style in *Xenosaga* is even similar to what's in *Xenogears*. One more thing, they also mention Zohar in *Xenosaga*, which was also in Square's game. I hope that you're wrong about this because I've been waiting for a true sequel (prequel? spinoff?) to *Xenogears* for a very long time now.

Michael Showes, xenogears_2@hotmail.com

STEVE: Well, according to the developers of the game, *Xenosaga* will feature some of the characters that were in *Xenogears*, but it looks like they will only be playing bit parts. Apparently, there's going to be several cameos in the game, but it's going to take a serious *Xenogears* fan (like you!) to notice all of them.

Somehow, I thought that they would be similar to the Fire Reaver found in the first installment, giving you certain powers with each element. I guess after the limitless hours of enjoyment the first *Soul Reaver* gave me, I was expecting a gaming experience of the same caliber in its sequel, or at least one that would be as challenging. So, in some hope your staff can help myself and others like me, I have questions:

1. Will there be another installment of the *Soul Reaver* series that will FINALLY tie up the loose ends left over at the end of this one?
2. Has anyone discovered uses for the four elements aside from the applications that are vital to completing the game?

Chris, BlindCenobite@aol.com

STEVE: While the problem you mention isn't as bad as it was in the first game, *Soul Reaver 2* does have its incomplete parts. The elements are just one example. Boil it down to a rushed production cycle and the switch from PSone/Dreamcast to the PS2.

1. I'm pretty sure that we'll see Raziel return, but who knows how (pg. 102 ►)

CELEBRITY LETTER

Yo, Jak here. I said JAK, as in "Jak and Daxter." I'm in' ingrates. See, this is why I'm writin' to you punks. For some in' reason, they wouldn't let me say my own lines in my own game. I mean, what the ! It ain't like I'm some in' mute, or some . in' Daxter gets all the lines... can't keep his mouth shut... and I don't get to say jack- . Now people only remember that punk- Daxter . What the !



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www.koegames.com

► Javier Salazar, age 13
Hitman@ml8.com

Favorite Genres: shooters, RPGs, adventure games, & fighting games
Favorite Games: *Final Fantasy 7*, *Metal Gear Solid*, *Street Fighter* games, *Megaman X* series, *Twisted Metal* series

► Derek Green, age 12
Panther242@aol.com
Favorite Genres: Action, RPG
Favorite Games: *FF3*, *FF4*, *FF6*, *FF7*, *FF8*, *FF9*, *Tony Hawk 2*, *Chrono Trigger*, *Chrono Cross*, *Tekken2*
Quote: "Just because Sonic is on Dreamcast doesn't mean the game is bad!"

► Chris P., age 14
crashman94@hotmail.com
Favorite Genres: RPGs, Action, Adventure, Shooters
Favorite Games: All *Final Fantasies*, *Chrono Cross*, *Syphon Filter2*, *Metal Gear Solid*, *Ledgend of Dragoon*.
Quote: "GOD I LOVE GAMING!!"

► Nate "Raven" Wade, age 17
Raven10001@excite.com
Favorite Genres: Rpg, Action/adventure, Survival horror
Favorite Games: *Final Fantasy 4-9*, *Tenchu*, *Metal Gear Solid*, *Chrono Trigger* and *Cross*, *Megaman Legends*, *All Resident Evil*.
Quote: "Live by honor, kill by stealth"

smart bomb

AW, C'MON, PLAY ALONG!



► long it will take. I don't expect *Soul Reaver 3* to show up in 2002, but it's certain to come out in the future.

2. I'm not aware of any other real uses for the elements, but some of you readers out there might. E-mail us if you have any ideas.

Baseball = No Fun

Here's a novel idea for any developer looking to make a great game. Make a baseball game. Ok, got the first part? Now try adding this to the code and see what happens... FUN. What an incredible idea, huh?

Let me explain. Maybe it's just me, but does anyone really care about the hundreds of little details and graphic wonders that make up today's games? Does anyone really care that the hitters look and have the same stance as their real life counterparts?

Do you remember the game called *Baseball Stars* for the old 8bit Nintendo system? No real players, just one stadium, and lackluster graphics by today's standards. But it was the best baseball game ever made. I think one of the main reasons was that it was fast and easy. I can't see how anyone could play through an entire season with these games today — it takes nearly an hour to play through just one game. I may be in the minority on this one, but that seems a tad too long — especially when there are 162 games in a regular season.

To all developers — take a look at *Baseball Stars*. It didn't take the best graphics, real teams,

or 340+ different options to make this game incredibly fun and addictive. Seems like today's baseball games do only one thing successfully... they bore most everybody I know. Sure, they look great, but who really cares when the game itself is very boring and slow?

Do you know of any plans for someone to make a pure arcade-style baseball game like *Baseball Stars*? Seems like every sport has a game like this, but baseball. I'm hoping for a game like *Hot Shots*. Now that took golf and made it really fun to play on a home system!

Coker, mkocher@pantagraph.com

TOKOYA: You bring up an interesting point concerning simulation versus arcade-style. As videogames have progressed technologically, there's obviously been a desire to see how realistic games, especially those of the sports genre, can get. There are plenty of people who love simulation baseball games that take 162 hours to complete. However, there are also plenty of people, such as myself, that find these games a tedious bore. Fortunately, Midway figured out that the baseball genre was lacking an arcade-style game. This year they will be bringing out *MLB Slugfest*. Unfortunately, there are no plans for a new *Baseball Stars* game, as SNK, the original developers, went out of business. If you can get your hands on a Neo Geo though, you could get *Baseball Stars 2*, which is my favorite baseball game.

TECH TALK

The Wonders Of Widescreen

1. What is the PS2's widescreen setting used for? Neither *SSX*, *Gran Turismo 3*, nor the DVD playback use the PS2 setting to switch to 16:9 output. Instead, they all relied upon their own in-game settings.

2. Does the PlayStation 2 support 480p output? Games could look even better on an HDTV display, by eliminating interlaced jitters, if they had an option to use it.

3. As HDTVs become more popular, widescreen support in games will become more of an issue. I propose that PSM include a "Widescreen Yes/No" box in the game status bar that precedes each game's review. I know I'll be looking more closely at games with widescreen support for my future purchases.

Darrell Spice, Jr., DarrellS@RTRON.com

RANDY: It's my understanding that the widescreen setting within the PS2's menu system only affects the menus and doesn't carry over into games or movies; you have to set those individually. As for 480p output — nope, at least not at present. It's possible Sony could release a system driver update for this, but when that might happen is anyone's guess.

Finally, our game info bars are packed as it is, but if enough people really demand that we cover this aspect of PS2 games, we'll look into including that in the future. But, that said, most people are going to buy a good game whether it has widescreen support or not... and would you really buy a bad game just because it has this option? Keep on rockin' in the wide world!

LINK-UP ►

► **David Pinero**, age 15
Mgs2x@aol.com
Favorite Genres: Strategy, Action/Adventure
Favorite Games: *MGS*, *VR-Missions*
Quote: "No one cares!" sniff... sniff..."

► **Vic**, age 11
psegboy26@aol.com
Favorite Genres: Wrestling, football, and RPG
Favorite Games: *Smackdown 1-2*, *Final Fantasy VII*, *Gameday 98*, *Madden 2001*, *Pandemonium*
Quote: "If it walks and makes some kind of noise... KILL IT!"

► **Rei Hellzwind**, age 14
Reiyana Blood@aol.com
Favorite Genres: RPG, Fighting
Favorite Games: *Lunar SSSC*, *Super Street Fighter Alpha 2*, *Chrono Trigger*, *Chrono Cross*, *Final Fantasy 8* and *9*... must I go on?
Quote: "You can never kick too much arse."

► **Dark Gamer**, age 14
spalmer@powerlink.net
Favorite Genres: RPG!!!, Action/RPG
Favorite Games: *BRAVE FENCER MUSASHI*, *Xenogears*, *Parasite Eve*, *Final Fantasy*, *Ledgend of Legaia*.
Quote: "I am invincible, my shadow skill cannot be matched. With a single stroke I AM UNBEATABLE!!"

PSM FAN ART

Every month we take a look at the coolest PlayStation fan art from the hottest new talents. If you'd like to see your illustration printed here, send us a copy! (We'll take originals too, but we can't return them). Address it to **PSM Fan Art**, c/o **Imagine Media**, 150 North Hill Drive, Brisbane, CA 94005. Or, even better, e-mail a hi-res version of the piece to us at psm@imaginemedia.com. Be sure to label the subject heading "Fan Art." Now get busy! :-)

FINAL FANTASY XVII Aeri's Return



► If Aeris did return, her game would probably sell a million copies. Ah well, it may never really happen, but thanks to artist JASON LONG, we can dream. This piece of artwork is astonishing, and hopefully the artist will send us some more (hint, hint :-)

► The more we look at the characters from *Guilty Gear X*, the more we realize just how cool they are. Fan artists of the world, send us more GGX art! This piece from the dynamic duo of GOLDENBOY and DIJINIJA is an awesome start to what we hope will be a growing collection.



► ERICK CHATEL sends along this very cute pic of *Street Fighter's* Akuma (or "Gold," if you're in Japan). How could a little fella like this be so gosh darn mean?

► The *Darkstalkers* series may not be going anywhere, but here at PSM we'll never tire of good Felicia art. Reeww! This sexy piece comes courtesy of the artist known only as TENTEN.



► JAMES KIM sent in this picture titled "Konami's Bad Boys", featuring James from *Silent Hill 2* and Snake.



► **Dominic Squillace**, age 31
dsqu8469@cheatcc.com
Favorite Genres: Shooting, Survival horror, action, fighting
Favorite Games: *Metal Gear Solid*, *Dino Crisis 1 & 2*, *All Resident Evils*, *Syphon Filter 1 & 2*
Quote: "I don't know. I just work here."

► **Conor Tubbs**, age 13
damn_little_hooligan05@juno.com
Favorite Genres: Wrestling, Fighting, RPG, Side-Scrolling Fighters
Favorite Games: *WWF Smackdown 2*, *Dead or Alive 2*, *Jet Grind Radio*
Quote: "Evil will always triumph, because good is dumb" — Dark Helmet from *Spaceballs*

► **Joe Torok**, age 12
joeman1288@aol.com
Favorite Genres: Wrestling, RPGs, Survival Horror, Action
Favorite Games: *MGS*, *FF9*, *FF8*, *FF7*, *Grand Theft Auto*, *RE2*, *RE*, *Silent Hill*, *Tony Hawk 1&2*
Quote: "What the hell are you trying to pull?"

► **James McDonald**, age 14
jimblob87@yahoo.com
Favorite Genres: Wrestling, Fighting, Shooting, Survival Horror
Favorite Games: *WWF Smackdown Series*, *Resident Evil Series*, *Metal Gear Solid*, *Timesplitters*, *Diablo*
Quote: "I like Pie."

RESET

This issue's over, but another one is already on the way

NEXT MONTH

MAXIMUM MAXIMO CONTINUES!

Our *Maximo* "beginner's tips" were just a teaser — next issue we'll have a full-on Tokoya-grade strategy. We'll show you hidden treasure chests, secret boss tactics, and much more to make you a *Maximo* Master!

VIRTUA FIGHTER 4: PS2 PLAYTEST

We're about to get our fighting game-starved hands on Sega's premier PS2 title. We'll howl with Wolf, ogle at Sara and lay down Akira's "Stun Palm o' Doom" until the cows come home. Join us, won't you?



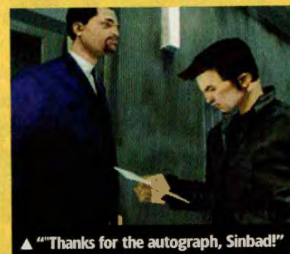
▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

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Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #55**, c/o Imagine Media, Brisbane, CA 94005 (or at psm@imaginemedia.com, with "PSM Caption #55" in the subject header). Be sure to include your full name and address so we can contact you if you win. Good luck!

AND THE WINNER IS...

DEAN HAIRE is the winner of our August (issue 51) Caption Contest. You can check out his winning caption below. Dean, your PSM Prize Pack is on the way!



▲ "Thanks for the autograph, Sinbad!"



▲ What dark, brooding evil lurks beyond this cover? Why, page after page of baby blue and pink!

3 YEARS AGO IN PSM... FEBRUARY, 1999 Memories of Silent Hill

Ah, *memories*. We'll never be able to smell a rotting corpse again without being whisked away to the first time we played the original *Silent Hill*. As autumn leaves change color and fall, so will we remember the skinless little devil children that chased us with knives.

But enough reminiscing — that ship has sailed, and we must move on. Our February '99 issue also featured *Tomb Raider III*, the adventure that saw Lara's assets start to show signs of sagging.

Hey, here's a fun activity: if you have this issue, take a good, long look at the dark, scary cover, then quickly open to the fruity, pastel-colored inside of the magazine. Now do it again. And again. One more time... HEADRUSH!

100% INDEPENDENT
PSM
PS2 & PLAYSTATION MAGAZINE
February 2002 • Vol 6, No. 2 • Issue 55
ISSN 1095-4163

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PSM: 100% Independent PS2 & PlayStation Magazine is published monthly by Imagine Media, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Ride along versions are C2. Newsstand distribution is handled by Curtis Circulation Co. Basic subscription rates: one year (12 issues) \$20 U.S., Canada \$34 U.S. (Canadian price includes GST (GST #128220688), foreign \$44 U.S. Prepaid in U.S. funds only. POSTMASTER: send changes of address to PSM—100% Independent PS2 & PlayStation Magazine, P.O. Box 5154, Harlan, IA 51593-0654. Copyright 2002, Imagine Media, Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Publishing, Inc. is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA. CPC Int'l Pub Mail # 1195484.



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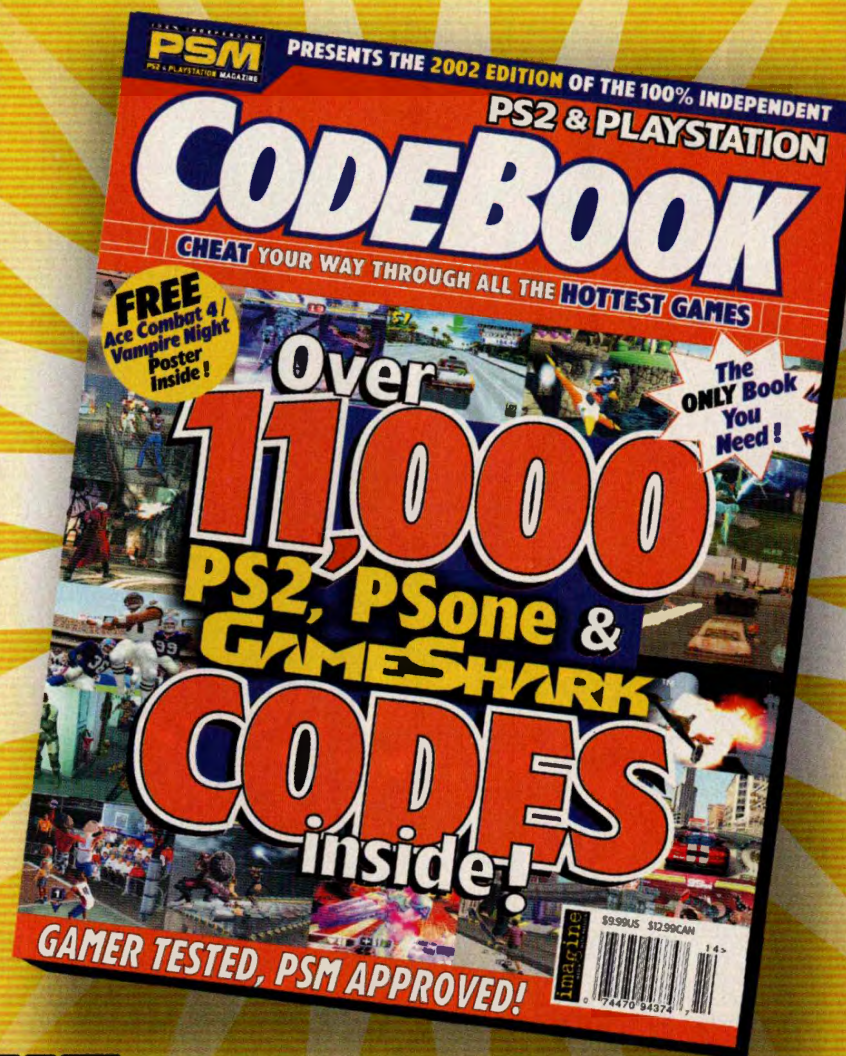
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