## LAYSTATION 2 MAGA



FINALLY: the info you've been DYING for!

E3 BLOWOUT!

The **TOP 10** games that you **MUST BUY!** 

LARA'S BACK ON TOP!

**REVEALED:** The radical new features that will make you fall in love all over again

- ► Level-up Lara's stats
- ► Sneak like Solid Snake
- ► Choose what Lara says

**AND...** Meet Lara's NEW PARTNER

#### **PLUS SHINOBI, CONTRA, RYGÁR!**

Fresh screens show why these classic series will rule once again!

## METAL GEAR

NOT A HOAX: VR Mission new secrets, play as Snak and... SKATE? PLUS MGS2 "Making Of" DVD!



series is back—but wayou even recognize it?



the first one should have had

AGGRESSIVE INLINE THE MARK OF KRI STUNTMAN & more!

## imagine with PASSION



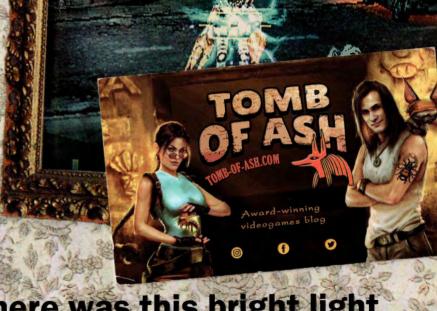
ISSUE 61 ► AUGUST '02 ► VOL. 6



NOBODY'S LAUGHING ANYMORE. There's other intelligent life in the universe. They happen to specialize in medicine. As resistance thirty-five frenzied missions. Equipped with a cyborg eye and an arsenal of apocalyptic firepower, it's up to you to stop our imminent

(c-12)

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. MediEvil is a registered trademark of Hony Computer Entertainment America



## "All of a sudden there was this bright light

and I felt my body lifting off the ground. The next morning I had scars all over. I swear some of my insides are missing. The worst part is, I think they're coming back."

- Velda Ruddock, 58

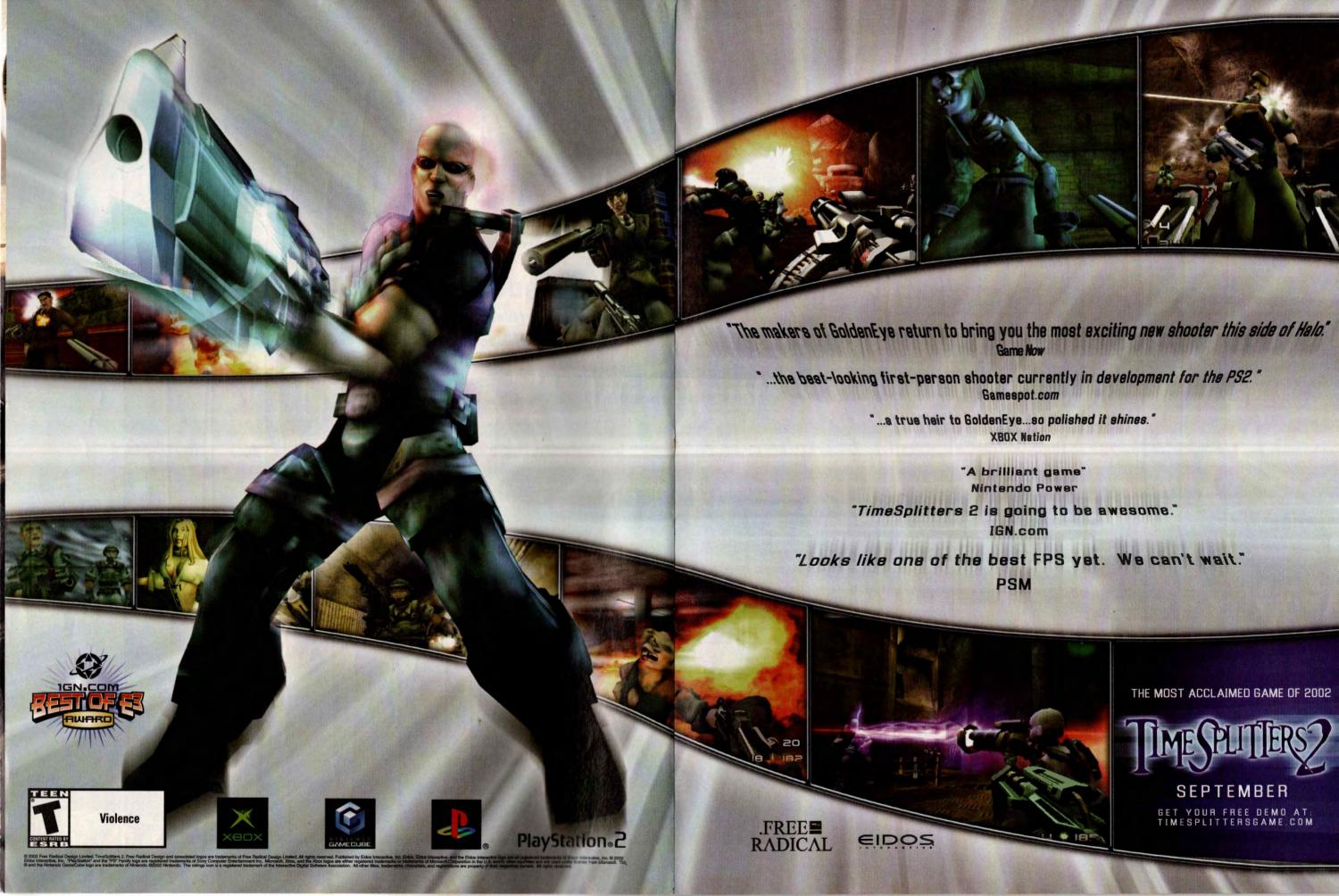


fighter Lt. Riley Vaughan, you'll have to sniper, solve, scheme and completely obliterate your way through extinction. From the makers of the MediEvil® series comes this unforgiving do-or-we-all-die mission.





Inc. C-12: Final Resistance is a trademark of Sony Computer Entertainment America Inc. ©2002 Sony Computer Entertainment Euro



Welcome to the world's best PlayStation 2 magazine



#### THE BEST GAME LINEUP I'VE EVER SEEN

hat's what I tell people when they ask for my impression of this year's E3 ideogame expo. Even the *crap* games didn't look all that had. For this issue's E3 feature, we compiled a list of our top 10 games of the show, and I'm telling you, there were at least double that many games that deserved to be on the list. I've been to every single E3, and I've never, ever been this blown away.

I also noticed some very interesting themes at the show. Much to the delight of old-school gamers like myself, classic game franchises are making a huge comeback — Shinobi. Contra and Ryggr kicked ass. Mature games were also a big focus, with content that makes GTA3 look tame (never thought I'd see nudity and the fword in a PS2 game...). This industry is about to go wild — are you ready? ▶ CHRIS SLATE

#### CHRIS SLATE Editor-In-Chief

LIKES: Games that make you think creatively HOBBIES: Comics, hoops, J-Pop, movies, anime, DVDs

Strangest E3 moment?
When all of the booth babes kept wanting me to "sign their butt" and stuff. No, really — it happened! Really... honest... I... (begins to sob uncontrollably).

"I've been to every single E3. and I've never, ever been this blown away"



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



DISLIKES: Booth "Guys" HOBBIES: Getting lei'd I would have to say it had to be the time that I got "lei'd" by the DOA girls at the Tecmo booth. Yummy!

**BILL DONOHUE**MANAGING EDITOR

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

angest E3 moment?

Seeing Gary perform the

secret Zoomo ritual at the office. I'm selling the pics to the highest bidder!



#### trangest E3 moment? Standing in the West Hall,

wearing nothing but a rainbow wig. But that was a just a bad dream... right? DAN FITZPATRICK ART DIRECTOR

IKES: TMBG, Oingo Boingo

**HOBBIES: Playing games!** 



Realizing that having all of the editors gone for the first week of the month had no



GARY LIEW ASSOCIATE ART DIRECTOR

ERIC BRATCHER ASSOCIATE EDITOR

LIKES: Grilling out

HORRIES: Ice sculpture

trangest E3 moment?

Last year, seeing the Olsen twins signing autographs. I really thought I could live my life never seeing them.

MR NO

F 19

30

200

LIKES: Rituals HOBBIES: Paying blackmail trangest E3 moment Strangest E3 moment?

Zoomo has no rituals! There are many reasons for the burning cats and nose songs! I am not paying!



ara is back, and this time she's brought a friend: Kurtis Trent, the only bloke tough enough to hang with the queen of tomb raiding. We'll formally introduce you — Whoa... ...Lara head — on page 44!



























# MAIN MENU ESMI

100% INDEPENDENT PLAYSTATION 2 MAGAZINE ► ISSUE 61 AUGUST 2002 ► VOL. 6



## ► GAZILLIONS of NEW GAMES at E3

The biggest yearly event in gaming is here! Nearly 200 hot new PlayStation 2 games, stuffed into 13 picture-packed pages. This is what you live for!



### 52

## **GAME GIRLS**

Lara, Yuna, Pai, Trish... they're already out on the beach — where are you? Grab your cooler, your towel and get a move on, buster!



## Metal Gear Solid: SUBSTANCE

The rumors of a new Metal Gear are true! Find out just what Substance is all about, and why Snake is doing his Tony Hawk impersonation!



TIME TO BUST OUT MY LA-LI-LU-LE-LO...

#### 76

### RETURNS!

Classic franchises RULED E3 this year, and the long-awaited return of Shinobi stood the tallest. Our screens will leave you begging for more!

### **SECTIONS**

#### MONITOR > 12

12 TOP STORY

The 2002 E3 videogame show rocked our world — see why it's gonna rock yours!

#### REVIEWS > 17

IB > GAME OF THE MONTH



#### E3 MEGAGUIDE ▶ 25

The Big Show only happens once a year, so we've got to make a big deal of it, right? How's about 13 picture-packed pages, with almost 200 big new games?

#### PREVIEWS > 63

Our biggest Preview section of the year, packed with the biggest games from E3!



CODES ▶ 90
E3 ate up all of our Strategy space this month, but the Codes section yet lives!

#### LETTERS > 92

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

#### RESET > 97

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

#### **GAME INDEX**

•	Aggressive Inline	I
•	C-12: Final Resistance	2
•	Contra: Shattered Soldier	7
•	Crouching Tiger	6
	Dark Cloud	6

- Endoame
- Fireblade Freedom: Liberty Island 89
- Gladius Gungrave
- Kingdom Hearts Madden NFL 2003
- The Mark Of Kri ▶ MG5 2 Substance MLB Slugfest 20-03
- Mortal Kombat NCAA Football 2002 78

- Red Dead Revolver 78 Ratchet And Clank 72 ▶ Red Faction 2 82
- Romance/3 Kingdoms VII 22
- RTX Red Rock 89 Shinabi 76
- Sky Gunner 20 Slu Cooper 86
- Star Wars: Bounty Hunter 74 ► Star Wars: Clone Wars 64
- 21 Shuntman
- ▶ Tenchu 3 80 Tony Hawk Pro Skater 4 65
- V-Rally 3 84 War Of The Monsters 67
- WWE Smackdown! 4 88
- > Zone Of Enders 2 68

NO MORE SECRETS THE ANGEL **OF DARKNESS** Lara is about to make her PS2 debut in a BIG way! We reveal all the new features. top-secret story details and more! PLUS, see the new playable

character for the first time!



### 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!



# MONITOR

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

SPECIAL REPORT

## The Best E3 Ever!

Incredible games and exciting news—PS2 blows the roof off aamina's biggest event

hew! The game industry's annual mega-show has come and gone, and we're still in awe. This year's Electronic Entertainment Expo (E3) in Los Angeles was especially huge for PlayStation 2: not only was the biggest lineup of incredible, must-have games ever debuted, but there were also some very interesting announcements from Sony and its third-party developers.

Beginning with its pre-show press conference, we knew that Sony was going to come out swinging. Instead of the usual sales figures reports, SCEA president Kaz Hirai kicked things off by declaring - in an eerie echoing of our June issue's special report — that PS2 has already won the console war, likening the gap between it and its competitors to the Grand Canyon. These statements certainly aren't unwarranted, given PS2's massive 30 million unit presence world wide (including 9.5 million systems sold so far in the U.S.), but we've never seen Sony be so bold or aggressive at E3 — or anytime else, for that matter.

There were also other announcements of more tangible importance for PS2 owners. For one, Sony revealed that it has hammered out an agreement with Rockstar Games to keep the Grand Theft Auto series exclusively on PS2, with a new game. Grand Theft Auto: Vice City, due to hit in October (see facing page). Next up, the PS2 network adapter was confirmed to go on sale on August 27, and, better yet, will come with a coupon for a free copy of Twisted Metal Black Online. Also revealed was the fact that the "connectivity disc" packed in with the adapter will feature online-ready demos

WHAT DO

exclusive rights to the *Grand* Theft Auto series, we asked isitors to our website at www.psmonline.com which new feature they'd most like to see in the next GTA game. Good effort, pervs. ;-

Go Inside Buildings (37%)

Strip Clubs (34%)

"This year's show was all about the massive lineup of killer games headed to PS2"









IN HELL

HUGE E3 COVERAGE

requency 2, Tribes:

Time Snlitters 2 in

e required for

ety of Internet

g AOL. The live

no, which pitted

quarterback Daunte

) against Tennessee

nd Jevon Kearse (in

ellite commentary by

self-was easily one

currently in develop-

e full support for pro-

but, meaning that

can be viewed in

solution on high-end

oments in years.

eads, its was

he latest PS2

doesn't mean you have to miss out. This year we've delivered our biggest most screen-crammed E3 feature et, and you won't want to skip a page! Here's a rundown of what we've got and where to find it..

PSM'S E3 GAME GALLERY 26 12 pages packed with screens of every game shown for PS2!

PSM'S TOP E3 PICKS 26-42 There were lots of games at the show find out which ones made our est-of-the-best list!

E3 CANDID CAMERA 25-42 We snapped a lot of photos at the show — mostly of the fantastically gorgeous booth babes!

SPECIAL PREVIEW SECTION 63 Many of the games at E3 were far enough along for full hands-on npressions. Get all the details in our gest preview section of the year!





TVs and computer monitors. Sony also has plans to turn the PS2 into a TiVolike personal video recorder for storing TV broadcasts, but there weren't really any hard details given. Speaking of hard, there was absolutely (and sadly) no mention of the long-awaited PS2 hard disk drive add-on.

Most importantly, however, this year's show was all about the massive line-up of killer games headed to PS2 A whopping 200+ titles are slated for release by year's end, with every major genre seeing the love. Surprises were many at the show, including Metal Gear Solid 2 Substance, War of the Monsters, Silent Hill 3. Fear Effect: Inferno, Zone of the Enders 2, and Contra: Shattered Soldier, Online games were also present and accounted for: SOCOM: U.S. Navy Seals. Tony Hawk 4. EverOuest, Final Fantasy XI. and more were up-and-running online. There will be 12 online games ready for the network adapter launch in August, and huge future titles, like Star Wars Galaxies, were announced.

As usual, we've rounded up every single PS2 game shown in our massive E3 feature. Be sure to check it out for all the details, plus loads of show photos, booth babe shots, and our take on the best games of show!



DETAILS

## **NEW GRAND THEFT AUTO**

not letting the slip, but a s a thousand (or s case) words...

**Frand Theft Auto** opters, but they rmed. Hopefully t to actually fly this time!

in bikinis — it i't be Miami.. mean Vice City hout them!

at chases played a e in Miami Vice y they'll be just as ral to Vice City.



this Sonny Crockett lookalike's role - could you be playing as an undercover cop this time?

Motorcycles were one element conspicuously absent from GTA3 — from the look of things. we'll get 'em this time.

> Fast cars are a given, but also expect the fashions and fads of the '80s to be represented in full force.

First came Crockett, now Tubbs? Whatever the storyine, this game will be larger than the last.

F3 NOTES

One highlight of Sony's pre-E3 press conference was the first-ever video teaser for Resident Evil Online. The video revealed that the game is 100% real-time 3D like Code Veronica, that the goal is to escape from a zombieinfested Raccoon City, and that four players can cooperate online. It also appeared that members of your party can become zombies if they're not careful, although this couldn't be confirmed as of press time.

### FATAL FRAME:

Tecmo and DreamWorks are in the the recent PS2 survival horror game will become a live-action feature film As it's still early, no director or actors have been attached to the project. and there's not even an inkling of a release date. Still, the game's premise of literally capturing ghosts on camera should translate well enough to the big screen. We'll have more on the project as it breaks.

### **PS2 TO ENTER**

Last issue, we learned that Infogrames had snapped up the rights to games based on The Matrix sequels, which would be developed by Shiny Entertainment. It has now been revealed that the first such game - officially titled Enter the Matrix - will debut on all console platforms simultaneously, and not only on Xbox as originally planned. The game is slated to launch next May to coincide with the theatrical release of The Matrix Reloaded.

#### **DVD: THE MAKING** OF METAL GEAR

Metal Gear Solid 2 Substance isn't the only MG5 project Konami's cooking up for PS2. Series creator Hideo Kojima and crew are also hard at work on a special "making of" DVD that will feature a complete timeline of MGS2's development, along with behind-thescenes footage, storyboards, and even 3D models of game objects and characters that can be manipulated onscreen. The DVD is due out this fall.

### AUTO MODELLISTA

Capcom didn't make much noise upcoming cel-shaded PS2 racer, Auto Modellista, will definitely be playable online when it hits the U.S. this fall. This news should elicit a sigh of relief from racing fans, since a good portion of the game is set to revolve around online play, and it looked for a while like the Japanese version would be the only one to get the network nod





## Gigantic and challenging — extreme inline skating hits PS2

est known for the Dave Mirra BMX series, Z-Axis has already been accepted as a developer who "gets" extreme sports. Recently bought by Activision and headed into the world of Mat Hoffman, the company still had a few games left to produce for Acclaim before heading off into the sunset. And with the popularity of the extreme sports genre growing stronger with every passing day, there probably wasn't a better time than now to create the all-out skating adventure Aggressive Inline.

#### HOW IT STACKS UP

		Tony Hawk Pro Skater 3	10 out of 10
1		SSX Tricky	9 aut of 10
H		Aggressive Inline	9 out of 10
	4 )	Transworld Surf	7 out of 10
٠.		V Camer Forwheardige 2002	7 out of 10







▲ Not only do the game's environments look great, but its characters are also very detailed and well-

We say skating adventure because that's exactly what it is. Instead of just being thrown into a nameless town and asked to perform a couple of tricks like countless games before it, Aggressive Inline tosses you into entire worlds. Where one stage may start off on a narrow street with a couple of lines and jumps, it will eventually open up into a massive sprawling movie lot with multi-story buildings, insane pipes, and cleverly hidden puzzles. Knock over structures and objects or destroy some

aspect of the area in any way, and it stays in that form forever. By enabling you to permanently alter the landscape, the interactivity of the levels truly propels the genre forward unlike any other extreme sports title before it. And just when you thought you've found everything a level has to offer, you could stumble across a secretive floating key to open things up even further.

Much like other games in the extreme brotherhood, there's a healthy dose of licensed and fantasy



king up where Tony Hawk 3 left off, Aggressive Inlin reates the most living, breathing city locales yet in an extreme sports title — they're loaded with activity.

characters to choose from as well. Whether you'd prefer to play as real life superstars Jaren Grob and Chris Edwards, or fictional Britney Spears-wannabe "Chrissy", there are plenty of alter egos to fit your individual taste. Continued success at pulling off tricks and completing challenges will up your skater's experience points RPG-style and increase their abilities in many categories, including jumping. spinning, fakies, wallrides, and manuals. Completing those challenges, however, is where Aggressive Inline really gains replay value (or frustration level, depending on how much patience is exercised).

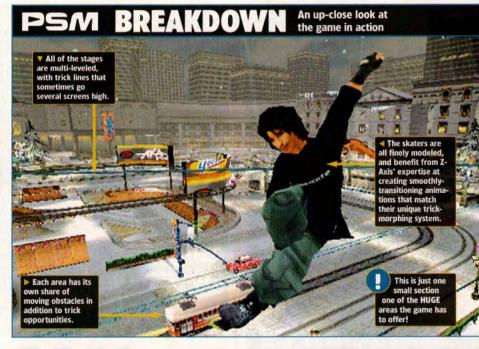
Because of the nature of the sport, there are moves and nuances unique to riding on inline skates that you won't find in any other extreme sports

### RATED X-TREME

Extreme tricks? Check. Extreme levels? Check. Extreme... jiggle? Aggressive Inline's no-holds-barred style also extends to its skaters, including the Britney Spears lookalike, Chrissy, who likes to show off her physique as much as her moves. Yowza!







#### "The interactivity of the levels truly propels the genre forward unlike any other extreme sports title before it"

game. New techniques and stunts, such as vaulting off an elevated concrete flower planter onto the roof of a nearby office building, or zany things like grinding from a rail onto a pole which you can then spin off of and use to perform even more whacked out tricks, are now an entirely possible proposition.

Overall, Aggressive Inline is a highly impressive extreme sports title. While it's guilty of exhibiting a couple of minor graphical problems, and may be difficult for beginning skaters, Z-Axis' crowning effort is still a solid title worthy of any gamer's library.

**▶** Jeremy Dunham



Inline still shines as one of the best and mos challenging "extreme" titles on PS2.





### C-12: FINAL RESISTANCE

n Europe, *C-12* received oodles of hype, coverage, and critical interest. In America, for whatever reason, it received nothing at all until these dying days of the PlayStation. It's a remarkably good 3D action game given the time and technology, though fans of Synhon Filter should certainly try it to tide them over until its PlayStation 2 heir arrives.

Earth is overrun by technologically advanced aliens, and you are mankind's only hope, a cyborg operative gifted with enhanced strength, weaponry, and perceptive abilities. All of these come into play in an adventure blending stealth, puzzles, and shooting the hell out of the bad guys. C-12 progresses through a series of areas presenting different challenges — sometimes it's sneaking past the persistent guard droids, sometimes it's taking down the hulking mutant soldiers, sometimes there's a little of the usual key-fetching mixed in.

The difficulty can get harsh at times, especially in the early stealth challenges, but the camera presentation helps deliver a kinder perspective on certain types of gameplay, It's not slaved to a behind-the-back position, instead giving the player control over the camera with the right analog stick and occasionally shifting to a low or overhead angle to make an area easier.

C-12 can't help but look a little technically limited in comparison to its PS2 contemporaries, but it stacks up well against the graphics of something like Syphon Filter. which is what it ought to be compared to.



he makers of Medievil (and the uncoming





PUBLISHER

### **ENDGAME**

Indgame is easy to describe: it's *Time Crisis II,* only not quite. It's still fun, but the graphics aren't quite as pretty, and it lacks much of the variety and tuning of its inspiration.

In the near future, our heroine, Jade, receives a videophone call telling her "they're coming for you", just as a group of gun-toting thugs burst in. The plot was originally a key element of the game, giving the developers an excuse to create multiple paths and mix exotic, virtual reality levels with the more standard, real world locations. However, the high concept seems to have been scaled back considerably — the only VR levels are a series of comical, entertaining minigames, and there are multiple endings, but not multiple paths.

Gameolav itself is identical to the shoot/dodge mechanic of the Time Crisis series, with a few minor, yet nagging, deficiencies. It's far less dynamic, with too few events exciting enough to compare with the swooping speedboats of Time Crisis II, or the car chases of Virtua Cop 2. Also, some design elements seem cheap baddies are often placed far away, or stacked so that one enemy's death animation actually blocks you from hitting the guy behind him. Finally, each area has a timer, and if it reaches zero, you simply keel over. This, when coupled with a severe lack of continue options and life power-ups, makes the game seem unfairly difficult at times.

► Eric Bratcher





A decent gun shooter that wants very badly to be Time Crisis II, but oesn't quite hit the mark. Could be a decent time-filler while waiting for



### SKY GUNNER

S ky Gunner is a textbook example of reach exceeding grasp, but it reaches so far and in such interesting directions that it can't help but charm despite its problems. Atlus' decision to implement a 30fps mode repairs some of the game's diabolical framerate issues, but what covers most for its faults are its replay value and abundant personality.

At times, the life and dynamism of Sky Gunner's aerial battles prove downright breathtaking. Squadrons of fighters swirl about gigantic flying battleships that spray fire in every direction, and yet the target-focused camera keeps things reasonably clear and easy to follow. The down side is when the engine undergoes a near-collapse and drops down to five frames per second. This isn't a frequent occurrence, but it's more frequent than it ought to be. The 30fps mode tidies this up, but it also spoils some of the fun of when the game runs smoothly.

Nevertheless, Sky Gunner has too much going for it to ignore. The anime-inspired visual designs are lovely, and the story sequences are often very funny. Diehard geeks should enjoy the preservation of Japanese dialogue. The five playable characters possess different mission objectives, along with distinct suites of optional weapons.

Playing through multiple times unlocks many new features, and a first try will reveal substantial room for improvement in score performance. Be aware that Sky Gunner has problems, but give it a try and see if it grabs the shooter fan in you.



Sky Gunner never completely recovers from its technical problems. Those don't kill the game entirely, though, and a sequel could be something

The final battle takes place on a massive scale.

## REVIEWS



## STUNTMAN

### A great concept... but a bit flawed

hen Infogrames unveiled Stuntman to us, a year or so ago, we were ecstatic. The fact that Reflections, the team behind the Driver series, was helming the project seemed to make it a guaranteed hit. Unfortunately, things don't always end up as we'd expect.

Sure, Stuntman is still a high quality game and has plenty of replay value. It just also has several glaring problems that makes the experience of playing it often frustrating. First off, we just want to get across the fact that this is a very challenging title, even for experienced gamers. So, unless you have some serious patience and a lot of free time. we wouldn't even suggest taking Stuntman for a drive. If you think you have what it takes, though, then there are still a few other hurdles that you'll have to jump before being able to fully enjoy it.

For some reason, the developers at Reflections decided to make absolutely nothing in the game

world destructible. Aside from the objects you're tasked to crash through, everything else seems to be made of diamonds. Just even barely hit anything and your car explodes into pieces. Put frankly, this just makes the game unnecessarily frustrating. Going along with that is the fact that the whole game is just a big case of trial and error. You'll find vourself attempting the same set of stunts for hours on end, watching the loading screen appear over and over again.

Getting past all these problems is a task in itself, but certainly possible. And if you do manage to do it, then there's definitely a rewarding experience to be found. The game certainly has its cool moments and there's no better feeling than hitting a stunt just right and seeing it appear in the theatrical-type trailer. You really do feel like a Stuntman.

**▶** Stephen Frost



This is a game that had a brilliant premise, but just didn't end up being executed completely right. If you can get past the problems, though, then Stuntman can still be a blast.











PlayStation 2

August 28, 2002

CAPCOM

Mysterious.

100% INDEPENDENT PLAYSTATION 2 MAGAZINE > #61 AUGUST 2002 > WWW.PSMONLINE.COM

ireBlade perches deftly on the fence that separates realistic combat flight sims like Ace Combat 4 from PayStorm-style arcade shooters. Comparisons to Eidos' ThunderStrike are inevitable, but gameplay is more arcade-like, with a simplified flight model and a focus on tons of enemies and explosions.

The 18 missions themselves deliver variety in both setting and assignment, and range from wiping out an enemy base or recovering a downed pilot to more sophisticated "escort and defend" missions, and even stealth assignments. Be aware — the difficulty ramps up quickly and erratically, and many missions will require careful strategy, your best reflexes, and plenty of luck to defeat.

We have only a few complaints. First and foremost, each little ground soldier has a locational damage model, which sounds great, but proves incredibly frustrating - it takes three to five direct hits to kill nearly every single

enemy foot soldier because you hit him first in the backpack, then on the gun, then on his arm, then finally in his leg (which is somehow fatal). Also, units voure escorting have a strange and frustrating tendency to charge impatiently into a horde of enemies and then demand dangerous rescue instead of waiting for you to clear their path. Also, we'd love the ability to cycle the auto-targeting reticule from one enemy to another, and while the audio is good, the graphics, with the exception of night vision, are utterly bland. Despite these quibbles, we can't seem to stop playing FireBlade - check it out. **▶** Eric Bratcher





It's ugly as hell and frustratingly difficult at times, but if you like your sims light or your arcade games heavy, give this a try. We're still getting a few



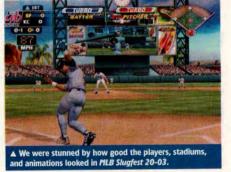
### **MLB SLUGFEST 20-03**

TTT hen we first heard that Midway was giving haseball the Blitz treatment, we were a little concerned. After all, baseball doesn't seem like a sport that would benefit from that brand of wackiness. Well, much to our surprise, MLB Slugfest 20-03 benefits quite nicely from a little well-designed anarchy.

In fact, we're happy to say that MLB Slugfest 20-03 was the most fun we've had playing a baseball game this year. For starters, the gameplay itself is fast, fun and intuitive. Every single pitch can be hit if timed right, the control is exceptionally tight, and the speed of the game is tweaked to keep the action moving at a rapid pace. You'll find few boring lulls in Studfest.

The 'wacky' gameplay extras like super-fast pitches, turbo, smashing hits, wall-climbing catches and on-base brawls are just subtle enough not to overwhelm the heart of the game. And the game reserves a button for beaning the other team. It's about time that happened.

And as far as graphics are concerned, Slugfest is the best-looking baseball game on the PlayStation 2. The textures are crisp, the player models are realistic, the stadiums are phenomenal and even though the other games say their player faces look like the real thing, Slugfest outclasses those graphics by leaps and bounds. And the commentary is weird, yet perfectly appropriate. Even purists are gonna love this game!





Even hardcore baseball fans will like this great looking (and great playing) arcade style baseball game. It's loads of fun.





A It's not exactly pushing the PS2 past its limits, but then

ROTK7's real strengths aren't in its visuals.

### **ROMANCE OF THE 3 KINGDOMS VII**

efore there were Dynasty Warriors and Kessen, there was Romance of the Three Kingdoms. The backbone on which Koei has built its videogame empire; the Romance series is one of the oldest and most respected simulation titles in the business. Other than a brief appearance on the PSone a couple of years ago, U.S. gamers haven't tried their hand at a new version of the game in quite some time.

Set during the Three Kingdoms period of ancient China, you can pick up one of ten different scenarios and use political intrigue, domestic wile, and the art of war to conquer neighboring rulers and eventually become the undeniable emperor of China. Playing any position you desire, be it lowly officer or all-knowing liege, your possibilities for approach are nearly limitless. Released exclusively in Japan some time ago, Western aficionados unfortunately have been denied the turn-based glory until now.

While Romance of the Three Kingdoms VII isn't any different from the six previous games in terms of premise and basic execution, the upgraded graphical presentation and more RPG-like aspect of upgrading characters and abilities really puts it over the top. Combined with an excellent Eastern-style soundtrack and a solid battle engine, stat buffs and history majors are in for a treat.

ROTK7 isn't for everyone. But if you're willing to try a not-so familiar take on the typical "conquer the universe" proposition, there's no better way to do so than with Koei's latest strategy masterpiece.

Koei still has what it takes to make history fun — a great combat engine, crisp





EDNY E DIECO

### This warrior's tale misses the mark

SDAY CEA

ike a Conon for the console age. The Mark of Kri's Rau slices and dices enemies with tremendous visual flair. thanks to a unique combat system. His tale is retold with equal panache through gorgeous hand-drawn storyboards, which give way to a colorful (if a bit "high-res PSone"-ish) cartoon world in which the game's copious - nearly Mortal Kombat-esque amount of gore can't help but stand out; it's like watching a NC-17 rated Disney movie.

The core play mechanics seem to have originated from a game geeks' all-nighter: the multiple enemy lock-ons, the disarming of foes (then turning their own weapons against them), the elaborate stealthkills, the "sight beyond sight" provided by Rau's bird, Kuzo... they're all great ideas, but the whole unfortunately isn't greater than the sum of its parts.

Once the initial novelty wears off and you really get into the game, what you find is a surprisingly

bare-bones experience that's more constraining than epic. The combat is actually the biggest letdown: while relying on an interesting mechanic, it just doesn't hold up for an entire game. Even considering different enemy types and weapons, it eventually becomes tedious to the extent that you want to avoid it altogether. Thus the ability to see ahead in the level using Kuzo, sneak past guards, distract them, etc. becomes even more important. Ultimately though, this just results in a big string of trial-and-error scenarios — where one wrong move returns you to the grind of combat (at which point it's often best to just restart at your save location).

REVIEWS

Despite it's shortcomings, The Mark of Kri still deserves credit for trying something new. It's not without its better moments, but you literally need to fight (and fight, and fight...) to find them - and for that, we'd definitely recommend renting it first.



While it does some things right on its quest to break the action/adventure mold, The Mark of Kri's more promising elements (such as the combat system and "spirit guide") just don't work as well as they could have.



MAGNIFICENT. August 28, 2002

CAPCOM

PlayStation<sub>®</sub>2



electronics boutique

**AOL KEYWORD: EBGAMES** 

PSM's 2002



Every single new PS2 game being made. in one handy guide — PLUS our top ten!

We've been to the future, and it's jam-packed with amazing games. Wanna see 'em all? Well then, come on in!

very year we come back from the Electronic Entertainment Expo thinking "This is the best show we've ever been to." Well, this year's E3 put all the others to shame. Not only were there enough new games to stack to the moon and back, but there were more surefire hits than we've ever seen at a single show. The PlayStation 2 boasted an army of solid third-generation games that have left the glitchy problems of PS2's past behind. Just a quick look at triple-A titles like Sly Cooper, Kingdom Hearts and Shinobi, and it's clear that the system is really

starting to hit its stride.

It nearly killed us, but we managed to play 'em all in just three short days. Over the next thirteen pages. we'll give you the facts on each new title, plus our impressions. We're also presenting our picks for the top ten best games at the show, but we'll admit right now that the list is flawed — it's way too short. There are at least ten more titles that deserve to be on it, which just goes to show you how amazing this show was.

Got your soda and chips handy? Good, 'cause with this many games to dig through, you won't be going anywhere for a while!

010) 126

ELECITE COLUMN





ALTER ECHO ACCLAIM • WINTER 2003 A somewhat surreal yet ambitious project, AE stars a hero who can morph into three different attack forms. He also has the limited abili

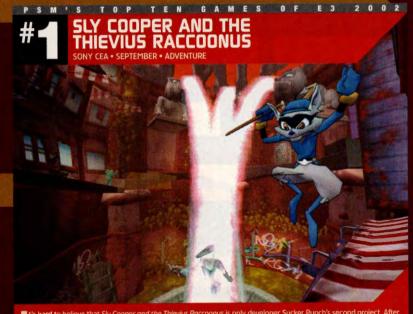




ARMORED CORE 3 AGETEC • OCTOBER Along with plenty of new mech designs and components, this latest AC title also features larger arenas, a greater assortment of mission objectives and improved enemy AI.



ACTIVISION . NOVEMBER While not completely faithful to the movie sequel, Blade's second console adventure does feature many of the same enemies and charac-



t's hard to believe that Sly Cooper and the Thievius Raccoonus is only developer Sucker Punch's second project. After all, the title showcases a staggering amount of polish, beautifully created environments and a rather unique per-sonality. In the game, you take on the role of a raccoon master thief who, along with his two partners, must recover the pages of a stolen thieving manual. The search begins on page 86.



CONFLICT: DESERT STORM
TAKE-TWO INTERACTIVE • FALL Similar to the Spec-Ops series, Conflict is a third-person, squad-based tactical shooter, Play as the British SAS or U.S. Delta Force.



CRANK THE WEASEL MIDWAY • 2003 Best described as a twisted plat-former, Crank is Midway's attempt in creating the loveable anti-hero. Help Crank steal money in order to buy a plane ticket to paradise.



CROUCHING TIGER, HIDDEN DRAGON UBI SOFT • FALL/WINTER

Using a unique control scheme, Crouching Tiger attempts to recreate the flowing martial arts fights from the movie in an intuitive way



DEFENDER MIDWAY . FALL

As with its Spy Hunter remake, Midway it taking yet another classic title and modernizing it. There will be full 3D environments and your



DELTA FORCE: BLACK HAWK DOWN NOVALOGIC • WINTER

This marks the first time that a Delta Force game has appeared on the PS2. It's not just a PC port, either. It's a brand-new FPS title.



DINO STALKER CAPCOM · AUGUST

Dinosaurs run free and it's up to you to bust a cap in their prehis-toric asses. Guncon 2 support is included, but you'll still be able to



DUCK AS PK

UBI SOFT • FALL Based on characters created by Disney's Milan-based Studio, PK is Donald Duck in his superhero form.



MIDWAY . FALL

After destroying his own world, Dr. Muto must gather resources from other planets in order to rebuild it. To help out, he has the ability to



DRAGON'S LAIR 3D

ENCORE • FALL Dirk the Daring returns to once again rescue the fair Daphne. Only this time, the player has full control over Dirk's actions and can com-pletely explore the entire castle.



ECKS VS. SEVER

BAM! . WINTER Based on the upcoming movie, the game puts you in the role of two spies who are lifelong adversaries. There are around 20 missions in all,



Sony proclaimed the "console war" to be over — didn't we say that back in issue 59?



EA Sports demoed *Madden* online, with the big man himself calling the plays!



What a complete and utter waste of film — good thing we can still expense it!



Sony's "Live in your world, play in ours" slogan could be seen all over the expo.



EVIL DEAD: FISTFUL OF BOOMSTICK THO . WINTER

Strangely, THQ is trying again with a new Evil Dead title. Considering the first game, we just hope that we don't die... from boredom.



FREEDOM: BATTLE FOR LIBERTY ISLAND FLECTDONIC ADTS . FALL

A combination of action and strate gy-based gameplay, Freedom throws you in the role of a NY citi-



FROGGER CLASSIC



ROCKSTAR • OCTOBER Fans may be wary of this game going into 3D, but so far it has translated well. New features include drive-bys, new weapons and vehicles and 80 new missions



THE GETAWAY

SONY CEA . NOVEMBER The extremely high-budget game is almost here and we can't wait. It's got everything a Guy Richie movie has, including plenty of women, violence and bad language.



GLINGRAVE

SEGA • FALL An all-out shooter, GunGrave stars a reluctant anti-hero named Beyond the Grave. He totes two guns and a tombstone filled with heavy artillery. It's full-on action.



HIDDEN INVASION

CONSPIRACY ENT. • FALL This is a game developed with the classic beat'em up fan in mind. It doesn't focus too much on an intricate story or puzzles. You just shoot the crap out of everything you see.



JAMES BOND 007: NIGHTFIRE

ELECTRONIC ARTS • NOVEMBER
Developed by the same people that
brought you TWI.N.E. on the N64, NightFire looks to define the ulti-



JOJO'S BIZARRE ADV.

CAPCOM • OCTOBER Unlike the 2D fighter released on



**LEGION: LEGEND OF EXCALIBUR** 

MIDWAY . SPRING Originally a strategy title, *Legion* has slowly evolved to more of an action game. You play the role of



MISSION :IMPOSSIBLE -OPERATION SURMA

INFOGRAMES • FALL/WINTER Ethan Hunt's back with a whole new team of agents to back him up. Disguises play a more important









A unique hybrid type of title, Mace Griffon combines both space com-



MINORITY REPORT ACTIVISION . SUMMER

In the future, man can predict crimes in advance and prevent them from ever happening. You're being pursued for a murder that you haven't even committed yet.



MOBILE SUIT GUNDAM: FEDERATION VS. ZION BANDAI . FALL

The two greatest forces in the Gundam universe are at war with each other, and in a major way.



MYSTICAL NINJA GDEMON WORKING DESIGNS • TBA

Goemon is making his next-genera-tion console debut on the PS2. Get ready for plenty of ninja action.



Here it is, folks — the E3 show floor, Looks kind of like a circus down there, doesn't it?



The PlayStation booth was, of course, jampacked for the show's entire three days.



E3 is also well-known for the beautiful babes that work the game booths. Yowza!



MGS2: Substance, Z.O.E. The 2nd Runner, Contra and Silent Hill 3 ruled at Konami.



18) 128

LECT:

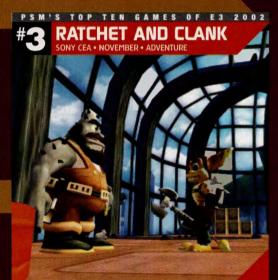
NAMCO • SEPTEMBER



POWERPUFF GIRLS: IN A PICKLE BAMI . FALL

Starring the ever-popular heroes of the Cartoon Network, In a Pickle throws the girls into their most dangerous mission yet. Scared?





**RED DEAD REVOLVER** CAPCOM • WINTER

Set in the harsh environment of the Old West. Revolver drops you in the worn shoes of a mysterious hero named Red. Use your pistols to seek vengeance on the outlaws.



**RED FACTION II** 

THQ . FALL



REIGN OF FIRE

BAM! . FALL

In the future, a dragon has awakened and is causing havoc throughout the land. Join the

pparently, this is the year of platformers for the PlayStation 2. There are a good half-dozen or so slated for release by Christmas, alone. Of all those, however, none is as ambitious or grand as Insomniac's Ratchet and Clank. Considered a sci-fi version of last year's Jak and Daxter, this game will take through 18 worlds, as you explore levels that are up to 10 times larger than anything you're used to. Learn more about this color-



its glory. Return to the castle and take on Nazis, undead demons and a host of other unnatural enemies.



RDBOCOP TITUS . FALL

with me or there will be troub the robot cop makes his first ce sole appearance in several years and is looking no worse for the age. It's an FPS-style game.



ROBOTECH: BATTLECRY TDK MEDIACTIVE . FALL

Could this be the Robotech game fans have been eagerly awaiting? It seems so. Not only that, but it features a unique cel-shaded look that makes it feel like a true cartoon.



**RUN LIKE HELL** INTERPLAY . FALL

forever, RLH is finally starting to forever, RLH is finally starting to come together. It fuses action, shooting and puzzle elements all together in an Aliens-type game.



The Rock makes an appearance on the small screen in this prequel to the smash Hollywood movie. Follow his exploits earlier in his "career".



SILENT SCOPE 3

KONAMI • WINTER The latest incarnation of the arcade



NAVY SEALS SONY CEA • AUGUST

This is THE title that will sell Sony's Network Adaptor. It even comes with a headset so you can issue voice commands in the game.



STAR WARS: BOUNTY HUNTER LUCASARTS . NOVEMBER

the "father" of the beloved bounty hunter, Boba Fett, as he attempts to track down a rival from his past.



STAR WARS: THE CLONE WARS

LUCASARTS . FALL Based more on *Episode II* than Bounty Hunter is, this title challenges you with controlling the various vehicles needed to win the war.



THE SUM OF ALL FEARS

UBI SOFT • FALL WINTER Take charge of an elite three mem-ber F.B.I. hostage rescue team, as you progress through events and levels based on the Tom Clancy book and blockbuster movie.



To get into E3 you needed a badge, badge-holder, and to have your bags searched.



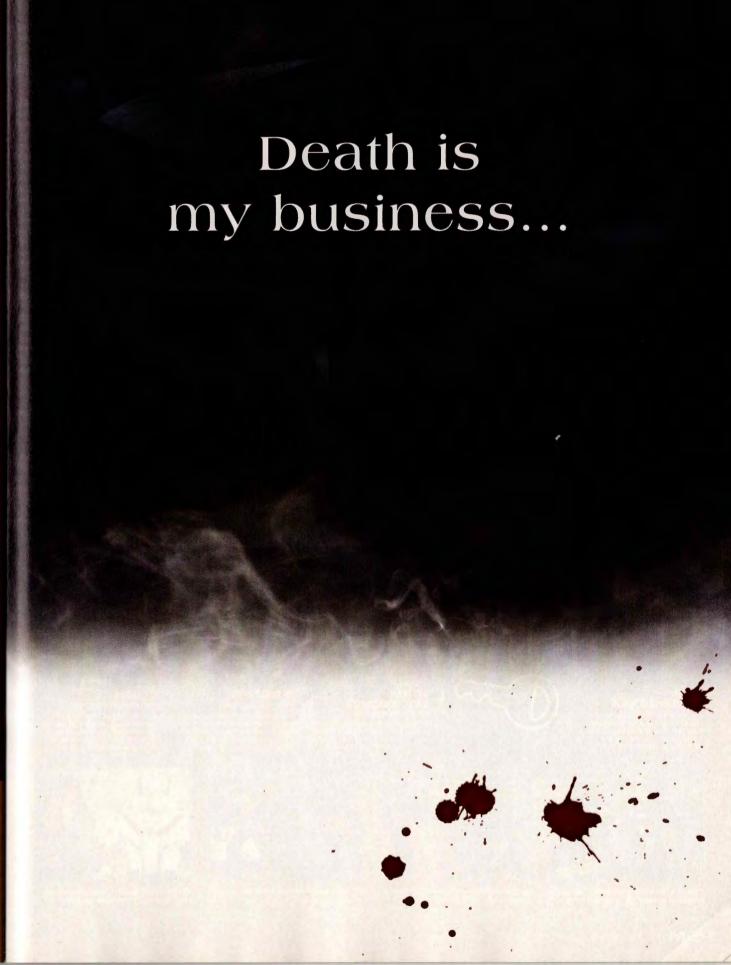
Only in the E3 environment can sexual harassment exist in the workplace.



While Grand Theft Auto: Vice City was nowhere to be found. GTA3 was all over.



Activision had a full-sized skate ramp at its booth, complete with big-name skaters.



DIED J.30

he classic ninja of old makes his first appearance on a Sony console later this year and he's looking better than ever. Developed by Sega Overworks, Shinobi harkens back to the days of classic action titles, where quick thinking and fast fingers were the keys to survival. This time around, though, our favorite ninja has a few new skills, he ability to run along walls, as well as stealth dash around enemies and attack them from behind. So, grab



TENCHU 3: WRATH OF HEAVEN TIVISION • WINTER

Rikimaru returns with Ayame and a secret character in this true sequel to the original PSone game. He's able to learn new abilities this time.



THE TERMINATOR: DAWN OF FATE INFOGRAMES • OCTOBER

While slightly delayed, the prequel to the first *Terminator* movie is still



EIDOS • FALL This is the long awaited sequel to the original PS2 launch game. The



TRUE CRIME: STREETS OF L.A.

ACTIVISION • 2003
While similar in a lot of ways to Grand Theft Auto 3, True Crime features a more elaborate fighting sys-



TUROK: EVOLUTION

ACCLAIM • SEPTEMBER
The Turok series returns to its roots and gains the benefit of a completely new engine, improved enemy intelligence, and over 30 different weapons and items.



CRAVE • FALL

While it may look like just another Tony Hawk clone, Whirl Tour is so much more. There are actual plat-



WRECKLESS: THE YAKUZA MISSIONS

**ACTIVISION • WINTER** 

Originally on the Xbox, this mission-based driving title hits the PS2 with a rock-solid 60fps and an exclusive multiplayer mode.



WWE CRUSH HOUR

THQ • SPRING 2003

In an attempt to cash-in even more with its WWE license, THQ is readying this car combat title that will feature all your favorite wrestling icons. Think Twisted Metal Black.



XIII

UBI SOFT • EARLY 2003

Along with a unique radar ability, Ubi Soft's upcoming FPS also showcases a cool cel-shaded look that should help to differentiate it from the other titles out there.



WOLVERINE'S RAGE ACTIVISION • SPRING 2003

This is one of those comic-inspired





DARK TOMORROW KEMCO • NOVEMBER



BLOODRAYNE MAJESCO · OCTOBER

Imagine Lara Croft as a post WWI-era assassin who also happens to be supernaturally powered thanks



CY GIRLS

KONAMI • SUMMER 2003

This third-person title chronicles the adventures of a pair of female



Capcom's had a top-notch booth, with Auto Modellista and footage of Devil May Cry 2.



The Contra: Shuttered Soldier team takes a second to mug for the PSM camera.



E3 was a blast until that Turok guy started raining arrows down on everyone.



RANDY: "I still say that Minmei was wagay cuter than Lisa." WOODEN VALKYRIE: ".....'

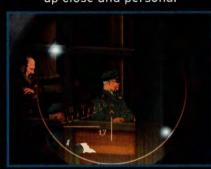


**Violence** 





Execute your assignments up close and personal



Silence the opposition from a distance



Terminate your targets where they live, play or work

PlayStation<sub>®</sub>2



#### SEPTEMBER 2002

Hitman2.com

©2002 IO Interactive A/S. Developed by IO Interactive A/S. Hitman 2: Silent Assassin is a trademark of Eidos Interactive. IO Interactive and the IO Interactive Logo are trademarks of IO Interactive A/S. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.





DAREDEVIL

8 jj j 32

ENCORE • SPRING 2003
Inspired not by the upcoming film, but by the original comic, this title finds Daredevil using his unique nowers to track down villains like Elektra, the Hand, and Bullseye



DEUS EX 2: INVISIBLE WAR

**EIDOS • NOVEMBER** Equal parts RPG, adventure, and FPS, the conspiracy-laden series returns with a wild, branching story,



GALIDOR: DEFENDER OF THE OUTER DIMENSION **ELECTRONIC ARTS • SPRING 2003** Based upon a Fox Kids TV series, this third-person adventure's main character is able to adopt the abili-

**GRAND THEFT** AUTO: VICE CITY ROCKSTAR • OCTOBER
Rockstar didn't actually show this game at E3, but they did taunt us with hints of its 80's-era, Miami

HARRY POTTER AND THE CHAMBER OF SECRETS ELECTRONIC ARTS • NOVEMBER



This free-roaming title recreates key moments from the book, including wizard duelling, potion creation, and de-gnoming the garden.



ROCKET POWER

THQ . FALL Styled after a Nickelodeon cartoon whose main characters are always riding scooters, skates, or boards, this platform adventure looks best suited for the 12 & under set.



RTX RED ROCK

LUCASARTS • SPRING 2003 This original project from LucasArts stars cybernetic tough guy E.Z. Wheeler and his partner IRIS, a sort of sassy, robotic monocle with a female voice. They're saving Mars,



RUGRATS ROYAL RANSOM

THQ • FALL Another kid-focused title, which finds Tommy, Chuckie, and the gang traversing nine different magical realms to put Angelica in her place.



SILENT HILL 3

KONAMI • TBA 2003 Just as we've started sleeping soundly again, the *Silent Hill* team reveals more moody survival horror,



SPYRO: ENTER THE DRAGONFLY

UNIVERSAL . NOVEMBER As with Crash before him, Universal is choosing not to tinker with the



CALL OF THE KING

MIDWAY . FALL This freshly-revealed fantasy adventure includes all manner of activities, from melee combat and racing to exploring outer space.



S NAMTIH

EIDOS • SEPTEMBER Eidos' dark, killing-for-hire series is more brutal than ever. This second game's tools of the trade range from armor-piercing sniper rifles to poison and garroting wire.



INDIANA JONES AND THE EMPEROR'S TOMB LUCASARTS • FALL

The original adventuring archaeologist finally arrives on PS2. Expect lots of movie-style action and wild melee combat starring Indy's whip.



LORD OF THE RINGS: THE FELLOWSHIP

Sierra's LOTR title finds Frodo, Gandalf, and Aragorn battling through events from the first book.



THE LOST

CRAVE . FALL This creepy horror adventure tells the story of Amanda, a hottie who ventures into hell to rescue her daughter. Her ability to morph into demonic form is sure to help



THE THING

INTERPLAY . FALL

This long-awaited sci-fi survival horror title is finally almost here. The final product looks compelling, the a cross between Devil May Cry and the last half of the movie Alien.



TOMB RAIDER: THE ANGEL OF DARKNESS

EIDOS • NOVEMBER Lara's back, but she's not the inno cent girl we thought we knew. Check out our feature on page 24 for all the exclusive details

193 NEW GAMES



TREASURE PLANET

SONY · NOVEMBER

which a teen and his shape-shift-ing sidekick search the galaxy for loot, occasionally by skateboard.



TY: THE TASMANIAN TIGER

ELECTRONIC ARTS . WINTER This Australian-themed platformer's main character wields magical boomerangs, enabling him to freeze



VEXX

ACCLAIM . FALL

A young boy pursues a villain across a fantasy-themed platform world, seeking revenge for his mur dered family. His only tools are a



METAL GEAR SOLID 2 SUBSTANCE KONAMI • NOVEMBER This unusual title is best thought of as MGS2.5. It's the same story, but with extras, including hundreds of VR missions and - skateboarding?



ONIMUSHA 2: SAMURAI'S DESTINY

CAPCOM • AUGUST The original was great, but the seguel looks incredible. It's retinasearingly beautiful, with a stronger story and slightly improved combat.

PROJECT BG&E ITENTATIVE TITLE

From Rayman creator Michel Ancel comes this title, which mixes plat-

form and fighting gameplay with vehicular action. It's also visually

UBI SOFT • TBA 2003

and artistically stunning



PRISONER OF WAR

CODEMASTERS • TBA A sort of historically-based, less violent take on Metal Gear Solid, this game puts players in the role of a prisoner of war who must stealthily escape two P.O.W. camps.



WHITE FEAR

BATTLEBOTS

THQ . NOVEMBER

he most popular of the

robot shows, *Battlebots*all of the classic creation
allow you to construct your very
own robot masterpieces. Bok!

MICROIDS . FALL rench publisher Microids isn't well known in the U.S., but this fantasy-themed title, which mixes logic puzzles with heavy doses of real





**CELEBRITY DEATHMATCH** 

ROCKSTAR . WINTER The MTV show comes to life in Rockstar's latest PS2 offering. Fight as your favorite celebrities, includ-ing Mr. T. Carmen Elektra, Tommy Lee and even Dennis Rodman.



onami has called up the original Contra team and artist Ashley Wood to return its flagship action series to its former glory. If the version on display at E3 was any indication, action fans should start saving up now. While the core gameplay remains relatively unchanged — which isn't a bad thing — everything else about this game is bigger and more beautiful than ever. Words can't fully describe its massive bosses or frantic level pace that throws miniboss after mini-boss at players. More on page 75



rtunately, Devil May Cry 2 was only shown in video form at E3, but till definitely left a major impression on us. Just from the footage

Sega's booth rocked with Shinobi, Gungrave, and mega-hot sports titles.



PRIMAL

SONY . WINTER

This macabre title chronicles the

exploits of an unusual tag-team: Jen, a young girl with four different half-demon forms, and Scree, a gargoyle who can possess statues.

While Auto Modellista looked amazing, the control is still very early in development.



RAYMAN 3: HOODLUM HAVOC

The limbless one adopts a more combat-focused style. Enemy Al is

enhanced, and Ray's new moves are all designed with battle in mind.

UBI SOFT . FALL

The Z.O.E. 2nd Runner team, including "Mr. Metal Gear" Hideo Kojima (far right). "Don't look, she's doing that freaky "Silent Hill" thing with her face again.



Sometimes, when we need a break, we hang from the rafters and take pictures.



Out the back doors you can find dozens of smokers "feeding the monkey".



The Dead or Alive "jiggle" has been taken to the next level in the new Mortal Kombat.



FIGHTER MAKER 2

AGETEC . FALL

Fighting game fans now have something to cheer about. Agetec is bringing Fighter Maker 2 to the U.S. and it has everything you need to make some cool-ass characters.



ACCLAIM . FALL Using an improved grappling system and showcasing even more wrestling legends, Acclaim's title looks to take on THQ's Smackdown!



MARVEL VS. CAPCOM 2 CAPCOM . FALL

The latest in the versus games will feature over 50 selectable characters and allow for real 3-on-3 tag team battle! There will be several other additions over the arcade.



PRIDE FC

THO . LATE SUMMER THQ • LAIE SUMMER
While similar to the recently
released UFC title, *Pride FC* will
include a larger number of fighters
and far more types of martial arts.
This sport is way popular in Japan.



SOUL CALIBUR 2

NAMCO • 2003

One of the best fighting games of all time is primed to arrive on PS2 early next year. New characters along with some returning favorites



TEKKEN 4

NAMCO . SEPTEMBER

Finally, the *Tekken* series heads into full 3D. You can move completely around the environments and



Up to four players can compete in



MIDWAY • FALL Even at E3, this game was still looking really early. Both the pro-

WWE SMACKDOWN! SHUT YOUR MOUTH! THO . WINTER

Smoother animations and an improved story mode make this the best wrestling game yet. The crowd even looks so much better now.



X-MEN: NEXT DIMENSION

ACTIVISION . FALL The addition of several new characters and the ability to sidestep and counter more easily should help to increase the depth of this fighter.





193 NEW GAMES



ATV OFF-ROAD FURY 2

SONY CEA . NOVEMBER The popular guad racer returns



ATV QUAD
POWER RACING 2
ACCLAIM • WINTER
10 real-life pros have signed on for
this sequel, which will let players
kick and punch each other as they



he skilled multiplayer combat gurus behind *Twisted Metal Black* are try-ing their hand at the fighting genre with this unique brawler. Running on the *TMB* engine, *War of the Monsters* pits 10 massive, 100-foot-tall behemoths (including a giant mantis and *Shogun Warriors* style robot) against each other in sprawling cityscapes, where pretty much everything



AUTO MODELLISTA CAPCOM · WINTER

Capcom's first 3D arcade racer fea-tures licensed cars and great look-ing cartoon-style visuals. The bigger draw, however, should be the



MICROIDS . TBA

Players will be able to assume the role of Ben Hur or more than a dozen other competitors in this chariot-based combat-racer set in



COLIN MCRAE RALLY 3.0

CODEMASTERS • SEPTEMBER Ultimate visual and handling real-ism is the goal in this third genera-tion rally sim. The new career mode will put players behind the wheel as champion McRae himself



Strange... When Stephen takes a photo of a babe, he makes 'em say "Frosty."



Hardware was one of Sony's surprises this year. We'll have more on this one soon.



After the show closes each day, it's back to the hotel to download por—er, work.

We have to give it up for Nintendo — their games absolutely rocked the house.



















#### YOU'VE NEVER HAD A PET LIKE THIS.

Let's just say he's not your normal pound puppy. Then again, she's not exactly your normal owner. She's Lilo, a feisty little surf betty with 'tude to spare, and he's Stitch, a twofoot genetic alien experiment on the run. She was just looking for a pet. She ended up with an alien with a knack for destruction. Making mischief on the beautiful island of Hawaii is what it's all about. Lilo likes to use her voodoo wand, whereas Stitch, well, he just likes to smash everything in his path. Good luck enforcing leash laws with this pair.

DROME RACERS

**ELECTRONIC ARTS • FALL** Based on the Lego license, this racer will offer challenges in road, dirt, and drag racing categories and feature 18 fully customizable, futuristic cars to choose from.



**EVOLUTION SNOCROSS** 

KONAMI • NOVEMBER Hot on the heels of *Sled Storm* comes this snowmobile racer, which features 14 riders, 12 upgradeable



The most realistic Ferrari racing sim ever is coming to PS2, featuring hyper-accurate handling, detailed



PSM'S TOP TEN GAMES OF E3 THE LORD OF THE RINGS
THE TWO TOWERS

#### olkien's countless fans have finally gotten the movie treatment of his books they deserve, and it looks like PS2 owners are in for an equally epic treat this fail. The sole area playable at the show — the battle a Helm's Deep — honestly felt like being in the film. Dozens of superbly ani-



FREAKY FLYERS

SONY CEA . OCTOBER

Tackle rapids, waves, and other "terrain" in this trick-based, arcade



HZOVERORIVE

10 high-speed craft and 10 locales around the solar system — with



That's the idea behind this speedy combat racer, which takes the diecast childrens' toys into the future.

MOTO-X

THO . FALL

MAJESCO . FALL The sco - Fall.

The name pretty much says it all:
race one of the world's most exotic
sports car lines on road courses,
challenging other drivers for the

LAMBOURGHINI



KONAMI • OCTOBER

This game was only shown on video, but the premise sounds intriguing: a *Mad Max*-style futuristic combat-based racer featuring



#### NASCAR HEAT 2

INFOGRAMES . FALL



REEL

#### NASCAR THUNDER 2003 EA SPORTS • FALL

Fueled by an all-new game engine, this season's game will boast more track-side realism, numerous sce-narios to re-create, and Madden



NEED FOR SPEED: HOT PURSUIT 2

ELECTRONIC ARTS • SEPTEMBER



RALLY FUSION: RACE OF CHAMPIONS **ACTIVISION • FALL** 

This already great-looking rally racer has a large roster of 20



RIDING SPIRITS

BAM! . AUGUST



**ROAD TRIP** 

CONSPIRACY • FALL



V-RALLY 3

INFOGRAMES . FALL In general, this series has always been more arcade-geared, but it's getting a heavier dose of sim on PS2 — not to mention 16,000 poly





if Sly Cooper didn't keep us coming back.





Yeah, she was hot enough, but you always have to weigh the risk involved.







## PlayStation。2



## STITCH IS ON THE LOOSE.

Bad dog! Dog? It's going to take a lot more than a couple of inches of reinforced steel to hold back Stitch, a pint-sized fighting machine who lives and breathes mayhem. There's nothing he enjoys more than exploring new paths and destroying everything in them. He doesn't hide behind boulders. He throws them. Help him solve puzzles and blast enemies with a weapon in each of his four hands. (Did we mention he's a genetic alien experiment out of control?) With power like this, it's easy to go through walls. And a heck of a lot of chew toys.







18) 1:38

LECTIVE FLECT



BREATH OF FIRE V

CAPCOM • FALL now 3D and cel-shaded. In a world where everyone lives underground after an ecological disaster, your party must explore the surface.



DARK CLOUD 2

SONY . FALL While the first Dark Cloud sold well. it needed a bit more of everything. This sequel has it, with better, celshaded graphics, more building options, and even time travel.



**DUAL HEARTS** 

ATLUS • SEPTEMBER This interesting action RPG stars a pair of adventurers - one human and one ... something else. They must enter different characters'



PSM'S TOP TENGAMES OF E3

ZONE OF THE ENDERS: THE 2ND RUNNER

Ithough it was only shown as a Hideo Kojima-edited trailer, what we saw was enough to seriously whet our mech action appetites. Cooler moves, larger battles, more environment interaction, and overall better gameaplay variety are all on its list of enhancements—not to mention beautiful new anime cutscenes. If it's as deep as it looks, we're in for one big mechanized treat come next spring. More details and screens on page 68.



EVERQUEST DNLINE ADVENTURES

SONY ONLINE . EARLY 2003 EQ is the grand daddy of MMORPGs. This PS2-only variant takes place 500 years earlier and boasts 9 playable races and 13 classes.



FINAL FANTASY XI



GI ADILIS

LUCASARTS • SPRING 2003 SQUARE • 2003 The game currently causing a short-age of the PS2 broadband adapter in Japan, this is basically Hironubu Sakaguchi's take on EverQuest. What more do you need to know? Part action RPG, part turn-based strategy, this title charges the player with recruiting and training a team of gladiators who must prevent the rebirth of a dark, evil god.



GRANDIA XTREME

ENIX • SEPTEMBER
Technically the third game in the Grandia series, which continues to refine arguably the best battle system of any RPG. It's also beautiful, though little is known of the story.



GROWLANSER II

**WORKING DESIGNS • TBA 2002** Hardcore RPG fans should love this. It's a 2D. sprite-based, strategy RPG in which you command up to eight characters at once during battles. The storyline branches, too.



GROWLANSER III

WORKING DESIGNS • TBA 2003 Taking place in a world where the sun is dying, this title builds upon the second game with smaller party sizes, but randomly generated dungeons and a larger world.



BANDAI . OCTOBER This innovative dungeon crawler is actually set inside a massively multiplayer online RPG whose code is being corrupted, and which your party is charged with rebuilding.



**LEGAIA 2: DUEL SAGA** EIDOS • SEPTEMBER

When a sacred crystal is stolen and an eclipse spawns legions of mon-sters, it's up to you to save the day in this RPG, known for its combo-



RPG MAKER 2 AGETEC • TBA

If you've ever thought "I could make a better RPG than this", this game is for you. It looks basic, but the tools are as deep as in the



STAR WARS GALAXIES LUCASARTS . DECEMBER

If there's one game capable of unseating EverQuest from its MMORPG throne, this is it. Ten planets, eight races, and the ability to join either the rebels or the Empire.



"These guys are totally geeks-ville."
"I don't know -- that Chris Slate is HOT!"



Honest, Eric had no idea that the shiny



Perched atop the Konami booth, "Rad-Man" kept a daily watch for danger below.



Cheering the arrival of "Lara Croft" at the Eidos booth earned you 1,000 geek points.



STAR DEEAN 3

ENIX • TBA 2003 subtitled Till the End of Time, this Subtiled III the End of Time, this futuristic RPG features a vaguely Final Fantasy-style battle system, friendships that affect the storyline, and multiple planets to explore.

193 NEW GAMES

Sega's Yu Suzuki wouldn't quit stalking Randy until he agreed to take a picture.



RONAMI'S RPG series moves into full 3D, but remains epic in scope. Despite boasting 108 recruitable characters, SIII's creator insists the story is still the focal point. Wow.

BLACK & BRUISED

Old time arcade-style boxing returns — in cel-shaded form. 18

original boxers can duke it out in 18 arenas, leaving visible, lasting damage on their opponents' faces.

MAJESCO . FALL





SUIKDDEN III

KONAMI • NOVEMBER



SUMMONER II THQ . SEPTEMBER

Developer Volition has rebuilt near-ly every aspect of the original game for this sequel, which features a new

DAVE MIRRA XXX





WILD ARMS 3 SONY . FALL

Sony's Old West anime-styled RPG series returns, complete with the usual wide assortment of weaponry. New features include vibrant celshading and character emotions.



XENDSAGA

NAMCO • EARLY 2003

This prequel to Xenogears pits a race of spacefaring humans and their mechs against the Gnosis, a race of phantom-like leviathans. It's big, beautiful, and psychedelic.



ACCLAIM . FALL Extreme sports don't get any more extreme than this. Nudity, swearing, and twisted missions lead the fea-ture list, with requisite visual and gameplay enhancements in tow



DISNEY GOLF

**ELECTRONIC ARTS • OCTOBER** Disney characters including Donald Duck, Goofy, and Minnie Mouse compete on six fantasy courses using more than 60 power-ups in this Hot Shots Golf-like game.



EVOLUTION SKATEBOARDING

KONAMI . OCTORED Running on an all-new engine, this fantasy-themed skater will incorpo-rate boss battles and hidden char-acters, including MGS's Solid Snake!



is one classic revival that really came out of the blue. But even after playing an early version at the show, we couldn't stop thinking about just how cool (and sharp-looking) it's shaping up to be. The Discarmor (bladed shield on a chain) is as cool in action as it sounds on paper, and nearly everything can be destroyed—enemies can even





As one of only two fishing sims on the way, this one hopes to differentiate itself with its laid-back game-play and in-depth features, such as the ability to see fishes' thoughts.



GRAVITY GAMES BIKE: STREET. VERT. DIRT.

MIDWAY • 2003 MIDWAY . SUMMER Midway tries its hand at the As its title implies, this BMX game boasts the official Gravity Games endorsement (plus its riders) and offers competition in three classes. motocross racing genre. The game's still early, but promises the usual assortment of licensed nders and over-the-top tricks to perform



Yes readers, E3 really is that big. You can't



No matter what Padme may tell Anikan, the size of the saber does matter



At a special Q&A, Metal Gear's daddy Hideo Kojima took questions from the audience.



walk five feet without playing a cool game



18 ) )c :40

Already looking great, this cousin to flony Hawk's Pro Skater promises the most accurate wave physics and pick-up-and-play control yet.



MADDEN NFL 2003

EA SPORTS • AUGUST Online play is easily the biggest



ACTIVISION • AUGUST



NBA BALLERS

MIDWAY • 2003 Shown only on video, this game is Midway's stab at the extreme stree



NBA LIVE 2003

EA SPORTS • FALL EA has gone back to the drawing board with its latest hoops title, beefing up the Al, rebound logic, passing system, and overall visual presentation for an all-new game



989 SPORTS • SEPTEMBER Sony's own b-ball title returns with



NBA 2K3

SEGA SPORTS • OCTOBER Heavily reworked, NBA 2K3 adds ESPN presentation and promises



NBA STARTING FIVE

KONAMI · OCTOBER The renamed NBA2Night franchise returns re-tooled with higher poly players, better looking arenas, and analog control over almost every



NEAA FOOTBALL 2003

EA SPORTS . JULY Dynasty Mode improvements, full 3D cheerleaders, more plays, enhanced AI, and plenty of bonus teams round out this season's col-



NCAA COLLEGE BASKETBALL 2K3

SEGA SPORTS • SPRING 2003 Sega's first college hoops game hits the court with online play and a



FOOTBALL 2K3 Armchair coaches can import sea-oned players from this game into VFL 2K3. No online play, but



NCAA GAMEBREAKER 2003

989 SPORTS • AUGUST



NFL BLITZ 20-03 MIDWAY . AUGUST



NFL GAMEDAY 2003

989 SPORTS • SEPTEMBER Despite a couple rebuilding years, 989's football franchise is still a



#### NFL 2K3

SEGA SPORTS • AUGUST SEGA SPORTS AUGUST Sega wields the ESPN license in its 2003 offering, which complements a new Franchise Mode and improved play calling. Not to be left out, it's playable online, too.



**ELECTRONIC ARTS • FALL** Players wanting to face off against



NHL FACEOFF 2003

989 SPORTS • OCTOBER Sony's chosen hits the ice this year with an all-new Dynasty Mode,



NHL HITZ 20-03

MIDWAY . SUMMER



NHL 2K3

SEGA SPORTS • OCTOBER Sega's offering continues to gain ground on its competition, with



ROLLING

MAJESCO . TBA Fans of this month's game of the month should be happy to see that a similar title is on the way. It'll fea-ture 18 real-world skaters, as well





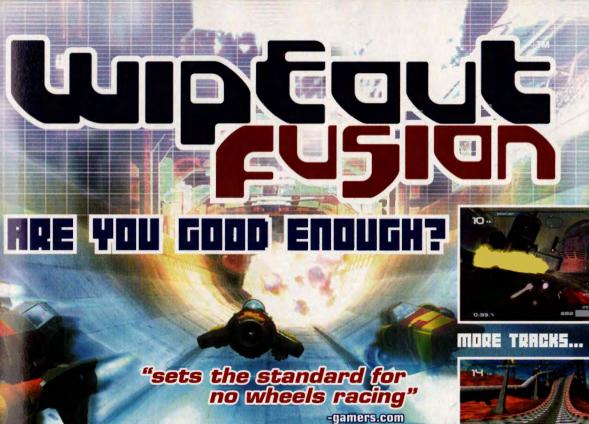
Fear Effect: Inferno was shown on video, and it looked very cool and very wicked.



BABE: "I have need of one such as you for



The legend says to rub the Buddha's belly, but Eric didn't need to know the truth.



an absolute blast to play" -Electronic Gaming Monthly





MORE OPTIONS...

32 INCREDIBLE SHIP MODELS

FIVE RWESOME MULTIPLAYER MODES

26 SPECTACULAR WERPONS

VISIT THE OFFICIAL ANTI-GONULTY RACING WEBSITE



PlayStation<sub>®</sub>2





### E3 REPORT 2002



EGA BASS

18) 17 42

LECT IN

SEGA • SEPTEMBER Sega makes the best fishing games - period. This one has all the usual goodies (weather, 100 lures) plus two-player head-to-head angling.



**SEGA SPORTS TENNIS** 

SEGA • SUMMER SEGA • SUPPIER Sega's Virtua Tennis was one of the Dreamcast's shining stars. Now, the series moves to PS2, with all the finely-tuned, 1-4 player action of the original games.



ACTIVISION • FALL Yet another good-looking extreme sports game from Activision. This one has you pulling insane tricks off



SIMPSONS

**ELECTRONIC ARTS • SUMMER** As Simpsons Road Raye was to Crazy Taxi, so this is to Tony Hawk's Pro Skater. Meaning: it's THPS, with a cast of 40+ Simpsons characters.



STREET HOOPS

ACTIVISION • AUGUST tage from EA's NBA Street series, this title licenses the likenesses and signature moves of real-life street ballers, as well as street fashion.



TENNIS MASTERS SERIES 2002 MICROIDS • OCTOBER

Matching up against Sega's tennis title is this game, which features a full-on career mode, next-level Al,



TIGER WOODS PGA TOUR 2003

**ELECTRONIC ARTS • WINTER** After introducing a new swing mechanic this year, EA's next duffer



TONY HAWK'S PRO SKATER 4

ACTIVISION • FALL The hawk's latest adventure gets



WORLD TOUR SOCCER 2003

989 SPORTS • NOVEMBER







KONAMI • FALL Konami's mega-successful dancing franchise finally moves to PS2 with this, the biggest DDR ever. It boasts over 65 songs, a 60 fps framerate,



DYNASTY TACTICS

KOEL . SEPTEMBER

Despite a similar name to Koei's Dynasty Warriors series, this offer-ing is more tactical, not unlike the



EGGMANIA



KEMCO • SEPTEMBER This peculiar little puzzle game is perhaps best described as *Tetris* in reverse. The player uses randomly-shaped falling blocks to build a



JURASSIC PARK UNIVERSAL . FALL

Obviously, the reason the *Jurassic Parks* keep failing in the movies is inept management. You can fix that in this *Sim Theme Park*-like offering from Universal. Careful – dinos bite.



METROPOLISMANIA

NATSUME . JULY Combining Harvest Moon's relation-ship management with Sim City-style planning, this title requires the player to build a city and help its



MYST III: EXILE

UBI SOFT • SEPTEMBER
A classic point-and-click adventure
in which the player navigates a
slideshow of beautiful pre-rendered
scenes. If you like your games full



MY STREET

SONY . FALL This collection of party and puzzle games enables one to four players, to compete in events like marbles, dodgeball, and RC racing. It has online support, too.



PAC-MAN FEVER

NAMCO . SEPTEMBER Namco's franchise stars shine in this party game, in which superde-formed characters from Tekken, Pac-Man, Soul Calibur, and Ridge



THE SIMS

ELECTRONIC ARTS . The best-selling PC series of all time is better than ever on PS2. It's fully 3D, so it looks great, and there are objectives now – like racing to get a lady into the hot tub.



YU-GI-OH!

KONAMI • NOVEMBER Trading card battling doesn't get much more exotic or intense than this. It also looks deep, with two main characters and some 680 monsters to collect and command.



These guys, from Sega's Overworks, officially "roxored our boxors" with Shinobi.



"Yeah, the facial animation here is nice, but can Sora make a face like THIS?!"





Another year, another E3. From atop Tecmo's booth, we bid you farewel!!





PlayStation 2

GAMECUBE.

GAME BOY ADVANCE





REAL TEAMS, REAL PLAYERS, REAL ATTITUDE! Coming Fall 2002





www.midwaysports.net

IGNITE 40UR GAME.

## **⋖** WHO'S THAT... GUY? Lara's long-lost brother? Her boy-toy? A collection agent looking to repossess some of the precious historical artifacts she's stolen from native people all over the world? Turn the page to find out! SHE'S GOT LEGS This latest Tomb Raider may feature a darker, more serious Lara, but she can still enjoy the simple pleasure of running around in tiny little short-shorts. It's nice to see that some things haven't changed!

### Lara hits PS2 with a new attitude, new tricks and a new man

n '96, Tomb Raider redefined what adventure games could be. But with each uninspired sequel, fans' groans grew louder: "It's just more of the same — where's the innovation?" Now, two years after her last PSone adventure, Lara is finally set to make her PS2 debut... And she's got your innovation right here, buddy.

It may take 'em awhile, but the developers at Core can take a hint. While the *Tomb Raider* series had continued to sell well, the numbers were dropping, and the fans weren't happy. Core knew that something had to be done, and while one team was working on *Tomb Raider Chronicles* two

years ago, a second group was busy reinventing the series for Lara's jump to PS2.

So, what's new, then? First off, there's a much stronger focus on story — the game's detailed characters and wicked plot twists will leave your head spinning. We actually know many more spoilers than we'd care to, but here's the gist of it:

After going through the trauma of being left for dead in Egypt, Lara has reevaluated her life. Her tomb raiding days are over, and she doesn't really care about anything or anyone. She gets a desperate call from Van Croy, her former mentor, who needs her help in Paris. Lara hates this man for abandoning her in Egypt, but for reasons all her own, she agrees to meet with him.

own, she agrees to meet with him.

Unfortunately for Lara, she arrives in Paris to find Van Croy murdered, and — crap — the cops think that she's the killer. Even worse, the think that she's the serial killer known as "The Monstrum", who is responsible for a long list of grisly deaths. Now on the run, Lara is forced to go underground to find out who's framed her and



▲ Lara tries to use stealth to sneak around some guards. Note to Ms. Croft: a chain link mesh fence is see-through.

who's really behind the killings, all while trying to figure out how she can clear her name with the police.

Lara meets up with a shady character named Eckhardt, who, as it turns out, had hired Van Croy to track down five relics known as the Obscura paintings, Although Lara doesn't realize the truth right away. she soon begins to hear rumblings that Eckhardt may have some ties with the Monstrum. Just who is this Eckhardt guy, and what is his connection to Van Croy? These questions are just the tip of the iceberg. As Lara dives deeper into this dark mystery, the story opens up into a massive, epic adventure. We can't say much more without ruining the surprises for you, but here's one last interesting tidbit: along with the shady Eckhardt, Lara will also have to face off against a group calling themselves The Cabal: five powerful, unique and twisted individuals that give us a very strong "Fox Hound" vibe. These guys can distort reality, change their appearance and twist the laws of nature (can you say "boss battles?"). From what we've

TIME TO BE SNEAKY

For this adventure. Lara will take a page out of Solid Snake's

book with a sometimes stealthy, sneaky approach to the action.

While the game will still focus primarily on classic Tomb Raider-style action,

the new stealth aspects will help to freshen up the formula a bit. Looks cool!

heard, they have the potential to be classic villains that we'll remember for a long time to come.

This game introduces a darker side of Lara. She's desperate, on the edge this definitely isn't the Lara you knew. The title Tomb Raider: The Angel of Darkness isn't just for show this game is much darker than the previous ones It won't quite be bloody enough to earn an "M" rating from the ESRB, but the dark and complex storyline definitely

won't be for the kiddies. The story won't just play out in cutscenes, as players will have to piece much of it together themselves by talking to various people in the game (another new addition to the series). The choices that you make during conversations will affect Lara's path through the adventure. For example, at one point Lara can get a notebook from someone by asking nicely. However, if she offends the person, she'll have to find the notebook lying on a desk

### THE MYSTERIOUS KURTIS



or the first time ever, Lara will share the stage with a second playable character, Kurtis Trent. While Lara is pretty clever at solving puzzles and navigating tricky jumps, Kurtis is a fierce warrior who will mostly focus on all-out action.

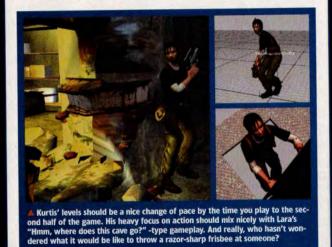
Kurtis first meets Lara in Paris. while she's breaking into the Louvre in search of one of the Obscura Paintings. You won't get to spend a lot of time playing as him, however, until you get to Prague in the second half of the game. There, at the creepy Strahov complex, Kurtis will go toeto-toe with several twisted varieties of nasty, mutated creatures.

While Lara has her twin pistols, Kurtis has a trademark weapon of his own: the Glaive. This razor-sharp disc can be thrown at enemies and even

maneuvered in mid-flight using Kurtis' limited telekinetic powers. If that's just a little too wacky for you, he also carries a gun that will kill monsters just as dead.

As the last remaining adept of an ancient order called the Lux Veritatis, Kurtis is on a quest for revenge against those that wiped out the order and killed his father. He partners with Lara because their agendas lie along the same path, but there's no great bond between them.

Although you will still play the majority of the levels with Lara, Kurtis will definitely make his presence felt when he's on-screen, whether you're controlling him or as part of the story. And if players take a liking to the guy, Core is hoping to give him a game of his own to star in at some point.





## "This game introduces a darker side of Lara. She's desperate,

**NOBODY DOES** IT BETTER Running, jumping, two guns ablazing — it's damn good to see Lord Croft's little girl back in action. And with next-gen-



Better control, cool special effects, extra features — all of the new additions are there to make the classic *Tomb Raider* experience the best it's ever been.

later on. All of the items are gained by interacting with other characters — contrary to what's been reported before, you don't collect money or buy items in shops.

Don't let the heavier story elements fool you, though — this Tomb Raider is still heavily focused on raiding tombs (or at least, big maze-like buildings). But the gameplay has been completely overhauled to provide a fresh experience, one that aptures what was great about the

original TR concept while adding plenty of big new ideas to take the adventure to a higher level.

The first thing you'll notice when you play is that Lara now has real analog control, leaving the sticky. jerky running controls behind for good. In fact, she's loaded with over 180 smooth animations (compared to just 25 in the last game), so that just running around, jumping and shooting stuff is a blast to do.

Graphically, this game is going to

be a stunner. The Tomb Raider game engine has been completely redone from scratch to take full advantage of the PlayStation 2. Lara's new. curvier character model is made up of over 5.000 polygons, which beats the hell out of the 500-poly Lara seen on the PSone. The game will boast spectacular weather effects (the rain looks particularly impressive), plus moody lighting techniques and reflective maps. Water looks great as well, with nice reflections and distortion effects — surfaces appear to bend and sway underwater, just as they would in real life.

on the edge — this definitely isn't the Lara you knew."

Lara can now fight hand-to-hand with punches and kicks, which should work nicely with the game's new stealth elements. Much like Solid Snake in the Metal Gear games, Lara can creep up behind foes and snap their necks when a situation calls for a less noisy approach. Traditional Tomb Raider lever/key puzzles will still be around. although to a lesser degree than before, and we're told that they will make more sense than the rather random puzzles of the past.

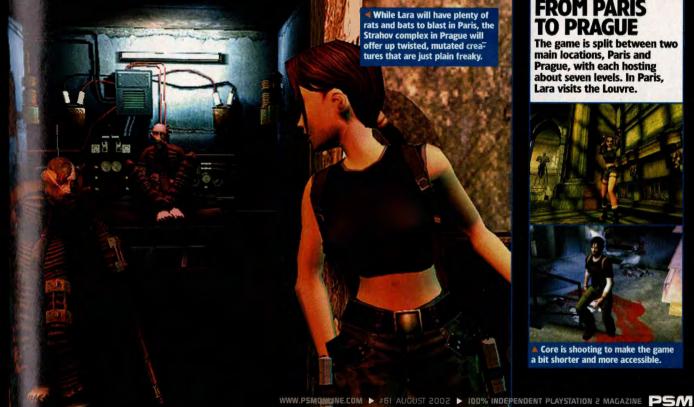
The most promising new feature could very well be Lara's "character evolution", which rewards the player for puzzle solving and exploration with improvements to Lara's abilities. For example, if you find a secret cave, you might gain a boost to your strength. Then, you can go back and move a large boulder that blocked your way earlier in the game. It adds a bit of the ol' Legend of Zelda feel to the game structure. Along with buffing up her strength, Lara can also improve her agility (for better climbing), her lung capacity (for swimming through long tunnels).



#### **FROM PARIS** TO PRAGUE

The game is split between two main locations. Paris and Prague, with each hosting about seven levels. In Paris, Lara visits the Louvre.





Don't expect a long list of new weapons. Instead, Core has actually trimmed down the list, getting rid of the ones that fans didn't like in the old games.

some. However, steps are being taken to ensure that the "crank 'em

out" mentality doesn't rear its ugly head again. A lot of work has

already gone into planning out the next several games — where the

story goes, which characters return.

what new features will be added,

etc. Also, a second team is already

making the next game while Angel

of Darkness is still in the works.

give fans both the quantity and

Hopefully, this new structure will

quality that they demand. And did

we mention that Lara's exploits are

exclusive to the PlayStation 2 and PC for the foreseeable future? It's

ing our PS2 a nice, snugly hug. Along with the planned three or

times like these that we feel like giv-

four sequels tied into the Angel of

well. Since PS2 will be going online

this fall, expect to see small down-

the world and characters of AOD.

The internet could also host extra

clues and puzzles, character autobi-

ographies, and a long list of other

bonus materials. And if Lara's new

partner Kurtis is well received, he

So, the future looks bright for

Ms. Croft. If Core can meet its high

ambition level for this game, the PS2 could see the rebirth of a clas-

sic series. With so much riding on

may just star in his own game.

loadable side stories that expand on

Darkness storyline, Core is heavily considering several side projects, as

### "A lot of work has already gone into the next games"

her jumping distance, running speed, and more. She can improve her brainpower, although we have no idea how it will work in the game. While the game was shown at

this year's big E3 videogame show, it was such an early version that Lara couldn't even pull her guns out. As Core explained, the game is being developed in several pieces — while individual parts of the game are far along, they won't all come together until the game gets closer to release. Still, it was a thrill to simply run Lara around using the analog stick, without having to worry about her stopping dead in her tracks if we made a sharp turn. The smoother Lara model was gorgeous in motion as she swung from a banner and crashed a statue through a wall, revealing a hidden tomb. After a quick dip in a pool (and drooling over the sweet water effects), Lara ended the demo by hopping between wooden pedestals that descended into a foggy, bottomless pit. Unfortunately, there were no creatures or people in the demo other than Lara, and again, no weapons. But based on what we know is coming, it was enough to get us seriously pumped for more.

Lara's first PS2 title will hit this November, and her next adventure won't be far behind. Core's plan calls for a new Tomb Raider title each year, which, when remembering how fast TR games were thrown together in the past, might appear troubleCOOL GRAPHICS

PS2 power makes a lot of games look good, but when it's busy making Lara even curvier, we tend to notice the extra polygons even more.

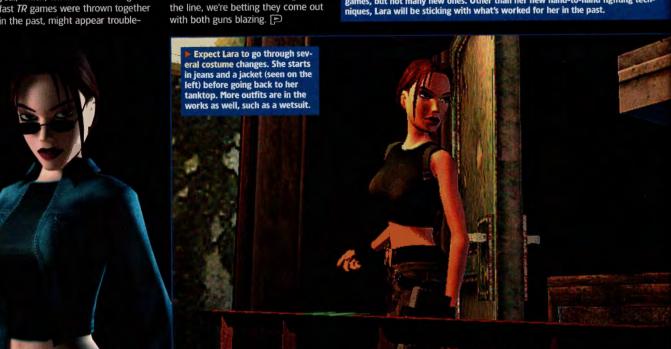




A From amazing weather effects to dazzling lighting tricks, this game should be one technical mamma-jamma by the time it hits this November. Lara's in-game model is now packed with over 5,000 polygons, and check out the cool water!



Lara will have all of the various moves that she gained over all of her previous games, but not many new ones. Other than her new hand-to-hand fighting techniques, Lara will be sticking with what's worked for her in the past.





LIVE THE LEGEND OF KING ARTHUR.

LEGEND UNFOLDS WITH LEGION'S

Sneak Preview@www.legion.midway.com

EXCALIBUR IN A RUTHLESS CRUSADE

THROUGH HEROIC BATTLES.

PlayStation<sub>2</sub>2

FORTRESSES AND HELP RESTORE GLORY TO

THE KINGDOM OF CAMELOT.







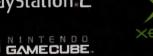


## Air on the Side of Insanity





PlayStation<sub>2</sub>







Sneak preview at www.gravitygamesbike.midway.com







Train Depot

Games big time in 5 game modes through 10 massive worlds so detailed and realistic you can smell the asphalt.



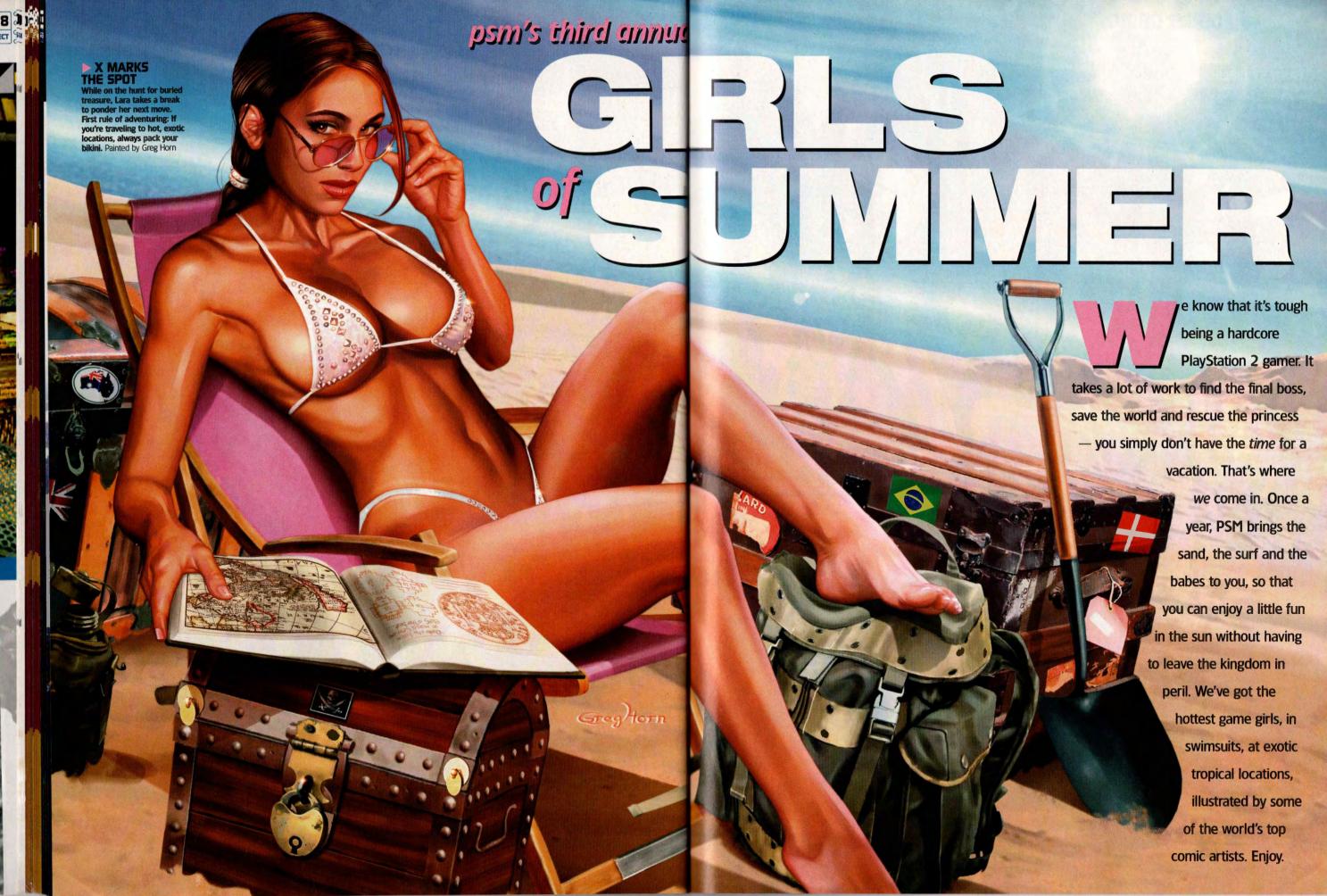
**Gravity Games Dirt** 

**Acid Factory** 

pro rider behind-the-scenes DVD content with harsh wipeouts, awesome moves and in-depth interviews.



21 riders to choose from, including 7 top pros like Dennis McCoy, Fuzzy Hall and Jamie Bestwick, along with a bevy of fantasy street characters.







# THE BIGGER THEY ARE, THE HARDER THEY BRAWL.



#### As Seen on TV and DVD!

Welcome to a future world where gigantic robots piloted by humans wage a hi-tech winner-take-all war. Following three different stories – G Gundam, Gundam Wing, and Mobile Suit Gundam –and across six modes of battle, two players will be put to the ultimate test for the right to be called the best. Gundam Battle Assault 2 – SUIT UP OR SHUT UP.

COMING THIS SUMMER!



- Multiple modes of play including Story, US., Time Attack, and Survival!
- Animazing 2D graphics and easy control configurations.
- Over 30 Mobile Sults including classics from Mobile Suit Gundam, G Gundam and Gundam Wing.











Violence



www.bandaigames.com

© SOTSU AGENCY - SUNRISE. Program © 2002 Bandal Co., Ltd. "Gundam", "Mobile Suit", and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Sotsu Agency and Sunrise Inc. Used under license by Bandal America Incorporated. All Rights Reverved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.





## PSM'S GIRLS OF SUMMER



▲ MAXIMO MISCHIEF Now that the kidnapped sorceresses have been rescued, it's time for some fun! Unfortunately for Maximo, the girls show him no respect for all of the hard work he put in to save them. Pencils/Inks: Adam Warren; Colors: Ryan Kinnaird





## Get Ready for the Theatrical Animo Blockbuster of the Year!

AVAILABLE DVI

Reel World

Film Festival

...this beautifully animated

ONE

WILL WAKE IT.

ONE

WILL DESTROY IT

"Kazuki Akane directs the action sequences with panache"

— Los Angeles Times

"Romantic, riveting and bandsomely animated"

- Seattle Weekly

"Fans of lapanese anime will be impressed...plenty of dramatic action, stunning imagery and an operatic score..."

- Chicago Tribune

ULTIMATE EDITION



## is never dull..." TV Guide Online

#### DISC 1: FEATURE

 Interactive Animated Menus English & Japanese Language

solated Score Audio Track

Realtime Overlapping Storyboards

Dolby Digital 5.1 Audio

DTS Audio (Japanese)
Bandai Entertainment Previews

#### DISC 2: OVD EXTRAS

Production Art Gallery

Premiere Event Interviews

· Musical Performance by Maaya Sakamoto

· Escaflowne Theatrical Poster Gallery

Staff & Cast Interviews

 Anime Expo Premiere Footage Theatrical Trailers

#### DISC 3: MUSIC COMPACT DISC

 Original Motion Picture CD Soundtrack

#### ADDITIONAL FEATURES

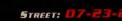
•20 Pages Memorial Booklet

·Special DVD Storage Case

PG-13 PARENTS STRONGLY CAUTIONED









www.escamovie.com











75 Contra: Shattered Soldier

66 Crouching Tiger/Mortal Kombat

69 Dark Cloud 2

89 Freedom: Liberty Island/Gladius

89 Gungrave/RTX Red Rock

64 Kingdom Hearts/SW: Clone Wars

83 Madden NFL 2003

Metal Gear Solid 2 Substance

78 NCAA Football/Red Dead Revolver

72 Ratchet And Clank

82 Red Faction 2

► Sly Cooper & Thievious Raccoonus

► Star Wars: Bounty Hunter

▶ Tenchu 3

■► Tony Hawk Pro Skater 4

▶ War Of The Monsters

WWE Smackdown! 4

bio games NOW!

Z.O.E: The 2nd Runner

Zone Of the Enders: The 2nd Runner

The new Z.O.E. blew us away at E3 - see why on pg. 68!

**HOT GAMES** Don't waste a second: um on over to these

Your first look at the

hottest new games













### **STAR WARS:** THE CLONE WARS

### Can you take on the Confederacy?

or those who ever played Battlezone on the PC. The Clone Wars may seem strangely familiar. That's because both titles are developed by the same

company, Pandemic Studios, and both feature combat with highly futuristiclooking battle units.

Throwing players smack-dab in the middle of an interstellar war, The Clone Wars lets you play the role of either Anakin Skywalker, Obi-Wan Kenobi or Mace Windu, as they attempt to thwart the Confederacy from assembling an ancient and powerful Sith weapon. Commanding an army of clone soldiers, you'll have

#### he BUZZ

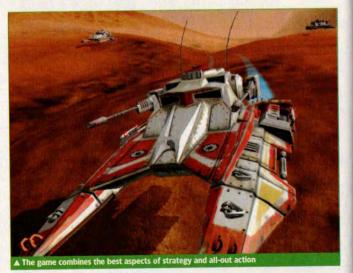
Battlezone was a great PC game, so we have high hopes for The Clone Wars. Now if only Pandemic can deliver ..

Tigger and the Pooh gang are all here.

to take part in 16 major campaigns that snan six of the major worlds.

A good portion of the game is strategy-based, with a focus on placing combat units in key battle locations. Upon meeting certain objectives, however, you'll actually be able to jump into the pilot's seat of the different units, such as speeder bikes. AT-SXs and fighter tanks, and take on the enemy first-hand. Cool.

**▶** Stephen Frost







KINGDOM HEARTS

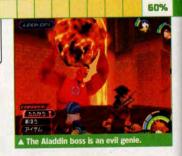
Disney adventure explores new worlds

PS7 PERCENT COMPLETE

he biggest news surrounding Kingdom Hearts of late is definitely the signing of Haley Joel Osment (The Sixth Sense) to voice lead character

Sora, but Square has also recently revealed more of the game's later worlds. The Nightmare Before Christmas' Halloweentown looks great, as does the world of Aladdin, and Winnie the Pooh's Hundred Acre Woods seem to have leapt right out of the cartoons.

> We've been spending time with the Japanese version of the game, and so far it's proving to be a tight mix of action and RPG. The Disney and Square elements fit together surprisingly well, and the combat system

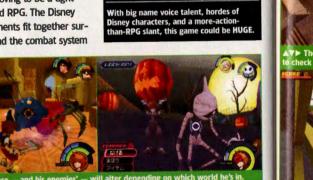


seems to work great, too. Kingdom Hearts is still on track for release this year, so expect more on the U.S. version as we get it.

he BUZZ









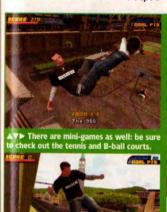
## **TONY HAWK 4**

The hawk prepares to soar again

e took our first glimpse of this latest evolution of the world's premiere skateboarding franchise last month, but it's well worth another look.

The game's visuals look quite similar to its predecessor's, despite the fact that Neversoft has built a brand new engine for the game. The 10 worlds, however, appear far larger. and are full of moving traffic, NPCs, and even (in one case) zoo animals.

Gameplay itself is predictably similar to the finely-tuned bliss that was THPS3, though the ability to trick off of moving vehicles and the spine transfer look to add even more depth.



Also new is a slightly more storybased approach to gameplay — level objectives are all issued by NPCs, and each skater will have to overcome challenges specifically designed for them in order to attain Pro status. No word yet on online features, but we'll let you know the moment Activision reveals anything.

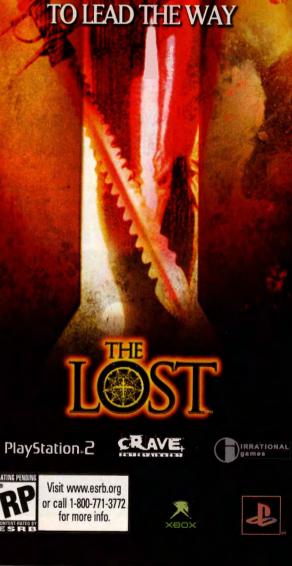
**▶** Eric Bratcher





The preeminent extreme sports title is back, and it's bigger than ever. What else

Visit www.esrb.org or call 1-800-771-3772 for more info.



THE FIRST

## CROUCHING TIGER, HIDDEN DRAGON

Ang Lee's epic hits the small screen

hile only loosely following the events in the hugely successful movie.

Crouching Tiger, Hidden Dragon will star all of the main stars (Li Mu Bai, Jen Yu and Shu Lien) as they seek revenge against the sinister Jade Fox.

Using a rather innovative control scheme, the game will attempt to reproduce the smoothly flowing martial arts combat that mystified moviegoers worldwide. Apparently, players will have to control how their character fights by manipulating both analog sticks in combination with the different shoulder buttons. Each of the game's warriors will also utilize a

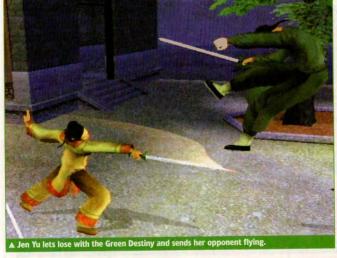
#### the BUZZ

If this game can capture all the magic that the big hit movie had, then we're all

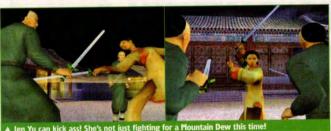
unique weapon, including the famous Green Destiny sword, in order to increase their combat abilities.

Right now, the game's success is highly based upon how intuitive and innovative its combat interface ends up being. If Genki can deliver, then there's no reason why this game can't achieve the level of success that its bigger, motion-picture brother managed to do. Only time will tell.

**▶** Stephen Frost



PERCENT COMPLETE



							Dirike a second and a second
LISHER	DEVELOPER	RELEASE DATE	TYPE	MAX. PLAYERS	ESRB RATING	peg	PERCENT COMPLETE
			EXCLUMNO	9	MATURE	104	PERCENT COMM GETE

## MORTAL KOMBAT More screens from the Midway fighter

ith its official unveiling at E3. Mortal Kombat: Deadly Alliance is really starting to look like a killer title. The

visuals have shaped up beautifully and the controls, while still being worked on, appear quite responsive and easy to understand. It seems that the



developers have really worked hard on fixing some of the limitations found in other 3D fighters while introducing new features, as well. One such feature — the ability to switch between different martial arts forms - really adds a lot of depth and challenges players to create even more creative attack combinations. The improved ability to move around in 3D also gives you the freedom to dodge attacks and apply

different strategies.

We'll have even more hands-on info next issue, but be sure to check out the latest screenshots that we have right now. As you can see, the game is looking great and the projectile attacks are coming along very nicely. Now, if we can only see what the fatalities are going to look like, we'll be some very happy gamers. **▶** Stephen Frost

tal Kombat series is going to rock





After seeing these screenshots, we're convinced that this installment of the







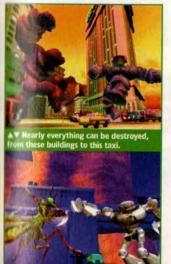


## WAR OF THE MONSTERS

A stompin, city-levelin' good time

rawing its inspiration from sci-fi classics like Godzilla and King Kong, this giant monster brawler from the makers of Wisted Metal Black is our pick for best nurprise of E3.

The game's biggest strength is its varied cast of gargantuan fighters. There are ten titanic combatants to choose from, including a Kong-sized ape, giant robots (one of which looks suspiciously like Great Mazinger), a living statue (Daimajin?), and an enormous mutant mantis.



Gameplay itself is a no-holdsbarred battle rovale between anywhere from two to four participants. Each monster has a wide range of attacks, including wrestlingstyle melee moves, projectile attacks. and over the top, super-powered. special moves. The environments are also highly destructive. You can smash buildings, club your foe with a steel girder, or lob a tanker truck at them and watch it explode upon impact.

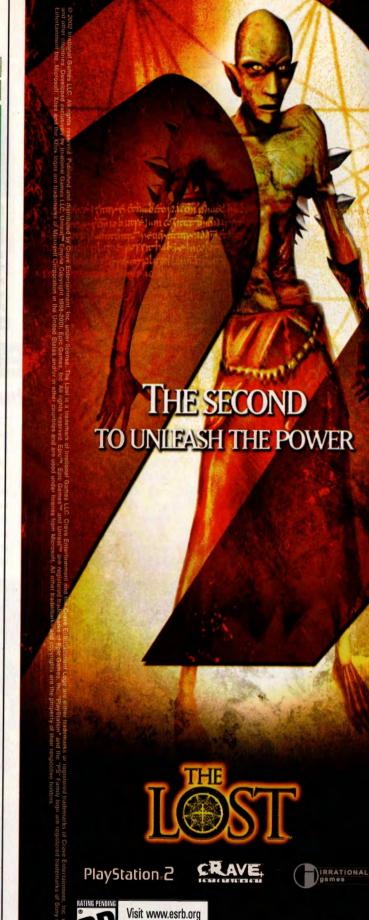
We'll have more on this game as it develops — this is our kind of monster mayhem.

**▶** Eric Bratcher



#51 AUGUST 2002 ► 100% INDEPENDENT PLAYSTATION 2 MAGAZINE

ho wouldn't want to be a 100 foot-tall nonster? If Incog can provide depth to he fighting, this game will be huge!





PS2 PERCENT COMPLETE

RCENT COMPLETE

30%

# MISSION TO MARS

Jehuty will actually battle on the red planet in ZOE2, as well as in orbiting stations and the void of space itself, making for more environmental variety.

ou'll battle more enemies simultaneously, even using background objects (bottom right

## **ZONE OF THE ENDERS: 2ND RUNNER**

▲ Jehuty will be able to grab enemies and use them as weapons by swinging them very cool! This is way better than ripping off someone's arm and beating them with it!

Bigger, faster, stronger — ZOE is back and looking MEGA-HOT!

espite some rough spots, the original Zone of the Enders is still one of the best mech action games ever. With the sequel, Konami is aiming to address its problems and produce a much deeper experience overall.

You'll be playing as a new character named Dingo, an ex-soldier who has no qualms about destroying things. Thus you won't have to worry about harming civilians while fighting. The story itself involves a war on Mars, so the locales will not only include the planet's surface, but also the interiors of various installations, both orbiting and planet-bound, and space itself.

Your mech, Jehuty, will have fancier moves that reflect its new pilot's skills, and will be much stronger

overall. It will be possible to rip off parts of buildings — girders, for instance, can be thrown like javelins through enemies, or metal siding can be used as a shield or throwing weapon. There will also be more enemies types, including glant battleships, and they won't just attack in groups of three or four — we've seen squadrons of fighters swarming Jehuty.

Visually, ZOE2 will use a subtle celshading effect to make things look even more anime-like, with cool touches, such as billowing explosion smoke. The story is also promised to be much more fleshed out this time around, and will be depicted using traditional hand-drawn anime cutscenes.

ZOE2 is still very early, but we were quite impressed by its E3 debut. Expect more on the game soon!



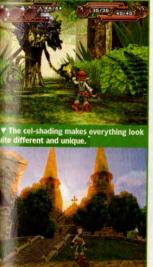


## **DARK CLOUD 2**

Travel to the future to play the Dark Cloud sequel

ue in no small part to a lot of coverage from PSM and the fact that it was one of the first RPGs available for the PS2, the original Dark Cloud went on to sell well over 400,000 copies and is now part of Sony's Greatest Hits collection. Obviously, that level of success warrants a sequel that's bigger and more ambitious than the original title was. And, strangely enough, that's exactly what Sony unveiled at E3.

Showcasing a brand-new celhaded appearance, Dark Cloud 2



appears to feature an entirely new world and cast of characters. The GEORAMA feature, first introduced in the first title, has been dramatically enhanced and now allows for a far greater level of freedom when building things. Along with being able to plant houses in any direction you want, you'll also be able to adjust such minor details as the type of chimney and outside lamps.

With a theme of time travel, it will be interesting to see how the game lets the player travel back and fourth between generations. We should know more in the months ahead.

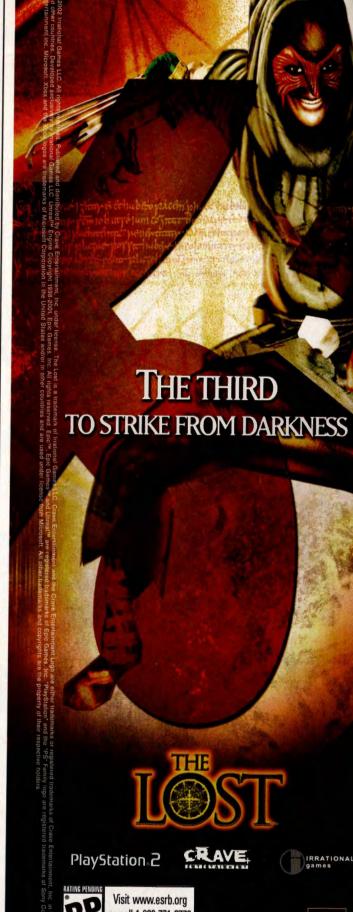
**▶** Stephen Frost



#### he BUZZ

While a bit repetitive, the original Dark Cloud had some innovative features. We hope the sequel is the best of both worlds.

#61 AUGUST 2002 ► 100% INDEPENDENT PLAYSTATION 2 MAGAZINE



for more info.



Utilizing the engine made for Konami's own Evolution Skateboarding title, Substance will allow Snake to grind with

the best of them.



Solid Snake returns with

# METAL GEAR SOLID 2 SUBSTANCE

but rather an "ultimate" version of hile rumors have been cir-MGS2 that features a bunch of extra culating for quite some gameplay features and modes. This is time now. Konami finally the supposed Metal Gear Solid X that pulled away the curtains and officially Konami hinted at many moons ago for revealed the newest Metal Gear game Microsoft's Xbox console. And while at this past E3. Titled Metal Gear Solid that system will get it first, in 2 Substance, it isn't really a sequel,

a little extra ammunition November, PS2 owners will have their chance to check it out early next year.

PS7 PERCENT COMPLETE

For all intents and purposes. Substance is basically the same game that you played last year. However, some rather unique bonuses have been thrown in for good measure,

▲ You'll now be able play as Raiden in areas where you normally played as Snake and vice-versa.

namely the VR missions. Similar to the missions that were released on the PSone, players will be able to play as Snake as he attempts to complete various objectives in a virtual training world. The developers have also added additional segments to the main game which focus on Snake rather than Raiden. You'll finally get to see where Snake runs off to when he leaves you alone.

While Substance is a must-have purchase, the developers have also thrown in something else that is sure to surprise: a skateboarding minigame. Yup, that's right. You'll be able to skate around as Snake, performing tricks that would make even Tony Hawk jealous. And that, as you can imagine, is pretty cool.

**▶** Stephen Frost

#### e BUZZ

t's Metal Gear Solid 2, but with even more cool stuff. What's not to get excited about? We're stoked!

There's just something surreal about seeing inake go through the VR missions in a tuxedo.



## in your hands:



the future the past.

a beautiful blonde.

and oh yeah...





layStation 2

a really cool gun.

You are Mike Wired, a gutsy WWII fighter pilot. It's 1943. Your plane is shot down over the Atlantic. In a hailstorm of bullets, an explosion of light carries you to a futuristic hyperspace world where new dangers lurk. A new enemy waits.

Prepare to battle sadistic dinosaurs through impenetrable jungle terrain and futuristic cityscapes. Aided only by a bizarre military timepiece, a beautiful girl, and plenty of raw firepower, you must make sense of the senseless-before time runs out.



PlayStation.2

www.capcom.com

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA. 94085 © CAPCOM CO., LTD. 2002 © CAPCOM U.S.A., INC. 2002 ALL RIGHTS RESERVED, CAPCOM and the CAPCOM LOGO are trademarks of CAPCOM CO., LTD. DINO STALKER is a trademark of CAPCOM CO., LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

GUNCON"2 & © 2000 NAMCO LTD., ALL RIGHTS RESERVED.



Blood **Violence** 





PSZ PERCENT COMPLETE

HAVE WRENCH WILL BATTLE

Ratchet doesn't have to worry if he runs out of ammo — his trusty wrench doubles for a formidable weapon that can be thrown, swung overhead, and execute combo attacks!



## RATCHET & CLANK

Can one platformer really be everything to every gamer?

Games delivers on its ambitious goal, Ratchet & Clank will offer gamers a little bit of everything, all wrapped up in one very pretty-looking package.

After spending ample time with the E3 version of the game, we can safely say they're off to a rock-solid start. The game is looking great — running on an enhanced version of the Jak and Daxter engine — and more importantly, is absolutely huge.

How huge? Try this on for size: according to Insomniac, the 40-person team tinkering away on the game has managed to produce worlds that are 5-10 times as large as those seen in Spyro: Year of the Dragon - and there are 18 of them to explore! Considering that there will be 2-3 new play mechanics introduced on each world, coupled with a RPG-style equip screen for outfitting the two heroes with different enhancements, the game promises to offer every player a different experi-

weapons/gadgets they buy or find.

ence, depending on where they go

and which of the 30+

Throw in the fact that Clank will be a playable character - helping out



Ratchet in tight spaces — and the game becomes even more promising. We can't wait to see more, and we'll be sure to clue you in with the latest

We knew it was going to be big, but this ner is utterly MASSIVE. Plus, the

▶ As if the levels aren't large enough, they'll

## "I WAS A 99 LB. BARBARIAN"



used to get molten lava kicked in my

ace. I was a little girly man, better suited olplaying with sissy baby dolls than with ttle axes. But then I mastered the RADE FEATURE IN BARBARIAN low nobody messes with me...

NOBODY!!!"



or my opponent... but you know me, anytin

- Gothar of Gundria

RBARIAN is a revolutionary new ame engineered to increase - and maintain - character power and erociousness, fast! In recent head to nead field tests, even mildly upgraded arbarians crushed their friends and es without mercy. The MASSIVE LAYER QUEST mode - with 10 racters to choose from and literally

ndreds of adventures to play - is the perfect aning ground for customizing your barbarian. dreasing strength and magic, and winning friends influencing people with pure brute force. But ait! There's more: BARBARIAN also features an sane MULTIPLAYER MODE for up to 8 playable racters on screen at once, plus totally interactive ironments, and best of all an exclusive assking "save-your-customized-barbarian-and-taken-anywhere-with-you" formula!

ON'T SETTLE FOR LESSER GAMES. EMAND BARBARIAN TODAY.



BARBARIAN'S SAVE AND RUN formula, I can take my muscles with me to a friend's... and work

\* Your actual results may vary, Mr. Saggy Breasts.



Suggestive Theme





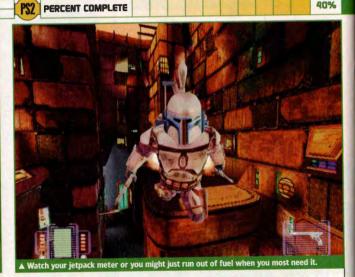




### PREVIEWS

**MASSIVE FIREPOWER** 

Being a bounty hunter and all. Jango is well equipped to deal with virtually any situation... any situation at all.



## STAR WARS: BOUNTY HUNTER

### He may not be Boba, but Jango Fett still kicks ass

ooking back on the Star Wars titles that have graced the PS2 so far, it's interesting to note that they all actually tuned out pretty well. In fact, aside from Super Bombad Racing, we highly recommend all of them. This is in stark contrast to the Star Wars games on the PSone, most of which I wouldn't even feed to the Sariacc. Let's hope the company's tradition with the PS2 continues for its latest title based on a galaxy far, far away. In this new action-based game,

darker, more deadly side of the Star players will take on a role that isn't Wars universe. Using all your skills and terribly heroic. In fact, we might say weaponry, you'll be tasked with it's anti-heroic. And yet, that's the tracking down the elusive leader of a charm. Strapping on the jetpack of rapidly growing cult while also dealing intergalactic bounty hunter, Jango Fett with a dangerous rival from your past. — the father of infamous Boba Fett, Bounty Hunter will take place on six vou'll be taken on a journey into a unique worlds and around 18 different levels, each featuring a cast of charac-

nies from a considerable distance. He's a

To make this gaming experience even more compelling, LucasArts has teamed up with both ILM, which handles the computer effects in the Star Wars movies, and Skywalker Sound, which is responsible for all the sound effects. Together, they hope to create a unique experience that will rival that of the motion pictures. This fall, we'll find out if they've succeeded. ► Stephen Frost

ters inspired by Episodes I and II.

ally, fans will be able to play as a unter from the Star Wars

▼ Being able to use the Force would mak



The #1 Source for Playstation 2

LAYSTATION MAGAZINE



83% OFF!

YES! Please enter my subscription to PSM: 100% Independent PlayStation 2 Magazine, I'll receive 12 issues for only \$10 - just 83¢ an issue!

NAME	
ADDRESS	
CITY/STATE/ZIP	

E-MAIL (not required) ☐ Bill me later ☐ Check enclosed

Offer good in US only. Cover price per issue is \$4.99. Canada; US\$26 (Includes GST). Foreign: US\$39. Prepaid in US funds. Please allow 6-8 weeks for delivery of first issue. Regular subscription price: \$20

JP82SD1BN

## 83%: OFF!

YES! Please enter my subscription to PSM: 100% Independent PlayStation 2 Magazine. I'll receive 12 Issues for only \$10 - just 83¢ an issue!

NAME	4
ADDRESS	
CITY/STATE/ZIP	

E-MAIL (not required)

☐ Bill me later ☐ Check enclosed

Offer good in US only. Cover price per Issue is \$4.99. Canada: US\$26 (includes GST). Foreign: US\$39. Prepaid in US funds. Please allow 6-8 weeks for delivery of first issue. Regular subscription price: \$20

## 83% OFF!

YES! Please enter my subscription to PSM: 100% Independent PlayStation 2 Magazine. I'll receive 12 issues for only \$10 - just 83¢ an issue!

NAME	
ADDRESS	
CITY/STATE/ZIP	

E-MAIL (not required)

☐ Bill me later ☐ Check enclosed

Offer good in US only. Cover price per issue is \$4.99. Canada: US\$26 (Includes GST). Foreign: US\$39. Prepaid in US funds. Please allow 6-8 weeks for delivery of first issue. Regular subscription price: \$20

JP82SD1BN

100% INDEPENDENT PLAYSTATION 2 MAGAZINE ▶ #61 AUGUST 2002 ▶ WWW.PSMONLINE.COM

MAGAZINE

PLAYSTATION

games know the Contra series well. After a couple

of duds, it's back in the hands of its original creators, and we were blown

away by their work thus far at E3.

and vertically-scrolling, although

everything in the world is now

Let's get one thing straight: this is classic Contra at its core. It's still side-

Hit Rate

PERCENT COMPLETE

# **BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO 218 HARLAN IA

POSTAGE WILL BE PAID BY ADDRESSEE



PO BOX 5154 HARLAN IA 51593-2654

Intelectional Intelection of the Intelection of the



# **BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO 218 HARLAN IA

POSTAGE WILL BE PAID BY ADDRESSEE



PO BOX 5154 HARLAN IA 51593-2654

John Michaelman Harabilan John Jolland

Adding Halafalam Harafalah Halafalah Haraf



NO POSTAGE **NECESSARY** IF MAILED IN THE

NO POSTAGE **NECESSARY** IF MAILED IN THE **UNITED STATES** 

# **BUSINESS REPLY MAIL**

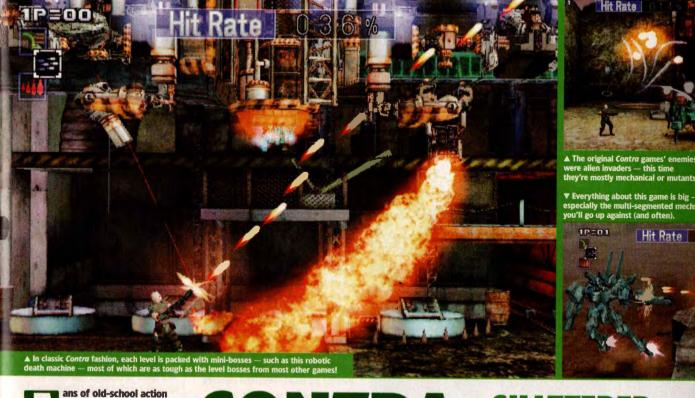
FIRST-CLASS MAIL PERMIT NO 218

POSTAGE WILL BE PAID BY ADDRESSEE



PO BOX 5154 HARLAN IA 51593-2654 **UNITED STATES** 





# CONTRA: SHATTERED SOLDIER

The classic shooter series returns to its prime! gameplay, so far, feels right on the

money. Something different is always

moment you're running-and-gunning

along, the next you're snowboarding

down a mountain while fighting a

happening in the stages, too: one

duck enemy shots while shooting. Each of the two simultaneous players including classics such as the flame thrower and spread shot. The

can now carry three weapons at once,

giant snake-like mini-boss. The visual design by comic artist Ashley Wood is looking true to the series, and is most reminiscent of Contra III on the SNES. It even has a story: one of the original Contra duo has killed his sidekick, and breaks out of prison to fight a new non-alien menace with the help of his female warden. Okay, so it doesn't make a lot of sense — but if the gameplay

remains as good as at E3, we'll be too wrapped up in the blasting to care!

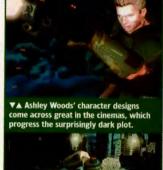
**▶ Randy Nelson** 

# he BUZZ

This could be the game that returns the play variety will be key, though.

# **SHATTERED** CINEMAS

This Contra will actually have a storyline, told through some already hot-looking CGI movie sequences..





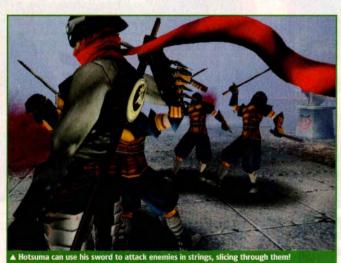
# **SHINOBI**

# Bow to the master — Sega's classic ninja series returns!

ong before *Tenchu's* Rikimaru ever sneaked along a rooftop, Shinobi was already kicking butt and taking names. Now it's returning from an alltoo-long absence from the gaming

scene — and it's bringing an all new, all badass lead character with it.

His name is Hotsuma, and the game is (like the first in the series. which spanned every Sega system except Dreamcast) simply titled



Shinobi. Like his predecessors. Hotsuma is a highly-skilled niniistu master, but he doesn't live in feudal. Japan, Instead, his domain is a darkly futuristic Tokyo, and his mission is one of revenge against a rival ninja clan.

The series is receiving a remarkable visual update for PS2, which evolves it from pure side-scroller to a mix of classic fixed paths and areas offering full freedom of movement. Within the game world, Hotsuma can work his magic — literally. The classic screen-clearing Ninja Magic attacks of the previous games return in renewed form, complimenting Hotuma's traditional throwing knives and sword.

His moves are anything but traditional, however, and really stand to take the series to the proverbial "next level" of gameplay. Hotsuma can cling to - and run along - walls, but, more importantly, can (in true ninia movie fashion) become one with the shadows, lock onto enemies, and zip

around them unseen — slashing them in bloodily efficient kill-strings.

Due this fall. Shinobi's still a workin-progress, but we're impressed with what we've seen so far. We'll have more info soon!

**▶** Randy Nelson

This is one of the most revered series in all of gaming, so we can only hope Sega gets it right. It's definitely looking great so far.

In true Shinobi form, Hotsuma will have shurikens (throwing knives) for distance attacks and a katana for up-close slicing.











THE TOUGHEST FIGHTERS ON THE PLANET ARRIVE SUMMER 2002

PlayStation<sub>2</sub>2









NCAA FOOTBALL 2003

When's the last time you've seen a pro cheerleader cry after a loss?

ven though Madden gets the limelight, MCAA Football still sells in numbers that are the envy of other sports games.

NCAA Football 2003 is loaded with key enhancements over 2002 that add to the graphics, gameplay and overall depth. In terms of graphics, this game is a solid step up with new animations, better faces and all 117 Division 1-A stadiums. The gameplay is also much improved, thanks to new playsets, enhanced Al, defensive play diagrams and revamped control mechanics.

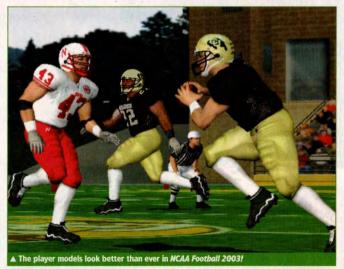
The best part of the retooling,

# the BUZZ

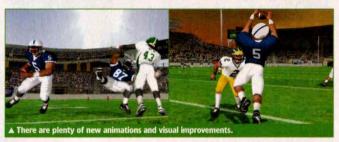
College football fans are going to drool over this one, but if pro fans give it a try,

however, is the game's added depth. NCAA 2003 celebrates big time rivalries with a dynasty mode that's better than any current pro franchise feature. It's so complex that you can recruit freshmen from all over by visiting and calling. How you allocate the time resources of your coaching staff will determine whether you pick up a couple blue chip prospects or get stuck with walk-one.





PS? PERCENT COMPLETE



LISHER DEVELOPER RELEASE DATE TYPE MAX. PLAYERS ESRB RATING
COM ARIGEL STUDIOS FALL ACTION 4 PENDING

PSZ

PERCENT COMPLETE

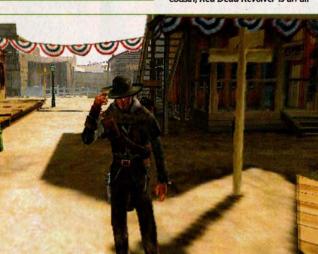
ACTION 4

50%

# ▲ The lighting is some of the best on PS2.

# **RED DEAD REVOLVER**Putting the "wild" back in the West

apcom's heading back into the Old West for the first time since its '80s-era shooter, *Gunsmoke*. Like its 2D cousin, *Red Dead Revolver* is an all



out action game — but the gameplay is anything but run of the mill. Rather than simply throwing gunfight after gunfight on the screen, it will also focus on horseback riding (stopping train robbers, for instance), stealthy tactics, and even a time-based bounty hunting mode. RDR is a real looker, too — the lighting's some of the best we've EVER seen, plus the overall level of detail is very high.

Capcom's also planning a multiplayer deathmatch mode, which should prove interesting. So far, this is



one very unique action game, which, with some polish, could end up being something really special.

Randy Nelson

#### he BUZZ

If Capcom can get the control system sorted out, this could be one of the most interesting action games on PS2.







expert combat skills and physical and mental toughness.

Do YOU fit the PROFILE



FEATURING NEW SONGS BY 3RD STRIKE

OVALOGIC. 1







Watch the trailer and learn more at www.novalogic.com



PS2 PERCENT COMPLETE

# **TENCHU 3: WRATH OF HEAVEN**

# Activision finally reveals the game behind the ninja mask

long with being able to play as returning characers Rikimaru and Avame.

players will also get to step into the role of a vet unrevealed character in Tenchu 3. While it's uncertain if this

character will be Tatsumaru, it is certain that this game has benefited from the power of the PS2.

Environments are larger, weather effects have been introduced and the characters have been greatly detailed.

wn from the rooftops is the best way to see the lay of the landscape.

and items you earn in the singlegames to give you an advantage. multiple endings (based on your

> were impressed, not only by its beautiful visuals, but also by its elaborate level designs and new

A new multiplayer feature has also been added, where gamers can play with a friend on five different levels in two types of missions modes: cooperative and Hunter-Hunted. To make things even more challenging, you'll actually be able to use the abilities player mode over in the multiplayer

In order to promote a high level of replayability, the game will feature earlier decisions in the game) and very open-ended levels. You'll be able to go virtually anywhere you want to. so finding the most ideal route should take several tries. There are even secret passages to discover as well, which promotes exploration of every nook and cranny.

Having seen the game at E3, we

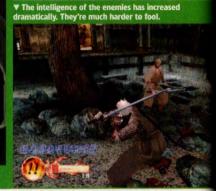
fighting system. The series seems to have come a long way since its PSone debut. Now, if we can only get some more hands-on time, then we can probably even convince Randy to guit wearing that cheap ninja costume. Maybe not.

**▶ Stephen Frost** 

Since its initial release, the *Tenchu* series has won a special place in our hearts. We can't wait to play part three.

The greatest thing that the Tenchu series ever achieved was making you feel like you were actually a true ninja.







# TAKE A RIDE ON THE WILD SIDE!

TONS OF TRACKS





**DEVASTATING CRASHES** 





WHAT RACING IS ALL ABOUT



Also available on

GAME BOY ADVANCE



FASTER AND MORE DEVASTATING



# WEATHERING

With the newly improved game engine, weather and lighting effects can be made to look even more realistic and breathtaking than before.



# **RED FACTION II**

# The million-selling franchise returns to the PS2... exclusively

onsidered by many to be the greatest FPS on PlayStation 2, the original Red Faction was a critical and financial success. Winner of editorial kudos all over the gaming world, it only seemed natural that Volition and THO would

return to the sure-fire formula. It was no surprise to us then, to learn that the duo has teamed up again and is working hard on a follow-up slated for later this year.

Utilizing an updated and enhanced version of the "break anything" Geo-

Faction II read like a wish list of improvements: better visual effects. smoother character models, doublehanded weapons, and even a splitscreen, four-player mode are just a hint of what's to come. And if that's

▲ These guys look like they're straight out of Metal Gear Solid 2, don't they?

Mod engine, the new features in Red not enough for you, then maybe USB keyboard and mouse support is. One of the largest additions to the

Red Faction series is the revamped artificial intelligence. Instead of just having nomadic allies and villains. RFII will sport realistic team-based decision makers, and foes that actually try and outthink the player by maneuvering around obstacles and ducking under cover. Pull out a bigger gun or outflank the opposing team and they'll run for cover; get outnumbered by repelling soldiers from the ceiling and they'll rush you commando-style.

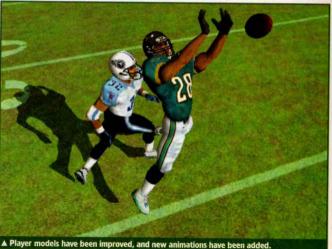
Red Faction II shapes up to be a top release for the holidays. Proven to be a solid choice the first time around. Volition's favorite creation is going to be a hot one.

**▶** Jeremy Dunham

he original Red Faction sold over a millio

nies can come from any direction, even





# **MADDEN NFL 2003**

# PS2 football is better than ever, and now it's exclusively online!

If this guy makes the catch, you'll get to see one of the cool new cinematic instant

ou've got to hand it to the guys at Tiburon: they certainly aren't taking it easy this year. Pushed in part by Sega's NFL2K2 and their own pride. they've already vastly improved Madden 2003 over last year's phenomenal effort. And we didn't think that was even possible.

The improvements start where they were most needed. Madden's weakest point for years has been its commentary. Not any more. Sleep-talking Pat Summerall has been replaced with

one of the best play-by-play guys in the business. Al Michaels. Even better. situation-specific commentary has been added to the game, which goes a long way towards making the action sound like a real broadcast. You'll notice the change immediately.

PS7 PERCENT COMPLETE

Another big addition is the new mini-camp mode that drills you on the basic control skills of each position. Quarterbacks are trained to throw under pressure, defenders are tested on their abilities to break through blocks, and running backs use all their skills to fight their way through complex obstacle courses.

But the best improvement of all is the addition of online play. Using the network adapter, you'll be able to challenge your friends in head to head competition. EA has supported online play for years on the PC and it shows: they've found ways to make life tough on cheaters and insure a great playing experience for everyone. We've tried it, and we love it! Did we mention that online play is a PS2 exclusive?

► Riley Alexander



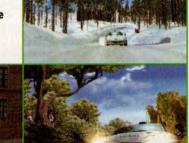
**W**e've played **M**adden 2003, and we've played it online. All we can say is that it's g to be great once again.







Some of the environments in V-Rally 3 are quite new to the series and feature a high amount of detail. You'll be racing all around the world.





Eden Studios gets set

to dirty your tires

# V-RALLY3

though rally racing hasn't taken off to the same evel that it's reached in

Europe, the growing legion of fans on this continent continue to speak with a louder voice. With the successful release of BAM! Entertainment's WRC earlier this year, confidence in the genre is starting to rise, and the hardworking people at Infogrames are

hoping that it's the perfect time to release a follow-up to their awardwinning V-Rally license.

Boasting over 15,000 polygons per automobile. V-Rally 3 is already quite impressive. Looking slightly better overall when compared to the aforementioned World Rally Championship, full optimization process vet to be underway). Featuring 16 authentic cars and the real-life manufacturer's enthusiastic blessing, driving your favorite ride through the blizzardblasted streets of Sweden is but a button press away.

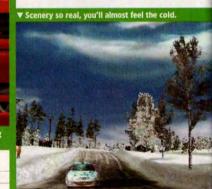
PS? PERCENT COMPLETE

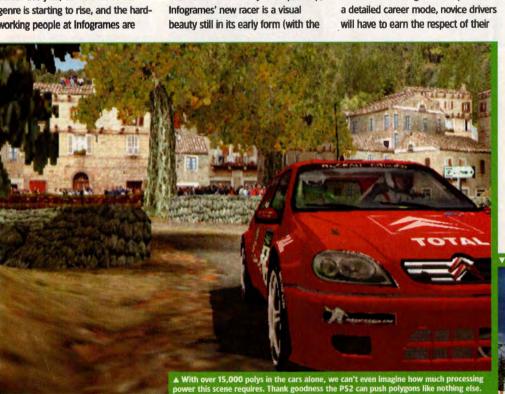
Loaded to the gills with options in

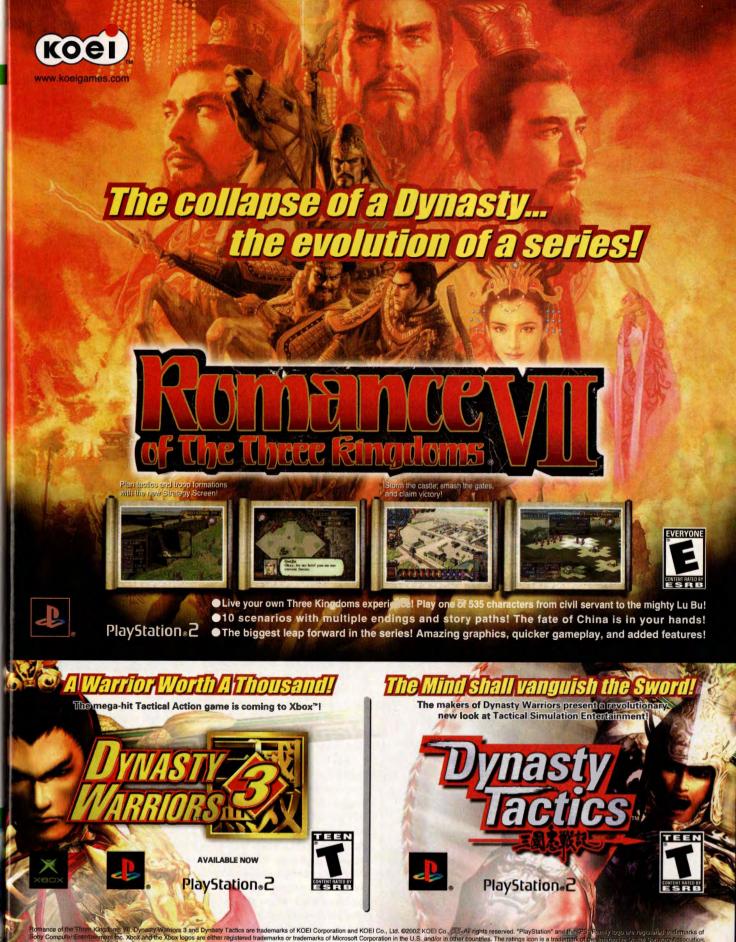
eventual sponsors. Consistent victories and a solid showing will score you a fat contract with a big-name company and can add morale for your racing team. Screw up and crash into too many trees, however, and you'll get dropped faster than you can blink. With endless seasons to play through and over 24 tracks in 6 countries. the incentive to keep on rolling is nearly infinite.

Headed for store shelves later this summer, V-Rally 3 hopes to muscle in on Colin McRae and WRC's already loyal following. With a ghost mode, secret automobiles and more planned for the final release, you can bet that Infogrames is striving for first. Check back soon for more.

With tons of options, beautifully detailed cars and some very fantastic scenery, V-Rally 3 looks to take the pole position







PUBLISHER DEVELOPER RELEASE DATE TYPE MAX. PLAYERS ESRB RATING
SONY CEA SUCKER PLINCH SEPTEMBER ACTION/PLATFORM I EVERYOME

PUBLISHER DEVELOPER
PUBLISHER TYPE MAX. PLAYERS ESRB RATING
PS2
PERCENT COMPLETE



# SLY COOPER & THE THIEVIOUS RACCOONUS

Sucker Punch's thieving hero sneaks his way into our hearts

t's amazing that the creative staff at Seattlebased Sucker Punch Productions only have one other game to their credit, *Rocket* on the Nintendo 64. Just looking at *Sly* 



Cooper and the Thievious Raccoonus, one would think that the development team has spent a remarkably long time in the videogame industry. The game is remarkably polished and drop-dead gorgeous. I guess we can just chalk that up to three things: talent, talent and talent.

Since first seeing the game several months ago, I was amazingly impressed at how it was kept under wraps for so many years. Kudos to both Sucker Punch and Sony for making the wait so worth it. This was especially true at E3, where more of the amazing game was revealed and show-goers could actually get quality hands-on time with the P52's latest star. It took several people to pull us off of the demo stations!

We've already explained all the major aspects of the game in last



# **COLLECT THE CLUES**

Each of the game's levels contains bottles that are scattered all around, but hidden. Find them all to discover new abilities for Sly.

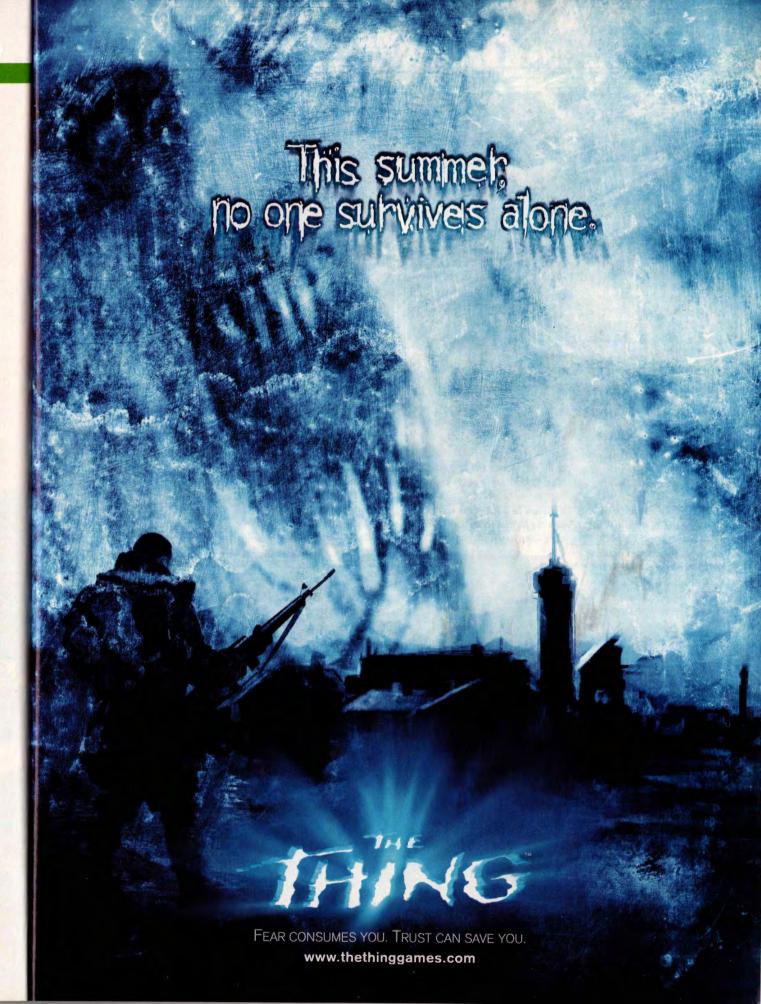


month's preview, but there is one more interesting gameplay detail that we can share with you. Scattered around each level are numerous bottles with special codes inside of them. Collect them all and you can decipher the combination to locked safes that contain new attacks and abilities for Sly, like slo-mo jumping and a diving attack. We should have a new playable of Sly for next issue, but check out these new screenshots until then.

**▶** Stephen Frost

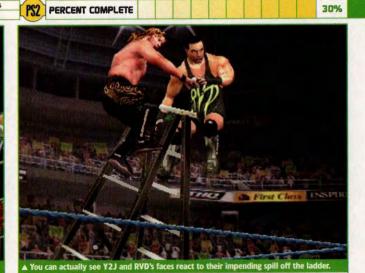
# he BUZZ

This is one of the coolest platform titles we've seen on any console. It looks and plays so beautifully.



THE BEAUTIFUL The wrestlers' bodies are a lot

more realistic this year, but their faces are even better. In fact, they might be the best **EVER** in a wrestling game!



# **WWE SMACKDOWN! 4**

# THQ gets the "F" out — but the NWO and Hogan are in!

lot has happened in the past year of professional wrestling, but the two real standouts have been the WWF splitting its roster in two and then, just recently, changing its name to World Wrestling Entertainment (WWE).

So, how does this affect wrestling games? Well, the good news is that while DS2's latest WWF title is called SmackDown! (and subtitled "Shut Your Mouth!"), it will feature superstars from both rosters, including the likes of RVD. Booker T. Goldust, and others not in last year's game. More recent roster additions, such as Hollywood Hulk Hogan and the NWO are also in.

Playing off the roster split, Shut Your Mouth!'s expanded season mode will have the option to draft wrestlers similar to an NFL title. THO is also promising a more in-depth Create-a-Wrestler mode that will allow the "layering" of attire and other objects for more variety.

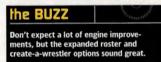
New match types will include

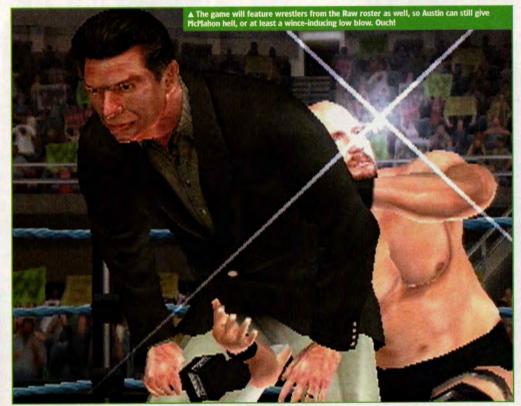


Flimination Tag. Slobber Knocker Anywhere, and the tongue-twistinglytitled "Captain Fall Tornado Six-Man Tag". Whew! Speaking of tag matches, it will now be possible to take control your tag partner at any point, and triple-team moves are also slated.

Rounding out the list of improvements will be better character animation, more backstage areas (modeled after Madison Square Garden), and commentary by SmackDown!'s Michael Cole / Tazz AND Raw's Jim Ross / Jerry "The King" Lawler, So, if anything, the

split's been a good thing for gamers! **▶** Randy Nelson









# FREEDOM: THE BATTLE FOR LIBERTY ISLAND\*

# Go from a nobody to a somebody

he President's been killed. a nuclear missile has been unleased upon Washington D.C. and the Russians have started invading the country. That's just how this game begins... imagine how it might end.

In Freedom, you jump into the worn shoes of a typical blue-collar worker who's forced to fight for the life of his brother (who's been

kidnapped by the Russians) and the survival of this great country.

Only by recruiting an army of urban guerillas can you hope to take on the Soviet threat in New York City.

The title is split up into two types of gameplay: a strategic turn-based mode and various arcade-style action segments. There's also support for up to four players via split-screen. \* Working Title ► Stephen Frost

RELEASE DATE TYPE PS7 PERCENT COMPLETE

# **GLADIUS**

# LucasArts takes you to the Coliseum

f vou've ever wanted to relive Russel Crowe's character in *Gladiator* then Lucas Arts is about to make you one happy gamer. The company is currently working on a title that will drop you right in the middle of a crowd-surrounded fighting arena

Players will be able to choose to take

on the role of two different charac-

PS? PERCENT COMPLETE

will vary, as well. The developers are predicting around 36 hours of gameplay in each of the two story lines and a good 20-30 locations where battles can

ters. Ursula and Valens Ursula is the

Depending on who you select to play

as, the adventure will unfold quite dif-

ferently and the challenges presented

daughter of a great barbarian king.

while Valens is the son of one of

country's greatest gladiators.

take place. We'll have more info from the fighting arenas next issue, so get those swords sharpened.

**▶** Stephen Frost

**■ While it may look like** 

# DEVELOPER PS2 PERCENT COMPLETE 35%

# **GUNGRAVE**

# SEGA's latest PS2 title is a blast!

his latest PS2 title from Sega is like a throwback to the company's early arcade days (which is a good thing) with memorable character designs and more thrills than you can shake a tombstone at - literally. Lead character Beyond the Grave's back-

machine gun rounds. From what we've played the lock-on system could stand a little work, but this game is definitely one to watch! Check out these new shots and we'll



smashes enemies, and rapid-fires have more soon. Randy Nelson

# **RTX RED ROCK**

"Get your ass to Mars!"

n the vein of such highly memorable PC titles as Grim Fandango and Full Throttle, the company that created Star Wars is preparing its next grand space adventure.

RTX Red Rock takes place on mankind's first Mars colony, where a

race of hostile aliens have suddenly attacked, leaving virtually everyone dead. In the role of Eugene Zeno "E.Z." Wheeler, players will have to make their way through the colony ruins and other parts of the Mars surface as they battle the aliens at every turn. **▶** Stephen Frost

## ARMY MEN RTS

### MELTING GREEN PLASTIC CODES

Each code can be used once per level unless otherwise noted:

Change green and tan to random team colors 080080

Get 5000 plastic (can be used multiple times): A00800

Player weapons do more damage: 008080

Enemy's weapons do more damage: AAXBAA

Paratrooper drop: 000000

Resouce collection yield doubled: 000000

Get 2000 electricity (can be used multiple times): A008A8

## RLOOD OMEN 2

#### THIS CODE SUCKS Enter this code at the main menu:

Once you get the audio confirmation (Go Cheese!) start a game, Kain will be wearing his costume from the original Blood Omen and will already have the Soul Reaver! Yup, he gets it for the entire game. It's unbreakable and takes out enemies in record time.

#### ENDGAME

### **FULL AUTO CODES**

Codes are entered on the main menu. To enter a code, count to the corresponding letter's position in the alphabet using the trigger, and use the dodge button to move to the next letter. For example, to enter the code BLAM, you would:

Pull the trigger 2 times for "B", then press DUCK

Pull the trigger 12 times for "L", then press DUCK Pull the trigger 1 time for "A", then press DUCK Pull the trigger 13 times for "M", then press DUCK

If the code has been entered correctly, the 4 menu icons onscreen will disappear and then reappear.

Unlock Arcade Mode BLAM (2, 12, 1, 13)

**Unlock Country Challenges** ABROAD (1, 2, 18, 15, 1, 4)

Unlock all of Mighty Joe Jupiter MIGHTIER (13, 9, 7, 8, 20, 9, 5, 18)

Unlock Jukebox and all music tracks LETSBOOGIE (12, 5, 20, 19, 2, 15, 15, 7, 9, 5)

Unlock everything MEBIGCHEAT (13. 5. 2. 9. 7. 3. 8. 5. 1. 20)

## **SAVAGE SKIES**

#### BEASTLY CODES Entered at the main menu screen Unlock Multiplayer Maps: ←→←←→←→®

Unlock All Creatures: <++<+++>>⊗

Entered from in-game menu: Invulnerability:

 $\leftarrow\leftarrow\rightarrow\rightarrow\uparrow\uparrow\uparrow\uparrow\uparrow\otimes\uparrow\otimes$ **キャッナイイナイイの** 

Get Crystal ←←→→←↑→↓←®®

## HERDY GERDY

that are include:

#### **CAGED SECRETS** Unlock Debug Menu On the main title screen, press @ மைை↓மமைம்↑ ...... The screen will fade and reappear. Press and several debug options will be added to the menu. Not all are functional on a standard unit, but those

Play Level - enables player to select and play any level.

Open Secrets - Unlocks secrets one through 18. These consist mostly of concept art, but also include a look at some deleted levels and discarded characters, as well as some screens of the upcoming Tomb Raider game.

Movie Viewer - enables player to watch any of the game's cut scenes.

Load All Levels - Load a level, play for ten seconds, load the next level. (Best viewed as a novelty or a torture device )

# **DEUS EX**

# TOP SECRET CODES

Activate the cheat menu ("Clearance Level Omega") by pressing me to bring up the goals screen, then entering the following sequence: COO CO ... This will enable you to turn on God mode. give yourself full energy, health. ammo, credits, and mods, max out all stats, and activate Tantalus

## **UFC: THROWDOWN**

#### THESE CODES WON'T TAP OUT Unlock hidden moves (works for each character)

#### Move 1 Beat the UFC Mode and gain a Silver Relt

# Beat UFC Mode in Open Weight and

# Move 3 Beat Arcade Mode once.

gain a Gold Belt

### Move 4 Beat Tournament Mode once.

# Unlock Mario Yamasaki

# View the "Game Over" screen 50

#### Unlock Card Girl A Watch the replay between rounds 100 times

## **Unlock John McCarthy**

#### Perform all of Mario Yamasaki's hidden moves. Highlight Mario while holding down and press the (X) button in fighter select screen

#### **Unlock Bruce Buffer** Obtain 1 Gold Belt

# Uniock Lorenzo

Obtain a Gold Belt, using an Edit Character

#### Unlock Dana White

Perform all of Lorenzo's hidden moves. Highlight Lorenzo in the fighter select screen while holding down an

#### Unlock Card Girl B

Perform all hidden moves of Card Girl A. then select Card Girl A while holding down on

### Unlock hidden fighting styles in Carper Mode

#### Karate

Create a SUMO fighter and beat Career Mode

#### Kung-Fu

Create a KICKBOXING fighter and beat Career Mode

# Min\_ litsu

Create a KARATE fighter and beat Career Mode

# **Code of the Month** 6 02:14:4: A There's only one Test Drive code, but it burns serious rubber. est Drive Floor the accelerator with this mega-code! Codes must be entered on the main menu. Unlock everything ← ← → ® ↑ B B B

# **GAMESHARK CODES**

## BLOOD OMEN 2

(M) Must Be On

0E3C7DF2 1853E59E FE95791E BCEFE3DA Infinite Health

DE9CD34A F8AADE4B DE9CD356 002AFB83 DE9CD37E A0F59B93 DE9CD326 BCA99B83 DE9CD342 BCA99B83 Mega Jump DE8E533A F8AADA03

DE8E53C2 002ABB83 Be careful - you could jump into the ceiling or completely off of the level

Begin game with Kain's armor and Soul Reaver **DEB5DA06 BCA99B84** 

# SPIDER-MAN: THE MOVIE

(M) Must Be On 0E3C7DF21853E59E EF91248ABCF3A9EA Infinite Health DE4E5216BCA99B84

# **PIRATES: BLACK KAT**

(M) Must Be On 0E3C7DF21853E59E

# EE8EE382BCD52FD2

Costume Modifier Code CEA4A652BCA99B84 CEA4A65Exxxxxxxx

Replace "xxxxxxxxx" with any of the values below for a new costume.

Cap'n Awesome BCA99B84 Orange Bikini 1 BCA99B85 BCA99B86

Gold Bikini 1 BCA99B87 Gold Bikini 2

**BCA99B88** Purple Bikini BCA99B89 Chrome Bikini

**BCA99B8A** Leather Bikini

Black Bikini BCA99B80 Leather Bodysuit BCA99B8D

Chrome Bodysuit BCA99B8E

**BCA99B8B** 

Invincible Kat CEBDA5DABCA99B84 Invincible Ship CEBDA5E6BCA99B84

CEBDA5E2BCA99B84 Infinite Gust CEBDA5DEBCA99B84

Max Cash DEBDD966C19E7B82 Inf Health-Kat CEBDDADABCA99B64 CEBDDAE6BCA99B64

Max Hearts-Kat CEBDDADEBCA99B8A Harmless Enemies(On Foot)

DE994BF6BF899B8B DE994BF2BCA99B83

Special Attack Full-Kat CEBDDACOBCA9DA03 CEBDDAC2BCA99B86 INFINITE ITEMES - KAT Inf Magic Sand

CEBDD886BCA99E6A Inf Invisibility Potion CEBDD882BCA99E6A

Inf Earth Tiki CEBDD88EBCA99E6A CEBDD88ABCA99E6A Inf Ice Tiki CEBDD896BCA99E6A

Inf Lightning Tiki CEBDD892BCA99E6A Inf Throwing Knives CEBDD982BCA99E6A

Inf Mini Kegs CEBDD98EBCA99E6A Inf Spirit Bottles CEBDD98ABCA99E6A

Inf Darts CEBDD996BCA99E6A Inf Triple Daggers

CEBDD992BCA99E6A Inf Skull Grenades

CEBDD99EBCA99E6A Inf Throwing Axes CEBDD99ABCA99E6A

Inf Flask Bombs CEBDD9A6BCA99E6A

Inf Throwing Hammers CEBDD9A2BCA99E6A Inf Triple Kegs

CEBDD9AEBCA99E6A

# INFINITE ITEMS - SHIP

Inf Lumber CEBDD902BCA99E6A Inf Sail Cloth CEBDD90EBCA99E6A CEBDD90ABCA99E6A CEBDDDECBCA9DA03 Inf Special Cannon Attack

CEBDDDD8BCA9DA03 Inf Chain Shot CEBDD946BCA99E6A

Inf Scatter Shot CEBDD942BCA99E6A Inf Stinkhomhs

CEBDD94EBCA99E6A Inf Firepots CEBDD94ABCA99E6A

CEBDD9FABCA99B88 Max Cannons Aboard CEBDD96EBCA99B8C

CEBDD91ABCA99E6A Inf Magic Harps CEBDD926BCA99E6A

HAVE FIGUREHEAD CODES

Poseidon Figurehead

CEBDD922BCA99B84 Lion Figurehead

CEBDD92EBCA99B84 Sea Serpent Figurehead CEBDD92ABCA99B84

Wolf Figurehead **CEBDD936BCA99B84** Ram Figurehead CEBDD932BCA99B84

Dolphin Figurehead CEBDD93EBCA99B84

Scrapbook Complete CEA4BDEEBCA99B4B High-Pitched Voices CEBDA5D6BCA99B84

# **GRAND THEFT AUTO 3**

(M) Must Be On ECB26E481445B464 Disable All Car Radios

1 CBAF31815F6E79D 1CBAF31C1456E7A5 Firemen Don't Get Out

1C8B3B9815F6E79D

1C8B3B9C1456E7A5

HAVE ?? CAR IN GARAGE (PORTLAND) 3CF2F7C8 1456E7??

HAVE ?? CAR IN GARAGE (SHORESIDE VALE) 3CF2F9A8 1456E7??

HAVE ?? CAR IN GARAGE

# (STAUNTON)

Car 1 Car 2 Car 3 3CF2F608 1456E7??

have the specified car in that garage.

69 = Stinger 6A = Semi

6C = Sentinel

87 = Trashmaster

83 = Blista 84 = Pony 7D = Mule

80 = FBI Car 79 = Moonbeam

7C = Kuruma 95 = Bobcat

98 = Manana

3CF2F6B8 1456E7?? 3CF2F6E0 1456E7??

HAVE ?? CAR IN GARAGE VALUES Replace the ?? from each line of code above with one of the following to

6F = Landstalker 70 = Idaho

6B = Perennial

85 = Patriot (Hummer) 86 = Firetruck

88 = Stretch (Limo) 81 = Manana 82 = Infernus

7E = Cheetah 7F = Ambulance

> 7A = Esperanto 7B = Taxi

96 = Mr. Whoopie (Icecream Truck) 97 = BF Injection (Buggy)

91 = Police

92 = Enforcer (SWAT)

93 = Securicar 94 = Banshee

8E = Bus 8F = Rhino (Tank)

90 = Barracks OL 8B = Dodo (Plane)

8C = Coach 25 = Cabbie 26 = Stallion

27 = Rumpo21 = Triad Fish Van 22 = Mr. Wongs

23 = Mafia Sentinel 24 = Yardie Lobo 1D = Yakuza Stinger

1E = Diablo Stallion 1F = Cartel Cruiser 20 = Hoods Rumpo XI

31 = Borgnine (Special Taxi)

35 = Panlantic Van 36 = Flatbed37 = Yankee

32 = Toyz Van

Infinite Mission Time 1 CBE0B1815F6E79D 1CBE0B1C1456E7A5

Medics Don't Get Out 1C8B4A4815F6E79D 1C8B4A4C1456E7A5

**Never Wanted** 1CBDACF815F6E79D 1CBDACFC1456E7A5 No Damage From Collisions While Driving 1C8EB5C815F6E79D

Tons Of Cash

1CC8875017E9C70C 1CC8875417E9C70C

Thunder Strike Operation Phoenix [M] Must Be On EC8782801449D2F4

Inf Ammo Weap 1 4CD5B2481456E788

Inf Ammo Weap 2 4CD5B24C1456E788 Inf Ammo Weap 3 4CD5B2501456E788

Inf Armor 4CC1D49A1456248F **Never Overheat** 4CC1D48C1456E7A5 Rapid Fire Missiles

4CC1D4881456E7A5

# ARCTIC THUNDER

(M) Must Be On EC8FECD01442AB54

Enable Hidden Modes 4CBF96CC1456F7A6 Low Max Speed 4CBF96C61456F065

Super Max Speed 4CBF96C614562725 Super Low Max Speed 4CBF96C61456F125

Infinite Time 4CBFAA001456E7A5

1C8EB5CC1456E7A5

# HARDCORE

## Ask The Masters

I have a few questions that I have to ask the masters, which have been bugging me for wooks on and

1. Fourth Island?! I have owned GTA3 since about a week after it came out and I just recently heard a rumor that if you beat every mission in the game, pass every kill frenzy, and collect all 100 hidden packages, you gain access to a fourth Count sidt al Ibraclai

2. I was just at a friend's house the other day. He owns a GameCube and we were playing Resident Evil. with new graphics and little different story, but it was sweet! I was just wondering if Capcom has any plans for another Resident Evil game to terrorize and blow us away for the PS2.

Eric Lindberg. primevil 13 1999@vahoo.com

CHRIST Sorry Eric, but that fourth island in GTA3 is lust a crazy internet rumor. And while I'm raining on your parade, the main Resident Evil series will, for the foreseeable future, remain exclusive to GameCube. However, I say "main series" because Resident Evil Online is in the works for PS2, and it looks amazing! So, it's not all bad news.

sold in Japan. I'd like to know if there are any plans to release Dracula (Castlevania) X: Rondo of Blood here?

C Keef mst3kk@hotmail.com

RANDY: We asked Iga-san (the head Castlevania honcho) about re-tooling Dracula X for PSone, and at the time he said that it was near (If not at) the top of his list. We agree that it's a great game hopefully Konami will have something more

# **ASK THE 800-LB. GORILLA**

or as long as I can remember, my parents have neen warning that "if I play games like Mortal Combat you'll end up being violent " While I don't agree with these accusations at all. I think there IS a danger that comes from gaming. I am a very big RPG fan. and I definitely get attached to the characters and the story line and when it's over I really do get the small amounts of depression: the doctor said so

I recall beating FFVII, and once that last cinema faded out away from Red XIII and the stars started scrolling across the screen with the sad music, I literally sat there for at least a half hour waiting for something else to happen... ANYTHING!!

That was probably the most depressing experience yet. Do you guys agree with me or am I just weird?

Nate Columna, natecolumna@vahoo.com

BILL: What can I tell you. Nate, except that I hope you typed this with your tongue because you're all snugly bundled up in a canyas tuxedo with the arms tied in back. I wouldn't say you're weird, not by a long shot. No. I'd say that you're FREAKING INSANE! BATS IN THE BELFRY! HONK, BLAT, TWEET!!!

Let me ask you a question, though, What color voodoo mask was your doctor wearing when he said that you only get "the small amounts of depression"? Was he shaking a rattle? Were there drumbeats in the distance? Look. I may wear a gorilla suit in real life, but both you and your doc have first class seats on the crazy train! Have fun riding the lightning!!!

Have a question that requires a thoughtful, adult answer? Send an e-mail to bdonohue@imaginemedia.com, with "800-LB. Gorilla" in the Subject Line.

to say on the topic soon. If not, we'll keep pestering 'em 'til they do!

#### The Dominator

I was checking out the new games for Game Cube and XBox. Many of them had a logo which said "only for Xbox" or "only for GameCube". I could not find a single PS2 game that advertised exclusivity. Are all of PS2's games possibly going to other consoles eventually or does Sony feel that they don't need that for advertising?

IC. IronCat24@aol.com

STEVE: The reason that you don't see any logos on PS2 games is because they are unnecessary. Sony so dominates the console market that virtually every major title you can think of will be on the system and most of those titles tend to be exclusives. Having those logos would be like advertising that the PS2 is the most successful console and everyone already knows that.

#### It Takes A Thief

I was looking for some help in regards to a game I heard about, It was called Picassio and it was being developed by a company called Promethean Designs. It was supposed to have

been out in 2001, but nothing happened. The premise was great (you're paid to steal priceless works of art), and I was wondering if it was still coming out.

Nic Lawrence, kalyarogue@hotmail.com

ERIC Picassio DID look great, didn't lt? Bond-style gadgets. Thief-esque gameplay, great graphics... it had potential. However, despite having been announced at various times for PC. Dreamcast, PS2, and GameCube, we haven't heard anything about the game in over a year. Moreover, Promethean's Web Site seems to have vanished completely, and our emails to them have bounced. Looks like we'll never

## Stupid Is As Stupid Does

I read in the June issue about your definition of hardcore. Now Pete Hernandez is pretty hardcore, but I think I can one-up him. Did you ever ask yourself what you would save if your house was going up in flames? That happened to me about a month ago. After I got out, I knew the fire department wasn't going to make it, so I ran into the house for my dad's flag and my PS2 and games. I singed my hair in the process.

# LETTER

little boys. For the third year in a row vou've drawn me with my bits and pieces hanging out! Lara Croft is NOT a sexual deviant, thank you very much. I may tend to my garden in a thong and stroll around my mansion naked, but doesn't everybody? And who hasn't walked through the park in nothing but a trenchcoat at least once? I'm a nice girl — quit tarnishing my good name!

-Lara Croft

# CELEBRITY

the people who think what you did was a You sad, sorry really idiotic thing to do. While your Dad's flag may have some historical or sentimental value, and your PS2 and games might have cost a pretty penny, neither one add up to the value of a human life. Ask yourself how your Mom and sister would have felt if you'd croaked in there. What you did doesn't make you hardcore, it just makes you lucky to be alive. No Bio Deal I just finished getting 100% on Metal Gear Solid: VR Missions and this screen popped up that said Confidential, I accidentally pressed the x button and exited out of the menu and I can't

> the mind bending crap over again. Graham Haas haas 16@hotmail.com

STEVE: You actually didn't miss that much. All you get when you fully complete the game is a picture of Metal Gear REX. That's what's labeled as "CONFIDENTIAL".

get back into the screen. Can you tell me what

happens, because I don't want to have to do all

Some people said that was stupid of me to go

back in for that, but I spent a lot of money on

not hardcore. I don't know what is

David Szyndler, Kilner 18@aol.com

that stuff and I didn't want to see it melt. If that's

BILL: Well. Dave, you can count me among

## Soft And Smooth

smart bomb

I was looking through the setup menus on my PS2 and found two settings I wanted to ask you about. What would changing the CD drive setting to fast improve — access time, startup, or what? Also would changing it to fast accelerate wear on the system? The other setting I found was Texture. It could be set to either "standard" or "smooth"? How much of a difference would this make? Would it slow down gameplay the way it can on computers?

NOW LET'S SEE WHAT ALL OF OUR HARD WORK HA EARNED US!

IT'S THE INTIMATE

50 EXCITED, I THINK SOILED MY SHELL

Rico Lorenzo, billet 17@cox.net

RANDY: Don't tell anvone, but I think you might have stumbled upon secret settings that Sony doesn't want anyone knowing about. Just kidding - the answers are right there, in the MANUAL, which I'm going to paraphrase for the LAST TIME (seriously — ) mean it!). The "standard/fast" drive setting can be used to speed up PSONE game loading, but locks up some games. Switching the texture setting to "smooth" can make some PSONE games look better. Neither setting affects PS2 games or will damage your system in any way.

#### Do The Dew (Prism)

1. Is there ever going to be a seguel to Threads of Fate (Dew Prism)?

2. Is there ever going to be a sequel to Legend of Dragoon? Also, will there ever be a new Teenage

# **TECH TALK**

CRIME DOESN'T PAY

# Nusic Machine?

I work after hours as a VJ video mixer. I use the Ministry of Sound released PS2 "game" for generating C.G. animations and FX. I would very much like to be able to burn my own animations to CD to play them on PS2 as well, but so far have had no luck playing VideoCDs I have made. Appreciate any advice on how to turn my PS2 from a toy to a tool

Lucien Fender, it@fk-au.com

STEVE Unfortunately, with the current state of the drivers, the PS2 isn't able to play VCDs. It can only play back DVDs or music CDs. However, with updated drivers being released every so often, we do expect support for VCDs to show up in the future. It's just probably not going to happen anytime soon. So, right now, you're kind of stuck... unless you get a DVD burner.

Mutant Ninja Turtles game? I'd really appreciate the answers to my questions, so thanks a lot, guys!

Brett Light, ktgreturns@yahoo.com

ERIC: 1. Square hasn't said a single word about such a project existing (though there are rumors of new Chrono and Saga games). Still, if anyone from Square is reading this, what's the holdup?

2. Sony still insists LoD 2 is not on their plate, and they don't know when it will be. But the latest rumors are saying that Sony will have revealed the game at E3. No word about TMNT, though. If they do come back, it had better be dark and gritty, like the original comics.

# LINK-UP >

Clayton, age 14 Maplesk8r68507@aol.com Favorite Genres: RPG, Action Favorite Games: FFVII, MGS2, GTA3 Ouote: "If Love isn't a game, then why are there so many players?"

► Rembrandt Duchovny linn 42@hotmail.com

Favorite Genres: RPG. Sports, Action Favorite Games: Tomb Raider, SSX Quote: "We came, we saw, we conquered, and if the taste of victory is sweet, then the taste of virtual victory is not Sweet 'N' Low, nor the bullets made of sugar."

Nic Van Horn, age 15 galapagos 1979@hotmail.com Favorite Genres: RPG, Action/Adventure, FPS

Favorite Games: Final Fantasy 7, Xenoaears, Metal Gear Solid 2, Chrono Trigger, Star Ocean2, Grand Theft Auto 3 Quote: "Imitation is suicide"

► Jordan Makin, age 13 smackethdown@aol.com Favorite Genres: wrestling, action, adventure, horror (eeeeek), shooter Favorite Games: Devil May Cry, Final Fantasy X. Metal Gear Solid1 and 2, WWF Smackdown, Gran Turismo 3 Quote: "Procrastinators UNITE!... tomorrow."

Dru Mitchell, age: 15 theoloc@hotmail.com Favorite Genres: Action, RPG Favorite Games: Final Fantasy 3-X, MGS 2, Xenogears, Armored Core 2 Quote: "Theoloc has plus one level while Slayer the Unkind is in his army. This does not affect Theolog entering play."

► Tim Strobel, age 14 whobetterthanmettt@msn.com Favorite Genres: pretty much anything, but bloody First Person Shooters and boring Role Playing Games

Favorite Games: all wrestling games, SSX Tricky and Crazy Taxi1 & 2. Quote: "Who better than me TTT?!"

Erik Ramsey, age 17 erikramsey@nc.rr.com Favorite Genres: Action, RPG Favorite Games: FF Series, Dynasty Warriors 3, Devil May Cry, Suikoden Quote: "Life is a Waste of Time. Time is a Waste of Life, So spend your Time on Video Games all the Time, and Have the Time of your Life!"

▶ Jinchu chan, age 17 tweese chan@vahoo.com Favorite Genres: RPG, Action Favorite Games: Tales of Destiny 1 & 2. Valkyrie Profile, Final Fantasy series. Star Ocean 2, Devil May Cry, Toshinden series, KOF

Quote: "It isn't destruction, it's rebirth!" - Shizel

# SM FANART

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, Brisba 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! :-)



A Nice, huh? We were blown off our feet when we first received this amazing art of Final Fantasy X's Lulu from CRIZL. Just look at the amazing detail in all of those belts, accessories and flower patterns... wow! Crizl's image of Lulu impressed us so much that we were inspired to dedicate the entire Fan Art section to the Final Fantasy series. Enjoy, RPG fiends!

by Crizi



Final Fantasy X movie poster, if the game were to over make the jumn to the hig screen



▲ This rough, sketch-style Lulu is a nice complithanks to AKIKO HIROMOTO for this illustration



▲ There's a really nice use of color in this FFX pic from MARIO GALEA.



▲ This Zidane pic from MISTRESS
NASHYA has a soft, dreamy feel to it.



▲ QUOC PHU's rendition of Tidus seems very anime-inspired, which is cool by us.

► Eric Sonsalla aka "Kook A. Munga" ericson 1999@cs.com

Favorite Genres: Sports.

Action/Adventure, Survival Horror, RPG Favorite Games: Breath of Fire III & IV (PSone), Grand Theft Auto III, Silent Hill 2, Resident Evil (all of them), Devil May Cry, Madden 2001 - 2002

Quote: "We all float down here!"

Trent, age 15

AsheronsLord@hotmail.com

Favorite Genres: RPG, Fighting, Action, Adventure

Favorite Games: Final Fantasy 1-10, Legend of the Dragoon, DOA2, Parasite Eve 1-2, Chrono Trigger

Quote: "Kiss of the Dragon meet Kiss of the Bragon.

➤ Yokoshi Toriyama, age 14 YT IORDAN19@Juno.com

Favorite Genres: action and adventure Favorite Games: Final Fantasy VII, Final Fantasy X, Chrono Trigger, Legend of Dragoon.

Quote: "The main purpose of life is to postpone death for as long as is humanly possible."

► Vincent Paulson, age 14 rypaulson@aol.com

Favorite Genres: action, and anything else where you can blow people away Favorite Games: MGS1 and 2, the GTA series, Max Pavne, Halo

Quote: "Tragedy is when I cut my finger. Comedy is when you walk into an open sewer and die"- Mel Brooks

# RESET

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

**NEXT MONTH** 

# TH ANNIVERSARY SPECIAL

WE LOOK BACK at five WE LOOK AHEAD to years of PSM and Play- the next five years: Station gaming: the best the next big PS2 and worst games, the biggest stories, our best online gaming, what's gags and loads more.

games, hot trends. hot this year and beyond.

about missing



▲ "Suddenly, Target became very self

# A WRITE A FUNNY CAPTION FOR THIS PICTURE! **▲ WRITE THIS CAPTION!**

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 cool PS2 goodies! E-mail your entry to psm@imaginemedia.com, with "PSM Caption #61" in the subject line (or send your entry to PSM Caption #61, c/o Imagine Media, Brisbane, CA 94005). Be sure to include your full name and address so we can contact you if you win. Good luck!

# 3 YEARS AGO IN PSM... **AUGUST. 1999** The Future of Survival Horror?

When Dino Crisis first hit the scene, it seemed like a sure-fire hit: the gameplay of the hit series Resident Evil with the dinosaurs from Jurassic Park. Who wouldn't go crazy for that right?

Well, the game did okay, but it certainly didn't come close to matching Resident Evil's popularity in the Survival Horror category. It sure made for a kickass PSM cover, though!

The inside of our August '99 issue also featured our report on the 1999 E3, where Sony first began showing off its PS2 technology demos to the masses. It's funny thinking back to that show now, and how impressed we were with those rough demos. How quickly we gamers are spoiled!



age is still one of our

autors Riley Alexander, Jeremy Dunham David Smith

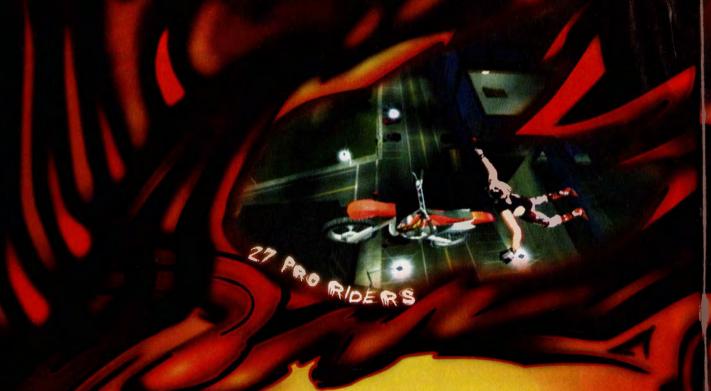
PRODUCTION STAFF Richard Lesovoy Production Director Larry Briseno Production Coordinator

Nate Hunt SW Account Executive Wilson Lau East Coast Sales Manager Wlau@imaginemedia.com (212) 287-5105 Holly Neal East Coast Account Executive neal@maginemedia.com(212) 23 Samantha Berg Ad Services Manager Samantha Berg (415) 656-8422



Chief Executive/Future Greg Ingham





# FUPERLY

RICKY CARMICHAEL

RACE FAST. JUMPHIGH. HOLD ON.



PlayStation 2







© 2002 THO Inc. Ricky Carmichael used under exclusive licence by THO Inc.THQ, the THQ logo and the MX Superfly logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are properly of their respective owners. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM.®, and the Nintendo GameCube logo are trademarks of Nintendo.

# HOW TO BE A BETTER CO. CO. CO.

## EVERYTHING ELSE COMES SECOND

Bathroom breaks, phone calls, holidays, pet funerals, girlfriends ... everything! (Unless she's modeling her latest thong, then by all means put the controller down!)

# , KEEP YOUR BALANCE

Job: 20% of your time. Skin mags: 5% (but an excellent 5%). Food: 10%. Gaming: 75%. (Yes, that's 10% over. But you plan on giving 110% don't cha'?)

# KEEP YOUR ELBOWS BENT

Better for gripping the controller. Holding all those games from BLOCKBUSTER.\* And for keeping your opponent away from your snacks. (Get your own #@&% cheeseballs, Cheeseball!)

# LOAD UP ON LIQUIDS

Particularly those high in caffeine. Eventually, you will have to go. But that's what adult diapers are for. (So sit back and let it ride.)

## SURFSMARTER

Sign up at blockbuster.com for our FREE Games E-Newsletter. It's packed with new releases, special offers, and promotions. And more! (And you thought dot.coms were dead.)

# **GAME YOUR WAY AT BLOCKBUSTER**

Rent or buy games and systems. The hottest titles are guaranteed to be there. And there are more copies of more games than ever. Now BŁOCKBUSTER is totally committed to games. Are you? (Stop thinking about that thong, will ya'?!)











**RENT. BUY. GAME YOUR WAY.** 

OCKBUSTER name, design and related marks are trademarks of Blockbuster, Inc. © 2002 Blockbuster, Inc. All rights reserved