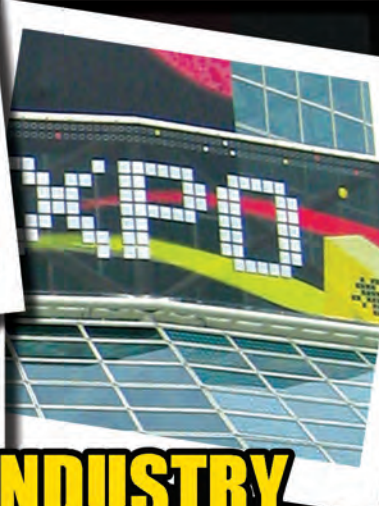




A NAG WAGE SLAVE PRODUCTION



## STATE OF THE INDUSTRY

Gaming: past, present and future

## CONSOLES inc.

What Nokia and the Big Three said

## ON THE WAY

140 games to look forward to

## LOCAL PERSPECTIVE

The SA Industry on E3

# E3 2003:

we bring you all the action



# HALF-LIFE 2

## Half-Life 2

By taking the suspense, challenge and visceral charge of the original, and adding startling new realism and responsiveness, Half-Life 2 opens the door to a world where the player's presence affects everything around him, from the physical environment to the behaviours even the emotions of both friends and enemies. The player again picks up the crowbar of research scientist Gordon Freeman, who finds himself on an alien-infested Earth being picked to the bone, its resources depleted, its populace dwindling. Freeman is thrust into the unenviable role of rescuing the world from the wrong he unleashed back at Black Mesa. And a lot of people he cares about are counting on him.

# GROUND CONTROL 2

## OPERATION EXODUS

## Ground Control 2

Ground Control 2: Operation Exodus takes place during the year 2741 AD, roughly 300 years after the events in the original game. The democratic and freedom caring Northern Star Alliance (NSA) is being hard pressed by the warmongering Terran Empire. The war has recently entered a new stage; a brutal and deadly ground war, as the Empire has managed to land their first troopships on the last NSA controlled planet – Morningstar Prime.

Captain Jacob Angelus, a battle-hardened officer in the NSA armed forces, finds himself becoming the central figure in the war against the Terran Empire. The situation is desperate and for the NSA destiny is at hand; its only hope lies in an ancient legend.

# HOMEWORLD 2

## Homeworld 2

Years after the Higarans reclaimed their Homeworld, there is still no peace. Now a new war, a prophecy, and a deadly new enemy threaten to make the recent journey home all for nothing. In Homeworld, you helped them reclaim their home. Now, help them reclaim their destiny.

In addition to the engrossing single player experience, Homeworld 2 allows competition with five other players via a LAN or over the Internet. Homeworld2 also will support mod groups by making the tools to create your own content available via download at [www.homeworld2.com](http://www.homeworld2.com). Developed with the RTS community in mind, the game technology includes robust support for modifications and high levels of customization.

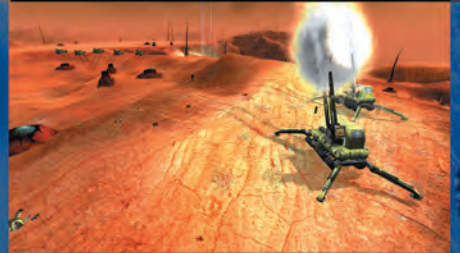
HALF-LIFE 2.



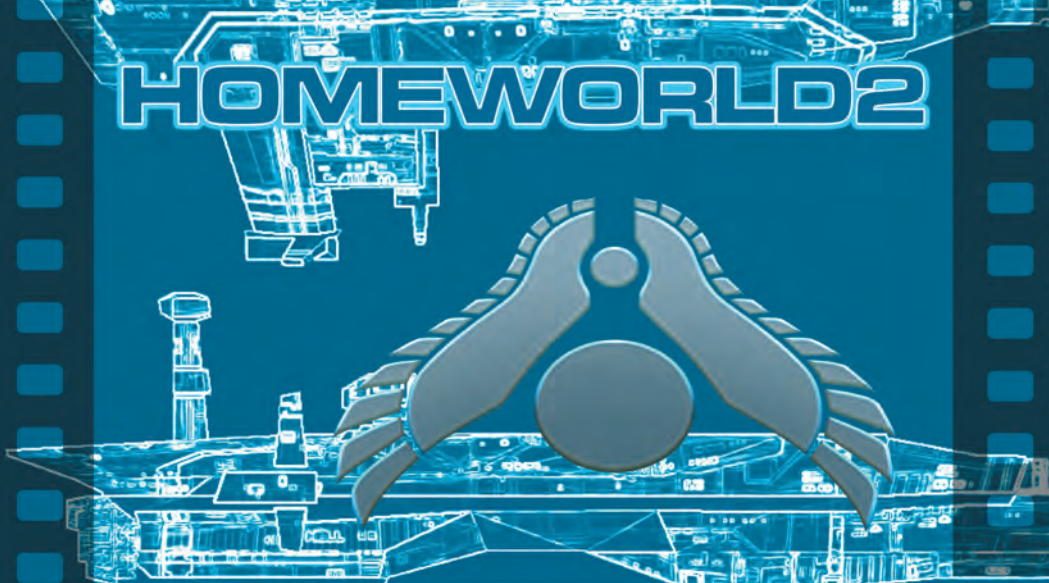
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GROUND CONTROL 2

GC2



HOMEWORLD 2



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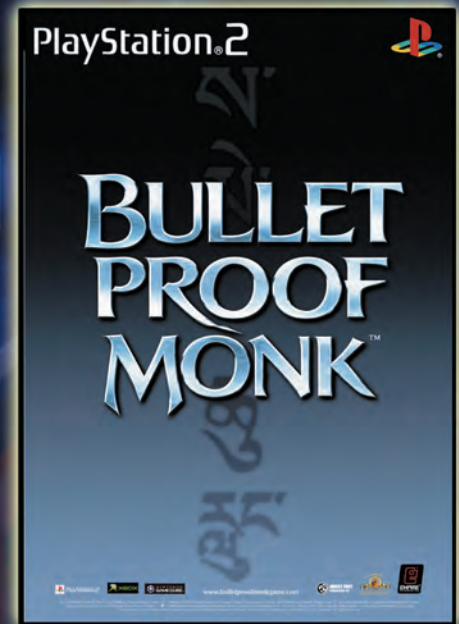
play it

ATARI GET READY TO PLAY...

# Out Now



# Coming Soon



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## State of the Industry Report 8

The IDSA reveal what's been going on in 2002, from women gamers to playing online to 6.8 billion dollars

## Local Interviews 10

E3 is the place where games mean business, so we spoke to some of the local distributors on their impressions of the show

## Nintendo Conference 12

Connectivity! A word you'll hear a lot, and we heard it a lot in the song-and-dance show that was the Nintendo conference

## N-Gage Conference 13

Nokia heads for the gaming market with a mobile phone out to take a share of the handheld market

## Xbox Conference 14

It's all Live, and that's all good as long as you have the service. But there are a few games to look forward to as well

## Sony Conference 14

Sony goes portable with the PSP, a nifty handheld that plans to take on the Gameboy Advance's empire

## Awards 16

Most of the games at E3 were great, but these warranted elbowing a few onlookers just to get a closer look

## Game Listing 17

140 games that you can look forward to in the next year's local release list

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Foreword

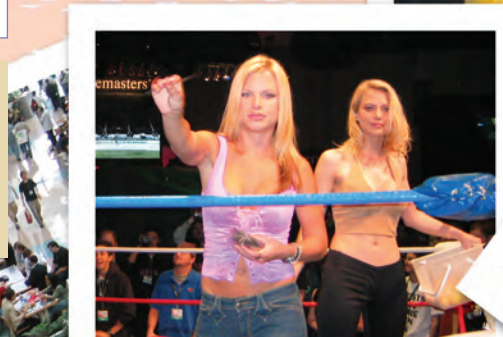
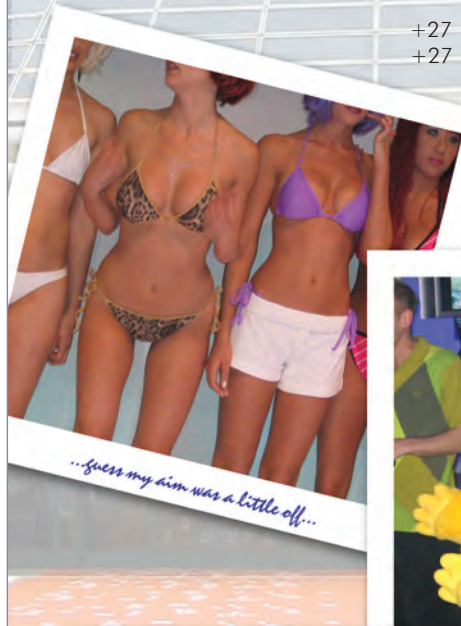
God, another year, another E3. It was my first time to the coveted event, but by day three, if you're press, you feel like a salted veteran of the convention battleground, where seeing games is less important than planning strategies to get through the crowds. But in the end it's all about the readers, as they tell me when I get my pay cheque. Either way, in these humble few pages, we plan to give you an idea of what's been revealed at this year's event.

Of course, being at E3 is similar to running around inside a dance club with a pot over your head while a monkey randomly bangs it with a spoon - loud and confusing.

And there were no press bars, just lots of coffee - but the conferences made up for it with plenty of liquor to calm those nerves. The whole tour of duty is summed up for you in these pages, though there was so much left out, and I really wish we could do two or three of these. Still, it's a nice taste of what's to come in the next year, and it's worth a million monkeys with their spoons.

James Francis  
Features Editor

Conceived, written, designed, laid-out, edited, messed around with, sleep lost, arguments conducted, researched, plane trips, hotels endured, begging, whining, cajoling and general goofing off by **James Francis, Walt Pretorius, Len Nery, Lauren das Neves** (and in very small part by **Michael James**, although he whined the most...)



# Upcoming Titles 2003

Empire: Dawn of the Modern World

Rome Total War

ACTIVISION®

DOOM<sup>3</sup>

Doom 3



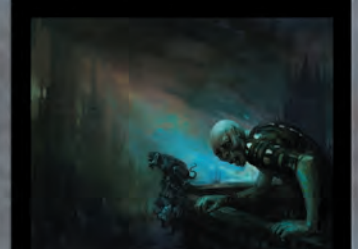
Call of Duty



Trinity



The Movies



Vampire the Masquerade

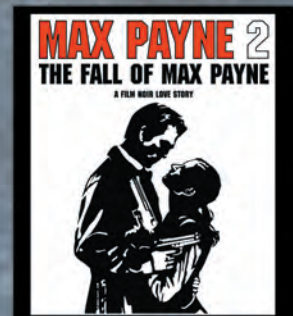


Neverwinter Nights: Shadows of Undrentide

ATARI®



Unreal Tournament 2004



Max Payne 2

Bethesda®  
SOFTWARES  
a ZeniMax Media company

CALL OF CTHULHU

Call of Cthulu



Hidden & Dangerous 2



Beyond Good & Evil

Ubi Soft  
ENTERTAINMENT



Far Cry



Prince of Persia: Sands of Time



XIII



Air Combat Simulation: Lock On

PC  
CD

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# GROWTH FOR GAMING

The industry is growing, says IDSA president Douglas Lowenstein, and the statistics are there to back him. In the last year, the industry grew by 8% to \$6.8 billion in software sales in the US. It's worth noting that the statistics only concentrate on the US market, but since it is the biggest market in the world, it's an indication of future trends.

One topic he focused a lot of time on was the bulk showing of licensed games and sequels at this year's event, overshadowing more new and original games. The reason: it's safer for publishers as games are becoming more and more expensive, with longer production cycles - a few flops could kill a publisher, as we've seen in the past few years. But the IDSA doesn't advocate that things stay this way.

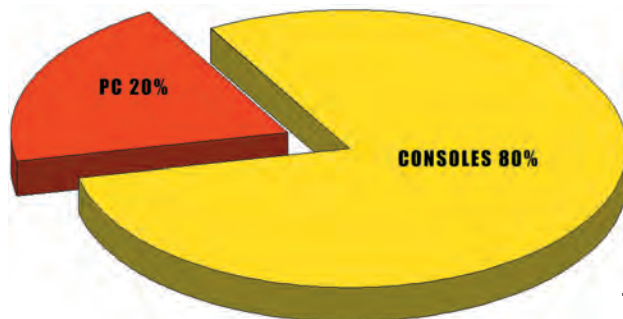
"Depending too much on licenses forces developers into straight jackets," said Lowenstein, and he echoed the feelings that most speakers had at the GDC - that more emergent and original games are a necessity in the market. But, he added, though the industry can't be complacent, it can't be innovative all the time.

On the theme of game violence, it's quite interesting to note that over 90% of all games are bought by adults, 96% of adults know what they are buying for their kids, and 82% of purchases by children are under the supervision of an adult accompanying them. In other words, the IDSA considers the US government's attempts to regulate the industry under the guise that violent games are a problem as ridiculous, and they will continue to oppose any plans to regulate or restrict the sale of Mature games.

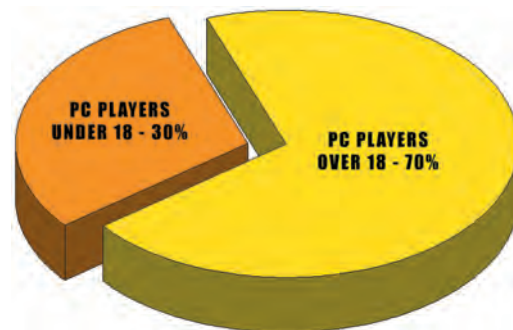
On that note, the mature market is growing. Last year 13% of games released were rated 'M' by the ESRB, as opposed to 2001's 9%. On the same line, though, 70% and 62% of PC and Console owners respectively are over 18.

The last topic was that of online games, and here it's a big bleaker. The IDSA found that only 5% of those polled are willing to 'pay to play'. Free online games are booming, though - there are 7 times as many people playing free downloadable games, including board and trivia games, than there are MMORPG players. The mobile market is expanding, with 18% of mobile owners playing games on their cells and PDAs compared to 2001's 14%.

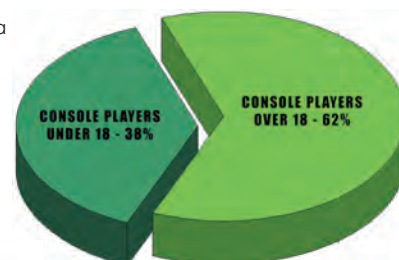
Overall, the IDSA expects a growing trend in the market. This year's E3, the 9th one, already uses 10,000 square feet more than the former year's.



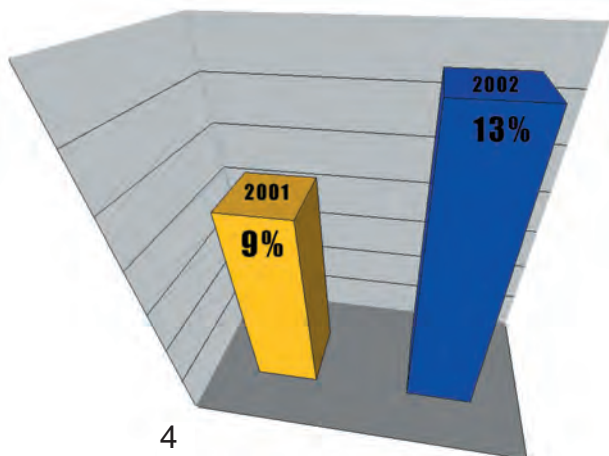
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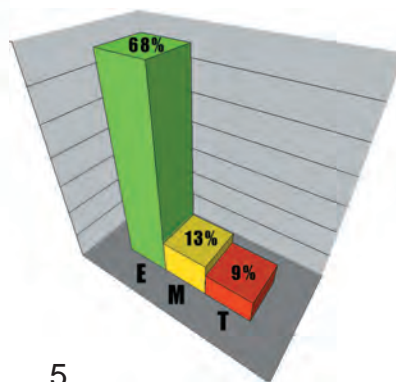
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3



4



5

## Graphs:

- 1 - Console vs PC Market split
- 2 - PC Gamer Age Demographics
- 3 - Console Gamer Age Demographics
- 4 - Mature Rated Game Market Share
- 5 - Game Sales by Rating

## 10 FACTS ABOUT THE INDUSTRY

- Sixty percent of all Americans age six and older (145 million people), play computer and video games
- The average game player is 28 years old
- 43% of game players are women
- 60% of frequent gamers play with friends, 33% play with siblings and around 25% play with their spouse and/or parents
- Game software sales grew by 8% to \$6.8 billion in 2002
- In 2002, more than 221 million games were sold - around 2 for every American household
- 68% of games rated by the ESRB were 'E' (Everyone)
- Over 90% of games purchased are by over 18s
- Sixteen of the Top 20 selling games in 2002 were rated 'E' or 'T'
- 56% of frequent game players have been doing so for 6 or more years, and 60% of those expect to still be playing games in 10 year's time

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WEAPONS AND MORE!



# HALO

COMBAT EVOLVED

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Named Game of the Year by Electronic Gaming Monthly, IGN.com and the Academy of Interactive Arts and Sciences, "Halo" now makes its highly anticipated move to the PC, courtesy of Gearbox Software. "Halo," enhanced for play on the PC, contains all the action-packed combat and thrilling play that made it a smash hit for video game fans everywhere. Armed with a new arsenal of weapons and vehicles, "Halo" delivers challenges and surprises as well as intense online multiplayer competition exclusively for the PC.

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# a local perspective

## south african distributors at E3

E3 is the place where games truly mean business, and our local distributors flock there every year to talk shop, see what's coming and get ready for another 365 days of gaming. We asked them what they thought of this year's show and their games...



### Impressions on E3

The technology on show this year was better. And I think there were fewer games. In the past everyone had tons of games, but the quality hasn't been as good. I think this year a lot of them were more polished - they looked of better quality. The show did show product for 2004/05, but they didn't go too far ahead of themselves. So the games were for late this year and early 2004, instead of showing one due out in 2006, when we see a very early, pre-alpha, which really just puts people off the product, in my opinion. But the show in general - the vibe around it wasn't as it had been two years ago. But I think that could have been due to quite a few things such as the War and SARS - people were afraid of traveling.

Obviously the Asian market is a huge market, and a lot of them weren't allowed to travel. As far as Wow-factor goes, I think it was done just as well as every other year.

### What in your catalogue impressed you?

Homeworld 2 really impressed me. As did Judge Dredd and Ground Control II. The original Ground Control had a bit of a low profile. The guys who bought it enjoyed it, but it was released a week after Diablo II. Even though they were different, Diablo took the limelight. This time around the gameplay is completely different. The controls and graphics are much better. But Half-Life 2 will have to be my game of the show, just because of the improvement graphically. Comparing the first with the new game is like chalk and cheese. Even when it [HL] launched, it wasn't record-breaking, unbelievable stuff. But now with Half-life 2 they've lifted the benchmark for everyone.

David Hadassin - Deputy Director, Star Kinekor Home Entertainment [PS2]

### What did you think of E3?

I think it was very similar to previous years. I don't see it sprucing up a lot. There were a lot of new titles, and Sony changed their stand a bit compared to last year. I think it [E3] is necessary, but I think it was very much the same as last year. I think if you went last year, but not this year, apart from the different title releases you would not have missed anything. Obviously the titles change.

### What in your catalogue impressed you?

True Crime impressed me, and it was re-affirmed by the meeting with SCEA, who are very excited about the title. On the Sony Catalogue, what has impressed me was Ghost Hunter. I also think Time Crisis 3 and Destruction Derby Arena are sleepers, because it's the first time on the PS2 that you'll have Destruction Derby. It was one of my favourite games on the PS, where you could already destroy the cars completely. So they've gone up to a much different level with the PS2 version. Sony also has a Music Karaoke program in development. What's nice about it is that the actual songs of the artists are part of the game, and if you are on track with the pitch and such of the songs, you score in the game. Next year we've got Rise to Honour with Jet Li - it's not a movie, but it was made as if it were a movie. And for the first time on PS2 - Syphon Filter.



Bruce Goodwill - Product Manager, Comzetek

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Claire Gobey - Marketing Manager, EA

**What did you think of E3?**

It was my first E3 so it was mind-boggling. You don't appreciate how big the industry is overseas, how many games publishers and developers there are, until you've been there. Even over three days I didn't get to see all that I'd have liked to see. To go and see every product is just impossible. And I was proud being an EA employee, since their stand was the first you walked into when you entered one of the main halls.

**What in your catalogue impressed you?**

That's a hard question. Games that were really impressive for me, from an EA side, were Medal of Honor, which just blew away a lot of us, as well as Sims 2, which is top of the list. The whole thing with the genealogy is going to be really interesting. Need for Speed Underground was surprising. The game looks incredibly nice - it's all set at night, you can do up your car and so on. It's completely different to the former Need for Speed games. It was due to ship in March next year, but they've moved it to September 2003. EA Rugby 2004 featured on the main sports stand, and the fact that we got the game on the stand amongst the other sports titles, which are mainly American, was a huge accomplishment.



Clive Jandrell - CEO, MegaKorn

**What did you think of E3?**

In terms of the magnitude it's probably much the same. There seem to be a lot more smaller players entering into the market as well. In terms of the investment - much the same. But markedly the difference was the technology and games themselves. They seem to have taken a quantum leap into a new dimension - the graphics, the playability of the games. I think the presentation, by and large, was the same. But last year whereas I was impressed, this year I left with more of a "Wow".

**What in your catalogue impressed you?**

There are some awesome games coming from Activision. Call of Duty, Empires and Doom are the big November releases - those are going to be very important for us. I was very impressed with Call of Duty. Ubi Soft had a whole host of very exciting things. Far Cry was mind-blowing. Then they have a host of games that are second-level to that, such as XIII and Prince of Persia. Bethesda have one or two very interesting titles coming. They have re-titled Sea Dogs II to Pirates of the Caribbean to coincide with the launch of the film. Call of Cthulhu is impressive, as well as the Morrowind expansion, Bloodmoon.

Quintin Davie - Product Manager, WWF

**What did you think of E3?**

Historically I've been to ECTS quite a few times, and seeing E3 is an eye-opener. It's a much larger show - much more people and more representation. Gaming is becoming a massive industry, and they [publishers] are spending a huge amount of money to attract the guys to their stands. You couldn't compare an E3 stand to any ECTS stand.

**What in your catalogue impressed you?**

A lot of the gaming has been tied onto movie rights. On Empire we've got Bulletproof Monk coming through, and it looks very good. Ghost Master is just releasing on PC initially, and on console later on. Then there's Starsky and Hutch from Take 2; they've actually enhanced it to appeal to the kids of today. Atari is very exciting for us on the catalogue side. We've got Terminator 3, which is awesome. Again, they've tied up the game with Warner Brothers, so there is extra movie footage just for the game. Another notable one from them is Mission Impossible. We've got some exciting stuff from CDV - Blitzkrieg has just been released, but Breed is our next big title. From what we've seen and heard, it's really for the serious first person shooter gamer.



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# SHIGERU AND THE BIG N

Shigeru Miyamoto Of course, I was an idiot thinking he'd not feature at Nintendo's flashy show. But he was just one highlight in an event that gave us a more honest Nintendo, eager to make up for the ground lost in the console wars.

You say Nintendo, and a while ago the general gaming press fraternity would say "Problems". And it must have been a bumpy few months if you were a Nintendo stock holder, amidst news that the GameCube is finally slumping into the doom-ridden third place and rumours that the likes of Electronic Arts might buy the famed publisher. The fact is that world-wide the GameCube has started to lag behind the Xbox in units sold, with the exception of Japan, and this was purely thanks to the big N's own product schedule, which saw blockbuster games get released in-

between quite big intervals. The mere fact

that the next big game

on the GameCube since Metroid Prime was Zelda

Windwaker indicated that the company was being far too slow in churning out reasons to buy the console.

The GBA, on the other side, is doing a booming trade and even the relaunched version that is the SP is

selling really well. So naturally the first part of the show was very business orientated, with Nintendo of America's George Harrison talking about NOA and Nintendo's plans. First, he showed graphs that the GameCube is gaining ground, taking a 12 point marketshare in the past three months. That is fine, but take into consideration that Metroid Prime and Zelda were released in the past few months, not to mention some retailers dropping the console's price to

below wholesale prices. Then he showed graphs explaining how well the SP is doing. In the US, over 950,000 units have been sold up to May, and that makes up a nice chunk of the

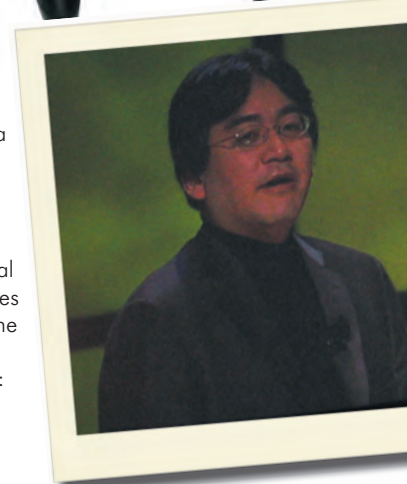
2 million units sold world wide.

Okay, your stock holders and celebrity supermodel guests are impressed, but more needs to be said to impress the hardened gaming hordes. Why should they put their money into the GCN? This chunk of information will come from Satoru Iwata, the President of Nintendo. He took off on a good note, admitting that Nintendo is lagging behind and that something needs to be done. He also admitted that there weren't enough games being churned out for the machine. This translates in Nintendo creating more first-party titles, as well as a new development studio being opened in Tokyo, the first outside of Japan. It also means a bigger push on Nintendo's strong point - their franchises. This has worked well for the GBA, so it makes sense that we are going to see more of Mario, Zelda, Pikachu and company on the cube. This was very obvious from the new games for Pokemon, Wario, Mario Bros and Starfox on show at E3.

The other feature that will be showing up a lot in the next few days when speaking to anyone from Nintendo is connectivity. Nintendo is reluctant to go online, since they feel there isn't money to be made there yet, but instead of just sitting there and churning out games, they'll offer a different type of mobility only they can - by connecting the GameCube and Gameboy Advance. This in itself is nothing new, and the publisher probably made a mistake hyping the feature up so much at the launch of the GameCube, and then simply not taking advantage of it. But this

year connectivity is the new thing for Nintendo platform owners, something that is pretty obvious in titles such as the new Zelda: Four Swords and Pacman, a new version by Miyamoto san himself.

Shigeru Miyamoto, the man behind pretty much every major Nintendo first party title, lead the game announcements. The surprise was Pacman, for which he was joined on stage by Tooru Iwatani, the creator of Pacman. The premise is simple - three people play the ghosts on the GCN and one plays Pacman on a connected GBA. Wait for previews on this,



because it's a really cool idea.

Square-Enix also has exclusive Final Fantasy games heading to the GCN, in particular FF: Crystal Chronicles, which is best played with four GBA's connected

to the console (more connectivity. And Zelda: The Four Swords needs up to four GBA's connected as you race to kill the most monsters and get the most rubies. To add to all this exclusivity madness, the new Metal Gear Solid and Resident Evil games are all also exclusive to the GCN, showing that more mature games are a big factor to the new GCN catalogue as well.

Then there was the appearance of Will Wright of The Sims (and every Sim-style game that was really good) fame to announce

alongside Miyamoto san that The Sims is not only coming to the GameCube and GBA, but it will also have that connectivity stuff thrown in for good measure.

Let's put it in a nutshell: Nintendo know that they have a problem, and they need more software. So they

are going back to basics and pushing more titles from their franchises, most with the added element of connecting the GCN and GBA to add more features - a much under-utilised feature of Nintendo games. If any other company started planning to churn out games at a phenomenal rate, I'd be worried, but Nintendo have a reputation for making great, addictive games. So my faith is a little bit restored.



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# CALLING ALL GAMERS

Nokia is the biggest fish in the mobile phone sea. And it seems that even though everyone needs a phone, not everything needs the same thing but in new colours, a tweaked menu and a letter of the alphabet slapped behind its name. So it's time for real innovative thinking and that means a new market to take on. Who'd have figured it would be gaming?

The N-Gage conference wasn't going to reveal any bombshells - at least, nothing of the caliber of Nokia announcing that they are going into the gaming handheld business, taking on such mighty figures as the Gameboy Advance and Wonderswan. But it is to be, and if there is a player in the mobile phone industry best suited to take on this role, I'd have put my money on Ericsson, purely because of their relationship with Sony - who know a lot about gaming. But Nokia are the biggest, they have the best phones on the market, and they have the best chance overall to break the gaming ice.

The conference was a sing-and-dance affair where a bunch of teenagers ran around the stage and rapped songs about gaming, being on the move and the N-Gage. It's quite obvious that Nokia intends to attract the youth market, even though the gaming market is predominantly an adult one, according to the IDSA stats. Okay, there is the kids market, in which the GBA is booming, but I have one word for that: Pokemon.

Sadly the conference was a very lackluster affair, and it really failed to make any kind of impact. This is a very poor start for the new handheld, and it needs to impress everyone fast over the next few months to have any chance at all of surviving the market. Nonetheless, the conference was planning to make an impact, and it had a few surprises in store. Amidst cheering from the back, which I assume was from Nokia employees since the press in our section didn't even break into comments, Nokia announced new partners Ubisoft and THQ. This translates into two major titles for the launch in October - Splinter

Cell and Red Faction.

Red Faction is being developed by Monkeystone, id-veteran and Ion Storm shame John Romero's company. And the man himself arrived on stage to talk about the handheld and his enthusiasm for it. I suppose this could be seen as a plus, but Romero is primarily known in PC circles and he still needs to establish a true presence in the console world. Still, Red Faction looks good, as does Tomb Raider, Tony Hawks Pro Skater and a range of other games that was showed off at the event. There will be 10 titles available at the launch of the event and by Christmas Nokia plan to have around 20 available. These include Super Monkey Ball and Rayman 3, though a full list of games still need to be released. There's even an original first-party game in development, themed around World War 2 warfare, and after some probing during the Q&A session, it appears to be leaning towards Commandos territory - a tactical, squad-based game.

Of course, it could be a shooter. The N-Gage appears to be far more powerful than the GBA, though once again no tech sheet has been given on the machine's capabilities. But titles such as Tomb Raider and Red Faction looked quite impressive. The big feature of the event was Bluetooth - in all its wireless glory. With the help of Bluetooth, and obviously depending on your game, up

to eight players can duke it out, all just by sitting close to each other. This is a huge step up from the GBA's wired approach, and is bound to be a trend that catches on, even if the N-Gage doesn't.

In fact, Bluetooth gaming seems to be a massive part of Nokia's strategy for the unit. Their other strategy is that this is a feature-packed phone, giving you more reason to get it. See, the N-Gage is great for someone who wants a handheld AND a cellphone, complete with a FM/MP3 player. It does look pretty, and as per Nokia standards it's got a very polished design.

And then came the moment that everyone pitched up for - the price. The unit sits to retail at \$299, and the games at between \$30 and \$40. To put it in perspective, the N-Gage will cost as much as the Xbox and PS2 did at launch, and the games retail for slightly cheaper than triple-A console games. This is rather steep, but they were quick to remind us that it is a phone too, after all, and it comes with all the nifty features you want on a new cell. Though I leave the reviewing for another issue, there is one thing pretty apparent to the N-Gage - it's got a long way to go before anyone is going to be impressed. It seems like a great idea for the general population, but on paper (and the odd fiddling on the unit) if it plans to take the GBA on in its own market, it will end up being a very expensive lesson for Nokia.



## The N-Gage at a glance

### Size:

Large colour screen with backlight, 176x208 pixels with up to 4096 colours

Dimensions (L x W x D) 133,7 x 69,7 x 20,2 mm

Weight 137g

### Features:

Bluetooth wireless technology for gaming

An eight-way directional controller "Rocker" for game play

Multimedia messaging (MMS)

Triple band GSM (900/1800/1900), GPRS mobile phone

Digital Music player (AAC/MP3) & Stereo FM radio

Nokia Audio Manager PC SW for managing own music files

USB for music file and application download

### Usage times:

Games up to 3 - 6 h (depending on game type)

Talk up to 2 - 4 h

Standby up to 150- 200 h

Music up to 8 h

Radio up to 20 h



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# XBORE?

Games, games, games and more games. Then there was something on the Xbox, and then more games in a rather timid Microsoft press show.

Microsoft's press event this year was pretty low key. Of course, there wasn't much to make waves over. Sony had the PSP to announce, while Nintendo had to use their showcase to re-assure everyone the GameCube isn't going away. Microsoft sat comfortably in the middle - not having to impress anyone neither planning any new hardware to throw at the gaming public.

This means the majority of the event was taken up by game announcements and showcases, the most impressive probably being the announcement of *Dungeon Siege II*, which looks absolutely stunning, for the little shown in the trailer movie - apparently using the in-game engine. But there were to be a few Xbox-related revelations, and these all centered around Xbox Live, currently the crown jewel in Microsoft's console crow, since it convincingly beat Sony's online presence, not to mention than Nintendo don't even have any online plans.

The Live service is to be more closely integrated with Microsoft's MSN service. This means a lot of you are a Live user, since it will give you access to your Live stats via MSN. It also means you'll be able to access MSN services, including the MSN messenger, via the Xbox.

Microsoft also plan to expand on the service with new high score tables, and well as more titles for the service. In short, playing online is a huge part of their strategy. Sony and Nintendo are seemingly gearing up to fight each other in the handhelds and connectivity sector, leaving online wide open for the Xbox. Sadly since broadband is still a fledgling field locally, not to mention that the subscription fees for the Live service are in Dollars, so not economically viable for the bulk of console owners in SA, this has no real impact on our market. In fact, the lack of a large broadband market base in this country might result in the Xbox never arriving here, but this is really just speculation.

Still, expect downloadable content and online play to have a large role in future Xbox games, just as connectivity between the GameCube and Gameboy Advance is becoming an increasingly common feature with GCN games.

"Xbox downloadable content" is a phrase I heard a lot while previewing games at E3.

The other revelation at the conference was a new music mixing program, aptly called Music Mixer. It will allow users to manage playlists, mix and change songs, and even allow for Karaoke - something that will expand the Xbox's usefulness in the average home a lot, not to mention a draw-card for the media-savvy Japanese crowd. The software will also allow you to connect to your home PC via a LAN and access your music, though considering Microsoft's stance on copyrighted music, this might not support MP3 files.



Sony goes portable! Even if there were to be any game announcements or revelations that might have interested the PlayStation 2 owner, it dwarfs to the announcement of the PSP...

## SONY'S BIG SHRINK

Playstation Portable, or PSP, is going to be one of the biggest things that has happened in the industry in recent years. It is Sony's official move into the handheld market, and it's going right up against Nintendo's GBA. "This is the Walkman of the 21st Century," said Ken Kutaragi, SCE's chief, as he unveiled the plans for the unit. And the fact that no actual PSP, or an idea of what it would look like, was shown, it's still pretty exciting news.

The Sony conference focused on introducing this new concept to the gaming media world, and it has made quite a mark, but stopping short of actually showing the unit has placed a damper on things. Of course, this is because Sony themselves haven't even finalized the design for it yet. Still, it's set for release in Japan late this year already.

There are details on the unit, though, specifically that it will be more powerful than the PlayStation, easily making it the most powerful handheld on the market, though Nokia's N-Gage might challenge that perception as more details emerge on the actual power behind the unit. The PSP carries Sony's name, though, and that helps. The PSP also has the capacity for around two hours of high resolution MPEG4-based FMV "at DVD quality".

It will also be able to connect with other PSP units and the PlayStation 2, though the extent of that connectivity wasn't established. One problem here might be that the PS2 was never developed around such connectivity (I assume) whereas the

GameCube was, but once again

time will have to tell on that one.

The unit will use mini optical discs which can carry up to 1.8GB of data. It won't have any region coding, similar to the GBA games, though there might be importer restrictions, as Sony is known for doing.

How will it look? As mentioned, there is no actual unit to be shown to the press yet, but a few details have been revealed. The screens are



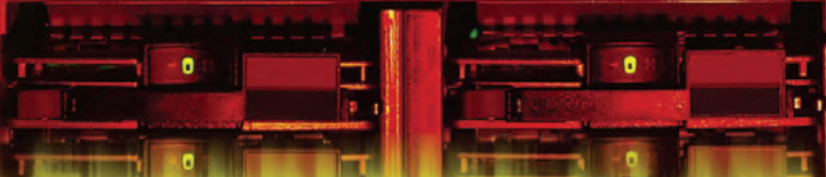
4.5", 480x272 pixel TFT LCD widescreen (16:9 aspect ratio) and the control interface will apparently closely resemble that of the PS2 Dual-Shock controller (analog sticks on a handheld?), though modified to compliment the more compact design.

Game wise nothing was said either, but there are apparently already several Japanese publishers and developers involved. Sony also plan to start software licensing in the next month.

If anyone can take on Nintendo in the handheld market, it's Sony, since the company has a solid Japanese following - something Microsoft lacks. This does inspire questions on whether Microsoft are also considering going handheld, but apart from rumours a while back of a portable machine, nothing has been reported. Of course, it's also possible that Microsoft have been working on one for a while. Still, this space next year is the place to keep your eyes on to see how the handheld market will look.

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# AWARDS

We are actually arrogant enough to think that our opinion counts. It's true. So, with that in mind, we thought that we should hand out a bunch of awards based purely on what James told us. That's because we're very knowledgeable people and we know when things sound good. Besides, he even got on a table and screamed at us to get his point across. So, without further ado and not much of a fanfare, NAG @ E3 presents our awards for the coolest stuff at E3 2003...

## GAME OF THE SHOW

### FAR CRY

Yes, you read that right. Not Half-Life 2. Far Cry. Gimme an F... Gimme an A... Gimme an R... sorry... Far Cry is a revolutionary title that will probably prove to be THE sleeper hit of 2003. It pulls off some pretty amazing stuff that other shooters just don't do. Apart from a purdy engine, it allows open-ended, versatile game play and a degree of player freedom never seen before. And lots more. Trust us, this is the one...



## BIGGEST CROWD PULLER

### Nvidia Fairies

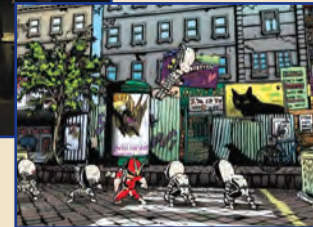
Hot chicks in skimpy clothes. Really skimpy. We're talking leaves here... Leaves and leather. James claims that he had to kick, punch, bite, whine, crawl, jump, argue and generally be himself through a huge crowd just to ask one of them for her phone number. She turned him down, of course...



## COOLEST STAND

### Call to Arms

There were broken cups on the floor and the walls were falling down. That's what James tells us. Pretty much sounds like his house, actually, so it's little wonder that he liked it so much. He probably dragged a sleeping bag in there...



## THE GAME WE WOULD SELL OUR MOTHERS FOR TO HAVE RIGHT NOW

### Call of Cthulhu

Big slimy monsters. Utterly insane people (and they're the good guys.) Hybrid fish-men. Dark dank corners. Limited ammo. This title reminds us so much of the NAG office that we just have to play it right now!



## LOOKS COOLER THAN A PENGUIN ON ICE IN WINTER EATING SNOW

### Viewtiful Joe

Every now and then a reviewer would gripe that a screenshot does no justice to how a game looks. Unless that game is Viewtiful Joe, we're just going to ignore them.



## INSTRUCTIONS

Starting on the next page we have our list of upcoming game titles featured at E3 2003. In our inspired state of genius, we came up with an easy way of putting this list together - the information is concise and complete. But then we realised that not all of our readers are geniuses (we know that's hard to believe, but we have to face facts, folks.) So, just by way of explanation:

Each game title is followed by a bunch of words. The first ones are the platforms that the game could possibly appear on.

But don't be fooled! Only the **BOLD RED** platform names are the ones that you will get that particular title on.

Following that is another bunch of words. They are, in order: developer o publisher o genre o release date After that there is yet another bunch of other words that we basically copied and pasted out of the twenty-seven tons of press CDs we got.

Hey, did you really expect us to write ALL of that?



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**1080 Avalanche**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Nintendo ◦ Nintendo ◦ Action Sport  
Q4 2003

Ricky Winterborn and Akari Hayami have rounded up an all-new cast of characters to head back to the slopes for some high-speed competition. Race through realistic natural environments complete with powder drifts, ice patches and groomed hardpack. But you'll also have to contend with massive avalanches, rockslides, cave-ins, bridge collapses and environments teeming with wildlife and other skiers. Not only that, but you must master a unique character balancing system and a catalogue of crazy tricks as you experience the speed rush of big mountain racing. Supports four players.

**American Conquest - Fight Back**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
GSC ◦ CDV ◦ RTS ◦ Q3 2003

Three centuries of war continue - with even more frantic combat and more desperate power struggles raging across the American continent. The Spanish sound the attack on Yucatan amidst fierce Maya and Aztec resistance. The Germans put all their efforts into finding the legendary Eldorado. The Pontiac Uprising ends in a terrifying bloodbath between the Indians and the British. 20 new battlefields, 5 new nations (Germany, Russia, Haida, Portugal and the Netherlands), 50 new units and 40 buildings, 25 missions in 8 new campaigns, 10 stand-alone missions, 17 nations and tribes and up to 16,000 units on a map.

**Black & White 2**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Lionhead ◦ EA ◦ Godgame ◦ 2004

From the creative mind of god game pioneer Peter Molyneux comes Black & White 2, the sequel to the critically acclaimed hit Black & White. In this strategy game, reprise your role as a powerful deity in search of a following and return to the once idyllic world of Eden, where the discovery of weaponry and warfare has tainted the beautiful landscape. With the help of your gigantic creature, which you raise from infancy, you must earn the respect of the natives and decide how to care for your believers, by sheltering them in sprawling cities protected by towering walls or forming them into massive armies to rule the world with war and destruction. Ultimately, it is up to you to be an evil or benevolent deity.

**Advance Wars 2**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Nintendo ◦ Nintendo ◦ Turn-based  
Strategy ◦ Q3 2003

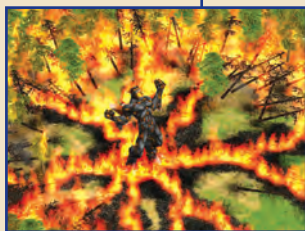
Sturm, the cruel master of the Black hole Army, has found a way to drain the resources of every country in Cosmo Land, and somebody has to stop him! You'll have the help of all-new COs, as well as all the original ones, now boasting new and improved CO powers. Master new Super CO Powers such as Typhoon to rain destruction on your enemies and bring them to a standstill. Discover the power of the massive Neotank, and earn the right to deploy these units into battle. Hundreds of new battle maps await you in this sequel, as well as new game modes and a map designer.

**Age of Mythology: The Titans**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Ensemble Studios  
Microsoft ◦ RTS  
Q3 2003

Age of Mythology: The Titans is an expansion pack for Age of Mythology. Using familiar elements of classical mythology, Age of Mythology casts players as one of nine unique civilizations from ancient Greek, Norse and Egyptian mythologies. Players can reinforce their armies with mythological creatures like Cyclopes and Medusas or call upon the mighty powers of gods such as Zeus to rain down lightning bolts on unsuspecting enemies.

**American McGee's Oz**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Carbon 6 ◦ Atari ◦ Action Adventure ◦ 2004

American McGee, famed for Doom and Alice, returns with another twisted fairy tale. The land of Oz is divided and in bitter war. A messiah is needed, and this messiah is you. Prepare to face off against the empire of the Witches, the monstrous Munchkin steam war machines, and the Wizard himself, out to return the land to his iron fist's control.

**Armed & Dangerous**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Planet Moon Studios ◦ LucasArts  
Action Shooter ◦ Q4 2003

Take a band of gun-toting rebels - a robot, a

madman, a mole and a criminal mastermind. Put them in a vividly stunning fantasy realm. Then give them an impossible mission - pulling off the biggest heist of all time in the middle of a war. All you have to do is battle your way through dastardly enemies, giant war machines and an army of psychopathic robots. But don't worry; you have plenty of ammo and absolutely no common sense. Victory is yours in 12,000 bullets or less!

**Battlefield 1942: Secret Weapons of WW2**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

DICE ◦ EA ◦ WW2 FPS ◦ Q3 2003

The second expansion pack to the highly acclaimed Battlefield 1942 title brings the most deadly and unique weapons from the German and Allied laboratories to the Battlefield. Battlefield 1942: Secret Weapons of WWII lets gamers control and use new weapons and vehicles in eight fresh WWII combat battlefields including Telemark, the Peenemünde V2 research facility, Essen, and The Eagle's Nest (Hitler's hideaway). In addition to the 30 vehicles in the original game, players can operate 16 new vehicles including a Horton HO 229 Flying Wing, a US Sherman tank with a T-34 Calliope (rocket launcher), U.S. T 95/T 28 Super Heavy Tank, Sturmtyger, Goblin jetfighter, C-47 cargo plane, and the German Wasserfall guided anti-air missile.

**Battlefield Command**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Codemasters ◦ Codemasters ◦ Tactical RTS  
Q2 2004

From the developers of IL-2 Sturmovik comes a compelling RTS re-creating over 100 battles from WWII. Take control of the various Axis and Allied nations and do battle in historical events from the invasion of Poland to the D-Day landings and beyond. Over 300 units in 33 locations worldwide, recreated to blueprints and historical facts. Morale-driven AI and an RPG-like system for individual troops make for a realistic RTS experience, and possibly one of the best and most realistic tactical RTS titles developed to date.

**Battlestar Galactica**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Warthog PLC ◦ Vivendi ◦ Space Action Shooter  
Q3 2003

Battlestar Galactica delivers a compelling and immersive space action experience as players move seamlessly between stunning cinematics and epic space battles against the insidious, mechanical power of the Cylons. Fight the insidious Cylons in epic space battles utilizing advanced tactics and an arsenal of weaponry, including the greatest weapon mankind ever conceived - The Battlestar Galactica. Enter the universe as a young Adama and have at your disposal a range of fighters from the sleek Viper to heavy bombers, as well as attain up to three wingmen who improve as you play.

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**Blitzkrieg**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Nival Interactive ◦ CDV ◦ RTS ◦ Q2 2003  
Blitzkrieg is the fine art of strategy, but with much more finesse. Dissect your enemy with surgical precision, halt the enemy's advance with strategic tank and air assaults, and maintain your offensive momentum. The game has more than 300 realistic 3D vehicles, large units such as trains and coastal artillery, 3 campaigns that culminate to more than 80 missions, historically accurate battles across Africa, Europe and Russia, more than 40 kinds of infantry, fully destructible objects and landscapes, and the ability to steal and use enemy equipment.

**Breed**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Brat Designs ◦ CDV ◦ FPS ◦ Q2 2003  
Using a cunning diversion, aliens have taken over Earth while the human forces were in deep space fighting. As part of a battleship, you have to fight off the Breed and take back your planet. 24 missions spanned over 5 campaigns mix tactical elements in this 3D shooter, and players can take advantage of vehicles such as aircraft and several types of ground vehicles ranging from buggies to tanks to mobile battle suits, and a diverse arsenal, combined with huge maps should make this the perfect shooter for any fan of the genre.

**Bulletproof Monk**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Mucky Foot ◦ Empire ◦ Action Shooter  
Q4 2003

In Bulletproof Monk, a mysterious monk with no name has zigzagged the globe to protect an ancient scroll - the Scroll of the Ultimate - which holds the key to unlimited power. Now the monk must find a protégé, the scroll's next guardian. Kar is an unlikely candidate, a streetwise young man whose only interest is himself. But when he saves the Bulletproof Monk from capture, the two become partners in a scheme to save the world from the scroll's most avid pursuer. Together with the help of a sexy and elusive young woman called Bad Girl, they seek out and face the ultimate enemy in a spectacular final battle packed with dazzling effects and action.

**Call of Duty**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Infinity Ward ◦ Activision ◦ FPS ◦ Q3 2003  
Developed by Infinity Ward, which is comprised of over 20 individuals who developed Medal of Honor: Allied Assault including all the production leads, Call of Duty delivers the gritty realism and cinematic intensity of WWII's most epic battlefield moments - from the perspective of citizen soldiers and unsung heroes representing an alliance of countries, who together helped shape the course of modern history.

Throughout the game's 24 missions, players will be part of a squad, who bond together to take on enemy forces and achieve mission objectives through pivotal WWII battles and authentic military campaigns.

**Castlevania: Aria of Sorrow**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Konami ◦ Konami ◦ Action Scroller  
Q3 2003

The year is 2035, and Soma Cruz is about to witness the first solar eclipse of the 21st century when he suddenly blacks out - only to awaken inside a mysterious castle. As Soma, you must navigate the castle's labyrinths while confronting perilous monsters at every turn. A cast of characters with links into Castlevania's past will both help and hinder our hero along the way. In addition to the weapons at his disposal, Soma possesses the ability to capture his enemies' souls and absorb their powers. But beware - you must escape before evil consumes you in the latest Castlevania game.

**Civilisation III: Conquests**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Firaxis ◦ Atari ◦ Management Sim  
Q4 2003

Civ fans will discover intriguing new civilizations, units, wonders, technologies, and abilities to help them triumph in eight professionally designed conquests throughout history. Compete as one of the eight new Civilizations, each with its own powerful leader, unique units and special abilities, and lead your nation to its destiny. New victory conditions, Wonders of the World, terrain elements, resources, city improvements, and governments offer endless variation in your quest to rule the world. Improved multiplayer and play-by-email support, intense diplomatic situations, and a slew of editor enhancements, round out what Time Magazine calls "the greatest computer strategy game of all time."

**Codename: Panzers**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Stormregion ◦ CDV ◦ Tactical Combat  
Q1 2004

This game thrusts you into the high-powered battles of World War II. Whether played in

towns with bullet-riddled buildings, bleak mountain landscapes, or treacherous swamps, Codename: Panzers offer real-time combat rampages with awesome 3D graphics. Create your combat force with over 100 finely detailed units, from a flame-

throwing squad to a Soviet Stalin organ rocket launcher to a German Konigstiger battle tank. 3 campaigns totaling 30 missions with the German, Russian and Allied fronts represented, plus 10 multiplayer maps just for good measure.

**Call of Cthulhu**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Headfirst Productions ◦ Bethesda ◦ Adventure FPS ◦  
Q1 2004

This first-person shooter combines intense action and adventure elements into the first official Cthulhu game based on both the RPG and Lovecraft's writings. While battling monsters from the deep, you'll have to draw on your investigative and exploration skills to survive the looming madness. With a detailed damage model and no HUD, you'll have to rely on your wits to

keep track on how many bullets you have in your gun, and where to hit what enemy to make it hurt most. With a dynamic sanity system and a rich world inspired by H.P. Lovecraft's novels, it's a must for any horror-game fan.

**Cold Winter**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Swordfish ◦ Vivendi ◦ FPS ◦ Q4 2003

As a CIA operative left to rot in a Chinese jail after your government refuses to acknowledge your existence, an old friend arranges to have you broken out. After escaping, you join his organization, which fights criminal groups across the world. Choose one of three story lines, and as you play each, more and more parts start fitting into the puzzle of a much-larger story. Featuring some of the most cutting-edge graphics yet seen in a PS2 shooter with real-time dynamic lighting and an advanced physics engine.

**Colin McRae 4**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Codemasters ◦ Codemasters ◦ Racing  
Q4 2003

Codemasters returns to rally competition with Colin McRae Rally 4. Taking the game series' familiar gameplay and souping it up even more, pushing the envelope in the top rally series in the genre. The game has more

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stages, cars and tracks spread over 8 countries, plus the ability to drive all the cars from the start in the Open Championship mode. Then there are the 6 new mini games as well as a Ghost car feature. And all the game modes are available in multiplayer.

#### Conflict: Desert Storm II

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Pivotal Games ◦ Gotham Games  
◦ Tactical Action ◦ Q4 2003

Back at the height of the 1991 Gulf War, 300 clicks into the heart of Iraq, you must command your squad of four elite soldiers, against impossible odds, to strike at the heart of Saddam Hussein's regime. Only strategy and skill will ensure your survival through frantic firefights, gut-wrenching vehicular combat, and gripping stealth operations. The troops have come back to Baghdad, so lock and load, and get ready to go loud. Over 10 missions, from escaping a POW camp to a frantic tank battle.



#### Cossacks II: Napoleonic Wars

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
GSC ◦ CDV ◦ RTS ◦ Q4 2003

Warfare becomes 'civilized' with the emergence of the Napoleonic era. Introducing a new 3D engine to the series, Cossacks 2 takes the massive RTS game a step further. Features include fuzzy logic AI, conflicts and militia based on the 19th century, battles that can have up to 64 000 units at once, over 150 unique units and 180 types of buildings, six countries (France, Britain, Russia, Egypt, Austria and Prussia), realistic morale and fatigue factors, extensive diplomacy, realistic battle tactics from the era, historic military campaigns as the commanders who were involved, and, of course, multiplayer.



#### Crouching Tiger, Hidden Dragon

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Genki ◦ Ubisoft ◦ Action Fighter ◦ Q3 2003  
Based on the movie, each character possesses specific moves, talents, and deadly weapons; players must work to improve their fighting skills as they compete against intelligent foes and seek revenge against the sinister Jade Fox (killer of Li Mu Bai's master and Yu Shu Lien's fiance).  
The gameplay experience effectively captures the martial arts magic and fluidity of movement that made the film a huge success.

#### Def Jam Vendetta

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
EA Sports Big ◦ EA ◦ Beat-Em-Up ◦ Q2 2003  
With an original story line and more than 40 unique characters, Def Jam Vendetta, by EA Big Sports, provides approximately 1,500 maneuvers, including dozens of signature moves and taunts. Advance through 11 highly detailed venues filled with animated crowds and original hot beats and see if you can overthrow D-Mob, the underground king, to settle a long-standing personal score. You can control a male wrestler or a female slugger who vie for your character's affection. Now's your chance to earn money, power, adoration and respect.

#### Dungeon Siege II

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Gas-Powered Games ◦ Microsoft  
Action RPG ◦ 2004

Dungeon Siege II is the sequel to Dungeon Siege, an action fantasy role-playing game featuring an immersive fully 3-D environment. The original Dungeon Siege plunges players into a 3-D fantasy world where players can build up a party and move seamlessly from one over-the-top battle to the next.

#### Doom 3

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
id Software ◦ Activision ◦ FPS ◦ 2004

Get ready to go back to hell in the game that is shaping up to change the gaming world as we know it. id Software's eagerly awaited Doom 3 plans to push the envelope with every form of technology in games, from the textures on the walls to the real-time lighting to the mixing of Dolby 5.1 sound. Going back to the original story, you play as a marine on a base on one of Mars' moons, where scientists opened a doorway to another dimension. This soon deteriorates into your survival as you fight monsters from Hell, sometimes with the help of other marines. This is bound to be the game of 2004.

#### EA SPORTS Rugby 2004

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
EA Sports ◦ EA ◦ Sports Sim  
Q3 2003

EA Sports Rugby 2004 is rugby in its purest form. Players will be able to take their team to victory in the fast paced action of World Cup Rugby or hone their skills in the Super 12 and European Domestic Leagues. With an all new control system that is intuitive and user friendly, players will be rucking, mauling, and kicking like champions in no time. New motion capture, animations, and character models will ensure that Rugby 2004 offers the most "In

Your Face" rugby experience ever.

#### Empires: Dawn of the Modern World

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Stainless Steel ◦ Activision ◦ RTS ◦ Q3 2003  
Empires: Dawn of the Modern World represents the only truly global RTS where players control unique civilizations across a timeline that spans from the Middle Ages to the modern era. Gamers lead their nation's economic growth and military campaigns in their effort to dominate the world. Each civilization has its own historically accurate units and abilities to be used as players command battles over land, sea and air. From a cavalry charge to a surprise air strike, gamers will know what it truly means to rule one of the world's greatest empires.

#### Far Cry

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Crytek Studios ◦ Ubisoft ◦ FPS ◦ Q4 2003  
The game is set around 2020 on a set of tropical islands in the pacific. And has a strong tropical-paradise feel, scenic in its beauty, but, harbors a terrible threat. It is a mix of jungle / primal / and next-gen technology. As the player you find yourself drawn into a secretive plot involving secret research facilities with scientists involved in military genetic-research, a secret "security" force of mercenaries, and, advanced net-generation weaponry and equipment.



#### FIFA Soccer 2004

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
EA Sports ◦ EA ◦ Sports Sim ◦ Q4 2003  
For true soccer fans who demand the finest gameplay and in-depth game modes, FIFA Soccer 2004 is the most complete and authentic soccer experience. A new Career mode gives players the chance to take a team from the lower divisions, battle through ranks, sign new players, and turn them into champions. The action is deeper than ever with advanced levels of player detail and responsiveness. With immersive atmospheres, benchmark presentation, total realism with the world's premier clubs, and industry-leading gameplay, FIFA returns as the true authority in soccer gaming.

#### Final Fantasy Tactics Advanced

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Square Enix ◦ Nintendo ◦ Action RPG  
Q4 2003

When Marche and his friends Mewt and Ritz open an ancient magical tome, their small town of St. Ivalice transforms into a kingdom of swords and sorcery known as Ivalice. To return his world to normal, Marche must join a clan and take up the sword, learn magic, and fight

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his way through dozens of turn-based tactical battles. Command a squad of fighters, mages, and monsters to create a plan of attack and strike your enemies with swords, magic and the incredible summons that are trademarks of any Final Fantasy game.

Over a 100 missions await you, but be careful - if you fail to abide by the rules of combat, you'll wind up in jail and out of action. Link up with a friend to team up in a battle, trade items, or even trade clan members.

#### Fire Emblem

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Nintendo ◦ Nintendo

Turn-based Strategy ◦ Q3 2003

After many years, the rightful heir to the throne of Rikea has been

found. Now, she must be defended against usurpers and assassins as she makes her way to her homeland. Take control of an army of loyal soldiers, but use them wisely. Each of your soldiers possesses unique skills, but if they fall in battle, they're lost forever. Test your skill as a military strategist as you guide your forces into battle. Strike from above with your Pegasus knights, or guide your armoured footmen into close combat. You'll need to gauge your enemy wisely and use the terrain to your advantage. With dozens of soldiers, weapons and magical spells at your command, victory is in your grasp.

#### Flight Simulator 2004: A Century of Flight

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Microsoft ◦ Microsoft ◦ Flight Sim ◦ Q3 2003

Flight Simulator pays homage to a 100 years of flight in the latest game. Virtual pilots can climb into the cockpit of the Vickers F.B.27A Vimy, a World War 1 bomber; the Curtiss JN-4D "Jenny," a stunt-flying plane; the Ford 4-AT-E Trimotor, or Tin Goose, the first all-metal transport aircraft; the Model 5B Vega, a popular plane flown by famous pilots Amelia Earhart and Wiley Post; and the Douglas DC-3, the staple aircraft of the airliner and transport industry in the 1930s and '40s.

#### Freedom: Soldiers of Liberty

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

EA ◦ EA ◦ Tactical Action ◦ Q4 2003

In a world where the Soviet Union won the Cold War, a fierce conflict is developing in the streets of America. Taking on the role of an average New Yorker, the player evolves into a fearless patriot who recruits and leads an army of freedom fighters in the streets of New York City. Freedom: Soldiers of Liberty combines the depth of a squad based game with the intensity of an action-packed war game that unfolds in the streets, subways, and buildings of the city. A key component of the game depends on the player's ability to recruit and lead fellow New

#### Final Fantasy Crystal Chronicles

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Square-Enix ◦ Nintendo ◦ Action RPG ◦ Q4 2003

In a world ravaged by plague, the people depend on a blessed crystal. To sustain it, the Crystal Caravan is sent out every year to collect Mirula Droplets, and this year,



you and three friends must go. As you take a long and perilous trek across a wilderness overrun by monsters, you'll fight through an epic role-playing game with the story and graphic quality gamers have come to expect from the Final Fantasy series. Your party members connect

their Gameboy Advance systems to the GameCube, and as you move, fight, and solve puzzles together on the TV screen, what their character sees and hears will be secretly transmitted to their GBA systems. Cycle through weapons and magical powers, check radars and sensors, and communicate with your companions.

Yorkers. Using an intuitive recruiting command system, players issue orders by pressing a single button.

#### Full Throttle: Hell on Wheels

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

LucasArts ◦ LucasArts ◦ Action Adventure  
Q4 2003

In Full Throttle: Hell On Wheels, players use fists, wits, weapons and wheelie-popping motorcycle action to guide Ben through a series of adventures, puzzles and melee style combat. In addition to steel-toed biker boots, Ben fights his foes with more than 40 different strategically placed weapons including: chairs, bottles, pool cues, chains, crowbars and even a guitar. To regain his health after an exceptionally harsh scrap, Ben throws back a beer or two and has a good laugh with his gang.



#### F-Zero GX

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Amusement Vision ◦ Sega ◦ Action Racer  
Q4 2003

Nintendo and SEGA - both accomplished masters of high-speed fun - have collaborated to create the fastest, and most visually stunning, racing game of yet. Hunt for turbo boosters as you battle aggressive racers through obstacle-studded straightaways, along the insides and outsides of pipes, and over massive jumps. You'd better be ready to race for the long haul with 20 courses and over 30 pilots to choose from. When you use a memory card, you can transfer your custom

racer to any GameCube, and even race it on arcade machines that support the feature.

#### Galaxy Adromeda

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

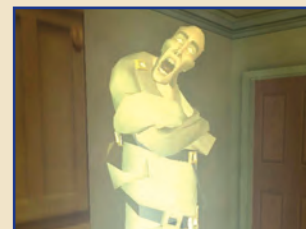
Philos Labs ◦ CDV ◦ RTS ◦ Q4 2003  
After being found drifting in space, you are thawed out, trained and promoted to a frigate officer. Your first assignment is the beginning of a bizarre space odyssey: a spy mission in the orbit of Jupiter. Unknown technologies, wormholes, space-time jumps, alien intelligence, a troubling past and collapsed empire are reason enough to buckle up tight and turn the retro rocket engines to full throttle. With 10 episodes, comprising of over 30 missions, combined with over 100 planets in 20 solar systems and 6 alien species, as well as a new 3D engine and accurate flight models and patterns, it's a Sci-Fi RTS worth keeping an eye out for.

#### Ghost Master

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Sick Puppies ◦ Empire ◦ Management Sim  
Q4 2003

Ghost Master puts the player in the role of a new Ghost Master; a spirit assigned the task of cleansing certain locations of all human activity. They will harness psychic energy, known as plasm to generate all manner of ghostly and psychic phenomena - literally scaring all the people away. The player makes use of the history of the site he or she is assigned to haunt, and gradually builds up enough plasm to summon ghosts and spirits from the Spirit World. These spirits help the player build up the Fear Factor, and eventually do drive away the mortals and achieve victory.



#### Gladius

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

LucasArts ◦ LucasArts ◦ Action Strategy  
Q3 2003

Experience the world of Gladius in an epic tactical RPG. After the dark time of the Great War has passed, gladiator schools from around the world compete for the coveted title of Imperial Champion. In the role of the one of two young heroes, Ursula and Valens, recruit, train and run a customized school of gladiators to send into the battle arena. You'll have hundreds of deadly weapons and powerful magic at your disposal. Your life begins and ends in the arena.

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**Greyhawk: The Temple of Elemental Evil**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Troika Games ◦ Atari ◦ CRPG ◦ Q4 2003  
Greyhawk: The Temple of Elemental Evil will feature all of the game play aspects from the 3rd Edition D&D rule set including an entire host of feats and skills. The product's traditional turn-based combat engine will allow more effective coordination of the large party configurations possible within the game. For the first time ever, the original Greyhawk campaign setting is brought to life in a computer role-playing game. Greyhawk: The Temple of Elemental Evil combines the premier role-playing system of D&D Third Edition, the CRPG expertise of Troika Games and the excitement of the original Temple of Elemental Evil module by Gary Gygax.

**Ground Control II**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Massive Entertainment ◦ Vivendi  
Tactical RTS ◦ Q4 2003

Ground Control 2 : Operation Exodus takes place during the year 2741 AD, roughly 300 years after the events in the original game. The democratic and freedom caring Northern Star Alliance (NSA) is being hard pressed by the warmongering Terran Empire. The war has recently entered a new stage; a brutal and deadly ground war, as the Empire has managed to land their first troopships on the last NSA controlled planet - Morningstar Prime. Captain Jacob Angelus, a battle-hardened officer in the NSA armed forces, finds himself becoming the central figure in the war against the Terran Empire. The situation is desperate and for the NSA destiny is at hand; its only hope lies in an ancient legend.

**Half-Life 2**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Valve ◦ Vivendi ◦ FPS ◦ Q4 2003

Gordon Freeman returns in the new Half-life, with a brand new engine that takes on any other upcoming shooter. Featuring an advanced physics and material engine, as well as game models with up to 40 muscles in their faces and 5,000 polygons in total, as well as stunning visuals and non-scripted AI, the game is sure to impress. New features include vehicles and huge open maps. A new alien species has arrived, and the human forces have teamed up with their former nemesis that appeared in the first game. This, of course, doesn't include you as you still need to fight both sides and get out alive, but this time the monsters are bigger, the guns badder and the

elite troopers more accurate. Hey, at least you have your crow bar again.

**Halo: Combat Evolved**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Bungie ◦ Microsoft ◦ FPS ◦ Q4 2003  
Named Game of the Year by Electronic Gaming Monthly, IGN.com and the Academy of Interactive Arts and Sciences, Halo now makes its highly anticipated move to the PC, courtesy of Gearbox Software. Halo, enhanced for play on the PC, contains all the action-packed combat and thrilling gameplay that made it a smash hit for video game fans everywhere. Armed with a new arsenal of weapons and vehicles, Halo delivers challenges and surprises as well as intense online multiplayer competition exclusively for the PC.

**Geist**PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
n-Space ◦ Nintendo ◦ FPS ◦ Q4 2003

Within the Volks compound, an unseen power is lurking: you. Geist is a first person shooter with a spectral twist - as a ghost, you'll possess characters and creatures, using their weapons, equipment, skills, and even memories to proceed. Travel unseen as you slip through the cracks, scramble electronics, move objects, and more. With multiplayer death matches mixing first-person combat with unique possession mechanics, it's a ghost story unlike anything you've ever experienced before.

**Harry Potter - Quidditch World Cup**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

EA UK ◦ EA ◦ Action Sport ◦ Q3 2003

Starting with any one of the four Hogwarts House teams-including Harry Potter's Gryffindor-players learn Quidditch basics with five original challenges and the Hogwarts House Cup competition. Once completed, players can enter the international World Cup tournament, choosing from a range of international teams including the USA, Bulgaria featuring Victor Krum, the hard-hitting Nordics, England, Japan, Germany, France, and Australia. Each national team sports its own Quidditch gear, has a unique stadium environment, and different strengths that lend depth and strategy, especially when two



gamers face off for the first-ever Harry Potter multiplayer competition.

**Heaven and Hell**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Madcat Interactive ◦ CDV ◦ RTS ◦ Q2 2003  
...And lead us not into temptation. But that's the whole point. Indulge yourself. Take on the amusing role of a soul snatcher who wields omniscient power. Play Heaven & Hell: convince the cute and cuddly earth dwellers that you're the long-awaited redeemer who'll bring salvation to their chaotic world. Let no-one doubt the truthfulness of your message. Your faithful fanatics launch rotten fruits and vegetables at opposing prophets, while your prophets pummel doubters into holy submission. Alternatively, use miracles and plagues to lead the disbelieving unto the path of the righteous. This quirky RTS game combines real-time strategy with God-game mechanics, complete with 7 prophets, four nations and two campaigns.

**Homeworld 2**PC ◦ XBOX ◦ PS2  
◦ GCN ◦ GBARelic Entertainment  
Vivendi ◦ RTS  
2004

Years after the Higarans reclaimed their Homeworld, there is still no peace.



Now a new war, a prophecy, and a deadly new enemy threaten to make the recent journey home all for nothing. In Homeworld, you helped them reclaim their home. Now, help them reclaim their destiny. In addition to the engrossing single player experience, Homeworld 2 allows competition with five other players via a LAN or over the Internet. Homeworld 2 also will support mod groups by making the tools to create your own content available via download at [www.homeworld2.com](http://www.homeworld2.com). Developed with the RTS community in mind, the game technology includes robust support for mods and high levels of customization.

**Hoyle Majestic Chess**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Fluent ◦ Vivendi ◦ Puzzle Adventure  
Q3 2003

Bringing Chess to the masses, Hoyle Majestic Chess features a 3D board, with player levels ranging from beginner to master. But the real appeal lies in the adventure mode, where you travel through a kingdom, learning strategies and gaining pieces as you win, to eventually fight against the final opponent with a full chess set. It's a creative way to get people, formerly intimidated to buy the game or by expert players, to enjoy Chess.

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**Hunter the Reckoning: Redeemer**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
High Voltage Software ◦ Vivendi ◦ Action  
Q3 2003

Hunter: The Reckoning returns to the Xbox with even more frenetic multi-player action than the original game.

Based on the gothic fantasy world of White Wolf's pen and paper RPG system, players act as human monster-hunters combining melee, ranged and spell-driven attacks.

In Hunter: The Reckoning - Redeemer, the hunt continues as a new Hunter joins the original team of 4 in their fight to save the citizens of Ashcroft from a twisted plot to take over the innocent town. Players battle

against hordes of supernatural enemies in single- or multi-player mode - they do whatever it takes to get the job done.

**Hunter the Reckoning: Wayward**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
High Voltage Software ◦ Vivendi  
Action ◦ Q3 2003

In this 3rd person action-shooter set in the fantasy world of White Wolf role-playing, players act as human monster-hunters protecting and defending lives of the innocent.

One to two players choose from 5 playable Hunters, each possessing a vast array of weapons, edges (spells) and supernatural abilities.

Players can expect the same non-stop action, outstanding graphics and authentic White Wolf storyline that makes the Hunter: The Reckoning franchise so successful and addictive.

With a psychotic and highly dangerous new character joining the original Hunter team, new environments and weapons, players are armed to battle creatures of the dead in order to fulfill their mission to fight evil.

**James Bond 007 Everything or Nothing**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
EA ◦ EA ◦ Action Adventure  
Q4 2003

Get deep into the excitement and intrigue of the most complex James Bond game yet. In James Bond 007: Everything or Nothing, all-new scenarios and gameplay complement a completely original storyline that delivers all-out Bond-style intensity.

Set in the third person perspective, the game will feature a large variety of missions, filled with furious action and stealth, gorgeous women, classic villains, exotic locales, and sophisticated spy-craft gadgetry that Bond fans expect.

**Jedi Knight: Jedi Academy**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Raven Software ◦ LucasArts ◦ Action Shooter  
Q4 2003

For the first time in a Jedi Knight series game, Star Wars Jedi Knight: Jedi Academy allows players to create and customize their own characters by choosing various characteristics including species, gender, clothing, and physical attributes such as hair and facial features. In addition, players can create a custom lightsaber, selecting from hilt and blade colour. As apprentices progress in their training, different lightsabers will become available, such as the double-bladed lightsaber or dual lightsabers.

**Judge Dredd vs. Judge Death**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Rebellion Software ◦ Vivendi Universal ◦ FPS ◦ Q4 2003  
Judge Dredd vs. Judge Death will feature a unique new storyline, but one that fits in perfectly with the continuity of the comic with a full cast of characters from the Judge

Dredd stories, including Judge Anderson and the Dark Judges, and many of the famous Mega-City One locations. The history and characters of the Judge Dredd stories will be absolutely central to gameplay. For

instance, because Dredd must obey the law he upholds and reacts according to the severity of all crimes, gamers won't be able to just blast their way through the game, shooting petty criminals at will (not unless they fancy spending the rest of their life breaking rocks on Titan). The game will also have extensive multiplayer modes, enabling ferocious splitscreen or online play and will use Rebellion's versatile new Asura engine.

**Killer 7**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Capcom ◦ Capcom ◦ Action Adventure  
2004

Harlan Smith is a wheelchair-bound, mysterious old man and trained assassin. The unlikely hitman possesses seven personalities, each with its own powers. Killer 7 tells the tale of a bitter rivalry between Smith and Kun Ran, a powerful underworld kingpin with the power to overthrow governments.

Smith is charged with the task of assassinating his rival. He must use his personas' special powers to track down Kun Ran in this hard-boiled and visually stunning post-modern action-adventure only on the GameCube.

**Kirby Air Ride**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Nintendo ◦ Nintendo ◦ Action Racer  
Q3 2003

The creators of Super Smash Bros. Melee bring you Kirby's Air Ride - a racing game like no other. By applying the simple controls that define all Kirby games, this brings the racing genre to gamers of all abilities, making it so that anyone can just pick up and play. Single-button game play controls all the action - break and slide around corners with a press of the A button or hold and charge up as you slide, then release for break-neck acceleration. Of course Kirby won't be Kirby if he weren't copying enemy abilities and using them to his advantage, so prepare for some wild and wacky transformations. Slide and glide in standard 3D or top-down 2D racing, or ready yourself for a race of power-ups as you enter multiplayer tournament battles. Kirby has never been so fast and so fun.

**Korea: Forgotten Conflict**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Plastic Reality ◦ Cenega ◦ Tactical Action  
Q3 2003

Korea: Forgotten War is a tactical game taking place on the Korean Peninsula between 1950-53 during the conflict between North and South Korea. You will control five elite soldiers (ranger, sniper, sapper, medic, Korean). Each of these unit members will have their own specialization. You will have to carefully plan the action and coordinate its execution for the successful completion of the 15 huge and varied missions. You will be able to use authentic military equipment, which can be seized during the operations. With such features as changing weather effects, more than 50 weapons, locations ranging from Seoul to POW camps, and huge levels, it's the first game to look at the Korean conflict in detail.

**Kya: Dark Lineage**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Eden Studios ◦ Atari ◦ Action Adventure  
Q3 2003

Steal your way through or fight head-to-head with hordes of Wolfens using original combat moves and magical strikes. Soar against various vertiginous wind currents on breathtaking flights. Slide down extreme entwined turbulent tracks, through challenging obstacles and lush environments. Journey through unbelievable acrobatic freefalls as you get closer to Kya's quest to save her brother and defeat the Fortress of Brazil.

**Legend of Zelda: Four Swords**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Nintendo ◦ Nintendo ◦ Action Adventure  
Q4 2003

Your mission is simple in this four-player competitive Zelda game: collect more Rupees than your fellow players. As you explore a massive world that leads you back and forth

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between the GameCube and Gameboy Advance, you'll need to team up to solve puzzles and defeat enemies...but you'll always want to look out for number one. Pick up and carry rival players, use your boomerang to steal items, and prepare for heated competition with the countless items and enemies that define the Zelda series. Four Swords for the GCN is controlled by connecting one to four GBA systems to the GameCube (no cartridge required). Explore co-operatively on a single television, or duck into the underground world on your GBA to see what lurks below.

#### Lock-On: Modern Air Combat

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

SSI ◦ Ubisoft ◦ Flight Sim ◦ Q3 2003

Fly a variety of combat aircraft in the most graphically rich, audio intense game environment ever created for a combat flight simulator. This game combines a broad scope of game play that includes a dynamic campaign system, an immersive combat environment, and in-your-face action. Choose from eight U.S. and Russian jets that range from the tank-killing A-10 Warthog and, ground-pounding Su-25 Frogfoot to air superiority fighters like the F-15C Eagle and Su-27 Flanker.

#### Looney Toons: Back in Action

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Warthog PLC ◦ EA ◦ Action Adventure  
Q3 2003

Longtime rivals Bugs

Bunny and Daffy Duck are united under a common goal: finding the mysterious Blue Monkey Diamond. Players will swap between Bugs and Daffy, using each



character's own set of special skills, as they embark on a scavenger hunt around the world. They race into action from level to level collecting as many ACME gizmos and clues as they can in a non-stop effort to find the elusive Blue Monkey Diamond.

The game includes six diversely themed environments, all inspired by the film's wild locations.

Players will roam far and wide in their quest, including a trip to uncover the alien mysteries of Area 52, and a descent into the depths of the jungles of Africa as they run, jump, slide, and bounce their way through the adventure.

#### Lord of the Rings: Return of the King

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

EA Games ◦ EA ◦ Action Adventure  
Q3 2003

Return to Middle-earth in the only video game based on the epic final chapter of the highly acclaimed The Lord of the Rings movie trilogy.



Developed using the same digital assets as the film, The Lord of the Rings: The Return of the King recreates, in stunning detail, the final events of the War of the Ring. Become the heroes who determine the fate of Middle-earth as you traverse the haunted Paths of the Dead, defend Minas Tirith from the onslaught of thousands of Sauron's minions, and even play co-op multiplayer with a friend as you march against the impenetrable Black Gates of Mordor.

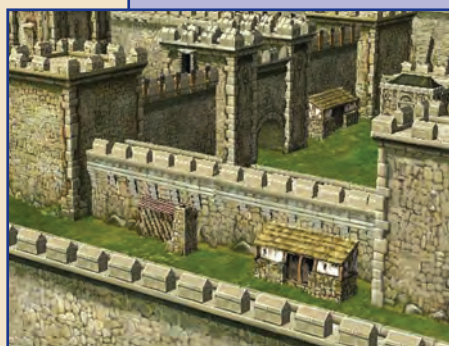
#### Lord of the Rings: The Treason of Isengard

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Surreal Software ◦ Vivendi  
Action Adventure ◦ Q4 2003

The quest to destroy the One Ring continues in the second installment to The Lord of the Rings saga. What was once a quest for a Fellowship of nine is now an epic struggle between the races of Men, Elves, Dwarves, and Orcs. Influence the tides of war as you control multiple characters in their epic confrontation with evil. Control multiple types of Tolkien's most famous characters. Features include unique character upgrades for each playable character

and advanced artificial intelligence system allows non-playable character's to aid in battle



#### Lords of the Realm III

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Impressions ◦ Vivendi ◦ RTS ◦ Q4 2003

Lords of the Realm III (Lords 3) is a real-time strategy game of historic medieval conquest that spans castle building, siege, politics, religion, and conquest. The

game is set in the Middle Ages, between 850 AD and 1350 AD, and features authentic castle designs and characters. Various scenarios and campaigns encompass the British Isles, Germany, France, Normandy, Brittany, Flanders and Denmark. Extending

the medieval world beyond combat, Lords 3 takes into account the powerful clergy and merchant classes of the time which are important factions in the player's quest to become King.

#### Mace Griffith: Bounty Hunter

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Warthog PLC ◦ Vivendi ◦ FPS ◦ Q3 2003

To combat a growing trend towards war, the government sets up a group of highly elite Rangers, who are quickly brought down by an unknown traitor. Mace Griffin, the only surviving ranger, becomes a bounty hunter and sets out to discover the truth behind his team's ruin. Featuring seamless movement between space arcade combat and first person combat, a variety of ships and weapons, a huge range of enemies, and various outer-space locations, plus a range of effects exclusive to the Xbox version.

#### Mario & Luigi

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Nintendo ◦ Nintendo ◦ Scroller ◦ Q3 2003

An evil witch has stolen Princess Peach's voice, replacing her fair speech with explosives! As chaos breaks out in the Mushroom Kingdom, Mario and Luigi head for the castle and meet Bowser, who had just

#### Mario Golf: Toadstool Tour

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Nintendo ◦ Nintendo ◦ Sports Sim ◦ Q3 2003

The regular band of Mario and his friends are back in the new Mario Golf game, this time teeing off on the Toadstool Tour. With new courses, inspired by the Mushroom Kingdom (both conventional and strange), traps such as warp pipes and piranhas, plus both a pro and novice swing mode, plus the ability to transfer characters via the GBA, if you have the upcoming Mario Advance Tour game. The game supports up to four players, and features the likes of Mario, Peach, Wario and Donkey Kong, amongst other Mario Bros. characters.

#### Mario Kart: Double Dash

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Nintendo ◦ Nintendo ◦ Action Racer  
◦ Q4 2003

The latest in the acclaimed Mario Kart series is here, and this time, you won't be racing alone! Each kart holds two racers, so choose from Mario, Luigi, Peach, Baby Mario, Baby Luigi, Yoshi, Birdo, Wario, Waluigi, Donkey Kong, Diddy Kong, Bowser, Bowser Jr., Koopa and Paratroopa and pair them up in any way you see fit. The character in the front handles the

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driving while the one in the back deals out damage with six normal items and eight special items that only specific characters can use. Racers can swap places at any time, so switch it up on the fly to make the best use of your items as you tear around the curves and over huge elevations. Up to eight players can compete using a broadband adapter to link up multiple systems and televisions.

### Mario Party 5

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Nintendo ◦ Nintendo ◦ Party ◦ 2004

Mario and his closest friends are trying to restore peace to Dream World by racing around a collection of all-new game boards - and tons of surprises await. Help them by outracing opponents around the game boards and outbashing the competition in more than 60 new mini-games, including new dual and everyone-vs-Bowser mini games. Change the location of event space to get the leg-up on your competition and race to collect more stars than anyone else. New 3D maps let you see the game board easier and get back to the game faster than ever. With new characters, with Baby Bowser and Toad in an expanded role, a faster-paced single-player Story Mode, and all the multiplayer madness you expect, you'll party heartier than ever.

### Medal of Honor - Rising Sun

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

EA ◦ EA ◦ FPS ◦ Q3 2003

Pack up your gear, head to the Pacific, and fight Japanese imperialism in Medal of Honor Rising Sun. In this installment of the top-selling Medal of Honor series, Marine Corporal Joseph Griffin must endure some of the fiercest battles fought during WWII; crucial assignments ranging from surviving the devastating attack on Pearl Harbor, destroying the Bridge over the River Kwai, midnight raiding on Guadalcanal, and triumphing in the final showdown with Colonel Shima. Choose single player or the new two-player co-op mode to experience life as a Marine in the Pacific during the most difficult years of the war. Players can also choose four-player split screen deathmatch and team modes for head-to-head action.

### Metal Arms: A Glitch in the System

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Swingin' Ape ◦ Vivendi ◦ Action Shooter  
Q4 2003

Metal Arms: Glitch in the System is a third-person shooter for GameCube that combines fast paced action, several varied gameplay types, and hilarious undertones, all set on a distant planet inhabited exclusively by robots. As the adventure unfolds, players will explore fascinating regions of this robot planet, drive a vast array of vehicles, gain powerful weapon

upgrades, and defeat enemies to ensure the survival of the Droid race. Metal Arms is an action-packed robotic shooter set in a vast mechanical world with over 30 missions and multiple environments. Glitch must save the inhabitants of Iron Star from the clutches of General Corrosive and his minions. From shooting and driving to possessing enemy bots and solving puzzles, the quest to ensure the survival of one race will be dependent on one remarkable hero.



### MTV's Celebrity Deathmatch

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Big Ape Productions ◦ Gotham Games ◦ Beat-Em-Up  
Q4 2003



MTV's "Celebrity Deathmatch" lampooned popular sports and event coverage and featured all the pre-game and post-game activities of fights, such as one-on-one interviews, press conferences and hilarious moments in the locker room. With

over 21 opponents, limbs and heads to be smashed and hacked off, and weapons ranging from mace to large fruit, get ready for the game of the show that everyone loves.

### Metal Gear Solid: The Twin Snakes

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Konami ◦ Nintendo ◦ Tactical Action  
Q4 2003

Solid Snake debuts on the Nintendo GameCube in Metal Gear Solid: The Twin Snakes, returning to the Nintendo line of consoles. In The Twin Snakes, Hideo Kojima takes his award-winning series a step further by bringing together the essence of the two Metal Gear Solid games with a new approach to the game, combined with the addictive gameplay and stunning visuals of the second game. If you thought you knew everything about Solid Snake, Foxhound and the MGS universe, get ready to have it all shaken. In a change, the game is exclusively on the GameCube.



### Mythica

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Microsoft ◦ Microsoft ◦ Online RPG ◦ 2004  
Mythica places gamers in the role of a fallen hero who has ascended to the afterlife as an immortal seeking to achieve godhood in the Norse realms. Utilizing innovative Private Realms Technology, players enjoy grand adventures, handcrafted for one-of-a-kind gaming experiences based on their actions, strategies and whims.

### Nascar Thunder 2004

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

EA Tiburon ◦ EA ◦ Racing ◦ Q3 2003  
NASCAR Thunder 2004 puts gamers behind the wheel in a world where grudges and alliances mean the difference between victory lane and disaster. You're no longer just racing a track, you're racing a pack of 42 real world stars who think for themselves, remember your every move, and aren't afraid to pay you back. Revenge may be around the next corner or at the next race, as you scream through 23 authentic tracks or hone your road racing skills on 11 fantasy tracks. The key to success is building alliances that carry from race to race and season to season in an improved career mode that challenges drivers to manage sponsors, teams, garages, and crews while building a 20-year racing legacy. Online or on your own, racing just became a contact sport.

### NBA Live 2004

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

EA Canada ◦ EA ◦ Sports Sim  
Q3 2003

Take the game to a whole new level with NBA LIVE 2004. Go deep into a radically enhanced EA SPORTS

Dynasty(tm) mode, import top college players, create a Custom Player, and build player attributes over time. Take the court at all 29 NBA arenas, each rendered down to every detail, including championship banners and retired jerseys hanging from the rafters. Players will be able to blow past the defenders with all-new moves, an even better passing game, online competition (the PlayStation console and PC), and silky smooth control. Players can step up their game and hit the court running with NBA LIVE 2004.

### Need For Speed Underground

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

EA Black Box ◦ EA ◦ Racing ◦ Q1 2004  
Choose from today's most popular licensed tuner cars, and make that car the ultimate expression of your style. You'll need to master all aspects of your driving skills in a wide variety of events in order to come out on top. Tune your car and improve your chances of winning with hundreds of upgrade parts. Custom looks will be your ticket to high scores from the crowds, while speed and handling will

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enhance your performance on the streets.

### Neverwinter Nights: Shadows of Undrentide

PC o XBOX o PS2 o GCN o GBA  
BioWare o Atari o CRPG  
Q4 2003

Neverwinter Nights: Shadows of Undrentide is the first expansion pack for the best-selling Neverwinter Nights, scheduled for a Spring 2003 release. Co-developed by BioWare Corp. and FloodGate Entertainment, a studio comprised of former Looking Glass Studios employees, Shadows of Undrentide offers an all-new story-driven campaign, as well as new monsters, spells, skills, feats, classes, and items.



### Pikmin 2

PC o XBOX o PS2 o GCN o GBA

Nintendo o Nintendo o Puzzle RTS o Q4 2003

Captain Olimar has returned to the planet where the Pikmin live, and he's all business this time. The company he works for is going bankrupt, so to save it, Olimar must salvage the treasure buried all over the planet. His company's debt is a whopping 10,000 pokos - luckily

Olimar brought an assistant, so if the two of them can delegate their work well, they should be able to erase that debt in no time! Of course, they'll need the help of the Pikmin to do that - these two can't do anything by themselves. Alternate controlling the two main characters - Olimar and his assistant - as you command your Pikmin to defeat enemies, propagate

more Pikmin, collect precious doodads, and solve puzzles. With no time limit, new colours of Pikmin, and two-player co-operative play.

missions. But, Vanessa does not rely on guns to inflict damage; she has the ability to fire lasers directly from her hands! When needed, Vanessa can charge a special attack which unleashes itself from her back; this Energy Drive features a lock on and causes extensive destruction.

### Pirates of the Caribbean

PC o XBOX o PS2 o GCN o GBA

Bethesda o Bethesda o Adventure o Q3 2003  
The Pirates of the Caribbean video game is a unique role-playing experience with an intriguing storyline and the ability to explore everything the world has to offer. Deciding to become a cold-hearted mercenary for hire, a peaceful and profitable merchant or a swashbuckling pirate will influence future interactions. Gaining wealth and experience gives players the opportunity to hire crewmembers, sail larger ships, and uncover priceless treasures.

### Pitfall Harry

PC o XBOX o PS2 o GCN o GBA

Edge of Reality o Activision o Action Adventure  
Q3 2003

Take an adventure as Pitfall Harry, the daring, risk-taking explorer who laughs in the face of danger. Featuring over 50 levels of fast-paced action and puzzle solving adventures, the game challenges players to swing, fight, climb and crawl through eight types of treacherous South American environments including lush jungles, dark tombs, ancient Aztec ruins and glacial mountains. Pitfall Harry also includes favourite features from the earlier Pitfall games such as vine swinging, gaping chasms, crocodiles and scorpions. Gamers can overcome the obstacles using all of the tools in Harry's arsenal including a sling, dynamite and



Vanessa's area of expertise is eliminating robots. When a colonial settlement turns into a killing field after a CAMS (Computer Arms Management System) goes haywire, it is up to her to destroy the legions of rogue mechanoids that have taken control. Extremely agile, Vanessa's moves resemble those of a dancer and players will need to constantly bob, weave and fire to complete the game's numerous

ice axes, and rescue those in distress from deadly foes like snakes, scorpions and spiders.

### Pokemon Colosseum

PC o XBOX o PS2 o GCN o GBA

Nintendo o Nintendo o Beat-em-up o 2004  
In this innovative game, players can upload Pokémon from their GBA games Pokémon Ruby and Pokémon Sapphire, and battle against friends on their televisions through GameCube. With a collection of arenas to choose from, players can enter their Pokémon in a tournament or battle it out in four-player multi-battles, making each experience unlike the last. Players also can join with a friend to combine strengths in new two-on-two battles and demonstrate their Pokémon prowess as a team.

### Prince of Persia: The Sands of Time

PC o XBOX o PS2 o GCN o GBA  
Ubisoft o Ubisoft o Action Adventure  
Q4 2003

Prince of Persia returns in a new 3D adventure that exhumes every bit of quality gameplay that the original classic title did.

With the help of the Sand of Time, your prince will be able to do great stunts, as well as the acrobatic feats he became known for. With the fluid feel of an animated movie and visually impressive locations, this is one of the must-see titles of the upcoming gaming year.



### Psychotoxic

PC o XBOX o PS2 o GCN o GBA

Nuclearvision o CDV o FPS o Q3 2003  
Armageddon - the world faces utter disaster in the year 2020. The fourth horseman of the apocalypse plans to deliver the deathblow to humankind in New York. The lethally attractive Angie Prophet, who has the unique gift of entering others' minds, has no intention of letting that happen. Grow obsessed by this action-packed story as you step into the role of Angie and experience psychedelic dream worlds. You'll have access to 6 extrasensory perceptions such as invisibility, 23 weapons, and 22 different enemies over 21 levels to kill.

### Rainbow Six 3: Athena's Sword

PC o XBOX o PS2 o GCN o GBA

Red Storm o Ubisoft o Tactical Shooter  
Q4 2003

The elite multinational squad of counter-terrorist operatives returns in Tom Clancy's Rainbow Six 3: Athena's Sword, the first mission pack of the wildly successful Rainbow Six 3: Raven Shield. They defeated the diabolical plot of a terrorist mastermind in Rainbow Six 3, but a few desperate remnants of the organization remain - and Team RAINBOW won't rest until terror has been vanquished and the world is

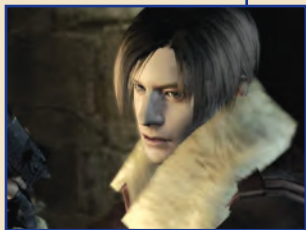
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safe, in an eight-mission campaign in locations including Italy, Croatia, and Greece, and 7 new weapons, totaling 64 weapons(!).

#### Resident Evil 4

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
Capcom ◊ Nintendo ◊ Survival Horror ◊ 2004  
Resident Evil 4, exclusive to the GameCube, features multiple characters to play as you delve deeper into the history of one of the scariest games series of all time. The main character Leon S.



Kennedy returns to find out what lurks deep inside the Umbrella Corporation.

#### Rome: Total War

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
Creative Assembly ◊ Activision ◊ Tactical RTS  
Q4 2003

Sticking with the award-winning formula of Total War games, the campaign game lets players build an Empire using the arts of war, diplomacy and trade. The new engine recreates Europe as a 3D game world ripe for conquest - where the whole physical terrain of Europe has been re-created. Cities and settlements will grow and develop over time (providing they are managed properly) and as players develop the environment around their cities (eg by building roads and bridges or improving the agriculture) the battlefields will adapt to show these features. The result is a fully dynamic interactive world.

#### Secret Weapons over Normandy

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
LucasArts ◊ LucasArts ◊ Action Flyer  
Q4 2003



Secret Weapons Over Normandy allows players to relive the most infamous air battles of that era to help swing the balance of power back to the Allied Forces. The game follows a

historically accurate timeline of key conflicts, beginning with the dramatic Evacuation of Dunkirk; the fierce Battle of Britain; Germany's daring planned invasion of England, known as Operation Sea Lion; the pivotal Battle of Midway; and culminating in the war's most brutal battle, the D-Day invasion.

#### Shade: Wrath of Angels

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
Black Element ◊ Cenega ◊ Action Shooter  
Q4 2003  
In a small mountain village somewhere in Europe, an early evening train unloads its last passenger. Stepping to the ground, the stranger senses that all doesn't appear to be as

it should. Even a man under guidance from the Holy Father realizes that not all so-called 'miracles' are the work of God. A mystery older than mankind itself. A secret more frightening than one can imagine is waiting for him. Waiting for YOU. Ingenious storytelling lets you uncover the truth about the horrors slumbering within mother Earth, waiting for the moment to send its servants to unleash hell.

#### SimCity 4 Rush Hour Expansion Pack

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
Maxis ◊ EA ◊ Management Sim  
Q3 2003

Your city is on the move with the new SimCity 4 Rush Hour Expansion Pack. Get your Sims on the road to happiness by taking control of your city's transportation. Take charge of vehicles en route to destinations or disasters, and take to the streets to control your city at a new level. Put Sims on the move in zeppelins, helicopters, ferries, and new cars. Unlock more vehicle choices as you gain traction with your cities' transportation problems. Choose from all-new road types including wide avenues, suspension bridges, or one-way streets. Whisk your Sims across the city by developing seamless mass-transit systems that connect to a greater regional travel network. Add popular structures such as historic rail stations or classic Americana road marks. Go global and create a city based on a modern European building set. Make your final mark as mayor and personalize your cities by choosing street names, mountains, neighbourhoods, and points of interest.

#### Sonic Adventure DX: Directors Cut

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
Sega ◊ Nintendo ◊ Action Adventure  
Q3 2003

Sonic The Hedgehog returns to the Nintendo GameCube in a special "Director's Cut" edition of one of his most popular blockbusters! The original Sonic Adventure returns with enhanced graphics and more than five hours of new gameplay, including an all-new Mission Mode featuring more than 50 missions and hidden surprises for gamers to discover. It's up to Sonic and his pals to save the world from the evil Dr. Eggman, who has returned to once again try his hand at world domination. The evil Doctor's scheme is to steal the seven



Chaos Emeralds and raise the all-powerful Chaos monster to do his bidding. Entangled in the plot of the sinister Dr. Eggman, Sonic must enlist the help of his friends Amy, Tails, Knuckles and Big to foil Eggman's every move.

#### SSX 3

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
EA Sports Big ◊ EA ◊ Action Sport ◊ Q3 2003  
Players will discover the open mountain and immerse themselves in the new open world environment that is SSX 3, the ultimate all-mountain experience. Featuring all-new events and courses, awe-inspiring tricks, and a cast of cool, customizable characters, SSX 3 lets players conquer miles of untamed powder and redefine the boundaries of where they go, what they do, and what they get. The larger-than-life mountain is a player's playground, racetrack, and launch pad. Explore the mountain terrain to discover its secrets and conquer the beast. Take it for granted and it'll swallow you up. SSX 3 goes anywhere gravity will take you.

#### Sam & Max: Freelance Police

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
LucasArts ◊ LucasArts ◊ Adventure ◊ 2004  
Spring 2004 marks the return of interactive entertainment's most freakishly adored dog and bunny tag team, as LucasArts unleashes Sam & Max Freelance Police onto an unsuspecting Windows PC game buying public. The long-remoured follow up to the critically acclaimed adventure classic Sam & Max Hit the Road plunges Sam & Max into a whimsical miasma of fur-flying action, hare-pulling puzzles, and unnerving cross-species jocularly.



#### Star Trek Elite Force II

PC ◊ XBOX ◊ PS2 ◊ GCN ◊ GBA  
Raven Software ◊ Activision ◊ FPS ◊ Q3 2003  
A terrifying evil has awakened. Hordes of nightmarish creatures are attacking ships and colonies throughout the galaxy. Evolved for combat, their armies have made easy work of the opposition. In the first-person action game Star Trek Elite Force II, it's up to you to respond. As the leader of the Hazard Team, you will hack, blast, and vaporize your way into the heart of galactic evil with an impressive array of advanced weaponry. Battle through the ravaged hulk of a massive starship, protect an alien colony under siege, face the unknown on a treacherous volcanic planetoid, and assault a host of insidious alien strongholds. Bring the fight to the enemy as the twisting plot unfolds.

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Seek to uncover the mysterious origins of the invaders and eliminate their threat once and for all. Features over 70 levels.

### Star Wars Rogue Squadron III: Rebel Strike

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Factor 5 ◦ LucasArts ◦ Action Shooter  
Q4 2003

Star Wars Rogue Squadron III: Rebel Strike is the follow up to Star Wars Rogue Squadron II: Rogue Leader, the best selling third-party title for GameCube upon initial release in 2001. Designed and developed by Factor 5 in conjunction with LucasArts, Star Wars Rogue Squadron III: Rebel Strike features stunning, movie-like visuals, immersing players into an intense action-arcade experience.

Players are drawn into the classic Star Wars Trilogy through more than 13 action-packed missions that encompass branching paths in flight combat, and ground-based character or vehicle conflict. For example, players can fly a combat mission over the dense forest landscape of Yavin 4 before landing to engage Imperial Stormtroopers in ground battle. Upon defeating the enemy, players then return to an X-wing and take flight against TIE fighters in adrenaline-inducing dogfights.



### Starcraft: Ghost

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Blizzard ◦ Vivendi ◦ Action Shooter  
Q4 2003

In StarCraft: Ghost, players take the role of Nova, a lethal Ghost operative skillfully trained in the arts of espionage and tactical combat. Twenty years of ruthless physical conditioning and techno-psychological instruction have made Nova a being of terrifying potential. With the help of a determined group of allies, players follow a series of story-driven missions, engaging in a deadly mix of planetary battles and dangerous solo operations. To complete their mission objectives, players must execute intelligent tactical decisions while mastering an advanced arsenal of sophisticated weaponry.



### Starfox Armada

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Capcom ◦ Nintendo ◦ Action Adventure  
Q4 2003

Team Star Fox is back for their most intense combat yet, as they engage a new threat by air and by land! A few years after disaster was barely averted on Dinosaur Planet, Lylat Central Command gets wind of a new threat spreading throughout the solar system. The Star Fox team is sent in to engage this new

enemy but what begins as a standard combat mission quickly takes a drastic turn. Classic team members, Fox McCloud, Slippy Toad, Peppy Hare and Falco Lombardi, join forces with some new faces to create the most formidable team in the history of this celebrated series: the Star Fox Armada!

### Stargy and Hutch

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Minds Eye Prod. ◦ Gotham Games ◦ Action  
Driving ◦ Q3 2003

No-one would like to break up the partnership of this famous tv cop crew, so although the game can be played in standard one player mode controlling both the driving and the shooting, both versions will allow a friend to pick up the controller (light gun support for PS2) and blast away while you put

the pedal to the metal downtown. But if you are Johnny no mates then an AI Stargy will pop up during the action to give you advice and generally hurl abuse at the crims.

### Teenage Mutant Ninja Turtles

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Konami ◦ Konami ◦ Action Adventure  
Q4 2003

Teenage Mutant Ninja Turtles stars the famed heroes Leonardo, Michelangelo, Donatello and Raphael and their legendary foe the Shredder. In these 3D fighting/action videogames, players take on the role of their favourite Teenage Mutant Ninja Turtle as they punch, kick and duck their way through battles against the Shredder and his vile pack of Foot Ninjas. In both the Story Mode and the Vs. Mode, gamers will need to master ninja butt-kickin' abilities and hand-to-hand fighting skills to make their way through streets

and sewers to the Shredder's Shinto Temple. The action-packed universe and vibrant characters will thrill fans of the original Teenage Mutant Ninja Turtles and gamers that are new to the series.

### Terminator 3: War of the Machines

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Black Ops ◦ Atari ◦ Action Shooter  
Q3 2003

The Terminator 3: Rise of the Machines videogame storyline will weave in and out of the movie script as players face enemies from the present in which the War of the Machines looms on the horizon, to the apocalyptic future where the War itself is waged on all fronts.

While following the feature film's plot closely, Terminator 3: Rise of the Machines will go one step further by providing fans of the Terminator series with a deeper look into the movie's universe and the role of the Terminator, a futuristic fighting machine reprogrammed to save humanity from the SkyNet holocaust.

### The Elder Scrolls II: Bloodrun

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Bethesda ◦ Bethesda ◦ CRPG ◦ Q3 2003  
Your journey north from Vvardenfell by ship will bring you to a whole new world, where the ashlands and rainy coasts of Morrowind give way to forests and hills covered with snow and ice. In the huge wilderness of Solstheim you'll experience snow, blizzards, and new creatures, including frost trolls, ice minions, and wolves...just to name a few.

### The Four Horsemen of the Apocalypse

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

3DO ◦ 3DO ◦ Action Shooter ◦ Q4 2003  
Set in the present day, the archangel Abaddon faces possessed zealots, demons, and the daunting powers of the personified plagues of Mankind: Pestilence, War, Famine and Death. As Abaddon, the player must find the three "Chosen" and combine their untapped powers in time to save the world from destruction; but that won't be easy -- God's Chosen are mortals, not to mention they're a prostitute, a serial killer and a corrupt politician. Hand-to-hand, sword, and projectile combat combine with fantastic abilities to create a surreal cinematic experience.

### Star Wars: Knights of the Old Republic

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Bioware ◦ LucasArts ◦ CRPG ◦ Q4 2003

Engage in this saga set in the Golden Age of the Republic - over 4,000 years before the first Star Wars film, when both Jedi and Sith number in the thousands. With the Galaxy reeling from a recent conflict with the Dark Lords, the ongoing battle between the Jedi and the Sith rages on.



Your actions determine the outcome of this colossal galactic war - and your destiny as a Jedi.

### The Great Escape

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

SCI ◦ Gotham Games ◦ Tactical Action  
Q4 2003

This remake of the classic movie has you playing as movie icon Steven McQueen, trying to escape from the infamous POW camp, and will have to get through 20 levels full of Nazi soldiers and agents, but at least he has the help of some allies and over 10 weapons...

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**The Hobbit**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 Inevitable Entertainment  
 Vivendi ◦ Action Adventure  
 Q3 2003

The Hobbit is a third-person action/adventure game set in the world of Middle-earth. In the game, you take the persona of Bilbo Baggins, an unassuming Hobbit who has been unwittingly thrust into an epic adventure. Explore the mystical world of Middle-earth where you'll need to jump gaping chasms, climb treacherous mountains, solve mind bending puzzles and battle hordes of enemies just to survive. Meet enchanting Elves, battle-ready Dwarves, a powerful Wizard, massive Trolls, bloodthirsty goblins, and more as you traverse from the peaceful lands of the Shire to the harrowing forests of Mirkwood. And that's just the beginning. Visit Middle Earth locations such as Mirkwood and Laketown, meet characters such as Gandalf and Thorin, and explore the world of The Hobbit with action, stealth and 3D exploration.

**The Kore Gang**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 UDS ◦ CDV ◦ Action-Adventure ◦ Q4 2003  
 Take control of four characters embodied into one machine, each with their own unique game mechanic. Use the right personality for the right task - each personality comes with "personality views", for example "Smell View" with Rex the dog. Other features are a new universe of gigantic environments and hilarious creatures with a unique visual style, real interactive music and sound (some enemy characters have their own theme songs. Learn them and you will defeat them more easily.)

**The Lord of the Rings: The Return of the King**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 Hypnos Entertainment ◦ EA ◦ Action Adventure  
 Q3 2003

EA's second The Lord of the Rings action adventure game, The Lord of the Rings: The Return of the King, will allow players to journey through multiple gameplay paths, taking control of the motion picture trilogy's heroes. Defend the walls of Minas Tirith as Gandalf, raise the Army of the Dead as Aragorn, Legolas, or Gimli, and with Frodo and Sam, deliver the ring to the fiery depths of Mount Doom.

**The Movies**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 Lionhead ◦ Activision ◦ Management Sim ◦ 2004  
 The Movies is a "life simulation" game that lets players build and control their own Hollywood motion picture studio. Players create unique mini-trailer-style movies



choosing everything from script selection and the hiring of cast and crew, to film production and premieres. Gamers build their entertainment empire by making hit movies, researching and introducing the newest cinematographic technologies and nurturing the biggest stars. Created by renowned developer Peter Molyneux of Lionhead Studios, The Movies takes life simulation to a whole new era, and as such is set to be a groundbreaking smash hit.

**The Simpsons Hit & Run**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 Radical Ent. ◦ Vivendi ◦ Action Racer  
 Q3 2003

Strange things are happening in Springfield. People are missing, very mysterious crop circles are appearing, and hidden cameras are being exposed. When Homer notices a black van with a satellite dish parked outside the Simpsons home, he decides to investigate further into these odd events. What he reveals could be the biggest mystery to rock Springfield since "Who Shot Mr. Burns?" To solve the mystery, players control Homer, Bart, Marge, Lisa, and Apu among others in this comedic mission-based driving adventure. While exploring familiar locations such as the Kwik E Mart, the Springfield Power Plant, and Moe's Tavern - in car and on-foot - the characters will reveal the aliens, Kang and Kodos, are plotting something devious for the unwitting inhabitants of Springfield.

**The Sims 2**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 Maxis ◦ EA ◦ Management Sim ◦ Q1 2004  
 The Sims changed the face of gaming in the new millennium and quickly became the No. 1 PC franchise of all time. The next generation of The Sims, The Sims 2, made its debut at this year's E3. A lively 3D world, more life-like Sims, all-new gameplay, and the addition of genetics, with the DNA of Sims passed down through generations will give players a more vivid, realistic, and in-depth Sims experience. For the first time, players will be able to control their Sims across a lifetime. As you manage "Life's Big Moments", your Sims will earn a "Life Score" that measures how well you are playing the



game. Each choice you make will have a relevant and dramatic effect on the life of your Sims. Your Sims will be more aware and responsive to their surroundings, able to form complex relationships, and more expressive than ever before.

**The Sims Bustin' Out**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 Maxis ◦ EA ◦ Management Sim  
 Q1 2004

The Sims are returning to the console and this time they're getting out of the house and exploring all-new outrageous locations around town. Players can choose a variety of new paths as they lead their Sims through life's big moments. Along the way, players can unlock and collect hundreds of new objects and social moves exclusive to the console. Play, work, and socialize with a cast of more than 40 new wacky characters and climb through 10 new careers including Mobster, Athlete, Mad Scientist, and Fashion Victim. The Sims Bustin' Out will feature two-player and memory card support, so bring your Sims over to a friend's house.

**Tiger Woods PGA TOUR 2004**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 EA Sports ◦ EA ◦ Sports Sim ◦ Q3 2003  
 Only one game gives players the chance to earn their PGA TOUR card while playing on elite courses Tiger Woods PGA TOUR 2004. The latest console and PC versions allow players to create the ultimate golfer and take on the best in the world. Players can take their created golfer through PGA TOUR Season mode and try to rake in more cash than Tiger Woods himself. While providing different gameplay experiences, the console and PC versions will offer five new PGA courses, online gameplay (the PlayStation 2 console and PC), two new fantasy courses, five new PGA TOUR pros, and the commentary dream team of Gary McCord and David Fehrety.

**Tony Hawk Underground**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
 Neversoft ◦ Activision ◦ Action Sport  
 Q3 2003

Play as yourself, not a pro skater, and make your way through a plot-twisting, true-to-life story that takes you from unknown local skate punk to fame and fortune as Skater of the Year.

Get off your board and explore 9 expansive levels on foot or jump on a motorcycle, BMX bike or go-kart and go for a joy ride. Enjoy unprecedented customization by designing and naming your own original tricks through the all-new

Create-a-Trick. Or create bigger parks and include your own goals in the expanded Skate Park Editor.

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**Trinity**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Gray Matter Studios ◦ Activision ◦ FPS ◦ 2004  
Trinity is a groundbreaking first-person action game featuring intense combat and enhanced super-human player abilities. Against the backdrop of a disease plagued New Orleans in the year 2013, gamers assume the role of the Nightstalker, a bio-technically and neurologically enhanced one-man vigilante force on a mission to expose the sinister plan of an evil company called the Silmara Corporation. With the aid of a person known only as the Caretaker, players must overcome obstacles, engage enemies and unravel a mystery of conspiracy and intrigue.

**True Crime: Streets of L.A.**PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Luxoflux ◦ Activision ◦ Action Shooter  
Q3 2003

In True Crime: Streets of L.A., players assume the role of rogue Elite Operations Division (E.O.D.) operative Nick Kang, a no-holds-barred badass, whose brutal reputation and lethal skills have landed him the nasty task of taking down the Chinese Triad and Russian Mafia cartel that has turned the City of Angels into a war zone. Take part in explosive gun battles with double fistfired firepower, devastating martial arts brawls, and high-speed shootouts across 250 square miles of accurately recreated L.A. In car or on-foot, the unique branching missions include locating hostile witnesses, searching for case-cracking clues, taking out evasive informants and busting the heavily armed and deadly bad guys.

**UFO: Aftermath**PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Altar Interactive ◦ Cenega  
Turn-based Strategy ◦ Q4 2003

Combining global strategy with small squad tactical combat, the challenge offered is to fight against an alien invasion. Featuring run time generated tactical missions with innovative simultaneous combat action; the genre is also enhanced with strong RPG elements, offering a quite unique mix of strategic ideas. Your soldiers will improve as they gain more experience. Their skills are derived from these statistics, and each point that you put into any one of these attributes will have a noticeable effect on that soldier's skills. These attributes are: Strength, Agility, Dexterity, Willpower, Intelligence, and Perception. You must manage your bases, interceptions, and squads. Territory is equal to power in the game - the more you control, the better your interceptor coverage. Also, the faster you research, the better things could be.

**Unreal Tournament 2004**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Digital Extremes ◦ Atari ◦ FPS ◦ 2004  
Unreal Tournament 2004 is the next evolution of the greatest competitive computer game ever created, said Jean-Philippe Agati, senior vice president and general manager of Atari's Los Angeles studio. "The addition of new modes, mods and maps as well as the controllable land-, air- and space-based vehicles, means Unreal fans are getting an entirely new experience featuring devastating vehicular combat and wide scale warfare."

**Vampire: The Masquerade - Bloodlines**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Troika Games ◦ Activision ◦ FPS RPG ◦ 2004  
Vampire: The Masquerade-Bloodlines continues the famous White Wolf gaming tradition in a new role-playing adventure, combining intense first-person shooter

combat with an open, non-linear world, rich character development and an immersive storyline. The game plunges players into the dark and gritty vampire underworld of modern day L.A. as a creature of the night, interacting with and battling mortals and other creatures of darkness with an incredible array of vampire powers, skills and traits. Based on Valve's Source Technology, the same game technology used to power Half-Life 2, Vampire: The Masquerade-Bloodlines is being developed by renowned RPG developer Troika Games and is based on White Wolf's World of Darkness.

**Uru: Ages beyond Myst**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Cyan Worlds ◦ Ubisoft ◦ Adventure ◦ 2004  
Uru is the next saga in the Myst universe. The retail product allows players to experience an all-new single-player adventure that will be more stunning and visually captivating than ever. In addition, Uru includes options for expansion, allowing players to further immerse themselves and join a never-ending Myst universe. Choose to subscribe, and suddenly Uru is populated with other explorers to share the journey. The world continues to expand and grow, offering the most dynamic and unique adventure game experience ever created.

**Vegas: Make it Big**

PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA

Deep Red Games ◦ Empire  
Management Sim ◦ Q3 2003

If you want to succeed in Vegas then you need to target everyone and remember there's a different type of punter during the day to the night. But whatever your persuasion it's about getting their chips on the tables and stuffing money into the slots. Higher and lower the rates of your tables to keep everyone happy and within their means. The big spenders are few and far between but if you can attract one to your hotel then you stand to make millions from them in a single night, but of course, you could lose millions to them as well.

**Viewtiful Joe**PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Capcom ◦ Capcom ◦ Action Scroller  
Q4 2003

Viewtiful Joe begins as Joe and his girlfriend, Sylvia, are at the movies watching his favourite superhero, Captain Blue. Somehow, Sylvia is warped into the motion picture realm and it is up to Joe to fight the on-screen crime and rescue her. In the effort of saving his damsel in distress, Joe gains new powers to perform special visual techniques that can be utilized to affect time and initiate a variety of devastating combos on foes. Joe's special powers can also be used to solve various inventive puzzles. Players will progress through various quasi 2D/3D cel-shaded environments



implementing Joe's visual effect abilities to bash enemies with beautiful style. It is up to gamers to activate the correct view mode, such as "Slow," a technique for instantaneously slowing down the action to inflict damage reminiscent of today's films, or "Mach Speed" to destroy enemies using a lighting-fast approach.

**Vultures**PC ◦ XBOX ◦ PS2 ◦ GCN ◦ GBA  
Grin ◦ CDV ◦ Beat-Em-Up ◦ 2004

Forget about Columbus! Each attempt to conquer the New World failed. Then a plague wiped out the European population. Those who were able to flee to America saved themselves, yet were enslaved by the native Americans. Now, centuries later - no trace of progress whatsoever. For entertainment for the broad masses, the outlawed "Vultures" fight in huge arenas. And you are one of them. You only think of one thing: To become the number one gladiator in order to win your freedom! This can only be achieved by ability, skill, and cold-bloodedness as the only valid Vultures rule is: You either leave the arena as the winner or in pieces!

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**WarCraft III: the Frozen Throne**

PC o XBOX o PS2 o GCN o GBA  
Blizzard o Vivendi o RTS o Q3 2003

The evil Lich King Ner'zhul has been imprisoned inside the Icecrown glacier, deep within the arctic continent of Northrend. Although the former Orc Shaman lacks physical form, his soul lives on, forever seeking a means to escape his icy prison. As the saga continues, it is revealed that both the Night Elf renegade, Illidan, and the traitorous Death Knight, Arthas, seek the Icecrown glacier and the mysterious powers found inside. While it is uncertain as to what is being sought inside the icy tomb, players must traverse uncharted lands and battle treacherous new enemies to uncover the schemes of these nefarious beings, and save all of Azeroth from the forces of darkness.

**Warioworld**

PC o XBOX o PS2 o GCN o GBA

Nintendo o Nintendo

Action Adventure o Q4 2003  
oWario finally built his castle, and he's so happy that he just can't stop smiling. What he doesn't realize is hidden amongst his treasures is a black jewel that can turn gems into monsters. With Wario blissfully ignorant on his throne, the jewel transforms his treasure trove and opens a doorway into a mysterious parallel world. In the ensuing chaos, Wario gets yanked into this world...but he's not fazed. He's focused on one thing - getting his loot back. Get ready as Wario uses head butts, pile drivers, and a variety of over-the-top fighting moves to battle a variety of weird enemies. Navigate huge areas, solving puzzles and brawling to get all your treasures back.

**Warlords IV: Heroes of Etheria**

PC o XBOX o PS2 o GCN o GBA  
Infinite o Ubisoft o Turn-based Strategy  
Q4 2003

Warlords IV: Heroes of Etheria is a fantasy turn-based strategy game in which players build heroes - their main characters - as battles progress, gaining new skills, spells, and levels, and ultimately becoming the mightiest force in the Realms of Etheria! Warlords IV: Heroes of Etheria features a brand new engine, and introduces players to a new level of resolving battles with the addition of tactical battles.

**Will Rock**

PC o XBOX o PS2 o GCN o GBA

Saber Interactive o Ubisoft o FPS o Q3 2003  
15 enemies, 11 weapons, the whole mythical world and you - an archeologist who shoots first and asks later. Of course, that's to be expected when every monster in the ancient world is out to get you. The spirit of Prometheus within you, you take on Zeus and his minions, who happens to have decided to

marry your wife. Of course we're not going to stand for that!

**World of Warcraft**

PC o XBOX o PS2 o GCN o GBA

Blizzard o Vivendi o MMORPG o 2004  
Rich in legend and filled with adventure, the World of Warcraft awaits! For the first time, players experience the lands of Azeroth from a new, in-depth perspective. As heroes, they explore familiar battlefields, discover new lands and take on epic quests and challenges in Blizzard's massively multiplayer, on-line, role-playing game.

**War of the Ring**

PC o XBOX o PS2 o GCN o GBA

Liquid Entertainment o Vivendi o RTS o Q4 2003  
The quest to destroy the One Ring continues in the first Real-Time Strategy game based on The Lord of the Rings saga. Massive battles will erupt as the people of Middle-earth fight for control

of Tolkien's World. Developed by the company that brought us the excellent Battlerealm series, you can play as the forces of good and valiantly fight for the One Ring's destruction or play as the forces of evil to claim control over Middle-earth forever.

The first PC Real-Time Strategy game based on J. R. R. Tolkien's Lord of the Rings! A brand new LOTR experience introducing many locations and characters not featured in the films.

**Wrath Unleashed**

PC o XBOX o PS2 o GCN o GBA

The Collective o LucasArts o TBS Beat-Em-Up  
Q4 2003

Mythological creatures from the dawn of time. Epic contests between darkness and light. Battles for domination of giant floating arenas.

Welcome to the fantastic, deadly world of Wrath Unleashed. Part intense fighting-action. Part thought-provoking strategy. Pure vicious head-to-head mayhem.

This unique action-strategy game pits up to four players and an array of all-powerful fantasy creatures against each other. And you'll need to unleash every bit of your wrath upon the world to win.

**X-Files: Resist or Serve**

PC o XBOX o PS2 o GCN o GBA

Black Ops o Vivendi o Action Adventure o  
Q3 2003

The fear begins when Mulder and Scully travel

to the small Rocky Mountain town of Red Falls to investigate a string of unusual murders linked to ghost sightings, the undead, and other paranormal phenomena. Maintaining the authenticity of The X-Files, the game features familiar environments and characters faithfully recreated from The X-Files television show, including Mulder, Scully, Skinner, the Cigarette-Smoking Man, The Lone Gunmen and more. The X-Files: Resist or Serve takes the X-Files authenticity one step further by also including the score and dynamic music created by those responsible for the music behind the television show. The game plays out over three X-Files episodes (each complete with a teaser, title sequence, and "To be continued..." endings).

**XIII**

PC o XBOX o PS2 o GCN o GBA

Ubisoft o Ubisoft o FPS o Q3 2003

XIII features a conspiracy of epic

proportions, and players will unravel clues behind the story's compelling and mysterious events. The only clues

players have are the roman numerals XIII tattooed on their shoulder and a key to a safe deposit box in a New York bank. Featuring advanced Unreal technology, this cell-shaded shooter is true to its graphic novel heritage, and one of the highlights of the coming year. Don't say we didn't say so...

**X-Men: Legends**

PC o XBOX o PS2 o GCN o GBA

Raven Software o Activision o Action RPG o  
Q4 2003

X-Men: Legends features favourite characters from the powerhouse Marvel franchise in an immersive action RPG. The story begins when the X-Men learn that Magneto, their greatest adversary, has devised a plan to give mutants the power to reign supreme over humans. The X-Men are then forced to battle Magneto to prevent global chaos and stop their foes from imprisoning the human race. In order to save the world from certain destruction, players must build the perfect X-Men team

by recruiting new members and deciding how best to upgrade their powers and abilities. Players will need to choose the best combination of heroes to tackle each unique obstacle as they face a threat that could destroy all of mankind.



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