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Virtua Fighter 4



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- :: The Inside Scoop on Acclaim's Vexx :: THPS3 PC
- :: NBA Inside Drive 2002 Guide :: FFX Secret Locations
- :: A Look at the Characters of Hunter: The Reckoning



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**DON'T EAT THE
YELLOW SNOW!****Letter from the Editor ::**

Is it March already? It seems like it's only been a few weeks since we first took our final Xboxes and GameCubes for a test drive – and now we're almost at the end of the first quarter of the new year. While January and February are traditionally slow months for gamers, things always start to get more interesting in March. Ironically, the games that most people are talking about this month aren't from Sony, Nintendo, or Microsoft. Whether it's giving Xbox owners the challenging shooter *GUNVAL-KYRIE*, throwing down the gauntlet on PS2 with *Virtua Fighter 4*, or broadening GameCube's sports lineup with *Soccer Slam*, *NBA 2K2*, and *Home Run King*, Sega is delivering on its promise to turn heads no matter what platform you own.

With that in mind, this issue of IGN Unplugged not only contains an early review of *Virtua Fighter 4* but also a look at what could be the first true RPG for GameCube, *Skies of Arcadia*. And it's not all about Sega, of course. Flip through this PDF mag and you will find an in-depth interview with the guys behind the promising multi-platformer *Vexx*, info on gear, movies, and DVDs, as well as a slew of game previews not yet available on our site. Print it out or read it on your monitor – either way, enjoy what this latest copy of IGN Unplugged has to offer.

Oh, and just so you know, Tal's not dead or fired, he just has jury duty, so he probably wishes he was dead right now.

– Peer Schneider

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Virtua Fighter 4

TM

**This is the next generation of fighting.
Knuckle up and get your ass in the ring.**

Virtua Fighter 4 is one of those games for which a single review is practically irrelevant. Fighting games are the subject of more debates, and more bitter ones, than any other genre in games, save perhaps for RPGs. There is this camp, there is that camp, as well as the tree-dwelling psychopaths off in the other direction playing *Asuka 120% Burning Fest Limited*, and never the twain (or whatever the proper word is) shall meet. Arcade culture may be on the wane, long after the days when you could play *Street Fighter* with the local experts at any pizza parlor in the nation, but in a few isolated spots, serious fighting fans still live, and you can be sure they have no interest in what anyone else has to say about their games of choice.

And whose opinion is valid, anyway? Is *Virtua Fighter 4* "better" than *Tekken 4*? Is it "better" than *Dead or Alive 3*? Push.

Who has the experience and the analytical faculties to make that kind of judgment? Fighting games have grown so monstrously complex since the advent of *Street Fighter III*, *VF3*, and ▶

GAME DETAILS :: ▼

PUBLISHER :: SEGA
DEVELOPER :: AM2
GENRE :: FIGHTING
PLAYERS :: 2
RELEASE DATE :: MARCH 2002

**Matt Casamassina****This Month in GameCube ::**

Well, well – you're back. The last couple of weeks have been somewhat slow going for our lovely next-generation console of choice, but things are about to pick up quite nicely. By the time this issue of Unplugged hits, Capcom's GameCube update of *Resident Evil* will be ready to debut in Japan, and indeed US gamers will have barely more than a month to go before it releases stateside. Excited?

During the same period America will see such GameCube releases as *Bloody Roar* – not a bad fighter, I might add; *Soccer Slam*, *Home Run King* and a polished port of James Bond 007 in...*Agent Under Fire*.

This, of course, is just the beginning. The months to follow will debut such triple-A GameCube products as *Spider-Man The Movie*, *Star Fox Adventures*, *Eternal Darkness*, and more. So in dedication of things to come, we bring you three new previews of upcoming software currently in the works. Sit back, have a Coke and enjoy.

For more Cube news, reviews, previews, and more, visit <http://cube.ign.com>.

**Featured Preview ::****022 :: Red Card Soccer****Also In This Issue ::****023 :: Preview: Skies of Arcadia****024 :: Preview: Dead to Rights****Preview :: Skies of Arcadia**

Become the Robin Hood of the skies with one of the first true RPGs on GameCube.

**Preview :: Dead to Rights**

Move over Max Payne – Namco's noir thriller is set to blow gamers away.

Editor's Most Wanted ::

- 1 :: Metroid
- 2 :: Mario Sunshine
- 3 :: Zelda
- 4 :: Eternal Darkness
- 5 :: Star Fox Adventures

Office Abuse ::
Matt Casamassina gets to park in the handicapped spot for several mental-related reasons.



Xbox :: Preview

HUNTER: THE RECKONING

We take a look at the characters you will be playing in this awesome game.

Creatures of the night, beware. Zombies, vampires, werewolves, ghouls – notice has been served. A reckoning is coming. This summer the undead meet their maker. *Hunter: The Reckoning* takes the *Gauntlet*-formula to the next level. Featuring furious four-play action, the screen will be filled with baddies and blood. We'll be taking a look at different aspects of this game as it nears its release. First up, the characters of *Hunter: The Reckoning*.

Each character begins with a melee weapon and a ranged weapon with unlimited ammunition. Throughout the game, characters can find new weapons such as chain-saws, shotguns, machine guns, and even flamethrowers – burn baby, burn. Characters also have "edges" which are like magical attacks. These differ between the characters, and new ones can be gained throughout the game.

Each player is rated by five stats. At the start of the game, these stats are low, but they can be raised through superior gameplay. Here are the stats and what they mean:

Strength - Measures the power of your attack

Accuracy - How accurate you are with ranged weapons

Speed - How quick and nimble you are on your feet.

Conviction - Your edge draws from your conviction.

The higher the conviction, the more edge you can use.

Stamina - These are your hit points. The better the rating, the harder you are to kill.



Deuce Wyatt: Avenger

Strength: **3**

Accuracy: **2**

Speed: **1**

Conviction: **1**

Stamina: **2**

Starting weapons:

Axe, rifle

Deuce is one baaaaaad mothah. His giant axe is a zombie cleaver, and with the use of the "edge," the axe becomes a fiery weapon. Deuce is the fighter, there to kick ass and chew bubblegum, and you know this guy is all out of bubble gum.



Samantha Alexander: Defender

Strength: **2.5**

Accuracy: **3**

Speed: **3**

Conviction: **2.5**

Stamina: **2**

Starting weapons:

Katana, revolver

This beauty is the most balanced at the start of the game. She's a cop, and she swings her katana with deadly precision. Her revolver isn't that powerful, so you'll want to pick up the shotgun as soon as possible. ▶



**Brian Linder****This Month in Entertainment ::**

It's March madness at the box office kids, and there's plenty to keep us busy over at IGN FilmForce. Early in the month we've got 20th Century Fox's CG-animated *Ice Age*, along with the highly anticipated *Resident Evil* movie. That should be a big one for all you gamers!

Then there's *Blade II* on the 22nd – it's sure to be a killer flick (pun intended?). *E.T.* also returns to our planet this month for the film's 20th anniversary re-release.

And March winds up with Jodie Foster's thriller *Panic Room*, and the Robin Williams-Ed Norton comedy *Death to Smoochy* – both of which should be pretty cool.

I'm personally diggin' on all of those flicks with the possible exception of *E.T.* – just not a fan. I'd much rather see an *Alf* movie, but that's just me.

The home entertainment realm will see some cool releases also. Baz Luhrmann's first film, *Strictly Ballroom*, comes to DVD, as well as the Oscar-nominated cop drama *Training Day*, and the first season of *Star Trek: The Next Generation* also arrives in a sweet boxed set.

See ya around!

Now open 24 hours!
<http://entertainment.ign.com>

**Featured Preview ::**

043 :: Ice Age Movie

Also In This Issue ::

044 :: Movie Preview - Resident Evil

045 :: Gear Review - Sharp's Aquos Flat Panel Television

047 :: DVD Previews (*Romeo + Juliet: SE, Training Day*)

**Aquos Flat Panel Television**

We take Sharp's baby Aquos for a long, smooth test drive.

**Romeo + Juliet: Special Edition**

Baz Luhrmann's popular version of the classic get a new special edition.

Editor's Most Wanted ::

- 1 :: Star Wars: Episode II
- 2 :: The X-Files Series Finale
- 3 :: Evolution Motion Picture Player
- 4 :: Spider-Man
- 5 :: Disney's Lilo & Stitch

Office Abuse ::
Brian Linder's favorite thing about March is Marshmallow Peeps.



NBA 2002 INSIDE DRIVE



Microsoft has gone and done it...they've made a basketball game that seriously competes with everything on the market -- even *NBA 2K2*. Microsoft's first basketball offering, developed by High Voltage Software, boasts tight controls, excellent graphics, signature moves, and heaps of fun. To be honest, I haven't been able to tear myself away from this game for the last three weeks. Of course, doing what I do, this can only mean one thing: I had to write a mini-guide to pass what I've learned on to you. The guide covers basic techniques that will help you shut down opposing offenses and earn mad points. We've also got a full slate of secrets to make your Driving experience all the more enjoyable. ▶