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ISSUE 029/JANUARY 2003
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# PlayStation®2
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PlayStation.2 OFFICIAL MAGAZINE-UK 029 JANUARY 2003 THE "RIP HIS SPINE OUT! RIP IT OUT!" ISSUE

EXCLUSIVE UK REVIEW!

# MORTAL KOMBAT: DEADLY ALLIANCE

**Blood! Guts! Really sharp swords!**
**MK's back and it's an ice-cold killer!**

NEW TO PS2!
Enter The Matrix
Splinter Cell
AX-Impact

## PLAYED TO DEATH
We go hands-on with the hits of tomorrow including **Metal Gear Solid 2: Substance, Shinobi, Devil May Cry 2** and **Primal**

## GTA: VICE CITY GUIDE
Hardest missions busted!
Every secret revealed!

## PS2 ONLINE: YOUR QUESTIONS ANSWERED
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## EVERY NEW PS2 GAME REVIEWED!
Mortal Kombat: Deadly Alliance
Minority Report
Battle Engine Aquila
Ape Escape 2
Sly Raccoon
Harry Potter
PLUS LOADS MORE!

## MASSIVE GUIDE TO 2003 INSIDE
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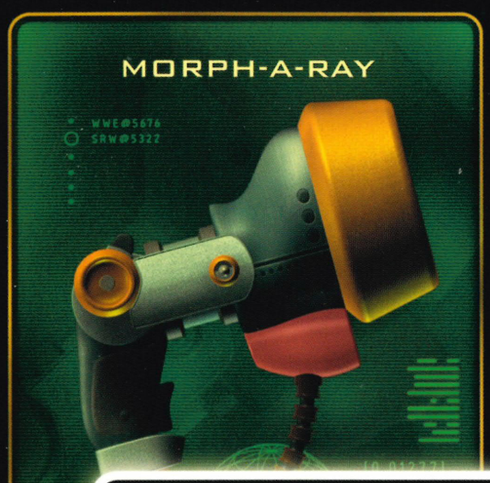

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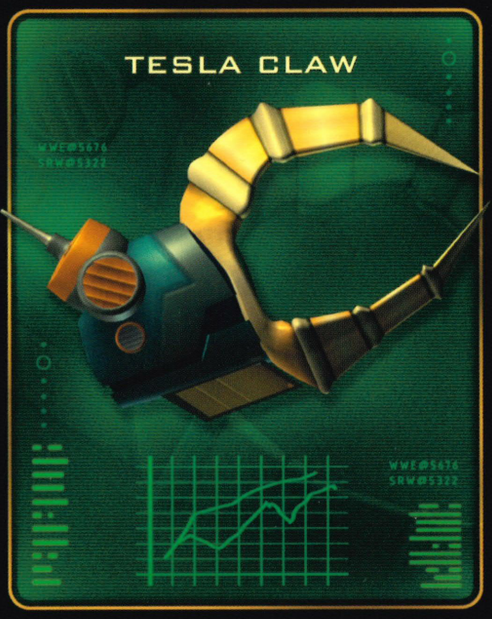


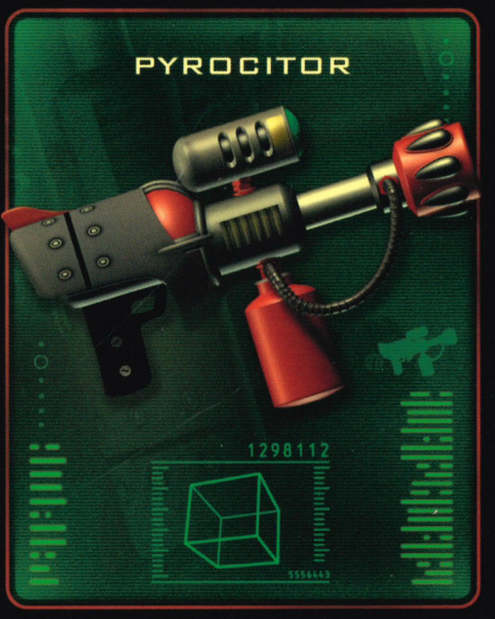

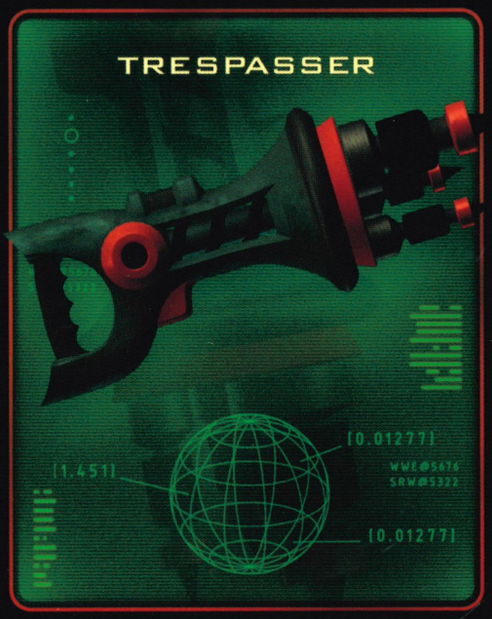

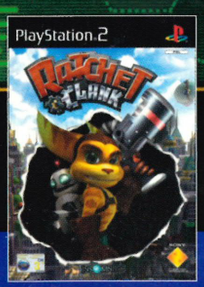


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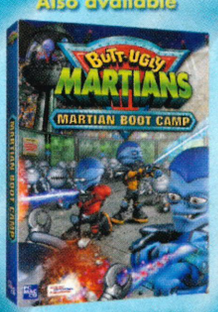


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# editor's letter

Issue#29/January 2003

## In your magazine...

A split second after this photo was taken, I felt as if I'd ruptured a tendon. Although I guess that's nothing compared to having your spine ripped out. Just ask cover star Sub Zero, who regularly suffers that kind of punishment as contribution to the gloriously sick pantomime that is *Mortal Kombat: Deadly Alliance.*

I've got to admit that we were sceptical about this game at first. *Mortal Kombat* was one of the world's biggest game franchises in the pre-PlayStation era, but time can often be cruel to series that outstay their welcome. Thankfully, Midway has rebuilt *Mortal Kombat* from scratch and satiated our appetite for a more instantly gratifying, flamboyant beat-'em-up – compared to the straight-laced stylings of *Tekken* and *Virtua Fighter* – in the process.

*Mortal Kombat: Deadly Alliance* is also the first great game of 2003 in what is poised to be the best year yet for PlayStation 2. Our calendar feature starting on page 68 leads you, month-by-month, through all the biggest games of 2003, including those which are yet to be confirmed by their cagey publishers. With the Network Adaptor changing the face of gaming forever, it's an exciting time.

Sam

SAM RICHARDS Editor

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■ *Look for the Go To flashes throughout the mag – they'll direct you to cool online content at uk.playstation.com.*

## READ THIS!

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**012** The Wachowski Brothers finally unveil their videogame vision – time to **Enter The Matrix**.

**116** Stuck on **GTA: Vice City**? Let us ease your pain.

## ...And on your DVD

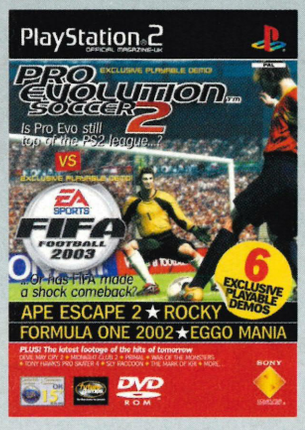
**However badly the England team are doing, however much Everton's success makes a mockery of the Premiership and Bath City's continued ineptitude casts a black cloud over Saturday afternoons, we'll never lose faith in football. Thank the Lord that *FIFA* and *Pro Evo* exist in order that we can right the wrongs of the real-life footballing world on our PS2. Which footy game deserves your support? If you're still wavering, our DVD gives you a chance to decide, with superb demos of both the leading contenders. Regular readers will know that we tend to favour *Pro Evolution Soccer 2* around these parts, but *FIFA 2003* has really raised its game this year. Let us know what you think about the battle between the big two.**

**Also on the DVD is a chance to mutter gruff Italian-Americanisms while cracking skulls in *Rocky*; an opportunity to rewrite tedious recent F1 history in *Formula One 2002*; and an invitation to tame a troupe of marauding monkeys in *Ape Escape 2*. Who could resist?**

**TURN THE PAGE FOR FULL ISSUE CONTENTS OR SKIP TO PAGE 132 FOR FULL DETAILS OF THE DEMO DISC LINE-UP**

■ Turn to page 132 for details on all our playable demos, plus tips and challenges!

# ON THE DVD




## playable demos

**FIFA 2003**
Take to the pitch as Real Madrid or Arsenal in EA's footy sim.

**PRO EVOLUTION SOCCER 2**
The best footy game on PS2?

**ROCKY**
Step into the ring as the one and only Rocky Balboa.

**FORMULA ONE 2002**
Put yourself in Schuey's overalls.

**APE ESCAPE 2**
Get ready for monkey business.

**EGGO MANIA**
This puzzler's sunny side up.

## video demos

**DEVIL MAY CRY 2**
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■ **SCORPION KING?** The martial arts mash-'em-up spectacle that is *Mortal Kombat: Deadly Alliance* gets a full exclusive review.

# MORTAL KOMBAT: DEADLY ALLIANCE

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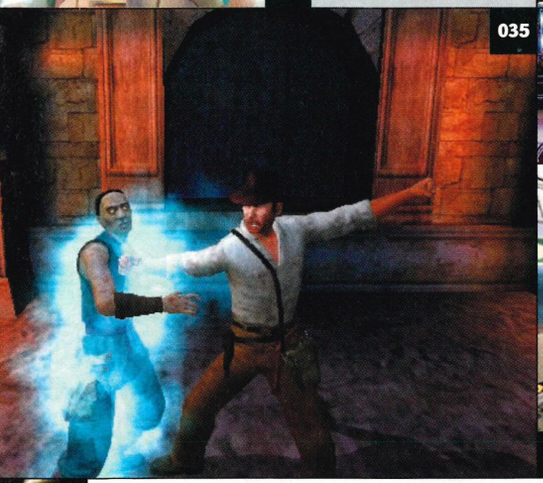

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# THE MONEY SHOT

*This month's greatest gaming moment: Our first fatality in Midway's* **MORTAL KOMBAT: DEADLY ALLIANCE.**

You work on videogames magazines long enough, something like this is bound to happen. Deadline week and someone chooses the wrong moment to remind mild-mannered Fitz that it's his turn to put the kettle on. Next thing you know he's only gone and pulled Shaolin monk Kung Lao's fatality on the nearest person. We didn't even know he owned a razor-sharp, steel-rimmed hat.

It's a valuable lesson to us all; *Mortal Kombat: Deadly Alliance* is super-flamboyant, over the top and faintly ridiculous but has such accurate and impressive martial arts action that after a couple of spins around the Konquest mode you might be tempted to take the button-twiddling carnage out onto the streets. Despite what you see here, pulling off a combo doesn't always work out so well – and groin strains are nothing to be sneezed at.

Still, despite the splitting headache and the ruined haircut, it *does* look spectacular, and what better way to cap off a hard-fought battle than ripping out someone's spine, electrocuting or decapitating them? Doubtless you'll spend plenty of time mastering the furious button ballet that leads to these finishing sequences and revelling in the blood-stained glory that sets this series apart from the other brawlers out there. Mind how you go though, ketchup is hell to get out of denim.

*For more furious fatalities see the exclusive* Mortal Kombat *review on page 84.*

# UNCOVERING THE LATEST PS2 NEWS EVERY MONTH

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EXCLUSIVE DATA!

# TAKE THE RED PILL

*Matrix creators, the Wachowski brothers, bring the original 'Bullet Time' to PS2.*

**ON 15 MAY NEXT YEAR,** the machines take over. That's the date *The Matrix Reloaded* hits cinemas – the same day that *Enter The Matrix*, Shiny's videogame take on the leather-wearing, bullet-chewing, arm-popping world of Neo, Trinity and Morpheus hits the UK.

The game is a setup to events that happen in the film rather than a straight adaptation, and centres around new characters Ghost and Niobhe. But that's no excuse for limiting input from the film. Dave Perry, the founder of Shiny Entertainment, was upset with Infogrames' take on *The Terminator*, "You don't get to play as Sarah Connor or Arnie – you get to play Kyle Reese, the guy who dies." So when he was asked to convert the second film into a game, he made sure he had access to everything. Fight choreographer Yuen Wo Ping, set shots, er, Keanu Reeves – *everything*.

**DID YOU KNOW?**
*Matrix*, a 1993 TV series about a hitman, Steven Matrix, features an appearance by Carrie-Anne Moss (Trinity).

The Wachowski brothers were also more than happy to help, and even wrote the script for the game – which is currently in a safe, bolted to the floor in Perry's office. *Enter The Matrix* will have a crucial impact on *Reloaded*. Players will understand why certain events occur. "At one point," says Perry, "the game actually screws things up in the movie."

**SKIP INTRO**

***In a hurry? Here's the condensed version...***
Shiny Entertainment's *Enter the Matrix* game is due out next May. It's set to buck the trend of the usual 'bad videogame based on good film licence' disappointment as the script has been written by the Wachowski brothers themselves.

The game itself is an ambitious blend of genres, mixing the kung fu bulletfest everyone expected, with a variety of styles suited to the new film. The exploration, platform and fighting bits, as you'd expect, are heavily characterised by the 'Bullet Time' effect – and thankfully, even after ten hours of twirly-camera

**BULLET TIME BULLETFEST**

**EVEN AFTER HOURS OF TWIRLY-CAMERA LEAD-CHUGGAGE IN *MAX PAYNE*, WE'VE YET TO TIRE OF IT**

lead-chuggage in *Max Payne*, we've yet to tire of it. Just tap the 'focus' button and everything will slooow dooown, allowing your character to dive and fire with increased accuracy, jump between buildings and bust out *SmackDown*-style kung fu combinations with a single button press. 'Focus' is limited via a meter, but players can develop as the game progresses – with full charge, you will be able to run along a wall and then cartwheel off, perforating SWAT teamers with M-16 fire in the process.

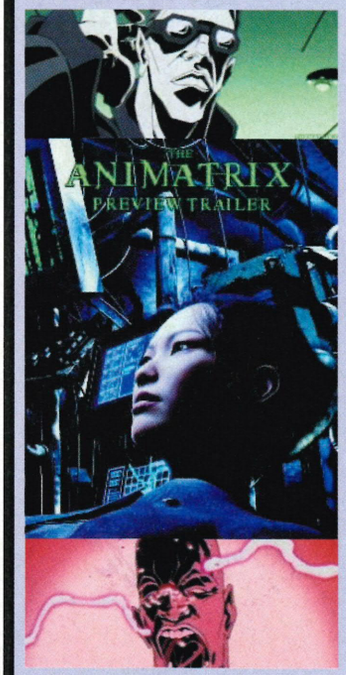
There's more to the game than that, though. The second film aims to do for cars what the first film did for 9mm Berettas, as it incorporates several driving sequences. You try to get to a hardline, the Agents will trash everything in their way to stop you, travelling across cities designed for high-speed pursuit. Another crucial plot element of the film is the machines' discovery of Zion, so there are 'real world' sections in the game where you command Niobhe's hovercraft, manning the guns or piloting it through maintenance tunnels, taking out squids with a cool EMP effect. Finally, there's a hacking section where you'll be able to alter your personality and download skills onto a Memory Card, and even interact with the 'real world' via clues on the official Web site.

So how worried is Shiny about the millions of games that have already cheapened twirly slow-motion and twin-handgun action? Not much, as it turns out. "What you think we're doing, we're not doing" Perry says, cryptically. "And the same goes for the Wachowskis." This is *Enter The Matrix*, the next chapter of a saga that all started with a comic written by the Wachowskis. "This isn't a game about a movie," says Perry. "This is a game about a universe." □ **GW**

## Follow The White Rabbit

***There's more in store for Matrix-heads.***

Can't wait for *The Matrix Reloaded*? Then check out www.whatisthematrix.com, where you can see the Wachowskis' collaborations with comic luminaries like Kaare Andrews and Greg Ruth. Next year also sees the release of the *Animatrix*, a DVD featuring nine short films by leading anime directors, based around the world of *The Matrix*. Dodge this? You haven't got a chance.

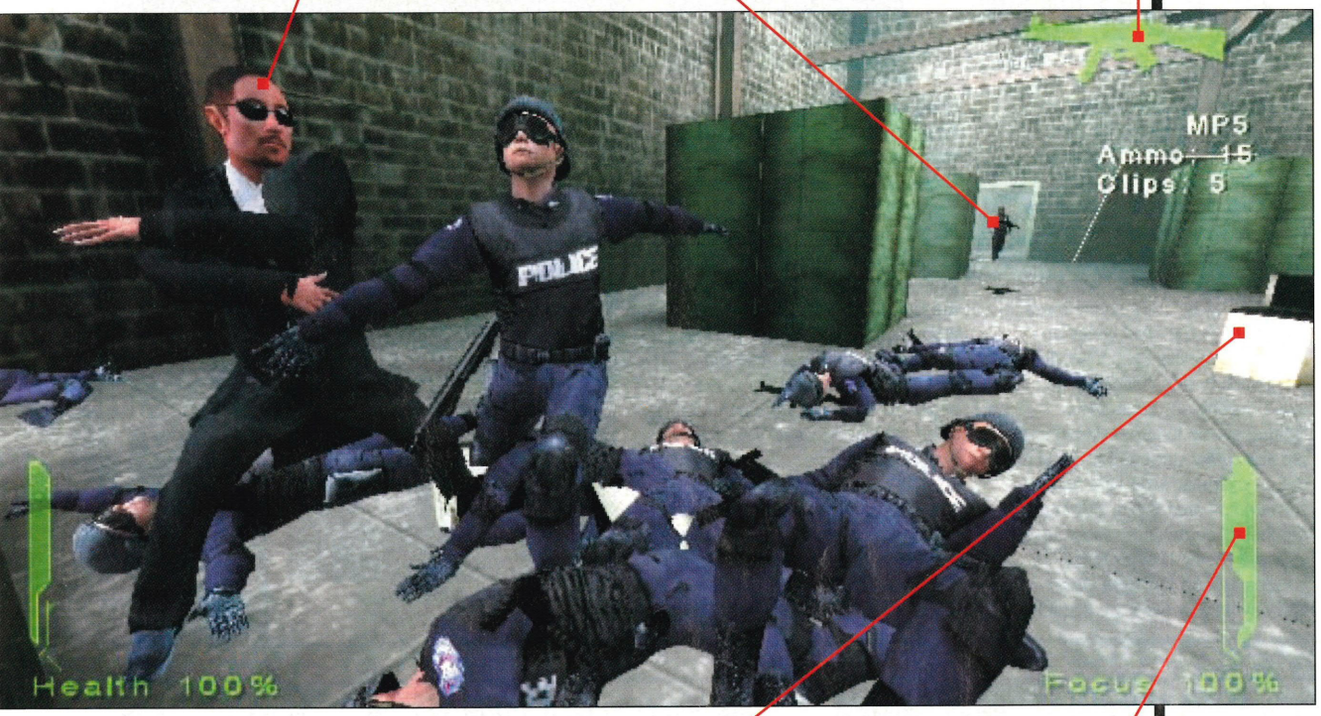


# SPY

**FAST AS LIGHTNING** Ghost is the weapons expert and assasin – as the game progresses, he'll learn new moves including this scarily effective variant on jujitsu. Wait until you see a busted-up guard try to crawl away...

**FAIR COP** Guards have different levels of intelligence – hapless security goons will soil their uniforms and scarper the first time you pull some Focus moves, but special ops boys move in teams, cover each other and call for back-up. Spot an Agent? Just run...

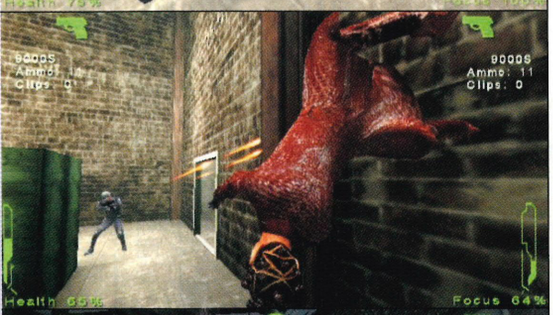
**BULLET TIME** Thanks to the Wachowskis, the *Matrix* includes a few prototype guns that won't be on the market until next year – the weapons suppliers on the film have some interesting contacts.

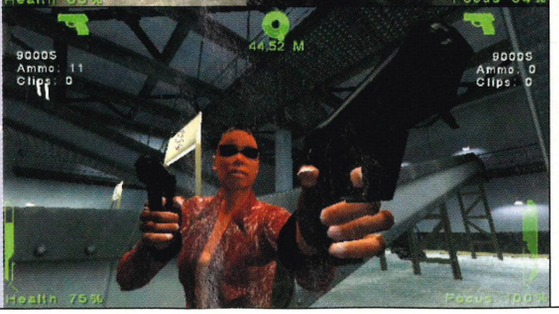



**BOXING CLEVER** Run up to a moderately-sized crate and there's no need to press jump because Ghost will hop over it automatically – and he'll duck under low beams, too. Nice touch.

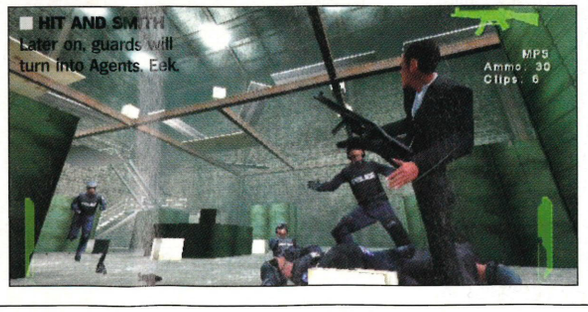
**FOCUS POCUS** Focus diminishes as you move in slow-motion, but allows you to leap huge gaps and dodge bullets in a diving haze of badass panache. It'll also last longer as you gain experience.

**KICKING OFF** Some of your moves will disarm enemies.



**SQUID VICIOUS** Niobhe's ship, the Logos, is Zion's fastest.




**HIT AND SMITH** Later on, guards will turn into Agents. Eek.

GO TO: uk.playstation.com

*Keep checking the site for all the latest Matrix screens and info.*

## CONTENTS

*The biggest news stories in the PlayStation 2 universe.*


*"Go in, blow up some barrels, kill anything vaguely enemy-shaped, get out"*
THE BUTCHER DOES STEALTH, P30

"Name another developer bold enough to name-check Wassily Kandinsky – a Russian abstract artist – as a key influence"
THE BIG 20, P28

"A canine with green tea leaves for ears"
SPY IN JAPAN, P23

"Say hello to Eugene Wheeler, an all-round bad boy scout and Radical Tactical Expert"
RTX RED ROCK , P19

"Everyone knows proper robots only exist in the future."
REALITY VS FANTASY, P19

**"Wobbly sets and ham acting, McCarthyite paranoia and giant rubber lizards"**
WAR OF THE MONSTERS, P24

"It's a first-person shooter that's been described by insiders as 'better than *Halo*'"
LOST BOYS GAME, P15

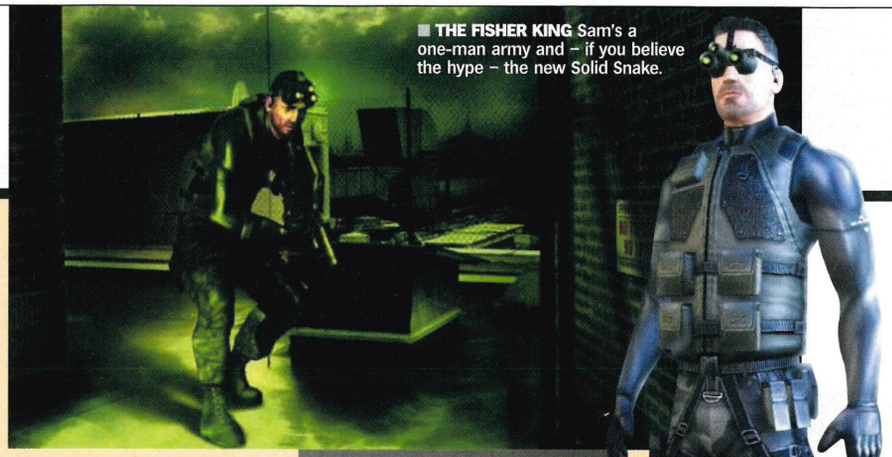
"The people who put this game together should be stoned in the streets"
GTA: VICE CITY HITS HARD, P20

"Does that mean *SmackDown! 5* will feature online wrestling?"
CLOTHESLINE ONLINE, P16

*Plus... Splinter Cell re-confirmed for PS2 on page 14 and build your own working Jurassic Park on page 32.*

**"SAY HELLO TO EUGENE WHEELER, AN ALL-ROUND BAD BOY SCOUT"**

*RTX RED ROCK*, PAGE 19



■ **THE FISHER KING** Sam's a one-man army and – if you believe the hype – the new Solid Snake.

SNEAKY!

# SPLINTER CELL BREAKS COVER

*Sssh! Ubi Soft's critically acclaimed spy-'em-up is sneaking onto PS2.*

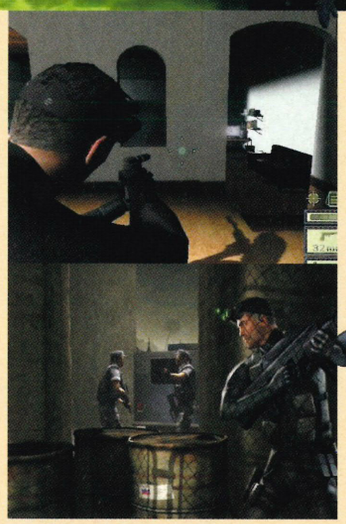
**WHILE MOST OF PEOPLE** are cowering under their beds awaiting imminent nuclear apocalypse, Tom Clancy must be laughing all the way to the bank. Let's face it, there's nothing like a bit of geo-political brinkmanship to boost the book sales. *Splinter Cell* is the latest offering from Clancy's world of international espionage, and as Spy revealed back in *OPS2*#023, it's on its way to PS2. You didn't really think it would stay Xbox exclusive now, did you? Due for release in March, the game stars Sam Fisher – an elite operative working for Third Echelon, a shadowy (aren't they always?) counter-terrorist outfit.

**ON ITS WAY TO PS2**

**YOU DIDN'T REALLY THINK *SPLINTER CELL* WOULD STAY XBOX EXCLUSIVE NOW, DID YOU?**

As you'd expect, the gameplay is heavily weighted towards stealth, and although *Metal Gear Solid* is the most obvious influence, *Splinter Cell*'s use of light and shade owes a big debt to the *Thief* series on PC. In order to survive each level, Fisher must stick to the shadows and avoid making any sound. The lighting effects featured throughout are absolutely state of the art. Shoot out an overhead strip light and the surrounding area is plunged into darkness. You can now sneak up on your prey using Fisher's fancy goggles. Flip on the night vision and any dark corners are instantly lit up using a grainy, green filter. Alternatively, try the Predator-style thermographic imaging, which shows any nearby heat sources.

Gadget junkies will enjoy using the stethoscope camera, which Sam can slide under doors to check for guards. Another superb touch is that the lock picking in the game isn't automated – you actually have to fiddle around until you feel the mechanism click into place. But easily the coolest bit is when Sam hides from enemies by wedging himself into the ceiling of narrow corridors using his legs (think *Leon*). Once the sentry wanders past, you can drop down and snap his neck in two like a dry twig. Remember to hide the body, though. No-one likes a litter bug. ☐ **TC**



■ **SNEAK AND DESTROY** He might be going grey, but he's rock hard.

**GO TO:** uk.playstation.com

■ *We'll have info on what kind of PS2 extras to expect very soon.*

**BLUE LINES**
*Short but sweet PS2 snippets heard by the Ear Of Truth.*

***We've been using Creative's Digital Inspire 5.1 surround sound system to play games this month and it's tops. See www.creative.com.***

***It looks like Namco's long-awaited beat-'em-up Soul Calibur II has a new publisher in EA. We'll try to confirm this next issue.***

# BRAND NEW TURISMO

*The GT4 rumour mill starts to grind.*

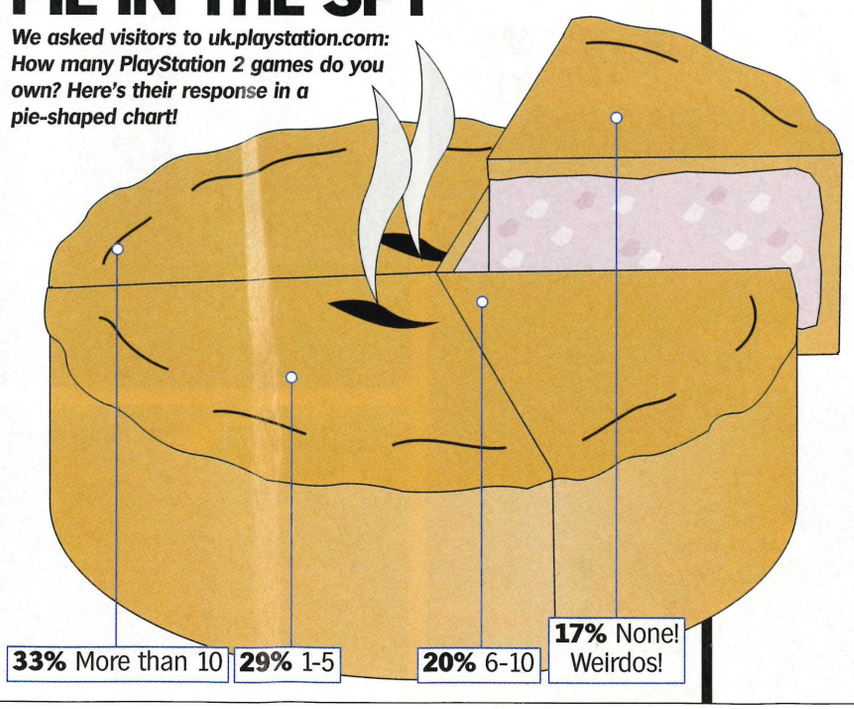
**IT'S BEEN A WHILE** since Spy has mentioned *Gran Turismo 4*. And with good reason – SCEI has offered no official release date or details aside from game Producer Kazunori Yamauchi promising online racing and a demo at E3 2003. But that doesn't stop rumours flying around. Here's the best of the bunch...

- *GT4* will allow players to race against each other over a network – like *Auto Modellista*.
- For the first time in the series, licensed cars will be damageable and this will affect their handling.
- *GT3*'s pioneering rain effects will be taken further – they'll occur in real time and include fog and snow.
- The game is currently at 50% completion and is due for a late 2003 release.
- And finally, our favourite rumour. *GT4* has already been showcased to high level Sony Japan men-in-suits. Which, if you think about it, is entirely likely.

We'll bring you more on *GT4* when we can report back with some solid facts... ☐ **GW**

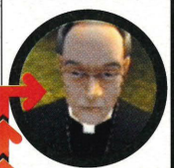
# PIE IN THE SPY

***We asked visitors to uk.playstation.com: How many PlayStation 2 games do you own? Here's their response in a pie-shaped chart!***



**"THE PEOPLE WHO MADE THIS GAME SHOULD BE STONED IN THE STREETS"**

*GTA: VICE CITY* ENRAGES THE MORALISTS, PAGE 20



**FROM ZERO TO HERO**

***This month it's Father Vittorio from* Hitman 2: Silent Assassin *starring in: HEAVEN'S ABOVE, 47!***

As the head of a modest Sicilian monastery, old Father Vittorio is delighted to hear that the Pope is going to visit. That is until he remembers he hired a psychotic assassin as a gardener! What are you going to do? Controlling Vittorio you have to hide all traces of Agent 47's wholesale slaughter. And was that 47 you saw on the roof with a rifle? Christ on a bike, your holiness!

MYSTERY!

# AX APPEAL

*Is Korean developer Axis* really *working on a* Gran Turismo *beater?*

**IT'S A BIT OF A** mystery this one... Normally, being the savage news hounds that we are, Spy gets its stories direct from the developer's mouth. Just recently though, we discovered information about a game from the most unlikely of sources – a gaming Web site forum. *AX-Impact*, allegedly in development by Korean developer Axis Entertainment for SCEI, was brought to our attention by the words of InterCooler on the GranTurismo.com forum.

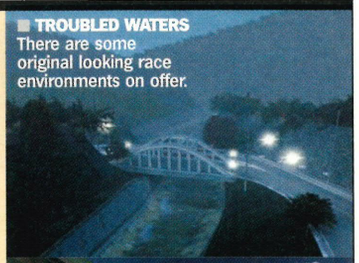
Mr Cooler describes *AX-Impact* as a *Gran Turismo*-style racing game that's been in development since the "beginning of PlayStation 2," with "a level of detail never equalled on the console". He draws attention to the lighting effects on the cars, their accurately modelled interiors and the fact that *AX-Impact* will feature real-time weather effects and realistic car damage models. Both of these features have been rumoured for inclusion in *Gran Turismo 4* too. (see page 14 for further details).

To add even further mystique, the author of the forum post points us to the strange blurred-out portion of the screenshots. "This is an important/special feature of the game that cannot be released yet," he says cryptically. "It's never before been seen in a racing game!" So It's not just a cheekily obscured watermark, then?

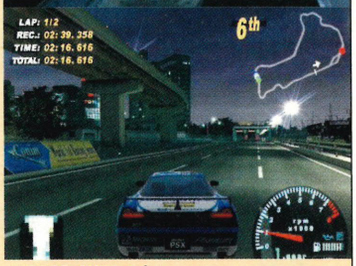
No official word has come from Sony in Japan or Europe confirming the existence of this game. It does seem odd that SCE would support a title that appears to be in direct competition with its own *Gran Turismo* series. Take a look at the leaked screenshots, decide for yourself and we'll carry on digging – it would certainly be one hell of an elaborate hoax... ☐ **GW**

AN ELABORATE HOAX?

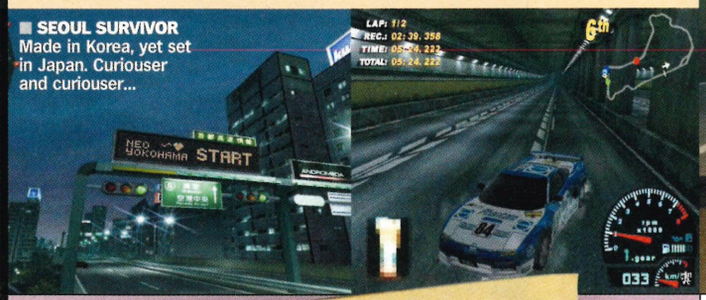
**NO OFFICIAL WORD HAS COME FROM SCEE CONFIRMING THE EXISTENCE OF THIS GAME**



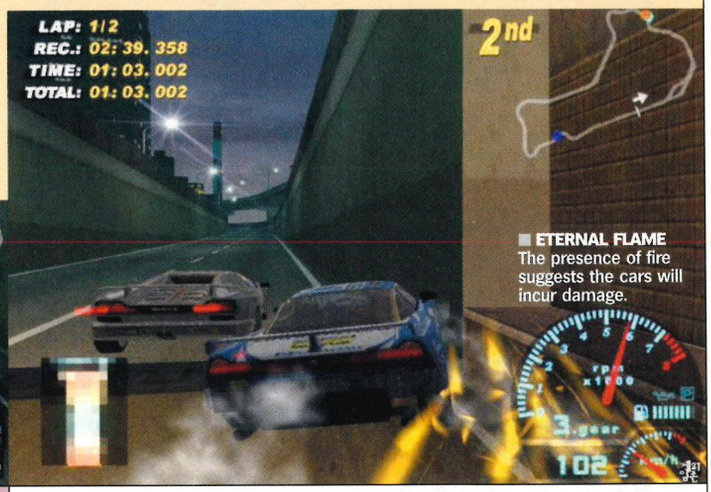
**TROUBLED WATERS** There are some original looking race environments on offer.



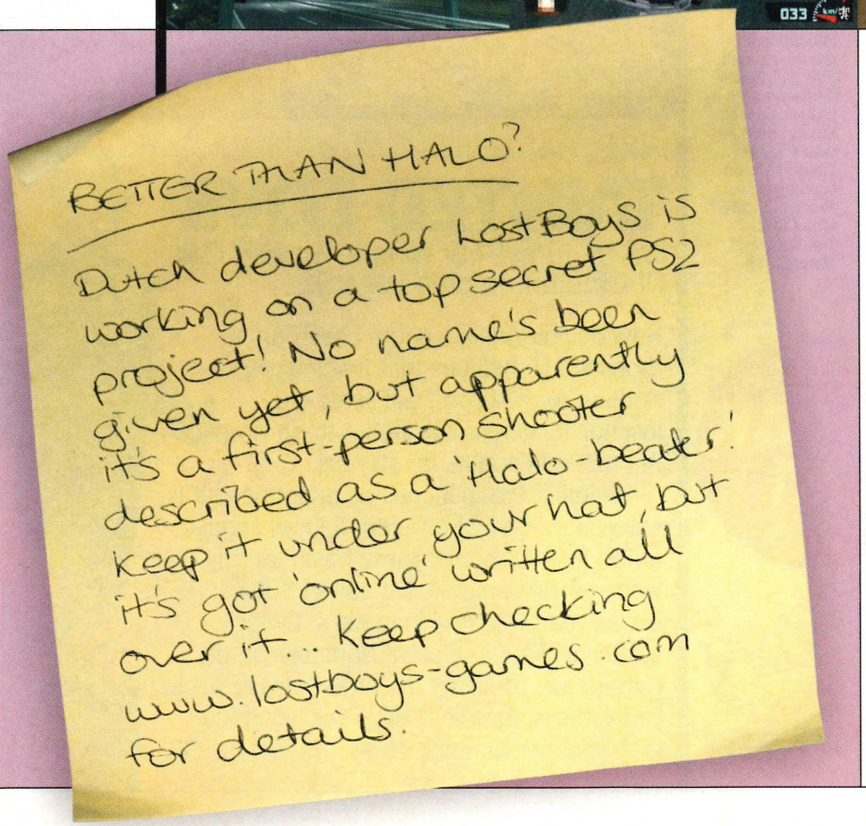

**ROAD SKILL** Axis's mystery game certainly uses hi-res textures.

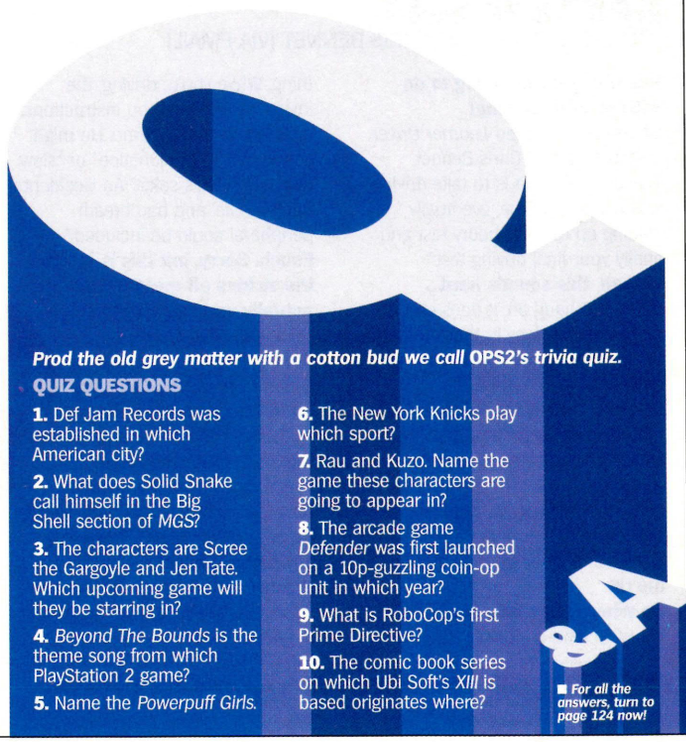



**SEOUL SURVIVOR** Made in Korea, yet set in Japan. Curiouser and curiouser...




**ETERNAL FLAME** The presence of fire suggests the cars will incur damage.



***Prod the old grey matter with a cotton bud we call* OPS2's trivia quiz.**

**QUIZ QUESTIONS**

**1.** Def Jam Records was established in which American city?

**2.** What does Solid Snake call himself in the Big Shell section of *MGS*?

**3.** The characters are Scree the Gargoyle and Jen Tate. Which upcoming game will they be starring in?

**4.** *Beyond The Bounds* is the theme song from which PlayStation 2 game?

**5.** Name the *Powerpuff Girls*.

**6.** The New York Knicks play which sport?

**7.** Rau and Kuzo. Name the game these characters are going to appear in?

**8.** The arcade game *Defender* was first launched on a 10p-guzzling coin-op unit in which year?

**9.** What is RoboCop's first Prime Directive?

**10.** The comic book series on which Ubi Soft's *XIII* is based originates where?

■ *For all the answers, turn to page 124 now!*

# designer genes

*Games designed by you. This month: Learn to drive!*

## LEARNER DRIVER

PITCHED BY: **PAUL AND CHRIS BENNET (VIA EMAIL)**

**Has this got something to do with sensible driving?**
Of course. It's called *Learner Driver* isn't it? Paul and Chris Bennet explain: "Your aim is to take driving lessons in real-time, eventually leading up to your theory test and finally your final driving test."
**Wooah, this sounds hard...**
Quite. But hang on, it does have a bit of *The Getaway* in there, too.
**What, you mean you get to run people over for points?**
Nooooo... the game features photo-realistic areas captured from the streets of Liverpool, Manchester and London. It'll also be online compatible giving you the opportunity to download more streets and cities from all around the UK.
**So where's the fun, *game* part?**
We were kind of thinking the same thing. While you're driving, the instructor will give you instructions, a bit like in a rally game. He might shout, "left at the junction" or "slow down, for God's sake!" An 'accidental thigh-stroke' and bad breath peripheral could be included."
**Eeuch. Sorry, but this is boring the strides off me! Do you actually win anything?**
Once you have done your driving lessons and passed your theory test you then go on to take your driving test. If you pass you are rewarded with your driving licence, which Paul and Chris handily point out "isn't the real one." Cheers.
**Does *Learner Driver* have any good ideas at all?**
Unfortunately, *Learner Driver*'s strongest feature is its amazing lack of game. ☐ **GW**

**MAKE IT OR BREAK IT?**

COMMENTS

**Educational games are dull, dull, dull. Fine if it was on a PC in a driving school, but at home on your PS2? For £39.99? Would you buy it over *Pro Evo 2*, *GTA: Vice City* or *The Getaway*? Thought not.**

**BREAK IT!**

**WRITE TO...** Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email **PS2@futurenet.co.uk** [remember to put 'Designer Genes' as the subject]. Send us a description of your idea and try to accompany it with a few sketches to bring your words to life.

## CLOTHESLINE ONLINE

*Is Yuke's planning to take its next* SmackDown *game online?*

**WITH *WWE SMACKDOWN!*** *Shut Your Mouth* only recently going on sale in the UK, it's probably far too early to be talking about the next instalment of the smash wrestling game. However, the Japanese business press (in particular, the *Nikkei Industrial Daily*) has recently reported that *SmackDown* developer Yuke's has licensed a set of 'online tools' for PS2 network game development that can reduce development time on online projects by as much as two-thirds. Are you getting the hints yet?

Interesting, as up until now Yuke's has not made a foray into online gaming, suggesting that its future projects will make use of the technology – could that be *SmackDown! 5* by any chance? Does that mean online tag team wrestling? The ability to download your mates' custom wrestlers? Regularly updated wrestler stats?

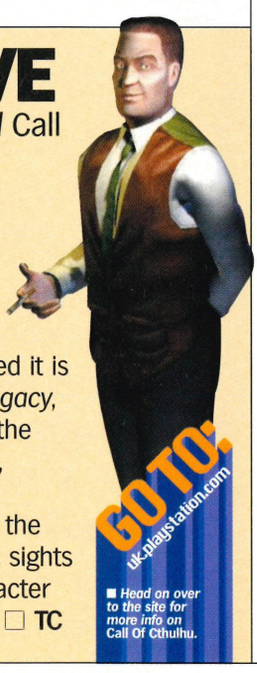
None of this has been even remotely confirmed by the game's publisher, THQ. It would certainly be the obvious step for the *SmackDown* series, which is in danger of running its course if it isn't given a major revamp in future editions. We'll let you know as soon as THQ and Yuke's are ready to talk. ☐ **GW**

## TAINTED LOVE

*We try to get our tongue around* Call Of Cthulhu: Tainted Legacy.

How do you make a game based on monsters so hideous that just looking at them for a second will send you insane? Try getting Rik Waller to do the motion capture, for starters.

Headfirst Productions has announced it is working on *Call Of Cthulhu: Tainted Legacy*, a new survival horror game based on the works of HP Lovecraft. It's due in 2004, exclusive to PS2 and features a sanity system similar to *Eternal Darkness* on the GameCube, meaning the more horrific sights you witness, the more likely your character is to lose her marbles. Grisly, or what? ☐ **TC**




■ *Head on over to the site for more info on* Call Of Cthulhu.

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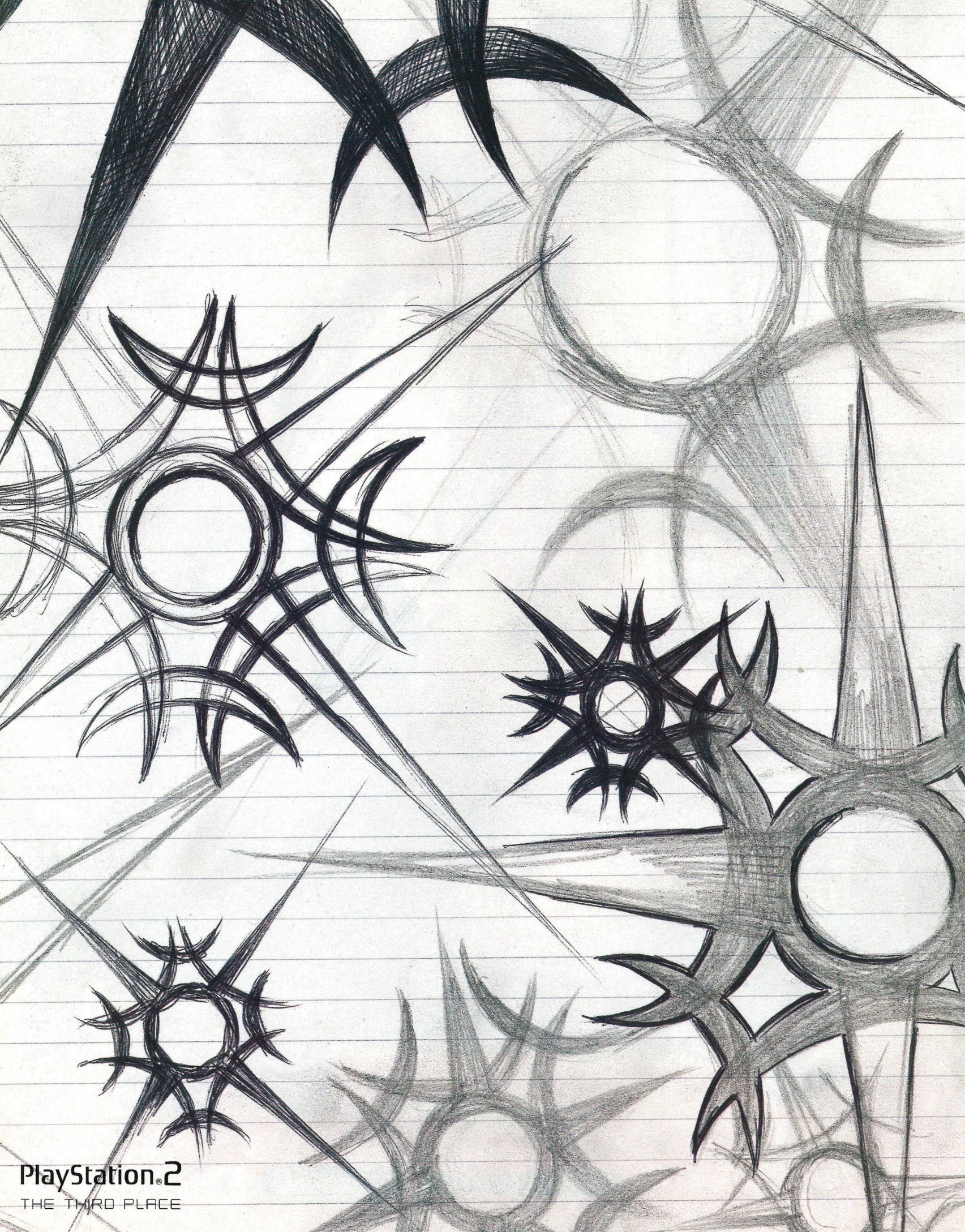
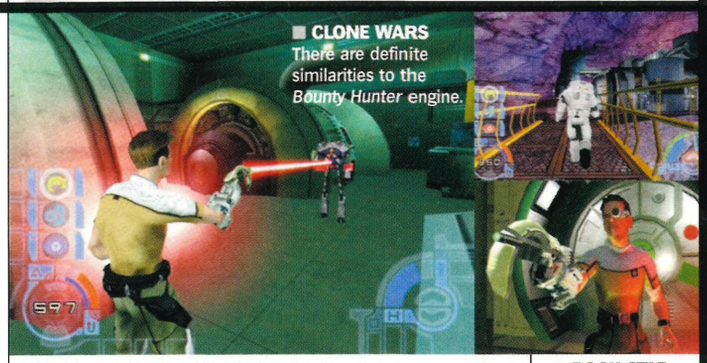


PlayStation®2
THE THIRD PLACE

## FACT!

The week *GTA: Vice City* went on sale, 80,000 PS2's were sold: 50,000 more than average.



**CLONE WARS**
There are definite similarities to the *Bounty Hunter* engine.

# MARTIAN CHRONICLES

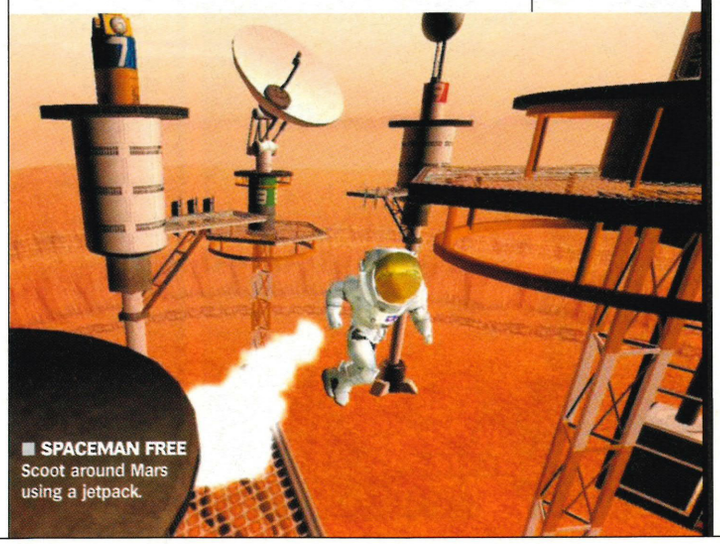
Star Wars *gets sidelined for* RTX Red Rock.

**ROCK STAR**
Eugene genie, let yourself go!

**LUCASARTS, UNDERSTANDABLY** tired of rendering light sabers and bad hairstyles, has pulled away from the galaxy far, far away for this latest sci-fi action/adventure. Set 100 years from now, the plot revolves around an alien invasion of Earth's colony on Mars.

Instead of just nuking the site from orbit, Terran authorities opt instead for a more personal, face-to-fist reclamation scheme. Say 'hello' to Eugene Wheeler, an all-round bad boy scout and (R)adical (T)actics e(X)pert. Despite resembling someone as inoffensive as an inner city cycle courier, the central character is, in fact, a marvel of hi-tech bioengineering.

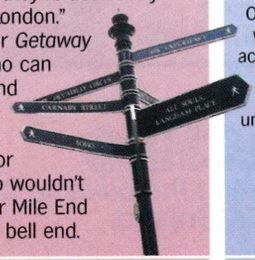
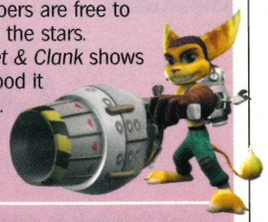
Having lost both an eye and a forearm in a previous mission, Wheeler can call on an array of cybernetic upgrades in his pursuit of the light-emitting enemy. With four different visual enhancements available (Naviscan, Thermoscan, Electroscan and Bioscan) plus a mini arsenal of weapons for his stump, this lad needs back-up like a motorbike needs an ashtray. And his technical savvy doesn't let up there. Accompanying him on his adventures is his Independent Removable Information System – aka IRIS. Using this AI interface, Wheeler can hack into the colony's systems and take control of various 'bots in order to solve puzzles or explore hazardous environments. Bolt-on a mini-game that has you registering colonial survivors in an *MGS2* kinda way and the ability to set traps using Tofu bars, and you can see why we're reckoning this'll do the numbers even without the cinematic leverage. ☐ **JB**



**SPACEMAN FREE**
Scoot around Mars using a jetpack.

# to the death

*A bloody battle to prove which is better.*

| ACCURATE REALITY | | FANTASY FUTURE |
|---|---|---|
| | VS | |
| See the grass move, feel the wind in your hair… and then lose it when a physics-perfect car encounters a pebble in *Stuntman*. Impressive, but ultimately frustrating. | **ATMOSPHERE** Third place anyone? C'mon, we play games so we can do stuff you *can't* do in real life. **0 - 1** | Travel at 50 billion mph in *WipEout* or grenade a truckload of cyborgs into the next century in *Red Faction II*. |
| Nothing quite compares to the feeling of *actually* gunning down terrorists with an MP5 in *Ghost Recon* or wandering through a London art gallery with Glocks in *The Getaway*. | **WEAPONS** A difficult choice, but an M16 will always win over a Suck Cannon. **1 - 1** | Carry an impossibly big rocket launcher or dissolve aliens with a contraption that spews green stuff. The future leaves us free to blow the scales off weird-looking things. |
| "Look Ma, they've accurately mapped London." Brilliant for *Getaway* buyers who can actually find their own house. Rubbish for those who wouldn't know their Mile End from their bell end.  | **LOCATIONS** Obvious this. Who wants to see an accurately rendered Hackney when you can visit an unchartered star at the touch of a button? **1 - 2** | Unfettered by the need to recreate a door knob for the anally retentive, future-minded developers are free to take to the stars. *Ratchet & Clank* shows how good it can be.  |
| Real-world action leaves itself open to criticisms from every politically correct pressure group out there. | **VIOLENCE ISSUES** If you don't want people to think you're a psycho, kill aliens instead. **1 - 3** | The future is blissfully free from criticism like this. Gut an alien and skid about in its entrails for as long as you like. |
| The sad fact is that unless you start counting *RC Copter Challenge* there are no games that cater for robots in our dull backwards reality. | **ROBOTS** Everybody knows proper robots only live in the future. Except maybe K-9 and Johnny Five. **1 - 4** | The future is the age of robots and where better to knock seven shades out of another Empire State-sized tool of war than in *Gundam* or *Zone Of The Enders*? |

**THE WINNER: FANTASY FUTURE**
**No-one can deny that it's fantastic to do everything you'd ever dreamed of in the real world. But the future gives you uncharted worlds to explore and the chance to destroy thousands of new species!**

**207**
OPS2 4EDL

The number of PS2 games **released in 2002**... not a bad year then, eh?

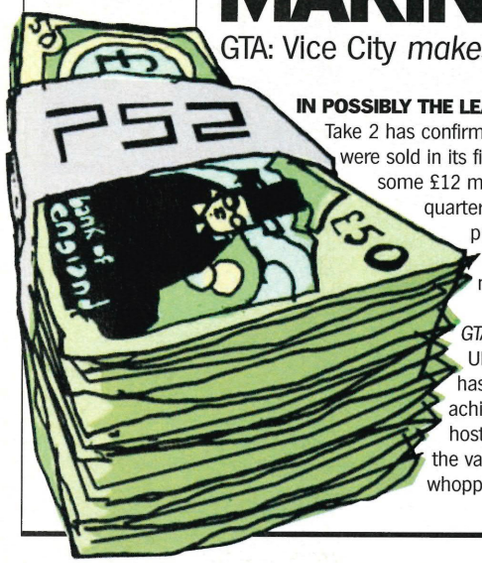
**"USE A BUS AS A MAKESHIFT COSH OR A RADIO AERIAL AS A HARPOON"**
*WAR OF THE MONSTERS*, PAGE 24

**DIRTY MONEY**
It was like stealing sweeties from a baby. Or something...

MINTED!

# MAKING A KILLING

## GTA: Vice City *makes £12 million in its first week on sale.*




**IN POSSIBLY THE LEAST** surprising news it's ever been our pleasure to write, Take 2 has confirmed that over 450,000 copies of *Grand Theft Auto: Vice City* were sold in its first week of release in the UK equating in money terms to some £12 million. Ker-ching! Rockstar's instant classic notched up a quarter of a million sales in just two days – instantly smashing the previous record set by *MGS2*, which shifted 120,000 copies in its first week on sale. To put it another way, *Vice City* sales made up half of all PS2 game retail sales in its first week.

Meanwhile, industry trade body ELSPA has announced that *GTAIII* is the first ever game to sell over a million copies in the UK. It's such an impressive performance that the organisation has had to invent a brand new diamond award to recognise this achievement. With the Christmas season well underway, and a host of new releases slugging it out for your hard-earned cash, the value of the leisure software market is likely to reach a whopping £1.147 billion. So, about that pay rise... ☐ **GW**

## CRIME NEWS

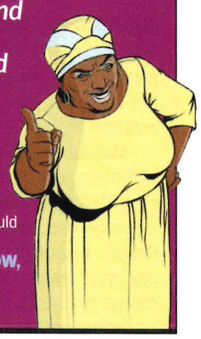
*GTA: Vice City has had its fair share of mass-media coverage. Some positive, some negative. Some, downright absurd...*

***"When Vice City is released on 29 Oct it will freak out millions of parents and sell millions of copies, but it will also force us to realise that videogames aren't toys any more; they're sophisticated, thought-provoking entertainment for grown-ups. At their best they're art."***
**TIME MAGAZINE, LEV GROSSMAN**

"Only the criminally disturbed could mistake the escapism of *Vice City* for an incitement to commit mayhem in the real world."
**THE GUARDIAN, STEPHEN POOLE**

**"It's as close as you can get to killing someone without being arrested or really killing someone."**
**ABC NEWS.COM, A 13-YEAR-OLD GAMER, NEW YORK**

***"It's full of wonderful graphics and wonderful technology but there isn't enough attention being paid to the content. There is killing and prostitution."***
**ABC NEWS' *GOOD MORNING AMERICA*, DAVID WALSH**



"I'm for freedom of speech but... *Grand Theft Auto* is heinous. The people who put this game together should be stoned in the streets."
**ESPN'S *PARDON THE INTERRUPTION* TV SHOW, MIKE WILBON**

## BLUE LINES

*Short but sweet PS2 snippets heard by the Ear Of Truth.*

***xXx star Vin Diesel has formed a games company called Tigon. His first game is a gritty retro cop adventure game in the vein of GTA.***

***The PS2 release of* Return To Castle Wolfenstein *has a new cryptic subtitle – Operation Resurrection. New screens and info next month.***

# CEL BOX ACHES

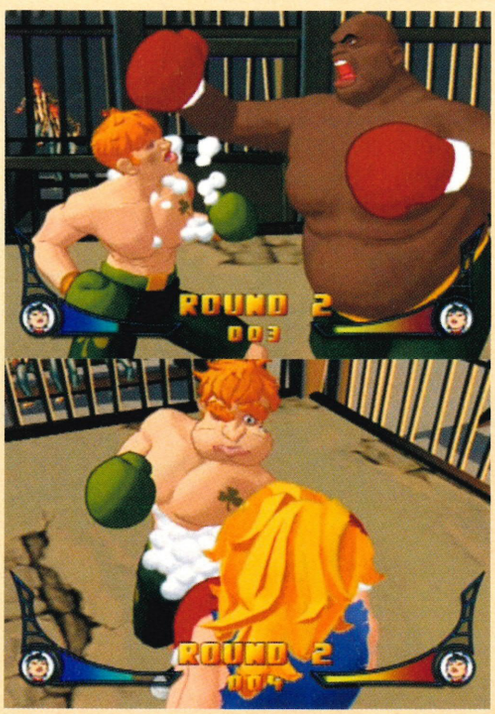
## *Digital Fiction gives boxing the painting by numbers look in* Black & Bruised.

**SHADY CHARACTERS**
It's okay – it's only a cartoon.

**THERE AREN'T MANY GENRES** that haven't been given the stylised colouring-book look. However, if you discount the old cartoony meanderings of *Ready 2 Rumble: Round 2*, it's possible that Digital Fiction's *Black & Bruised* is the first truly cel-shaded boxing game.

Forget the tactical slugging you might have become accustomed to in *Knockout Kings* or *Rocky*. *Black & Bruised* is about flurries of combination moves and power-ups – one of which involves green slime erupting from your head (no, we can't explain).

To suit the outrageous special moves there's a collection of larger-than-life male and female boxers – fat oafs, glamorous ladies, moustachioed cads and spindly chancers with names like King Hippo, Macho Man and Glass Joe. Play through the game in the 'boxer's life' option and these characters' day-to-day existence is presented to you in FMV stories that have an effect on your next fight. In one sequence, aerobics instructor Janet wounds one of her hands with a pair of scissors, making it more painful to punch with her injured left hand. *Black & Bruised*'s success will ultimately depend on the quality of boxing on offer rather than its gags. But we've already been seduced by its distinctive visual appeal. ☐ **GW**



## WIZARD WATCH

***Total role-playing game heaven!***

Good news for Japanese RPG fans... SCEI's Wild West-themed cel-shaded RPG **Wild Arms 3** has been picked up for UK release by the gang at Ubi Soft. Meanwhile, back in Japan, Square has revealed that there are now 180,000 happily registered members of **Final Fantasy XI.**

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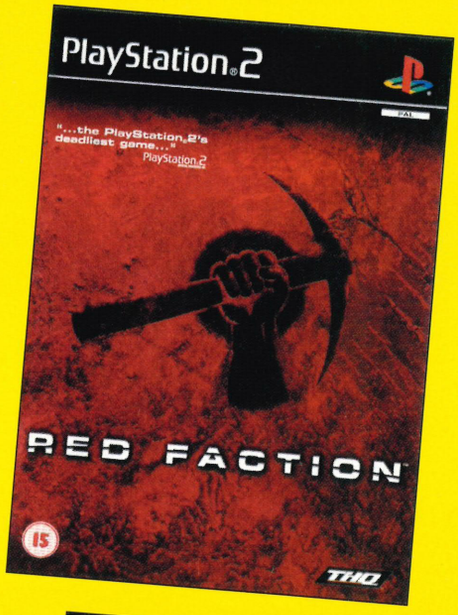


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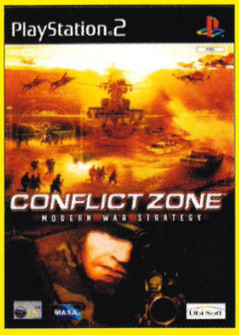


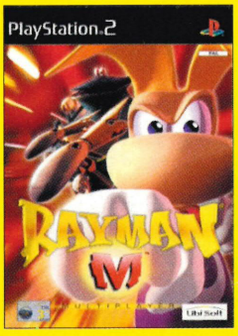


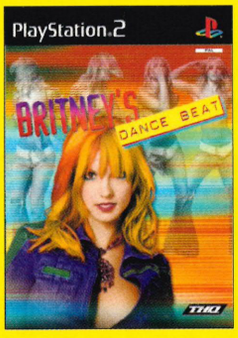


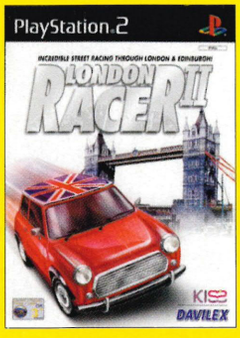


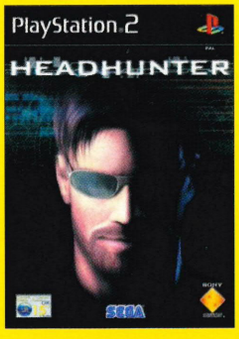


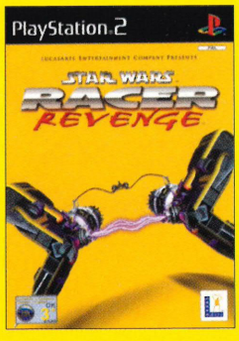


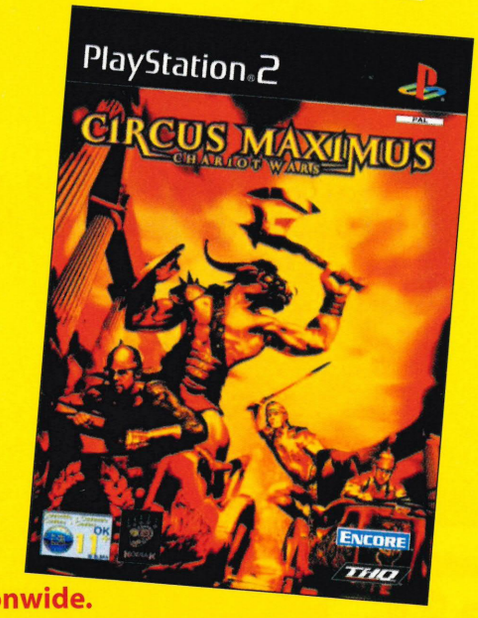


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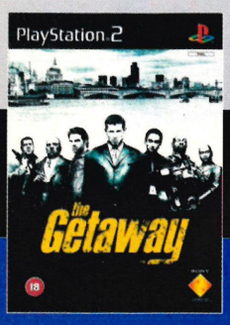
# Getting away in London!




This is the Getaway. Over 28 square miles of London's streets, motors, drug dens, strip clubs, criminals and guns, captured in perfect detail. Ready to see the sights?

www.thegetaway.co.uk
uk.playstation.com

18

PlayStation 2

THE PARANOIA PLACE THE SADISTIC PLACE THE HOSTILE PLACE THE THIRD PLACE

# in japan

EDITED BY **AMOS WONG**

**THE DEVIL INSIDE** Is Tsuyoshi Tanaka happy for his game or because the English footy fans have left Japan?

**THE POWER** Imposing architecture houses overpowering foes.

**TAKE THAT** Expect some pretty powerful boss battles.

## JAPANESE TOP 10

1 TAIKO MASTER (Namco)
2 BREATH OF FIRE V DRAGON QUARTER (Capcom)
3 DRAGON QUEST CHARACTERS: TORUNEKO NO DAI BOUKEN 3 (Enix)
4 POP 'N MUSIC 7 (Konami)
5 HARRY POTTER AND THE CHAMBER OF SECRETS (EA/Square)
6 MEDAL OF HONOR (EA/Square)
7 SHIN CONTRA (Konami)
8 ZEROYON CHAMP SERIES DRIFT CHAMP (Hudson)
9 SIMPLE SERIES 2000 ULTIMATE VOL.5 LOVE MAH-JONG (D3)
10 ULTRAMAN FIGHTING EVOLUTION 2 (Banpresto)

*SOURCE: DENGEKI/18-24 NOV*

**RAW TALENT** Apparently Amos looks like a talento... No, we don't know what that means either.

## 30 days in tokyo

**DAY 1 NOV 3** **I'M AT THE** fun park near Tokyo Dome and see punters dressed as characters from *FFX*, *Beatmania*, *MGS2* – even *Gundam*. It's Cosplay Festa, a dance party where you have to come as your fave anime, manga or game character. A couple dressed as Austin Powers and Foxxy Cleopatra say I'm the splitting image of a Japanese TV 'talento', so I suppose I'm actually cosplaying without lifting a finger. Which is nice.

**DAY 4** **INVITED TO MORE** screenings of the *Ghost In The Shell: Stand Alone Complex* TV series at Sony Picture Entertainment. An English release announcement is imminent. Stay tuned...

**DAY 8** **GO TO A HOT** spring (near Mount Fuji) for the first time with some friends. The view's great from the outdoor spring – I can see the mountain's snow-capped peak. The sauna is even hotter – too hot, actually – so I leave in case I pass out. Amble over to the massage chair area. Feels like I'm moving in slow motion. Have a lie down before lunch and head back to the spring afterwards. Bliss.

**DAY 13** **IF NOT FOR A** friend's invitation I would have missed the *Licensing Asia 2002* expo. Check out some typically weird-looking characters. Rub shoulders with the actual Godzilla suit used in the forthcoming movie.

**DAY 16** **GET PRESENTS FROM** Australia: *Battle Royale* and *Ichi The Killer* DVDs. Thank you!

Amos

AMOS WONG

# A TALE OF TWO CITIES

*Spy grabs the latest on Dante's return.*

**AS *DEVIL MAY CRY 2'S*** development draws to a close, *OPS2* catches up with Producer, Tsuyoshi Tanaka, for more details. "The first game was very gothic in style, but we're not focusing on that aspect so much," he says. Nor will it feature any overtly grotesque environments like its predecessor. "If you're equating grotesque with fear, then that's really more *Resident Evil*. I want to differentiate *Devil May Cry 2* from survival horror."

As first reported in *OPS2#22*, Dante will battle demons through a city that's divided into a European town-like lower half and a modern, skyscraper-ridden upper half. "It's actually an island where criminals were sent a very long time ago, so there are many different religions and cultures," explains Tanaka. Besides having an environment with great height differences to expand gameplay, the introduction of the upper city is directly related to the plot. After a lucrative discovery on the island, big corporations came and established their presence, hence the vast architectural contrast.

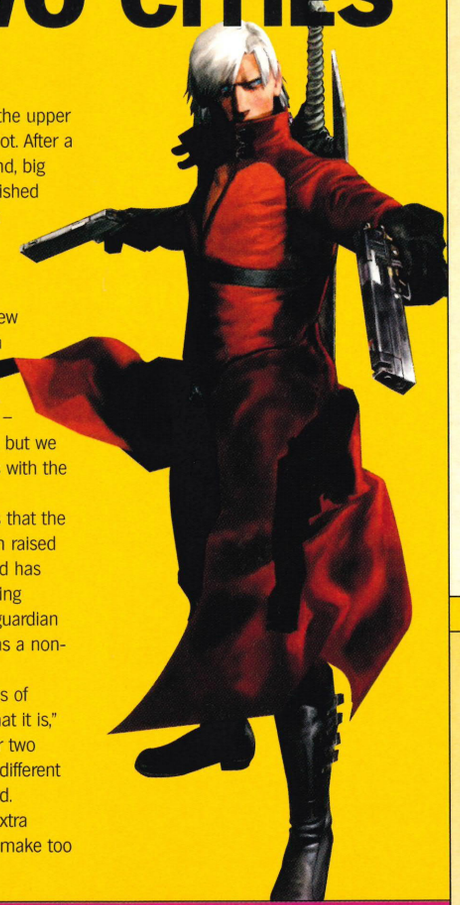
He adds that creating the exterior environments posed challenges, despite allowing new combat possibilities. "There's a risk that it may become difficult for players to locate where the enemies are – the playfield becomes too big, but we wanted to challenge ourselves with the exterior levels."

Tanaka cryptically explains that the new character, Lucia, has been raised by a guardian of the island and has been given the task of protecting something. He hints that the guardian will also appear in the game as a non-playable character.

We press Tanaka for details of Dante's vehicle. "I can't say what it is," he replies, "but it's planned for two missions. It turned out a little different to what I originally had in mind. Consider it as an interesting extra feature and not something to make too big a deal out of." ☐ **AW**

**TSUYOSHI TANAKA, PRODUCER**

**"GROTESQUE FEAR IS MORE *RESIDENT EVIL*. I WANT TO DIFFERENTIATE *DMC2* FROM SURVIVAL HORROR"**



## AMOS'S HAIKU REVIEWS

***New Japanese releases become poignant 17-syllable poetic nuggets.***

**POP 'N' MUSIC 7**
Bash those buttons, bash!
It's rhythm action, cute, too.
Disco is aliiive!

**SHIN BATTLE HOUSHIN**
Cute characters fight!
War! Magic attacks. Who cares?
We'll never see it...

**SIMPLE SERIES 2000 VOL 5 LOVE MAH-JONG**
Board game or bored game?
Mahjong. But wait! What is this?
Stripping ladies! Whoo!

**DOG GONE** The latest Japanese Christmas craze.

# MOVE OVER AFRO KEN!

*Ocha Ken is the new dog on the block.*

**JAPAN'S MASSIVE DOG** character boom continues with Ocha Ken, a canine with green tea leaves for ears. Created with a concept of healing, the character debuted as a toy that wags its tongue and emits a green tea scent. The range now includes herb tea, coffee and oolong tea varieties, along with more merchandising goods than you can wag a tail at.

**"HIDING IN A LOCKER WITH A THRUMMING DUAL SHOCK 2 CAN BE THRILLING"**

THE BUTCHER DOES STEALTH, PG 30

**BUST A NUT** Picking up a coach and giving someone a twatting is permitted.

**LITTLE PREYER** Mantis gets a right good stoving.

# DESTROY ALL MONSTERS!

*It came from the deep! No-one will escape* War Of The Monsters!

**THERE WAS ONCE A TIME** when monster movies with titles like *Tarantula* and *Creature From The Black Lagoon* were the hottest ticket at the local multiplex. During the Fifties and Sixties cinema-goers flocked to see innocent maidens throttled by giant apes or cities flattened by huge spiders, marvelling at the 'amazing special effects' – usually a man in a modified wetsuit or a slug magnified to 15,000 times its normal size and then crudely superimposed over the picture.

*War Of The Monsters* from Incog Entertainment is a direct homage to these monster films; to their wobbly sets and ham acting, McCarthyite paranoia and giant rubber lizards. Starring Ultra V (a Japanese robot), Conger (a King Kong throwback), Preytor (a giant radioactive preying mantis) and a bevy of other unwholesome creatures, *War Of The Monsters* is a no-holds-barred free-for-all beat-'em-up. Taking control of a beast, players slug it out in various destructible fighting arenas using whatever objects they find to beat their opponents into the ground. Utilising a bus as a makeshift cosh or a radio aerial as a harpoon are just two of the advantages of being a 300-foot-tall monster in a fight.

*WOTM* is released in the US in January 2003, but we'll have to wait a little longer – let's say, March? Until then dig out an old copy of *The Earth Dies Screaming*. They don't make them like they used to. ☐ **GW**

**MONSTER CLASH** "Easy big man! You'll *really* hurt him!"

**GO TO:** uk.playstation.com

Keep checking the Web site for the latest WOTM shots.

# HEDGING OUR BETS

*Sonic The Hedgehog on PS2 becomes more of a reality.*

**SEGA SAY GO** Art released this year illustrates Sega's desire to take Sonic multi-platform.

**AS EARLY AS *OPS2*#07** we've been suggesting that the blue spikey insectivore might make an appearance on PS2. And, at a recent press conference, Sega's COO Tetsu Kayama all but confirmed the story by mentioning that many of the publisher's major titles would be going multi-platform in the future in order to maximize their sales.

As well as the infamous blue hedgehog, Sega is also planning to port some of its Xbox exclusives to other platforms. Possible contenders include *Jet Set Radio Future*, *Sega GT 2002* and *Gun Valkyrie*. GameCube titles *Super Monkey Ball* and *Beach Spikers* are other potentials.

The move comes after disappointing sales of Sega's sports titles, which have incurred estimated losses of ¥6.1 billion this term. However, the sports division will continue to produce titles. More details on Sega titles coming to PS2 as they're announced... ☐ **GW**

*What everyone is talking about this month...*

# THE BIG ISSUE

## DOES SHOCK ADVERTISING SELL GAMES?

**EVER SINCE THE MARKETING** bods at Acclaim hit upon the bright idea of promoting *Shadowman 2* by sponsoring funerals, it's been almost impossible to miss any of the company's latest releases. While they were kitting out Page 3 stunnas in *Turok* gear here in the UK, in America Acclaim was offering to pay parents to name their offspring 'Turok'. Later it came up with the masterstroke of offering to pay speeding fines in the UK to promote *Burnout 2*.

But the videogame industry has a long tradition of attempting to use shock marketing tactics to shift games, and Acclaim is certainly not the only culprit. Look at Eidos's *Hitman 2* advertising (the blood splattered picture frame) for example, or Empire's recent advertising push for *Big Mutha Truckers*, a viral campaign featuring well-known serial killers and the tag line, 'Keep On Trucking'. The thinking behind this strategy is that with a carefully targeted shock campaign you can make your game a media talking point.

"As long as the mainstream media take the moral high ground then *Burnout 2*, *Shadowman 2* and many others will continue to get great press," says Jonathan Taylor-Horne of Subliminal, the design agency behind Empire's campaigns. Empire's Chris East agrees: "Most mass publicity is good news. The *Big Mutha Truckers* TV ad was banned by the BACC [Broadcast Advertising Clearing Centre] and it got huge coverage for no cost. That has to be good."

CHRIS EAST, EMPIRE INTERACTIVE

**"THE *BIG MUTHA TRUCKERS* TV AD WAS BANNED. IT GOT HUGE PRESS FOR NO COST"**

Shock tactics such as these don't always work, though. Acclaim's *Turok: Evolution* sold poorly despite an offer of $10,000 towards the college tuition of the first baby to be born on September 1 called 'Turok'. And is all publicity good publicity? Several US retailers recently decided not to stock *BMX XXX*. Is there a danger that ill-considered marketing campaigns are actually setting the cause of videogames back, thus putting the mainstream consumer off?

In the defence of shock tactics, Taylor-Horne argues, "We're stuck with mass-market media outlets, so publishers have to be smarter at converting mainstream consumers into videogame players." Surely, the answer is a more holistic approach? One in which the quality of the marketing is matched by the quality of the game being marketed. But hey, we're all talking about it, right? ☐ **DM**

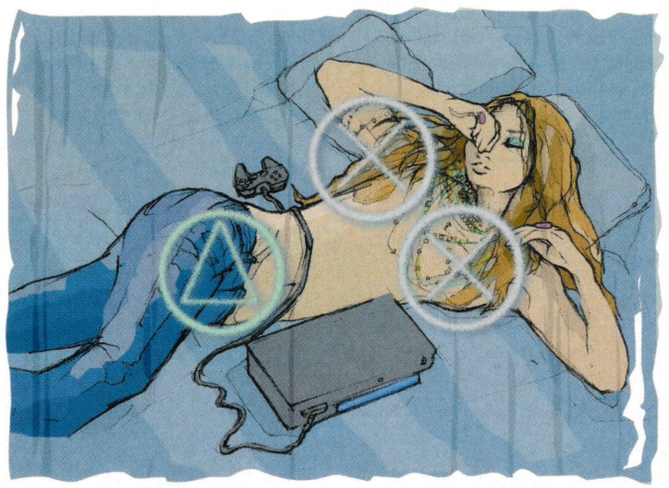


ILLUSTRATION: PAUL TYSALL

## FINALLY, A CORDLESS CONTROLLER WORTHY OF YOUR ATTENTION.

Every gamer has yearned for the freedom of a cordless controller. But there's never been one worthy of commitment...until now. The Logitech® Cordless Controller for PlayStation® or PlayStation®2 works flawlessly from up to 20 feet away, pointing in any direction. It's the only cordless controller licensed by Sony Computer Entertainment Europe. And it's the one controller you'll find impossible to put down.

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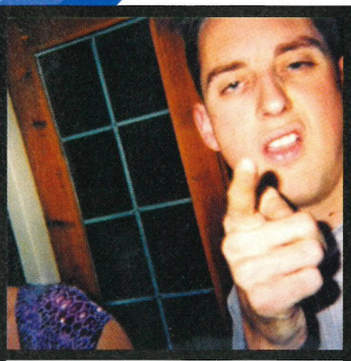


One of the most intriguing aspects of online gaming is the chance it will spawn new genres. It happened after PSone popularised 3D gaming, and we're hoping this new, networked horizon will fire the imaginations of developers everywhere.

So far, the list of confirmed titles is a predictable mix of sports and shooters, but people will eventually demand a more varied diet. Wouldn't a game based purely on interacting with others have massive appeal? The campaign for the first romance-'em-up starts here...

Tim x

Tim Clark,
Online Editor

## cool sites

*Check out this month's triple bill of prime online real estate.*

### GAMESINDUSTRY

Budding Gordon Geckos keep track of Eidos shares with this business-orientated site.

www.gamesindustry.biz

### THE SHOP

Psst... wanna coloured PS2? SCE UK's new online store has multi-hued consoles and more.

shop.uk.playstation.com

### GAME IMPRESS WATCH

Brush up on your Kanji while scouring another Japanese site for obscure news nuggets.

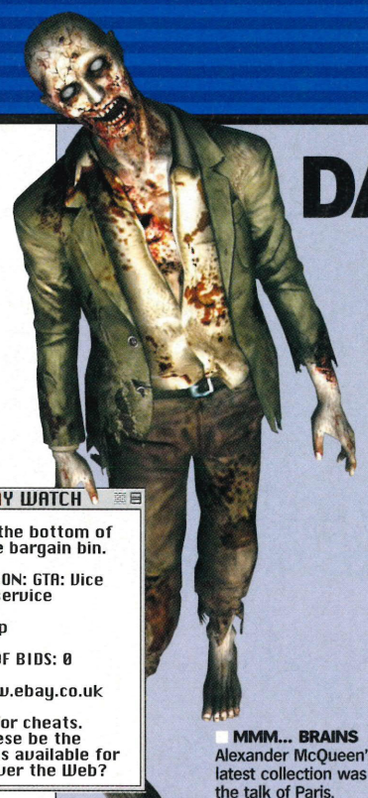
www.watch.impress.co.jp/game

**plus** *Still peckish? Guess which of our online treats has nada to do with PS2...*

**STARCRAFT: GHOST:** www.blizzard.com/ghost

**PITCHFORK:** www.pitchforkmedia.com

**THE VIDEOGAME MUSEUM:** www.vgmuseum.com



**MMM... BRAINS** Alexander McQueen's latest collection was the talk of Paris.

## DAWN OF THE DEAD

*Super zombies and snogging in* Resi Network.

*Resident Evil Network* is one of the most exciting online prospects on PS2, which is why we recently posted a list of the top ten features we want to see in the final game...

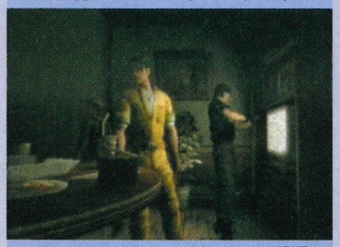
**1. Super Zombies**
As if shambling cadavers intent on guzzling your brains aren't petrifying enough, imagine how frightening it would be if they could run. The GameCube remake of the original *Resident Evil* featured lightning quick zombies, instantly adding a new notch of terror. Bring 'em on, we say.

**2. Love Interest**
Capcom has flirted with soppy stuff before (Steve Burnside and Claire Redfield almost get it on in *Code Veronica X*) but with seven characters on offer – three playable and four NPCs – there should be plenty of flirting. Zombies are everywhere, the city's on fire, your eyes meet while decapitating a genetically-engineered monstrosity: "Kiss me, beautiful... these are truly the last days." Tasteful.

**3. Voice Communicator**
Barking orders in *SOCOM* is great, and it would work here, too. Capcom just needs some stock phrases for the voice communicator to recognise. Possible suggestions: "Could I please borrow that assault rifle?", "No, I *don't* think splitting up is a good idea" and "Hold me... I'm so scared."

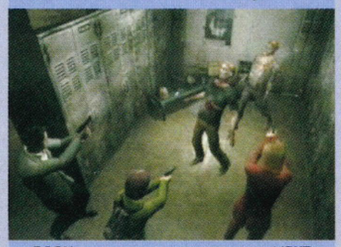
**For the full article, just search the site for* Resident Evil. *Email your ideas to ops2online@futurenet.co.uk.*

**HAVE IT!** Will you be able to shoot the gogglebox, Elvis-style? Hopefully.



NEXT>>

**MAYHEM-A-TROIS** Slaughtering zombies is fun for all the family.



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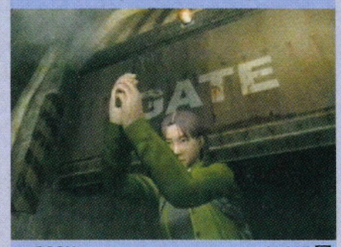
**I THINK WE'RE ALONE NOW** The characters split up at certain points.

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### EBAY WATCH

**Scraping the bottom of the online bargain bin.**

**DESCRIPTION:** GTA: Vice City FAQ service

**PRICE:** 50p

**NUMBER OF BIDS:** 0

**SITE:** www.ebay.co.uk

**So, cash for cheats. Would these be the same ones available for free all over the Web?**

### BOOK MARKED BUBBLEGUN

**Cartoons and comedy from *Digitiser*'s Mr Biffo. Seldom updated these days, but still, without question, one of the funniest sites on the Web. Biffo (sometime *OPS2* writer Paul Rose) machine guns pop culture, catching everything from the Rubik's Cube to crap indie bands in the crossfire. Do you see?**

*www.bubblegun.com*

**FINAL FANTASY?** Surely a breach of the trade descriptions act.

## SQUARE SOLDIERS ONLINE

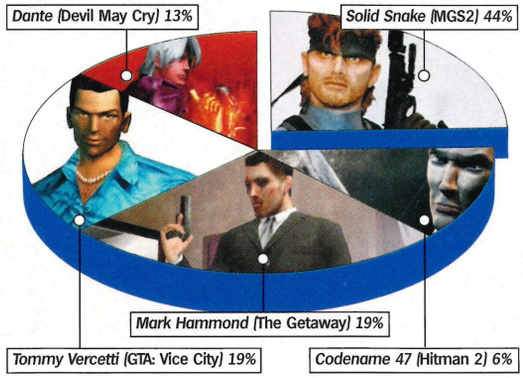
*FFXI inches toward profit.*

**REPORTS FROM JAPAN show that *Final Fantasy XI*, has over 180,000 paying users. Impressive, but still not enough to break even (which requires 200,000 players, this should happen at Christmas). There's still no word on when, or if, it will reach Western shores.**

## head-to-head

***Do you want some, then? Do you? Here's who's hardest on PS2...***

**EVERYONE KNOWS THE PS2** roster includes more nutjobs than the Leeds team of the early Seventies, but who's your favourite tough guy?

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**For the fastest gaming news on planet PS2.**

## FROM THE FORUM

*What you're saying on uk.playstation.com*

**Topic:** Has *Vice City* been worth the wait?

**KIRKBY:** Before it was released I knew it had helicopters, planes, indoor areas, celeb actors and bikes. So what was there to be surprised about? It is an excellent game, but when I played *GTAIII* it was a completely new experience.

## NEXT MONTH ON UK.PLAYSTATION.COM

Stay tuned for a whopping preview of what to expect from your PS2 in 2003, plenty of hot videos and an exclusive playtest of something very special indeed. We'll get cracking once the turkey sweats wear off, promise.

You're probably not thinking beyond your GCSEs at the moment, but the choices you make now can affect the paths you take later on. There are loads of ways to get on in life but, wherever you want to be, going to college or university will help you get there. For a free magazine that will tell you how to get to uni, what goes on there and how it will help you get a great job, call **0800 587 8500** or visit **www.aimhigher.gov.uk**

Aimhigher™ College or uni...don't leave the future to chance.

THE BIG PICTURE

# THE BIG 20

## *The most influential people in the world of PS2.*

Last month PlayStation 2 reached three million units sold in the UK. Behind the scenes, hundreds of people have worked to make this happen. Some of these people are regularly mentioned in the pages of *OPS2* and have become personalities among the PS2 community, others are less well known. To celebrate, we've compiled a list of the people who've been most influential in making PS2 what it is today.

### VOTE!

We want you to decide for yourselves who you think is the single most influential person in PS2 land. So read the list, make your vote and we'll reveal the winner in a forthcoming issue. Voting ends on 31 January 2003. Send your vote to ps2postal@futurenet.co.uk – remember to write 'The Big 20' as the subject line – or visit **uk.playstation.com** and do it online.

**WHO?**
**PHIL HARRISON**, Senior Vice President of Development, Sony Computer Entertainment Europe (SCEE). Tallest man in the games industry. By two feet.

**WHY?**
Set up Sony Computer Entertainment Europe in 1992. In his spare bedroom.

**DEFINING MOMENT?**
Coming back to the UK after four years in the US to manage SCEE's internal development studios.

**WHAT NEXT?**
Ensuring SCEE's studios are at the forefront of online gaming.

**WHO?**
**DAVID DOAK**, Karl Hilton and Steve Ellis. Ex-Rare employees who broke away to form Free Radical Design. Insist they always come as a trio.

**WHY?**
Pixel-perfect game design, pushing the PS2 harder than anyone and making games with exploding monkeys.

**DEFINING MOMENT?**
Up until this year, *GoldenEye*. Now, the staggering Multiplayer mode at the heart of *TimeSplitters 2*.

**WHAT NEXT?**
Two more titles on the way. Both top secret.

**WHO?**
**TONY HAWK**, skate god who dragged street sports kicking and screaming onto PS2.

**WHY?**
He's the only real-life game character to become a figurehead of a bestselling game series and still maintain his 'cool' status.

**DEFINING MOMENT?**
Apart from the 900°? Signing to Activision's 02 label for the next four hundred years.

**WHAT NEXT?**
*THPS5*, of course, and then *THPS6*, and then…

**WHO?**
**JEREMY HEATH-SMITH**, Core Design founder and current Global Head Of Development.

**WHY?**
It's his job to look after Lara as she makes the transition to PS2 – arguably her trickiest jump yet.

**DEFINING MOMENT?**
Lara appearing on the cover of *The Face* magazine, simultaneously altering the landscape of popular culture forever. Oh yes.

**WHAT NEXT?**
Finishing off *Lara Croft Tomb Raider: The Angel Of Darkness* and then on to the next chapter.

**WHO?**
**SAM HOUSER**, President Of Rockstar Games – officially the coolest publisher on Earth.

**WHY?**
Introduced innocent gamers to a life of crime through the Godfather-like *Grand Theft Auto* series.

**DEFINING MOMENT?**
Giving you the coveted ability to chainsaw a man to death to the sounds of Cutting Crew's *I Just Died In Your Arms* (and creating one of the bestselling videogames of all time in the process).

**WHAT NEXT?**
*Midnight Club II* and a new *GTA* game (we hope).

**WHO?**
**HIDEO KOJIMA**, *Metal Gear Solid* creator and Konami's resident videogame auteur.

**WHY?**
For turning a life-long love affair with old war movies into a videogame phenomenon that managed to make even the non-gaming world sit up and take notice.

**DEFINING MOMENT?**
When he was voted one of the ten most influential people of 2002 by *Newsweek*.

**WHAT NEXT?**
*MGS2: Substance* for now, but *Metal Gear 3* is already being mentioned.

**WHO?**
**KEN KUTARAGI**, President and CEO of SCEI. That's Mr PlayStation 2 to you, sonny.

**WHY?**
He only went and invented PS2.

**DEFINING MOMENT?**
On 13 September 1999, unveiling what looked like a black heat sink as the future of gaming. How wrong we were…

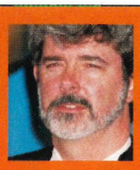
**WHAT NEXT?**
Presumably firming up plans for the next phase of PlayStation.

**WHO?**
**DAVID LAU-KEE**, CEO of Criterion Software (the technology division of the same firm responsible for *Burnout 2*).

**WHY?**
Because Criterion's RenderWare software is the key component behind triple-A series like *Pro Evolution Soccer*, *Tony Hawk's Pro Skater* and *Grand Theft Auto*.

**DEFINING MOMENT?**
The proprietary 'bloom' lighting effects used on the side of buildings in *Burnout 2*.

**WHAT NEXT?**
Continued domination of the middleware market.

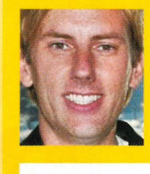


**WHO?**
**GEORGE LUCAS**, beardy *Star Wars* guru and the undisputed king of licensing.

**WHY?**
LucasArts is a visionary in the movies-games crossover and continues to push the creative and merchandising envelopes. He also let us use a light saber and fly an X-Wing.

**DEFINING MOMENT?**
Carrie Fisher. Cast iron bikini. The sauce is strong with this one.

**WHAT NEXT?**
Bringing the original archaeological hero to life in *Indiana Jones And The Emperor's Tomb.*



**WHO?**
**BRUCE MCMILLAN**, Canadian charmer and EA Executive Vice President of Worldwide Studios.

**WHY?**
Ultimately responsible for all of EA's major brands, including *FIFA, Madden, Harry Potter, 007, The Lord Of The Rings*... that's some portfolio you've got there, my boy.

**DEFINING MOMENT?**
Maintaining quality control by opting not to rush-release PS2 games based on *Harry Potter* and *The Lord Of The Rings* last year.

**WHAT NEXT?**
Managing EA's franchises as they venture online.

**WHO?**
**THE ROCK AKA DWAYNE JOHNSON**, the most electrifying man in sports (and video games) entertainment.

**WHY?**
He's brought PS2 to a whole new generation of fight fans and is the poster boy of the *WWE* games. He's also the only real-life character to have graced the *OPS2* cover twice.

**DEFINING MOMENT?**
The perfectly recreated stroll the Brahma Bull takes to the ring in *WWE SmackDown!*

**WHAT NEXT?**
A starring role in the next *WWE* game.

**WHO?**
**JASON RUBIN**, Naughty Dog's perma-happy President and most eligible bachelor in gaming (so we're told).

**WHY?**
With *Jak And Daxter*, he proved that Western platform games could not only compete with, but even out-perform the best that Japan had to offer.

**DEFINING MOMENT?**
Creating a vibrant, expansive technicolour game world – without a single loading time in sight.

**WHAT NEXT?**
*Jak And Daxter 2.*

**WHO?**
**THE STREETS (MIKE SKINNER)**
Urban beat poet and Mercury Prize nominee.

**WHY?**
Personifying the underground street credibility of PS2 by going on tour using console game footage as part of his stage show.

**DEFINING MOMENT?**
Name-checking *Gran Turismo* on his album *Original Pirate Material.*

**WHAT NEXT?**
Working on his next album, whipping our ass at *Tekken 4.*

**WHO?**
**SHINGO 'SEA BASS' TAKATUSKA**, Konami TYO Producer behind the *Pro Evolution Soccer* series.

**WHY?**
*PES2* is football. There isn't another developer anywhere in the world that's mastered its chosen sport so completely.

**DEFINING MOMENT?**
It's such an accurate depiction of the beautiful game that you find yourself watching real footy and thinking about what button to press next.

**WHAT NEXT?**
*Winning Eleven 7* in Japan, *PES3* over here.

**WHO?**
**TETSUYA MIZUGUCHI**, President and Chief Creative Officer at United Game Artists.

**WHY?**
Name another developer bold enough to name-check Wassily Kandinsky – an abstract Russian artist – as a key influence.

**DEFINING MOMENT?**
Mizuguchi's reaction to discovering a young lady had used the Trance Vibrator for added stimulation: "Wow!"

**WHAT NEXT?**
*Space Channel 5: Version 2* and then to create something... visionary.

**WHO?**
**FUMITO UEDA**, Product Manager at SCEI and creative force behind *Ico.*

**WHY?**
In a market dominated by high-octane, all-out action games, Ueda-san had the gall to create the cerebral and slow-paced yet stunningly beautiful adventure that is *Ico.*

**DEFINING MOMENT?**
Resisting the temptation to give Ico a gatling gun.

**WHAT NEXT?**
*Ico 2*, of course.

**WHO?**
**KAZUNORI YAMAUCHI**, Producer and car fanatic, Polyphony Digital

**WHY?**
Auto-obsessed mastermind behind the *Gran Turismo* series and PS2 killer app *GT3: A-spec* – arguably the first truly next-gen driving game.

**DEFINING MOMENT?**
The idea to incorporate that 'light streaming between the trees' effect in the Deep Forest Raceway level of *GT3.*

**WHAT NEXT?**
Working on *GT4*, the first online instalment of *GT.*

**WHO?**
**TREVOR BEATTIE**, international advertising mogul and head of TBWA.

**WHY?**
Beattie spearheaded the launch of the PS2 brand and remains one of biggest influences behind The Third Place concept.

**DEFINING MOMENT?**
The phone call to David Lynch that resulted in the black and white floaty head and talking duck advert. Love it or hate it, you were intrigued.

**WHAT NEXT?**
More high-concept definitions of how good it is to play games.

**WHO?**
**YOSHINORI KITASE**, Director of *Final Fantasy X* for Square. Also at the helm for *FFV, FFVI, FFVII* and *FFVIII* on PSone.

**WHY?**
*Final Fantasy X* is the most ground-breaking RPG of all time in terms of both visual splendour and sheer size.

**DEFINING MOMENT?**
The opening sequence to *Final Fantasy X.* "Ohmigod this isn't CG! It's the sodding game!"

**WHAT NEXT?**
Currently looking after Yuna in *Final Fantasy X-2.*

**WHO?**
**YOU**, One of three million happy PS2 owners living in the UK.

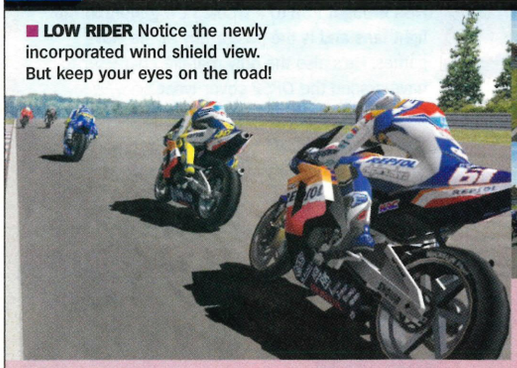
**WHY?**
You buy the games. Without that vital link in the PS2 chain, the console would be nothing. Obvious really.

**DEFINING MOMENT?**
When you decided to buy a PS2 instead of one of those pointless WAP-enabled phones.

**WHAT NEXT?**
More games, better games, bigger games, online games, and well... games.

**"THEY WERE PRETTY GRIM DAYS. TEN BODIES STUCK IN A SMALL ROOM FOR AN ENTIRE DAY"**

CHUN WAH KONG, GETAWAY BLOKE, PAGE 34



**LOW RIDER** Notice the newly incorporated wind shield view. But keep your eyes on the road!

**SPLIT APPEAL** In the four-player game each player has a handicap for fairness.

# BORN TO BE WILD

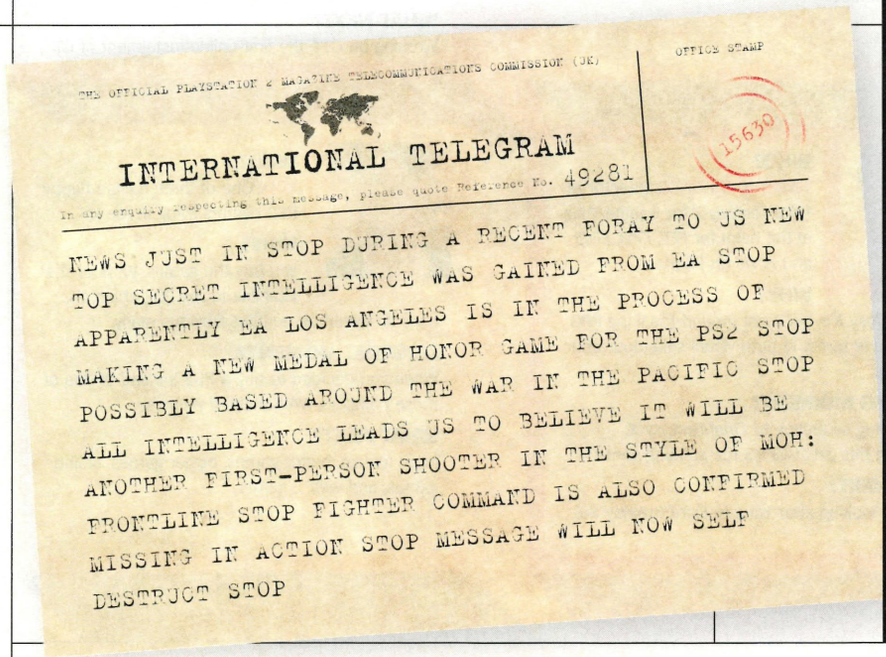
*Big snarling motorbikes return to PS2 in Namco's* Moto GP3.

**SUBSCRIBERS TO THE** maxim 'two wheels are better than four' will be roaring with excitement to hear that Namco is in the latter stages of development on *Moto GP3*. The first thing you'll notice about these exclusive new screenshots is the vastly improved visuals – to be expected, but impressive nonetheless. A new perspective has been added, too: the rider view, which puts players behind the steering column, looking at the instrument panel and viewing the course through the windscreen.

Aside form the aesthetics, Namco has addressed a regular complaint of the series – that there was no independent braking for front and rear wheels. Now, this will be included as an option for the more adept rider, allowing precise manipulation of the bike. Control of the riders' weight shift (which is independent of the bike) is also possible through movement of the right analogue stick – a nice new feature for *Moto GP3*.

**MOTO BABE** Big-eyed manga girls will feature heavily. We don't know why.

Two additional multiplayer modes have been added – a two-player Grand Prix mode (which allows two players to take part in a GP series) and a four-player Vs mode. A handicap option is available in the Vs mode, so expert riders will be able to compete at an even level with less skilled competitors. Hopefully, this function will also be selectable in the main game to help prevent 'fall off at every corner' syndrome – a problem that afflicts the majority of motorbike inadequates. Keep checking Monitor for a hands-on playtest in the very near future. □ **GW**



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NEWS JUST IN STOP DURING A RECENT FORAY TO US NEW TOP SECRET INTELLIGENCE WAS GAINED FROM EA STOP APPARENTLY EA LOS ANGELES IS IN THE PROCESS OF MAKING A NEW MEDAL OF HONOR GAME FOR THE PS2 STOP POSSIBLY BASED AROUND THE WAR IN THE PACIFIC STOP ALL INTELLIGENCE LEADS US TO BELIEVE IT WILL BE ANOTHER FIRST-PERSON SHOOTER IN THE STYLE OF MOH: FRONTLINE STOP FIGHTER COMMAND IS ALSO CONFIRMED MISSING IN ACTION STOP MESSAGE WILL NOW SELF DESTRUCT STOP

*Sawing through the backbone of a sacred gaming cow. This month: Stealth*

# THE BUTCHER

**IT USED TO BE** so simple. Go in, blow some barrels up, kill everything vaguely enemy-shaped, get out. Then Hideo Kojima came along with Tactical Espionage Action and we've been playing hide-and-seek ever since.

Now there's nothing *wrong* with stealth. When you're hiding in a locker with the Dual Shock 2 thrumming like an angry lawnmower, it can be thrilling. But the reason everyone calls Kojima-san a genius is because it's really *hard* to do well. You need good AI, a proper radar system and clever controls.

It's also important to note that stealth slooows… gaaames… dooown. Missed that moment where the guard's looking the other way? That'll be another three minutes hiding in an alcove, then. Caused an alert? No problem – as long as you're happy to crouch in a cramped wheelie bin until everyone leaves.

And if the guards really are working on some kind of 'intelligent detection system', how come they can't hear you when you walk directly behind them and why do they forget that they've just been staring at their mate's dead body as soon the alarm siren subsides? Stealth games might be touted as more realistic than those in which you can overcome an army of enemies without sustaining a scratch, but how feasible is it that nobody can recognise Codename 47 just because he's donned an ill-fitting postman's uniform?

Even worse are the games that don't give you a chance. Remember, in games we aren't free to rotate our vision 360°. So try to imagine how frustrating it is to be 'spotted' by an enemy you had no chance of actually seeing. Tacking on a half-arsed stealth feature to a standard adventure is criminal – if you're not going to do it properly, then please just make a game that lets us get back to shouting a lot, flicking 'V's at the guards and mooning at the security cameras, and leave the stealth to Roger Cook.

**STEALTH BORE**

**JUST CROUCH IN A WHEELIE BIN UNTIL EVERYONE LEAVES**

ILLUSTRATION: JAMES BROAD

"PES2 is the greatest football game ever"
**CVG 10/10**

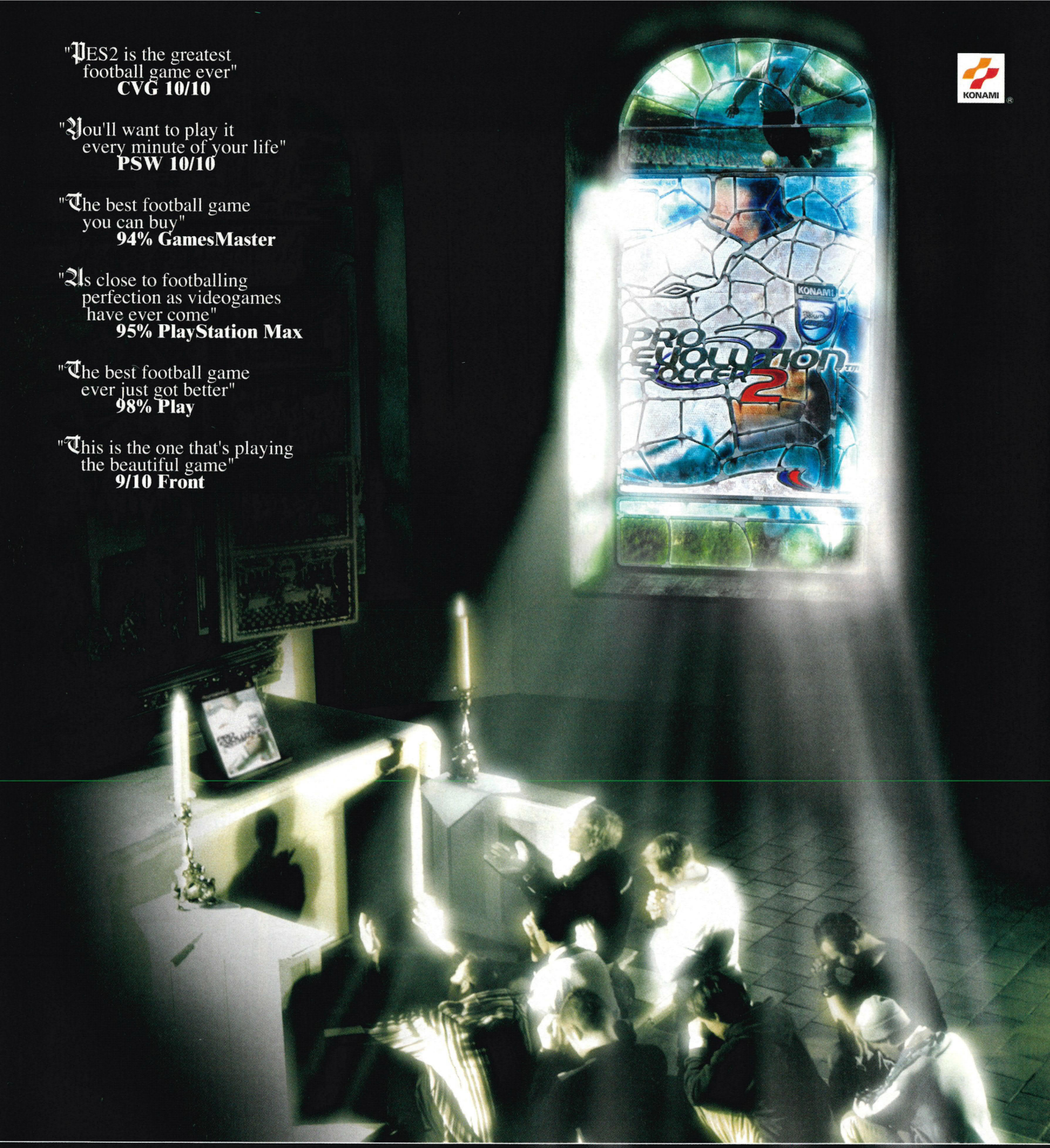
"You'll want to play it every minute of your life"
**PSW 10/10**

"The best football game you can buy"
**94% GamesMaster**

"As close to footballing perfection as videogames have ever come"
**95% PlayStation Max**

"The best football game ever just got better"
**98% Play**

"This is the one that's playing the beautiful game"
**9/10 Front**




Let Us Play

KONAMI '02

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PlayStation®2

# THE 50 WORD SELL

**OPS2 gives games publishers a chance to pitch their latest wares to you in just 50 words.**

**ASAM AHMAD**
***Senior PR Manager at THQ sells us WWE Crush Hour...***

*"WWE Crush Hour* extends our *WWE* franchise out to gamers who want more than just a fighting game. Vehicles are lean, mean battle machines, designed for fast-paced car combat. Race, duel, crash and burn… It will be loved by wrestling fans as well as fans of racing/combat games."

■ **DO-YOU-THINK-HE-SAURUS?** Yes, I think he bloody well did. I'd run if I were you...

# REX IN EFFECT

*It's dollars for dinos in* Jurassic Park Operation Genesis.

**WHEN UNIVERSAL INTERACTIVE'S** 'world building game with a difference' – *Jurassic Park Operation Genesis* – landed in our in-tray, we eyed it with suspicion. After *Turok* and *Dino Stalker*, how could the prehistoric genre be freshened up? By combining unsuspecting tourists, T-Rexes and ice cream, that's how.

*Operation Genesis* – planned for release in early 2003 – is described as the first mission-based world builder which offers two distinct gaming threads. Firstly you can test your mettle as the owner of Jurassic Park in one of 12 preset missions. Tasks thrown at you include rescuing stranded park visitors from flesh-hungry overgrown reptiles and trying to stem a dinosaur outbreak.

Alternatively you can opt for the *Theme Park World*-inspired route and follow in the footsteps of the films' Dr John Hammond, creating a fully functioning Jurassic Park from scratch. And once you've got your money-leaching dino attraction up and running, it's possible to fly around it in a private helicopter (via Chopper mode) or keep the peace with a big game sniper rifle (in Ranger mode). All elements of the park are under your control from setting the admission fee down to drawing the shape of the island, but try not to skimp on those gate locks.

The part we're most looking forward to visiting is the dino-vet lab. Here, through secret cocktails of psychoactive drugs, you can affect the mood of your dinosaurs to make them angry, sleepy, aggressive or hungry. Getting pre-historic man-eating reptiles stoned… that sounds like a right Jurassic lark. □ **GW**

■ **CUTBACKS?** There'll be trouble if you build a park on the cheap.

■ **FLYING TONIGHT** Use the chopper to tour your dino park.

## THE SPY CHART

| THIS MONTH | LAST MONTH | | |
|---|---|---|---|
| 1 | - | **CRIME FREE ZONE** NOW THAT *GTA: VC* AND *THE GETAWAY* ARE OUT OF THE WAY WE CAN BE NICE TO EACH OTHER AGAIN! | THE CHAMP! |
| 2 | 34 | **MORTAL KOMBAT** FOR BEING EVERY BIT AS VILE AND VIVIDLY OFFENSIVE AS WE'D HOPED. UGH! | VILE! |
| 3 | - | **METHOD MAN** FOR REQUESTING THAT EA MAKE A VERSION OF *THE SIMS* BASED ON HIS LIFE – *THE SIMS: BLUNTED EDITION.* | SIMS! |
| 4 | - | **THREE MILLION PS2S** YEP, THAT'S THREE WHOLE MILLION CONSOLES SOLD IN THE UK AND COUNTING… | TRUCK LOADS! |
| 5 | 51 | **THE ONION** FOR ITS UNERRING SATIRICAL SKILL IN HANDLING THE SUPPOSED LINKS BETWEEN *SILENT SCOPE 3* AND THE RECENT WASHINGTON SNIPER MURDERS. | SNIPE! |
| 6 | 11 | **GAMING RUMOURS** WE LOVE 'EM. ESPECIALLY AS OURS ALWAYS TURN OUT TO BE TRUE. | GOSS! |
| 7 | - | **DISASTER SIMS** *SOS: THE FINAL ESCAPE* LEADS THE CHARGE – WHO'S FIRST WITH THE *CASUALTY* LICENCE? | 999! |
| 8 | 22 | **DEATH ROW** FINALLY COMPLETING THE MOTHER OF ALL *GTA* MISSIONS. THE KEY'S THE SHOTGUN Y'SEE. | DEATH! |
| 9 | - | **CHICKEN CHEQUES** AMUSINGLY-NAMED MEAL VOUCHERS SENT TO US BY KFC ON THE PROVISO THAT WE MENTIONED THEM IN THE MAG. WE HAVE NOW. KFC. AND AGAIN. | SCRAN! |
| 10 | 2 | **PS2 ONLINE ANNOUNCED** WE'RE STILL EXCITED. NOW WE JUST WANT TO HEAR MORE ABOUT THE GAMES. | SURF! |

■ **MAP MAN** David Doak is ready for your designs.

# WIN! (AGAIN!)

*Design a* TimeSplitters 2 *map and win a place on our cover DVD!*

Last month we launched a competition to design the ultimate *TimeSplitters 2* map with the powerful map maker function included in the game (we've reprinted the details, right). Don't worry if you're still struggling with your tiles and coloured lights, you've got another month left…

To help you out we've enlisted Dave Doak, one of the creators of *TimeSplitters 2*, to give us a five-point plan for the perfect map:

- Concentrate on what *really* has playability over what is easy to construct.
- Symmetrical layouts can be easy to build but they can also be confusing. Make it distinctive.
- Placing powerful pick-ups in distinctive places will focus play around those areas.
- One-way connections (eg, dropping off ledges) can make moving around the map interesting.
- Don't go for crazy lighting. Less is more.

## HOW TO ENTER.

1. Design your map.
2. Save the map to a Memory Card. We recommend you make sure it's blank except for the *TS2* save.
3. Send it to the address below to reach Eidos before 23 January 2003. Please make sure it's safely packaged.
4. Once your entry has been judged Eidos will return your Memory Card intact.

## PRIZES

Five people will have their maps included as Memory Card downloads form on the OPS2 DVD and a *TS2* goodie bag which includes a *TS2* Spoon watch, T-shirt and tracksuit top.

## COMPETITION ADDRESS

**OPS2 MapMaker Competition**
**Eidos Interactive**
**Wimbledon Bridge House**
**1 Hartfield Road**
**Wimbledon**
**SW19 3RU**

- All usual competition rules apply (see page 145) for details. The Editor's decision is final.
- Please note that Future Publishing will not be held responsible for the loss of your Memory Card.
- Do not send any Memory Cards to *OPS2*/Future Publishing. Any we receive will not be entered into the competition. You've been warned…

# incoming

**The most accurate release schedule in the biz.**

■ **EXO-LENT!** Infogrames' errant adventure EXO is back on the 2003 release list. No month as yet.

| January 2003 | Genre | Publisher |
|---|---|---|
| Ape Escape 2 | Platformer | SCEE |
| Battle Engine Aquila | Shoot-'em-up | Infogrames |
| Defender | Shoot-'em-up | Midway |
| Evolution Snowboarding | Extreme sports | Konami |
| IronStorm | FPS | Wanadoo |
| Jinx | Platformer | SCEE |
| Primal | Adventure | SCEE |
| Silent Scope 3 | Shoot-'em-up | Konami |
| Sly Raccoon | Platformer | SCEE |
| Sword Of The Samurai | Slash-'em-up | Ubi Soft |
| The Simpsons Skateboarding | Extreme sports | EA |
| The Sims | God sim | EA |
| Wild Arms 3 | RPG | Ubi Soft |

| February 2003 | Genre | Publisher |
|---|---|---|
| ATV Quad Power Racing 2 | Racing | Acclaim |
| Contra: Shattered Soldier | Action | Konami |
| Dark Angel | Action | Universal Interactive |
| Lara Croft Tomb Raider: The Angel Of Darkness | Action/adventure | Eidos |
| Legends Of Wrestling 2 | Wrestling | Acclaim |
| Midnight Club II | Driving | Rockstar |
| Mortal Kombat: Deadly Alliance | Beat-'em-up | Midway |
| Music 3 | Music creation | Jester Interactive |
| Shawn Murray's Pro Wakeboarding | Extreme sports | Activision |
| SOS: Escape | Action/adventure | Agetec |
| Space Channel 5 v2 | Rhythm action | SCEE |
| Splinter Cell | Action | Ubi Soft |
| The Mark Of Kri | Action | SCEE |
| Vexx | Platformer | Acclaim |
| Whirl Tour | Racing | Universal Interactive |
| Wolverine's Revenge | Action/adventure | Activision |

| March 2003 | Genre | Publisher |
|---|---|---|
| Batman: Dark Tomorrow | Action | Kemco |
| Club Football | Football sim | Codemasters |
| Devil May Cry 2 | Action | Capcom |
| Dr Muto | Adventure | Midway |
| Galerians: Ash | RPG | Agetec |
| Gremlins | Action | LSP |
| Indiana Jones And The Emperor's Tomb | Action/adventure | Activision |
| Indy Racing Legue | Racing | Codemasters |
| Jurassic Park: Operation Genesis | Strategy | Universal Interactive |
| Mace Griffin: Bounty Hunter | FPS | Universal Interactive |
| Malice | Platformer | Sierra |
| Pride FC | Beat-'em-up | THQ |
| Rayman 3: Hoodlum Havoc | Platformer | Ubi Soft |
| Rolling | Extreme sports | Rage |
| Savage Skies | Action | Bam! Entertainment |
| Tenchu: Wrath Of Heaven | Action/adventure | Activision |
| The Lost | Adventure | Ubi Soft |
| War Of The Monsters | Action | SCEE |
| Zapper | Platformer | Infogrames |
| ZOE: The 2nd Runner | Mech action | Konami |

| April 2003 | Genre | Publisher |
|---|---|---|
| Blood Rayne | Action/adventure | Universal Interactive |
| Dark Chronicle | RPG | SCEE |
| Dead To Rights | Action | SCEE |
| Def Jam Vendetta | Wrestling | EA |
| Die Hard: Vendetta | FPS | Universal Interactive |
| ISS 3 | Football sim | Konami |
| Metal Gear Solid 2: Substance | Action | Konami |
| Moto GP3 | Racing | SCEE |
| RTX Red Rock | Action/adventure | Activision |
| Shinobi | Action | SCEE |
| Starcraft: Ghost | Action | Universal Interactive |
| WWE Crush Hour | Driving/action | THQ |

| May 2003 | Genre | Publisher |
|---|---|---|
| Black And Bruised | Boxing | Universal Interactive |
| Enter The Matrix | Action/adventure | Infogrames |
| Fire Warrior | FPS | THQ |
| Gladius | Strategy | Activision |
| Hardware | Online action | SCEE |
| Silent Hill 3 | Survival horror | Konami |
| SOCOM: US Navy SEALs | Combat sim | SCEE |
| Speed Kings | Driving | Acclaim |
| Tom Clancy's Rainbow Six: Raven Shield | Action | Ubi Soft |

| June 2003 | Genre | Publisher |
|---|---|---|
| Freedom: Battle For Liberty Island | Action/adventure | EA |
| Red Dead Revolver | Action | Capcom |
| Return To Castle Wolfenstein | FPS | Activision |
| Rise To Honor | Action | SCEE |
| The Great Escape | Action/adventure | SCi |

| TBC 2003 | Genre | Publisher |
|---|---|---|
| Alter Echo | Adventure | THQ |
| Area 51 | Adventure | Midway |
| Batman 2 | Action | Ubi Soft |
| Broken Sword: The Sleeping Dragon | Adventure | TBC |
| Celebrity Deathmatch | Beat-'em-up | Take 2 |
| Crouching Tiger, Hidden Dragon | Beat-'em-up | Ubi Soft |
| Curse | Adventure | Wanadoo |
| Destruction Derby 4 | Driving | SCEE |
| Dragon's Lair 3D | Action | Encore |
| Driver 3 | Driving/action | Infogrames |
| Ecks Vs Sever | FPS | Bam! Entertainment |
| Enclave | Adventure | Swing! |
| EverQuest Online Adventures | Online RPG | TBC |
| EXO | Mech action | Infogrames |
| Falcone: Into The Maelstrom | FPS | Virgin Interactive |
| Far Cry | Action | Ubi Soft |
| Fear Effect: Inferno | Adventure | Eidos |
| Final Fantasy X-2 | RPG | SCEE |
| Four Horsemen Of The Apocalypse | Action | 3DO |
| Freaky Flyers | Flight action | Midway |
| Frequency 2 | Rhythm action | SCEE |
| Futurama | Adventure | SCi |
| Fugitive Hunter | FPS | Infogrames |
| Ghost Hunter | Adventure | SCEE |
| Gio Gio's Bizarre Adventure | Action/adventure | Capcom |
| Gladiator | Beat-'em-up | Midway |
| Good Cop, Bad Cop | Adventure | TBC |
| Judge Dredd Vs Judge Death | Action | Universal Interactive |
| King Of Route 66 | Driving | TBC |
| Lamborghini | Racing | Rage |
| Mafia | Action/adventure | Take 2 |
| My Street | Party game | SCEE |
| NBA Ballers | Basketball sim | Midway |
| NBA Starting Five | Basketball sim | Konami |
| Pac-Man World 2 | Platformer | SCEE |
| Pillage | RPG | TBC |
| Project BG & E | Platformer | Ubi Soft |
| Pterosaur | Adventure | TBC |
| Raging Blades | RPG | Wanadoo |
| Resident Evil Network | Online adventure | Capcom |
| Rygar: The Legendary Adventure | Action/adventure | Tecmo |
| Seven Samurai | Action | Sammy |
| Shoot To Kill | FPS | Codemasters |
| Soul Calibur II | Beat-'em-up | TBC |
| Starsky And Hutch | Driving/action | Empire |
| Star Wars: Galaxies | Online RPG | Activision |
| Suikoden III | RPG | Konami |
| This Is Football 2004 | Football sim | SCEE |
| Tribes: Aerial Assault | FPS | Sierra |
| True Crime: Streets Of LA | Driving/action | Activision |
| Urban Freestyle | Extreme sports | Acclaim |
| World Rally Championship Online | Online racing | SCEE |
| Xenosaga | RPG | TBC |
| XIII | FPS | Ubi Soft |

## RADAR

***Tracking the progress of game-shaped projectiles.***

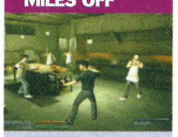
### OUT NOW

**STAR WARS: BOUNTY HUNTER**
**The next in the series of *Star Wars* inspired games follows Jango Fett's escapades in deep space underworld.**

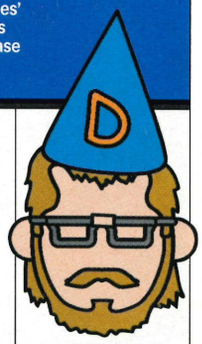
### OUT SOON

**TOMB RAIDER: THE ANGEL OF DARKNESS**
**So it's been a long time coming – but you know Lara's going to deliver, don't you...**

### MILES OFF



**RISE TO HONOR**
**Jet Li flavoured fighting expertly choreographed by scrapmaster Corey Yuen. What more could a budding martial artist wish for?**



## NAUGHTY BEARD

***We ask, "Where the hell did that game get to?" And a developer replies...***

"Quality is always our priority and we have decided to take additional time to ensure ***XIII*** is as close to perfect as possible"

Ubi Soft's official reason for the delay of cel-shaded FPS ***XIII***. It'll now be out in Autumn 2003 instead of March.

KEY: FPS = First-person shooter. RPG = Role-playing game. Mech = Japanese robots

WORDS: TIM CLARK/PHOTOGRAPHY: JAMES CUMPSTY

■ **KING KONG**
Chun Wah believes that *The Getaway* has been well worth the wait.

GETAWAY BLOKE!

# CHUN WAH KONG

The Getaway's *Lead Designer sings like a canary.*

***The Getaway* has stolen almost four years of your life – now it's over, does it seem worth it?**
Yeah, totally. I've been involved in games for almost ten years so I know how infrequent opportunities like this are – they don't come around every day so I value that a lot.

**What was the hardest moment during the whole saga?**
We used to have so many meetings that sometimes you'd think: "Shouldn't we just get on and make the game?" Looking back they were worth it, but we used to sit there just playing through the whole game. We had a meeting every Monday and for the rest of the week the boys would go and fix whatever problem arose or add new features. They were pretty grim days, though... ten bodies stuck in a small room for an entire day.

## "A LOT OF THIS PROJECT WAS DEPENDANT ON TECHNOLOGY"

**The code only really seemed to come together late in the development process – were you panicking as the deadline drew nearer?**
I was always confident it was going to come together, but a lot of things on this particular project were very much dependant on the technology. It has been a mammoth task getting everything to happen at the same time.

**We noticed you had mattresses in the office. Does it take a particular kind of mentality to withstand the long hours required during 'The Crunch'?**
Absolutely. It's by no means an easy job – you need to have dedication. Unless you're really into games it's very hard, for me at least, to understand why people want to work in the industry.

**Do the constant *Vice City* comparisons bother you?**
No, we're great fans. When *GTAIII* came out last year a lot of us played it and loved it. Brendan [McNamara, *The Getaway*'s Writer and Director] is friends with Sam Houser over at Rockstar and I used to hear them chatting on the phone all the time. There are real similarities between the games but I really think the differences are far more obvious.

**What would you like to see more of in *The Getaway 2*?**
Well we've obviously been pushing the game and film elements, and I'd like to see more of both.

**What about including some sort of online element, where you might be a member of a gang fighting a turf war?**
Going home in a taxi every night at three in the morning, your mind drifts and you think about what you could potentially do in the next one. We've got loads of ideas, but whether it's online or not is up to SCEE. I just want the same support, time and resources – because I'm not really that keen on rushing a game out.

**How's the beard coming along?**
Well I don't have one, but there's quite a high beard count at Team Soho. Around ten percent, maybe. □ **TC**

### CURRICULUM VITAE

Name: **Chun Wah Kong**
Job title: **Lead Designer, Team Soho**
Nationality: **Hong Kong Chinese**
Date of birth: **06/08/74**

Gameography:
1994 ***Maximum Carnage*** **(Acclaim)**
1995 ***Separation Anxiety*** **(Acclaim)**
1995 ***Cutthroat Island*** **(Acclaim)**
1999 ***Lander*** **(Psygnosis)**
2002 ***The Getaway*** **(SCEE)**

Hobbies:
**Videogames, cooking**

Favourite directors:
**Wong Har Wai, Cameron Crowe**

Favourite author:
**Haruki Murakami**

Favourite band:
**Chemical Brothers**

GO TO: uk.playstation.com

■ *Drop by the Web site to read a time-extended version of this chit-chat.*

**ELECTRIC BLUE** Indy's new shoes were giving off a slight static charge.

# EMPEROR'S NEW CLOTHES

*We track down* Indiana Jones *screens in a tomb. In Slough...*

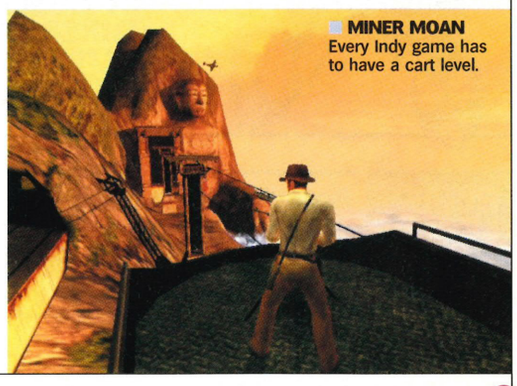
**YOU KNOW INDY, RIGHT?** Fedora, designer stubble... likes ancient artefacts, whips and feisty ladies. Less keen on snakes and members of the National Socialist Party. The adventures of the globe-trotting archaeologist are ripe gaming material – as the popularity of a certain female grave-robber proves – so it's a shame that most digital Indiana Jones efforts so far, have smelt a bit musty.

LucasArts is hoping to turn things around with *Indiana Jones And The Emperor's Tomb*, a third-person action/adventure featuring an all-new story line which sees our intrepid explorer hunting for the Heart Of The Dragon – a black pearl with magical powers. Along the way he'll visit the jungles of Ceylon, Hong Kong's bustling streets and an underwater palace in Istanbul.

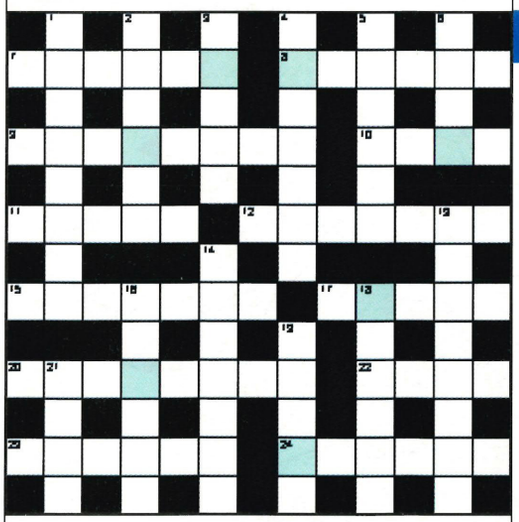
Set in 1939, Doctor Jones will also have to battle the Triads and plenty of goose-stepping Nazis. Thankfully, help is at hand in the shapely form of Mei Ying. Much will depend on how enjoyable the 3D combat proves to be, but it should be intriguing to see Jonesy go head-to-head with Lara early next year. Check out how the game's shaping up with these new screens. ☐ TC

**LADY KILLER** Never hit a girl... but these two scrubbers are fair game.

**SLICE 'N' DICE** Indy swaps his whip for this bladed gizmo.



**MINER MOAN** Every Indy game has to have a cart level.



**ANSWERS WILL APPEAR IN *OPS2*#30**

## PlayStation 2 OFFICIAL MAGAZINE-UK crossword

***Complete the crossword puzzle then take the letters from the shaded squares and unscramble them to form the hidden word. Is it... a) Empires, b) The Sims, or c) Mission?***

**ACROSS**

**7** Avoid them at all costs in *Need For Speed: Hot Pursuit 2*. (6)
**8** *Spy* ___ , James Bond-style racer. (6)
**9** Brilliant DIY mission-designing mode in both *TimeSplitters* games for all you budding cartographers. (8)
**10** *The* ___ , third-person horror adventure featuring a shape-shifter called Amanda. (4)
**11** Moseley, performer of *Mad Trix* with skis. (5)
**12** *Commandos 2: Men Of* ___. (7)
**15** The *Gold* version of first-person shooter, *Soldier Of Fortune*. (7)
**17** Hero of *Final Fantasy X*. (5)
**20** Bargain price range of PS2 games. (8)
**22** See 1 down.
**23** Gallant knight from a decent platform adventure. (6)
**24** Sport that Konami's *Pro Evolution 2* is kicking into touch! (6)

**DOWN**

**1 & 22 across** Snap-happy PlayStation 2 character and game (8,4)
**2** ___ *2*, slap-headed killer for hire in the PS2's superb *Silent Assassin* release. (6)
**3** Opposite of smooth-flowing, graphics-wise. (5)
**4** Horse-drawn Gladiator vehicle in the *Wars* at Circus Maximus. (7)
**5** *Top* ___ *2*, fish-'em-up! (6)
**6** Tyres you'll need to fit if it starts raining in *Formula One 2001*. (4)
**13** PlayStation 2 RPG with a *Dark Legacy*. (8)
**14 & 18 down** Exactly where you crash in *Burnout 2*? (5,2,6)
**16** ___ *Worlds*, highly addictive puzzler. (6)
**18** See 14 down
**19** ___ *Cars*, radio-controlled racer due out in 2003 that could be a big hit? (5)
**21** The action you do to pull up a saved game from the Memory Card. (4)

**OPS2#28 ANSWERS**

Answers Across
1. Score 6. *Kengo* 8. *Stunt GP* 9. Shaun 10. *Groove* 11. *Timesplitters* 15. Medic 16. *Thing* 18. *Of Honor* 19. *Green* 20. *Party*

Answers Down
2. Console 3. *Rogue* 4. *Medal* 5. *Starfighter* 7. *Gun Survivor* 9. Sonic 12. *Pong* 13. *The Lost* 14. Tiger 17. *Of LA*

Hidden Word: NY RACE

## "MURdER SHE QUOTE"

***This month's gaming gobs.***

**"To qualify, dogs must have short, pale hair to accentuate any advertisements, must be healthy and walked at least twice a day. We only use vegetable dyes to ensure we do not harm any animals."**

*Richard Williams, Senior Marketing Manager at THQ explains the type of mutt suitable for its* Red Faction II *'dogverts' – dogs with a game logo stencilled on their sides. Woof!*

## STOP PRESS...

The arcade game update **Virtua Fighter: Evolution** looks to be destined for PlayStation 2 console release in the UK!

CURED!

# DOCTOR WHO?

Dr Muto *introduces morphing to PS2 (no plasticine involved).*

**RELEASED TO RAVE REVIEWS** last month in the US, Midway's *Dr Muto* comes as a welcome surprise after a lacklustre showing at E3 2002. Fortunately, it appears to have been tidied up allowing its more original 'morphing' gameplay dynamic to shine through.

After destroying his home planet, Dr Muto must rebuild it by repairing the Genitor 3000. This is achieved by locating parts of the machine and the isotopes needed to power it. These have been spread across four planets controlled by Muto's arch-nemesis Professor Burnitall.

The game gets interesting with the use of Muto's morphing ability.

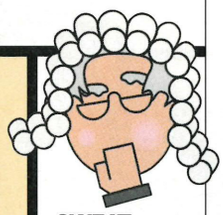
**SHAPE SHIFTER**

**BY COLLECTING THREADS OF DNA, MUTO CAN CHANGE INTO FIVE FORMS**

By collecting threads of DNA from the indigenous creatures of each planet he can change into one of five different forms. For example, to climb a web he adopts the spider morph; to swim underwater he needs to be in his fish guise; to get through a mouse hole... you get the picture. In these 'morphs' he can use their various abilities to attack enemies as well as capturing and carrying objects with his Splizz gun.

Also impressive are the game's streaming environments which do away with the need for time-consuming loading screens – mind you, this is rapidly becoming the norm for any self-respecting PS2 platformer. Despite some annoying wackiness you have every reason to be excited about meeting the incredible morphing Dr Muto early next year. By the way, with all this talk of morph, who remembers *Take Hart*? Thought not. ☐ **GW**

**PRESCRIPTION FIGHT** Muto puts an enemy to sleep. It was the kindest option.



**SWEAT BOX JURY**

***Bile and banter from the OPS2 games room. This month:* BMX XXX**

(George and Tim are watching in disbelief as two dogs copulate on screen)
**Tim:** That's just disgusting.
**George:** I know. This is supposed to be a BMX trick game, not dog porn.
**Tim:** I don't want to watch this anymore. I feel physically sick.
**George:** Shall we turn it off then?
**Tim:** Yes.
**George:** Let's never play it again, eh?
**Tim:** Well, I might give it another look later...

## BLUE LINES

*Short but sweet PS2 snippets heard by the Ear Of Truth.*

***Rage has yet to decide whether or not it will be able to bring its official Lamborghini game online for PlayStation 2.***

***Our clever Web wizard has discovered that JakAndDaxter2.com has been registered as a domain name by developer Naughty Dog.***

It's the PlayStation 2 OFFICIAL MAGAZINE-UK Mash Up!

*Where PS2 games collide.*

THIS MONTH...

# TEKKEN 4X4 EVOLUTION

ROUND 01: FIGHT 4x4

**MUSCLE CARS** One of the *Tekken* crew lays into an unsuspecting SUV.

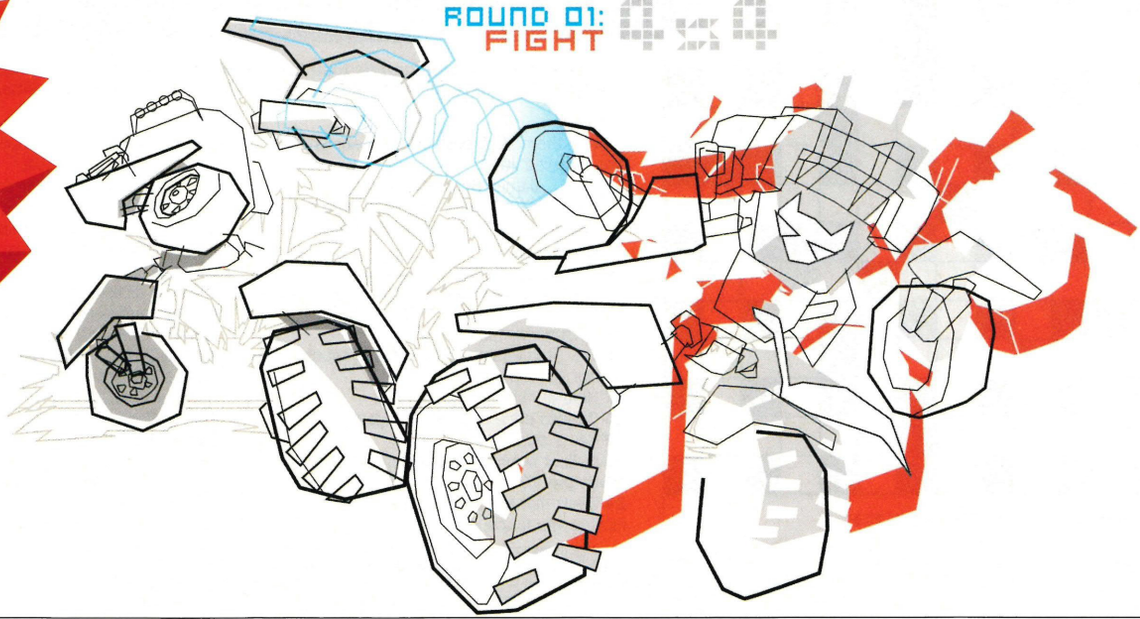


ILLUSTRATION: RON@JONNYFU.COM

# STAR WARS™ THE CLONE WARS™

**Where Episode II ends, your battle begins.**

PlayStation.2

NINTENDO GAMECUBE™

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THE PASSION PLACE THE ELATION PLACE THE POWER PLACE THE THIRD PLACE

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# monitor

MONITOR CONTRIBUTORS: TIM CLARK, PAUL FITZPATRICK, STEVE PIERCE, GEORGE WALTER, MARK WYATT

***Previewing the new games you voted to read about!***

## WELCOME TO MONITOR!

**SO WHAT'S ALL THIS THEN?** It's our brand new previews section. Our pledge is to keep all the big games under constant surveillance, as directed by you! Whenever a cool new game bleeps loud on your radar, write to us – we'll dig up exclusive new screens, information and interviews with the creators, or bring you first impressions from playable code.

**HOW DO I GET INVOLVED?** To vote in our Most Wanted charts and make sure Monitor covers the games *you* want, email us on **ps2@futurenet.co.uk** or visit our Web site at **uk.playstation.com**. Get voting now!

**INFO BOX** It's here you'll find out who makes a game, how complete it is, when it's due to hit the stores and if there's any more information online.

**INFO BURSTS** Keep an eye out for these blobs, where we'll drop in facts, rants, quotations, devil's advocate opinions and anything extra you should know.

**LATEST SCREENS** So how's the game looking? We show the hits of the future in all their visual splendour.

**OPINION BOX** What do we think of it so far? We reveal our thoughts and also include what you'd like to see in the game – visit the forums at uk.playstation.com to get involved.

**GO TO** Monitor is stuffed with info on all the latest PS2 games, but there's only so much we can fit in the mag. Look out for Go To boxes to keep track of extra info we've posted online.

## MOST WANTED

***Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!***

| POSITION | GAME | | WHAT? |
|---|---|---|---|
| 1 ▲ | METAL GEAR SOLID 2: SUBSTANCE<br>You wanted more, so we're bringing you more. Get the latest info on the *MGS2* extension, beaten out of our Konami informants by our torturers, sorry, our writers. | | NEW SCREENS<br>PAGE 40<br>EXCLUSIVE! |
| 2 ▲ | DEVIL MAY CRY 2<br>You can't enough get of *DMC2*. This month we take a lingering look at Lucia, the game's second fully playable character. | | NEW INFO<br>PAGE 44<br>EXCLUSIVE! |
| 3 ▲ | TOMB RAIDER: THE ANGEL OF DARKNESS<br>Still waiting. Still hopeful that it will be the best *Tomb Raider* ever. | | UPDATE<br>PAGE 56<br>EXCLUSIVE! |
| 4 NEW! | PRIMAL<br>The gorgeous gothic adventure is shaping up to be one of 2003's first must-have games. We spend an hour in the company of the lissome Jennifer Tate. | | 60 MINUTES WITH<br>PAGE 48<br>EXCLUSIVE! |
| 5 NEW! | MIDNIGHT CLUB II<br>All eyes on Rockstar after the massive success of Vice City. This much-improved street racing sequel is their next effort. | | UPDATE<br>PAGE 56<br>EXCLUSIVE! |

## ALSO IN monitor THIS MONTH


SHINOBI ..... PAGE 42
Z.O.E: THE 2ND RUNNER ..... PAGE 46
WOLVERINE'S REVENGE ..... PAGE 48
MACE GRIFFIN: BOUNTY HUNTER ..... PAGE 52
SOS: THE FINAL ESCAPE ..... PAGE 54
SILENT SCOPE 3 ..... PAGE 57


GO TO: uk.playstation.com

*Head to the forums, follow the polls and see what will be in Monitor next month!*

VOTE!

Which forthcoming games would you like to see in Monitor next month? Visit the forums at uk.playstation.com, email us at PS2@futurenet.co.uk (remember to put 'Monitor' in the subject line) or write by post to Monitor, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Vote now!

## NEW SCREENS

METAL GEAR SOLID 2 SUBSTANCE

| | |
|---|---|
| NAME | *Metal Gear Solid 2: Substance* |
| PUBLISHER | Konami |
| DEVELOPER | Konami JPN |
| WEB SITE | www.konamijpn.com/products/mgs2_subl |
| LAST SEEN | OPS2#28 |
| PERCENTAGE COMPLETE | 85% |
| RELEASE DATE | APRIL 2003 |

# METAL GEAR SOLID 2: SUBSTANCE

***New screenshots hint at the substance of* Substance.**

**SO WHAT'S GOING ON HERE THEN?** Take a good look at these screenshots. What you're looking at is a visual sampler of the modes to be found on the flipside of the upcoming *MGS2: Substance* disc. As the Snake savvy amongst you will already know, these modes will complement the full *MGS2: Sons Of Liberty* game and fall under three distinct categories: VR Missions, Alternative Missions and the intriguing Snake Tales.

**WHAT'S WITH THE GIANT GUARDS?** Well, you'll find these giant guards (and then try to avoid them) in the VR Missions' Variety mode, a package of training scenarios designed to stretch even the most hardcore fan. Now cast your eyes over those VR, first-person perspective shots. These come from a separate First-person view sub mode. Ever wondered what an *MGS* FPS would play like? Soon you'll know. Of course, there are also regular VR missions to sharpen your skills which are split between Weapon and Sneaking modes.

**AND THE GUYS CLUTCHING THEIR FAMILY JEWELS?** We thought you might spot these chaps. The bizarre, excruciating-looking images do not, as we first guessed, come from a Nut Kicker mode. Instead, they're part of the Alternative Missions' Photograph mode which sets up tricky photo opportunities for you and your trusty spy camera to record. If this is the kind of scenario Konami thinks we're ready for, just imagine what kind of weirdness awaits in the rest of the mode! Maybe the answer lies in the next issue of *OPS2* when we'll have a first playtest for you. ☐ **PF**

### opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

**METAL GEAR SOLID 2: SUBSTANCE, as these screenshots can attest, is set to raise the already established franchise's game in fine style. Bring on those gigantic guards!**

| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| A package of missions that makes *Sons Of Liberty* worth buying... again | Damian36 wants to go 'loco' with Raiden's HF Blade. | To make up for all those lengthy cut-scenes and the lack of playable Snake on the Big Shell. |

HOT OR NOT?

FRIGID | TEPID | WARM | HOT | **BOILING** | MELTDOWN

**GO TO:** uk.playstation.com

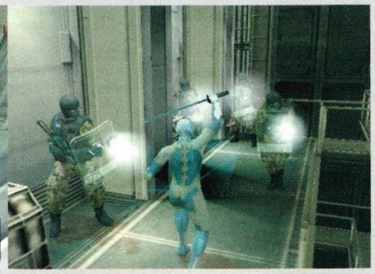
*To see the game in action go to the Web site to view the big trailer.*

## WHAT'S THE ALTERNATIVE?

***What can you expect from MGS2: Substance's Alternative Missions? We explain the sub modes.***

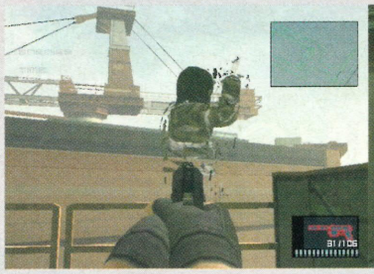
**1. BOMB DISPOSAL MODE**

There are bombs hidden around the game's environments and you have a limited time to find and defuse them all with your handy spray gun.



**2. ELIMINATION MODE**

Screw all that sneaking around. In these scenarios you've got to take everyone out in the shortest time possible. With a sword if you like.



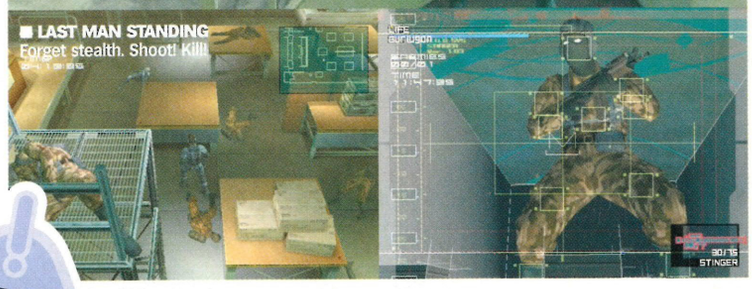
**3. HOLD UP MODE**

Once more, you're against the clock and have to successfully hold up a number of opponents. When you do, they magically cascade away...

**4. PHOTOGRAPH MODE**

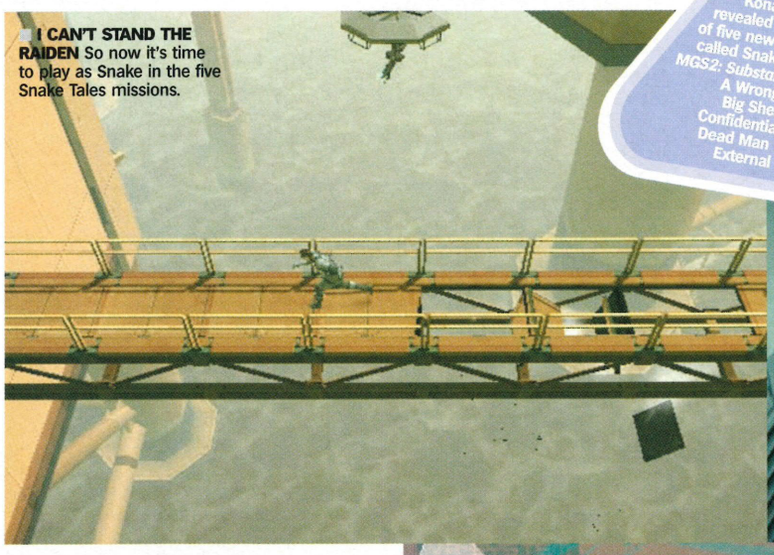
A series of elaborate and challenging scenarios that test your brain power as you work out how to get the shots required.

■ **BOMB BLAST** Try defusing bombs fixed to guards' backs. Not easy.

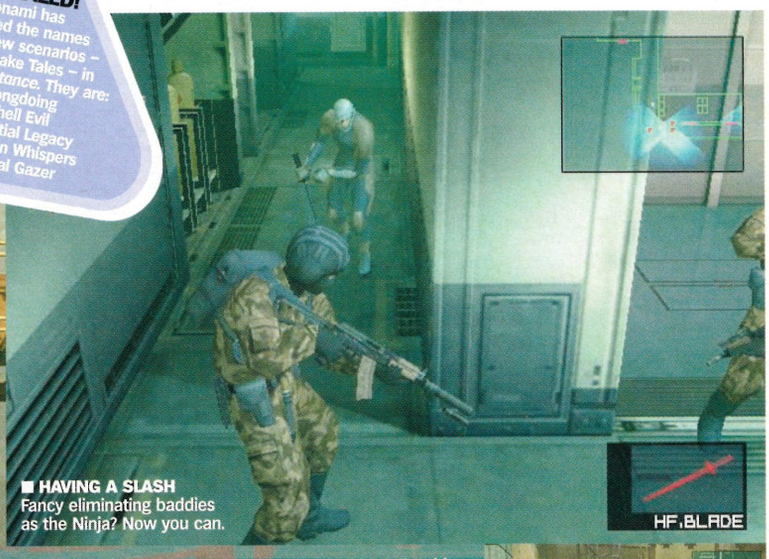


■ **LAST MAN STANDING** Forget stealth. Shoot! Kill!

**REVEALED!** Konami has revealed the names of five new scenarios – called Snake Tales – in MGS2: Substance. They are:
A Wrongdoing
Big Shell Evil
Confidential Legacy
Dead Man Whispers
External Gazer

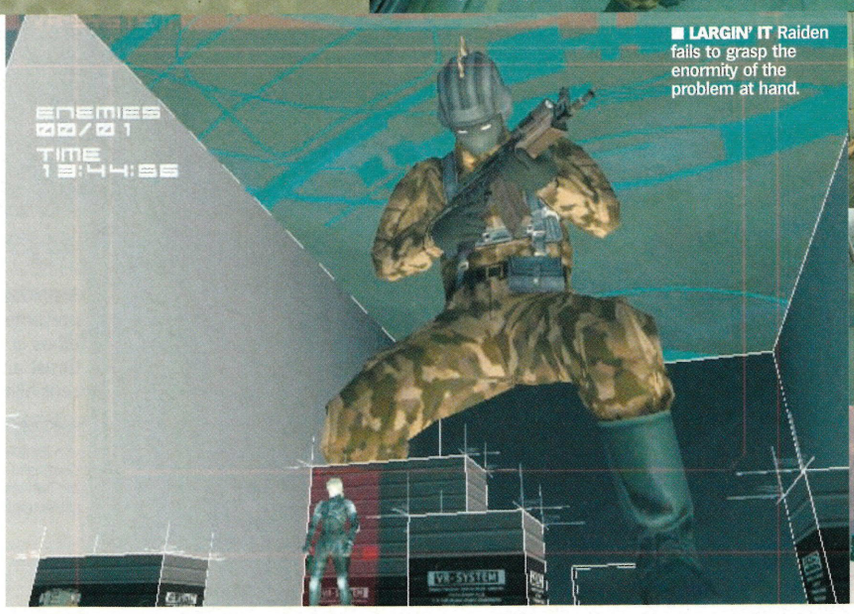


■ **I CAN'T STAND THE RAIDEN** So now it's time to play as Snake in the five Snake Tales missions.

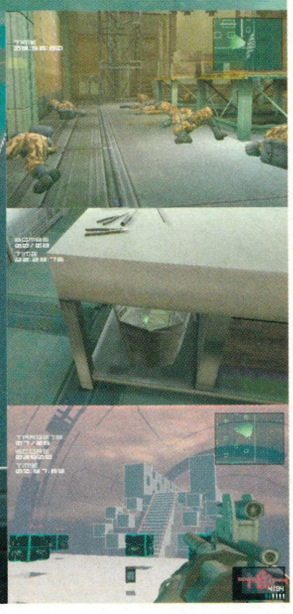


■ **HAVING A SLASH** Fancy eliminating baddies as the Ninja? Now you can.

**FPSNAKE** Now there are first-person perspective missions.



■ **LARGIN' IT** Raiden fails to grasp the enormity of the problem at hand.



## HANDS-ON

| | |
|---|---|
| NAME | *Shinobi* |
| PUBLISHER | SCEE |
| DEVELOPER | Sega Overworks |
| WEB SITE | www.sega.com |
| LAST SEEN | N/A |

PERCENTAGE COMPLETE: 90%

RELEASE DATE: SPRING 2003

# SHINOBI

***Evisceration on your PlayStation 2? Well, if the sword fits...***

**ONIMUSHA 3 ANYONE?** Hardly. Here, we're feeling a staunch arcadey vibe. This game is about fighting and puzzles be damned. We're told at the outset to expect 'scenes of violence and gore', and by the gods that's what we get. Blade unsheathed, it's a case of slashing, leaping, clanking, and carving. And under this kind of onslaught, foes (ninjas, devil dogs, winged skulls) fall to bits. Literally. With true swordcraft we cleave them clean in half – legs will fall one way, torso the other, body-juice a-spraying. Yak!

**MMMM. MUST FEEL GOOD, RIGHT?** Heavenly. Hotsuma, that's you, is an agile fella, prancing about, dancing off walls, springing over chasms, his huge red scarf trailing some yards behind. Indeed, this peculiar elongated neckerchief is, initially, one of the most visually arresting things about the game. Pressing L1 pops the targeter into life and this proves vital when taking on multiple assailants, but for real mondo-cool, the Stealth Dash is unparalleled. For a short time Hotsuma can rocket invisibly out the way of attacks, leaving behind an opaque ghost of himself. It's a beauteous touch, yet on a practical level, very important when up against end-of-level-bosses. Jump, rocket, turn, lock-on, slice, rocket out the way of a missile – it verges upon the sexual.

**SOUNDS THE MONEY?** Yeah. Controls are intuitive, the atmosphere and the plinky-plonky Oriental soundtrack are spot on, while the enemies are (at least during the first few levels) pleasurably easy to dismiss. It's good-looking, old-skool franticness and your brain is definitely not invited. ☐ **SP**

### opinion — PlayStation 2 Official Magazine-UK

**SHINOBI boasts a simple premise, exquisitely presented. With no defend button, this game's ethos is spelt out plain and simple. Cut, thrust and dodge through a storm of sensibility-shaking gut-splat.**

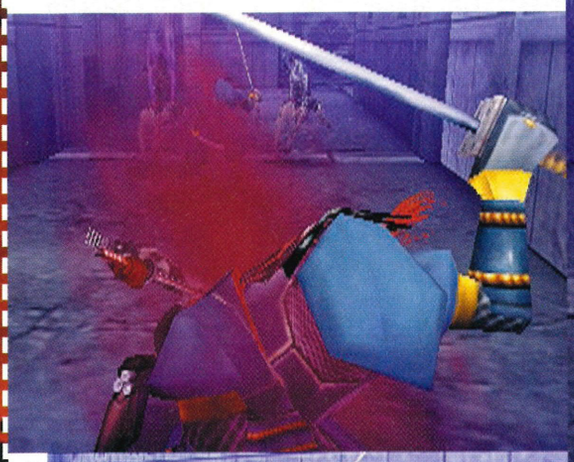
| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| ■ A lightning fast *Onimusha* without the bothersome gift-swapping. | ■ Zenhachirou on Dante Vs Hotsuma: "Dante is a fairy, my money would be on Hotsuma." | ■ To create a button-hammering thrill-kill in a cyber-oriental Matrixesque setting. Only with swords. |

**HOT OR NOT?**

FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN

**GO TO: uk.playstation.com**

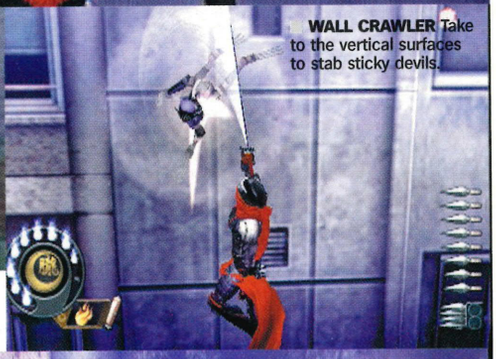
■ *We'll be posting more screenshots on the site soon. Keep checking.*



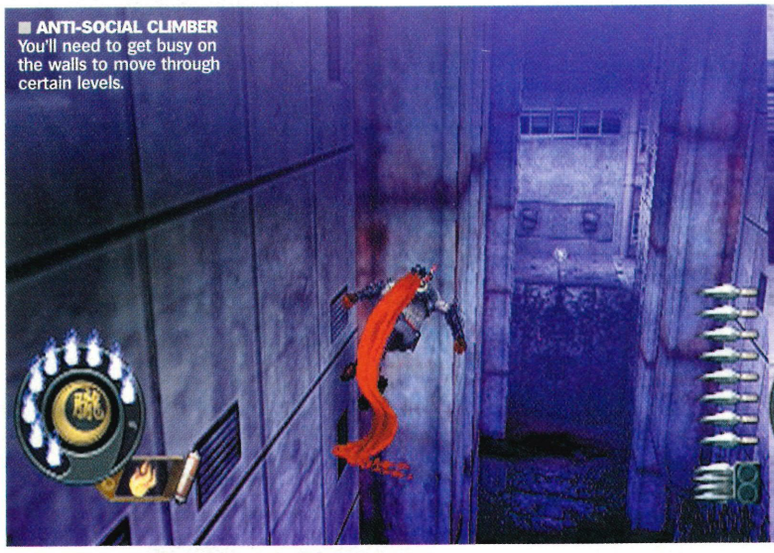
**KNIFE WORK** You look a little on the fey side, but you've got a shockingly brutal way with cutlery.

**GONE TO PIECES** Go bastado with your cleaver and your foes will lose the power of being a single entity.

**FEMME FATALE** Lady-chick shows up, spouts story guff and buggers off leaving you with more hacking to do.



**WALL CRAWLER** Take to the vertical surfaces to stab sticky devils.



**ANTI-SOCIAL CLIMBER** You'll need to get busy on the walls to move through certain levels.

**HOVER BOTHER** Ooh, a floating thing? What is it? Not much: hit it, it explodes, a door opens.

### WHAT'S THE STORY?

A gargantuan earthquake totals Tokyo. Out of the rubble rises a golden palace in which resides a sorcerer who summons hellspawn to ravage the city. Hotsuma, the last surviving member of the Oboro Clan, sets out to save the city and kick wizard arse.

## CHOPPER VS ER... CHOPPER

***It's you and your sword against a huge gunship. No fair! But victory can be achieved if you know where to pop your blade.***

**WAIT FOR THE ACTION**

At the close of the first level it's you against a helicopter gun-craft. Oh, and teams of rabid ninjas.

**BE ON YOUR GUARD**

It's a good idea not to ignore the sprouting ninja lads – they'll creep up from behind and sword your physique.

**EASY DOES IT**

Use your brilliant Stealth Dash to weave amongst them and plant a blow on the heli's nose.

**RUN LIKE HELL**

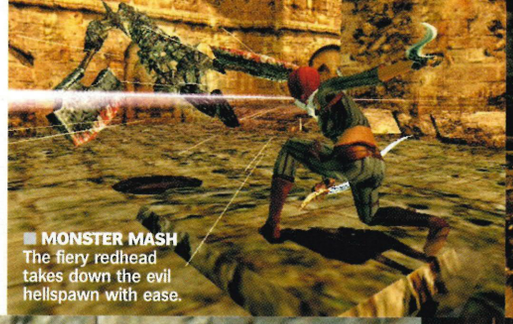
When the chopper's about to unleash its missiles, it's best to simply leg it smartish.

**YOU MADE IT...**

Beat the gunship's nozzle enough times and its health bar dies. Cue explosive cut-scene and pat on back.

## NEW INFO

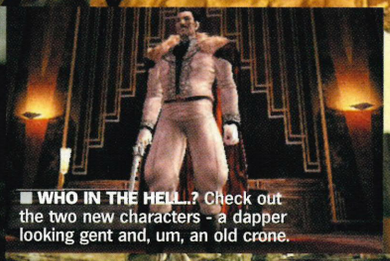
| | |
|---|---|
| NAME | *Devil May Cry 2* |
| PUBLISHER | Capcom |
| DEVELOPER | Capcom [Production Studio 1] |
| WEB SITE | www.capcom.co.jp/devil2 |
| LAST SEEN | *OPS2#28* |
| PERCENTAGE COMPLETE | 85% |
| RELEASE DATE | MARCH 2003 |



**MONSTER MASH** The fiery redhead takes down the evil hellspawn with ease.

**STRIKE A LIGHT** Lucia's going to stir things up a bit.

**HIGH KICK** Dante's pal Lucia shows off her dexterity and nimble moves.



**WHO IN THE HELL..?** Check out the two new characters - a dapper looking gent and, um, an old crone.

**RUMOUR HAS IT**

This is completely unconfirmed, but apparently a small number of people who pre-order *Devil May Cry 2* in Japan will receive a limited edition replica of Dante's Alastor sword.

# DEVIL MAY CRY 2

***New shots of Capcom's lethal lady at your satanic majesty's request.***

**WHO'S THIS HONEY, THEN?** You lot have short memories. This is Lucia, the flame-haired vixen set to join Dante as the second playable character in *Devil May Cry 2* and first revealed on uk.playstation.com back in June 2002 and in *OPS2#26*. These are the first shots of the lass in action, dishing out the good news. We like to think she looks a bit like Isla Fisher, had she decided to pursue a career as a demon-slaying ninja rather than a daytime soap actress.

**STEADY ON, SPORT. SO HOW DOES SHE FIT INTO THE GAME?** Intriguingly, retail sources in Japan recently let slip that *Devil May Cry 2* will be released as a two-disc set, with one disc featuring Dante's adventure and the other containing Lucia's levels. Hopefully this should work in a similar way to Capcom's *Resident Evil 2* on PSone, with two interlocking story lines.

**CAN SHE HANDLE HERSELF, THOUGH?** Let's bloody hope so, eh! As tends to be the case with female action characters, Lucia looks to be very nimble, with speedy attacks compensating for the obvious lack of firepower. From these screenshots her offensive repertoire seems to be based on those two wickedly-curved blades and her martial arts prowess. Which, frankly, doesn't sound much of an arsenal given the gargantuan monstrosities the game's going to throw at her. But take a look at the screens again. There's little Lucia, sticking flying demons with her throwing knives and putting the boot into a cleaver-wielding wraith like she hasn't got a care in the world. That feeling? Love at first sight. ☐ **TC**

**TWISTED METAL** Those blades look sharp and tough, as does Lucia's attitude.

### opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

**DEVIL MAY CRY 2 will need some hands-on play before we can tell whether Lucia is as enjoyable to control as Dante, but for now this she-devil certainly looks the part.**

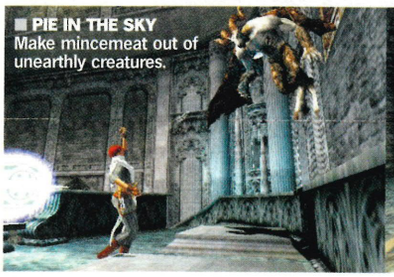
| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| The same kinetic gunplay but with greater depth, more variety and added longevity. | Forumite Truelie isn't entirely chuffed, muttering, "Lucia is cool, but I wish you could play as Trish!" | To create another slice of instant cool and build *Devil May Cry* into a *Resident Evil*-sized franchise. |

HOT OR NOT?

FRIGID | TEPID | WARM | HOT | BOILING | MELTDOWN

**GO TO:** uk.playstation.com

*To download clips of the game in action and see more screens*



**PIE IN THE SKY** Make mincemeat out of unearthly creatures.

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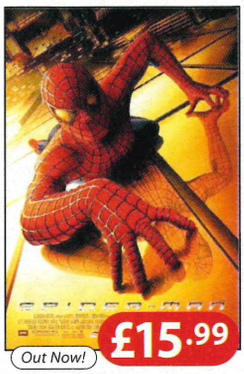
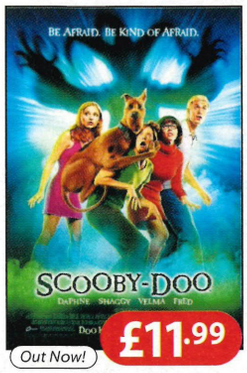
## DVD Top Titles 2002



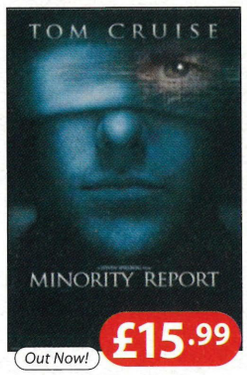
Out Now! **£15.99**

**Spiderman 2002**
*2 Discs*



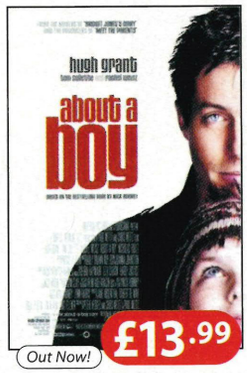

Out Now! **£11.99**

**Scooby Doo**
*Live Action*




Out Now! **£15.99**

**Minority Report**
*2 Discs*

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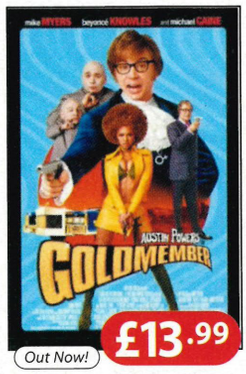
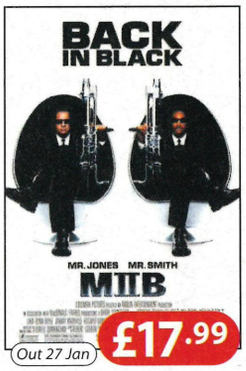
**About a Boy**



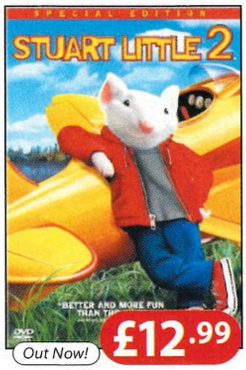

Out Now! **£13.99**

**Austin Powers 3**
*Goldmember*




Out 27 Jan **£17.99**

**Men in Black 2**

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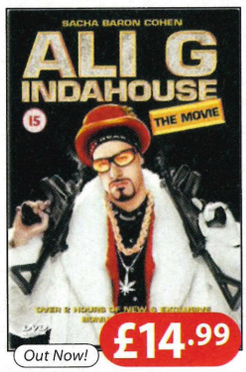


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**Back to the Future: Trilogy**

## PlayStation.2 Top Titles

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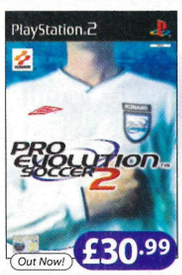


Out Now! **£30.99**

**Pro Evolution Soccer 2**

**One Price. Free delivery. No Excuses.**

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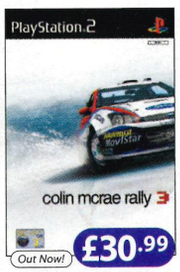


Out Now! **£30.99**

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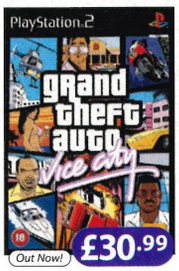
**FIFA Football 2003**

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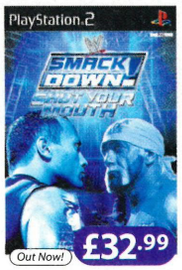
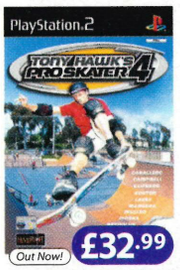
**Grand Theft Auto: Vice City**




Out Now! **£32.99**

**WWE Smackdown 4: Shut your Mouth**

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**Tony Hawk's Pro Skater 4**

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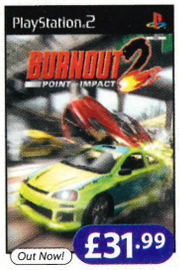
**Lord of the Rings: The Two Towers**

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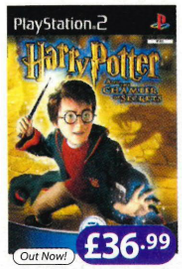
**Burnout 2: Point of Impact**

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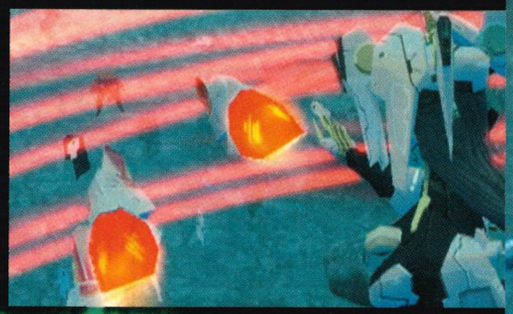
## NEW SCREENS

| | |
|---|---|
| NAME | *Zone Of The Enders: The 2nd Runner* |
| PUBLISHER | Konami |
| DEVELOPER | Konami JPN |
| WEB SITE | www.konamijpn.com |
| LAST SEEN | OPS2#28 |
| PERCENTAGE COMPLETE | 70% |
| RELEASE DATE | MARCH 2003 |



■ **OUT TO LAUNCH** All you can do is sit and watch as Ardjet releases multiple warheads against you. Get ready to duck.

■ **FORCE FIELD TRIP** When Ardjet doesn't want you around, you'll know

# ZONE OF THE ENDERS: THE 2ND RUNNER

***Breaking out the WD40 for the mecha masterpiece's sequel.***

**IS BATTERING ROBOTS STILL AS FUN?** *ZOE*'s second coming retains the same great gameplay as the original, with some very welcome enhancements. Dodging, parrying and decimating your opponents, while trussed up in a robot suit and performing special moves is still an intense experience. Now however, the space, land and air-based fighting system has been altered so you can grab smaller foes to use as battering rams or projectiles to fling at their brethren. Think *WWE SmackDown!* meets *Battle Of The Planets*.

**WILL THE ACTION STILL BE ONE-ON-ONE?** That's a negative. Another improvement in the game is that as well as simple mano-a-mano duels, you'll have to deal with up to 30 targets at once. And that's not all – in the first mission, improved weather effects mean you'll encounter a swarm of flying robots in the middle of a blizzard. The flyers are backed up by our old favourites, the Raptor units, but as soon as you start twirling one of the cannon fodder frames around your chrome dome the crowd soon disperses. Or blows up.

**WHAT ABOUT THE OTHER ORBITAL FRAMES?** We've only seen the Japanese version, so plot specifics are unclear, but characters so far include Ardjet, piloted by the feisty Ken (funny name for a girl) and the awesome Anubis unit, controlled by the twisted Nohman. Each fight is introduced in a brief cartoon sequence and, so far, the battles are suitably drawn out and punishing. It's often frustratingly hard to stay with your opponent. *ZOE 2* is – get this – five times larger than the original, and lengthy story lines and cut-scenes are minimal. Now your character, Dingo, jumps straight into the Jehuty frame and the twisted metal fun kicks off. ☐ **MW**

**GO TO:** uk.playstation.com

■ *Head on over to the site and download a huge ZOE 2 trailer.*

### opinion — PlayStation.2 OFFICIAL MAGAZINE-UK

**ZONE OF THE ENDERS: THE 2ND RUNNER** looks to be delivering just what we hoped for: an emphasis on action and style and not quite so many cut-scenes.

| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| ■ Bigger, better, cooler, faster orbital frames and less lock-on worries. | ■ KoRnkid wants "crispy humans running around screaming while on fire." Pretty sick, man. | ■ An epic sequel to inspire a whole new generation of robot warriors. |

HOT OR NOT?

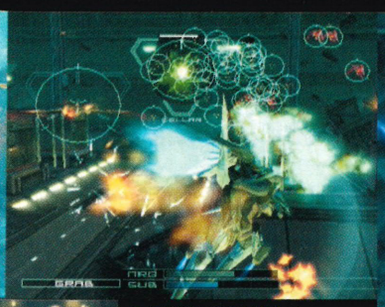
FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN

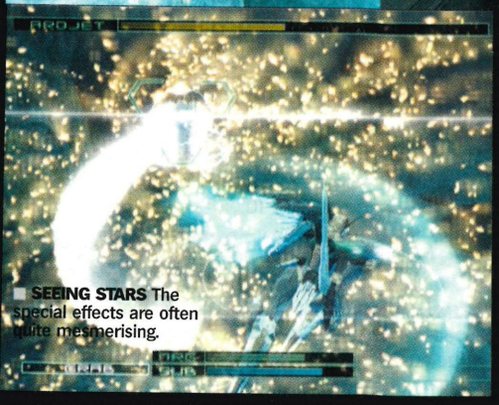
■ **SCRAP YARD** This interior is only one of many battle arenas.

■ **HOT STUFF** Shields are just as important as more offensive weaponry.

■ **STRAIGHT SHOOTER** Improvements to the orbital frames' handling and targeting make combat far more enjoyable.

■ **KLUNK!** Some suits are, thankfully, more equal than others. Sorry pal.





■ **SEEING STARS** The special effects are often quite mesmerising.

■ **ON TARGET?** With the amount of enemies on screen you'd be forgiven for being a little scared.

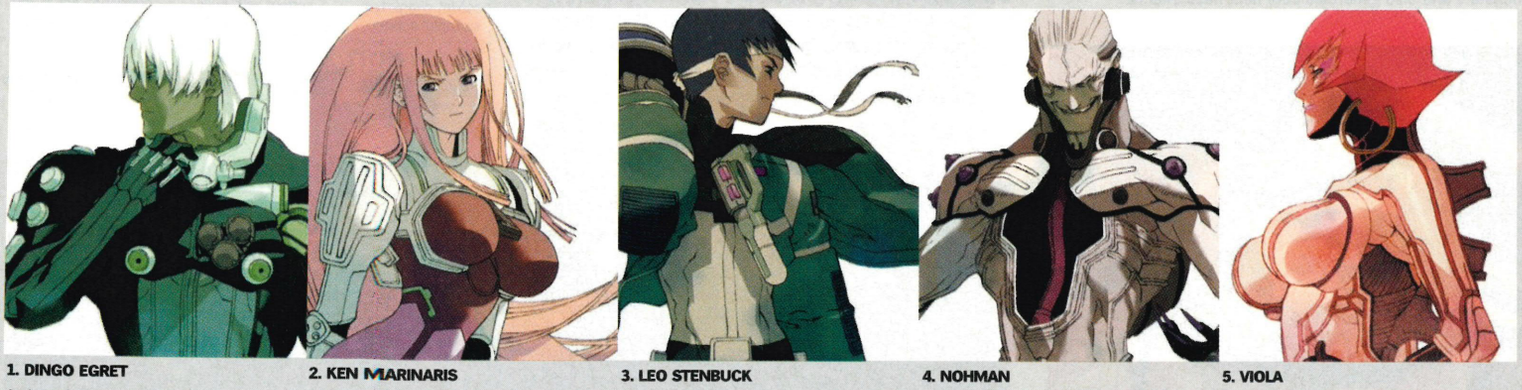
**DEVIL'S ADVOCATE**

*Anubis, as ZOE 2 is known in Japan, is hot property. But will Western gamers ever get excited about robot games? It's a quality sequel that pushes the boundaries but will it sell enough to justify the effort of getting it here?*

■ **SHE'S ELECTRIC** Each unit comes with its own special properties.

## PILOT EPISODE

***Get to know the human characters behind the battling behemoths in* Zone Of The Enders: The 2nd Runner.**



**1. DINGO EGRET**

An ice miner on Jupiter's Callisto moon, Dingo is the main character who discovers and pilots the Jehuty frame.

**2. KEN MARINARIS**

A frame runner for the evil BAHRAM, Ken pilots Ardjet and is commanded by Nohman to find the Jehuty frame.

**3. LEO STENBUCK**

The hero of the original game, Leo returns piloting a new mech – Vic Viper. His experience could be vital.

**4. NOHMAN**

Commander of Mars' military regime BAHRAM, power-hungry Nohman pilots the strongest Orbital Frame, Anubis

**5. VIOLA**

Another returning character from the original, Viola was presumed dead. She's back and in control of Nephtis.

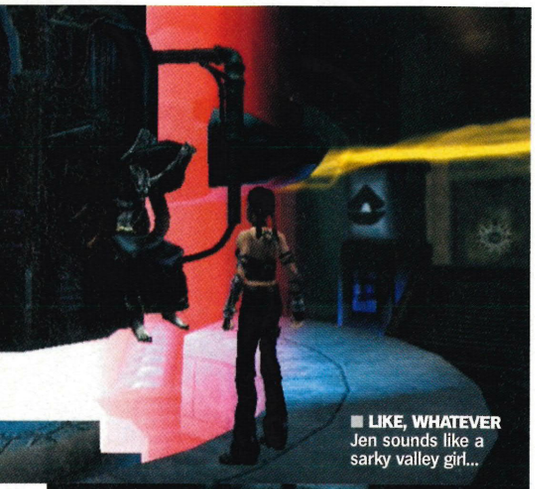
## 60 MINUTES WITH

PRIMAL

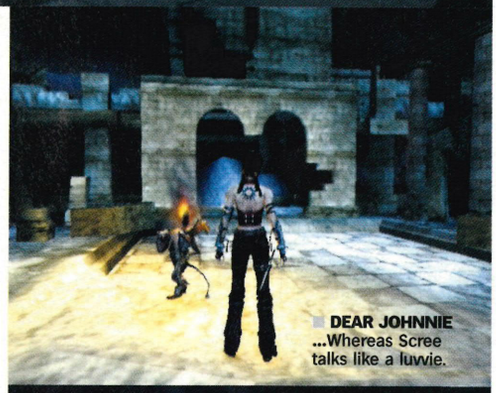
| | |
|---|---|
| NAME | *Primal* |
| PUBLISHER | SCEE |
| DEVELOPER | Studio Cambridge |
| WEB SITE | www.primalgame.com |
| LAST SEEN | *OPS2#28* |

PERCENTAGE COMPLETE 85%

RELEASE DATE 7 FEB 2003



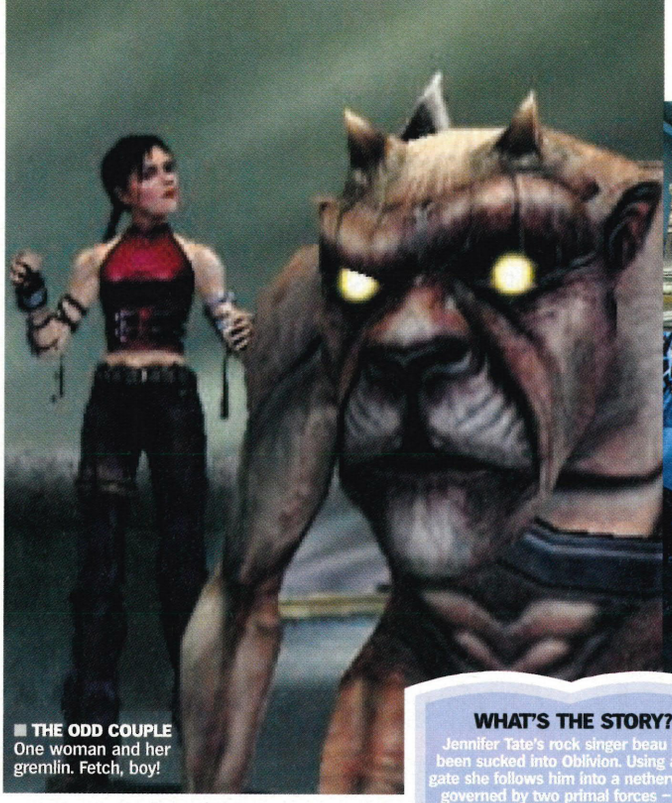
**LIKE, WHATEVER** Jen sounds like a sarky valley girl...



**DEAR JOHNNIE** ...Whereas Scree talks like a luvvie.

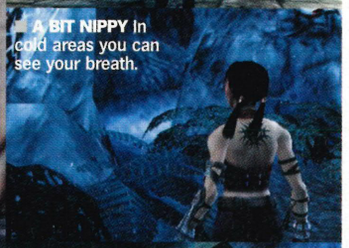
**LIGHT MY FIRE** The burning torch scares off monsters and also generates cool heat haze effects.

**HORNY DEVIL** Herne makes his impressive entrance.



**THE ODD COUPLE** One woman and her gremlin. Fetch, boy!

**STONE ME!** The gothic architecture looks imposing.



**A BIT NIPPY** In cold areas you can see your breath.

**REST IN PIECES** Scree finds a severed torso. Great!

### WHAT'S THE STORY?

Jennifer Tate's rock singer beau has been sucked into Oblivion. Using a rift gate she follows him into a netherworld governed by two primal forces – the peaceful Arella and the evil Abaddon. Here she meets Scree, a gargoyle who accompanies her on the ensuing quest.

# PRIMAL

***We spend quality time with Jen. But who invited her ugly mate?***

**01.30** Hello baby cakes! Jen is definitely a looker, but in time-honoured style her mate, Scree, is an absolute minger. Don't fancy yours much…

**05.00** Follow Scree to a big glowing contraption called the Nexus. It's the gateway between the real world and Oblivion's four realms. There's an old chap called Chronos trapped inside. Seems happy enough in there, though…

**07.00** We're now exploring an icy hinterland looking for Herne the hunter. Gorgeous high-res textures – it's like being in Narnia.

**08.30** Find cave system infested by Malaki demons. Scree informs us that they're afraid of fire. We switch characters and enter. Nervously.

**10.00** Discover a burning torch and use it to light a fire which scares off the beasts. Jen can now pass though without fear of being 'molested'.

**11.30** Senior Editor wanders over and asks whether you can move the camera under Scree to see his little goblin plums. You can't.

**22.00** Hopelessly lost…

**30.00** Still can't work out where to go. Hit Ⓐ to ask Scree for some 'advice'. He tell us we need to find Herne. Cheers then…

**38.40** While attempting to cross a collapsed bridge, Jen gets trapped inside a wall due to a bug in the early code we're playing. Despite the fact we know full well this won't happen in the finished game, we still find cause to moan like a child.

**46.00** Still can't find a way over the icy river. Enlist the help of Mark who claims there's a "natural path through each level." He then proceeds to get lost almost immediately.

**52.00** Cracked it! Or rather, Mark has. Switching to Scree we scramble up a wall and into a narrow shaft. Once inside we release a previously locked door, allowing Jen through. Note that her boobs bounce in perfect sine waves.

**60.00** Finally meet Herne the hunter and he's a horny old goat. Literally. Having frightened off some more Malaki, he asks us to find his missing son. Like we're not busy enough… ☐ **TC**

### opinion

PlayStation.2 OFFICIAL MAGAZINE-UK

**PRIMAL looks fantastic and although we've barely scraped the surface, it's shaping up to be an epic adventure. Our only concern is if it falls into the same aimless wandering trap as *Soul Reaver 2*.**

| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| *Tomb Raider* as directed by Clive Barker, with puzzle-solvin', character-swappin' action. | Forum regular KoRnkid fancies a "sweet ass fighting system with funky kung fu moves." | Another hit for one of SCEE's internal studios and to dethrone Lara as the sexiest PS2 heroine. |

HOT OR NOT?

FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN

### ROCK HARD

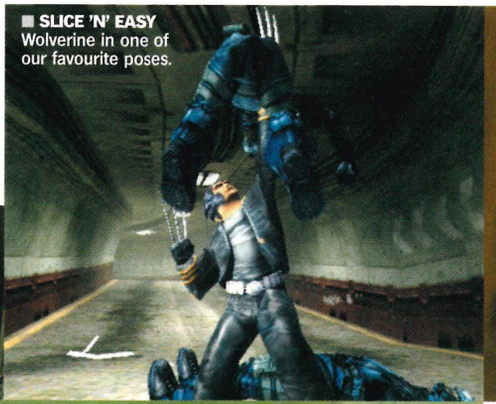
***When threatened, Scree can curl up into a ball and turn into stone.***

www.becks.co.uk

paranoid

## NEW SCREENS

| | |
|---|---|
| NAME | *X-Men: Wolverine's Revenge* |
| PUBLISHER | Activision |
| DEVELOPER | Genepool Software |
| WEB SITE | www.activision.co.uk |
| LAST SEEN | *OPS2#23* |
| PERCENTAGE COMPLETE | 65% |
| RELEASE DATE | FEB 2003 |



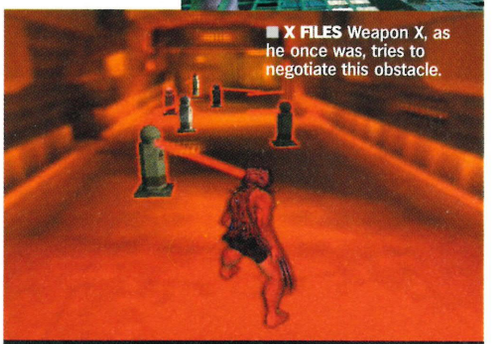
**SLICE 'N' EASY** Wolverine in one of our favourite poses.

**MAKING SENSE** No, he's not been on the sherry, Wolvy's super sense mode lets him sneak up on unsuspecting adversaries.

**FOR KICKS** The combat system lets you perform impressive and deadly feats.

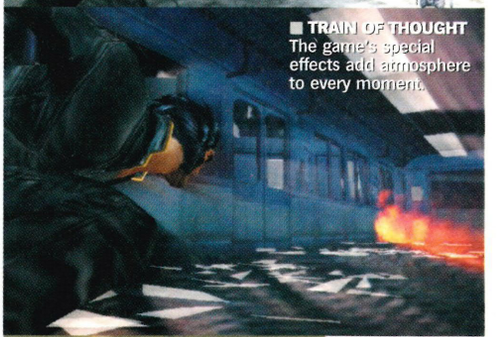
### WHAT'S THE STORY?

Wolverine has been infected with a virus by Department H that's eating him from the inside out. He's got 48 hours to find the scientists who contaminated him and find a cure. He must delve into his murky military past and encounter plenty of old 'friends' along the way.



**X FILES** Weapon X, as he once was, tries to negotiate this obstacle.

**MINE ARE BIGGER** The claws-off wasn't going quite as Logan wanted.



**TRAIN OF THOUGHT** The game's special effects add atmosphere to every moment.

**GET THE POINT?** Not one of the flashiest moves, but pretty effective.

# X-MEN: WOLVERINE'S REVENGE

***Brand new screens of the hairy X-Man's adamantium adventures.***

**HOW'S THE GAME LOOKING?** Pretty sharp, as you can see from these screens. The art direction on the project is full of dark charisma, just like the Wolvester himself. As in the movie, Genepool has ditched the bright lycra strides that made the original comic incarnation so cool and has instead gone with a more 'leather and violence' approach. You'll also get to see him incarnated as Weapon X, the military experiment that gave him those tenacious talons. It looks like he's not alone either – check out those night-visioned troopers and other experimental beings. he'll have to watch himself.

**WHAT'S WITH THE 'READY BREK' HEAT HAZE?** Ah, you mean the Sense mode. Wolvy's skills on the movie screen may look like nothing more than sniffing, but in the game his sensory perception will be brought to life as he stealthily stalks his prey. See how the individuals become distinct from the background and cel-shading heightens the emotional content of the moment. Even the footsteps of the soldier he's stalking are highlighted to help you track them down.

**HE'S A BIT OF A BRAWLER THEN...** Oh yes, just take a butchers at the fight screens. Genepool seems to have really brought to life the acrobatic and brutal way Wolverine goes to work. Stabbing and slashing claws, as well as wrestling and martial arts moves, combine to produce a dazzling, but gore-free Fight mode. The game's a third-person adventure, but with all of your favourite foes including Juggernaut and Sabretooth in there, it'll doubtless be the combat that will make or break this for you. ☐ **MW**

### opinion — PlayStation 2 Official Magazine-UK

**X-MEN WOLVERINE'S REVENGE** looks to be one of the few comic book games to excel on PS2. By concentrating on gameplay and atmosphere this game could slice and dice the opposition.

| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| A special mode where you get to play in yellow lycra – just for a bit. | Red XIII knows that, "all they have to do is make it play well and we'll be onto a winner." | An X-Men game that breaks the mould (and that performs better then *Next Dimension*). |

HOT OR NOT?

FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN

**GO TO:** uk.playstation.com

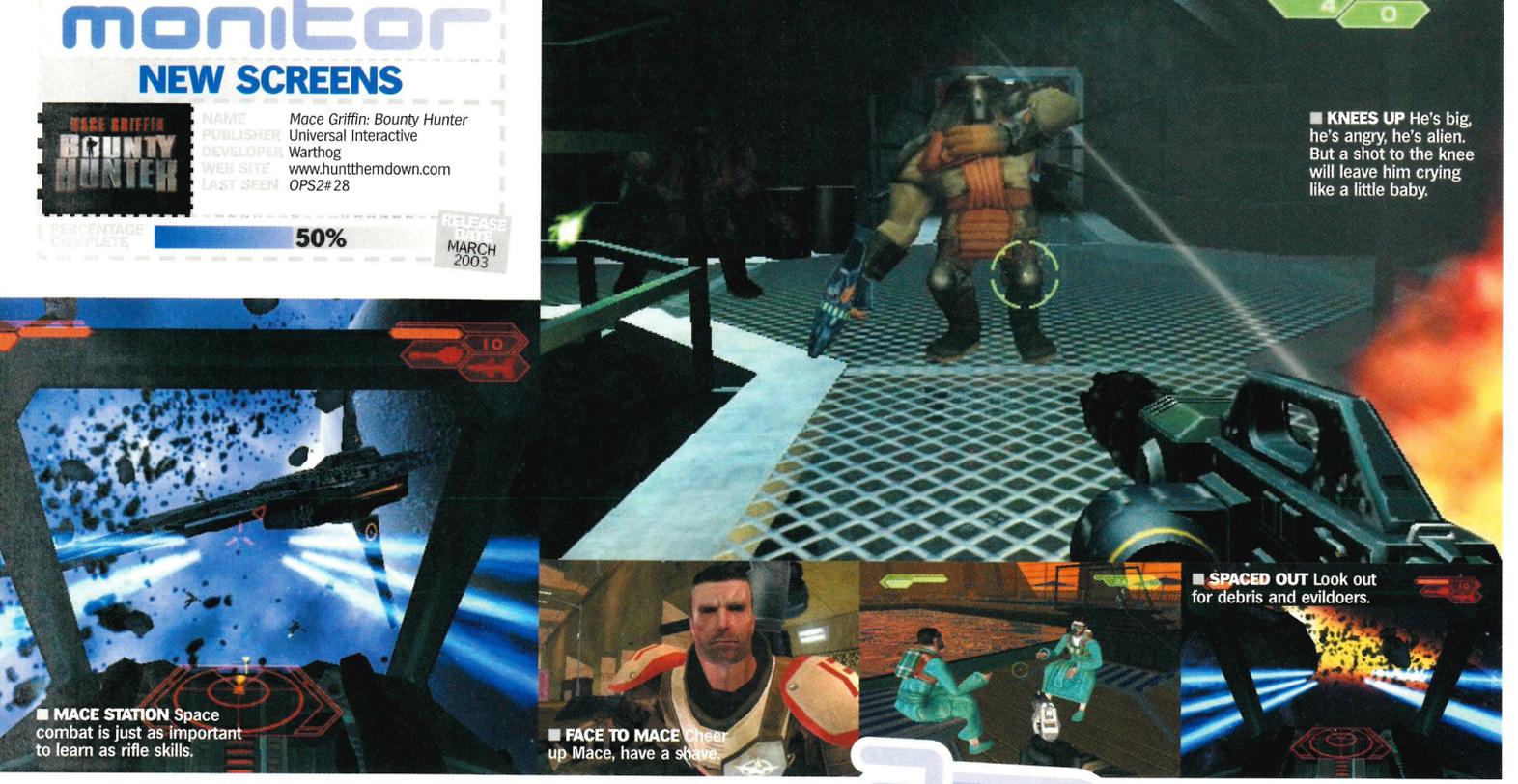
To look at some more great screenshots enter the above URL now.

www.becks.co.uk

naturist

## NEW SCREENS

| | |
|---|---|
| NAME | *Mace Griffin: Bounty Hunter* |
| PUBLISHER | Universal Interactive |
| DEVELOPER | Warthog |
| WEB SITE | www.huntthemdown.com |
| LAST SEEN | *OPS2#28* |
| PERCENTAGE COMPLETE | 50% |
| RELEASE DATE | MARCH 2003 |



■ **KNEES UP** He's big, he's angry, he's alien. But a shot to the knee will leave him crying like a little baby.

■ **MACE STATION** Space combat is just as important to learn as rifle skills.

■ **FACE TO MACE** Cheer up Mace, have a shave.

■ **SPACED OUT** Look out for debris and evildoers.

# MACE GRIFFIN: BOUNTY HUNTER

***Not just a bloke looking for chocolate bars in outer space.***

**DID YOU KNOW?**
The money that Mace makes from his assignments can be spent on weapons upgrades or, when he's earned enough, new spaceships. Check out the Dawson's Shipyard section on the www.huntthemdown.com Web site for a sneaky peek.

**NOT JANGO FETT AGAIN?** No, not *that* Bounty Hunter. Yes, you're an inter-stellar tracker of bad guys and mercenary of sorts. No, you don't have a really cool mask. You play Mace Griffin, a man on the path to vengeance via various deep-space flying and FPS missions. As the screens on this page show, action is divided up pretty equally between space combat and interiors. Check out Mace, he's sort of a Han Solo meets Clint Eastwood character. A world-weary but charismatic space wayfarer out for justice.

**WHO WILL WE BE KILLING THIS TIME?** Everything and anything. As you can see, the Vagner System that forms the game's backdrop is populated by many varied races. Some are armed, some are organised, some are both. From insectoid aliens to fervent religious sects, there's plenty to work your way through. They populate the rich world of the space stations and structures that you get to investigate, and it's up to you to finish each particular mission by any means necessary. Here's a hint: it's usually by shooting people or blowing stuff up.

**WHICH WEAPONS CAN WE SEE HERE?** A variety of firepower is available. From long-range stealth kills made easy by a futuristic sniper rifle, to simply blowing your foe into small alien chunks, there will be many options available to you. It's all about choosing the right tool for the job. There are sonic rifles, grenades, remotely activated bombs, shotguns, big handguns and plasma pistols, all of which dispatch your enemies in great-looking ways, adding to that overall sense of satisfaction. □ **MW**

### opinion

PlayStation.2 OFFICIAL MAGAZINE-UK

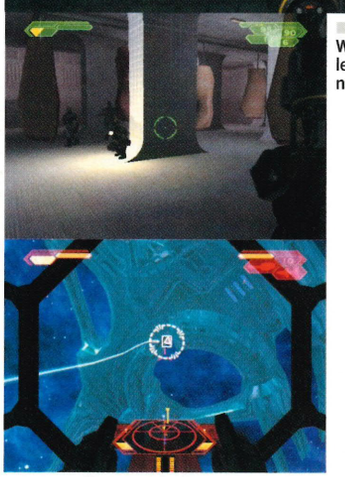
**MACE GRIFFIN: BOUNTY HUNTER** looks to be a strong addition to the world of space shooters. It'll need to blend its gameplay elements effectively to convince hardened gamers, though.

| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| A shooter that provides real variety in gameplay as well as interactive worlds. | There's nothing on the forums yet, but now you know about the game, share your thoughts online! | A game that tussles with the best first-person shooters and space flight sims out there. |

HOT OR NOT?

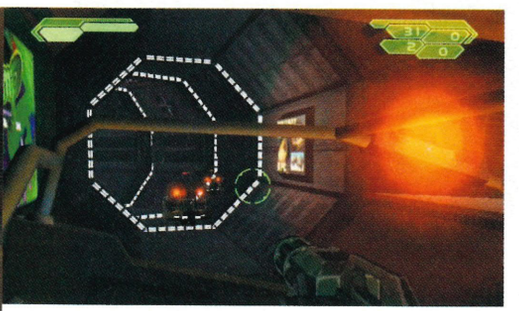
FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN

■ **MR BURNS** With such great weapons you'd be forgiven for indulging.



■ **SPIDEY SENSE** Whether on two legs or eight you'll need to be ready.

■ **MACE IN THE HOLE** Interiors will be detailed and immersive.



■ **HALL MONITOR** Action varies from deep space freedom to close corridors and futuristic fortresses.



■ **FLIGHT VISION** Space combat sees you take on small and large enemies.

www.becks.co.uk

CENSOR

## 60 MINUTES WITH

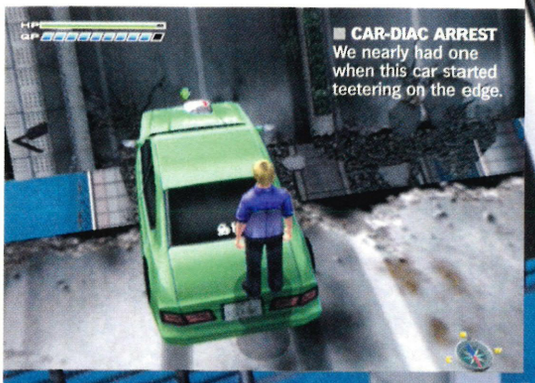
**SOS: THE FINAL ESCAPE**

| | |
|---|---|
| NAME | *SOS: The Final Escape* |
| PUBLISHER | Agetec |
| DEVELOPER | Irem |
| WEB SITE | www.irem.co.jp |
| LAST SEEN | *OPS2#22* |

PERCENTAGE COMPLETE **95%**

RELEASE DATE FEB 2003

**RICHTER SCALE** This, Mancunians, is a *real* earthquake.



**CAR-DIAC ARREST** We nearly had one when this car started teetering on the edge.

**RUMBLED!** *SOS: Escape* makes full use of the Dual Shock 2's vibration function to simulate aftershock tremors. It also supports the bizarre Trance Vibrator peripheral – soothing or terrifying depending on how you use it.

# SOS: THE FINAL ESCAPE

***Earthquake! And we're stuck on a bridge. Typical...***

**00.00-03.00** Ethereal music plays as credits tell us it's 2005, and our character Keith is on his way to work. A news report follows: "A huge earthquake has ripped through Capital City leaving 2,000 people missing or dead, aftershocks are rippling through the area. The bridge to the airport has been critically damaged."

**06.30** Realise we're on that critically damaged bridge. As it teeters above the raging wash below Keith has to reach the safety of the mainland without bringing the whole thing down. Search for the 'tiptoe' button.

**12.15** Scramble up a piece of broken road to see a rescue helicopter on the other side of a huge expanse of nothingness. A cut-scene plays and the chopper flies off dropping a package onto a car that's precariously balanced on the edge of a sheer drop. Learn early on that *SOS* is keen on drama and life-or-death, heart-in-your-mouth moments.

**20.45** Struggle with the 'cinematic' camera and walk off a gantry to our death. Press 'Restart' and it happens again. At exactly the same point. Restart again and we begin to find the way that Keith runs rather comical. Then an aftershock rocks the bridge and it's not so funny.

**43.08** Find the 'shout' button and someone replies. There's a woman stuck in a train carriage! Steam in to save her and it falls into the ocean. Try again, this time with a rope found nearby. The train falls and we're left holding on for dear life 300 feet up. Ceremoniously sh*t our pants. □ **GW**

**BEAM ME UP** Get to the middle of this girder and a quake hits. Stay clever, now.

**EMERGENCY EXIT** Well it would have been if the stairs were there.

**DON'T LOOK DOWN** Karen and Keith get unexpectedly well acquainted.

**DUMB BLOND** Our hero's hair has mysteriously turned yellow in the Japanese to English localisation. Maybe it's the Beckham effect.

**LAYING A CABLE** Use this rope to rescue Karen.

**CITY CRISIS** Keith's rucksack is used to hold important items like bottled water and a crowbar.

## opinion

PlayStation.2 OFFICIAL MAGAZINE-UK

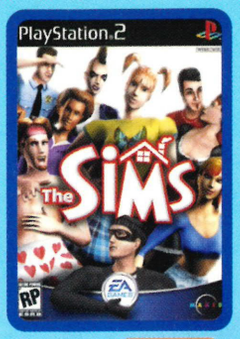
**SOS: THE FINAL ESCAPE reveals an exciting RPG/puzzle/action hybrid. There's some strange slowdown in places but the first 60 minutes of the game are a memorable tour de force.**

| WHAT **WE** WANT | WHAT **YOU** WANT | WHAT **THEY** WANT |
|---|---|---|
| For Agetec to sort out the few graphical glitches before the game's release. | "The game looks cool and it's the only game I'm interested in for the holidays," says Renzo. | To create a new gaming genre – the Disaster Horror. |

HOT OR NOT?

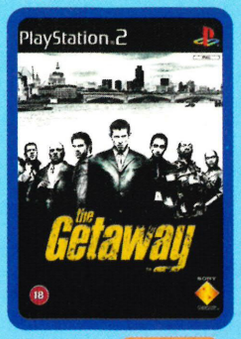
FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN

# WANNA PLAY SOME MORE?




~~RRP £44.99~~ **£36.99**

The Sims

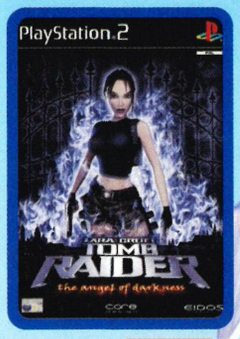



~~RRP £39.99~~ **£32.99**

The Getaway

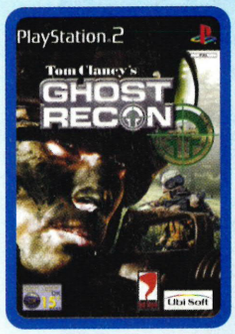
~~RRP £44.99~~ **£36.99**

James Bond 007: Nightfire




~~RRP £44.99~~ **£32.99**

Lara Croft - Tomb Raider: The Angel Of Darkness

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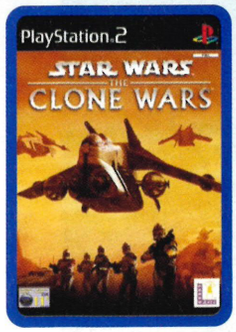
Tom Clancy's Ghost Recon

~~RRP £44.99~~ **£34.99**

Lord Of The Rings: The Two Towers

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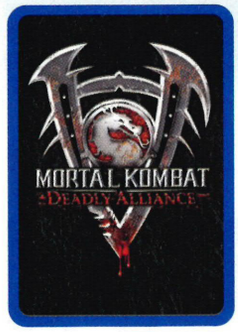
Star Wars: Clone Wars

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Mortal Kombat: Deadly Alliance

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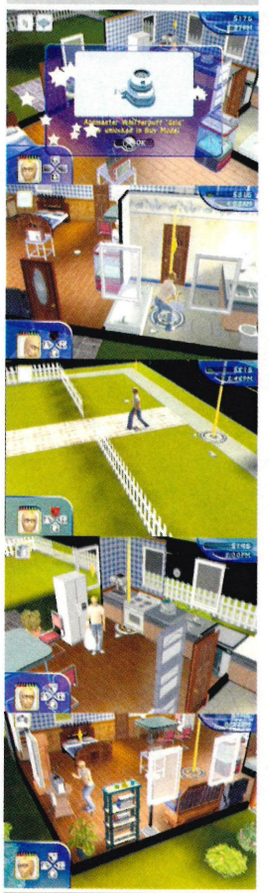
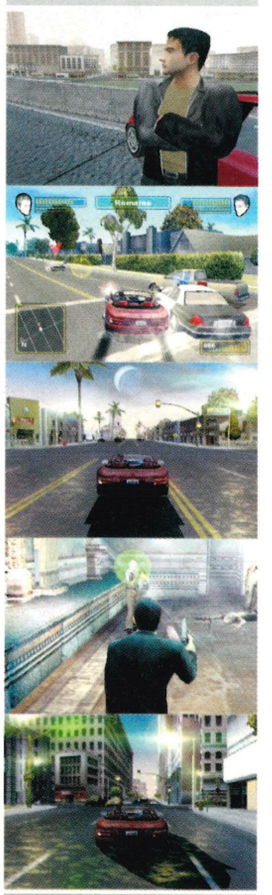
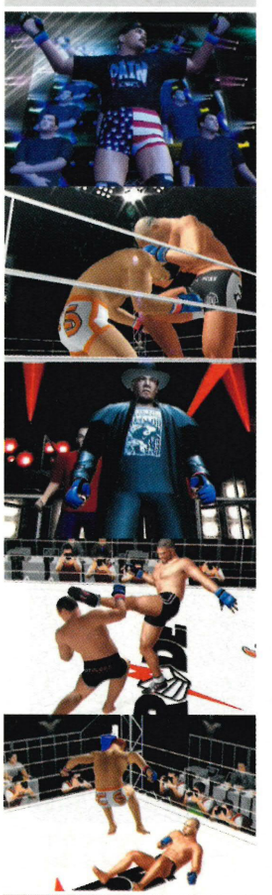
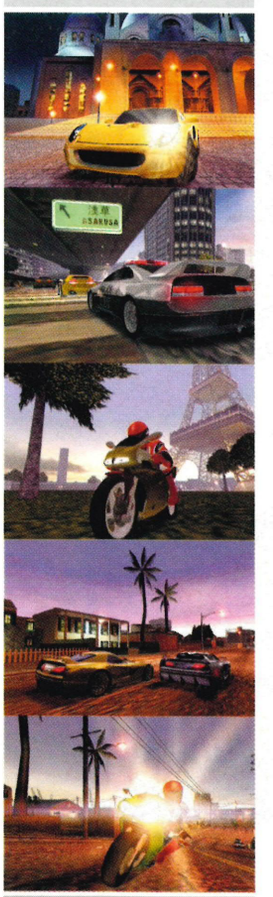
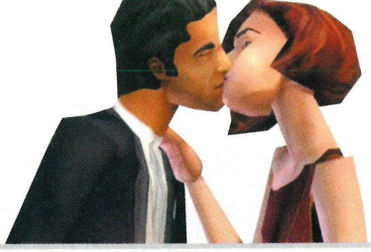
# monitor UPDATE

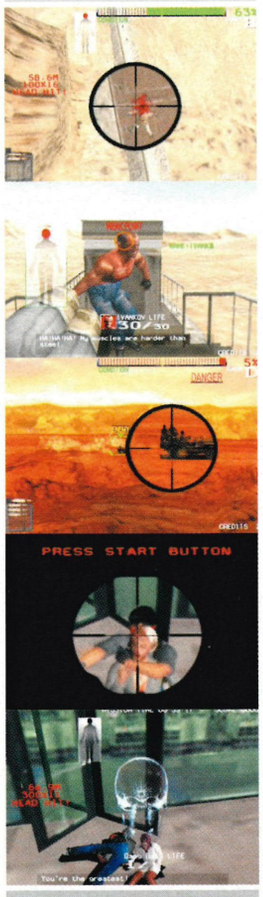
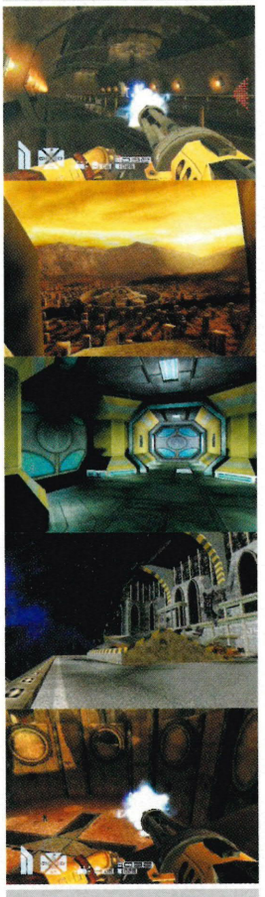
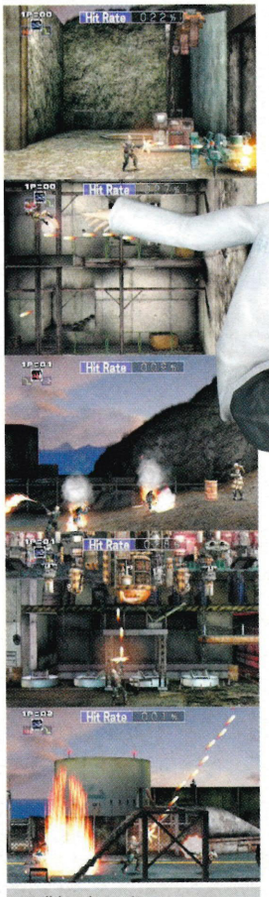
***Like a sleazy history teacher at a school disco, OPS2 checks out these works in progress.***

| GAME | TOMB RAIDER: THE ANGEL OF DARKNESS<br>PUBLISHER: EIDOS<br>DEVELOPER: CORE DESIGN | THE SIMS<br>PUBLISHER: EA<br>DEVELOPER: MAXIS | TRUE CRIME: STREETS OF LA<br>PUBLISHER: ACTIVISION<br>DEVELOPER: LUXOFLUX | PRIDE FC<br>PUBLISHER: THQ<br>DEVELOPER: ANCHOR | MIDNIGHT CLUB II<br>PUBLISHER: ROCKSTAR<br>DEVELOPER: ROCKSTAR SD |
|---|---|---|---|---|---|
| **LAST SEEN?** | Right here, just last month in *OPS2*#29. | Remember our great *Sims* feature in *OPS2*#25? No? Well get back to the issue and read it. We also gave you some new screens last issue. | We Spy-ed all of the Hong Kong film inspired action in *OPS2*#23. | We pulled on our fighting pants to get familiar with *Pride* in *OPS2*#18's Spy. | Tearing up the streets of LA, Paris and Tokyo in last issue's Spy. |
| **WHAT'S NEW?** | We gave you the plot last time, but this month we've got some more bits of Lara to show you. No, really, they're new, and the game *is* coming, honest. | We've had a quick play and the controls are smooth and easy to access. For those who don't know the PC heritage that's definitely a bonus. | Here are some brand spanking new screens of Nick Kang in what may be America's answer to *The Getaway*. | Well, after a brief pause, publisher THQ is set to release the game this spring. Check out the latest screens below. | As much as the shiny bonnets might have impressed, check out the vehicle shots below for an idea of how smooth the game truly looks. |
| **ANYTHING ELSE?** | Look past Lara for a minute and you'll see the game's environments in all their glory. | As well as a Single-player mode you'll be able to challenge someone to a Sim-off. These games are usually about making friends, so start practising those social graces. | Look closely and you'll see high-speed driving action as well as shooting and martial arts toilet-based excitement. That's right: martial arts toilet-based excitement. | *Pride*'s world is the martial art of vale tudo, or 'no-holds-barred' fighting. Not for the faint-hearted. There are plenty of ways to win, mostly by submission or knockout. | No-one's seen much of *MCII*'s structure at this point. We *do* know it'll be character-based in order to fuel-inject some personality into the racing. |
| **SCREENS** | |  |  |  |  |
| **WHAT'S NEXT?** | We're still looking to uncover a few more of the game's treasures before release in a massive Monitor piece next time around. | The full review will be with you next month. That's if we get time after playing God with tiny virtual humans. Mwahahahaha! | Still early, but we're getting itchy trigger fingers for a hands-on playtest in the next couple of issues. | We'll be getting to grips with *Pride FC* next month. Make sure you catch up with us then and see us get a slapping. | There's plenty more to be uncovered on *Midnight Club II* – we'll reveal all next issue. |
| **ANYTHING ON THE NET?** | **www.eidosinteractive.com** has everything, apart from excuses. We get those on the phone on a daily basis. | Get to know the family a little better at **www.thesims.ea.com**. | Keep checking **uk.playstation.com** for *True Crime*'s upcoming 'comedy police training video' trailers. | Fight fans can get their kicks (and punches) at **www.thq.co.uk.** | Head over to **www.rockstargames.com** for pics and, of course, some merchandise. |
| **RELEASE DATE** | Tomb it may concern, out on 14 February 2003. | It'll be in your neighbourhood on 17 January. | Criminally, it could be well into 2003 before we see it. | Seconds out in March. | Driving up the price of *Vice City* in January. |



**SIM-OFFS ARE USUALLY ABOUT MAKING FRIENDS, SO START PRACTISING THOSE SOCIAL GRACES**

SEE *THE SIMS*

| GAME | STAR WARS: THE CLONE WARS | SILENT SCOPE 3 | FIRE WARRIOR | CONTRA: SHATTERED SOLDIER |
|---|---|---|---|---|
| | PUBLISHER: ACTIVISION<br>DEVELOPER: LUCASARTS/PANDEMIC | PUBLISHER: KONAMI<br>DEVELOPER: KONAMI OSA | PUBLISHER: THQ<br>DEVELOPER: KUJU | PUBLISHER: KONAMI<br>DEVELOPER: KONAMI TYO |
| **LAST SEEN?** | Remember *The Clone Wars*? We last took a look at it way back in *OPS2*#23's feature. | This is the first time we've set our sights on this arcade SWAT sniper sim. | First details were revealed back in *OPS2*#27's Spy but, if we're honest, it all started about a decade ago when we spent every weekend rolling 20-sided dice with our chums. Happy days.. | We caught up with the reprisal of this classic arcade shooter in *OPS2*#22's E3 round-up. |
| **WHAT'S NEW?** | The LucasArts battler slipped into 2003 and yes, it's already out on GameCube. Fear not, it's well on its way now. | As usual you'll take the role of a police marksman who must 'diffuse' terrorist situations by shooting people. In the head. | These are the first screenshots that have been released, so they're very much work-in-progress. But it looks as though Kuju's staying true to the Warhammer universe. | The gameplay will be a gratifying mix of 3D and 2D shooting. Weapons upgrades and fiendish bosses are all there too. |
| **ANYTHING ELSE?** | We've seen the same screens a million times, but here are some 100 percent new ones just for you. It still looks slick, how it'll play is the important thing, though. | The cursor/target system can't quite replace the big plastic arcade gun, but it's pretty effective nonetheless. | You play Kais, a Tau warrior on a mission to rescue a spiritual leader captured by imperial troops. You may be familiar with the Space Marines brand, here you get to take them on. | The game's new incarnation will benefit greatly from the design elements provided by Ashley Wood, of *Spawn*, *Aliens* and *X-Men* graphic novel fame. |
| **SCREENS** | |  |  |  |
| **WHAT'S NEXT?** | We're certain we can 'Force' review code out of Activision for next issue. | We're bang on target for the review in the next issue. Make sure you don't miss it. | THQ says that there will be 17 levels in the final game. Plus several Warhammer races including, humans, eldars and space orcs. | We'll be shattering your expectations with the review in the very next issue. |
| **ANYTHING ON THE NET?** | Plenty to tease and entice you at **www.lucasarts.com** as per usual. | There's not much on Konami's Euro site, but they've got bigger Solid Snake-type fish to fry. | There's plenty on the game at **www.firewarrior.com**, or you can catch up with Warhammer 40,000 at **www.games-workshop.com**. | Check out the back story and some screens at **www.konami.com/shatteredsoldier.** |
| **RELEASE DATE** | End of January, read our review next month. | You'd be accurate in thinking 10 January. | Blasting off in summer 2003. | Soldiering onto shelves early this spring. |

## THINGS WE DIDN'T HAVE TIME FOR

Washing our hands after playing *BMX XXX* and...

**Enter The Matrix** found its way into Spy this issue, but we'll be getting some quality time with the 'it's cool to be a computer nerd' game very, very soon.

Grrrrrr, we've also been wrestling with **War Of The Monsters** and we'll have much more giant-sized comedy destruction waiting for you next time.

The Monitor monocle also gets focussed on **MGS2: Substance, The Mark Of Krl** and **SOCOM: US Navy SEALs** as well as getting you all the latest on the games you voted for.

But wait! There's still **Vexx**, **Evolution Skateboarding** and **Legends Of Wrestling 2**, but you'll have to hang on until next issue. Sorry, but we can't have you getting too excited now, can we?

**PRO EVOLUTION** Konami skates past next issue.

**For all the release dates of the latest games, head back to page 33 now!**

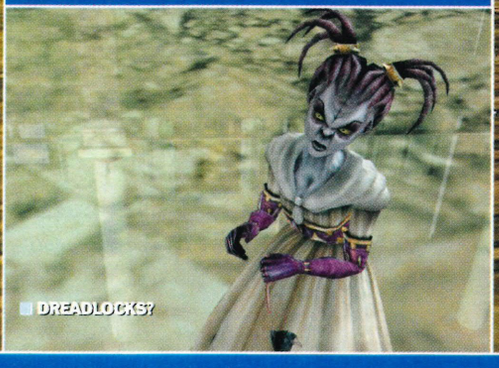
# NEXT MONTH

DEMONS!

DIMENSIONS!

DUELLING!

DARING!


DREADLOCKS?

## WORLD EXCLUSIVE REVIEW AND PLAYABLE DEMO!

# PRIMAL

***Feeling horny? Primal is primed to unleash the devil in you!***

## HANDS-ON... LINE

*We've given you the theory. Now we get some practice on SOCOM, Everquest and the best of the online games!*

## YEAR OF THE SNAKE

*Revealed! Exclusive levels of* MGS2: Substance *– plus amazing first playtests of* Tomb Raider *and* Die Hard Vendetta!

## YOU'RE SURROUNDED!

*Enhance your audio gaming experience with our definitive guide to the best PS2-friendly surround sound systems out there.*

ALSO REVIEWED

**THE SIMS + STAR WARS: THE CLONE WARS + CONTRA: SHATTERED SOLDIER + SOS: THE FINAL ESCAPE + MORE**

*Issue contents are subject to change

PlayStation.2 OFFICIAL MAGAZINE-UK February issue on sale 24.01.03

## PLUS

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**PRIMAL + MORTAL KOMBAT: DEADLY ALLIANCE + WWE SMACKDOWN! + RALLY FUSION**
AND LOADS MORE!
NO OTHER PS2 MAGAZINE OFFERS SO MUCH VALUE.

■ **NEXT JEN** *Primal*'s shape-shifting heroine intends to show Lara Croft how adventuring is *really* done.

### ALSO AVAILABLE

**OFFICIAL PLAYSTATION 2 TIPS MAGAZINE**
Part two of the *GTA: Vice City* guide and *The Getaway* totally blitzed. Plus help on *Harry Potter*, *007: Nightfire*, *Haven* and much more.

**OFFICIAL PLAYSTATION 2 MAGAZINE: SPECIAL EDITION**
Take a look back at the gaming highlights of 2002 and find out what's in store for 2003 in our collector's yearbook.

# Bling in the Ring

WORDS: PAUL FITZPATRICK/SAM RICHARDS

**Def Jam Vendetta *is the game EA hopes will make WWE wrestlers look like a bunch of candy-ass also-rans. OPS2 flew to New York to talk with the stars and the developers of the game touted as the hip-hop Fight Club.***

"Look at my knuckles." So far as invitations with potentially unpleasant consequences go, it's a phrase right up there with 'pull my finger'. Of course, it doesn't help that the person asking has already expressed a willingness to "f*ck you up" too, even if that was only in a videogame brawl. Still, that's what happens when it enters our head to ask Capone – rapper on legendary hip-hop label Def Jam records and soon to be 'virtual' fighter in EA BIG's new underground grappling game *Def Jam Vendetta* – if he can handle himself in a real scrap. Reluctantly, *OPS2* contemplates the knuckle vista. It's like a mountain range with rings on. "I've been fighting all my life," Capone tells us a little redundantly, "Street fighting. I don't fight fair." And to think, there were some suits at EA who initially thought that a videogame marriage between wrestling and hip-hop culture just wouldn't work.

**RAP SCRAP**

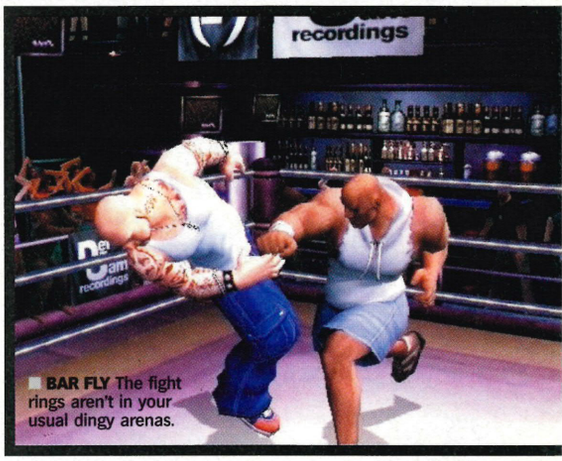
**AS FAR AS INVITATIONS WITH POTENTIALLY UNPLEASANT CONSEQUENCES GO, IT'S RIGHT UP THERE WITH 'PULL MY FINGER'**

The road to *Def Jam Vendetta* started last year when WWE bought out its rival WCW, effectively forcing EA to lose its licence with the latter in the process. Keen to keep making wrestling games, EA's idea bods started brainstorming. *Def Jam Vendetta*'s Executive Producer, Stan Chow takes up the story: "We had a lot of creative misfires. We had intergalactic wrestling, gladiator wrestling, Las Vegas wrestling... The last thing we wanted was to have a wannabe wrestling title without a licence. Then the idea for hip-hop wrestling came up. We saw how the audience for

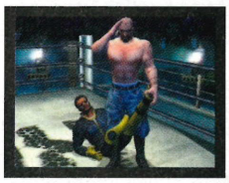
**RHYTHM METHOD**
**Method Man is just one of the Def Jam artists appearing as a grappler in *Vendetta*.**

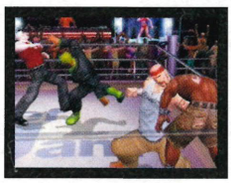
# Def Jam Vendetta

**PHAT BEAT(INGS)** The old-skool stylings of Dan G don't go down too well with the frankly scary-looking Tyrone.




**BAR FLY** The fight rings aren't in your usual dingy arenas.





**DROP THE BEAT** As you'd expect from an EA BIG game, the moves and fighters in *Vendetta* are stylishly OTT.

**YOU'RE NUTS!** Drake, a former *NBA Street* character, appears in the game as an Eminem-styled brawler.

hip-hop really overlapped with the gaming audience, so we thought, if we could somehow link the two, as crazy as that seemed, it would be a great thing. Hip-hop and Def Jam are synonymous so we pitched it to them and now we're here."

'Here' is New York City. A sound stage in Sony Music's studios on the upper West Side to be precise. It's here that *Def Jam Vendetta* is being showcased to the American games press, your very own *OPS2*, and the hardcore likes of NORE, Capone and Method Man, who along with eight other Def Jam artists will appear as unlockable boss characters in the game. Having first survived a close-up of Capone's bling-encrusted fist and then finding out that he sometimes plays as Scarface in the game, it's high time we got to grips with *Def Jam Vendetta* ourselves.

## RING PEACE

From the moment the first cinematic kicks in, there's no doubt who's behind this game. From the funky arenas to the 'super realism' of the character design, this is vintage EA BIG. But there's a harder edge, too. It could be Redman's vocals rumbling like a juggernaut over the action. Then again, it could be wince-inducing finishing moves being meted out by fighter after fighter. *Vendetta* may have an arcade look but damn! It's brutal, too.

That brutality is largely due to EA's canny collaboration with AKI, the veteran wrestling game developer. AKI is the Japanese games maker responsible for a whole slew of grappling titles over the years, most notably, fans' favourites *WWF Wrestlemania 2000* and *No Mercy* on the N64. EA may be the driving force behind *Vendetta* but it's AKI who is bringing the whupass courtesy of its finely tuned game engine. Lead Animator, Mike Ferraro, elaborates: "We have art directors who've been drawing pictures and sending them over and AKI interprets them and add to them. But mostly we've been driving the creative effort and AKI has been executing in our plans. They've already done tonnes of wrestling games so we've trusted them to animate the wrestlers."

Which brings us to the game's story. Aware that punters might not instinctively 'get' a wrestling game featuring Def Jam rappers, EA has created a story-driven Single-player mode. It's a good thing really, because not only does it explain exactly why your on-screen character is having six shades of crap knocked out of him by DMX and Ludacris, but it also creates the means for you to unlock

## Def President

***Def Jam Records President, Kevin Lyle talks to OPS2.***

**Was Def Jam looking to make videogames before EA came to you with *Vendetta*?**
We've always been thinking about it because we share the same audience. The problem was, we don't do games. So instead of failing on our first try we decided to partner with somebody who'd give us validation and vice versa. They could have gone out and got anyone to become part of the game, but they said let's go and get the best of the best.

**So you know your games then?**
Me? I'm a gamer! I play every single day. I'm not as good as Josh [Holmes, *Vendetta*'s Producer] but I play a lot of games. And the artists all own PS2s. And now, because we've got this relationship, I'm calling EA every day. "Get me the new *Medal Of Honor*! Get me the new *NBA Live*!"

**Was it difficult to get the artists to agree to be in the game?**
It's hard as it is to get them to make an album. It's the same thing. We had to get them into the studio to do their moves, but when one of them got into it everybody started to get into it. I got artists who are mad at me right now because they can't be in the game!

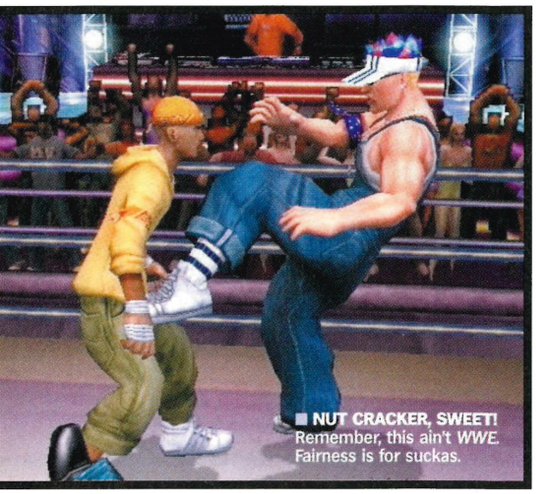
**Are you in the game?**
Let me put it like this. Personally I'm not in it, but my fictional character is D-Mob. I'm the boss. And I will whip anybody's ass if they try to fight me.

**Are there going to be any original Def Jam tracks in *Vendetta*?**
Yes. We've got four of them right now. But there's going to be a single by Method Man. A video and everything. It's going to be the lead track from the game.

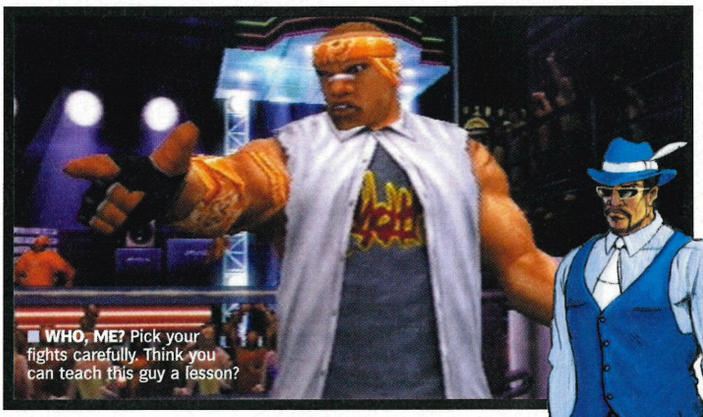
**Is *Vendetta* just the beginning for Def Jam in games?**
Here's what's scary. They're already talking about *Vendetta 2* while I'm still trying get my fourth quarter albums out! We have meetings in about two months where we'll sit down and discuss *Vendetta 2*. We want to take the foundation that we built and really take it somewhere where people don't expect it to go. I plan on having more brands involved. If I can get Cash Money Records, Eminem, or any other artists involved, I'm actually going to have them with their own levels in the game.

**Let's get this right, you're the best gamer at Def Jam Records?**
Yes. You let everybody know that. If any of the artists tell you they can beat me, you tell 'em I'll whip their ass in any game that they bring to me. I'm the best gamer.

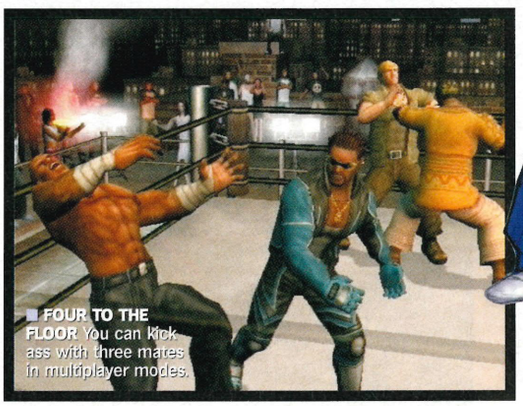
# Def Jam Vendetta



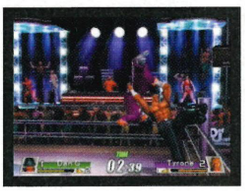
■ **NUT CRACKER, SWEET!** Remember, this ain't *WWE*. Fairness is for suckas.



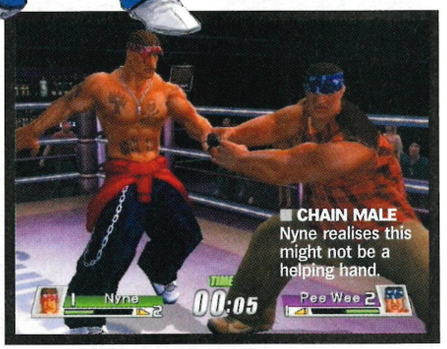
■ **WHO, ME?** Pick your fights carefully. Think you can teach this guy a lesson?



■ **FOUR TO THE FLOOR** You can kick ass with three mates in multiplayer modes.



■ **WHACK PUNK** With 45 opponents in total, you'll have sore knuckles by the time you meet D-Mob.




■ **CHAIN MALE** Nyne realises this might not be a helping hand.

## Phat Stats

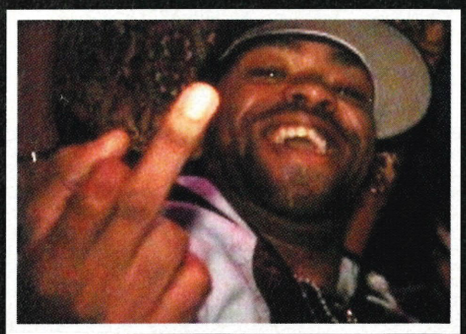
***What can you expect from* Def Jam Vendetta.**

- Ten underground hip-hop venues including DMX's Junkyard and Scarface's Speakeasy
- 1,500 fighter moves including signature moves and taunts
- Def Jam Records artists Redman, Method Man, NORE, Capone, DMX, Ludacris, Scarface, Ghostface Killah, Keith Murray and WC (that's pronounced 'dub-cee') appear as boss characters. Beat them and you unlock them in multiplayer modes.
- Story Mode
- Exhibition Mode
- Survival Mode
- Four match types: one-on-one Single Match, four-player Tag Team Match, Free For All and Handicap.

## Q+A

### "I'M GOING TO BE THE ILLEST CHARACTER IN THE WHOLE F*CKING GAME"

***Method Man talks* Vendetta *with* OPS2.**



**So, we understand you like your videogames.**
I'm a gamer's gamer.

**Describe your fighting style in *Vendetta*.**
I'm more of a technical type of wrestler. More of a grappler than a brawler. I'm going to be the illest character in the whole f*cking game.

**Did you get much input with creating your fighting moves?**
I explained certain moves that I wanted to do. And I knew 'em by name because I watch wrestling, you know? And I've seen some of the moves in there. I've got to say the game is dope. More than I expected. Way better than I expected.

**So tell us, are you as handy in a real fight as your character is in *Vendetta*?**
I'd kick your ass. There ain't no real fighting style on the street. But I'm a lover, man, you know. I love everyone, man. I don't fight no-one. I've got babies to look after.

**Do you rate any of the other fighters in the game?**
Yeah, as a matter of fact, DMX's character is pretty dope, Redman's character, too. And Manny. Manny is the one I played with first, so I'm pretty particular to him.

**If you could have a videogame made just for you, what would it be?**
It would probably be a simulation game. Sort of like *The Sims*, but it would have to be about the business. You'd start from a small independent label and you'd blow up to this big ass, f*ckin' world dominating record label. Just like that.

**Have you got a message for your fans in the UK?**
[In an appalling Dick Van Dyke mockney accent] I've got a box of chocolates. I'm wearing my jogging bottoms and my trainers and I'm wicked!

the Def Jam stars as playable characters in the stand-alone multiplayer modes.

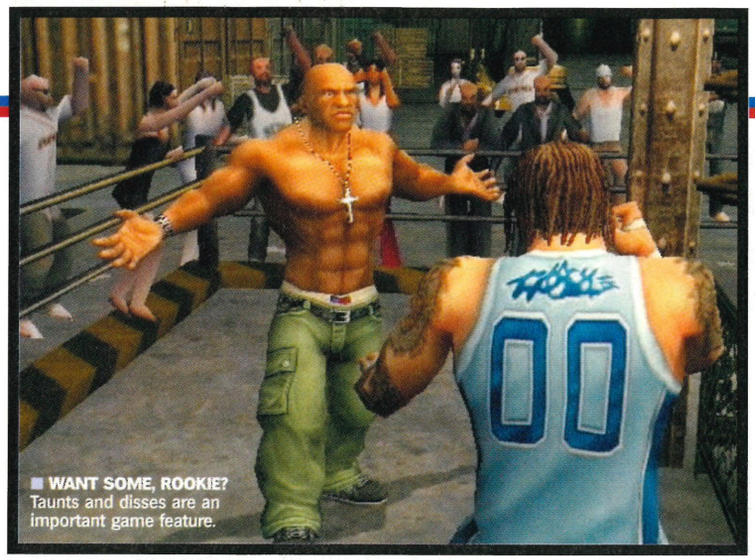
When you start out, you get to choose your likeness from a selection of 'Heroes'. You're then introduced to Manny, a friend who's been getting into trouble as a competitor in a series of underground fight nights run by the powerful and menacing D-Mob. Injured in his last fight, Manny needs you to stand in for him or he's going to wind up dead. And so you enter the ring and start your punishing journey through the ranks of hardcore bruisers. No easy task. There are 45 opponents in total and that includes the 11 Def Jam bosses (see The Rap Pack). To make matters worse, it seems that your former flame Angel (voiced by Christina Milian) is now D-Mob's girl. But is that flame entirely out? What do you think? And before you can say 'hip-hop love triangle' things start to get really complicated.

## LAYDEEZ, HOS 'N' BITCHES

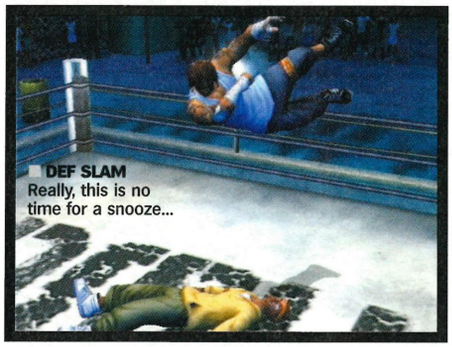
As *Vendetta* Producer Josh Holmes explains, the role of your character's girlfriend in the game is more than just an inconsequential detail. "In one of the first story scenes you get approached by a girl and the two of you hook up. Later, as you're gaining notoriety, girls will approach you after a fight and will start flirting with you. Your current girlfriend then gets p*ssed off and there's a bit of a cat-fight between the two of them. You have the opportunity to fight as either girl in the ensuing scrap. Based on whether you win or lose and who you chose, there's a number of different outcomes that can take place. If you picked your current girlfriend and win then she's really happy with you. If you pick the new girl and lose then she's really p*ssed."

Back the winning fighter and you unlock a photo gallery based on the real woman who inspired her on-screen character. As far as unlockable goodies are concerned it's hardly PC, but then again we're in a world where a 'ho' isn't usually found in a garden centre. At least not unless she needs to buy a houseplant.

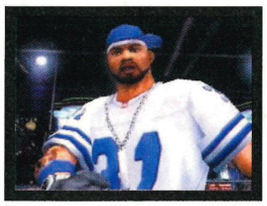
In the main body of the game, the Def Jam opponents look and sound great. Each of the artists appearing in *Vendetta* recorded the dialogue for their on-screen counterparts, so it's not just the pumping soundtrack that's authentic. The rappers also made other suggestions, from clothing to finishing moves, as Daryl Anselmo, Lead Art Director explains: "DMX wanted his tattoos to come to life and jump out off of his back and into the ring, while Redman, he wanted a special move where he sits on his opponent and breaks out of a TV while the girls come into the ring." Sadly, for now, these suggestions remain on the technical wishlist.

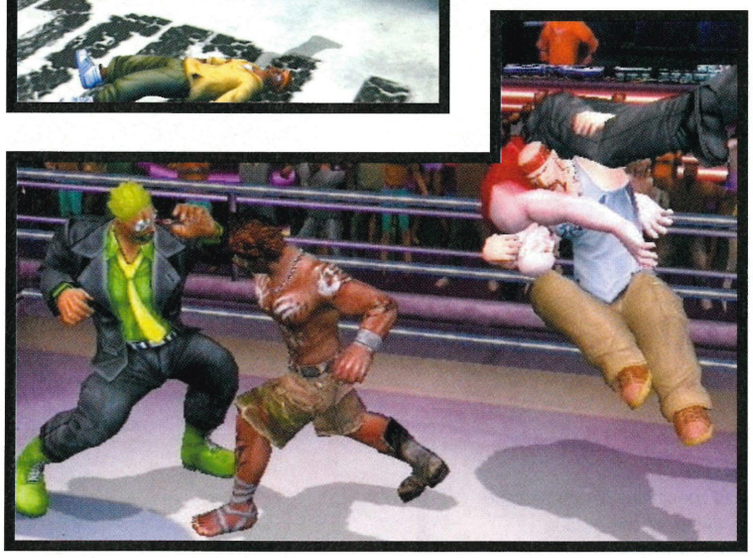


**WANT SOME, ROOKIE?** Taunts and disses are an important game feature.



**DEF SLAM** Really, this is no time for a snooze...





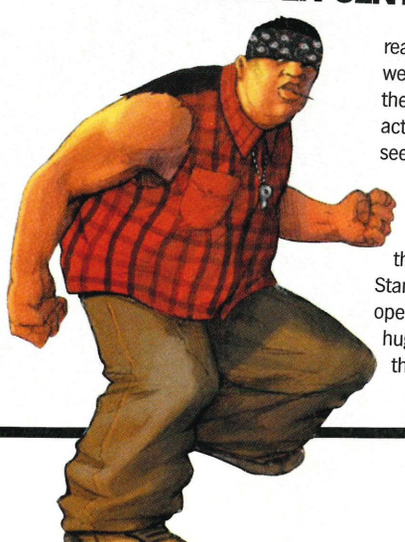
**CLOWNING AROUND** Chucklez here is just one of *Vendetta*'s original creations. Are *you* going to tell him he looks funny?

But Method Man's request to finish his opponents off by cracking their spines over his head... That's in.

All of which brings us to the knotty question of respect. Namely, how do the rappers feel about the fact that for the player to progress through the game they've got to have their asses kicked? Mike Ferraro says, "To them it wasn't really a major issue. We were more concerned than they were. We thought a lot of them would want to appear at the end and be the hardest boss to beat, but they all actually wanted to be up the front so that the kids would see them right away. It worked out pretty well."

GIRLZ N THE HOOD

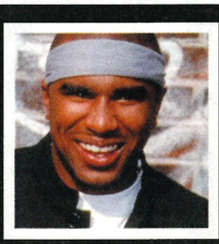
## IT'S HARDLY PC, BUT THEN WE ARE IN A WORLD WHERE A 'HO' ISN'T USUALLY FOUND IN A GARDEN CENTRE



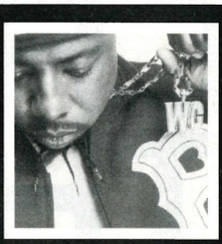
With *Def Jam Vendetta* slated for a March release, and looking like a breath of funkified fresh air in the increasingly stale wrestling genre, the only question that remains is where to go next for the franchise? Stan Chow smiles. "Initially the rappers wanted a really open world, a *GTAIII*-style game. They had some really huge ideas and in the future, who knows? We may go there." Tommy Vercetti? You have been warned. □

## the rap pack

***So just who are the fearsome MCs prepared to swap rapping for grappling in EA Sports BIG's latest venture? As you'll see, many of them are no stranger to a scuffle.***

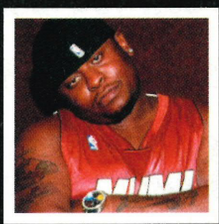


**NORE**
Formerly known as Noreaga after his dubious choice of hero, NORE's career began when he was doing time for (gulp) attempted murder along with Capone. Frightened the charts with irresistible Neptunes-powered hit, *Nothin'*.
**Recommended listening:** God's Favorite (Def Jam, 2002)
**www.defjam.com/nore**

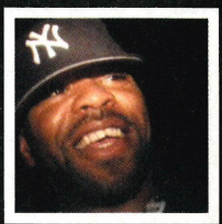


**WC**
No sniggering at the back. The only West Coast rapper on Def Jam takes his name from his former group Westside Connection which featured Ice Cube and Mack 10. And it's pronounced Dub-Cee, anyway, fools.
**Recommended listening:** Ghetto Heisman (Def Jam, 2002) **www.defjam.com/wc**

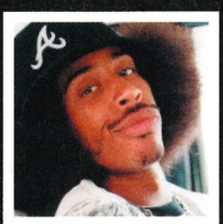
**GHOSTFACE KILLAH**
This intense lyricist is a key member of massively influential rap dynasty the Wu-Tang Clan, and has been their most consistent solo performer. Recently seen sporting a gold falconry glove.
**Recommended listening:** Supreme Clientele (Epic, 2000)
**www.ghostfacekillah.com**



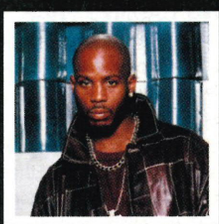
**SCARFACE**
Once a member of legendary foul-mouthed Houston rap crew Geto Boys, Scarface is now President of Def Jam South. Recent album The Fix proves that boardroom life hasn't softened him.
**Recommended listening:** Diary (Rap-A-Lot, 1994)
**www.defjam.com/defjam south/scarface**



**METHOD MAN**
AKA Methical, Johnny Blaze, MZA and Iron Lung, he's a Wu-Tang founder, and the first clanster to achieve solo success. Method Man is now arguably more well-known for his rap (and film) collaborations with Redman.
**Recommended listening:** Tical (Def Jam, 1994)
**www.defjam.com/methodman**

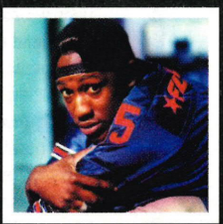


**LUDACRIS**
The best thing to come out of Atlanta since Outkast, and the first signing to Def Jam South. Simply one of the most exciting rappers out there today, he claims his lyrics are inspired by chicken and beer.
**Recommended listening:** Word Of Mouf (Def Jam, 2001)
**www.defjam.com/ludacris**

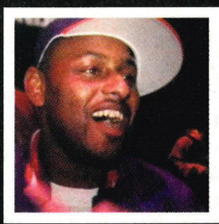


**DMX**
Dark Man X annihilated the rap scene on his emergence back in 1998 and he's since sold more than 15 million albums. The menacingly gruff rapper also heads up the Ruff Ryders posse.
**Recommended listening:** The Great Depression (Def Jam, 2001) **www.defjam.com/dmx**

**REDMAN**
The joker in the Def Jam pack. Following the success of the *How High* movie with Method Man (where the perma-stoned duo puff their way into Harvard), the pair are currently remaking (yes!) *Weird Science*.
**Recommended listening:** Malpractice (Def Jam, 2001)
**www.defjam.com/redman**



**KEITH MURRAY**
Underrated peer of Redman and Erick Sermon, possibly because his name makes him sound more like a carpet salesman than the adept verbal jouster he really is.
**Recommended listening:** Enigma (Jive, 1994)
**www.defjam.com/gen /classic/index.html**



**CAPONE**
NORE's partner in crime in the notoriously thugged-out CNN where Capone was the mellower of the two rappers (although that's strictly relative). A solo album is due soon, as is a CNN reunion.
**Recommended listening:** The War Report (Penalty, 1997)
**www.defjam.com/gen /classic/index.html**

**CHRISTINA MILIAN**
*AM To PM* might've suggested that Christina is Def Jam's answer to Britney, but this petite prodigy is also the songwriter behind hits such as J-Lo's *Play*. Inevitably, she plays the game's love interest.
**Recommended listening:** Christina Milian (Def Jam, 2002)
**www.defsoul.com /christinamilian**

GHOSTFACE KILLAH/SCARFACE/KEITH MURRAY/NORE © RETNA

WORDS: PAUL FITZPATRICK, LEE HALL, TIM CLARK, GEORGE WALTER

# CASTING THE NET

PAGE 64-65 WHAT WILL I NEED TO GO ONLINE?

PAGE 65 SONY'S ONLINE AMBITIONS EXPLAINED

PAGE 66-67 THE GAMES. LET US PLAY...

***It's been confirmed! The PS2 Network Adaptor will be out in the Spring ushering in a bright new future of online gaming. But what will we need to hit the network, what are Sony's long-term plans and what can you expect to play?***

## WHAT WILL I NEED TO GO ONLINE?

### 1. A PS2 AND A MEMORY CARD

There's no getting away from it, without a PS2 you'll have nothing to take your PS2 games online in the first place. Less obvious perhaps is the need to have a Memory Card to store your network settings. Thankfully, these will only take up a slender 134K of your 8MB Memory Card so you're unlikely to have to boot off valuable game saves to make space.

### 2. THE BROADBAND GAMING PACK

So this is where the online adventure really begins. The exact date is yet to be announced, but come this spring you'll be able to walk into your local electrical store, hand over the price of a game (£44.99) and receive an official Broadband Gaming Pack. In this you'll find the following: A PS2 Ethernet Network Adaptor and a start-up disc containing all the software you'll need to get online *and* playable demos so you can get playing straight away. The Network Adaptor plugs into the rear of your PS2 and is the bridge between your console and a broadband Internet connection (see below).

### 3. A BROADBAND CONNECTION

**What?**

Broadband is simply a souped-up version of the typical Internet connections most of us have at home. It allows you to transfer data 20-40 times faster than the average 56K modem that uses your bog standard phone line to transfer data. This faster Internet connection enables more players to participate in single arenas and effectively removes the risk of concentration-wrecking slowdown. Also, with an eye to the end of next year, broadband will also make streaming video and audio a viable proposition – perfect for when the PS2 Hard Disc Drive is released and your console becomes a hub for downloadable content from videogames to albums and movies. And what's more, broadband is always 'live' so you don't waste any time dialling up a connection.

**Where?**

There are two ways of connecting to a broadband network from home. Either via the existing telephone wires owned by BT (called ADSL or Asymmetric Digital Subscriber Link) or via fibre-optic cable owned in the UK by NTL and Telewest (Cable). To connect via your phone line you'll need to contact BT and arrange for a simple self-assembly kit to be delivered to your house.

Alternatively, you can connect via cable, which uses wiring piggy-backed on cable TV connections – you could even buy a TV package to complement your network connection. However, you will need a technician to visit your home to connect you.

At present, however, not everyone has access to broadband. Despite having phone lines to virtually every house in the UK, BT can only reach around two-thirds of the country with their ADSL service because the entwined copper wiring is incapable of carrying a clear signal over vast distances. You can visit **www.BT.com** to find out if you're in an ADSL-enabled area. As for cable, between them NTL and Telewest are making great strides to put their service within most people's reach. This said, it's worth checking **www.telewest.co.uk** (best for built-up areas) and **www.ntl.com** (your best bet for rural areas) to see if you're on the cable broadband map.

## How Much?

The companies offering broadband connections are constantly introducing new offers and packages of service, and each has its own policy on installation charges. Here is a brief rundown of NTL, Telewest and BT's current tariffs. For up-to-the-minute information it's worth logging on to the Web sites on the previous page as the Network Adaptor launch day approaches.

### NTL

Free installation plus:
£24.99 per month for a 600Kbps connection.
**Or**
£34.99 per month for a much faster 1Mbps connection.

### TELEWEST

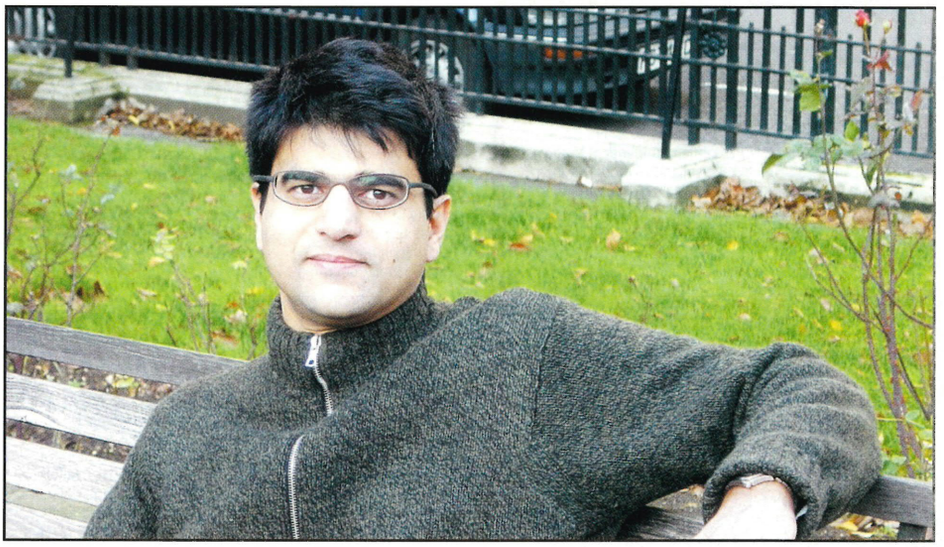
£25 installation plus:
£29.99 per month for a 512Kbps service (or £25 if you subscribe to one of Telewest's digital TV packages).
**Or**
£39.99 per month for a 1Mbps service (or £35 or if you subscribe to one of Telewest's digital TV packages).
**Extras:** Both cable operators offer TV and phone package upgrades.

### BT ADSL

A £65 activation charge plus:
£85 for your ADSL modem (500Kbps) and two ADSL filters (enabling you to play online and make home calls on the same line) followed by a monthly subscription of £27.

# SONY'S PS2 BROADBAND PLANS EXPLAINED

***We spoke to Nainan Shah, Sony Computer Entertainment Europe's Director of Business Development and asked him about broadband, network gaming and Sony's long term ambitions for your PS2.***



**The broadband rollout has been slow in the UK. How will PS2 be a key component in bringing it into people's homes?**
All technologies usually need some sort of 'killer application' to help drive take-up, and we believe PlayStation 2's online gaming experience should be a very compelling reason to join the broadband bandwagon. PS2 has been a key factor in doubling the installed base of DVD players. It would be good to see broadband take-up similarly influenced.

**What was the reason behind SCEE choosing not to give gamers the option for 56K analogue connection given that a large proportion of Net users access the Web in this manner?**
SCEE believes that broadband is key to delivering an enhanced interactive online experience. Many of the games in the online range require broadband, and those that do not play more efficiently using it. For gamers, broadband is often less costly to use than extensive use of a metered narrow band service.

**Network gaming has been more traditionally associated with PCs, first-person shooters and massively multiplayer online RPGs (MMORPGs). What new gaming experiences is SCEE currently looking to offer in order to attract a more mainstream audience?**
We aim to offer a large variety of different experiences. Of course, there will be familiar experiences with MMORPGs such as *Everquest*, and tactical squad-based shooters like *SOCOM*. But new PlayStation experiences should start to come to the fore and many of our biggest franchises will add online content to the mix. *Gran Turismo 4*, for example. I've also seen some amazing applications using the EyeToy technology.

**Until now, third-party publishers have been pretty cagey when talking about online games planned for the US and Japan with regards to their European release schedules. If a network game is announced for one territory can we potentially expect to see it in all eventually?**
Once SCEE joins SCEA (US) and SCEI (Japan) in having an established online offering then there should be more consistency in releases being made available to all. However, there will, no doubt, still be some games that are more commercially viable in certain territories than others.

**Will UK gamers be able to take on people in the US and Japan in the future?**
This is our goal but we are exploring the possibilities. Broadband improves upon many shortcomings of a narrowband online experience but we can't beat the speed of light, so some latency issues are always likely to exist over long-distance gaming. If we aspire to offer this provision, we would need to ensure that this experience is of a suitable quality to justify it.

**Many of the broadband services Chris Deering mentioned at E3 2002 (downloading content, secure CD ripping) would require an HDD. When can we expect a UK announcement?**
PS2 is equipped for Hard Disc Drive enhancement and this remains a key part of our plans to deliver a full home entertainment service – downloadable games, music jukebox management and digital video recording. At present, it is possible to deliver a comprehensive network gaming experience with just a Memory Card to store the network settings such as *SOCOM*'s voice commands, for example, while the lobby service that matches up players is held on the game server rather than the client machine.

**The US Network Adaptor shipped without a Web browser, contrary to announcements made at E3 2001. Why was this and can we expect a Web browser at some point in the UK?**
Our intention is to not simply move the desk-top Internet, as currently utilised, to the TV. PlayStation will revolutionise home entertainment with completely new interactive experiences.

# THE GAMES

***So you know all about the Adaptor, the broadband options and Sony's plans for PS2 network gaming. But it's the games that are going to be the jam in the online doughnut, so what will you be playing?***

## FREQUENCY ONLINE

**Origin:** USA
**Developer:** Harmonix
A four-track demo of this cult music game is released as a free sampler with the US Network Adaptor. That said, once players have set up *FreQuency Online* they're able to swap in a full version of the game (if they have it) to access its entire track listing for online play. The network element is identical to the rhythm action game's original two-player Battle mode, so for now, eight-player *FreQuency* face-offs remain a pipe dream. Looking further ahead, *FreQuency 2* is also set to feature online play straight from the box.
**UK release?** Confirmed

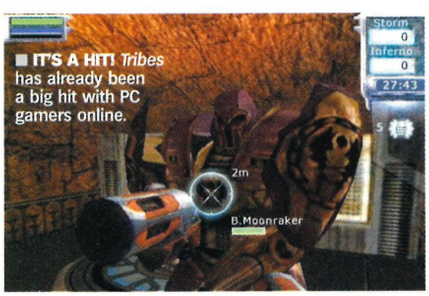
## EVERQUEST ONLINE ADVENTURES

**Origin:** USA
**Developer:** Sony Online Entertainment
*Everquest Online Adventures* is arguably the most significant of the PS2 network titles you can expect to play next year. First off, it's a MMORPG (that's massively multiplayer online RPG, abbreviation fans). In English this means it's able to host up to 5,000 players *per world*, with hundreds of worlds per server. Just think about that for a second. It's also set to be the first entirely online PS2 title. This means that there won't be a game disc to buy, with players paying a subscription fee to access the *Everquest* universe. A potential downside is that *EOA* is cast firmly in the traditional RPG mould with a story encompassing elves, trolls, barbarians and the like. However, given the sheer scope of exploration possible in the game, the extent to which players can customise their on-screen characters, and the novelty of being free to form guilds with other players to tackle quests together, it's easy to see why SCEE is expecting *EOA* to be a big hit.
**UK release?** Confirmed

**FORKING OUT** You'll need to pay a subscription fee to play *EOA*.

## TRIBES: AERIAL ASSAULT

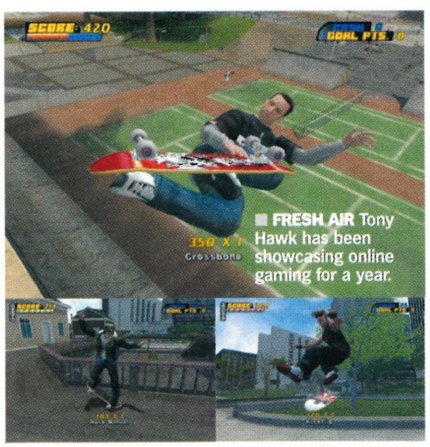
**Origin:** USA
**Developer:** Inevitable
*Tribes: Aerial Assault* is a team-based, futuristic 'aerial FPS' set in the 40th Century where the surviving tribes of jetpack-assisted humans are pitched against a genetically modified race called the Bioderms. *TAA* is a hybrid title for PS2 in that you'll buy the game disc with an offline campaign on it. This, however, will also give you access to an impressive collection of online modes (Deathmatch, Capture The Flag, Capture and Hold, Hunters and Team Deathmatch) which support up to 16 players battling it out per game. With huge terrains, weapons, land and air vehicles on offer, this looks like an essential online title for any gamer with the Network Adaptor.
**UK release?** Likely



**IT'S A HIT!** *Tribes* has already been a big hit with PC gamers online.

## TONY HAWK'S PRO SKATER 3/4

**Origin:** USA
**Developer:** NeverSoft
As you may remember, the Hawkster trailblazed PS2 network play over a year ago enabling tech-hungry gamers with third-party USB modems or ethernet adaptors to take on opponents worldwide. Now *THPS4* is here and it's no surprise that the feature returns in an impressively expanded form. Where *THPS3* let four players skate off per game, *THPS4* accommodates eight. In addition to co-operative team-play and new multiplayer modes, players are able to upload their create-a-park babies to share. There's even a 'homie list' that makes finding friends online a breeze. Impressive, but you'd expect that from the franchise that kicked off online gaming on PS2.
**UK release?** Already here



**FRESH AIR** Tony Hawk has been showcasing online gaming for a year.

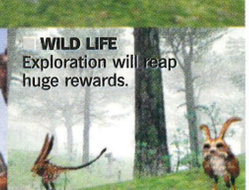
## FINAL FANTASY XI

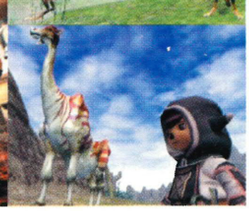
**Origin:** Japan
**Developer:** Squaresoft
Will *FFXI* be translated from the original Japanese into English? There's some doubt for now. Even if it is, you can forget playing *FFXI* with your Network Adaptor in May. Unlike *Everquest Online Adventures*, *FFXI* will require the PS2 HDD to store data, and that's not due for release until late 2003. Like *EOA*, however, *FFXI* will be a purely online game requiring gamers to pay monthly subscriptions to play. In Japan the game already has over 180,000 subscribers. Unlike previous *FF* games (and for obvious reasons) there's no single epic story line, rather an ongoing, shifting relationship between three kingdoms: Bastok, Sand'o and Windur. So this is a game whose rewards come from 'living' in its universe, developing your character as you go. And if this doesn't sound very *FF* don't worry, Chocobos and airships have been spotted…
**UK release?** Possible

**CHOCOBOS!** Whatever changes, this is still a *Final Fantasy* world.

**WIDE WORLD** *FFXI*'s world is absolutely huge.

**NICE DOGGY** You won't just meet other gamers in *FFXI*.


**WILD LIFE** Exploration will reap huge rewards.



## TWISTED METAL: BLACK ONLINE

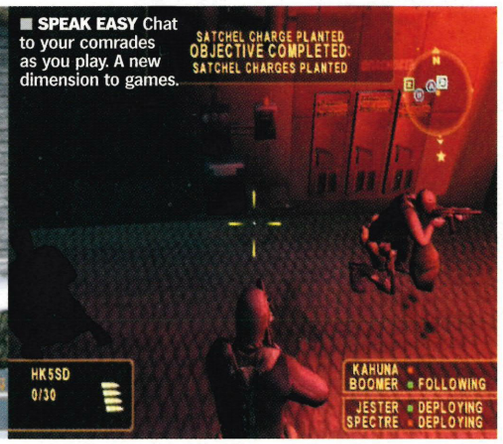
**Origin:** USA
**Developer:** Incog Entertainment
Free for gamers who sent off a voucher that came with the Network Adaptor in the States, *TMBO* takes the franchise's gleefully brutal automotive deathmatch action online enabling eight players per game to smoke each other in a wealth of gruesome ways. In addition to the original game's 20 levels and 15 vehicles there are three new game modes: Deathmatch, Last Man Standing and Man Hunt. There's also a number of modifiers that allow the host of a game to specify which Power Relics, vehicles and weapons are available. *TMBO* does not include the original game's Single-player mode, but hey, the disc is free and there are no additional charges other than from your own ISP.
**UK release?** Confirmed

**LAWLESS** *TMB*'s deathmatch gameplay is perfect for network play.

## SOCOM: US NAVY SEALS

**Origin:** USA
**Developer:** Zipper Interactive
If you're a regular reader of *OPS2* you'll already know about this third-person military action game. Playable both offline and online, *SOCOM* comes bundled with an innovative headset. This enables you to issue basic commands to team-mates in Single-player mode and, even better, talk to comrades when playing over the Interweb. Each online game can host up to 16 players, divided into two teams. As SCEA's flagship network title in the States, *SOCOM* was backed up by new, dedicated servers capable of hosting hundreds of players at a time. Come the launch of the Network Adaptor in the UK we can expect a similar setup.
**UK release?** Confirmed

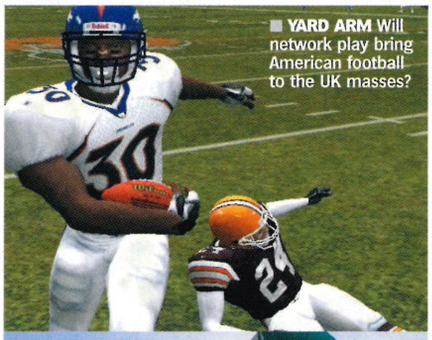
**AFTER YOU** In *SOCOM* you can order others to tackle targets.



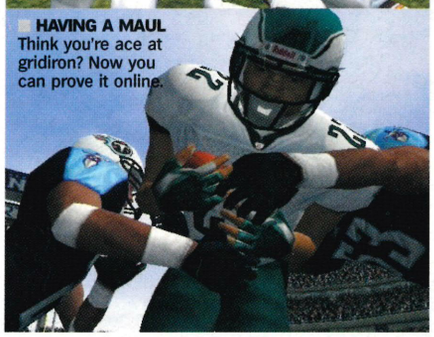

**SPEAK EASY** Chat to your comrades as you play. A new dimension to games.

## MADDEN NFL 2003

**Origin:** USA
**Developer:** EA Tiburon
In the States, *Madden* has spearheaded EA's entry into the world of online console gaming. The allure of this gridiron franchise Stateside cannot be underestimated, hence its inclusion as a demo bundled with the Network Adaptor. Naturally, the full-price game is also available to buy. As you'd expect, each online game of *Madden NFL 2003* can support just two players (you find your opponent via a matching service on EA's own servers). Players are also free to taunt or congratulate one another, if they fancy, via USB keyboards.
**UK release?** Already here



**YARD ARM** Will network play bring American football to the UK masses?



**HAVING A MAUL** Think you're ace at gridiron? Now you can prove it online.

## HARDWARE ONLINE ARENA

**Origin:** UK
**Developer:** SCEE Studio London
This military-styled vehicular deathmatch supports up to 16 players per game commandeering tanks, buggies, jeeps and armoured cars over huge terrains crammed with useful pick-ups and strategic viewpoints. *Hardware* has been in development for some time at SCEE's internal London studios and was recently showcased at the PlayStation Experience where it was set up over an eight-player network. Simple to pick up, we think this is a prime candidate to be bundled with the Network Adaptor when it hits the UK.
**UK release?** Confirmed

**BARRELS OF FUN** *Hardware* makes a virtue of its simple Deathmatch modes.

**SHELL SHOCK** Do you go for armour or agility? Choose carefully now...

## MY STREET

**Origin:** USA
**Developer:** Idol Minds Digital Entertainment
*My Street* is squarely aimed at the younger/family end of the PS2 online market and, for now, has the field to itself. After customising your character you're free to wander around a street in the 'burbs, engaging others in competitive mini-games. So far we know of eight: Marbles, Chemistry Set, Volleyball, Dodge Ball, Corn Field Maze, RC Racing, Lawn Mowers and, er, Pigs And Chickens.
**UK release?** Likely

**PLAY AWAY** *My Street* is packed with mini games. Perfect for dipping in.

## AND NEXT...

**Star Wars Galaxies**
*EverQuest* with pop culture significance and wall-to-wall wookies. It's going to be huge.

**Tiger Woods PGA Tour 2004**
Golf is a perfect online game and its seasonal nature makes it a prime candidate for downloadable updates.

**Resident Evil Network**
Join forces with three other players (and four non-player characters) as the T-Virus plunges Raccoon City into chaos. Who can you trust?

**FIFA 2004**
Once EA gets firmly into the swing of online gaming you can expect all of its sports franchises to get in on the act. Game on!

**GTA 4**
Take 2 has been announced as an online partner publisher with SCE. Now which of its franchises would gamers like to see online...?

**Breaker**
This team-based, third-person shooter from Tecmo has a sci-fi flavour, oodles of weapons and even more monsters.

**WRC Online**
Race against the times achieved in the actual events, updated as they happen, with accurate weather conditions and crashes.

**This Is Football 2004**
Expect downloadable stats at some point in the next *TIF* in the form of new team rosters, transfer windows, updated strips and even accurate weather.

**Auto Modellista 2**
The first game was all set to go online until the last moment. Capcom is unlikely to dither next time.

**TimeSplitters 3**
*TimeSplitters 2* narrowly missed having network play so *TS3* is an online shoo-in.

**Gran Turismo 4**
See Spy (page 14) for all the latest news on the first network playable *Gran Turismo*.

**Ace Combat 5**
Namco is definitely working on an online flight combat game and we're putting our money on network dogfights with an *AC4* sequel.

**Metal Gear Online**
Hideo Kojima said, "It would be fun to pursue both the traditional *and* the online *MGS* model." We reckon it's only a matter of time...

**Destruction Derby Online**
In development at Studio Liverpool, *DD Online*, like *Hardware*, makes pared-down combatitive gameplay the order of the day.

## NEXT MONTH

***This is only the beginning. Next month we'll be playtesting a selection of the network games that our American cousins have been enjoying since August, and which you can expect to see over here in 2003.***

**GO TO: uk.playstation.com**
Keep checking the site for the latest info on online gaming.

WORDS: KEITH STUART, LEE HART/ILLUSTRATIONS: CHINA MIKE

# WELCOME TO 2003

**GET BUSY!** And you thought 2002 was a good year for games. Wait till you get a load of 2003.

## *Plug in, boot up and get ready for a rollercoaster ride into the future of gaming on PS2. 2003's going to be the best year yet!*

Whoever said "the future's not ours to see" didn't reckon on *OPS2*. The door has yet to swing shut on 2002 and already 2003 is jam-packed with quality game releases, month after month after month... And we just couldn't wait to let you know what's around the corner and on its way to a PS2 near you. We've buffed up our crystal ball and over these 12 pages you too will see why 2003 is going to be the best year for PS2 games yet. Did someone say broadband? Excited? You will be...

# JANUARY

■ **GOOD TO GLOW** *Primal*'s gorgeous lighting effects have to be seen to be believed.

## PRIMAL *(Studio Cambridge/SCEE)*

***Rescuing the fantasy realm from the crusty wizard brigade, Primal is set to make questing sexy.***

Those with a bloodlust for gothic adventure might want to sink their fangs into *Primal* come new year. Developed by SCEE's Studio Cambridge the game stars Jen, a spunky metal chick who gets sucked into a demon world named Oblivion where the balance between darkness and light has been disturbed, threatening chaos. Accompanied by a helpful gargoyle, Scree, Jen has to venture through the four varied realms of Oblivion, exploring, fighting and engaging in puzzle-filled missions. For the central combat element, you get a variety of mystical weapons, including laser whips(!) while a range of special moves add depth. Later in the game, it's also possible to unlock a bullet time effect, slowing down your enemies for easy carnage.

At the moment, the visuals are the most striking aspect, with brooding landscapes, epic gothic architecture and detailed character design. Plentiful CGI sequences are also being included to move the plot along, and much work is going into giving each realm its own distinct look and indigenous population of pig-faced demons. We're especially looking forward to the underwater realm of Aquis where Jen grows gills and swims like a fish.

**STOP PRESS** SCEE's latest release date for *Primal* is 7 February.

■ **GREAT APE** Monkeys plus videogames equals pure fun. Developers take note!

## APE ESCAPE 2 *(SCEI/SCEE)*

The original platformer/adventure was an unlikely smash hit on PSone, challenging you to capture evil time-travelling monkeys before they took over the world. The sequel is essentially more of the same, offering new locations, new enemies, loads of hidden extra prizes to find and a handsome arsenal of gadgets with which to ensnare the pesky primates. Amusingly, the main challenge is accompanied by three unlockable mini-games: Dance Monkey Dance, Monkey Climber and the cream of the crop, Monkey Football. Is Alan Partridge working at SCEI now then? It's aimed at kids, but, honestly, who can resist a monkey platformer?

## THE SIMS *(Maxis/EA)*

It's sold millions of copies on the PC where the prospect of directing your own private Big Brother complete with arguments, showers and people weeing on the kitchen floor proved to much to resist. For the PS2 version, EA's originally open-plan soap opera sim is getting a makeover. The visuals and control system are being improved and you'll now have distinct goals to achieve. There's also a great Two-player mode where you compete to have the most popular Sim by getting promoted, moving out of home and losing that *Star Trek* wardrobe.

## DEVELOPER'S TOP FIVE

***Arthur Parsons, Producer at Traveller's Tales, picks his insider highlights for 2003.***

**ENTER THE MATRIX**
"Being a huge fan of *The Matrix* I can't wait to see what the Shiny guys do with the game. They have a terrific record so the potential is there!"

**JAK AND DAXTER 2**
"It'll be much better than *The Precursor Legacy* and will benefit from the code share that the developer Naughty Dog does with Insomniac [*Ratchet & Clank*]."

**APE ESCAPE 2**
"*Ape Escape* was one of the best and most underrated PSone games. As such *AE2* should be an incredible gameplay experience."

**BALDUR'S GATE 2**
"*Dark Alliance* is still one of my favourite PS2 titles. The follow up will be fantastic even if it's just more of the same. You can keep your tedious cut-scene games like *FFX*. This is a proper RPG."

**SOUL CALIBUR 2**
"*Soul Calibur* is still the definitive beat-'em-up so I'm eagerly awaiting the PS2 arrival of *SC2*. Stunning visuals combined with glorious beat-'em-up action!"

## ALSO RELEASED

**BATTLE ENGINE AQUILA** *(Lost Toys/Infogrames)*

**DEFENDER** *(Midway)*

**JINX** *(Hammerhead/SCEE)*

**SILENT SCOPE 3** *(KCE Tokyo/Konami)*

**SLY RACCOON** *(Sucker Punch/SCEE)*

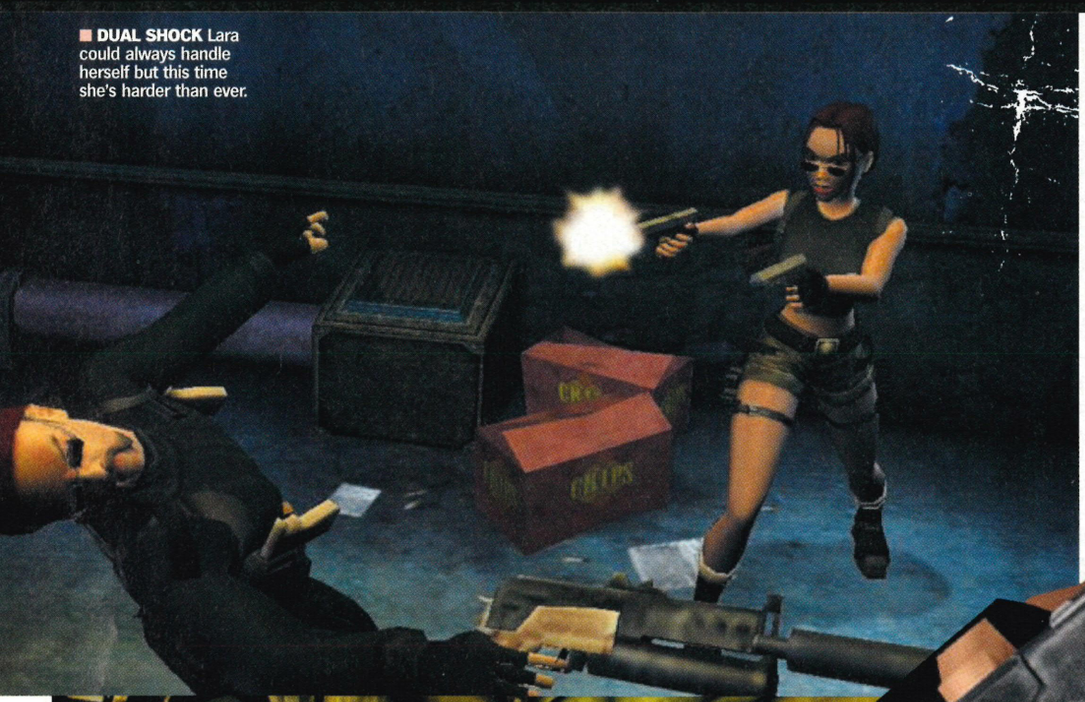
**STAR WARS: CLONE WARS** *(LucasArts/Activision)*

**SWORD OF THE SAMURAI** *(Genki/Ubi Soft)*

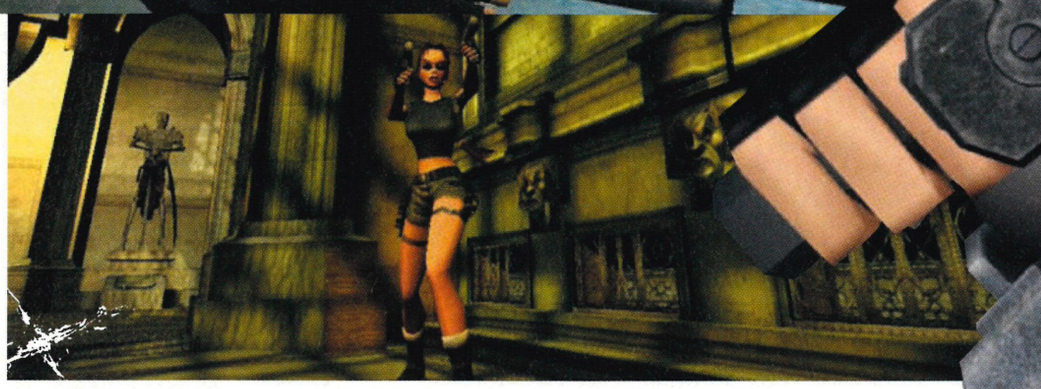
**TENNIS MASTER SERIES 2003** *(Microids/Universal Interactive)*

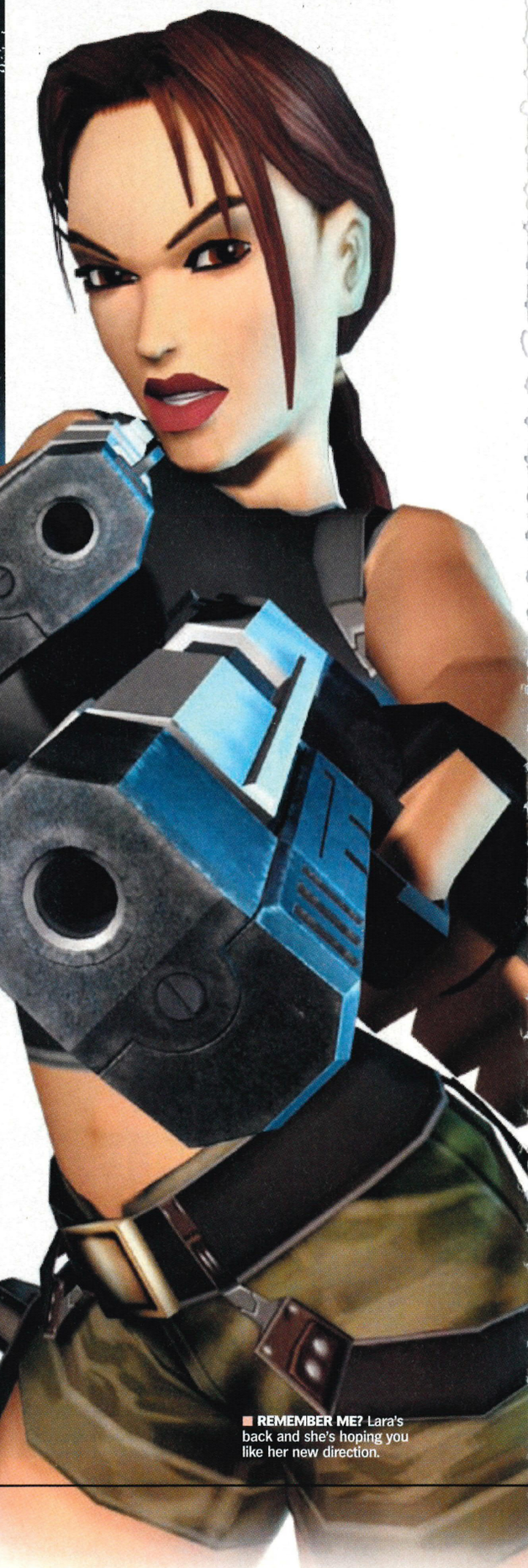
**TREASURE PLANET** *(Bizarre Creations/SCEE)*

**WILD ARMS 3** *(Media Vision/Ubi Soft)*



■ **DUAL SHOCK** Lara could always handle herself but this time she's harder than ever.





# LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

*(Core Design/Eidos)*

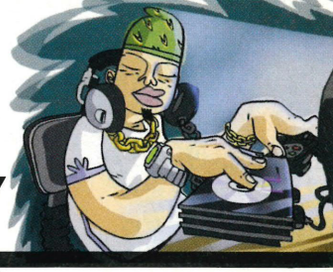
***It's been a long wait for* Tomb Raider *fans but Lara Croft is ready to reclaim the adventure crown on PS2. Can she still cut it? Oh yes, and how..***

So she's back. After a series of PSone sequels, Lara Croft was locked up for a couple of years as Core Design went back to the archeological adventure blackboard and started again. The result is *Angel Of Darkness*, apparently the first of a four-part series.

Lara is in Paris investigating a series of medieval artworks, linked to a sinister Masonic sect and an evil alchemist. To complicate matters, she's been framed for the murder of Werner Von Croy – just one of a series of killings at the heart of the dark, grisly story. The most interesting new feature is Lara's evolving abilities: you can improve her jumping, upper body strength and mental dexterity by exploring and solving puzzles. The control system has also been re-designed, and Lara is now constructed from an impressive 5,000 polygons. Although it seems that 4,320 of those are used on her big wobbly mams.

Core is promising a more mature adventure, with Lara placed in greater peril than ever before – even greater than when she was buried alive at the end of *Tomb Raider: The Last Revelation*. The arcade adventure throne is there for the taking. Lara is probably already trying on crowns.

■ **REMEMBER ME?** Lara's back and she's hoping you like her new direction.



# FEBRUARY

## DVDS IN 2003

***Five unmissable discs scheduled for next year.***

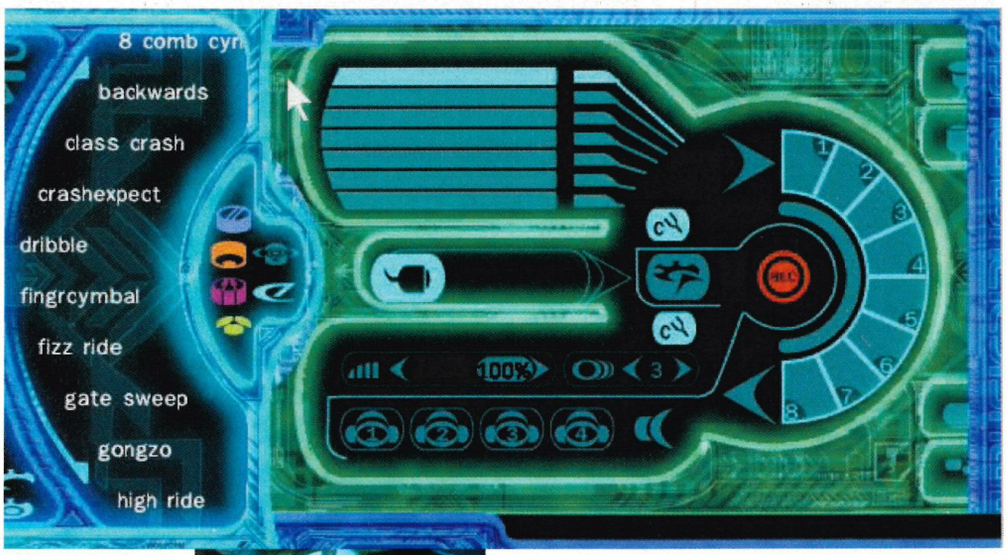
**THE LORD OF THE RINGS: THE TWO TOWERS**
This is the second film in Peter Jackson's epic translation. Expect another two-tier release with the basic DVD coming out first and the lavish Special Edition following soon after.

**HARRY POTTER AND THE CHAMBER OF SECRETS**
The bespectacled teen sorcerer returns, no doubt conjuring up plenty of special features to entice Potter-crazed fans.

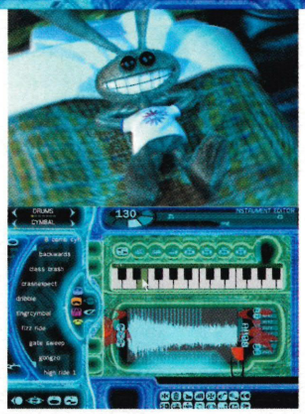
**UNFORGIVEN**
Special edition of the excellent downbeat western with tenth anniversary documentaries plus cast and crew interviews.

**GOODFELLAS**
Martin Scorsese's gangster great will be re-released with all the extras it deserves after a lacklustre original.

**BLADE RUNNER**
A definitive version of the seminal cyberpunk flick is due with more extras than a pleasure model replicant.




**MIC CONTROLLER**
Now you can add vocals and rip samples from CDs. Choon!



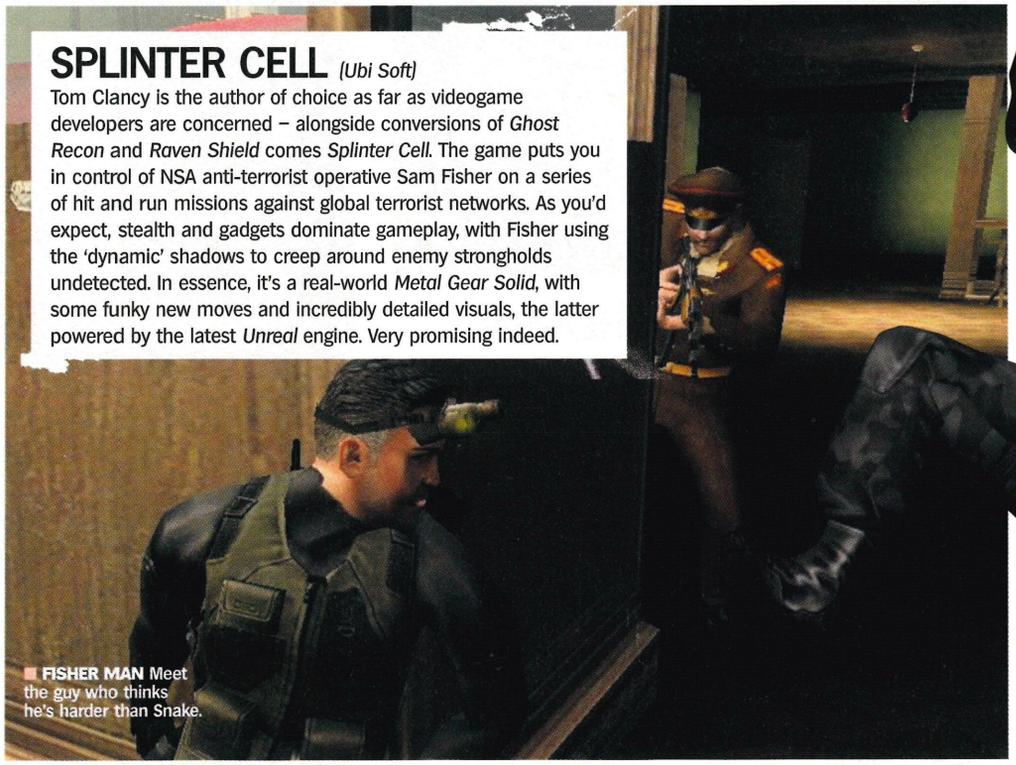
**TAKE NOTE**
*Music 3*'s front end is less gimmicky and all the more stylish for it.

## MUSIC 3 *(Jester Interactive)*

Jester Interactive's excellent music tool is back with a vengeance, having secured an endorsement deal with Perfecto records, allowing players to re-mix tracks like Paul Oakenfold's *Starry Eyed Surprise*. The new version of the award-winning series includes a mic feature so you can add vocals and a sampler, and grab chunks of your favourite CDs. And with 10,000 samples and 1,400 riffs included with the package, the sky's the limit. You'll also be able to DJ with your home-made tunes using a six turntable setup, and then mix your own visuals from a range of video sequences. A space in the UK garage scene is reserved for you. Fame, fortune and a conviction for illegal firearm possession are within everyone's reach.

## SPLINTER CELL *(Ubi Soft)*

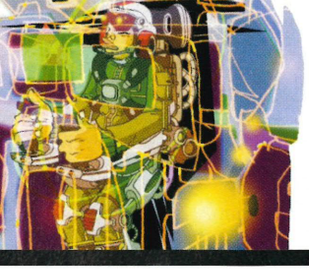
Tom Clancy is the author of choice as far as videogame developers are concerned – alongside conversions of *Ghost Recon* and *Raven Shield* comes *Splinter Cell*. The game puts you in control of NSA anti-terrorist operative Sam Fisher on a series of hit and run missions against global terrorist networks. As you'd expect, stealth and gadgets dominate gameplay, with Fisher using the 'dynamic' shadows to creep around enemy strongholds undetected. In essence, it's a real-world *Metal Gear Solid*, with some funky new moves and incredibly detailed visuals, the latter powered by the latest *Unreal* engine. Very promising indeed.



**FISHER MAN** Meet the guy who thinks he's harder than Snake.

## ALSO RELEASED

**ATV2: QUAD POWER RACING** *(Climax/Acclaim)*
**BEN HUR** *(Microids/Universal Interactive)*
**DAKAR 2** *(Acclaim)*
**DARK ANGEL** *(Fox/Universal Interactive)*
**GUILTY GEAR X 2** *(Sammy)*
**LEGENDS OF WRESTLING II** *(Acclaim)*
**THE MARK OF KRI** *(SCEA/SCEE)*
**MIDNIGHT CLUB II** *(Angel Studios/Rockstar)*
**MORTAL KOMBAT: DEADLY ALLIANCE** *(Midway Chicago/Midway)*
**SHAUN MURRAY'S PRO WAKEBOARDER** *(Shaba Design/Activision 02)*
**SOS: THE FINAL ESCAPE** *(Irem/Agetec)*
**SPACE CHANNEL 5 V.2** *(Sega United Game Artists/SCEE)*
**VEXX** *(Acclaim Studios Austin/Acclaim)*
**WHIRL TOUR** *(Crave/Universal Interactive)*
**WOLVERINE'S REVENGE** *(Genepool/Activision)*
**STARSKY AND HUTCH** *(Mind's Eye/Empire)*



# MARCH

## DATES FOR YOUR DIARY

**AOU EXPO 2003**
*21-22 February*
*Makuhari Messe Exhibition Centre, Tokyo*
New coin-ops that will one day be converted to PS2.

**E3**
*14-16 May*
*LA Convention Centre*
The world's biggest videogame expo. Over 1,000 games to be announced.

**ECTS**
*28-30 August*
*Earl's Court, London*
Europe's videogame trade bash. PlayStation Experience will be open to the public.

**STUFFLIVE 2003**
*25-28 September*
*Earls Court, London*
2002's gadget expo featured the Games Matrix game event. Hopefully, they'll bring it back again for 2003.

**TOKYO GAME SHOW**
*September*
*Makuhari Messe Exhibition Centre, Tokyo*
Japanese developers show their latest wares.

## ALSO RELEASED

**CLUB FOOTBALL**
*(Codemasters)*

**DR MUTO**
*(Midway)*

**BATMAN: DARK TOMORROW**
*(Kemco)*

**INDIANA JONES AND THE EMPEROR'S TOMB**
*(LucasArts/Activision)*

**INDY RACING LEAGUE**
*(Brain In A Jar/Codemasters)*

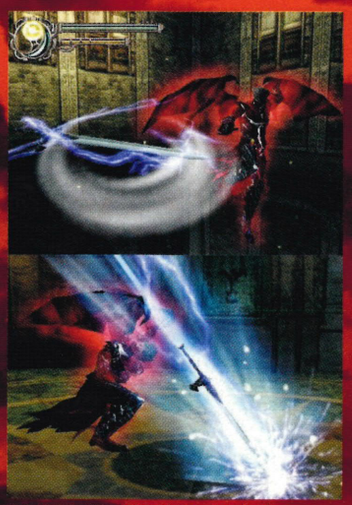
**THE LOST**
*(Ubi Soft)*

**MACE GRIFFIN: BOUNTY HUNTER**
*(Warthog/Universal Interactive)*

**MALICE**
*(Argonaut/Universal Interactive)*

**RAYMAN 3: HOODLUM HAVOC**
*(Ubi Soft)*

**WAR OF THE MONSTERS**
*(Incog Entertainment/SCEE)*



■ **DON'T CRY FOR ME** Dante's back and harder than ever. Then again, his enemies have learned some new tricks too...

## DEVIL MAY CRY 2

*(Capcom)*

***If you thought the original* Devil May Cry *rocked you're in for one hell of a treat as Dante returns to take on the demon hordes.***

Dante is back, and this time he's brought his chick – the leather-clad Lucia. You can choose to undertake the gothic action adventure with either one of them – each offers their own skills and differing paths through the mayhem. The demon-slaying action takes place in a architecturally varied city crawling with demon vultures, skeletal swordsmen and iron creatures with meat cleavers for hands. There are also enormous end-of-level baddies which seem to have crawled from the combined imaginations of Ray Harryhausen, Clive Barker and whoever invented Godzilla.

The already excellent combat system is being updated with new moves. Dante can now backflip off walls to attack enemies from above, and shoot over his shoulder to get the sneaky ones behind him. He also has access to a new Demon Charge move that turns him into a horned mega-beast. Little is known about the plot, but *DMC* has always been about style (and combat) over substance. Once you see the awesome monsters coming at you with swinging rocks for arms, the last thing on your mind will be narrative.

■ **GIVE HIM A BIG HAND** Medieval *Metal Gear* on PS2. Will it make a killing?

## TENCHU: WRATH OF HEAVEN

*(K2/Activision)*

Activision is hailing the latest incarnation of the *Tenchu* series as, "The most realistic, stealth-based, ninja action/adventure game ever." Okay, it's not up against stiff competition, but the game does look impressive. Set a year after the events of the original *Tenchu, Wrath Of Heaven* provides a choice of three ninjas then puts you through 25 stealth missions involving theft, assassination and espionage.

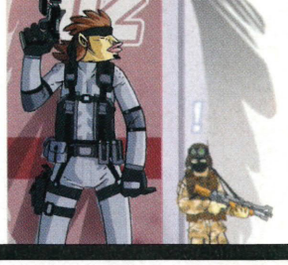
Players get a range of new weapons and fighting moves and, of course, a variety of ways in which to inflict silent, sudden death on unwary guards. You'll also be able to unlock new killing methods. The developer is promising an open gameplay style with multiple ways of tackling each stage. Clever ninjas will be able to lure guards from their posts by throwing rice. Psychotic ninjas will probably just stab them in the face. Add to all this some stunningly evocative locations and realistic weather effects and you get the interactive James Clavell novel we've all dreamed of.

## ZOE: THE 2ND RUNNER

*(Konami JPN/Konami)*

Hideo Kojima's 22nd Century mech battle game *Zone Of The Enders* pulled in a massive audience last year, although cynics pointed out that this may have had more to do with the *MGS2* demo packaged with it. We'll find out how popular it is when Konami releases this visually stunning sequel, which takes the action out across the solar system, via space stations, battleships and the surface of Mars. You play a new pilot taking over the powerful mech machine Jehuty in battles against rebelling colonists. Tons of new weapons and fighting moves are promised, along with a much longer gameplay challenge. The super-cool cel-shaded anime design is going to be worth the price alone.

■ **MECH PROGRESS** Turn to page 46 now for a full preview of *ZOE 2*!



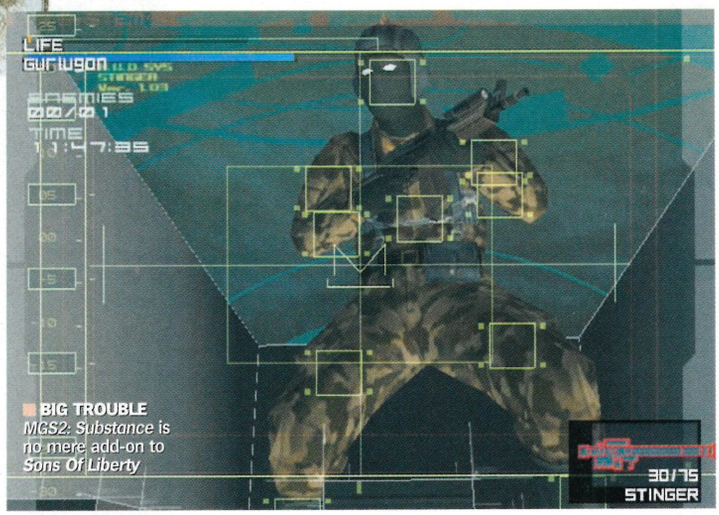
**THAT'S BETTER** With *Substance*, gamers will get more Snake, more action and less Raiden.

# METAL GEAR SOLID 2: SUBSTANCE

*(Konami JPN/Konami)*

***It's not a full sequel but it's bigger and more action-packed than most full games. It's* MGS2: Substance *– the* Metal Gear *all the fans wanted.***

In lieu of *Metal Gear Solid 3*, which is probably around a decade away, Konami is seeking to keep stealth fiends happy with this feature-packed *MGS2* spin-off. *Substance* contains over 200 VR missions – individual stealth and kill challenges based in virtual environments – and among these is a First-person mode. Then there are the Alternative missions: 100 short, sharp missions including bomb disposal, assassination and photography. Finally, Snake Tales is a range of five special missions starring the eponymous agent – among this lot is some bizarre stuff like a *Tony Hawk*'s-style mission where Snake has to perform tricks on a skateboard. There are rumours about a range of extras, including faked outtakes like those shown at the end of *Toy Story*. The six million people who shelled out for *MGS2* the first time might need a push, but the huge number of new challenges should persuade a good chunk to commit. If you didn't buy it before, there is no excuse this time.




**BIG TROUBLE** *MGS2: Substance* is no mere add-on to *Sons Of Liberty*

# DIE HARD VENDETTA

*(Bits Studios/Universal Interactive)*

Set in and around a bustling Los Angeles, *Die Hard Vendetta* is an attempt to get as close to the atmosphere of the movies as possible. The action is hugely cinematic with slow-mo effects aplenty and the script, filled with wisecracks, has been put together with a screenwriter from Fox. You play John McClane on a quest to rescue his daughter from terrorists. Stealth is, once again, on the menu – although you get all the guns from the films, you can also use disguises and take terrorists hostage to get others to drop their weapons (making sure you grab the head guy, not some disposable lackey).

**YIPPIE-KI-YAY!** It's about time we had a hero with real character. Good to see you, John McClane.

# STARCRAFT GHOST

*(Blizzard/Universal Interactive)*

*StarCraft* was a successful PC military strategy game in which the player controlled armies who fought rival races for the control of a far-off planet. *Ghost* takes the same setting, but puts you in control of a single soldier carrying out a range of stealth missions behind enemy lines. Your 'ghost' trooper, Nova, has the usual range of weapons, but can also call in air strikes and use psychic abilities. Could this be one of the surprise hits of the year?

## RUMOURS

***Enticing whispers about the games yet to be confirmed for 2003.***

**FINAL FANTASY XI**
Square is still deciding whether or not to release *FFXI* in Europe. The problem is in translating this huge game into all the different European languages. We remain optimistic.

**MEDAL OF HONOR**
EA is said to be working on another *MOH* first-person shooter, this time set in WWII's Pacific Front and beginning with events at Pearl Harbor.

**HALO, HALO**
A FPS is being developed by Lost Boys, and those in the know are already labelling it a '*Halo* beater'. SCEE has snapped up the rights.

**PRO EVOLUTION SOCCER 3**
Apparently, this is going to have loads of management features! Could it be true?

**ONLINE ECSTASY**
The next wave of EA Sports titles – plus *SmackDown! 5*, *Destruction Derby 4*, *Marvel Superheroes* and *Lord Of The Rings* – are all rumoured to include online play.

## ALSO RELEASED

**BLOOD RAYNE**
*(Terminal Reality/Universal Interactive)*

**DARK CHRONICLE**
*(Level 5/SCEE)*

**DEAD TO RIGHTS**
*(Namco/SCEE)*

**DEF JAM VENDETTA**
*(AKI/EA Sports BIG)*

**ISS 3**
*(KCE Osaka/Konami)*

**MOTO GP 3**
*(Namco/SCEE)*

**RTX: RED ROCK**
*(LucasArts/Activision)*

**SHINOBI**
*(Sega/SCEE)*

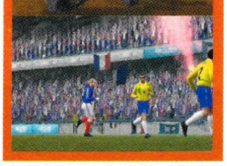
**WWE CRUSH HOUR**
*(Pacific Coast Power and Light/THQ)*

# MAY

## ONLINE AT LAST

***Take on the world from your own living room.***

In spring, months after the US and Japanese launches of Sony's Internet gaming master plan, UK PS2 owners will have the chance to get in on the action. SCEE will be releasing a Broadband Gaming Pack for around £45 which you plug into your machine, then into your phone socket or cable set-top box. You'll need to subscribe with a Broadband provider like NTL, Telewest or BT and Sony is lining up a decent rate for PS2 users. Once online, you'll get to play titles like *SOCOM: US Navy SEALs* and *Hardware: Online Arena*, and possibly even *This Is Football 2003* and *WRC Online*. For more in-depth details, turn back to page 64.



## ALSO RELEASED

**BLACK AND BRUISED**
*(Digital Fiction/Universal)*

**DESTRUCTION DERBY 4**
*(Studio Liverpool/SCEE)*

**FIRE WARRIOR**
*(Kuju/THQ)*

**FREESTYLE MX**
*(Midway)*

**GLADIUS**
*(LucasArts/Activision)*

**SPEED KINGS**
*(Acclaim)*

**TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD**
*(Red Storm/Ubi Soft)*

■ **STUBBORN STAINS** Those blood stains look fresh. What *is* in those shadows?

## SILENT HILL 3

*(Team Silent/Konami)*

***The only, truly terrifying PS2 survival horror franchise is back and grislier than ever.***

A teenage girl passes out on the way to the shopping mall and, upon waking, discovers not an idyll of clothes shops and burger joints, but a nightmare of rotting monsters wandering bloodstained corridors. Yep, it's yet more psychological horror from Team Silent, this time apparently flitting between two worlds: the real world and a dark, hellish counterpoint. The lead character, Heather, can pick up several weapons through the game (including a neat sub-machine gun) and, as usual, must solve puzzles and battle hideous creatures in order to progress through the mystery. The constant darkness will be familiar to veterans of the series as will the surreal monster design. These freaks resemble things you might see in a Slipknot video. Or in a deranged drug-induced fever.

Little is known about the plot at the moment, but we've seen early previews of Heather wandering through an underground train station and encountering strange characters talking about being taken back to paradise. Looks like another generous slice of indecipherable mind sickness – although there are rumours that this one might actually make a bit of sense. We're not holding our breath, though.

■ **OLD GREY GRISTLE TEST** Heather steps in something icky in *Silent Hill 3*.

## HARDWARE *(Studio London/SCEE)*

To get PS2 owners online, SCEE needs plenty of addictive multiplayer blast-'em-ups – *Hardware* rolls up and shoots its way into this category. The game gives players access to huge purpose-built battle arenas and an assortment of heavily armed military vehicles. From here, it's all out war, as groups of trigger-happy online rivals riddle each other with bullets and missiles. SCEE is hoping that an online community forms around the game and wants to encourage players to get into clans and compete in various competitions set up by the publisher. There are also plans for downloadable extras such as new environments. Sounds like great fun.

■ **PERFORMING SEALS** *SOCOM* has been the first online hit for the PS2.

## SOCOM: US NAVY SEALS

*(Zipper Interactive/SCEE)*

It's gone down a storm in the states, now it's marching over here. Zipper's *SOCOM: US Navy SEALs* is a strategic shooter pitching your squad of SEALs against a swarm of intelligent enemies in 12 fraught missions. Gameplay combines stealth, sniping and physical combat, with the help of 60 realistic weapons and gadgets. The game comes with a headset so you can shout orders to other online players or to computer-controlled allies in the single-player game. With the Multiplayer mode, two groups of eight users go up against each other in tactical SEALs-versus-terrorist face-offs. This is the one it'll be worth buying a Broadband Adaptor for.

# JUNE

## RED DEAD REVOLVER

*(Angel Studios/Capcom)*

Ever fantasised about being in a Sergio Leone western, handing out gun justice to desperados then disappearing into the desert? Someone at Angel Studios obviously has. *Red Dead Revolver* follows hard-bitten gun fighter Red, who, raised by Indians when his family is butchered by bandits, promises to avenge their deaths – and gets the chance when the men responsible ride back into town.

It's a third-person action adventure with gun fights, fist fights and horseback fights taking in a range of wild west weapons (pistols, shotguns, banjos, etc). There are some cool touches like a first-person shooting cam that hovers over Red's shoulder and a penalty for shooting people in the back. Here's hoping for the obligatory whorehouse scene.

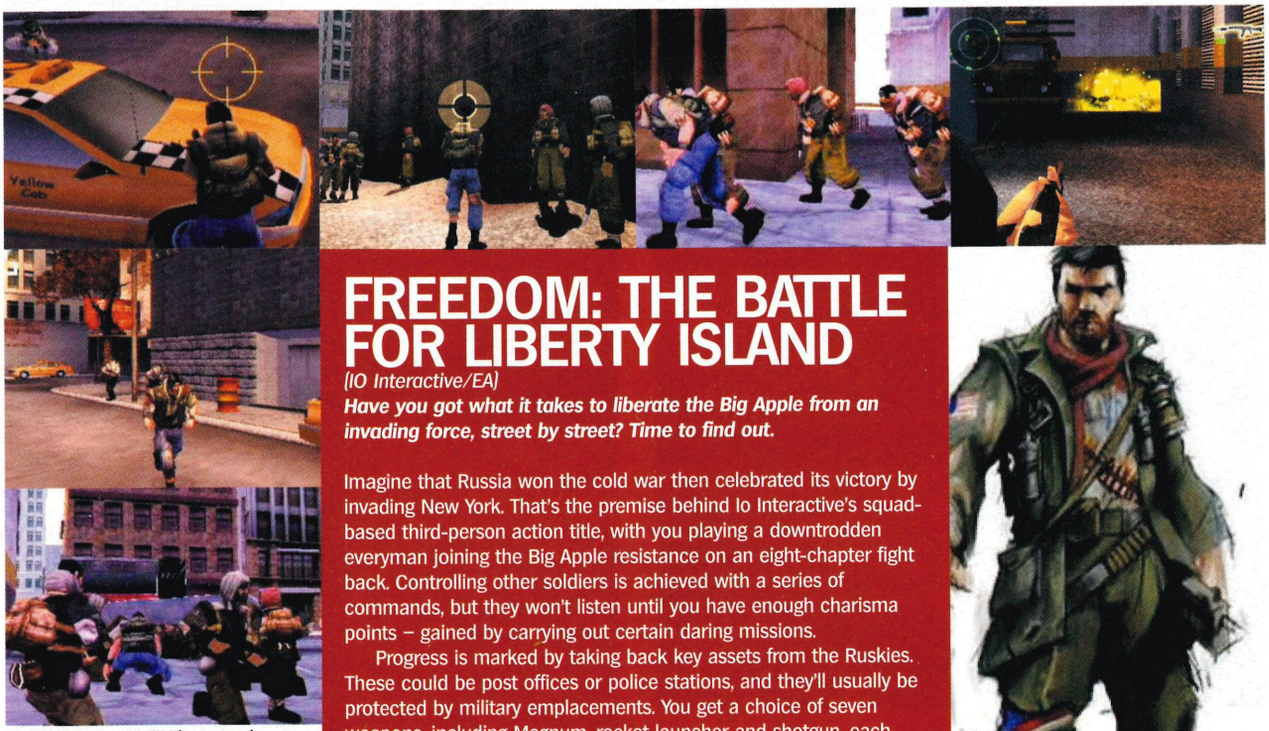
**DEPUTY DEAD** The wild west (left) is about to get a whole lot 'wilder'.

**TOMMY KILL TRIGGER** It's you vs the Nazis (right) in *Castle Wolfenstein.*

## RETURN TO CASTLE WOLFENSTEIN

*(Raster Productions/Activision)*

Id's PC classic *Wolfenstein* was really the start of the FPS genre. It premiered the classic first-person 'gun at bottom of screen' view, the variety of weapons and the constant bloodshed. This update, released on PC last year, is a return to that gothic Nazi castle setting, pitting you against a weird bunch of demonic, genetically modified storm troopers. Raster promises a state-of-the-art visual banquet, with the *Quake III Arena* engine handling movement, and photo-realistic character and environment textures making for eye-popping baddies and locations. We're also expecting the control system and gameplay structure to be overhauled for PS2. Four-player deathmatch action is inevitable, and multiplayer online support a distinct possibility.



**BIG APPLE PUREE** The game is set in NYC, but with the Soviets in control this is a lawless and violent place.

## FREEDOM: THE BATTLE FOR LIBERTY ISLAND

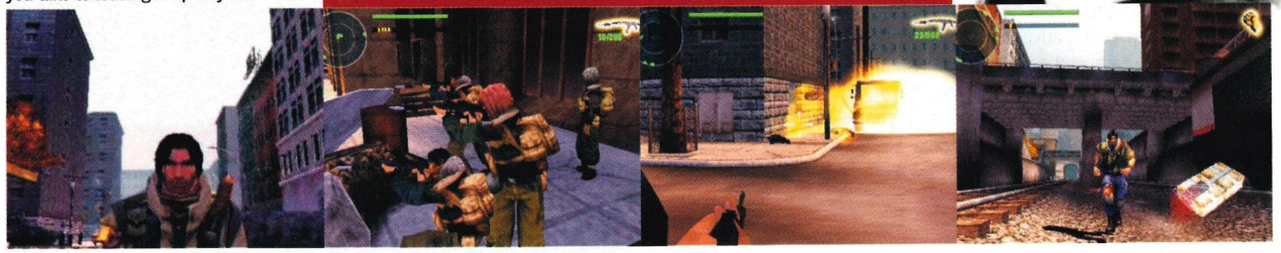
*(IO Interactive/EA)*

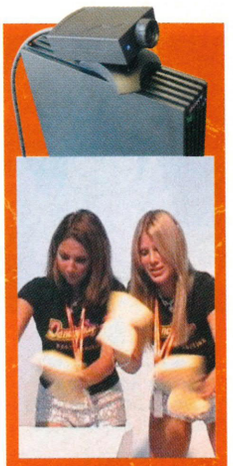
***Have you got what it takes to liberate the Big Apple from an invading force, street by street? Time to find out.***

Imagine that Russia won the cold war then celebrated its victory by invading New York. That's the premise behind Io Interactive's squad-based third-person action title, with you playing a downtrodden everyman joining the Big Apple resistance on an eight-chapter fight back. Controlling other soldiers is achieved with a series of commands, but they won't listen until you have enough charisma points – gained by carrying out certain daring missions.

Progress is marked by taking back key assets from the Ruskies. These could be post offices or police stations, and they'll usually be protected by military emplacements. You get a choice of seven weapons, including Magnum, rocket launcher and shotgun, each with a zoom function. It's played out in an accurate depiction of New York, which gets more and more knackered as the game goes on. *Freedom* also comes with two Multiplayer modes: a standard capture the flag option and a sort of siege affair with one team defending their base against the other two players. It's possibly one of the most coherent and interesting plots to come out of the development mire for quite a while. Let's hope the game delivers.

**RELUCTANT HERO** In *Freedom* you start off as a regular guy. How well you take to leading is up to you.

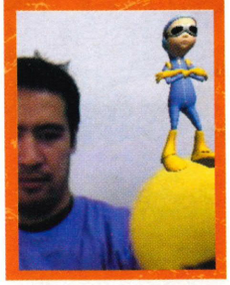




## EYETOY

***Get in the game, for real with EyeToy.***

Sony's groovy camera and motion detector toy is due out here in June, bringing with it some totally new forms of gameplay. Just plug the Webcam device into your PS2 and it can trace your movements, using them to control the on-screen action. EyeToy can even show you on screen as a part of the game. SCEE is bundling a disc featuring around 20 mini-games with the hardware – the contents are unconfirmed but boxing, plate-spinning and face slapping[?!] ideas are being explored. The Webcam is also expected to be used in conjunction with forthcoming online multiplayer games, so you'll be able to see a photo of your *Quake* opponents in the corner of the screen as you blast them. Scary.



## ALSO RELEASED

**CHARLIE'S ANGELS**
*(Ubi Soft)*

**EVIL DEAD: A FISTFUL OF BOOMSTICK**
*(VIS/THQ)*

**FREQUENCY 2**
*(Harmonix/SCEE)*

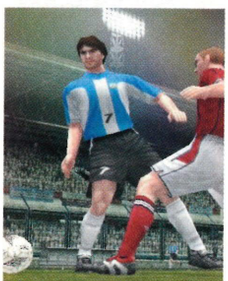
**FUTURAMA**
*(UDS/SCi)*

**THE GREAT ESCAPE**
*(SCi)*

**HULK**
*(Universal Interactive)*

**RISE TO HONOR**
*(SCEA/SCEE)*

# JULY



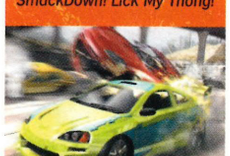
## COMING ATTRACTIONS

***Massive games we know are coming... We just don't know when.***

**GRAN TURISMO 4**
*(Polyphony Digital/SCEE)*
Earlier this year *GT* producer Kazunori Yamauchi revealed that Polyphony Digital was working on a fourth title in the series. The team is planning online components and a demo is expected to be shown at this year's E3.

**PRO EVOLUTION SOCCER 3**
*(Konami TYO/Konami)*
The next *Winning Eleven* title (the Japanese name for the *Pro Evo* series) is out in Japan soon, which means we'll get our next fix of footy sim action by the end of the year.

**WWE SMACKDOWN!**
*(Yuke's/THQ)*
Another in the series of Yuke's' comprehensive wrestle-'em-ups will no doubt grapple us to the canvas before Christmas. We would like it to be called *SmackDown! Lick My Thong!*



**BURNOUT 3**
*(Criterion/Acclaim)*
The latest in Criterion's collection of arcade driving smash-'em-ups is touted for a 2003 release.

**THE LORD OF THE RINGS: THE RETURN OF THE KING**
*(StormFront Studios/EA)*
The film's already in the can, of course, so EA is certainly working on a videogame conversion of the final *Lord Of The Rings* segment.

## ALSO RELEASED

**BREATH OF FIRE V**
*(Capcom)*

**CROUCHING TIGER, HIDDEN DRAGON**
*(Ubi Soft)*

**GIO GIO'S BIZARRE ADVENTURE**
*(Capcom)*

■ **BLADE TOO** Whoever said the pen is mightier than the sword obviously hasn't seen *Soul Calibur 2*.

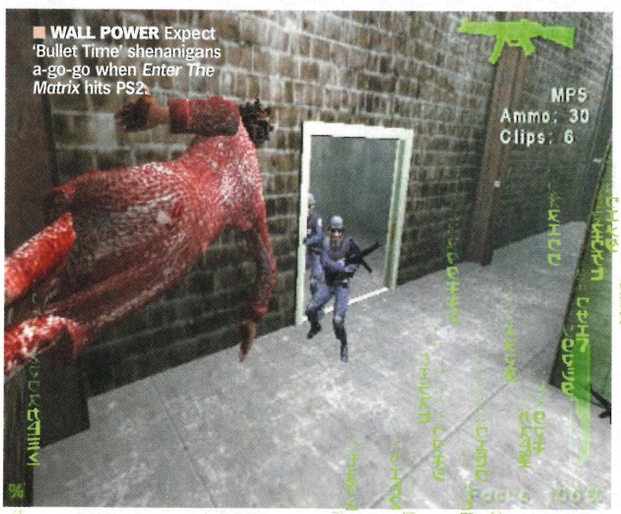
## SOUL CALIBUR 2

*(Namco/EA)*

***Beat-'em-up fans better get ready for a tan-free summer as July sees the release of* Soul Calibur 2.**

The original *Soul Calibur*, a 16th century weapon-based beat-'em-up with a fantastically weird bunch of S&M characters was big on Dreamcast. The sequel is bringing most of the old gang back, adding Athenian goddess Cassandra and Chinese broadsword wielder Hong Yunsung among others.

Whereas the first title went for the old ring-out system, number two will feature walled environments for more intense, claustrophobic combat. The excellent eight-way movement will be retained and tweaked for the new generation, so it'll be easy to move around the fighting environment in true 3D. The actual combat – always so fluid and intuitive in *Soul Calibur* – seems virtually unchanged going by the coin-op version of *SC2*. Which is a good thing. New moves have been added of course, but why mess with a perfect fighting model? If there's one game that can get a mass audience interested in beat-'em-ups, this is it. It's got sex, violence, perversion and really large swords. The stage of history is set. Bring on the actors.

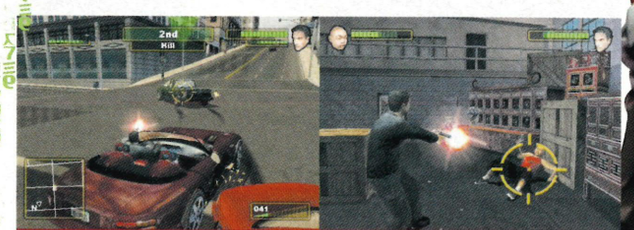



■ **WALL POWER** Expect 'Bullet Time' shenanigans a-go-go when *Enter The Matrix* hits PS2.

## ENTER THE MATRIX

*(Shiny Entertainment/Infogrames)*

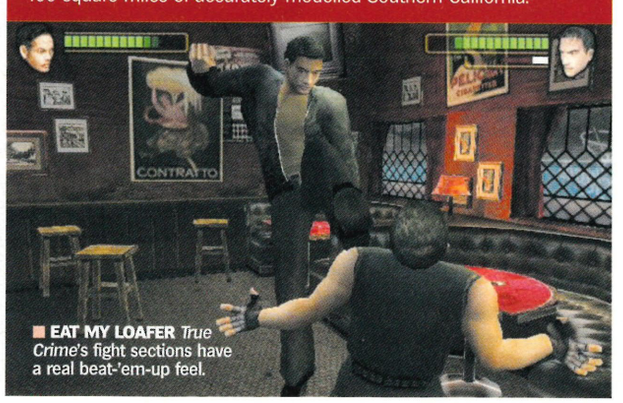
When Infogrames bought developer Shiny Entertainment in May, you knew the publisher had one thing on its mind: Shiny's ownership of the *Matrix* videogame licence. Now work is going ahead on *Enter The Matrix* developed 'in conjunction' with the *Matrix: Reloaded* movie. It's *not* a conversion: like the latest *Star Wars* titles, it works alongside the films. You play as either Niobhe, the driver, or Ghost, the zen assassin, in a third-person action adventure featuring motion capture and voice acting from the cast, and a script by the Wachowski brothers. There are 20 guns, loads of cool slow-mo actions, driving sections and a hacking challenge allowing you to personalise the game. You will, without a shadow of a doubt, be taking the red pill.




## TRUE CRIME: STREETS OF LA

*(Luxoflux/Activision)*

Kicking at the doors of *The Getaway* and *GTA: Vice City* comes *True Crime: Streets Of LA*, a hard-boiled shoot-out involving driving and on-foot sequences. This time you play cop-on-the-edge Nick Kang who, like every fictional cop since Martin Riggs in *Lethal Weapon*, has a history of ultraviolence. Kicked off the force he joins an elite unit determined to take down Russian, Chinese and homegown crime syndicates. There are 20 missions and 100 sub-missions and the game employs a branching system – so your performance in one mission dictates what you have to do in the next. Look forward to gun battles, kung fu and car chases through 400 square miles of accurately modelled Southern California.




■ **EAT MY LOAFER** *True Crime*'s fight sections have a real beat-'em-up feel.

## CHAOS LEGION *(Capcom)*

After *Devil May Cry* and *Onimusha* comes yet another big new Capcom franchise. *Chaos Legion* is an action RPG based on the popular series from Japan's *Dragon* comic book. You play knight-on-the-edge Sieg Wahrheit who must track down bad seed former ally Victor Delacroix, possibly in a fight over who has the silliest name. Combat is real-time and, armed with a big sword, you get to fight with the help of ghost knights who can be summoned by hitting the L1 button. The visuals are splendid, featuring all the gothic grandeur we've come to know and love from *Devil May Cry*. If you like your RPGs with less talk and more large-scale fantasy rioting keep your eye on this.

## CONFLICT: DESERT SABRE

*(Pivotal/SCi)*

Looks like the American army won't be the only ones going back to the Gulf this year. Pivotal is currently working on *Conflict: Desert Sabre*, a sequel to this year's well-received *Desert Storm* strategic shooter. If anything, this one's going to be more of the strategic and less of the shooter – you're joining SAS forces sent into Iraq during the 1991 war, so this time there'll be more sneaking about. Plus, with a nod to Andy McNab's blockbusting book *Bravo Two Zero*, there will be an emphasis on survival and escape. Hopefully we'll all be able to write top-selling books about our experiences.

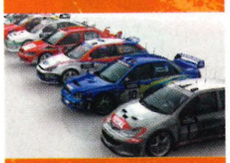
## COMING ATTRACTIONS (Continued)

**STAR WARS GALAXIES**
*(LucasArts/SOE)*
The massively multiplayer online *Star Wars* adventure is almost as hotly anticipated as *Episode III* the movie. We did say '*almost*'.

**TONY HAWK'S PRO SKATER 5**
*(Neversoft/Activision)*
The Hawk himself may have hung up his pro wheels, but Neversoft is unlikely to follow anytime soon.

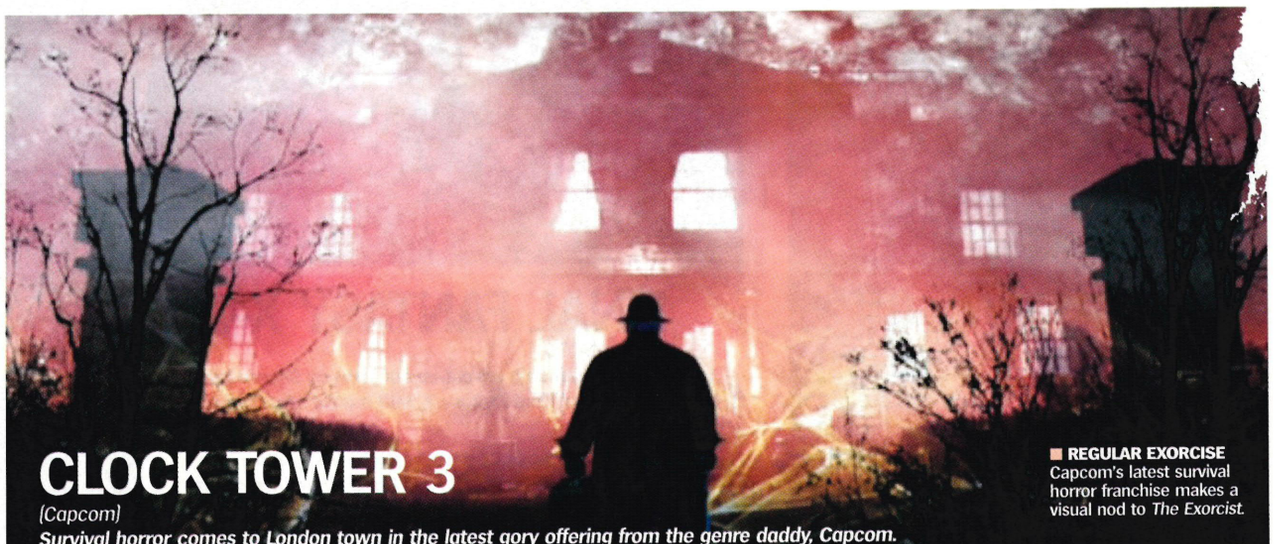
**JAK AND DAXTER 2**
*(Naughty Dog/SCEE)*
After the critical and commercial success of the original, Naughty Dog is certainly lining up a sequel. Look out for info at this year's E3.

**FIFA 2004**
*(EA Canada/EA Sports)*
Inevitable, of course. But will it include a Euro 2004 tournament option? Or will we later be purchasing *FIFA 2004: Euro 2004*?



**WORLD RALLY CHAMPIONSHIP 2003**
*(Evolution Studios/SCEE)*
All the new teams, drivers and cars and even more realistic environments.

**DRIVER 3**
*(Reflections/Atari)*
The original chase game returns to challenge the *GTA/Getaway* hegemony.



## CLOCK TOWER 3

*(Capcom)*

***Survival horror comes to London town in the latest gory offering from the genre daddy, Capcom.***

■ **REGULAR EXORCISE**
Capcom's latest survival horror franchise makes a visual nod to *The Exorcist*.

The *Clock Tower* series began as a horrifically gory 'point and click' adventure in 1997, featuring the kind of surreal monsters and disturbing plot twists we've come to associate with Konami's *Silent Hill* games. The third title is going for a third-person action adventure approach, but the horror quota is set to remain just as high.

You play young girl Alyssa who, on visiting London for her birthday, is suddenly warped into a weird dimension of ghosts and ancestral terror. No, it makes no sense, but that's the point. Gameplay is based more on exploration and shocks than combat, while the CGI scenes are directed by Kinji Fukasaku, of *Battle Royale* fame. Worth it for that alone.

## ALSO RELEASED

**GHOST HUNTER**
*(Studio Cambridge/SCEE)*

**DANCING STAGE**
*(Konami TYO/Konami)*

**FINDING NEMO**
*(Travellers Tales/THQ)*

**TERMINATOR 3**
*(Paradigm Entertainment/ Infogrames)*

# SEPTEMBER/OCTOBER

## LICENCE FRENZY

***Big screen and goggle box tie-ins ahoy!***

Yep, 2003 is a veritable licence mine with TV and film tie-ins glittering in the game release cavern. Look out for *Dark Angel, Terminator 3, Backyard Wrestling, Hulk, Charlie's Angels, Evil Dead: A Fistful of Boomstick, Futurama, The Great Escape* and, *Crouching Tiger, Hidden Dragon*. Personally, we'd like to see a translation of the forthcoming *Daredevil* film and a horrific third-person adventure based on cult TV prison shocker *Oz* by the *GTA* team.

### ALSO RELEASED

**CY GIRLS**
*(Konami JPN/Konami)*

**F1 2003**
*(EA/EA)*

**LAMBORGHINI**
*(Rage)*

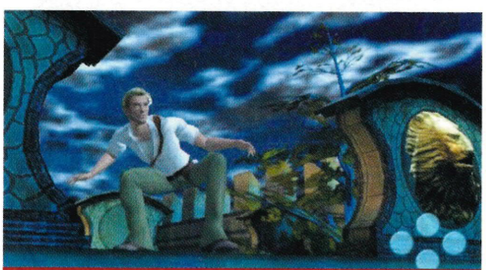
**TAK AND THE POWER OF THE JUJU**
*(Avalanche/THQ)*

**FREAKY FLYERS**
*(Midway)*

## JUDGE DREDD VS JUDGE DEATH

*(Rebellion/Universal Interactive)*

Oxford-based developer Rebellion has been busy since acquiring the 2000AD comic last year. The company has announced the release of two Judge Dredd films, and is now revealing details of its *Dredd Vs Death* FPS videogame. Set, of course, in the sprawling urban nightmare of Mega City One, you take control of the sci-fi Dirty Harry as he dispenses justice to various street perps, while looking out for Death and his apocalyptic cohorts. Rebellion is promising a living environment teeming with people, traffic and crime. The team is going for a sharp gritty look, forget the hideous camp of Danny Cannon's 1995 movie and think classic Dredd artists like Mike McMahon and Ron Smith. All very exciting, but when's Halo Jones coming to PS2?



## BROKEN SWORD: THE SLEEPING DRAGON

*(Revolution Studios/TBC)*

The *Broken Sword* series began on the PC in 1996 as a gorgeous 'point and click' adventure, following American student George Stobart as he investigated a conspiracy involving the legendary Knights Templar. This second sequel retains both the hero and the refined European comic book look of the others, but updates to full 3D and gives players direct control over George, who's again accompanied by luscious euro totty Nico Collard. Revolution is promising an innovative hybrid of deep puzzle solving and action gameplay, with George running, jumping and climbing around Europe again on an ancient conspiracy mission. The first two titles were classics – hopefully the switch to 3D won't sully the recipe.

**SUMMON THIS!** *FFX*'s Yuna the summoner has gone all Lara in *FFX-2*.

## FINAL FANTASY X-2

*(Square/SCEE)*

***It's the continuing adventures of Yuna as Square injects the world of* Final Fantasy X *with a dose of attitude.***

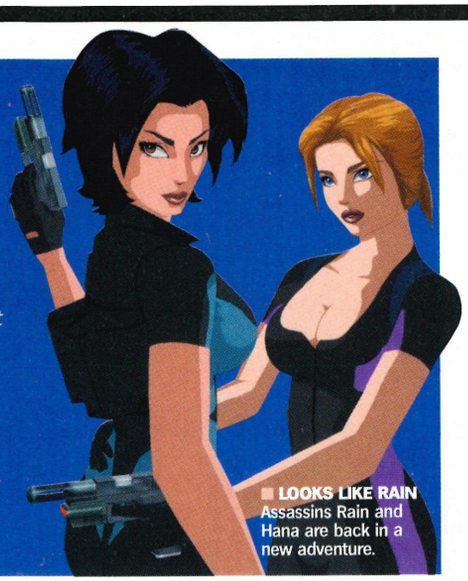
For the first time Square is reviving the story and characters from one of its *Final Fantasy* titles, rather than ditching everything and starting from scratch. Set two years after *FFX*, *Final Fantasy X-2* follows the continuing adventures of Yuna the summoner. The cheeky minx has now developed a bit of Lara Croft attitude sporting hotpants and a pair of pistols: she even has a few action scenes, leaping across chasms and climbing rockfaces, usually *Final Fantasy* titles merely require characters to wander from one place to another. Exciting stuff for lovers of RPGs, not to mention lovers of girls in hotpants.

# NOVEMBER/DECEMBER

## FEAR EFFECT: INFERNO

*(Kronos Digital Entertainment/Eidos)*

Mixing stylised anime visuals with plentiful CGI sequences, great characters, religious symbolism, *Blade Runner* environments and gallons of adult content (think blood, swearing and lipstick lesbianism) the *Fear Effect* series of third-person action adventures has earned itself a sizeable audience of game pervs. *Inferno* stars the sexy assassins from *Fear Effect 2* – Hana and Rain – in a new story. Will they be indulging in brief and mildly suggestive Sapphic cut-scenes? That was a rhetorical question, of course.



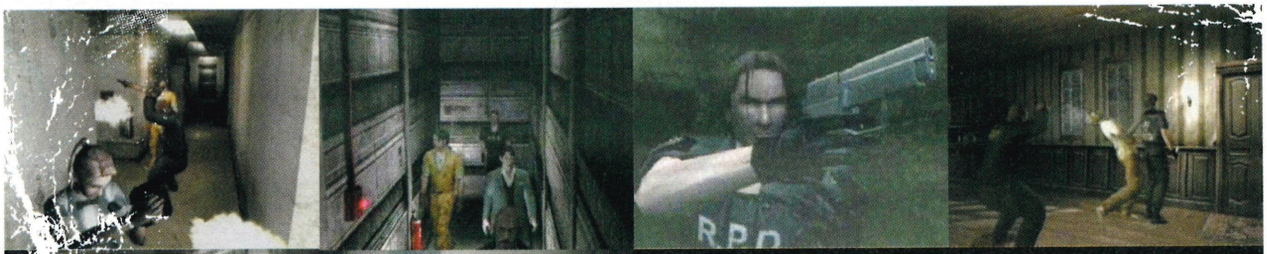
**LOOKS LIKE RAIN** Assassins Rain and Hana are back in a new adventure.

**EVER READY?** Not quite, but by the end of 2003 PS2 gamers will be playing *EOA*.

## EVERQUEST ONLINE ADVENTURES

*(Sony Online Entertainment/TBC)*

Since launching in 1999, the PC multiplayer online adventure *Everquest* has lured thousands of subscribers with its gigantic landscapes filled with monsters, quests and adventurers. The PS2 version is being tweaked to put the emphasis on action rather than chat, but as in a traditional RPG you need to pick a character to develop by winning fights and learning skills. Except here you meet up with other players, form guilds and take on missions together. The game contains thousands of quests and unique character abilities, and is designed to support everything from quick 20-minute bursts to 11-hour sessions. Life won't be the same again.



**STIFF COMPETITION** At last, with *Resident Evil Network* you don't have to face the horror alone.

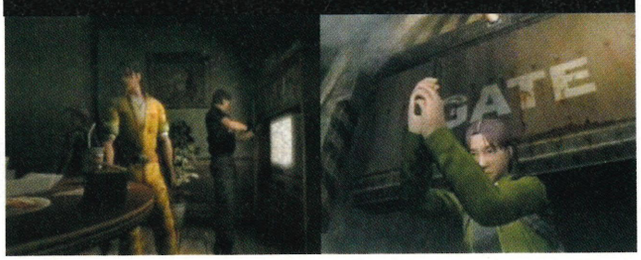
## RESIDENT EVIL NETWORK

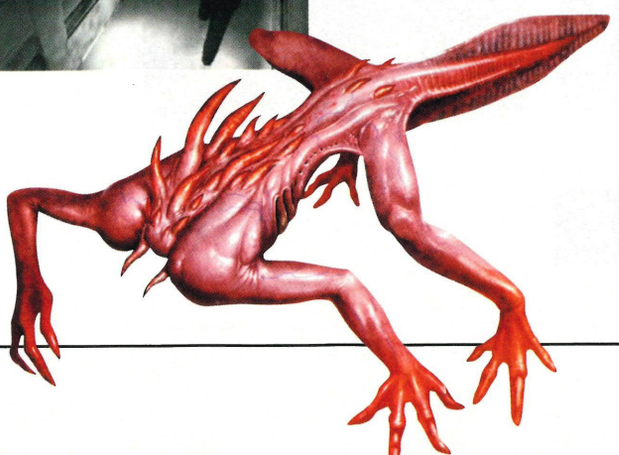
*(Capcom)*

***Who can you trust? Resi Evil's going online and mixing things up with untrustworthy, fake companions amongst the players.***

If *SOCOM: US Navy SEALs* doesn't get you rushing out for a Network Adaptor, this baby will. Set in and around Raccoon City at the time of the first two games, *Resi Network*, gives you a choice of eight inhabitants of the zombie plagued town all desperate to escape. Although you begin the game alone, you'll team up with three other players to succeed in your evacuation. Whichever of the eight characters aren't chosen by you and your online cohorts are controlled by the computer. Will these be trustworthy, or will they all go a bit 'Ash from *Alien*'? Capcom isn't saying much, but it's no doubt vital that you as players make sure you pick a varied bunch – choosing the four hardest characters, might leave you short in the computer hacking and lock-picking departments.

Like any good horror movie, the game features periods when you all work together, and periods when you go it alone. There's no word yet on any boss monsters or cameo roles for *Resi* luminaries Claire Redfield, Jill Valentine or Albert Wesker. And as chat is probably controlled by the players themselves (via keyboard or joypad) we'll only have ourselves to blame for B-movie dialogue.



## LOOKING AHEAD TO 2004

***We know how you like to plan ahead. Here's what the year after next has in store..***

Think 2003 is already old news? There are a host of appetising titles queuing up on the very distant horizon. Ion Storm is set to release its *Deus Ex* sequel featuring new lead characters and an even darker plot. Oh and in a similar vein, *Metal Gear Solid 3* is a distinct possibility. Several long-running series have new editions lined up, including *Tekken 5*, *Dragon Quest VIII* and the much rumoured. *Final Fantasy XII*. We can also look forward to a game version of Tarantino's latest *Kill Bill* as well as, gulp, originals like an HP Lovecraft-inspired survival horror called *Call Of Cthulhu* (see page 16) and Revolution's as-yet-unsigned *Good Cop, Bad Cop*.

## ALSO RELEASED

**ALTER ECHO**
*(Outrage/THQ)*

**ANDY MCNAB: TEAM SAS**
*(Rage)*

**BATMAN 2**
*(Ubi Soft)*

**FAR CRY**
*(Crytek Studios/Ubi Soft)*

**PROJECT BG&E**
*(Ubi Soft)*

**SUIKODEN III**
*(Konami TYO/Konami)*

**CRANK THE WEASEL**
*(Midway)*

**AREA 51**
*(Midway)*

# Mess with TY and you'll be an endangered species.

PlayStation.2 XBOX NINTENDO GAMECUBE

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KROME STUDIOS

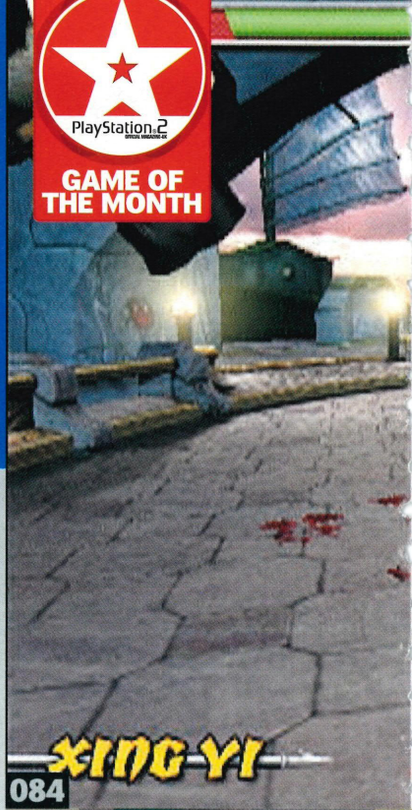
## TY's here and he's not going to let anyone stand in his way.

Cri-key! You're TY the Tasmanian Tiger™. The last of a rare breed out to explore the untamed and uncharted Australian wilderness in search of your lost family. Along the way you'll encounter some fearsome foes sent out by the evil Boss Cass to spoil your adventure. But no worries, you've got a heap of hi-tech boomerangs, plenty of mates and a set of chompers to help you tame the dodgy Outback. Good luck, it should be a ripper good time!

EA GAMES™

uk.ea.com

# REVIEWS




## REVIEWS CHARTER

Fact: *Official PlayStation 2 Magazine*'s reviews are the best in the business. Our crack squad of experienced reviewers play the games longer, harder and better than anyone else – take a look at the screenshots in each review for proof. Rather than a few images from the first two levels or some replay footage, our review pages show we've played the games to bursting point. And then some…

We know how important games are to you, which is why you can trust us to differentiate the godlike from the godawful. The unrivalled depth of information and opinion we provide on every title reviewed enables you to decide if a certain game is up your street – or just up sh*t creek.

Next time you head off to a game store with your hard-earned cash in your pocket, read our reviews first.

**REVIEW RATINGS**
***Here's what our review scores stand for:***

| | |
|---|---|
| **10/10** | Outstanding in every department. Your life is poorer without this game |
| **9/10** | An essential purchase |
| **8/10** | Highly recommended |
| **7/10** | Impressive and enjoyable |
| **6/10** | Ideal for fans of the genre |
| **5/10** | Average |
| **4/10** | Poor, but still with the odd moment |
| **3/10** | Extremely disappointing |
| **2/10** | A gaming travesty |
| **1/10** | You're joking, right? |

VERDICT PlayStation.2

## THE OPS2 AWARDS

***We don't hand out high scores for nothing, you know, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.***

| GOLD PlayStation.2 | SILVER PlayStation.2 | BRONZE PlayStation.2 |
|---|---|---|
| Given to the few games worthy of a 10/10 score. A Gold Award winner is as close to flawless as you can get. A life-enriching game. | A 9/10 score and a Silver Award is the mark of a supreme gaming experience and therefore an essential purchase for any PS2 owner. | When a game earns 8/10, it nabs itself a Bronze Award. Highly recommended, these games are guaranteed to satisfy. |

## GAME REVIEWS


**MORTAL KOMBAT: DEADLY ALLIANCE** 084
*Don't just smack, pummel, lamp and clock your MK opponents into a blood-spunking pulp. Slice 'em and dice 'em with swords, daggers and scythes. Oh yes, we've had far too much fun with this one...*

**APE ESCAPE 2** 088
*Visit a wild fantasy world... see small cartoon apes running happy and free. Then cruelly deprive them of their liberty and return them to captivity where they belong. You have the power (ie a large net).*

**BATTLE ENGINE AQUILA** 092
**SLY RACCOON** 094
**VIRTUA COP: ELITE EDITION** 096
**HARRY POTTER AND THE CHAMBER OF SECRETS** 097
**DEFENDER** 098
**X-MEN: NEXT DIMENSION** 100
**BIG MUTHA TRUCKERS** 101
**LEGO DROME RACERS** 102
**ATV2: QUAD POWER RACING** 102
**MINORITY REPORT** 103
**DRAGONBALL Z: BUDOKAI** 104
**NBA LIVE 2003** 104
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**TOTAL IMMERSION RACING** 106
**POWERPUFF GIRLS: RELISH RAMPAGE** 106

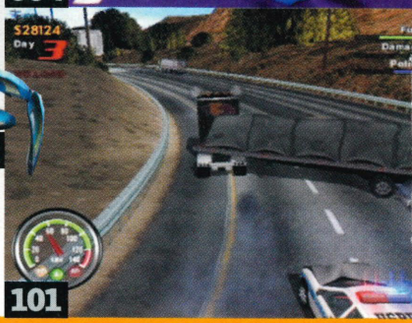

## MEDIA REVIEWS


**DVD RELEASES** 108
*Vanilla Sky, The Royal Tenenbaums, Austin Powers In Goldmember* and more baby, yeah.

**THE SPINE COLLECTOR'S GUIDE TO: 1995** 110
All the cinema that matters from 1995 and now available on DVD.

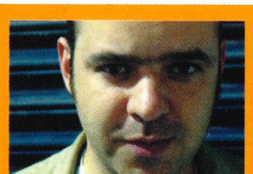
**AT THE MOVIES WITH HIDEO KOJIMA** 111
The creator of *Metal Gear* writes about the films that have inspired his work. This month: *North By Northwest.*

**MUSIC** 112
New CDs from Jay-Z, Ja Rule, Sum 41 and more. Respectasize!



## THE MEN WITH THE PENS

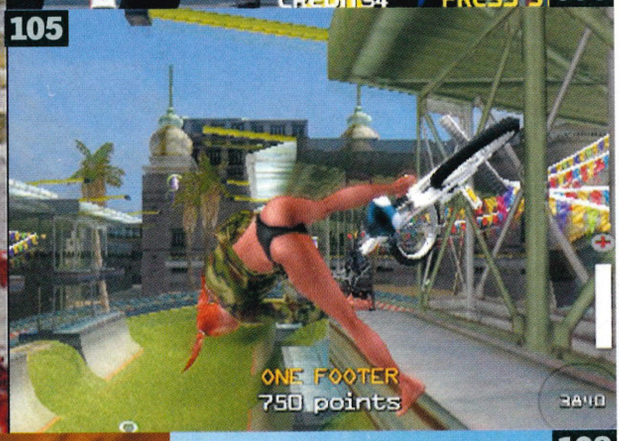
***These are the men who slave over hot test stations and even hotter Macs to bring you the best review section in the world. See how this obsession becomes their art..***

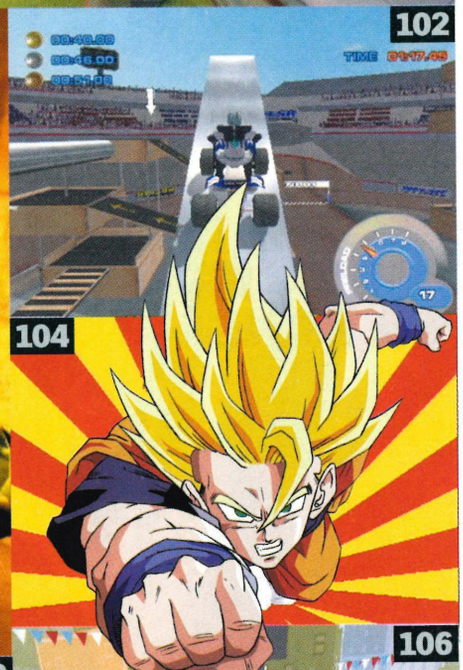


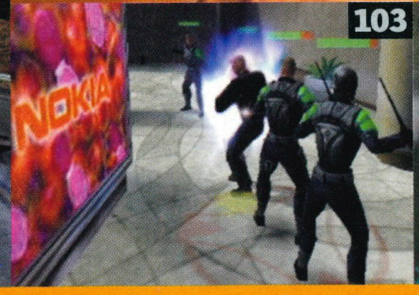
**DAVID MCCARTHY**
The biggest game for 2003 in David's mind is *Devil May Cry 2*. He's set himself quite a new year's resolution – to give up boozing. Believe it when we see it.

**RYAN BUTT**
Strangely enough, Ryan's new year's resolution is to "change less nappies and play more games." Oh, the irony. *Pro Evo 3* is top of his game list for 2003.

**TIM CLARK**
MC Clarkee is well up for *Resi Network* – something to do with liking graveyards, he says. Next year he intends to channel his seething rage more effectively.





## THE PLAYLIST

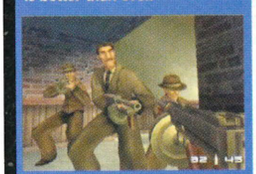
### STILL PLAYING
*Wacko Jacko says: "Don't stop till you get enough."*

**GTA: VICE CITY**
OPS2#27 10/10
*Where we survey the city from the Coke Baron's mansion... randomly shooting passers-by with a rocket launcher.*

**FIFA 2003**
OPS2#27 8/10
*The inter-office tournament has arrived. Editor Sam made it to the semis – and promptly got hammered 6-0.*

**RATCHET & CLANK**
OPS2#26 9/10
*It's tricky to sum up this game. 'Sublime' isn't powerful enough and 'superfantasmic'... well, that's not a real word.*

**PRO EVOLUTION SOCCER 2**
OPS2#27 9/10
*Oranges013? The names might be all wrong but the gameplay is better than ever.*



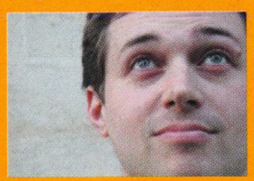
**TIMESPLITTERS 2**
OPS2#25 10/10
*Still can't beat the four-way deathmatch in the stunning FPS that takes your breath away and rarely gives it back.*

### CAN'T WAIT TO PLAY
*Hurry up and release these games!*

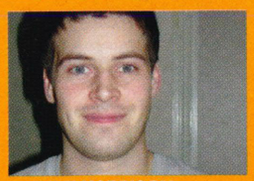
**WOLVERINE'S REVENGE**
MONITOR PAGE 50
*One of the slickest-looking superhero games we've seen. And damn playable too.*

**MGS2: SUBSTANCE**
MONITOR PAGE 40
*If you're not positively frothing in anticipation of more MGS, please see your local GP.*

**INDIANA JONES AND THE EMPEROR'S TOMB**
SPY PAGE 35
*Lara-style leapy-jumping with the original action hero. Whip crack away, whip crack away...*

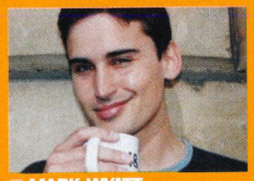


**DEAN EVANS**
Freelancer Dean is looking for a new job. As a fireman preferably. Probably to free up time to play online RPG *Star Wars: Galaxies* should it come out next year.

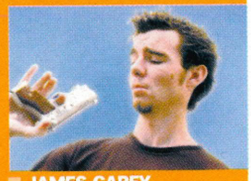


**DAVE HARRISON**
Another scary man. Dave's game for 2003 is *Resi Online*. He also likes dolls with their eyes poked out. His New Year's resolution is to stop being so morbid.

**STEPHEN PIERCE**
Monsieur Pierce's game for 2003 (*Syphon Filter 3*) hasn't even been announced. Silly! And his new resolution is to ask men to come swimming with him.



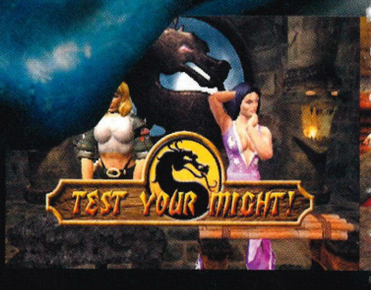
**MARK WYATT**
Marky's most wanted game in 2003 is *Mortal Kombat*. He's not violent, though – his New Year's resolution is to hug his colleagues at least twice a day.



**JAMES CAREY**
He used to have a pony tail, now he hasn't. It's his New Year's resolution to grow back his luxurious mane. Which begs a rather obvious question.

# LIKE IT OR LOATHE IT, *MORTAL KOMBAT* IS BACK WITH A BANG

■ **FROM ZERO TO HERO** Is it cold in here, or is it just him? The Grandmaster Sub Zero returns to do battle for your soul.



BRONZE
PlayStation.2 OFFICIAL MAGAZINE-UK

# MORTAL KOMBAT: DEADLY ALLIANCE

*Kicks, katanas... and klaret. Welcome back* Mortal Kombat.

Let's make one thing clear from the start: we're not here to talk about the terrible *Mortal Kombat* movie, its terrible sequel, the terrible cartoon series or the terrible lunchbox and flask set. We're here to talk about the latest incarnation of the very first blood, guts, vomit-and-all fighting game on PS2. The *Mortal Kombat* series wasn't only spelt with attitude, oh no. The games boasted near-the-knuckle content guaranteed to start one of those, 'This is going straight back to the shops, mister' conversations across the dinner table. But we've all grown up now and, thankfully, so has *Mortal Kombat* in the blood-soaked form of *Deadly Alliance*.

Those who are not familiar with the goings on in Outworld, Earthrealm and the Netherealm need know only that our plane of existence is hungrily sought after by wizards, demons and badasses galore from alternate dimensions. Due to strict rules set in stone by the elemental gods, the only way these creatures can gain access to our world is by defeating our representatives in a tournament – welcome to *Mortal Kombat*.

Previous participants (and losers) Shang Tsung and the exiled Quan Chi are the aggressors this time. They have escaped imprisonment, killed the dark Outworld's Emperor and our own champion, Liu Kang. Now they have their sights set on defeating the greatest warriors, grabbing their souls to resurrect the Dragon Lord's army and becoming invincible overlords. Enter our old mate and thunder god, Raiden, and a selection of heroes all ready to counter the villainous sluggers of the Deadly Alliance in furious, offal-filled, beat-'em-up action.

## CHARACTER ASSASSINATION

You begin with a choice of 12 fighters ranging from long-term favourites Sub Zero, Scorpion, Sonya Blade and Johnny Cage to less familiar characters like Kenshi 'The Blind Swordsman'. Each has a good, evil or neutral alignment which seems to determine how they look rather than how they act. The first thing that strikes you (whether you choose to train your fighter in the Practice arena until your knuckles turn to jelly or throw yourself straight into the Arcade mode) is that this game is no limp revamp. From the sweep of a katana to the spatter of ichor, *MK:DA* looks and sounds fabulous throughout. Beautifully rendered characters fill the game, each with liquid-smooth fighting moves and attitudes expressed through accurately mapped body movements. Vaguely normal-looking human characters like Sonya or Kung Lao mix it up with the more freaky inhabitants. The monstrous Moloch and the acid-belching Reptile represent a pantomime world that's garishly brought to life. Unlike the *Tekken* series, the focus is kept firmly on the fighting itself. Plenty of the foes you encounter are unlocked as you go – you'll build up quite a stable to dip into, including the metal-armed Jaxx, cyborg Cyrax, cold-shouldered Frost and the lovely, mysterious, Kitana.

What do you mean, 'Get to the fighting!'? We're there already. Most fighting games are firmly rooted in the real world of martial arts and despite appearances, *MK:DA* is no exception. Its dedication to the fighting arts produces a game that looks and plays in a truly satisfyingly way. It's all very well to freeze or electrocute someone (don't worry, that's all still possible) but to take an opponent down with a well-practised Aikido throw or Tae Kwon Do kick is about as close as many of us will ever get to being a tough guy. Each character is endowed with three faithfully recreated fighting styles which you can toggle between at any time using L1. Characters have a long-distance style, a close-combat style and a weapon style – many of the featured weapons can also be thrust into enemies with the R1 button. Li Mai's Sai or Frost's daggers are particularly satisfying to plunge deep into an opponent's knee caps, slowly draining them of blood.

In many 3D beat-'em-ups there's a tendency to tire of the fighters' moves after a while. But the three forms allotted to each *MK* character will take time to perfect in ➜

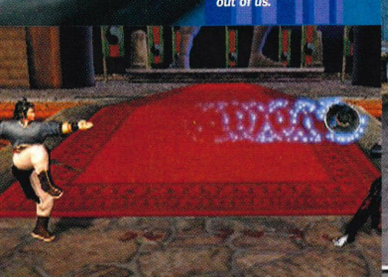
PUBLISHER: **MIDWAY**
DEVELOPER: **MIDWAY (CHICAGO)**
PRICE: **£39.99**
PLAYERS **1-2**
OUT: **14 FEBRUARY**
WEB SITE: **WWW.MKDEADLYALLIANCE.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

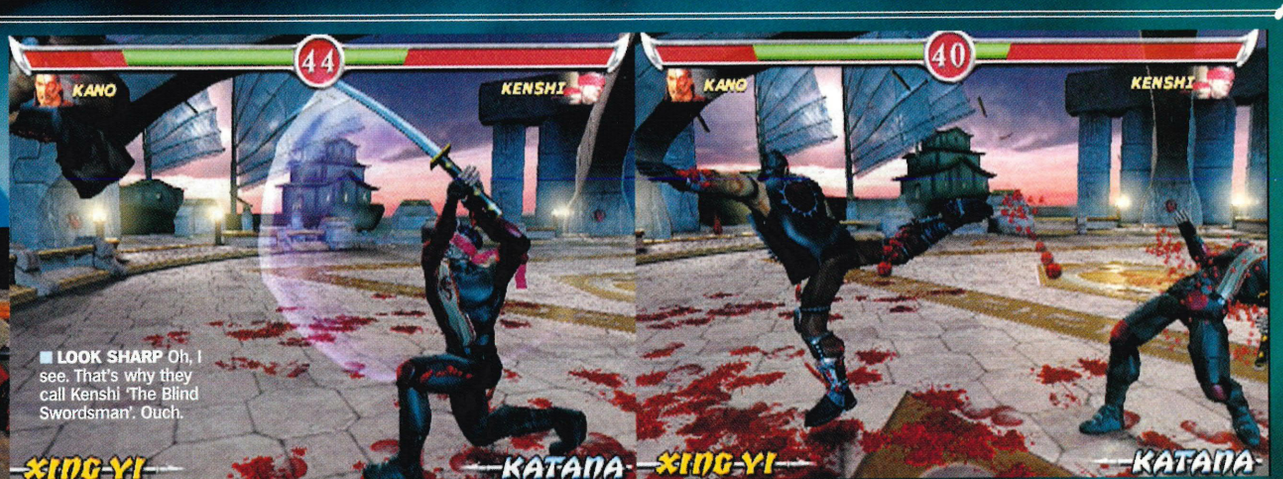
### BACK STORY

*The* Mortal Kombat *franchise will be well-known to anyone who ever visited an arcade in the early Nineties or owned Sega's MegaDrive. Its 2D focus was essentially an Achilles heel when it tried to compete with the likes of* Tekken *and* Virtua Fighter. *But Midway's Chicago division took on the challenge of updating and revamping the scrapping series and this all-singing, all-dancing, bloody new version is the result.*

GO TO: uk.playstation.com

■ *Shuffle over to the Web site and beat more MK info out of us.*



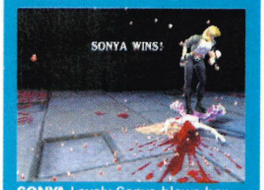



■ **LOOK SHARP** Oh, I see. That's why they call Kenshi 'The Blind Swordsman'. Ouch.

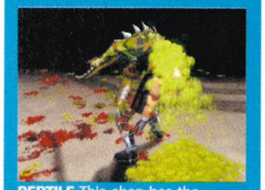
## SUCKER PUNCH

### FATAL FRAMES

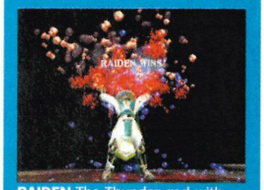
***You've beaten 'em, sliced 'em and diced 'em. Now there's only one thing for it – time to finish 'em off with the unmistakable flourish of a fatality.***




**SONYA** Lovely Sonya blows her foes a poison kiss, watches them puke vomit and spit blood then jumps on them until their heads pop off. But hey, we've all been on dates like that.



**REPTILE** This chap has the audacity to give his enemy a good dousing with acidic vomit before sucking their face off and eating the head. Still, at least he doesn't wear shoes in the house. That would be downright rude.




**RAIDEN** The Thunder god with the lightning fatality. Raiden simply flash-fries his victim into a big, charred Twiglet until they explode above his head. Lucky he's wearing that hat really.

**SCORPION** In a variation of his classic fatality, Scorpion skewers his prey from a distance then spends a few moments playfully yanking the loser until their head is neatly ripped off.

**KOFFIN FIT** Shop wisely or you'll be stuck with concept art.

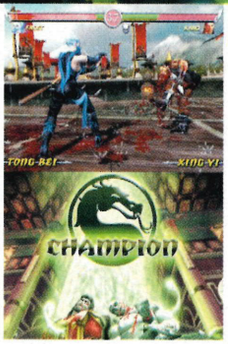
**EYE SPY** Keep your eye on the logo in this test to make some quick koins.

**THAT'S KNIFE** Laser-eyed Kano takes wobbly boozer Bo' Rai Cho apart with this spectacular attack.

open combat. Opponents can also switch disciplines in the middle of combinations, kicking your ass in one style, then another and finally gutting you like a fish before you've had the chance to find the L2 button to defend yourself. Give them an inch and they'll take a mile… or a several pints of your blood.

## FATAL ATTRACTION

One of the most widely anticipated aspects of any *Mortal Kombat* game is the range of Fatalities (see Fatal Frames). We're here to tell you that, while there's only one per character, they don't disappoint. There are brains being ripped out, blood being puked up, electrocutions and decapitations, severe neck trauma and even the odd belly flop. Such a variety of ways to 'finish' off your victim and and none of them very sportsmanlike. It's another incentive, if one were needed, to thoroughly trounce your opponent. Before long, you'll find yourself twiddling buttons like a madman screaming, "Rip his spine out Sub Zero! Rip it out!" at the top of your lungs.




**SPECIAL SCHOOL**
Characters have special moves unleashed using R1. Great for helping you look better at fighting than you really are.

Controlling the offensive action is a matter of positioning yourself with the D-pad then using the basic shoulder and action buttons to unleash fighting moves and combinations. But it's in the Konquest (story) mode that you'll get to grips with most of the controls. With 218 missions divided up amongst all of the characters there's no better place to learn. However, there's a unique structure and a strange mixture of game elements here that doesn't always work. A cut-scene here or there, in place of the easily-skippable game text, could have spiced up what is essentially a challenge-based tutorial and a more illustration could have given the characters a little more… character.

Konquest challenges consist of hitting a sequence of buttons that appear in the top right-hand corner of the screen. This is not always as simple as it sounds; you

## ROLL CALL

### KNOW YOUR FOE

***Get to know some of MK:DA's colourful cast. There's not much time for chat when you're kicking them in the mush.***

**KENSHI**

Kenshi's allegiance is neutral as he's a free agent sent from Earthrealm on a search for Cyrax who becomes trapped in Outworld. His strengths are telekinesis and a big sword.

**MAVADO**

Leader of a warrior clan in Earthrealm, Mavado joins with the Deadly Alliance. His Long Fist and Hook Sword abilities are very effective. Looking a bit like Elvis doesn't hurt either.

**BO'RAI CHO**

While he may look like a big fat drunk he's actually the Shaolin master who trained the now deceased Earthrealm champion, Liu Kang. He's in this for revenge… and the free booze.

**QUAN CHI**

This pasty-faced fella's not to be trifled with. His main speciality is double-teaming with Shang Tsung. But he also does a nice sideline in neck pulling and lobbing burning skulls around.

**ICE TIME** But Sonya doesn't look that cold...

**GERROFF!** Quan Shi jumps you and slaps you up, given a chance.

## What's The Story

### END OF THE ROAD

***Finish the Arcade mode and you'll get to see what all the fuss was about in a short Tekken-style conclusion. Here's Frost's story, but there are plenty more to discover along the way.***

Frost's mentor Sub Zero has just congratulated her when, guess what? She turns the tables on him, freezes the big lad and nicks his dragon power medallion.

Predictably, as she tries to use the medallion it becomes too much for her and she is consumed by its power. That'll teach you to mess with the Grandmaster.

## WHY TRAIPSE THROUGH THE KONQUEST, OR GET YOUR FACE MASHED IN ARCADE MODE? MONEY. PURE AND SIMPLE

need to perfect each character's Style Branch – a single combination of up to eight buttons that cycles through the three distinct styles – before you can face a final challenge against the character that you've chosen. Unfortunately, after a few goes, it's fairly easy to predict exactly what you'll have to do next. You simply obey the button commands then move on – no mastery or commitment to memory is necessary. A little more variation would have made this mode feel like a worthy game in its own right, rather than a tarted-up beginner's level. It's worth visiting to familiarise yourself with the potential of each character, but it's ultimately one for the completists out there.

The other main gameplay chunk is the Arcade mode. This offers nothing shocking in terms of innovation, but is an increasingly challenging journey towards showdowns with Quan Chi and Shang Tsung. Completion leads to a brief movie, the content of which depends on the character you finish the game with and the alignment they have. This mode is also interspersed with welcome strength and memory challenges which break up the constant killing.

## KURRENCY KONVERTER

The *MK* road is long and hard, but if you stick with the same character, you'll gain a lot of experience along the way. The option to change characters after a defeat is a welcome solution to countering rising blood pressure, but it allows players to circumvent the flaws in a fighter's skills rather than having to improve them in order to advance. Take Moloch, for example. For some characters, it's distinctly more difficult to avoid his powerful forward attacks. But with Mavado or Kenshi's sidestep sword moves, the lumbering monster's a big pussycat. Whether or not you'll spend the time discovering and perfecting your favourite character's own sidestep move, rather than simply switching hitters, whacking R1, and taking his legs out with a weapon, is entirely your call.

So why undertake this mammoth task? Why traipse through the Konquest or get your poor, beautifully rendered face mashed to a pulp in the Arcade mode? Money. Pure and simple. You see, *MK:DA*'s world revolves around the use of 'kurrency' which can be earned in everything from two-player contests to completing levels and challenges. By completing as much of the game as possible, you can save up your, er, kash and visit the Krypt (a kind of big, coffin-filled shopping mall). There are 675 purchases to be made here with your money and items range from new characters to outfits, videos and concept art. You might find this part gimmicky – particularly because you won't know what you're buying until the casket is open. But there's undeniably a huge amount in there to explore, adding yet another dimension to the game (even if you do save up for a new character only to end up with Jaxx's 'alternative outfit').

Like or loathe the violent content, *Mortal Kombat* is, without a shadow of a doubt, back with a bang – or, more accurately, back with sickening squelches and the drip, drip of blood. It retains everything that fans will know and love but has enough innovation, style and quality to bowl over any fight-obsessed gamer. Its accuracy and attention to martial arts action is its major strength. But its lack of true depth (particularly in the story line) could be a potential spoiler for what is otherwise one of the more distinctive and distinguished fighting games to have emerged on PS2. ☐ **Mark Wyatt**

### MORTAL KOMBAT: DEADLY ALLIANCE

| **Why we'd buy it:** | **Why we'd leave it:** |
|---|---|
| - Superb 3D fighting action<br>- The fatalities are still good and suitably grisly<br>- We always wanted to imprison someone's soul | - Its tight focus on bashing faces in may get tiring<br>- Konquest mode lacks depth<br>- Couldn't they have come up with a better story by now? |

| | | |
|---|---|---|
| **Graphics** | Blood and guts, facial damage, great physical effects | 08 |
| **Sound** | Spatter, smash, clang, trickle and ooze. Bad music | 07 |
| **Gameplay** | Cathartic and innovative beat-'em-up action | 08 |
| **Life span** | Plenty to learn and unlock | 07 |

**A triumphant return. A truly individual and spectacular-looking game, only held back by its specialist appeal and lack of depth.**

**08**

OFFICIAL VERDICT

## EXTRA TIME

### SALES FROM THE KRYPT

***You may be spending plenty of time and kurrency in the Krypt. To save you aimlessly wandering in the aisles browsing for bargains, here's OPS2's pick of what's on offer.***

**LI MEI'S BIKINI OUTFIT: KOFFIN KX**
***1406 Sapphire Koins***
Crikey. Clearly a little hot under the collar, Li Mei strips down to this revealing number to do battle. It makes it a little hard to keep your eyes on the kombat at times.

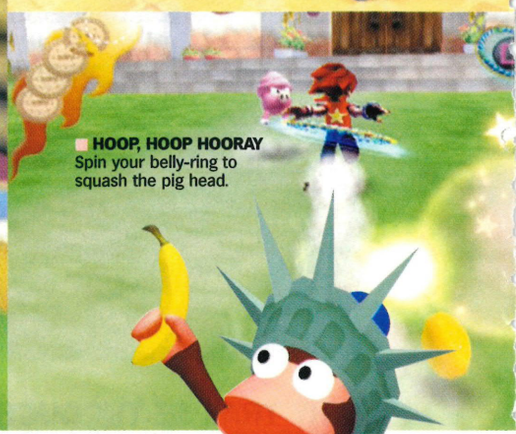
**FROST: KOFFIN IV**
***208 Ruby Koins***
Cheap at twice the price, this icy lady is one of the first new characters you can unlock. She's fun to control and her hair's pretty crazy, too.

**COOKING WITH SCORPION: KOFFIN UI**
***270 Silver Koins***
Oh, the comedy. This spoof trailer shows just what happens when grog finds it's way into games development. How they must have laughed.



**FACIAL ANIMATION TEST: KOFFIN ZG**
***201 Onyx Koins***
Not the most expensive item out there, but a good example of the concept artwork that's up for grabs. It only shows Reptile's expressions but what did you expect for that price?

**ONE GOOD TURN** Revolving disks are classic platforming fare.



**HOOP, HOOP HOORAY** Spin your belly-ring to squash the pig head.

# APE ESCAPE 2

*Hey hey, they're the monkeys. Expect a great deal of monkeying around.*

PUBLISHER: **SCEE**
DEVELOPER: **SCEI**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **JANUARY**
WEB SITE: **WWW.APEESCAPE2.COM**
60HZ MODE: **NO**
SURROUND SOUND: **YES**
WIDESCREEN: **NO**

## BACK STORY

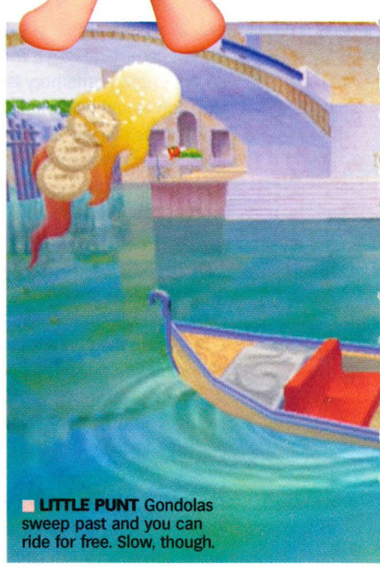
*Dateline 1999:* Ape Escape *hits PSone. In the main, people like it. Dateline 2001:* Ape Escape 2001 *hits PS2, but only in Japan. The game sucks. Literally. You go at the monkeys with a Hoover and try to have away with their pants. Few people in the UK have heard of it. Dateline 2002:* Ape Escape 2.

Many people find monkeys unerringly cute, with their downy boy-bodies, sub-human characteristics, OAP-faces and pendulous, screaming red arses. But then, what's with those arses? They look as though they've been inflated with a foot-pump, flagellated with a paddle and rubbed with sea salt. If you think monkeys are cute, you've been fooled. They're just mini, hairy, dumboid versions of you who, given half a chance, would rise up, hit everyone on the head with a big twig and lock humanity away in a bamboo cage. Then see how much we like sodding bananas. This is a truth. A hard fact. One that's revealed in *Planet Of The Apes* and reiterated, to somewhat lesser effect, here in *Ape Escape 2*.

Originally a PSone pursuit, the apes have escaped once more and it's down to you (in the guise of a small Japanese boy) to re-cage these simian irritants so humans can rule the Earth again. What went wrong? How did the apes get free? Glad you asked, so in an effort to appease any story-mongers who happen to be reading here's a precis. A daffy lad is supposed to place some pants into the ape pen. However, as well as delivering the underwear, the buffoon also gives the monkeys some bleepy tin-hats which, when worn by the hairy critters, turns them into psychopathic deviants intent on taking a leap up the evolutionary ladder – rubbing humanity's face on their ghastly behinds in the process. Cue 20 levels of dashing both hither and thither swinging a gargantuan net on a pole, attempting to swish it at the right time to scoop up the errant gibbons and trigger a flash of OTT Jap pyrotechnics.

## NET ASSETS

Your net is your trusty friend and the only way to permanently silence an ape's inane squawking. It's a shame, then, that it's so darn tricky to get the hang of. You run about by use of the left analogue stick while netting is achieved with the right. Simply tolerating the notion of prancing left and swinging right while a grinning, shrieking bag of fur dances round you is a trial in itself (and much profane and positively illegal language was screamed by *OPS2* in the process).



**LITTLE PUNT** Gondolas sweep past and you can ride for free. Slow, though.

**ELECTRO LITE** Jump the gates to get past safely.

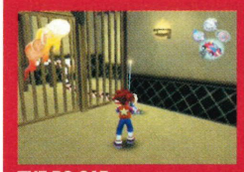
**BUZZ OFF** See, we said 'buzz off 'cos it's like a bee, geddit?

## THINGS GETTING HAIRY?

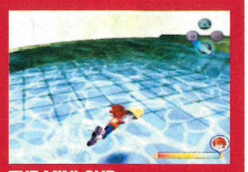
*Then prepare to lock 'n' load this crucial monkey-worrying widgetry.*

**THE CATAPULT**
An assortment of pellets and easy targeting equals mucho monkey scalps to be shorn.

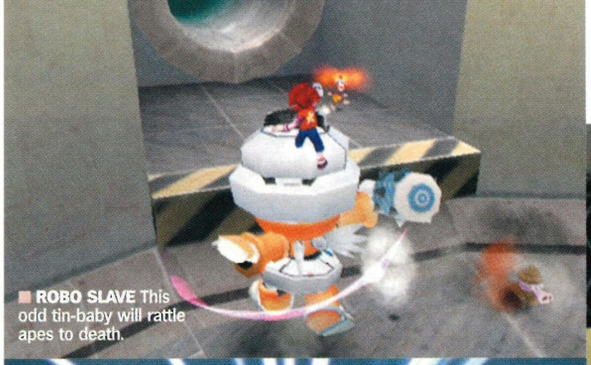
**THE STUN CLUB**
Fairly lame against dancing apes, but will take a walking pig-head out at five yards.



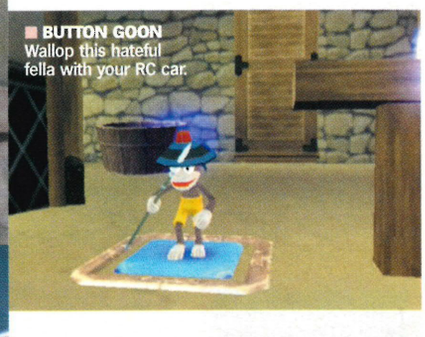
**THE RC CAR**
The only way to squeeze beneath gates or down tubes to flick switches. One press of R3 and it's back at your feet.



**THE MINI-SUB**
Kicks in as soon as you get your feet damp. Prang those aquatic fuzz-faces with the chuckable net.

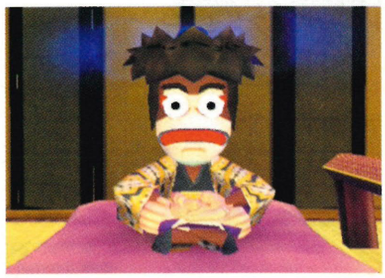


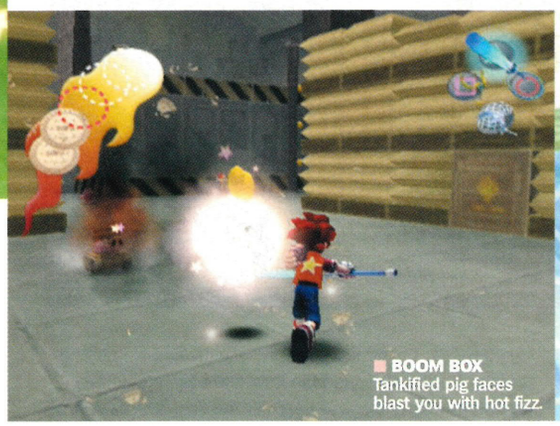
**ROBO SLAVE** This odd tin-baby will rattle apes to death.



**BUTTON GOON**
Wallop this hateful fella with your RC car.

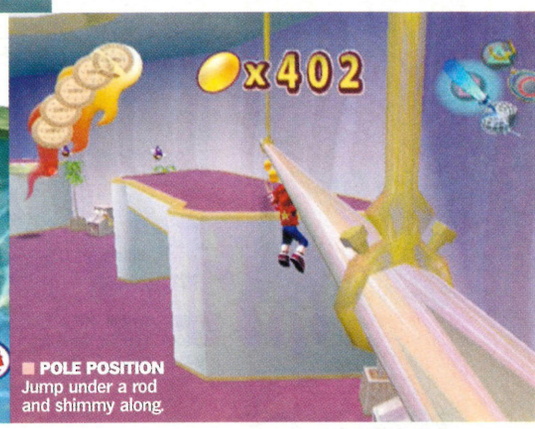
**NETTO!** A squeaker is bagged. Cue the firework fanfare.



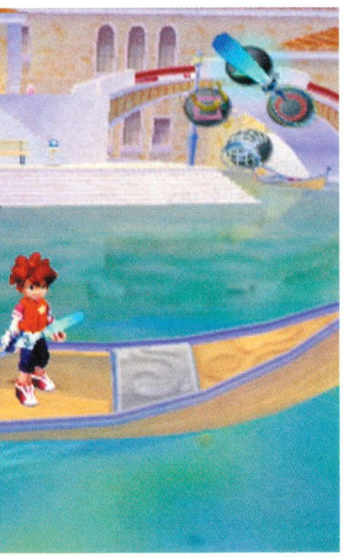


**BOOM BOX**
Tankified pig faces blast you with hot fizz.

**H2 OH?** Hit liquid and your aqua-pod will deploy.




**POLE POSITION**
Jump under a rod and shimmy along.



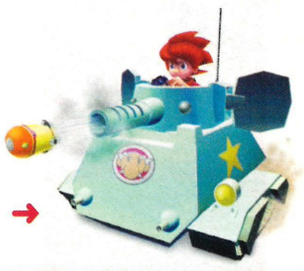
Fortunately for budding baboon snafflers, the net is not the only tool. In fact, one of the game's key features is that it's a positive bouillabaisse of eclectic gizmo-tech.

Nine items from the original game return, including a run-fast hoop, a monkey radar, a swimming device and your ever-present stun club – a kind of ineffectual light sabre. Three newfangled items include a water pistol (to put out fires), The Banana Boomerang (monkeys stick to it) and The Magnetor (go on, guess). Also, helpfully dotted around the place are vehicles: a mini-submarine, a snowmobile and a robot. The latter allows you to sit within its metallic skull and march mechanically toward your monkey foe. Highly sadistic, yet massively satisfying.

Perhaps too satisfying. You see, every time you net an ape, it's an angry victory. It's difficult to emphasise just how niggling, annoying and teeth-chippingly anger-making these gibbering, grinning, high-pitched-whining, little body-permed simians really are. You want to see the bastards dead. While this game is clearly pitched as rugrat fodder, beneath its vivacious, happy-go-lucky veneer beats a dark heart. Like *Maximo* or *Stuntman*, it's a game that really winds you up, yet you feel compelled to keep going back for more punishment. You'll flit wildly about with your net, watch your stun club miss for the umpteenth time, bounce unproductively off the walls and generally make an ass of yourself. All the while, the chattering, gurning chimps mock you with their glee.

**IF YOU THINK MONKEYS ARE CUTE, YOU'VE BEEN FOOLED. THEY'RE JUST MINI, HAIRY DUMBOID VERSIONS OF YOU**

Make it through a level and you'll be deposited back at base, with the chance to put the kettle on, moan loudly about monkeys and deposit your Gotcha Chips. Oh, we haven't we mentioned those yet, have we? Those damn monkeys put us off. Gotcha Chips are gold disks which can be found lying about the levels. Beat a minor irritant (little pig heads, flying candle-birds) to death with your stun club or catapult and they'll pop and drizzle Gotcha Chips floorward. You can try hitting bits of scenery too, sometimes it coughs up a reward. Anyhow, these Chips can be traded in at the Gotcha Box for goodies. Ten chips will buy you a prize – these range



## HOW TO...

### TEACH AN ASEXUAL YELLOW BLOB A LESSON

1. Defeat one monkey? Sounds easy, but you haven't seen the size of it.

2. This is the hermaphroditic blob you're faced with. "Ooh, you're cute," it says.

3. Quickly select your ring. Your speed-boost hoop is the only way to go.

4. Wait for the she-him to totter on the edge, then, er, ram it from behind.

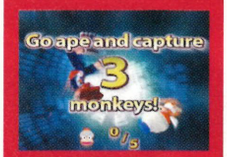
5. It'll bounce back and toss kitchen equipment at you. Dodge to avoid being hit.

6. Repeat this until the freak finally gives up, then net its capacious ass.

## SIXTY MINUTES

***Swatting blindly and breaking the unbreakable – the first hour.***

**07.00** FMV is finally over. It's now time to harvest a trifling three ape-faces. Armed with a club and a net, this should prove to be a doddle.



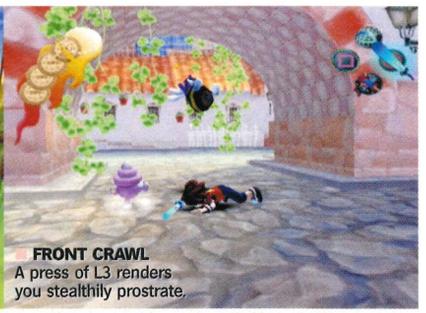

**18.00** He's a lithe one alright. Swish, nothing. Swish, nothing. Can't. Get. Net. Round. His. Hairy. Body. (Damn.)

**25.00** He can't keep running forever. One well-timed swoosh and he's bagged and ready to roast. Lovely with chips.

**37.00** The last of the little fellas is a goner. Picked up some golden disks along the way, too.

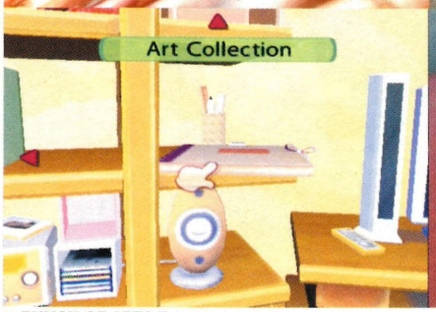
**45.00** And what's this? A new tool, and it's free. It's a Monkey Radar. There'll be no hiding from the coarse swoop of the net now.

**58.00** And we weren't wrong. The bleeper turns red as we point it monkey-ways. Home in and reach ever so quietly for the net...



**FRONT CRAWL** A press of L3 renders you stealthily prostrate.

**SLATED** The only way over the roof is full pelt with the speed ring.




**BUNCH OF ARTS** Extras to unlock. The Art Collection looks... fascinating.

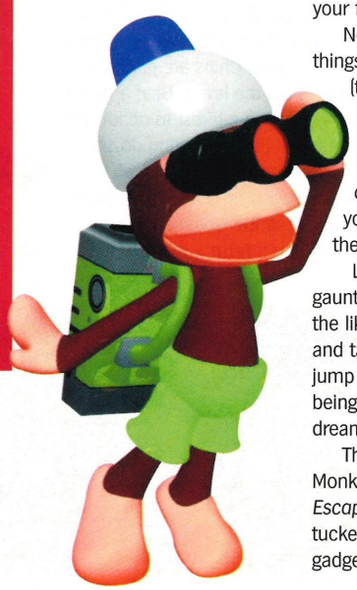
**GOLD THINGS** Bits of the environments break and spit gold blobules into your grasp.

from the bizarre (segments of a crappy story called *Little Red Monkey Helmet*), to the mildly dull (bits of concept art and level soundtracks) and occasionally ending up at the useful (health biscuits).

## MONKEY BUSINESS

The astute amongst you may have tapped into a vitriolic thread running though this piece. But that does not mean this is an poor game, just that it's a very hard one. Sure, you get a generous wedge of try-agains and very rarely are you chucked back out to the titles, it's just that the journey is so riddled with a cancer of frustration, your fun is sometimes savagely curtailed.

**IT'S LIKE BEING WHIPPED ABOUT THE FACE WITH A DAMP TECHNICOLOUR DREAM COAT – IN A NICE WAY**



New gadgets are added every level or so, keeping things fresh, but the balance between snaring on land (tough) and underwater (simple) isn't there and much of your time is just spent dashing in circles wafting your net – a practice that is not assisted by a slovenly camera, which you are required to correct yourself... when it works. You'll often find yourself closely examining a wall while the chimp in the hat puts his hairy fist in your back.

Levels see you running the traditional platform gauntlet of haunted houses, factories, circuses and the like, while graphics-wise proceedings are as brassy and tarty as you'd expect from this kind of hop, skip 'n' jump fare. It's a garish, hyper-glowing visual assault, like being whipped about the face with a damp technicolour dream coat – in a nice way.

The hilarious mini-games (Dance Monkey Dance, Monkey Football and Monkey Climber) bolster *Ape Escape*'s roster impressively. There's a two-player trial tucked away that's well worth seeking out. The RC car gadget is a boon (you can run while steering it), the Ninja monkeys do have their own, and slightly amusing brand of kung-foolishness, and Pipotchi, the bald, big-eared-foetus you carry on your head for the first level, is sort of, kind of, um, (whisper it) cute. Still, there needs to be an extra serving of quality gaming foundation to support these clever touches; you just can't avoid the fact that *Sly Raccoon*, *Ratchet & Clank* and even *Jak And Daxter* have moved expectations of a gold-grade platformer ever skyward. *Ape Escape 2* is endearingly frolicsome, but comparatively primitive.

This riotous paint box of baboonery is likely to bring out the gurgling proto-human in you – and this may prove to be more enjoyable than you think. However, many will have seen this particular alterno-future too many times before. On the PSone, for starters. A nice new paint-job, a depository of fresh gizmos and a bunch of burnished original levels does not a triumph make. Ultimately, *Ape Escape 2* amounts to a polished and glistening pre-packed pasty of the familiar. It teeters on the edge of success, but is just a little too unforgiving. Close, but no banana. ☐ **Stephen Pierce**

### APE ESCAPE 2

**Why we'd buy it:**
- Looks like a freshly painted sweet shop
- Can tickle even the most po-faced cynic
- Crimson arse scooping

**Why we'd leave it:**
- Not enough free-roaming
- Samey net swishing
- The retarded camera has a dull wall fetish

| | | |
|---|---|---|
| **Graphics** | Retina haemorrhaging colour-plosion | 08 |
| **Sound** | Plinky-plonky soundscape with tinny apes on vocals | 06 |
| **Gameplay** | Gotta catch 'em all! With a net, mostly | 06 |
| **Life span** | Cool mini-games add value | 07 |

**Daft and delirious, but not enough scope for free-roaming platform-heads. Games have evolved, monkeys haven't.**

07

OFFICIAL VERDICT

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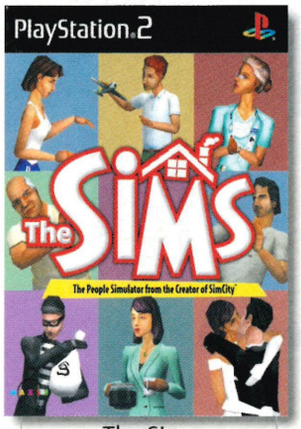
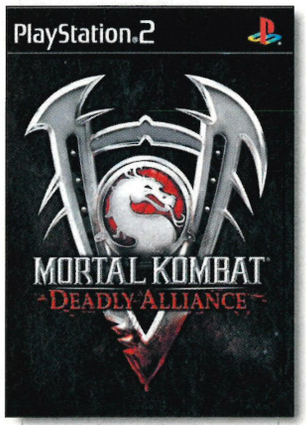



The Sims
OUT: 24 Jan
ASP ~~£44.99~~ **£39.99**
Code: PT0592




Mortal Kombat- Deadly Alliance OUT: 14 Feb
ASP ~~£39.99~~ **£34.99**
Code: PT0480

## JANUARY SALE STARTS 27th DEC
(online 26th December)

Spider-Man
Was ~~£34.99~~ **£24.99**
Code: PT0362

Unreal Tournament
Was ~~£26.99~~ **£16.99**
Code: PT0116

Gumball 2003
Was ~~£34.99~~ **£14.99**
Code: PT0552

Rally Championship
Was ~~£34.99~~ **£14.99**
Code: PT0410

SoundStation 5.1
Was ~~£149.99~~ **£129.99**
Code: PT0586

Premier Manager 02/03
Was ~~£32.99~~ **£24.99**
Code: PT0374

**Check the website or call for loads of great offers!**

Sly Raccoon
OUT: 31 Jan
ASP ~~£39.99~~ **£34.99**
Code: PT0461

Battle Engine Aquila
OUT: 7 Feb
ASP ~~£39.99~~ **£34.99**
Code: PT0575

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**COVER ME!** You'll be backed up by loads of fellow Forseti units.

**GREAT BALLS OF FIRE** Sending a bomber down in flames is very satisfying.

# BATTLE ENGINE AQUILA

*It's another Aquila sunrise in this gorgeous mech shooter.*

PUBLISHER: **INFOGRAMES**
DEVELOPER: **LOST TOYS**
PRICE: **£39.99**
PLAYERS: **1-4**
OUT: **3 JANUARY**
WEB SITE: **WWW.INFOGRAMES.UK.COM**
60HZ MODE: **NO**
SURROUND SOUND: **NO**
WIDESCREEN: **NO**

## BACK STORY

*Lost Toys was formed by a bunch of developers who'd previously worked at Bullfrog on games like* Populous, Theme Hospital *and* Syndicate Wars. *Based in Guildford, the firm's first big PlayStation game was* MoHo *back in 2000, although it received a mixed reception.*

When the initial pitch for the Tom Cruise film *Days Of Thunder* was being drawn up, it simply read: "*Top Gun* with cars." This one short phrase was enough to secure a huge multi-million dollar budget and get Hollywood bigshots dribbling at the thought of the profits it would rake in.

They didn't need a full-blown breakdown of the plot or characters when four words could encapsulate the movie's entire appeal. It was perfect. And, in a sense, *Battle Engine Aquila* can be summarised in the same way. It's not part of an existing franchise or based on a TV series, but when we tell you the basic gist – a first-person shooter with giant flying robots – you'll see why it's onto a winner from the start.

You play Hawk, a suitably stroppy anti-hero who's been co-opted as a pilot in a humungous war between two superpowers: the Forseti (your lot) and the Muspell. It's set on Earth in the future, after a huge climate change has flooded the planet. It's your job to help ensure that the Forseti don't get booted off what little land remains theirs. The game uses a mission-based structure, with a variety of tasks to accomplish, from protecting convoys and bases, to leading attacks on enemy forces. Of course, what this boils down to is shooting the bejeesus out of hordes of Muspell units, including infantry, tanks, X-Wing-type fighting craft and huge battleships. You get to pilot the Aquila, one of the most powerful robo-craft on the planet.

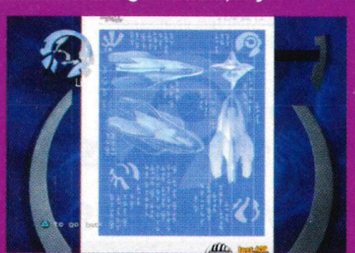
Each mission has a primary objective, which you have to complete in order to pass and move on to the next. However, you also get secondary objectives. For example, your main objective might be to protect a base camp, but a secondary objective will be to kill all the enemies present.

There's a well-implemented grading system which takes into account whether or not you met your secondary objectives, how quickly you finished the mission, how many casualties your side took and so on. This encourages you to replay levels to improve your rating and snag an A grade (or even the top score, an S grade). But the grading system also affects how you travel through the game, opening up new paths and scenarios. You can also unlock a variety of goodies which can be viewed when you're not playing the game (see Top Secret).

The control system is crucially important for any first-person shooter, and Lost Toys has got it just about right here. The left analogue stick moves your robot, while the right stick looks around. Firing and changing weapon are handled with R1 and L1 respectively, while up and down on the D-pad zooms your view in and out for a basic

## TOP SECRET

***Good grades mean great goodies, so knuckle down and get to work, boy.***

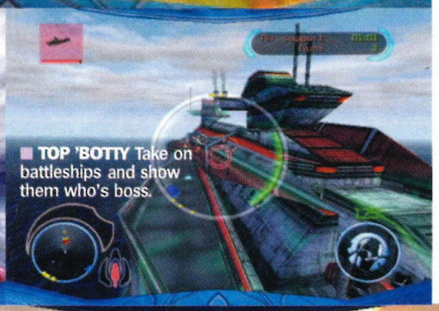


Completing levels with high grades also unlocks a bunch of different secrets, which can be perused using the Goodies option on the main menu. Some are crucial to the gameplay – new robots, for example – while others are more for fun. You can access still images, blueprints of ships, cut-scenes and so on. It's a really neat way to encourage you to keep working on your grades.

**BOFFIN COFFIN** Run out of energy away from dry land and you'll sink to a watery grave.

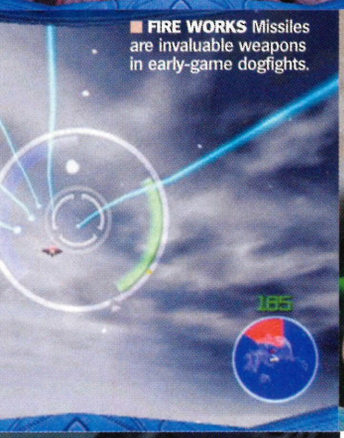
**RAIN OF FIRE** Stalling in the middle of a firestorm isn't a great idea.

**STEALTHY APPETITE** Sneaking up behind huge enemy craft is one way to ensure a clear shot.



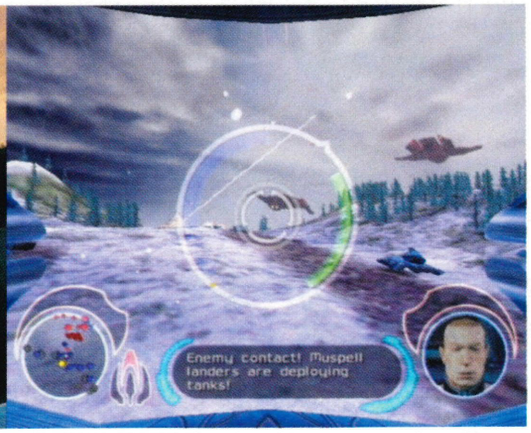
**TOP 'BOTTY** Take on battleships and show them who's boss.

**GROUND CONTROL** The training mission shows you the ropes, but the controls are pretty intuitive.




**FIRE WORKS** Missiles are invaluable weapons in early-game dogfights.

**PYRO TECHNIQUES** Kapow! The explosions in *Battle Engine Aquila* are quite impressive.




**STANDING ORDERS** Throughout the game you receive orders over your videocom directing you to the next skirmish.

**INCREDIBLE HAWK** You play as Hawk, co-opted into the Forseti fighting force as a pilot at short notice.

Sniper mode. Hit ◎ though, and it gets really exciting. Your 'bot launches into the air and can fly – albeit for a limited period of time, until your energy runs out. When it does, you have to land and stand still to recover energy. The result is varied gameplay. One minute you're loping along at ground level shooting tanks, the next you're swooping around dogfighting enemy craft and firing missiles at their installations. With much of the airborne action taking place above the sea, you have to keep an eye on your energy to avoid an embarrassing (and fatal) plummet into the surf.

*BAQ* is visually appealing. The mass of soldiers and units makes the landscape feel really busy, while the first-person perspective puts you right in the thick of war. In general, the game runs smoothly, although the action does slow down slightly when you're taking on a bunch of big enemy ships. Also, some of the missions can feel a bit rigid compared to, say, *GTA: Vice City*. In that game, you can try a completely different tactic every time you redo a mission. Here, there is *some* freedom and flexibility in approach, but you're ultimately more restricted. The fact that some events are tightly scripted doesn't help – for example, once you've played some missions once, you'll know exactly when and where the different enemy waves will appear. At least you can get it right second time around.

**A FIRST-PERSON SHOOTER WITH GIANT FLYING ROBOTS – YOU'LL SEE WHY IT'S ON TO A WINNER FROM THE START**

Meanwhile, you're backed up by a host of AI-controlled Forseti units which act individually. They provide decent support, but it's a shame you can't issue commands, such as requesting support or a diversion. Ultimately, though, *Battle Engine Aquila* is a polished shooter that brings a new spin to the FPS genre. What's more, there's a pretty decent Multiplayer mode, too. The game is well executed, but it's unlikely to drag us away from *TimeSplitters 2* for long. PS2 owners will have to wait a bit longer for a truly definitive 'giant robots' game but, in the meantime, this will be more than enough to satisfy your mech fetish. ☐ **Stuart Dredge**

## BATTLE ENGINE AQUILA

| **Why we'd buy it:** | **Why we'd leave it:** |
|---|---|
| - Flying in an FPS? Great!<br>- Varied mission structure<br>- Giant robots rule | - A bit tightly scripted at times<br>- Would be nice to have more control over other units<br>- Some of the cut-scenes aren't too hot |

| | | |
|---|---|---|
| **Graphics** | Sharp and smooth, with plenty going on | 07 |
| **Sound** | Good use of intercom to keep you informed | 07 |
| **Gameplay** | Intuitive controls and addictive action | 07 |
| **Life span** | Grading and goodies keep you coming back | 07 |

**A novel spin on the FPS genre, and extremely well-executed. A few flaws, but overall, it's well worth a look.**

**07**

OFFICIAL VERDICT

## SIXTY MINUTES

***One hour to comply. Start counting...***

**00.20** As *Battle Engine Aquila* loads, wonder what Optimus Prime is up to nowadays, and whether this game's giant 'bots will measure up.

**02.00** Watch intro sequence and marvel at the way the dodgy lip-syncing makes it look like a badly-dubbed German soap opera.

**05.00** Start training mission, which shows the basic controls. Piece of cake.

**08.00** Blush with shame as we manage to fail training mission, after accidentally blowing up own buildings. Vow not to be so smug next time.

**12.00** Into first mission proper. Decide to hang back and take things cautiously for a bit.

**12.20** Charge headlong into the waves of enemy forces, firing blindly at anything that moves. Die.

**20.00** First comedy drowning mishap, as we forget to keep in range of something to land on. Slowly descend into the sea, swearing furiously.

**32.00** Second comedy drowning mishap. 'Bot sinks literally seconds before the last enemy is killed to complete the mission. Vow to stay on dry land from now on.

**33.00** Abandon 'dry land' theory sharpish, as bombs rain down.

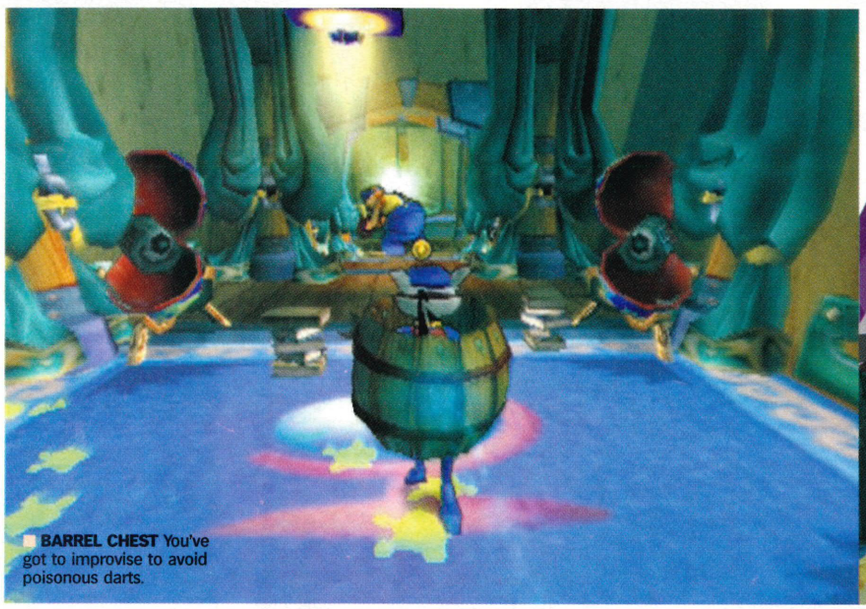
**46.00** Land on a battleship and spend ages running around on foot destroying guns, only to realise that a wave of bombers is pulverising our own convoy of ships.

**57.00** Finally complete Convoy mission, using tried-and-tested tactic of shooting missiles at random and hoping some of them hit something.

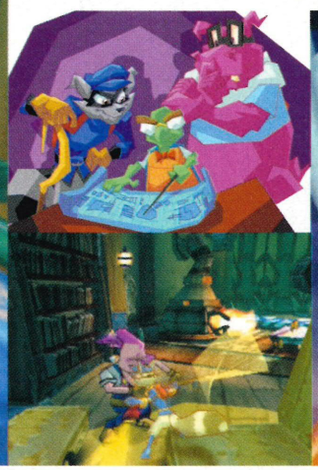
ON THE DVD

**FRANTIC** Be it racing in cars or running for your life, the pace of the game is consistently nippy.

**SLASH 'N' GRAB** All enemies can be hacked with your hook for bonus coins.



**BARREL CHEST** You've got to improvise to avoid poisonous darts.



# SLY RACCOON

*Can a sticky-fingered raccoon rob* Ratchet & Clank *of its platform crown?*

PUBLISHER: **SCEE**
DEVELOPER: **SUCKER PUNCH**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **JANUARY**
WEB SITE: **WWW.SUCKERPUNCH.COM**
60HZ MODE: **NO**
SURROUND SOUND: **NO**
WIDESCREEN: **NO**

## BACK STORY

*Something of a fledgling in the gaming world, Sucker Punch's only other game was* Rocket: Robot On Wheels *on the N64, but since then, the company has thrown all its resources into PS2 development.* Sly Raccoon *was released in America earlier this year under the unwieldy name of* Sly Cooper And The Thievius Raccoonus.

**BEYOND *SLY RACCOON'S* CAPTIVATING LOOKS, THERE'S PRECIOUS LITTLE HERE THAT HASN'T BEEN DONE BEFORE**

Games, like any form of popular culture, tend to go through fashions. Take 'Bullet Time' for example. Ever since *The Matrix* came out, everything from *Max Payne* to *Tony Hawk's Pro Skater 4* has ripped off this feature to varying degrees of success (the irony now is that *Enter The Matrix* is announced just as 'Bullet Time' in games seems old hat). Another current 'trend' is cel-shading. In case your aren't familiar with this technique, cel-shading involves giving 3D characters a flat, comic book look so they're more aesthetically eye-catching and desirable. Well, such lush looks didn't exactly make *Klonoa 2* fly off the shelves, but then *Sly Raccoon* has his paws rooted in much more familiar platform territory.

The game centres on Sly, a robbing raccoon born into a family of the world's greatest jewel thieves in which the Thievius Raccoonus, an ancient book and family heirloom, is traditionally passed down from generation to generation. The book holds all the best-kept secrets of the art of thievery, put together over the years from the experiences of Sly's ancestors. But on his eighth birthday, a gang of five villains break into Sly's home, overpower his Pa and steal the precious book. The gang then splits the book five ways, each taking a chunk with them and scattering the pages across the multitude of levels set within their own domains, and – surprise, surprise – you've got to get them back.

The moment *Sly Raccoon* boots up, you instantly realise that this is a platformer with big ambitions. There's no title screen for a start, the game simply gets underway amidst a movie-style introductory level which sees Sly break into a Parisian police headquarters to steal his file, egged on by his two partners in crime – Bently, the boffin tortoise and Murray, the completely useless hippo. The style is reminiscent of *Metal Gear Solid*, with the developer credits flashing up in the corners of the screen as you hop around the rooftops.

In fact, this game has further similarities with Konami's epic action adventure, such as the way Sly converses with Bently via the Binocucam – a kind of telescopic viewfinder-cum-radio which is very similar to Snake's Codec, right down to the way in which you can twiddle the thumb sticks to move their heads about. Sly also utilises stealth and cunning to get around some of the game's more enemy-populated danger spots.

With introductions and control techniques out of the way, you're whisked off to your HQ before the game proper gets underway. And it's huge! Each of the five domains features its own introductory level which you must 'break through' in order to access the main hub and gain entry to the other levels that span out from it. Each hub features eight levels, plus the obligatory boss encounter, and they're a varied mix of sneak and search platform fare and off-beat mini-games.

## A DESIGN FOR STRIFE

The actual level design is more akin to *Crash Bandicoot* than *Ratchet & Clank*, and many tend to be squeezed into linear 'corridors' with confines you can't really

## PAINFUL GLITCH ALERT!

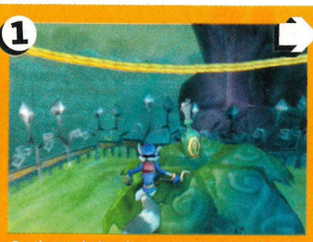
***In the event of you plunging into the drink, you're launched back to the last 'safe' point of dry land that you touched. No bad thing in theory. However...***

Normally, if you fall in the lake, you'll bounce from the water straight back to where you fell from. However, if there's a shallow point on the bank, Sly will get stuck there with no chance of returning to the level.

With anger gradually mounting, all hope of successfully jumping to a higher platform and continuing will be lost after the 100th attempt. Frustrating? You bet.

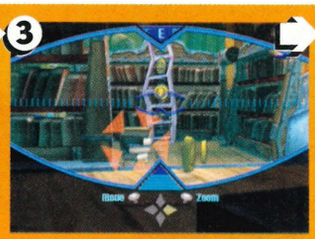
## SAFE AND SOUND

***New skills – evasive rolls, dive attacks, decoy deploying, mine tossing – are gained by cracking safes located within the levels. But getting that important code sequence is far from easy...***



On the early levels, you must painstakingly scour every square millimetre of terrain in search of hidden clue bottles.

Once you have them all, find the safe and talk to Bently who will crack the code for you. Simply enter it in and claim your prize.



After a few cracked safes, you'll gain the ability to spot the hard-to-spot clues with your Binocucam. Phew!

But then you change domains, lose the ability and must resort back to foraging through the undergrowth. Grrr...

**HOOK OR BY CROOK** Ransack new areas for hidden bonuses...

**DOG DODGER** You can either take on the guards and risk death or sneak past undetected...

venture out of. To counteract such claustrophobia-inducing surrounds, Sucker Punch has ensured that many of the levels have added 'rocket-up-your-arse' incentives for whizzing through them quickly. There are marauding beasts chasing hot on your heels and a foxy cop (literally) who crops up and takes pot-shots at you from neighbouring rooftops – the result is that you have to scale terrain that is rapidly crumbling around you, and if your sweat-soaked thumb happens to slip off the joypad as you frantically clamber to safety, you die.

For a platform game, *Sly Raccoon* is infuriatingly tough – if you take a hit, you meet your maker. There's none of this energy bar nonsense or five strikes and you're out business here (although if you collect 100 tokens, you'll be awarded a 'lucky charm' which will permit you to take one hit). However, rather bizarrely, the game gets easier the further you progress. By collecting a certain amount of 'clues', which are cunningly hidden amongst the scenery, you'll be able to crack a safe within the level and gain knowledge from the page of the Thievius Raccoonus book inside. This knowledge translates into you gaining a new ability – like being able to survive falling into water, drawing scattered coins towards you or viewing hidden clue locations through your Binocucam – basically, the stuff other platform games give you at the start.

Beyond *Sly*'s captivating looks, there is precious little here that hasn't been done before, albeit with not quite as much elan. But the way in which it's all so stylishly blended into the theme dupes you into believing you're playing something more original. For example, when you've got to get past a pack of torch-waving guards, you can either go all-out attack and dispose of them before the alarm is sounded or you can use the ◎ button at certain points to take a more stealth-like approach – be it jumping on overhanging light fittings or creeping, in an over-exaggerated comedy fashion, behind nearby obstacles. It gives you clear-cut choices on how you want to play the game, although somewhat disappointingly, you're never rewarded for one approach over another and the outcome is always the same.

This is undoubtedly an enthralling and well-crafted game, but if you gaze beyond the gorgeous graphics, you'll realise that *Sly*, like the cunning thief that he is, has merely stolen the best bits from other games and been stingy with the returns. □ **Ryan Butt**

### SLY RACCOON

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - We want more (*MGS2*) substance in our platform games<br>- We favour exceptional good looks over originality<br>- Meets all classic platform criteria | - It's just a souped-up *Crash* with some stealth bunged in<br>- It suffers from one or two nasty glitches<br>- Little originality |

| | | |
|---|---|---|
| **Graphics** | Eye-meltingly vibrant and picturesque throughout | 09 |
| **Sound** | Bouncy tunes and plenty of comical conversations | 07 |
| **Gameplay** | Starved of true innovation, but works well enough | 07 |
| **Life span** | Easily beaten with little to come back to | 06 |

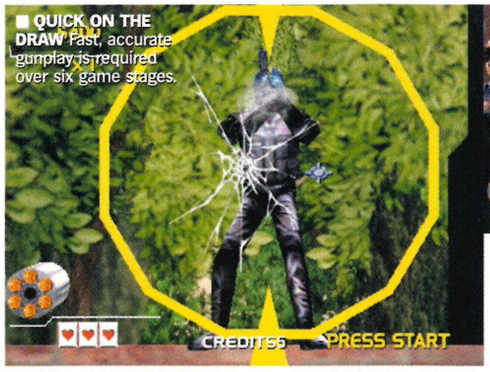
**Visually stunning and boasts hugely varied platform gameplay – even if all of its best ideas are second-hand.**

**07**

OFFICIAL VERDICT

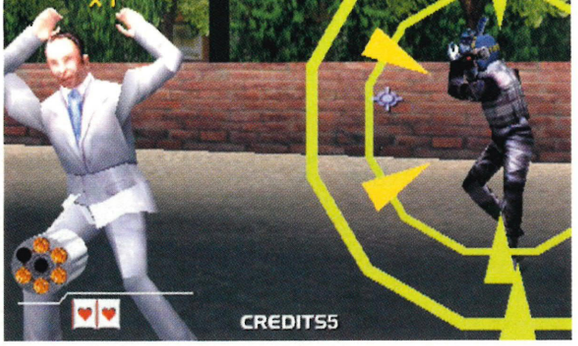
**PULL THE OTHER ONE** Look out for strategically placed hooks, you can swing on them to access hidden areas...

**MURRAY WALKER** Your hippo mate's experience as a getaway driver will come in handy for the driving sections...




**QUICK ON THE DRAW** Fast, accurate gunplay is required over six game stages.

**INNOCENT** Don't shoot the civilians... And after *GTA: Vice City* it's very tempting.




# VIRTUA COP: ELITE EDITION

*Sega continues to sell itself short on PS2.*

PUBLISHER: **ACCLAIM**
DEVELOPER: **SEGA AM2**
PRICE: **£29.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.ACCLAIM.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**
PERIPHERALS: **LIGHTGUN**

**BUMPER PACK** Get two *Virtua Cop* games for the price of one.

Viewed through rose-tinted specs in the half-light of nostalgia, *Virtua Cop: Elite Edition* is a game that can generate the fondest of memories. Developed by Sega AM2, the original *Virtua Cop* offered some of the best lightgun gaming to be had in 1994 – fast-paced, often breathless gunplay that made fools of beginners but elevated anyone who had memorised the polygon onslaught to the status of an action hero. The sequel, *Virtua Cop 2*, was released two years later, boosting the difficulty level, changing the landscapes and upping the interactivity.

*Virtua Cop: Elite Edition* combines both of these once popular games, featuring 15 duck-shoot stages, through six separate levels. For PS2 lightgun owners, it provides an extra reason to keep hold of your plastic pistols. This is a pixel-perfect port, featuring the obligatory Two-player co-operative mode, a training option and a gallery.

But 'classic' gameplay also means 'old' gameplay. This *Elite Edition* is nothing more than a conversion and has neither been updated nor tweaked. Granted, the action runs at a fast pace and there are weapons to pick up as you blam-blam-reload your way through the target-crammed stages and boss battles. But is an eight year old title really driving PS2 gaming forward?

Little more than an old, memorisable target range, the appeal of *Virtua Cop: Elite Edition* quickly wears thin. Nostalgia makes us feel that the games we used to play were much better than they actually are. The reality is often a disappointment. ☐ **Dean Evans**

**VIRTUA COP: ELITE EDITION**

| **Why we'd buy it:** | **Why we'd leave it:** |
|---|---|
| - Classic plastic pistol gunplay<br>- Two games in one | - A predictable procession of cannon fodder |

| | | |
|---|---|---|
| Graphics | 06 | Fond arcade memories, neatly repackaged. But now this seems repetitive and dated. |
| Sound | 06 | |
| Gameplay | 05 | |
| Life span | 05 | |

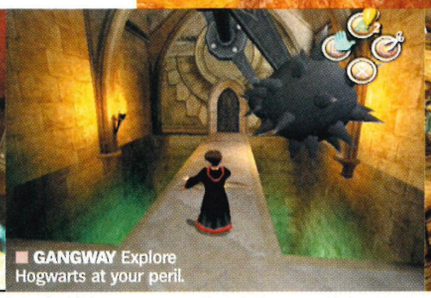
**05**

OFFICIAL VERDICT

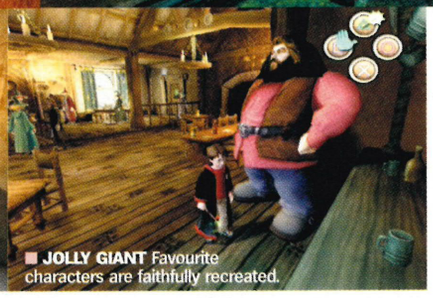
**A SPOT OF DEJA VU** The levels will be familiar to the legions of Harry Potter fans. Enjoy the freedom of his magic world.

**GOING GNOME** Get to grips with the wand by de-gnoming a garden.

**TREE TIME** The Forbidden Forest is just as creepy in digital form.



**GANGWAY** Explore Hogwarts at your peril.



**JOLLY GIANT** Favourite characters are faithfully recreated.

# HARRY POTTER AND THE CHAMBER OF SECRETS

*At least EA doesn't have to worry about* its *Harry growing a bumfluff beard.*

PUBLISHER: **EA**
DEVELOPER: **EA**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **HARRYPOTTER.EA.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

## BACK STORY

*You know Harry, surely? Conceived by JK Rowling during a dreary train journey, the pre-pubescent wizard has become a cross-generational literary phenomenon, shifting over 170 million books worldwide. Following last year's PSone game, this is the magical money-spinner's first appearance on PS2.*

Imagine if you'd been able to perform magic at school – real magic that is, not tedious Blaine-style fakery. Chances are you'd probably have been raising armies of skeletons and making the sixth form girls' clothes vanish rather than investigating any secret chambers, so it's just as well that young Potter is cut from cleaner cloth.

We join Harry as he's about to start his second year at Hogwarts School of Witchcraft And Wizardry. First off, though, he needs to de-gnome the Weasleys' garden and stock up on supplies at Diagon Alley. This preamble serves as a welcome introduction to the control system and the first glimpse of Harry's beautifully realised world. What immediately strikes you is just how polished everything looks. We're talking mirror sheen here. Just in terms of production values it really is as close to the film and book as anyone could rightly expect. Whether you're soaring high over Hogwarts on a Nimbus 2000 broomstick or battling the Whomping Willow in the Forbidden Forest the visuals are never less than sparkling. Likewise, the entire cast of characters is here, instantly recognisable and bursting with personality.

The second thing you realise is that it's like playing a pared-down version of several 'grown-up' games. You find yourself pushing switches, searching the environment for items and learning new spells (which can then be assigned to buttons, powered-up and targeted using a basic lock-on system). It's not necessarily what EA intended, but *Harry Potter* provides an effective introductory course for novice gamers, teaching them all the skills needed to survive on planet PS2. But perhaps because of this join-the-genres approach, the game has also picked up some predictable flaws. Immediately obvious are the loading times, which are frequent, lengthy and completely inexcusable given the seamless universe found in *Jak And Daxter*. Next up is the camera, which is slow to respond and often disorientating. Both of these are arguably outweighed by the thrill of *being* Harry Potter and becoming enveloped in the well-paced story, although the really big blow is the decision to include so much stealth-based gameplay.

Unless it's pitched absolutely perfectly (and for that you need a chap called Kojima on the team) the results invariably annoy, and so it proves here. Creeping around Hogwarts' corridors at night should be a thrill, but it's often lip-bitingly frustrating. Yes, you can use stink pellets and balloons to distract the prefects, but they still catch Harry with Gestapo-like regularity. It's harsh by any standards, and makes a mockery of the decision not to include a variable difficulty level for a game primarily aimed at casual players and youngsters. There's certainly a lot to like in *Harry Potter And The Chamber Of Secrets*, and fans will rightly lap it up, but our worry is that it's too tough for pre-schoolers and not satisfying enough for seasoned gamers. ☐ **Tim Clark**

### HARRY POTTER AND THE CHAMBER OF SECRETS

**Why we'd buy it:**
- It looks absolutely cracking
- To explore Harry's enchanting world. Ah...
- We think the books are better than the Bible

**Why we'd leave it:**
- Several utterly infuriating sections
- Dodgy camera and long loads
- We prefer Bret Easton Ellis to JK Rowling

| | | |
|---|---|---|
| **Graphics** | Well-animated characters and beautiful environments | 08 |
| **Sound** | Ace acting and set-pieces, but sparse elsewhere | 07 |
| **Gameplay** | Generally varied and enjoyable, but the stealth sucks | 06 |
| **Life span** | Plenty to do, but keep a book handy while it's loading | 06 |

**Really does the source material justice, but some sections will have you shouting coarser words than 'Flipendo!'**

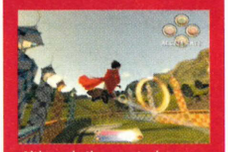
**07**

OFFICIAL VERDICT

### Standout Moment

## BROOM WITH A VIEW

***Playing Quidditch is the best part of Chamber Of Secrets, and once you've acquired the broomstick you're able to fly freely around Hogwarts.***

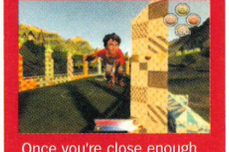


Although the controls are simple (⊗ to accelerate and... er, that's it) the steering's a little twitchy.

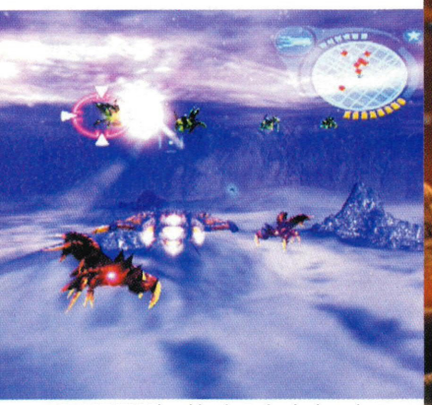
Guide Hazza through the rings (while dodging the other players) and you build up his boost bar.

Once the meter is full, sparks will start flying from the back of the broomstick.

Now hit the ◎ button to activate a speed boost and watch the screen blur.



Once you're close enough to the snitch (a ball with wings, essentially) Harry can lean in and grab it. Back of the net!



**BLAST 'EM** The ships in *Defender* have laser guns and a supply of homing missiles.

**FRANTIC** Like the original, the levels are chaotic. It's often tricky to orientate yourself in 3D space.

**GARAGE SALE** New ships become available as you advance through the game's levels.

**MISSION POSSIBLE** The simple shoot/collect gameplay is now mission-based.

**DEFENSIVE ACTION** Shoot crates to release ship-repairing power-ups.

**JAZZED UP** High-res cut-scenes lead you into every battle. They're a diversion, not a necessity.

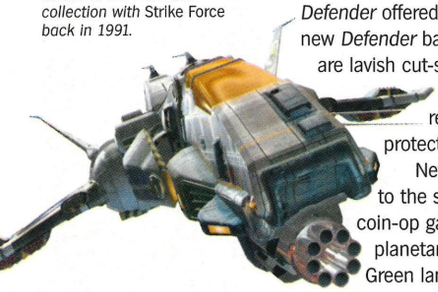
PUBLISHER: **MIDWAY**
DEVELOPER: **MIDWAY**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.MIDWAY.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

# DEFENDER

*22 years on, the coin-op classic returns with a 3D makeover.*

## BACK STORY

*The original coin-op* Defender *hit neon-lit arcades in 1980, the first game of its type to offer two-way side-scrolling.* Defender *was hard. Really bloody hard, boasting an up-and-down joystick, plus buttons for thrust, reverse, fire, smart bomb and hyperspace. But that was all part of the appeal. This Eugene Jarvis alien-blaster was followed by* Defender II *(first called* Stargate*) in 1981. Midway then added to the* Defender *collection with* Strike Force *back in 1991.*



Now this brings back fond memories – a misspent youth fighting the green, sidestepping aliens of *Space Invaders*; the multi-coloured, swooping aliens of *Galaxians*; and the landers and purple-pulsing mutants of *Defender*. In fact, compared to *Space Invaders* and *Galaxians*, *Defender* was a revolution. It was one of the first side-scrolling shooters, blessed with atmospheric sound effects and hypnotic, button-punching gameplay.

Now, 22 years on, Midway has reinvented the Eugene Jarvis classic for a 21st Century console audience. So where old *Defender* had a mountainous landscape that was little more than a jagged brown line, new *Defender* draws its battlegrounds in full, textured 3D. And while old *Defender* offered simplistic, high score-chasing gameplay, new *Defender* bares all the hallmarks of a revamp. There are lavish cut-scenes and ongoing narrative, a training section and mission-based levels – rescue a certain amount of colonists here, protect a beleaguered transport there.

New *Defender*, however, does remain true to the spirit of the Eighties original. In the coin-op game, tiny stick men wandered across a planetary surface threatened by alien invasion. Green lander aliens would drop slowly from the sky to carry away these little space-fellas, and if a lander reached the top of the screen, it became a chaotic, flying mutant, hellbent on your destruction.

All of these core elements remain in this 3D update – you must destroy the Manti raiders, protect the colonists from alien abduction and ferry them to a safe drop-off point. Flying one of six ships via a third-person perspective, you battle with classic blasters (complete with the original Defender sound effects), homing missiles and a temporary force shield. Completion of a level also earns you credits which you can spend on bigger guns, extra lives and area-effect smart bombs. Ships are rated by four criteria: speed, armour, agility and strength. The more you play, the better the ships you have access to.

Unfortunately, there's so much modern pap trowelled atop the old shoot-'em-up that the appeal of the original *Defender* becomes lost. Midway has added so many menus and animations that you'll *watch Defender* more than actually play it. Similarly, because high-score gameplay is perceived as old hat, rather than frantically clearing the level, you must complete predefined objectives before fleeing through a floating stargate. This episodic spin on the gameplay slows down *Defender*'s action. All you really want to do is lose yourself in the action, but the game refuses to relinquish control.

Boasting DVD extras (such as trailers for Midway's forthcoming games and an interview with *Defender* Creator, Eugene Jarvis) *Defender* is eminently playable. But it lacks the old game's mesmerising appeal – this *Defender* gives you time to think; the original never gave you that luxury. ☐ **Dean Evans**

### DEFENDER

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - A lavish 3D version of a classic<br>- Fast-paced, shoot-'em up action<br>- Purely for nostalgia | - Lacks the original's pure speed and mayhem<br>- Episodic, mission-based play disrupts the action |

| | | |
|---|---|---|
| **Graphics** | Impressive 3D and cool spaceships | 07 |
| **Sound** | Some of the original *Defender* sound effects | 06 |
| **Gameplay** | Episodic shoot-'em-up action tied to a story line | 06 |
| **Life span** | Fight from Mars to Earth (via Jupiter) | 06 |

**Classic gameplay revamped and 3D-ified. Different, but not better.**

**06**

OFFICIAL VERDICT

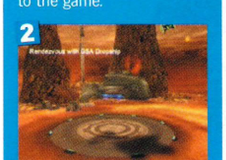
## "SURELY THEY'VE JUST STUCK A 3 ON IT?"

***Okay, so they haven't. This isn't* Defender 2003 *or* Defender: Manti Invasion. *Defender it was called in 1980, and* Defender *it remains in 2002. But its new 3D togs aren't the only gameplay enhancements...***

1

**The Movies**
Considering the basic nature of the gameplay, there's tons of room left on the *Defender* DVD for lavish (and lengthy) cut-scenes. High-quality stuff, but they don't add anything valuable to the game.

2



**The Missions**
The original *Defender* was a chaotic fight against improbable odds, but this reworking splits each level into objective-based mini-missions – protect the transport, and rescue the beleaguered tank.

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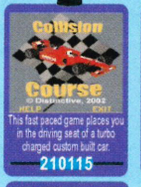


This fast paced game places you in the driving seat of a turbo charged custom built car.
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Hit Strikes and Spares as you go for glory, and monitor your progress on the high score chart!
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Enjoy the classic game of golf wherever and whenever! With wind, terrain and club variability!
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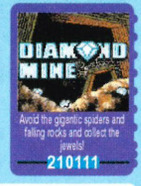
A space shoot-em-up where you blast your way through various waves of asteroids and aliens.
210119

The objective of the game is to melt silver into ingots in order to literally "Forge a Fortune".
210112

You are an alien trying to collect cows & scientists to whisk away 4 your fiendish experiments...
210122

This fantastic game puts you in the spotlight, and gives you the ominous role of the penalty taker!
210132




Avoid the gigantic spiders and falling rocks and collect the jewels!
210111

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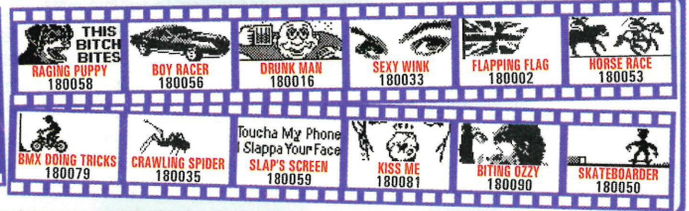


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InThe End · Linkin Park
EnterSandman · Metallica

| | |
|---|---|
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| MAIN THEME · *Star Wars* | 111125 MP |
| THE A TEAM | 111115 MP |
| GOOD, BAD AND THE UGLY | 111181 MP |
| JAMES BOND | 111119 MP |
| BLACKADDER | 111609 MP |
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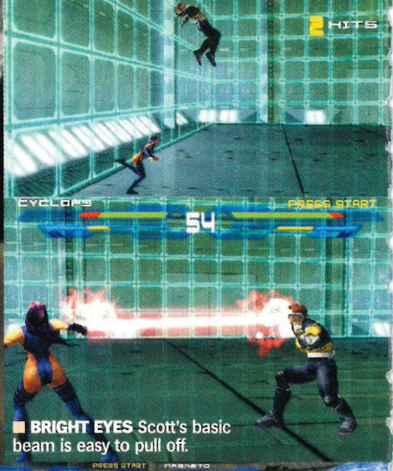
**GOT DA MOVES** You need a full power bar if you want to pull off something special.

**THINK PINK** Phoenix has several confusion attacks, all in fetching pink hues.

**QUICK FLASH** These tracers aren't as intrusive as they look – they only flash up briefly.




**BRIGHT EYES** Scott's basic beam is easy to pull off.

# X-MEN: NEXT DIMENSION

*X-treme, X-hilarating X-itement? Not really.*

PUBLISHER: **ACTIVISION**
DEVELOPER: **PARADOX**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.ACTIVISION.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

**SHE'S ELASTIC** Lady D attacks at full stretch.

## BACK STORY

With the impending release of the next cinematic instalment, there's been a predictable Xplosion of *X-Men*-related games. *Next Dimension* and the forthcoming *Wolverine's Revenge* aren't film tie-ins, but they'll surely let you get more hands-on with your favourite mutants.

Prepare to meet Bastion – he's a particularly evil human. With an army of big robot Sentinels behind him, he's out to destroy all mutants by capturing the X-Man Forge. It's up to you and your mutant fight club to control an alliance of muties. So it's an *X-Men*-themed beat-'em-up, then.

Anyone who's played a beat-'em-up in the last ten years will be familiar with the setup and basic modes of play: Story, Arcade, Versus, Practice and Survival. *X-Men: Next Dimension*, on the other hand, is a beat-'em-up that, in an insidious attempt to pull the wool over the eyes of Johnny Gamer, includes what (on the surface) appears to be an intriguing set of other features.

There are, of course, the X-Men super powers. Each mutie's abilities are represented by a Super Meter bar at the top of the screen that fills up every time you make an attack. This bar is divided into three segments which, when full, allow you to demonstrate certain moves. By pressing L1 you can also change which segment you are charging at any time – handy if there's a power you want to use but don't want to waste time acquiring it. It's an innovative feature that could have worked really well but, in practice, the fast pace of battle renders the decision-making process pointless.

The game boasts large, interactive environments that make full use of moves designed to lob enemies into pillars, against steps and over ledges. If your chosen mutant from the familiar 24 available has telekinetic powers (or, in Toad's case, a ruddy great tongue) you can also hurl smaller objects as missiles. Again, this seems like a great idea and, with practice, it can work very nicely. But for the majority of fights it gives a false impression of depth. Bouts quickly become little more than a repetitive exercise of trusted moves that guarantee results. You'll seldom want to risk the tricky manoeuvres because fights are just so frantic.

This *is* X-Men, so some characters have the ability to take to the skies. You achieve flight by jumping then tapping L2, whereupon you have a limited period to hover in the air. You would expect this to add an interesting new dynamic to the classic beat-'em-up arena, right? Unfortunately not – it changes virtually nothing at all. In one memorable moment our character, Mystique, was positioned well beneath the stream of magnetic energy that was being fired by a flying Magneto when, completely out of the blue, the game decided we'd been hit and proceeded to levitate us in line with the shot. Rather frustrating, to say the least.

What we're left with is a distinctly average beat-'em-up with a good licence, some very respectable visuals and tidy production values. It pushes the concept of the fighting game a little further, but just not far enough. Quite simply, *X-Men: Next Dimension* seems to have no shame in covering up its blandness with superficial gimmicks, like a ropey old tart trowelling on cheap make-up. Tasty at a glance, but tired up close. ☐ **James Carey**

### X-MEN: NEXT DIMENSION

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - The combat feels chunky and powerful<br>- Spectacular super powers<br>- Great characters | - Features gimmicks that don't really work<br>- Uninspired story line<br>- Limited fighting styles |

| | | |
|---|---|---|
| **Graphics** | Detailed characters and environments, rubbish FMV | 06 |
| **Sound** | Repetitive babble, but Patrick Stewart narrates! | 05 |
| **Gameplay** | Uninspiring but occasionally challenging | 06 |
| **Life span** | An array of unlockables to keep you distracted | 05 |

**Mutton-dressed-as-lamb gameplay. Great characters and environments, but this mutant needs to evolve again.**

**05**

**OFFICIAL VERDICT**

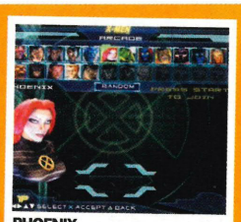
## ROLL CALL

### MUTIE AND THE BEAST

***Is it us, or do the X-Men change appearance more often than the incontinent change their pants?***

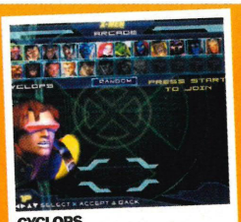
**BEAST**

We could've sworn Beast was the gold jump-suit type. And where'd he pick up that talent for Capoeira? The *Tekken* School of Martial Dance?



**PHOENIX**

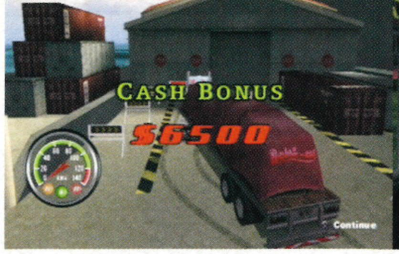
Phoenix is actually Jean Grey. She's had a bit of a personality makeover and a power rethink. She's now all about the blaze and has a feisty attitude, too.



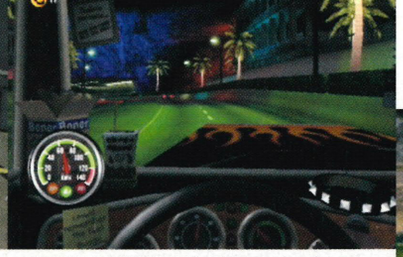
**CYCLOPS**

Luckily, some things never change. The monocular Scott Summers is still the smarmy, annoying, swotty do-gooder he's always been. Darn.

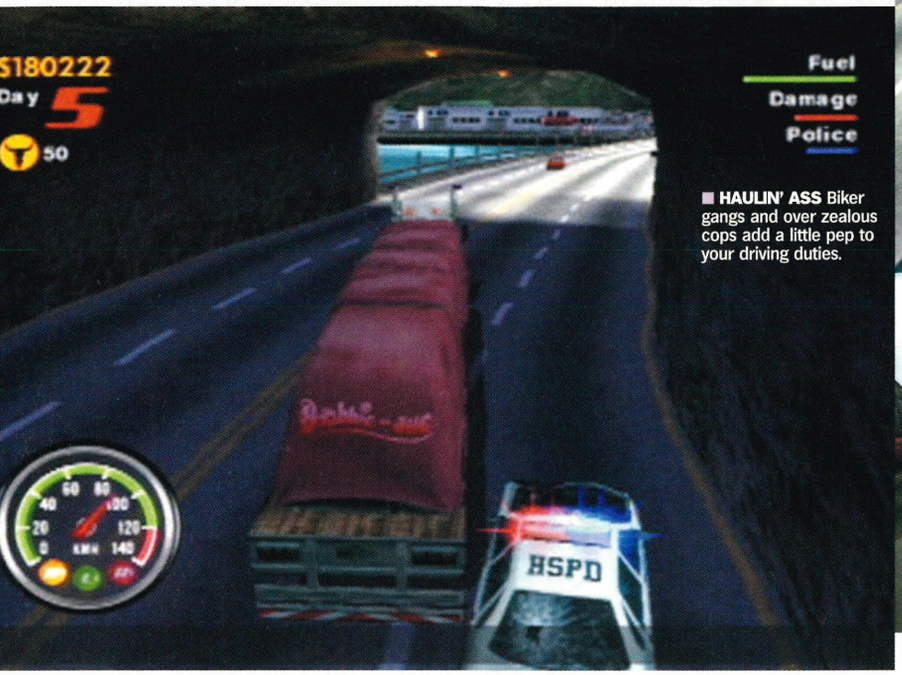
**ADAMANTIUM** Wolverine can regenerate health.




**WHO'S LORRY NOW?** A bonus is payable if you make it to your destination on time.



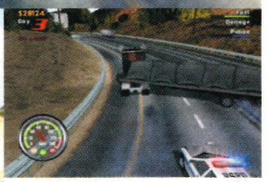
**LONG DISTANCE** 'Unique' gameplay doesn't always make for 'interesting' gameplay.




**HAULIN' ASS** Biker gangs and over zealous cops add a little pep to your driving duties.

**KEEP A-ROLLIN'** Don't you go stopping for nobody, Billy-Bob...

**THE INBRED WAY** Redneck truckers keep one eye on the fuel gauge, one eye on the time and one eye on the road...



**JACKKNIFE** Don't approach *BMT* with a *GT3: A-Spec* attitude.

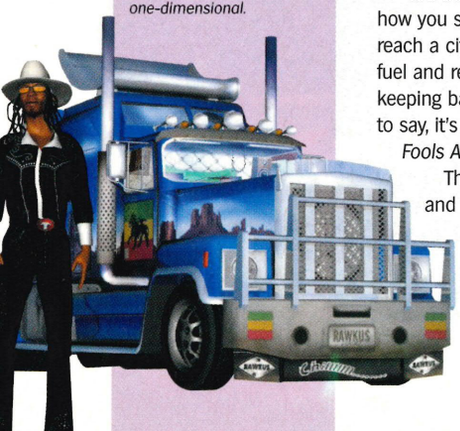
# BIG MUTHA TRUCKERS

*10-4 rubber ducky! The redneck racer drags its knuckles onto PS2.*

PUBLISHER: **EMPIRE**
DEVELOPER: **EUTECHNYX**
PRICE: **£34.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.BIGMUTHA TRUCKERS.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **YES**

## BACK STORY

*With previous titles such as* Max Power Racing, Le Mans 24 Hours *and* 007 Racing *for PSone, Eutechnyx specialises in workmanlike – if quirky – racing titles. The only previous bid to transfer the joys of long haul truck driving to PS2 came in the form of Sega's* 18 Wheeler, *which started life as an outsize arcade cabinet with an enormous steering wheel. It made for an entertaining coin-op, but didn't translate well to a console. Like* Big Mutha Truckers, *it was limited and one-dimensional.*




**TRUCK ME, THIS IS** one bad mutha of a game and it's not the sort of title you'd ask your gran to buy you for Christmas. Fret not though, as this is an eventuality that's unlikely to happen – for *Big Mutha Truckers* is a game that is as pedestrian as its brain-bypass of a name suggests.

The premise is not a sophisticated one: select your character from one of four cousin-lovin' hicks, hop aboard your rig and haul a whole range of merchandise (including everything from crude oil to, er, wood) between cities. It's a concept that's not entirely dissimilar to that of Sega's *18 Wheeler* (OPS2#14, 6/10) but with some tagged-on primitive resource management.

Rather than being a point-to-point racer, *Big Mutha Truckers* allows you to drive freely between cities. This isn't as big a thrill as you might think – the 3D environments are wide, often empty and far from gripping. On your arrival at each destination, you are given the option of trading goods, upgrading your vehicle, gambling your savings or borrowing more cash for dodgy deals.

You begin the game with $25,000 in hard cash and how you spend it is entirely up to you. Each time you reach a city you'll have to expend a certain amount on fuel and repairs – the trick is to balance this with keeping back enough funds to acquire goods. Suffice it to say, it's not so much *Wall Street* big business as *Only Fools And Horses* market trading.

The majority of the game is spent trundling back and forth between cities – that's what truck drivers do after all. There's no real urgency to most of these journeys and, seeing that you're driving a truck, your progress is hampered by sluggish handling and an average speed that is likely to leave you asleep at the wheel. Additional thrills occasionally occur when you're challenged to races or find yourself under attack from Hell's Angels who attempt to pinch your goods (although you simply swing your trailer from side to side in order to shake them off). The only real sense of pressure is the fact that you have a total of 60 journeys to complete to beat the game. To pad out the A-to-B-back-to-A trudge, there's also a task-based Mission mode.

If all this sounds like there's not a whole lot going on, that's because there isn't. Indeed, in the early stages, realising you'll make a profit of $40,000 dollars on a shipment of canned peaches you're flogging to a redneck store owner is about as thrilling as it gets. All of which leaves you with that empty feeling you get when your know your PS2 is capable of so much more. Proof then – if any were needed – that a game cannot exist on bad puns alone. □ **Oliver Hurley**

### BIG MUTHA TRUCKERS

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - Sega's *18 Wheeler* was fun but far too short<br>- White trash chic is all the rage<br>- It's the closest we can get to being Stallone in *Over The Top* | - Gameplay so plodding it almost comes to a standstill<br>- Little variety in the tasks<br>- We'd much rather be driving a Nissan Skyline |

| | | |
|---|---|---|
| **Graphics** | Bland environments make for tedious long hauls | 05 |
| **Sound** | *GTA*-style radio stations but too much comic pap | 06 |
| **Gameplay** | You trade, you drive. You trade, you drive... | 04 |
| **Life span** | Plenty to do but it soon becomes repetitive | 06 |

**Once the thrill of driving a large lorry wears off (and it won't take long) *BMT* is slightly less entertaining than hoovering.**

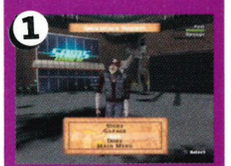
**05**

OFFICIAL VERDICT

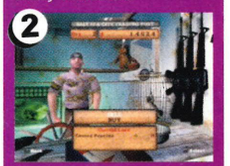
## HOW TO...

## BE A REAL TRUCKING BIG SUCCESS

***There's more to truck driving than just, um, driving, you know. The crux of the game rests on trading goods so you'll need to suss out which items are in demand and where.***

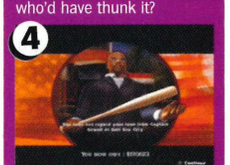


On arrival at each city, you'll encounter all manner of shady characters.

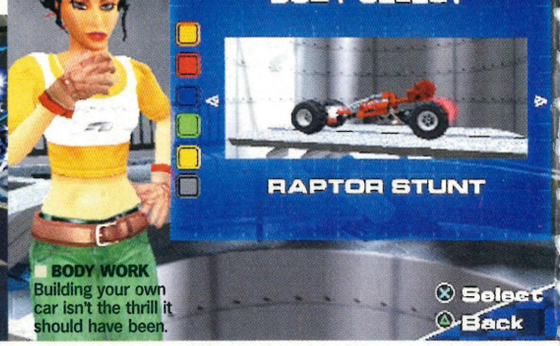


The type of goods you're able to buy depends on the sort of trailer you're towing.

A load of steers and hogs are only $3 more expensive than a truck of cellphones – who'd have thunk it?

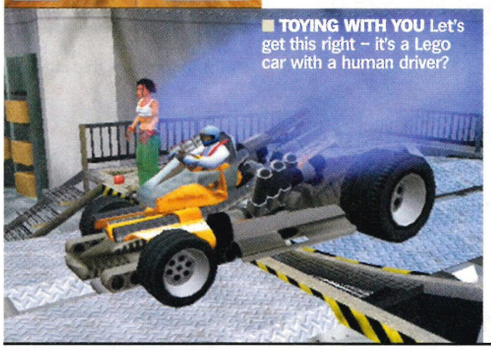


Loan sharks can come in handy early on – just make sure you don't forget to pay them back...




**TYRED OUT** *Drome Racer's* tracks aren't the most thrilling you'll find in a videogame.

PUBLISHER: **EA**
DEVELOPER: **ATTENTION TO DETAIL**
PRICE: **£29.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.LEGO.COM/SOFTWARE/DROMERACERS**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**



**TOYING WITH YOU** Let's get this right – it's a Lego car with a human driver?

# LEGO DROME RACERS

*The excitement is building. No, hang on...*

You know you're firmly out of childhood when Lego doesn't look 'proper' any more. *Drome Racers* is a power-up festooned kart racer set in 2015 and features virtual versions of the Danish toy maker's latest Racer's Construction range of dragsters, stunt cars and off-roaders. They sort of look like Lego but there's nary a dome-headed, stubby-legged driver in sight. In fact, the game provides an odd mixture of 'real' human drivers and life-size blocky vehicles.

*LDR*'s Career mode sets you on a series of championships through themed courses. Grid positions are decided through a series of pre-event drag races, although starting at the back of the pack actually has advantages once the real racing begins. The reason for this? Power-ups. As is often the case in kart racers, the difference between first and last place is usually just a guided missile up the tailpipe away. Skill will only take you so far, and that is a source of genuine frustration. What's worse, the handling is lightweight, so cars will often spin out from behind you. It is possible to adapt to the game's physics and notch up victories, but it's no substitute for being able to powerslide like a maniac.

Before long, you'll start earning credits (which you can use to enhance your car) and construction points (which enable you to build new vehicles). But here's the oddest thing of all: what could have been a fantastic mode filled with customisable bricks and hours of construction fun is little more than a basic set of options. What a wasted opportunity. ☐ **Paul Fitzpatrick**

**LEGO DROME RACERS**

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - We want to race the Lego Racer's Construction range on our PS2 | - Who cares about Lego? We just wanna race! |

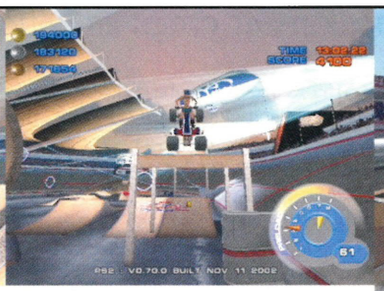
| | |
|---|---|
| Graphics | 05 |
| Sound | 05 |
| Gameplay | 04 |
| Life span | 04 |

Another pointless licence, another pointless racer.

**04**

OFFICIAL VERDICT

**QUADS AND ROCKERS** Save the fancy stuff for when you've got 'big air'.



**THIN BLUE LINE** The assault course is probably the best feature of *ATV*.

# ATV2: QUAD POWER RACING

*Quad you looking at? Get on yer bike.*

Quad biking doesn't quite have the same instant appeal as other virtual activities, like snowboarding or being Rocky. Consequently, games like *ATV2* really have to dance like a trained monkey to impress. Faced with that challenge, *ATV2* makes a real effort to get its groove on.

There's a generous helping of options – the Challenge section will bring back fond memories for any of you who remember *Kick Start* – but the main focus of the game is carving up the countryside in a series of high-octane races. The action is spikey, the presentation energetic and racing is given depth with a speed boost power-up that's awarded for various tricks, so getting around the track in style means you'll also get around it quicker.

This set-up should make for a sweetly balanced game, but, unfortunately, the control system undermines it all. The main problem lies in the suspension preload which you need to build up to execute really huge jumps. You do this by pressing R1, a perfectly reasonable system, but the game isn't quick enough to reward perfect timing. The 'big air' feature is just one of many fields in which this game is inferior to SCEE's *ATV Offroad*.

*ATV2: Quad Power Racing* is by no means a terrible game, but for all its vigour and eagerness to please, it lacks both the polish to make it a satisfactory sim and the messy thrills that spice up more arcade-based efforts. Quad bike games have to be exceptional to warrant recommendation – this just doesn't make the grade. ☐ **David Harrison**

**ATV2: QUAD POWER RACING**

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - Packed with options and offers really challenging driving | - There are better Quad bike games out there |

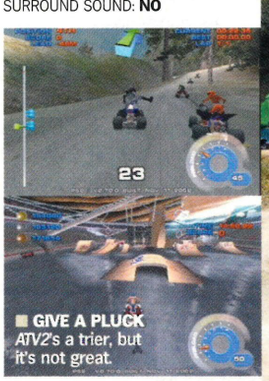
| | |
|---|---|
| Graphics | 06 |
| Sound | 05 |
| Gameplay | 04 |
| Life span | 04 |

Decently playable ATV effort, but one that's more likely to frustrate than truly excite.

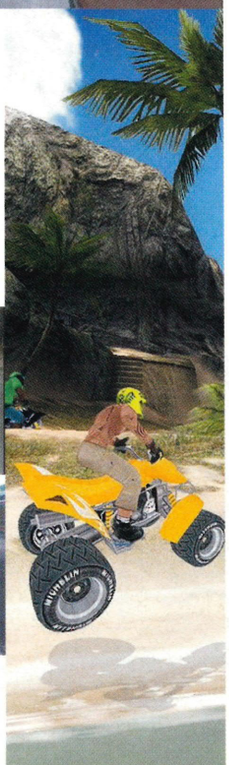
**05**

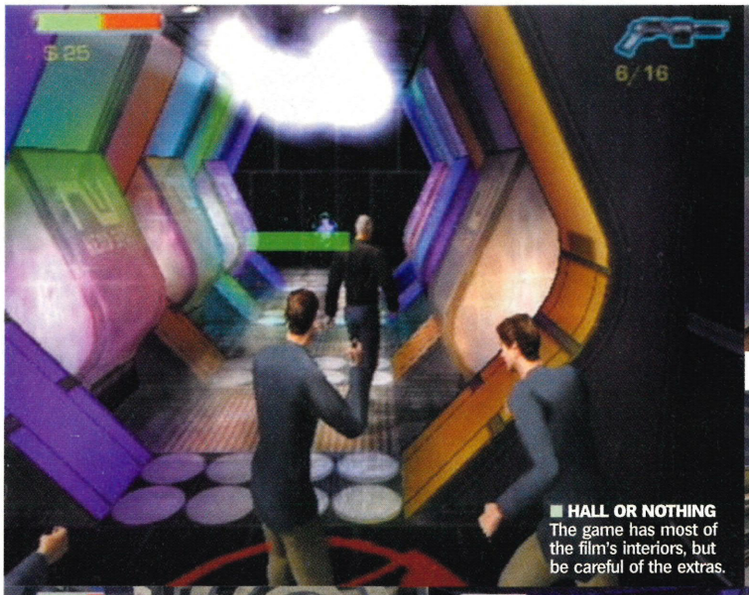
OFFICIAL VERDICT

PUBLISHER: **ACCLAIM**
DEVELOPER: **CLIMAX**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.AKAACCLAIM.COM**
60HZ MODE: **YES**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

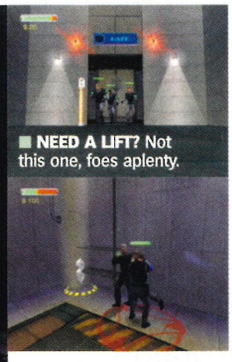


**GIVE A PLUCK** *ATV2*'s a trier, but it's not great.



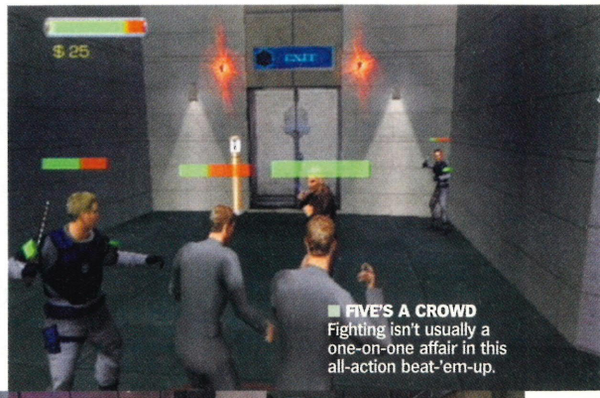



**HALL OR NOTHING** The game has most of the film's interiors, but be careful of the extras.

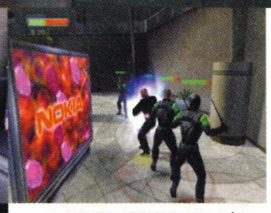


**NEED A LIFT?** Not this one, foes aplenty.

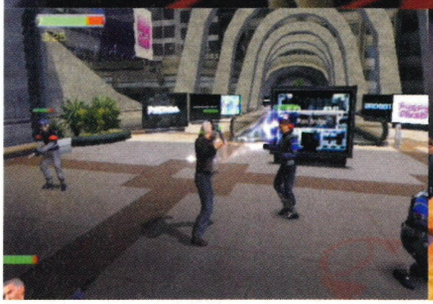


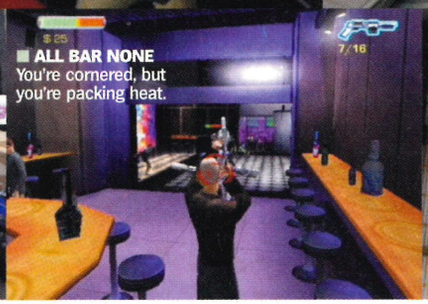



**FIVE'S A CROWD** Fighting isn't usually a one-on-one affair in this all-action beat-'em-up.

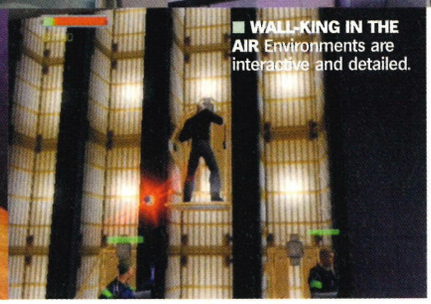


**BATON BATTER** Enemies come fully equipped with weapons from guns to plain old daysticks.






**ALL BAR NONE** You're cornered, but you're packing heat.



**WALL-KING IN THE AIR** Environments are interactive and detailed.

**INSIDER JOB** Once the boss man, you're now on the run.

# MINORITY REPORT

*Great movie tie-in games remain in the minority.*

PUBLISHER: **ACTIVISION**
DEVELOPER: **TREYARCH**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.ACTIVISION.CO.UK**
60HZ MODE: **NO**
WIDESCREEN: **YES**
SURROUND SOUND: **YES**

Surely the time has come for movie games to strut their expensively-licensed stuff. The potential synergy between what you see on the big screen and what you play at home has never been stronger, so there's no excuse for these games not to replicate the feel of the movies they ape.

*Minority Report* goes some way towards achieving this goal, although perhaps not in the way the developer would want. The game looks good, and each level has a distinct aesthetic and feel, that isn't limited to scenes from the movie. You play Detective John Anderton, a tall, blonde character who only serves to emphasise Tom Cruise's absence. If you've seen the movie, then the plot will hold no real surprises for you. If you haven't, your task is to catch criminals before they commit crimes, but soon Anderton is also on the run from the Precrime department for an alleged future murder.

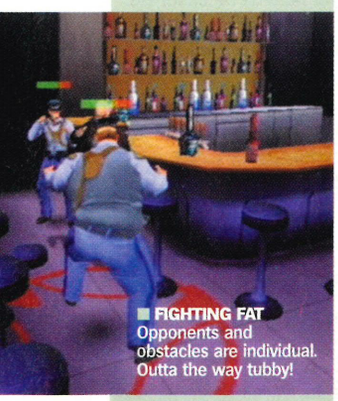
We liked the Spielberg-directed movie of the same name, for the first two hours anyway. And we found the same with the PS2 version: the first 120 minutes take you on an adrenaline-driven pixellated rush, but then it dawns on you that perhaps there was slightly more to the movie than just running around a futuristic cityscape beating up complete strangers who inexplicably get between you and your target. The problem is that, while the glossy special effects and disturbing dystopia of the film did enough to carry what was a thinly-stretched plot, the game doesn't really have that power at its disposal. Yes, it looks good, and there are some nice touches, including the hoardings advertising real-life products dotted about the landscape, but you soon realise that it's just another game with short missions that involve a lot of brawling and running – not unlike *Spider-Man* in that respect.

However, the game's one saving grace is the jetpack which is available for a few missions. It's a great utility, but one that is sadly underused and will leave you wanting to do more flying and less footwork. You also get to do lots of fighting, and whether it's against gangs of unruly teens in a mall or your ex-colleagues from Precrime, it's very well done. There are loads of special moves on offer to help defeat the mass of adversaries (helpfully explained in a sub-menu) plus a small armoury of futuristic weapons. These are normally picked up as you move through levels, but if you find enough cash you can also buy them on the black market, along with body armour, health boosts and extra fighting moves.

*Minority Report* isn't a bad game, and if virtual brawls in shopping malls are your thing, you'll love it. It just feels as if the developer has missed the point of the film and what could have been a trip into a mixed-up future ends up like a bad Saturday night in Lakeside. □ **Shaun Marin**

## BACK STORY

Minority Report's *Developer, Treyarch, previously delivered another big-name movie licence title in* Spider-Man. *Both games are similar, with the emphasis on taking the movie's (sort of) hero on a brawl though the film's rough streets in an attempt to (sort of) reach the movie's conclusion.*



**FIGHTING FAT** Opponents and obstacles are individual. Outta the way tubby!

## MINORITY REPORT

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - Levels are all distinct and well thought out<br>- That jetpack is loads of fun | - There are better fighting adventure games out there<br>- We're still playing *Vice City*<br>- The story line is weak |

| | | |
|---|---|---|
| **Graphics** | Locations are great, but bad guys are repetitive | 06 |
| **Sound** | Quite anaemic, and Anderton's one-liners are weak | 04 |
| **Gameplay** | Satisfying combat, but too samey | 06 |
| **Life span** | Secrets add to longevity, but still too short | 05 |

**A decent fighting game for those who love to brawl, but considering the source material, it's a missed opportunity.**

**05**

OFFICIAL VERDICT

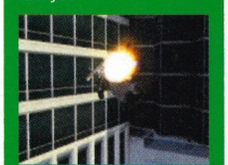
## Standout Moment

### JET SET WILLY

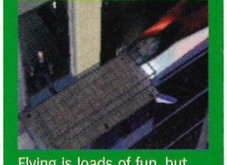
***The jetpack adventures are short and sweet, but they're still the highlight of the game.***

Training involves a quick bit of flying and shooting static targets, but it's dead easy so don't spend too long here.

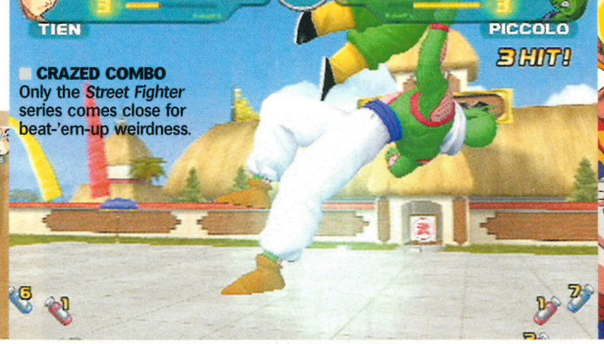
You'll take a few hits going through the subway system, but you're too fast for most enemies to hurt you.



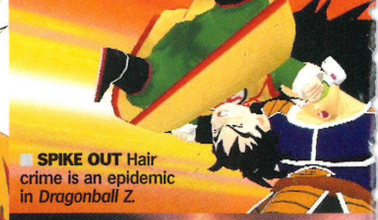
Outdoors things look up, although you'll need to get closer if you want to do any damage to the police.



Flying is loads of fun, but eventually you'll need to get back on Shanks's pony and get on with the game.




**CRAZED COMBO** Only the *Street Fighter* series comes close for beat-'em-up weirdness.



**SPIKE OUT** Hair crime is an epidemic in *Dragonball Z*.

# DRAGONBALL Z: BUDOKAI

*Get ready to die! Hi-yaaa!*

PUBLISHER: **BANDAI/INFOGRAMES**
DEVELOPER: **DIMPS**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.DRAGONBALLZ.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

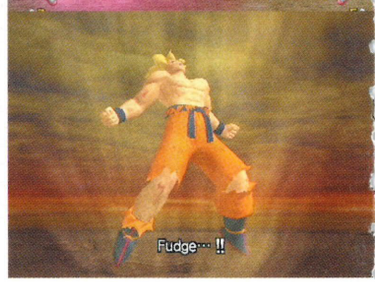
**HELLO SAILOR** The giant Raccome shows his cheeky side. What a joker!

It's probably best to first explain what *Dragonball Z* is all about… which is not that straightforward. The Japanese cartoon and comic series centres around the adventures of Goku – a member of an intergalactic warrior race called the Saiyans – who was sent to Earth as a baby with orders to destroy the planet. Luckily for us, his brain was scrambled on landing and instead of taking us apart, he's become the planet's fiercest defender, loyally fighting the Saiyans, Team Ginyu and any other intergalactic threat.

With its epic plot, gratuitous violence and a deafening volume of hair, *Dragonball Z* makes compelling viewing. It also provides rich source material for what is a hugely entertaining beat-'em-up. While *Budokai* cannot compete with *Tekken* or *Virtua Fighter* in terms of sophistication, it compensates with character, intensity and a will of iron.

Keeping the combos simple, *Budokai* plays a little like *Dead Or Alive*, as success is grounded in timing attacks rather than memorising chains of moves. The real beauty of the game, is found in the fighting styles, which range from brutal to downright silly. Cheer as angry toddler Gohan nuts Raditz's smug face through a mountain! Cry as Krillin gets crushed by a giant ape! This mayhem is then followed by equally insane cut-scenes.

Developer Dimps has made a real effort to appeal to *DBZ* devotees – they'll truly appreciate *Dragonball Z: Budokai* – which, despite its charm, may alienate some gamers. However, *Budokai* is sure to convert many PS2 owners to the way of the Dragonball. ☐ **David Harrison**



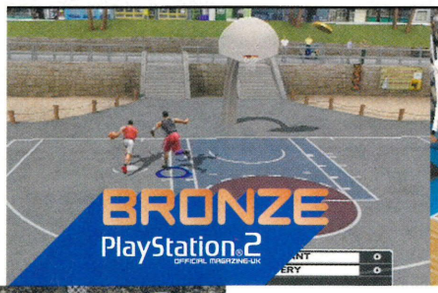

**DRAGONBALL Z: BUDOKAI**

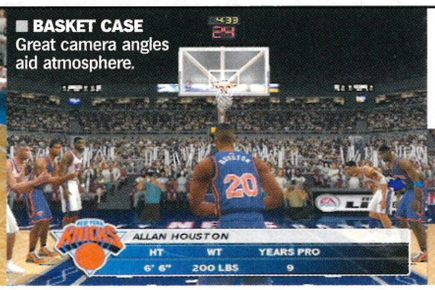
| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - Great introduction to *Dragonball Z* and hugely entertaining | - Gameplay is a lightweight source of truly strange material |

| | | |
|---|---|---|
| Graphics | 06 | Not for everyone's taste, but a plucky scrapper that will tickle *DBZ* fans and astound everybody else. |
| Sound | 06 | |
| Gameplay | 06 | |
| Life span | 06 | |

06

OFFICIAL VERDICT






**BASKET CASE** Great camera angles aid atmosphere.

**COURT SHORT** Playing a good defensive game is vital.

**AIR JORDAN** Even now, everyone still wants to be like Mike...

# NBA LIVE 2003

*Guaranteed to put the bounce back into your stride.*

PUBLISHER: **EA SPORTS**
DEVELOPER: **EA SPORTS**
PRICE: **£39.99**
PLAYERS: **1-4**
OUT: **NOW**
WEB SITE: **WWW.EASPORTS.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**
PERIPHERALS: **MULTITAP**

Another year, another basketball sim update. Expect bouncing balls, shiny floors, squeaky trainers… oh, and a truly unique, superbly balanced sports game as well. No really.

What *NBA Live* does with immense success is tread the line between simulation and arcade gameplay. Many games attempt this, but the majority slip into a confused void. *NBA Live*, however, has all the twists, crossovers and body-popping dunks you'd expect from *NBA Street*, but tempers them with the detail and technical aspects you'd demand from a grown-up basketball game.

This balance is achieved mainly through the introduction of the Freestyle Control (or as we know it, the right analogue stick). Rather than overloading the action buttons with commands, every spin, fake and shimmy you could imagine is now only a flick away. Even in defence, the Freestyle Control can be used to block, swipe and steal. What seems strange at first enables total control over the timing of each action, making the game a test of reflexes rather than button mashing. What's also special about this title is that it's easy to use, but also has many permutations and subtleties – truly mastering the game takes plenty of practice.

The only problem with *NBA Live 2003* is that it is so convincing and accurate, it might be a bit much for UK gamers who are more familiar with the rules of netball. You will be able to hold your own on the lower levels, but beyond that, you'll really need to know your Triple Threats from your Pick 'n' Rolls. ☐ **David Harrison**

**NBA LIVE 2003**

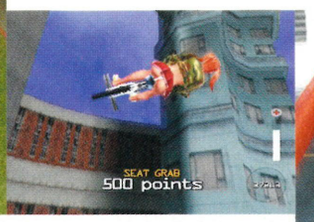
| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - A fresh take on basketball that really works | - Fiddly for those who like their basketball *NBA Street* simple |

| | | |
|---|---|---|
| Graphics | 08 | A superbly balanced basketball sim that's laced with some truly innovative touches. |
| Sound | 09 | |
| Gameplay | 08 | |
| Life span | 06 | |

08

OFFICIAL VERDICT

**BOTTOMS UP** The thrill factors in *XXX* are few and far between.



# BMX XXX

*Wanna see naked chicks? Then go rent a porno.*

So it's got breasts in it. Real, live, ample breasts. Or as Acclaim fondly calls them, 'funsacks' (a phrase as sexy as your grandma in a lacy red basque). So if cleavage was the *critical element* that was going to persuade you to go and buy *BMX XXX*, you're in luck. However, before you rush out to purchase it, you might like to consider that the titillation factor of the unlockable striptease booby dances is minimal. Page 3 of *The Sun* is steamier. And on a good day that costs just ten pence.

For the frustrated gamer, it'll come as a right tease to discover that actually watching these brief titty vids first involves you having to play the BMX part of the title. And this boils down to *Dave Mirra BMX 2* with a few new environments, a dose of *Jackass* and some innuendo that would make Frankie Howerd cringe. There are level objectives to complete, a create-a-biker option and two-player games, but none even come close to the mastery of the game they ape – *Tony Hawk's 4. XXX* is repetitive, has poor collision detection and the trick system is depressingly simplistic.

We could argue that some of the levels – Las Vegas in particular – are well designed, but space is tight. Plus, we're too wound up by the patronising undertones of *XXX* that assume all gamers are sweaty perverts who only laugh at knob gags. In reality, the only rude thing about *BMX XXX* is the publisher's notion that someone who forked out £40 for this game would forgive its inadequacy for the sake of a few well-proportioned body parts. At least now we see why *Dave Mirra* chose not to have his name attached to the game. □ **George Walter**

**BMX XXX**

| **Why we'd buy it:** – Two great big reasons | **Why we'd leave it:** – Boobs or no boobs, this is a shoddy game |
|---|---|

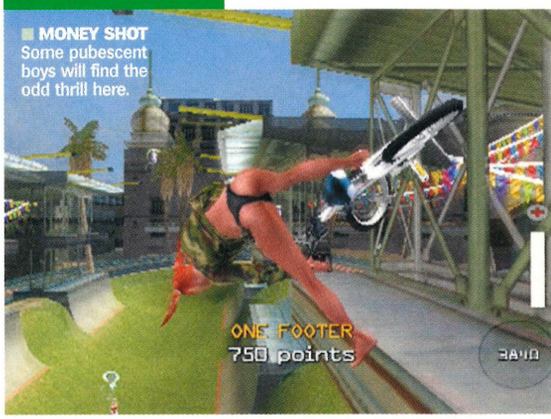
| | | |
|---|---|---|
| Graphics | 05 | Surprisingly, we hoped this might've been a laugh. We didn't even smile once. |
| Sound | 08 | |
| Gameplay | 04 | |
| Life span | 04 | |

04

OFFICIAL VERDICT

PUBLISHER: **ACCLAIM**
DEVELOPER: **Z-AXIS**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.BMXXXX.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

**TURNING TRICKS** If you want some real BMX action, you're better off sticking with Mat Hoffman.




**MONEY SHOT** Some pubescent boys will find the odd thrill here.

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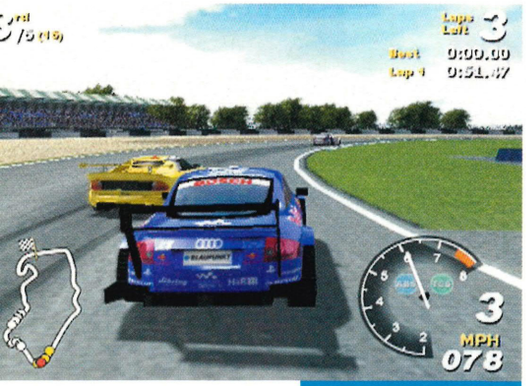


**HEAVY-HANDED** These 8-litre cars often handle like a turbo-charged milk float.

**THE RIGHT TRACK** *TIR* features the old (and long) Hockenheim circuit.

PUBLISHER: **EMPIRE**
DEVELOPER: **RAZORWORKS**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.EMPIRE INTERACTIVE.COM**
60HZ MODE: **NO**
WIDESCREEN: **YES**
SURROUND SOUND: **NO**
PERIPHERALS: **STEERING WHEEL**

**BAD ATTITUDE** The driver AI is programmed to be cruel and nasty.

# TOTAL IMMERSION RACING

*A title that makes a promise the game just can't keep.*

If racing games are all about 'feel', then *Total Immersion Racing* often 'feels' like *Gran Turismo* in slow motion. Despite simulating beefy 8-litre super cars such as the Noble M12 GTO, Panoz Esperante GTR1 and McLaren F1 GTR, the handling can be heavy and sluggish. You can't throw these cars around the track as if they were a road or rally car – they don't respond instantly to every little twitch of the analogue joystick. While the structure of *TIR* may be familiar – Single Race, Career, Time Trial and Challenge modes – the racing feels distinctly different. Initially frustrating, it's a game that takes some getting used to.

At the start of the game, many of *TIR*'s features are locked and inaccessible. New cars and tracks are only available once you have completed certain races and challenges. Like most racing games, the bulk of the action revolves around the Career mode, where you sign up to a virtual team and compete in the GT, Pro and ultimately the GTS championships. The graphics are often outstanding, highly detailed and there are accurately modelled tracks ranging from Silverstone to Springfield. Also worthy of mention is the game's AI, which Razorworks has fine-tuned with fallibility (so drivers can make mistakes) and a cruel intelligence (drivers will guard their track position, often weaving across the asphalt to thwart your overtaking manoeuvres).

All in all, *Total Immersion Racing* is a solid, if slightly unspectacular game. While blessed with feisty AI it's hampered by surprisingly tedious racing. ☐ **Dean Evans**

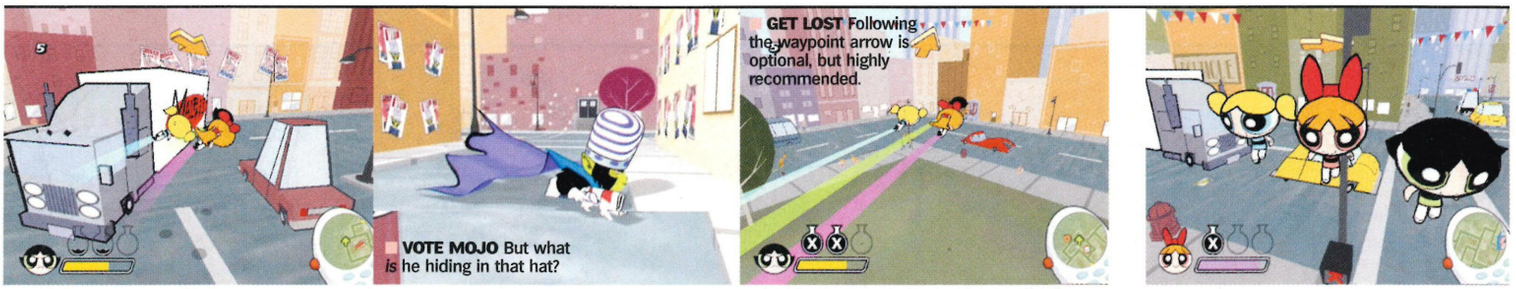
**TOTAL IMMERSION RACING**

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - Finely-tuned AI that knows the meaning of revenge | - Stiff and sluggish controls<br>- Unspectacular racing |

| | | |
|---|---|---|
| Graphics | 08 | Super cars and impressive AI, but a middle-of-the-road racer. |
| Sound | 07 | |
| Gameplay | 06 | |
| Life span | 05 | |

**06**

OFFICIAL VERDICT



**VOTE MOJO** But what is he hiding in that hat?

**GET LOST** Following the waypoint arrow is optional, but highly recommended.

# POWERPUFF GIRLS: RELISH RAMPAGE

*A game licence to relish indeed. Shame they burgered it up.*

It seems every developer and its dog wants to make a cel-shaded game these days. Fad or fixture, there are some titles for which it's the only option. The tongue-in-cheek cutesyness of *The Powerpuff Girls* wouldn't look right any other way. Unfortunately, nice visuals and a Sugababes soundtrack can't hide the fact that *Relish Rampage* is dull.

Despite being well produced and genuinely funny there's very little to commend as far as gameplay goes. It's riddled with annoying limitations, the most annoying being that there are only three types of mission: a) find a number of objects and return them to a certain location within a set time limit, b) escort a vehicle to safety by clobbering enemies en route or c) circle/strafe a target and jab the fire button until said target is destroyed.

The repetitive action quickly begins to frustrate and bore, especially when your only reward for completing each task is an instantaneous request to perform another, near-identical mission. You can fly, but only between corridors of buildings – certainly not over low fences. The game allows you to swap between all three girls, but this doesn't provide variety – they share health which means their attacking abilities are fundamentally the same. Wasting a good licence on such formulaic gameplay is criminal, especially when VIS gets so many other things right. It's funny, sounds great, looks okay and even plays well for a while, but after you've picked up and delivered your fifth load of boxes, the jokes wear a little thin and the off switch beckons. ☐ **James Carey**

**POWERPUFF GIRLS: RELISH RAMPAGE**

| Why we'd buy it: | Why we'd leave it: |
|---|---|
| - Frequently funny and the Sugababes are on the soundtrack | - Repetitive, unimaginative gameplay |

| | | |
|---|---|---|
| Graphics | 06 | It's sufficiently cute, but you'll complete it in a day and wish you hadn't wasted your time. |
| Sound | 06 | |
| Gameplay | 03 | |
| Life span | 02 | |

**04**

OFFICIAL VERDICT

PUBLISHER: **BAM! ENTERTAINMENT**
DEVELOPER: **VIS**
PRICE: **£29.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.BAM4FUN.COM**
60HZ MODE: **NO**
WIDESCREEN: **YES**
SURROUND SOUND: **NO**

**RUFF GIRL** Combat looks cool, but it's simplistic.

A **Special Edition** from the makers of PlayStation.2 OFFICIAL MAGAZINE-UK

# YEARBOOK 2002

**The hits! The misses! The quotes! The rumours! Whether you've just got your PS2 or want to re-live the best twelve months in the life of the world's best console, this is your one-stop guide to 2002!**

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## ON SALE 18 DECEMBER

DVD OF THE MONTH

**THROW ME A MOTHERFRICKIN' BONE** Dr Evil and his homie.

# Austin Powers In Goldmember

*The International Man Of Mystery visits the Seventies to prove his mojo's still working.*

**Director** *Jay Roach*
**Starring** *Mike Myers, Beyonce Knowles, Michael Caine, Verne Troyer, Seth Green*
**Distributor** *Entertainment In Video*
**Out** *Now*
**Price** *£19.99*
**Extras** *Jay Roach and Mike Myers commentary.* MI-6: International Men of Mystery; Fashion vs. Fiction; Disco Fever; English, English; Creative Convergence; Confluence of Characters; Opening Stunts; The Cars of Austin Powers *featurettes. Anatomy of Three Scenes. Music Videos. Fact Track. Trailers.*

**FILM:** The world's highest-grossing comedy franchise returns for a third bout of silly spy antics. This time round Austin's dad Nigel (Michael Caine) has been kidnapped and taken back in time to the Seventies by pervy Dutch metallurgist Goldmember – who, naturally, is plotting global domination with Dr Evil. It's up to the big-toothed swinger to travel to 1975 and rescue pops with the help of sexy FBI agent Foxxy Cleopatra (Beyonce Knowles).

The disco era setting is ripe with comic potential and Mike Myers makes the most of it – packing the movie with outrageous outfits, groove-tastic dance routines and more gold lamé than you'd find in Tony Blackburn's wardrobe. New characters Nigel and Foxxy slot perfectly into the madness with Michael Caine parodying his Cockney wide boy persona to great effect. Beyonce meanwhile, does her best Pam Grier impression.

With all this in its favour it's disappointing that Myers virtually just repeats gags from the two previous films. Once again it's left to Dr Evil and Mini-Me to provide all the belly laughs and whenever that double act isn't on the screen *Goldmember* is hit and miss at best. **6/10**

**EXTRAS:** There's a fair old selection, but it's a case of quantity rather than quality. The pile of featurettes cover the likes of Cockney rhyming slang, Seventies fashion and Austin's patriotic motor pool, but they're all fairly short and insubstantial. Best of the extras are the breakdowns of three big musical set-pieces, and the amusing commentary by Myers and Director Jay Roach. **6/10**

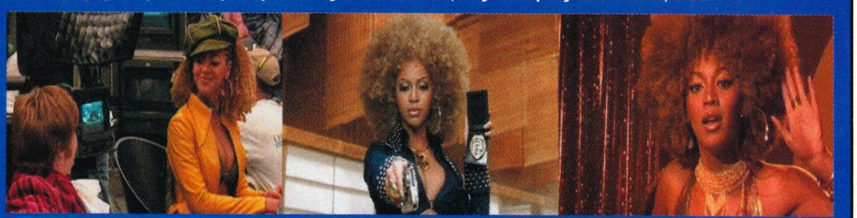
**VERDICT:** It has its moments, but as the jokes become ever more familiar, the series has the whiff of a *Saturday Night Live* skit stretched way beyond its limits. ☐ **LH**

**THE DISCO ERA SETTING IS RIPE WITH COMIC POTENTIAL AND MIKE MYERS MAKES THE MOST OF IT**

**YOU'RE GORGEOUS** Great legs, a distinctive smile, fabulous dress sense... And that Beyonce Knowles ain't bad looking either.

## EXTRA! EXTRA!

***The featurette* Confluence Of Characters *provides an analysis of the movie's main players, from Goldmember to Austin himself. But to be perfectly honest, all we're really interested in is the gorgeous Foxxy Cleopatra, aka Beyonce Knowles in her movie debut. We've adored the bootylicious Destiny's Child minx for a long time – so long in fact, that the restraining order has almost expired – but judging by the praise heaped upon her by the filmmakers, they were putty in her hands, too...***



**Mike Myers (Austin Powers)**
"Beyonce is maybe the most likeable on-screen presence, right out of the gate, that I've seen in years. She understands soul cinema, she just totally got Foxxy."

**John Lyons (Producer)**
"She absolutely had the energy of it and the sassiness of it. And good humour and warmth. And she was sexy and funny. She was just a total pleasure."

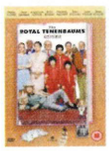
**Jay Roach (Director)**
"Beyonce is a musical sensation. She can sing and dance and she's so beautiful. She writes all her own songs and produces them. She's phenomenal. She's electric."

# dvdreviews

**Recommended viewing for your PlayStation 2 cinema system.**

## The Royal Tenenbaums

Director *Wes Anderson*/Starring *Gene Hackman, Ben Stiller, Gwyneth Paltrow, Luke Wilson, Owen Wilson, Anjelica Huston, Danny Glover*/Distributor *Buena Vista*/Out *Now*/Price *£19.99*



**FILM:** Wes Anderson assembles a stellar cast for his irresistibly eccentric follow-up to offbeat comedy *Rushmore*. Gene Hackman is Royal Tenenbaum, the estranged head of a family of brainy misfits slowly collapsing in on itself in a torrent of red Adidas tracksuits, tennis tantrums and hopeless crushes on adopted siblings. When Royal turns up on the doorstep claiming to be dying, the prodigal father is taken in, his presence somehow providing the catalyst and the cure to a variety of lifelong neuroses. With note-perfect performances from the ensemble cast (the masterful Hackman is a standout) and a non-stop barrage of hilarious set-pieces, *The Royal Tenenbaums* is a leftfield gem – unpredictable, playful and at times truly moving. The sight of Ben Stiller and his sons hanging off the side of a garbage truck, carefree smiles plastered across their faces, is worth the money alone. **8/10**

**EXTRAS:** Besides an amiable commentary by Wes Anderson, we get interviews with all the main cast, a brief selection of deleted footage and the excellent *With The Filmmaker* – a video diary-style documentary following Anderson throughout the production. **7/10**

**VERDICT:** As poignant as it is funny, this is the cleverest, most endearing comedy since *Rushmore*. ☐ **LH**

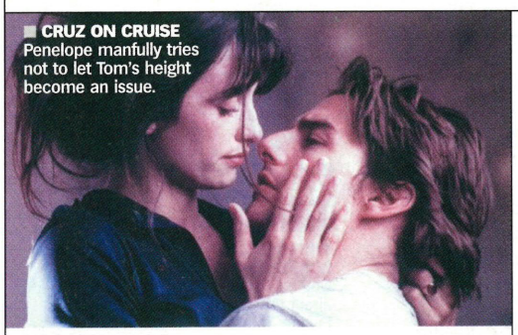
**THE ROYAL FAMILY** More oddballs than *The Addams Family*, distinctly less yellow than *The Simpsons*.

© KOBAL COLLECTION

### EXTRA! EXTRA!

***What do you get when you cross Larry Sanders with Michael Parkinson?***

*The Peter Bradley Show* is a fantastic spoof interview featurette where Mr Bradley quizzes bit-part players from *The Royal Tenenbaums*. Topics discussed include how many different intonations they can deliver their one line in, and what their regular jobs are. Suffice to say it degenerates into surreal madness and conversations about whether corrugated steel can be sold door-to-door. It can't.



**CRUZ ON CRUISE** Penelope manfully tries not to let Tom's height become an issue.

## Vanilla Sky

Director *Cameron Crowe*/Starring *Tom Cruise, Penelope Cruz, Cameron Diaz, Kurt Russell, Jason Lee*/Distributor *Paramount*/Out *Now*/Price *£19.99*

**FILM:** Cameron Crowe's cover version of the great Spanish thriller *Open Your Eyes* is admirably experimental for a mainstream star vehicle. Tom Cruise is the playboy who has it all but when he spurns bunny-boiler Cameron Diaz for Penelope Cruz, he winds up accused of murder, disfigured and lamenting his ruined life from behind a prosthetic mask… Or does he? Dream-like in its mix of memory and reality, it'll keep you guessing right to the final twist. **7/10**

**EXTRAS:** A behind-the-scenes documentary and collage of images from the press tour, plus a Cameron Crowe commentary that is a veritable masterclass on the filmmaking process. **7/10**

**VERDICT:** A challenging, genre-bending head trip which almost matches Alejandro '*The Others*' Amenábar's original. ☐ **LH**

**HOBBIT FORMING** More Baggins for your buck in the Special Edition.

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## The Lord Of The Rings: The Fellowship Of The Ring

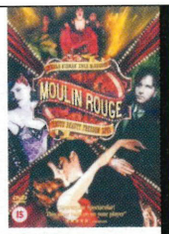
Special Extended Edition

Director *Peter Jackson*/Starring *Ian McKellen, Elijah Wood, Sean Bean, Viggo Mortensen*/Distributor *Entertainment In Video*/Out *Now*/Price *£29.99*

**FILM:** Peter Jackson has inserted an extra half-hour of footage into his fantasy epic and the result is a richer experience that brings the movie even closer to the book. *Rings* aficionados will be especially delighted to see Galadriel's gift-giving scene (it proves significant in parts II & III). **9/10**

**EXTRAS:** Six hours worth of goodies includes four commentaries and documentaries on literally everything. **10/10**

**VERDICT:** If you bought the earlier two-disc release it's time to trade it in for a longer, even more impressive cut of the film plus the biggest and best selection of bonus material ever. ☐ **LH**

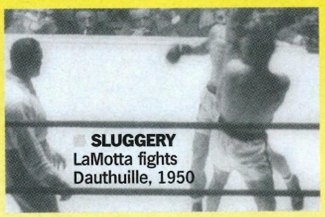


### DVDS YOU MUST OWN MOULIN ROUGE

**Yes, it's a musical. Yes, it's a love story. But Baz Luhrmann's dizzyingly sensuous showstopper is no throwaway chick flick. With a second disc crammed to bursting with interviews, featurettes and a scene editing suite there's no excuse not to own this film. Just say it's for your Mum.**

## PS2 EGGSTRA

***Hidden DVD treasures for your pleasure.***



**SLUGGERY** LaMotta fights Dauthuille, 1950

### RAGING BULL

**WHAT TREAT'S IN STORE?** A bit of boxing history… A 60-second newsreel clip showing Jake LaMotta dramatically knocking out Laurent Dauthuille in the final round of his 1950 title defence.

**WHERE IS IT?** Insert the second disc and on the Main Menu you can highlight the two 'G's in the word 'Raging' using the up button. Highlight the first 'G' (press Enter) to access a still photo gallery. Highlight both to unlock the newsreel footage.

**SEND US YOUR EASTER EGGS**

Spotted a DVD bonus, have you? Then drop us a line at PS2@futurenet.co.uk and let us know where and how you found it.

**"WHEN I THINK OF HITCHCOCK, THE DORIS DAY SONG *QUE SERA SERA* COMES TO MY MIND..."**

HIDEO KOJIMA AT THE MOVIES, PAGE 111

## coming soon REGION 1

There's no sign of it in British cinemas yet but Clint Eastwood's latest crime thriller **BLOOD WORK** (27 Dec) is already poised for a DVD outing in the US. It's not much cop, apparently...

*After the huge success of his* Friday *comedies, Ice Cube returns with more sweary, politically incorrect laughs, this time set around a small South Side* **BARBERSHOP** *(2 Jan)...*

Crop circles aren't the work of mischievous West Country yokels. No sir, it's them aliens what done it. And unlikely farmer Mel Gibson discovers these creative ETs aren't particularly friendly in the sinister sci-fi potboiler **SIGNS** (07 Jan)...

*Entertaining action thriller* **THE BOURNE IDENTITY** *(14 Jan) stars Matt Damon as an amnesiac trying to discover why he's a wanted man...*

And after sickening us with the likes of *Patch Adams*, Robin Williams attempts to sicken us on purpose as a photo lab technician who develops a creepy obsession in **ONE HOUR PHOTO** (28 Jan)...

© 20TH CENTURY FOX

■ **ROLLERBALLS** How did John McTiernan manage to soil this sci-fi classic?

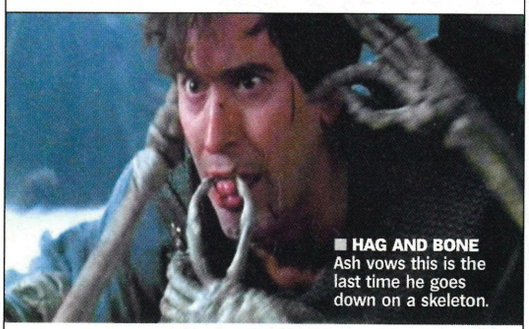
■ **CREEP SHOW** No jokes as Robin Williams plays against type in *One Hour Photo*.

## Rollerball

Director *John McTiernan*/Starring *Chris Klein, Jean Reno, LL Cool J, Rebecca Romijin-Stamos*/Distributor *Columbia TriStar*/Out *Now*/Price *£19.99*

**FILM:** Nightmarishly bad remake of the Seventies cult favourite which removes all the social satire (the original was about the use of sanctioned violence to pacify the people) and replaces it with a witless car wreck of a teen sports movie. All the flashy MTV editing in the world can't disguise the fact that dumbass Chris Klein (*American Pie*'s Oz) is no replacement for the mighty James Caan. It's little better than *The Mighty Ducks* with added violence and a hip soundtrack. **3/10**
**EXTRAS:** There's a perversely positive commentary by Klein, LL Cool J and Rebecca Romijin-Stamos and a rubbish *Interactive Yearbook* with info on the Rollerball teams, equipment, etc. **3/10**
**VERDICT:** A straight-to-DVD travesty that takes a brutal sports film with a political message and flushes it right down the bog. ☐ **LH**

**CULT HERO**
One of the original 'video nasties', *Driller Killer* (ILC Prime/£19.99) launched the career of Director Abel Ferrara. This Special Edition includes a Director's commentary and deleted scenes.

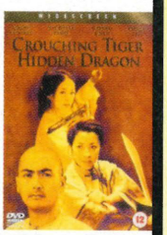


■ **HAG AND BONE** Ash vows this is the last time he goes down on a skeleton.

## Army Of Darkness: The Evil Dead 3

Director *Sam Raimi*/Starring *Bruce Campbell, Embeth Davidtz, Marcus Gilbert, Bridget Fonda*/Distributor *Anchor Bay*/Out *Now*/Price *£19.99*

**FILM:** Psychotic second sequel to Sam Raimi's *Evil Dead* shocker, transporting Ash back to a medieval realm where he must retrieve the Necronomicon and rescue the kingdom from zombie soldiers. The slapstick humour that slipped into *Evil Dead 2* runs rampant here and those willing to leave their brains at the entrance of Ash's portal will lap it up. **6/10**
**EXTRAS:** A two-disc set featuring the theatrical version of the film plus the superior Director's Cut, which is accompanied by an ace group commentary. We also get a featurette exploring the FX. **6/10**
**VERDICT:** The weakest in the *Evil Dead* trilogy but still fine entertainment with plenty of laughs and bloodthirsty action. ☐ **LH**



**DVDS YOU MUST OWN**
**CROUCHING TIGER, HIDDEN DRAGON**
**In which Chow Yun Fat and Michelle Yeoh kick ancient Chinese ass, Ziyi Zhang persuades the male population to give subtitles a punt and director Ang Lee further proves the assertion that he can do no wrong. Like its title suggests, there's more here than meets the eye.**

**ALSO RELEASED THIS MONTH...**
**About A Boy** (Universal/£19.99)/**The Shipping News** (Buena Vista/£17.99)/**Domestic Disturbance** (Paramount/£19.99)/**Zulu** (Paramount/£19.99)/**Singin' In The Rain: 50th Anniversary Special Edition** (Warner/£24.99)/**Trading Places** (Paramount/£15.99)/**Alan Partridge: I'm Alan Partridge** (BBC/£19.99)

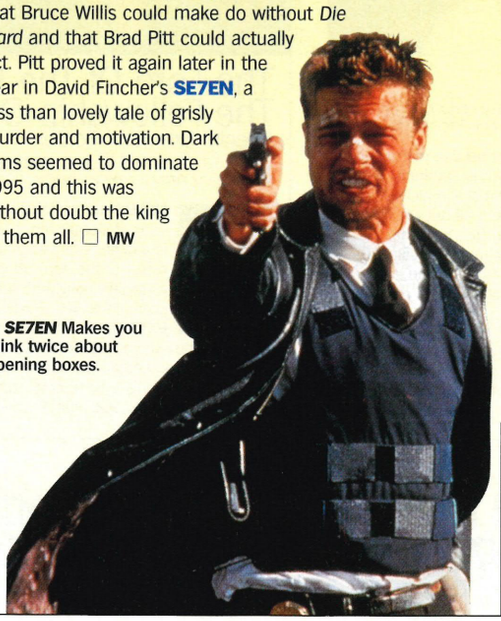
# the spine collector's guide to... 1995

**ROBBIE LEFT TAKE THAT** and Kevin Costner took leave of his senses to make *Waterworld*. The mid-Nineties was a time of Britpop revolution and rave frenzy when you'd wear your favourite band on your T-shirt and oversized Dr Martens on your feet. The Internet was launched but could do nothing to prevent Robson And Jerome getting a number one song.

Given the year's highs and lows, thank God we could still head to the cinema and watch great movies like **BRAVEHEART**, if only to see an Australian in a skirt tell the story of Scotland's greatest hero. **CASINO** took the action into the heart of America as an ensemble cast brought a mob-run Las Vegas to neon-filled, crime-crammed life. De Niro and Pesci at their reunited best. And who can forget **THE USUAL SUSPECTS**? The search for Kaiser Soze leads to twists, counter-twists, counter-counter-twists and an unforgettable conclusion.

Although black and white French films have had their share of critics, **LA HAINE**'s mixture of violence, action and its quiet contemplation of youth and urban unrest couldn't fail to grab your attention. Talking of **KIDS**, Larry Clark's breakthrough film was the hard-hitting 'underage children taking drugs and having sex' indie film of the year. Even if you weren't exactly laughing afterwards. On a lighter note, and in a strong season for foreign language cinema, **IL POSTINO** told the touching story of a simple postman's love of poetry and his quest for love.

Let's face it, we all love Woody. Well, we did after seeing the ground-breaking **TOY STORY**, Pixar's astounding feature film debut. It was a movie that truly had something for everyone. Except perhaps monkeys, **TWELVE MONKEYS** to be precise. Terry Gilliam's darkly madcap tale of post-apocalyptic time travel showed us that Bruce Willis could make do without *Die Hard* and that Brad Pitt could actually act. Pitt proved it again later in the year in David Fincher's **SE7EN**, a less than lovely tale of grisly murder and motivation. Dark films seemed to dominate 1995 and this was without doubt the king of them all. ☐ **MW**



■ ***SE7EN*** **Makes you think twice about opening boxes.**

## PICK OF THE YEAR

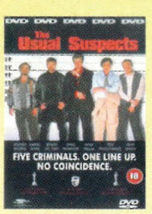
**BRAVEHEART**
He *is* William Wallace, and on this Special Edition DVD, Gibson does a commentary and a documentary. Nice one Mel.

**KIDS**
Kids, they're just lazy. Only a trailer on this disc, but a crisp presentation of the hard-hitting Larry Clark drama.

**CASINO**
This DVD isn't a gamble in lovely widescreen but only production notes and trailers are included as bonus 'extras'.

**IL POSTINO**
Not first past the post for extras, but with trailers and a TV special included it's no slouch.

**TOY STORY**
With an animated short film on here you'll get more cartoon for your buck. Buy *Toy Story 1&2* in the box set.




**THE USUAL SUSPECTS**
Nothing usual about this Special Edition. There are tons of features, interviews, deleted scenes and even comedy out-takes packing the disc. But who is Kaiser Soze? Not telling.

**TWELVE MONKEYS**
12 monkeys, one weird documentary. Terry Gilliam may be mad but he makes great films.

**LA HAINE**
With filmographies, film trailers and interviews there's certainly nothing to hate here. Don't be afraid either, there are subtitles.

**SE7EN**
It would be a sin to miss out on this crop of extras: commentaries, deleted scenes, John Doe's notebooks and an alternate ending just for starters.

## NEXT MONTH

**1986** **Back to the Eighties so soon? You bet. When there are films as wonderful and diverse as *Platoon*, *Blue Velvet* and *Big Trouble In Little China* who's going to argue? Hit the nostalgia trail again with us in the next exciting issue...**

© ENTERTAINMENT IN VIDEO

# Hideo Kojima At The Movies

***Once again, the PS2's answer to James Cameron discusses the movies that influenced the creation of* Metal Gear Solid. *This month, how Alfred Hitchcock's movies inspired virtual camera work.***

# North By Northwest

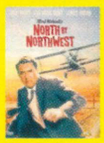
PHOTO: KOBAL COLLECTION

**PLANE SPOTTING** As Roger O Thornhill, Cary Grant faces death by crop duster in the US Mid-West.

**"THE CAMERA WORK IN NORTH BY NORTHWEST IS IN THE REALMS OF GOD – PERFECTLY CALCULATED"**

## North By Northwest

Director *Alfred Hitchcock*/ Starring *Cary Grant, Eva Marie Saint, James Mason, Martin Landau, Leo G Carroll*/ Extras *Writer's commentary, Behind-the-scenes documentary, Production notes, trailers, Stills*/ Distributor *Warner Home Video*/ *£12.99*



**WHEN HE WASN'T** making creepy suspense thrillers, Alfred Hitchcock was busy crafting action-packed suspense thrillers and *North By Northwest* is the quintessential example. Cary Grant stars as the bewildered wrong man chased across America by spies who think he's a double agent, and by cops who think he's an assassin. It's thrilling entertainment full of legendary sequences like the crop duster attack and the nailbiting finale on Mount Rushmore. It's a clear influence on Kojima's use of grandiose set-pieces and camera work in *MGS2*.

GOTO: uk.playstation.com

■ *Kojima-san's full review will be on the Web site soon.*

*Psycho* (1960), *The Birds* (1963), *Frenzy* (1972), *North By Northwest* (1959) and *The Man Who Knew Too Much* (1955) are undoubtedly my top five Hitchcock films. But I confess I have not seen all of Hitchcock's work. The big question that readers of this column are probably asking is: "What do Hitchcock films have to do with *MGS*?" Worry not! *MGS* is definitely inspired by many of them. But which of Hitchcock's 55 films influenced *MGS* the most? *North By Northwest*.

*North By Northwest* is a classic chase thriller. It's also a typical Hitchcock film in which an ordinary man gets sucked into an extraordinary situation. But it's the compositional arrangement and the camera work in *North By Northwest* that are in the realms of God here – perfectly calculated. The first-person camera perspective, as seen in *Rear Window* (1954), is used very effectively here. And by making the audience's viewpoint the same as the fugitive's viewpoint, it allows you to relate to the main character tremendously.

For example, in the scene where Roger Thornhill (Cary Grant) hops on the train to Chicago, we only see the legs of the policemen on the platform who are searching for him. This is an example of the first-person camera. Like Thornhill, we don't get to see everything. We can tell from the uniforms and the guns that the men are policemen. But Thornhill can't look up (or else he will be spotted). So we aren't allowed to look up either.

The first-person technique is used again towards the end of the film when Thornhill infiltrates Vandamm's mansion. In one scene, he looks into the mansion from the balcony – a very tense moment. You'll notice that the camera does not shoot from *inside* the room. It shoots from Thornhill's perspective, looking *into* it. The camera doesn't enter the room, so neither can the audience.

It is Hitchcock's regular use of this first-person view that resembles one of the key features in *MGS*. Since the player can enter first-person view freely in *MGS*, it was difficult to direct certain scenes as I would have wished. However, having a first-person view does create this sense of unity between the player and the character, and this is essential to the tension of infiltration.

Hitchcock loves to use tourist sites and landmarks for the climax of his films. He's also especially fond of great heights. In *North By Northwest* the final battle takes place on the heads of the US presidents at Mount Rushmore. You can see something similar in *MGS*. In the first game the climax is on the head of Metal Gear REX. In *MGS2* the final duel takes place on top of Federal Hall (with a statue of George Washington at the bottom). I did not have *North By Northwest* in mind when designing my games. But now that I have watched the film over, I have noticed many unintended similarities.

The opening credits to *North By Northwest* are also worth a special mention. Diagonal lines suddenly appear on the screen, crossing each other before turning into the credits. Then you find out that the lines and the credits are actually part of the wall of a Manhattan skyscraper. What a cool opening title! Whether it's for a movie or a game, opening titles act as the door to that work. This door is extremely important. It must give the audience a glance of what lies beyond it and at the same time make the audience/player feel eager to enter. With *MGS2*, I initially wanted an interactive opening title. This had never been done before. For many reasons it wasn't possible in *MGS2*. But I really would like to create an interactive opening title sequence one of these days.

One final thought. When I think of Hitchcock, the Doris Day song *Que Sera Sera* from *The Man Who Knew Too Much* starts playing in my mind. When I was small, I was a very nervous child. In contrast, my mother was an optimist. Being the introvert I was, I never talked to my parents about my problems and worries. Even when I almost drowned in a river, I did not tell my mother. She could tell there was something wrong but did not ask me questions. She just started singing *Que Sera Sera*. As an adult, when I face problems, I sing that song.

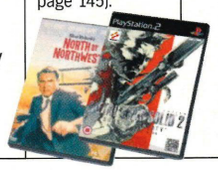
When I joined this industry, my office was in Kobe. After the great earthquake, we moved to Osaka. Then we moved to Tokyo to create *MGS*. I've been moving 'North by Northeast.' In which direction should I head now as the videogame industry descends into chaos?

Que Sera Sera / Whatever will be, will be / The future's not ours to see / Que Sera Sera… □

*Metal Gear Solid 2: Sons Of Liberty *and* North By Northwest *are available from game and DVD stores now.*

**WIN!**

To win a DVD copy of *North By Northwest* and a copy of *Metal Gear Solid 2* signed by Hideo Kojima, tell us which *Vertigo* actor begged for the role of Roger Thornhill: a) Henry Jones, b) James Stewart or c) Tim Helmore? Send your answers to: 'Drink, Mr Kaplan? Compo' either by post or to the usual email address. Normal rules apply (see page 145).



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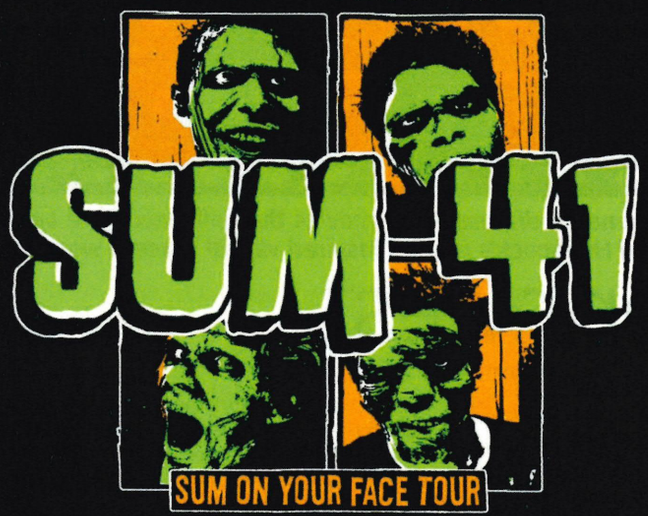


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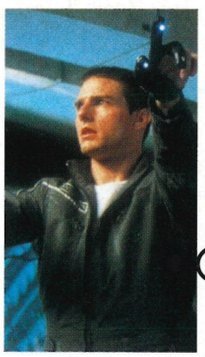
# dvd/music

## coming soon REGION 2

When a blind girl gets a cornea transplant she sees more than she bargained for in **The Eye** (27 Jan), the latest disturbing horror flick to come out of Japan... *And January ends in style when two classics finally get the Special Edition treatment. Clint Eastwood's elegaic Western* ***Unforgiven****, and the Tarantino-penned lovers-on-the-run romp* ***True Romance*** (27 Jan)

**WORLEY'S BIRD**
Sweet home Alabama in *True Romance*.



# dvd charts

## TOP 10 DVDs TO BUY

1. Minority Report
2. Scooby-Doo
3. Spider-Man
4. Austin Powers In Goldmember
5. About A Boy
6. Stuart Little 2
7. Star Wars: Episode II – Attack Of The Clones
8. The Lord Of The Rings: The Fellowship Of The Ring
9. Bend It Like Beckham
10. Ice Age

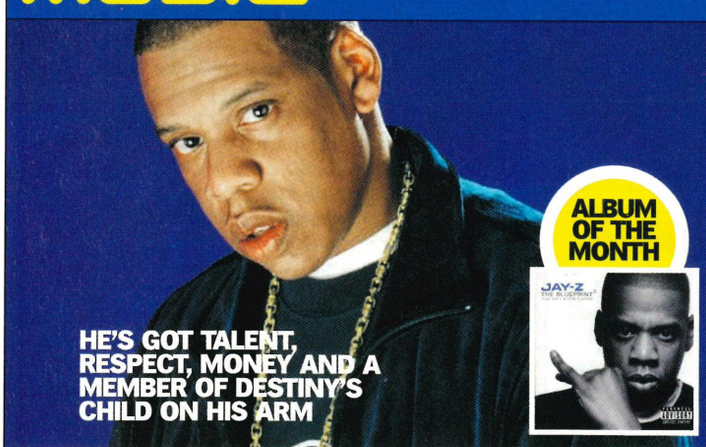
Charts courtesy of WHSmith, week ending 29 November WHSmith

**Minority Report**
After slaving over another director's sci-fi vision with *AI*, Spielberg creates his own, and with arguably greater success. Dark, tense and gripping stuff.

**Austin Powers In Goldmember**
It's questionable just how much longer Mike Myers' shagadelic spy can keep it up (behave!) but for now, and thanks to a great Michael Caine performance, Austin Powers' mojo is still irresistible.

# music

*Using the power of your PS2 with this month's best CDs.*




## Jay-Z **The Blueprint 2: The Gift & The Curse** (Roc-A-Fella)

**WHO?** Bar Eminem, the hottest property in hip-hop. He's got talent, respect, money and a member of Destiny's Child on his arm. But can he get away with releasing a portentously-titled double album?
**HIGHLIGHTS:** Able to command cameos from The Neptunes, Dre, Rakim, Timbaland, MOP and Beyonce, *The Blueprint 2* sounds like a 2002 hip-hop 'best of'. But it's Jay-Z's own hectoring style that lends the tracks instant authority.
**LOWLIGHTS:** Have you ever heard a totally consistent double album? And have you ever heard a good track with Lenny Kravitz on it?
**VERDICT:** Jay-Z overreaches himself at last, but forgive the hubris – there are enough outstanding cuts to make most rappers weep, and we can all use the skip button, right? **8/10**

## Sum 41 **Does This Look Infected?** (Mercury)

**WHO?** Spotty punksters, who here go some way to escaping the shadow of Blink 182 and all those other teen skate bands. Nice zombie chic, too.
**HIGHLIGHTS:** Make no bones about it, Sum 41 give good solo. With most tracks buggering off before the three-minute mark, their energy leaves you gasping.
**LOWLIGHTS:** Just once, could we be spared the comedy ska track or the song that sounds like Therapy? Apparently not. It's contractual.
**VERDICT:** The definitive teen pop metal album with all the pros and cons that implies. Almost as much fun to listen to as it must have been to make. **7/10**

## Ja Rule **The Last Temptation** (Murder Inc/Def Jam)

**WHO?** Still several rungs below Jay-Z on the rap ladder, but Ja Rule's clearly got his eyes on the main prize. Methods involve looking as much like Tupac as possible.
**HIGHLIGHTS:** Producer Irv Gotti has got his ruff-but-smooth rap sound down pat, and full marks for exhuming Bobby Brown's career with *Thug Lovin'*.
**LOWLIGHTS:** Ja Rule can't decide whether he's a lover or a fighter, so too often ends up sounding lost and foolish. And enough with the *Sesame Street* voice!
**VERDICT:** This is thoroughly slick but only occasionally inspired. If hip-hop had an equivalent of Radio 2, Ja Rule would be on constant rotation. **6/10**

## Ladytron **Light & Magic** (Invicta Hi-Fi/Telstar)

**WHO?** Four uniformed automatons peddling Sinclair Spectrum beats and ice cold Numanesque electro-pop, occasionally sung in Bulgarian.
**HIGHLIGHTS:** You say electroclash, they say classy, cinematic synth pop. And who could resist the invitation of dirty robot sex implicit in *Flicking Your Switch*?
**LOWLIGHTS:** Songs like *Cracked LCD* are painfully self-conscious. It's a tad bleak, even for those who can take several Depeche Mode albums in one sitting.
**VERDICT:** Sounds like the lost soundtrack to *Tron*. Apt, seeing as Ladytron recently composed new music to accompany that very movie. Clinical, but cool. **7/10**

## ALSO RELEASED THIS MONTH

**Darius** *Dive In* (Mercury)
**Mariah Carey** *Charm Bracelet* (Mercury)
**Banda Black Rio** *Rebirth* (Mr Bongo)
**The Majesticons** *Beauty Party* (Big Dada)
**Erasure** *Other People's Songs* (Mute)

## ON THE *OPS2* STEREO

**New Order** *Retro* (London)
**Money Mark** *Push The Button* (Mo'Wax)
**Various Artists** *Digital Disco* (Force Inc)
**Missy Elliott** *Under Construction* (Elektra)
**Jay-Z** *The Blueprint 2* (Roc-A-Fella)

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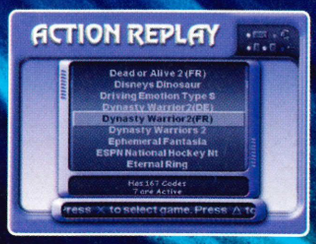


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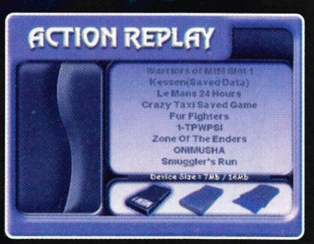


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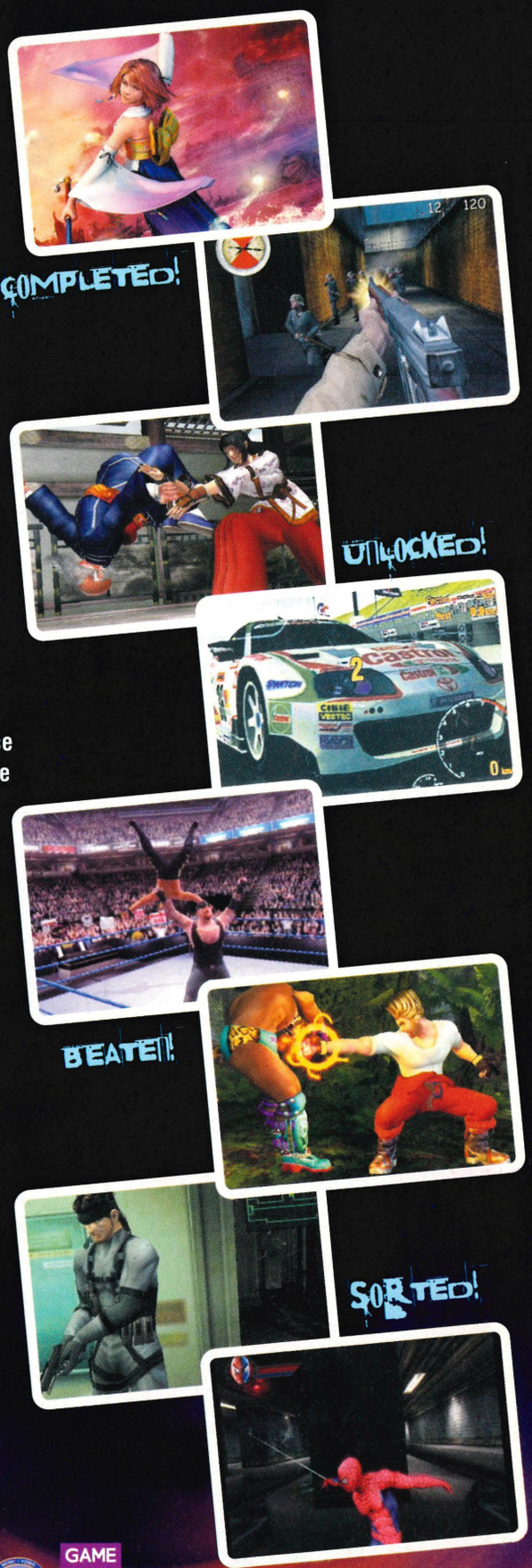


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†Includes cheat codes available from www.codejunkies.com. Actual appearance may vary. This product is not sponsored, endorsed or approved by Sony.

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# HARDCORE

## Tips, tricks, cheats and challenges courtesy of Official Tips Mag!

Violence. It's a mug's game... unless it's in our *GTA: Vice City* full guide and walkthrough, in which case it's a right laugh. And dead useful, too. Same goes for 'the knowledge' on how to survive your *Getaway* shenanigans, while our *Rocky* tips are punch-packed with all the tactics you need to throw that vicious blow. Yo' Momma ain't gonna like it!

Andy Dyer, Official Tips Daddy

### IN HARDCORE THIS MONTH


116 ..... GRAND THEFT AUTO: VICE CITY ..... TIPS
118 ..... GRAND THEFT AUTO: VICE CITY ..... GUIDE
120 ..... THE GETAWAY ..... TIPS
120 ..... RESIDENT EVIL CODE: VERONICA X ..... FAQ
120 ..... ROCKY ..... TIPS
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■ YOU WANT MORE? There's a whole magazine of tips on the shelves now!

WALKTHROUGH

# GRAND THEFT AUTO: VICE CITY

*Fancy completing the Protection Ring Asset and taking those first faltering steps to city-wide domination? Then read on...*

## DRIVE TIME

***Yup! The car's the star in this little jaunt through the nuances and subtleties of Vice City's cars, roads and bikes.***

**TAKING THE CORNERS**

Every hard corner (90˚ plus) will be tough to take at top speed, but if you must, don't decelerate, just handbrake turn. Hold the handbrake until you're almost spun in the direction you need to go, take your finger off for a brief second to kick your acceleration back in and then re-apply it if you need to correct and overturn.

**SPIN-OUTS**

Getting slammed from the side while travelling at speed is a sure-fire way to have the car spin out from under you, but you can combat it so it stops quickly. Push the steering wheel in the direction opposite to the spin, force the accelerator as far as it'll go and combine the handbrake. The car will probably oversteer in the direction you're pressing. If it does, just reverse the process to combat that.

**BIKES**

The best thing about bikes is their durability. Pummel them endlessly and they'll only take minimal damage. Get extra distance on a jump by pulling back on the stick and wheelieing into it. It's also good to use the wheelie to land a long jump, whereas pushing forward on the stick will give you more control on landing a shorter jump.

**GRAND THEFT AUTO: VICE CITY**

- PLAYERS **1**
- MEMORY CARD SPACE **1,888KB**
- DIFFICULTY **AVERAGE**
- COMPLETION TIME **TWO WEEKS**
- REVIEWED ***OPS2*#25**

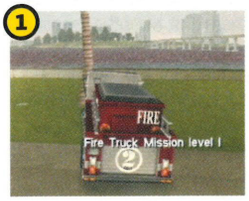
**VERDICT**

**"This is undeniably the best thing ever to come out of the Eighties. It's one of the greatest console games ever."**

| | | | |
|---|---|---|---|
| Graphics | 09 | Overall | 10 |
| Sound | 10 | | |
| Gameplay | 09 | | |
| Life span | 10 | | |

# BONUS MISSIONS

***How to make the most out of all those tricky vehicle missions.***

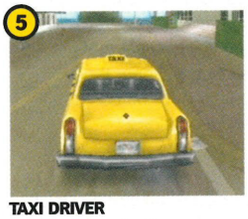



**FIREFIGHTER**
Twelve missions of flaming madness. Search out the burning car and put it out with the hose using ◎.
Reward: Never again will you be set aflame out of a car

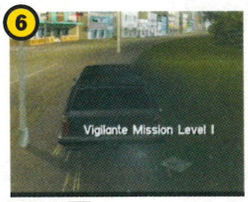
**PIZZA DELIVERY**
Ten missions where you have to deliver a piping-hot pizza super quick to all those needy, hungry people.
Reward: 150 maximum health

**PARAMEDIC**
Rescue the lame and deliver them to the hospital. Keep the run as steady as possible or you'll jolt the poor buggers' health down.
Reward: Infinite sprint ability

**ICE CREAM**
Get in your Mr Whoopee vehicle and deliver the ice cream to the poor people who are over-heating on the baking hot city streets. Reward: Points



**TAXI DRIVER**
Not the Robert De Niro style. This one picks up fares and delivers them in a set amount of time.
Reward: Extra suspension when you're driving taxis




**VIGILANTE**
Using a variety of law-enforcement vehicles, you too can take on the city's criminal element.
Reward: 150 maximum armour

# WEAPONS

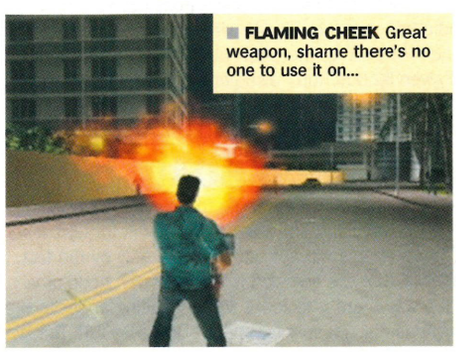
***Vice City offers more uses for your weapons than any other GTA game before it. So if you wanna get gun happy, you better pay attention, punk!***

**ACCURACY**
You can point where you want the bullet to go – the Sniper Rifle can take the head off a mosquito at 200 yards. Pressing the R1 button to target automatically will, in some instances, slip into a weapon's First-Person mode – so you can do damage to heads, car tyres, even police vehicles. We love shooting through the car windshields; a good shot will take a cop's head off while he's still driving. If you're accurate, you can use the momentum of the car to wipe out a bunch of innocent bystanders. Classy and fun.

**CARS AS WEAPONS**
You can jump from a moving vehicle. Not only does this allow you to bail on a damaged motor, but you can turn it into a flaming missile of destruction. Aim the near-dead car at a target and get up to full speed a few seconds before impact. Bail, and the car will sail gloriously on, taking the target straight to hell.

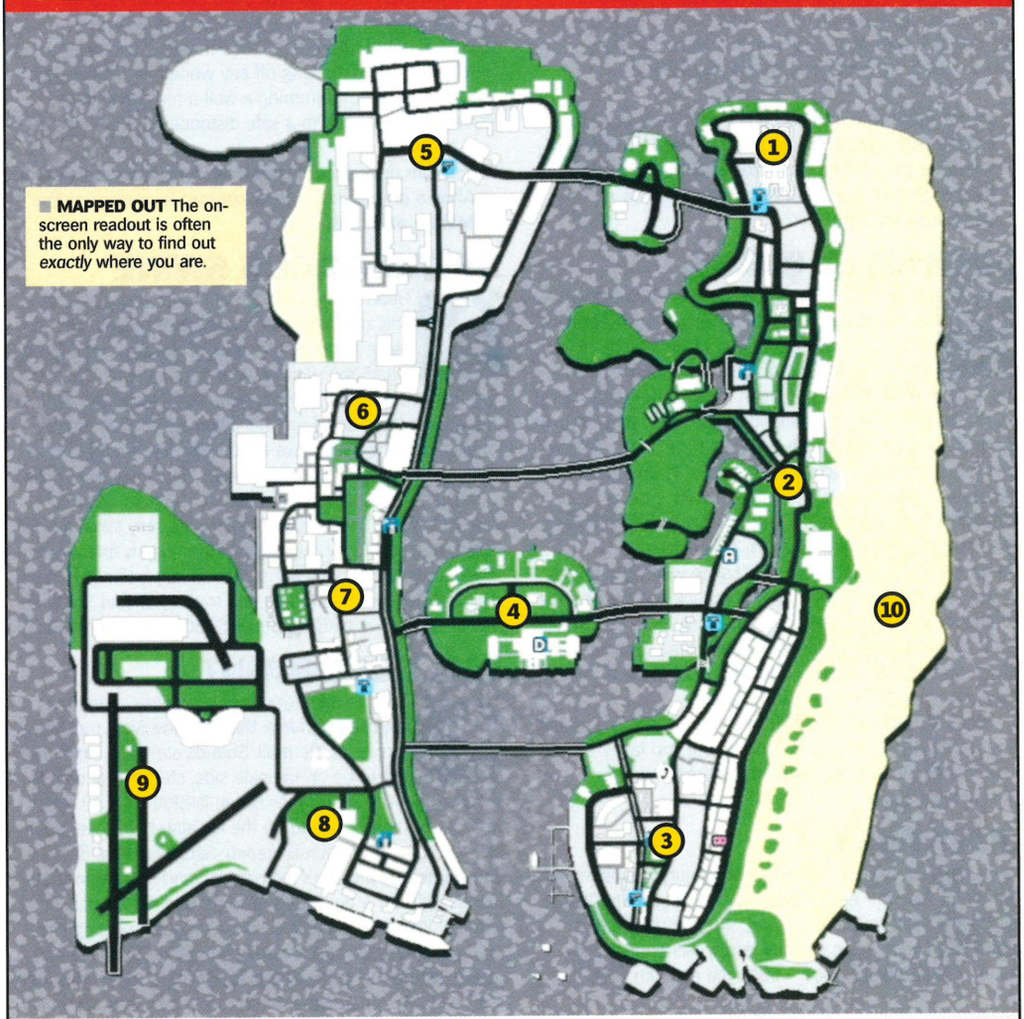
**DRIVE-BYS**
In true gangster style, you can get behind the wheel and kill bystanders with badly placed bullets. Slow down before selecting R2 or L2 and hitting ◎. Don't do it at full speed as the bullets are likely to miss the target. It can be best to do this in a slow-moving gas-guzzler, just to make sure you can reign it in.

**AIMING**
The auto-aim can be your best friend in a crowd of folk. Combine this with a shotgun and you'll be knocking people off their feet left, right and centre. Use R1 to target, fire once then press R1 once again to re-target. It's as simple as that, but oh-so-effective when you know how.



**FLAMING CHEEK** Great weapon, shame there's no one to use it on...

# GENERAL LAYOUT




**MAPPED OUT** The on-screen readout is often the only way to find out *exactly* where you are.

1 The Northern end of the island is called Vice Point. It's the more affluent area of town, where the majority of speedy roadster type cars can be found. In it you can find Vice Point Mall.

2 Drive south almost half way and you'll eventually reach Washington beach. The middle belt contains a hardware store, a Spray And Pay and the lawyer's office. The police station is also situated here, bang in the middle of the map.

3 Further South is Ocean Beach. It's got another Spray And Pay, a gun shop and the hospital where you'll recover from the severe police beatings you receive. It also contains the area where you'll save the game, on the eastern strip of road.

4 When the mainland opens up, you can cross over via one of the three bridges. The bottom lump of land is Starfish Island. The middle section is Leafy Links and the top one is Prawn Island.

5 On the mainland, the Northern Section is known as Downtown. It has, at the very north west, a stadium and a helipad. There's an Ammunation quite near the top as well, which is useful.

6 Just over the third way mark southward is Little Haiti, which is home to another Pay And Spray.

7 The mid-southern belt of the land is Little Havana, home to the Screw This tool shop, and also home to the Cuban gangsters. The police station is also there, and is situated on the east coast.

8 The Southern tip of the land is the industrial area, with another Pay And Spray.

9 The western spur of the land has the Escobar Airport and the Military Base.

10 The stretch of beach on the east of the map will take you from the tip to the end and vice versa in ultra-fast time (in an off road vehicle).

## IN THE BEGINNING

Get in the car provided and drive to the hotel. Walk in the front door and save, then go to the pink marker to start your glittering career as a crimelord. Enjoy this moment while you can because from here on in things are going to get really hairy. At this point, it's a good idea to take some time out and get used to your surroundings and the controls; you might even like to deal out some beatings.

## AN OLD FRIEND

Next stop is the seedy office of a two-bit lawyer called Rosenberg. Be warned: he's a man of far too many words – and he seems to be in a panic about something.

## THE PARTY

After his deranged wibblings have finally ceased, head to Rafael's as fast as you can to pick up some hip threads. In your new suit, steal the tasty-looking BIKE that some fool leaves unattended, and get to the party. You'll get a quick introduction to some colourful characters, then you get the enviable task of escorting Mercedes to the Pole Position club. It's very close by – an easy $100.

- **Street outfit (the one you start with) delivered to safehouse(s) and soiree outfit delivered to Rafael's**
- **The little house icon indicates that the strip club here is available for you to buy and use as a safehouse later on**

## BACKALLEY BRAWL

Back to Rosenberg's office, and the next lead is a 'limey' music industry guy called Kent Paul, who can usually be found at the Malibu. You can't miss it, it's the pinkest building in the world. Follow his advice and head for the chef of the hotel on Ocean Drive. He's standing in a little back alley, so beat the crap out of him with ◎ and nick his PHONE. You are a criminal after all. That's not the end of it, though. Lance comes up and presents himself as an ally – better trust him for now, since there's a load of angry chefs after yo' ass. Stopping to try and kill them only risks getting damaged yourself, so sprint after Lance with ⊗ and get in the cool INFERNUS with him. Go check out the Ammo-Nation store and remember, you can only hold *one* of each of the eight weapon types at any time. One kind of pistol, one kind of shotgun, and so on. Get back to the hotel for a sweet $200 mission reward.

Once in the hotel, you'll get a call on the stolen mobile. Could this be another lead? Hmmm… If you fancy it, you can change clothes in your room before leaving for Rosenberg's again.

## JURY FURY

You have to intimidate some jury members as a favour – easy peasy. Pick up the HAMMER and head to the first target. You can do them in either order: the pink arrow will appear over a lone car in one instance – trash the car with your hammer until a cut-scene begins to play – and over the juror himself in the other.

We trashed his car, then threatened him by pointing a gun at him. He panicked, ran to his car, then the cut-scene automatically kicked in (presumably when he realised his vehicle was knackered) and we earned our $400.

You'll now get a call from your concerned boss, checking on your progress.

**I SMELL BACON** Interesting acronym there, don't you think? P... I... hmmmm...

- **Get to the payphone next to the mall in Washington for a phone call.**

## RIOT

Another favour, another distraction from the business at hand. Pah. Well, best get Avery Carrington's problems sorted. For the second time, Rafael's will kit you out in appropriate garb – workers' overalls this time (what a great place Rafael's is). You need to head to the strike, which is right next to the bridge, and start fighting with at least four other workers to get a riot going.

Once everyone's fighting, there are three vans to destroy. Two are easy – a single shot to the nearby explosive barrel takes them out. The other is trickier – we'd recommend shaking off any workers attacking you, then getting in and ramming a wall a few times before getting out and back to a safe distance. $1,000 is yours.

- **You can now accept missions from Avery Carrington**
- **After a phone call, a new contact is opened at the Marina at Ocean Beach**

## TREACHEROUS SWINE

Head to the new contact area, at the Marina. This now replaces Rosenberg's office as the place to go for plot-related missions. And guess what? Your first assassination already. Oh, and get this, you're given a CHAINSAW. Gonzales is the hapless target, and it's a simple matter finding his hotel. After a short cut-scene you'll have to run after the fat fool with two of his bodyguards on your arse. You run slower while holding the chainsaw, so unequip it and hold ⊗ for a burst of speed, then equip it again – he only takes a brief slash. Deal with the bodyguards, then quickly find a car to escape the police, who are suddenly very interested in you. This is where you get introduced to the Pay And Spray, so nip in and heave a sigh of relief. $250, thanks very much.

## MALL SHOOTOUT

Tapir snout, anyone? Er… anyway… another favour to perform, this time involving meeting a courier at the mall. Sounds simple enough. But just to be on the safe side, stop by the nearby Ammo Nation first and pick up an INGRAM MAC10. When you get to the mall, head up the escalators to meet your contact who is, of course, French. Sadly, the deal is interrupted by a load of gendarmes, and he scarpers. He heads right for a nippy little bike around the corner – if you so desired, you could destroy it before meeting him and cut off his escape route. If you decide to chase him down, ignore the other bike placed temptingly in your path and carjack something a bit sturdier – at this stage bikes are too difficult to control – you want to just stomp him. Do whatever it takes to kill him. Knock him off then just reverse over him, pull up alongside and blast him with the Ingram then pick up the GUIDANCE CHIPS and burn rubber back to the Marina for your $500 reward.

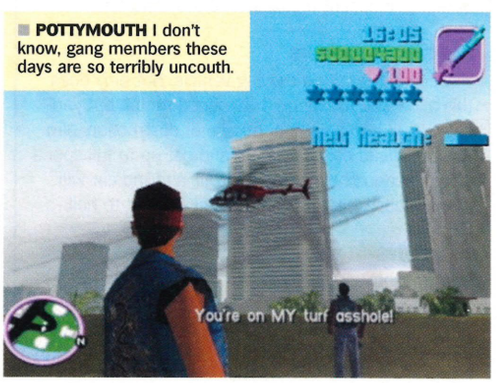
## GUARDIAN ANGELS

On your way to the Marina, you are told there's a nice bit of hardware secreted away in a multistorey car park, and it's got your name on it. When you get there, you'll find both the RUGER ASSAULT RIFLE and – yes! – Lance. Next stop is the back alley where a deal is taking place, and you and Lance take point. Several cars full of Cubans will arrive, so let rip with the Ruger. Don't forget that it's L1 to aim, not R1. Run down the steps to make life easier, and to be closer to the biker. Ah yes, the biker. After killing all the Cubans – without letting either Martino Diaz or Lance die, of course – two guys on Sanchez bikes nip in and steal the money. Diaz kills one of them, but the other escapes, so run up and get the bloodied bike and give chase. You have to be quick, though. If you let him get through the initial alleyways, you'll fail the mission. Keep up with him, firing with whatever Uzi-equivalent weapon you've got, until you kill him. Pick up the suitcase and return it to Diaz for his undying gratitude and $1,000.

## THE CHASE

You've got a new boss in the form of Diaz – follow the D on your map to Starfish Island and his palatial estate. Someone's screwing him out of 3% and it's up to you to find out where the cash is stashed. Follow the pink marker, pilfering Diaz's INFERNUS if the whim takes you, until you reach the thief's apartment block. Check his window when prompted, then run after him to the roof. It's a good idea to scout this route out before activating the last checkpoint so that you know where all the ramps and planks are, but this is entirely optional.

There's a puny FAGGIO SCOOTER waiting for you at the end – sadly, you can't park a fast car here in advance because when you get back to this spot it will have disappeared. Basically, he runs across the rooftops, stopping to detonate some barrels about three quarters of the way along (tread carefully to avoid being set on fire). He then jumps off the end, gets in his BF Injection and you need to chase him all the way to a big house in Prawn Island. Stay far enough back so that you're out of range of his rifle, but don't lose track of him. All you have to do is wait until he runs inside, you'll then pick up your $1,000. Another job successfully completed and another very happy boss.




**POTTYMOUTH** I don't know, gang members these days are so terribly uncouth.

## PHNOM PENH '86

Despite the confusing name, this mission is pretty straightforward, and a hell of a lot of fun. Lance flies a CHOPPER, you hang out of the side and machine-gun gangsters around their sunny villas. You'll take on little groups of them one at a time, and neither ammo nor the 'copter's health should run out. Once you've cleared enough of them out, you'll have to run in on foot and take out half a dozen or so more hoodlums – not a challenge with that beast of a gun. Run to the roof, pick up the CASH and you'll be airlifted out and given $2,000. You'll also get a call from the Colonel asking for help and, intriguingly, a storm warning stating that the bridges to the mainland are now open.

## THE FASTEST BOAT

Diaz wants you to go to the newly opened mainland and steal a powerboat for him. It's a simple mission, complicated only by the fact that the boatyard is crawling with hoodlums. On the way there, check out a little building opposite the enormous docked ship for some BODY ARMOUR. The best way to deal with these punks is to drive straight in,

hopefully running one or two of them down, then dive out and run into the building in the middle. There are three lairy workers with various tools in there who'll have a pop, but killing them increases your wanted rating – it's your call. Activate the switch by walking up to the pink object, which lowers the boat into the water and activates a load more hoodlums who run in towards you. Now you've got a machine gun, you can pretty much just hold down ◎ and take them all down with minimum aiming. Get in the POWERBOAT and head straight for the marker – it's very close. Whatever wanted rating you have when you reach it will disappear. A pretty easy $4,000.

## SUPPLY & DEMAND

Great mission, this one. Again it's from Diaz, and again it involves that powerboat. First, you need to race four other boats to a yacht to make a deal. Instead of following the others around to the right of the island, which leads into a series of tricky, tight turns, head around to the left and cut back in, saving time and trouble. After you get to the yacht, Lance takes over the controls and you have to defend your boat from the others who are now chasing you. First, destroy the boats behind you, then the helicopter above, then the gunmen on the jetty (who are foolishly loitering around explosive barrels) and last, but not least, one more boat ahead of you to complete Diaz's last mission and receive a whopping $10,000.

- **Tracksuit outfit delivered to Jackspot in Downtown**
- **Encouraging, non-specific phone call from Lance**

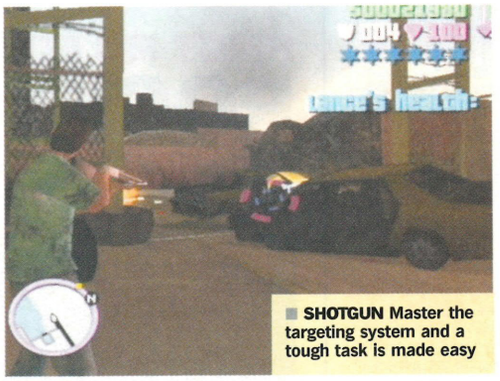
## SIR, YES SIR!

It's time to go back to Colonel Cortez in the Marina. He wants yet another favour. Tsk. Excitingly, though, it's to 'acquire' a piece of military hardware. A TANK, in fact. A tank that's part of a military convoy who will kick your arse if you look at them funny. Clearly, lateral thinking is required here. You can't just run up and get in the tank because the game tells you that you have to lure the occupants out first. Parking a car in front of the convoy doesn't work – a soldier just drives it out of the way and, as you can imagine, trying to outgun them is foolhardy. You have to distract the soldiers, and the best way to do that is to run over them, then run away extremely fast. Stay clear of the tank and take the soldiers out carefully – they pack a solid punch, more than enough to knacker most vehicles in seconds. Commandeering one of the PATRIOTS can only help, but the ultimate goal is to get right up close to the RHINO TANK unmolested, target and kill the soldiers, then get in and drive off. An automatic self-destruct sequence is initiated, but the lockup you're aiming at is only a couple of streets away, so you've got plenty of time to play around with your new toy. Drive it into the garage, get out and $2,000 is yours.

- **Phone call from Paul. New missions in Malibu**

## DEATH ROW

Paul is your new employer, and he's got a doozy for ya. Diaz has kidnapped Lance and is torturing him at the junkyard. Time is of the essence in this tough mission, so you'll need a fast car – an Infernus, or a Cheetah or similar. We also strongly recommend picking up some BODY ARMOUR from the Ammo Nation at the south end of the island. When you leave the Malibu, take the road left, and keep going until you get to a right-angle left turn. This will take you over the bridge almost all the way there, and it doesn't matter if you take some prangs on the way – in fact, it's preferable. You'll face a barricade at the junkyard gate. If you're car is spewing smoke when they start firing, there's a good chance it will catch fire – you can roll out of the way with Ⓐ as it ploughs into their cars, causing mass destruction and saving you the bother of killing the first few guys yourself. However, this manoeuvre is rather difficult to engineer. A more sure-fire method is to pull into



**SHOTGUN** Master the targeting system and a tough task is made easy

the road on the left-hand side, just before the barricade, and snipe the cars they're hiding behind until they explode. The shotgun is highly recommended for the junkyard itself – it targets the nearest threat with R1 and one shot will guarantee a kill. Run towards the yellow marker, tapping R1 to continually re-target goons, until you reach LANCE. He's in the shack at the end with three guards, so make sure you don't shoot him. All that remains is to activate his little cut-scene, run around to the left, get in the SENTINEL and speed along to the hospital – trying to avoid being rammed off the road by Diaz's men in nippy sports cars. The hardest mission yet, and no reward.

- **Cortez calls and is in need of your help to sort the French out**
- **You can now do one last Diaz-related mission, as well as Cortez's stuff**

## RUB OUT

Ricardo Diaz killed Lance's brother, then kidnapped Lance himself and tortured him. Time for some payback. You may have noticed that, after the last mission, Diaz's mansion appeared again as a mission point. This time, you won't be doing his dirty work, you'll be cleaning up. After kitting yourselves out with some new toys, it's a pretty simple matter to work your way around the front, then side of the mansion, through the maze to the interior and on to the final showdown by his office. Move slowly through the mission, using L1 to make sure you see what's coming up ahead. The machine gun you have is very accurate, but there's a risk of running out of ammo. Diaz himself is an easy target – you can get him long-range with the Ingram; just press R1 and hold down ◎. For this easy mission, you get a staggering $50,000 – plus his house! Nice.

- **Obtain Diaz's mansion on Starfish Island**
- **Paul calls. He wants you to visit his recording studio (Love Fist icon appears on map)**
- **Sonny calls. He's keeping an eye on you**

## SHAKEDOWN

Simply walk forward to start this, the first mission of your official bid to take over the city. It seems simple in theory – within a five-minute time span, drive to the mall and smash the windows of five stores, convincing them of the necessity of your protection. Getting to the mall isn't a problem – it takes roughly a minute and a half – but once inside, there are a hell of a lot of windows to smash on two different levels, and it can be disorientating. The more you smash, the more likely it is that you'll attract the attention of a cop, and risk getting busted. Cunningly, one of the stores here has a change of CLOTHING for you, which will shake them off your tail if they get too meddlesome. It's not fool proof, though. If you've got a particularly high wanted rating and there are multiple cops right on you, they'll see you change your clothes and won't be fooled. Any weapon will do to destroy the windows, but make sure you smash them all – you'll know when you have, because the shopkeeper will make some pithy comment. As any of you who have played *GTAIII* will know, the best weapon of all is a car, and – wouldn't you just know it – there's an Infernus display model situated at the top-right of the ground floor. Use this car to either ram raid or, even better, use in conjunction with your Uzi/Ingram to drive-by the windows. It's a hell of a lot quicker than Shanks' pony, but it obviously can't make it up the escalators. You can use the car, you can use grenades to get multiple windows at once, but the simplest way is just to use the machine gun, target the book and jewellery stores from long range, run up and spray Vinyl Frontier, get the top floor of Gash and lastly, the Tarbrush Cafe. You get a modest $2,000 for finishing within the limit, and don't worry – your wanted rating will disappear.

- **You can now buy other properties by pressing L1 at the special house icon**
- **Carrington calls to encourage you to explore the real estate market**

## BAR BRAWL

Compared to the last three missions, this one is terribly easy. A bar is apparently being protected by a gang of thugs and doesn't need you. Time to take care of business. Get in the Sentinel (not the Infernus as it's only a two-seater and you've got two mates with you) and drive up to the first checkpoint. It's a classic drive-by set up, so cruise slowly past the marked men and pump them full of lead.

You now have five minutes to get the rest of the gang, so go to their nearby headquarters. You can drive straight into the little yard area, but it's less messy to get out and just use a shotgun to keep targeting and killing them. Two bikers get away and trash your ride, so jack the nearest car and give chase. Run them down a couple of times each, and that's that. Only $4,000, though.

- **Lance calls you up and complains that you haven't been treating him right. Looks like he's getting rather greedy...**

## COP LAND

There are three distinct stages to this mission. First, get in the Sentinel and drive to the lockup (it's marked on your map). You need to lure two policemen in here and get their UNIFORMS – as luck would have it, every car holds two cops. Troll around until you find a patrol car then fire a few bullets at it until it follows you. Drive straight into the lockup and it should follow, activating the cut-scene. Sometimes the cops mill around uselessly for a bit, but it shouldn't be too hard to get two of them – make sure nothing is impeding the door to the lockup.

Once you're in uniform, get the SQUAD CARS from around the corner, and drive very slowly and carefully to the door closest to the Tarbrush Cafe. Park it immediately outside the door, so it's facing the road. Trust us, you'll need it. If you like, you can – at this stage – practise the shortest, quickest route back to your estate. It will take some time, but may well be worth it.

Once you're ready, wander in and arm the bomb by walking into the marker, then sprint out as quickly as possible and get back to the car. Drive back to your pad as quickly as possible – with your high wanted rating, all kinds of law enforcement agencies will be after you, trying to force you off the road.

Keep a cool head, steer carefully and if your car is set on fire, jump into one of theirs – but don't drive off without Lance! Take the same route back that you used to get to the mall – it has very few tricky corners, which can often slow you down and leave you open to a good ramming from the cops. Run into the marker by your front door, and that's the Protection Ring Asset complete!

- **The Vercetti estate now generates daily revenue that you can pick up**
- **The cop outfit is now available**
- **Lance calls up, warns you not to patronise him like his brother used to**

The guide to the remaining Vice City missions follows next month.

LIFE-SAVING TIPS

# THE GETAWAY

*Your bird's dead, your son's been abducted and going straight is no longer an option. Welcome to London's gangland.*

**WALL DODGE** Strafe out and aim horizontally at your target.

## TOP TIPS

**Your guide to surviving the *Getaway* onslaught.**

### GET BACK-UP

Weirdly, the police can actually be useful to you. If you're engaged in an almighty gunfight and the police arrive, keep out of the way and they might actually take a few bad guys out for you. If the cops are diverting attention from you it can only be good.

### RUN AWAY

If you get shot up badly, run away to a quiet area and lean against a wall to recover energy. The bad guys rarely follow out to an already cleared area. Always lean on a wall so that you're facing in the direction of any potential trouble, though.

### CASE THE JOINT

Often, trouble won't kick off until enemies realise you're packing heat. So keep your guns safely holstered and get to know an area before you take on the mission. That way you'll learn the layout and find out where the best hiding places are.

## FIGHT A GOOD FIGHT

**It's war on the streets of London. Fight smart.**

### KEEP YOUR DISTANCE

The key to success in a combat situation is taking the enemy out from a distance. If they get close, they'll pistol whip you and this takes you down much quicker than a volley of bullets. If you do get taken out with the butt of a gun, make a mental note of where that enemy came from and next time you can take him out from a safe distance.

### THROUGH THE WINDOW

Enemies in a room won't generally attack you until you enter that room. So, if there are windows or glass walls in a room, position yourself so that your gun is trained right on the enemy, then let fly so that your first few shots take out the window and the next couple take out the bad guy.

### HUMAN SHIELDS

Enter a public place with a gun and civilians go mental. You can use them as human shields but it's not always useful. Instead, stand in among the fools and concentrate on targeting enemies. Better to efficiently take out the bad guys (while allowing the public to take the occasional bullet for you) than take a hostage and draw attention to yourself.

## FAQs

***We reveal how to get past those hair-pulling stumbling blocks.***

### RESIDENT EVIL CODE: VERONICA X

QUESTION: **Help! I keep dying! There are these freaky zombie things around the Military Training Facility that get me every single time!**

We presume you're playing as Claire, since Chris only encounters a single Bandersnatch – of whom you undoubtedly speak. They are fast and deadly, and the key to killing them is to use any kind of ammo that is fire- or acid-based. Regular ammo is all but useless, sadly. It will take an average of four to six shotgun blasts to finish one off, or two to three grenade rounds.

QUESTION: **I'm stuck on the bit in where (as Claire) I'm fighting Nosferatu – he keeps poisoning me!**

A deadly adversary indeed. Nosferatu's spores are tiresomely virulent, and he may also try to push you off the roof. Tsk. Equip the sniper rifle and aim directly for his evil heart – seven bullets will see him taking a permanent dirt nap. If, for some reason, you need to get up close and personal, the humble knife is also surprisingly effective when aimed at his heart. Is it redundant to stress the usefulness of antidote herbs?

QUESTION: **I can't kill Tyrant Steve! What am I doing wrong?**

Well, simply put, your mistake lies in the fact that you're trying to kill Tyrant Steve. You'll find life a lot easier if you simply run like a great big cowardly chicken in the opposite direction, healing when and if he clobbers you.

FIRST AID FOR FIGHTERS

# ROCKY

*Adrienne! Adrienne... She's never there when you need her. Don't worry, we're here to dab your cuts instead.*

**POPOV** Even Ivan Drago can't resist squeezing one out.

## GENERAL TIPS

**Heavyweight boxing isn't all about sheer power and saying 'Arry' in a dumb voice y'know. There are important tactics to learn. Allow us to fill you in...**

- Stay away from the corners as much as possible.
- Vary your fight distance. Swap between outfighting (far) and infighting (close).
- Use jabs and straights for outfighting and hooks, and uppercuts for infighting.
- Use your jab to find your range.
- Keep an eye on your punch strength. Don't waste your punches or you'll get tired.
- Use powerful combinations to stun your opponent and then finish him with a Super Punch.
- Use taunts to regain health and punch power.
- Keep moving! Make yourself difficult to hit at all times.
- Learn to counter punch – dodge and hit.
- Don't punch yourself out too early, unless you plan to go the distance and win on points.
- Know your boxer's strengths and weaknesses, and play to them.
- Don't forget to use classic quotes from the film. It all adds to the atmosphere.

## SUPER PUNCHES

**Super Punches are activated by tapping R1 then pressing the relevant punch button. The easiest way to pull off the moves is to press the sequence with a one-two rhythm. Super Punches are very powerful and are best used when your opponent is stunned (shown by a ring of blue stars). The number displayed after the description indicates the amount of damage your opponent will receive.**

### ROCKY BALBOA 1-5

R1, △ Super Head Right Uppercut (35)
R1, ⊗ Super Body Left Shovel Hook (26)

### APOLLO CREED 1-2

R1, □ Super Head Windmill Punch (23)
R1, ○ Super Right Body Hook (23)

### CLUBBER LANG

R1, □ Super Head Left Hook (27)
R1, △ Super Head Right Hook (27)

### IVAN DRAGO

R1, △ Super Body Hook, Overhand Right (45)
R1, ⊗ Super Left Body Rising Hook (29)

### TOMMY GUNN

R1, △ Super Head Butt (14)
R1, ○ Super Right Body, Left Uppercut (42)

### RANDY RATE

R1, □ Super Left Jab (14)
R1, △ Super Right Jab (14)

### JACK REID

R1, △ Super Head Right Hook (24)
R1, ⊗ Super Body Left Shovel Hook (24)

### BOB CRAY

R1, △ Super Head Right Hook (29)
R1, □ Super head Left hook (29)

### SPIDER RICO

R1, □ Super Head Left Jab (16)
R1, △ Super right jab (16)

### DIPPER BROWN

R1, ⊗ Super Left Body Rising Hook (27)
R1, △ Super Right Uppercut 2 (27)

### ERNIE ROMAN

R1, △ Super Head Right Uppercut (38)
R1, □ Super Head Left Hook (29)

### MAC LEE GREEN

R1, △ Super Right Jab (20)
R1, ○ Super Right Body Hook 2 (23)

### BUDDY SHAW

R1, □ Super Head Left Jab (17)
R1, △ Super Right Jab (17)

### BILLY SNOW

R1, △ Super Right 1-2 (39)
R1, ⊗ Super Body Left Shovel Hook 2 (25)

### BIG YANK BALL

R1, △ Super Head Butt (15)
R1, ○ Super Right Body Hook 2 (29)

### JOE CHAN

R1, △ Super Right Jab (15)
R1, ⊗ Super Left Body Straight (17)

### VITO SOTO

R1, ⊗ Super Body Left Shovel Hook (21)
R1, △ Super Lunge Right Hook (21)

### BIG CHUCK SMITH

R1, △ Super Head Right Uppercut (37)
R1, □ Super Left Uppercut 2 (27)

### BURT JUDGE

R1, △ Super Right Uppercut 2 (29)
R1, ○ Super Right Body, Left Uppercut (45)

### JOE CZAK

R1, □ Super Head Left Hook (22)
R1, ○ Super Right Body Hook (22)

### KOFI LANGTON

R1, □ Super Head Left Jab (15)
R1, △ Super Right Uppercut 2 (17)

### TIM SIMMS

R1, △ Super Head Right Hook (26)
R1, ⊗ Super Body Left Shovel Hook 2 (26)

### UNION CANE

R1, △ Super Body Hook, Overhand Right (33)
R1, ○ Super Right Body Uppercut 2 (22)

### THE ROCKY STATUE

R1, △ Super Head Right Uppercut (35)
R1, ⊗ Super Body Left Shovel

CHEETAH!

# TIGER WOODS PGA TOUR 2003

*Now you can be Tiger – just without the £500,000 an hour.*

Before you enter Tiger's Challenge, you'll need some practice. Use Practice mode, or play some of the Scenarios, and earn while you learn.

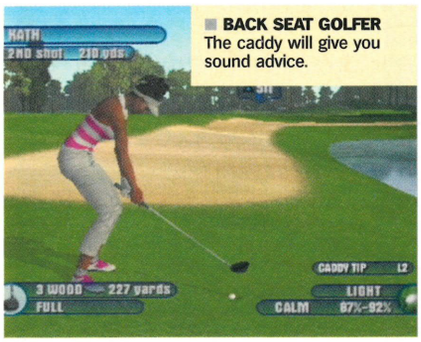
## CLUBS

There are four types of shots available. Full shots are the most powerful and, depending on your player's ability, will travel a long way. You can also use a power shot to make the ball go even further. If you want the shot to be more gentle, pull the club back slowly and only halfway.

An approach shot is a medium-strength shot which will roll the ball about 60 yards. The flop shot will send the ball in a high arc – good for getting you out of a sand trap or for clearing obstacles. A punch shot is a low-arc shot, which spends little time in the air and isn't affected by wind as much as a full shot might be.

## LIE

Look at the bottom-right corner of the screen before taking a shot. This shows the lie. If you're buried in the sand, you may only get 50% power, so if you want the ball to go 50 yards, you'll need a club that would normally send it 100 yards.




■ **BACK SEAT GOLFER**
The caddy will give you sound advice.

# CHEATS OF THE MONTH

**TIMESPLITTERS 2**

These cheats are so humourous we nearly 'split' our sides with laughter. To unlock the cheats you've got to prove your mettle by meeting certain criteria in Challenge mode. Once unlocked, you can then toggle the cheats in Options.

ROTATING HEADS: Win Gold or Silver in the 'Pane in the Neck' challenge.

VIKING HATS: Win Gold or Silver in the 'Silent but Deadly' challenge.

PIRATE HATS: Win Gold or Silver in the 'Trouble at the Docks' challenge.

# CODE-U-LIKE

***Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.***

■ **Tony Woo's brother wants help on SCOOBY DOO! NIGHT OF 100 FRIGHTS...**

**All power-ups**
Pause game play then hold L1 + L2 + R1 + R2 and quickly press ○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○.

**All FMV sequences**
Pause game play then hold L1 + L2 + R1 + R2 and quickly press □, □, □, ○, ○, ○, □, ○, □.

■ **Lee Bennet wants a better swing with TIGER WOODS PGA TOUR 2003...**

At the options screen, select 'Cheat Codes' Tiger says "Oh yeah" to confirm code entry.

| | |
|---|---|
| All golfers | ALLTW3 |
| All courses | 14COURSES |
| Super Tiger Woods | SUNDAY |
| Brad Faxon | XON |
| Cedric Andrews | IAM#1 |
| Charles Howell III | BANDPANTS |
| Dominic Donatello | GODFATHER |
| Hamish | MCRUFF |
| Jim Furyk | THESWING |
| Josey Scott | SUPERSTAR |
| Justin Leonard | JUSTINTIME |
| Kellie Newman | COWGIRL |
| Mark Calavecchia | CALCULATE |
| Mark Omeara | TB |
| Melvin Tanigawa | YOYOYO |
| Notah Begay III | NOTABLY |
| Solita Lopez | SOLITARY1 |
| Steve Stricker | SS |
| Stewart Cink | SINK |
| Stuart Appleby | ORANGES |
| Takeharu Moto | 2TON |
| Ty Tryon | TYNO |
| Val Summers | VALENTINE |
| Vijay Singh | VJSING |

■ **Michael Purdy from Cornwall wants to tame the Italian Stallion in ROCKY...**

**Double punch damage**
Hold R1 and press →, ↓, ←, ↑, ←, L1 at the main menu.

**Double speed boxing**
Hold R1 and press ↓, ←, ↓, ↑, →, L1 at the main menu.

**All default boxers and arenas**
Hold R1 and press →, ↓, ↑, ←, ↑, L1 at the main menu.

**All default boxers, arenas and Rocky Statue**
Hold R1 and press →, →, →, ←, →, L1 at the main menu.

**All default boxers, arenas, Rocky Statue and Mickey**
Hold R1 and press ↑, ], ←, ←, L1 at the main menu.

**Full stats: tournament and exhibition modes**
Hold R1 and press ←, ↑, ↑, ↓, Right, L1 at the main menu.

**Full stats in movie mode**
Hold R1 and press →, ↓, ↓, ↑, ←, L1 at the main menu.

**Win fight in movie mode**
Hold R1 and press →, →, ←, ←, ↑, L1 at the main menu. Press L2 + R2 during a fight to automatically win.

**Send in your code requests to:**
**CODE-U-LIKE, *OFFICIAL PS2 MAGAZINE***
**FUTURE PUBLISHING, 30 MONMOUTH STREET**
**BATH BA1 2BW**

**or email:**
**ps2surgery@futurenet.co.uk**

# NEXT MONTH IN HARDCORE

Get the knowledge on

## THE GETAWAY

We help you crack

## JAMES BOND 007: NIGHTFIRE

**plus Haven and more Vice City**

Next Official PlayStation 2 Magazine on sale **24 JAN**

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For all your tips needs, grab yourself a copy of *Official PS2 Tips Magazine*, priced £3.99

# shortlist

## Your definitive guide to every PlayStation 2 game out there.

So you've just bought your PS2 – now what? You'll be wanting the best games to play, that's what. The fastest racers, the most gruesome shooters, the hardest platformers and, if you're any type of decent human being, a copy of *Pro Evolution Soccer*. You'll also need to know who makes what, where to nab the best bargains and what's top of the charts.

Welcome to ShortList, which not only does everything we've just listed (with a helluva lot more planned) but gives you mini-reviews and scores for *every* PS2 game on the market. You'll see which titles scooped our quality-assured Bronze, Silver and Gold awards, plus you can check when we ran a playable demo of a certain game. Oh, and be sure to bookmark uk.playstation.com where we'll eventually be putting *all* of our reviews. □

### 4X4 EVOLUTION
Tazzing around in 4X4s should be more fun than this, surely?
**REVIEWED** *OPS2*#06/**OVERALL** 05

### 7 BLADES
Pacey ninja-flavoured adventure with oodles of chopsocky action.
**REVIEWED** *OPS2*#05/**OVERALL** 06

### 18 WHEELER
Solid Sega truck racer, but 18 wheels aren't always better…
**REVIEWED** *OPS2*#14/**OVERALL** 06

### 2002 FIFA WORLD CUP
New slant on the *FIFA* formula, but an own goal.
**REVIEWED** *OPS2*#21/**OVERALL** 06/●**DVD#22**

### ACE COMBAT: DISTANT THUNDER
Namco's cult PSone combat flight sim now looking sweet on PS2.
**REVIEWED** *OPS2*#17/**OVERALL** 07/●**DVD#16**

### AGE OF EMPIRES II: THE AGE OF KINGS
Beardy feudal real-time strategy title from the makers of (ssh) Xbox.
**REVIEWED** *OPS2*#13/**OVERALL** 07

### AGGRESSIVE INLINE — BRONZE
Addictive *Tony Hawk's* clone that swops skateboards for skates.
**REVIEWED** *OPS2*#23/**OVERALL** 08/●**DVD#24**

### AIRBLADE — BRONZE
*Tony Hawk's* goes *Back To The Future* for this top hoverboard racer.
**REVIEWED** *OPS2*#14/**OVERALL** 08/●**DVD#14**

### AKIRA PSYCHOBALL
Oh, the ignominy! Seminal manga flick inspires pinball fiasco.
**REVIEWED** *OPS2*#25/**OVERALL** 03

### ALL-STAR BASEBALL 2002
Acclaim bag a stat-fuelled home run with this deep baseball sim.
**REVIEWED** *OPS2*#07/**OVERALL** 07

### ALL-STAR BASEBALL 2003: FEATURING DEREK JETER
And another home run for *All-Star* – now with added Derek!
**REVIEWED** *OPS2*#20/**OVERALL** 07

### ALONE IN THE DARK: THE NEW NIGHTMARE
The original survival horror game loses out to *Resi* in its comeback.
**REVIEWED** *OPS2*#13/**OVERALL** 06

### ALPINE RACER 3
Truly execrable ski-'em-up. Not fit to clean *SSX Tricky*'s snowboots.
**REVIEWED** *OPS2*#28/**OVERALL** 03/●**DVD#27**

### ANTZ EXTREME RACING
Tightly scripted movie inspires lacklustre multiplayer racer. Why?
**REVIEWED** *OPS2*#25/**OVERALL** 04

### AQUA AQUA: WETRIX 2.0
Cute update of weather-obsessed N64 puzzler *Wetrix*.
**REVIEWED** *OPS2*#01/**OVERALL** 07

### ARCTIC THUNDER
*WipEout* meets a lo-fi *Sled Storm*; plays great, looks terrible.
**REVIEWED** *OPS2*#14/**OVERALL** 07

### ARMORED CORE 2
Techy first-person shooter with giant Japanese mechs.
**REVIEWED** *OPS2*#04/**OVERALL** 07

### ARMORED CORE 2: ANOTHER AGE
More of the same, but definitely better than its predecessors.
**REVIEWED** *OPS2*#23/**OVERALL** 07

### ARMY MEN AIR ATTACK: BLADE'S REVENGE
Very diddy and very dull *Army Men* helicopter game. Avoid.
**REVIEWED** *OPS2*#09/**OVERALL** 02

### ARMY MEN: GREEN ROGUE
On-rails *AM* shooter – and one of the worst games we've seen.
**REVIEWED** *OPS2*#08/**OVERALL** 01

### ARMY MEN: RTS
Real-time strategy and *Army Men* together at last!
**REVIEWED** *OPS2*#22/**OVERALL** 06/●**DVD#23**

### ARMY MEN: SARGE'S HEROES 2
Third-person action adventure – for *Army Men* obsessives only.
**REVIEWED** *OPS2*#07/**OVERALL** 03

### ATLANTIS III: THE NEW WORLD
Tedious first-person adventure. Think *Myst* minus the fun. Exactly.
**REVIEWED** *OPS2*#20/**OVERALL** 02

### ATV OFFROAD
Solid quad bike racer, well worth a look for its Four-player mode.
**REVIEWED** *OPS2*#10/**OVERALL** 06

### AUTO MODELLISTA
Slick, playable cel-shaded racer. Lack of online play lets it down.
**REVIEWED** *OPS2*#28/**OVERALL** 07

### BALDUR'S GATE: DARK ALLIANCE — BRONZE
The respected PC-based action RPG comes to PS2 in superb form.
**REVIEWED** *OPS2*#15/**OVERALL** 08/●**DVD#14**

### BARBARIAN
Forsooth, good Odin, 'tis a most bloody action adventure indeed…
**REVIEWED** *OPS2*#23/**OVERALL** 06

### BASS STRIKE
Um, fishing on PlayStation 2? One for bass aficionados only.
**REVIEWED** *OPS2*#15/**OVERALL** 04

### BATMAN VENGEANCE
Action adventure based on DC's 'dark deco' cartoon.
**REVIEWED** *OPS2*#14/**OVERALL** 06

### BLADE II
Third-person perspective action/adventure vampire movie tie-in.
**REVIEWED** *OPS2*#27/**OVERALL** 05

### BLOOD OMEN 2
Arcade-tinged horror adventure for vampire lovers everywhere.
**REVIEWED** *OPS2*#20/**OVERALL** 06

### BLOODY ROAR 3
Erm, *Tekken* meets *Thundercats*? Fur flies in this gory beat-'em-up.
**REVIEWED** *OPS2*#09/**OVERALL** 06

### BRITNEY'S DANCE BEAT
Mrs Britney goes Bemani in this decent dance mat-compatible title.
**REVIEWED** *OPS2*#22/**OVERALL** 06/●**DVD#22**

### BURNOUT — BRONZE
Hard as hell arcade-style racer, but so very, very rewarding.
**REVIEWED** *OPS2*#13/**OVERALL** 08/●**DVD#15**

### BURNOUT 2: POINT OF IMPACT — BRONZE
Four-wheel skid frenzy that positively encourages dangerous driving.
**REVIEWED** *OPS2*#26/**OVERALL** 08/●**DVD#26**

### BUTT-UGLY MARTIANS: ZOOM OR DOOM
A cartoon licence! Oh, it's another insipid racer. Who'd of thought?
**REVIEWED** *OPS2*#28/**OVERALL** 03

### CAPCOM VS SNK 2 — BRONZE
Sublime 2D beat-'em-up from two arcade masters of yore.
**REVIEWED** *OPS2*#15/**OVERALL** 08

### CART FURY CHAMPIONSHIP RACING
Fun arcade-flavoured cart (as in US carts) racer, but a touch erratic.
**REVIEWED** *OPS2*#10/**OVERALL** 06

### CASPER: SPIRIT DIMENSIONS
Kiddy-targeted cartoon platformer that sadly fails to impress.
**REVIEWED** *OPS2*#20/**OVERALL** 04

### CASTLEWEEN
Short-lived spooky platformer that's aimed squarely at the nippers.
**REVIEWED** *OPS2*#28/**OVERALL** 04

### CENTRE COURT: HARDHITTER
Cheap as chips, arcade-style tennis sim – but it's no *Smash Court*.
**REVIEWED** *OPS2*#17/**OVERALL** 04

### CIRCUS MAXIMUS: CHARIOT WARS
Like *Ben Hur*? Like *Gladiator*? Like the idea of a chariot racer? Yes!
**REVIEWED** *OPS2*#23/**OVERALL** 06

### CITY CRISIS
Helicopter adventure from Japan that's well worth a look.
**REVIEWED** *OPS2*#10/**OVERALL** 06

### COLIN McRAE RALLY 3 — SILVER
The Scot hits PS2 with sublime handling and tasty visuals intact.
**REVIEWED** *OPS2*#27/**OVERALL** 09/●**DVD#27**

### COMMANDOS 2: MEN OF COURAGE — BRONZE
Excellent WWII real-time strategy, with sublime attention to detail.
**REVIEWED** *OPS2*#21/**OVERALL** 08

### CONFLICT: DESERT STORM — BRONZE
Third-person shooter with superb team-based dynamics.
**REVIEWED** *OPS2*#24/**OVERALL** 08/●**DVD#24**

### CONFLICT ZONE
War-based real-time strategy in the style of *Command & Conquer*.
**REVIEWED** *OPS2*#20/**OVERALL** 06

### CRASH BANDICOOT: THE WRATH OF CORTEX
A change of developer for the unofficial PSone mascot.
**REVIEWED** *OPS2*#14/**OVERALL** 06/●**DVD#17**

### CRASHED
Smash-'em-up auto action drives us to despair. Very average.
**REVIEWED** *OPS2*#26/**OVERALL** 05

### CRAZY TAXI — BRONZE
Thrills aplenty in this visually glitchy but fun Dreamcast port.
**REVIEWED** *OPS2*#07/**OVERALL** 08

### YOUR KEY TO SHORTLIST

**GOLD**
Only for games that scored the elusive 10/10.

**SILVER**
Awarded to games with a mighty 9/10.

**BRONZE**
Given to games that scored an impressive 8/10.

**●DVD#16**
Fancy trying a game out before you buy it? Here's the issue where we ran a playable demo.

### TOP 5 FLYING GAMES

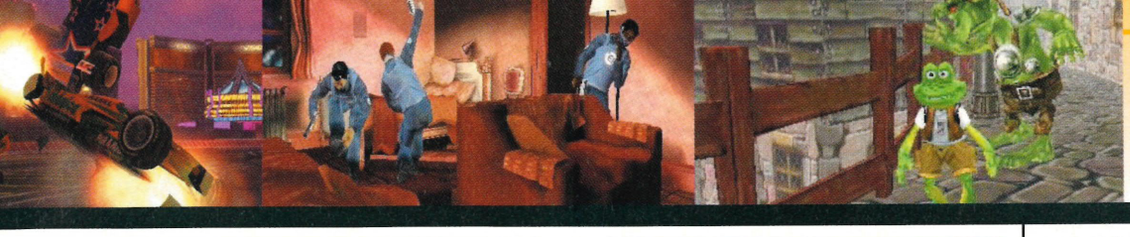
1. STAR WARS: JEDI STARFIGHTER
**The Force is strong with this one.**

2. STAR WARS: STARFIGHTER
**The Force is not quite as strong with this one.**

3. DROPSHIP: UNITED PEACE FORCE
**Troop deployment and peace-keeping combat.**

4. ACE COMBAT: DISTANT THUNDER
**Great-looking arcade flight simulation action.**

5. FIREBLADE
**Proper chopper gaming in this hovering treat.**



## DIRTY HARRY MEETS METAL GEAR SOLID IN THIS FUTURISTIC STEALTH ADVENTURE

SEE *HEADHUNTER*

### CRICKET 2002 — BRONZE
EA Sports gives the gentleman's game a gently addictive PS2 spin.
**REVIEWED** *OPS2*#15/**OVERALL** 08

### DARK CLOUD
RPG meets 3D real-time strategy in this enthralling Japanese title.
**REVIEWED** *OPS2*#11/**OVERALL** 07/●**DVD#14**

### DARK SUMMIT
*SSX* meets *The X Files* in a novel but motley sports-adventure.
**REVIEWED** *OPS2*#19/**OVERALL** 05

### DAVE MIRRA FREESTYLE BMX 2
Solid BMX sim with a suitably gnarly array of tricks and jumps.
**REVIEWED** *OPS2*#12/**OVERALL** 07

### DAVID BECKHAM SOCCER
Mr Posh lends his name to a shoddy arcade-ish footy game.
**REVIEWED** *OPS2*#22/**OVERALL** 04

### DEAD OR ALIVE 2
Blistering, buxom 3D beat-'em-up with an emphasis on tactics.
**REVIEWED** *OPS2*#02/**OVERALL** 07/●**DVD#06**

### DEUS EX — SILVER
Multi-genre hybrid that breaks new ground for the PS2 FPS.
**REVIEWED** *OPS2*#20/**OVERALL** 09

### DEVIL MAY CRY — SILVER
Ultra-cool survival horror romp from master arcadesters Capcom.
**REVIEWED** *OPS2*#14/**OVERALL** 09

### DINO STALKER
Enjoyable dino-obliterating lightgun actioner, laced with power-ups.
**REVIEWED** *OPS2*#24/**OVERALL** 07

### DISNEY'S DINOSAUR
Dull platform adventure spin-off of a dull Disney movie.
**REVIEWED** *OPS2*#03/**OVERALL** 04

### DISNEY'S STITCH: EXPERIMENT 626
So-so collect-'n'-shoot-'em-up plagued with nasty camera issues.
**REVIEWED** *OPS2*#25/**OVERALL** 04/●**DVD#25**

### DNA
Bloody manga-styled adventure with gene warfare at its heart.
**REVIEWED** *OPS2*#14/**OVERALL** 06

### DONALD DUCK: QUACK ATTACK
Cartoon platformer aimed at 'the kids'. Pity the kids.
**REVIEWED** *OPS2*#04/**OVERALL** 04

### DOWNFORCE
Surprisingly fun spin on F1 racing – think *Cart Fury*, but better.
**REVIEWED** *OPS2*#21/**OVERALL** 06/●**DVD#24**

### DRAGON'S LAIR
'Choose-a-path' adventure that should've stayed in the Eighties…
**REVIEWED** *OPS2*#03/**OVERALL** 02

### DRAGON'S LAIR II: TIMEWARP
All the fun of the original *Dragon's Lair* (but a whole lot worse). Brrr.
**REVIEWED** *OPS2*#03/**OVERALL** 01

### DRAKAN: THE ANCIENTS' GATES
Medieval action adventure with added Lara clone appeal.
**REVIEWED** *OPS2*#18/**OVERALL** 07/●**DVD#18**

### DRIVEN
Disappointing racing game from the disappointing Sly Stallone film.
**REVIEWED** *OPS2*#15/**OVERALL** 04/●**DVD#13**

### DRIVING EMOTION TYPE-S
Distinctly unemotional racer from *Final Fantasy* people, Square.
**REVIEWED** *OPS2*#05/**OVERALL** 04

### DROPSHIP: UNITED PEACE FORCE — BRONZE
Futuristic air/tank/jeep combat sim with gripping scenarios.
**REVIEWED** *OPS2*#16/**OVERALL** 08/●**DVD#15**

### DYNASTY (WARRIORS) TACTICS — BRONZE
Impressive turn-based strategy game. Smarter than its big brother.
**REVIEWED** *OPS2*# 27/ **OVERALL** 08

### DYNASTY WARRIORS 2
Feudal battler; mixing strategy, swordplay and, um, horse-riding.
**REVIEWED** *OPS2*#02/**OVERALL** 07/●**DVD#03**

### DYNASTY WARRIORS 3 — BRONZE
KOEI improves its cult strategy battler in every way. Do try this.
**REVIEWED** *OPS2*# 19/**OVERALL** 08/●**DVD#18**

### ECCO THE DOLPHIN: DEFENDER OF THE FUTURE — BRONZE
New Age dolphin adventure that's a lot more fun than it sounds.
**REVIEWED** *OPS2*# 16/**OVERALL** 08/●**DVD#16**

### EGGO MANIA
Insipid *Tetris*-inspired puzzler that's not even a bad yolk. Sorry.
**REVIEWED** *OPS2*#25/**OVERALL** 04

### EJAY CLUBWORLD — BRONZE
Know your deep house from your handbag? Then get mixing!
**REVIEWED** *OPS2*#24/**OVERALL** 08

### ENDGAME
Tedious lightgun shooter – wait for the next *Time Crisis* instead.
**REVIEWED** *OPS2*#23/**OVERALL** 03

### EOE: EVE OF EXTINCTION
Poor futuristic action adventure from the makers of *SmackDown!*
**REVIEWED** *OPS2*#20/**OVERALL** 05

### EPHEMERAL FANTASIA
Somewhat bizarrely, a Bemani-style medieval RPG from Konami.
**REVIEWED** *OPS2*# 10/**OVERALL** 07

### ESCAPE FROM MONKEY ISLAND — BRONZE
Witty, retro point-and-click adventure gets a well-deserved update.
**REVIEWED** *OPS2*#09/**OVERALL** 08

### ESPN INTERNATIONAL TRACK & FIELD
Athletics sim that's graphically impressive but limited in gameplay.
**REVIEWED** *OPS2*#01/**OVERALL** 06

### ESPN INTERNATIONAL WINTER SPORTS
Event-based winter sports sim. Stick with *SSX Tricky*.
**REVIEWED** *OPS2*# 18/**OVERALL** 05

### ESPN NATIONAL HOCKEY NIGHT
Playable ice hockey sim, but there are others better than this.
**REVIEWED** *OPS2*#05/**OVERALL** 06

### ESPN NBA 2NIGHT
Dated now in gameplay and stats, this is for NBA completists only.
**REVIEWED** *OPS2*#05/**OVERALL** 06

### ESPN NBA 2NIGHT 2002
Yet another reason to avoid Konami's *ESPN NBA* basketball series.
**REVIEWED** *OPS2*#22/**OVERALL** 05

### ESPN WINTER X GAMES SNOWBOARDING
Fine snowboarding sim, ruined by a distinct lack of excitement.
**REVIEWED** *OPS2*#01/**OVERALL** 06

### ESPN X GAMES SKATEBOARDING
Passable skate sim, marred by dodgy graphical glitches.
**REVIEWED** *OPS2*#13/**OVERALL** 05/●**DVD#15**

### ESPN X GAMES SNOWBOARDING 2002
Second in the *ESPN X Games* series, but now going downhill fast.
**REVIEWED** *OPS2*# 18/**OVERALL** 04

### ETERNAL RING
Early rush-released Japanese RPG that's as painful as its title.
**REVIEWED** *OPS2*#05/**OVERALL** 03

### EVERBLUE
Undersea diving adventure that sank straight to the bargain bins.
**REVIEWED** *OPS2*#22/**OVERALL** 03

### EVERGRACE
Another lacklustre RPG from the early days of PlayStation 2.
**REVIEWED** *OPS2*#06/**OVERALL** 02

### EVIL TWIN
Adventure-flavoured platformer with a dark edge.
**REVIEWED** *OPS2*# 17/**OVERALL** 05

### EXTERMINATION
Alien-inspired horror adventure. Hardly original, but worth a try.
**REVIEWED** *OPS2*#08/**OVERALL** 07

### EXTREME-G III — BRONZE
*WipEout* meets *Tron* to great effect in this testing future bike racer.
**REVIEWED** *OPS2*# 11/**OVERALL** 08/●**DVD#15**

### F1 2001
Solid but enjoyable F1 sim from EA Sports.
**REVIEWED** *OPS2*# 13/**OVERALL** 07/●**DVD#15**

### F1 2002
No mere retread from EA Sports as F1 takes an arcade turn.
**REVIEWED** *OPS2*# 22/**OVERALL** 07/●**DVD#22**

## SECOND COMING

***We resurrect a title from the gaming graveyard.***

### SHADOW HEARTS

Over-shadowed by the coming of the glorious *Final Fantasy X*, Japanese RPG *Shadow Hearts* (*OPS2*#19, 7/10) has all the elements to make it a real spare-time destroyer. Turn-based combat and the ability to morph into powerful beasts from the netherworld sound familiar? That's why you dropped this like a hot potato when *FFX* showed up. Take another look – its mystical story line and eccentric demon-battling characters will keep you trying to win that "one more battle" into the early hours of the morning. Again.

### F1 CHAMPIONSHIP SEASON 2000
Way too easy for the hardcore F1 fan.
**REVIEWED** *OPS2*#03/**OVERALL** 06

### F1 RACING CHAMPIONSHIP
Laudable attention to detail, but a lot less fun than its rivals.
**REVIEWED** *OPS2*#06/**OVERALL** 05

### FANTAVISION
*Missile Command* with fireworks (strange as that sounds).
**REVIEWED** *OPS2*#01/**OVERALL** 07

### FERRARI F355 CHALLENGE
Good, if fiddly, driving sim featuring Ferrari's super sexy baby.
**REVIEWED** *OPS2*#26/**OVERALL** 07/●**DVD#26**

### FIFA 2001
Premier League graphics, Third Division gameplay.
**REVIEWED** *OPS2*#02/**OVERALL** 06

### FIFA 2002
Well reinvented but a definite goal down to Konami's *Pro Evo*.
**REVIEWED** *OPS2*# 14/**OVERALL** 07/●**DVD#16**

### FIFA 2003 — BRONZE
A welcome return to form from EA's once-dominant footy franchise.
**REVIEWED** *OPS2*#27/**OVERALL** 08

### FINAL FANTASY X — BRONZE
From Square, the best-looking and most challenging RPG on PS2.
**REVIEWED** *OPS2*#20/**OVERALL** 08/●**DVD#20**

### FIREBLADE
*Airwolf* fans unite! A helicopter combat game for coin-op jockeys.
**REVIEWED** *OPS2*#22/**OVERALL** 07/●**DVD#23**

### FORMULA ONE 2001 — BRONZE
Debut Formula One sim from *WipEout* pioneers Studio Liverpool.
**REVIEWED** *OPS2*#07/**OVERALL** 08/●**DVD#09**

### FORMULA ONE 2002 — BRONZE
Comprehensive spin on F1 racing, but not a huge leap from 2001.
**REVIEWED** *OPS2*# 27/**OVERALL** 08

### FRANK HERBERT'S DUNE
Poor sci-fi action adventure for hardcore beards only.
**REVIEWED** *OPS2*# 20/**OVERALL** 03

### FREAK OUT
Gorgeous cartoon adventure from cult developer Treasure.
**REVIEWED** *OPS2*# 12/**OVERALL** 07

### FREEKSTYLE
*SSX Tricky* meets motocross in EA Sports BIG's arcade stunt racer.
**REVIEWED** *OPS2*# 23/**OVERALL** 06

### FREQUENCY — BRONZE
Totally hypnotic rhythm action game for gamers and clubbers alike.
**REVIEWED** *OPS2*# 21/**OVERALL** 08/●**DVD#21**

### FROGGER: THE GREAT QUEST
Look, they've remade arcade classic *Frogger* in 3D! Idiots.
**REVIEWED** *OPS2*# 21/**OVERALL** 02

### FUR FIGHTERS — BRONZE
Cute fluffy animals go homicidal in this killer first-person shooter.
**REVIEWED** *OPS2*# 08/**OVERALL** 08

### G1 JOCKEY
Horse racing comes to PS2 in this cult Japanese title.
**REVIEWED** *OPS2*# 20/**OVERALL** 05

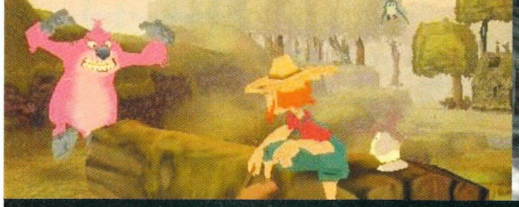
### G-SURFERS
Shameless *WipEout* clone, saved by a powerful global track editor.
**REVIEWED** *OPS2*# 13/**OVERALL** 07/●**DVD#15**

### GAUNTLET: DARK LEGACY
Overly simple RPG that's a pale imitation of its coin-op ancestor.
**REVIEWED** *OPS2*#08/**OVERALL** 05/●**DVD#10**

### GIANTS: CITIZEN KABUTO
Involving but simplistic port of the complex PC adventure/shooter.
**REVIEWED** *OPS2*# 15/**OVERALL** 06

### GIFT
Inventive noir take on the 3D platformer.
**REVIEWED** *OPS2*# 10/**OVERALL** 06

### GITAROO MAN — BRONZE
PaRappa meets Van Halen in this guitar-playing cartoon adventure.
**REVIEWED** *OPS2*# 21/**OVERALL** 08/●**DVD#22**



## GLOBAL TOURING CHALLENGE: AFRICA

Impressive *TOCA* clone that's only let down by its short tracks.
**REVIEWED** *OPS2#*14/**OVERALL** 07/**●DVD#15**

## GODAI: ELEMENTAL FORCE

Tedious third-person martial arts beat-'em-up. 'Go die', indeed.
**REVIEWED** *OPS2#*18/**OVERALL** 02/**●DVD#18**

## GRADIUS III & IV

Cult arcade shooter gets an insensitively slow PS2 port.
**REVIEWED** *OPS2#*01/**OVERALL** 02

## GRANDIA II

Likably huge but disturbingly ugly RPG game.
**REVIEWED** *OPS2#*20/**OVERALL** 05

## GRAND THEFT AUTO III — BRONZE

Nothing else on the shelves is quite as sick or fun. Buy this now.
**REVIEWED** *OPS2#*13/**OVERALL** 08

## GRAND THEFT AUTO: VICE CITY — GOLD

Rampantly immoral, utterly essential and why you bought a PS2.
**REVIEWED** *OPS2#*27/**OVERALL** 10

## GRAN TURISMO 3: A-SPEC — SILVER

Fact! *GT3* is the greatest driving game in the world. You need this.
**REVIEWED** *OPS2#*09/**OVERALL** 09/**●DVD#05**

## GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

*Gran Turismo* Lite. Buy this as an addition to, not instead of, *GT3*.
**REVIEWED** *OPS2#*23/**OVERALL** 06

## GUILTY GEAR X — BRONZE

The start of a new wave of ballistic next-gen 2D fighters.
**REVIEWED** *OPS2#*16/**OVERALL** 08

## GUMBALL 3000

Unremittingly dire driving game centring on rich kid racers.
**REVIEWED** *OPS2#*27/**OVERALL** 03

## GUNGRAVE

Manga-styled shooter with points awarded for stylish slaughter.
**REVIEWED** *OPS2#*27/**OVERALL** 07

## GUN GRIFFON BLAZE

A chunky robo-shooter for hardcore mech/manga fans.
**REVIEWED** *OPS2#*03/**OVERALL** 07

## HALF-LIFE — SILVER

The superb PC FPS arrives on PS2 in majestic form.
**REVIEWED** *OPS2#* 14/**OVERALL** 09/**●DVD#18**

## HAVEN: CALL OF THE KING — BRONZE

Genre-busting mix of action with an abundance of gameplay styles.
**REVIEWED** *OPS2#*27/**OVERALL** 08/**●DVD#27**

## HEADHUNTER

*Dirty Harry* vs *Metal Gear Solid* in this futuristic stealth adventure.
**REVIEWED** *OPS2#* 16/**OVERALL** 07/**●DVD#16**

## HERDY GERDY — BRONZE

Ultra-inventive and rewarding cartoon herding 3D adventure.
**REVIEWED** *OPS2#*18/**OVERALL** 08/**●DVD#18**

## HEROES OF MIGHT AND MAGIC

Awful adventure that loses all its appeal in the port from PC.
**REVIEWED** *OPS2#*08/**OVERALL** 03

## HIGH HEAT MAJOR LEAGUE BASEBALL 2003

Chunky, deep and enjoyable baseball game.
**REVIEWED** *OPS2#*22/**OVERALL** 06

## HITMAN 2: SILENT ASSASSIN — SILVER

Contract killing's the game. Stealth or six-shooter? It's your choice.
**REVIEWED** *OPS2#* 26/**OVERALL** 09/**●DVD#26**

## HOLOGRAM TIME TRAVELLER

The first – and hopefully the last – '0/10' score for a PS2 'game'.
**REVIEWED** *OPS2#*03/**OVERALL** 00

## ICO — SILVER

Beautiful, inventive… *Ico* is an adventure unlike any other.
**REVIEWED** *OPS2#* 18/**OVERALL** 09/**●DVD#19**

## INTERNATIONAL LEAGUE SOCCER

Easily one of the worst footy sims ever to grace PS2.
**REVIEWED** *OPS2#* 10/**OVERALL** 02

## INTERNATIONAL SUPERSTAR SOCCER — BRONZE

Good, but not the *ISS* of PSone fame – try *Pro Evolution Soccer*…
**REVIEWED** *OPS2#*01/**OVERALL** 08/**●DVD#01**

### PLATINUM WATCH

Owning a copy of *MTV Music Generator 2* is the next best thing to having a professional recording studio set up in your living room is now available for a chart-busting 20 quid. Get down with yo' bad self!

### Answers

**1.** New York
**2.** Iroquois Pliskin
**3.** *Primal*
**4.** *ZOE 2*
**5.** Blossom, Buttercup and Bubbles
**6.** Basketball
**7.** *The Mark Of Kri*
**8.** 1980
**9.** Serve the public trust
**10.** Belgium

■ *For all the questions, turn to page 15 now!*

## IRON ACES 2: BIRDS OF PREY

Weak flight sim in which you fly your way through aviation history.
**REVIEWED** *OPS2#*18/**OVERALL** 04

## ISS 2

Enjoyable arcade footy game for those who like it 'chunky'.
**REVIEWED** *OPS2#*20/**OVERALL** 07

## JADE COCOON 2

Pokémon-for-kidults RPG with a neat Japanese twist.
**REVIEWED** *OPS2#*19/**OVERALL** 07

## JAK AND DAXTER: THE PRECURSOR LEGACY — SILVER

Great free-roaming platformer from the makers of *Crash*.
**REVIEWED** *OPS2#*15/**OVERALL** 09/**●DVD#15**

## JAMES BOND 007 IN… AGENT UNDER FIRE — BRONZE

Thrilling first-person shooter with added driving levels.
**REVIEWED** *OPS2#*15/**OVERALL** 08

## JAMES BOND 007: NIGHTFIRE

Technically impressive but slightly soulless outing for the suave spy.
**REVIEWED** *OPS2#*28/**OVERALL** 07

## JEREMY McGRATH'S SUPERCROSS WORLD

Weak motocross game that lacks realism, thrills, speed, etc, etc…
**REVIEWED** *OPS2#* 16/**OVERALL** 03

## JET ION GP

Almost surreally poor *WipEout* clone. For masochists only.
**REVIEWED** *OPS2#*21/**OVERALL** 01

## JET SKI RIDERS

Great water effects, race action and 'official' jet skis. Hmm.
**REVIEWED** *OPS2#* 15/**OVERALL** 06

## JONNY MOSELY MAD TRIX

*Tony Hawk's*-style tricks on skis. Offers nothing new.
**REVIEWED** *OPS2#* 18/**OVERALL** 04

## KELLY SLATER'S PRO SURFER

Passable, if uninspired surf fun. Oh, and Kelly's a bloke… *he says.*
**REVIEWED** *OPS2#*26/**OVERALL** 06

## KENGO: MASTER OF BUSHIDO

Remember PSone ninja fighter *Bushido Blade*?
**REVIEWED** *OPS2#*07/**OVERALL** 06

## KESSEN

3D real-time strategy set in feudal Japan. Gorgeous cut-scenes.
**REVIEWED** *OPS2#*04/**OVERALL** 07

## KESSEN II

Everything gets a generous polish in this rewarding strategy sequel.
**REVIEWED** *OPS2#* 18/**OVERALL** 07

## KINGDOM HEARTS — BRONZE

Disney partners with Square for the ultra-cute RPG crossover.
**REVIEWED** *OPS2#*27/**OVERALL** 08

## KING'S FIELD: THE ANCIENT CITY

Below standard RPG. Look, go buy *Final Fantasy X* instead.
**REVIEWED** *OPS2#*23/**OVERALL** 03

## KLONOA 2: LUNATEA'S VEIL — BRONZE

Cute cel-shaded platform adventure featuring the lovable 'rabbit'.
**REVIEWED** *OPS2#*13/**OVERALL** 08/**●DVD#13**

## KNIGHT RIDER

Hasselhoff and car arrive on PS2, and are at least a decade late.
**REVIEWED** *OPS2#*27/**OVERALL** 04

## KNOCKOUT KINGS 2001

A competent, if a touch sluggish, boxing sim from EA Sports.
**REVIEWED** *OPS2#*05/**OVERALL** 06

## KNOCKOUT KINGS 2002

The latest EA Sports boxing sim (and way better than the last one).
**REVIEWED** *OPS2#* 19/**OVERALL** 07

## KURI KURI MIX

Ultra-cutesy co-operative platform puzzler for *Tetris* fans.
**REVIEWED** *OPS2#*07/**OVERALL** 07

## LAKE MASTERS EX

Extremely dull fishing game. Stick to the chippy.
**REVIEWED** *OPS2#* 20/**OVERALL** 02

## LEGAIA 2: DUEL SAGA

Japanese RPG with predictable, but not unapproachable, gameplay.
**REVIEWED** *OPS2#*27/**OVERALL** 07

## LEGENDS OF WRESTLING

*SmackDown!* alternative that lacks modes and options.
**REVIEWED** *OPS2#*17/**OVERALL** 05

## LEGION: LEGEND OF EXCALIBUR

Ropey batter 'n' bludgeon actioner, with RPG and strategy knobs on.
**REVIEWED** *OPS2#*25/**OVERALL** 05

## LEGO FOOTBALL MANIA

Pre-pubescent soccer sim built from famed Danish bricks…
**REVIEWED** *OPS2#*25/**OVERALL** 05

## LEGO RACERS 2

Average block racer that could've been far more inventive.
**REVIEWED** *OPS2#*14/**OVERALL** 05

## LE MANS 24 HOURS — BRONZE

Fun and accessible day-long racer, with thrills by the bootload.
**REVIEWED** *OPS2#*09/**OVERALL** 08/**●DVD#10**

## LETHAL SKIES

Aerial arcade gunnery that's a bitch to control. Try *Ace Combat*.
**REVIEWED** *OPS2#*25/**OVERALL** 04

## LE TOUR DE FRANCE

Strategic cycling game that adds new twists to the racing genre.
**REVIEWED** *OPS2#*23/**OVERALL** 06

## LMA MANAGER 2002 — BRONZE

Codemasters' extremely playable football management game.
**REVIEWED** *OPS2#* 20/**OVERALL** 08

## LMA MANAGER 2003

Stat-heavy management sim for lovers of sheepskin coats.
**REVIEWED** *OPS2#* 27/**OVERALL** 07

## LONDON RACER II

Twitchy, sluggish racer that's visually unworthy of PS2.
**REVIEWED** *OPS2#*25/**OVERALL** 03

## LOTUS CHALLENGE

A Lotus fan's dream, but lacking the necessary raw speed.
**REVIEWED** *OPS2#* 14/**OVERALL** 05/**●DVD#11**

## MADDEN NFL 2001 — BRONZE

The long-time cult NFL sim touches down on PS2.
**REVIEWED** *OPS2#*01/**OVERALL** 08

## MADDEN NFL 2002 — SILVER

Even better the second time out. 'Dear EA, why isn't *FIFA* as good?'
**REVIEWED** *OPS2#* 13/**OVERALL** 09

## MADDEN NFL 2003 — BRONZE

Padded-up gridiron goliath returns to PS2 in world-beating form.
**REVIEWED** *OPS2#*26/**OVERALL** 08

## MAD MAESTRO!

Bizarre orchestral addition to the rhythm action Bemani family.
**REVIEWED** *OPS2#*20/**OVERALL** 06

## MAGIX MUSIC MAKER

Music creation tool with loads of sounds and samples.
**REVIEWED** *OPS2#* 17/**OVERALL** 06

## MARVEL VS CAPCOM 2: NEW AGE OF HEROES

More 2D scrapping from Capcom, with some showy spot effects.
**REVIEWED** *OPS2#* 27/**OVERALL** 07

## MAT HOFFMAN'S PRO BMX 2

More pad-grabbing tricks and flicks from pedal guru Mr Hoffman.
**REVIEWED** *OPS2#*25/**OVERALL** 07

## MAXIMO — BRONZE

Superb 3D platform remake of *Ghost'N' Goblins* from Capcom.
**REVIEWED** *OPS2#* 18/**OVERALL** 08/**●DVD#18**

## MAX PAYNE

Noirish third-person shooter, boasting *Matrix*-style Bullet Time.
**REVIEWED** *OPS2#* 18/**OVERALL** 07

## MDK2 ARMAGEDDON — BRONZE

A third-person shooter that mixes sci-fi and humour to ace effect.
**REVIEWED** *OPS2#*07/**OVERALL** 08

## MEDAL OF HONOR: FRONTLINE — SILVER

War at its rawest in this brilliantly executed first-person shooter.
**REVIEWED** *OPS2#* 21/**OVERALL** 09/**●DVD#21**

## MEN IN BLACK II: ALIEN ESCAPE

Flawed and frustratingly vapid tie-in. Even worse than the movie.
**REVIEWED** *OPS2#* 24/**OVERALL** 04/**●DVD#23**

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### STAR WARS: STARFIGHTER — SILVER
Cool 3D *Star Wars* blaster with deep missions and furious action.
**REVIEWED** *OPS2*#06/**OVERALL** 09/●**DVD#07**

### STAR WARS: SUPER BOMBAD RACING
Banal cartoon *Star Wars* kart racer. Nice idea, though.
**REVIEWED** *OPS2*#08/**OVERALL** 05/●**DVD#10**

### STATE OF EMERGENCY
A full-blown riot sim from *Grand Theft Auto* publisher, Rockstar.
**REVIEWED** *OPS2*#19/**OVERALL** 07

### STREET FIGHTER EX3
Pyrotechnic 2D/3D beat-'em-up for the Capcom hardcore.
**REVIEWED** *OPS2*#03/**OVERALL** 06

### STREET HOOPS
Utterly pedestrian street basketball title. Think *NBA Street* but worse. **REVIEWED** *OPS2*#26/**OVERALL** 05

### STUNT GP
Practise car stunts with remote-controlled cars. Or not.
**REVIEWED** *OPS2*#14/**OVERALL** 03

### STUNTMAN — BRONZE
Car-flipping, bus-skidding, bike-crashing addictive movie mayhem.
**REVIEWED** *OPS2*#23/**OVERALL** 08/●**DVD#23**

### SUB REBELLION
Woefully sub-standard submarine title fails to make a splash.
**REVIEWED** *OPS2*#26/**OVERALL** 04

### SUMMONER — BRONZE
An RPG that's cool to watch with good action set-pieces.
**REVIEWED** *OPS2*#04/**OVERALL** 08

### SUMMONER 2
Less dazzling second time around but this huge RPG still satisfies.
**REVIEWED** *OPS2*#27/**OVERALL** 07/●**DVD#26**

### SUNNY GARCIA SURFING
Surf's up in this wave-riding sim. Not a patch on *Kelly Slater* though.
**REVIEWED** *OPS2*#19/**OVERALL** 03

### SUPER BUST-A-MOVE
It's *Bust-A-Move*, but no extras; go for the cheaper PSone option.
**REVIEWED** *OPS2*#02/**OVERALL** 04

### SUPERCAR STREET CHALLENGE
Race in cool customisable cars around sadly barren cities.
**REVIEWED** *OPS2*#14/**OVERALL** 04

### SUPERMAN: SHADOW OF APOKOLIPS
Less than inspirational take on the Man Of Steel's adventures.
**REVIEWED** *OPS2*#27/**OVERALL** 05/●**DVD#26**

### SUPER TRUCKS
Unique but unrewarding truck racing sim.
**REVIEWED** *OPS2*#20/**OVERALL** 04/●**DVD#21**

### SURFING H30
Lacklustre surf sim that's wet in the wrong sense of the word.
**REVIEWED** *OPS2*#02/**OVERALL** 04

### SVEN-GÖRAN ERIKSSON'S WORLD CHALLENGE
The worst football game ever? It could be. Play it and weep.
**REVIEWED** *OPS2*#23/**OVERALL** 01

### SVEN-GÖRAN ERIKSSON'S WORLD MANAGER
Pedestrian football manager, namechecked by Ulrika's ex-beau.
**REVIEWED** *OPS2*#24/**OVERALL** 05

### SWING AWAY GOLF
Cutesy golf sim with mucho slowdown.
**REVIEWED** *OPS2*#02/**OVERALL** 03

### TARZAN FREERIDE
Based on the Disney film, this boarding game sim fails to impress.
**REVIEWED** *OPS2*# 16/**OVERALL** 04/●**DVD#14**

### TAZ WANTED
This humdrum platformer features Looney Toons 'hilarity'. Grimace.
**REVIEWED** *OPS2*# 26/**OVERALL** 05

### TD OVERDRIVE
Enjoyable but formulaic arcade racer.
**REVIEWED** *OPS2*# 21/**OVERALL** 06

### TEKKEN 4
A great but ambitious addition to the beat-'em-up series.
**REVIEWED** *OPS2*# 25/**OVERALL** 07/●**DVD#26**

## PLATINUM WATCH

***Resident Evil Code: Veronica X*** at a budget price? £20 to play one of the best zombie-mashing games? Well, what are you waiting for?

## PSONE PLAYA

***Original PlayStation show stoppers, still well worth a punt.***

### METAL GEAR SOLID

The fact that *MGS* single-handedly ushered in the era of the stealth-'em-up isn't the main reason why all PS2 owners should play this game. It's the sheer coherence of experience, from the absorbing gameplay to the PSone-testing graphical virtuosity on display, that makes it legendary. Throw in the later, bundled *Special Missions* disc and tie it up with a wallet-caressing budget price and you're left with no reason to let this game pass you by.

### TEKKEN TAG TOURNAMENT — BRONZE
Namco's hugely playable and graphically spectacular beat-'em-up.
**REVIEWED** *OPS2*#01/**OVERALL** 08/●**DVD#02**

### TEST DRIVE: OFF-ROAD WIDE OPEN
A tidy off-road racer that delivers more than expected.
**REVIEWED** *OPS2*# 14/**OVERALL** 06

### TETRIS WORLDS
Addictive personalities beware! *Tetris* will take over your life.
**REVIEWED** *OPS2*#21/**OVERALL** 07

### TG DARE DEVIL
Mission-based retro car race with lots of appeal.
**REVIEWED** *OPS2*#02/**OVERALL** 05

### THE BOUNCER
Limited story-based beat-'em-up from *Final Fantasy* fellas, Square.
**REVIEWED** *OPS2*#09/**OVERALL** 06

### THE FLINTSTONES IN VIVA ROCK VEGAS
Stone Age karting action. Yabba dabba… Actually, don't. Ever.
**REVIEWED** *OPS2*#11/**OVERALL** 02

### THE GETAWAY — SILVER
Mockney mayhem that manages to live up to the hype. Geezer
**REVIEWED** *OPS2*#28/**OVERALL** 09/●**DVD#28**

### THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING
Shabby, literary adventure that lacks the showmanship of its rival.
**REVIEWED** *OPS2*# 28/**OVERALL** 04

### THE LORD OF THE RINGS: THE TWO TOWERS
EA's movie tie-in gives hack 'n' slash a next-gen makeover.
**REVIEWED** *OPS2*# 27/**OVERALL** 08 — BRONZE

### THE MUMMY RETURNS
Action-adventure based on the by-the-numbers Hollywood romp.
**REVIEWED** *OPS2*# 14/**OVERALL** 05

### THE SCORPION KING: RISE OF AKKADIAN
Movie cash-in with few features – unless you fancy The Rock.
**REVIEWED** *OPS2*# 27/**OVERALL** 04

### THE SHADOW OF ZORRO
Stealth-based adventure for die-hard fans of el Zorro only.
**REVIEWED** *OPS2*# 18/**OVERALL** 03

### THE SIMPSONS: ROAD RAGE
Shameless *Crazy Taxi* rip-off, but with Homer sat behind the wheel.
**REVIEWED**: *OPS2*# 15/**OVERALL** 06

### THE SUM OF ALL FEARS
Repetitive gameplay dictates this squad-based shooter.
**REVIEWED** *OPS2*# 27/**OVERALL** 05

### THE TERMINATOR: DAWN OF FATE
Toe-curlingly inadequate film tie-in. Clunkier than Arnie rapping.
**REVIEWED**: *OPS2*# 26/**OVERALL** 04

### THE THING — SILVER
Top-class survival horror meets John Carpenter's ET nasty. Superb.
**REVIEWED** *OPS2*# 25/**OVERALL** 09

### THE WEAKEST LINK
Quiz show cash-in. Watch it on TV instead.
**REVIEWED** *OPS2*# 14/**OVERALL** 04

### THEME PARK WORLD
Take on the role of a theme park tycoon in this excellent God sim.
**REVIEWED** *OPS2*#03/**OVERALL** 07

### THIS IS FOOTBALL 2002
A revamped and utterly playable addition to a revived series.
**REVIEWED** *OPS2*# 12/**OVERALL** 07/●**DVD#12**

### THIS IS FOOTBALL 2003
Respectable latest instalment in the fast-improving footy series.
**REVIEWED** *OPS2*# 26/**OVERALL** 07/●**DVD#25**

### THUNDERHAWK: OPERATION PHOENIX
Brave attempt to blend arcade and sim in this chopper blaster.
**REVIEWED** *OPS2*# 12/**OVERALL** 07/●**DVD#15**

### TIGER WOODS PGA TOUR 2001
Authentic but fun golf sim from the big cat himself.
**REVIEWED** *OPS2*#06/**OVERALL** 06

### TIGER WOODS PGA TOUR 2002
Tiger's game is still the best, thanks to its analogue control system.
**REVIEWED** *OPS2*# 19/**OVERALL** 07/●**DVD#21**

### TIGER WOODS PGA TOUR 2003 — BRONZE
Gorgeous courses. Innovative controls. A great golf sim.
**REVIEWED** *OPS2*# 28/**OVERALL** 08

### TIME CRISIS 2 — BRONZE
Namco's cool arcade lightgun game gets a graphical polish for PS2.
**REVIEWED** *OPS2*# 13/**OVERALL** 08/●**DVD#13**

### TIMESPLITTERS — SILVER
Fun, fast and frantic first-person shooter – now out on Platinum.
**REVIEWED** *OPS2*#01/**OVERALL** 09

### TIMESPLITTERS 2 — GOLD
As vital to PS2 as your central nervous system is to your brain.
**REVIEWED** *OPS2*# 25/**OVERALL** 10/●**DVD#25**

### TOCA RACE DRIVER — BRONZE
Ultra-realistic racer, bolstered by smart story line and great visuals.
**REVIEWED** *OPS2*# 24 **OVERALL** 08 ●**DVD#24**

### TOKYO XTREME RACER
Sedate and sadly 'xtremely' dull *Gran Turismo* clone.
**REVIEWED** *OPS2*# 11/**OVERALL** 04

### TOM CLANCY'S GHOST RECON
Engaging squad-based action from the holiday novel hack.
**REVIEWED** *OPS2*# 28/**OVERALL** 07

### TONY HAWK'S PRO SKATER 3 — SILVER
Essential online-enabled skate sim that's almost perfect to play.
**REVIEWED** *OPS2*# 15/**OVERALL** 09

### TONY HAWK'S PRO SKATER 4 — SILVER
Another year, another essential title from the Hawkman.
**REVIEWED** *OPS2*# 28/**OVERALL** 09

### TOP ANGLER 2
The best fishing game on PS2. Which isn't saying much…
**REVIEWED** *OPS2*# 20/**OVERALL** 05

### TOP GUN
Below average flight sim with bonus archaic licence attached.
**REVIEWED** *OPS2*# 14/**OVERALL** 04/●**DVD#15**

### TRANSWORLD SURF
Limited surf sim with some nice wave physics.
**REVIEWED** *OPS2*# 23/**OVERALL** 06

### TREASURE PLANET
Treasure Island meets Disney in this nipper-friendly platform romp.
**REVIEWED** *OPS2*# 27/**OVERALL** 06/●**DVD#28**

### TUROK EVOLUTION
Dino-obliterating mayhem marred by dodgy AI and controls.
**REVIEWED** *OPS2*# 25/**OVERALL** 06

### TWIN CALIBER
The appearance of twin shooters fails to redeem this abject effort.
**REVIEWED** *OPS2*# 26/**OVERALL** 03/●**DVD#27**

### TWISTED METAL: BLACK — BRONZE
Superb multiplayer car battler set on a wartorn planet.
**REVIEWED** *OPS2*# 12/**OVERALL** 08/●**DVD#16**

### TY THE TASMANIAN TIGER
Disappointing Aussie platformer not fit to throw on the barbie.
**REVIEWED** *OPS2*# 27/**OVERALL** 04/●**DVD#27**

### UEFA CHALLENGE
Sadly, everything that could go wrong in a football game is here.
**REVIEWED** *OPS2*# 10/**OVERALL** 02

### UEFA CHAMPIONS LEAGUE SEASON 2001/2002
Solid gameplay and fluid animation but – sorry – no *Pro Evo*.
**REVIEWED** *OPS2*# 16/**OVERALL** 07

### UFC: THROWDOWN
No-holds-barred scuffling comes to PS2. Effective, but no classic.
**REVIEWED** *OPS2*# 26/**OVERALL** 06

### UNREAL TOURNAMENT — BRONZE
A gory first-person shooter that's only now showing its age.
**REVIEWED** *OPS2*#04/**OVERALL** 08

### VAMPIRE NIGHT
Demonic lightgun shoot-'em-up – think *Time Crisis* with vampires.
**REVIEWED** *OPS2*# 19/**OVERALL** 06/●**DVD#19**

### VICTORIOUS BOXERS
Story-based manga boxing title that sadly lacks the killer blow.
**REVIEWED** *OPS2*# 11/**OVERALL** 04

**NOT YOUR USUAL *WORMS* GAME – THINK A STEALTHY *BUST-A-MOVE* INSTEAD**

SEE *WORMS BLAST*

### RIDING SPIRITS
Slightly flawed motorbike sim. *GT3* on two wheels wannabe.
**REVIEWED** *OPS2*#26/**OVERALL** 07

### RING OF RED — BRONZE
Engaging mech strategy set in an alternative post-WWII world.
**REVIEWED** *OPS2*#07/**OVERALL** 08

### ROBOTECH: BATTLECRY
*Silent Hill* in space, and all the exciting bits locked in the airlock.
**REVIEWED** *OPS2*#28/ **OVERALL** 04

### ROBOT WARLORDS
Poor and clunky mech shooter, outranked by its chunkier rivals.
**REVIEWED** *OPS2*#06/**OVERALL** 04

### ROBOT WARS: ARENAS OF DESTRUCTION
Just think how good this TV spin-off could've been…
**REVIEWED** *OPS2*#14/**OVERALL** 05/●**DVD#17**

### ROCKY — BRONZE
Boxing sim, faithfully based on the Italian Stallion's career.
**REVIEWED** OPS2#27/**OVERALL** 08

### RUGBY — BRONZE
Surprisingly enjoyable take on the game from EA Sports.
**REVIEWED** *OPS2*#08/**OVERALL** 08/●**DVD#09**

### RUMBLE RACING — BRONZE
Fast and furious arcade stunt racer. Think *SSX* but on four wheels.
**REVIEWED** *OPS2*#08/**OVERALL** 08

### RUNE: VIKING WARLORD
Lacklustre Viking slash-'em-up, crying out for more blood and fire.
**REVIEWED** *OPS2*#11/**OVERALL** 04

### RUN LIKE HELL
US spin on the mech genre ends up rusting on the scrapheap.
**REVIEWED** *OPS2*#28/**OVERALL** 05

### SALT LAKE 2002
Winter Olympics game lacking in variety, fun and depth.
**REVIEWED** *OPS2*#17/**OVERALL** 05

### SCOOBY-DOO! NIGHT OF 100 FRIGHTS
Family-orientated platform fun (and not as bad as that sounds).
**REVIEWED** *OPS2*#23/**OVERALL** 06

### SEGA SOCCER SLAM
Irredeemable footy game with shocking frame rate. Boot it to row Z. **REVIEWED** *OPS2*#28/**OVERALL** 02

### SHADOW HEARTS
Extremely enjoyable RPG imported from Japan.
**REVIEWED** *OPS2*#19/**OVERALL** 07

### SHADOW MAN: 2ECOND COMING
Gory action adventure with a horror comic book lean.
**REVIEWED** *OPS2*#18/**OVERALL** 07

### SHADOW OF MEMORIES — BRONZE
Intelligent, filmic adventure from Konami with a serpentine plot.
**REVIEWED** *OPS2*#05/**OVERALL** 08

### SHAUN PALMER'S PRO SNOWBOARDER
Good, but lacks the speed to recreate the thrills of the real thing.
**REVIEWED** *OPS2*# 15/**OVERALL** 06/●**DVD#16**

### SHIFTERS
An intriguing RPG premise is throttled by inept execution. Avoid.
**REVIEWED** *OPS2*# 25/**OVERALL** 03

### SHOX
Flashy, rally-based racer which attempts to innovate.
**REVIEWED** *OPS2*# 27/**OVERALL** 05

### SILENT HILL 2 — BRONZE
One of the most atmospheric and frightening adventures on PS2.
**REVIEWED** *OPS2*# 13/**OVERALL** 08/●**DVD#14**

### SILENT SCOPE — BRONZE
Slick shooting gallery-style game where you pick off the bad guys.
**REVIEWED** *OPS2*#01/**OVERALL** 08

### SILENT SCOPE 2
Konami's sniper sim gets an update, but usurped by *Time Crisis 2*.
**REVIEWED** *OPS2*# 14/**OVERALL** 07/●**DVD#13**

### SILPHEED: THE LOST PLANET
Tedious top-down shooter. Get *R-Type* on PSone instead.
**REVIEWED** *OPS2*#03/**OVERALL** 03

### PLATINUM WATCH
**For £20 you could get a cab from London Bridge to Paddington. Don't bother. Stay in and play *Crazy Taxi* instead.**

## TOP 5 FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
**Superlative single and multiplayer fun.**
2. MEDAL OF HONOR: FRONTLINE
**Atmospheric, story-driven epic set in World War II.**
3. HALF-LIFE
**Former PC hit is given a classic PS2 rebirth.**
4. DEUS EX
**Complex and subtle future shock FPS.**
5. QUAKE III
**Getting on, but still provides brilliant deathmatch fun.**

### SIR ALEX FERGUSON'S PLAYER MANAGER 2002
Solid footy management sim featuring the cheery United supremo.
**REVIEWED** *OPS2*#12/**OVERALL** 06

### SKY ODYSSEY — BRONZE
Gentle but addictive mission-based flight sim.
**REVIEWED** *OPS2*#06/**OVERALL** 08/●**DVD#07**

### SKY SURFER
Jump out of a plane and surf the skies on a board (but badly).
**REVIEWED** *OPS2*#04/**OVERALL** 03

### SLAM TENNIS
Slick tennis sim that breaks the Sega/Namco stranglehold.
**REVIEWED** *OPS2*#23/**OVERALL** 07

### SLED STORM — BRONZE
A motorised version of *SSX Tricky* and a fine arcade racing title.
**REVIEWED** *OPS2*#20/**OVERALL** 08

### SMASH COURT TENNIS: PRO TOURNAMENT — BRONZE
PS2 tennis at its very best. Plays almost flawlessly – and looks ace!
**REVIEWED** *OPS2*#21/**OVERALL** 08/●**DVD#21**

### SMUGGLER'S RUN
Drive like the wind with a trunkload of illegal booty.
**REVIEWED** *OPS2*#01/**OVERALL** 07

### SMUGGLER'S RUN 2: HOSTILE TERRITORIES
Rockstar's frantic mission-based racer gets a solid makeover.
**REVIEWED** *OPS2*#15/**OVERALL** 07

### SOLDIER OF FORTUNE: GOLD EDITION
The gore-heavy first-person shooter suffers a poor port from PC.
**REVIEWED** *OPS2*#22/**OVERALL** 05

### SOUL REAVER 2
Soul-sucking fantasy adventure for goth gamers everywhere.
**REVIEWED** *OPS2*# 14/**OVERALL** 07/●**DVD#12/#17**

### SPACE ACE
Absolutely horrendous arcade port from 1847, or something.
**REVIEWED** *OPS2*#04/**OVERALL** 01

### SPACE CHANNEL 5 V1
A sci-fi rhythm action game from Sega with style by the bucketload.
**REVIEWED** *OPS2*#18/**OVERALL** 07

### SPACE RACE
Simple but fun cartoon kart racer featuring the Looney Toons gang.
**REVIEWED** *OPS2*#17/**OVERALL** 05/●**DVD#20**

### SPIDER-MAN
Cool mission-based superhero adventure based on the movie.
**REVIEWED** *OPS2*#21/**OVERALL** 07

### SPLASHDOWN
Accessible Sea-Doo stunt racer with impressive water effects.
**REVIEWED** *OPS2*#14/**OVERALL** 07

### SPYRO: ENTER THE DRAGONFLY
Platformer fails to move on. Not poor, but we can't recommend it.
**REVIEWED** *OPS2*# 28/**OVERALL** 06

### SPY HUNTER — BRONZE
Like James Bond's gadget-laden cars? You'll love this action racer.
**REVIEWED** *OPS2*#12/**OVERALL** 08/●**DVD#12**

### SSX — SILVER
Addictive, neon-splattered, high-speed snowboard racer.
**REVIEWED** *OPS2*#01/**OVERALL** 09

### SSX TRICKY — SILVER
The semi-sequel to PS2's sleeper hit is now bigger and better.
**REVIEWED** *OPS2*# 15/**OVERALL** 09

### STAR TREK VOYAGER: ELITE FORCE
What was a cool first-person shooter on PC loses its way on PS2.
**REVIEWED** *OPS2*#23/**OVERALL** 04

### STAR WARS: BOUNTY HUNTER
Solid 3D romp through the underbelly of the *Star Wars* universe.
**REVIEWED** *OPS2*# 28/**OVERALL** 07

### STAR WARS: JEDI STARFIGHTER — BRONZE
Sequel to the LucasArts 3D shooter with a few new tricks.
**REVIEWED** *OPS2*# 19/**OVERALL** 08/●**DVD#21**

### STAR WARS: RACER REVENGE
Diddy Darth goes podracing in this fast and furious space racer.
**REVIEWED** *OPS2*# 19/**OVERALL** 07

# database

***Can't get hold of one of the games in ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of game publishers in the UK.***

**3DO** 01753 756700
www.3doeurope.com
3DO Europe,
21-23 Mossop Street,
London SW3 2LY

**ACCLAIM** 0207 344 5000
www.acclaimnation.com
112-120 Brompton Road,
Knightsbridge,
London SW3 1JJ

**ACTIVISION** 01753 756 100
www.activision.com
Parliament House,
St Laurence Way, Slough,
Berkshire SL1 2BW

**BAM! ENTERTAINMENT**
01225 329298
www.bam4fun.com
3rd Floor, Upper Borough Court,
Upper Borough Walls,
Bath, BA1 1RG

**BBC MULTIMEDIA**
0208 433 2000
www.bbcmultimedia.com
CG11, Woodlands, 80 Wood Lane,
London W12 0TT

**CAPCOM EUROSOFT**
0208 846 2550
www.capcom-europe.com
9th Floor,
26-28 Hammersmith Grove,
London W6 7HA

**CODEMASTERS**
01926 814 132
www.codemasters.com
Stoneythorpe, Southam,
Warwickshire CV47 2DL

**EIDOS INTERACTIVE**
0870 9000222
www.eidos.co.uk
1 Hartfield Road,
Wimbledon, London SW19 3RU

**ELECTRONIC ARTS**
0870 243 2435
www.uk.ea.com
2000 Hillswood Drive,
Chertsey, Surrey KT16 0EU

**EMPIRE INTERACTIVE**
0208 3439143
www.empireinteractive.com
The Spire, 677 High Road,
North Finchley N12 0DA

**INFOGRAMES** 0208 222 9700
www.infogrames.co.uk
Infogrames UK,
Landsmark House,
Hammersmith Bridge Road,
London, W6 9EJ

**JVC INTERACTIVE** 0207 240 3121
www.jvcmusic.co.uk
44 Wellington Street,
Covent Garden,
London WC2E 7RH

**KONAMI** 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip,
Middlesex HA4 7LF

**LEGO** 01753 495 453
www.lego.com
33 Bath Road, Slough,
Berks SL1 3UF

**MICROIDS** 01908 223377
www.microids.com
Windrush Barn,
Stantonbury Park Offices,
Great Linford,
Milton Keynes, MK14 5AT

**MIDAS INTERACTIVE**
01279 858 000
www.midasinteractive.com
Unit 14, Stansted Business Centre,
Start Hill, Bishops Stortford,
Hertfordshire, CM22 7DG

**MIDWAY** 0207 938 4488
www.midway.com
Macmillan House,
96 Kensington High Street,
London W8 4SG

**ROCKSTAR GAMES**
0870 124 2222
www.rockstargames.com
Saxon House, 2-4 Victoria Street,
Windsor, Berks SL4 1BY

**SCEE/SONY** 08705 998877
uk.playstation.com
psukcustomer_service@scee.net

**SCi** 0207 585 3308
www.sci.co.uk
Unit 11, Ivory House,
Plantation Wharf, York Road,
London SW11 3TN

**TAKE 2** 0870 124 2222
www.take2games.co.uk
Saxon House, 2-4 Victoria Street,
Windsor, Berks SL4 1BY

**THQ** 02380 619125
www.thq.com
Dukes Court, Duke Street, Woking,
Surrey GU21 5BH

**UBI SOFT**
01932 838230
www.ubisoft.co.uk
Chantrey Court, Minorca Road,
Weybridge,Surrey KT13 8DU

**VIRGIN INTERACTIVE**
0207 551 0000
www.vie.co.uk
74A Charlotte Street,
London W1P 1LR

**VIVENDI UNIVERSAL**
0118 920 9100
www.vivendi-universal-interactive.co.uk
2 Beacontree Plaza, Gilette Way,
Reading RG2 BS

## SO WHO THE HELL IS... ? #4: JESTER INTERACTIVE

***Meet the developers: the shadowy creative masterminds behind the games you play.***

LOGO

FOUNDED
**1997**

ADDRESS
**Francis Smith House**
**Manor Lane**
**Hawarden**
**Flintshire**
**CH5 3PP**

WEB SITE
**www.jesterinteractive.com**

SELECTED SOFTOGRAPHY
- 1998: *Music* (PSone)
- 1999: *Music 2000* (PSone)
- 2001: *MTV Music Generator 2* (PS2)
- 2002: *Super Trucks* (PS2)
- 2002: *Manic Miner* (GBA)

WORKING ON
As a developer, Jester Interactive made its name with the innovative music creation title *Music* on PSone. The company now operates as a publisher as well. PlayStation 2 projects currently in the Jester pipeline include the hotly anticipated *Music 3*, *Isle Of Man TT Super Bikes* and *Paradroid*.

**RATCHET & CLANK** Feline and steel working together in perfect harmony.

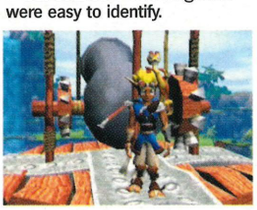
# PLATFORMERS

*The games that'll have you jumping for joy and a few which will send you plunging to the depths of despair.*

Things used to be so black and white. Yep, before the PlayStation came along and made 3D the norm, platform games were easily distinguishable purely by the fact that they contained a bunch of platforms that you had to traverse in order to meet your goals. Nowadays though, the line between platform, action adventure, shoot-'em-up and practically any other genre you'd care to mention has been blurred by the enhanced aesthetic design of your surrounds. Take *Ico* for example. Beating the game undoubtedly requires the skilful negotiating of platforms – but it isn't really a platform game is it? You see our dilemma? As many of us older gamers were weaned onto the bright lights of videogamedom by early platform pearls such as *Donkey Kong* and *Jet Set Willy* – where the mundane music of *Manic Miner* was as synonymous with youth as Wham bars and the gallery theme from *Take Hart* – not being able to easily pick out a platformer in the current climate is somewhat alarming.

Thank God then, for that other well-known platform game trait that is still as evident today as it was in 1984 – that of collecting things. Coins, bells, tokens, gems, whatever, every 'platform' game has them and they provide our easy reference for identifying titles of the genre today. So without further ado, here's the highs and lows of the PS2's coolest collect-'em-ups. Sorry, ahem, platform games. □ **RB**

**BEFORE 3D** Platform games were easy to identify.



**AFTER 3D** Where have all the bloody platforms gone?

## ESSENTIAL BOUNDING

## Ratchet & Clank

SCEE/INSOMNIAC

Firing a photon torpedo up the bottom of a genre that has slackened and become unpleasantly lardy in recent months, Insomniac's stylish, sophisticated and perfectly realised work of art humbles everything that dares to be classed in the same bracket. Pure genius.

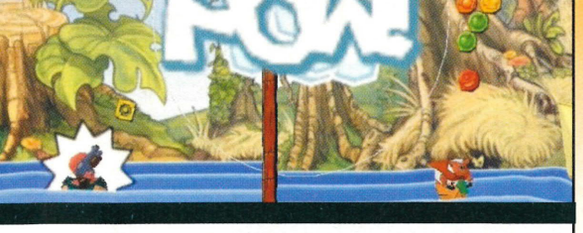
***"A gripping comic space opera that's gripping in every way."*** **OPS2#26**

## Jak And Daxter

SCEE/NAUGHTY DOG

Wisely ditching Crash to invent a dynamic new duo to launch its PS2 assault, Naughty Dog's platform opus amazed and enthralled all who touched it last Christmas. Not necessarily because it trod any radical new ground in the platform field, but purely because it did everything superbly well. What delights the sequel will bring we can only imagine...

***"A true PS2 original. Confident and utterly accomplished. Get it now!"*** **OPS2#15**



# charts

*Your monthly look at the league table of PS2 gaming popularity.*

## PlayStation 2 Official Magazine-UK — TOP 20 PS2 GAMES TO BUY

*For the week ending November 29, 2002*

| Position | Weeks on chart | Highest position | Game Name | Publisher |
|---|---|---|---|---|
| 1 | 1 | 1 | James Bond 007: Nightfire | EA |
| 2 | 2 | 2 | Lord Of The Rings: The Two Towers | EA |
| 3 | 2 | 3 | Harry Potter And The Chamber Of Secrets | EA |
| 4 | 3 | 2 | GTA: Vice City | ROCKSTAR |
| 5 | 2 | 4 | Tony Hawk's Pro Skater 4 | ACTIVISION |
| 6 | 5 | 2 | FIFA 2003 | EA |
| 7 | 5 | 1 | Pro Evolution Soccer 2 | KONAMI |
| 8 | 1 | 8 | Spyro: Enter The Dragonfly | UNIVERSAL |
| 9 | 2 | 1 | WWE SmackDown! Shut Your Mouth | THQ |
| 10 | 1 | 10 | Dragonball Z: Budokai | INFOGRAMES |
| 11 | 3 | 10 | Ratchet & Clank | SCEE |
| 12 | 2 | 6 | Kingdom Hearts | SCEE |
| 13 | 5 | 3 | Colin McRae Rally 3 | CODEMASTERS |
| 14 | 2 | 8 | LMA Manager 2003 | CODEMASTERS |
| 15 | 11 | 3 | Conflict: Desert Storm | SCI |
| 16 | 1 | 16 | Haven: Call Of The King | MIDWAY |
| 17 | 1 | 17 | Ty The Tasmanian Tiger | EA |
| 18 | 2 | 10 | Red Faction II | THQ |
| 19 | 57 | 1 | Grand Theft Auto III | ROCKSTAR |
| 20 | 8 | 6 | Hitman 2: Silent Assassin | EIDOS |

*OPS2 *Charts in association with* **WHSmith**

WHSmith

### The name's Bond

With the 20th Bond flick *Die Another Day* opening at cinemas, this well-timed 007 adventure was always going to do well. A worthy follow-up to **Agent Under Fire**, its #1 position will be taken next week when **GTA: Vice City** is resupplied to stores everywhere...

### Only number 4!?

Demand for Rockstar's **GTA: Vice City** has gone through the roof. Most stores ran out of stock on the first day and the game has been in short supply ever since. Hence its false chart position.

**GO TO: uk.playstation.com**

■ *Send us your own charts by email on PS2@futurenet.co.uk, or by post to the usual address. Don't forget to check the site every Friday for a round-up of the week's new releases.*

### 1 YEAR AGO

TAKE A JOURNEY WITH US, BACK TO THE CHART THAT TIME FORGOT.

1. Pro Evolution Soccer — The start of something quite wonderful.
2. Grand Theft Auto III — Freeform gameplay to die for.
3. WWF SmackDown! 'Just Bring It' — More big blokes 'fighting' in their pants.
4. Silent Hill 2 — Something wicked this way comes...
5. FIFA 2002 — Four places below *PES*. Enough said.

### OPS2 READER'S CHART

ROCKSTAR'S CRIME-A-THON IS THE DADDY FOR MANY, INCLUDING **JERRY JONES, CAMBRIDGE.**

1. GTA: Vice City — "Sheer and total immersion."
2. Pro Evolution Soccer 2 — "At last, some decent commentary."
3. Ratchet & Clank — "Who says platform games are dull?"
4. Colin McRae Rally 3 — "Takes realism to new levels."
5. Conflict: Desert Storm — "Just keeps on giving."

### TOP 5 US GAMES

OCTOBER'S TOP GAMES FROM THE COUNTRY THAT CALLS A TOILET A 'RESTROOM'. HOW GENTEEL.

1. GTA: Vice City — No software shortages here then.
2. Mortal Kombat: Deadly Alliance — Strong showing from our next cover.
3. WWE SmackDown! Shut Your Mouth — Stateside wrestlemania.
4. James Bond 007: Nightfire — See, not all Brits are villains.
5. Lord Of The Rings: The Two Towers — Hobbit fever is contagious.

**VIRTUA FIGHTER 4** BRONZE
Complex yet fast-moving beat-'em-up that rewards the patient.
**REVIEWED** *OPS2*#19/**OVERALL** 08

**VIRTUA TENNIS 2** BRONZE
Almost indistinguishable from the DC version. But if ain't broke...
**REVIEWED** *OPS2*#28/**OVERALL** 08

**V-RALLY 3** BRONZE
Superb on PSone, the *V-Rally* brand speeds to PS2 with true style.
**REVIEWED** *OPS2*#22/**OVERALL** 08/●**DVD#28**

**WACKY RACES STARRING DASTARDLY AND MUTTLEY**
Cel-shaded kart racer with all your fave cartoon characters.
**REVIEWED** *OPS2*#09/**OVERALL** 06/●**DVD#09**

**WALT DISNEY'S JUNGLE BOOK GROOVE PARTY**
Fun *Beatmania*-style dance mat game with Disney appeal.
**REVIEWED** *OPS2*#08/**OVERALL** 04

**WARRIORS OF MIGHT AND MAGIC**
Dreadful adventure/RPG hybrid that was unbelievably a hit on PC.
**REVIEWED** *OPS2*#07/**OVERALL** 03/●**DVD#07**

**WAY OF THE SAMURAI**
Dismal, often tedious *Bushido Blade* wannabe. Utterly avoidable.
**REVIEWED** *OPS2*#26/**OVERALL** 05

**WHO WANTS TO BE A MILLIONAIRE: 2ND EDITION**
Scary animation of Tarrant and easy questions make for a dull game.
**REVIEWED**: *OPS2*#15/**OVERALL** 04

**WILD WILD RACING**
Off-road buggy racing game that's okay for a spin or three.
**REVIEWED** *OPS2*#01/**OVERALL** 06/●**DVD#01**

**WIPEOUT FUSION** SILVER
Get this! Cult future hoverjet racer and the best *WipEout* yet.
**REVIEWED** *OPS2*# 16/**OVERALL** 09/●**DVD#14**

**WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK**
Dull cartoon platform adventure aimed at kids. Stop this evil!
**REVIEWED** *OPS2*# 17/**OVERALL** 03

**WORLD CHAMPIONSHIP SNOOKER 2002** BRONZE
Detailed and incredibly playable snooker sim.
**REVIEWED** *OPS2*# 11/**OVERALL** 08/●**DVD#11**

**WORLD DESTRUCTION LEAGUE: THUNDER TANKS**
Fun arcade tank sim with an ace four-player Deathmatch mode.
**REVIEWED** *OPS2*#05/**OVERALL** 07

**WORLD DESTRUCTION LEAGUE: WARJETZ**
Poor plane-based future war game. Can we go now, please?
**REVIEWED** *OPS2*#10/**OVERALL** 02

**WORLD RALLY CHAMPIONSHIP 2001** SILVER
An immersive driving sim for novices and experts alike..
**REVIEWED** *OPS2*#14/**OVERALL** 09/●**DVD#14**

**WORMS BLAST** BRONZE
Not your usual *Worms* game – think a stealthy *Bust-A-Move* instead.
**REVIEWED** *OPS2*#19/**OVERALL** 08

**WRC II EXTREME** SILVER
Evolution Studios steps up a gear with this truly realistic rally sim.
**REVIEWED** *OPS2*#27/ **OVERALL** 09/●**DVD#27**

**WRECKLESS: THE YAKUZA MISSIONS**
Hurtle around Hong Kong in this car-based action title.
**REVIEWED** *OPS2*#27/**OVERALL** 07

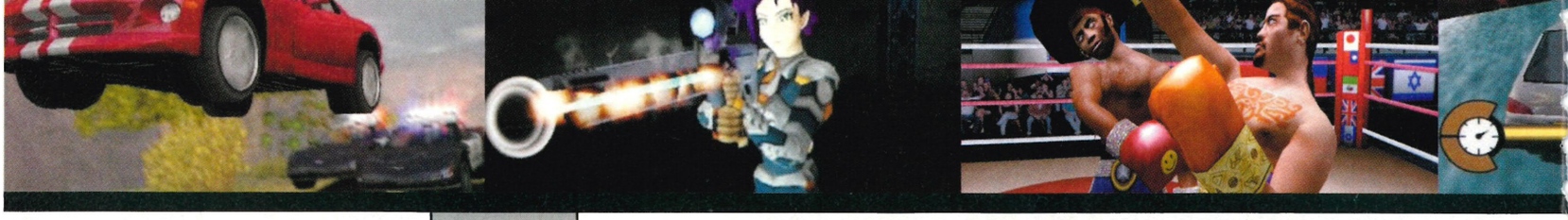
**WTA TOUR TENNIS**
If this game was a tennis player, it'd be a British woman. Awful.
**REVIEWED** *OPS2*# 26/**OVERALL** 04

**WWE SMACKDOWN! 'JUST BRING IT!'**
Fun and realistic representation of the full-on WWE experience.
**REVIEWED** *OPS2*# 13/**OVERALL** 08/●**DVD#14** BRONZE

**WWE SMACKDOWN! SHUT YOUR MOUTH**
Slick, supple wrestling title with commendable attention to detail.
**REVIEWED** *OPS2*# 26/**OVERALL** 08/●**DVD#26** BRONZE

**X-SQUAD**
Team-based third-person shooter, superseded by *Project Eden*.
**REVIEWED** *OPS2*#02/**OVERALL** 05

**ZONE OF THE ENDERS** SILVER
Splendid mech shooter adventure from *Metal Gear*'s Hideo Kojima.
**REVIEWED** *OPS2*#06/**OVERALL** 09/●**DVD#06**



## METAL GEAR SOLID 2: SONS OF LIBERTY — GOLD
A must-own, state-of-the-art Tactical Espionage stealth adventure.
**REVIEWED** *OPS2#*17/**OVERALL** 10/●**DVD#17**

## MICRO MACHINES
Not a disaster but there's little here that PSone hasn't done better.
**REVIEWED** *OPS2#*27/**OVERALL** 06/●**DVD#26**

## MIDNIGHT CLUB
Tazz around New York and London in this fun but simple racer.
**REVIEWED** *OPS2#*01/**OVERALL** 04

## MIKE TYSON HEAVYWEIGHT BOXING
A decent, entertaining box-'em-up with an arcade lean.
**REVIEWED** *OPS2#*21/**OVERALL** 07/●**DVD#19**

## MOBILE SUIT GUNDAM: FEDERATION VS ZEON
Popular Jap mech franchise lacks variety but provides plenty of fun.
**REVIEWED** *OPS2#*28/**OVERALL** 07

## MODERNGROOVE: MINISTRY OF SOUND
Not a game but a lightshow generator with five full dance albums.
**REVIEWED** *OPS2#*11/**OVERALL** 06

## MONSTERS, INC
Simple *Crash*-styled platformer based on the Disney/Pixar film.
**REVIEWED** *OPS2#*17/**OVERALL** 04

## MOTO GP
*Gran Turismo*-alike sim racer (but on two wheels) from Namco.
**REVIEWED** *OPS2#*03/**OVERALL** 07/●**DVD#04/#08**

## MOTO GP 2
Better/longer/faster/bigger than the first one but a tad repetitive.
**REVIEWED** *OPS2#*17/**OVERALL** 07/●**DVD#16**

## MOTOR MAYHEM
Cool deathmatch-based vehicle blasting à la *Twisted Metal*.
**REVIEWED** *OPS2#*13/**OVERALL** 05

## MR MOSKEETO
Brilliantly original and mildly addictive insect sim. Yes, insect sim.
**REVIEWED** *OPS2#*20/**OVERALL** 06

## MTV MUSIC GENERATOR 2 — SILVER
Home DJ sample/mixer music maker. Like music? You need this.
**REVIEWED** *OPS2#*08/**OVERALL** 09/●**DVD#08**

## MX 2002 FEATURING RICKY CARMICHAEL
Pleasingly chunky arcade-style motocross sim.
**REVIEWED**: *OPS2#*12/**OVERALL** 07/●**DVD#13**

## MX RIDER
Motocross/supercross sim that lacks the true grit of the sport.
**REVIEWED** *OPS2#*13/**OVERALL** 06/●**DVD#12**

## MX SUPERFLY
Formidable trick-packed, mud-caked motocross simulation.
**REVIEWED** *OPS2#*24/**OVERALL** 07/●**DVD#28**

## MYST III: EXILE
Wow, an interactive photo album! Now, slowly, start backing away.
**REVIEWED** *OPS2#*28/**OVERALL** 03

## NBA HOOPZ
Arcade-styled hoops and tall people sim. Go for *NBA Street* instead.
**REVIEWED** *OPS2#*06/**OVERALL** 06

## NBA LIVE 2001
Solid and playable, but surely out of date stats-wise by now.
**REVIEWED** *OPS2#*05/**OVERALL** 06

## NBA LIVE 2002
An update of *NBA Live 2001*, but no improvements gameplay-wise.
**REVIEWED** *OPS2#*15/**OVERALL** 06

## NBA STREET
Great looks, great to play, but doesn't last the full four quarters.
**REVIEWED** *OPS2#*10/**OVERALL** 06/●**DVD#13**

## NEED FOR SPEED: HOT PURSUIT — BRONZE
Combining hair-raising car chases with a scant regard for realism.
**REVIEWED** *OPS2#*26/**OVERALL** 08

## NEXT GENERATION TENNIS
Next-gen tennis game with sloppy controls. Go for *Smash Court*.
**REVIEWED** *OPS2#*23/**OVERALL** 04

## NFL QUARTERBACK CLUB 2002 — BRONZE
American football sim that almost rivals the mighty *Madden*.
**REVIEWED** *OPS2#*13/**OVERALL** 08

## PLATINUM WATCH

***WWE SmackDown! Shut Your Mouth*** may be the state of the grappling art, but its predecessor ***'Just Bring It'*** is still a bulging, spandex-clad bundle of fun, *and* for a mere 20 nicker.

## NHL 2001 — BRONZE
EA Sports' perennial ice hockey licence hits the mark.
**REVIEWED** *OPS2#*02/**OVERALL** 08/●**DVD#03**

## NHL 2002 — BRONZE
The definitive ice hockey sim gets even better in 2002.
**REVIEWED** *OPS2#*14/**OVERALL** 08

## NHL 2003
Chunky ice hockey action returns in this year's EA franchise update.
**REVIEWED** *OPS2#*26/**OVERALL** 07

## NHL HITZ 2002
Violent ice hockey game from the makers of *NFL Blitz*.
**REVIEWED** *OPS2#*14/**OVERALL** 06

## NHL HITZ 2003
It's diddy teams but big bruises in this dirty version of ice hockey.
**REVIEWED** *OPS2#*26/**OVERALL** 06

## NINJA ASSAULT
Slick and solid lightgun shooter. With ninjas. Nothing special, tho'.
**REVIEWED** *OPS2#*25/**OVERALL** 06/●**DVD#25**

## NO-ONE LIVES FOREVER
*Quake* goes *Austin Powers* in this spy-themed first-person shooter.
**REVIEWED** *OPS2#*19/**OVERALL** 07

## NYR: NY RACE
Moderate futuristic city racer, based on *The Fifth Element*. Really.
**REVIEWED** *OPS2#*14/**OVERALL** 05

## ONI
Enjoyable third-person sci-fi romp featuring future Lara, Konoko.
**REVIEWED** *OPS2#*05/**OVERALL** 07

## ONIMUSHA 2: SAMURAI'S DESTINY — SILVER
Adventure gaming refined to perfection. Capcom, we salute you!
**REVIEWED** *OPS2#*25/**OVERALL** 09

## ONIMUSHA: WARLORDS — BRONZE
Tactical but action-packed samurai survival horror adventure.
**REVIEWED** *OPS2#*09/**OVERALL** 08

## OPERATION WINBACK
Enjoyable enough stealth adventure, but no *Metal Gear Solid*.
**REVIEWED** *OPS2#*07/**OVERALL** 06

## ORPHEN
Surprisingly unimaginative, anime-inspired Japanese RPG.
**REVIEWED** *OPS2#*01/**OVERALL** 04

## PARAPPA THE RAPPER 2
Top rhythm action that's become a bit of a cult hit.
**REVIEWED** *OPS2#*17/**OVERALL** 07/●**DVD#17**

## PARIS-DAKAR RALLY
Multiple vehicles or not, this rally sim does little to inspire.
**REVIEWED** *OPS2#*13/**OVERALL** 05

## PENNY RACERS
A half-baked and underfed *Gran Turismo*. Avoid.
**REVIEWED** *OPS2#*14/**OVERALL** 04

## PETER PAN: RETURN TO NEVER LAND
Cartoon-based platformer that never grew up.
**REVIEWED** *OPS2#*19/**OVERALL** 02/●**DVD#21**

## PIRATES: THE LEGEND OF BLACK KAT
An action RPG with unique pirate battles, but little to treasure.
**REVIEWED** *OPS2#*19/**OVERALL** 03

## POLAROID PETE
Certifiably insane side-scrolling cartoon photographer sim. Ahem.
**REVIEWED** *OPS2#* 16/**OVERALL** 07

## POLICE 24/7
Lightgun-esque cop shoot-'em-up that can utilise a Webcam.
**REVIEWED** *OPS2#*17/**OVERALL** 05

## POOLMASTER
Realistic but dull pool sim. You're better off playing the real thing.
**REVIEWED** *OPS2#*02/**OVERALL** 05

## PORTAL RUNNER
*Army Men* spin-off platformer starring a tired Lara wannabe.
**REVIEWED** *OPS2#* 13/**OVERALL** 05/●**DVD#12**

## PRISONER OF WAR
Stealthy, tense WWII 3D adventure set in a prisoner of war camp.
**REVIEWED** *OPS2#* 22/**OVERALL** 07

## PRO EVOLUTION SOCCER — SILVER
Update of PSone's *ISS Pro Evolution*. The best PS2 footy game yet.
**REVIEWED** *OPS2#*14/**OVERALL** 09/●**DVD#16**

## PRO EVOLUTION SOCCER 2 — SILVER
Tweaked to perfection, the best footy game just got even better.
**REVIEWED** *OPS2#*27/**OVERALL** 09

## PROJECT EDEN — BRONZE
Complex FPS/adventure from the clever folk behind *Tomb Raider*.
**REVIEWED** *OPS2#*12/**OVERALL** 08/●**DVD#15**

## PROJECT ZERO — BRONZE
Genuinely disturbing survival horror, dripping with menace.
**REVIEWED** *OPS2#*24/**OVERALL** 08/●**DVD#23**

## PRO RALLY 2002
Playable enough rally title, but no *Colin McRae* or *WRC*.
**REVIEWED** *OPS2#*21/**OVERALL** 05

## PRYZM CHAPTER ONE: THE DARK UNICORN
If the name doesn't put you off, the abject RPG gameplay should.
**REVIEWED** *OPS2#*28/**OVERALL** 02

## QUAKE III — SILVER
Fast, smooth, violent… This first-person shooter is one of the best.
**REVIEWED** *OPS2#*06/**OVERALL** 09

## RACHET & CLANK — SILVER
Sumptuous platformer. Quite simply, an absolute joy to explore.
**REVIEWED** *OPS2#*26/**OVERALL** 09/●**DVD#26**

## RALLY CHAMPIONSHIP
Fast-paced, playable rally racer with good use of 'Ghost' mode.
**REVIEWED** *OPS2#*22/**OVERALL** 07/●**DVD#20**

## RALLY FUSION: RACE OF CHAMPIONS
Solid rally package but outpaced by its big-name competitors.
**REVIEWED** *OPS2#*27/**OVERALL** 06

## RAYMAN M
Inventive 'race' use of the *Rayman* licence.
**REVIEWED**: *OPS2#*15/**OVERALL** 06/●**DVD#13**

## RAYMAN REVOLUTION — BRONZE
Animation-quality graphics elevate this popular platformer.
**REVIEWED** *OPS2#*02/**OVERALL** 08

## RC REVENGE PRO
An eminently avoidable kart racer.
**REVIEWED** *OPS2#*02/**OVERALL** 03

## RC SPORTS COPTER CHALLENGE
Flying remote control helicopters *can* be fun. No, really, it can. Um.
**REVIEWED** *OPS2#*26/**OVERALL** 04

## READY 2 RUMBLE: ROUND 2
Marvellous, arcade-based cartoon boxing title.
**REVIEWED** *OPS2#*01/**OVERALL** 07

## REDCARD
Brutal arcade footy action where fists are as important as feet.
**REVIEWED** *OPS2#*21/**OVERALL** 06/●**DVD#21**

## RED FACTION — BRONZE
Clever first-person shooter that melds *Metal Gear* with *Total Recall*.
**REVIEWED** *OPS2#*08/**OVERALL** 08

## RED FACTION II — BRONZE
More anti-authority action but this time it's set on Earth.
**REVIEWED** *OPS2#*27/**OVERALL** 08/●**DVD#26**

## REIGN OF FIRE
Apocalyptic shooter with dragon flying and buggy riding.
**REVIEWED** *OPS2#*28/**OVERALL** 07/●**DVD#27**

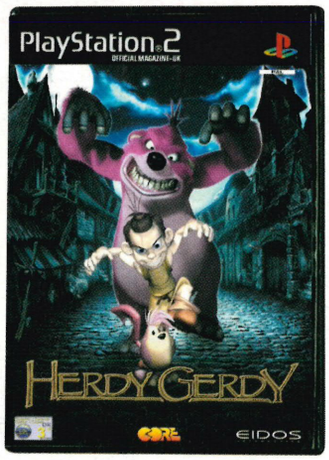
## RESIDENT EVIL CODE: VERONICA X — SILVER
Curious about all this survival horror lark? Then play this classic.
**REVIEWED** *OPS2#* 10/**OVERALL** 09

## RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Poor lightgun spin-off from Capcom's survival horror series. Avoid.
**REVIEWED** *OPS2#*18/**OVERALL** 04

## REZ — SILVER
Sega's psychedelic gem boasts superb visuals and gameplay.
**REVIEWED** *OPS2#* 16/**OVERALL** 09/●**DVD#17**

## RIDGE RACER V
PS2 update of the popular arcade racer.
**REVIEWED** *OPS2#*01/**OVERALL** 07

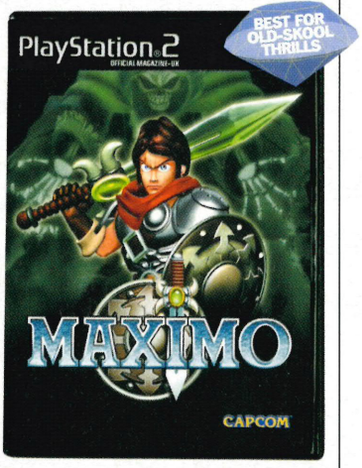
## EXCELLENT
### BOUNCING




## Herdy Gerdy
EIDOS/CORE DESIGN

After endless Lara Croft outings, Core Design flexed its sagging creative muscles to bring us an entirely new genre within the platform realm – the herd-'em-up. Amazingly enough, it worked, luring us into its fantastical world and seducing us just enough with its mixture of chase-and-be chased gameplay to award it a highly respectable Bronze award.

***"Name another game that involves herding."*** **OPS2#21**



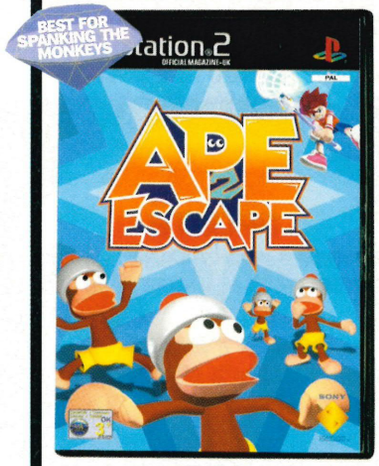

## Maximo
CAPCOM/CAPCOM DIGITAL STUDIOS

Providing a modern-day take on a lost treasure, Maximo resurrects the *Ghosts 'N' Goblins* theme and injects fresh new impetus with some dazzling visuals, while flashing a knowing wink back to its ancestry with fiendish levels and plenty of wry humour. A real crown jewel.

***"An engaging helping of platform fun with swords!"*** **OPS2#18**

**Also...**
For originality it reeks worse than week-old roadkill, but **Crash Bandicoot: The Wrath Or Cortex** should amuse (not surprise) fans of the long-running series.

## GOOD
### LEAP OF FAITH




## Ape Escape 2
SCEE/SCEJ

The original remains one of the PSone's finest moments, but it still comes as something of a niggling disappointment that the sequel merely mimics and never eclipses its splendour. There are more cheeky chimps to snare, more gadgets to do it with and plenty of hidden extras to uncover along the way, so this is more out-and-out fun over originality.

***"Daft and delirious, but not enough scope."*** **OPS2#29**

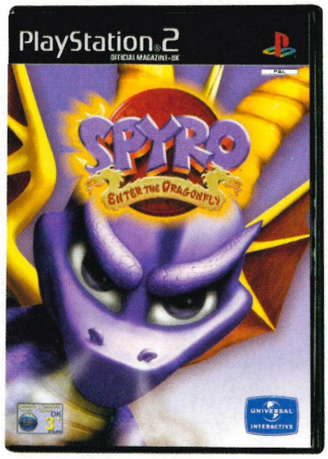
## Klonoa 2
SCEE/NAMCO

When the PSone arrived and ordered all to 'go 3D', Klonoa, the flappy-eared hound dared to fly the flag of the 2D days of yore. This sequel is altogether more dimensional, but it still harks back to the good old days of simplicity over outrageous style and we love it all the more for that.

***"A fitting testament to platformers of old..."*** **OPS2#13**

**Also...**
For something a bit different, try the acid-laced **Freakout**. Or, for a tidy but generic afternoon's entertainment, try **Treasure Planet** or **Taz: Wanted**.

## AVERAGE
### JUMPED UP



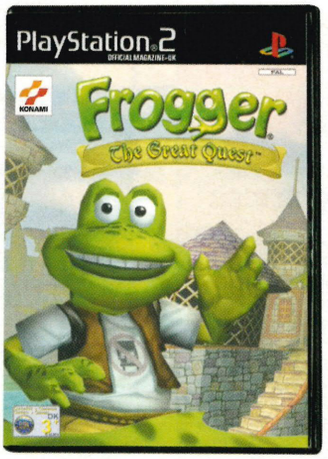

## Spyro: Enter The Dragonfly
UNIVERSAL/EQUINOXE

Could this have been a platform too far for the purple one? What worked on PSone now looks hideously outdated and with scarcely any new gameplay additions, it is easy to see why Insomniac abandoned little Spyro on the hard shoulder en route to better things.

***"Spyro was cute as a kid but he's an ugly adult..."*** **OPS2#28**

**Also...**
For the magic of Disney/Pixar, but with gameplay never approaching anything original, try **Monsters, Inc**. Or, for sheer 'yoiks!' factor, **Scooby-Doo! Night Of 100 Frights** almost gets away with it.

## PISS POOR
### LIMP




## Frogger: The Great Quest
KONAMI/KCEA

The name may be reminiscent of the classic Eighties game in which you manoeuvred a splodge of phlegm past speeding traffic and hungry crocodiles, but a dire 3D platformer is all you'll get if nostalgia-related curiosity draws you towards this steaming offal.

***"Not quite the worst PS2 game ever, but mightily close."*** **OPS2#21**

**Also...**
There are plenty of proverbial skidmarks in the platform category known simply as 'pants'. Stains such as **Peter Pan**, **Evil Twin** and **Disney's Stitch: Experiment 626**, if whiffed, could prove fatal.

## PSONE ALTERNATIVES

## Abe's Oddysee
GT INTERACTIVE/ODDWORLD INHABITANTS

The gibberish-babbling alien may have foolishly defected to Xbox, but even that can't tarnish two brilliantly executed PSone adventures. With brain-meltingly taxing puzzles, an encapsulating universe and even its own lingo, *Abe's Oddysee* (and the equally brilliant *Exoddus*) introduced us to one of gaming's biggest stars. And we sincerely wish him well.

## "ROADKILL'S TOO GOOD FOR THAT F*CKING BANDICOOT..."

***Which games get the hearts of uk.playstation.com forumites jumping?***

No great shocks that **Ratchet & Clank** is the flavour of the month on platform planet, with **Jak And Daxter** surprisingly hardly getting a look in (maybe it was that naff ending, eh?). Also still providing good, 'armless fun for many is **Rayman**, yet other PSone veterans such as **Crash Bandicoot** and **Spyro** are as seemingly welcome on PS2 as Barrymore at a pool party. And it's not looking good for the chimps either as **Ape Escape 2** is barely registering a ripple on the incoming excite-o-meter.

***Next month:*** *Sports games. Email your favourites to ps2@futurenet.co.uk*

# ON THE DVD

**Other magazines let you watch, OPS2 lets you play.**

Why not cut out these pages (or a photocopy of them) along the dotted line and slip them into your DVD case?

## YOUR DISC

Every issue, *Official PlayStation 2 Magazine* brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD allows you try the very latest PS2 games before you buy, often weeks and even months before release. Why risk your hard-earned cash on a £40 game when you can try it out on our covermounted DVD? From *Gran Turismo 3* and *Metal Gear Solid 2* to *TimeSplitters 2* and *Final Fantasy X*, we've always featured playable demos of the games that matter. Throw in top-quality video footage of the hits of the future and *Official PlayStation 2 Magazine*'s playable DVD is the best bargain on the newsagent's shelves.

## TALK TO US

We want to know what you think of our cover DVD, and what you'd like to see on it in the future. Write to: OPS2 DVD, *Official PlayStation 2 Magazine*, Future Publishing, Bath BA1 2BW or email: PS2disc@futurenet.co.uk

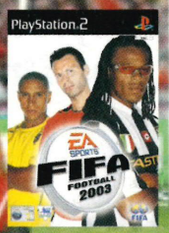
## HOW TO USE THE DVD

To enjoy this DVD, load it up on your PS2, then scroll between games and rolling demos using the ↓ and ↑ keys. To select within a section, use ← and →. Press ⊗ to start your demo choice. You may have to reset your PS2 after some demos. If you experience any problems, press reset to reload the demo.

PLAYABLE PlayStation 2

# EA SPORTS FIFA FOOTBALL 2003

**FEET FIRST** Enjoy the end-to-end action for yourself.




PUBLISHER: **EA SPORTS**
GAME TYPE: **FOOTY SIM**
OUT: **NOW**
PLAYERS: **1-2 (FULL GAME 1-8)**

**PLAY AS EITHER** Real Madrid or Arsenal in our special single-half demo of the all-conquering football game. Those used to slightly shonky frame rates, lumbering controls and jerky animations are in for a revelation with this *FIFA* instalment, the first to truly combine the playability of rival *Pro Evolution Soccer 2* with the looks and licensing EA are famous for. As to which is truly the best, however, we'll let you decide – our *PES2* demo is also on this DVD.

After enjoying the teams walking onto the pitch, decide which team you want to play for by pressing ← or → to choose teams, then Ⓐ to continue. Press ⊗ to 'Resume Match' and kick off.

Each player's energy bar appears at the bottom of the screen and this changes to a strength meter when shooting. The rest is pure unadulterated football. Game on.

**LIFE'S A PITCH** Well, it is using these perspectives.

## THE CONTROLS

**Offensive:**

| | |
|---|---|
| L-stick | Movement |
| R-stick | Freestyle control |
| ⊗ | Pass |
| ▢ | Lob pass |
| Ⓐ | Through ball |
| ◎ | Shoot |
| R1 | Run |
| L1 | Initiate player run |

**Defensive:**

| | |
|---|---|
| L-stick | Movement |
| R-stick | Freestyle control |
| ⊗ | Change man |
| ▢ | Sliding tackle |
| Ⓐ | Header |
| ◎ | Conservative tackle |
| L1 | Goalie rush |



## challenge

We're looking for a 4-0 victory for Arsenal. With you be playing for Arsenal, obviously. It'll take some doing in the single half on offer but it is possible.

## tip

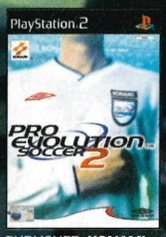
Mix up your running pace, try tapping and holding R1 for sudden bursts of speed and slow-downs guaranteed to wrong-foot a defender. Also, twiddle that right stick to perform traps, tap-ons and step-overs to keep defenders guessing.

**EA Sports undoubtedly has one of the two big footy games. It was reviewed next to PES2, now pick which is best for yourself.**

**LOOK-A-LIKES** Players resemble their real-life counterparts in play as well as in looks.

Touted as the premier footballing sim in existence back in OPS2#27, we let you play a Friendly game to decide if you agree.

# PRO EVOLUTION SOCCER 2™




PUBLISHER: **KONAMI**
GAME TYPE: **FOOTY SIM**
OUT: **NOW**
PLAYERS: **1-2 (FULL GAME 1-8)**

**WELCOME TO FIFA'S** biggest rival. Which pitch will you prefer? It's time to find out.

Press ⊗ to choose Match mode, then again to choose a Friendly Match. There are four teams available to choose from (they're indicated by the illuminated flags). Once you've chosen your teams, select your strips, then press ⊗. You can also choose where to play via a choice of two Stadia. Finally, before starting the game, you can go to 'difficulty' and choose how hard you want the CPU-controlled team to be. They've thought of everything.

And the options just keep on coming... You can now either just begin your match or tweak cameras, your team's formation or configure the controls just how you want them. Phew. A final 'Start The Match' will get the action under way.

## THE CONTROLS

**Offensive:**

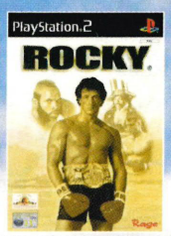
| | |
|---|---|
| L-stick: | Movement |
| ⊗ | Pass |
| □ | Shoot |
| △ | Through ball |
| ○ | Long pass |
| R1 | Maximum run |
| R2 | Intermediate run |
| L1 | Choose player |

**Defensive:**

| | |
|---|---|
| L-stick: | Movement |
| ⊗ | Tackle 1 |
| □ | Tackle 2 |
| △ | Goalkeeper |
| ○ | Sliding tackle |
| R1 | Maximum run |
| R2 | Intermediate run |

**tip** When playing with the D-pad it's very easy to perform some neat sidesteps to slip by defenders. Use the R2 run button and rapidly switch direction.

# ROCKY




PUBLISHER: **RAGE**
GAME TYPE: **BOXING**
OUT: **NOW**
PLAYERS: **1-2**

**ADRIAAAAAAANNE!** While clearly a game aimed at a grown-up kids, there's no denying the sheer quality of the boxing game lurking beneath the nostalgia-inducing movie sheen.

Simply choose your player and who you'd like to fight (be it a second human player or game-controlled fighter) and mix 'n' match those punch button combinations to keep your opponent guessing.

The two bars in the top corners of the screen show your stamina (when the orange bar hits zero, you'll be knocked out) and your strength (when the blue bar hits zero, you won't be able to fling any punches).

Punches performed at max strength therefore have more oomph than a meteorite.

**GLOVE STORY** Get ready to fight like a champ.

## THE CONTROLS

| | |
|---|---|
| L-stick | Movement |
| ⊗ | Body jab |
| □ | Head jab |
| ○ | Body straight |
| △ | Head straight |
| L1 | Block |
| R1 | Enable uppercuts (combine with punch buttons) |
| START | Pause |
| SELECT | Taunt |

Rocky was a hit when it was reviewed in OPS2#27. Go a couple of rounds as the champ to see what you think.

**tip** It's all about variety. Keep an eye on your blue meter. Go at it too heavy and you'll wear yourself out. Perform a flurry of different punches, then back off and recharge your strength.

## challenges

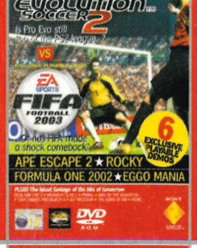
**FIFA 2003**
We've already asked you to win the game by a convincing margin. Time for an alternative tack. How many people can you get sent off in the 45-minute match? We managed three early baths before the whistle blew.

**PRO EVOLUTION SOCCER 2**
It's slightly harder to get a rise out of *ISS* than it is for *FIFA*. A simple 3-0 victory in the half provided (with either team) will be enough to impress us here.

**ROCKY**
One of *Rocky*'s major selling points is its realistic facial mangling. So, playing as Apollo Creed, can you fight and beat Rocky without being bloodied at all? The replays and close-ups will give the game away, so there's no chance of cheating.

**APE ESCAPE**
We'll content ourselves with successful monkey bagging here. Catch all of the monkeys thoughtfully provided on the full demo level in order to earn nuff respect.

EVEN MORE DEMO TREATS OVER THE PAGE




# ON THE DVD

## challenges

**FORMULA 1 2002**
There are only three laps to play with and – as usual – you start at the back of the field. Can you make it inside the top ten at the chequered flag in Simulation mode? It's a tricky one.

**EGGO MANIA**
How about complete victory – that's full top-of-the-frame victory – against the game before you pass the halfway mark? Be harsh on yourself (perhaps get in an external adjudicator to vouch for success) for maximum kudos.

**FAULTY DISC?**
If your DVD appears not to be loading properly, first try re-starting your PS2 with a swift tap of the green reset button. Still no luck? Then allow us to replace your DVD for you. Simply mail it directly to: *Official PlayStation 2 Magazine* DVD Returns, Customer Services, Future Publishing, Cary Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB. If you have any further queries, please email us at PS2disc@futurenet.co.uk.

## FORMULA ONE 2002

Formula 1

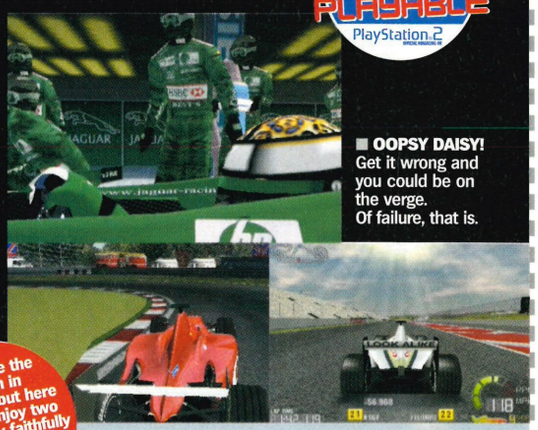
OFFICIALLY LICENSED PRODUCT

PLAYABLE PlayStation.2

PUBLISHER: **SCEE**
GAME TYPE: **F1 SIM**
OUT: **NOW**
PLAYERS: **1-2**

**CHOOSE YOUR LANGUAGE** then choose a style of play. There are two on offer: Arcade and Simulation – one caters for the light-at-heart F1 gamer, the other is for all the full-on telemetry heads out there.

Once past this initial conundrum you then have to pick your team, and even your driver, before finally plumping for your chosen track from a choice of two. The rest is simple: drive well and win. You'll be able to tussle around every bend and smash up the competition as if you're playing *GTAIII* in Arcade mode, but will have to avoid impacts with walls and cars if you want to survive in Simulation.



■ **OOPSY DAISY!** Get it wrong and you could be on the verge. Of failure, that is.



We drove the season in OPS2#27, but here you can enjoy two of the many faithfully rendered tracks. Skid marks and all.

### THE CONTROLS

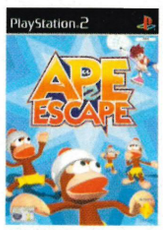
| | |
|---|---|
| ←/→ | Steering |
| L-stick | Steering |
| R-stick | Accelerate/brake |
| ⊗ | Accelerate |
| □ | Brake |
| △ | Change view |
| ○ | Repeat pit command |
| L1 | Change gear up |
| L2 | Change gear down |
| START | Pause |

**tip** Nothing beats learning where to start braking as you approach a bend. Failing that, watch out for short cuts where you can trim corners without being black flagged.

## APE ESCAPE 2

■ **DAMN DIRTY APES** Gotta catch 'em all. No, really.

PLAYABLE PlayStation.2




PUBLISHER: **SCEE**
GAME TYPE: **PLATFORMER**
OUT: **JANUARY**
PLAYERS: **1 (FULL GAME 1-2)**

**THE APES! YES!** They're escaping. It's amazing how much more pesky a monkey becomes once you strap a *Starsky & Hutch* police light to its head.

First and foremost you must realise that ○ advances you through the menus. Choose New Game to get going. You'll now find yourself in the game's main hub room. Not only is there a full monkey-catching level (if you go immediately ahead up the ramp) but if you walk around to the left or right you'll find the gadget training level (that's designed to ease you into the games many bits 'n' pieces). Also residing here is the awesome Monkey Football game we've been blabbing about for months. Have fun, experiment and bag those darned monkeys.

■ **NET PROFIT** Catch apes, earn cash.

### THE CONTROLS

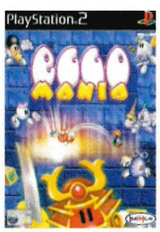
| | |
|---|---|
| L-stick | Movement |
| R-stick | Use |
| ⊗ | Select item |
| □ | Select item |
| △ | Select item |
| ○ | Select item |
| L1 | Reposition camera |
| L2 | Change view |
| R1 | Jump |
| R2 | Jump |
| START | Pause and options |
| SELECT | Arrange items |

**tip** The controls can take a bit of getting used to. The l-stick controls movement, the r-stick manipulates your gadget selection and the buttons choose what you wield.

## EGGO MANIA

■ **EGG-STACY?** Not quite, but pretty addictive.

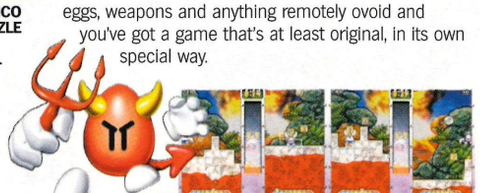
PLAYABLE PlayStation.2




PUBLISHER: **KEMCO**
GAME TYPE: **PUZZLE**
OUT: **NOW**
PLAYERS: **1 (FULL GAME 1-2)**

**IT'S EVERYONE'S FAVOURITE VIDEOGAME** with eggs in. Come to think of it... No, we digress.

*Tetris* has a lot to answer for – most specifically the puzzle videogame in which things fall down the screen and are stacked at the bottom. An in-depth examination of the handy How To Play option clearly displayed on the Main Menu will dish the dirt on the gameplay, suffice to say that you're actually trying to reach the top of the screen here, rather than keep it at bay. Novel eh? Add to that the relentless use of eggs, weapons and anything remotely ovoid and you've got a game that's at least original, in its own special way.



### THE CONTROLS

| | |
|---|---|
| L-stick | Movement |
| ⊗ | Use crate |
| □ | Rotate anti-clockwise |
| △ | Discard crate |
| ○ | Rotate clockwise |
| L1 | Drop off |
| START | Pause and options |

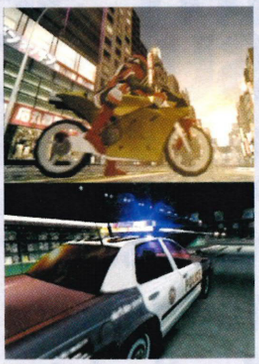
**tip** Only extended practice will reveal all of *Eggo*'s hidden talents. There's a whole madhouse of special moves and extras. Try everything at least once.

# TRAILER PARK

***There's no mulleted trash here, just glimpses of the PlayStation 2's future in video form.***

## DEVIL MAY CRY 2

This visually resplendent sequel has been improved in every respect. Dante can now even run up walls, such is his outrageous cool. For those who loved the original and wanted more, you've got it. For those about to rock, we salute you. And if you want to know more about Dante's sidekick, Lucia, read our Monitor report on page 44.

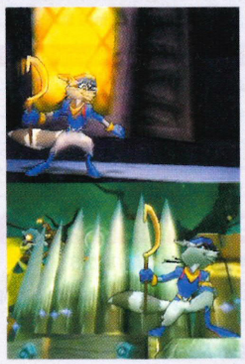


## MIDNIGHT CLUB II

Darkness is the best cover for underground street racing. Hence the nocturnal exploits of our team of law-breakers, hellbent on burning both rubber and the midnight oil in pursuit of thrills, cars, ladies, sex and death. And the rest.

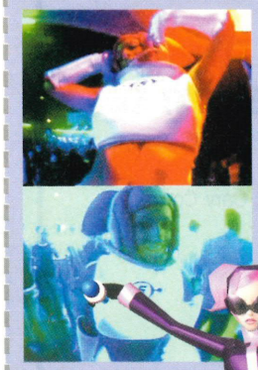
## WAR OF THE MONSTERS

It's a brilliant idea for a game. A beat-'em-up romp infused with the spirit of Fifties B-movies, 30-foot monsters inspired by Godzilla and King Kong romp through the streets of a doomed cityscape. You can even lamp your opponent with a skyscraper.



## SLY RACCOON

Wholly original in graphic style and laden with enough gameplay tricks and camera thwips to thwart anyone blasé enough to dismiss Sly as 'just another platfomer'. Read the full review back on page 94.

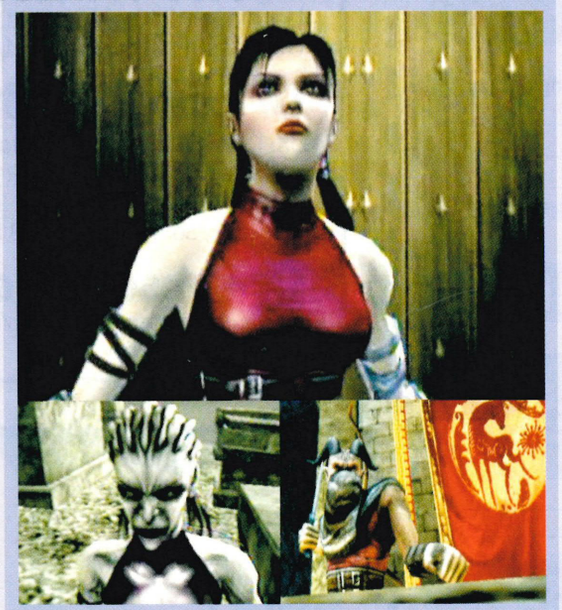


## SPACE CHANNEL 5 V.2

You know how *Space Channel 5* is set in, like, space? And you know how the game has dancing in it? Well how about we dress a girl up as Ulala from the game and film her in Ibizan nightclub Space? Genius.

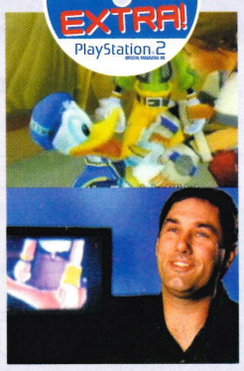
## TONY HAWK'S PRO SKATER 4

Until recently, the ageing Hawkster was looking at his scabby knees and lamenting his lack of pension. Now he sits astride a huge skateboard made of gold, rebutting advances from the world's most attractive women while planning *Tony Hawk's 5*. It's a hard life.



## PRIMAL

Otherworldly oddness with blood and gore in spades. This video teases the senses and leaves the viewer wanting more. Only a full review and mighty playable demo will suffice. Coming shortly? Oh yes. Head back to page 48 to read more about it.




## KINGDOM HEARTS PRODUCTION TRAILER

Games don't just magically appear you know. It takes men and ladies and time to weave PS2 magic. See the men from Squaresoft and Disney declare their love for each other and see *Kingdom Hearts*, the result of their beautiful union.

## reader replies

Why don't we have a column with reader's comments about the DVD? Oh, we do.

**How come when you leave the disc in the machine it plays videos without you doing anything?**
Julie Brownstone, Taunton

Not a programming glitch but a genius move designed to provide maximum entertainment for yourself. Well, sort of. The idea is that shops can insert the *Official PS2* DVD into their demo PS2s (and lots of them do) and, even when people are too busy to play the disc, it's providing inviting footage to passers-by. A simple press of ⊗ returns the DVD to its selection menu.

**I've got a great idea. How about you do an extra disc for subscribers to the magazine? You could save special demos for subscribers who could receive this disc when they subscribe. That way, you'd get more subscribers.**
Martin Freesome, Edinburgh

Neat idea. Which is why we're now offering a whole free game to anyone who subscribes (see page 136). If we have a great new demo, though, we think it's only fair that we share this with all of our many readers.

GO TO: uk.playstation.com

■ *Next issue's DVD line-up will be posted on our Web site on 17/01/03.*

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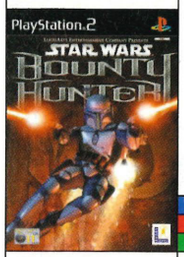
**GOT YOUR ATTENTION?** Thought so. A picture of a lady dressed in a bikini holding a sign saying 'FREE GAMES' is pretty much guaranteed to get anyone's attention. This is our not-exactly-subtle way of saying, "If you subscribe, we'll send you a copy of either killer beat-'em-up **TEKKEN TAG TOURNAMENT**, ace platformer **JAK AND DAXTER** or the amazing **GRAN TURISMO 3** for absolutely nowt!*" Okay, that's enough hype. You can go back to the nice picture now.

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■ **WRITE TO US**
Got something you want to get off your chest? Then cough up and win a prize! The winner of every letter printed this issue gets a copy of *Star Wars: Bounty Hunter* and the star letter also receives copies of *TimeSplitters 2*, *Tom Clancy's Ghost Recon*, *Haven* and *Burnout 2: Point Of Impact* all courtesy of GamesPlanet.co.uk. Send your letters to the Editor c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW, or email us on PS2postal@futurenet.co.uk. Letters will be edited for length and clarity.

## THE CHEAP SEATS

I've been an Oldham Athletic fan for many years and was distraught to hear that they're losing £50,000 a week and possibly going into administration. I'm sure that they're in the same position as many of the smaller clubs in England due to the collapse of ITV Digital. To raise money for these clubs, I think that a PS2 football league game should be released.

One of the reasons why smaller clubs are losing fans is because, at a young age, children play the *FIFA* games and start playing as either Manchester United or one of the other top clubs, and before you know it, Martin Edwards has sold another red shirt.

It's very possible that the release of a game based on divisions one, two and three of the English football league could stop this from occurring. Football games that are on the market today fail to capture the real atmosphere of a Saturday afternoon match. *Pro Evolution Soccer* was a good attempt, but where is the chanting of the player's names and the taunts of "off, off, off" when your favourite player is brought down? People want and need a game like this.
**Martyn Stewart,** Oldham

This Is Football 2003 *expanded its focus right down to grass roots level recently. Granted, the name of the game is to build a team that can take on the world, but there is a nod to the wider sport out there. Creating a realistic stadium atmosphere has been a real priority for footy game developers and there have been some real improvements made of late, but the need to appeal to the largest number of people possible means that the larger clubs will always get the lion's share of attention.*

## SKIN COMPLAINT

I totally agree with David Williams's letter in *OPS2*#27 regarding the lack of black and Asian lead characters in games. I have come up with a simple solution to this: where some games allow players to change costumes or edit their looks, why not have a skin colour option at the start of the game? *MGS2* has proved that it is possible to have completely different shaped characters in its FMV, so a different shade of skin colour shouldn't be too hard to include, should it? Not only would this break down the ethnic barrier in games, but it would also allow people to feel more like it's actually them on the screen. There, problem solved!
**Ronan,** Belfast

*With so many language and screen option permutations, it seems strange that something like this isn't already available. It's something the 'Create-A-Character' modes have been particularly effective at pioneering. On a more positive note, the forthcoming* True Crime: Streets Of LA *has an Oriental lead character and, as you may have read last issue, cheat codes now let you play as Lance Vance in* GTA Vice City. *True, it's not much, but it's a start.*

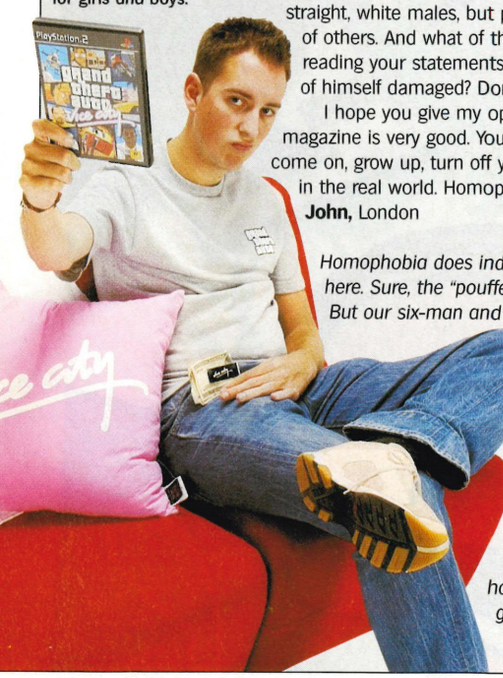
## EQUAL WRITES

STAR LETTER

I assume that all of your staff are straight white males due to the blatant homophobia that's been creeping into your magazine lately. This is 2002 and your little remarks are not big or clever. The "Nice pouffe" caption used in *OPS2*#27 has been shamelessly dragged from the Seventies – no-one has pouffes any more. And in the *Pro Evo 2* review I find that I must be a girl because the thought of Brad Pitt and Enrique Iglesias is more appealing to me than Britney and Beyonce. I should imagine that a lot of PS2 owners are gay, and that would mean readers of your mag, too. I'm sure that many of your readers *are* straight, white males, but please don't try to impress them at the expense of others. And what of the teenager with no-one to confide in who's reading your statements and having his confidence knocked and his view of himself damaged? Don't make assumptions about your readers!

I hope you give my opinions the respect they deserve because your magazine is very good. You have never lead me to buy a duff game but come on, grow up, turn off your PS2, open the curtains and spend some time in the real world. Homophobia sucks.
**John,** London

*Homophobia does indeed suck, and we certainly do not advocate it here. Sure, the "pouffe" pun was weak, and perhaps a little misguided. But our six-man and three-woman editorial team are acutely aware of our role to communicate with people who live in a real world which is home to gay people, straight people and those with specific belief systems, without losing our sense of perspective – sometimes tough in a realm where oppressive straight, white maledom is still the overriding norm (see also Skin Complaint). A positive, non-clichéd homosexual videogame character would be a good start. Any takers?*




■ **IT'S A CUSHION** The lovely Tim. An object of desire for girls *and* boys.

## POSTAL BYTES

*OPS2* is currently upgrading the text service. Stick your thoughts in an email for now and you'll be able to text us again from next month.

✉ give us a new soul reaver game. Come on eidos get you finger out!!! mikey-perth

✉ JUST BOUGHT 15 CONTROLERS AND A BOX OF MULTITAPS FOR THE '15 TO 1' PS2 GAME. WHEN IS IT RELEASED? DANNY-WIRRAL

✉ PRO EVO 2 SHOULD COME WITH THUMB PLASTERS THOSE DAM REBOUNDS!!

✉ rampant rim vs ninja pants

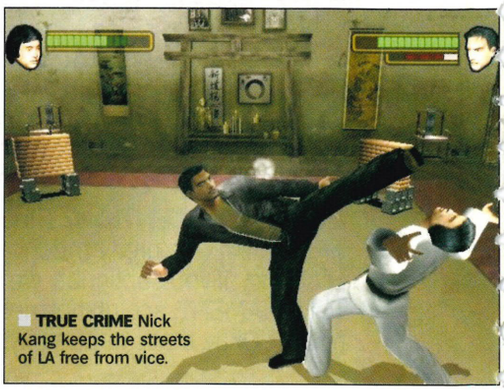
✉ Plyd gtavc 4 10hrs solid n only dun 3missons! moterbikes rock! wullie fae bole!

✉ The music in GTA Vice City is reason enough 2 buy the game. Long live the 80's. Paul, Yorks.

✉ Just bought GTA VC, see u in a couple of years when im bored of it... Worth 11/10,AdZ Kent

✉ I have a prob shod i call my ps2 THUNDER HARK DOOM SLAYER or sue.ben

■ **SAVE YOUR SAVES!** *Smuggler's Run* opens goodies in *Midnight Club*.



■ **TRUE CRIME** Nick Kang keeps the streets of LA free from vice.

## REWARD CARD

For some time I have had a small but innovative idea that would suit any game for any console. When I complete a game, let's say *GTAIII*, and save the completed game to the Memory Card, I always keep that saved game in the hope that when I purchase its sequel – ie, *GTA: Vice City* – I will be rewarded for all my hard work with a secret level or an outrageous weapon, or something similar.

The idea is simple: complete the first game to be rewarded in the second. Surely this would add a little more longevity to the initial game and increase the rewards for higher scores or better rankings. I'm certain that software producers could expand on this. Like I said, this is only a small idea, but don't they always start out that way?
**Paul Walker,** Hull

*Small ideas are often the best. Rockstar is one developer bringing in just such an idea. Use your* Smuggler's Run *Memory Card on* Midnight Club *and you'll unlock the desert racers. We've tried all our* GTAIII *save files on* Vice City *but, so far, we've*

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*found nothing. Let us know if you manage to dig anything up.*

## POSTAL GRIPES

I've recently posted a message on the playstation.com forums regarding *OPS2*'s Postal section. Lots of people replied stating that they've sent lots of emails and letters to you and heard nothing. I also find this to be true. What's going on?
**Jason Stewart,** Middlesex

*Much as we'd like to, Jason, there's just no way that we can feature or respond to each and every one of the huge number of letters, emails and texts we receive each day. The letters that appear here in Postal raise a point, a criticism or an issue that we feel is worth highlighting. So if you want to get your name in print get your thinking caps on and send us a well-constructed and noteworthy letter.*

## PS3 WATCH

Why, with PS2 only having been released for two years and nowhere near its full potential, am I reading an article called PS3 Watch in the new, updated Spy section? I was one of the thousands of people who shelled out £300 for the brand-new, like-nothing-before-it PS2, and regular people can't afford to keep buying new consoles as soon as they come out. If PS3 comes out in the next year or two, how long will it be until PS4 is here? Will the face of the next PlayStation incarnation in 2010 just be an online coin-op without the coin?

Granted PS3 Watch is only a very small article but, if I remember correctly, PSone magazine *OPM* featured similar-sized articles about PS2 just a year or two before its release…
**Richard Biggs,** Kent

*The reason is simple: informed readers who own a PS2 are naturally interested about the future of games. Our news pieces obviously concern very, very early technology and we don't expect to see concrete evidence of a PS3 until at least 2004. PS3 development may also effect add-ons and software on our own beloved machine, particularly its online potential. And besides, once PS3 rumours get into the mainstream they become distorted and untrue. We're just offering a service to keep you totally up to date with the real developments.*

## DVD DUD

I recognise that the number of quality demos you supply with your mag far outweigh the bad ones but I just can't see any reason why you should include substandard games on your DVD. The fact that you have given a game such a low score suggests that the vast majority of the PS2 game-buying public would probably rate it the same and would therefore avoid the game at all costs. You might argue that people should be allowed to form their own opinions and I agree with that, but you could at least allow us to sample higher quality games.

I trust your reviews and rely on them when deciding which games to purchase, but the fact that no other magazine produces playable demos is no excuse for the occasionally poor DVD. You often advertise that the next issue will feature five playable demos but what you're really saying is that the next issue will have three decent demos and two crap ones to make up the numbers.

I have, on occasion, decided not to buy the magazine purely based on the below-standard quality of the DVD. It's a shame because it spoils what is, without doubt, a good magazine.
**Slightly annoyed gamer,** via email

*The fact of the matter is that some developers/publishers simply don't have demos available. We always try to pack as much as we possibly can onto the DVD to give people their very own, OPS2-exclusive preview. We always strive to get demos of the games we think you'll want to see, but you must remember that there's a whole spectrum of games out there, and different titles appeal to different people. It's impossible to cater for all tastes at all times.*

## POSTAL BYTES

✉ A word of advice 4 those playing GTA:VC.Wear a nappy. I forgot 2 go 2 the bog whilst playing. Dint realise 4 3 hours that i'd dun a widdle in my pants.

✉ Purple monkey, yellow dishwasher. (sequel to crouching tiger, hidden dragon) From d.cohen

✉ SOLD MY GRAN TO BI GTA GOT NICKED 4 GRAN THEFT AUTO

✉ My mates dogs butt looks like Tidus off FFX. Madjonno

✉ Who would win in a fite clowns or bears? - rez

✉ JUST FOUND THE APACHE CHOPPA IN VICE CITY... WOW! JEFF NEWCASTLE

✉ soz Col but WRC Extreme does exactly wot it sez on the tin. I know who's dirt am throwin as wedge at(3:02:64 monaco demo) Dave

✉ Is it just me or does vice city take over ur life? Darren/Broughshane

✉ LOTR iz da best

✉ IMPROVED AI IN RED FACTION 2 RUBBISH! THE ENEMY ARE LIKE OLD LADIES :( SHOPPING 4 BREAD BLIND FOLDED

✉ IS THERE A GAME THAT THE MAIN AIM IS 2 LICK AS MANY GIRLS FEET AS POS.

✉ cöntstop fink in about ps2orspeak at normal rate tnx tobz at wales

✉ Final fantasy is the most overated pile of pish i've ever had the misfortune of playing!

✉ HE HE HE HE. I KNOW WHERE YOU LIVE, MR RICHARDS.

✉ My pc is on the internet my tv is on the internet i think my fridge will be on the internet before my ps 2

✉ Kotaro dies. Still in shock. Awsome game. MIKE

**WHEEL LIFE**
GT Force feedback: The PS2 driver's wheel of choice.

## TOP STEER

I have quite a few driving games for my PS2 and I'm thinking of buying a steering wheel for my console. Thing is, there are so many to choose from, I don't know which one to go for. I hear Logitech make good ones but I also hear that they are quite expensive. Next choice would be the full size Jaguar wheel, I guess. In your opinion, which do you think is the best all-round wheel?
**Simon Coe,** via email

*Logitech do indeed make pretty classy wheels and our pick would have to be its* GT Force *model. It's certainly not the cheapest wheel on the market, but since when has the budget range delivered the goods? With its solid force feedback it adds a real arcade feel to any driving experience.*

© ALTSWR

**SILENT CLUB 7**
Has anyone else noticed how much the lovely Heather from *Silent Hill 3* looks like Hannah from S-Club 7?
**Andrew Jackson,** Bolton

*Yeah, thanks for that. Now, every time we think of* SH3, *we find ourselves uncontrollably humming* Don't Stop Movin'… *We need more look-a-likes, preferably ones that don't make us hum embarrassing tunes please.*

## handbag!

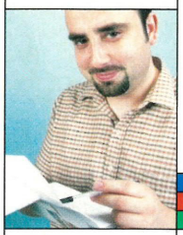
***Oooh, what side of the bed did we get out of then?***

*If you get a letter featured here, you'll soon be the proud owner of Auntie Grace's handbag.*

### HARSH SCORE

Are you getting more lenient with your scores? I only ask because a lot of games seem to be getting higher scores than you'd usually dish out. *TimeSplitters 2* is the first on the hit list. A score of ten seems to be a little too high – the Single-player mode is little more than a romping blaster that can be completed in a few hours. The Multiplayer mode excels, but you still need to unlock the levels and modes – a minor setback, but still a gripe. It seems to me that in the run up to Christmas, you're marking everything up. *Ratchet & Clank* a nine! I only played the demo, but that seems very high. *Hitman 2* was overmarked as well. Is Sony making you do it? And how did *Blade 2* manage to slip through your review list? Did someone pay you not to review the big pile of steaming filth that it is? Once again, I come back to your reviews. You seem to be wearing rose-tinted glasses for everything you play.
**Allan Z,** Edinburgh

*Quibbling review scores is a national sport. Sure you're not going to agree with everything we write, but at least we've played the games in question! If, like you, we based our entire opinion of games around playing the demo, we'd be rightly lambasted. Remember that because they have to be finished ahead of the complete games, our demos don't always represent the full quality of the final product.*



**OPS2's Dr Paul Fitzpatrick clutches your gaming gonads and asks you to cough.**

# surgery

write: SURGERY, *OFFICIAL PLAYSTATION 2 MAGAZINE*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW
email: ps2surgery@futurenet.co.uk
txt: new service commencing soon!

**PLEASE REMEMBER**
Unfortunately, we can't reply in person to letters or emails, and cannot answer your questions over the phone.

**LOVE IS...?**
Watching TV while Yorda bloody well rescues herself.

**1.** Are there any cheats for *Hitman 2*? I've found some for both the PC and Xbox versions but none for PS2.
**James Stewart,** Buxton

**1.** *You want codes? We got codes. These cheats (eyes right) have been tried and tested. Simply enter them at any time in the game without pausing (except for the level select cheat, which needs to be entered on the Main Menu screen before you start the game).*

| | |
|---|---|
| *Level select* | R2,L2,↑,↓,□,△,○ |
| *Level skip* | R2,L2,↑,↓,⊗,L3,○,⊗,○,⊗ |
| *God mode* | R2,L2,↑,↓,⊗,R2,L2,R1,L1 |
| *All weapons* | R2,L2,↑,↓,⊗,↑,□,⊗ |
| *Full heal* | R2,L2,↑,↓,⊗,↑,↓ |
| *Lethal charge* | R2,L2,↑,↓,⊗,R1,R1 |
| *Slow motion* | R2,L2,↑,↓,⊗,↑,L2 |
| *Punch mode* | R2,L2,↑,↓,⊗,↑,↑ |
| *Toggle gravity* | R2,L2,↑,↓,⊗,L2,L2 |
| *Bomb mode* | R2,L2,↑,↓,⊗,↑,L1 |
| *Megaforce mode* | R2,L2,↑,↓,⊗,R2,R2 |
| *Nailgun mode* | R2,L2,↑,↓,⊗,L1,L1 |

**1.** I have been playing *Ico* (left) for a long time and I'm stuck. I've got to the waterfall, gone through the bit where the pipes are on the top of the wall and gone around the corner. I know I have to get through the window at the other end but I can't seem to do it. Can you help?
**Lisa Lawson,** Harlow

**1.** *When you say 'pipes', we're assuming you mean the railings that lead all around the top of the room with the machinery in the corner? Okay, hang onto the railings and follow them around until you reach a switch and then pull it to activate the machinery. Now drop back down to the ground via the nearby ladder and head over to the machinery. You should notice that a pillar which goes up and down has been activated. Your aim is to stand on this pillar and then jump at precisely the right time so that you're just taking off as it shoots upwards. The timing is hard to master, but if successful you'll be catapulted so high into the air that you'll be able to grab hold of the ledge above the machinery, climb out the window and open the main door for Yorda to follow.*

## POSTAL SURGERY DROP IN

**Today's passing hypochondriacs are swiftly given the all-clear.**

Form an orderly queue, the drop-in surgery is open for business. First in line is **TOBY** who wants to know what the church key is for in *Hitman 2*. Simple, Toby lad, just take it to the top floor in Redemption

and it will open two doors. Next! **GARY MORRIS** has the combination to the safe located in the Woodside Apartments in *Silent Hill 2*, but doesn't know how to open it. Well, if you're presented with Roman numerals, simply add them together to get the code. For example: V V translates to 5 + 5 (=10), while X 4 becomes 10 + 4 (=14.) Using this principle, just turn the knob in the direction shown. Time for one more. **MARK LACEY** wants to know if there are any cheats for *Harry Potter*. Sadly not, but if you go to the Quidditch practice on the second day of school and you can complete the training with a 'B' rank, you'll get the Nimbus 2000 broomstick. Right, that's your lot.

**1.** In *TimeSplitters 2*, whilst flaming an unfortunate zombie on Siberia, a message flashed up saying I'd found an 'Anaconda cart'. Puzzled, I restarted and returned to the shelving unit in the second building and saw a cartridge on the bottom shelf. I picked it up again and selected it in the inventory to play a version of *Snakes*. I also found an 'Astrolander cart' in a locker on Neo-Tokyo. But on the Game Select screen there are some question marks, so I'm missing one. Where is it?
**Chris Riddick,** via email

**1.** *The last hidden game cart,* Retro Racer, *is much harder to obtain. You can only find it on the Robot Factory level, and only on the Hard difficulty setting. It can be found under one of the ramps in the last big room where the homing-launcher robots appear.*

**1.** I have an official Memory Card which I've used for a year without problems, but now it's got two corrupted data files which I cannot delete. One is a 12Kb file and the other is a 20Kb file. I've tried using the memory management tool on *Gran Turismo 3*, but that doesn't work. Is there any way of getting rid of them?
**Shironne Peiris,** via email

**1.** *We must admit to being a little stumped by this. Unless these files are corrupting any of your important saves, the fact that they are so small in size means that you're best off ignoring them.*

**1.** Please could you print a few cheats for *Crash Bandicoot: The Wrath Of Cortex*. The boss on level two is driving me nuts!
**Sarah Smith-Galer,** via email

**1.** *There aren't any cheats. But the Crunch guy can be beaten provided you read his attacks effectively. If he charges up a blue attack, get ready to jump it, if it's green, prepare to crawl under it. When you reach Crunch, spin into him and repeat the whole process four times to defeat him and earn Double Jump.* □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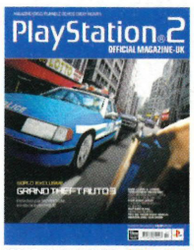


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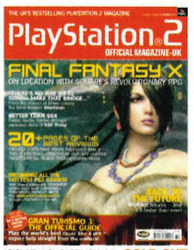


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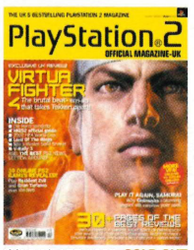


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■ PLAYABLE DEMOS: *TOCA Race Driver, Conflict: Desert Storm*

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■ PLAYABLE DEMOS: *TimeSplitters 2, TIF 2003, X-Men Next Dimension*

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■ REVIEWED: *WWE SmackDown! Shut Your Mouth, Ratchet & Clank*
■ PLAYABLE DEMOS: *Ratchet & Clank, Tekken 4, Red Faction II*

ISSUE 27 **DEC 2002** **AVAILABLE**
■ REVIEWED: *GTA: Vice City, LOTR: The Two Towers, WRC II Extreme*
■ PLAYABLE DEMOS: *Colin McRae Rally 3, WRC II Extreme, Haven*

ISSUE 28 **XMAS 2002** **AVAILABLE**
■ REVIEWED: *The Getaway, Tony Hawk's Pro Skater 4, 007: Nightfire*
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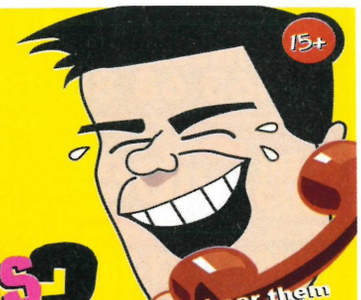


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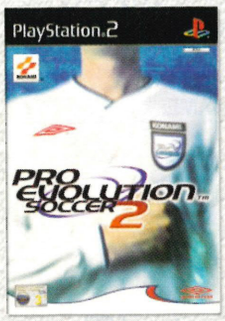


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**Austin Powers In Goldmember *is out NOW on DVD and VHS and to celebrate we're giving away a heap of shagadelic booty.***

**HE'S BACK, BABY!** It's been three years since Austin Powers, that swinging international man of mystery, has had to face his arch enemy, Dr Evil. But after Dr Evil and his accomplice Mini-Me escape from a maximum-security prison, Austin is called to action once more. Teaming up with the mysterious Goldmember, Dr Evil hatches a time-travelling scheme to take over the world, one that involves the kidnapping of Nigel Powers, Austin's beloved father and England's most renowned spy. As he chases the villains through time, Austin visits 1975 and joins forces with his old flame, Foxxy Cleopatra, a streetwise but stylish detective. Together Austin and Foxxy must save Nigel, then prevent Dr Evil and Goldmember from causing mischievous mayhem.

To get your hands on a copy of *Austin Powers In Goldmember* on DVD and other goodies just answer the question below and send it in to the usual address.

QUESTION:

**IN *AUSTIN POWERS IN GOLDMEMBER* WHO PLAYS 'FAMOUS AUSTIN'?**

**a)** Tom Cruise
**b)** Kevin Spacey
**c)** Michael Caine

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**OH, BEHAVE!** Enter our competition to get your hands on some swinging limited edition *Goldmember* merchandise.

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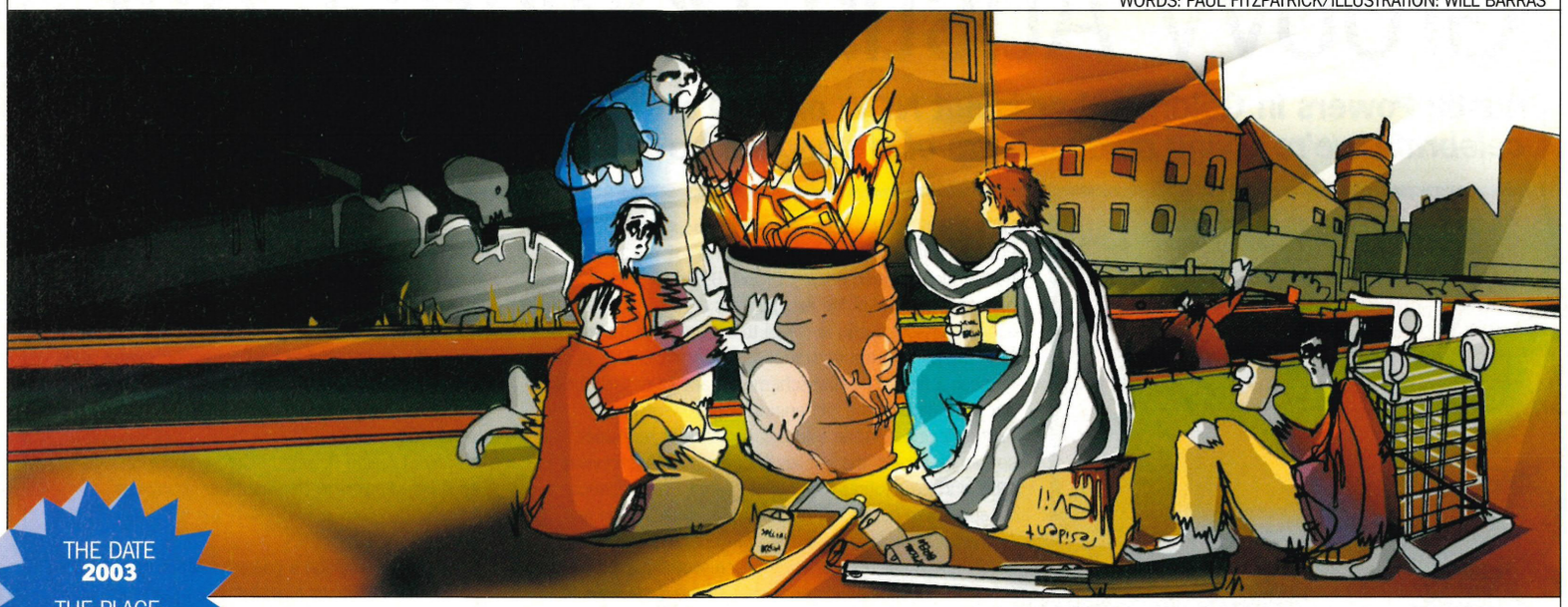
# WHAT IF...
# VIDEOGAME CHARACTERS FELL ON HARD TIMES?

WORDS: PAUL FITZPATRICK/ILLUSTRATION: WILL BARRAS



THE DATE
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THE PLACE:
**THE THIRD PLACE**

***When videogames are no longer popular, what happens to their stars? Many can't cope with the sudden rejection and end up drifting towards the very margins of society.***

## CAN AN APPEAL ON BEHALF OF THE BARGAIN BIN SURVIVOR'S FUND

For most people, keeping body and soul together is as easy as falling off a log, leaping a chasm patrolled by mecha-bees or winning the Monza Grand Prix. But sadly, there are those who can't even maintain a high score, let alone keep their franchise going. Thankfully, for these people, there's the BBSF.

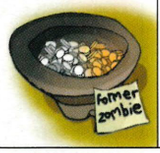
Take Claire Redfield. Not long ago, she was at the top of her game, spending every fun-filled day dispatching pustule-ridden zombies and loving her life. Then, suddenly, *Resident Evil* moved consoles and Claire found herself without a home. Initially her popularity was enough to sustain her. However, with no further PS2 adventures on the horizon, obscurity was looming. And so it was, eight months after her last PS2 adventure, Claire was discovered living on a canal, wearing a coat made out of badgers. She was taken to the BBSF immediately. With the help of our counsellors, Claire learnt how to cope without the constant threat of dismemberment. Before long she was ready to take her first steps back into games. Initially she stood in a crowd scene in *SSX Tricky*. Then, as her confidence grew, she took on larger roles: Terrorist number 35 in *Silent Scope 2*, and Esmeralda in the Notre Dame level of *TimeSplitters 2*. Then, just last week, she heard that her franchise is coming back to PS2. And thanks to the BBSF, she'll be ready to kick ass.

**SAMANOSUKE WAS FOUND IN A DUMPSTER WEARING A PEEPHOLE VERSION OF HIS PANDA COSTUME**

Then there's Fortinbras. Once upon a time he was a successful, ultimate boss, putting fear into gamers everywhere. "*Onimusha* was a high point for me," he recalls fondly, "but by making my defeat a condition of completing the game, I wound up with nowhere else to go professionally." When it came to casting *Onimusha 2*, Fortinbras was not surprised when he didn't get the call. Pretty soon the phone stopped ringing altogether. For a while he tried to make ends meet by tap dancing on street corners for change, but as Fortinbras relates, "People are bit skittish about approaching a 30-metre-tall hell demon who belches fire and lightning bolts. Even if he *is* dancing to a medley from *Bugsy Malone*."

Fortinbras's lowest point came when he heard former *Onimusha* colleague, Samanosuke, was found in a dumpster, wearing a peephole version of his Panda costume. "I realised that could have been me," he recalls. With that, Fortinbras checked in to the local BBSF centre and began to turn his life around. "I've been working on my posture and temper for a couple of months now, and I've got an audition for a puzzle game next week. I can't thank the BBSF enough."

So spare a thought for those who don't have the cast iron predictability of a yearly EA Sports franchise and donate what you can. Thank you.

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Aqua Aqua Wetrix 2
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Armageddon (MDK2)
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Armoured Core 3
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Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury

**B = 02**
Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact

**C = 03**
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chamber of Secrets
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
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**D = 04**
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Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
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**F = 06**
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F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
Fellowship Of The Ring
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FIFA 2002
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**G = 07**
G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
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Golf, Swing Away
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Gravity Games
GTA 3
GTA: Vice City
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

**H = 08**
H30 Surfing
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Harry Potter
Harvest Moon: Homeland
**Headhunter**
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
**Hitman 2: Silent Ass.**
Hot Shots Golf 3

**I = 09**
Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution

**J = 10**
J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

**K = 11**
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Kingdom Hearts
King's Field: Ancient City
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

**L = 12**
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Le Mans 24 Hours
Leave Game (Summoner)
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Lord of Rings: Fel. of Ring
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**M = 13**
Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
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MDK2
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Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

**N = 14**
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NASCAR Thunder 2003
NBA 2K2
NBA 2K3
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Live 2003
NBA Shootout 2001
NBA Street
NBA Tonight 2002
Need for Speed H.Purs.2
NFL 2003
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever

**O = 15**
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback
Operative (N.O.L.F.)
Orphen

**P = 16**
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

**Q = 17**
Q-Ball: Billiards Master
Quake 3 Revolution

**R = 18**
R Carmichael's MX 2002
Racer Revenge
Ratchet and Clank
Rayman 2
Rayman M
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Ready 2 Rumble 2
Real Robot Regiment
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**S = 19**
S Palmer's Snowboarder
Sarge's Heroes 2
Savage Skies
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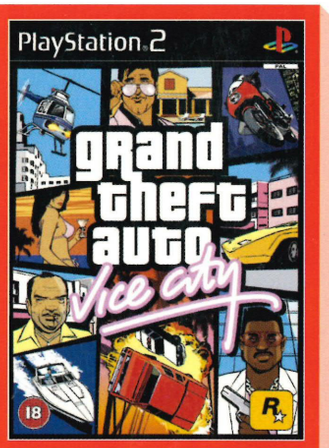


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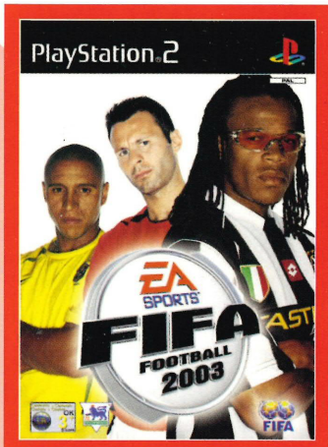


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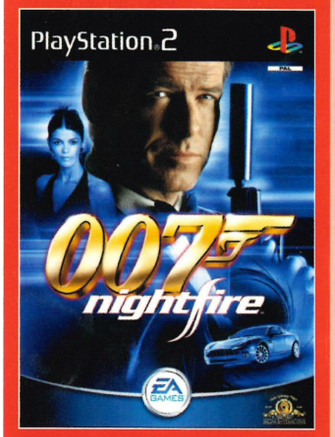


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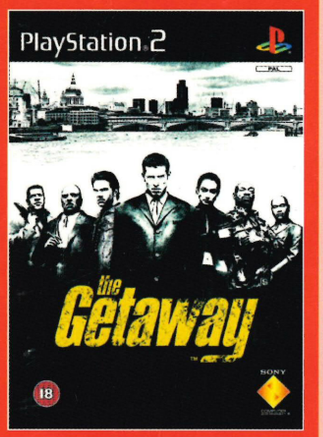


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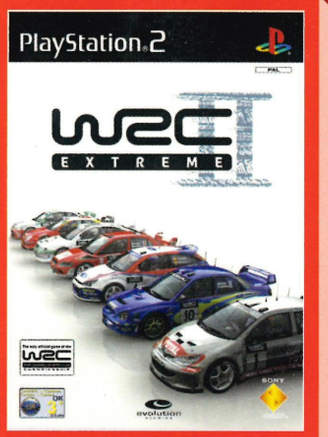


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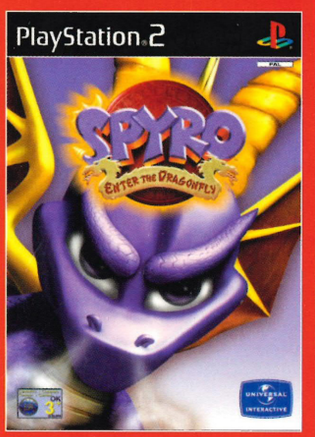


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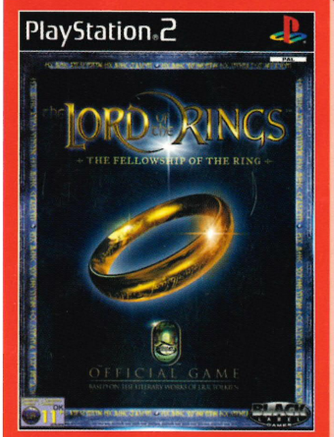


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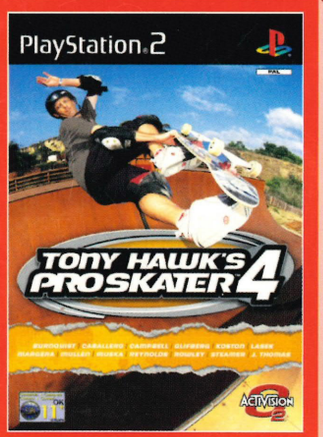


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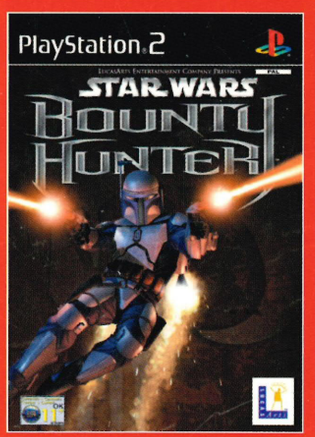


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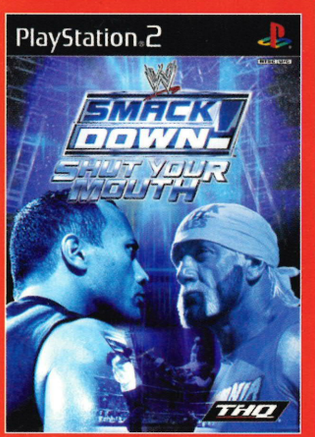


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