THE UK'S BESTSELLING PLAYSTATION®2 MAGAZINE

ISSUE 032/APRIL 2003
£5.49 WITH DISC

PlayStation®2
OFFICIAL MAGAZINE-UK

UK.PLAYSTATION.COM

10 PLAYABLE DEMOS

NEW TO PS2!
Beach Volleyball
Dancing Stage
Hulk

STEAL THEIR STYLE
Lara's trollies, Agent 47's suit, PaRappa's beanie... how to dress like your favourite game character!

DESIGN FOR LIFE
Win a job on the development team of a new PS2 game!

NOT THE STAPLER!
Mullets, midgets and mentalists – the unhinged world of Backyard Wrestling

IN OUR PACKED MONITOR SECTION!
- X-MEN: WOLVERINE'S REVENGE
- TOMB RAIDER
- SOUL CALIBUR II
- JUDGE DREDD: DREDD VS DEATH
- ENTER THE MATRIX
- DEF JAM VENDETTA

And all the new games that matter to you!

WORLD EXCLUSIVE REVIEW!

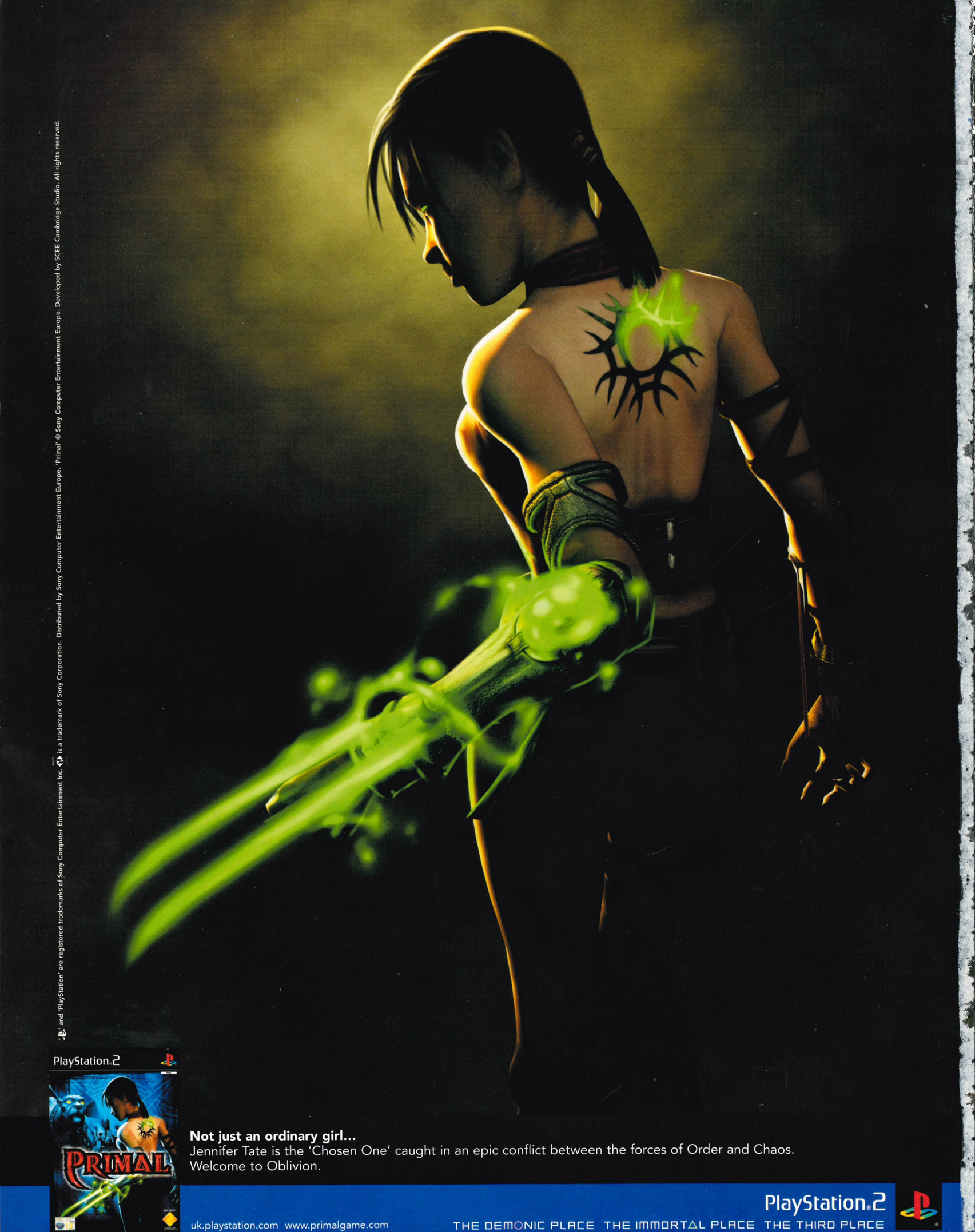
SPLINTER CELL
Killing with confidence! The new saviour of stealth gaming

JAK AND DAXTER 2
The feisty ferret returns!

REVIEWED
METAL GEAR SOLID 2: SUBSTANCE
DEVIL MAY CRY 2/RAYMAN 3
WAR OF THE MONSTERS

future games
The first choice for gamers
APRIL 2003
9 771472 312014 04
£5.49

PlayStation®2 032
APRIL 2003 THE "MEN IN BLACK CATSUITS" ISSUE
UK.PLAYSTATION.COM



'PS' and 'PlayStation' are registered trademarks of Sony Computer Entertainment Inc. is a trademark of Sony Corporation. Distributed by Sony Computer Entertainment Europe. 'Primal' © Sony Computer Entertainment Europe. Developed by SCEE Cambridge Studio. All rights reserved.

PlayStation.2

Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos. Welcome to Oblivion.

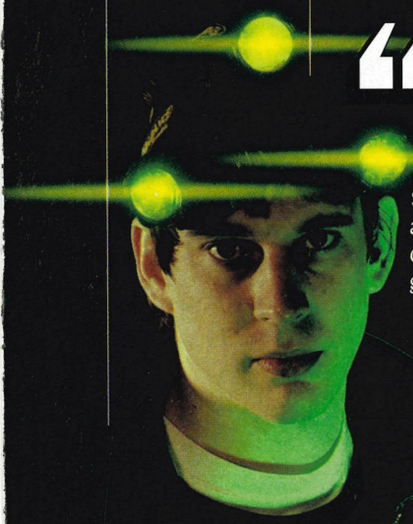
uk.playstation.com www.primalgame.com

PlayStation.2

THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

editor's letter

Issue#32/April 2003



In your magazine...

"Hope that this issue finds you in good stealth. We've been keeping a low profile this month, hiding in shadows and wearing lots of black. Yes, goth is back! No, hang on, that's not it. Ah yes, it's because we're celebrating the ultimate culmination of stealth gameplay that began when Solid Snake first decided to sneak up silently behind a guard and snap his neck instead of hollering a war cry, unloading a full clip and then making 'come and get me' gestures at the security camera.

Now stealth is a genre in itself, with every game from *The Getaway* to *Harry Potter* getting in on the undercover act. Alright, so most post-*MGS* examples of stealth gameplay have been a shambles, but this month Snake is back in the pure form of *MGS2: Substance*'s VR Missions to show pretenders how it's meant to be done. And then there's the amazing *Splinter Cell*, which distils the formula further. It's an adventure played at an entirely different pace in which thrilling tension takes the place of mindless blasting. It also looks stunning. Okay, you can get out from under the cardboard box now...

Sam

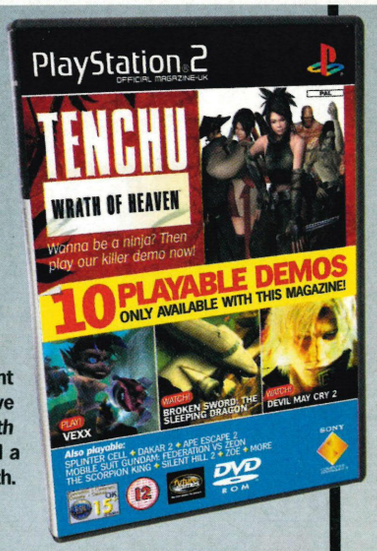
SAM RICHARDS Editor

GO TO: uk.playstation.com

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

...And on your DVD

"More furtive fun and sultry shadow hugging, this time among the palaces and pagodas of feudal Japan. Experience the silent but violent way of the ninja in our exclusive playable demo of *Tenchu: Wrath Of Heaven*, a game that scored a mighty 8/10 in *OPS2* last month.



PLAYABLE DEMOS

1. **TENCHU: WRATH OF HEAVEN** (ACTIVISION)
Thought Solid Snake was the last word in stealth? Sharpen your sword, student.

2. **VEXX** (ACCLAIM)
Feisty fantasy platform action with one small but satisfyingly well-armed hero.

3. **DAKAR 2** (ACCLAIM)
Speed across the Sahara in the world's most dangerous desert rally.

4. **MOBILE SUIT GUNDAM: FEDERATION VS ZEON** (BANDAI)
We've got Metal Mickey. The Japanese have Gundam. No contest, really.

5. **THE SCORPION KING** (UNIVERSAL)
Egyptian action movie romp, with added people's eyebrow, courtesy of The Rock.

6. **SPLINTER CELL** (UBI SOFT)
For anyone who missed it last issue, another chance to sample our superb cover game.

7. **APE ESCAPE 2** (SCEE)
See the monkeys run! Then use your net to put an end to their simian shenanigans.

8. **SILENT HILL 2** (KONAMI)
With the Director's Cut edition now available, another chance to scare yourself stupid.

9. **SPY HUNTER** (MIDWAY)
A PS2 classic from 2001, still as fast and furious as the day it was born.

10. **ZOE** (KONAMI)
Reacquaint yourself with the robot warriors before *The 2nd Runner* arrives next month.

GAME FOOTAGE

Devil May Cry 2
Demons beware as Dante and Lucia make their stylish assault on the underworld.

Broken Sword: The Sleeping Dragon
Your very first glimpse of George Stobbard and the lovely Nico in action.

Def Jam Vendetta
Smack your bitch up. No really, it's okay with this ghetto fabulous brawler.

Shinobi
Wise man say, "Never mess with bloke who has sharp sword and big red scarf."

World Championship Snooker 2003
In off the red! PS2's premier snooker sim is back to burn up the baize.

GT Concept: 2002 Tokyo-Geneva
All hail a platinum release for *Gran Turismo*'s fashion-conscious cousin.

EXTRAS

Secrets of War Of The Monsters
Exclusive 'behind the scenes' footage of the B-movie beat-'em-up bonanza.

TURN THE PAGE FOR FULL ISSUE CONTENTS OR SKIP TO PAGE 130 FOR FULL DETAILS OF THE DEMO DISC LINE-UP

■ Turn to page 130 for details on all our playable demos, plus tips and challenges!

ON THE COVER

072 SPLINTER CELL
Killing with confidence! Sam Fisher is the new saviour of stealth gaming.

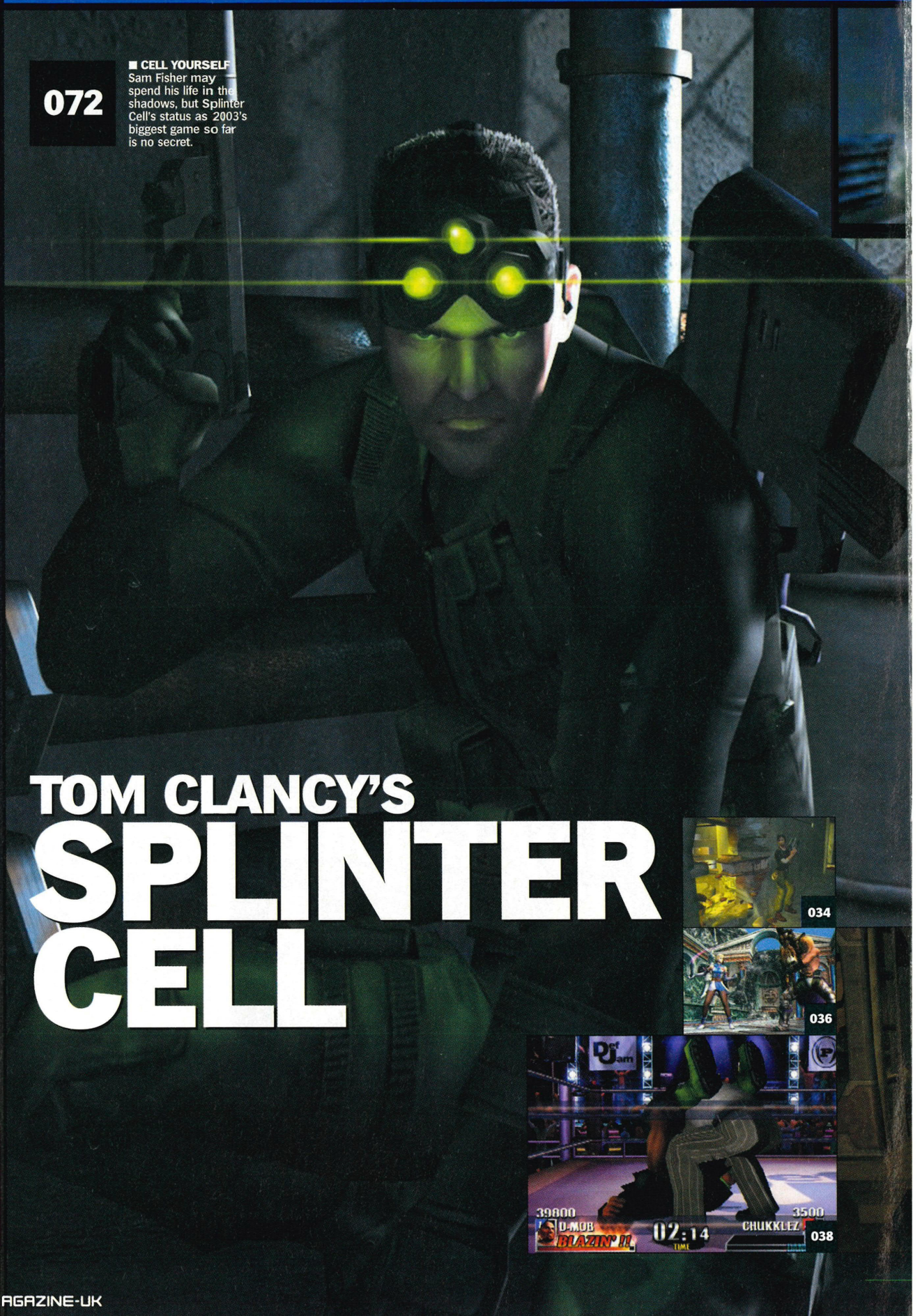
010 JAK AND DAXTER 2
The feisty ferret returns... and Jak's got a gun!

056 STEAL THEIR STYLE
Lara's trollies, Agent 47's suit, PaRappa's beanie. How to dress like your favourite game character!

052 DESIGN FOR LIFE
Win a job developing a new PS2 game!

062 NOT THE STAPLER!
Mullets, midgets and mentalists – the unhinged world of *Backyard Wrestling*.

Plus... OPS2 moves its feet and feels united with Dancing Stage Megamix. (see page 22).



072

■ **CELL YOURSELF**
Sam Fisher may spend his life in the shadows, but Splinter Cell's status as 2003's biggest game so far is no secret.

TOM CLANCY'S SPLINTER CELL

034

036

038

PlayStation.2 OFFICIAL MAGAZINE-UK

contents

ISSUE#32/APRIL 2003

014

■ **EVERYTHING'S GONE GREEN**
You will like it when he's angry! *Hulk* rumbles on to PS2.

spy

010 JAK AND DAXTER 2
Exclusive first screenshots!

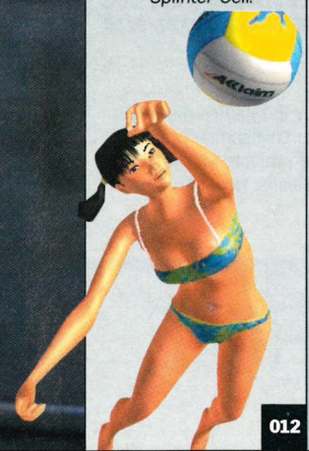
012 BEACH VOLLEYBALL
When thongs and sport collide.

013 DESTRUCTION DERBY ONLINE
Cunning shunts on the Interweb.

014 THE HULK
Mean, green and full of spleen.

017 THE X-FILES
The truth is on page 17.

028 INTERVIEW
Greg Gobbi spills the intel on *Splinter Cell*.



012

monitor

033 INTRO

034 TOMB RAIDER: THE ANGEL OF DARKNESS

036 SOUL CALIBUR II

038 DEF JAM: VENDETTA

040 X-MEN 2: WOLVERINE'S REVENGE

042 ENTER THE MATRIX

044 JUDGE DREDD: DREDD VS DEATH

046 DIE HARD VENDETTA

048 UPDATE
The latest info on the games you want.

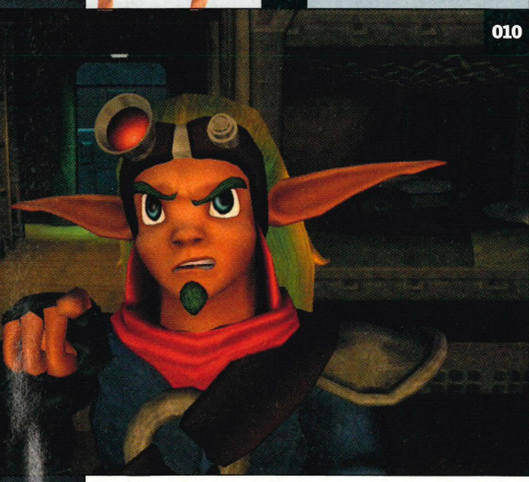
features

052 WIN! A WEEK WITH A TOP DEVELOPER!
Enter our competition and you could win a week working on Kuju's brand new FPS *Fire Warrior*.

056 WARDROBE WATCH WITH PS2 STARS
Achieve that game character look today with our fashion tips! Mwah, dahling.

062 THIS IS HARDCORE
There's no pain, no gain, as we slam into the insane world of *Backyard Wrestling*.

052



010

078

062

regulars

003 EDITOR'S LETTER

050 NEXT MONTH

114 HARDCORE
Mortal Kombat: Deadly Alliance. Finish it!

120 SHORTLIST
Every PS2 game, listed and tested.

128 BUYERS GUIDE
Extreme Sports.

130 ON THE DVD

136 POSTAL

138 SURGERY
Your gaming problems dissected.

142 BACK ISSUES

144 COMPOS
Win a Sony Picot DVD player and a copy of *xXx*.

146 WHAT IF?

441
GAMES RATED IN OUR NEW SHORTLIST

BEGINS PAGE 120

090

reviews

The most authoritative reviews section in magazine history!

072 SPLINTER CELL
Up for some mullet-free, hardcore stealth action? Will Fisher kick Snake's ass? We reveal all...

078 METAL GEAR SOLID 2: SUBSTANCE
The definitive *MGS2* experience is here, but is it an essential purchase for hardcore fans?

082 DEVIL MAY CRY 2

086 RAYMAN 3: HOODLUM HAVOC

088 PRIDE FC

090 WAR OF THE MONSTERS

092 JURASSIC PARK: PROJECT GENESIS

095 VEXX

096 DARK ANGEL

098 GALERIANS: ASH

099 EVERBLUE 2

100 SEGA BASS FISHING DUEL

100 BEN HUR

102 LARGO WINCH: EMPIRE UNDER THREAT

102 FISHERMAN'S CHALLENGE

103 NHL 2K3

103 RUNABOUT 3: NEO AGE

104 GUILTY GEAR X2

104 DAKAR 2

dvdreviews

108 NEW RELEASES
Road To Perdition, Signs, The Bourne Identity and more.

110 1985 ON DVD
Feel the power of love.

111 HIDEO KOJIMA
This month: Koj sets his sights on our very own James Bond.

PlayStation.2
OFFICIAL MAGAZINE-UK

WRITE: *Official PS2 Mag*, Future Publishing Ltd, 30 Monmouth St, Bath BA1 2BW
TELEPHONE: 01225 442244
FAX: 01225 732275
EMAIL: **General:** ps2@futurenet.co.uk
Postal: ps2postal@futurenet.co.uk
Surgery/Hardcore: ps2surgery@futurenet.co.uk
Competitions: ps2compos@futurenet.co.uk
Demo disc queries: ps2disc@futurenet.co.uk
Online: ops2online@futurenet.co.uk
Subscription queries/Back issues: customerservice@futurenet.co.uk

EDITORIAL
SENIOR EDITOR: **Mike Goldsmith**
EDITOR: **Sam Richards**
DEPUTY EDITOR: **Mark Wyatt**
NEWS EDITOR: **George Walter**
FEATURES EDITOR: **Paul Fitzpatrick**
ONLINE EDITOR: **Tim Clark**
OPERATIONS EDITOR: **Lou Wells**
PRODUCTION ASSISTANT: **Helen Prior**
SENIOR ART EDITOR: **Nick Moyle**
ART EDITOR: **Graham Dalzell**
DEPUTY ART EDITOR: **Niki Earp**
SENIOR PLAYSTATION PRODUCER: **Daniel Griffiths**
CONTRIBUTING WRITERS: **Ryan Butt, James Carey, Dan Dawkins, Rachel Eling, Nick Ellis, Dean Evans, Daniel Griffiths, Lee Hart, Oliver Hurley, Jon Jordan, Martin Kitts, Hideo Kojima, Aleric Linden, Simon Parkin, Louis Pattison, Joel Snape**
CONTRIBUTING DESIGNERS: **Paul Cook, Tina Glencross**
CONTRIBUTING PHOTOGRAPHERS: **Louise Broom, Martin Burton, Phillip Sowells, James Wilson, Vaughn Youtz**
CONTRIBUTING ILLUSTRATORS: **Matt Arnold, Will Barras, James Broad, Ben Kirchner, Paul Tysall**
JAPANESE OFFICE: **Amos Wong**

PRODUCTION CO-ORDINATOR: **Lee Thomas**
PRODUCTION MANAGER: **Rose Griffiths**

ADVERTISING
Bath Office
DEPUTY ADVERTISING DIRECTOR: **Jayne Caple**
ADVERTISING MANAGER: **Scott Longstaff**
SALES EXECUTIVE: **Laura Cullingworth**
Call Bath advertising on: 01225 442244
Fax Bath advertising on: 01225 480325
London Office
COMMERCIAL DEVELOPMENT MANAGERS: **Jo Galise**
Call London advertising on: 0207 317 2600

MANAGERIAL & MARKETING
PUBLISHER: **Mia Roberts**
GROUP ART EDITOR: **Ian Miller**
MARKETING PROMOTIONS MANAGER: **Tamara Longden**
OVERSEAS LICENSING: **Simon Wear**
PUBLISHING DIRECTOR: **David Maher-Roberts**

SUBSCRIPTIONS:
Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 7BR
Tel: 0870 444 8656 (UK) +44 1458 271100 (Overseas)
Distributed through the UK Newstrade by Seymour Distribution, 86 Newman Street, London, W1P 3LD. **Tel:** 020 7907 6000
Overseas Distribution by Future Publishing Ltd. **Tel:** 01225 442244
If you had any problems finding this issue of *OPS2*, please call Regina Erak, the Marketing Circulation Manager, on 01225 442244
Printed in the UK by ET Heron

© Future Publishing Ltd 2003

ABC
ABC 197, 348 JUL-DEC 2002
A member of the Audited Bureau of Circulations

Future Publishing Ltd is part of The Future Network plc.
The Future Network produces carefully targeted specialist magazines and web sites for groups of people who share a passion. We aim to satisfy their passion by creating titles that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. This simple strategy has helped create one of the fastest-growing media companies in the world. Today we publish more than 100 magazines, over 45 magazine Web sites and networks from offices in six countries. The company also licenses 39 of its titles resulting in over 150 local editions in 30 other countries.

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

NON-EXECUTIVE CHAIRMAN: **Roger Parry**
CHIEF EXECUTIVE: **Greg Ingham**
COO & MANAGING DIRECTOR: **Colin Morrison**
GROUP FINANCE DIRECTOR: **John Bowman**
www.thefuturenetwork.plc.uk

Bath, London, Milan,
New York, Paris, San Francisco

future games
The first choice for gamers

THE PLAYLIST

This month, the games enticing us away from our desks and towards the PS2 with their evil voodoo charms.

WAR OF THE MONSTERS

Puts puny fist-fighting beat-'em-ups in perspective when you can flatten entire cities by trampling on office blocks, lobbing meteors and using radio masts as javelins. Mark and Tim spent hours recreating violent wet playtimes with the inspired Dodgeball mini-game. **REVIEW, PAGE 90**

DANCING STAGE MEGAMIX

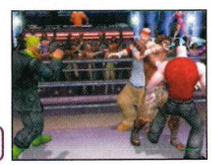
We've been practising fleet feet on the dancefloor of local nitespot Delfter Krug for weeks. Needless to say, as soon as this arrived in the office, the dancemats were out. Sadly, *Megamix* proves that swaying along to Destiny's Child with pint in hand is no preparation for the real dance deal. **SPY, PAGE 22**

SPLINTER CELL

We dispatched crack reviewer Jon 'Tintin' Jordan with a copy of *Splinter Cell* and a self-destructing memo commanding him to play it to death. A week later the text appeared with no trace of Agent Jordan's presence bar an open skylight and a prostrate security guard with a tranq dart in his neck. **REVIEW, PAGE 72**

PRO EVOLUTION SOCCER 2

Frankly, we're so good at this game now that we could beat you all, playing as China. Blindfolded. And the *Pro Evo* obsession spans further than *OPS2*: a music PR friend phoned the office recently to confess he'd spent four hours *just practising free kicks* in order to get one up on his mates. **REVIEWED, *OPS2*#27, 9/10**



DEF JAM VENDETTA

Taste the pain, punk-ass beeatch! Suddenly the games room fills with fake white niggas as a bunch of polite Englishmen pretend they are mean ghetto hustlers roaming the projects looking to f**k sh*t up. Rap, wrestling and lipstick lesbians. How can this possibly fail? **MONITOR, PAGE 38**

SUBSCRIBE AND GET
A FREE PS2 GAME*

Call **0870 444 8656**
now, quoting EDP32, or turn to page 140 to give a subscription as a gift.

Offer ends 17/04/03

*Offer available to UK residents only

Overseas readers call
+44 870 444 8656
Lines open 24 hours, seven days a week

DRIVEN BY PURE LUST
FRIGHTENINGLY BEAUTIFUL
MEN DROP AT HER FEET

BLOODRAYNE.COM

BLOODRAYNE™

18TH APRIL 2003

PlayStation 2 PC CD XBOX TERMINAL REALITY MAJESCO

© 2002 Terminal Reality. Developed by Terminal Reality. All rights reserved. Licensed to and published by Majesco Sales, Inc. © 2002 Majesco Sales, Inc. Sublicensed to and published by Vivendi Universal Games Intl. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. ™, ® and the Nintendo Gamecube logo are trademarks of Nintendo. © 2002 Nintendo.

PHOTOGRAPHY: PHILIP SOWELS

THE MONEY SHOT

This month's greatest gaming moment: shooting demons upside-down in **DEVIL MAY CRY 2**

Chicks dig Dante because he's got cheekbones that could cut glass, talks in a sarky drawl and sports a prettier haircut than prime-era Jennifer Aniston. Boys want to be him because any man willing to wander around in that get-up must be absolutely nails. Seriously, no-one goes into town dressed like that without a bloody big sword stuffed down their trousers. And yeah, that's the same sword he likes to ram through his own ribs – you know, just for kicks. So, when it came to the sequel, Capcom must have had a bit of a sweat on. How the hell was it supposed to make the character even cooler?

Well, you start by giving him some stupidly flamboyant new moves. Dante can now run up walls (although from now on, anyone caught cribbing from *The Matrix* gets a point knocked off) and perform the 'rain storm'. This is the move that sees our hero strip to his undercrackers and perform a bizarre dance in a desperate bid to save England's embattled cricketers. No, wait... it's actually the one where Dante leaps high into the air, flips himself over and starts blasting away like a man possessed – which, of course, he is.

Okay, actually hitting anything is close to impossible, but that's not the point because it looks so goddamn smart. Not enough to make up for the disappointment of the rest of *Devil May Cry 2*, but still colossally cool.

Devil May Cry 2 is put to the sword in Reviews, page 82.

UNCOVERING THE LATEST PS2 NEWS EVERY MONTH

SPY EDITOR: GEORGE WALTER/SPY CONTRIBUTORS: TIM CLARK, PAUL FITZPATRICK, JON JORDAN, ALERIC LINDEN, SAM RICHARDS, JOEL SNAPE, MARK WYATT

■ **SEA CHANGE** It looks spectacular, doesn't it? And this is an in-game screenshot!

■ **JABBA JABBA** Gorgeous cut-scenes introduce the game's weird and wonderful cast.

■ **SHOOTING RANGE** A training option will introduce you to Jak's new gun-slinging skills.

WORLD EXCLUSIVE!

RETURN OF THE JAK

Jak's back – older, wiser, angrier and wielding a hefty gun.

JAK AND DAXTER: THE PRECURSOR LEGACY, released in December 2001, was an instant PS2 classic. It proved that Sony could do free-roaming platform adventuring just as well (and just as cute) as Nintendo, by introducing us to the spiky-haired Jak and his wisecracking, ferret-like sidekick Daxter.

Jak and Daxter are set to return this winter in a sequel that will take the adventurous duo to the next level of character action games. Spy brings you the first look at one of the biggest games of the year. Just remember: you won't read this news anywhere else.

10 reasons why *Jak And Daxter 2* will be the best character action game of 2003.

- Jak now has guns!
- It takes place in a vast city that's 24 times the size of the biggest free-roaming level in the original game.
- It features over an hour of the best real-time animation you'll see in a game.
- It uses the most powerful game engine ever devised for the genre... on any system.
- As well as the return of Jak, Daxter, Samos and Kiera, there's a cast of 20 additional new characters.
- Models for the characters have been boosted from 3,000 polygons in the first title to 12,000 polygons. That's four times more detail!
- There's a second playable character, although Jak still predominates. Hey, it is his game, remember?
- There are over 12 new vehicles including a hoverboard. And zoomer bike fans will not be disappointed.
- Naughty Dog has been able to incorporate the best bits of *Ratchet & Clank* thanks to its partnership with Insomniac.
- It's not *Haven 2*. Despite what Jak's new green-goateed appearance might suggest.

SKIP INTRO

In a hurry? Here's the condensed version... Naughty Dog's original PS2 heroes return in a free-roaming adventure with added guns, but minus tedious item collection.

Jak Chat

One of his claims to fame is appearing in woman's sex bible Cosmopolitan as an 'eligible bachelor'. But never mind the ladies, he's also something of a dab hand at game design. Jason Rubin, Co-President of Naughty Dog, tells OPS2 of his grand plans for the return of Jak And Daxter.

What are the two biggest changes you've made to *Jak And Daxter*?
First, we've moved away from collection as the basic motivator for gameplay and towards story and tasks. The 'pick-up' has been replaced by tasks specifically linked to furthering the plot. No random farmer asks you to collect his cows. Each character is specifically linked to a greater plot and sends you on tasks that move the story forward.

Second, in other character action games, when you're given a new ability or weapon, you can only use it in a particular level. In *J&D2*, when we give you a gun, you can take it anywhere you like and you don't have to give it back. When you get the hoverboard, you can use it whenever you want. It's very different to putting you in a biplane on level 32, or letting you use magnetic boots on very specific flooring, for example.

How has Jak's character changed?
Jak is seeking revenge. He's been put in prison and experimented on – his attitude reflects this.

So are you saying that *J&D2* is more adult in tone?
When has Mario sought revenge? When did Crash lose a friend? When did Sonic ever go to prison? You'll find that important characters (good and bad) die in the course of the game – so this isn't your little brother's character action game. The locations in *Jak And Daxter 2* are, in comparison, darker and bleaker than those in the first game. They range from sewers to towers, strip mines to forests, mountains to underwater ships and graveyards.

■ **ACE OF JASE** Naughty Dog's Co-President Jason Rubin.

How does the game begin?
The intro to the game starts right after the end of *The Precursor Legacy*. We find out what was behind the blinding white light at the original's climax, but then within 30 seconds we're teleported far away to an entirely different time and place.

SPY

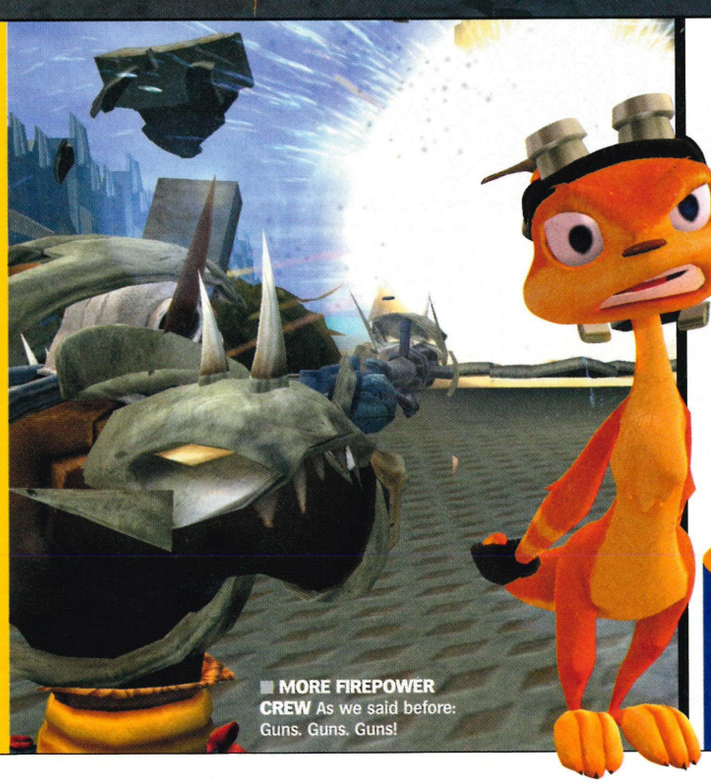
Jak's in the city

"Where's the beach gone?"

The hub of Jak and Daxter's world is an expansive city complete with vehicular traffic and crowds of people. It's a sprawling mega-level that acts as the centre of your quest and contains a third of the tasks you'll be required to complete the game.

What about new gameplay?
Collection has been minimised as a gameplay element. There are no power cells. There are no scout flies. Instead, players will find themselves blowing entrances open, returning water to parched areas of the city, transporting cargo for 'the Underground', and fighting against invading armies of metal heads. There is a reason for everything that the player is asked to do. If the player fails to complete the task, they will understand why the plot cannot move forward.

Is there still a market for a character-driven games like *J&D*?
I don't believe that character action gameplay is dead. It's shown itself to be incredibly addictive and rewarding. With *J&D2* we try to satisfy both the character action fanatic as well as target the game for the 2003 audience. We hope that it'll work. It's the game Naughty Dog has wanted to make for eight years. I've never said that before. ☐ **GW**



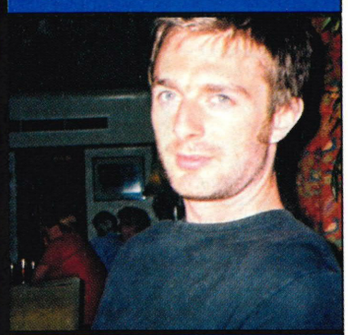
■ **MORE FIREPOWER CREW** As we said before: Guns. Guns. Guns!

GO TO: uk.playstation.com

■ *Read the full interview with Jason Rubin online. Right now!*

WELCOME TO SPY

The biggest news stories in the PlayStation 2 universe.



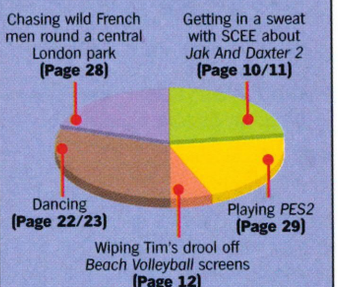
So. They've finally given me a column with a picture at the top. It's a mixed blessing. First, I have to account for what I've been doing all month, and second, the people I spend all my working days hassling on the phone now know what I look like. Could be a problem.

The fruits of sweating profusely (the office is warm, okay), shouting down the blower (only once) and telling the occasional fib are clear, though. Just move your eyes to the left. That's an exclusive. Something other mags' supposed 'news' sections have trouble acquiring. You'll find that most of Spy continues this theme – games you care about, first.

Next month? More exclusives and an even hotter office. Best get some deodorant in, eh?

George Walter,
News Editor

THIS MONTH I'VE BEEN...



Plus... A first look at the angry green giant in* Hulk *(see pg 14) and a brand new* Pro Evo 2 *Goal Of The Month competition (pg 29).

"BRUCE BANNER IS A PROUD OWNER OF SEVEN IDENTICAL PURPLE SUITS. WHAT A LOSER" HULK, PAGE 14

Head over to www.skinkers.com/agerescape2.html for the Escape gossip and tips

"MURdER ShE QUOtE"

"Plans are underway for the new generation of computer game machines – the PS3... even more powerful than Deep Blue, the super-computer that defeated world chess champion Garry Kasparov in 1997."

Guess which market-leading tabloid printed this console twaddle.

BIKINI LINE!

GAME, SWEAT AND MATCH

OPS2 has a fleeting holiday romance with Acclaim's Beach Volleyball.

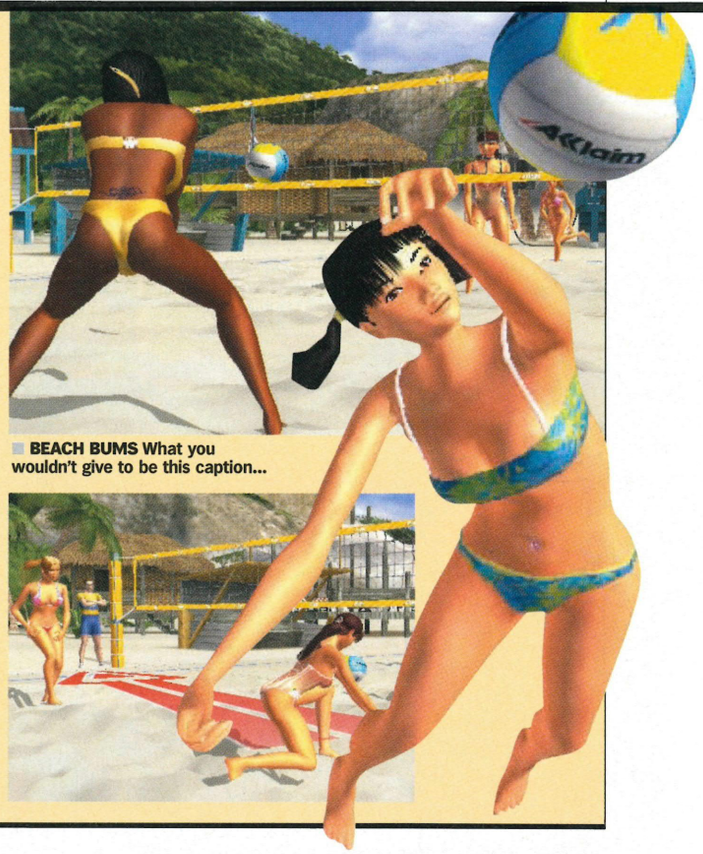
SIT BACK AND CLOSE your eyes. Can you feel the sunshine? Hear the surf gently breaking on the white sand? Look further down the beach and you can just make them out through the heat haze – statuesque blondes spiking and setting, bronzed brunettes performing last-ditch blocks, barely-there bikinis and cheese-cutter thongs as far as the eye can see. Paradise, basically, providing you can ignore all the keg-chugging frat boys..

Both published *and* developed by Acclaim, *Beach Volleyball* is due for release exclusively on PlayStation 2 this summer (when else?) and features Arcade, Exhibition and Tournament modes as well as a raft of mini-games. The game is set during Spring Break (an American student vacation best described as a sun-kissed version of Sodom and Gomorrah).

We've also learned that the game will feature a proprietary texturing technique that lets the girls work up a rosy-cheeked sheen of sweat during matches. It's crystal clear how Acclaim will be attempting to position the title – the instant playability of Sega's *Beach Spikers* mixed with the soft-focus sauce of Tecmo's *Dead Or Alive: Xtreme Beach Volleyball*. Man, we need a holiday. Or at least a very cold shower. ☐ TC

LIFE'S A BEACH

BARELY-THERE BIKINIS AND CHEESE-CUTTER THONGS AS FAR AS THE EYE CAN SEE



BEACH BUMS What you wouldn't give to be this caption...

BLUE LINES

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

BMX star Dave Mirra has filed a lawsuit against Acclaim claiming $21 million for abusing his name and image to market BMX XXX.

EA's F1 Career Challenge bucks the trend of racing titles by allowing players to enter the sport as themselves and build a career.

TOUCH OF GLASS

Hack 'n' slash of a different kind in Capcom's Glass Rose.

DRUMMER BOY The character who plays Takahashi is a pop star drummer in real life.

***GLASS ROSE* MIGHT SOUND** like a rejected name for a teenage goth band, but it's actually the title of Capcom's latest spine-chiller. Announced recently in Japan, you play a reporter named Takahashi who discovers he has the ability to read people's minds and memories.

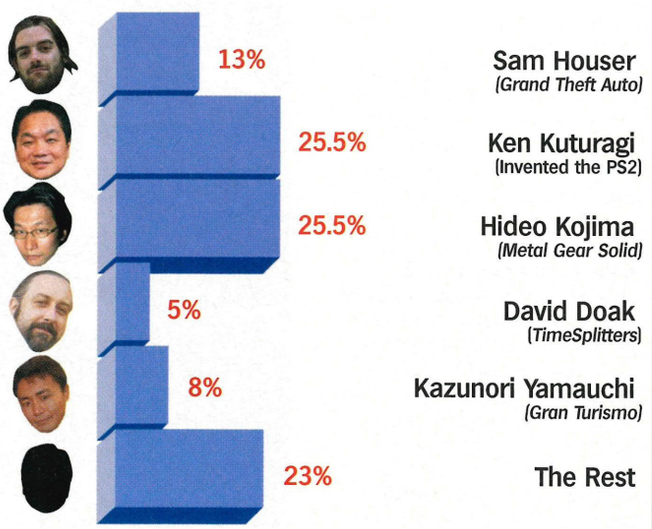
While exploring a house in which a family was murdered many years previously, he finds himself sucked back in time to 1929 – which is presumably when the murders originally occurred. In order to return to the present day, we're guessing he has to solve or, more likely, prevent the crime.

Glass Rose's premise and third-person perspective both suggest survival horror, but we understand that the game will focus more on slow burn psychodrama rather than heart-stopping shocks. While the plot is reminiscent of *Shadow Of Memories*, Konami's own time-travelling murder-mystery, these first shots immediately recall the vivid style and rich environments of Sega's *Shenmue*. A cerebral shocker certainly sounds intriguing, although Capcom would probably be wise to include a smattering of action, just to keep the kids' bloodlust sated... ☐ TC

THE BIG 5

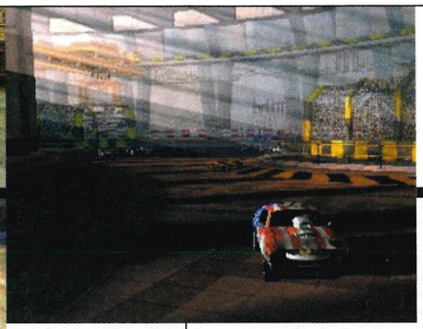
The most influential people in the world of PS2

We suggested them and you voted for your favourite. Here's the results of our Big 20 poll featured in *OPS2*#029.



*Big congrats to Ken and Koj, the joint winners. A prize is in the post.

NICE BODYWORK Just wait till you get to the finish line.



CARMAGEDDON Not much point in phoning the AA, eh?

PILE UP!

TEAR-ARSE DENT DERBY

Drive dangerously online in Destruction Derby Arena.

FIRST ANNOUNCED LAST NOVEMBER by SCEE as part of its online game rollout, *OPS2* brings you world exclusive screens of Studio Liverpool's *Destruction Derby Arena*. *Destruction Derby* started life as a PSone title from Reflections, the Newcastle-based developer behind *Stuntman* and the *Driver* series. This online version is set to bring the chaotic stock-car racer into the next generation, allowing players to compete in vicious 'pedal to the metal' competitions over the Internet. *Destruction Derby Arena* joins the more military inclined *Hardware Online Arena* as SCEE's 'other' deathmatch-based driving game.

It seems more than likely that you'll be able to play offline too, judging by the four-player split-screen mode you can see in some of the featured screens on this page. Expect to hear much more about *DDA* next month – by which time we'll have actually taken it for a spin. But hey, it was the screens you wanted to see really, wasn't it? ☐ **GW**

COUNTDOWN TO DESTRUCTION

THIS ONLINE VERSION IS SET TO BRING THE STOCK-CAR RACER INTO THE NEXT GENERATION

RUMOURS

Don't expect *Burnout 3* any time soon. We've heard that there are no plans for a sequel… **A game based on the next *Terminator* film is in the offing**… Hardware update! A PS2 bundled with a HDD and Network Adaptor could well be released before the end of 2003… **Is it really true that Midway is being bought out by Ubi Soft?...** And is EA *really* going to buy everything in the world?… **Where did the story come from that claimed terrorist group Hezbollah is making an anti-American war game?**

BLUE LINES

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

SCE Japan will begin selling the Network Adaptor and PS2 Hard Drive in game shops. It was previously only available online.

Aliens Versus Predator: Extinction is announced for PS2 in a strange top-down RTS style. Fox Interactive and EA are responsible.

THE BIG ISSUE

What everyone is talking about this month...

WHAT WILL BE THE BIG SEQUELS OF 2003?

Sequels. Game publishers love them. We demand them. If a game is good first time around, there's always potential for improvement. Right? *GT3* proved it. *Metal Gear Solid 2* proved it. And *GTA: Vice City* sold more copies than any other console game in history. 2003 sees the first wave of high-profile sequels for PS2 – here's our rundown of the potential contenders for 'Sequel Of The Year'.

METAL GEAR SOLID 3

Rumours spread after the Internet Movie Database posted a listing for *Metal Gear Solid 3: The Patriots*, with a release set for 2004. It was hastily withdrawn after *OPS2* enquired as to its authenticity. We'll see…

HITMAN 3

A representative from Io Interactive let slip that the team were currently working on new *Hitman* projects. Naturally, it didn't take long before this became, "Eidos announces *Hitman 3*!" Which, of course, it hasn't. Yet.

GRAN TURISMO 4

Kazunori is set to showcase this at E3, most likely with online play.

MEDAL OF HONOR: FRONTLINE 2

Might feature a Pacific/Pearl Harbor theme, an area EA LA had been researching for the canned *MOH: Fighter Command*. More next month.

ILLUSTRATION: PAUL TYSALL

ROCKSTAR RUMOURS

TITLED *GTA: SAN ANDREAS*, IT'LL BE SET IN GANGLAND LA

GRAND THEFT AUTO 4

Will it just be *GTA: Vice City*, only set in another city in a different time frame? We asked Rockstar CEO Terry Donovan and he said, "No." Odd then, that the strongest rumour about the new game suggests that it'll be set in gangland LA and titled *Grand Theft Auto: San Andreas*.

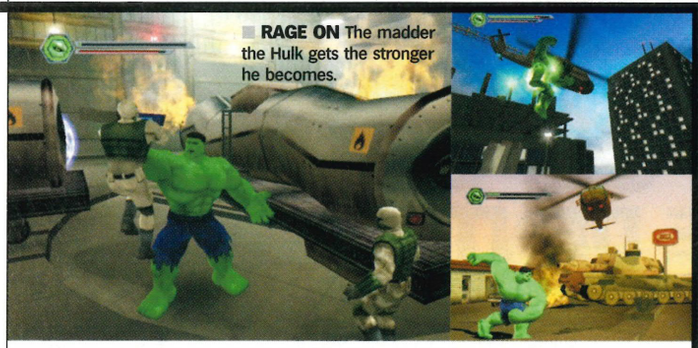
RATCHET & CLANK 2

A *R&C* sequel will be released this year. Evidence? Ted Price, the main man behind *R&C*, led a debate on sequels in Vegas last month. ☐ **GW**

011

OPS2 4EDL

Number of pages the press release ran to for new vampire first-person shooter *Shadow Of The Sun*. A record.



RAGE ON The madder the Hulk gets the stronger he becomes.

THE GRUMPY GREEN GIANT

Feel the rage rising in Universal's Hulk.

SUPERHEROES HAVE BEEN enjoying something of a renaissance on PS2. Lifted from their 2D comic origins and moulded into 3D playable characters, fans can now actually *be* their favourite character. Great while you're a superhero, not so great while in the shoes of their socially inadequate alter-egos. And none is more of a misfit than troubled scientist Bruce Banner – proud owner of seven identical purple suits. *What* a loser.

Although, he does turn into the Hulk when he gets in a tizz, and it's this physical metamorphism that Radical has taken to form the base of this 30-level action game. You either take the stealthy, brainy option and play as Banner or you unleash the strength and rage of the emerald Hulk. After seeing the trailer for the Ang Lee-directed film (out this summer) we think the Hulk's intense rage and superhuman powers are preferable. That bit when he spins a tank around his head and throws it into the middle distance – now there's something we'd like to try.

With over 25 unique Hulk attacks we'd guess the tank lob is in there somewhere. As this is a Universal-produced game we get voice-overs from the film cast (including Eric Bana as Bruce Banner) and levels that are set in the movie's locations. And don't forget sultry brunette and Banner love interest Betty Ross, played by the rather gorgeous Jennifer Connelly. With Ang Lee at the helm, Hulk is a likely summer blockbuster with the game destined to follow. Not bad for a genetic mutant with anger management issues. ☐ **GW**

TAK MAN He doesn't look *that* annoying now, does he?

A TAK OF THE CLONES

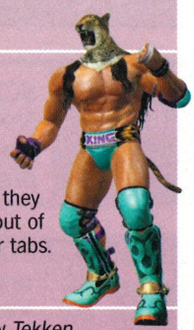
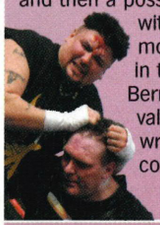
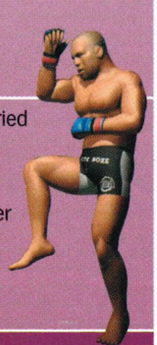
Tak And The Power Of JuJu. *Worst name ever?*

EVERY MAJOR PUBLISHER is jumping on the free-roaming platform bandwagon. THQ's latest game is developed by Avalanche, in association with Nickelodeon. Under a bizarre agreement they'll work together to produce games first, and then launch cartoon versions.

In the game you'll take the role of Tak as he belts around a variety of jungle/village platform landscapes solving puzzles and completing tasks to rescue villagers who have been turned into sheep. The platformer has a familiar feel, spiced up with comedy animal devices such as the orang-utan catapult. Highlights so far? The chicken suit that allows little Tak to glide and lay explosive eggs. We've all had mornings like that, though. Right? ☐ **MW**

to the death

A bloody battle to prove what's better.

REAL FIGHTING		GAME FIGHTING
© VAUGHN YOUTZ	VS	
This really depends on which hitting trade you're involved in – broken head, spilt nose, puffy eyes, bruising, collapsed lungs, internal bleeding, paralysis, death…	**PAIN** No pain is good pain. An easy win for the slightly less painful game option. **0 - 1**	Blisters and calluses on fingers, headaches, seizures. Other hazards include getting a big fat sweat on and wearing shiny tracksuits.
If you manage to make it as a pro-boxer then you're a hero for as long as you can speak properly. Pub boxers will just get aggro from the bouncers.	**PRESTIGE** Let's be honest here – playing games doesn't make you a hero. Despite what you may feel at the time. **1 - 1**	Professional beat-'em-up champions are their mother's pride – until they nick a fiver out of her purse for tabs. 
WWE wrestlers get world fame and then a possible contract with a 'mature' movie company in the San Bernardino valley. Backyard wrestlers get committed. 	**CAREER PROSPECTS** Again, real fighting offers hard cash for bruising. Videogaming does not. **2 - 1**	A solitary few *Tekken* experts make cash or win TVs in the various championships held around the world. Not exactly enough to keep you in tracksuits though.
It's all a matter of how you fall. Land awkwardly and you could break a crucial bone and die. Hence the panicked cry, "I never meant to *really* hurt him, officer, honest!"	**LIFE SPAN** You're not going to die playing *Tekken* are you? Unless you play in the bath of course. **2 - 2**	You'll most likely grow out of playing fighting games by the time you're 50. Unless you never married.
Pro fighters usually have a trophy wife. Handy for mashing up food and adjusting the catheter.	**PULLING POWER** Every hard man has an entourage of goggle-eyed admirers. **3 - 2**	The line "I married a hunky *SmackDown* expert," rarely makes the cover of *Cosmo*. 

THE WINNER: *REAL FIGHTING*

Real fighting comes out on top. Only because if you're good at it and avoid getting hit, it'll make you a tidy living. Not too clever for your health or looks, though. Actually, fighting's dangerous, stick to games.

www.blackstar.co.uk

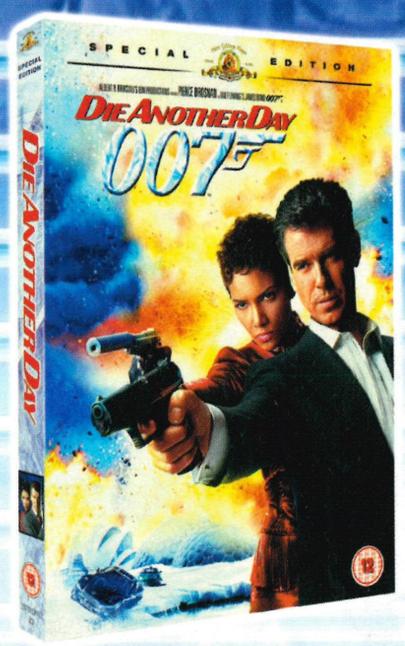
Coming Soon at BlackStar...

xXx on DVD

SAVE £5!

£14.99

BlackStar.co.uk/go/xxx

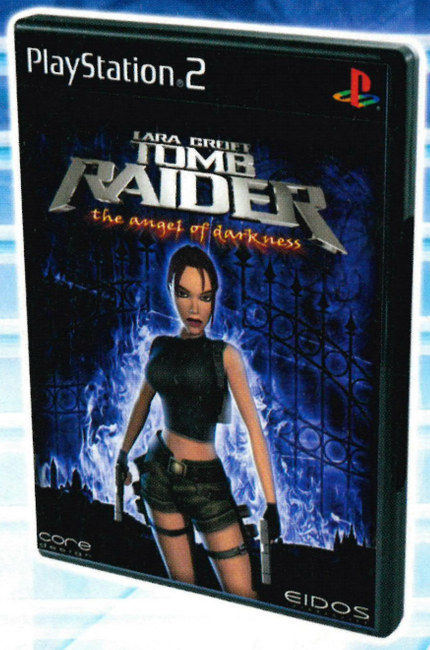


Die Another Day on DVD

SAVE £8!

£16.99

BlackStar.co.uk/go/die



The Angel Of Darkness [PS2]

SAVE £4!

£29.99

BlackStar.co.uk/go/lara

For more PlayStation2, XBox and GameCube titles, please visit:

BlackStar.co.uk/go/games

www.blackstar.co.uk

Any Video. Any DVD. Any Time.

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. The Getaway © Sony Computer Entertainment Europe.

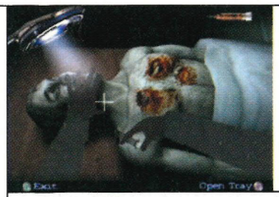
Getting away in London!

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



■ **CORPSE IN THE ACT** We're looking forward to doing autopsies. Shudder.

DANA, HIGH VOLTAGE

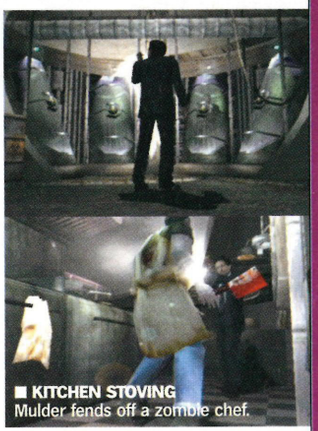
It's all a big conspiracy! X-Files: Resist Or Serve *makes us paranoid.*

FORGET ALL THAT nonsense about genetically engineered bees, chain-smoking spooks and interstellar conspiracies, frankly, the biggest mystery is why there isn't an X-Files survival horror game on PS2 already. But with the final episode of the TV series in the can, Sierra Entertainment has decided now is the time to unveil *X-Files: Resist Or Serve*.

The game sees Mulder and Scully (no sign of grumpy boots Doggett) heading to a small town in the Rocky Mountains to investigate a series of murders 'linked to ghost sightings, the undead and other paranormal phenomena.' Plus ça change, eh?

The usual survival horror staples – skewed camera angles, etc – are present and correct, and the game is wrapped in the TV show's trademark moody ambience. In terms of authenticity, *Resist Or Serve* is a fanboy's wet-dream, with music from the TV show, a full supporting cast and voice acting provided by Gillian Anderson and David Duchovny.

The game also promises to shed light on some of *The X-Files*' more convoluted plot points, like that icky black gunk – which might be ectoplasm, or just what happens to Panda Cola if you leave it out in the sun too long. □ **TC**



■ **KITCHEN STOVING** Mulder fends off a zombie chef.

THE TRUTH IS IN HERE...

OPS2's dossier of mysterious X-Files *facts.*

Despite 33 occasions where Mulder and Scully could have got it on, they've only snogged three times.

***Elvis has been mentioned 11 times in* The X-Files.**

The most popular location for *X-Files* deaths is the bathroom (69 times).

US punk band Yellow Sloth Chicken Broth have a song called Gillian Anderson (I Wanna Be With You).

Mulder has dropped his gun at an inopportune moment 22 times.

According to The X-Files *timeline, Scully was pregnant for 12 months.*

Toadie, of Neighbours *fame, is a confessed* X-Files *fan.*

In Thailand,* The X-Files *is known as* Fam Lub Kadee Pisawong. *Literally translated this means 'The Secret Folders Of Mysterious Cases'.

Mulder is caught perusing porn 18 times.

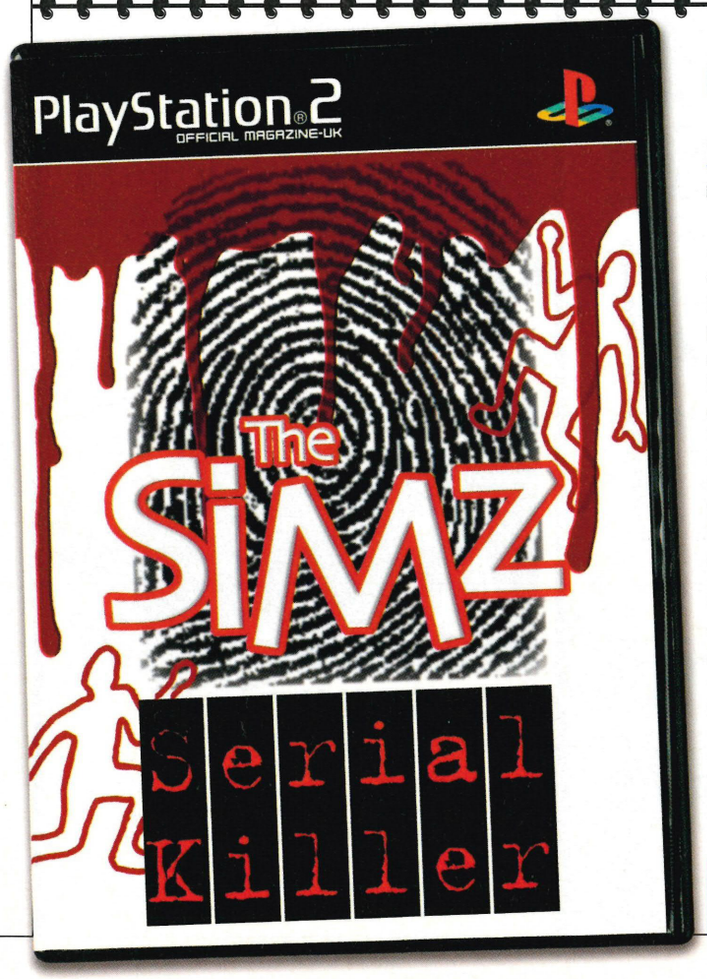
Scully says, "Oh my God," at least once every episode.

BLUE LINES

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

Activision's stealth ninja title* Tenchu *is being made into a Japanese manga comic. Check www.from software.co.jp for further info.

A cut-price tennis game is set for a May release. Aqua Pacific's* Perfect Ace Pro Tennis Tournament *features 32 tennis players and 16 stadiums.



designer genes

Games designed by you. This month:* The Sims *runs for the American Presidency.

THE SIMZ: SERIAL KILLER

PITCHED BY: MARKUS DAVIS (LONDON)

Let me guess. You have to maintain a family of serial killers...
It's not as straightforward as that. Although the idea of cultivating and nurturing a baby Henry Lee Lucas is kind of appealing. No, this *Sims* rip off is based around getting ahead in the world by bumping people off.

It sounds like a US Presidency sim.
Shush, you can't say that! But you're right. Markus says his game is "primarily involved with you attempting to become the leader of the United States by committing murder most foul on anyone who stands in your way."

Riiiight. Another one of those censor-baiting concepts. We smell another *Hitman* in the making.
Then you'd be on the right lines. "Weapons included are a cheesewire, gloves, a balaclava and a silenced pistol. You will have to pick good moments to assassinate people." So wading in all guns blazing like Jack Ruby probably isn't going to be too effective here.

You might get caught, though. Is that part of the game?
Of course. "The police will be permanently on your tail if you aren't careful: Clinical killings, wiping fingerprints away, ensuring you don't leave any DNA at the crime scenario and setting up your enemies to look like the culprits."

Isn't it sullying what is an established 'family' game?
Probably, but it sounds intriguing. Particularly the climax. Once you're Mr President, the electorate become the target of your killing fetish.

MAKE IT OR BREAK IT?

COMMENTS

We're all for darker twists on established game styles but this is taking it a bit too far. As Tim proved a few months back, *The Sims* is all about loving and caring, not maiming and killing. Let's keep it that way, eh?

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.

EDITED BY **GEORGE WALTER**

in japan

■ **COMMAND, CONTROL** The arcade unit requires you to communicate with a keyboard.

■ **DOG STARS** Stroke them and watch them play. Then switch the blighters off.

PUPPY LOVE

Konami's Inu Toasabu Dogstation *mounts our leg.*

WITH REAL DOGS CLEARLY proving far too much hassle, mess and smell for the average Japanese city-dweller, Konami's provided a low maintenance alternative in *Inu Toasabu Dogstation*. Based on a popular arcade cabinet that came out last year (recognisable by its two keyboards) the PS2 version is an elaborate dog-training game that blends elements of Tamagotchi, bemani, potty training and dog-walking.

After you've chosen from a set of incredibly cute pedigree puppies – including Beagles, Bulldogs, Chihuahuas, Shibas and St Bernards – it becomes the player's responsibility to raise the dog, providing for its strange dietary requirements and taking it for walks. Despite the fact you can switch the dog off once you're bored with it drooling on the carpet, yapping incessantly and sniffing your girlfriend's crotch, *Dogstation* is quite comprehensive in its level of interactivity.

Take Voice mode for example. Here players have to talk to the dog via a USB microphone to discipline their animal. The game understands the tone of your voice so the virtual hound will respond differently depending on whether you are enthusiastically crooning, "Thassaboy!" or screaming, "Get off the frickin' sofa!" Once your pet has been toilet trained – and if it isn't, it will quite literally (and graphically) splurge the living room carpet – you can groom, stroke and cuddle it as a reward. Much of the training is done through bemani-style button presses entered in a particular sequence through a USB keyboard.

Then there's Coupling mode. Having produced a model example of your chosen breed it's time to continue the family lineage and set it up as a potential mating partner. Players can save their dogs to Memory Card and swap them with friends for this purpose. Although hopefully you have to watch them actually 'doing it'.

Due to an excess of actual dogs in the UK it's unlikely Konami will bother to release *Dogstation* over here, despite its obvious novelty appeal. Of course, if you still want loyal companionship without the slobber you could always get an AIBO. ☐ **GW**

PANTING POOCH

TURN THE DOG OFF ONCE YOU'RE BORED WITH IT SNIFFING YOUR GIRLFRIEND'S CROTCH

japanese top 10

1 DEVIL MAY CRY 2 (Capcom)
2 EXCITING PRO WRESTLING 4 (Yuke's)
3 TAIKOU NO TETSUJIN (Namco)
4 NOBUNAGA'S AMBITION SOUTENROKU (Koei)
5 MAKAI SENKI DISGAIA (Atlus)
6 JAMES BOND 007: NIGHTFIRE (EA/Square)
7 WORLD SOCCER WINNING ELEVEN 6 FINAL EVOLUTION (Konami)
8 OPERATOR'S SIDE (SCEI)
9 ARMORED CORE 3: SILENT LINE (From Software)
10 RATCHET & CLANK (SCEI)

No, not a new *SmackDown* – just the Japanese release of *WWE SmackDown! Shut Your Mouth*. See, Japan doesn't always get the best games first.

RPG fans often bemoan the fact that Atlus's innovative RPGs rarely get European releases. This one's a corker – a tongue-in-cheek adventure featuring a sexy devil girl and a zombie penguin called Priny.

This is one of the last games to be released via the Square/EA partnership, which has enabled EA to release its games in Japan. The two game giants have reported that they will split this summer.

Ratchet & Clank has surpassed its meagre UK sales in Japan selling 480,435. It's sold less than 80,000 in Britain to date.

SOURCE: DENGEKI/03-09 FEB

■ **SHOOT!** Stating the obvious won't get you points.

SIDE SHOW

Shout at aliens in SCEI's Operator's Side.

AS SCEI KICKS OFF its voice-recognition rollout with no less than three titles in the space of a month (*Operator's Side*, *DekaVoice* and *Shibai Michi*) Spy just had to get the natty *Operator's Side* box set complete with ASCII headset. It's an atmospheric adventure set on a deserted space station complete with vicious aliens and a plucky cocktail waitress.

FITZ-SAN'S HAIKU REVIEWS

The latest Japanese releases become lovingly crafted 17-syllable poetic sashimi.

SIMPLE 2000 SERIES VOL 24 THE BOWLING HYPER
Virtual bowling…
Let's hope the game is
Simpler than the bloody name.

ARC THE LAD: TWILIGHT OF SPIRITS
In a forest glade
Yet another RPG
Is hewn from pure 'dull.'

SHIBAI MICHI
Voice recognition
Your job? Acting dialogue.
Luvvie, you were great!

RESULT!

© 2001, 2002 Dream Stage Entertainment, Inc. Exclusively licensed to THQ Inc. worldwide, except in Japan. THQ and its logo are registered trademarks of THQ Inc. All Rights Reserved.
"PlayStation.2" and "PS" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

K BOXING vs JUI JITSUI vs TAE KWON DO vs KARATE vs JUDO vs KICK BOXIN

Live-action Pride Fighting Championships available to buy now on DVD and video from all good stores!

"Broken bones, excruciating submissions and one punch knock-outs... the most brutally realistic beat-'em-up... ever"
Games Radar

"The most violent sport in the world"
PSM2

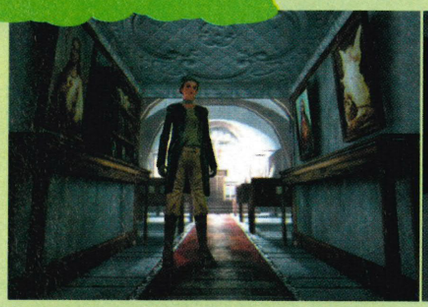
THQ

PlayStation.2

PRIDE™
FIGHTING CHAMPIONSHIPS
www.thq.co.uk/pride

MISSING IN ACTION

Five titles that met with the Game Reaper.



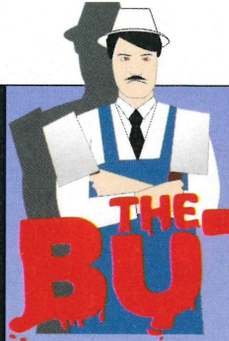
THE BLAIR WITCH PROJECT
Last sighted: *OPS2*#01
Tour of duty: Released over three instalments for PC, receiving muted response. There were inklings early in the PS2 life cycle that Take 2 would bring this title to the console, but it looks to have got lost in the woods.
Cause of death: The film hype died.

ALIENS COLONIAL MARINES
Last sighted: *OPS2*#10
Tour of duty: Big name licence, even bigger publisher support (EA) and still the developer couldn't get its act together. Quietly suffocated with a pillow as it failed to make EA's strict quality control.
Cause of death: General sh*tness.

BATTLE OF THE PLANETS
Last sighted: *OPS2*#07
Tour of duty: We, er, mentioned this on our cover. Talk about 'shooting' and 'bolts'... The people behind this TV show spin-off recently told us it was unlikely to be released on PS2.
Cause of death: Battle of the *whats?*

MEDAL OF HONOR: FIGHTER COMMAND
Last sighted: *OPS2*#07
Tour of duty: So 'swept under the rug' that a *Medal Of Honor* producer we spoke to didn't even know it had existed. EA scuttled it last year.
Cause of death: It was a flight sim.

LA FEMME NIKITA
Last sighted: *OPS2*#04
Tour of duty: Based on Luc Besson's *Nikita*, Infogrames snapped up the licence in late 2000 to make a game for next-gen consoles, presumably to tie in with the spin-off TV series.
Cause of death: TV series was pump.



THE BUTCHER

***Our favourite sausage barber fillets a sacred cow. This month:* Pro Evolution Soccer 2.**

"OH, THEY SHOULD have done better there." Couldn't agree with you more, Trevor. For once. Konami should've scored a hat trick with *Pro Evo 2*. It should've given *FIFA* a drubbing and sent it crying to the Nationwide Conference. Instead, it got overconfident, fielded the reserves and only just scraped a result against the hungrier side.

It's all about believing your own hype. Buoyed up by its review scores, Konami got cocky. Nothing wrong with that. It did an ad campaign that featured *Pro Evo* as the messiah of kickabouts. Arrogant, but understandable. Then? Then one of the largest games companies in the world released a game with a licence so crap the Dutch team was called the Oranges. For Ferguson's sake, Newcastle are 'The Highlands'. That's a whole different *country*, Konami. Even International League Soccer had the decency to call its players things like R V Nistelrooy.

And that's only the start of it. Players still make insane stop-and-check decisions, carry on oblivious as a pass ricochets off their heels, and all too often won't even run after a flick-on that's clearly about to be intercepted. Pah.

Then there's Trevor. The commentary in *Pro Evo* is apparently directly translated from the Japanese version, so no surprise that it isn't too realistic – "A jumping header!" – but come *on*. Peter Brackley yelps, "He's hit it!" three seconds after you've hoofed the ball over the bar, obsesses over the teams' socks, even interrupts *himself* when things get hectic. For those 'in the industry', it's a running joke, but when you're trying to get excited in the dying seconds of a 1-1 thriller, it's no laughing matter.

So pay attention, *Pro Evo*. You might be the closest thing we've got to a footballing prodigy, but even Wayne Rooney is on the training pitch every day. Think it's all over? Not while *FIFA* carries on improving. □

COCK AND BALL
BUOYED UP BY ITS REVIEW SCORES, KONAMI GOT COCKY

ILLUSTRATION: JAMES BROAD

Q&A

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

QUIZ QUESTIONS

1. Without looking, what is the first game title that appears in the Shortlist?

2. The Jehuty Orbital Frame. Which game is it from?

3. "You wouldn't like me when I'm angry..." Famous words from which superhero?

4. In *Metal Gear Solid 2*, who is Fortune's dad?

5. In *DMC*, what's Dante's all-guns-blazing move called?

6. The Brazilian Gracie family originated which style of no-holds-barred fighting?

7. Genetically enhanced Max lives in post-apocalyptic Seattle. What's the series?

8. Name John McClane's wife in the *Die Hard* series.

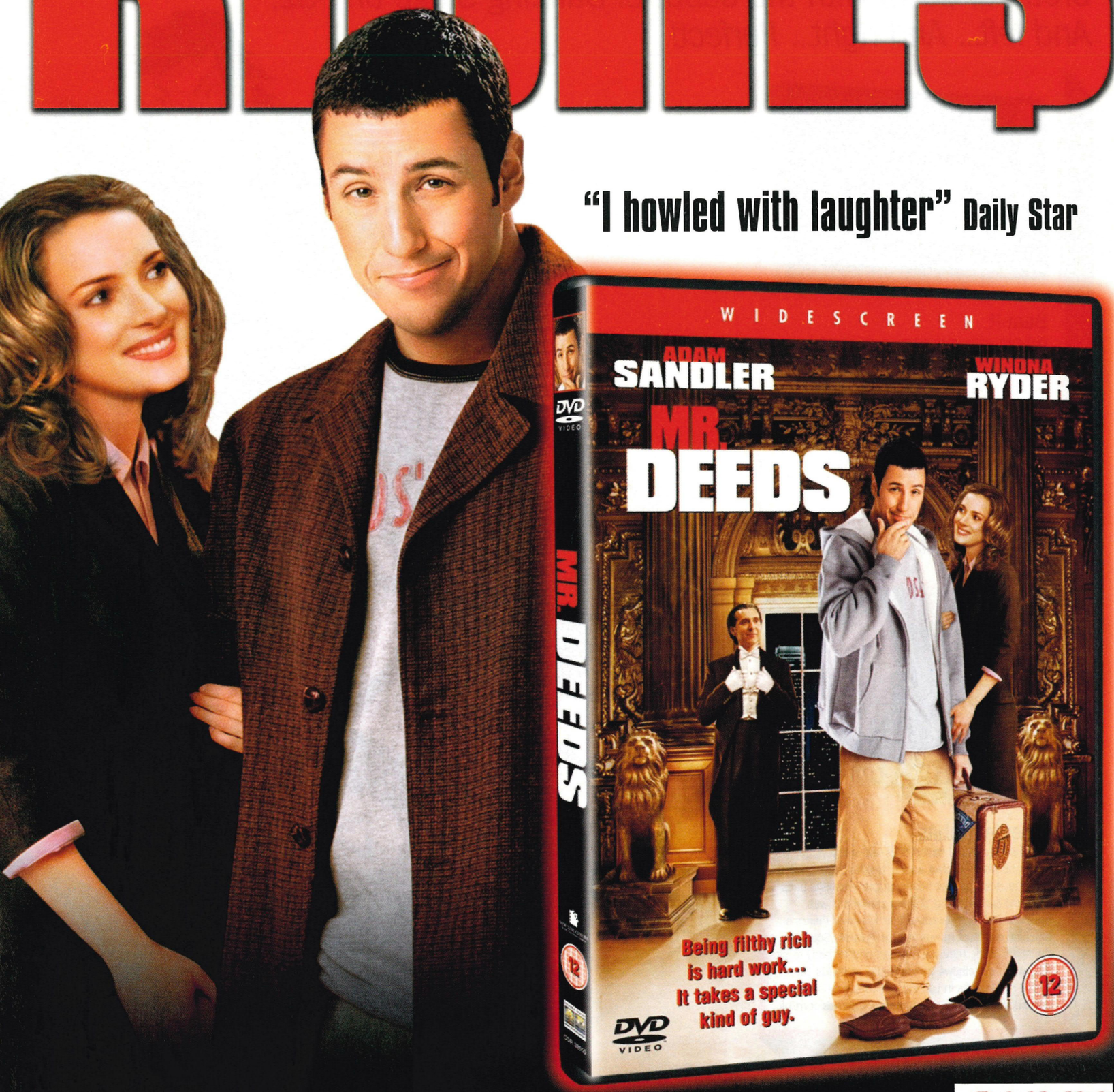
9. Trinny and Susannah are makeover queens of what?

10. *Music 3* and *Swordfish*. What's the connection?

■ *For all the answers, turn to page 122 now!*

FROM GAG$ TO RICHE$

"I howled with laughter" Daily Star



COLUMBIA TRISTAR HOME ENTERTAINMENT

BUY MR DEEDS ON DVD VIDEO FROM 7TH APRIL AT HMV top dog for music·dvd·games

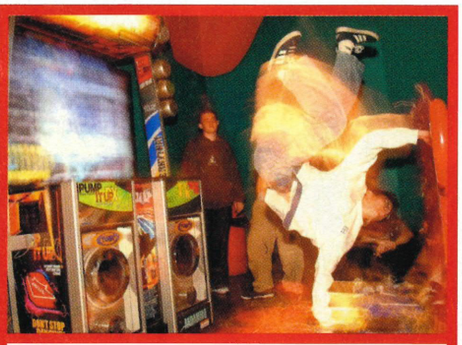
THE BIG PICTURE

THE BEAT GOES

OPS2 prepares to step to the beat and dance till the break of dawn with the debut of Dancing Stage *on PS2. And left... And right... Perfect!*

Beat It

Derived from the original Konami rhythm action title *BeatMania*, *Dancing Stage* is one game where you simply can't avoid getting a hefty bead on. Players dance in time to music on a specially designed dance mat marked with directional arrows. Different combinations of arrows scroll up the screen as the player tries to replicate the patterns with their feet. It's exhilarating and insanely popular – *Dancing Stage Euromix* for PSone is close to selling a million units in the UK alone.



Breakin' Habits

Most home users of dance titles are 'steppers', playing the game with their feet as was traditionally intended. In the arcades, however, dancing game experts buck the trend by freestyling. Sharing similarities with breakdancing, enthusiasts gather wherever there's a machine and bust moves like the Pyramid Spin and the Matrix Walk. They use any part of their body to hit the pads, be it elbows, hands, knees or heads. Drop by the big arcades in London or find out more at **www.ddrfreak.com** and **www.dancegames.com/uk**.

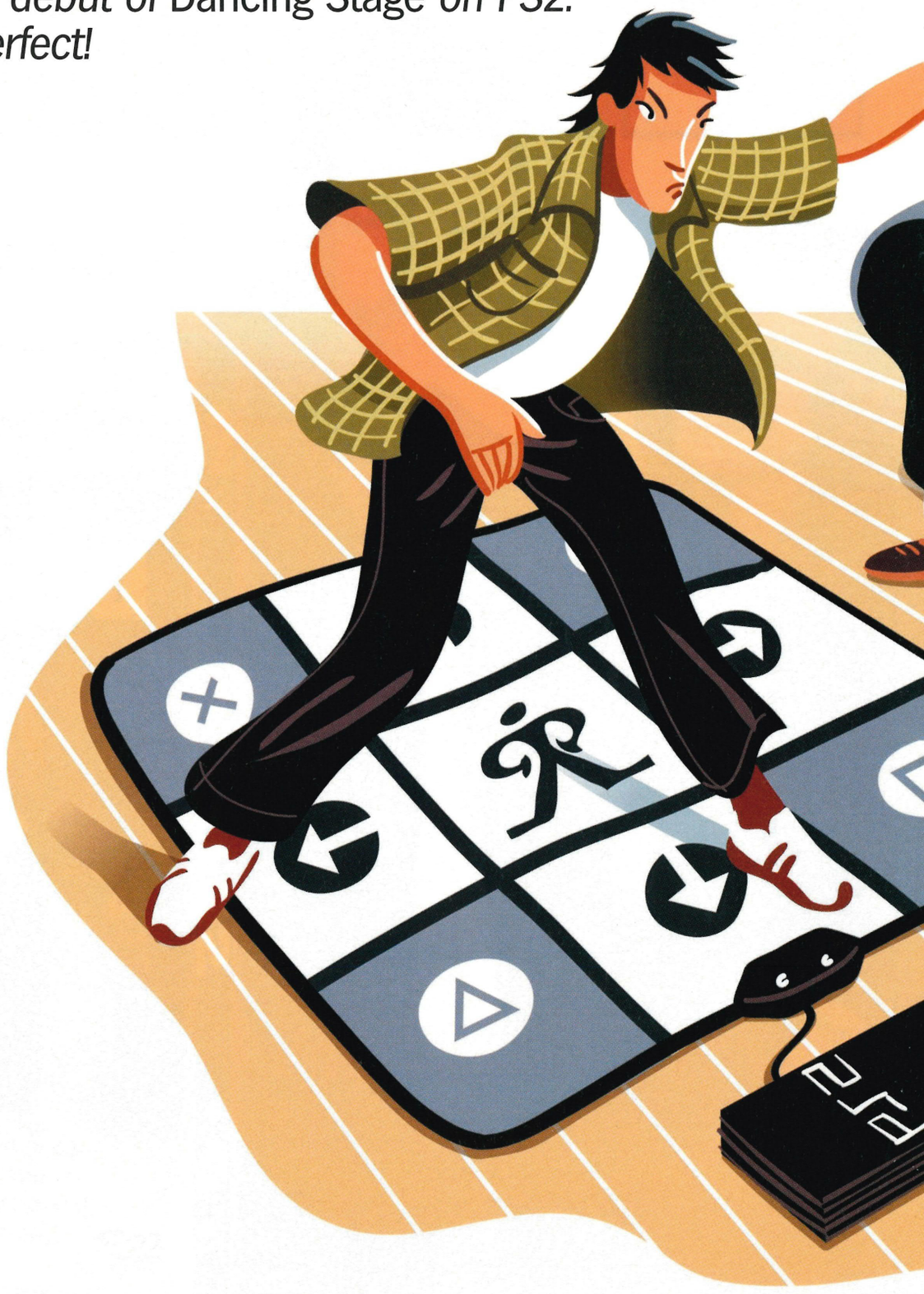


ILLUSTRATION: BEN KIRCHNER
SUGABABES © ALLSTAR
BREAKDANCING © EDGE

ON

Work It

The logical extension of dancing games as a means of enjoyment is to make the otherwise monotonous task of exercise slightly more tolerable. In Japan, Konami has not only bought into a large chain of health clubs, it's also released a version of the popular *Dance Dance Revolution* series for PS2 called *Aerobic Revolution*. The game actually monitors how many calories are being burned during play and sets up a personal exercise schedule based on the results.

Freak Like Me

Dancing Stage Megamix is the first true PS2 dancing game to get a release in the UK (it's due out in May). The game will be worth buying for the tracklist alone, which features the likes of Ms Dynamite, Junkie XL, Sugababes, Christina Milian, Kylie Minogue and, erm, The Cure's *Lovecats*. *OPS2* reckons that the dance mat craze will kick off rather large in 2003, so go put on your gladrags, move the coffee table, invite the girls round and get ready to dance like a greased baboon.

ILLUSTRATION: BEN KIRCHNER

uk.playstation.com

'Size doesn't matter'. A hard sell at the best of times – even more so when you're paying 40 notes for a piece of entertainment. These days almost every game boasts at least 15 hours of gameplay. Not a huge problem when the likes *Vice City* and *Hitman 2* are capable of delivering quantity *and* quality. But that doesn't mean every game has to be an epic. Sometimes we just want a breathless sprint to the finish rather than another exhausting marathon.

Problem is, there's no outlet for cut-price games you can complete in a weekend. Which is where online distribution comes in. Initially, you're only going to be able to download bonus levels and extra items, but ultimately the hard drive could be used to store entire games. Let's hope some developers will take it as an opportunity to create shorter games, stuffed with ideas and innovation. We want punk, not prog.

Tim Clark,
Online Editor

cool sites

Gaze in awe at this month's menage-a-trois.

SOUL ARCHIVE

Japanese shrine to Namco's *Soul Calibur* series. Pretty, in a baffling sorta way.

www.soularchive.jp

HYPNOTOAD

Monkeys are just so passé – this critter is the coolest animal ever. All hail Hypnotoad!

www.hypnotoad.org

KOEI

Includes info and screens aplenty for *Dynasty Warriors 4* – but it's all in Japanese.

www.gamecity.ne.jp

EBAY WATCH

Scraping the bottom of the online bargain bin.

DESCRIPTION: PS2 Dance Mat - Not The Cheap Sort

PRICE: £10.50

QUANTITY: 12 available

LOCATION: www.ebay.co.uk

Yeah, social gaming at its best, but get it out on a first date at your peril. The mat, that is.

NEXT MONTH on uk.playstation.com Everything you need to know about online gaming. Enough said.

BOOK MARKED FOOTBALL CHANTS

Steer clear if you're easily offended, or related to Robbie Savage. This is a comprehensive database listing the lyrics and tunes for chants from all 92 English league clubs... and some Scottish ones, too. Altogether now: "Show me the way to Plough Lane, I'm tired and I wanna go home. I had a football ground ten years ago, and I want one of my own..."

www.football chants.org

GO TO: uk.playstation.com

■ *For Third Place news that's hotter than a steaming magma milkshake.*

NETWORK GAMING IS GO, GO, GO!

SOCOM: US Navy SEALs *kicks off SCE UK's online assault.*

AS OF 31 MARCH, network gaming on PS2 will be... fully operational. No mention as to whether or not anyone gets to throw a Death Star-style switch, but that's the date when the Consumer Trial phase of SCE UK's online rollout starts.

The participants have all been selected through **uk.playstation.com**, with entry open right up until the end of March – so, depending on when you're reading this, there might still be time to squeeze in.

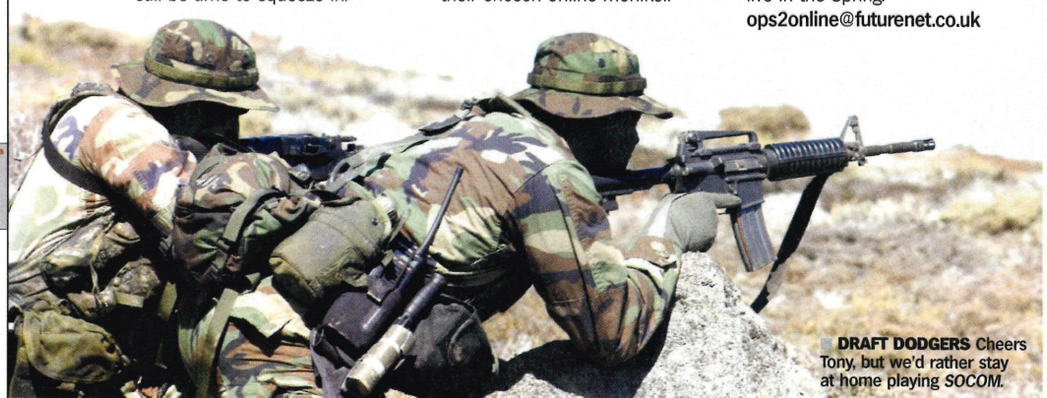
These lucky tykes will be offered the chance to purchase a PlayStation Network starter pack from the site's online shop.

The package costs £39.99 and comprises the Network Adaptor, a voice communication headset and a special version of *SOCOM: US Navy SEALs*. Players who complete the trial, which is designed to iron out any potential problems, will be rewarded with the full version of the game and the opportunity to keep hold of their chosen online moniker.

Good news if you're determined to call yourself killcraZy69 or The_Clarkinator.

SCE UK has also confirmed that Telewest, BT Openworld, NTL and Freeserve will all be offering broadband packages specifically to suit PS2 players. At present it isn't clear exactly how long the trial phase will last and when online gaming proper will kick off, but contrary to recent speculation, our sources remain confident that the service will go live in the Spring.

ops2online@futurenet.co.uk



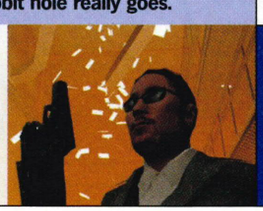
DRAFT DODGERS Cheers Tony, but we'd rather stay at home playing *SOCOM*.

■ **LADY KILLER** Kick coppers upside the head in flo-mo.

THERE IS NO SPOON

No one can be told what the Matrix is. You have to see it for yourself...

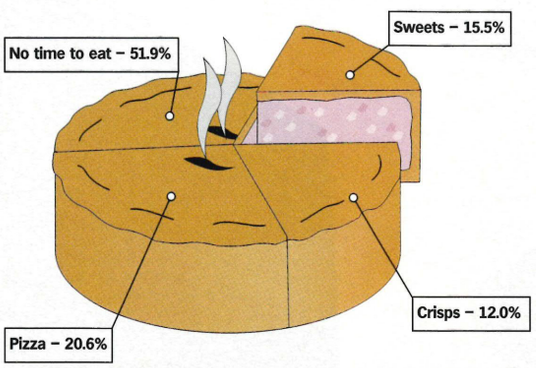
IT DOESN'T TAKE Morpheus to tell you that screenshots can only show so much. To get a handle on how a game is shaping up, you need to see it in action. Just as well we've nabbed the first footage from *Enter The Matrix*, then. To download it, just visit the site, run a search for The Matrix and get ready to find out how deep the rabbit hole really goes.



head-to-head

You ate all the pies.

WE ASKED OUR visitors what they liked to munch while playing PS2. We won't even switch the machine on without a foie gras-topped ciabatta.



FROM THE FORUM

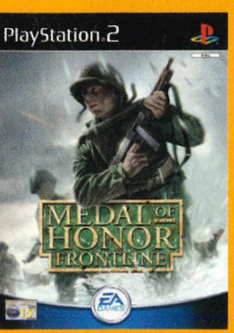
What you're saying on uk.playstation.com

Topic: Does anyone have any info on *MGS3*?

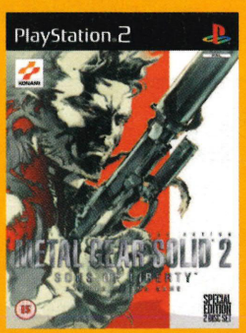
87THSOLIDSNAKE: "*The Patriots* is just a made-up name. The game is rumoured to be out for March next year. Returning characters include Snake, Otacon and Revolver Ocelot..."

Playing time extended.

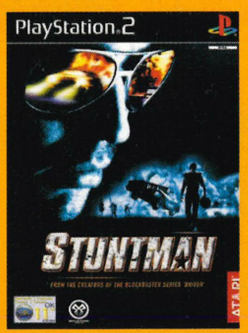
Buy One Get One Free*.



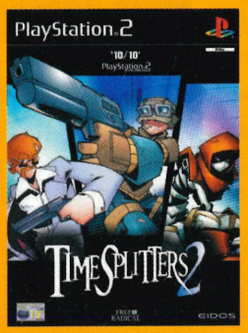
PS2 MEDAL OF HONOR
SKU: 843610
£44.95



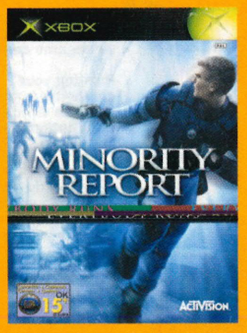
PS2 METAL GEAR SOLID 2
SKU: 811388
£39.95



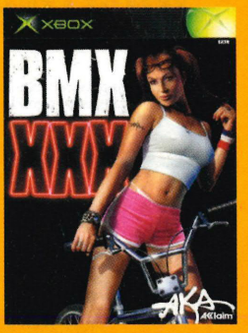
PS2 STUNTMAN
SKU: 861993
£39.95



PS2 TIMESPLITTERS 2
SKU: 871930
£39.95



XBOX MINORITY REPORT
SKU: 882347
£39.95



XBOX BMX XXX
SKU: 894823
£39.95

THE COMET PRICE — ASK ABOUT OUR PRICE GUARANTEE — CONTINUOUSLY CHECKED FOR YOU

ALWAYS LOW PRICES GUARANTEED.

THAT'S COMET SENSE

*Selected titles only. Lowest price game is free. Valid from 14.03.03 to 11.04.03.

"A RUSH OF BLOOD TO THE HEAD, A MOMENT OF SERENE CLARITY AND A WONDERFUL FEELING" GOAL OF THE MONTH, PAGE 29

Emergencies
The holder should insert below particulars of two relatives or friends who may be contacted in the event of accident:
Name/Nom
Address/Adresse
Telephone/Téléphone
This passport contains 32 (numbered) pages
Holder's signature/Signature du titulaire (12)
United Kingdom of Great Britain and Northern Ireland
Passport Passeport
GBR
PLAYSTATION
SONY
BRITISH CITIZEN
23 MAR /MARS 77
BRISTOL
01 DEC /DEC 98
01 DEC /DEC 08
UNITED KINGDOM
PASSPORT AGENCY
P<GBRPLAYSTATION<SONY<<

incoming

The most accurate release schedule in the biz.

HEATHER WITH YOU
Silent Hill 3 is out in Europe first this May.

April	Genre	Publisher
Barbarian	Beat-'em-up	Virgin Interactive
Batman: Dark Tomorrow	Action	Kemco
Blood Rayne	Action/adventure	Majesco
Club Football	Football sim	Codemasters
Def Jam Vendetta	Wrestling	EA
Die Hard: Vendetta	FPS	NDA
Downtown Run	Driving	Ubi Soft
Freaky Flyers	Flight action	Midway
Gunfighter II: Revenge of Jesse James	Action	Ubi Soft
Gremlins	Action	LSP
ISS 3	Football sim	Konami
Malice	Platformer	Sierra
Midnight Club II	Driving	Rockstar
Moto GP3	Racing	SCEE
Music 3	Music creation	Jester Interactive
NBA Street 2	Basketball sim	EA Sports
Primal	Adventure	SCEE
War Of The Monsters	Action	SCEE
Whirl Tour	Racing	Crave
X-Men 2: Wolverine's Revenge	Action/adventure	Activision
WWE Crush Hour	Driving/action	THQ

May	Genre	Publisher
A Sound Of Thunder	Action	Bam! Entertainment
Black & Bruised	Boxing	Majesco
Dancing Stage Megamix	Dancing	Konami
Enter The Matrix	Action/adventure	Infogrames
F1 Career Challenge	Racing	EA Sports
Indiana Jones And The Emperor's Tomb	Action/adventure	Activision
Indy Racing League	Racing	Codemasters
Lara Croft Tomb Raider: The Angel Of Darkness	Action/adventure	Eidos
Mace Griffin: Bounty Hunter	FPS	Black Label
Perfect Ace! Pro Tennis Tournament	Tennis sim	Oxygen
Raging Blades	RPG	Wanadoo
RTX Red Rock	Action/adventure	Activision
Rygar: The Legendary Adventure	Action/adventure	Wanadoo
Shinobi	Action	SCEE
Silent Hill 3	Survival horror	Konami
SOCOM: US Navy SEALs	Combat sim	SCEE
Speed Kings	Driving	Acclaim

June	Genre	Publisher
Dark Chronicle	RPG	SCEE
D&D Heroes	RPG	Infogrames
Freedom: Battle For Liberty Island	Action/adventure	EA
Hardware Arena	Online action	SCEE
Hulk	Action	Universal
Ice Nine	Action/adventure	Bam! Entertainment
Racing Simulation 3	Racing	Ubi Soft
Red Dead Revolver	Action	Capcom
Return To Castle Wolfenstein	FPS	Activision
Rise To Honor	Action	SCEE
Wakeboarding Unleashed Feat Shaun Murray	Extreme sports	Activision
The Great Escape	Action/adventure	SCi
Tribes: Aerial Assault	FPS	Sierra

July	Genre	Publisher
Aliens Vs Predator: Extinction	RTS	EA
Amplitude: Frequency 2	Rhythm action	SCEE
Backyard Wrestling	Beat-'em-up	Eidos
Beach Volleyball	Sport sim	Acclaim
Breath Of Fire V	RPG	Capcom
Crouching Tiger, Hidden Dragon	Beat-'em-up	Ubi Soft
Futurama	Adventure	SCi
Glo Glo's Bizarre Adventure	Action/adventure	Capcom
Sphinx	Adventure	THQ
Soul Calibur II	Beat-'em-up	EA
True Crime: Streets Of LA	Driving/action	Activision
Twisted Metal Black Online	Driving/action	SCEE
Virtua Fighter 4 Evolution	Beat-'em-up	Sega

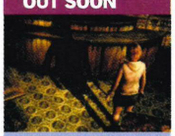
RADAR

Tracking the progress of game-shaped projectiles.

OUT NOW

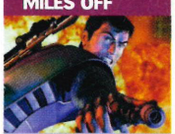
DEVIL MAY CRY 2
***Devil May Cry* fanboys aren't impressed with the return of Dante. Newbies to the goth-'em-up may think differently. Suck it and see.**

OUT SOON



SILENT HILL 3
The more we see of this title, the more depraved it becomes. First it was that dirty bath and then the dead dog on a plate. Out on 23 May.

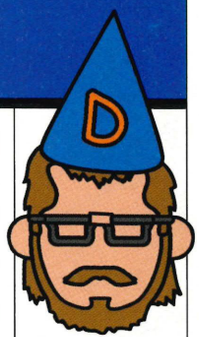
MILES OFF



SYPHON FILTER ONLINE
Three years in the making and still penned for a 2004 release (hence a PSone screenshot) the return of Gabe Logan in an online game is potentially huge. First reports suggest it'll be like *SOCOM*.

TBC 2003	Genre	Publisher
Aero Elite: Combat Academy	Action	Sega
Alter Echo	Adventure	THQ
Area 51	Adventure	Midway
Batman 2	Action	Ubi Soft
Blow Out	Shoot-'em-up	Majesco
Broken Sword: The Sleeping Dragon	Adventure	THQ
Castlevania	Platformer	Konami
Celebrity Deathmatch	Beat-'em-up	Take 2
Conflict: Desert Sabre	Action	SCi
Curse	Adventure	Wanadoo
Cy Girls	Action	Konami
Dead To Rights	Action	TBC
Defender Of The Crown	Action	Cinemaware
DekaVoice	Adventure	SCEE
Destruction Derby Arena	Driving	SCEE
Dragon's Lair 3D	Action	Encore
Driver 3	Driving/action	Infogrames
Dynasty Warriors 3: Xtreme Legends	Action	Koei
Enclave	Adventure	Swing!
EverQuest Online Adventures	Online RPG	TBC
Evil Dead: A Fistful Of Boomstick	Action/adventure	THQ
Extreme Pool	Pool sim	TBC
EyeToy	Camera game	SCEE
Far Cry	Action	Ubi Soft
Fear Effect 3	Adventure	Eidos
Final Fantasy X-2	RPG	SCEE
Fire Warrior	FPS	THQ
Four Horsemen Of The Apocalypse	Action	3DO
G1 Jockey 3	Horse racing	Koei
Ghost Hunter	Adventure	SCEE
Gladiator	Beat-'em-up	Midway
Gladius	Strategy	Activision
Glass Rose	Survival horror	Capcom
Good Cop, Bad Cop	Adventure	TBC
Resident Evil Dead Aim	Light-gun game	Capcom
Judge Dredd: Dredd Vs Death	Action	Rebellion
Kin	Online FPS	SCEE
King Of Route 66	Driving	TBC
Mafia	Action/adventure	Take 2
Mission Impossible: Operation Surma	Action	Infogrames
My Street	Party game	SCEE
NBA Ballers	Basketball sim	Midway
NBA Starting Five	Basketball sim	Konami
Pillage	RPG	TBC
Project BG & E	Platformer	Ubi Soft
Project Manhunt	TBC	Rockstar
Pterosaur	Adventure	TBC
Resident Evil Online	Online adventure	Capcom
RoboCop	Action	Titus Interactive
Seven Samurai	Action	Sammy
Shadow Of The Sun	FPS	HotHead
Shoot To Kill	FPS	Codemasters
Splashdown 2	Racing	THQ
StarCraft: Ghost	Action	Blizzard
Starsky & Hutch	Driving/action	Empire
Star Wars: Galaxies	Online RPG	Activision
Suikoden III	RPG	Konami
Syphon Filter Online	Online action	SCEE
Tak And The Power Of JuJu	Platformer	THQ
This Is Football 2004	Football sim	SCEE
The X-Files: Resist Or Serve	Survival horror	Sierra
Tom Clancy's Rainbow Six: Raven Shield	Action	Ubi Soft
Unlimited Saga	RPG	TBC
Urban Freestyle	Extreme sports	Acclaim
World Rally Championship Online	Online racing	SCEE
Xenosaga	RPG	TBC
XGRA	Racing	Acclaim
XIII	FPS	Ubi Soft
X-Men Legends	RPG	Activision
ZOE: The 2nd Runner	Mech action	Konami

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



NAUGHTY BEARD

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

First it's ***ZOE 2*** slipping off the release Radar – expect a 'revamped' version to be released in September. Then Ubi Soft tell us its long-delayed ***The Lost*** is now cancelled – with no reason given. Then Bam! Entertainment announces that it is canning FPS ***Ecks Vs Sever***. What is it with these naughty bearded types this month?

WORDS: JON JORDAN/PHOTOGRAPHY: MARTIN BURTON

GONE TO HIS HEAD
The pressure of working on a blockbusting game has certainly taken its toll.

SPLINTER CELL BLOKE!

GREG GOBBI

Splinter Cell's Creative Director talks stealth, sequels and sharing the credit.

How did the initial idea for *Splinter Cell* come about?
We wanted to create a game with tension. We wanted to reproduce the feeling you got when you were a kid, watching TV from behind the sofa. But then we wanted to release that tension with action, too. That's why we have the special moves – they provide the player with an almost physical sensation.

Which games influenced you – obviously *Metal Gear Solid*?
We definitely wanted to make a game that would be better than *Metal Gear Solid*. It was obviously going to be hard though, it takes Konami four years to make a *Metal Gear Solid* game and they have 80 people. We only had 40 people and two years. It's a brilliant game, of course, but it has plenty of frustrating elements, particularly the lack of control. You can play it just by looking at the head-up display, not the main screen. Our goal was to be more realistic and provide much more control over the camera so players could use the 3D environment to hide. A game that did influence us in that respect was *Thief*.

So how did you get access to the Tom Clancy licence?
We were working on a shoot-'em-up, but it was set in a game universe that we weren't sure would hook the American market. It would have worked in Europe I think, but maybe it was a bit lateral for the US. Anyway, when Ubi Soft bought Tom Clancy's developer Red Storm, we asked if we could use the licence and *Splinter Cell* was born.

Which other games are you currently involved with?
One big one is the next *Prince Of Persia* game. It'll be a challenge to rejuvenate the brand because *Prince Of Persia 3D* was very disappointing. However, we're working with Jordan Mechner, the game's Creator. I'm also overseeing Tom Clancy's *Rainbow Six Raven Shield* and *Myst 4*.

Pretty damn busy then...
You could say that. My role is to ensure the team have the resources they need. Once we agree on a game's concept, it becomes the team's responsibility to get it done. As Creative Director, I can't say, "This is my game," I have to say, "This is your game." It hurts, but that's how it is.

"WE WANTED TO MAKE A GAME THAT WOULD BE BETTER THAN *MGS*"

Any news on a sequel for *Splinter Cell*?
At the moment we're thinking about a multiplayer element. It might be an add-on, it might be a sequel. The problem is, our game is based on shadows and being sneaky – if you tried to do a deathmatch, for example, night vision would ruin everything. If I shoot out the lights and hide in the dark, it won't make any difference – you can use your night vision to see me. It's a real design challenge.

How's the beard coming along?
Shaving once a week is my personal fifth freedom. ☐ JJ

GO TO: uk.playstation.com
■ For the full version of our chat with Greg log onto the site now.

CURRICULUM VITAE

Name: **Greg Gobbi**
Job title: **Creative Director, Ubi Soft Montreal**
Nationality: **French**
Date of birth: **24/06/69**

Selected Gameography:
1995 ***POD Online*** **(PC)**
1997 ***Tonic Trouble*** **(PC/PSone/N64)**
1998 ***Rayman 2: The Great Escape*** **(PS2/DC/PC/PSone/N64)**
1999 ***Speed Devils*** **(DC)**
2001 ***Batman: Vengeance*** **(PS2/Xbox/GameCube)**
2001 ***Splinter Cell*** **(Xbox/PS2)**

Hobbies:
Kite snowboarding on frozen lakes, inventing princess stories for his four-year-old daughter

Favourite directors:
Lars Von Trier, Woody Allen

Favourite authors:
Murakami Ryu, Ben Elton

Favourite musical artist:
Björk

STOP PRESS...
Medal Of Honor: Rising Sun is now an official title. EA LA's new MOH FPS game takes place in the 'Pacific Theater' battles against the Japanese where you play as soldier Joe Griffin.

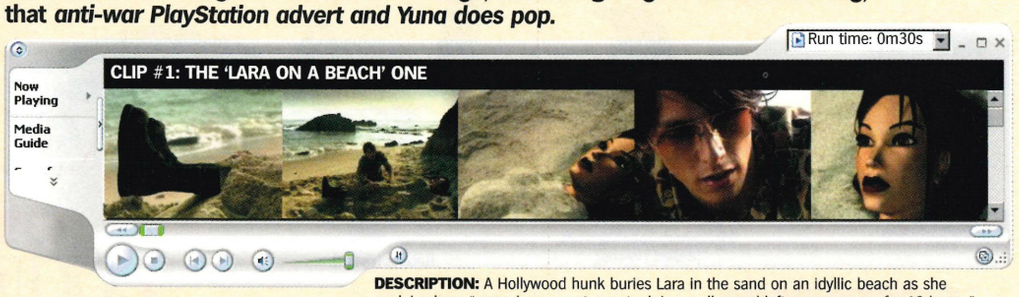
SHOOTING GALLERY
More bang for your buck. All the latest news for FPS fans

After poor sales of **Dr Muto**, **Haven** *and* **Defender**, *Midway Games has decided to cut its losses and make a FPS. No name as yet – but sources say it'll be "in the style of* **Metal Gear Solid***" and is being developed by an internal studio.*

STRIP TEASE

Downloaded videos cluttering up the Spy computer this month.

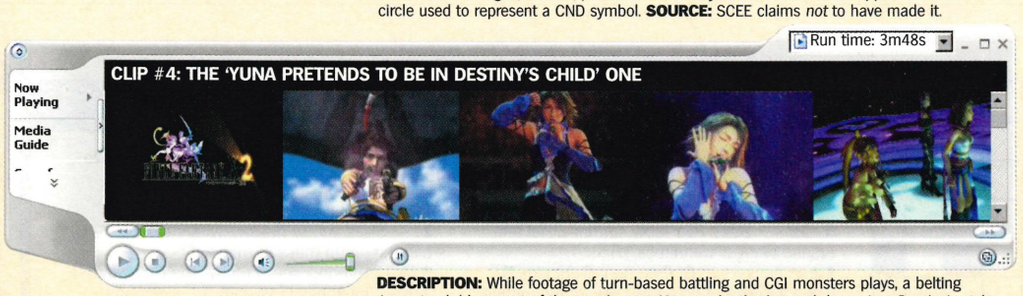
THIS MONTH: ***Lara gets sand in her cleavage,* Chaos Legion *gets an official airing, that anti-war PlayStation advert and Yuna does pop.***



DESCRIPTION: A Hollywood hunk buries Lara in the sand on an idyllic beach as she explains how, "some bugger got me stuck in an alley and left me on pause for 12 hours." Meanwhile, her breasts defy gravity. **SOURCE:** A US TV ad for cable gaming channel G4.

DESCRIPTION: Capcom's official introduction to *Chaos Legion* shows *Dynasty Warrior*'s-style melee game footage and a scary white-haired hippie goth called Victor Delacroix. **SOURCE:** www.capcom.co.jp

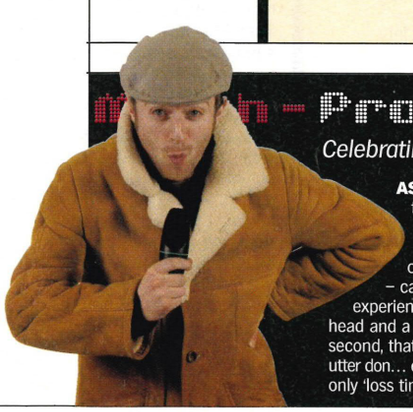
DESCRIPTION: Various PS2 icons put their guns away in protest against war. The clip ends with the slogan, 'no war, please' and the PlayStation face buttons appear with the circle used to represent a CND symbol. **SOURCE:** SCEE claims *not* to have made it.



DESCRIPTION: While footage of turn-based battling and CGI monsters plays, a belting J-pop track blares out of the speakers as Yuna and pals sing and dance in a Destiny's-stylee. **SOURCE:** Squaresoft's Japanese TV ad.

THE SPY CHART

THIS MONTH	LAST MONTH		
1	-	**THE TRIUMPHANT RETURN OF JAK AND DAXTER** CAN'T WAIT! BUT WILL ANYONE BUY IT THIS TIME ROUND?	TROPHY WINNER!
2	-	**FIRST UNDENIABLE PROOF** THAT *TOMB RAIDER* ISN'T BROKEN.	RELIEF!
3	25	**DANCING STAGE EUROMIX** SAM DANCED TO S CLUB JUNIORS.	BOOGIE!
4	-	**BEACH VOLLEYBALL** WE CAN SMELL THE SUN OIL AND SWEAT.	PARADISE!
5	12	**JAPANESE WEB SITES** FOR THEIR UNERRING SUPPLY OF UNINTELLIGIBLE GAME INFO.	マヒニヌ
6	13	**WEB TRANSLATORS** FOR PROVIDING US WITH SHONKY TRANSLATIONS OF ABOVE WEB SITES.	PLAY STAY SHAUN!
7	-	**THE INTREPID JOEL 'BACKYARD' SNAPE** TAKING A STOVING IN THE NAME OF JOURNALISM.	HURTING!
8	42	**HULK** SURELY ANG LEE CAN'T BOTCH THIS FILM UP?	GREEN!
9	97	***BEN HUR*** LIKE DANCING ON CHARLTON HESTON'S GRAVE. INEXCUSABLE.	TRAVESTY!
10	-	***MGS2: SUBSTANCE'S* FIRST-PERSON MODE** *NO-ONE* LIKES IT.	BOO!



Pro Evolution Soccer 2 – Goal Of The Month – Pro Evolution Soccer 2 – Goal Of The Month – Pr

Celebrating the beautiful game with our monthly goal rundown.

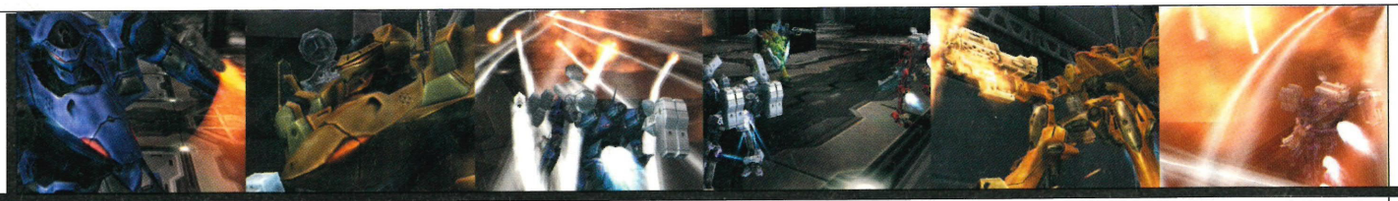
AS ANY *PRO EVO 2* fan can testify, scoring a screamer – whether it's from a 40-yard free kick, a towering header or an extravagant bicycle kick – can be something of a religious experience. A rush of blood to the head and a wonderful feeling, just for a second, that you are the complete and utter don... even if you are 4-0 down with only 'loss time' to go.

Well, as true *PES2* fans, we'd like you to share these special moments with us every issue. So, we give you the Official PS2 Goal Of The Month rundown. Every month we'll feature the cream of *Pro Evo* goodliness both in the magazine and on our cover DVD, as voted for by us.

Here's what to do
1. Score a humdinger of a goal.
2. Save it to your Memory Card (Press ◎ during the replay).
3. Record it onto a blank VHS video (sorry, we can't return tapes).
4. Put it into a big envelope, with a brief description of the goal.
5. Send it to the address below:

***OPS2* GOAL OF THE MONTH**
Official PlayStation 2 Magazine
30 Monmouth Street
Bath BA1 2BW

DEL BOY Piero being good, for once.



WIZARD WATCH
Total role-playing game heaven!

As hype for **Final Fantasy X-2** *steps up a gear, a trailer has been airing on Japanese TV featuring Yuna singing and dancing like Beyonce Knowles. Koei is to rush-release former GameCube RPG* **Mystic Heroes** *on 28 March. Look out for a review next issue.*

CORE BLIMEY! *Armored Core 3* is out in the UK through Metro 3D later in the year. Two versions of the first-person mech shooter have already been released in the UK for PS2: *Armored Core 2* and *Armored Core 2: Another Age.*

GO TO: uk.playstation.com

Want to see the latest shots of Armored Core? You know where to go.

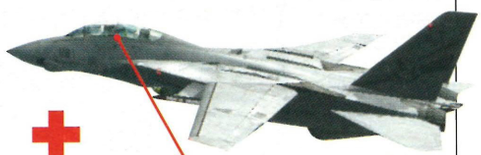
What the hell is... ARMORED CORE?

It's the mech daddy! A pictorial guide to *Armored Core*'s heavy metal world.

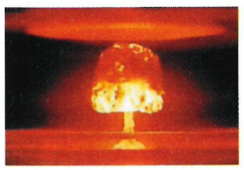
Powerful multinational corporations

Mercenary robot drivers (called ravens)

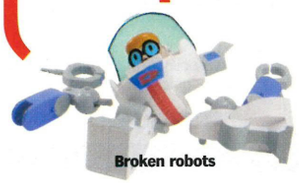
Robots (cores)



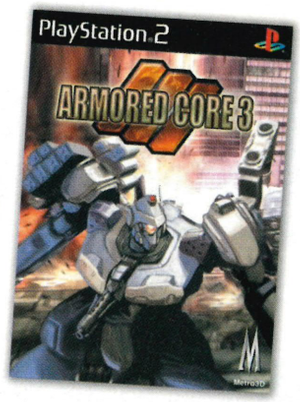
Wingmen



Heavy weaponry, explosions, complete carnage



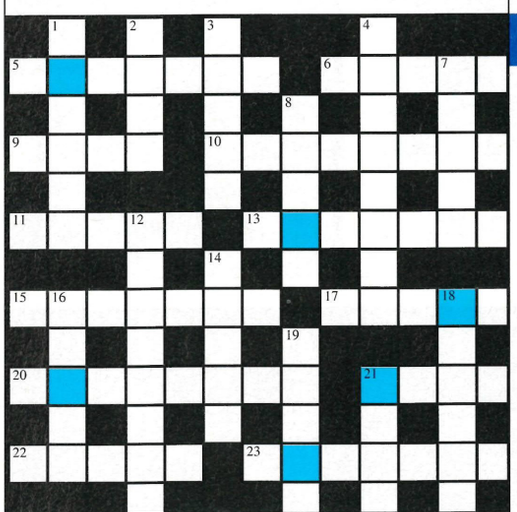
Broken robots



Loud industrial music in Dolby Digital 5.1

An apocalyptic future

Tinkering and customising



ANSWERS WILL APPEAR IN *OPS2*#33

PlayStation 2 OFFICIAL MAGAZINE-UK crossword BROUGHT TO YOU BY INFOGRAMES/ATARI

Complete the puzzle then take the letters from the shaded squares and unscramble them to form a prize word. Once you've got it, send it in to us to win a prize. Details on the right.

ACROSS

5 *LMA* ___ *2003*, PS2 footy sim for El Tel and Arsene Wenger wannabes. (7)
6 *Iron Aces II:* ___ *Of Prey*, poor flight sim. (5)
9 & 19 down Beat-'em-up adventure coming soon based on Jessica Alba's TV series. (4,5)
10 & 15 across Time-travelling shooter due out in May that might go boom. (1,5,2,7)
11 ___ *Of Fire*. Apocalyptic dragon caper. (5)
13 Road-crossing star of '*The Great Quest*'. (7)
15 See 10 across.
17 Flying robots you get to take control of in *Star Wars: The Clone Wars*. (5)
20 The type of football you'd associate with *Madden NFL 2003*. (8)
21 *Dragon's* ___ *II: Timewarp*, boring sequel to the original retro adventure. (4)
22 'Hard' storage device for the PS2 coming some time in the future. (5)
23 A Golden Balls-up of a soccer game! (7)

DOWN

1 ___ *Skies*, a new dragon-flying mythical combat game that's barbaric! (6)
2 Mr Hammond, geezah from *The Getaway*. (4)
3 *The Flintstones In Viva Rock* ___ , crappy karting sim. (5)
4 ___ *Club II*, PS2 street racing sequel. (8)
7 *Lego* ___ *Racers*, dull driving game. (5)
8 *Smash* ___ *Tennis*, probably the best tennis sim on the PS2. (5)
12 Shoot-'em-up in which you play a back-from-the dead assassin on a killing spree. (8)
14 *Dropship: United* ___ *Force*, tranquil combat sim release. (5)
16 *The Simpsons: Skateboarding* character who's unlocked from the start. (5)
18 Gothic horror adventure starring Jen Tate and a gargoyle named Scree. (6)
19 See 9 across.
21 ___ *Masters EX*, tiresome fish-'em-up. (4)

WIN!

£250 WORTH OF INFOGRAMES/ATARI GAMES!

When you've found the hidden word, write it on a postcard and send to Crossword 32, *OPS2 Magazine*, 30 Monmouth Street, Bath BA1 2BW. Alternatively, email the answer to PS2compos@futurenet.co.uk with 'Crossword 32' as the subject. If you're first out of the hat you'll receive a load of gaming booty. For rules and closing date see page 145.

OPS2#31 ANSWERS

Answers Across
5. *X-Men* 7. Dimensions 8. *Season* 9. *Aquila* 10. *Devil* 11. *Need For* 14. *Slater's* 16. Train 19. *Spirit* 21. Pick-up 22. *Alone In The* 23. Ryan

Answers Down
1. *Like Hell* 2. *Jet Ski* 3. PSone 4. *Voyager* 5. *X-Squad* 6. *Evil* 12. *Onimusha* 13. *Wrath Of* 15. *Tarzan* 17. *Racing* 18. *Speed* 20. *Prey*

Hidden word: DISNEY

ATARI

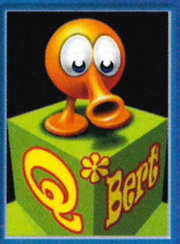
Q*Bert

Hop 'til you drop

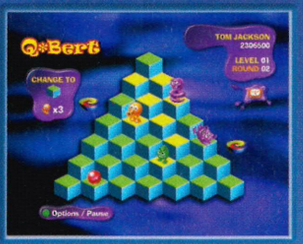
PRESS interactive ON YOUR SKY REMOTE CONTROL

AND CHOOSE GOPLAYTV NOW !

Press interactive on your Sky Remote + choose GoPlayTV



Q*Bert



Arcade style multiplayer gameplay

A cool range of Daily and Weekly prizes

Play with four players and save your games

More info on www.goplaytv.com, A Sony Pictures Digital company

GoPlayTV is a registered trademark of Sony Pictures Digital Entertainment Inc. All rights reserved. Q*Bert is a registered trademark of Columbia Pictures Industries Inc

Meet the world's most notorious drivers on the streets of LA, Paris and Tokyo.

Choose from the latest performance enhanced vehicles and compete to make a name for yourself.

There are no rules - drive anywhere in the city. Find the fastest route to win.

The Midnight Club is now open to motorbikes. Take advantage of the speed and control.

"An exhilarating experience" Official PlayStation®2 Magazine

Contenido • Contenuto Contenu • Content OK 15+ ELSPA © ELSPA

PC CD ROM

XBOX LIVE ONLINE ENABLED

PlayStation®2 ONLINE BROADBAND ONLY

SPRING 2003

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2

monitor

MONITOR CONTRIBUTORS: JAMES CAREY, TIM CLARK, DAN DAWKINS, PAUL FITZPATRICK, MARK WYATT

Previewing the new games you voted to read about!

WELCOME TO MONITOR

The fastest rising stars in the PlayStation 2 universe.

Well, who else did you think they'd put in charge of a section that's both pretty and simple? You tell us the games you're most excited about catching up with and we make it happen. That's the deal.

This month has been a heady cocktail of posh girls in tiny shorts, seeing the rap beaten out of people, angry hairy men and dudes in vests having really bad days. And then there were the games. Read on to see what our blood, sweat, tears, begging letters and plain old emotional blackmail have unearthed for you on the most essential works in progress. See you at the end of the Update!

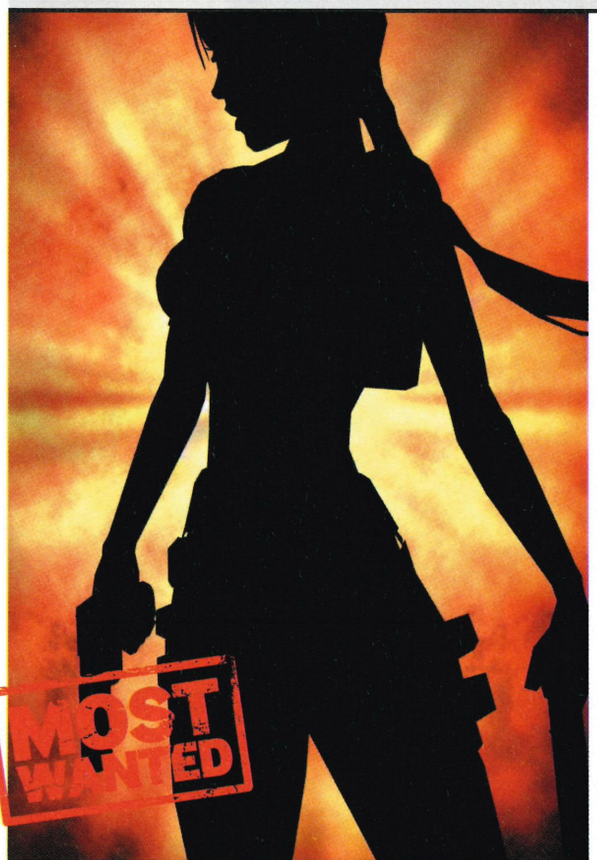
Mark

Mark Wyatt,
Deputy Editor

Plus... Have a read of our On Location Monitor special on Fire Warrior, the new game based on the Warhammer 40,000 universe. Turn to page 54.

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 ▲	TOMB RAIDER: ANGEL OF DARKNESS It's your most wanted and it's our most wanted. We've finally had some time alone with our hands on Lara. Was it worth the agonising wait? We lay our hearts on the line here.	ON LOCATION PAGE 34 EXCLUSIVE!
2 NEW!	 SOUL CALIBUR II Ouch! Your most anticipated beat-'em-up by a long poke, we check out all of the tooled-up stars of Namco's brawling beauty.	NEW INFO PAGE 36 EXCLUSIVE!
3 NEW!	 ENTER THE MATRIX "It's the wool that's been pulled over your eyes." But you want it so badly. We re-enter the Wachowski's techno nightmare for more screens.	NEW SCREENS PAGE 42 EXCLUSIVE!
4 ▲	 SILENT HILL 3 There *is* a survival horror goddess – Heather be thy name. Five more gore-soaked screens to disturb and entice you in our Update.	UPDATE PAGE 48 EXCLUSIVE!
5 NEW!	 X-MEN 2: WOLVERINE'S REVENGE You want him? We've played him. The bad-tempered hairy-jawed fella's game is looking sharp.	ON LOCATION PAGE 40 EXCLUSIVE!

VOTE!

Which forthcoming games would you like to see in Monitor next month? Chat on the forums at uk.playstation.com, email us at PS2@futurenet.co.uk (put 'Monitor' as the subject) or cut out/photocopy this form and send it to Monitor, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Name.....

Address.....

.....

.....Postcode.....

Email address.....

My five Most Wanted PS2 games are:

1. .....
2. .....
3. .....
4. .....
5. .....

GO TO: uk.playstation.com

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

ON LOCATION

NAME	*Lara Croft Tomb Raider: The Angel Of Darkness*
PUBLISHER	Eidos
DEVELOPER	Core Design
WEB SITE	www.tombraider.com
LAST SEEN	*OPS2*#31
PERCENTAGE COMPLETE	96%
RELEASE DATE	MAY

LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

We've played* The Angel Of Darkness*! We've actually played the game!

SO YOU'VE BEEN TO CORE, WHAT'S THE GAME LIKE? After a gestation period long enough to bring tears to an elephant's eye, *The Angel Of Darkness* is almost ready, and you'll be glad to hear it takes after its parents. Bless. Worried about the whole fugitive on the run story? No need. Although Lara's flight from the murder scene of her mentor, Werner Von Croy, propels the story, it's just the Tabasco in the enchilada. This is classic *Tomb Raider* – huge, elaborate environments, fiendish puzzles and a malevolent nemesis all await patient gamers.

WHAT ABOUT STEALTH, LEVEL-UPS AND KURTIS? Lara can do everything she's learnt over her previous five PSone adventures, and this existing repertoire has been refined. But now she can also walk, crawl, fire and shimmy across walls in a Stealth mode. And no, it doesn't feel 'bolted-on' for *MGS2* fans. There are also eight stamina level-ups for Lara and Kurt's upper and lower body strength. You'll never get stuck without these, but find them and new routes through levels will open up to your buffed, bad self. And talking of new boy Kurtis Trent, he's a whole lot cooler to play than the artwork suggests. Still don't like him? Relax, he's yours for just 15-20% of *Angel Of Darkness*'s estimated 40 hours of gameplay.

SO WILL IT ALL BE WORTH THE SINFUL WAIT? Lord knows we've all had our patience tested, but Core seems to be respecting that fine line between innovation and heritage admirably. New elements like hand-to-hand combat, free climbing on rock faces and the ability to talk with characters expand Lara's skills without detracting from what originally made the series great. Namely, solving bastard puzzles, reaching those tiny exit points in cavernous chambers and wondering if Lara will ever get into her diving suit (and yes, she does...) ☐ **PF**

opinion — PlayStation 2 Official Magazine-UK

ANGEL OF DARKNESS isn't a rumour after all. It looks and plays like classic *Tomb Raider* despite the new features. Whether that's enough to maintain the franchise's unbroken 10/10 record..

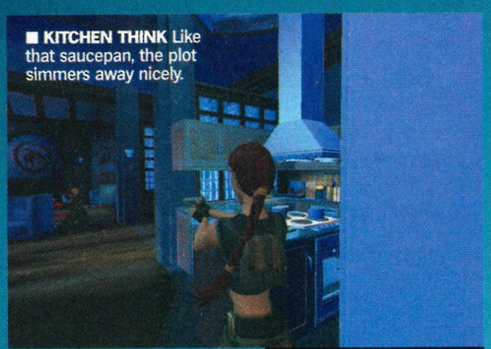
on the forum

DavManStyler: *Make it worth the wait! More stealth, less ogling.. *sniff* they grow up so fast...*

RedXIII: *Core had better pull something totally and utterly amazing out of the bag for the game. Good luck!*

HOT OR NOT?

FRIGID | TEPID | WARM | HOT | BOILING | MELTDOWN

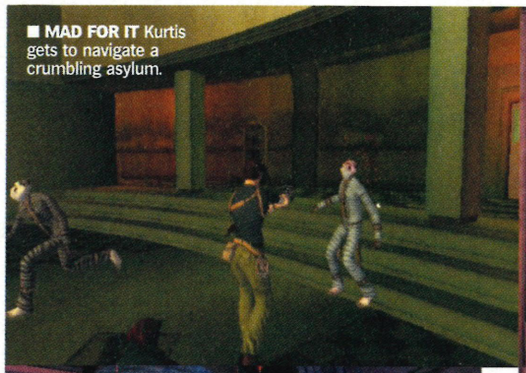


■ **KITCHEN THINK** Like that saucepan, the plot simmers away nicely.

■ **STITCH THIS** Lady Lara is no longer shy about using her fists to tackle enemies.

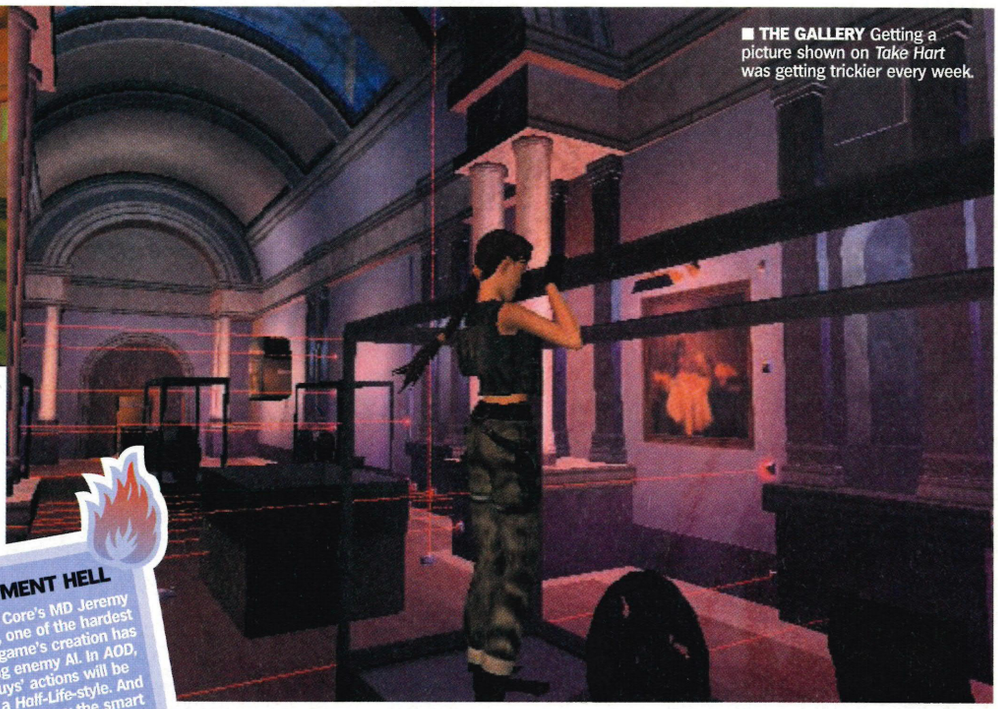
GO TO: uk.playstation.com

■ *Adrian Smith reveals all there is to know about Tomb Raider online.*



■ **MAD FOR IT** Kurtis gets to navigate a crumbling asylum.

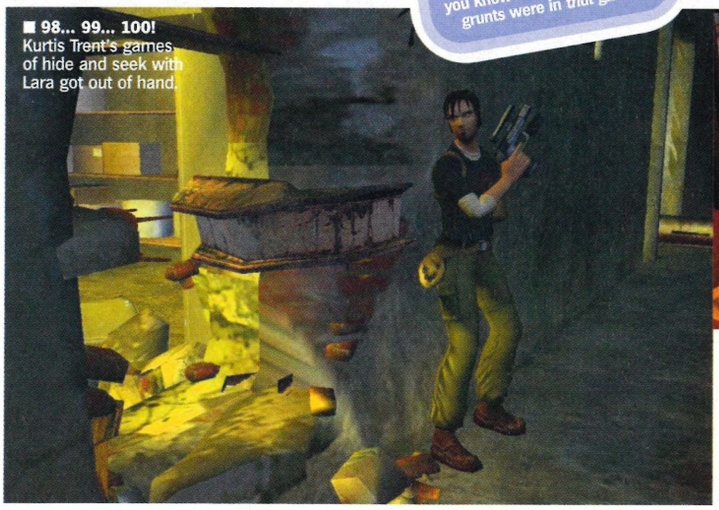
■ **FRAME GAME** Lara's on the verge of a nasty 'art' attack.



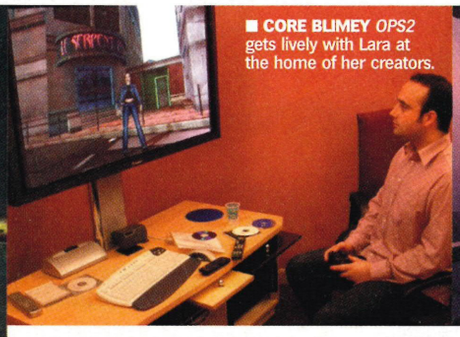
■ **THE GALLERY** Getting a picture shown on *Take Hart* was getting trickier every week.

DEVELOPMENT HELL

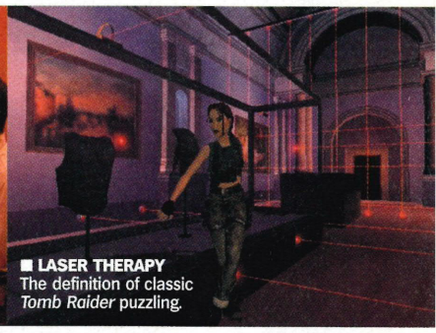
According to Core's MD Jeremy Heath-Smith, one of the hardest tasks in the game's creation has been refining enemy AI. In *AOD*, the bad guys' actions will be scripted in a Half-Life-style. And you know how scary the smart grunts were in that game...



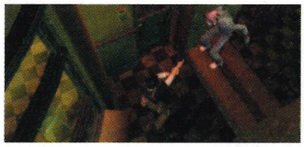
■ **98... 99... 100!** Kurtis Trent's games of hide and seek with Lara got out of hand.

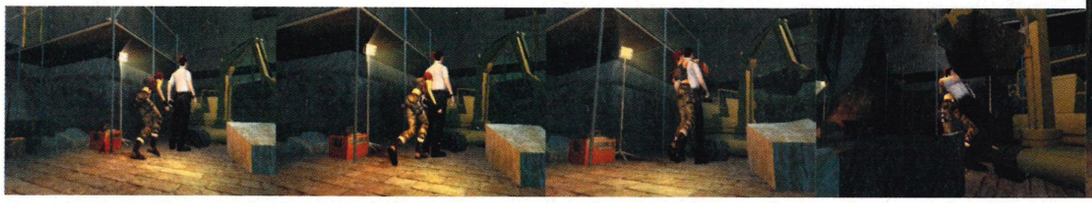


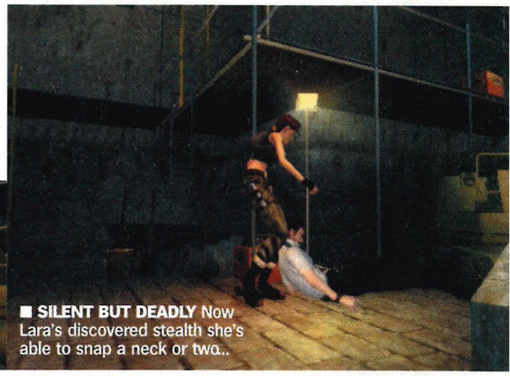
■ **CORE BLIMEY** *OPS2* gets lively with Lara at the home of her creators.



■ **LASER THERAPY** The definition of classic *Tomb Raider* puzzling.



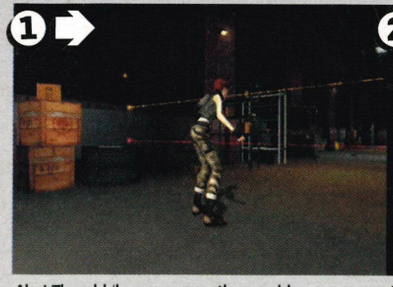




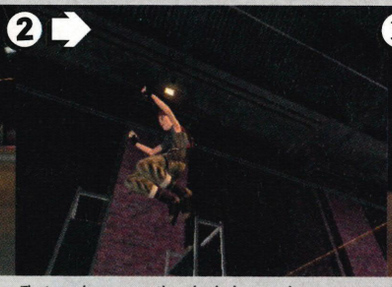
■ **SILENT BUT DEADLY** Now Lara's discovered stealth she's able to snap a neck or two..

THE SAME BUT DIFFERENT

Classic* Tomb Raider *it may be, but puzzles in* Angel Of Darkness *will often have more than one solution.



Aha! The old 'lasers across the corridor triggering bouncing proximity mines' trick. Well, there's only one thing for it – time to put Lara into platforming mode.



First we leap over the single beams in spectacular style, taking extra care to avoid all those lasers.

Then we stealth crawl under the others. It's not an easy task, but that's *Tomb Raider* for you, right?

But wait. See that drum behind you? Did you think to push that down the corridor, setting off all the mines? And let's not get into disabling the electrics in the control room...

NEW INFO

NAME	*Soul Calibur II*
PUBLISHER	EA
DEVELOPER	Namco
WEB SITE	www.soulcalibur.com
LAST SEEN	*OPS2#31*

PERCENTAGE COMPLETE 50%

RELEASE DATE AUGUST

HAVING A 'MARE Nightmare's alternate outfit transforms him back into his human form, Siegfried.

TOY STORY
McFarlane Toys will be producing a range of *Soul Calibur II* action figures. Imagine sitting here with the whole set arranged on your desk... It's almost indecently exciting. Check out www.spawn.com

SOUL CALIBUR II

Fillet your friends with Namco's scalpel-sharp sequel.

AREN'T BEAT-'EM-UPS A BIT LAST SEASON? Hold your horses a second there, slugger. Let's not forget that this is the sequel to The Greatest Fighting Game Of All Time™. *Soul Calibur II* looks so good, you'll find yourself smiling even as Mitsurugi brutally disembowels you. Just the sight of Cassandra's skirt gently fluttering in the breeze is enough to make us go misty-eyed. Honestly, it could scarcely look any prettier without a sheen of early morning dew and baby rabbits frolicking in the background. As the game's Producer, Hiroaki Yotoriyama, points out: "The *Soul* series was always more than just a fighting game."

SO WHAT MAKES THE GAME SO SPECIAL? Thanks to its unique eight-way-run feature, *Soul Calibur* on the Dreamcast was arguably the first game in the genre to offer full 3D movement. According to Yotoriyama-san, the sequel's controls are even more intuitive. But the big enchilada this time is the console-exclusive Weapon Master mode. This involves travelling around the world, completing objective-based battles and collecting up to 200 different choppers. "Once you've unlocked a weapon, it can be used freely in the rest of the game," says Yotoriyama. "It's a mode with a variety of situations and an RPG taste." Combining startling visuals with ultra-intuitive combos and customisable characters? It sounds delicious. And that's why the beat-'em-up love affair is officially back on.

ARE THERE ANY SECRET CHARACTERS OTHER THAN HEIHACHI? Ah yes, and doesn't the old reprobate look fetching in his charcoal grey alternate costume. But why choose Mishima senior to guest star in the PlayStation 2 version? "As developers, we think that having a bare-knuckle fighter against characters with weapons will make the gameplay more interesting," explains Yotoriyama. We suggest that you also keep an eye out for *Tekken*'s Yoshimitsu and Cervantes De Leon (the boss from *Soul Blade* on PSone). Both of these characters were included in the arcade game, but Yotoriyama won't be drawn, simply telling us, "You will have to play the game and see." The big tease. ☐ **TC**

GO TO: uk.playstation.com

■ *Check the site for the full Q&A with Hiroaki Yotoriyama.*

opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

SOUL CALIBUR II is unlikely to be as groundbreaking as its predecessor (which revolutionised the genre), but why fix what's not broken? Bet everything on this being the best PS2 brawler yet.

on the forum

☺ Agent 47: *The daddy is back. This game will kick proverbial ass. The beat-'em-up we have all been waiting for.*

☺ robgriz: *I reckon this will be the last decent beat-'em-up before the genre slips away, let's hope it ends with a bang.*

HOT OR NOT?

FRIGID | TEPID | WARM | HOT | BOILING | MELTDOWN

WEAPON OF CHOICE

Say howdy to the different souls searching for the demon blade with our handy cut-out-and-keep guide.

KILIK
Kilik is very much the housewife's favourite. As an orphan he was trained by Edge Master to use the Kali Yuga (a big rod, basically) to devastating effect. He fights bare-chested like some stick-toting Justin Timberlake.

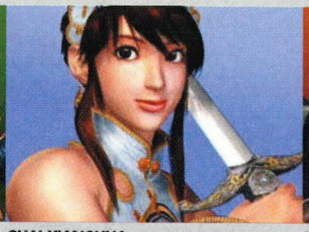
MAXI
Maxi dresses like a cheap Elvis impersonator, wields twirling nunchakus and oozes cult appeal – or is that Old Spice? We're surprised to see him back for the sequel, as he seemed to have been mortally wounded fighting Astaroth.

TAKI
Taki is a demon-hunting ninja whose sword, Mekki-Maru, is infused with evil power. She seeks the Soul Edge in a bid to destroy both weapons at once. She somersaults over opponents and wears a fetching red catsuit. We love her.

NECRID
Little is known about this new character, created exclusively for the console version by comic artist Todd McFarlane, but it only takes one look at his putrefying skin and demonic eyes to realise he ain't one of the good guys.

VOLDO
Years spent guarding a vast money pit have sent Voldo blind and insane. Hoping to complete his master's collection, he seeks the Soul Edge. His modesty is barely preserved by a terrifying leather codpiece – he looks, and fights, like a gimp.

TALIM
Talim is another new character and, at the tender age of 15, we're forbidden from making any double entendres. She was born into a wind-worshipping tribe in southeast Asia and looks certain to be the nippiest character in the game.



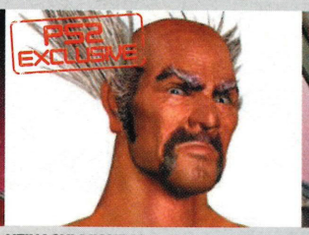
CHAI XIANGHUA
Along with Maxi and Kilik, Xianghua forms the attractive corner of *Soul Calibur II*'s bizarre love triangle. The young bucks thought they'd destroyed the evil sword at the end of the last game, but obviously did a shoddy job…

HONG YUNSUNG
Hong Yunsung is a hot-blooded Korean who believes that finding the Soul Edge is the only way to prove he is stronger than his mentor, Hwang Sung Kyung, and defend his homeland from the invading Japanese. The impetuous fool!

ISABELLA 'IVY' VALENTINE
With bottle blue-blonde hair, heaving cleavage and a bum-baring outfit, it's easy to see why Ivy is the fanboy's favourite. She's the daughter of Cervantes De Leon and fights with a sword-cum-whip weapon. Kinky.

ASTAROTH
Astaroth is a gigantic demon axeman summoned by an evil cult to capture the Soul Edge. This monster is actually controlled by the god of war, eats souls for breakfast and – unusually, for a beat-'em-up big boy – isn't completely crap.

RAPHAEL SOREL
Raphael is a French fencer of noble blood and another new boy. Betrayed by his own family, he goes on the run with a ten-year-old peasant girl called Amy. He plans to use the Soul Edge to destroy the garlic-munching aristos.



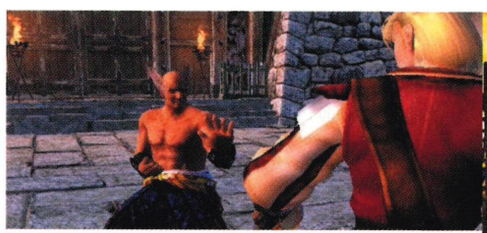
HEIHACHI MISHIMA
Everyone's favourite face-punching pensioner is guest starring in the PS2 version of *Soul Calibur II*, and Heihachi is so confident, he hasn't even bothered getting tooled-up. Christ knows what he's doing in the 16th Century, mind…

CASSANDRA ALEXANDRA
She's the younger sister of Sophitia, the Greek maiden who got herself knocked up by the local blacksmith after the last game. Cassie hears voices in her head and sets off to purify the land… wearing a micro-skirt and thigh-high boots.

HEISHIRO MITSURUGI
Mitsy – as we call him – is a mercenary Samurai who refuses to accept that firearms will render his skills redundant and aims to use the Soul Edge to prove the point… possibly by cutting a swathe through the staff at the local job centre.

NIGHTMARE The proud owner of the Soul Edge, this unholy German knight was once human and known by the less scary name of Siegfried. He hoped to use the sword to avenge his father's death but was overpowered by the huge chopper's evil power. Scheisse!

BUNS OF STEEL Heihachi isn't fussed about who he batters.



MOAN OF ARC Raphael is a French dandy with a penchant for puffy sleeves. Heihachi eats him for breakfast.

STICK THE BOOT IN Kilik is deadly at any range and is a real pretty boy.

CHOP HER HARRIS Battles are likely to be frenetic affairs, although arena walls will mean less cheap 'ring outs'.

NECROPHOBIA Hey, you're not the boss of me, pal.

THE CUTTER Expect plenty of juggle combos from Cassie.

monitor

60 MINUTES WITH

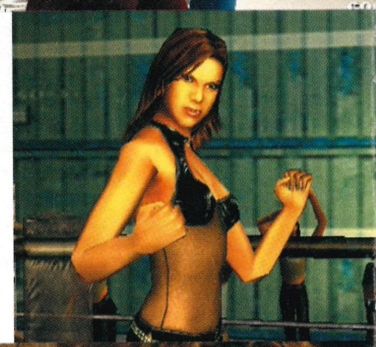
NAME	*Def Jam Vendetta*
PUBLISHER	EA Sports BIG
DEVELOPER	Aki/EA Canada
WEB SITE	www.defjamvendetta.com
LAST SEEN	*OPS2#29*

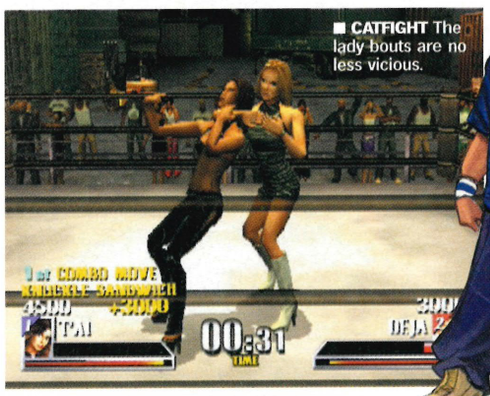
PERCENTAGE COMPLETE 90%

RELEASE DATE APRIL

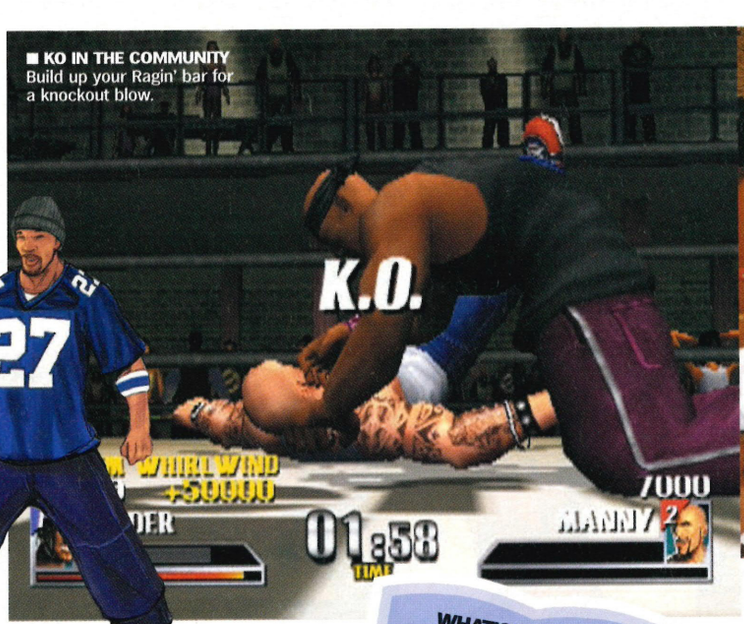
ROPE FOR THE BEST There's no point in pinning him at the edge of the ring – he can escape with a Ropebreak.

TAG HYOOAH! Team up to grab a wrestler at the same time for devastating moves.





CATFIGHT The lady bouts are no less vicious.



KO IN THE COMMUNITY Build up your Ragin' bar for a knockout blow.

BRA BRAWL Hip-hop strikes another blow for equality – look, they're *both* nearly naked.

DEF JAM VENDETTA

EA's hip-hop grappler isn't as Ludacris as it sounds.

WHAT'S THE STORY?

The underground fight scene is ruled by hard nut D-Mob, who's going out with your ex-girlfriend Angel [Christina Milian]. When your injured pal Manny asks you to stand in for him during a fight, a love triangle plotline emerges... But shove that! Bring the ruckus, mofo!

00.30 Intro movie starts, as a series of rappers attempt to bend each other like party balloons. Redman's *Smash Sumthin'* thunders over the title screen. Excited? Right now, we'd wrestle a bear.

03.30 Fizzing with anticipation, we cycle through the options. Story, Battle, Survival, Tutorial, High Scores and what's this? Galleries? We head into the Tutorial.

04.56 Discover that we can access different moves by tapping or holding each button. Useful, but we soon tire of all the chit-chat and yearn to bust somebody's ass. As they say in, er, the hood.

08.02 Enter Story mode. Choose to play as Proof, a cross between Craig David and Wesley Snipes. Manny asks us to fight for him – encouragingly, he's broken his arm. The fight begins. C'mon Pee Wee, boo-ya!

12.27 Pee Wee lies in a crumpled heap. Turns out just whacking the ⊗ button was pretty effective. At one stage, we bent his arm into three right angles. Spend our winnings on stat points. Defense and Power, ta.

15.04 Decide to duff up weedy Eminem clone, Drake, by walking around his body holding his leg. He responds by pinning us down and head-butting our uncle clives. Ouch.

20.45 Beat first boss, Scarface, after accidentally discovering the block button, L1. During a short cut-scene, we meet our first girlfriend Deja, and then the Gallery reveals 24 unlockable photos of a real-life laydee in compromising positions. Disgusted, we spend $15,000 on photos.

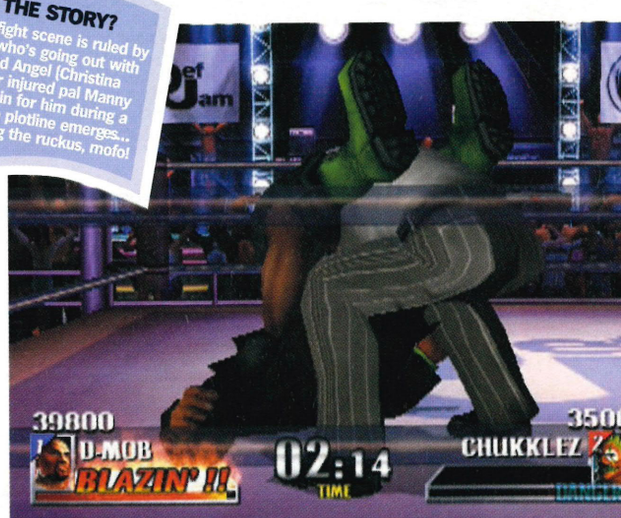
33.13 Establish link between rap and exploitation of women, but pop back to the gallery just to be sure we didn't get the wrong end of the stick.

49.00 Yes, that's awful.

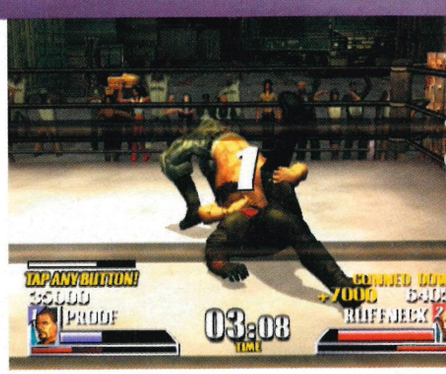
51.55 Lose our first fight to Ruffneck, who bangs our head repeatedly on the canvas like he was playing a Def Leppard drum solo.

57.03 Win rematch by initiating a face-stamping knockout. During a brief cut-scene, a new lady, T'ai, challenges Deja to a fight.

59.00 Take control of the pad for some – deplorable – girl-on-girl action. Time runs short, so we quit and spend our last minute staring disapprovingly at the gallery. Filth, all of it. ☐ **DD**



BEND OF BROTHERS Don't go for a pin until the Danger bar flashes.



opinion

PlayStation.2 OFFICIAL MAGAZINE-UK

DEF JAM VENDETTA is less flexible than *WWE* but strikes all the right notes with casual players. Button mashing yields instant results, while experts can revel in signature moves and deft reversals.

on the forum

KKLEIN: *Rap and wrestling? It'll never work.*

monsieurnibbles: *Ever since* Wu-Tang: Taste The Pain *I've been waiting for another hip-hop-based fighting game.*

HOT OR NOT?

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

GO TO: uk.playstation.com

Move your ass over to the site and check out the Def Jam trailer.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SUBSTANCE

THE OFFICIAL STRATEGY GUIDE

"Buy this guide and discover all the experiences Hideo Kojima wanted us to enjoy in the game..."

amazon.co.uk review ★★★★★ 18-04-2002

"A wicked winner if I ever saw one..."

amazon.co.uk review ★★★★★ 10-03-2002

"Easily the best strategy guide that I have read so far..."

Email from a guide user 08-04-2002

"Your guide turns the game into so much more..."

Email from a guide user 08-04-2002

"Your editors are truely pros!

Hey, the guide feels, smells and looks like the awesomest book I've ever laid my hand on, it has the most in-depth stuff I've ever read, and it is the best print job I've ever seen to boot! Your editors are truely pros! Two thumbs up!!!!"

Email from a guide user 08-04-2002

"TRULY AWESOME!!!"

www.authorisedcollection.com Monstermash 17-03-02

All new SUBSTANCE™ features included

For Xbox™, PC and PlayStation®2

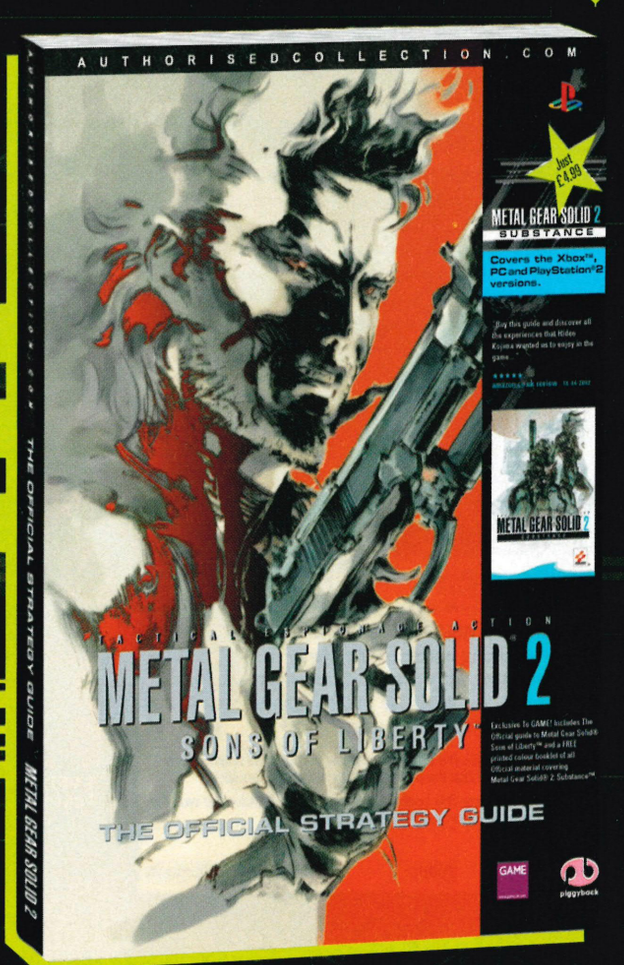
ISBN 1-903511-28-3 **EAN** 978-1-903511-28-2

GAME

www.game.uk.com

R.R.P:

£4.99



© piggyback interactive limited 2001. KONAMI® is a registered trademark of KONAMI CORPORATION. METAL GEAR SOLID®, SONS OF LIBERTY™ and SUBSTANCE™ are either registered trademarks or trademarks KONAMI COMPUTER ENTERTAINMENT JAPAN, INC. ©1987 2003 KONAMI COMPUTER ENTERTAINMENT JAPAN.
The Official METAL GEAR SOLID 2 Strategy Guide is a licensed product of KONAMI of Europe GmbH. All rights reserved. Reproduction or transmission, in whole or in part – on any support including on-line and off-line electronic media – is prohibited without the prior written permission of KONAMI of Europe GmbH and piggyback interactive limited.

Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

ON LOCATION

NAME	X-Men 2: Wolverine's Revenge
PUBLISHER	Activision
DEVELOPER	Genepool Software
WEB SITE	www.activision.com
LAST SEEN	OPS2#29

PERCENTAGE COMPLETE 98%

RELEASE DATE 18 APRIL

X-MEN 2: WOLVERINE'S REVENGE

We dive into Genepool to retrieve the latest build of the mutant slash-'em-up.

GENEPOOL? IS THAT SOME KIND OF SECRET UNDERGROUND LAIR? Not really. Waiting in the company's mansion HQ near Manchester, we sit trying to digest the obscene amounts of Argentinian steak consumed last night courtesy of our hosts. Gastric difficulties aside, the offices are certainly stately and anticipation is rising as we wait to see the fruits of an exhausted development team's labours as they near their deadline. From what we're about to witness, it's obvious they've been keeping busy.

HOW TRUE IS THE GAME TO THE X-MEN COMICS? Most know that Wolverine's adamantium claws and skeleton are not the result of mutation, but his legacy from the sinister Weapon-X program. Unfortunately, the program also infected the hairy, bad-tempered lad with a fail-safe virus intended to kill any escapees – Logan has just 48 hours to find a cure. Genepool has woven an impressive plot around this and brought some classic characters from the Wolverine series into the narrative. For example: Sabretooth taunts Logan on his birthday (he does every year), Wolvy gets help from Colossus (the big Russian mutant) and there are also appearances from Juggernaut, Lady Deathstrike, Professor Xavier and less well-known characters like the abominable Wendigo.

HOW'S THE FIGHTING SHAPING UP? Obviously, Wolverine is equipped for close combat so this game goes all out for melee fighting, containing a truly staggering array of moves. Genepool says there are over 100 unique animations, and after getting our own hairy mitts on sizeable chunks of the nearly complete code, we believe them. Guards can be pulled by the ankle from under bedsheets before being pinned to the floor, while multiple opponents can be taken out with spectacular choreography. Wolverine's feral ferocity is truly unleashed here, but he also sneaks around using his mutant senses to detect guards and locate devices such as mines. If an enemy can be killed stealthily, a misty ghost effect will show the way. ☐ JC

opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

WOLVERINE'S REVENGE embellishes its primitive fighting premise with plenty of neat diversions. Appealing to comic fans *and* gamers, this might be the first game to do the X-Men licence justice.

Q on the forum

☺ Agent 47: *The coolest character from Marvel finally gets a game that has the potential to live up to his popularity.*

☺ Ortidozzy: *This could be quite good, but if Wolverine was the Hugh Jackman version he'd be better!*

HOT OR NOT?

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

■ **GET SHORTY** Sabretooth calls Wolverine 'Shorty'. Can't see why...

■ **ANIMAL MAGNETISM** Logan's adamantium skeleton makes him vulnerable to Magneto's attacks .

LOOKING SHARP

Wolverine has appeared in many different guises over the years, none of them clean-shaven. Which one has Genepool been working on? All of them actually.

ALEX ROSS WOLVERINE
The comic artist's modern interpretation of the yellow outfit is striking.

CLASSIC WOLVERINE
The one we know and love. Yellow spandex ahoy. He's carries it off so well.

GAME WOLVERINE
This biker chic number is mostly how he'll appear in the game. Zip it up, fella.

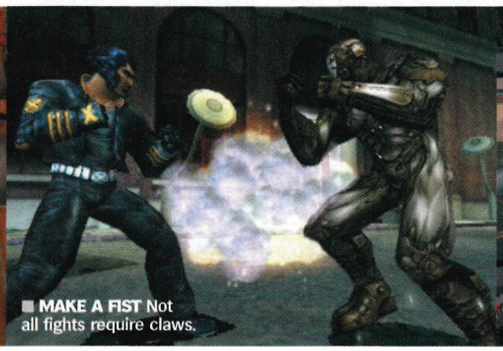
X-MEN 2 WOLVERINE
Look familiar? The all-leather movie outfit makes a proud return.

■ **BEST FRIENDS** Sabretooth and Logan make up with a big cuddle.

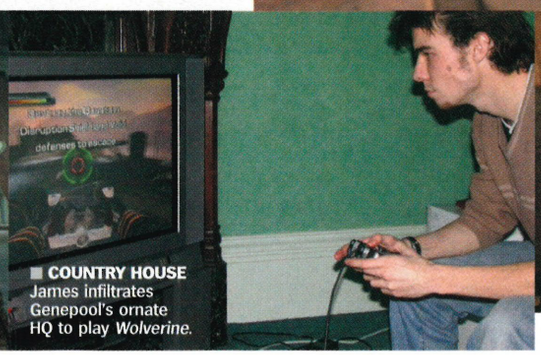
■ **TIME'S UP** With only 48 hours to live, you'd better fight fast.

■ **GYM-NASTY** The range of move animations is truly amazing. Here, Logan flips around like a wee Russian girl.

DID YOU KNOW?
Wolverine's gravelly, world-weary voice is actually provided by squeaky-clean Luke Skywalker Mark Hamill, who played the young Jedi in the original *Star Wars* trilogy, is now a regular videogame voice actor.



■ **MAKE A FIST** Not all fights require claws.



■ **COUNTRY HOUSE** James infiltrates Genepool's ornate HQ to play *Wolverine*.

■ **HEY LOVER** Logan has 'a thing' with Lady Deathstrike. Like any normal couple, they sometimes have a tiff.

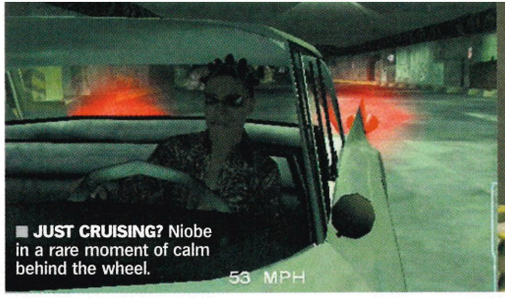
monitor

NEW SCREENS

NAME	*Enter The Matrix*
PUBLISHER	Infogrames
DEVELOPER	Shiny Entertainment
WEB SITE	www.enterthematrixgame.com
LAST SEEN	*OPS2#31*

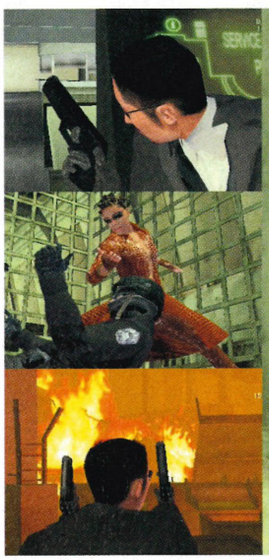
PERCENTAGE COMPLETE **65%**

RELEASE DATE 16 MAY

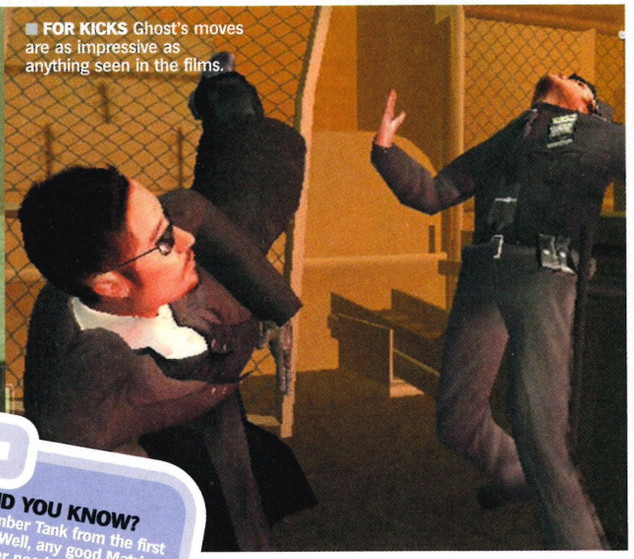


■ **JUST CRUISING?** Niobe in a rare moment of calm behind the wheel.

■ **COP A LOAD OF THIS** Using all of the wall space as usual.



■ **BOMBS AWAY** Niobe's the weapons expert. Apparently she likes them large.



■ **FOR KICKS** Ghost's moves are as impressive as anything seen in the films.

DID YOU KNOW?
Remember Tank from the first film? Well, any good Matrix soldier needs an operator. Niobe and Ghost's will be Sparks. He acts as your contact during missions, providing information and updates via the ever-present cellular phone.

ENTER THE MATRIX

Go get your shades on* – The Matrix *is looking hot.

WHAT ARE THEY DOING BELTING AROUND IN CARS?

What? You mean you haven't seen the trailer yet? Log on to **www.thematrix.com** immediately. There's a long, high octane chase scene promised for both the movie and the game complete with a variety of vehicles to bash up en route. Niobe is the driver with the lightning reflexes while Ghost takes care of the shooting. These screens are some of the most exciting yet and point to the fact that teamwork between the two characters will be a major feature of the game.

SO WHAT'S IN STORE FOR GHOST AND NIOBE?

Check out the new action screens. While Ghost is clearly the Don when it comes to making shoe leather meet face, Niobe seems to be rather partial to the old firearms – and there'll plenty of running up the walls too, just like Trinity. Whether or not the variety of complex fighting options will affect the gameplay is another matter entirely. It sure looks pretty though. We don't doubt that the development of each of the character's skills will be of paramount importance when they come up against an agent… either that or they'll just leg it.

IS ALL OF THE ACTION BASED INSIDE THE MATRIX?

Not this time. The new films promise to take us even further into 'the desert of the real' and eventually to the free city of Zion itself. In these shots we've given you a taster of how it will look to pilot Niobe's hovercraft, the Logos. It's no cross-channel ferry ride – you'll be spending most of your time blasting sentinels and navigating dank, subterranean, futuristic sewers. Good luck. ☐ **MW**

■ **SUBTERRANEAN BLUES** Blasting sentinels in Niobe's hovercraft.

■ **BOOT-IFUL** Hand-to-hand combat complements firepower.

opinion PlayStation 2 OFFICIAL MAGAZINE-UK

ENTER THE MATRIX has the potential to be the best game/movie tie-in ever. Okay, the film looks like a videogame to start with... but who are we to complain when we get the best of both worlds?

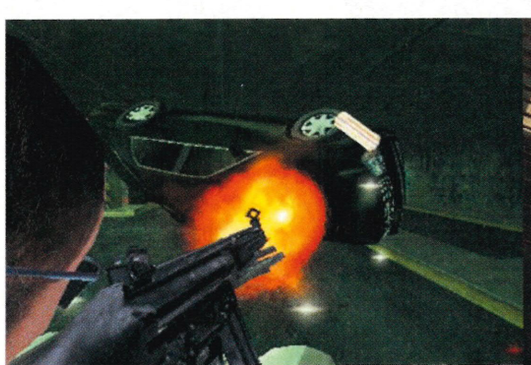
OPS on the forum

Monsieurnibbles: *I think the graphics look a bit too average. It'll probably sell well, though.*

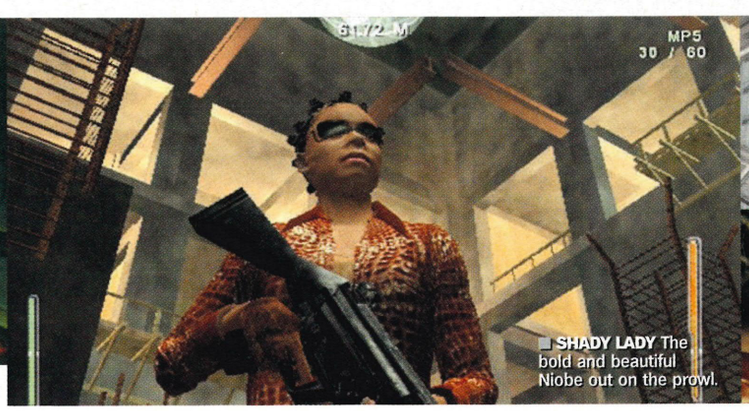
gms: *I hope* Enter The Matrix *offers some better bullet time than Max Payne did!*

HOT OR NOT?

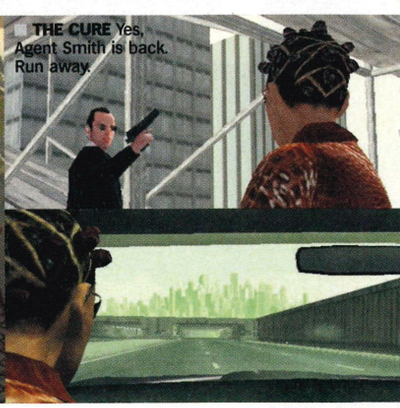
FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN



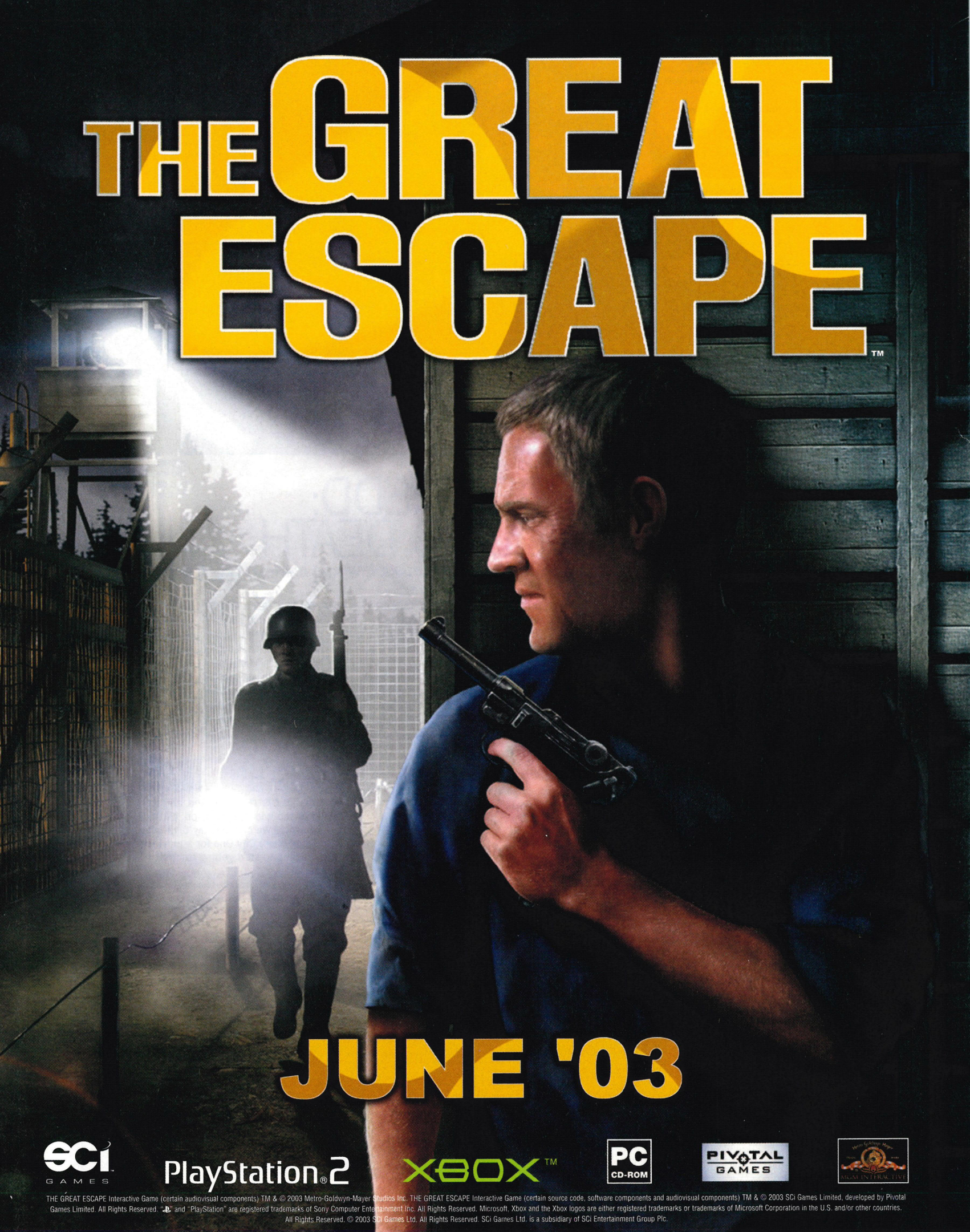
■ **CAR IN THE COMMUNITY** High speed chases and explosive gunfire make for stunning action sequences.



■ **SHADY LADY** The bold and beautiful Niobe out on the prowl.



■ **THE CURE** Yes, Agent Smith is back. Run away.



THE GREAT ESCAPE Interactive Game (certain audiovisual components) TM & © 2003 Metro-Goldwyn-Mayer Studios Inc. THE GREAT ESCAPE Interactive Game (certain source code, software components and audiovisual components) TM & © 2003 SCi Games Limited, developed by Pivotal Games Limited. All Rights Reserved. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. All Rights Reserved. © 2003 SCi Games Ltd. All Rights Reserved. SCi Games Ltd. is a subsidiary of SCi Entertainment Group Plc.

monitor

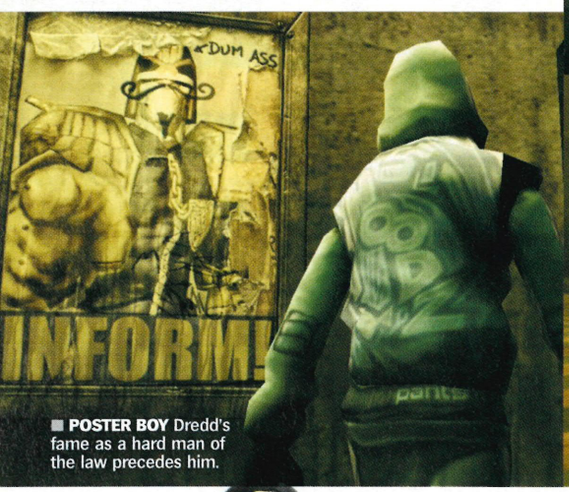
NEW CHARACTER

NAME	*Judge Dredd: Dredd Vs Death*
PUBLISHER	Universal Interactive
DEVELOPER	Rebellion
WEB SITE	www.2000adonline.com
LAST SEEN	*OPS2*#27

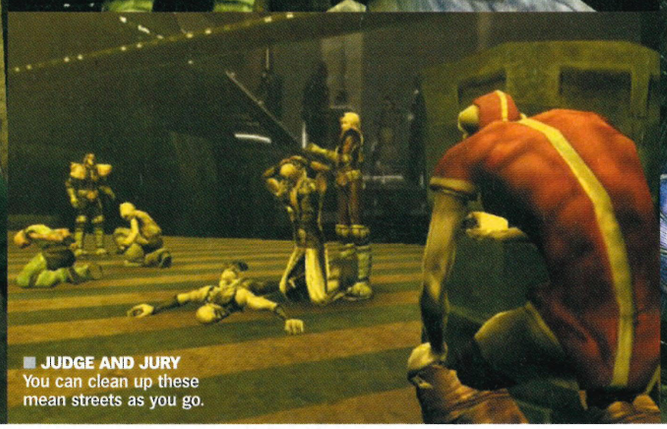
PERCENTAGE COMPLETE 65%

RELEASE DATE AUTUMN

DREDD CALM Another perp bagged for the big-shouldered badass.



POSTER BOY Dredd's fame as a hard man of the law precedes him.



JUDGE AND JURY You can clean up these mean streets as you go.

DREDD IN THE WATER The weather effects could add different challenges on the streets.

JUDGE DREDD: DREDD VS DEATH

Buffing the helmet of the hardest lawman in Mega City One.

CRIKEY, THAT'S SOME OUTFIT. WHO'S HIS TAILOR? Mock ye not. This is the first proper glimpse we've had of the virtual Joe Dredd, protector of the post-apocalyptic domed metropolis Mega City One. As you can see, he cuts quite a dash in his Justice Department knee pads and armour plating. That gun's no peashooter either. There's no sign of his nemeses yet, the Dark Judges – Death, Fear, Fire and Mortis – but Dredd himself seems to be a hybrid of the many graphic artists who've lent their style and vision to the big man over the years.

IS THIS REAL IN-GAME FOOTAGE OF DREDD? Sure is. The sprawling sci-fi metropolis previously revealed by *OPS2* is now populated by more than just perps. And the screens here indicate that you can take down criminals as you wander around the city, trussing them up for anything from caffeine abuse to murder. The best rule of thumb is to assume that the majority of people are guilty of something, and that gangs and death cultists are mingling with regular citizens. However, you must be careful as you mete out your yellow-booted justice from behind your gun because you're subject to the same laws, and will be sent down if you're a little too overzealous.

SO YOU PLAY AS A FIRST-PERSON DREDD? Oh, yes! Below you'll find some of the very first screens of the view behind the Lawgiver gun. This weapon comes complete with a venomous variety of ammunition including Ricochet, Heat Seeking, Hi-Ex(plosive), Armour Piercing, Incendiary and Stun Shot. Phew, so many ways to rid the streets of criminal scum. The variety will add a strategy element to combat in Mega City One's enclosed spaces. Hi-Ex sounds like a winner – we can't wait to find out for sure. ☐ **MW**

opinion

PlayStation.2 OFFICIAL MAGAZINE-UK

DREDD VS DEATH is unveiled, and it's a relief to see it looking so good. It'll be a while before we can actually take to the streets of Mega City One for a playtest, but it's time to start getting excited.

on the forum

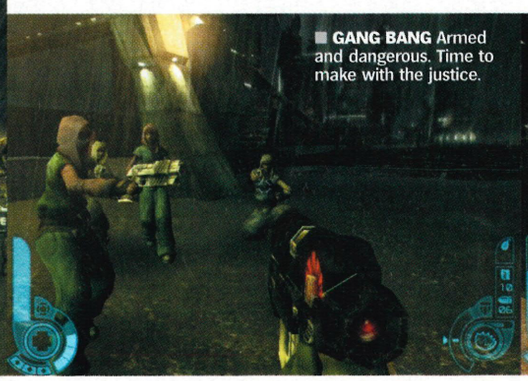
FunkyMonkey: *I'm looking for an immersive FPS with the graphics that reflect the comic to full capacity.*

judgeRABBI: *Nice crisp graphics please! No blurry crap, Rebellion! Keep it the same level as the PC version.*

HOT OR NOT?

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

COMMUNITY SERVICE Keep an eye on your prisoners.



GANG BANG Armed and dangerous. Time to make with the justice.

BOOM TOWN Hi-Ex rounds are a useful and impressive inclusion.

PlayStation.2 OFFICIAL MAGAZINE-UK

O2

OPS2 and O2 are proud to present

the Readers' Picture Gallery

The truly original opportunity for you to

contribute to the next O2 picture gallery

Invent your own language in picture messaging

Test your language on other readers

Win some great prizes!

Image of The Month wins a portable DVD player

From June, decode all the images for a chance to win a Sharp GX1 MMS phone

The Readers' Picture Gallery

You're in it to win it!

JUNE'S ISSUE OF *OPS2* will feature the first ever MMS Montage – a picture gallery made up entirely of your pics! Each month, through to at least November, the O2 picture gallery in your favourite mag will be built by you!

Here's what you need to do:
Simply snap your chosen image and email it from your phone to gary.knapton@futurenet.co.uk*. Attach a text revealing the 'meaning' of your pic. If it's good enough, you'll see your work in the picture gallery – the best image each month wins a portable DVD player! But be sure to keep to the themes below.

Here are the themes for each issue:

June	Urban Explorer
July	Beach Life
August	The Spirit Of Sport
September	Summer In The UK
October	The Seven Deadly Sins
November	Party Season

From our June issue you can win prizes by decoding other entries for us!

Haven't yet got picture messaging? No need to worry. You can still play using your digital camera.

*You can also post your entries to *Reader's Gallery, c/o Gary Knapton, Future Publishing, 99 Baker Street, London W1U 6FP*

So pick up your phone

and create a cool MMS

then email it in to us

gary.knapton@futurenet.co.uk

Attach a text to tell us

the meaning of your pic

and what phone you're using

If it's up to scratch

you'll see it here next month!

Competition Rules No purchase necessary. Competition only open to residents of the UK. No correspondence will be entered into. No employees of Future Publishing, O2 or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 29 August 2003. If any prize becomes unavailable, Future Publishing and O2 reserve the right to replace it with another of equal value. The Editor's decision is final.

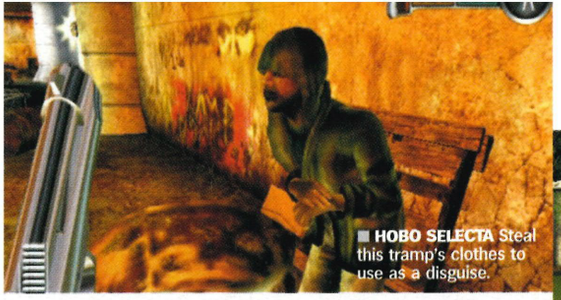
monitor

PLAYTEST

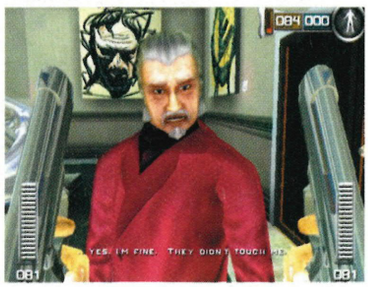
NAME	*Die Hard Vendetta*
PUBLISHER	Universal Interactive
DEVELOPER	Bits Studio
WEB SITE	www.diehardvendetta.com
LAST SEEN	*OPS2#30*

PERCENTAGE COMPLETE **90%**

RELEASE DATE MAY



HOBO SELECTA Steal this tramp's clothes to use as a disguise.

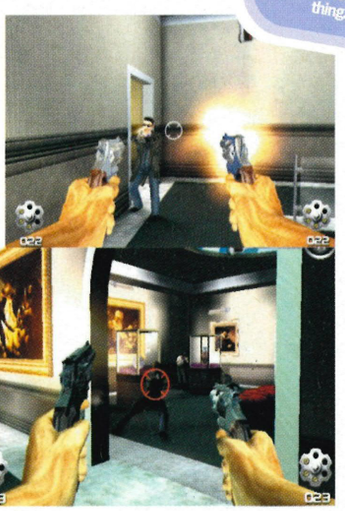


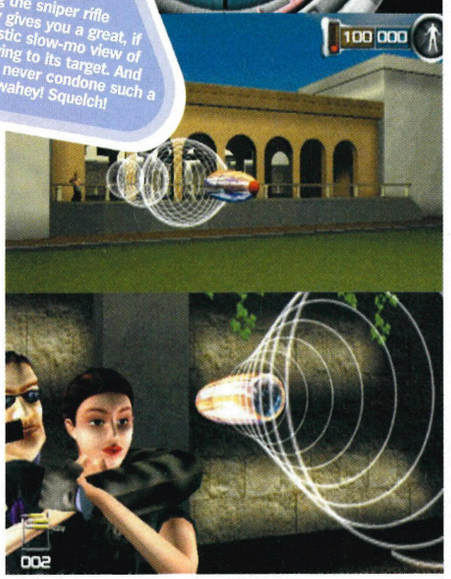
FASHION VICTIM? Yes we know it's tempting to shoot everything with a pulse but he's a hostage. Kill him and it's game over.

DID YOU SEE THAT? Using the sniper rifle accurately gives you a great, if mildly sadistic slow-mo view of the bullet flying to its target. And much as we'd never condone such a thing... wahey! Squelch!

BARRELS OF FUN *Die Hard Vendetta* just doesn't do subtlety.

WALK THIS WAY Taking hostages is easy. But a squeeze of the trigger, and...





DIE HARD VENDETTA

McClane's having another really bad day. OPS2 goes through the wringer with him.

IS MCCLANE GETTING TOO OLD FOR THIS SH*T? Brucie might have filled out a bit and gone all M Night Shyamalan in recent years, but the videogame incarnation of his finest hour (besides *Moonlighting*, natch) is leaner and meaner than ever. It's his daughter Lucy's first day as a cop with the LAPD and she's been kidnapped by terrorists led by Piet Gruber. Hmm, Gruber. Where have we heard that name before? Cue McClane rushing to the scene minus a shirt, but with a freshly ironed batch of whupass.

SO IS IT ROY ROGERS OR A BIT PONY? Just like the movies, *Vendetta* sets the scene with minimum fuss. After a brief chat with Twinkie-munching/child-murdering cop, Al Powell, you're steaming through the art museum with a pair of chattering 9mms and a fist full of one-liners. The graphics are solid enough but fine detail has been compromised in favour of speed at times. We grab an unwitting goon hostage-style – because we can – but frankly, there's too much fun to be had greasing scumbags to pussyfoot around. McClane? Stealth? Yippie-*no-way*, mofo!

HEY, SPRECHEN ZE MULTIPLAYER? Ja. The promised four-player deathmatches weren't available when we got our hands on the code, but the two-player games were fully up and running. You'll be able to shoot up a nice mixture of levels from the game's locations, as well as areas like *Die Hard*'s Nakatomi Tower building. We didn't see an option to fill the levels with bots, which is a shame, but the weapons were plentiful and frags came thick and fast. Perhaps we're not looking at a classic first-person shooter, but *Vendetta* is already playing like a perfect companion to McClane's big screen adventures. ☐ **PF**

GOTCHA The code we played had an automatic target lock-on. You'll be able to turn that off.

opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

DIE HARD VENDETTA may not be the sharpest looking game, but it's fast and captures the spirit of the movies to a tee. It's about time we had a brash FPS with a likeable, wise-cracking hero.

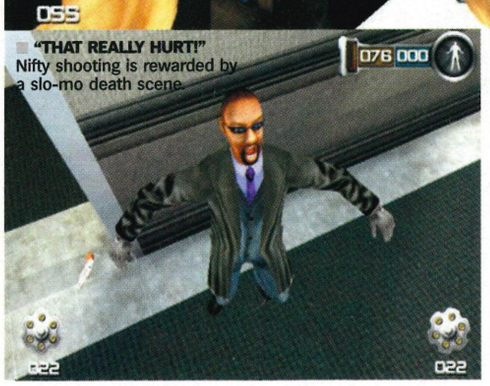
on the forum

gms: *I can't wait to kick terrorist ass! Yippee ki yay!*

FunkyMonkey: *I want a full-on shoot 'em up with all the wisecracks of the film.*

HOT OR NOT?

FRIGID | TEPID | WARM | HOT | BOILING | MELTDOWN

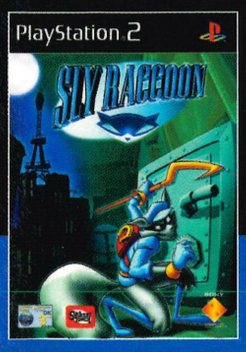


"THAT REALLY HURT!" Nifty shooting is rewarded by a slo-mo death scene.

Sly Raccoon

HABITAT: THE SHADOWS
BEHAVIOUR: DEVIOUS. DARING. SLY.
IDENTIFICATION: NO CLEAR SIGHTINGS YET

"Sly Raccoon is a trademark of Sony Computer Entertainment Europe. © 2002 Sony Computer Entertainment America, Inc. Developed by Sucker Punch Productions, LLC. Published by Sony Computer Entertainment Europe."



Sly Raccoon. Raised in the art of thieving. His mission. To reclaim his family's honour and their stolen book on the secrets of thievery. You'll use more mind than muscle to help him outsmart the law and outwit the bad guys. Bravery, deceit, cunning and stealth are his stock in trade. Once seen, never forgotten.

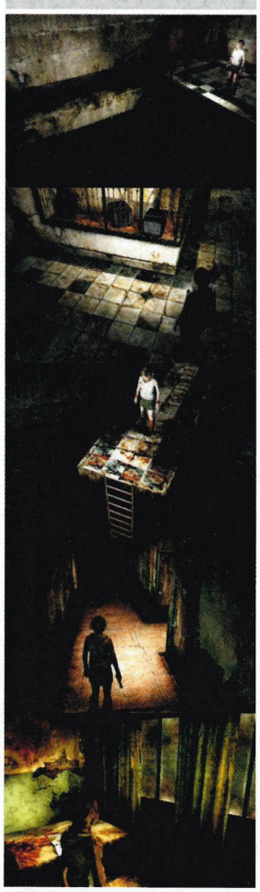
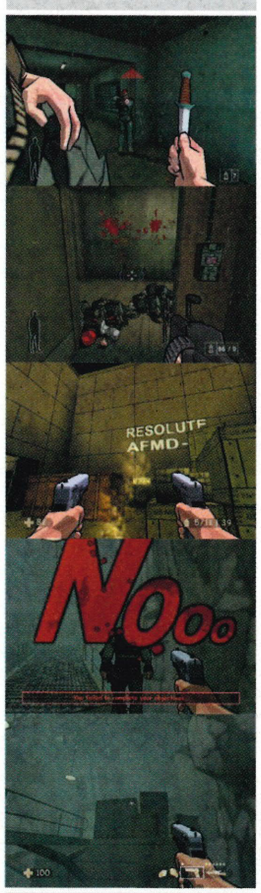
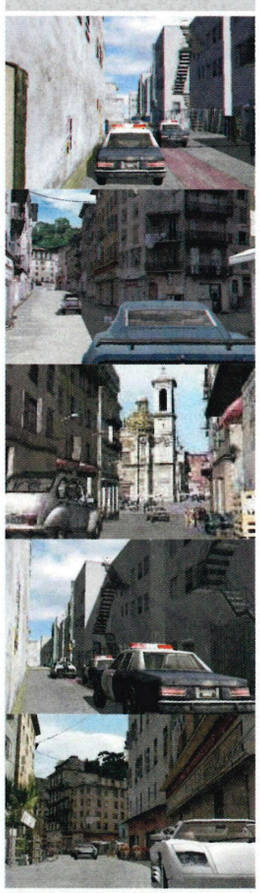
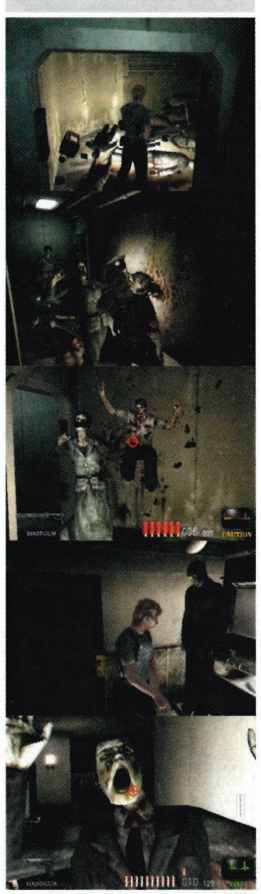
uk.playstation.com
www.slyschool.com

THE STEALTH PLACE THE DEVIOUS PLACE THE THIRD PLACE

PlayStation 2

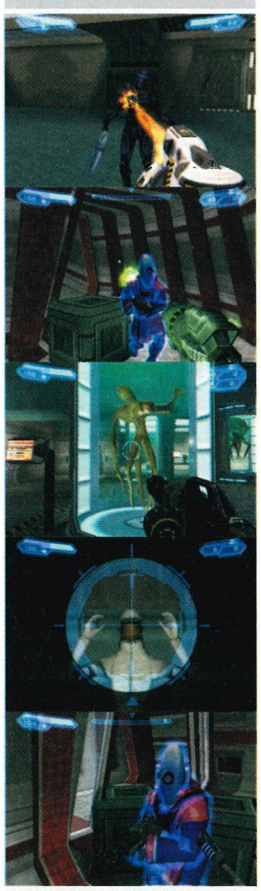
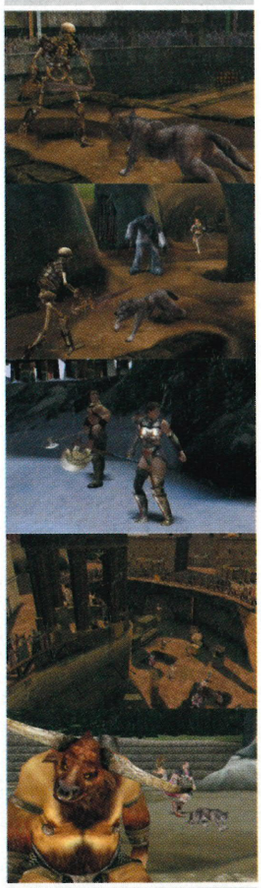
monitor UPDATE

Bend over and cough, games industry – we're coming in.

GAME	SILENT HILL 3 PUBLISHER: KONAMI DEVELOPER: KONAMI TYO	XIII PUBLISHER: UBI SOFT DEVELOPER: UBI SOFT	DRIVER 3 PUBLISHER: INFOGRAMES DEVELOPER: REFLECTIONS	RESIDENT EVIL: DEAD AIM PUBLISHER: CAPCOM DEVELOPER: CAPCOM	FINAL FANTASY X-2 PUBLISHER: SCEE DEVELOPER: SQUARESOFT
LAST SEEN?	Dragging new blood-soaked pictures across last month's Monitor pages.	Do you remember our Monitor Special on *XIII* in OPS2#27's Cel-shading feature?	We led the pack with our Spy story in *OPS2*#31.	We looked at the latest instalment in the *Gun Survivor* series back in *OPS2*#30.	We featured all of the existing official material in *OPS2*#30. In a nutshell? Turn-based lady combat with some platforming.
WHAT'S NEW?	The big news is that Konami will release this tale of dimension-bending horror in Europe before any other territory. You lucky things.	We've played a couple of levels of the stealthy cartoon FPS. So far it's smooth and responsive with some really nice cartoon touches. It's still in French though. Zut alors!	Here's the cream of the very limited crop of screens out there. It's difficult to tell what leaps and bounds have been made but we'll let you know first when we play it.	Fingers on triggers for the first half hour of this first/third-person shooter. Looks like *Resi* alright with plenty of flesh-obsessed rotting undead.	Well, there have been a few newer pics knocking around, mostly Japanese, as well as content taken from the Japanese trailer.
ANYTHING ELSE?	The latest screens and press murmurings say that the game "Represents a huge advance for the groundbreaking horror." What with it's dark corridors and blood-stained rooms? Hmmm. Groundbreaking.	Well, so far we can confirm that XIII will have a huge arsenal at his disposal. Plus he can use opponents as human shields and even throw glass in people's faces. Don't try this at home though, kids.	The level of detail Reflections is putting into its design is staggering. City accuracy and vehicle physics are likely to be truly groundbreaking.	You'll take the role of Bruce McGivern, an Umbrella Corporation operative on a mission to bring down a mad scientist. When will they get some sane scientists?	Square's new costume change feature means you'll be able to adapt each character's primary ability – and their outfit, too. Check out the screens below.
SCREENS					
WHAT'S NEXT?	We're aiming to bring you a playable demo on our June issue, but until then gorge yourself on these gore-flavoured screens.	It's not due out until the Winter, so there's plenty of time for more. Perhaps an On Location next month?	It's too early for much more, but we might be able to force something out of Infogrames for next issue.	Next we find out what is behind that door we didn't open before Capcom went home. Chances are it's not a kiddies' tea party.	We've just arranged for something much more substantial on *FFX-2* for Monitor in our next issue.
ANYTHING ON THE NET?	**www.konamityo.com/sh3** has a nice arty picture of a meaty monstrosity on it.	Mon dieu! Plenty at **www.ubi.com** if you search, but much of it's still in French.	Keep your eyes on the road at **www.infogrames.co.uk** for more developments.	If you can track it down, there's a movie and some brief information at **www.capcom.co.jp**. Follow the *Gun Survivor 4* links	Why not head to the official site at **www.squaresoft.com** for a look at what's new in the *FF* universe?
RELEASE DATE	Giving you the heebie jeebies on 23 May.	The cartoon violence should commence in December.	Bad news... Depending on traffic, it could be next year.	Shooting for a summer release.	If they translate faster we might have it by late summer.

HE CAN USE OPPONENTS AS HUMAN SHIELDS AND THROW GLASS IN PEOPLE'S FACES. DON'T TRY THIS AT HOME, KIDS

SEE *XIII*

GAME	MACE GRIFFIN: BOUNTY HUNTER	THE GREAT ESCAPE	ICE NINE	GLADIUS
	PUBLISHER: UNIVERSAL DEVELOPER: WARTHOG	PUBLISHER: SCI DEVELOPER: PIVOTAL	PUBLISHER: BAM! ENTERTAINMENT DEVELOPER: TORUS GAMES	PUBLISHER: ACTIVISION DEVELOPER: LUCASARTS
LAST SEEN?	Mace was last seen hunting down the fool who gave him that daft name in *OPS2*#29.	Evading the piercing searchlights of the Spy section in *OPS2*#30.	We caught up with James Clayton and his mission to prevent a computer virus from global destruction in *OPS2*#30.	We baffled you with the first screens of this ages ago. LucasArts is taking a steady approach to *Gladius*. Wow, that's not like them.
WHAT'S NEW?	We've played it, is what. And you know something? It's shaping up to be a solid FPS with a dependably gruesome array of weaponry and imaginative characters.	Here are some new screens of the escape action. We're not sure yet if you have to get the whole camp out, but it looks very *Prisoner Of War*.	As you can see from the screens below, this is shaping up like a Clancy-esque adventure that looks to have several different combat elements to explore.	Here are more new screens. They show a variety of the recruits you'll have to mould for gladiatorial games of blood and magic. Quite a tasty bunch.
ANYTHING ELSE?	Isn't that enough? Not these days, that's why Mace can also pilot space vehicles and blow other ships six ways from Sunday too. Sadly, the code we played halted just as we entered the cockpit. Feck.	SCi has attained the rights to feature the original film's star, Steve McQueen. There'll be an undeniably cool edge added by the authentic voice of the Cooler King.	As is increasingly the trend, Clayton's (and his lady friend's) focus will be on infiltration rather than all-out lead flinging. You'll be rewarded for stealth.	Characters range from the realistic to the frankly bizarre and the combat system's rumoured to be a mix of turn-based and real-time. Anything else? Umm, it looks pretty nice.
SCREENS				
WHAT'S NEXT?	If there's any justice in this crazy universe (and with Mace on the loose there's no guarantee) there'll be more on *MG:BH* next issue.	We're off to Colditz to get a sense of what it's like to be a guest of the Reich. Seriously. Hopefully we'll get out in time to report back on the game.	We should be able to get our hands on this conspiracy shooter very soon.	With the US release date fast approaching, we're hoping to step into the arena with Gladius soon.
ANYTHING ON THE NET?	If you know what's good for you, you'll get wise to Mr Griffin's gameplan at **www.huntthemdown.com**.	**www.sci.com** has some nice background on the game but there's nothing substantial yet. Keep digging, though.	There are only a few screens around so keep your eye on **uk.playstation.com** for the latest updates.	There's plenty of background information, art and some older screens at **www.lucasarts.com**.
RELEASE DATE	Griffin starts killing for currency in May or June. Duck!	Making it to Switzerland (and the shops) in June.	We'll be covering it in June.	All set for a Summer release, anno domino MMIII.

THINGS WE DIDN'T HAVE TIME FOR

Spelcheking, thinking up a funnier line and…

Return To Castle Wolfenstein. Ve haff vays of making you give us screenshots you know.

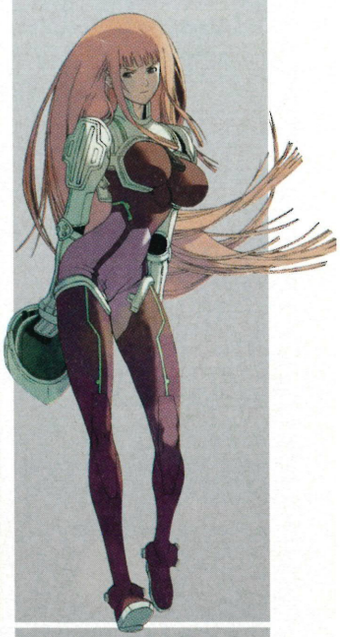
We've got tons of screens for **RTX: Red Rock** but, nothing playable as yet.

Fans of robot smashing will be sad to hear **ZOE2**'s release has slipped. But we should have more for you next month.

Evil Dead: Fistful Of Boomstick is headed our way too so we'll have chainsaws at the ready next month.

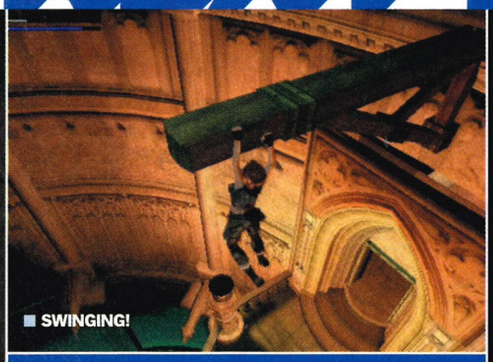
Plus we're expecting new stuff on **Hulk** and **Broken Sword: The Sleeping Dragon** any minute, which is why we can't hang around talking to you forever. Ciao!

IN THE ZONE We'll catch up with Ken (yes, that is what she's called) and the *ZOE2* warriors next month.



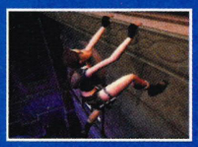
For all the release dates of the latest games, head back to page 27 now!

NEXT MONTH

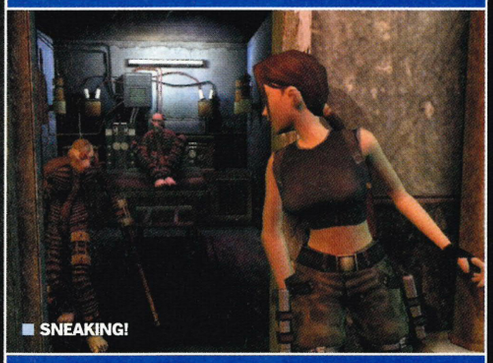


■ SWINGING!

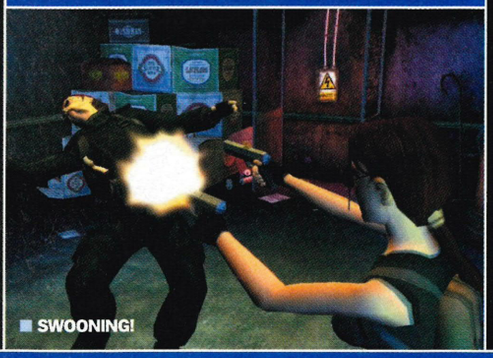
■ SHOOTING!



■ SHIMMYING!



■ SNEAKING!



■ SWOONING!

■ **WORTH THE WAIT?** It's taken two years for gaming's biggest star to debut on PS2, but the anticipation ends next month!

ALSO REVIEWED

X-MEN 2: WOLVERINE'S REVENGE + DEF JAM VENDETTA + SHINOBI + MUSIC 3 + CLUB FOOTBALL + MOTO GP3 + LOADS MORE

*Issue contents are subject to change

PlayStation.2 OFFICIAL MAGAZINE-UK May issue on sale 18.04.03

"YOU'RE 20 FEET SHORT OF THE WOODS!"

Tunnelling to victory in the latest World War II epic to parachute onto PS2 – The Great Escape unveiled

HONOR AND OBEY

Yet more Allied Offensive action as OPS2 decodes the blueprints to EA's top secret new Medal Of Honor game!

EYE ON THE FUTURE

Sony's Webcam wonder EyeToy is only the beginning... we reveal the future of online chat through your PS2

PLUS

ON THE DVD

SUPERB PLAYABLE DEMOS OF:
SHINOBI + MOTO GP3 + PRIDE FC + EVOLUTION SKATEBOARDING
AND LOADS MORE!
NO OTHER PS2 MAGAZINE OFFERS SO MUCH VALUE.

WORLD EXCLUSIVE REVIEW!

LARA CROFT TOMB RAIDER

the angel of darkness

Can Lara still cut it? OPS2 has the verdict the world's been waiting for!

ALSO AVAILABLE

OFFICIAL PLAYSTATION 2 TIPS MAGAZINE
A massive stealth special featuring complete guides for *Splinter Cell*, *MGS2: Substance*, *Tenchu: Wrath Of Heaven* and *Devil May Cry 2*.

OFFICIAL PLAYSTATION 2 MAGAZINE: SPECIAL EDITION
PS2 At The Movies: *The Lord Of The Rings*, *Enter The Matrix*, *James Bond 007: Nightfire* and the best film tie-ins ever!

WORDS: PAUL FITZPATRICK/MARK WYATT

WIN!

A WEEK WITH A TOP DEVELOPER!

Enter our fantastic compo and you could be taking your first step to a career in videogames.

You love playing games, of course you do. But it's more than that, isn't it? You always look at the charts, notice the sequels and yearly franchises, and say to yourself, "I could make that! I could come up with better ideas in my sleep!" Sound familiar? Well then, how do you fancy getting a taste of the games-making magic yourself?

In collaboration with Start! Games (see Start! Games Q&A), developer Kuju Entertainment and publisher THQ, we're giving you the opportunity to win a week's work at Kuju, working on *Fire Warrior*, the new FPS based on Games Workshop's tabletop gaming phenomenon Warhammer 40,000. And if that's not enough, the overall winner will also get a tour of the Games Workshop HQ, a bag of Warhammer 40,000 goodies and a copy of the finished *Fire Warrior* game.

So what do you need to do to win this awesome prize? We want you to design an original character for the *Fire Warrior* universe. Here's how:

Step One
Get your creative juices flowing. Read our special preview of *Fire Warrior*, soak up the game's artwork, check out the Web site and get inspired.

Step Two
Create a picture of your creation along with no more than 150 words describing who he/she/it is. Entries will be judged by a crack panel of judges from *OPS2*, Start! Games and Kuju. So sharpen those crayons, dig out the dried pasta and glue, boot up ArtMaster 3000 on your desktop, dust off the poster paints and get designing!

First Prize
- Win a week's work experience with Kuju Entertainment.
- PLUS A VIP trip to Games Workshop's HQ in Nottingham where you'll go behind the scenes and meet artists, designers and model makers; visit the museum, factory and shop; and sup ale in the GW Tavern.
- PLUS A bumper bag of Warhammer 40,000 goodies.
- PLUS A copy of the finished *Fire Warrior* game.

***Please note that no accommodation will be included in the prize package, although Kuju entertainment will cover the cost of daily travel of up to £50 per day. Please state whether you would prefer to work in the Sheffield, London or Godalming offices.**

- Five lucky runners-up will win GW Warhammer 40,000 goodies and Kuju T-shirts.

How to enter:
1. Send your entries to **Fire Warrior! Fire Warrior!**, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Please include your name, age, address and phone number on all competition entries.
*If you do not wish your name to be used for further marketing information, please state this clearly on your entry.

Competition Rules
No purchase necessary. Competition only open to residents of the UK. No correspondence will be entered into. No employees of Future Publishing, Start! Games, Kuju Entertainment, Games Workshop or any affiliated company may enter. No cash alternative is offered to these prizes. Entries to reach us by 17 April 2003. If any prize becomes unavailable, Future Publishing, Start! Games, Kuju Entertainment, Games Workshop reserve the right to replace it with another of equal value. Multiple entries will be disregarded. Editor's decision is final. All normal competition rules apply. Big thanks to Kuju, Games Workshop and Start! Games.

HEY!
BEFORE YOU GET DESIGNING, HOLD YOUR HORSES! YOU HAVE TO BE 18 OR OVER TO WIN THE FIRST PRIZE. IF YOU DON'T STATE YOUR AGE OR IF YOU'RE UNDER 18 YOU'RE STILL ELIGIBLE FOR THE WARHAMMER RUNNERS UP PRIZES.

ALL IMAGES © GAMES WORKSHOP LTD, 2003.
ALL RIGHT RESERVED.

Q&A

A FRESH START IN VIDEOGAMES

Tips on how to get ahead in the games industry from the MD of a company that wants to revolutionise the way games are made.

Start! Games aims to make it easier for fledgling developers with big ideas to get noticed by the suits with the moolah. Start!'s Managing Director, Shahid Ahmad, is a veteran coder himself, so we asked him for pointers on getting into the industry, and found out how his company is set to change the videogames landscape.

Aside from entering our competition to win work experience at Kuju, what advice would you give to gamers who are keen to make a career for themselves in games?
I would say beg, buy or borrow a cheap PC. Then download every free tool you can imagine. Learn how to program the PC. Then start to build little toys – small challenges that help you explore interfaces. Write yourself a *Pong* or *Snake* game and move on from there. Eventually you'll have built yourself a demo. You can't expect to make a living out of videogames until you've paid your dues. Get on news groups and talk to as many people as you can about art, coding, design, music, producing, whatever. If you're at school, do the appropriate learning there because you'll have access to more facilities. Read magazines. Buy *OPS2*. It's very important to stay current and understand what people want. PS2 is where the market is now, and that's where it's likely to stay for a long time.

Your background in games goes all the way back to *Jet Set Willy* on the C64. Would you say Start! Games was trying to reinvent the pioneering spirit of the bedroom coders of the Eighties for the 128-bit generation?
In terms of not being afraid to try new things, yes. But it needs to be combined with modern sensibilities. That's hugely important. In the bedroom-coding days you could come up with a simple idea and it was out of the door. But if you come up with a good idea now, you need excellent production values. In the early days, games were five quid – now, they're 40. It's a major investment.

How did Start! Games come about?
Start! was set up to bridge the gap between development and publishing by helping developers create prototypes supported by all the documentation and marketing materials they would need to convince a publisher that they are making a good decision.

Look at the current chart situation. You've got six, maybe seven titles at the top of the charts and they're all licences or sequels. All by EA. It's staggeringly brilliant business. They know what they're doing. But they really do need better competition. Publishers find it very hard to repeat success. They do everything to avoid making any mistakes. But in doing so they remove themselves from the risks that brought them success in the first place.

And that's where Start! Games comes in... Tell us about the projects you're working on.
Since 2001 we've finished six prototypes and fully funded one game. I can't tell you too much about the one I'm most excited about as we're right in the middle of a deal, but it's a game called *Overdose* by a Danish developer called Deadline Games. It's very exciting. We have helped two companies start up from scratch. One of which was R8 who broke away from SCEE Leeds, and the other I don't think I can mention just yet, but it's extremely exciting. It has broken away from a UK Publisher (the team were in-house developers) and was behind one of the most successful driving franchises of all time.

What would you like Start! Games to have achieved in five years time?
I would like for Start! to have been part of the movement that changed the way games are delivered to the public. We've got to get to the point where you can get a couple of students doing a *Blair Witch* type thing with games. Right now, if you want to make a game, no matter how simple, it's going to cost you £400,000 to £500,000. That's just absurd! What a barrier to creativity that is!

TURN OVER TO READ OUR SPECIAL ON LOCATION MONITOR

ON LOCATION

NAME	*Fire Warrior*
PUBLISHER	THQ
DEVELOPER	Kuju
WEB SITE	www.firewarrior.com
LAST SEEN	*OPS2#29*

PERCENTAGE COMPLETE 80%

RELEASE DATE SEPT

WHAT A WAY TAU GO The Imperials have cut up one of your mates to study him. Nice guys.

'AVE A WORD! James Brooksby, Executive Producer, Kuju Entertainment: "There's a lot of interest in the game. We played the trailer at a recent Warhammer event and everything stopped. Everyone wanted a look. Some said they'd invest in a PS2 just to play it."

FIRE WARRIOR

Beardy war games with elves and goblins in space? Or could this be an unexpected gem in the FPS canon?

WARHAMMER IS FOR KIDS WITH NAPOLEON COMPLEXES AND 12-SIDED DICE, RIGHT? Hey, steady on. Don't make the mistake of turning your nose up at *Fire Warrior* just because of its Warhammer 40,000 stigma. Kuju has taken on this hotly fought-over title, wrestling it from some of the industry's big hitters. Say what you like about the tabletop game, but with a huge number of dedicated fans and a large body of literature and artwork behind it, the developer has a huge and varied resource from which to draw inspiration.

WHY NOT A REAL-TIME STRATEGY GAME? Some would argue that the Warhammer universe is best suited to an RTS, but the direction Kuju and Games Workshop have taken together is genuinely likely to please more hardcore fans than it alienates (excuse the pun). They haven't ruled out an RTS title in the future, it's just that Kuju felt that something grander and more epic was possible within the FPS genre as a debut game – an alien story set in a universe dominated by the perversely religious dregs of humanity in a future hell. Sweet.

SO WHAT'S THE STORY? Looking in on the human universe, you play Kais, a member of a relatively unknown species, the Tau. Unfortunately the warlike humans of the future don't look too kindly on those who are different so you're going to end up in a lot of scuffles. You'll start out in the trenches of a future battlefield searching for an 'Ethereal' – a wise man of the Tau. Your quest will take you from war ravaged planets to huge inter-stellar fortresses. Big name voices will provide real depth, especially with British talent like Brian 'Birdmen Diiive!' Blessed, Sean Pertwee and Peter Serafinowicz (the voice of Darth Maul) on board.

A POSSIBLE *HALO* BEATER THEN? Aww, leave off. It's a bit early to put that much pressure on the title, and Kuju isn't even whispering at the chance. What it will say for now is that it has put every effort into creating the best shooter possible, while faithfully drawing from a successful global franchise. And, so far, things are looking good. □ **MW**

opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

FIRE WARRIOR is a strange creature; a game that could have easily been a weak money maker. But with its dark, slick styling, attention to detail and sharp gameplay, it could be really special.

on the forum

Newish: *Wow, imagine using one of the stealth suits, or a Krott carnivore, or even a Hammerhead Gunship.*

GrandMaster2003: *I'm not really fussed about Warhammer, but the game looks good.*

HOT OR NOT?

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

TANKS A LOT The heavy armour lies in wait. Just pray they're unmanned.

SPACE INVADER This Storm Trooper's not to be underestimated. Shoot!

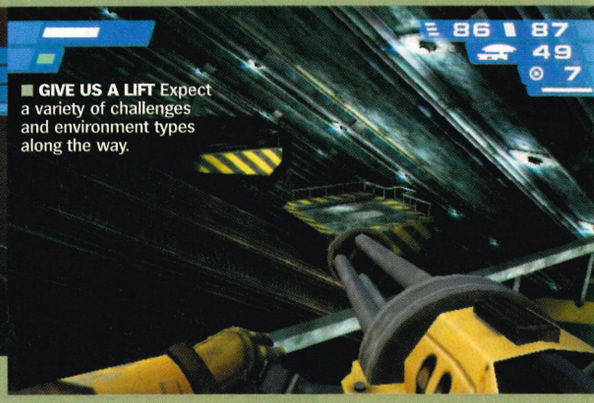
CITY OF INDUSTRY The opening level sees you infiltrate a war-torn Imperium base.

TAU-ING THE LINE Trench warfare is one of many skills you'll need.

FIRE! WARRIOR! Like any good FPS, the proof of the pudding is in the firepower. Here's our favourite big gun.

ENGINES OF DESTRUCTION The aggressive and warlike humans don't do anything by halves.

LAZE OF GLORY While we'd love to say we blew up the tank, that's the way we found it. Honest.



GIVE US A LIFT Expect a variety of challenges and environment types along the way.

WORDS: RACHEL ELING

WARDROBE WATCH With PS2 Stars!

In The Third Place, this lot are A-list. They're trendsetters through and through, and can pick and choose from all the latest designer togs – hell, they even bag clothes straight from the virtual catwalk. We took a peek inside the wardrobes of PS2's most stylish stars to see what's involved in creating such unique styles and where you can shop on the high street to get their look.

Lara Croft

We had kind of hoped that for her debut appearance on PS2, Ms Croft would showcase a brand new image, but it seems she has again opted for her regular khakis and vest. You just can't beat a classic though, and Lara knows this works for her, so why bother to change, right? With this girl's knock-'em-dead physique, she really could get away with anything. If we could just change one thing, we'd team the shorts with a kitten-heeled mule. They might not be very practical for the fugitive lifestyle, but they're oh-so elongating for the leg.

Rumour!
Is Lara really dating Peter Stringfellow? Pal Kurtis Trent refused to confirm but did have this to say: "Well, she does like fossils..."

TAN

There's nothing wrong with wanting a little colour in your cheeks, but too much sun-worshipping can be seriously damaging to a girl's complexion. Victoria Beckham gets her skin a suitably orange shade with a quick spritz of St Tropez Instant Self Tanning spray.
***St Tropez*, £30**

TOP

Those are quite some curves she's got there. Let's hope with all that running she's well supported with a good sports bra underneath her simple Duck Egg Vest.
***Miss Selfridge*, £6**

BOOTS

Lara seems hellbent on stomping around in a sturdy pair of bower boots. If you must insist on romper-stompers, buy the best and invest in something sturdy.
***Timberland*, £129**

LIPSTICK

Pursuit of the Alchemist is no excuse for neglecting good looks – and if all else fails, a little dash of lipstick always brings that 'made the effort' impact home. Pout your way to a crimson kisser.
***Laura Mercier* lipstick, £14**

SHORTS

Lara certainly likes her short shorts. This pair comes with its own belt, so there'll be no major accessorising nightmares in the morning.
***Topshop*, £14**

PaRappa The Rapper

This pooch is pretty fly for a yellow guy. We reckon he's been taking some style tips from Justin Timberlake, and he knows that baggy pants, sleeveless tanks and beanie hats are just the thing to get the ladies interested. Perhaps they should consider a duet?

For PaRappa, the key to looking good is comfort dressing – there just ain't no point in picking out threads that are gonna restrict your booty and prevent you from making those essential moves on the dance floor. Shaking his money maker in comfort is the name of the game for this cool cat. Sorry, dog.

Rumour!
Is everyone's favourite rapping pooch binge eating? Friends have reported that they are worried. "He's practically 3D," said one.

HAT
Oh, very Enrique Iglesias. He used to borrow his beanies from his Grandma's collection of hats, don't you know. If you're looking for a bargain, go get this for your swede.
***H&M*, £1.99**

VEST
All that dancing can give a fellow some serious perspiration issues, so a sleeveless top is probably for the best. Try this vest on for size.
***Topman*, £10**

TRAINERS
We love the funky retro styling on these red and white Nike Dunk sneakers.
***Offspring*, £55**

JEANS
Every hip-hop lovin' Sk8r Boi worth his wheels owns a pair of baggy denim pants. These jeans are hardwearing, and low budget, too. What more could you ask?
***H&M*, £29.99**

SKIN
The yellow tone is not one we would have considered to be desirable before now, but it takes all sorts y'know. A dusting of Ruby & Millie Metallic Powder in yellow should give you a suitably jaundiced appearance.
***Ruby & Millie*, £10**

WARDROBE WATCH With PS2 Stars!

HAIR
Yikes! Keeping his hair that vertical all day must take some doing. A burst of this spiker blaster should keep things standing on end.
***ICE Hair Spiker Blast*, £8.50**

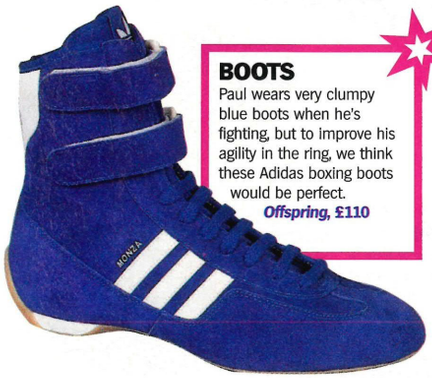
GLOVES
Every tough guy needs fingerless leather gloves. How else are we supposed to know to steer well clear?
***Topman*, £6**

VEST
Show off those manly muscles in a skin-tight white tee.
***Topman*, £6**

Paul Phoenix

Every girl likes a bit of rough, and we're pleased to say that Paul Phoenix has given himself an image overhaul in anticipation of the next King Of Iron Fist Tournament. The biker look we could just about handle but, let's face it, we were experiencing a bit of leather overkill. This new outfit is far better for Paul. The red judo gi pulled down around his waist gives him a rough and ready hunk appeal which is very Bruce Willis *Die Hard* – and why shouldn't he show off that carefully honed upper body when he's worked so hard to get it?

TROUSERS
For martial arts, a judo robe is fine, but it might look a little odd on the High Street. A pair of red combat trousers should look fabulous.
***Mash*, £35**



BOOTS
Paul wears very clumpy blue boots when he's fighting, but to improve his agility in the ring, we think these Adidas boxing boots would be perfect.
***Offspring*, £110**

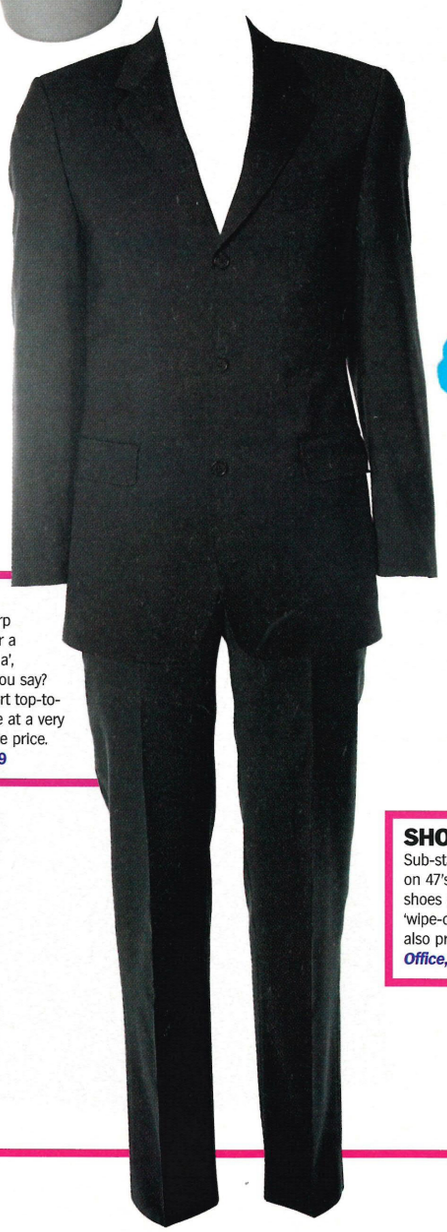
Rumour!
Miaow! Fellow King Of Iron Fist brawler Heihachi reckons Paul's barnet is actually a cheap polyester wig. You're not jealous are you grandpa?

Agent 47

It's such a cliche, but there's not a man alive who doesn't look better when he's in a suit. Agent 47 is a very slick operator, and has the style to match – spending your time taking out the bad guys is no excuse for shoddiness. His dressing room contains a walk-in wardrobe lined with row upon row of bespoke suits, handmade Italian shoes, top-notch shirts and silk ties. Yes, it's a costly way to carry oneself, but hey, this killing game's a lucrative business. And if you're gonna get hit, it might as well be by a guy in Giorgio Armani, right?

Rumour!
Spotted buying a cheap, butterscotch velour tracksuit from a street trader in Bristol. Has the dapper assassin murdered his sense of style?

BONCE
Bald is beautiful. Just because 47 doesn't have a luxuriant barnet, doesn't mean he can't look after his chrome dome. For a truly sublime cranial gloss, 'wax on wax off' with this shine-enhancing gel.
Schwarzkopf Osis + Squeeze, £6.80



SUIT
Pretty sharp threads for a trained killa', wouldn't you say? Get a smart top-to-toe whistle at a very respectable price.
Zara, £129

SHIRT
Every man has got a white shirt in his wardrobe, but for real smart-guy appeal, you simply can't beat the packet-fresh crispness of new cotton.
Zara, £29

TIE
A red tie doesn't have to say Labour Party Conference. Tied with a snazzy double Windsor knot, it's quite the thing.
H&M, £12.99

SHOES
Sub-standard footwear ain't on 47's agenda. Comfy shoes are a must. And a 'wipe-clean' finish could also prove handy.
Office, £65

WARDROBE WATCH With PS2 Stars!

Heather Silent Hill 3

With risk of sounding like our granny, Heather is such a pretty girl, if only she'd smile once in a while. Although, to be honest, if our home town was populated with deformed lumps of psychotic gristle we could probably do with a touch of bronzer from time to time, too. She's got a great figure though, and for someone who spends so much of her time tearing down ghostly corridors and through thick fog, she puts her clothes together pretty nicely. Our one major issue is with her hair, but then not everyone can afford a daily blow-dry like us, can they?

HAIR

There really is no excuse for grubby hair. Not even being trapped in Silent Hill is reason to abandon good grooming. A wash with Molton Brown Healthy Hair Revitalising Shampoo will see a difference in no time.

***Molton Brown*, £10**

JACKET

Silver satin is so hot right now – Louis Vuitton had it all over the catwalk for Spring/Summer. We picked up this superb body warmer at a fantastic price.

***Vintage Traid*, £25**

TOP

A splash of colour near the face does wonders for the complexion. And Heather certainly looks as if she could do with a bit of cheering up.

***Topshop*, £5**

Rumour!

Spotted house hunting in West London. Could über waif Heather be contemplating a change of 'Hills' from 'Silent' to 'Notting'?

SKIRT

She's got good pins on her, this girl. Knee-length is an unforgiving style of skirt, but if you've got them...

***Miss Selfridge*, £30**

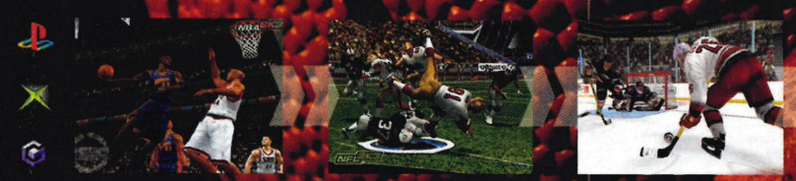
BOOTS

With all that running away she's got to do, it's a good job Heather has a nice sturdy pair of boots.

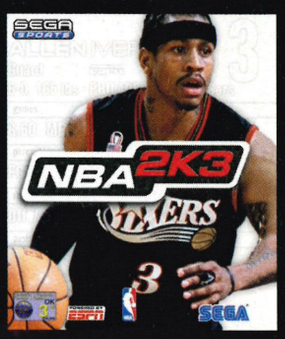
***R Soles*, £120**

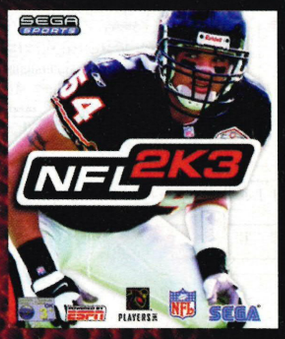
ENTER THE ARENA

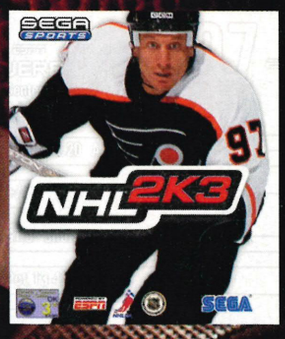
WWW.SEGA-EUROPE.COM



SEGA™ SPORTS







Distributed by INFOGRAMES

SEGA®

POWERED BY ESPN

PLAYERS INC

NHLPA

NBA2K3

© SEGA CORPORATION, 2002. THE NBA AND INDIVIDUAL NBA MEMBER TEAM IDENTIFICATIONS USED ON OR IN THIS PRODUCT ARE TRADEMARKS, COPYRIGHTED DESIGNS AND OTHER FORMS OF INTELLECTUAL PROPERTY OF NBA PROPERTIES, INC. AND THE RESPECTIVE NBA MEMBER TEAMS AND MAY NOT BE USED, IN WHOLE OR IN PART, WITHOUT THE PRIOR WRITTEN CONSENT OF NBA PROPERTIES, INC. © 2002 NBA PROPERTIES, INC. ALL RIGHTS RESERVED. ESPN IS A TRADEMARK OF ESPN, INC. ESPN BRANDED ELEMENTS © 2002 DISNEY. PUBLISHED AND DEVELOPED BY SEGA. PUBLISHED BY SEGA CORPORATION.

NFL2K3

© SEGA CORPORATION, 2002. © 2002 NFL PROPERTIES LLC. TEAM NAMES AND LOGOS ARE TRADEMARKS OF THE TEAMS INDICATED. ALL OTHER (NFL-RELATED MARKS) ARE TRADEMARKS OF THE NATIONAL FOOTBALL LEAGUE. OFFICIALLY LICENSED PRODUCT OF PLAYERS INC. THE PLAYERS INC LOGO IS A REGISTERED TRADEMARK OF THE NFL PLAYERS. WWW.NFLPLAYERS.COM © 2002 PLAYERS INC. ESPN IS A TRADEMARK OF ESPN, INC. ESPNBRANDED ELEMENTS © 2002 DISNEY.
PUBLISHED BY SEGA CORPORATION. DISTRIBUTED BY INFOGRAMES.

NHL2K3

© SEGA CORPORATION, 2002. NHL AND THE NHL SHIELD ARE REGISTERED TRADEMARKS OF THE NATIONAL HOCKEY LEAGUE. ALL NHL LOGOS AND MARKS AND TEAM LOGOS AND MARKS DEPICTED HEREIN ARE THE PROPERTY OF THE NHL AND THE RESPECTIVE TEAMS AND MAY NOT BE REPRODUCED WITHOUT THE PRIOR WRITTEN CONSENT OF NHL ENTERPRISES, L.P. © 2002 ALL RIGHTS RESERVED. © NHLPA. NHL 2K3 IS AN OFFICIALLY LICENSED PRODUCT OF THE NHLPA. NHLPA, NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION AND THE NHLPA LOGO ARE TRADE- MARKS OF THE NHLPA AND ARE USED UNDER LICENSE BY SEGA OF AMERICA, INC. ESPN IS A TRADEMARK OF ESPN, INC. ESPN BRANDED ELEMENTS DISNEY © 2002.

This is

Watch out, Vince – there's a new wrestling federation in town, and it's not for the faint-hearted. Backyard Wrestling brings the pain.

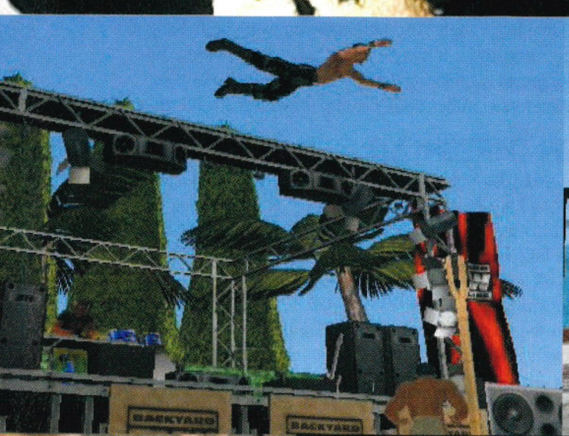
HOLLER FOR A DOLLAR Backyard wrestlers always leave a tip.

Hardcore

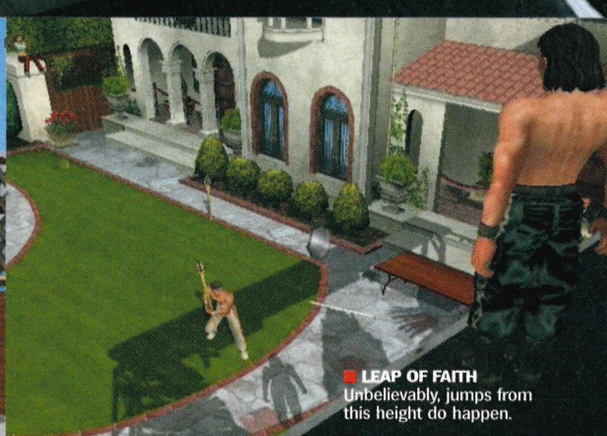
WORDS: JOEL SNAPE/PHOTOGRAPHY: VAUGN YOUTZ

Clang! It sounds worse than it looks, and it probably looks worse than it feels, but just so you know – getting hit in the head with a Stop sign isn't a lot of fun. An experimental prod in the general brain area reveals a bruise already forming, maybe even a cut. Unfortunately, there's worse to come. "You didn't fall down," the photographer tells *OPS2*'s battered reporter. "We're going to have to do it again."

This is Backyard Wrestling – the next brand of DIY hurtatainment sure to set the UK ablaze and give the censors something new to talk about. At worst, it's a bunch of stupid kids giving each other tetanus and setting themselves on fire. At best, it's a great example of what you can do with a bit of training, a few props and some ingenuity. Teenagers build rings, invent personas, put on shows and do moves you'll *never* witness in the WWE. Click on a typical Web site dedicated to the sport and you'll see moonsaults off ladders, frogsplashes out of windows, powerbombs onto drawing pins and slams into flaming tables – think of it as *Jackass* gymnastics. That's what attracted Houston Curtus and Rick Mahr – the men who've created a million-dollar industry out of Backyard DVDs. It's what attracted Eidos and Paradox Development (the people behind *X-Men: Next Dimension*) to make a game about the sport. It's also why we're in the back garden of an LA mansion, having a hands-on first playtest of the *Backyard Wrestling* game and encouraging chunky wrestlers to clobber us.



CAPTAIN SCARLET
Bash Pondo about and he gets a crimson mask.



LEAP OF FAITH
Unbelievably, jumps from this height do happen.

JUMPING JACK SPLASH This is MDogg 20's trademark move – The Flying Squirrel.

MULLET TIME Under the mask, he's an accountant. Maybe.

The masked Horn Dog

The Horn Dog refuses to give his real name, seems a bit drunk and has a disconcerting bulge down the front of his tights.

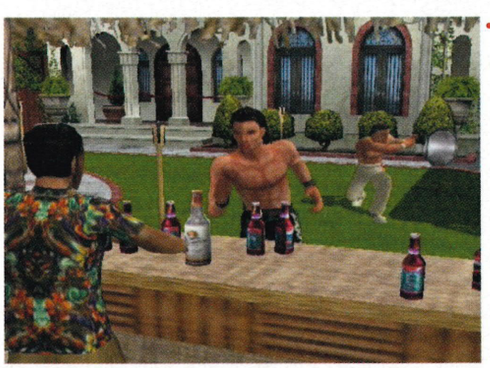
So, you're the spokesman for Backyard Wrestling...
I'm not really the spokesman. I like to think of myself as more of a father figure. Y'know, I keep the bitches in line, I keep the young wrestlers out of trouble, I give them advice when they need it.

How did you get into that?
The producers of the Backyard Wrestling DVD saw the size of my unit and the rest is pretty much history.

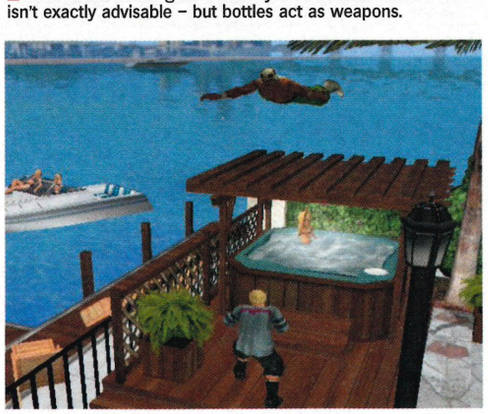
Do you have a signature move?
Yeah, it's called the Triple Tripod. I take my unit and I administer three slaps across the face with it. The first two sort of daze my opponent, but the third's the knockout blow. I once knocked out [Backyard Babe] Tylene Buck's tooth doing that. They airbrush it out of the photos, but that's true.

What would you like to see in the Backyard Wrestling game?
Well, I just hope they do justice to the size of my unit.

Right. Finally, any advice for aspiring backyard wrestlers?
Sure – remember, kids [descends into unprintable madness] and it'll grow every time.



BAR WARS Pausing for a cheeky brew mid-rumble isn't exactly advisable – but bottles act as weapons.



JACUZZI DOES IT The lovely young lady in the hot tub doesn't seem too concerned by the unfolding melee.

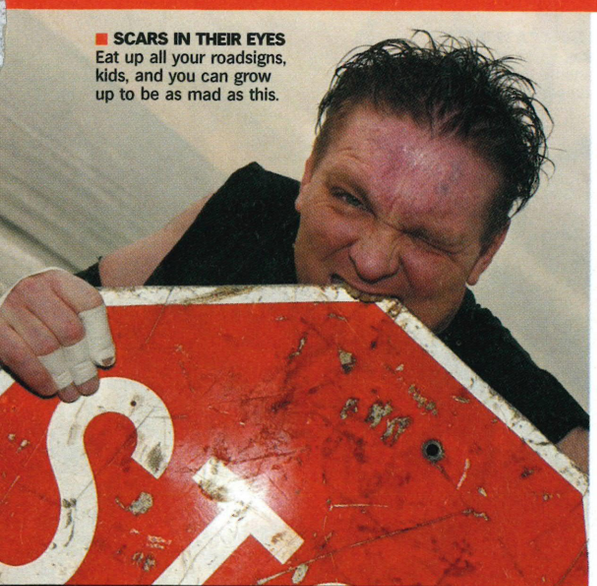
As we pick up the joypad, the first surprise hits us – Paradox hasn't just ripped off *SmackDown*'s engine and added blood. The team hates button-mashing, so they've implemented a system that minimises it. Each grapple move is reversible via a window of opportunity that is shown by the wrestler flashing. Even pins work like this – as your wrestler gets worn down, he'll have less time to react for the kickout. The best way to secure a pin is by getting enough crowd 'props' (shouts of respect) to go for a humiliation move – typically a taunt or a not-too-damaging kick up the arse. The thing is, reversals can go on indefinitely, unless you're on a balcony or roof. This highlights another aspect of modern wrestling which is surprisingly tough to pull off in a game – height. Effectively, in *Backyard Wrestling* the game, there are three levels you can fling people off, with different throws and aerial attacks available from each. And although you won't be fighting in a ring, movement is simple to get to get to grips with. Just walking into a table, scaffold or even tree instructs your character to clamber up it. Getting down hurts a bit more...

PAIN THRESHOLD

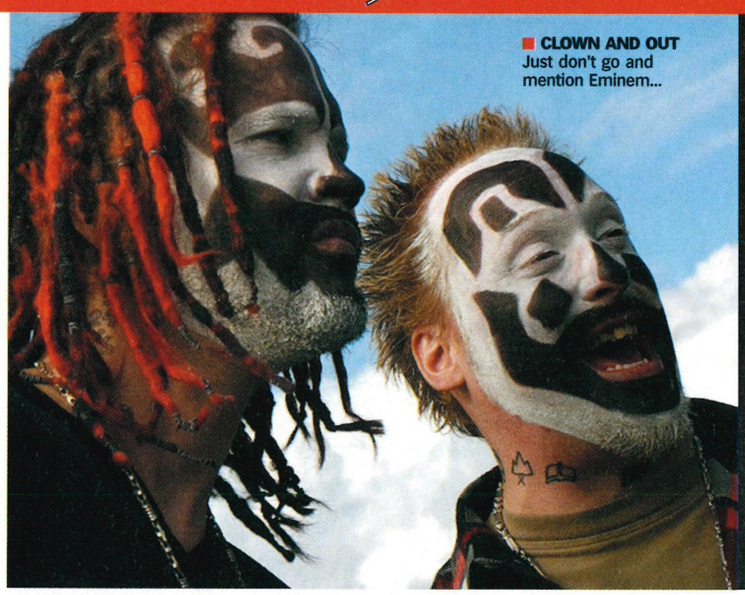
"I figured I had about three or four seconds of dead air, and I had to do *something*," says backyard vet MDogg 20 about his trademark move, The Flying Squirrel. Basically, as he falls he grabs his ankles in midair. We watched him do it off a 25-foot balcony. "It's scary, because you start to tip forwards as you fall," he tells us.

In the game, this move would be good for a lacerated stomach where each virtual wrestler can display three levels of damage on 17 different body parts. Punch someone in the face enough, and you'll bloody up your own knuckles, as well as giving them a black eye. Hit them with a barbed

Backyard Wrestling



SCARS IN THEIR EYES Eat up all your roadsigns, kids, and you can grow up to be as mad as this.



CLOWN AND OUT Just don't go and mention Eminem...

Send in the clowns

Nu metal nutcases Insane Clown Posse are "totally geeked" to be part of the Backyard Wrestling circus.

"Man, who *doesn't* want to be in a videogame?" enthuses Violent J. "If it had been an old lady slapping game, I'd have been, like, sign me up! If it had been a dick-waving game, I'd have been out there waving away." Still, the boys have got more claim to the genre than Fred Durst and the Def Jam posse – Shaggy 2 Dope's a trained grappler, and they've both competed in ECW, WCW and the WWE. The make-up wearing soda-flingers also own Juggalo Championshit [sic] Wrestling, featuring Pondo and Rude Boy among its talent, alongside legends like Bobby 'The Brain' Heenan and Greg 'The Hammer' Valentine. And, of course, Doink The Clown.

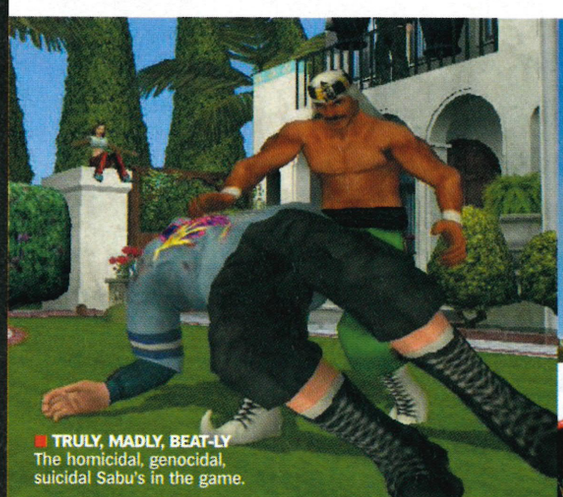
Mad man Pondo

It's all about the Benjamins for Pondo – especially the ones getting stapled to his face.

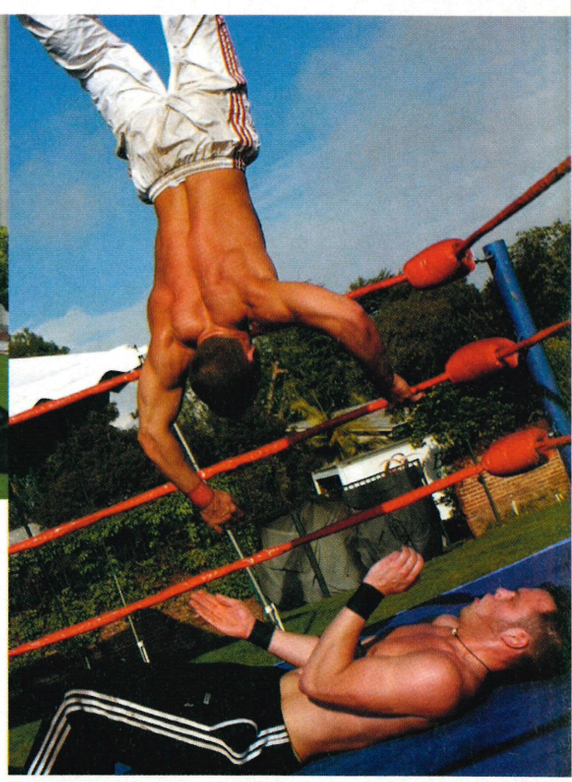
How long have you been wrestling?
I've been a pro wrestler for 13 years, but I've only been doing the deathmatch stuff for six. I wanted to do something that wasn't as boring as working at KFC or McDonalds, and the normal style just doesn't pay well enough.

What's the worst injury you've had?
Probably when I caught someone doing a moonsault to the outside. I saw he was going to kill himself – he'd slipped on the ropes, so I got underneath him and he knocked my head onto a big bolt. Feel that... [we do – he's got a hole in his head]. I didn't want to go to hospital, so I just glued the hole shut, except that I didn't get it all, and now the doctors can't get the glue out. Then there's a barefoot thumbtack match I did once.

Ouch. Are you pleased with how you come across in *Backyard Wrestling* the game?
I haven't seen that much of it, but they've been filming my entrance and my moves to get them right. They've got my likeness pretty detailed in there. It's nice to have something that my three daughters can see their Dad in.



TRULY, MADLY, BEAT-LY The homicidal, genocidal, suicidal Sabu's in the game.



SWANTON VIOLENCE MDogg 20 did competitive gymnastics for ten years before starting wrestling.

wire bat, and you'll tear up their T-shirt. Irish Whip them into a speaker stack, throw them off a balcony, hit them with a chair – it all mounts up. In the final game code you'll even be able to set wrestlers on fire.

Brutal, but all in a day's work for people like Rudy 'Rude Boy' Hill – "I do a camel clutch with barbed wire" – and Mad Man Pondo. Pondo (Kevin Canady to his mates) is a veteran of the Japanese deathmatch scene, with a huge network of scars across his forehead and the biggest crimson mask in the game. Rudy does PR for the game's unofficial in-house band, the Insane Clown Posse (see Send In The Clowns), finishes half his sentences with "brutha" and has three kids. They're about the nicest blokes you could hope to meet. The game roster is made up of a mixture of pros like these two and ECW's Sabu, alongside famous underground names. MDogg 20's there, along with his tag partner Josh Prohibition – both Backyard video regulars. Also slated to make an appearance is Karnage, whose tricks include being powerbombed onto a mat of thumbtacks. No matter how many times you see it, it doesn't look any less painful.

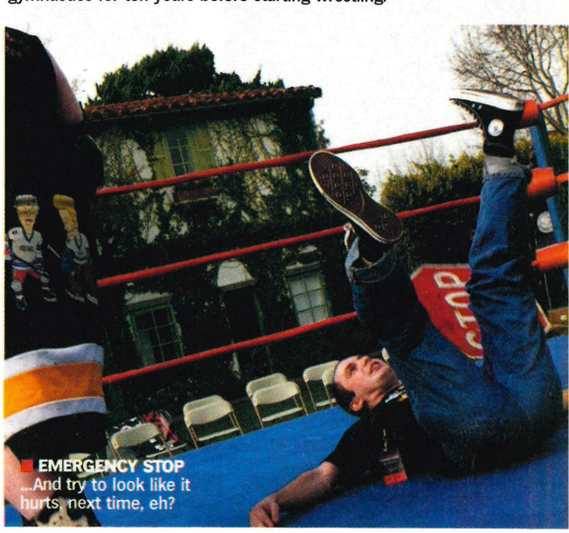
Anyway. Liked the game? Check. Chatted to the wrestlers? Yep. Convinced Backyard Babe Tylene to pose for a photo-op? Oh yes. Now comes the tricky part. The night before *OPS2* jetted to LA, we promised the Art Editor that we'd get a shot of us joining the carnage. So, with an air of caution, we ask Madman Pondo. He takes a bit of convincing, but gives in eventually... "Okay. I'm going to shoot you off the ropes here. You bounce off and look straight forward. Tip your head back and I'll hit you in the face with the sign. Okay?" Okay. Easy. Bounce, bounce... clang! Jeeeesus. It hurts even more the second time. Fortunately, this time we remember to fall over (see below right). Now it's time to get out of the ring sharpish, and prepare for the real event.

SOMEBODY PULLS OUT THEIR FOLDING MONEY. RUDY GRABS IT AND STAPLES A NOTE TO PONDO'S FOREHEAD

A STAPLE DIET

First up are MDogg 20 and Josh, XPW champs. They put on an amazing show, full of trash talk, stiff chops, chair shots, split-legged moonsaults and somersault planchas. It ends on a Swanton dive that'd shame Jeff Hardy, and the acrobatics are over.

Rudy and Madman have promised us some brutality. Things start off with some tame cheating – a quick boot to the plums and an eye rake. "Yeah, I'm the bad guy. Booo!" shouts Pondo. The crowd is unimpressed. These would be typical heel tactics in the WWE, but everyone knows things are going to get worse. Much worse. The first bit of real pain comes with the light tubes. These are your bog-standard fluorescent lights – yet to make an appearance in *SmackDown*, but a staple of the backyard scene. Pondo sets three up on a chair in the corner, goes for the Irish whip, gets reversed and dives into the lights headfirst. Ouch. Now Rudy's got the upper hand. "Give me a dollar!" Somebody pulls out their folding money. Rudy grabs it and – ka-chunk – *staples a note to Pondo's forehead.* Gnaaaar. Now everyone gets the idea, they're waving paper like it's a lapdancing bar. A really violent, twisted lapdancing bar.



EMERGENCY STOP ...And try to look like it hurts, next time, eh?

Backyard Wrestling

LIGHT FANTASTIC Don't try this at Homebase. They'll make you pay for the tubes.

FANCY A WRESTLE? Okay, who's got the bananas and the whipped cream?

Babes In The Wood

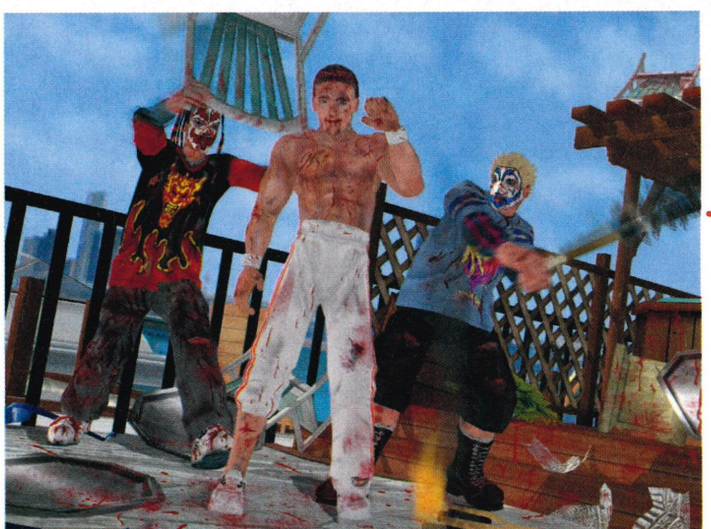
With the 'violence' angle neatly covered by idiot teenagers, there's one obvious thing missing from Backyard Wrestling...

That's covered by Tylene Buck – the lady formerly known as WCW's Major Gunns – and the rest of the Backyard Babes. Appearing in their own inexplicably popular series of DVDs, the babes tend to show off their assets and athleticism in 'Booze And Buns' or 'Whipped Cream Banana Split' matches. They usually 'compete' against El Drunko and Horn Dog – who don't even have to wrestle in barbed wire flaming table deathmatches for the privilege. Is that fair?

Not in my backyard

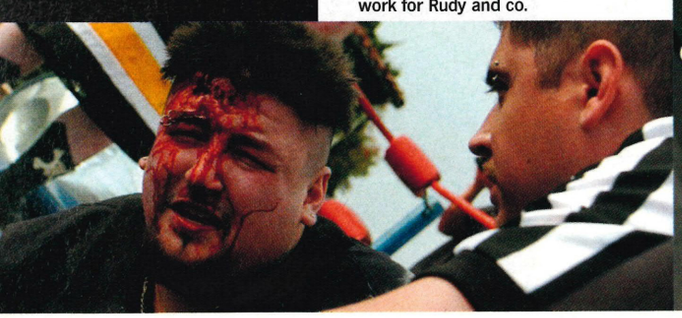
The spectators aren't just there to watch the fight.

In real life, Backyard Wrestling crowds are often fairly helpful. They carry the fire extinguishers, they help to pry out the thumbtacks and they call ambulances and Mums when everything goes wrong. In the game, they're a menace – stray too close to the mansion, for instance, and you'll get clouted by an angry tray-wielding waiter. Everything from the hot tub to the mini-bar invites interaction – and so far, we've only seen one environment. The Mall promises to be an absolute deathtrap...



JEERS OF A CLOWN Shaggy 2 Dope and the aptly-named Violent J take up arms against their aggressor.

BLOOD SIMPLE This ain't ketchup, but facial mutilation is all in a day's work for Rudy and co.



OLD FLAME Pint-sized compere Mighty Mike does firebreathing on the side.

THINGS ONLY GET WORSE. GARDEN SHEARS TO THE GROIN. BOSH! BARBED WIRE BAT TO THE CODS. GNAAAR!

"One in his cheek, how about that?" Yells Rudy. *Ka-chunk.* "One in his f**kin' *nose*!" *Ka-chunk.* This isn't a trick. Later, Rudy tells us that they once tried it with the wrong length of staples – "They had to use a key to prise them out." Unbelievably, from here, things only get worse. Garden shears to the groin. Bosh! Head-first slam into a bin full of light tubes. Ooyah! Barbed wire baseball bat in the cods. Gnaaaar! Leg bomb onto a bin full of light-tube fragments – and Rudy's head. Jim Ross would be having a fit at this point. Finally, there's Pondo's finisher, the Sudden Stop. He dumps Rudy on the floor between two chairs, props another chair between them and lies the Stop sign across Rudy's face. Then – thank heavens we didn't ask him to do this to us – he dives off the turnbuckle and crashes what looks like his entire body weight down on Rudy's head. Oooh. It's a win for Pondo but he makes the big mistake of giving props to Eminem in his victory speech. Why a mistake? Because it's here that the game's final surprise comes into play: the soundtrack features Violent J and Shaggy 2 Dope, leaders of the Insane Clown Posse, keen amateur wrestlers and *not exactly* Marshall Mathers fans. They're here in the crowd. And they aren't happy.

A quick frogsplash through a table, a trash can to the head for Horn Dog and a lot of shouting later, it's time to pose for pics and collect the cash. It's a hell of a way to earn a living. Don't the wrestlers worry that the game's only going to leave more kids with thumb tacks in their backs? Nope. "At the end of the day, it's a game," says Rudy. "If it gives people a chance to take out their aggression about their boss, or their teacher, their parents, or whoever, without waking up in jail, that's great." Amen to that, brutha. Now for some aspirin. □

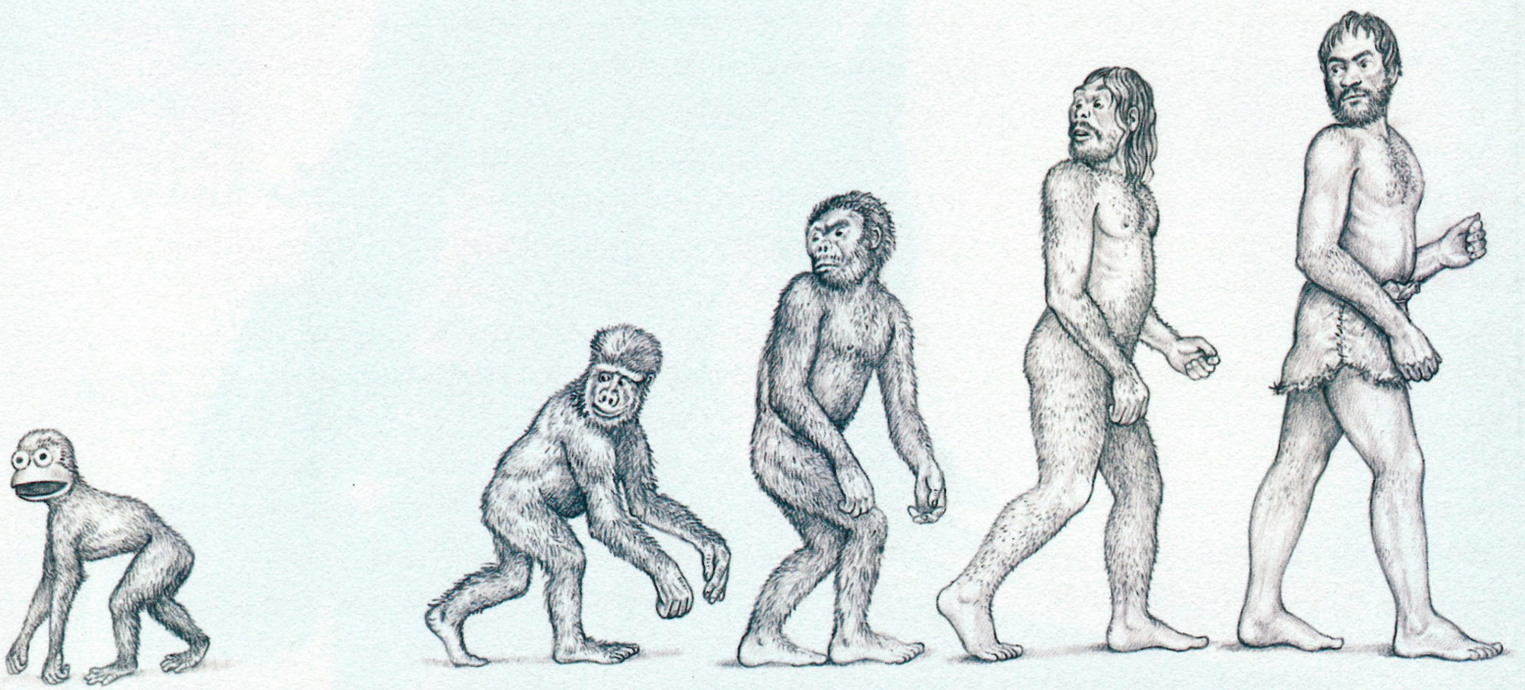
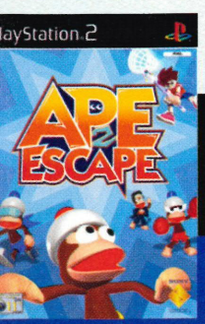


Fig 9. Evolution or Revolution.



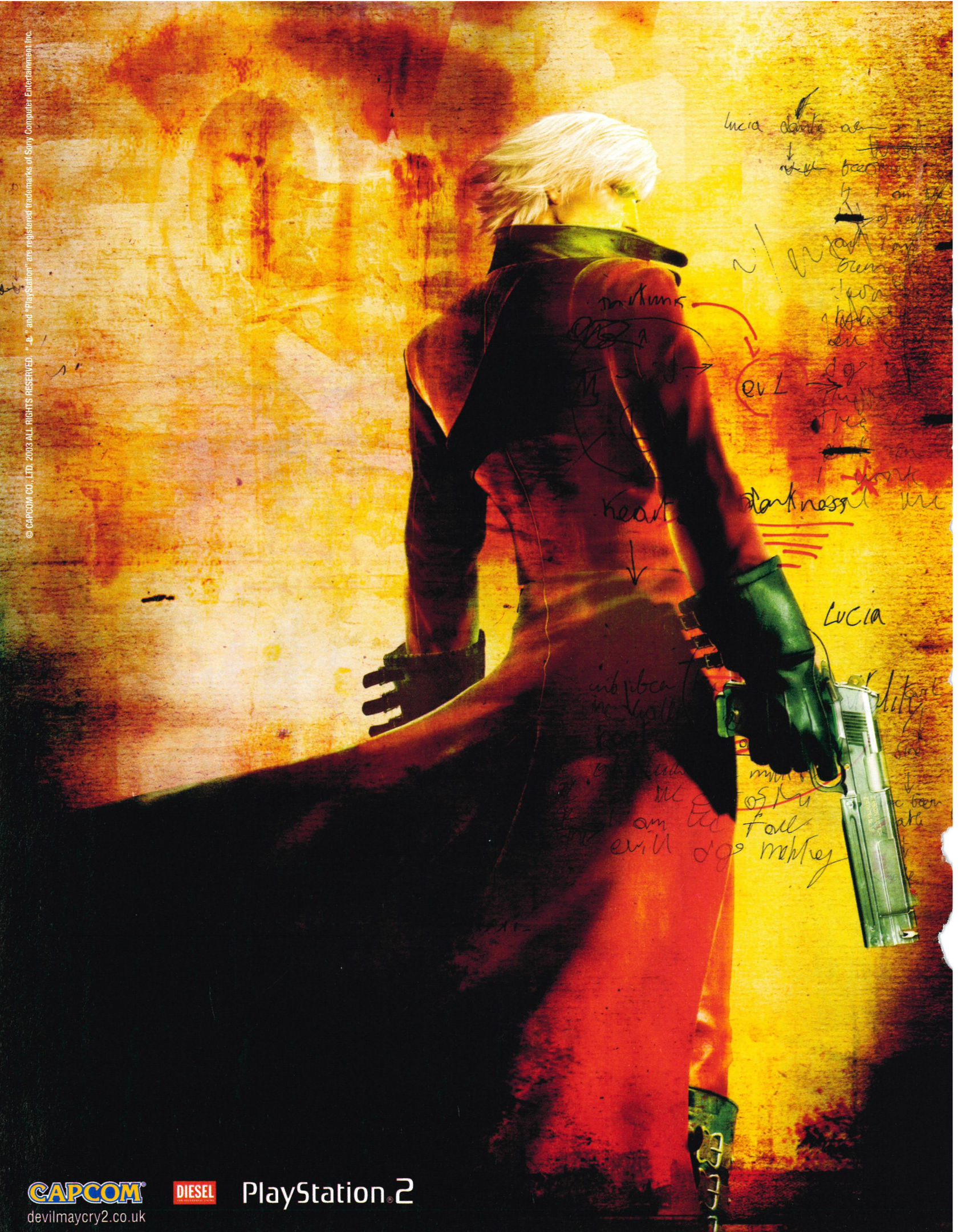
Darwin may not approve but it's your job to stop the monkey mayhem as Ape Escape 2 debuts on PS2. An arsenal of weaponry should help you avoid all the banana skins on the twenty different levels. Ooh, ooh, go get 'em.

www.apeescape2.com uk.playstation.com

THE FRANTIC PLACE THE HILARIOUS PLACE THE THIRD PLACE

PlayStation.2

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. Ape escape 2 © 2003 Sony Computer Entertainment Inc. All rights reserved. Ape Escape and related marks are registered trademarks of Sony Computer Entertainment Inc. Developed by Sony Computer Entertainment Inc. Published by Sony Computer Entertainment Europe.



© CAPCOM CO., LTD. 2003 ALL RIGHTS RESERVED. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

CAPCOM DIESEL PlayStation.2

devilmaycry2.co.uk

DEVIL MAY CRY 2

"IT SURPASSES THE PREVIOUS OFFERING IN EVERY CONCEIVABLE WAY."
MAX

"ONE OF THE MUST BUY GAMES OF 2003."
PLAY

EVIL ON A BIBLICAL SCALE

REVIEWS

GAME OF THE MONTH

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.

So if you're thinking of heading down to a game store to spend your hard-earned cash, make sure you 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
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.

SILVER PlayStation.2
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.

BRONZE PlayStation.2
When a game earns 8/10 it nabs itself a Bronze Award. Highly recommended, these games are guaranteed to satisfy.

GAME REVIEWS

SPLINTER CELL 072
There's a shadowy new figure in the stealth-'em-up playground and he's well up for a game of hide and seek with added exit wounds. Coming, ready or not.

METAL GEAR SOLID 2: SUBSTANCE 078
The definitive MGS2 *is here but are we talking stepping stone to* MGS3 *or an essential purchase for all stealth monkeys? We have the answer...*

DEVIL MAY CRY 2 082
Demon dicer Dante is back and he's brought a lady friend along. But are you in for fireworks or just a damp and dreary 'phut'?

RAYMAN 3: HOODLUM HAVOC 086
What on God's green Earth is Rayman? The jury's still out, but the verdict on the latest adventure of everyone's favourite limbless platform hero is in...

PRIDE FC 088
WAR OF THE MONSTERS 090
JURASSIC PARK: PROJECT GENESIS 092
VEXX 095
DARK ANGEL 096
GALERIANS: ASH 098
EVERBLUE 2 099
SEGA BASS FISHING DUEL 100
BEN HUR 100
FISHERMAN'S CHALLENGE 102
LARGO WINCH: EMPIRE UNDER THREAT 102
NHL 2K3 103
RUNABOUT 3: NEO AGE 103
GUILTY GEAR X 2 104
DAKAR 2 104

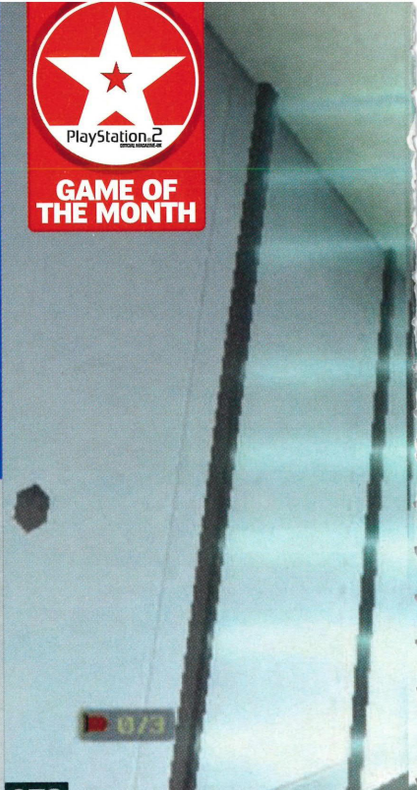
MEDIA REVIEWS

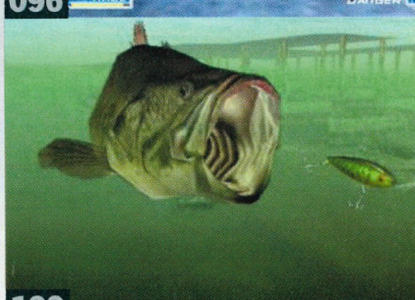
DVD RELEASES 108
The Road To Perdition, Signs, The Bourne Identity and more. We sort out the classics from the cack.

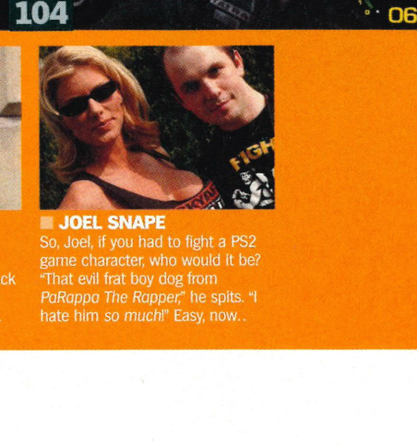
THE SPINE COLLECTOR'S GUIDE TO: 1985 110
All the movies you'll ever need from 1985 now available on DVD.

AT THE MOVIES WITH HIDEO KOJIMA 111
The creator of *Metal Gear* writes about the films that have inspired his work. This month: the Bond movies.

MUSIC 112
New CDs from 50 Cent, The White Stripes, Audio Bullys, Junior Senior and more.

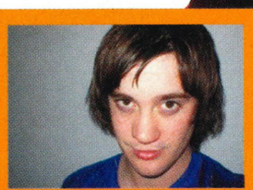






THE MEN WITH THE PENS

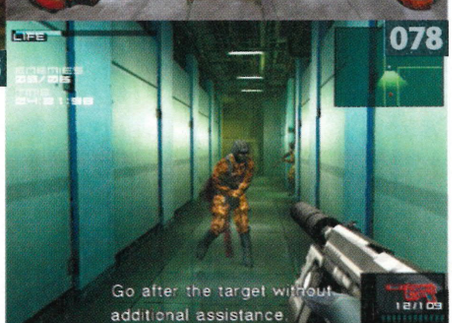
These are the men who slave over hot test stations and even hotter Macs to bring you the best reviews section in the world. See how this obsession becomes their art..



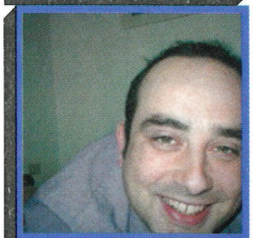
SIMON PARKIN
We asked Simon to reveal the worst game he's ever played. "The PS2 JCB digger-based beat-'em-up *Kensetsu Juuki Kenka Battle: Buchigire Kongou*," he sobs…

NICK ELLIS
If Nellis redesigned the PS2 it would… "Be decked out in Plymouth Argyle's green and black livery." Let's hope the console functions better than the team…

JOEL SNAPE
So, Joel, if you had to fight a PS2 game character, who would it be? "That evil frat boy dog from *PaRappa The Rapper*," he spits. "I hate him *so much*!" Easy, now..



WELCOME TO REVIEWS



You know, having the best job in the world can be tough sometimes. No, really. Take this month. No sooner had *Splinter Cell, Metal Gear Solid 2: Substance* and *Devil May Cry 2* landed on my desk than three colleague-shaped tornados converged on my in-tray and stripped it of all quality gaming material. Funny, they didn't touch *Runabout 3* or *Ben Hur*... Still, you can't blame the guys for getting excited about the return of two beloved PS2 icons and Sam Fisher's debut. Next month it's Lara's turn, and nobody will be snatching her from me...

Paul Fitzpatrick,
Features Editor

BODY COUNT

We pick out this month's top widowmakers.

- **WAR OF THE MONSTERS** — Whole cities levelled!
- **DEVIL MAY CRY 2** — Considerable carnage! Gaaah!
- **SEGA BASS FISHING DUEL** — Pondlife decimated!
- **GALERIANS: ASH** — Will to live, slaughtered!

MARK WYATT
What would you call a new console? "The Gamesminator 4000. It'd keep turning itself back on. That's all it does! You can't reason with it!"

GEORGE WALTER
What's the worst game you've ever played George? "*Jet Ion GP*," he hisses. "The CD was clearly made of wood and even the menu screens had slowdown." Ouch.

MARTIN KITTS
Martin's worst game was the unswervingly dull *Make A Chip* for the Sinclair Spectrum. "You had to design logic gates for silicon chips," he offers brightly. Hmmm.

DEAN EVANS
Okay. You've got to fight a PS2 game character Dean. Who's it to be? "Herdy Gerdy!" roars Dean. "He's a pacifist eight-year-old boy so I should easily win."

TIM CLARK
Alright Mr Clark, if the PS2 were a breed of dog, what would it be? "An ageing Labrador," is his reply. "Starting to smell a bit but the kids still love it." There's poetry.

ON THE DVD

PlayStation.2 GAME OF THE MONTH

TOM CLANCY'S SPLINTER CELL

Do we need another hero? Silver-haired stealthmeister Sam Fisher might just be our man.

PUBLISHER: **UBI SOFT**
DEVELOPER: **UBI SOFT MONTREAL/SHANGHAI**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **28 MARCH**
WEB SITE: **WWW.SPLINTERCELL.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **YES**

BACK STORY

The original concept and Xbox version of Splinter Cell was developed by Ubi Soft Montreal. However, the PlayStation 2 version, including an exclusive level, was coded at Ubi Soft's Shanghai office. The 70-strong team was aided by the Canadians, so some lucky level editors got to spend three months in China.

One corner of the computer game universe has always been more shadowy than the rest. Despite the colourful antics of Mario, Sonic, Crash and their cuddly friends, the themes the hardcore crave have been darker and more complex: Intrigue, conspiracy theories and men in black catsuits darting through the darkness like tooled-up stag beetles. Yes, the coolest games on PlayStation 2 are espionage thrillers – one lone, grizzled anti-hero taking on the bad guys and saving the world, deploying an international conflict's worth of advanced weaponry and gadgets along the way, and outwitting or destroying the foolish legion of enemies standing between him and glorious democracy™.

And so it is that *Metal Gear Solid*'s Solid Snake and *Deus Ex*'s JC Denton find themselves making room for a new arrival to their secret underground bunker of alpha masculinity and covert gruffness. They probably won't get along, though. *Splinter Cell*'s Sam Fisher is an archetypal special ops man: he works alone, he doesn't trust his boss, he doesn't like cigarettes (Snake, please note) and he doesn't play by the rules. What he does have however, is a requisite selection of guns and gadgets, as well as all the right moves. Wall jumps, door peeks, abseiling, split jump shooting and drop attacks are second nature to this old-time spook. Fisher may be going a bit grey around the temples, but the steel wolf still has a few tricks up his sleeve.

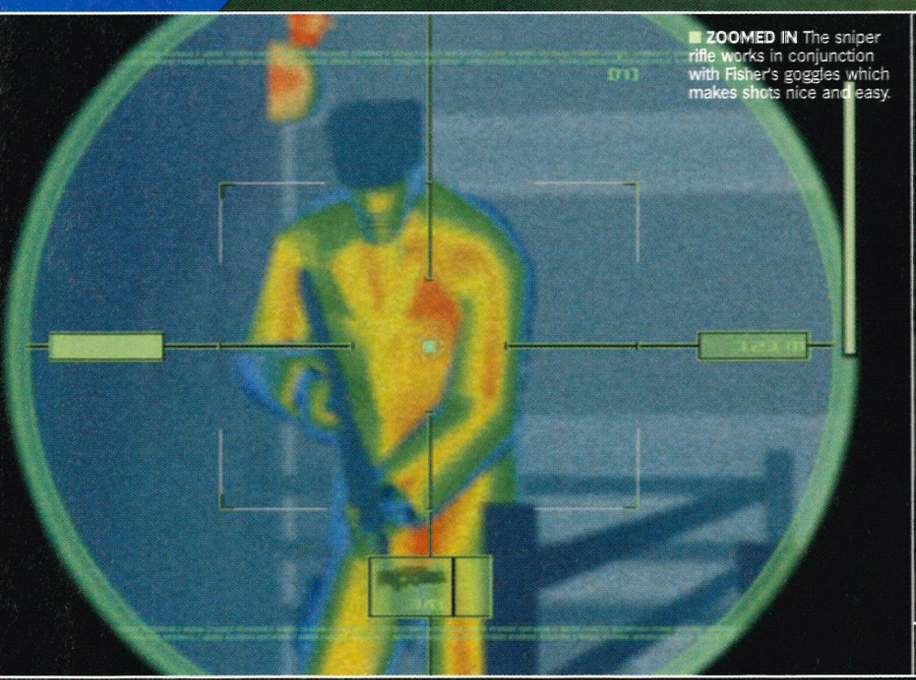
It's Fisher's sheer presence as a game character that demonstrates the best elements of *Splinter Cell*. From the very start, as you investigate the disappearance of two US spies in Georgia, Fisher is utterly believable as a highly trained covert operative. His hand-animated movement is super smooth and, yoked to the Dual Shock 2's analogue sensitivity, is convincingly focused – you really feel in control as he sneaks through the buildings and back alleys. The cannily context-sensitive range of special moves, particularly with respect to climbing, means you get to crawl over the old town quarter of Tbilisi, shimmying up drain pipes and over rooftops before zip-lining across the street to infiltrate the police station without once needing to refer to the game's manual. We've only been playing for one minute and already *Splinter Cell* feels spectacular.

WAR ON TERROR

As for the plot, in the light of current events, it's certainly topical. In the fragmenting south of the former Soviet Union, a UN peace-keeping operation goes wrong in Georgia. The president, a nasty piece of work called Kombayn Nikoladze, launches a virtual terrorist attack on the US, shutting down its power grid and disrupting vital infrastructure. For an encore he plans to build a dirty radioactive bomb, and yes, you guessed it, it's your job as Fisher to unravel the web of his operations and close them down for good. The action is spread across ten levels, ranging from an oil rig in the Caspian Sea, to a nuclear power station in Russia and the Chinese Embassy in Burma, before climaxing in the Georgian presidential palace back in Tbilisi. Cut-scenes between each level provide commentary on the global repercussions of this tense →

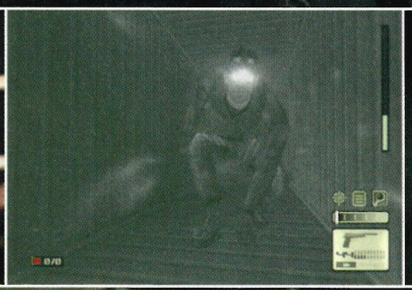
WE'VE ONLY BEEN PLAYING FOR ONE MINUTE AND ALREADY *SPLINTER CELL* FEELS SPECTACULAR

SILVER PlayStation.2 OFFICIAL MAGAZINE-UK

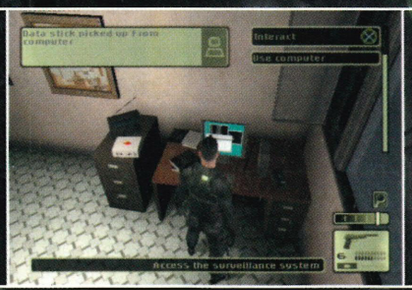


ZOOMED IN The sniper rifle works in conjunction with Fisher's goggles which makes shots nice and easy.

QUICK AND PAINLESS Thanks to the range of weaponry available to Fisher, these three never knew what even hit them.



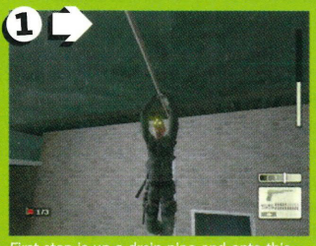
■ **LOG ON** There are plenty of computers to access for info such as key codes.



HOW TO...

RE-ENTER THE DRAGON

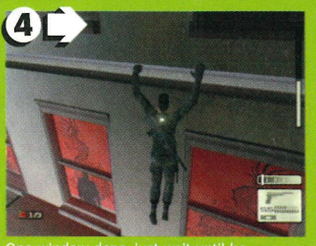
The penultimate mission sees Fisher breaking into the Chinese embassy in Burma.



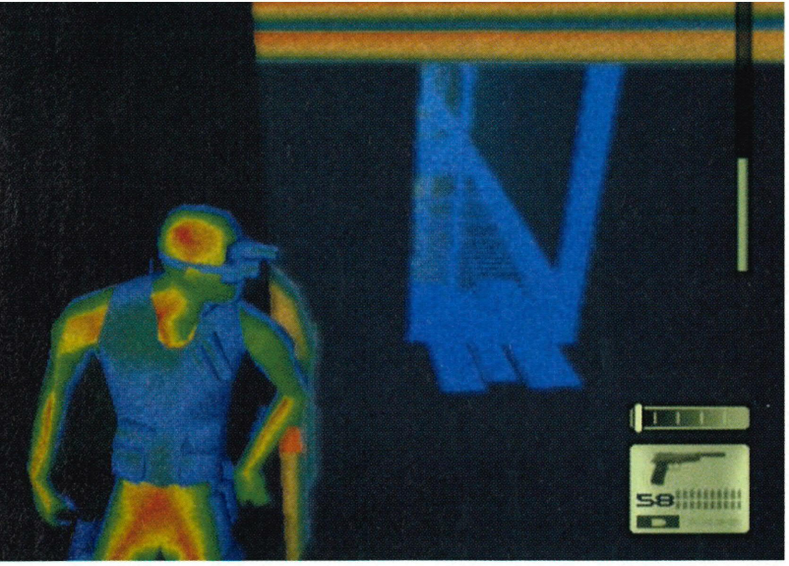
1 First step is up a drain pipe and onto this handy zip line which takes Fisher over the wall and into the embassy compound.

2 Off the line, Fisher then drops onto a small ledge that runs around the front of the building.

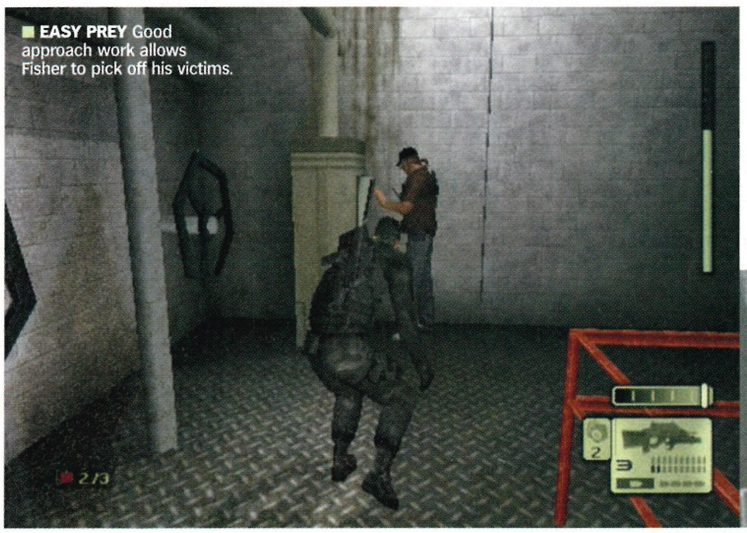
3 Now it's time to be careful. Timing your movement to avoid the patrol guard is crucial to sneaking into the embassy.



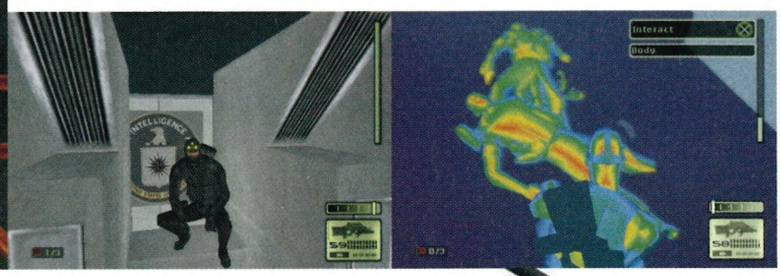
4 One window done, just wait until he turns his back and you'll be past the windows and inside.

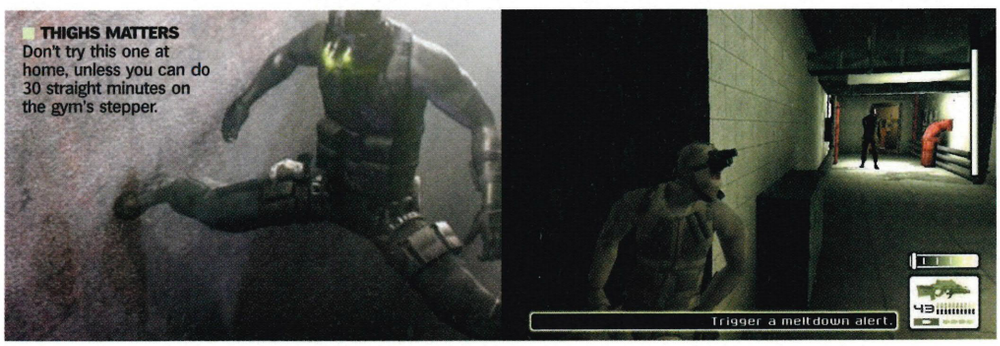


DEAD MEAT The abattoir level demonstrates some nice particle and smoke effects.



EASY PREY Good approach work allows Fisher to pick off his victims.





THIGHS MATTERS Don't try this one at home, unless you can do 30 straight minutes on the gym's stepper.

SUCKER PUNCH

CLOSE COMBAT

With guards always on the move, Fisher often ends up close and personal with the bad guy.

1 This guy is dead meat, which is appropriate as we're in the abattoir level.

2 Once Fisher draws his gun he moves like a slug, so this is not a good situation.

3 If this were a Tarantino film, it would be a Mexican stand-off. But it's not. So the Russian's going down.

cat and mousery thanks to breaking news reports from the fictional CNN-style in-game channel First News Wire.

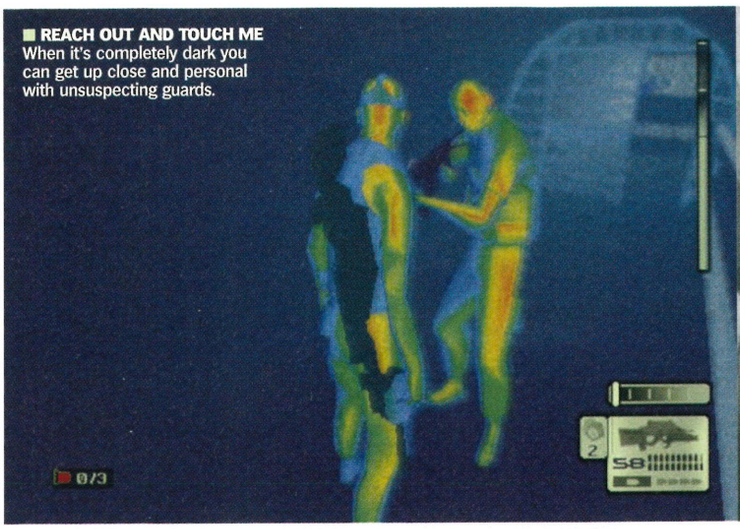
But if Fisher is the star of the show, his best supporting actor has to be the fully controllable 3D camera. Like Fisher himself, it's smooth and reactive, meaning you can always see any approaching guards, of which there are plenty. After all, this is a sneaking game first and foremost, and unlike the relatively cartoon capers of Solid Snake and his, ahem, cardboard box, it's a realistic sneaking game. Step out of the shadows and the guards will shoot you. Get too close to a guard, even in the shadows, and he will shoot you. Make a noise, such as walking rather than creeping, and the guards will come over and investigate, and will then probably shoot you. You get the idea.

And if this doesn't make the game hard enough, Ubi Soft's devotion to realism means whenever Fisher even draws a weapon, the speed of his movement slows to a crawl. If your attack fails to take out guards immediately, they will get revenge by – you guessed it – shooting you. Oh, and by the way, it only takes a couple of well-aimed slugs before it's goodnight Tbilisi. Mercifully there are plenty of autosave points. You may want to use these snatched moments to mop up the pools of nervous sweat and (depending on your tolerance for tension) change your underwear.

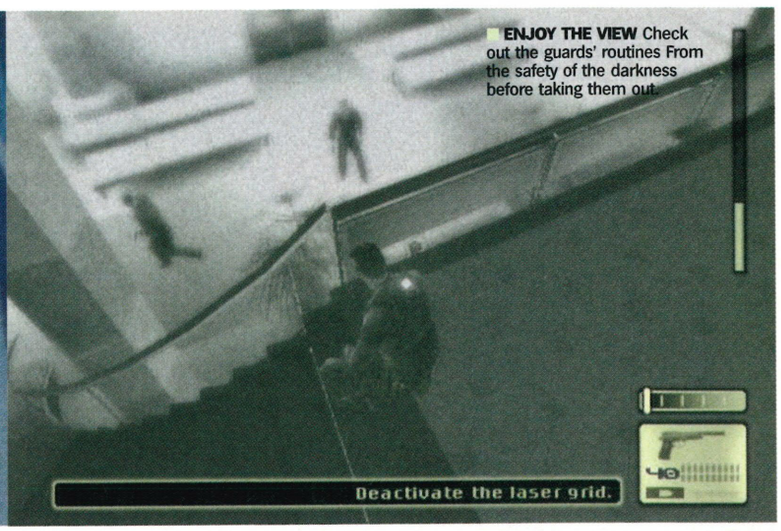
SLOW BURNER

Those who expect *Splinter Cell* to be an all-out action game are in for a rude awakening (and about a kilo of lead in Fisher's chest). Try to enter a room gun blazing and you won't last long – about three seconds. *Splinter Cell* is about moving slowly, considering your strategy and then executing it efficiently and, where possible, without detection. When firepower *is* called for (and don't worry, you won't feel short changed), you'd better go in loud and give the other fella hell.

For all this hiding and seeking to work fluidly, you need to feel confident that when Sam *looks* like he's out of sight, he really *is*. Respect due, then, to Fisher's tools of the trade – in particular, his suit-embedded light meter,



REACH OUT AND TOUCH ME When it's completely dark you can get up close and personal with unsuspecting guards.

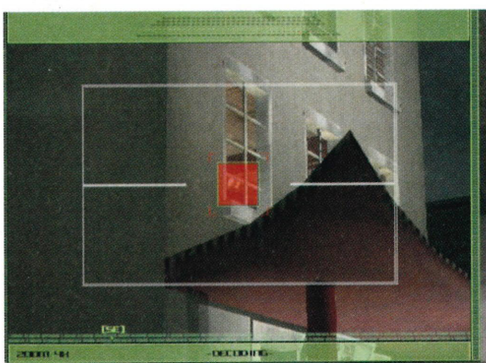


ENJOY THE VIEW Check out the guards' routines From the safety of the darkness before taking them out.

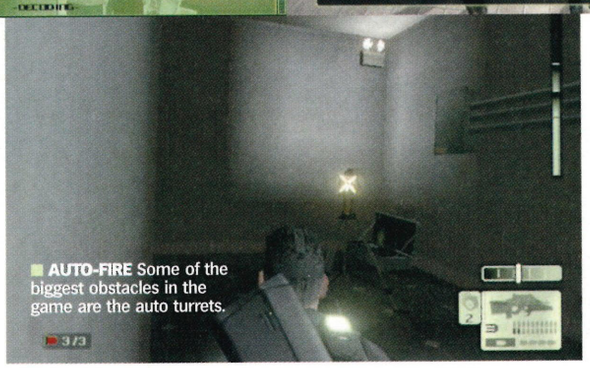
which constantly measures his visibility. If Fisher's light meter reads below one unit, he's practically a ghost, free to crack open his thermos and Marmite sarnies, play solitaire or scratch his ass (quietly) without detection. At five units, he's lit up like a Christmas tree and is probably visible from space let alone from a third floor balcony. It's not long before you come to rely and give thanks for this meter. That's if you can tear your eyes away from the game's often bewitchingly beautiful lighting effects (see Lights, Shadows, Action).

Another vital gizmo is Fisher's green goggles. This dual-purpose headset contains an image intensifier which is used for both seeing in the dark and heat sensitive vision – ideal for picking out guards on patrol. This means you can hide in a naturally dark corner (or create one by shooting out the lights) and then either stun guards with a firm clip around the back of the neck, creep up and grab them at gunpoint to extract information or simply shoot them from the relative safety of the shadows. The choice of disposal method is usually dictated by the mission objectives. One early level, for example, is based in the CIA's Langley HQ. You're out to find a mole, but you can't kill any guards. Since they are Oprah lovin', God fearin' US civilians, it has to be KOs all round.

ENTER A ROOM GUN BLAZING AND YOU WON'T LAST LONG. THIS GAME IS ABOUT MOVING SLOWLY



HE'S NOT HEAVY Once they're down, Fisher has to hide the bodies to avoid triggering alarms.



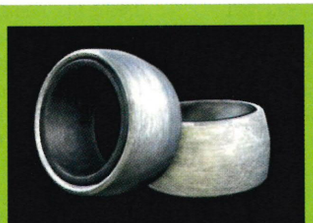
AUTO-FIRE Some of the biggest obstacles in the game are the auto turrets.

LOCK AND LOAD

POCKET FULL OF FUN

Guns and gadgets are key elements that provide Sam Fisher with his powerful punch.

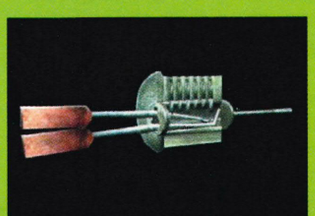
RIFLE
The silenced SC-20K assault rifle is Fisher's main weapon. In Single Shot mode it also functions as a sniper rifle.



AEROFOIL
The zero penetration ring airfoil projectile stuns enemies for a couple of seconds, allowing Fisher to get right up close and cuff them.

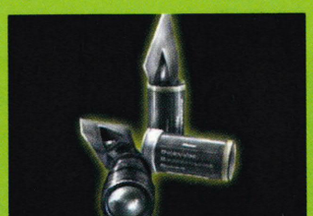
DISTRACTION CAMERA
One of the coolest gadgets is the distraction camera which uses sound to attract guards, only to hit them with a dose of knockout gas.

GOGGLES
Acting both as image intensifiers and thermal imaging cameras, Fisher's goggles give him the ability to see the position of any enemy.



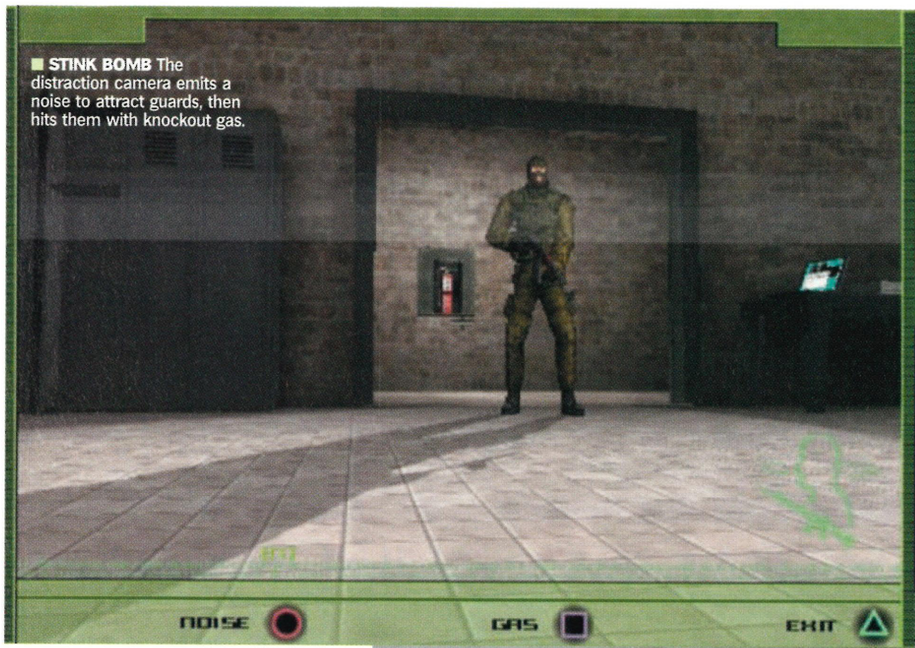
LOCK PICK
Some security doors have to be manually hacked using this antique tool.

PISTOL
The silenced pistol is Fisher's first weapon. He can also use it while hanging from pipes or peeking around corners.

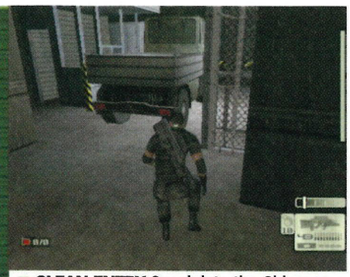


RECON-CAMERA
The standard sticky camera will attach to any surface, allowing Fisher to safely check the position of guards.

SHOCKER
The sticky shocker gives enemies a sharp jolt, incapacitating them.

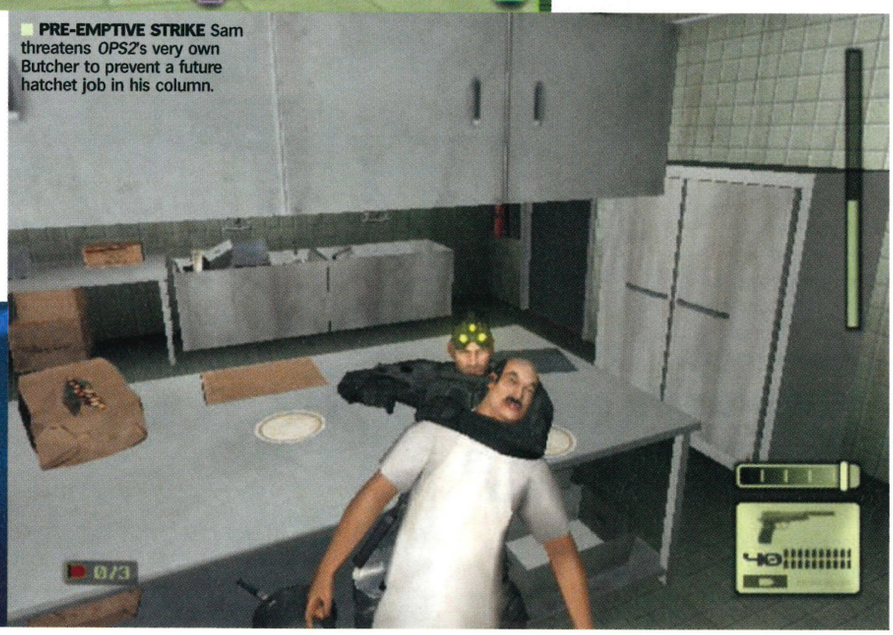


STINK BOMB The distraction camera emits a noise to attract guards, then hits them with knockout gas.

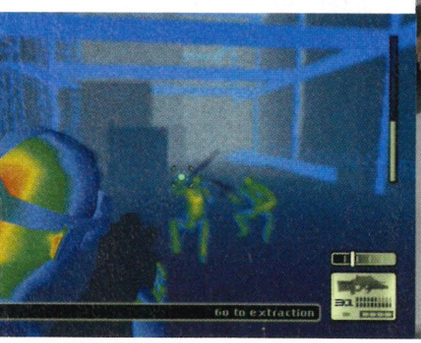


CLEAN ENTRY Sneak into the Chinese embassy using a laundry truck for cover.

LET'S DANCE It looks like ballet, but Fisher's clipping someone round the head.



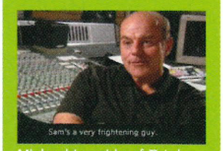
PRE-EMPTIVE STRIKE Sam threatens *OPS2*'s very own Butcher to prevent a future hatchet job in his column.



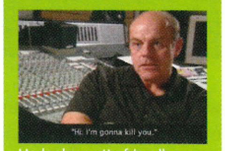
HEATSEEKER The thermal imaging mode is undeniably cool.

DVD EXTRAS

The PS2 release of Splinter Cell has provided Ubi Soft with the opportunity to add some DVD-style Making Of extras.



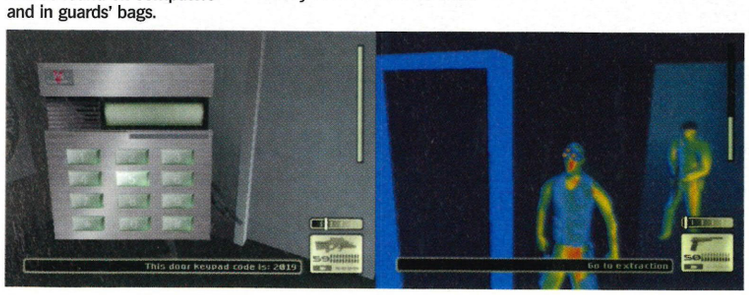
Michael Ironside of *Total Recall* fame provides the voice of Sam Fisher. The developers wanted an older, more experienced-sounding actor than is usually required for videogames.



He looks pretty friendly when he wants to, but we wouldn't like to cross Ironside – he might be a method actor.

Another extra is this slightly wobbly interview with Fisher as members of the Montreal development team get to be extras for the day.

As your one man war on terrorism unfolds, you also receive new, spiffier kit. The silenced SC-20K assault rifle has two distinct firing modes – it works as a sniper rifle and also allows Fisher to fire a range of non-lethal ordnance. These include the sticky shocker, which electrifies its target into unconsciousness; the high-impact, zero-penetration ring airfoil projectile; and a variety of controllable cameras which can be fired to check out what's around the corner and under doors (see Pocket Full Of Fun). It's with this arsenal in place that the strategy of sneaking around *Splinter Cell*'s levels, working out the location of guards, security cameras and gun turrets, then taking them out with surgical strikes really comes into its own.



BUTTON BASHING Levels are full of keypads. Codes can be found on computers and in guards' bags.

Taking the theme of stealth even further, neutralised guards really can't be left where they fall, so you'll be finding all sorts of inventive places to stash bodies. As well as specific objectives, most missions limit the number of alarms you can trigger before you'll be ordered to abort for fear of causing an international incident. You may be working for the US government but that doesn't mean they want one of their operatives caught with his hand in the enemy's secret cookie jar. There are also certain guarded locations that Fisher can't reach – lookout towers, for example. The decision in such situations is whether to try and get past the guards unnoticed or simply shoot them in the knowledge that it will raise the alert state. It's yet another game design element that makes gung-ho pyrotechnics a direct route to vulnerability.

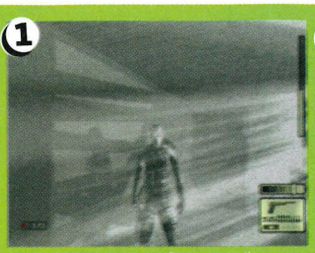
It's all about changing your gaming mindset. Even if you're a die hard *Metal Gear* fan you'll find *Splinter Cell*'s take on stealth a refreshing challenge. No-one else has Fisher's abilities and technology, so despite being outnumbered and outgunned, there's never a situation that's beyond hope. The deciding factor, then, is always your level of skill. Have you got what it takes to win? And *that's* why you'll

YOU'LL KEEP PLAYING, EVEN WHEN YOU'VE BEEN SHOT IN THE URALS FOR THE UMPTEENTH TIME

A BOFFIN WRITES

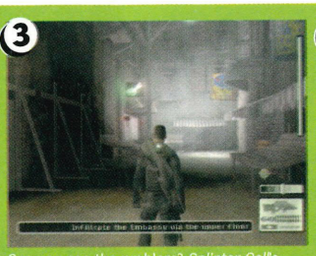
LIGHTS, SHADOWS, ACTION

To generate Splinter Cell's cool lighting effect, Ubi Soft has used a rendering technique called light casting.

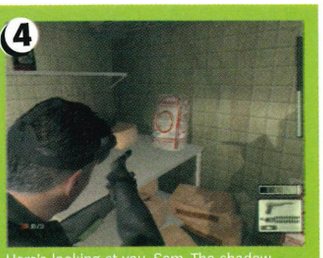


Using the image intensifier can really bring out the sharp definitions of light and shadow, as seen through this boarded-up window.

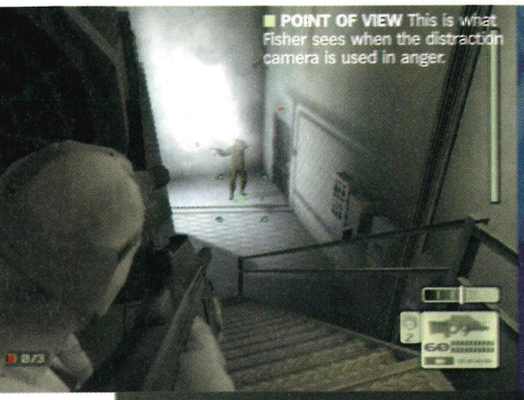
Entering the CIA's main computer room provides an opportunity for the artists to show off their new technique.



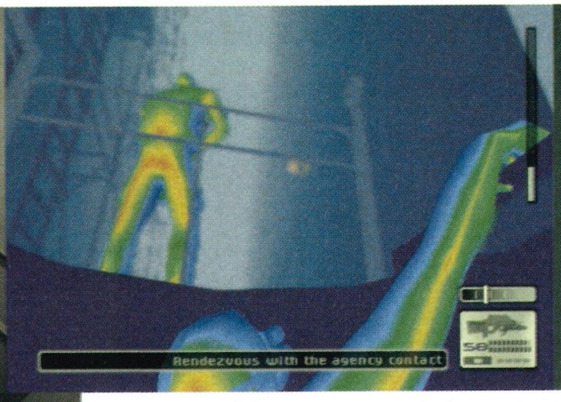
Can you see the problem? *Splinter Cell*'s levels are paced by mixing very dark areas next to very bright ones. And in this situation you can't shoot out the street lights.

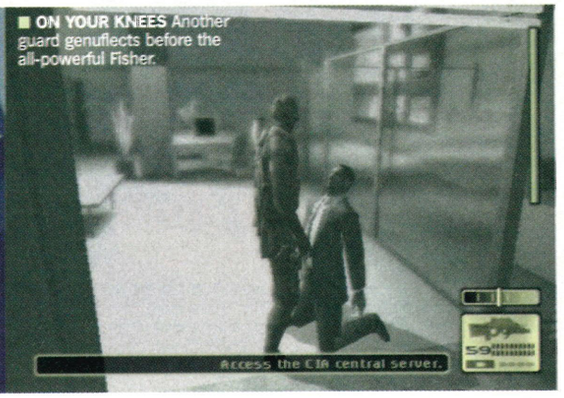


Here's looking at you, Sam. The shadow is generated by casting light rays where there aren't any shadows rather than casting darkness where the shadows should be. Neat.



POINT OF VIEW This is what Fisher sees when the distraction camera is used in anger.





ON YOUR KNEES Another guard genuflects before the all-powerful Fisher.

HOT BODIES Fisher's athleticism makes him satisfying to play.

SUITS YOU Fisher's snow suit is exclusive to PS2's power station level.

OVER THERE!
Can't get past a guard? Look around. It's possible to throw objects with accuracy and create diversions to give you a window of sneakability.

keep playing, even when you've been shot in the Urals for the umpteenth time by some thug with a porn 'tache and an AK.

THE DARKER SIDE

So where's the broken glass on *Splinter Cell*'s floor? The dry twig beneath Fisher's size 11s? For such a well thought out game, the uneven spacing of autosave points is a pity. It's possible to wait 20 tense minutes before one save point and then scarcely over a minute before the next.

You could argue that the level/mission design is overly linear. And, to be fair, there is rarely a choice in your route, even if the methods you use to navigate around/past/through obstacles vary. This said, how often do you think covert operatives in the real world are told, "Well, Brad, we're not sure where you go from here, so have a good old nose around. Hell, go hog wild. Try *all* the doors. We've got ages"? That's right. Never. Intelligence is power in this line of work. You've got a job to do and the focused gameplay reflects that. The same can be said about the other potential source of regret: Fisher's range of context-sensitive special moves. Some will no doubt be miffed that they can't abseil down any balcony and can only perform that eye-watering split jump in certain corridors. But flowing these into appropriate scenarios merely keeps the gameplay tight and increases your confident control of Fisher. *Splinter Cell* is challenging enough as it is without having to explore 12 different possible routes out of an embassy before realising the best way is to walk out of the front door holding a tray of vol-au-vents (and no, that's not a real scenario).

So is *Splinter Cell* the *Metal Gear Solid 2*-beater Ubi Soft would like it to be? Well no, because the two games offer surprisingly different gaming experiences. *Splinter Cell* provides a more *realistic* sneak-'em-up, but let's face it, *MGS2* features sodding great bipedal nuclear tanks, so that's not much of a surprise. No, *Splinter Cell* stands on its own merits as an intelligent, challenging and beautifully executed addition to the PS2 stealth family, and as such is well worth your attention whether you have *MGS2* or not. Frankly, we're looking forward to the return of Fisher already. That's if we see him before he's standing next to us… ☐ **Jon Jordan**

TOM CLANCY'S SPLINTER CELL

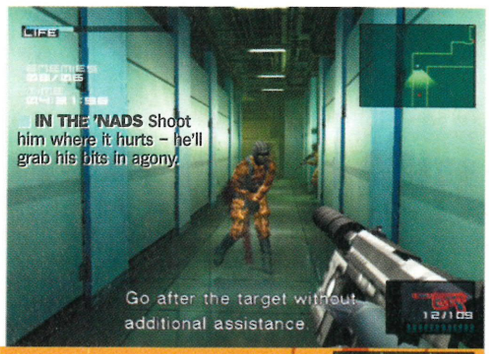
Why we'd buy it:	**Why we'd leave it:**
- Takes stealth gaming to a whole new level - Loads of gadgets to play with - Super cool moves - Innovative gameplay	- It's very linear - You're a die hard *MGS* fan - Some rough edges - You have to die a lot in order to find ways through the levels

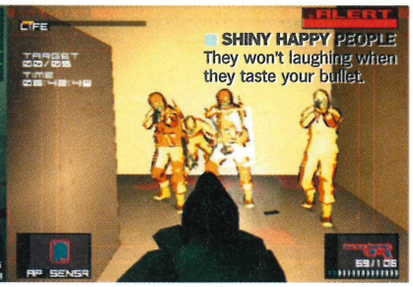
Graphics	Neat special lighting effects	08
Sound	Good, especially the gadget and environmental effects	08
Gameplay	Complex but thoroughly rewarding	09
Life span	A good 20-plus hours, but little replayability	08

Tension, action, spectacular moves and gadgets combine to make *Splinter Cell* one of PS2's best. A stealthy triumph.

09

OFFICIAL VERDICT





METAL GEAR SOLID 2: SUBSTANCE

Rejigged, rejuvenated and repackaged, Metal Gear 2 *returns.*

PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI JPN**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **28 MARCH**
WEB SITE: **WWW.KONAMI.JPN.COM/PRODUCTS/MGS2_SUB**
60HZ MODE: **NO**
SURROUND SOUND: **YES**
WIDESCREEN: **YES**

BACK STORY

Metal Gear Solid 2 is one of the greatest games ever made and we gave it 10/10 back in OPS2#17. MGS2: Substance *is a glorified re-release, containing a whole heap of bonus gameplay, plus an accompanying documentary DVD. If you don't own the original, this package represents astounding value. Otherwise, it might depend on just how devoted a* Metal Gear *fan you are.*

SHARED PLEASURE A little group abuse is shared by two feisty guards.

You've got to hand it to the man. Hideo Kojima is not only a masterful game designer, he knows how to stir up hype too. What was everyone talking about after the annual E3 games expo in 2001? The *Metal Gear Solid 2* demo – legendary footage of Snake on the tanker shooting up fire extinguishers and ice buckets. And at E3 2002? The *MGS2: Substance* video. Snake in a tuxedo, Raiden on a skateboard, 20-foot-tall guards and fluoro-coloured VR missions complete with disintegrating enemies. No-one was really sure what it all meant, but it was sure as hell more diverting than spending ten minutes playing the demo of *Robotech: Battlecry*.

Nearly a year on, the hype is on its last camo-trousered legs and it's time to expose this pseudo-sequel for what it really is and revel in a little *Substance* abuse. Do we really want more cleverly edited game footage, words prefixed with 'sub', Raiden's naked arse and a surf rock version of the *Metal Gear Solid 2* theme tune? VR missions and skateboarding aside, there is precious little 'new' game in here. No new environments, no new weapons, no new characters. Even the Snake Tales section (which one *OPS2* writer thought might involve our hero, "sneaking up on terrorists in jungles, the arctic and the desert") are a con – they're merely a series of unadventurous 'chapters' set in the all-too-familiar Big Shell. Whoopy-friggin'-doo.

It's a clever ploy to sell more games off the back of a world-famous name with minimum amount of effort. Think about it. In much the same period of time that elapsed between *MGS2* and *Substance*, *GTAIII* was transformed into *GTA: Vice City* – to all extents and purposes, a brand new game. Surely the boys at Konami could have dressed the Big Shell up as a gothic castle or an LA office complex. Surely?

TOP GEAR

Cynicism aside, we can't deny the fact that *Substance* is a really good videogame. It doesn't just extend the shelf life of a particularly luxury product, it reminds you why *Metal Gear* is so important; why it inspired people to crowd around the TV, squawking and bleating like excitable adolescents at the sight of exploding light bulbs and breakable melons. It also proves that no other PS2 action game has such responsive, satisfying controls and why, after some 18 months, *Metal Gear* is still one of the most visually impressive titles to be developed for the console.

The best new section of *Substance* is a return to the original *Metal Gear*'s VR missions. It's the method by which Snake was originally trained in combat, stealth and weapon handling and the perfect opportunity for you to revitalise those special ops skills. In fact, newcomers to the *Metal Gear* universe should complete these first before attempting the full game, which is thoughtfully included on the *Substance* disc. Returning experts will be quick to unlock Variety mode – a series of offbeat 'comedy' missions, special playable characters like naked Raiden, Pliskin Snake and Ninja Raiden, and the inspired Photograph mode which, in Snake's case, mainly involves taking pictures of bikini-clad Japanese glamour models. The filthy dog.

VR missions mirror the skills necessary to be proficient at *Metal Gear* – sneaking and weapon handling – and include a bizarre First-person mode. The sneaking remains the most enjoyable element. There

STAYING LOW Snake admires the brilliant visuals.

SUBTLE APPROACH Use the Stinger in Elimination mode for maximum carnage.

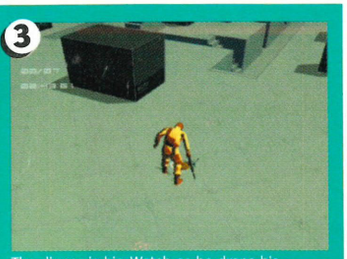
Standout Moment

HOT LUNCH

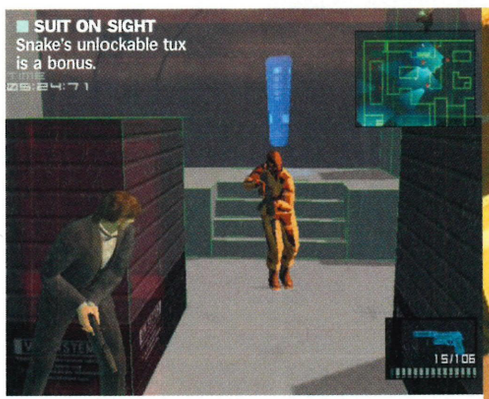
Unlocking Variety mode yields a series of leftfield challenges. Here you have to guard a plate of food – with a high powered PSG-1.

A nice steaming plate of noodles and teriyaki chicken, accompanied by a glass of Asahi Dry. It's the perfect guard bait.

There's one! Adjust the featherlite cross hairs and a pop a cap in his greedy ass. Bollocks, we missed.

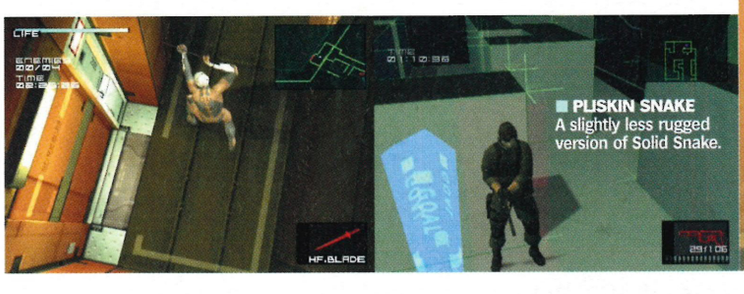


The dinner is his. Watch as he drops his gun, falls to his knees and indulges in pure noodle gluttony. Save us a bit, mate!



SUIT ON SIGHT Snake's unlockable tux is a bonus.

NINJA RAIDEN Lithe, balletic and armed with an evil sword. Unlock him by completing Raiden's missions.



PLISKIN SNAKE A slightly less rugged version of Solid Snake.

are ten increasingly complex VR arenas, each with almost infinite scope to complete as you see fit. In some cases you can bundle your way through like a fat man trampling people on a busy tube train. In others, crawling through vents, avoiding noisy sections of gantry, strategically disabling guards with C4 explosives strapped to your back, creating a distraction by tapping on a wall or shooting out security cameras are essential. You'll be using your brain – these are all timed exercises, after all.

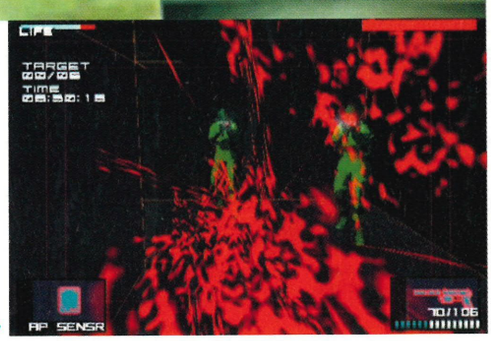
THIS IS A HOLD-UP

As *Metal Gear* devotees will know, learning how to use Snake's hold-up skill is important, especially when you're low on ammo. In *Substance*'s Alternative missions there are ten levels where holding up guards is the main aim. It's surprisingly complicated and requires carefully planned routes, eyes that are always pinned to the radar and careful memorisation of guards' movement patterns. In later levels, urgency is introduced through the guards making frequent radio check-ups. Hold up three guards – they'll vapourise right in front of you – and they won't check in to HQ, which will alert further unwanted attention.

It is a great feeling to play as Snake or Raiden, pulling the wool over guards' eyes, seeing the little question mark 'dunce hat' appear over their ugly heads, peppering them with tranq darts and diverting their attention with carefully-placed jazz mags. The downside is that when removed from any sense of plot or purpose, it all becomes a little soulless, while the gaudy colour schemes and angular shapes eventually start to feel alienating.

WHEN REMOVED FROM ANY SENSE OF PLOT OR PURPOSE, IT BECOMES A LITTLE SOULLESS

PISSED-TOL WHIPPED Snake has a drunken nap behind the bar.



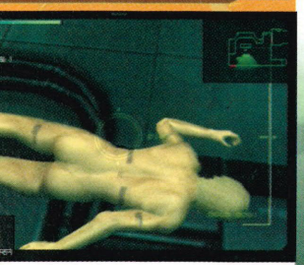
SPY CAMERA

One of our favourite missions involves snapping photos of Internet porn. Just don't leave your credit card number, Snake!

According to our brief we've got to snap some Internet filth that appears briefly on a computer screen.

Wait for the guard to access it, then lay him out cold. There are no weapons here so use your hands.

Whip out your digicam, point, shoot, ponder the seediness of your task, then admire the results.



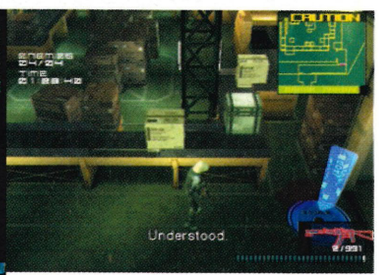
ASS MAN Why Snake felt the need to take this picture we do not know.

GRENADE O'CONNOR Nothing compares to the firepower offered by the grenade launcher.

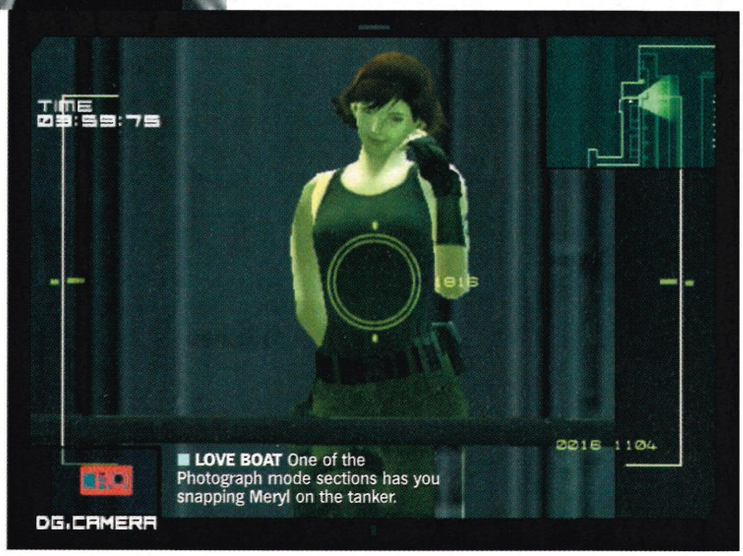
METAL GEAR SOLID 2
Substance *comes with the full* Metal Gear Solid 2 *game. We gave it 10/10 in OPS2#17. Here's our original verdict.*

State-of-the-art gaming with intelligence and soul. A rare conjunction of vision, technical virtuosity and hardware. You must own this game.

10
10
10



FACTORY JOB Elimination mode features a variety of different weapons – here, the AK-47.



LOVE BOAT One of the Photograph mode sections has you snapping Meryl on the tanker.

NO EVOLUTION A novelty for a nano-second, the skate section is ripped from the pitiful *Evolution Skateboarding*.

Each weapon has five levels and while practising sniping and machine gun skills is great, lobbing grenades at giant boxes for an hour is not. In fact, it's enough to make you sob uncontrollably. As we struggled with the randomness of the final grenade level, someone next to us was playing *Devil May Cry 2*. It looked like sweet heaven in comparison to our rotating orange and blue Rubik's cubes. Tears were stifled. At this point, we tried to forget that VR actually stands for *virtual reality* – what we were playing was really nothing more than a bile-coloured, computer-generated shooting gallery.

No doubt there's 'substance' to the game, with almost 400 missions – however, that figure does include a lot of repetition. All nine VR and Alternative mission sets can be played through with each character of which there are two initially, and five to unlock. Snake gets a comb-over and bow tie and Raiden gets to play with a sword. The missions alter slightly for each character but not enough to provide a new experience each time.

LETHAL SUBSTANCE

Let's not forget, *Metal Gear Solid 2* is still a benchmark game. For that reason alone we couldn't help but become hooked on *Substance*, playing it for hours at a time, reattempting failed missions over and over, often walking away wound up like an industrial spring, spitting and shouting in frustration at level six of Snake's hold-up missions. Yet we always returned to it with renewed enthusiasm. It had us involved for a good 20 hours solid, and that's some achievement. The bottom line, though: Are you prepared to buy *MGS2* again at full price just for these 'extras', which could arguably have been included in the original release? We can guess what Otacon's answer would be.

There is, however, an alternative ending to this story. If you don't already own *Metal Gear Solid 2*, then *Substance* is an astounding package – a straight ten out of ten. You get the complete original game, all the VR missions, a throwaway *Metal Gear* skateboarding mini-game and a superbly produced 'Making Of' DVD. You *should* go and buy it. Now.

Our last words are for Hideo Kojima: You've had your fun. You've made good money out of us. You've proved you've got a sense of humour and, in part, we fell for it. But it's time pull your finger out, get your head down and make *Metal Gear Solid 3*. Please. ☐ **George Walter**

METAL GEAR SOLID 2: SUBSTANCE

Why we'd buy it:	**Why we'd leave it:**
- We don't already own *MGS2* - There are over 40 hours of gameplay in here - The Alternative missions are compelling	- It's a cynical add-on pack - Minimal 'new' game content - VR missions soon get tedious

Graphics	Brown and grey, but among the best on PS2	09
Sound	Sticks to the original searing and haunting score	09
Gameplay	Remains inspired, but not evolved	08
Life span	Thrill of new modes palls eventually	07

***MGS2* virgins should buy this sharpish. Others should question what they are actually getting for the £39.99 price tag.**

07

OFFICIAL VERDICT

"PlayStation" and "PS2" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. (c) 2002 Disney. All Rights reserved.

■ **ELECTRIC BLUE** Dante's secret attack involves igniting a can of extra-strength hairspray.

PlayStation.2 ON THE DVD

■ **PENTHOUSE SWEET** The baddie's office looks like a spare set from David Lynch's *Twin Peaks*.

DEVIL MAY CRY 2

Dante says devils don't cry, but this is guaranteed to make you blub like a baby.

PUBLISHER: **CAPCOM**
DEVELOPER: **CAPCOM (R&D STUDIO 1)**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **28 MARCH**
WEB SITE: **WWW.CAPCOM.CO.JP/DEVIL2/E/**
60HZ MODE: **YES**
SURROUND SOUND: **NO**
WIDESCREEN: **NO**

■ BACK STORY

Devil May Cry's super-stylised gameplay was actually the product of early work on Resident Evil 4. *Having realised that incessant gunplay didn't quite fit with* Resident Evil's *creeping claustrophobia, creative supremo Shinji Mikami opted to create a new title altogether.* Devil May Cry *scored an imperious 9/10 [OPS2#14], redefining the action genre in one fell swoop. Now the sequel arrives amid a whirlwind of hype, but this time it's produced by ex-games journalist, Tsuyoshi Tanaka. Oops.*

So Lucifer is kicking back in Hell, torturing the damned and watching over David Gray's career, when a thought occurs to him. "The people are suffering, but not enough for my liking," muses the Dark Lord. "I must destroy something they truly love. Hmm. How about that game starring the chap who dresses like Nick Rhodes and impales himself on swords for fun? Ah, Nick Rhodes… that reminds me…"

Whether you blame Shinji Mikami's defection to GameCube on an *Omen*-style curse or just 'difficult second album' syndrome, the fact remains that *Devil May Cry 2* is a disappointment of unholy proportions. Okay, so following one of the most spectacular games on PS2 was never going to be easy, but not even in our darkest nightmares did we dream that Capcom would deliver a sequel that's inferior to the original in almost every respect. But let's hold the fire and brimstone for a moment because there's an important point that needs to be made: *DMC2* still outclasses most of the third-person fodder wasting shelf space in GAME right now, it's just that we expected – no, demanded – so much more.

So what went wrong? Let's start with the visuals. Gone is the gothic grandeur of the original. The crumbling castles and eerie graveyards have been replaced by environments that often lapse into bland, post-apocalyptic cliche. Sure, there are nice touches – skies full of scudding clouds, an abandoned village and towering brownstone office blocks – but Lucia's underwater missions and the section set in an oil refinery could have been ripped straight out of any action game released in the last 12 months.

THE DEVIL MADE ME DO IT

And while the textures might look as crisp as a winter morning in Alaska, the muddy palette leaves everything looking washed-out. Matters aren't helped by patchy enemy design. Yeah, the giant demon goats rule, but the other monsters are pretty anonymous. And let's face it, there are only so many times you can get your rocks off slicing up an amorphous blob. There's nothing in here as gloriously unhinged as the possessed marionettes or scissor-wielding banshees from the original.

■ **FLIPPING THE BIRD** At least Lucia's demon form looks the business.

ROLL CALL

SAINTS AND SINNERS

Devil May Cry 2's plot is nonsense, but here are the game's main runners and riders.

DANTE

Dante is the son of the demon knight, Sparda, who turned against his own kind to prevent the world being overrun by demons. This time around our devil-hunting hardcase seems a bit depressed, delivering hardly any of his trademark mozzarella-topped one-liners.

ARIUS

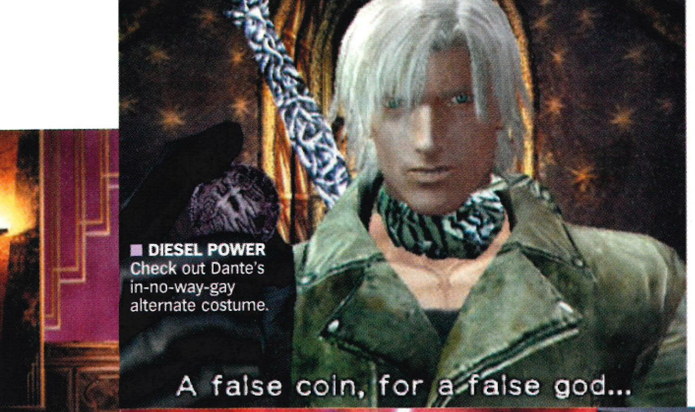
The big baddie in *DMC2*, Arius is the shriekingly camp boss of an evil uber-corporation [Ginsters?] who plans to 'transcend humanity' by using magical items called Arcanas to open a portal to the demon world. Mwahaha…

MATIER

This wizened old crone is the last member of a tribe called the Protectors that fought the demons alongside Sparda. She claims to be Lucia's mother [surely not unless the milkman was a ginger?] and asks Dante to perform a 'small favour'. Save the world? No problem, love.

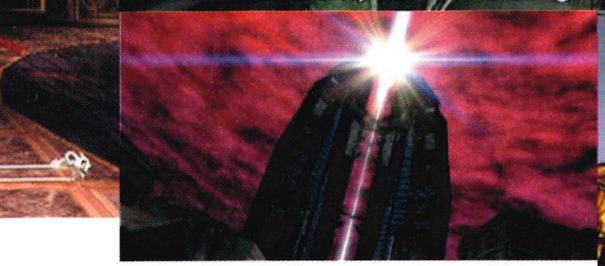
LUCIA

Flame-haired firecracker and *DMC2*'s tasty new eye-candy. It turns out Lucia's real name is Chi, and she's actually a 'devil' created as a prototype by Arius to form part of his Girls Aloud-style bodyguards. At the end of her game she has a little cry and begs Dante to kill her.



DIESEL POWER Check out Dante's in-no-way-gay alternate costume.

CHOCKS AWAY Flying enables you to skip some of the platform sections.



LIGHT AND MAGIC The cut-scenes are state-of-the art quality. Shame the plot was obviously written on a matchbook.

FEED THE GOAT These caprine beasts are the best-looking enemies in the game.

DANGER, HIGH VOLTAGE Dante uses fizzing electro attacks to crisp the goons.

BLINGPIECE

A customisable magic amulet now controls Dante and Lucia's Devil Trigger powers. They're all the rage down at the Hades branch of Ratners, apparently.

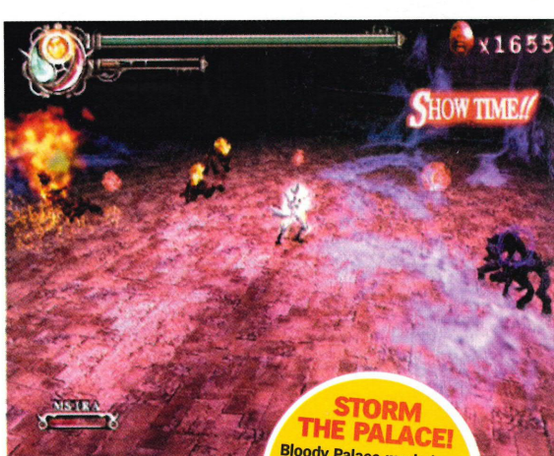
Lucia is a nippy young thing, attacking with swift kick combos and a stream of throwing daggers. Performing combos and taking damage builds your Devil Trigger bar, which enables her to transform into an angry white Kestrel.

You can equip the amulet with three different types of gem found during the game. The first type allows you to choose with which element you attack – fire, ice or electricity – with corresponding special effects.

The second type of gem gives you an additional ability while in Devil Trigger mode Here Lucia is using the Aerial Heart to flutter around gracefully. She can also collect the Quick Heart which makers her pelt around like Marion Jones on PCP.

The third type of gem acts to bolster your existing abilities. The Offence Heart increases your attack power while the Healing Heart lets you recover energy in the Devil Trigger state. How you combine the three different types of stone is up to you.

WHAT A DIVE The camera is usually zoomed-out which makes the action seem less spectacular than last time.



STORM THE PALACE! Bloody Palace mode is an arena-based mini-game with waves of enemies to chop up. In return you earn red orbs to spend in the game.

But forget the surface, what about the feeling? Remember how we whooped it up over that footage showing Dante skipping across rooftops and plummeting down the side of a skyscraper with twin pistols barking out instant justice? Well, the environments in *DMC2 are* a lot more expansive, but ultimately it's to the detriment of the gameplay. All that extra space actually makes it harder to chain combos together, robbing the combat of its frantic claustrophobia.

BABE, I'M ON FIRE

The whole point of playing *Devil May Cry* is to make you feel like the coolest cat in Christendom. It's supposed be an adrenaline-gargling orgy that leaves you punching the air, screaming: "Dakka dakka! Suck my hollow points you scumbags!" But the reality is that you're more likely to greet each apologetic gaggle of enemies waiting to be filleted with a shrugged, "Whatever." The problem is, the gameplay just doesn't feel as kinetic this time out. You can be standing there, whacking the absolute granny out of a boss, and although its energy bar is gradually being chipped away, the game doesn't reward you with any other stimuli – visual, aural or otherwise – to suggest that the demon-spawn is taking one hell of a beating. You find yourself just slashing away blindly without ever really savouring the kill.

The situation is compounded by some decidedly shaky camera work (*DMC2* uses a mixture of fixed and chase angles) which conspires to flip the movement axes without warning and regularly leaves you fighting assailants that are off-screen altogether. In one particularly aggravating sequence, Dante has to climb the shattered floors of a burning stairwell, while fending off the attentions of a mutant helicopter. It's like trying to jump around one of those Escher drawings with the cockamamie perspective.

Speaking of confusing structures, Tanaka's team has decided to implement an entirely new upgrade system. Dante and Lucia still collect new weapons on their travels but they lack character compared to the Alastor and Ifrit from the last game. Upgrading your arsenal is still a matter of collecting red orbs, but they're no longer used to buy specific attacks. Now you just enhance your chosen weapon on a level-by-level basis. We assume this enables stronger attacks but, to be honest, the extra impact is negligible.

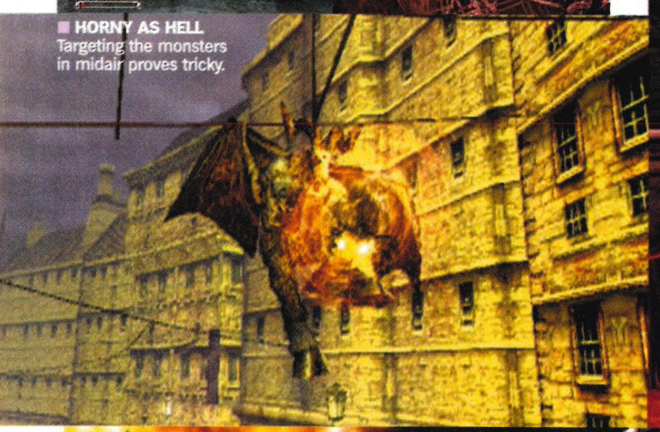
EVEN THIS WATERED DOWN VERSION OF *DEVIL MAY CRY* IS STILL MORE THRILLING THAN DRECK LIKE *BLADE II*

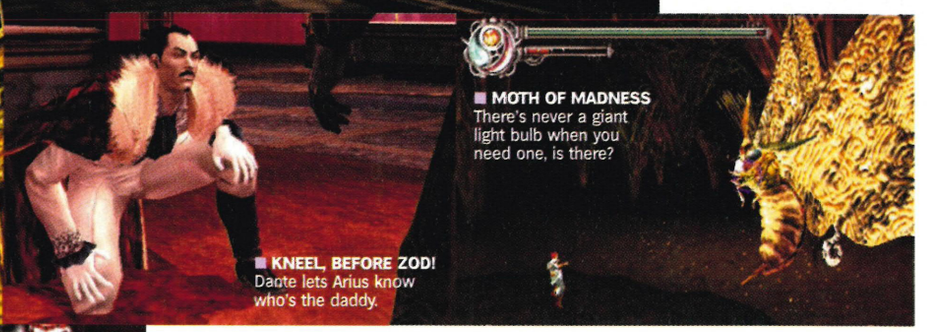
Even the new moves are a missed opportunity. Dante can do a double jump, invert himself in midair and unload onto the enemies below. Let's make no bones about this: as a piece of eye-candy, it out-cools anything you're likely to

HORNY AS HELL Targeting the monsters in midair proves tricky.

SQUIDS IN Lucia's battle against Arius is heavily reminiscent of the climax to *MGS2*.

BIGMOUTH STRIKES AGAIN Freud would have an absolute field day with this screenshot.





MOTH OF MADNESS There's never a giant light bulb when you need one, is there?

KNEEL, BEFORE ZOD! Dante lets Arius know who's the daddy.

WHO'S THE BOSS? Perhaps appropriately, the penultimate boss is a big blobby mess.

LIZARD KING Arius transforms into a demonic version of Esther Rantzen.

see this year. But, heartbreakingly, hitting enemies who aren't standing directly underneath you is like trying to chip a golf ball onto a beer mat. Dante can also aim in opposite directions by firing over one shoulder or adopting a cruciform pose. Again, it looks absolutely mint, but the animation is triggered automatically – it's dependent on how the enemies are placed – so it's hard to incorporate into your showboating. Oh, and the new auto-targeting system has done some serious damage to the juggle combos. Perform an uppercut now and your character often locks on to an alternate target, leaving the first monster to fall to the ground unmolested. Truth is though, we'd be willing to forgive a lot of these flaws, simply because playing a watered-down version of *Devil May Cry* is still more thrilling than squandering time on licensed dreck like *Blade II*.

ALMOST EVERY SINGLE BOSS CAN BE BEATEN BY USING NO-BRAINER, FIRE-AND-FORGET TACTICS

THE NUMBER OF THE BEAST

There's a 'but' coming now, and it's big one. Technically, *DMC2* is a much larger game than its predecessor, arriving on two discs with 18 missions for Dante and 13 for Lucia. The characters share certain locations but also have their own dedicated areas and bosses, meaning as a package *DMC2* should offer significantly more value than its older sibling. So how does seven hours sound to you? That's how quickly it took us to clock the whole shooting match on the default setting. Capcom has clearly reacted to the criticism that *Devil May Cry* was just too darned tricky for casual players. The answer? Take a butcher's knife to the difficulty level.

We might as well be brutal about this: your mum will be able to complete it. Chances are, so will your dog. Almost every single boss can be beaten without breaking a sweat using no-brainer, fire-and-forget tactics. Heck, stand in a certain spot and a few of 'em can't even hit you. Likewise, slicing and dicing the grunt monsters is little more than a chore – busywork to keep you occupied on the sprint towards the credits. Yes, you can play through again on harder settings – including the Must Die mode where the enemies have their own Devil Trigger abilities and the bosses pack a real punch – but is that really incentive enough?

We've read your letters, we know you don't think seven hours justifies spending 40 quid and that's why we're welling up. The original was, and still is, a startlingly good game. But *Devil May Cry 2* is little more than a pale facsimile and – worse – it's over before it's even begun. Meanwhile, back in Hell, Lucifer sits back, scratches his burning balls and starts to laugh… ☐ **Tim Clark**

DEVIL MAY CRY 2

Why we'd buy it:	Why we'd leave it:
- Still better than most cookie-cutter action games - You've already changed your name to Dante by deed poll	- It's embarrassingly easy and shorter than wee Jimmy Krankie - The combat just isn't as 'kiss kiss, bang bang' cool

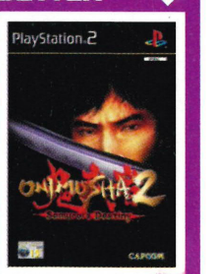
Graphics	Crisp but cliched. Occasionally spectacular	08
Sound	Crunchy effects and pounding J-rock	07
Gameplay	Enjoyable, but less than engrossing	07
Life span	A lack of bang for a lot of bucks	05

***DMC2* is still slicker than your average action fare, but as a sequel this is more of a whimper than a bang.**

07

OFFICIAL VERDICT

DOING IT BETTER

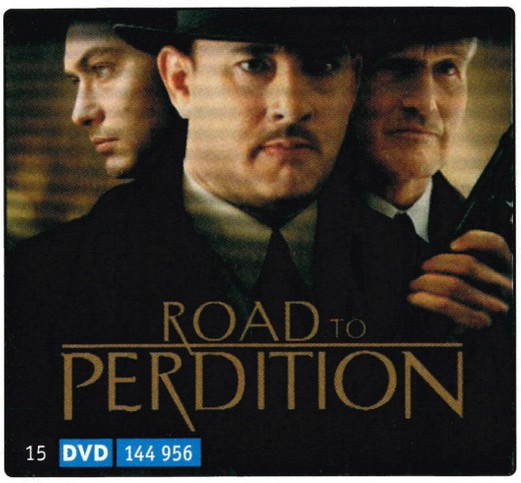


ONIMUSHA 2: SAMURAI'S DESTINY
(OPS2 #25, 9/10)

Keiji Inafune shows how a sequel should be done with this sumptuous follow-up. *Onimusha 2* offers an expanded adventure featuring four playable characters, pin-sharp visuals and a huge, satisfying challenge. In stark contrast to *Devil May Cry 2*, the game is beautifully paced and balanced, blending an involving story with brain-muddling puzzles and a hearty serving of demon-evisceration.

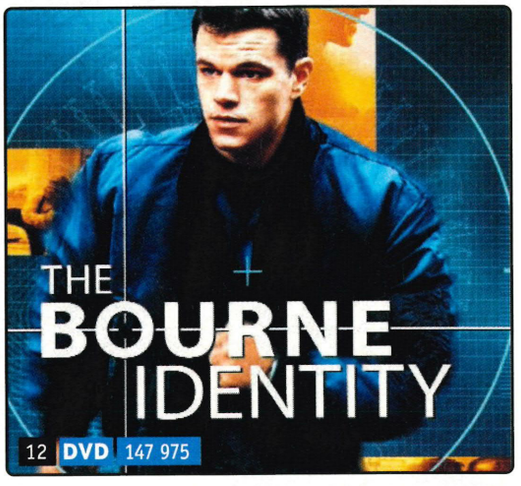
BUY 1 DVD GET 3 FREE

Britannia

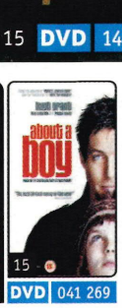


15 DVD 144 956

12 DVD 144 808

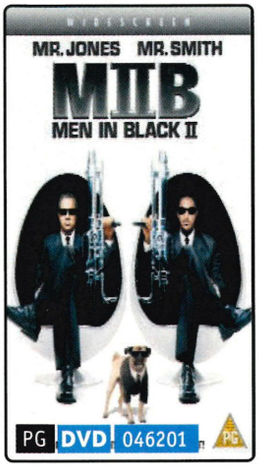


12 DVD 147 975

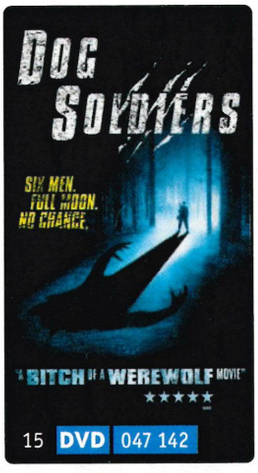

ABOUT A BOY
15
DVD 041 269

WINDTALKERS
15
DVD 016 436

12 DVD 058 248

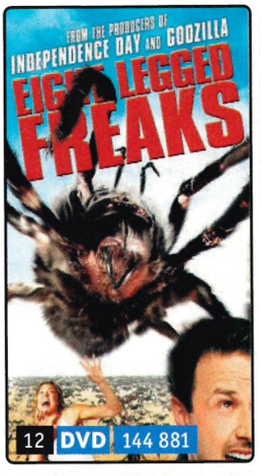


PG DVD 046201



15 DVD 047 142

15 DVD 041 731



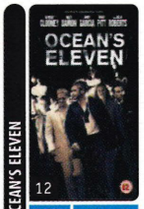
12 DVD 144 881

THE COUNT OF MONTE CRISTO
PG
DVD 135 343

THE LORD OF THE RINGS
PG
DVD 128 249

START YOUR DVD COLLECTION TODAY!

THE OTHERS
12
DVD 131 680


OCEAN'S ELEVEN
12
DVD 062 406

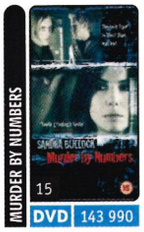
MINORITY REPORT
15
DVD 011 254

BLACK HAWK DOWN
15
DVD 071 225

GLADIATOR
15
DVD 001 677

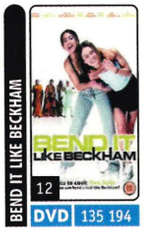
PANIC ROOM
15
DVD 052 266

BLADE II
18
DVD 131 698


MURDER BY NUMBERS
15
DVD 143 990

ICE AGE
U
DVD 078 295

THE SWEETEST THING
15
DVD 144 352

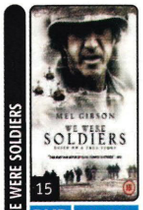

BEND IT LIKE BECKHAM
12
DVD 135 194

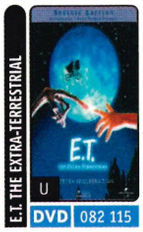
TRAINING DAY
18
DVD 029 470

THE MATRIX
15
DVD 036 376

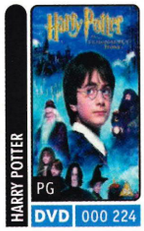
THE GREEN MILE
18
DVD 004 705

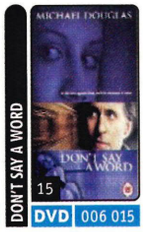
ALI G INDAHOUSE
15
DVD 135 186


WE WERE SOLDIERS
15
DVD 134 981


E.T. THE EXTRA-TERRESTRIAL
U
DVD 082 115

GREASE
PG
DVD 001 230


HARRY POTTER
PG
DVD 000 224


DON'T SAY A WORD
15
DVD 006 015

STUART LITTLE 2
U
DVD 057 794

SCOOBY DOO
PG
DVD 070 318

Registered office: 60-70 Roden Street, Ilford, Essex, IG1 2AE. Registered Number 1206311.

Order now 0870 09 45678 (lines open 7 days a week, 9am-9pm) or visit www.britdvd.co.uk

HERE'S THE DEAL

Simply buy any DVD title and you can choose 3 others FREE! You pay £17.99 for your first DVD (plus £3.28 towards postage, packing and membership processing).
The other titles are absolutely FREE.

Join today and as a member you can buy the latest DVDs at great low prices – that's the Britannia bonus price promise. You can buy as many as you like at these massive discounts… just buy 6 DVDs at full price (at least 3 a year) to take advantage of this fantastic offer.

We'll send you a regular club magazine that features a Recommended Recording. If you don't want to receive it simply let us know each time. You don't have to order from every magazine.

All orders subject to acceptance. All titles are subject to availability. One membership per household only. Your DVDs should be with you within 10 days, but please allow up to 28 days for delivery. Offer applies in UK, Channel Isles and BFPO only.

Alternatively complete this coupon and post in an envelope with your payment to: **Britannia Video Ltd, FREEPOST, Romford, Essex RM50 1JP** **Ref: DVD** L304039

Yes! I'd like to become a member

☐ I enclose a cheque/PO for £21.27 (£17.99 plus £3.28 p&p) for my 4 DVDs made payable to Britannia Music Co Ltd

☐ Please debit my credit/debit card £21.27
☐ MASTERCARD ☐ VISA ☐ SWITCH ☐ SOLO ☐ AMEX

CARD NUMBER

VALID FROM EXPIRY DATE ISSUE NO (SWITCH ONLY)

SIGNATURE

(I am over 18) **WE REGRET THIS ORDER CANNOT BE ACCEPTED WITHOUT A SIGNATURE**

I agree to the terms set out in this advert which are incorporated into this application. Offer closes 31.05.03. Britannia Music Co. Ltd is notified under the Data Protection Act 1998. From time to time we may pass your name and address to other companies who we believe offer products in which you may be interested. If you would prefer not to receive these please write to us at Department DPA, P.O. Box 31, Ilford, Essex, IG1 2AE. We may consult a credit refer-

MR ☐ MRS ☐ MISS ☐ MS ☐ FIRST NAME(S)

SURNAME

ADDRESS

POSTCODE

EMAIL ADDRESS

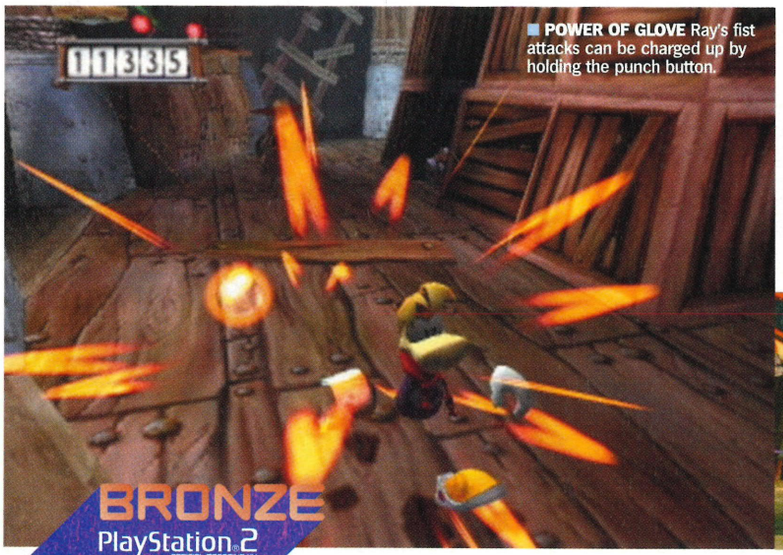
TELEPHONE NUMBER

MOBILE

Enter selections below:

P/DD/SP/PC/03/X4/XXXBI

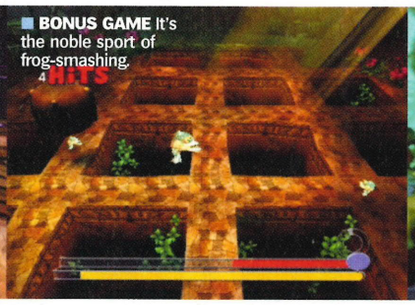
Video VSC



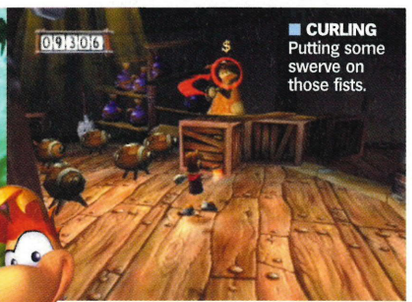
POWER OF GLOVE Ray's fist attacks can be charged up by holding the punch button.

BRONZE
PlayStation 2 OFFICIAL MAGAZINE-UK

PLAYGROUND BULLY Ray's the biggest and meanest kid in town.



BONUS GAME It's the noble sport of frog-smashing.



CURLING Putting some swerve on those fists.

RAYMAN 3: HOODLUM HAVOC

No arms, no legs... no problem.

PUBLISHER: **UBI SOFT**
DEVELOPER: **UBI SOFT**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.RAYMAN.COM**
60HZ MODE: **YES**
SURROUND SOUND: **YES**
WIDESCREEN: **YES**

BACK STORY

Ubi Soft's mascot first appeared on consoles such as the Atari Jaguar, Sega Saturn and 3DO, before colonising virtually every other platform in existence. Coded by the French company's own in-house team, Rayman games have always had a reputation for being well-crafted and challenging.

Rayman's back on PlayStation 2! It doesn't exactly sound like party-starting news. But even if the prospect of another *Rayman* game doesn't make you quiver with anticipation, if you've ever enjoyed a 3D platformer in the past you owe it to yourself to check out this latest instalment. Crazy, French, and a lot like *Rayman 2* it may be, but it's also one of the most enjoyable games of its type.

The plot? Well, it isn't going to make a great deal of sense unless you're a rabid *Rayman* fan or you're having an intense out-of-body experience. But for the uninitiated, there are these things called Lums which are some sort of positive energy blobs. Rayman eats them to restore his health, as far as we can tell. Whatever they're for, they're plainly of great importance – maybe they're what keeps his hands attached to his body (he starts the game with no mitts, the poor mite). But everything is thrown into chaos when the negative Dark Lums and Hoodlums take control, leaving Rayman's best mate, a giant purple thing called Globox, completely out of his mind on fermented plum juice.

Being a bit of a heroic type, Ray takes matters into his own disembodied hands and embarks on a quest to free the Teensies, which are little talking mice with big noses and crowns. And there are some fairies involved, too. Got that? Good.

IMAGINATION AND POLISHED GAMEPLAY SET THIS APART FROM THE AVERAGE 3D PLATFORMER

Now cue one seriously odd, psychedelic platform adventure, in which Ray surfs through the sky, explores ramshackle environments that look like primary coloured cartoon sets from the *City Of Lost Children* movie, and drives around using one of his own shoes as a turbo-charged sports car.

While the basic jumping and fighting mechanism has been done hundreds of times before, *Rayman 3*'s sense of imagination and polished gameplay set it apart from the average 3D platformer. It's so slick, varied and well-paced that for every derivative sub-game or frustratingly fiddly task that threatens to spoil the experience, there's certain to be something just around the corner that will prove more interesting or, at the very least, wake you up with a cold, hard slap of stunning visual flair.

The game's good looks are less about technical excellence than vivid, evocative artwork. The locations are solid and believable, despite being impossible constructions of scrap wood, bulbous stones and particles of light. The Hoodlums are made of scraps of leather, held together with chunky bootlaces and rivets. Some of the characters, particularly Globox and the Teensies, are less loveable than the game's designers would like you to think, but for the most part, it's one of the better looking games around at the moment.

PUNCH DRUNK GLOVE

Key to many of the game's puzzles are Ray's upgradeable gloves. By touching different coloured cans, it's possible to gain super strength for battering down doors or a whirlwind punch for knocking down larger objects to form new platforms. There's also a grappling claw, for swinging between rings suspended over

MAN RAY

Our hero can develop super powers simply by walking near to a can of goodness. And to think Popeye actually had to eat the contents. Go, Ray!

SWING AWAY
Ray chows down on a blue can and his fists are transformed into snapping chain things, for swinging between loops.

BODY BUILDER
Can't knock down the wooden doors that bar the way between areas? There's bound to be a can of strength nearby.

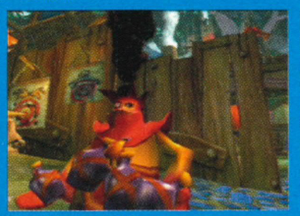
WINDY MILLER
Only the mighty power of the wind can demolish giant mushroom stems. Why? Who knows. Just accept it, Rayman.

A LIFE LESS ORDINARY

In just two minutes of* Hoodlum Havoc, *OPS2 experienced a Lumload of action.

FIGHTING
A Hoodlum wants to try it on. Ray's chuckable fists are the perfect weapon to smack him into oblivion.

SHEE-OOT!
He was guarding a rocket power-up. Grab it to turn into a missile and deliver pain to three targets, opening a door.



MORE FIGHTING!
Knock out the next series of bad guys to gain access to the fortress, where further caged Teensies await freedom.

MORE SHOOTING!
One of them was hiding another rocket power-up – just what the doctor ordered for taking out the mini-boss.

PLUM JUICE
Which is where Globox comes in, guzzling the precious liquor and shuffling through the enemy defences. Yay!

PULLING POWER
Platform adventures wouldn't be where they are today without levers.

CRUSH ROLLER
Stay well clear of those stomping feet.

hazardous areas or grabbing and electrocuting distant enemies. Collecting a special missile power-up gives you a rocket pilot's view as you guide the projectile through mazes or into groups of bad guys.

The special powers have a tight time limit, so whenever you find one it's pretty obvious what you're supposed to do with it. After all, it won't last until the next area, and this being a fairly straightforward, linear sort of game, there's little backtracking required to access parts of earlier rooms.

There's a whole heap of fighting to be done, which can be the most difficult aspect of *Rayman 3*, particularly when there are several different types of enemy attacking at once. They all have particular weaknesses which must be countered by collecting the right sort of power-up or making nimble use of the controls which allow Ray's fists to be thrown so they curl around corners. Holding the shoulder buttons activates a lock-on targeting system, allowing Ray to dodge projectiles while fighting, and he can throw his boomerang fists two at a time.

Hoodlum Havoc isn't quite as hard as previous *Rayman* titles, with fewer of the pixel-perfect jumping sections and disappearing platforms that characterised the first two games. But that doesn't mean it's a dumbed-down *Rayman* for the mass market. Even though you'll probably be able to quickly complete it if you're reasonably good at games, finding all of the bonus goodies and mastering the new score combo system are challenges for the truly dedicated.

Score combos are achieved by collecting items and defeating enemies as quickly as possible. For example, collecting five gems might earn you 50 points, but do it quickly enough and the scores will be combined to award an extra 50 as a bonus. The more you score, the quicker *Rayman 3*'s impressive array of bonus games and video clips will be unlocked.

Hoodlum Havoc will certainly keep you occupied for a good while, especially if you enjoy games with more secret stuff than most people could possibly find. It's more of an old-skool platformer than, say, *Ratchet & Clank*, but the bottom line is that *Rayman 3* is a lot of fun to play *and* a real treat to look at. What more could you ask for? □ **Martin Kitts**

RAYMAN 3: HOODLUM HAVOC

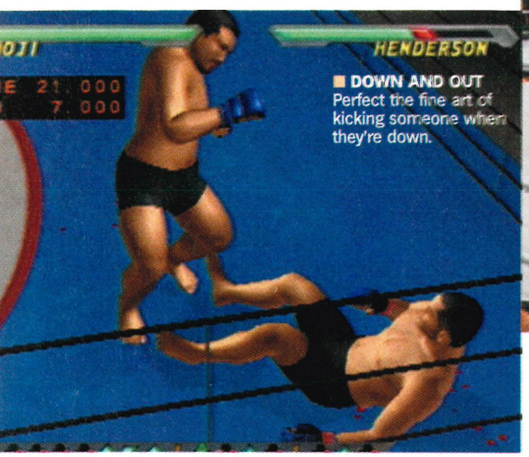
Why we'd buy it:	**Why we'd leave it:**
- Looks great - Varied levels and offbeat design - Challenging gameplay with plenty of hidden extras to find	- Overcooked humour - Can be frustrating

Graphics	Sumptuously detailed fantasy worlds	08
Sound	Great soundtrack but the voice acting is irritating	06
Gameplay	Jumping, racing, fighting – *Rayman* performs	08
Life span	Unlocking all the secrets will take ages	07

Doubters be damned! *Rayman 3* is vivid, vibrant and thoroughly charming – stick it up there with the platforming greats.

08

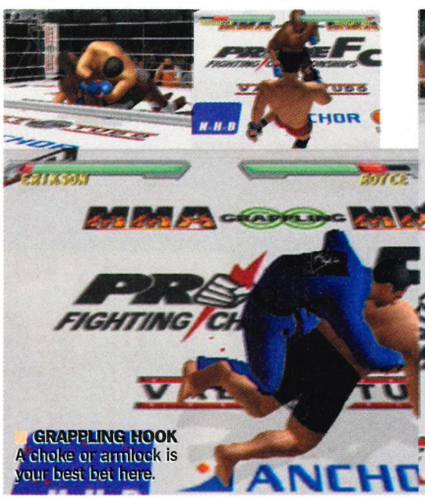
OFFICIAL VERDICT



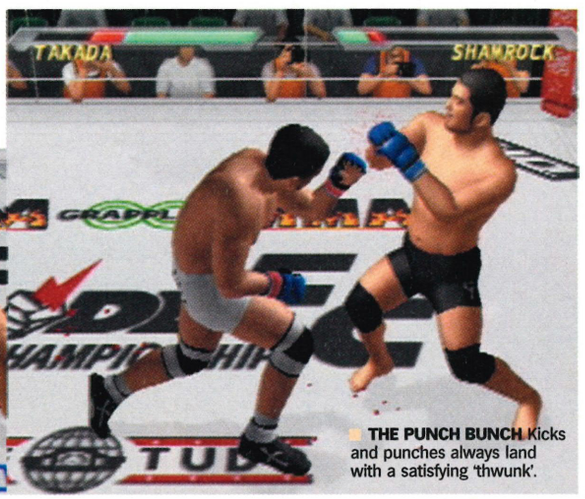
DOWN AND OUT Perfect the fine art of kicking someone when they're down.

ROLLS ROYCE Gracie is the top fighter from the massive Brazilian jiu-jitsu clan.

RINGS AROUND THE WORLD The ring is bigger than a standard wrestling area, basically to ensure that no one falls out of it.



GRAPPLING HOOK A choke or armlock is your best bet here.

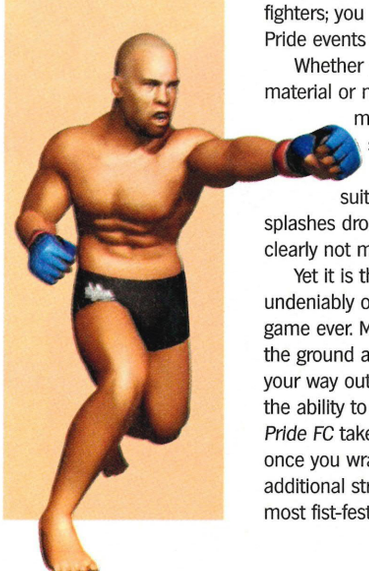


THE PUNCH BUNCH Kicks and punches always land with a satisfying 'thwunk'.

PUBLISHER: **THQ**
DEVELOPER: **ANCHOR INC**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.THQ.COM/PRIDEFC**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

BACK STORY

Tokyo-based coder Anchor Inc is probably best known for the distinctly average WWE Raw *for Xbox – not a patch on* WWE SmackDown! Shut Your Mouth *for PS2. Its heritage of reality fighting games however, is impressive and dates back to the definitive version of the* Ultimate Fighting Championship *for Sega's Dreamcast.*



PRIDE FC

You can ruin his face, but you can't damage his pride.

Being punched in the face by an 18-stone trained professional is no way to make a living. Unless, of course, you're a member of Japan's Pride Fighting Championships roster – one of very few ways to get away with seriously damaging another human being while being paid handsomely for your limb-bashing troubles. Welcome to the strange, claret-soaked world of mixed martial arts: a unique blended smoothie of karate, judo, WWE theatrics and Saturday-night-pub-closing scariness.

This is a fully-licensed product. Hardcore fans will be gratified by the pleasingly accurate renditions of the likes of Don 'The Predator' Frye (officially the hardest man on Earth) and Royce 'sorry, I haven't got a nickname' Gracie. However, most gamers probably won't have heard of the fighters; you might not even be aware of the Japan-only Pride events themselves. This matters little.

Whether you're familiar with the bruising source material or not, there's no denying that *Pride FC* is the most realistic beat-'em-up that PS2 has ever seen. This is good in as much as every kick, every punch and every snapped limb feels suitably wince-inducing. And any game that splashes drops of blood against the camera lens is clearly not messing about.

Yet it is this same realism that makes *Pride FC* undeniably odd compared to almost every other fighting game ever. Most of the fighters spend as much time on the ground as they do standing up. The ability to reverse your way out of a triangle choke-hold is just as vital as the ability to kick someone in the head. *Tekken* this ain't. *Pride FC* takes a serious amount of getting used to but, once you wrap your head around it, there's a whole additional strategic layer here that's sorely missing from most fist-fests.

It's this aspect of the game that distinguishes *Pride FC* from every other PS2 brawlathon, yet it doesn't necessarily make for the most compelling gameplay. The brutal matches are often over in a matter of seconds and, for a game that takes its cues as much from the likes of the *WWE SmackDown!* series as it does from more 'traditional' beat-'em-ups, there's a criminal lack of an in-depth Single-player mode. The closest thing you get is the Tournament outing, but find success in three consecutive matches and it's all over.

Your best bet is to think of it as a particularly blood-thirsty party game: while you can only have up to two simultaneous players, you can enter up to 16 fighters into what is, quite literally, a knockout tournament. And pummelling your mates in the face never fails to entertain. As a simulation of the bizarre Japanese fighting phenomenon, *Pride FC* works perfectly well. But in the fisticuffs pantheon it's less of a bold new direction; more of a quirky detour. ☐ **Oliver Hurley**

PRIDE FC

Why we'd buy it:
- The most realistic PS2 beat-'em-up ever
- No shortage of bloodshed
- Top quality presentation

Why we'd leave it:
- A very brief single-player game
- Fights can become repetitive
- Have you actually heard of *any* of these people?

Graphics	Easily up there with any wrestling-based game	08
Sound	Satisfying 'thwunk' when punches connect	07
Gameplay	Unique and engaging – for a while, at least	07
Life span	Somewhat lacking for the lone Pride wannabe	05

A very realistic take on the Nipponese no-holds-barred sport, but a lack of followers could make it fall flat on its face.

07

OFFICIAL VERDICT

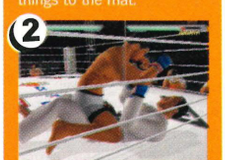
FINISH HIM!

Unusually for a fighting game – even wrestling-based affairs – you'll be rolling around on the canvas just as often as you'll be standing upright and trading blows in 'proper' manly fashion.

1

BACK TO THE FLOOR Some characters – especially jiu-jitsu and judo specialists – are much better off trying to take things to the mat.

2



SMACK ADDICT From there you can perform a submission or, if finesse isn't really your bag, smack your opponent about the head until they're KO'd.

3

FIGHT NIGHT You'll need to be pretty quick to reverse your way out of finishing holds. Fail to do so and fights can be over in seconds.

What are the nation's favourite games? Who are the best gamers?

Coming soon to itv1

GAME STARS GS

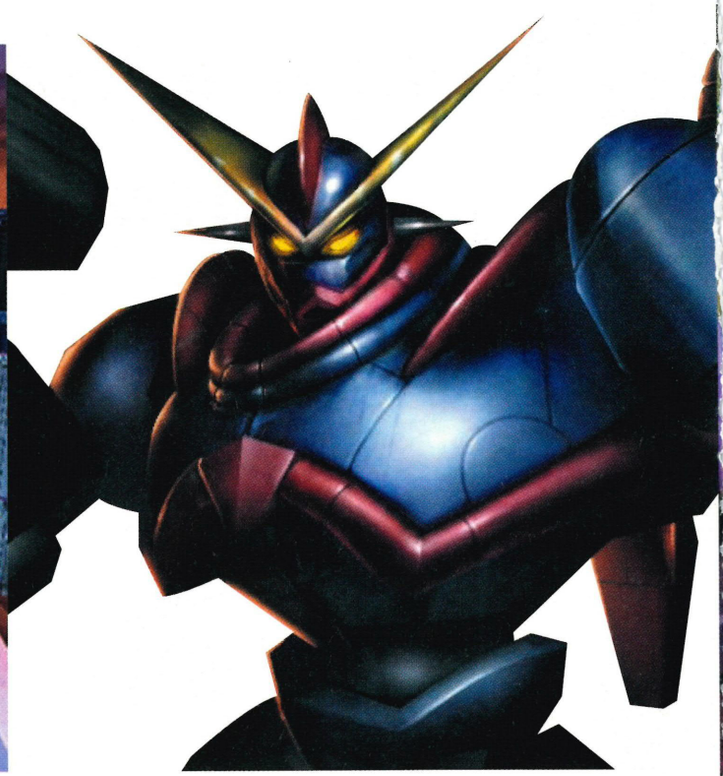
You can be part of The Hunt for the UK's Greatest Gamer™ and the biggest ever poll of the nation's favourite games.

Check GAME stores and press for details and visit www.gamestars.co.uk or www.itv.com/gamestars

NINTENDO GAMECUBE · PlayStation 2 · XBOX
ACTIVISION · Acclaim · CAPCOM · EA · EIDOS · INFOGRAMES · KONAMI · THQ · VIVENDI UNIVERSAL games
bh · GRANADA · BRITISH ACADEMY · elspa · esc · Daily Mirror · gamesradar.com · GAME

ON THE DVD

URBAN DECAY The city's looking good now. Just give these fellas a minute.



WAR OF THE MONSTERS

We're doing the mash, doing the monster mash – B-movie style.

PUBLISHER: **SCEE**
DEVELOPER: **INCOG INC**
PRICE: **£44.99**
PLAYERS: **1-2**
OUT: **18 APRIL**
WEB SITE: **WWW.WAROFTHEMONSTERS.COM**
60HZ MODE: **NO**
SURROUND SOUND: **NO**
WIDESCREEN: **NO**

BACK STORY

Incog Inc is the team behind Twisted Metal: Black *and the highly anticipated* Twisted Metal: Black Online. *It was recently bought by SCEE and has taken time out from mashing cars and blowing stuff up to make a game about beating up monsters... and blowing stuff up.*

Imagine if, back in the Fifties, the creators of cheapo monster films of the East and West got together to work out which B-movie behemoth would kick the others' humungous arses in a brutal battle to the death. The resulting movie might not have been box-office plutonium but it would have looked a lot like *War Of The Monsters*. All the classic types of monster movie creature are here: giant lizards, giant robots, giant apes, giant statues, giant insects and – of course – giant eyeballs with bodies made out of electricity. Okay, that last one might be pushing things a bit, but you've got to appreciate developer Incog's imagination.

Here's where we stand: aliens are trying to invade the Earth and humanity's last, desperate super-weapon has spilled radioactive alien fuel everywhere, creating towering mutant creatures. Rushed scientific projects to build robot defenders mean that huge abominations, each with their own particular set of special skills, now roam the Earth getting into scraps. Up to speed? Good, because that's as complicated as the story gets.

Our pick of the creatures is Congar, a big monkey whose speciality is climbing, jumping and roaring energy at his enemies. Another of our favourites is Ultra-V, whose forte is laser beams and energy sword action. Fans of big Japanese robots need look no further.

Each giant beast is accessible and fun to control. When Congar hits, he really clubs his enemy with those big monkey mitts; Ultra-V takes more of a kung fu robot approach. These are subtle distinctions but they make all the difference to a game that could potentially suffer from its basic tenet of smashing monsters' faces in. And you'll fight more that just the main characters – aliens, giant ants and mutated plantlife are all on hand to make the shenanigans even more interesting.

So *War Of The Monsters* does pretty much what you'd expect – it's war, between various monsters – but it does it very, very well. We're not burdened with any motivational back story about why the electrical creature Kinecticlops wants to smash everything around him. Mad with his dad? Inferiority complex? Who cares? If you're desperate to label the game, we suppose you could say that it's a 3D beat-'em-up, but when you can smash your opponent through a skyscraper, use tanks as guns and skewer unsuspecting gargantuans on radio antennae, we suspect that this description might not adequately cover the appeal. In the Adventure mode, for example, the variety of different challenges you face includes dodging

METAL AS ANYTHING City-based clashes are by far and away the most destructive and fun.

ROLL CALL

DESTROY ALL MONSTERS

WOTM has an impressive list of contenders to pick from, each different and beautiful – not to mention huge and brutal. Here are a few to get you started.

CONGAR

It's going to take a really big banana to satisfy this murderous monkey's appetite.

TOGERA

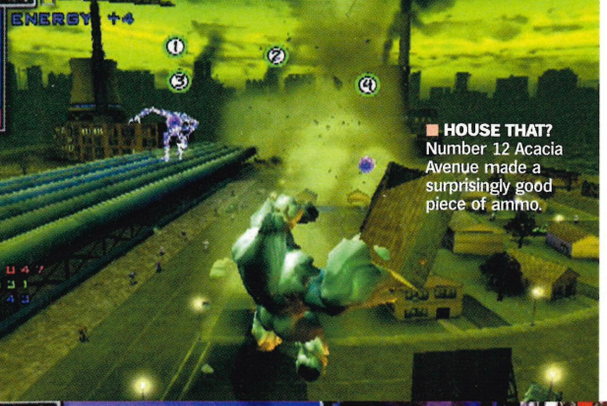
Godzilla fan? This one's for you. He's a lizard, and definitely a cold-blooded killer.

ROBO 47

The army's very own giant weapon, 47's jetpack helps him get out of sticky patches.

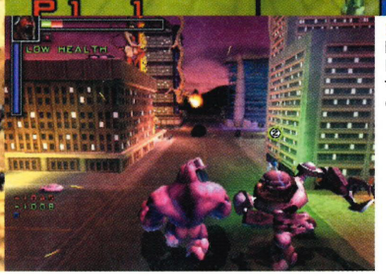
KINECTICLOPS

The eyeball/electricity combo is real pretty. Has a short fuse but is not tough to earth.



HOUSE THAT? Number 12 Acacia Avenue made a surprisingly good piece of ammo.

WHAMMO! Congar turns Ultra-V into scrap metal, and the city into a warzone.



GET OUT OF DODGE... BALL Mini-game action to spice up the endless beating.

YOU'RE CHUCKED All of your favourite wrestling moves are here, just bigger.

explosive balls before lobbing them back at your robotic adversary, taking on a double-team attack from two dragons at Century Airfield, smashing a robo-Congar over a building, and wading into a massive free-for-all on an alien spacecraft. The game's many elements add real variety to the level-based single-player game and, while each objective is essentially about smacking your opponents around a destructible cityscape, it's a massively enjoyable experience from start to finish.

SMASH SOMETHING

The arenas are, for the most part, enclosed areas within high-rise cities filled with screaming crowds to stomp and traffic and buildings to knock to smithereens, with the resulting debris creating plenty of ammunition to lob around. Playing is a hectic experience full of exciting moments – you'll often find yourself flying through the air into a skyscraper or being belted straight into the ocean. In drawn-out battles you can literally lay waste to a whole section of a city, leaving just you and your opponent standing in a wasteland of smouldering building foundations. Players can choose to bring tactics into play or just concentrate on collecting as much radiation as possible and smacking opponents with literally anything within reach. Stuck for something to throw? Just whack the nearest building and pick up the debris. The sense of fun that pervades the game has surprising longevity too. Believe it or not, we're still discovering new ways of scrapping in the big cities.

War Of The Monsters offers a solid, if short, single-player game, but it's the two-player mode that makes it a real party. Tokens accumulated at the end of each battle are spent unlocking new characters, costumes or mini-games of Dodge Ball, Crash and Big Shot. The class choice in this field is undoubtedly Dodge Ball, which involves chasing an opponent around a small arena and attempting to lob a big green meteorite at his head. The concept's still simple, but combined with plenty of friends (battling two at a time) it makes for some exemplary monster-smashing fun. There's nothing quite like the first time you play against a mate in a free-for-all with other monsters, watching them marvel at how cool it is to be a gigantic praying mantis while you wait around the street corner to impale them with a bit of twisted metal, or simply belt them clean across Midtown Park with a girder screaming, "You like that, you insect?" You can't put a price on such happiness.

This game is a simple concept that, thanks to its imagination and humour, becomes a singularly satisfying gaming experience. Open the box expecting a convoluted plot with cinematic cut-scenes or challenging twists and turns, and you'll be disappointed. Ultimately, after completing the mission levels, the single-player mode's ceaseless button-bashing might become tiresome, but invite some friends over to play and you'll soon see where that extra money went. You're a monster, you don't get on with other monsters and you're stuck in a fully wreckable B-movie set. What are you going to do? Start smashing things, that's what. ☐ **Mark Wyatt**

YOU'RE A MONSTER, YOU DON'T GET ON WITH OTHER MONSTERS AND YOU'RE IN A WRECKABLE B-MOVIE SET. WHAT ARE YOU GOING TO DO?

WAR OF THE MONSTERS

Why we'd buy it:	Why we'd leave it:
- Fighting is great - Fighting monsters is even better - Being a monster and fighting other monsters is, therefore, quite simply magic	- Gameplay may become dull if you're too demanding - You're more of a 'cerebral' player – you loser - Mummy said never to lash out

Graphics	Destructible environments and cool characters	08
Sound	All the atmospheric pomp of a Fifties B-movie score	08
Gameplay	Great fight moves and instinctive controls	08
Life span	A Friday night party classic	07

Colossal cartoon creatures brawling like drunken dads fighting at a school sports day. And yes, it is just as fun.

08

OFFICIAL VERDICT

LOCK AND LOAD

STICKS AND STONES...

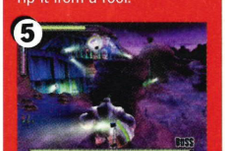
The monsters, much like Ainsley Harriot, can make use of anything to hand to create a destructive mess. Here are just a few we've found:

1 FUEL TANKER
This is best used from a distance as it'll explode on impact and set your opponent on fire. Nice.

2 AEROPLANE
Only at the airport. These fly straight as an arrow at your victim, twisting all the way.

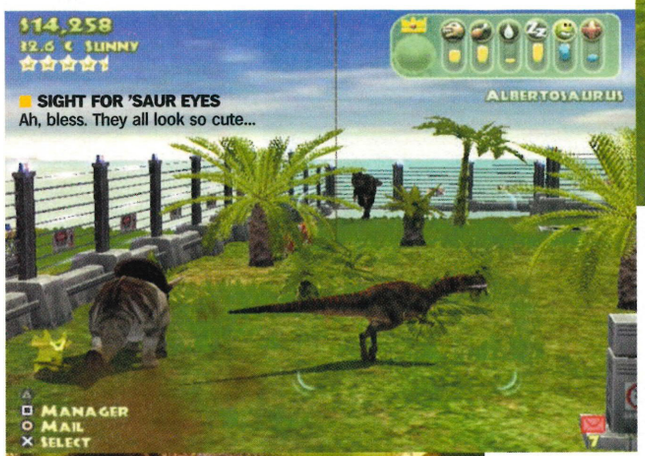
3 RADIO MAST
This is just the thing for broadcasting music, or sticking into another monster's guts.

4 GENERATOR
Give an unsuspecting adversary a shock with this sparky little number. Simply rip it from a roof.



5 EXPLODING BALLS
That's right, exploding balls. In the Adventure mode they're thrown at you. Simply throw 'em right back.

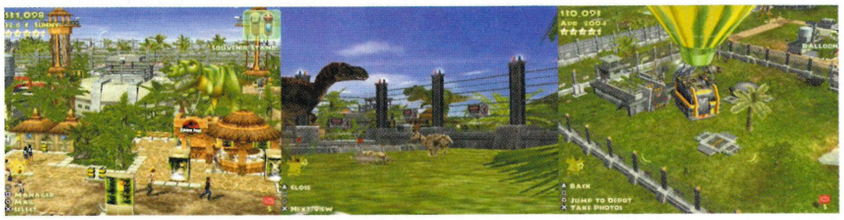
LEAPING LIZARDS Every building is scalable and it's worth exploring for weapons.

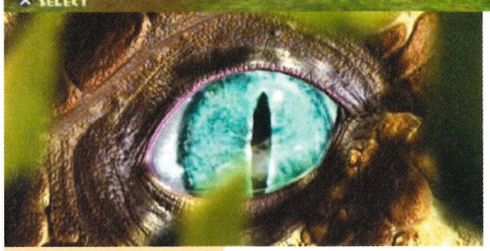


SIGHT FOR 'SAUR EYES
Ah, bless. They all look so cute...

SAFARI SO GOOD
These beasts are vegetarians, but others await with tin openers.

CHOPPER COPPER Taking to the skies during emergencies adds a new meaning to troubleshooting.





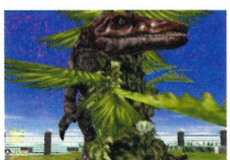
JURASSIC PARK: PROJECT GENESIS

Keep your windows wound up and don't feed the wildlife...

BACK STORY

Considering the theme park premise of Spielberg's human buffet epics, it's amazing nobody thought to make a Jurassic Park *flavoured version of* Theme Park World *before. Hats off to Australian developer Blue Tongue. This certainly makes a change from its first big title,* AFL: Finals Fever, *an Aussie Rules Football sim...*

PUBLISHER: **UNIVERSAL INTERACTIVE**
DEVELOPER: **BLUE TONGUE SOFTWARE**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.JPTHEGAME.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**



PARK LIFE Now where did we put the Doyouthinkhesaurus?

To us, it's just one of Alan Partridge's mortifying catchphrases, but back in 1993, Spielberg's sharp-taloned blockbuster carried a moral message: when man plays God, nature gets prehistoric on his ass. So why it's taken so long for some bright spark to make *Jurassic Park* into a God sim is anyone's guess.

A full decade on from the original franchise, *Jurassic Park: Operation Genesis* is finally ready to hatch. In an egg-shell, it's *Theme Park* with big teeth – but given the relative scarcity of quality God sims on PlayStation 2, this is no bad thing.

As park manager, you're responsible for constructing your park from the terraformed soil up. The learning curve is steep: *OPS2*'s ill-advised attempt at a free-range park saw customers fleeing from roaming lizards before they got a chance to splash their hard-earned at the burger hut. But the Exercises mode introduces you to a team of experts who will teach you the surprisingly versatile control method and guide you through the creation of a fully-functioning monster paradise.

The most important element of any modern business is the customer. As usual, however, they're a fickle bunch. Some tender souls will be happiest watching mummy and daddy Stegosaurus grazing by a lake from a leisurely safari ride. Others – the thrill-seekers – will only have their dino-lust sated by the sight of shrieking reptilians tearing cows into bloody gobbets from the dubious safety of a viewing dome. It's your job to please everyone, all the time – and then flog them the over-priced souvenirs before they hop on the chopper home.

So far, so familiar: a bunch of beautifully-animated dinosaurs is a good start, but it can't disguise the fact that this whole genre is well trod. Luckily, innovation runs deep beneath this game's leathery skin. Building scarier monsters isn't just about waving wads of cash. Oh no. Fresh DNA can be unearthed by intrepid archeological teams in around-the-world fossil hunts, then refined into beasts for your hatchery, or flogged on the black market. Meanwhile, you've got a crew of eggheads in the research lab working on everything from disease vaccines to hot air balloon rides, extending the game's life span and providing everything you'll need to build your park into a prehistoric Eden.

In keeping with the film, we will leave on a cautionary note. Right now, the sun is shining, the punters are grinning, and those beasts look awful docile behind those high security fences. But wait – is that a tornado we can see brewing on the horizon? We are going to be okay, aren't we? Aren't we? ☐ **Louis Pattison**

JURASSIC PARK: PROJECT GENESIS

Why we'd buy it:
- Dinosaurs, dude
- Good PS2 God sims are so rare, they're virtually extinct

Why we'd leave it:
- The first couple of hours are a headache
- We've already played *Theme Park* to death

Graphics	Good animation, lush scenery	07
Sound	Grrr. Grrr. Grrrrrrr	05
Gameplay	Complex menu system, but well-executed	07
Life span	Patient? Then this could last you an ice age	08

A prehistoric premise, sure. But *Operation Genesis* puts a fresh spin on the God sim genre. Hammond would be proud.

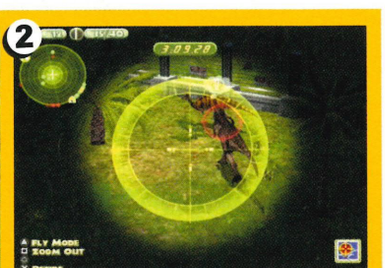
07

OFFICIAL VERDICT

DINO RAMPAGE

With crazy carnivores on the loose there's no way you'll be able to protect the paying pubic without employing some dino expert help. Who you gonna call? Park Ranger!

Oh no! A beast has slipped through a damaged segment of security fence. It's your job to stop it before the punters become the hunted...



From the safety of a helicopter, your eagle-eyed ranger tranquillizes the escapee. A warning, though: the chopper can't fly in a storm.

RAIN OF TERROR
Think a spot of drizzle is the worst you'll face? Think again...

BEST VALUE TONES IN TOWN!

MORE @ WWW.GETZED.CO.UK

TONES & LOGOS ORDERED VIA TXT ONLY £1.50

zed™

2003 Chart Bestsellers

TONE NAME	TXT KEYWORD	09065 CODE
TATU / ALL THE THINGS SHE SAID	TONE TATU	3015
JUSTIN TIMBERLAKE / CRY ME A RIVER	TONE CRYME	3113
KELLY ROWLAND / STOLE	TONE STOLE	3114
BUSTED / YEAR 3000	TONE YEAR3000	3115
DANIEL BEDINGFIELD / IF YOU'RE NOT...	TONE IFYOUR	3067
DJ SAMMY / THE BOYS OF SUMMER	TONE THEBOYS	3141
SUGABABES / SHAPE	TONE SHAPE	3131
CHRISTINA AGUILERA / BEAUTIFUL	TONE BEAUTIFUL	3133
JAMIESON / TRUE	TONE TRUE	1830
THE CHEEKY GIRLS / CHEEKY SONG	TONE CHEEKY	3060
AVRIL LAVIGNE / SK8ERBOI	TONE SK8ERBOI	3075
NELLY FEAT. KELLY / DILEMMA	TONE DILEMMA	1963
PINK / FAMILY POTRAIT	TONE FAMILYP	3073
LAS KETCHUP / THE KETCHUP SONG	TONE KETCHUP	1956

TV / Film Themes

JACKASS FILM THEME	TONE JACKASS	3160
KNIGHTRIDER TV THEME TUNE	TONE KNIGHTRIDER	3087
AIRWOLF TV THEME	TONE AIRWOLF	1932
SPIDERMAN FILM THEME	TONE SPIDERMAN	1835
SCOOBY DOO THEME	TONE SCOOBY	1843
THE GREAT ESCAPE THEME	TONE GREAT	1844
HERCULE POIROT TV THEME	TONE POIROT	1566
SEX IN THE CITY TV THEME	TONE SEXINCITY	1567
MATCH OF THE DAY THEME TUNE	TONE MOTD	1497
HALLOWEEN	TONE HALLOWEEN	1060
BEVERLEY HILLS COP	TONE AXELF	1038
INSPECTOR GADGET	TONE GADGET	1039
PINK PANTHER	TONE PINKPANT	1040
BIG BROTHER THEME TUNE	TONE BROTHER	1448
DALLAS	TONE DALLAS	1042
EASTENDERS	TONE EASTENDERS	1043
CHARLIES ANGELS	TONE CHARLIES	1044
JAMES BOND	TONE BOND	1046
BATMAN	TONE BATMAN	1047
MISSION IMPOSSIBLE	TONE MISSION	1048
GHOSTBUSTERS	TONE GHOST	1050
MUPPET SHOW THEME	TONE MUPPETSH	1059

Get a BRIT winner on your mobile!

WILL YOUNG / EVERGREEN	TONE WILL	1736
LIBERTY X / JUST A LITTLE	TONE LIBX	1805
ROBBIE WILLIAMS / ROCK DJ	TONE ROBBIE	1026
MS DYNAMITE / DY-NA-MI-TEE	TONE DYNAM	1936
EMINEM / LOSE YOURSELF	TONE EMINEM	3058
BLUE / ONE LOVE	TONE BLUE	1987
PINK / JUST LIKE A PILL	TONE PINK	1958
RED HOT CHILLI PEPPERS / THE ZEPHYR SONG	TONE REDHOT	1991
SUGABABES / ROUND ROUND	TONE SUGA	1915
COLDPLAY / IN MY PLACE	TONE COLDPLAY	1908
TOM JONES / SEX BOMB	TONE TOM	1028

R U A PRANKER

Get a mate's blood pumping! Send a zed wind-up txt prank.

£1.50 MAX!

TXT KEYWORDS	SHORT PRANK DESCRIPTION
PRANK VIRUS	SO YOUR MATES LOVE THEIR MOBILE? SEND THEM A VIRUS & WATCH THEM SWEAT...
PRANK CHEAT	YOUR PARTNER SEES YOU WITH SOMEONE ELSE & ASKS WHAT'S GOING ON...
PRANK MODEL	SHOCK THEM WHEN THE MODEL AGENCY GETS INTOUCH...
PRANK POLICE	STOP SPEEDING OR PC PLOD AND HIS VIDEO CAMERA WILL BE INTOUCH...
PRANK CAUGHT	HEY, THOUGHT YOU'D BETTER KNOW.. JUST SEEN YOUR BOYFRIEND HEADING OVER AND HE'S MAD...
PRANK DETENTION	TXTING IN CLASS? YOUR SCHOOL IS ON TO YOU...

1. Start a txt message and enter the **TXT KEYWORD** of the prank you want to send and the mobile no. of your victim. **Leave a space between each word.**
2. Send the txt message to **8007** (Vodafone/Orange/02) or to **87007** (T-Mobile).
3. Within a few seconds your victim will receive the first of their messages, with the rest following every few minutes.

PRANK VIRUS 07093557

PHONE NO: 8007 or 87007

Recipients of Pranks must be 16+

HOW TO GET YOUR TONE OR GRAPHIC...

EASY & CHEAP TXT ORDERING NOW ON ALL NETWORKS!

1. Start a txt message and enter the **TXT KEYWORDS** of the tone or logo you would like e.g. **TONE TATU, PICT SUN** or **LOGO BABE**. If you want **TO SEND TO A MATE**, just add their mobile number after the TXT KEYWORDS **e.g - PICT SUN 078965432**

   REMEMBER:
   - **Send only 2 words to zed & mobile number if sending to a mate.**
   - **Leave a space between each word.**
   - **Start your txt with TONE, LOGO or PICT.**
2. Send txt to **8007** for Vodafone/Orange/02 users or to **87007** for T-Mobile users.
3. Within a few seconds you/your mate will receive the ringtone or graphic.Press **Options** & select **Save.**

OR

TONE TATU

PHONE NO: 8007 or 87007

8007 RINGTONE RECEIVED

USE THE ORDER HOTLINE

(Recommended to call from a landline)

1. Call **09065 266 695**†

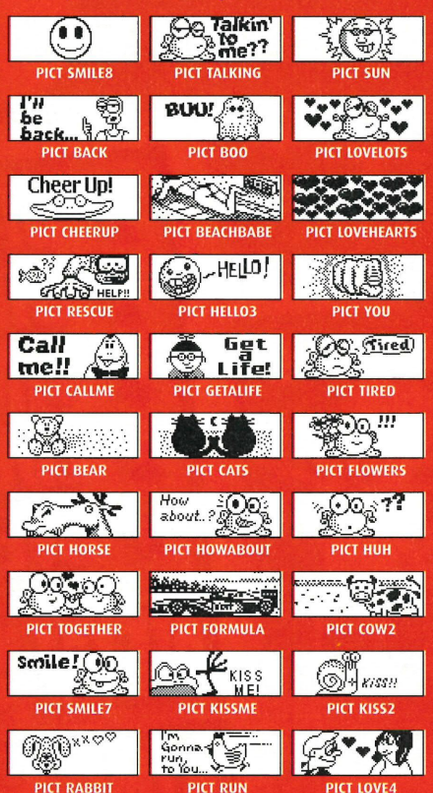
   Callers from EIRE dial **1560 927 500**
2. When prompted, enter the 4 digit **09065 CODE** which you'll find next to your chosen tone or logo.
3. Soon you will receive your ringtone or logo Press **Options** and select **Save.**

†*£1.50 a minute. Average call length 2.5 mins*

NEW TOP 20 TONES AVAILABLE VIA THE HOTLINE FOR NOKIA, MOTOROLA, ERICSSON, SAGEM, SIEMENS & SAMSUNG MODELS!!

Picture Messages

Send a great zed picture message to a mate!



Top Logos

TXT KEYWORDS	09065 CODE
LOGO GRRR	2055
LOGO SAUSAGE	2132
LOGO CATP	2015
LOGO PANDALUV	2577
LOGO HAPPY	2012
LOGO ALIENS	2384
LOGO FLASHINGEYES	2443
LOGO ZANY	2483
LOGO NOSMOKING	2288
LOGO HOTSTUFF	2456
LOGO MONKEY	2431
LOGO F1	2007
LOGO ENGLAND2	2620
LOGO NOFEAR	2027
LOGO BAT2	2022
LOGO INVADER	2380

NEW FEATURE

Personalised Logos

*Get a **LOVE** or **TEXT LOGO** on your mobile **OR...** why not send one to a mate's mobile*

LOVE LOGO

LOVE ROBBIE KYLIE

PHONE NO: 8007 or 87007

ROBBIE ♥ KYLIE

TEXT LOGO

TEXT GOING DOWN!

PHONE NO: 8007 or 87007

GOING DOWN!

1. Start a txt & enter **LOVE** then your name and who you lurve!!! For a text logo enter **TEXT.** then the word/s you want as your logo. Remember to leave a space between each word. **TO SEND TO A MATE'S NOKIA** just add their mobile number next.
2. Send txt message to **8007** (Vodafone/Orange/02) or to **87007** (T-Mobile)
3. Within a few seconds you/your mate will receive the personalised logo. Press **Options** & select **Save.**

Each name can be up to 12 characters for **LOVE LOGO** and max 12 characters for **TEXT LOGO.**

BUST A RIB WITH A ZED JOKE!

JUST TXT:

JOKE to **8007** (Vodafone,Orange,02)

or to **85007** (T-Mobile)

ONLY 50p each!

Tones & logos are £1.50; Picture Messages are £1.50 & £1.80 (Voda); Pranks are £1 (02), £1.20 (Vodafone/Orange) & £1.50 (T-mobile). Daily Services & Sex Facts are free for 5 & 3 days respectively then £1 (02), £1.20 (Vodafone/Orange). Vibe, Horoscope & Weather are charged in advance of 5 msgs; Joke, Gag & Pickup in advance of 4 msgs; Sex Facts in advance of 3 messages. To stop text DAILYOFF <service> to 8007or SEX OFF to 8007. Prices inc. VAT. Services exclude your standard operator tariff for sending SMS messages, except T-Mobile where this is included. Calls are £1.50/min and call length is average 2m/30s. Calls from mobiles may be charged higher. Users must 16+ or have permission from the bill payer. Compatible phones: Nokias - Tones/Logos/Picts: 3210, 3310, 3330, 3410, 3510/i, 3590, 3650, 5100, 5210, 5510, 6100, 6210, 6250, 6310/i, 6510, 6650, 6800, 7210, 7250, 7650, 8210, 8310, 8850, 8890, 8910/i. Tones only: 5125, 5165, 7160, 8110i, 8260. Logos only: 5110, 5130. Tones & Logos only: 6110, 6130, 6150, 7110, 8810, 9110/i, 9210/i. Additional compatible phones if using the order hotline: Motorola: T191, Timeport 250/260, V100, V50, V8088. Ericsson: r520, t20e, 29, 39, 68. Sagem: mc930, mc/mw932, mc936, 939, 940, 942, 946, 949, 950, 952, 956, 959, mw3020. Siemens: C45, ME45, S45. Samsung: R200, R210, N400, SGH-N620, SGH-T100. Service supplied by Sonera Zed UK Ltd., PO Box 36504, W4 5WQ. 0870 1417012. Calls from Eire cost 94 cents per min. Average call length 2 mins. Correct at time of publication.

WWW.THEBIKESHOW.COM TICKET HOTLINE: 0870 902 0444

THE BIKE SHOW.03

25.04.03 to 27.04.03 The NEC, Birmingham

- ★ JAMIE BESTWICK
- ★ SIMON TABRON
- ★ TIM 'FUZZY' HALL
- ★ EDUARDO TERREROS
- ★ STEVIE McCANN

NEW STREET COURSE

KING SIZE II VERT RAMP
READY TO HOST THE BEST VERT COMP IN UK

FLATLAND CONTEST PRO & AM

THE BIKE SHOW
25-27 APRIL BIRMINGHAM NEC

British Heart Foundation

In association with the
BRITISH HEART FOUNDATION

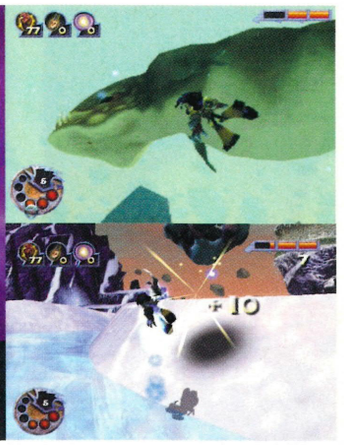
BOOK NOW FOR GUARANTEED BSX GRANDSTAND SEAT AND SAVE.
ACCESS ALL AREAS PASS - GET UP CLOSE AND PERSONAL

ARCH ENEMY You can tell he's evil by his red eyes.

BLUE RINSE The FMV is competent, if uninspiring, stuff.

LEVELS OF NOTE This musical themed level is one of the best.

VEXX APPEAL His gold suit would make Ali G jealous.



BACK STORY

Vexx is Acclaim's first homegrown platform game and comes from its US department in Austin, Texas. It was developed alongside Turok: Evolution *– both games shared development resources, core technology and personnel.*

PUBLISHER: **ACCLAIM**
DEVELOPER: **ACCLAIM STUDIOS AUSTIN**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.ACCLAIM.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

POOR SHOW The moves list is showy but pretty limited.

LEDGE FRENZY So many platforms, so little time.

VEXX

Another day, another platformer. But make room, it's got claws...

Any hopes or fears that the traditional platform game genre is on its last legs are unfounded. *Vexx* is the most recent in a long line of Western-developed hopefuls to challenge the greats of the genre. The introduction to the game tells the story of young Vexx, a creature intent on avenging his grandfather's murder at the hands of the evil invader Dark Yabu and his shadowraiths.

It's obvious that, as with *Sly Raccoon*'s stealth or *Ape Escape*'s monkey hunting, any new venture into this genre now demands a hook to make it stand out from the crowd. Vexx's special feature is a huge pair of claws which attach themselves permanently to his previously mundane digits. These claws give Vexx some striking offensive moves and provide a legitimate excuse for the platforming staples of wall climbing and ceiling traversing. With good timing it's possible to juggle enemies using the claws, which in turn charges Vexx's power gauge and allows him to unleash more powerful combo attacks. This system works well – it even elevates the combat sections to the par of a beat-'em-up at times. But, unfortunately, enemy design is mainly uninspired, and the same – or very similar – enemies appear in all the different worlds, be they desert, forest or ice-themed. It soon becomes apparent that the innovative combat is very much secondary to more traditional platform fare.

Fortunately, there *is* a solid platform game beneath all this. There are ten worlds to explore, and within each world there are up to ten shadowraith hearts to be found or won. Refreshingly, these hearts can be collected in a fairly open order. The structure is familiar to any *Mario* fan: unlock a certain number of shadowraiths and you can open the next world from a central room. Collect 60 shadowraiths and you'll gain access to the final boss, Dark Yabu – and the extra twenty-odd wraiths will keep any completist nice and busy.

The meat of the game is made up of a myriad of platforming elements and tricks that have been seen countless times before. There are as many types of platform as you care to mention (spinning, invisible, see-saw, moving) and, impressively, pretty much everything you can see in the level is reachable, making for some enjoyable head-scratching moments.

It seems Acclaim has thrown everything but the kitchen sink at *Vexx* in terms of ideas: there's a light and dark theme, upgradable armour, a combo-based fighting engine, non-linear levels and puzzle elements. But all these genre pieces come together to become only slightly more than the sum of their parts and, in most cases, slightly less than the sum of their inspiration.

We have already seen most of *Vexx*'s ideas better executed in other recently released platformers and while this is a good game, it's never great. If you're a platform lover there's much here to attract you, but if you're looking for innovation and genre progression, you'd do best to look elsewhere. ☐ **Simon Parkin**

VEXX

Why we'd buy it:	Why we'd leave it:
- A competent pastiche of platform-game elements - We've completed the other recent big hitters	- Clipping and slowdown issues make it look visually dated - We've played it all before

Graphics	Sometimes stunning, but often below par	05
Sound	A decent atmospheric score	07
Gameplay	Solid, but sadly a little stale	06
Life span	It's tough, but the competent will finish it in 24 hours	07

Vexx is quality platform fare but its shortcomings can be summarised in four words: Ratchet, Clank, Jak and Daxter.

06

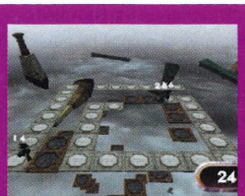
OFFICIAL VERDICT

TOP SECRET

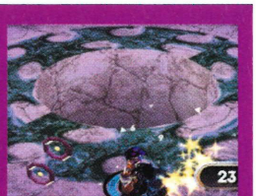
VEXX CHANGE

Acclaim has added variety to the action by including a couple of enjoyable mini-games. The successful completion of each one grants you a wraith heart. With two difficulty levels, these should keep you entertained for quite some time.

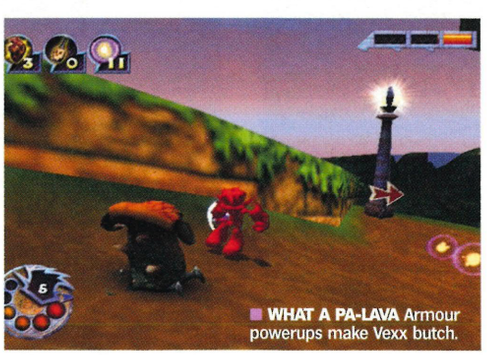
Drop is an excellent game in which Vexx runs around an arena attempting to touch more platform squares than his three rivals. Once a square has been touched, the platform falls away.

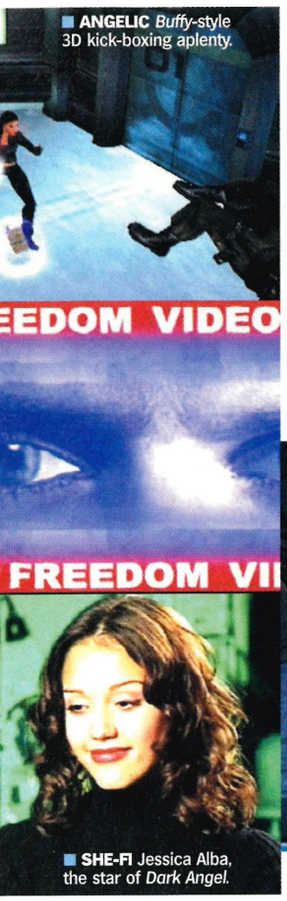


After each round the character with the least number of platform points is knocked out, leaving Vexx (hopefully) and one last opponent to fight it out in the final round.



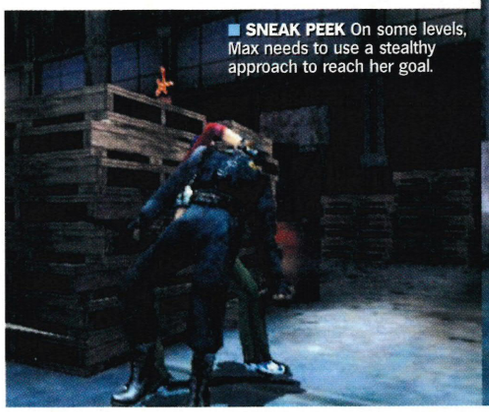
Toss is a much simpler game in which Vexx races three of his resident demons to grab as many coins as he can within the time limit. One person is knocked out after each round.


WHAT A PA-LAVA Armour powerups make Vexx butch.



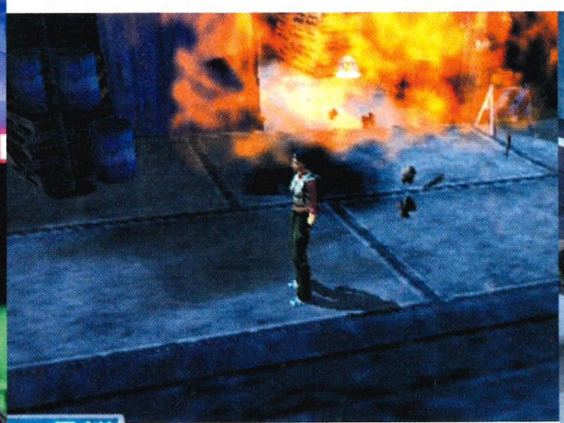
ANGELIC *Buffy*-style 3D kick-boxing aplenty.

SHE-FI Jessica Alba, the star of *Dark Angel*.



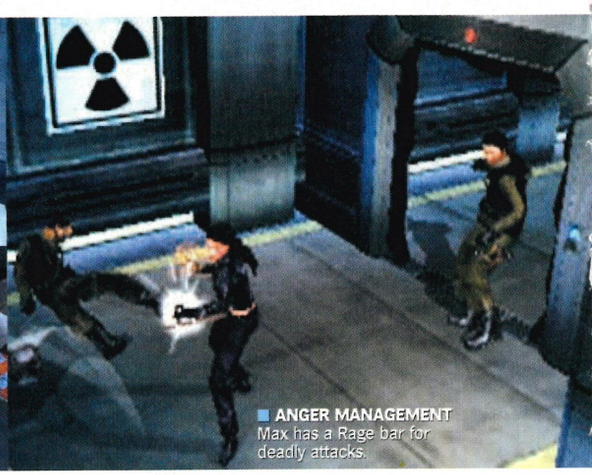
SNEAK PEEK On some levels, Max needs to use a stealthy approach to reach her goal.

PEER PRESSURE Max can hide behind objects and peer around corners before striking, just like Solid Snake.



FAMILIAR FEELING Press switches, find keys and explode walls to find new areas – yawn.

MATRIX OF THE TRADE Combo strike moves play out in slow-mo.



ANGER MANAGEMENT Max has a Rage bar for deadly attacks.

MAX POWER

Max is a one-woman army – strong, fast with martial arts skills that Bruce Lee would have been proud of.

SUPER VISION
By pressing L1, you can switch from third-person to first-person view. The 'super' part of this mode is its built-in zoom function.

STEALTH
Like many games, *Dark Angel* allows you to flatten Max against a wall and peer around it. Some of the sections you'll tackle require a real softly-softly approach.

RAGE
When Max unleashes the Rage mode, the effectiveness of her attacks is doubled and she'll be able to pull off some new and special moves. You go girl!

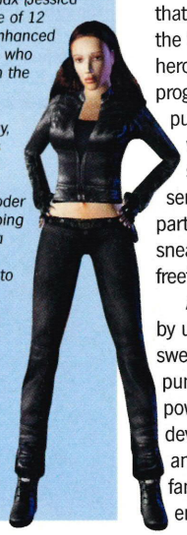
DARK ANGEL

It's the game of the cancelled TV show. Hardly the best licence ever.

PUBLISHER: **SIERRA**
DEVELOPER: **FOX INTERACTIVE**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.SIERRA.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

BACK STORY

Set in Seattle in the year 2019, the US has become a third-world country after terrorists detonated an electromagnetic-pulse bomb to destroy America's technology. Max (Jessica Alba) was one of 12 genetically-enhanced child soldiers who escaped from the lab and into Seattle. Bike courier by day, she becomes a PVC-clad, motorcycle-riding do-gooder by night, helping Logan Cale, a wheelchair-bound rebel, to fight against crime and corruption.



Based on the cancelled US TV series of the same name, *Dark Angel* is a stylistic blend of PS2 games like *Buffy The Vampire Slayer* and *Spider-Man*. The show's concept – a genetically modified girl-soldier escapes an evil corporation to start a new life in Seattle – was part-spun by *Terminator* and *Titanic* Director James Cameron. Set in a dystopian future, *Dark Angel* didn't just offer episodic, superhero-style crime fighting. Serving up more than simple she-fi eye-candy, it weaved its high-kicking action together with a 'who am I?' narrative and a 'will they/won't they' romantic sub-plot between the two lead characters.

Dark Angel on PS2 abandons most of the elements that made the TV show interesting, focusing instead on the thump-'em-up basics. You take control of runaway heroine Max, the product of a hush-hush genetic program that spliced human DNA with animal DNA in pursuit of the ultimate soldier. Blessed – or cursed – with cat-like reflexes, super-strength, super-sight and super-memory, Max must work her way through a series of levels. Guided by hints and pointers from her partner Logan, she can reach the end of a level by either sneaking *MGS*-style past guards or battling it out in big freeform brawls. Much button-thumping is required.

As you'd expect, Max can kick, punch and jump, and by using these moves in combination, you can perform sweeping kicks, aerial back flips and jaw-busting double-punches. The more Max fights, the higher her Rage power bar rises. When full, Max can unleash a series of devastating (slow-mo) hits with the bursts of dexterity and gravity-defying acrobatics that will be familiar to fans of the show. In addition, Max can also grapple enemies to throw them around in open combat, or silently attack from behind. A first-person view (with zoom) and a series of pick-up objects – explosives, health packs, gun ammunition – extend the brawling basics, while Max can also hide behind corners and hang from ceilings.

At first glance, *Dark Angel* seems to be a faithful (albeit badly rendered) version of the TV show. But what it lacks is depth. Levels are often little more than a series of fights in search of a key that will give you access to the next level. The locations are limited, the background objects are unusable and your freedom of movement is restricted. Sections of the game are constantly loaded and detract from the game experience, while boss battles offer nothing different to a hundred games that have gone before it.

Dark Angel looks realistic, but not even fans of the series will find much to like here. ☐ **Dean Evans**

DARK ANGEL

Why we'd buy it:	**Why we'd leave it:**
- We'd like to digitally manipulate Jessica Alba - Fight scenes look impressive	- Poor quality animation - The gameplay is both shallow and restricted

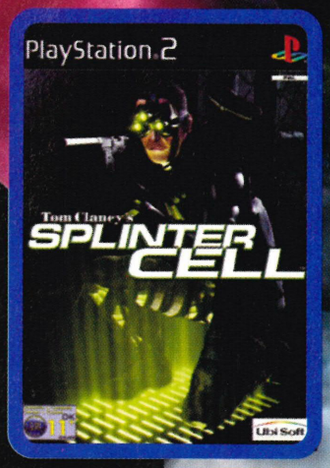
Graphics	A grubby 3D world with poly-people	07
Sound	Jessica Alba provides the voice for the game	06
Gameplay	Find the key, fight the guys, find key, fight...	03
Life span	A lengthy story line, but will you bother to finish it?	05

What *Buffy The Vampire Slayer* gets right, *Dark Angel* gets wrong. You won't be missing out on much.

05

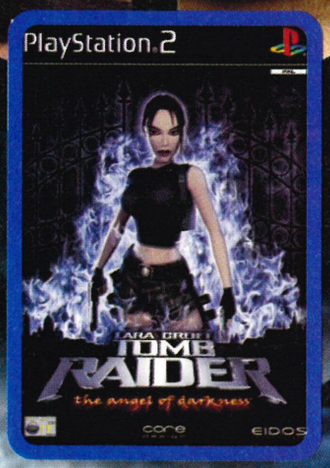
OFFICIAL VERDICT

WANNA PLAY SOME MORE?



~~RRP £39.99~~ **£29.99**

Splinter Cell

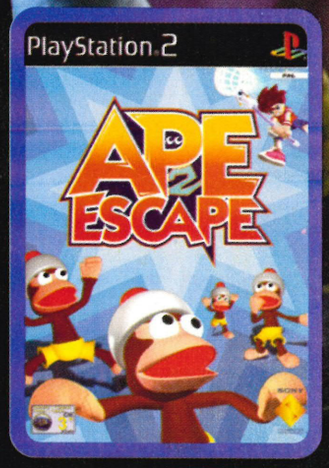


~~RRP £39.99~~ **£34.99**

Lara Croft - Tomb Raider: The Angel Of Darkness

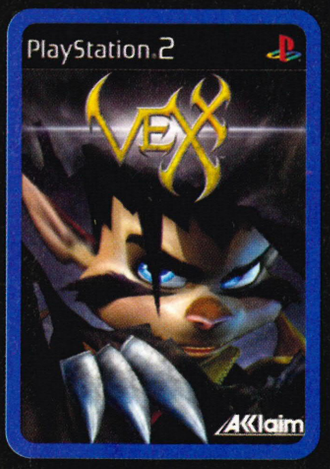
~~RRP £39.99~~ **£32.99**

Metal Gear Solid 2: Substance



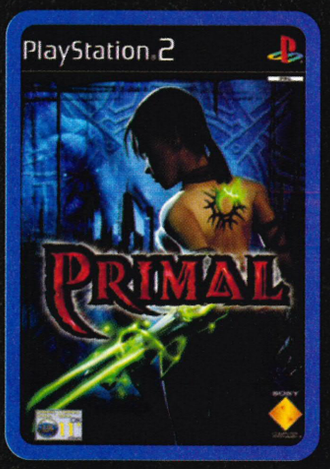
~~RRP £39.99~~ **£34.99**

Ape Escape 2



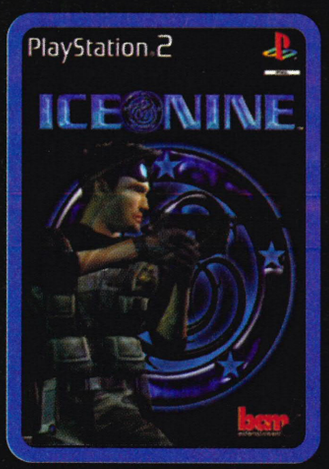
~~RRP £39.99~~ **£32.99**

Vexx



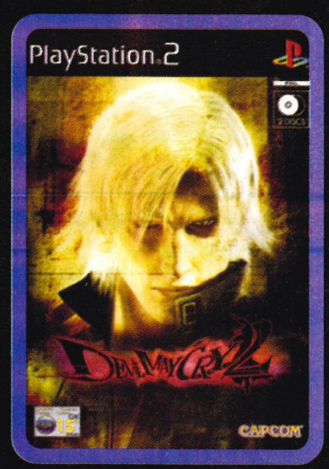
~~RRP £39.99~~ **£34.99**

Primal



~~RRP £39.99~~ **£32.99**

Ice Nine



~~RRP £39.99~~ **£32.99**

Devil May Cry 2

PLAY.COM

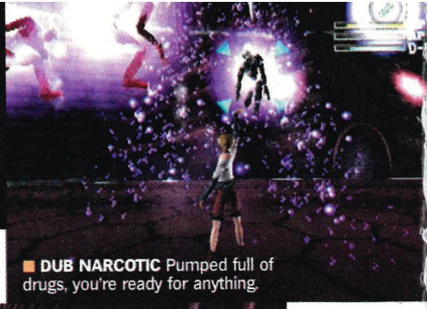
MOVIES MUSIC GAMES

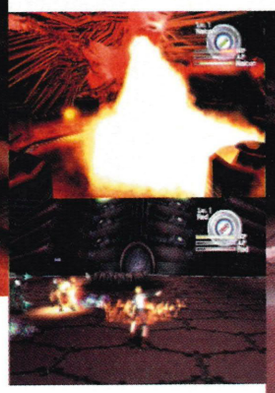
FREE DELIVERY ON ALL ITEMS!

Artwork shown from Vexx courtesy of Acclaim entertainment. Vexx and Acclaim ® & © 2002 Acclaim entertainment. All rights reserved.

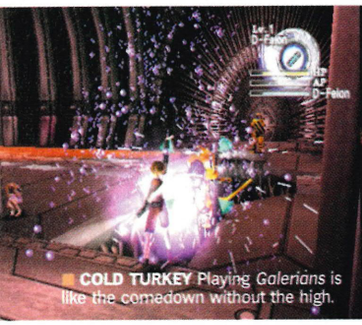
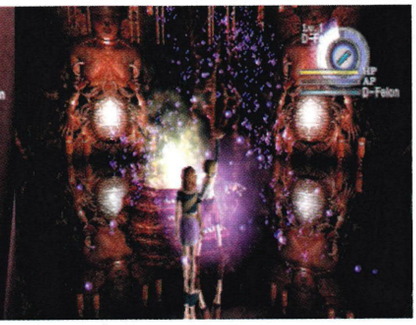
EYE TOY This is meant to be your mother. Someone call social services.

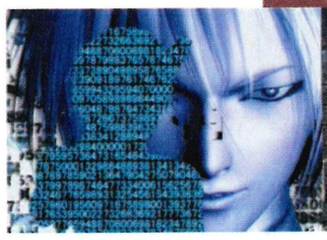
HALF A GIRL Is this the game's love interest? Put her back, she's not done yet!


DUB NARCOTIC Pumped full of drugs, you're ready for anything.



GET THE SKINNY With those clothes, Rion even looks like a drug addict.



COLD TURKEY Playing *Galerians* is like the comedown without the high.


ALL MOUTH Well, are you going to wipe that grin off his face or not?

GALERIANS: ASH

Ash *to ashes, dust to dust: the* Galerians *sequel dies on its feet.*

PUBLISHER: **SAMMY**
DEVELOPER: **ENTERBRAIN**
PRICE: **£29.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.SAMMY-ZONE.COM**
60HZ MODE: **YES**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

BACK STORY

Designed by Polygon Magic, the first Galerians *game was released late in PSone's life. The hope was that it would be* Akira *meets* Resident Evil *but the game received mixed reviews. Unfortunately, all the gameplay issues with* Ash *were embryonic in the first game – Enterbrain has simply used the added PS2 power to accentuate them.*

If running back and forth down uninspiring, grey, futuristic corridors is your idea of fun, *Galerians: Ash* is going to rock your world. The developer appears to have extracted the very worst aspects of survival horror and RPG, wrapped them up in a convoluted plot with lazy play mechanics and a painfully inadequate combat system, and stuffed them incompetently into your emotion engine.

The most original aspect of this game is the fact that it uses the suffix 'Ash' to demonstrate its sequel status instead of a more traditional '2'. The player is first subjected to an immeasurably complicated introductory cut-scene illustrating what happened in the first PSone game. It's like a collision between *Ghost In The Shell* and *War And Peace* (ie, confusing and very long) and concerns a self aware mother computer (Dorothy) that revolts against her human creators and spawns her own race of psychic mutants, the Galerians.

You play as Rion, one of Dorothy's genetically modified children, and must destroy the computer's legacy. As soon as the game starts, you can smell the crusty play mechanics. Gameplay is almost exclusively of the go-to-X-and-fetch-Y variety. However, once you actually get to X, you'll soon discover that Y is, in fact, somewhere else. And so begins a wild goose chase that's been implemented in order to avoid actually having to come up with any decent, coherent gameplay.

Frustratingly, there are never any clear signs to indicate what it is you have to do next. This is fine for the first couple of hours, during which you can quickly visit all the locations and easily stumble across the next clue, but as the map expands, anger sets in as you duck into each and every room on the off chance it might trigger the next merciful cut-scene.

Combat is no better. Initially Rion has three psychic attacks available to him. The player must charge each of these attacks for good a few seconds before it can be used, during which time the player is susceptible to attack. If you're hit, your charge meter will reset and you will be forced to start all over again.

Rion also has a shield which only points in one direction, and which he cannot charge while it's in use. This is a real shame because a few simple tweaks could have made *Ash*'s combat system so much better – few things are more frustrating in a game than unwarranted death. Thankfully, the corridors you journey through are so under-populated that you rarely meet enemies, but this merely leaves you to suffer the ever tedious find 'n' fetch gameplay.

The game's graphics are no more distinguished. The bland uninspiring levels are inhabited by blocky and awkward character models who talk in Z-list American actor accents. To be honest, pretty much everything about this game grates after prolonged play. Only the most persistent or forgiving of gamers will persevere and see the credits roll. ☐ **Simon Parkin**

GALERIANS: ASH

Why we'd buy it:
- We have a lot of spare time to go item hunting
- Some rooms are well designed

Why we'd leave it:
- Atrocious battle system
- Aged, crusty gameplay
- Everything has been done better in other titles

Graphics	Occasionally very good but mainly dull and lifeless	05
Sound	Someone leaning on a keyboard hoping it's spooky	03
Gameplay	All but the most patient will tear their hair out	03
Life span	Finish it on Easy, Normal and Hard. That's it	04

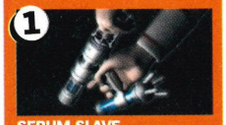
Confusing, poorly designed and a displeasure to play. All but the most action-starved should think twice.

03

OFFICIAL VERDICT

DON'T DO DRUGS

No guns here; Rion uses his psychic powers to combat the Galerians. They are powered by various injections which are act like ammunition. Here's how it works.


1

SERUM SLAVE
Once Rion has learned a particular ability it must be powered up by injecting the serum. A gauge at the top left of the screen shows how much 'ammo' is left.

2

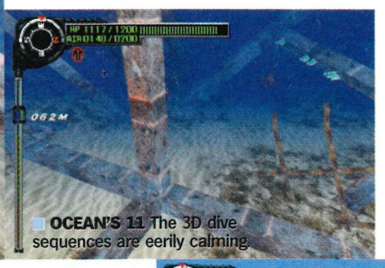
TURBO INJECTION
As Rion uses his abilities an AP gauge slowly fills. When this reaches maximum capacity, Rion can no longer attack and must take one of two special injections to take the AP back to zero.

3

PSYCHIC UPGRADE
After significant boss fights, Rion will earn upgrades for his abilities. Unfortunately these have to be spread equally around the Psychic abilities one at a time rendering the whole thing slightly pointless.

BESIDE THE SEASIDE Some fluffy plot-following.

SUB AQUA Dive deep to search for buried treasure.

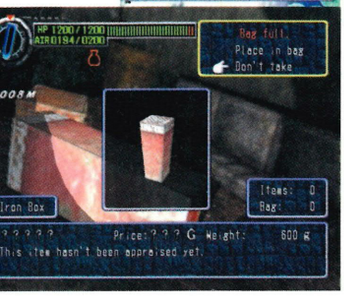


OCEAN'S 11 The 3D dive sequences are eerily calming.

PUBLISHER: **CAPCOM**
DEVELOPER: **ARIKA**
PRICE: **£24.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.CAPCOM.COM**
60HZ MODE: **YES**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

EVERBLUE 2

This place is a dive, let's just get wrecked.



The original *Everblue* may have been visually intriguing but it was about as much fun as walking around a field with a metal detector. To its credit, though, the quirky diving sim often looked fantastic and it had some charm.

Everblue 2 offers more of the same aquatic action. Nearly a year has passed since the events in first game. You now find yourself stranded in the Caribbean, broke and only able to afford the most basic diving equipment. The game is split into two distinct sections. Valentir is a series of static locations with people to talk to, tasks to complete and places to visit. To earn money, you must complete the featured tasks and salvage lost trinkets from the Caribbean deep. The more money you earn, the better the equipment you can buy, which in turn enables you to dive deeper in search of better treasure.

Then there are the beautiful 3D dive sequences – dappled lighting, bright coral reefs, darting fish, dolphins and turtles. The longer you swim and salvage, the more locations become available. But, there are no puzzles. Your brain is rarely tugged, let alone stretched. Instead you follow a speech-bubble story line and perform a series of fetch-and-carry missions. Atmospheric it may be, but *Everblue 2* is often repetitive and tiresome.

There is little challenge here. It amuses but doesn't engage; frustrates rather than delights. How ironic that a game about the ocean has so little depth. ☐ **Dean Evans**

DEEPER AND DEEPER Buy better stuff, dive deeper.

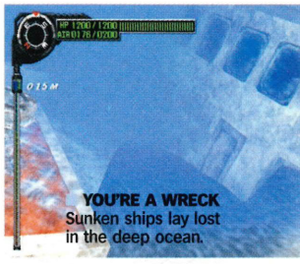
EVERBLUE 2

Why we'd buy it:	Why we'd leave it:
- Atmospheric and calming sub-aquatic, er, action	- Repetitive and limited gameplay

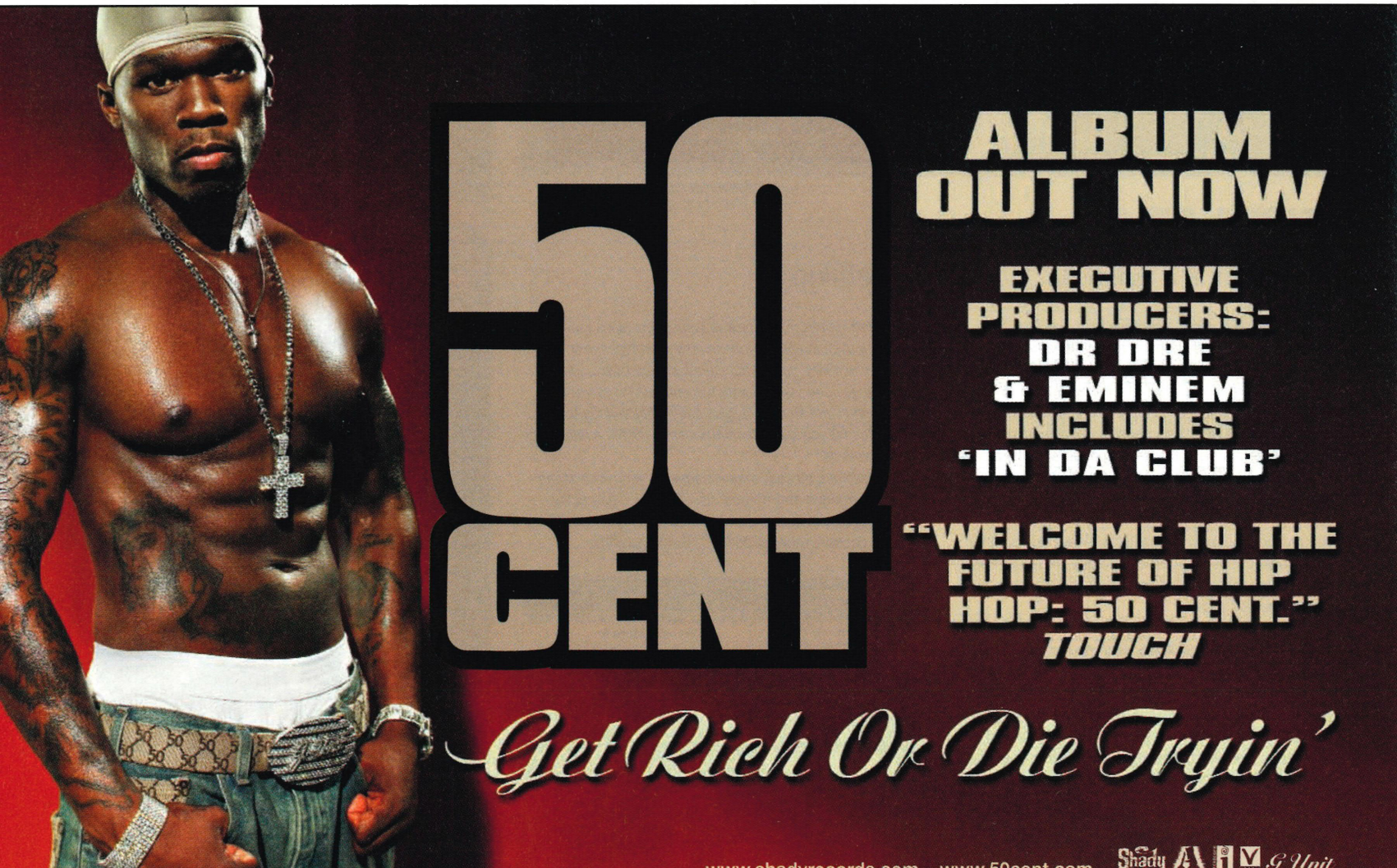
Graphics	05	Has a quirky charm all of its own, but there's very little real gameplay.
Sound	04	
Gameplay	04	
Life span	04	

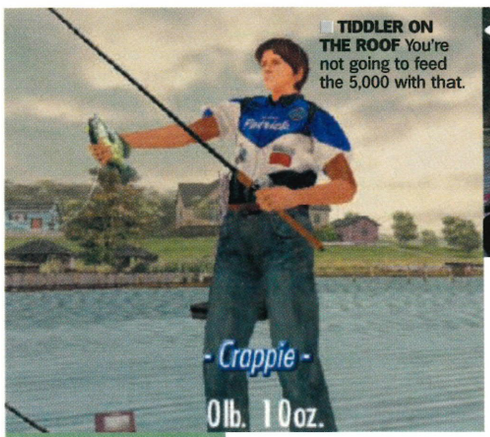
04

OFFICIAL VERDICT

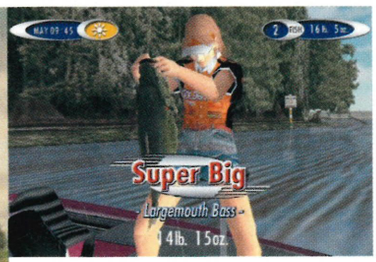


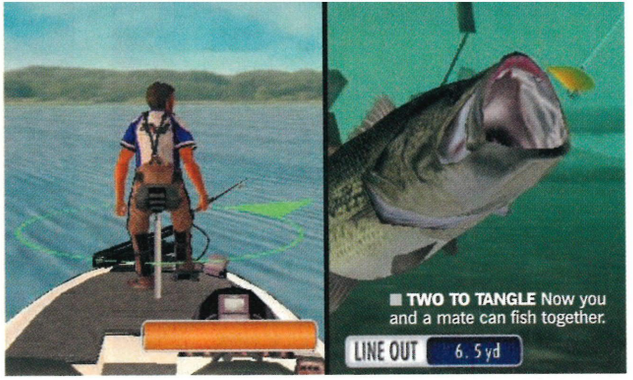
YOU'RE A WRECK Sunken ships lay lost in the deep ocean.





TIDDLER ON THE ROOF You're not going to feed the 5,000 with that.





TWO TO TANGLE Now you and a mate can fish together.

SEGA BASS FISHING DUEL

Now you can fish against a friend. Your plaice or mine?

They said it couldn't be done. They said you couldn't make a game out of fish. But 'they' didn't reckon on *Sega Bass Fishing*, the hit arcade-turned-console game. However, while the original game helped keep Sega's Dreamcast afloat, this sequel is set to sink without trace on PS2.

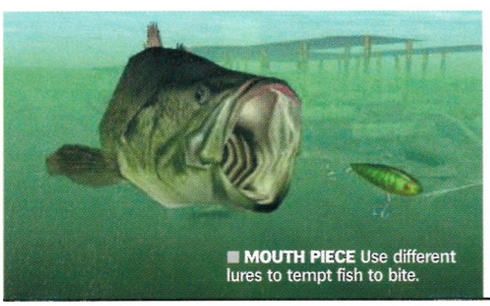
The original game's graphics had the day-glo zing of Mothercare's summer collection whereas this is strictly Barbour and Rohan. The fish themselves are brilliantly realised but the threadbare scenery, grim draw distance and 'dreary day in Clacton' lighting serve to sap any excitement from snaring yourself a fishbeast.

In the old *Bass Fishing* days, the odd fish would see your bait and scuttle over to temptation before deciding whether to nibble or swim for the hills. But this new school are rather more cautious – it's almost as if they'd rather not play at all. Drop a line in right on their nose and they'll follow your fly as you reel it in without ever biting or fleeing. You'll shout at the screen. You'll wiggle your rod this way and that. But nothing happens. Nobody wants to play a driving game where you drive a Mini Metro to work on a Monday morning, so who wants a fishing game with all the 'excitement' of real fishing?

The new two-player Duel mode allows you to fish in competition with a friend but we guarantee that unless you're playing against Captain Birdseye your guest will be 'casting' his 'pad aside within the hour. ☐ **Daniel Griffiths**

BREAK MACHINE Wind too hard and he'll escape.

PUBLISHER: **ACCLAIM**
DEVELOPER: **SEGA**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.SEGA.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**



MOUTH PIECE Use different lures to tempt fish to bite.

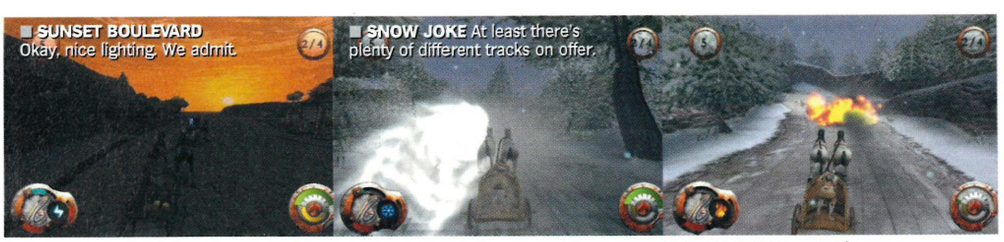
SEGA BASS FISHING DUEL

Why we'd buy it:	Why we'd leave it:
- Fishing games can be exciting and innovative	- Too serious, not enough 'fun' - No rod peripheral

Graphics	06	The *Gran Turismo* of fishing games. Sadly that makes it a very dull experience indeed.
Sound	04	
Gameplay	05	
Life span	03	

04

OFFICIAL VERDICT



SUNSET BOULEVARD Okay, nice lighting. We admit.

SNOW JOKE At least there's plenty of different tracks on offer.

CHARIOTS ON FIRE The 'magic' bits pep things up a bit.

BEN HUR

Hur. What is it good for? Absolutely nothing.

The horseless carriage (aka, the car) is undeniably popular in racing games. But don't you yearn for a bygone age where horsepower was a literal term, men wore skirts and ladies bathed in semi-skimmed ass milk?

Yes, you can be a hero of ancient Rome in a chariot racing game that feels like it was coded 5,000 years ago! The pre-race fly-by camera doesn't appear to know its way around the track and the horses don't so much gallop as fly while wiggling their legs. The repetitive shouts and looped wheel clatter will have you stuffing pasta in your ears, but it's the insanely convoluted and complex mechanic nailed onto the gameplay that causes the real pain.

So you think it's just a matter of steering a couple of horses around a track? While Charlton Heston had to live by his horsemanship alone, you have weapons and black magic on your side and can summon up spells to send your rivals' chariots a-fire. And while half-steering your ugly little chariot around the ugly tracks you've also got to keep an eye on your horse's energy levels, your life bar, your mana points, your supply of throwing weapons, your kart points, your combat score, your spell indicator, your reputation gauge, your enemy's strength, your manoeuvrability, speed, acceleration, resistance, power, and range… And don't forget the coloured spells and gems you have to collect, plus the ability to pray to gods, gamble and win cups. For Zeus's sake, is this a chariot or a space ship?

Next time, Mr Hur, may we suggest you move some of your 'options and menus' slaves to your 'gameplay and graphics' department? The verdict on this game's life? A decisive thumbs down. ☐ **Daniel Griffiths**

BEN HUR

Why we'd buy it:	Why we'd leave it:
- More in-game options than a submarine simulator	- One of the worst racing games we've played

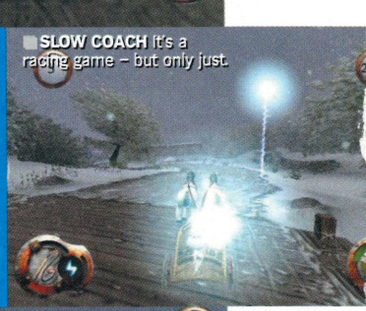
Graphics	03	*Circus Maximus* is better. Is there anything more humiliating than being the PS2's worst chariot sim?
Sound	02	
Gameplay	03	
Life span	05	

03

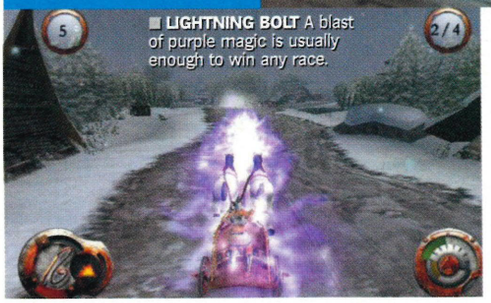
OFFICIAL VERDICT

GAUGE RAGE Trying to keep track of all your meters will drive you barmy.

PUBLISHER: **MICROIDS**
DEVELOPER: **MICROIDS**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.MICROIDS.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**



SLOW COACH It's a racing game – but only just.



LIGHTNING BOLT A blast of purple magic is usually enough to win any race.

THINK YOU'VE FINISHED?

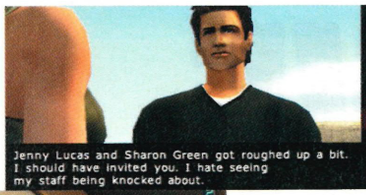
THINK AGAIN!

TAKE YOUR PS2 GAMES FURTHER WITH THIS!

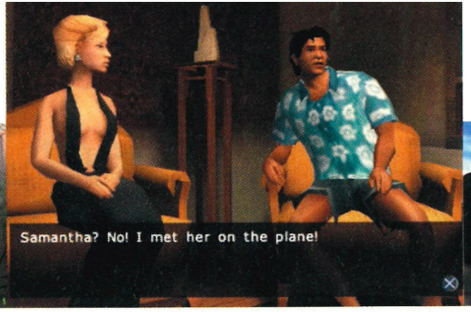
THIS MONTH

We've got an **EXCLUSIVE** and **COMPLETE** guide to Splinter Cell

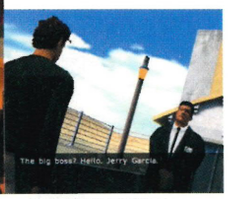
ON SALE NOW



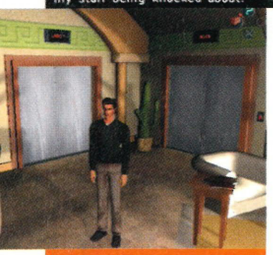
■ **BEDROOM EYES** Good lord mother, put some clothes on!



■ **SIN CITY** Tommy Vercetti had really let himself go.



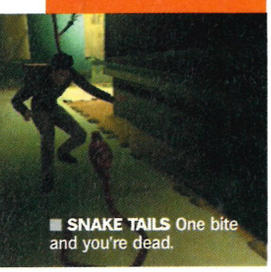
■ **GRATEFUL DEAD** Turns out the big boss is a hippy.



LARGO WINCH: EMPIRE UNDER THREAT

Surely being richer than God can't be this boring?

PUBLISHER: **UBI SOFT**
DEVELOPER: **UBI SOFT**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.UBISOFT.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

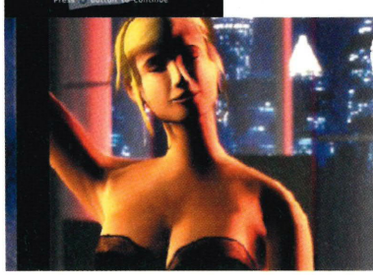


■ **SNAKE TAILS** One bite and you're dead.

You have got to question the mindset of parents who inflict bizarre names such Quentin or Agamemnon on their offspring. But imagine being called Largo Winch at school. You're guaranteed a shoeing at every lunch break. So it's lucky Largo can afford to hire a few bodyguards, because he's just inherited his old man's billion-dollar business empire. Result!

Largo Winch, the game, casts you as the 'billionaire in blue jeans' (imagine a young, Yugoslavian Bill Gates… no, don't) trying to solve a dangerous conspiracy. A decent premise and, surprisingly, the gameplay does it justice. Nah, just kidding… this is toss. Having foiled a bomb plot and copped off with a loose-knickered lovely, Largo jets off to Mexico to investigate sinister events at one of his laboratories. It soon becomes miserably clear that the only thing waiting for him is unintentionally hilarious explicatory dialogue ("Her professionalism is stuck to her like glue") and irredeemably average puzzles. But the real kick in the crotch is the desperately limited turn-based combat.

Despite decent-looking environments, this is a painfully linear adventure, which lacks any pace and – criminally – includes unpredictable instant deaths. Still, it's hard not to savour the irony when Largo examines an object and says, "Nothing interesting here. I'm wasting my time." You said it, pal. ☐ **Tim Clark**



LARGO WINCH: EMPIRE UNDER THREAT

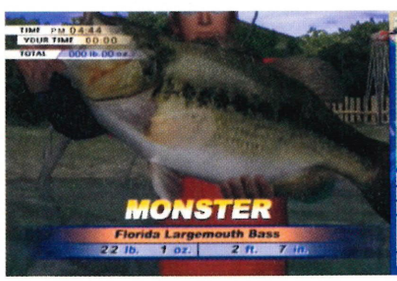
Why we'd buy it:	Why we'd leave it:
- We're drunk and and in need of some mild titillation	- We're sober, and not *quite* that sad

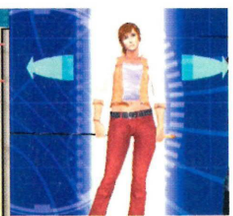
Graphics	05	It promises 'adventure, suspense and glamour.' But, lady-loving aside, this is complete merde.
Sound	04	
Gameplay	03	
Life span	05	

04

OFFICIAL VERDICT

■ **HOOK, LINE AND STINKER** There must be bigger fish to fry.





■ **KIPPER TIE** Surely those strides would scare the fish.

FISHERMAN'S CHALLENGE

Mission Impossible: making fishing fun.

PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.KONAMI.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

■ **SPEED FREAKS** Get your spot and wait for the bites.

We know what you're thinking. "How can a humble fishing game capture all the adrenaline-pumping highs and soul-crushing lows of the real thing?" Good question. And you're probably also thinking, "Why the hell would I ever want to splash my cash on a game about angling?" Well, Konami has tried to reel you in here.

There's no stinky old men with thermos flasks of soup in *Fisherman's Challenge*. No, you're a hot young thing with a polished speedboat and a box of hard and soft bait, a selection of hooks and weights, and a rack of specialist rods. But ultimately, the premise is simple: find a patch of weeds, cast out your line, and wait for the prized river bass to come a-sniffin'. The second they bite, you've got to yank the blighter out using the left analogue stick to control the tautness of the line, while revolving the right stick to reel the fish in.

Truth be told, it's a buzz the first time you land a catch. Yet even a range of features (Tournament mode, weigh-ins, a two-player Racing mode) can't shake the feeling that this will tempt few casual fishers. This one's for the obsessives only: check out the aquarium, where you can save your best catches to Memory Card and – honestly, we're not making this up – load them up to admire at your leisure.

Ultimately, it boils down to this: *Fisherman's Challenge* isn't relaxing, and you can't club your catch's head against a bench and stick it under a grill afterwards. So what's the point? ☐ **Louis Pattison**

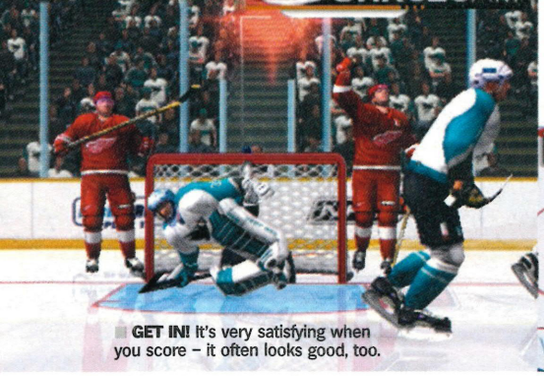
FISHERMAN'S CHALLENGE

Why we'd buy it:	Why we'd leave it:
- We're totally addicted to bass	- Fishing is just untranslatable to console

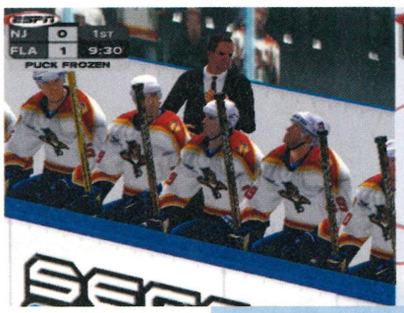
Graphics	04	A thoughtful fishing sim. Consequently, as dull as the real thing.
Sound	03	
Gameplay	05	
Life span	05	

04

OFFICIAL VERDICT



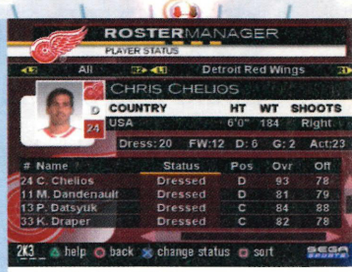
GET IN! It's very satisfying when you score – it often looks good, too.



NHL 2K3

A rink-rocking, puck-slamming, stat-heavy ice hockey hoedown.

PUBLISHER: **INFOGRAMES**
DEVELOPER: **SEGA/TREYARCH**
PRICE: **£34.99**
PLAYERS: **1-8**
OUT: **OUT NOW**
WEB SITE: **WWW.SEGA.COM/SEGASPORTS/GAMES**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **YES**
PERIPHERALS: **MULTITAP**



DEATH BY STATS What does all this mean? Answers on a postcard please.

Arriving fashionably late for the 2003 *NHL* party, this faithfully recreated ice hockey sim is well worth a look if you don't already own the year's EA Sports interpretation.

All the modes you'd expect are present, but for the hardcore hockey fan (are you out there?) the Franchise mode will be of most interest. Here you can assemble your own squad and lead them on an epic journey through the NHL leagues. You'll consult a staggering array of stats, tactics, draft picks and dozens of other factors that will leave the uninitiated gasping for air.

Presentation is slick, and those who sit up late watching *Hockey Night* on Channel 5 will be right at home with the ESPN commentary and TV graphics. Player attributes and AI are also spot on – your armoured core of team-mates will search for space as you rampage up the ice, for example – there's even an in-game tactics manager that is activated by the D-pad if you're feeling frisky.

As accurate and attractive as this is, if you haven't already been bitten by the ice hockey bug, it's unlikely to win you over. There is, however, huge 'pick up and play' value, especially in Multiplayer mode, but the bewildering array of options is probably too complex for the casual gamer – *NHL Blitz* might be a better option. One thing's for sure though: it's easy to pick a fight, which, after all, is what ice hockey is all about. Right? ☐ **Nick Ellis**

NHL 2K3

Why we'd buy it:	Why we'd leave it:
- Astonishing detail and brilliant Franchise mode	- Ice hockey just doesn't melt our hearts

Graphics	08	Regarded by US gamers as the best on the market, Sega delivers top quality *NHL* action.
Sound	07	
Gameplay	07	
Life span	08	

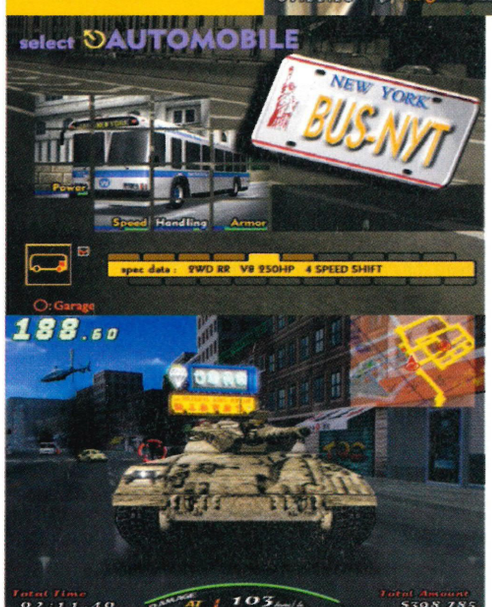
07
OFFICIAL VERDICT

KEN YOU DIG IT? A novel way to avoid the new congestion charges.

THANKS A PILLION The motorbike's the best of the vehicles you start with.

PAPER TO THE PEOPLE The inhabitants appear to be fashioned from sheets of A4.

PUBLISHER: **BAM!**
DEVELOPER: **CLIMAX JAPAN**
PRICE: **£19.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.BAM4FUN.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**



TANKS BUT NO THANKS Messing around in this beast is fun, but we'd rather a Rhino any day.

RUNABOUT 3: NEO AGE

Here's proof that it's better to Burnout *than fade away.*

Drive fast, wreak havoc, take your lady to the park – we can see why Bam! chose to sign up this Japanese-made arcade racer for cheap release. But 'cheap' rarely implies 'good', and despite hints of *Need For Speed*, perhaps even a slight whiff of *GTA*, this racing recipe is far from appetising.

As a sequel to its PSone predecessors, *Neo Age* involves running missions such as the aforementioned girlfriend chauffeuring. Once you've completed the mission, you must replay the same scenario but with a time constraint and extra goals – like not driving too recklessly to stop the poor lady from soiling herself. You then play through again with more goals. Gameplay gets tedious very rapidly, especially as the vehicles you start with generally handle like turbo-charged milkfloats.

A second element of the game has you destroying property to accumulate cash for upgrades, repairs and tuning. Fine, if dump trucks didn't explode on the merest contact with your bike's front tyre. Crashes look better in the replay theatre than they do in the game itself – never a good sign.

Successful driving and destruction brings rewards in the form of new motors and useful bits of kit, but the game is a write-off when compared to the similar but infinitely superior titles out there. With the original *Burnout* now enjoying a Platinum run out, this *Runabout* is far from a bargain. ☐ **Nick Ellis**

RUNABOUT 3: NEO AGE

Why we'd buy it:	Why we'd leave it:
- We'd played every other racing game to death	- Unfulfilling gameplay and pretty unpleasant to look at

Graphics	04	Wallet friendly this may be, but there's little to recommend about this shallow urban racer.
Sound	05	
Gameplay	04	
Life span	03	

03
OFFICIAL VERDICT

BRONZE
PlayStation.2 OFFICIAL MAGAZINE-UK

NEW FACES The Guilty Gear crew has expanded.

FAST PACED Investing in a joystick could be a wise move.

YO-YO SUSHI Beautiful Japanese anime artwork abounds.

BLAZING SQUAD The pyrotechnics are fantastic.

GUILTY GEAR X2

Could this be the pinnacle in the evolution of the 2D fighter?

When *Guilty Gear X* burst onto the PS2 in 2001 with its high-res visuals and hyperactive *Street Fighter*-on-speed gameplay, those in the know sat up and took notice. What had previously been a dying genre looked revitalised, fresh and stunning. Thankfully, given the dearth of imported *Guilty Gear X2* arcade machines in the West, we now have a chance to play Arc Systems' beautiful sequel on PS2.

Sammy has created a wonderful 60Hz PAL conversion and added a slew of treats not seen in the first PS2 title. There is now an excellent 'burst' system in which you build up a gauge to unleash special attacks, new (and superb) characters to burgeon the already extensive roster, and two new game modes: Story and Mission.

Story mode lets you get to know characters better, and makes way for a few gameplay and character twists on the main arcade themes, too. In the tough Mission mode, you face 50 fights, each with specific parameters (eg, you can only damage your enemy with specials).

In terms of fighting mechanics, much remains the same, but there have been minor additions in the form of new fakes and move cancels. The subtitled Japanese voice acting is superb and while the rawk soundtrack won't be to everyone's taste, it pushes the action along.

Graphically, *Guilty Gear X2* speaks for itself: it's the pinnacle of high-res 2D design. In fact, on all counts, Capcom had better watch out. ☐ **Simon Parkin**

PUBLISHER: **SAMMY**
DEVELOPER: **ARC SYSTEMS**
PRICE: **£29.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.SAMMY-ZONE.COM**
60HZ MODE: **YES**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

ART ATTACK The fight screens are stunning.

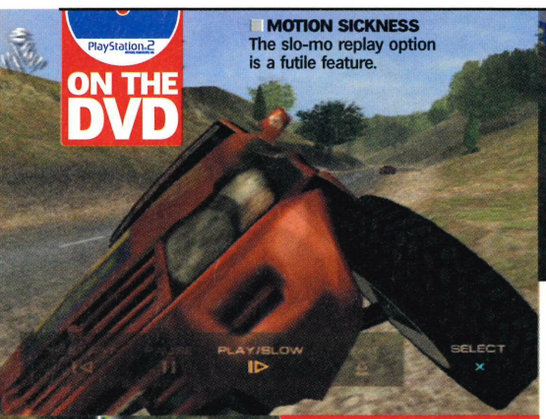
GUILTY GEAR X2

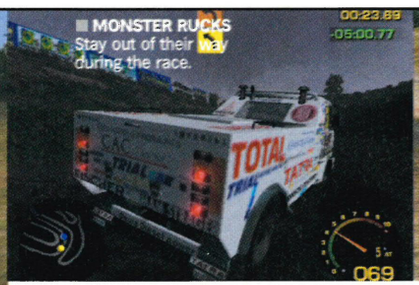
Why we'd buy it:	Why we'd leave it:
- Stunning graphics - Deep gameplay	- The sore thumbs you get from bashing the joypad

Graphics	09	*Guilty Gear X2* is a labour of love that now has all the features you wanted in the previous game.
Sound	06	
Gameplay	08	
Life span	07	

08

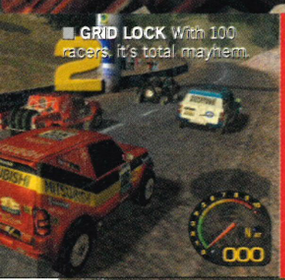
OFFICIAL VERDICT

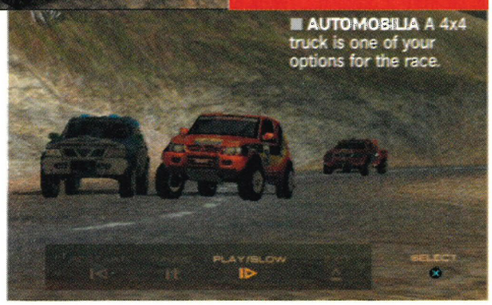

MOTION SICKNESS The slo-mo replay option is a futile feature.


MONSTER RUCKS Stay out of their way during the race.

TAKING A NOSE DIVE At least damage is well implemented.

LEADER BORED You don't want to be at the bottom.


GRID LOCK With 100 racers, it's total mayhem.


AUTOMOBILIA A 4x4 truck is one of your options for the race.

PUBLISHER: **ACCLAIM**
DEVELOPER: **ACCLAIM STUDIOS CHELTENHAM**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.DAKAR.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **YES**

DAKAR 2

We've been through the desert on a horse of a game.

Ever since Sega invented the 3D rally game in 1995 there has been a steady flow of off-road titles vying for our attention. In the PS2 era, that flow has become a deluge – the bandwagon careered off track long ago. The better examples of the crowded genre take the realistic fork, but a few lazy developers still choose to opt for 'arcade' (read 'basic') handling.

Dakar 2 feels light and twitchy next to something like *Colin McRae*'s weighty sophistication. Like an arcade racer that hasn't been made by an arcade developer, everything feels wrong. The premise is a real-life race between 4X4 cars, motorbikes or trucks that takes place annually from Paris to the Senegalese capital Dakar. It's kind of like *Wacky Races*, without Dastardly and Muttley. The game is divided into 12 stages which take the form of different courses or laps on a track.

Locations are as varied as the licence allows, but the difficulty curve is all wrong. By far the toughest races occur halfway through the game where you have to negotiate the sprawling Sahara, devoid of co-driver support or track indicators. This would be fine (and in keeping with the subject material) but for the fact that the other 100-plus competitors seem to know exactly where they are going at all times.

Dakar 2 won't take long for the competent to complete, with the only replay value provided by unlockable vehicles. With so many other better racers available, what's the point? ☐ **Simon Parkin**

DAKAR 2

Why we'd buy it:	Why we'd leave it:
- A few fresh ideas to add to the rallying genre	- Feels like you're driving a camera around the track

Graphics	06	*Dakar*'s the star? Not really. Like its forefather, there's little here to excite.
Sound	06	
Gameplay	05	
Life span	04	

05

OFFICIAL VERDICT

BEST MAG! BEST DVD!*

BEST VALUE

BE FIRST TO SEE...

...ENTER THE MATRIX!
This is the ONLY magazine with a free DVD showing the Matrix game in action!

...TOMB RAIDER!
We've finished the game – see it taken apart and get the exclusive verdict!

...SPLINTER CELL!
No-one else knows the game like us – just check out the first installment of our guide!

...PLAYSTATION 3!
We bring you the first glimpse of tomorrow's technology. *Honest!* You can't miss this...

ALL FOR ONLY £3.49!

DVD VIDEO

THE BEST PS2 DISC EVER!

MORE PLAYSTATION 2 THAN ANY OTHER DISC! BLOCKBUSTER GAMES! REAL EXCLUSIVES!

ONLY £3.49 BEWARE OF OVERPRICED RIP-OFFS!

No.1 FOR PLAYSTATION 2

PSM2

NEW GAMES!

ENTER THE MATRIX

SPLINTER CELL
FIRST PS2 tips!
You CAN'T AFFORD to miss these!

DVD/MAGAZINE SYSTEM
PSM2DVD
VOL. 34 The HOTTEST game... the No.1 choice

AIEEE! ENTER THE MATRIX
DVD PREMIERE!
See this year's biggest game FIRST!

FIRST VERDICT!

LARA CROFT TOMB RAIDER
the angel of darkness

Old front bumps faces the PSM2 judgement!

■ Best levels revealed ■ New moves rated ■ Tough puzzles taken apart and more...

NEW! FINAL FANTASY 10-2

Loaded with SPECIAL FEATURES

FIRST AGAIN!

DIE HARD: VENDETTA
"WELCOME TO THE PARTY PAL!"
Potty-mouthed John McClane hits PS2 – you'll only see him in action right here!

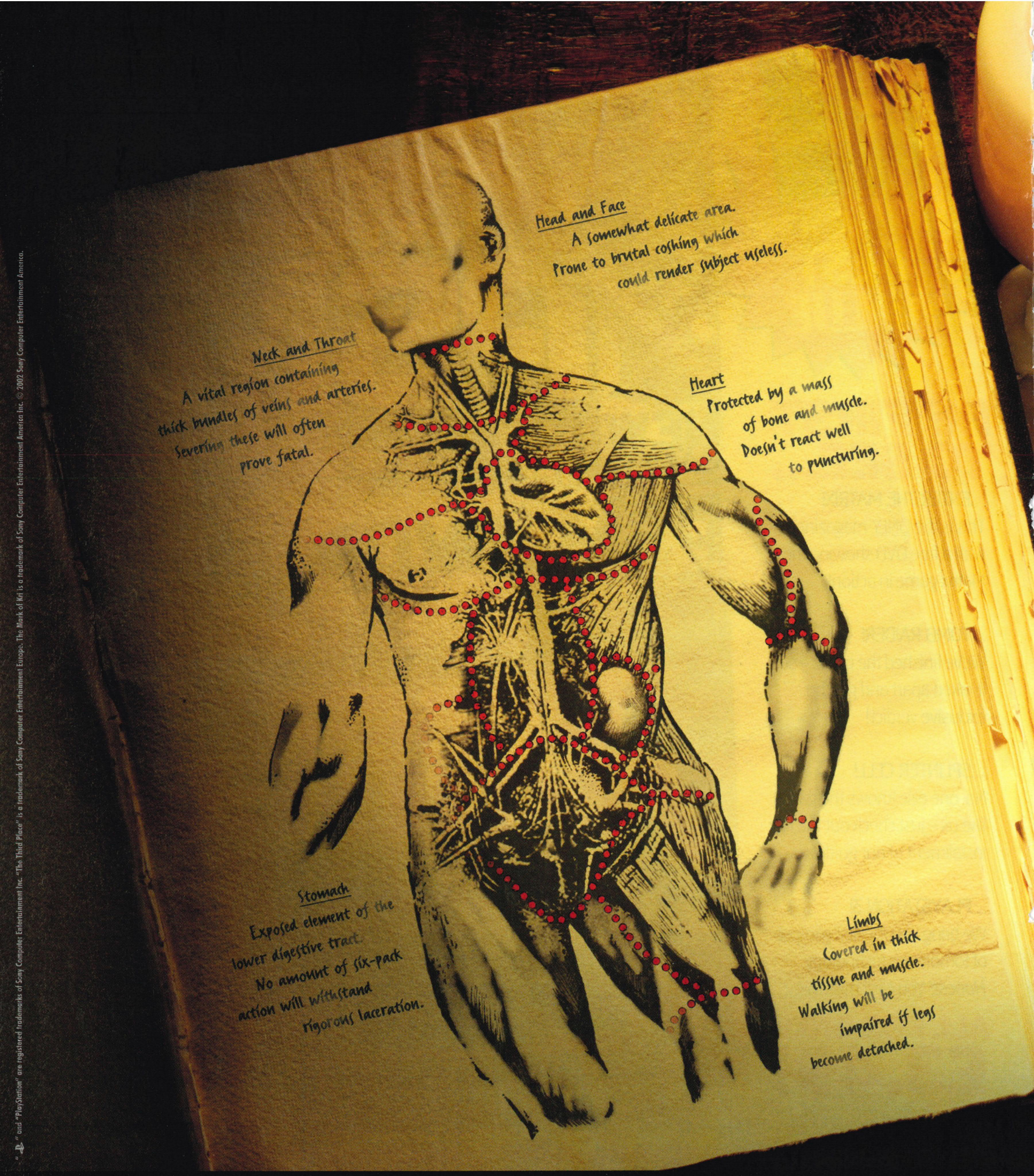
EA's Tony Hawk beater
Devil May Cry 2 Tips

APRIL 2003 £3.49

gamesradar.com

THE NO.1 CHOICE FOR REAL PS2 GAMERS

ISSUE 34 ON SALE NOW!



"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. The Mark of Kri is a trademark of Sony Computer Entertainment America Inc. © 2002 Sony Computer Entertainment America.

The warrior's apprenticeship is over.
Heads will roll. Limbs will fly. Blood will splatter.

Innovative combat system enables fighting of multiple opponents simultaneously.

Murderously brutal weapons offer a range of unique finishing moves.

Strategic collaboration between Rau the Barbarian and his spiritual guide Kuzo provides a crucial upper hand.

Stealth and cunning can snap spines and open throats without the need for a fight.

Culturally diverse environments provide backdrop for epic encounters.

PlayStation 2

IN ASSOCIATION WITH

PLAY.COM
MOVIES MUSIC GAMES

DVD OF THE MONTH

■ **HEY JUDE** Mr Law goes pikey for his turn as an oddball assassin.

■ **CATCH ME IF YOU CAN** Tom reacts with horror at the *Bonfire Of The Vanities 2* pitch.

Road To Perdition

Tommy guns at the ready for Sam Mendes' gangster epic.

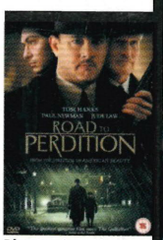
FILM: Illinois, 1931. Tom Hanks is Michael Sullivan, a fearsome hitman in the employ of the man he calls 'Father', local mob boss John Rooney (Paul Newman) – whose actual son Connor (Daniel Craig) is a twisted, loose cannon. After a shocking betrayal by Connor, Sullivan is forced to go on the run. Leaving behind a murdered family and with a contract out on his life, Sullivan's surviving son, Michael Jnr (Tyler Hoechlin), becomes an accomplice in his father's cold-blooded quest for revenge.

Made in-between his Oscar-laden debut *American Beauty* and his current project, Getting Off With The Lovely Kate Winslet, Sam Mendes' drama fits snugly alongside the likes of *The Untouchables* and *Miller's Crossing* in the second echelon of gangster classics (top dogs? *The Godfather* and *GoodFellas*, natch).

The story arc is fairly predictable and Mendes is arguably so intent on making a 'masterpiece' that the movie sometimes wallows in atmosphere at the expense of narrative drive. But thanks to its evocative focus on the relationship between fathers and sons, the uniformly superb performances, and a magnificent visual style, *Road To Perdition* emerges as a film of rare class. **8/10**

EXTRAS: A Making Of that takes in the usual mix of talking heads and on-set footage, but benefits from a fascinating bunch of interviewees. Whether it's examining the links between the original graphic novel and the film, or bigging up veterans Paul Newman and ace cinematographer Conrad L Hall (who has since, sadly, passed away) it offers a valuable insight into the film. Sam Mendes' commentary is a great example of the form and reveals that his aim was to blend the excitement of a pulp gangster movie with something more profound. There are also 11 deleted scenes (see Extra! Extra!). **7/10**

VERDICT: A beautifully-crafted gangster drama. It isn't thrill-a-minute, but it's a road well worth travelling. □ **LH**



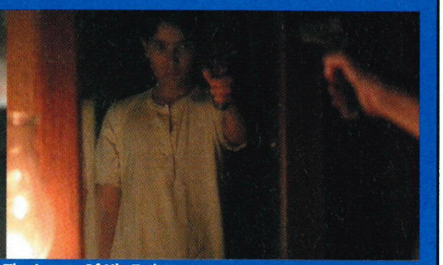
Director *Sam Mendes*
Starring *Tom Hanks, Paul Newman, Tyler Hoechlin, Jude Law, Daniel Craig, Stanley Tucci, Ciaran Hinds*
Distributor *Fox/Dreamworks*
Out *Now*
Price *£19.99*
Extras *Director's commentary. Deleted scenes. Making Of featurette. Photo gallery. Production notes. Cast and crew biographies.*

■ **ROAD TRIP** Hanks was proud to have the youngest chauffeur in Hollywood.

EXTRA! EXTRA!

Road To Perdition's deleted scenes are in a different league to DVD-dom's usual throwaway spools of unused footage. There are 11 scenes, each accompanied by an optional commentary from Director Sam Mendes analysing the scenes and explaining his reasons for leaving them on the cutting room floor. Many of them would have enriched the finished movie – it's a shame that these two scenes, especially, didn't make the final cut.

Mr Capone
A figure that looms over the movie but never actually appears, Al Capone did originally feature in a single scene, as portrayed by Anthony LaPaglia. Sam Mendes explains: "We realised as we cut the film together that you felt Capone's presence more keenly if you didn't meet him. Partly because he is this mythic, iconic figure."



The Image Of His Father
Sullivan's greatest fear is that his son will follow in his footsteps. This is explored in a scene where Michael Jnr poses in front of a mirror with his Dad's pistol. It was deleted as it was thought to lessen the impact of the film's finale. "I wanted to establish his obsession with guns, the likelihood that he would turn into his father," says Mendes.

dvdreviews

Recommended viewing for your PlayStation 2 cinema system.

Signs

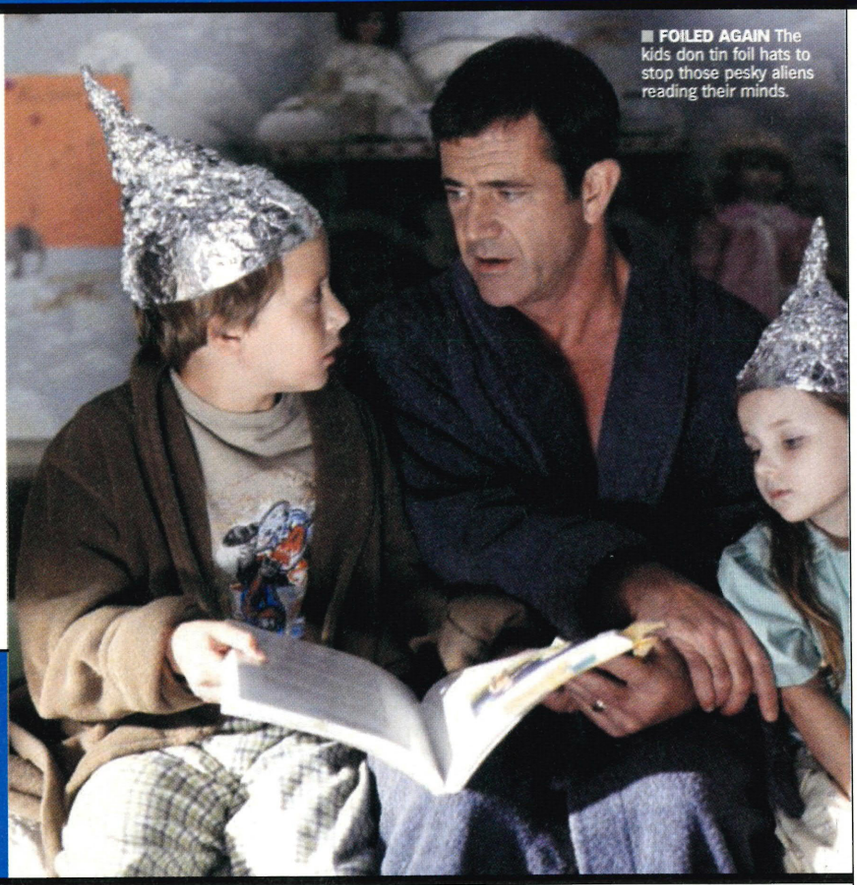
Director *M Night Shyamalan*/Starring *Mel Gibson, Joaquin Phoenix, Rory Culkin, Abigail Breslin, Cherry Jones, M Night Shyamalan*/Distributor *Buena Vista*/Out *31 March*/Price *£19.99*

FILM: After doing ghosts in *The Sixth Sense* and superheroes in *Unbreakable*, M Night Shyamalan turns his genre-bending attention to that other blockbuster staple: aliens. Former man of the cloth Mel Gibson lives on a farm with his brother Joaquin Phoenix and two young kids. He's experiencing a crisis of faith following the death of his wife. And when a giant crop circle appears outside the house, followed by UFO sightings across the globe, his emotional state is stretched to breaking point.

Equal parts low-key family drama and alien invasion suspense, *Signs* is a slow-burner and is all the better for it. By focusing on character rather than plot development, the film generates an eerie, expectant tone that – when the true purpose of the aliens is revealed – culminates in some serious edge-of-the-seat tension. This time round there's no jaw-dropping final twist, but the plot threads weave together expertly to form an ending that is both satisfying and even a little moving. **7/10**

EXTRAS: An excellent six-part Making Of that covers everything from a screenwriting diary to the creation of crop circles for the film. New interviews with the crew plus on-set chinwags with the cast. And a bundle of deleted scenes. **7/10**

VERDICT: A gripping, small-scale take on *War Of The Worlds*. ☐ **LH**

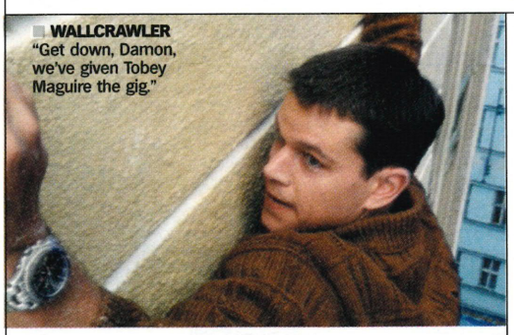


FOILED AGAIN The kids don tin foil hats to stop those pesky aliens reading their minds.

EXTRA! EXTRA!

Even critically-acclaimed multi-millionaire Writer/Directors have to start somewhere.

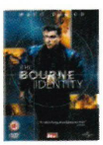
On all his DVD releases M Night Shyamalan includes a short film he made as a kid that fits into the same genre. This time it's his first creature movie, entitled *Pictures*. Night's intro stresses its cheapness and his own awful acting, but if you're expecting badness then you'd better multiply that by a factor of 'cack'. Even Lisa Riley would turn her chubby nose up at this.



WALLCRAWLER "Get down, Damon, we've given Tobey Maguire the gig."

The Bourne Identity

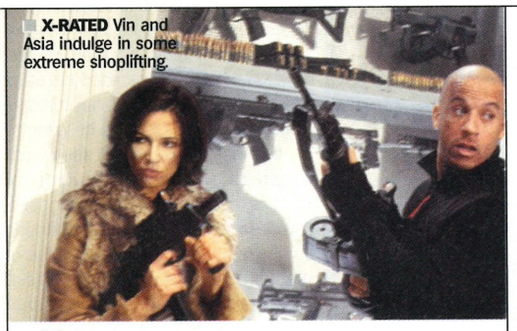
Director *Doug Liman*/Starring *Matt Damon, Franka Potente, Chris Cooper, Clive Owen, Brian Cox*/Distributor *Universal*/Out *Now*/Price *£19.99*



FILM: Plucked from the Atlantic by a fishing trawler, bullet-riddled amnesiac Matt Damon must find out who he is and why the authorities want him dead. On the run across Europe with crack assassins on his trail, Damon is revealed as CIA super-soldier Jason Bourne and his skills are put to the test in a series of spectacular shoot-outs, car chases and martial arts melees. A breakneck thriller with plot twists and action galore, this is cracking entertainment. **7/10**

EXTRAS: Director Doug Liman's commentary reveals that he included material from his father's memoirs in the film (his Dad was involved in the Iran Contra affair). The deleted scenes and featurette with cast and crew interviews are fairly dull. **5/10**

VERDICT: Cliched but thoroughly enjoyable action thriller. ☐ **LH**



X-RATED Vin and Asia indulge in some extreme shoplifting.

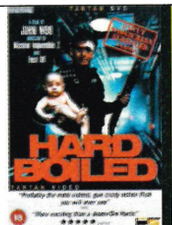
xXx

Director *Rob Cohen*/Starring *Vin Diesel, Asia Argento, Samuel L Jackson, Martin Csokas*/Distributor *Columbia TriStar*/Out *Now*/Price *£19.99*

FILM: Having run out of decent agents, NSA boss Samuel L Jackson goes down the obvious route of recruiting extreme sports star Vin Diesel to crack a terrorist plot in Prague. From this ludicrous set up, *xXx* hurtles down the stupid slope faster than a runaway snowboarder. Clearly aiming to be a Bond for the Xtreme generation, the movie veers perilously towards spoof territory. There are a few ace action set-pieces and Euro sexpot Asia Argento is suitably feisty as the love interest, but let's face it, Vin Diesel is no Sean Connery. **4/10**

EXTRAS: The great *Filmmaker's Diary* follows Director Rob Cohen through the entire production. Cohen's commentary, visual effects 'how-to's and deleted scenes complete a fine selection. **7/10**

VERDICT: Extremely daft *Point Break/James Bond* hybrid. ☐ **LH**



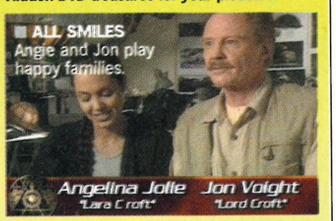
DVDS YOU MUST OWN

HARD BOILED

Made before John Woo came to Hollywood and got lazy, this Hong Kong-based crime thriller has some of the most hardcore action set-pieces ever committed to film. The 20-minute hospital shoot-out is reason enough to buy this. The trademark slo-mo dove shot just seals the deal.

PS2 EGGSTRA

Hidden DVD treasures for your pleasure.



ALL SMILES Angie and Jon play happy families.

TOMB RAIDER

WHAT'S IN STORE? An interview clip with father and daughter thespians Jon Voight and Angelina Jolie, talking about how much fun the pair had working together on the movie. Make the most of it, though, because the two are apparently no longer speaking.

WHERE IS IT? Go to the Special Features menu, highlight Main Menu and then press down until you come to a 'wave' symbol. Just select it to view the extra.

SEND US YOUR EASTER EGGS

Spotted a DVD bonus? Then drop us a line at PS2@futurenet.co.uk and let us know where and how you found it.

"BOND FILMS WERE MY TEXTBOOK OF FASHION AND STYLE. I LEARNED HOW TO SEDUCE WOMEN"

HIDEO KOJIMA AT THE MOVIES, PAGE 111

dvdreviews

© UIP

coming soon REGION 1

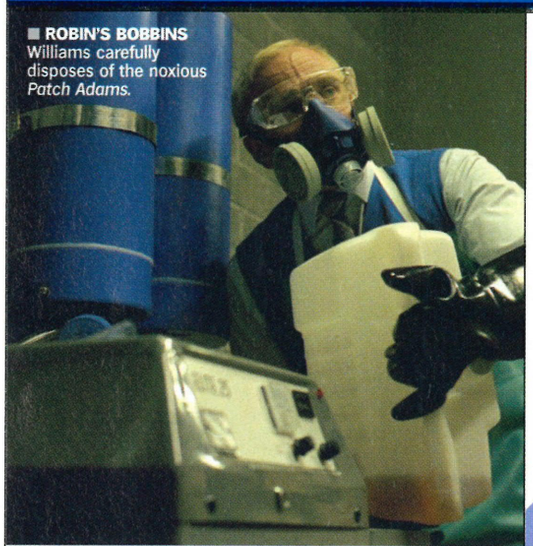
Hey, look at me! I've just sticky-taped my tongue to a gorilla's scrotum! No wait, come back! I'm not crazy, I'm just a cheeky prankster from **JACKASS THE MOVIE** (25 March)...

J-Lo's latest US box office hit ***MAID IN MANHATTAN*** *(25 March) features the ample-arsed serial bride as a lowly (but incredibly fit and glamorous) hotel maid who falls for the charms of posho guest Ralph Fiennes. Yes, it's a romantic comedy...*

Toon-hating private eye Bob Hoskins is hired to discover **WHO FRAMED ROGER RABBIT?** (25 March) in the groundbreaking Eighties hit that seamlessly mixes live action and animation...

It's terror on the high seas, me hearties, when a salvage crew discover a long-lost cruise liner in ***GHOST SHIP*** *(1 April)...*

And it's the Lecter film that sticks closer to the source novel that inspired *Manhunter*, and yet it's nowhere near as good as Michael Mann's thriller. Erm, that'll be **RED DRAGON** (1 April)...

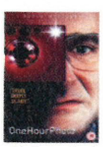


ROBIN'S BOBBINS Williams carefully disposes of the noxious *Patch Adams*.

PAIN IN THE JACKASS "You're a Wee Man but you're out of shape," etc...

One Hour Photo

Director *Mark Romanek*/Starring *Robin Williams, Connie Nielsen, Michael Vartan, Eriq La Salle*/Distributor *Fox*/Out *31 March*/Price *£19.99*



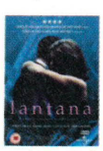
FILM: Photo lab technician Sy Parrish (Robin Williams) goes from lonely to loony when he develops a twisted obsession for a picture-perfect family whose snaps pass through his One Hour Photo emporium. This promising set-up never amounts to anything more than predictable stalker-thriller fare, but it rises above the mediocre thanks solely to fur-boy Williams – his truly creepy, low-key performance ensures that *Patch Adams* can finally be forgiven. **5/10**
EXTRAS: Commentary by the Director Mark Romanek and Robin Williams (in serious mode), interviews with the two of them from a US talk show, plus an in-depth Anatomy Of A Scene. **6/10**
VERDICT: Robin Williams swaps sentimental for mental in a generic thriller that never quite cranks up the tension. ☐ LH

CULT HERO
Starring Al Pacino and Robin Williams, crime thriller *Insomnia* was one of 2002's best films and now the equally good Norwegian original is available for £15.99, courtesy of Freemantle Home Entertainment.

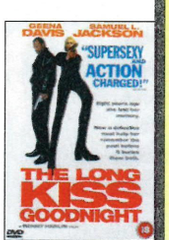
AUSSIE RULES Is this where we make the 'going down under' joke?

Lantana

Director *Ray Lawrence*/Starring *Anthony LaPaglia, Kerry Armstrong, Geoffrey Rush, Barbara Hershey*/Distributor *Vision Video*/Out *Now*/Price *£19.99*



FILM: Clearly influenced by Robert Altman's sprawling character studies (specifically *Short Cuts*), this Aussie drama revolves around four disparate families whose lives and relationships are ultimately connected by the disappearance of a woman. It's hard going at times but patience is rewarded by a beautifully observed, mature rumination on life, love and loss, held together by an exceptional ensemble cast. **8/10**
EXTRAS: A dry but informative commentary by the Director, Producer and Writer, plus a quality documentary that provides a great insight into the themes and intentions of the film. **5/10**
VERDICT: Gripping and thought-provoking, star Anthony LaPaglia describes *Lantana* best: "It's about that moment when you wake up and go 'How the hell did this become my life?'" ☐ LH



DVDS YOU MUST OWN THE LONG KISS GOODNIGHT
Criminally overlooked as a vanity project for wife Geena Davis, Renny Harlin's B-movie action fest not only boasts great set-pieces but also one of the sharpest, laugh-out-loud scripts in kaboom-buster history. Throw in a vintage Sam L Jackson turn as a low-rent private dick and this is a certified keeper.

ALSO RELEASED THIS MONTH...
The Sum Of All Fears (Paramount/£19.99)/**High Crimes** (Fox/£19.99)/**Slackers** (Momentum Pictures/£15.99)/**The Adventures Of Pluto Nash** (Warner/£15.99)/**Kissing Jessica Stein** (Fox/£17.99)/**The X-Files Season Six** (Fox/£79.99)/**Angel Season Three** (Fox/£79.99)/**The Day The Earth Stood Still** (Fox/£15.99)

the spine collector's guide to...

1985

FOR A BRIEF TIME the planet echoed to the chorus of *Feed The World* as we all got a little less 'me, me, me' and Live Aid truly showed the world the power of pop. Midway through the Eighties we hit one of the greatest years for mainstream cinema with a few highbrow offerings thrown in, too. Ladies and gentlemen, welcome to the heyday of teen movies and dumb violence.

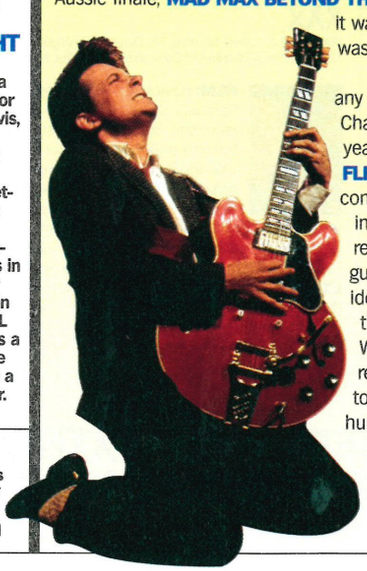
He may have been in his twenties, but Michael J Fox came across as the teen who had it all in **BACK TO THE FUTURE**. The comedy time-travelling "one-point-twenty-one gigawatt" masterpiece came complete with a Huey Lewis And The News soundtrack. Great Scott!

You want more teen flicks? How about the story of a gang on the trail of One-Eyed Willie? No, it's not a blue movie, it's **THE GOONIES**. The tale of a bunch of kids chasing pirate treasure to save their parents' houses, it taught us all a valuable lesson: the chubby-boy Truffle Shuffle dance is no way to impress a girl.

Possibly less amusing for the anti-violence brigade out there (hello to you both) was the career pinnacle reached by Sylvester Stallone. In **ROCKY IV** he played a boxer who beats up a far bigger Russian man, which was actually a really subtle analogy for The Cold War. In **FIRST BLOOD PART II** though, Sly reprised his other big role as Rambo and, in a surprise move, shot foreigners instead of punching them. Who says he wasn't versatile?

War was all the rage at the cinema in the mid-Eighties (largely because America couldn't find anyone to terrorise for real), and no-one was better suited for it than Arnie in **COMMANDO**. His daughter was kidnapped so he killed a small country in return. Great cheesy dialogue defined the mother of all action films. This was also the year that Mel Gibson and Tina Turner teamed up in the post-apocalyptic Aussie finale, **MAD MAX BEYOND THUNDERDOME**. Yes it was ludicrous. Yes it was spectacular.

Talking of ludicrous, any year with a Chevy Chase film is a good year, and 1985 had **FLETCH**, the fantastic comedy tale of an inventive investigative reporter – 'the only guy who changes his identity more often than his underwear'. Which reminds *this* reporter that it's time to go. Happy spine hunting. ☐ MW



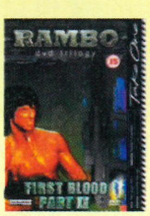
MCFLY GUY Marty brings Van Halen to the Fifties massive.

PICK OF THE YEAR

BACK TO THE FUTURE
"Run for it Marty!" Get to the shops and buy the trilogy box set now. Okay, finish reading this, then buy it. It's loaded with extras.

THE GOONIES
With deleted scenes, a documentary and a Cyndi Lauper video included, this is a rare treasure indeed.

ROCKY IV
Part of the limited edition box set, so you might have to hunt this down. You'll also have to buy *Rocky V* with it. Sorry.



FIRST BLOOD PART II
Again, found as part of the trilogy box set. Again, you'll have to buy *Rambo III* to get it. No real extras. Again, sorry.

COMMANDO
He's locked and loaded, but the disc isn't. No real extra-value footage, alas, unless you count the film of course, which has the big Austrian in classic form.

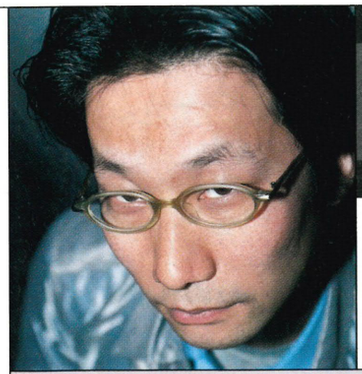
MAD MAX BEYOND THUNDERDOME
We don't need another hero, but we could do with some extra features. A must-have film for any child of the Eighties, though.

FLETCH
Ingenious and hilarious, but another great DVD incarnation that's crying out for some extra features. You can procure it for budget price, however.

NEXT MONTH

1990 Just five years futureward would take us out of teen hell and into the serious, hard-hitting Nineties. With *Misery*, *GoodFellas* and *Edward Scissorhands* at the flicks, it's looking like a corker on the DVD front...

© UNIVERSAL



Hideo Kojima At The Movies

The last in a series of columns about influences on* Metal Gear Solid, *from one of the most famous videogame creators ever. Part seven, and rather aptly, Kojima-san talks 007...

The James Bond Series

© TWENTIETH CENTURY FOX

"JAMES BOND WAS TRULY THE REALISATION OF A BOY'S DREAM AND A MEN'S MAGAZINE"

■ **WHEN BOND MET SNAKE**
"What the hell? It's a man with a headband and a mullet and he's smoking a fag!"

In this column I've talked about movies that have influenced *MGS – The Great Escape, The Guns Of Navarone, Escape From New York, North By Northwest, Planet Of The Apes* and *Dawn Of The Dead*. There is no doubt that these films served as nutrients for the human being Hideo Kojima and became the flesh of *MGS*. This issue I'll talk about the nucleus of *MGS – 007*. With 22 films from a 40-year period, there's no way I can choose just one, so I'll cover the series as a whole.

Without 007, there would have been no *MGS* – a secret mission on which hangs the fate of the world, packed with espionage action. I grew up watching Bond. James was every boy's idol. How could a boy or man not respond to the series? Guns, booze, cars, women, villains, secret weapons, stunts, world affairs, famous landmarks, high-tech gadgets, British humour, memorable music, a cool opening and love scenes – this was truly the realisation of a boy's dream and a men's magazine. Bond films were an education of 'the other side.' They taught us how cruel the world is, but they also taught us about Martinis, Dom Perignon and blackjack. I learned how to seduce women. The films were my textbook of fashion and style.

But with the emergence of new wave entertainment films such as *Star Wars, Indiana Jones* and *Die Hard*, the style of 007 gradually became outdated. The first *Metal Gear* was born in 1987, but using a spy in a tux was not easy. So I turned the spy into a special forces member, gave him heavy firearms and a realistic world, even though I really wanted to make him more like 007. Bond always saved the world. It had to be one person to save the world, so I introduced the element of stealth. I call such missions 'sneaking missions'.

My understanding of the plot of Bond films is as follows: investigate (fly around the world); discover enemy base; infiltrate; get captured; have a meal with the boss; duel with boss; ally force arrives; base crumbles; escape with Bond girl; have fun with Bond girl; rival arrives; duel. Making something new out of this fixed plot is what makes these films great. This structure is implemented in *MGS* intentionally. Being caught once and then escaping is a sequence essential to both *MGS* and 007. Would a villain really not kill a spy, but instead invite him to a meal and reveal his entire plan? But it is this sequence that allows the creator to portray the relationship between the spy and the boss. However, there is one phase that I cannot include in *MGS* because of hardware limitations. That is the arrival of your ally force and the melee between them and the bad guys. The original plan of *MGS2* included such a sequence towards the end on top of Arsenal Gear. But again, the processing speed of the console did not allow this, although I have been able to include something similar in *ZOE2*. I hope I could do the same in the *MGS* series someday.

However, the highlight of Bond films is action: skiing down a mountain, fighting in water, stunts on a bobsled, motorboat chasing, parachuting, fighting while sky diving and so on. It is like the Olympics of stuntmen. Also in these films were the latest vehicles and weapons still in development: the rocket pack, underwater vehicles, cars with wings, hang gliders and other vehicles using cutting-edge technology. Every time a new Bond film came out, a new technique was debuted and resulted in action scenes never before seen.

Considering the series has been going for 40 years, it is amazing how it has maintained its freshness. This is down to the staff and cast who have kept and passed on the 007 spirit. Themes, actors and producers have all changed, but 007 remains 007 and delivers dreams to all generations. The grand theme of *MGS1* and *MGS2* was that of passing on to future generations. I believe I have passed on to my staff not only the story line, message and game property but also the gene of 'videogame creation'. As long as gamers want more, this title must continue. My staff and myself have a life span. Just like parents passing onto their children and masters to their apprentices, the essence of 007 is passed on so that the series continues generating hits, and I want to communicate this in *MGS*. What will *MGS* be like 40 years from now, created by those who share the spirit of Team Kojima? I would like to stay alive and experience it myself. □

Metal Gear Solid 2: Sons Of Liberty and the Bond series are available from game and DVD stores now.

Kojima's favourite Bond movie?

You just can't pin the man down to a single one: "My favourite Bond films are *From Russia With Love, Goldfinger* and *Thunderball*. They all turn out to be films from the first Bond boom with Sean Connery as James Bond. *You Only Live Twice* is another favourite of mine. I cannot forget the large-scale action towards the end in the secret base. The most memorable film for me is *Thunderball*, in which Connery wears a bright orange diving suit. I am certainly a fan of *From Russia With Love* just like most Bond freaks. The reason why this one is popular is probably because of the romanticism flowing throughout the film, unseen in other Bond films." And that's not mentioning *Moonraker* or *The Spy Who Loved Me*...

GO TO: uk.playstation.com

■ *Read the full text of Kojima-san's Bond musings on our Web site.*

WIN!

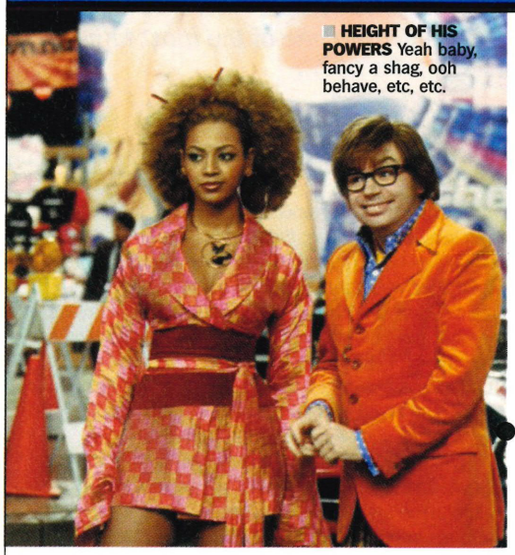
You can get your hands on a copy of *Die Another Day* on DVD and a copy of *MGS2* signed by Hideo Kojima by telling us which pop diva plays a cameo role in *Die Another Day*. Send your answers to: Shaken Not Slurred Compo either by email or to the usual address. Normal compo rules apply (page 144).

dvd/music reviews

coming soon REGION 2

Pottermania returns as the speccy young warlock attempts to uncover the mystery of the Chamber Of Secrets, in – go on, guess? That's right! – **HARRY POTTER AND THE CHAMBER OF SECRETS** (11 April)... It's no Night Of The Living Dead, but fans of Capcom's legendary survival horror series will still want to check out the movie version of ***RESIDENT EVIL*** (14 April)... Rom-com **MR DEEDS** (21 April) sees small-town poet Adam Sandler inheriting $40 billion and having to come to terms with life in the big city. Journo Winona Ryder provides the love interest... *Reality TV comes under the terrorscope in* ***MY LITTLE EYE*** *(21 April). Five young people agree to live in an isolated house for six months with their every move filmed by hidden cameras. The prize – $1 million. The problem – there's a killer on the loose...* Finally, the Coen Brothers' frosty crime classic **FARGO** (21 April) gets a Special Edition release featuring loads of cool extras...

■ **MAMMA MILLA** Ms Jovovich makes *Resident Evil* worth watching.



■ **HEIGHT OF HIS POWERS** Yeah baby, fancy a shag, ooh behave, etc, etc.

dvd charts

TOP 10 DVDs TO BUY

1	Men In Black II
2	101 Dalmations II
3	Wind Talkers
4	The Lord Of The Rings: FOTR – Four-disc set
5	Austin Powers In Goldmember
6	Scooby Doo – Live action movie
7	Star Wars: Episode II: Attack Of The Clones
8	Spider-Man
9	Ice Age
10	Red Dwarf – Series II

Charts courtesy of WHSmith, week ending 2 March

WHSmith

■ **WOO'S IN THE HOUSE** "So when do I get to shoot the dual pistols?"

Austin Powers In Goldmember

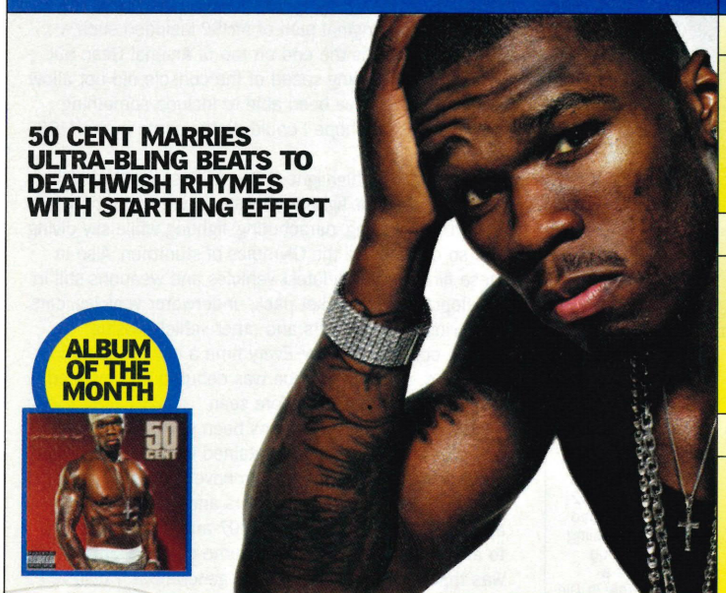
After Austin's father, Nigel Powers, is kidnapped by Dr Evil and Goldmember, the shagadelic hero embarks on a chase through time. Dr Evil does a Tupac, Mini-Me defects, Fat Bastard goes sumo and Beyonce is, well, Foxxy.

Wind Talkers

John Woo directs Nicholas Cage as Joe Enders, a World War II Marine tasked to protect two Navajo officers who use their native tongue as radio code. It's passable stuff, but Hong Kong action fans will be disappointed.

music

Using the power of your PS2 with this month's best CDs.



50 CENT MARRIES ULTRA-BLING BEATS TO DEATHWISH RHYMES WITH STARTLING EFFECT

ALBUM OF THE MONTH

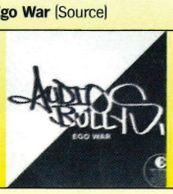
50 Cent **Get Rich Or Die Tryin'** (Shady Records/Aftermath)

WHO? The biggest rap sensation for years. This debut album sold 1.5 million copies in two weeks in the US, thanks to the patronage of Eminem and Dr Dre, as well as 50 Cent's superthug image – the former crack dealer has been shot nine times. **HIGHLIGHTS:** Slicker and scarier than the competition, *Many Men (Wish Death)* marries ultra-bling beats to deathwish rhymes with startling effect. **LOWLIGHTS:** 50 Cent's bleak tales of guns, dope and dollars are suitably terrifying, but the futility of it all does start to get a bit depressing. **VERDICT:** Unlike Eminem, 50 Cent doesn't break any new ground for hip-hop. But he does sharpen the contemporary rap formula to a gleaming point and if he's determined to get rich, you don't want to be the one standing in his way. **7/10**

The White Stripes **Elephant** (XL Recordings)

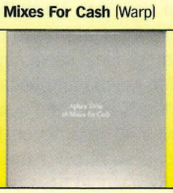
WHO? Fourth album from accidentally famous pretend siblings Jack and Meg White, taking mouldy old blues to another dimension entirely. **HIGHLIGHTS:** Sex, love, death, fuzz guitar freakouts, caveman yelps, Dusty Springfield covers and squirrels. It's all here, apart from the trance remixes, obviously. **LOWLIGHTS:** Given that The White Stripes view digital watches as suspicious modern technology, the album does miss the sound of any instruments built after 1957. **VERDICT:** Rich, varied and consistently thrilling despite the limited raw materials. It's The White Stripes' *White Album*! Er, except it's red. **8/10**

Audio Bullys **Ego War** (Source)



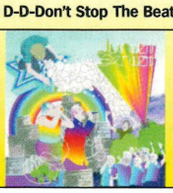
WHO? If The Streets listened to house instead of jungle, he'd be the Audio Bullys (c/o the institute of lazy but actually pretty accurate comparisons). **HIGHLIGHTS:** It's not just shouting in a Sarf London accent over clanging beats. Audio Bullys also find time to join the dots between Röyksopp and Roots Manuva. **LOWLIGHTS:** Apart from the grammar? Well as a suburban chronicler, Simon Franks isn't quite up there with Mike Skinner, but he gives it a passionate shot. **VERDICT:** Bristling with attitude, but more cosmopolitan than *We Don't Care* and the 'hooligan house' tag suggest. *Ego War* is brash British pop at its unkempt best. **8/10**

Aphex Twin **26 Mixes For Cash** (Warp)



WHO? Everyone's favourite beardy techno loon presents a collection of his remix works. Let's hope the victims weren't expecting a dancefloor makeover. **HIGHLIGHTS:** When Aphex takes an artist you care little about and defaces their music with a load of random acid belching. Plus the rare dub edit of *Windowlicker*. **LOWLIGHTS:** When Aphex takes an artist you care little about and defaces their music with a load of random acid belching. After the 20th time, it does your head in. **VERDICT:** As you'd expect, a bewildering affair; part twisted techno genius, part chaotic industrial clattering, with a side order of tinnitus. Not pop. **6/10**

Junior Senior **D-D-Don't Stop The Beat** (Crunchy Frog)



WHO? Camp Danish day-glo popsters. One is pretty and young (he's Junior). The other looks like Rene out of *'Allo 'Allo* in a poker visor (yup, he's Senior). **HIGHLIGHTS:** You'll be aware of the Michael Jackson meets Banana Splits mayhem of *Move Your Feet*, and it's downhill from there. Current favourite: *Shake Your Coconuts*. **LOWLIGHTS:** Every crime perpetrated by *Love Shack*-era B-52s recurs here with added Euro sleaze. Basically, Radiohead fans need not apply. **VERDICT:** Either you'll think it's the greatest pop record ever made or you'll want to cut off your ears and soak them in boiling sulphuric acid. We can't decide. **7/10**

ALSO RELEASED THIS MONTH

The Cardigans *Long Gone Before Daylight* (Polydor)/**Ok Go** *Ok Go* (Capitol)/**DJ Skully** *Champion Sounds* (DMC)/**A.R.E. Weapons** *A.R.E. Weapons* (Rough Trade)/**Tommy Guerrero** *Soul Food Taqueria* (Mo' Wax)

ON THE *OPS2* STEREO

Gold Chains *Young Miss America* (PIAS)/**Trevor Jackson** *DJ Kicks* (IK7)/**Bettie Serveert** *Log 22* (PIAS)/**Zongamin** *Zongamin* (XL Recordings)/**Thin Lizzy** *Jailbreak* (Mercury)/**Aaliyah** *Aaliyah* (Blackground)

CHEAT!

THE KILLER NEW TIPS LINE EXCLUSIVELY FOR PS2!

THE SIMS
Unlock all two-player games and objects

THE GETAWAY
Get the armoured car and double health

GRAND THEFT AUTO: VICE CITY
Unlock all weapons, infinite health and full body armour

JAMES BOND 007: NIGHTFIRE
Drive a Shelby Cobra and unlock the racing levels

THE LORD OF THE RINGS: THE TWO TOWERS
Become invincible, perform devastating attacks

2002 FIFA WORLD CUP
BURNOUT
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CRAZY TAXI
DEAD OR ALIVE 2
DEVIL MAY CRY
FIFA 2003
GRAN TURISMO 3: A-SPEC
GRAND THEFT AUTO III
GRAN TURISMO CONCEPT: 2002 TOKYO GENEVA
HEADHUNTER
HITMAN 2: SILENT ASSASSIN
JAMES BOND 007 IN... AGENT UNDER FIRE
LEGENDS OF WRESTLING
LMA MANAGER 2002
MAX PAYNE
MEDAL OF HONOR: FRONTLINE
PRO EVOLUTION SOCCER
PRO EVOLUTION SOCCER 2
RATCHET & CLANK
RAYMAN M
RED FACTION
RED FACTION II
RESIDENT EVIL CODE: VERONICA X
ROCKY
SMASH COURT TENNIS: PRO TOURNAMENT
SPIDER-MAN
SPYRO: ENTER THE DRAGONFLY
SSX TRICKY
STAR WARS: JEDI STARFIGHTER
STAR WARS: THE CLONE WARS
STATE OF EMERGENCY
STUNTMAN
TEKKEN TAG TOURNAMENT
THE LORD OF THE RINGS: THE TWO TOWERS
THE SIMPSONS: ROAD RAGE
THIS IS FOOTBALL 2002
TIGER WOODS PGA TOUR 2002
TIGER WOODS PGA TOUR 2003
TIMESPLITTERS
TOCA RACE DRIVER
TOM CLANCY'S GHOST RECON
TONY HAWK'S PRO SKATER 3
TONY HAWK'S PRO SKATER 4
TUROK: EVOLUTION
V-RALLY 3
VIRTUA FIGHTER 4
WIPEOUT FUSION
WORLD RALLY CHAMPIONSHIP 2001
WRC II EXTREME

CALL NOW!

VOICE ACTIVATED!
1. Dial the number
2. Answer the simple prompts
3. Solve your gaming problems!

*NO DRAWN-OUT MENUS

THE LATEST TIPS AND CHEATS!

UPDATED EVERY WEEK!

COMPILED BY EXPERTS!

THE BIGGEST GAMES!

GET TIPS TEXTED TO YOUR MOBILE AT NO EXTRA CHARGE!

IT'S SO EASY!

DIAL NOW!

OVER 16'S CALL **0907 052 3655**

UNDER 16'S CALL **0907 052 3651**

Calls to the numbers above are charged at 50p per minute. Calls from mobiles, some networks and abroad may be higher. Always get the permission from the person paying the phone bill before you call. Each call to the under 16's number will end after six minutes, and cost no more than £3.00 if called from a standard phone line.

HARDCORE

Tips, tricks, cheats and challenges courtesy of Official Tips Mag!

Are you ready to spill some blood? Of course you are, and with our fantastic tips we can ensure that you won't get knocked out in the first round of *Mortal Kombat: Deadly Alliance* or *Legends of Wrestling II*. But if you fancy being a bit of a hero, heed our advice for *SOS: The Final Escape*, or just get all the moves for *Evolution Skateboarding*.

Andy Ryan

IN HARDCORE THIS MONTH

114 ..... *MORTAL KOMBAT: DEADLY ALLIANCE* ..... TIPS
116 ..... *SOS: THE FINAL ESCAPE* ..... SECRETS
117 ..... *EVOLUTION SKATEBOARDING* ..... MOVES
117 ..... *CRASH BANDICOOT: THE WRATH OF CORTEX* ..... FAQ
118 ..... *LEGENDS OF WRESTLING II* ..... TIPS
118 ..... *X-MEN: NEXT DIMENSION* ..... TIPS
118 ..... *STAR WARS: THE CLONE WARS* ..... CHEATS
118 ..... *THE SIMS* ..... CHEATS
118 ..... *TIGER WOODS PGA TOUR 2003* ..... CHEATS

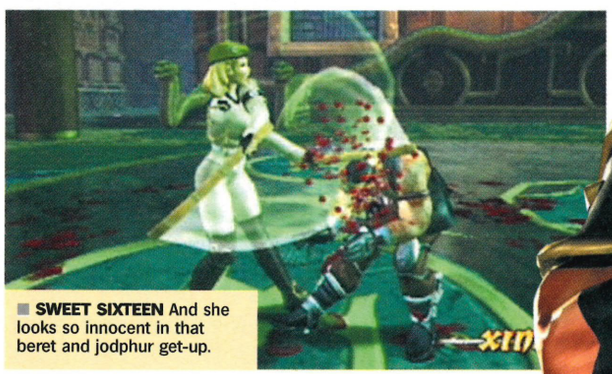
YOU WANT MORE? There's a whole magazine of tips on the shelves now!

KRUNCH TIME

MORTAL KOMBAT: DEADLY ALLIANCE

Get the best out of those offence and defence moves. Kome play with us... If you've got the guts!

KOMBAT TIPS



SWEET SIXTEEN And she looks so innocent in that beret and jodphur get-up.

You stand a better chance of surviving the carnage with these top tips.

3D OR NOT 3D
Mortal Kombat finally makes it into proper 3D, which means sidestepping! Holding ↑ or ↓ allows you to change your angle of attack, and possibly get a jump on a confused foe.

GET STUCK IN
If you are controlling one of the characters who can impale their weapons into the enemy using R1, do it! This drains their health.

THIRD TIME LUCKY
With three styles available to every character, don't be lazy. Mix it up, vary between slow and fast, combos and quick single hits.

WALL TO WALL
You can't knock anyone out of the ring in *MK:DA*, but battering them up against the barrier will do extra damage.

KONQUEST
It takes a while to finish Konquest Mode with every character (with 11 secret ones in addition to the normal 12) but not only will it help you master the characters, you'll earn koins, too.

FINISH HIM/HER/IT!
Fatalities are *Mortal Kombat*'s biggest draw, and while each character only has one to perform, you can make them easier. Press L1 after the command, and your stance will lock, making it easier to input the buttons.

MORTAL KOMBAT: DEADLY ALLIANCE

- PLAYERS **1-2**
- MEMORY CARD SPACE **71KB**
- DIFFICULTY **MODERATE**
- COMPLETION TIME **ONE WEEK**
- REVIEWED ***OPS2*#29**

VERDICT

"An individual and spectacular game, only held back by its specialist appeal and lack of a story with any real depth."

Graphics	08	Overall	08
Sound	07		
Gameplay	08		
Life span	07		

OFFENCE

Here's our handy three-point guide to avoiding those hard and fast attacks.

1. MIX AND MATCH

Remember what your fast/slow attacks/styles are, and only use the slower ones when your opponent is stunned, or at a similar disadvantage. It's tempting to memorise a few effective combos in just one of your favourite character's three styles and rely heavily on those for victory. This works fine on Easy difficulty, in Arcade, but a half decent human opponent will spot the pattern and exploit it within a few minutes. Not only will frequent, tactical switches of style force your opponent to re-evaluate their own strategy, but it will ensure that you take advantage of your scrapper's full move list.

2. MORTAL KEBAB

If you can impale, do so, it's the easiest way to win. Make sure you don't rely on weapon combos to win matches, because your sword (or whatever) will be rammed in someone's gut at the time. A good time for an attempted skewering is as they are recovering from being knocked down – as they recover from a slow move (just after you've blocked a missile attack, for example) or simply when they aren't expecting it.

3. CHOOSE YOUR MOMENT

The best route to gory victory is to memorise a particularly long and brutal combo, the Style Branch combos being an excellent start, and use it when they've got little or no chance of blocking. This might be because they are recovering from an attack, because they're in the air, or, best of all, because you've stunned them temporarily. A number of moves do this, both normal (like Shang Tsung's Snake-style moves) and special (like Scorpion's famous Spear). If you try launching into your combo without judging the timing carefully, all a skilled opponent has to do is block, duck or sidestep one of the strikes and you'll be in trouble.

DEFENCE

You have four main defensive techniques at your disposal – blocking, sidestepping, evading and disrupting. Blocking is by far the easiest – simply hold down R1 and press down if a low attack comes your way. However, you'll still take a small amount of damage, and there's a surprisingly large number of moves that hit low but look as if they are hitting high – Frost's Ground Ice, and Scorpion's Summon Hellfire attacks both need to be blocked low, which isn't obvious and will catch novice players out time and again.

Sidestepping is probably the best one to master, since not only will you potentially avoid an attack altogether, but you will consequently find yourself in a much better offensive position. Holding ↓ or ↑ circles around your opponent, but depending on the nature of the attack they are making they might easily still connect (ie, if it's a wide, sweeping, side-to-side move rather than a forward thrust) so careful judgement is needed. Bear in mind, too, that if you sidestep a long combo they'll probably leave the range of your normal attacks pretty quickly.

Evasion is simple – a quick double tap and you'll scoot backwards, out of the range of all but a scant few attacks. Of course, this won't work if you're cornered, and if you make a habit out of it, expect more than a couple of fireballs flung in your general direction.

Disrupting an attack involves snapping out a fast move while your opponent attempts a combo, and is an inherently risky proposition, best saved for emergency, one-more-hit-and-I'm-dead moments. Only advanced players will be able to choose the precise moment and attack necessary to disrupt a combo in full flow.

SECRET CHARACTERS

There are actually more secret and bonus characters than initially available characters in the game. If you can't afford them, don't worry. Go into Options, Game Options, then set the difficulty to Easy, two rounds to win, and Mini Games every three rounds. Now just play as long as you can, and rack up the Koins.

1

NITARA
Status: Vampire
Alignment: Neutral
Weight: She wouldn't reveal it to us
Wingspan: 6'6"
Fight Styles: Leopard, Fu Jow Pai, Kama
Koffin: TI
Cost: 4022 Gold Koins
Fatality: ↑, ↑, →, ○

2

HSU HAO
Status: Red Dragon
Alignment: Evil
Weight: 220lb
Height: 6'1"
Fight Styles: Shuai Chiao, Wrestling, Sun-Moon
Koffin: MW
Cost: 3317 Jade Koins
Fatality: →, ←, ↓, ↓, △

3

RAIDEN
Status: Thunder God
Alignment: Good
Weight: 230lb
Height: 7'0"
Fight Styles: Nan Chuan, Jujutsu, Staff
Koffin: XG
Cost: 3116 Jade Koins
Fatality: ←, →, →, →, ⊗

4

REPTILE
Status: Warrior
Alignment: Evil
Weight: 189lb
Height: 6'0"
Fight Styles: Hung Gar, Crab, Kirehashi
Koffin: LL
Cost: 3822 Gold Koins
Fatality: ↑, ↑, ↑, →, ⊗

5

DRAHMIN
Status: Oni Demon
Alignment: Evil
Weight: Pretty damn heavy
Height: Pretty damn tall
Fight Styles: Netherealm, Oni, Iron Club
Koffin: UR
Cost: 6500 Sapphire Koins
Fatality: ←, →, →, ↓, ⊗

6

FROST
Status: Lin Kuei
Alignment: Unknown
Weight: 120lb
Height: 5'8"
Fight Styles: Tong Bei, Yuan Tang, Daggers
Koffin: IV
Cost: 208 Ruby Koins
Fatality: →, ←, ↑, ↓, ○

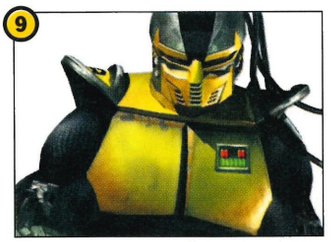
7

JAX BRIGGS
Status: Special Forces
Alignment: Good
Weight: 350lb
Height: 6'8"
Fight Styles: Muay Thai, Judo, Tonfa
Koffin: SA
Cost: 3780 Ruby Koins
Fatality: ↓, →, →, ↓, △

8

KITANA
Status: Princess
Alignment: Good
Weight: 128lb
Height: 5'9"
Fight Styles: Eagle Claw, Ba Gua, Steel Fans
Koffin: KI
Cost: 2931 Sapphire Koins
Fatality: ↓, ↑, →, →, △

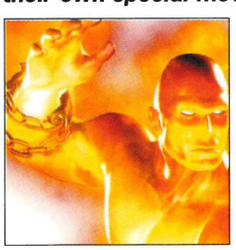
9



CYRAX
Status: Special Forces
Alignment: Good
Weight: 650lb
Height: 5'11"
Fight Styles: Ninjitsu, Sambo, Pulse Blade
Koffin: CN
Cost: 3003 Platinum Koins
Fatality: →, →, ↑, △

BONUS CHARACTERS

The last two characters are unusual in that they have no weapon style, and borrow their martial arts styles from the main crew. Sadly, they don't have fatalities, but they do have their own special moves:



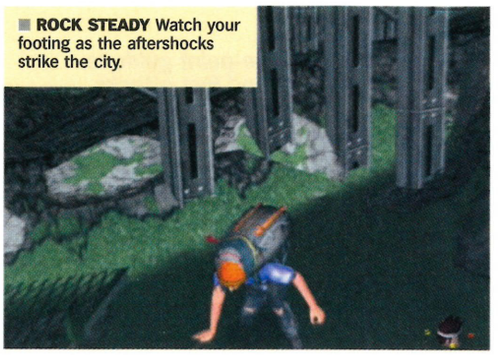
BLAZE
Status: On fire
Alignment: We're not sure, to be honest
Weight: Anyone's guess
Height: Looks about six foot
Fight Styles: Hapkido, Jeet Kune Do, Xing Yi
Koffin: PN
Cost: 684 Onyx Koins

MOKAP
Status: Covered in ping pong balls
Alignment: Well, he's Johnny Cage's mate
Weight: Fairly buffed up, like the rest of the fighters
Height: He's got to be at least six foot, again
Fight Styles: Karate, T'ai Chi, Tae Kwon Do
Koffin: YP
Cost: 511 Gold Koins

AFTERSHOCK PARTY

SOS: THE FINAL ESCAPE

Survival disaster rumbles onto PS2... Use our tips to help you through the tricky parts.



ROCK STEADY Watch your footing as the aftershocks strike the city.

GOING UNDERGROUND Probably not the safest place to be post-earthquake...

MAKING THE GRADE

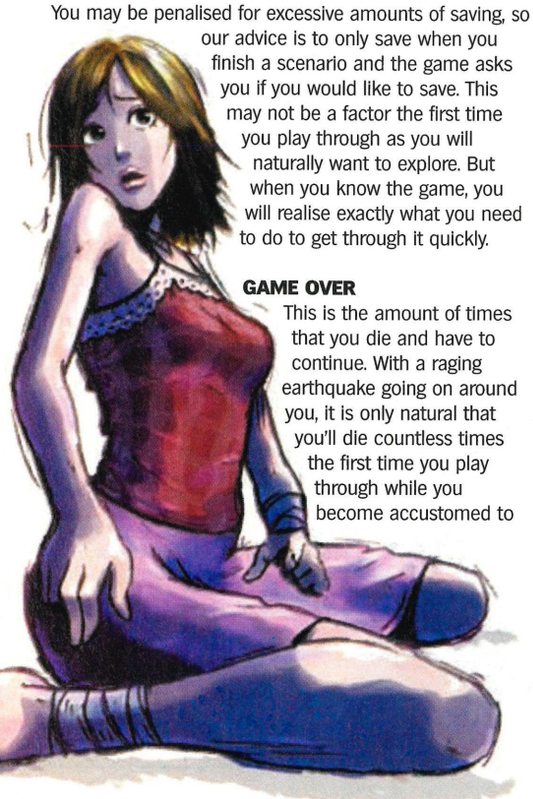
When you complete the game and the credits have rolled, you will be assessed on how you have performed. Similar to the *Resident Evil* games, certain factors will be taken into consideration and you will be given a grade. Here are the categories that are presented on the grading screen and how you can improve your performance in these areas...

PLAY TIME

Obviously, the quicker the better. Consult the full guide in *Official Tips Magazine* #09 for the best route and press START to pause the game whilst deciding what to do next in each area. This way, time won't pass you by.

SAVES

You may be penalised for excessive amounts of saving, so our advice is to only save when you finish a scenario and the game asks you if you would like to save. This may not be a factor the first time you play through as you will naturally want to explore. But when you know the game, you will realise exactly what you need to do to get through it quickly.



GAME OVER

This is the amount of times that you die and have to continue. With a raging earthquake going on around you, it is only natural that you'll die countless times the first time you play through while you become accustomed to the gameplay, but in our guide we tell you exactly what to do and where to go so you don't perish. Heed our advice and your game overs will be kept low.

FALLS

This is determined by the amount of times you are knocked off your feet by a tremor or other ground-shaking events (when this happens the screen will flash red and you'll lose a small amount of energy). The guide in *Official PlayStation 2 Tips Magazine* #11 tells you every point in which you need to hit the L1 button to avoid 'falling'. Follow our lead and you'll never lose your footing!

DISTANCE TRAVELLED

We suspect that this isn't a factor that determines your grade, more a useless bit of information to learn once you have been air-lifted out of the devastation and are nursing some severe foot blisters. However, there may be a bracket in which the definitive distance is gauged (in the sense that there is a minimum distance you must travel in order to fully complete the game) and if you stray too far outside with unnecessary exploring you could well be penalised.

WATER CONSUMED

Again, this could be a useless bit of trivia for you, or the game could gauge precisely how much water you have to consume in order to cover the optimum distance needed to finish the game. In which case, only guzzle fluid when your hydration bar is about to expire – so always ensure that you have a supply close to hand in case you are caught needing a drink miles away from the nearest water tap.

COMPASSES FOUND

This is a strange one. We're guessing that the hidden compasses which you find in this game are similar to the Fluorites in *Onimusha Warlords* and that finding them all will ensure you are on the right track to getting the best grade (and possibly unlocking a great new extra in the mix). There are 35 compasses to find and if you start a new game from your previous completed data, the ones you have found will be carried across to the next game (as it is impossible to get them all in one outing with two alternate routes on offer). So if you're having trouble locating the whole collection of compasses, get hold of *Official PlayStation 2 Tips Magazine* #11 for the full list.

ROUTE ADVICE

You will need to play through and complete the game several times in order to see, do and collect everything, therefore it is vitally important that you don't waste time and effort by repeating tasks and going to areas that you don't have to. So, to help you out a little, here are the routes and scenarios you should explore when playing the game for the first time.

GAME #1:

Take your time, follow our guide and fully explore each area, choosing to go on route 'B' when the choice arrives. Ensure you do everything in this scenario (including, most importantly, collecting all the compasses and seeing Ending 7) before continuing through (seeing Ending 6 at Windrunner Park) and completing the rest of the game.

GAME #2:

Breeze through the early sections quickly and choose route 'A'. Be sure to get all of the Compasses on the way to Karen's house. You need to get to the city's main water system in 2:30 or less to enter the secret room. Once you have been in there, go on to Windrunner park and see Ending 5 before going on to complete the rest of the game, choosing to go with the girl you didn't follow last time at May Stadium to see a different ending.

ENDINGS

There are seven possible endings to* SOS: The Final Escape. *Some depend on which female you fancy, others on how selfish you are. So far we have found five possible outcomes but the remaining two, for now, remain a mystery!

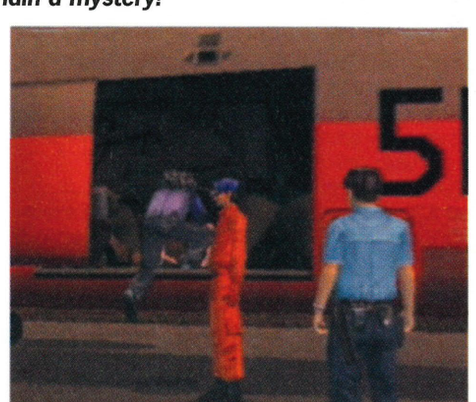
ENDING #1
Escape from Stiver Island with Karen (opt to go with Karen at May Stadium).

ENDING #2
Escape from Stiver Island with Kelly (opt to go with Kelly at May Stadium).

ENDING #5
Leave Stiver Island alone at Windrunner Park, tell the rescue boat man that you're alone. Leave Karen and William behind.

ENDING #6
Leave Stiver Island alone at Windrunner Park (tell the man in rescue boat that you are alone and leave William and Kelly behind).

ENDING #7
Leave Stiver Island alone in the helicopter (choose to leave Kelly and get into the helicopter in the Route B scenario).



SECRETS

UNLOCK 'SPECIAL' FEATURE

When you complete the game once, you'll unlock the 'Special' feature at the Main Menu which will take you to Greg's Photo Collection. This gallery comprises of 30 snaps taken by the hack during the adventure, some of which are serious, others tongue-in-cheek. Depending on which route you took at Girard Street, some snaps will be missing and you will have to complete the game again going the alternate route (thus sending Greg the other way) to fully complete his portfolio.

ENTERING THE 'SECRET' ROOM

When opting to take route 'A' through the game you and Karen will eventually arrive at the city's main water system – a section of underground tunnels. In this area is a room that may or may not be locked when you get there. To ensure that it is open, you have to get to this point in 2:30 or less – not hard if you follow our guide to the letter, not wasting unnecessary time wandering around when you don't have to. In this 'secret' room you will find several health packs and a hidden compass.

SELF ASSEMBLY

Your back-pack (which can be upgraded to contain more) can only hold so much, so be selective to lighten the load. Only carry one large water bottle, don't get carried away with medical supplies and wear clothing rather than carry it. Also, some items may be combined to make other objects – select 'Assemble' in the inventory screen and, provided you have all the ingredients, make the following...

Item: Lamp Helmet
Combine: Hardhat + Flashlight

Item: Bottle S
Combine: Bottle S + Juice Mix

Item: Bottle M
Combine: Bottle M + Juice Mix

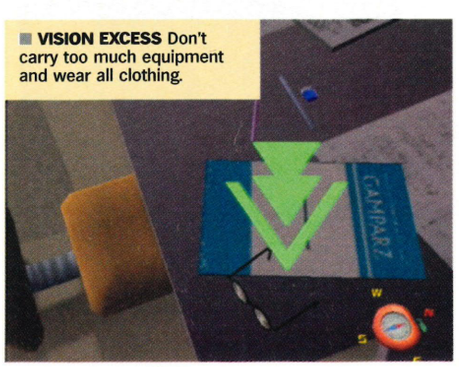
Item: Bottle L
Combine: Bottle L + Juice Mix

Item: Flashlight
Combine: Flashlight + Battery

Item: Torch
Combine: Gauze + Fluid + Crowbar

Item: Metal Hanger
Combine: Gauze + Crowbar + Umbrella

Item: Purifier
Combine: Purifier + Water Filter



VISION EXCESS Don't carry too much equipment and wear all clothing.

FAQs

We reveal how to get past those hair-pulling stumbling blocks.

CRASH BANDICOOT: THE WRATH OF CORTEX

How do I beat the second boss - the water master?

This boss is certainly a tough cookie, but unfortunately there's no easy way to beat him. However, these tips might help you out:

During the first stage of this boss fight, jump over each of the platforms and the blue beams of energy. Do a Spin Attack on Crunch when you get to him. Next, you must avoid blue and green beams of energy. The green beams follow the blue beams and go over Crash, so rather than jumping, just stay on the platform until the danger has passed (don't stay on the platform too long or it'll sink). Again, when you get to Crunch, perform a Spin Attack.

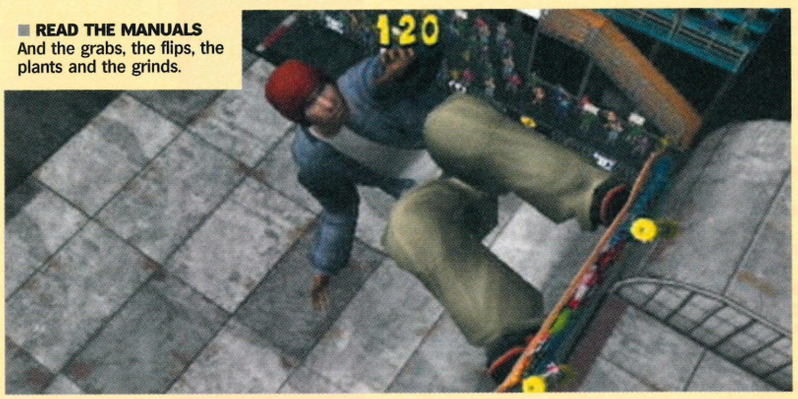
The third stage of the boss fight sees Crunch intensify his attack, but it's basically the same as the previous stage. However, you'll have to jump extra carefully as Crunch is shaking things about and it can be easy to fall off the platforms. When you do make it to him – Spin Attack again.

Crunch is really mad now – he never stops firing the energy beams and shaking the platforms. The best way to complete this final stage of the fight is to crouch, and when the bubbles appear – jump. Jump again to avoid the blue energy beams. Give Crunch one last Spin Attack and you'll have defeated him.

THE DAILY GRIND

EVOLUTION SKATEBOARDING

Our at-a-glance guide to those phat moves.



READ THE MANUALS And the grabs, the flips, the plants and the grinds.

SECRET CHARACTERS

Complete the Arcade mode with a standard skater and their secret can be accessed. Just press ◎ on the character select screen.

Skater	Secret Character
KERRY GETZ	VAMPIRE KILLER
RICK McCRANK	GURLUKOVICH 1
CHRIS SENN	GURLUKOVICH 2
STEVE WILLIAMS	FROGGER
COLIN MCKAY	SOLID SNAKE
DANNY WAY	UNKNOWN
MARK APPLEYARD	RAIDEN
ARTO SAARI	GORILLA
EDITED SKATER	GREY

ALL THE MOVES

Basic commands

These are your basic moves which you will need to know in order to get taming that terrain. Please note that the Special Trick varies for each skater and you can edit your own Special Combos via the Combo Edit facility that is presented in a list of style-related options prior to starting each stage.

Move	Command
Ollie	⊗
Flip	□
Grind/Lip Trick	△
Grab	◎
Right Spin/Switch	R2
Left Spin/Switch	L2
Fakie	L1
Special/Edit Trick	R1
Special Trick	R1, R1
Special Combo #1	↑ + R1
Special Combo #2	↓ + R1

Plant Moves

Please note that you must hold the direction and the button before hitting the lip or edge you wish to plant on. Pressing △ again will end your plant.

Move	Command
Rock To Fakie	△
Blunt To Fakie	↑ + △
Disaster	↗ + △
Axle Stall	→ + △
Rock 'N' Roll	↘ + △
Nose Tap	↓ + △
Hand Plant	↙ + △
Feeble To Fakie	← + △
Egg Plant	↖ + △

Flip Moves

Pressing □ again whilst finishing the first move, you'll perform an Addition move which will increase your points total when landed.

Move	Command	Addition
Kick Flip	□	Sex Change
Body Varial	↑ + □	Kick Flip To Indy
360 Flip	↗ + □	Varial
Pop Shove It	→ + □	Double Kick Flip
Hard Flip	↘ + □	360 Shove It
Heel Flip	↓ + □	180 Varial
Pop Heel	↙ + □	Method
FS Shove It	← + □	Front Foot Impossible
Impossible	↖ + □	Double Impossible
360 Varial	↑ + ↑ + □	None
Rodeo Flip	→ + → + □	None
Backflip	↓ + ↓ + □	None
Fingerflip	← + ← + □	None

Grind Moves

Here is the complete list of Grind moves. You must hold the direction and the button before landing on the object you wish to Grind. Pressing △ again will end your Grind.

Move	Command
50/50 Grind	△
Nose Grind	↑ + △
Smith Grind	↗ + △
Tail Slide	→ + △
K-Grind	↘ + △
5-0 Grind	↓ + △
Blunt Slide	↙ + △
Disaster Slide	← + △
Feeble Grind	↖ + △

Grab Moves

Here is the complete list of Grab moves. Pressing ◎ again whilst finishing the first move, you will perform an Addition move (also highlighted in the table below) which will increase your points total when landed.

Move	Command	Addition
Ollie North	◎	Shifty
Nose	↑ + ◎	Airwalk
Double Handed	↗ + ◎	Rocket
Backside	→ + ◎	Japan
StaleFish	↘ + ◎	Madonna
Tail	↓ + ◎	Benihana
Roast Beef	↙ + ◎	Varial 360
Mute	← + ◎	Mute Pisser
Indy	↖ + ◎	Indy Nosebone
CrossBone	↑ + ↑ + ◎	None
GrabTuckKnee	→ + → + ◎	None
The 900	↓ + ↓ + ◎	None
McTwist	← + ← + ◎	None

Manual Moves

Here is the complete list of Manual moves. These can be done at any time on the flat, although you must hold down △ at all times whilst performing the move. If you wish to Manual as a means to continue combos on the vert ramps, make sure you press the desired command just as you are about to touch down.

Move	Command
Nose Manual	↑ + △
Tail Manual	↓ + △
No Comply	↓ + ⊗
PrimoStall	↓ + ↑ + △
Casper	↑ + ↓ + △

CROWD PLEASER

LEGENDS OF WRESTLING II

Don't get battered in the ring – we tell you how.

'Getting heat' is an expression, meaning to be a villain (heel). The more the crowd boos a heel, the more he's doing his job. In the game it's important to get the crowd into the match, working them into a frenzy. With that in mind, focus on these moves:

- Ones that drop your opponent on his head (piledriver coming from a grapple).
- Top-rope manoeuvres (dropkicks, elbow-drops, etc).
- Moves on the outside of the ring (typical moves, just performed out of the ring).
- Apron moves (those performed out of the ring but not off the ring side).
- Hitting the opponent with a weapon (which can be got by climbing out the ring and pressing R2).
- Going all out with lots of high-impact moves
- And causing the opponent to bleed.
- You'll also get an audience reaction if you add variety to your moveset and do more than punch and kick your way through matches.
- Running into the referee and knocking him over gets the crowd excited, as does taunting your opponent (performed with the right analogue stick).
- Linking your moves together, and reversing an opponent's offence, is a great way to pop the crowd.
- In a tag-team competition: breaking up a pinfall on your partner is always good.
- Double-teaming an opponent and making a tag all count toward the crowd's reaction to you.
- Use your finisher and win a dramatic match.

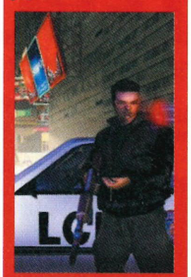
Remember, the crowd may love a bad guy, but they'll hate a bad wrestler. Struggling your way through a match to fluke a win won't do you any good at all. You're not out simply for the win, but to entertain the paying crowd. So, with that in mind, avoid doing these and undoing any good work you may do:

- Repeating moves, whether it's a punch or a moonsault, the crowd will soon tire of any move if you use it in quick succession and too many times.
- Stalling by keeping away from your opponent will bore the crowd silly.
- Not linking enough moves together is not good.
- Not performing your spectacular moves.

And, in tag-team competition:

- Ignoring your partner.
- Not saving your partner, or distracting the referee.
- Not double-teaming your opponents enough.
- Ultimately, though, losing the match will affect your popularity more than anything, so at least avoid losing.

TIP OF THE MONTH



X-MEN: NEXT DIMENSION

How to view each of the three endings.

To see the normal ending in Story mode, play as Magneto and defeat Bastion. To see an alternate ending in Story mode, play as Magneto, but lose the fight against Bastion. You will then take control of Bastion in a fight against Phoenix. Defeat Phoenix for the second ending. For the final, secret ending, win the Phoenix against Bastion fight in Story mode with a 'Perfect Victory'. This also unlocks Dark Phoenix as a playable character.

CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

■ James Dewhurst wants more action in STAR WARS: THE CLONE WARS...

**Enter these cheats on the Codes screen.*

Multi-player level select	**JORG SACUL**
Campaign level select	**DOORDONOT**
Invincibility	**DARKSIDE**
Unlimited secondary and special weapon	**SUPERLASER**
Three bonus objectives	**GIMME**
Unlock Battle Droid in Academy: Geonosis level	**TRADEFED**
Unlock Padme Amidala in Academy: Geonosis level	**NATALIE**
Wookie unlocked in Academy: Geonosis level	**NERFHERDER**
All FMV sequences	**12 PARSECS**

■ Dave Evans is in need of some serious home improvement in THE SIMS...

Activate Cheat mode
On the main menu, press L1 + R1 + L2 + R2
Now enter any of the following codes...

Midas mode
Enter MIDAS. Then begin the game in Get A Life mode, get into the hot tub with the girl and press START. Select 'Quit', followed by 'Just Quit' and you will unlock all two-player games, all locked objects and all locked skins.

Free mode
Enter FREEALL. Start a game and all objects cost zero Simoleans. You won't be able to sell any items for money and this code has no effect on paying for bills and services.

Party Motel mode
Enter PARTY M at the cheat menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' mode.

Play The Sims mode
Enter SIMS at the cheat menu. Play The Sims mode will now be unlocked, without going through the Get A Life dream house.

■ Nick Taylor needs help to tee off in TIGER WOODS PGA TOUR 2003...

**Enter these codes at the 'Cheat Codes' screen in the options menu.*

Unlock everything	ALLTW3
All golfers	ALL28G
All courses	14COURSES
Super Tiger Woods	SUNDAY
Brad Faxon	XON
Cedric Andrews	IAM#1
Charles Howell III	BANDPANTS
Dominic Donatello	GODFATHER
Hamish	MCRUF
Jim Furyk	THESWING
Josey Scott	SUPERSTAR
Justin Leonard	JUSTINTIME
Kellie Newman	COWGIRL
Mark Calcavecchia	CALCULATE
Mark O'Meara	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

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

Next *Official PlayStation 2 Magazine* on sale **18 APR**

Sneak your way around

SPLINTER CELL

And get another dose of stealth with

MGS2: SUBSTANCE

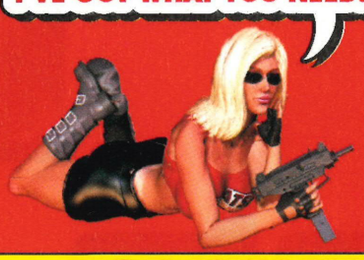
Plus! Guides for Devil May Cry 2 and Silent Hill 2: Director's Cut!

Official PlayStation 2 Tips Magazine on sale **NOW!**

Can't wait till then?

For all your tips needs, grab yourself a copy of *Official PS2 Tips Magazine*, priced £3.99

CALL ME 24/7, I'VE GOT WHAT YOU NEED!



Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PLAYSTATION 2

A = 01

Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Trucker
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
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
ATV Off-Road Fury 2

B = 02

Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
Battle Engine Aquila
Big Mutha Truckers
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Black and Bruised
Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
BMX XXX
Bombad Racing
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
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
Citizen Kabuto (Giants)
City Crisis
Clock Tower 3
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Contra: Shattered Soldier
Cool Boarder 2001
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 04

Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Dead to Rights
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Devil May Cry 2
Digimon World
Dino Stalker
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Dot Hack
Downforce
Dr. Muto
Dracula Last Sanctuary
Dragonball Z: Budokai
Draken: Ancient Gates
Driven
Driver 2
Driving Emotion Type-S
Drome Racers
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 05

Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Evolution Snocross
Extermination
Extreme G 3
Extreme Racer

F = 06

F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 07

G1 Jockey
Gauntlet: Dark Legacy
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
Grandia 2
Grandia Xtreme
Gravity Games
Green Rogue
GTA 3
GTA: Vice City
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 08

H30 Surfing
Hack (Dot)
Half Life
Harry Potter
Harry Potter Ch.Secrets
Harvest Moon: Homeland
Haven: Call of the King
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
HSX: Hypersonic Xtreme

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
James Bond: Nightfire
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
King of Fighters 2000
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
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
Lego Racers 2
LMA Manager 2002
LMA Manager 2003
Loony Tunes Space Race
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 13

Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Marvel vs Capcom 2
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Micro Machines
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
Minority Report
MLB Slugfest 2003
Mobile Suit Gun.F.v Zeon
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Mort.Kombat: Deadly All.
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly
Mystic Heroes

N = 14

Namco Museum
NBA 2K2
NBA 2K3
NBA Live 2001
NBA Live 2002
NBA Live 2003
NBA Starting Five
NBA Street
NBA Tonight, ESPN
Need for Speed H.Purs.2
NFL Q'back Club 2002
NHL 2002
NHL 2003
NHL Hitz 2002
Nightfire
No One Lives Forever

O = 15

Off Road Wide Open
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
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
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Premier Manager 2002
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 17

Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution

R = 18

R Carmichael's MX 2002
Racer Revenge
Raging Breath
Ratchet and Clank
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil Gun Survivor 2
Res.Evil: C Veronica X
Rez
Ridge Racer 5
Ring of Red
Rise of the Akkadian
Robot Wars
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
RTS: Army Men
Rumble Racing
Run Like Hell
Rune: Viking Warlord
Rygar: Legendary Adv.

S = 19

S Palmer's Snowboarder
Scooby Doo: 100 Frights
Scorpion King
Sega Soccer Slam
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shinobi
Shox
Silent Hill 2
Silent Scope
Silent Scope 2
Silent Scope 3
Silpheed: Lost Planet
Simpsons' Skateboarding
Simpsons: Road Rage
Sims
Sky Odyssey
Slam Tennis
Sled Storm
Sly Cooper & Thievius R.
Sly Racoon
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Spiderman The Movie
Splashdown
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Summoner
Summoner 2
Super Bust A Move
Super Trucks
Supercar St. Challenge
Superman S of Apokolips
Swing Away Golf

T = 20

T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Terminator: Dawn of Fate
Test Drive: Wide Open
The Bouncer
The Fellowship Of Ring
The Getaway
The Mark of Kri
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Simpsons: Road Rage
The Sims
The Thing
The Two Towers
The Weakest Link
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom Clancy: Ghost Recon
Tomb Raider 4
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Total Immersion Racing
Track and Field
Triple Play Baseball
Turok: Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 21

UEFA Champion League
Ult.F.Champ: Throwdown
Ultraman Fighting Evo. 2
Unreal Tournament

V = 22

Vampire Apocalypse
Vampire Night
Vice City, G.T.A.
Victorious Boxers
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 23

W Games Snowboarding
Wacky Races
War of the Monsters
Warriors of M & M
Way of the Samurai
Weakest Link
Wetrix 2
Who Wants 2BA Million.2
Wild Wild Racing
Wipeout Fusion
World Rally Champ.2 Ext.
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
Wreckless: Yakuza Miss.
WWE Smackdown! J.B.I.
WWE Smackdown! S.Y.M.
WWF Smackdown! J.B.I.

X = 24

X-Men: Next Dimension
X-Squad
Xtreme G3

Y = 25

Yu-Gi-Oh! Duel Monst. 2

Z = 26

Zone of the Enders
Zorro (Shadow Of)

0-9 = 27

007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades

Plus Many More...

PlayStation
PlayStation 2
PC
XBOX
GAMECUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

cheats & walkthroughs also available for all these consoles.

All logos are trademarks of their respective companies

CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 095 560

AGED UNDER 16, CALL THIS NUMBER

09066 098 385

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email: custserv@cheatsunlimited.com, or call our

shortlist

Your definitive guide to every PlayStation 2 game out there.

So you've just bought a 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 2*. You'll also need to know a bit about the developers behind the games, our monthly genre-specific top fives, which games from the past we think deserve a second look, all the best bargains and what's top of the charts.

Welcome to ShortList, which not only does everything we've just listed 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. □

YOUR KEY TO SHORTLIST

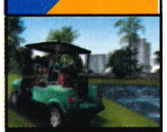
GOLD
Only for games that scored the elusive 10/10.

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 DRIVING GAMES



1. GRAND THEFT AUTO: VICE CITY

Cars, crime and Eighties overkill. Pretty in pink.

2. THE GETAWAY

Revenge epic screeching around our nation's capital.

3. STUNTMAN

Lee Majors, take note. This is how it's done.

4. TWISTED METAL: BLACK

Apocalyptic deathmatches in cars! Vroom. Boom!

5. SPY HUNTER

Gadget-laden car/boat/bike espionage-a-thon.

4X4 EVOLUTION
Tazzing around in 4X4s should be more fun than this, surely?
REVIEWED *OPS2*#06/**OVERALL** 05

4X4 EVO 2
Off-road racing action that's more than a little off course.
REVIEWED *OPS2*#30/**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**

AIR RANGER RESCUE HELICOPTER
Cheap 'n' cheerful chopper game, let down by short life span.
REVIEWED *OPS2*#31/**OVERALL** 04

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

APE ESCAPE 2
Cheeky monkeys, but is there enough variety for everyone?
REVIEWED *OPS2*#29/**OVERALL** 07/**●DVD#29**

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

ATV2: QUAD POWER RACING
Average quad bike racer with some innovative elements.
REVIEWED *OPS2*#29/**OVERALL** 05/**●DVD#30**

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

BATTLE ENGINE AQUILA
Blowing things up in a big transformer. Big tank action.
REVIEWED *OPS2*#29/**OVERALL** 07/**●DVD#28**

BIG MUTHA TRUCKERS
Trucking, trading and fighting in one game? Ten four.
REVIEWED *OPS2*#29/**OVERALL** 05

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

BMX XXX
Ladies' bits can do nothing to spice up this limp biking biscuit.
REVIEWED *OPS2*#29/**OVERALL** 04

BRITNEY'S DANCE BEAT
Ms 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

CONTRACT KILLING'S THE GAME. STEALTH OR SIX-SHOOTER? IT'S YOUR CHOICE

SEE *HITMAN 2: SILENT ASSASSIN*

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

CONTRA: SHATTERED SOLDIER
Arcade-style shoot-'em-up that doesn't keep up with the times.
REVIEWED *OPS2*#30/**OVERALL** 05

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/●**DVD#30**

CRAZY TAXI BRONZE
Thrills aplenty in this visually glitchy but fun Dreamcast port.
REVIEWED *OPS2*#07/**OVERALL** 08

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**

DEFENDER
Eighties revamp that's all alien blasting and 3D flying.
REVIEWED *OPS2*#29/**OVERALL** 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 GOLF
Surprisingly sturdy waddle 'round the links with Donald and chums.
REVIEWED *OPS2*#31/**OVERALL** 06

DISNEY'S DINOSAUR
Dull platform adventure spin-off of a dull Disney movie.
REVIEWED *OPS2*#03/**OVERALL** 04

DISNEY'S DONALD DUCK PK
Disney's poultry offering falls foul of over-simplicity.
REVIEWED *OPS2*#30/**OVERALL** 03

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**

DRAGONBALL Z: BUDOKAI
Alien fighters fight aliens in this entertaining cartoony treat.
REVIEWED *OPS2*#29/**OVERALL** 06

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).
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

DR MUTO
A deeply playable platformer, but nothing really new..
REVIEWED *OPS2*#31/**OVERALL** 06/●**DVD#31**

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/●**DVD#29**

EJAY CLUBWORLD BRONZE
Know your deep house from your handbag? Then get mixing!
REVIEWED *OPS2*#24/**OVERALL** 08

ENDGAME
Tedious lightgun shooter – you're better off with *Time Crisis*.
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

EVOLUTION SKATEBOARDING
Not so much evolution as stagnation. A Hawk-beater this ain't.
REVIEWED *OPS2*#31/**OVERALL** 04

EVOLUTION SNOWBOARDING
Woeful collision of snowboarding and beat-'em-up. Erk.
REVIEWED *OPS2*#31/**OVERALL** 02

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 and 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**

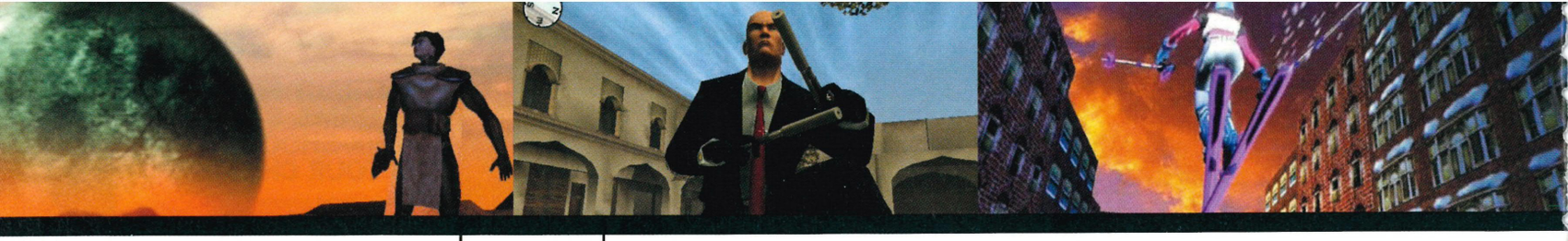
F1 CHAMPIONSHIP SEASON 2000
Way too easy for the hardcore F1 fan.
REVIEWED *OPS2*#03/**OVERALL** 06

SECOND COMING

We resurrect a title from the gaming graveyard.

GIANTS: CITIZEN KABUTO

As far as PC conversions go, *G:CK* (*OPS2*#15, 6/10) *isn't* state of the art. This third-person action/RTS is too sprawling for its own good, with fine ideas spread a little too thin at times. That said, the game's novel gameplay structure (you get to fight a three-way planetary war from each faction's point of view), beautiful open environments, inspired mini-games and caustic sense of humour provide ample reason to give this a punt. Snag yourself a second-hand copy and consider yourself doubly blessed.



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/●**DVD#29**

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/●**DVD#29**

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**

GO GO GOLF
The worst golf sim on PlayStation 2? We like to think so.
REVIEWED *OPS2*#30/**OVERALL** 01

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 PRIX CHALLENGE
Decent arcade racing fun but lacks attention to detail.
REVIEWED *OPS2*#30/**OVERALL** 06/●**DVD#31**

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**

HARRY POTTER AND THE CHAMBER OF SECRETS
Pre-pubescent wizardry fun in the halls of Hogwarts.
REVIEWED *OPS2*#29/**OVERALL** 07

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

HOT WHEELS: VELOCITY X
Luke-warm racer that cashes in on a kiddie toy licence.
REVIEWED *OPS2*#30/**OVERALL** 04

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**

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**

A

Answers

1. 4x4 Evolution
2. Zone Of The Enders (ZOE)
3. The Incredible Hulk
4. Commander Scott Dolph
5. The Rain Storm
6. Pride
7. Dark Angel
8. Holly (Gennaro)
9. What Not To Wear
10. You will find Paul Oakenfold's tracks in both.

Q

■ *For all the questions, turn to page 20 now!*

TWEAKED TO PERFECTION, THE BEST FOOTY GAME JUST GOT EVEN BETTER

SEE *PRO EVOLUTION SOCCER 2*

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

LEGENDS OF WRESTLING II
Nostalgic wrestling action that's not quite the Big Daddy.
REVIEWED *OPS2*#30/**OVERALL** 06

LEGION: LEGEND OF EXCALIBUR
Ropey batter 'n' bludgeon actioner, with RPG and strategy knobs on.
REVIEWED *OPS2*#25/**OVERALL** 05

LEGO DROME RACERS
Build Lego-racing cars, then race them on dull courses.
REVIEWED *OPS2*#29/**OVERALL** 04

LEGO FOOTBALL MANIA
Pre-pubescent soccer sim built from famed Danish bricks…
REVIEWED *OPS2*#25/**OVERALL** 05

LEGO ISLAND EXTREME STUNTS
Pleasantly ambitious *Tony Hawk/GTA* fusion aimed at youngsters.
REVIEWED *OPS2*#31/**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

MASTER RALLYE
Rally racing that's been left in the dust by better competitors.
REVIEWED *OPS2*#30/**OVERALL** 04

MAT HOFFMAN'S PRO BMX 2
More pad-grabbing tricks and flicks from pedal guru Mr Hoffman.
REVIEWED *OPS2*#25/**OVERALL** 07

MAX PAYNE
Noirish third-person shooter, boasting *Matrix*-style Bullet Time.
REVIEWED *OPS2*#18/**OVERALL** 07

MAXIMO BRONZE
Superb 3D platform remake of *Ghost'N' Goblins* from Capcom.
REVIEWED *OPS2*#18/**OVERALL** 08/**●DVD#18**

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**

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**

MINORITY REPORT
Movie-based action without its short-arsed star.
REVIEWED *OPS2*#29/**OVERALL** 05

MOBILE SUIT GUNDAM: FEDERATION VS ZEON
Popular Jap mech franchise lacks variety but provides plenty of fun.
REVIEWED *OPS2*#28/**OVERALL** 07/**●DVD#32**

MODERNGROOVE: MINISTRY OF SOUND
Not a game but a lightshow generator with five full dance albums.
REVIEWED *OPS2*#11/**OVERALL** 06

MONOPOLY PARTY
Redundant videogame that's actually less fun than the boardgame.
REVIEWED *OPS2*#31/**OVERALL** 02

MONSTERS, INC
Simple *Crash*-styled platformer based on the Disney/Pixar film.
REVIEWED *OPS2*#17/**OVERALL** 04

MORTAL KOMBAT: DEADLY ALLIANCE BRONZE
Brutal and bloody martial arts action with a stylish edge.
REVIEWED *OPS2*#29/**OVERALL** 08/**●DVD#30**

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 LIVE 2003 BRONZE
A truly accurate and innovative addition to the powerhouse series.
REVIEWED *OPS2*#29/**OVERALL** 08/**●DVD#30**

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

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

PAC-MAN WORLD 2
The voracious yellow blob gets a cute, uncomplicated platformer.
REVIEWED *OPS2*#31/**OVERALL** 05

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**

POWERPUFF GIRLS: RELISH RAMPAGE
Cute and cartoony alright, but lacks any gameplay depth.
REVIEWED *OPS2*#29/**OVERALL** 04

PRIMAL — BRONZE
Deep, dark, huge fantasy adventure with one girl and her gargoyle.
REVIEWED *OPS2*#30/**OVERALL** 08/●**DVD#30**

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/●**DVD#29**

PSONE PLAYA

Original PlayStation show stoppers, still well worth a punt.

PANZER FRONT

Whatever the reason, and despite being self propelled wrecking machines, the potential for tanks in games has yet to be tapped on PS2. And no, we haven't forgotten *WDL: Thunder Tanks*. Thankfully, those hankering for quality caterpillar-tracked action need only shell out minimal currency for this excellent PSone title. Boasting intuitive controls and atmospheric WWII scenarios, *Panzer Front* creates hour upon hour of tense, tactical cat-and-mousery that will test both your nerve and your grey matter to the limit. Well worth 'shelling' out for. Get it? Never mind.

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

RATCHET & 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

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
US spin on the mech genre ends up rusting on the scrapheap.
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**

ROCKET POWER: BEACH BANDITS
Shonky, tweenage, extreme sports mystery. As good as it sounds.
REVIEWED *OPS2*#31/**OVERALL** 03

ROCKY — BRONZE
Boxing sim, faithfully based on the Italian Stallion's career.
REVIEWED *OPS2*#27/**OVERALL** 08/●**DVD#29**

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
Silent Hill in space, and all the exciting bits locked in the airlock.
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

SHREK SUPER PARTY
Colourful platform romp for the under nines.
REVIEWED *OPS2*#31/**OVERALL** 04

SILENT HILL 2 — BRONZE
One of the most atmospheric and frightening adventures on PS2.
REVIEWED *OPS2*#13/**OVERALL** 08/●**DVD#14**

SILENT HILL 2: DIRECTOR'S CUT — BRONZE
A new scenario extends this classic fright-a-thon's life span.
REVIEWED *OPS2*#31/**OVERALL** 08

FANTASY ADVENTURE WITH A BIG BARBARIAN AND HIS RAVEN SIDEKICK

SEE *THE MARK OF KRI*

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**

SILENT SCOPE 3
The arcade favourite hits PS2 again, but is starting to show its age.
REVIEWED *OPS2*#30/**OVERALL** 05

SILPHEED: THE LOST PLANET
Tedious top-down shooter. Get *R-Type* on PSone instead.
REVIEWED *OPS2*#03/**OVERALL** 03

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

SLY RACCOON
Great-looking platform fun, but lacks originality.
REVIEWED *OPS2*#29/**OVERALL** 07/ ●**DVD#30**

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

SOS: THE FINAL ESCAPE
An earthquake survival adventure that's refreshingly different.
REVIEWED: *OPS2*#30/**OVERALL**: 07

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**

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION
Futuristic racing that's both frustrating *and* dull.
REVIEWED *OPS2*#31/**OVERALL** 02

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

TOP 5 WAR GAMES

1. MEDAL OF HONOR: FRONTLINE
WWII FPS that's top of the heap.

2. CONFLICT: DESERT STORM
Great game that's a little too close to home right now...

3. PRISONER OF WAR
Outwitting the Nazis in this tense adventure.

4. DROPSHIP: UNITED PEACE FORCE
Futuristic warfare in the air and on the ground.

5. COMMANDOS 2: MEN OF COURAGE
Enjoyable, meticulously detailed WWII RTS.

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

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**

STAR WARS: THE CLONE WARS
Film-inspired inter-stellar battler that's hot on *Starfighter*'s heels.
REVIEWED *OPS2*#30/**OVERALL** 06

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
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

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 8BS

SO WHO THE HELL IS... ? #7: INCOGNITO ENTERTAINMENT

Meet the developers: the shadowy creative masterminds behind the games you play.

LOGO

SELECTED SOFTOGRAPHY
- 1996: *Twisted Metal* (PSone)
- 1997: *Twisted Metal 2* (PSone)
- 2001: *Twisted Metal: Black*
- 2003: *War Of The Monsters*

FOUNDED
1999

ADDRESS
SALT LAKE CITY
UTAH
USA

WEB SITE
www.us.playstation.com

WORKING ON
Having honed its skills in the post apocalyptic arenas of the *Twisted Metal* series, Incognito has turned its attention to yet more destructive mayhem in the form of the arcade monster mash, *War Of The Monsters* (see our review, page 90). Also look out for *Twisted Metal: Black Online*.

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**

TEKKEN TAG TOURNAMENT BRONZE
Namco's hugely playable and graphically spectacular beat-'em-up.
REVIEWED *OPS2*#01/**OVERALL** 08/**●DVD#02**

TENCHU: WRATH OF HEAVEN BRONZE
Fine ninja-flavoured stealth-'em-up set in ye olde Japan.
REVIEWED *OPS2*#31/**OVERALL** 08/**●DVD#32**

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 MARK OF KRI
Fantasy adventure with a big barbarian and his raven sidekick.
REVIEWED *OPS2*#31/**OVERALL** 07/**●DVD#31**

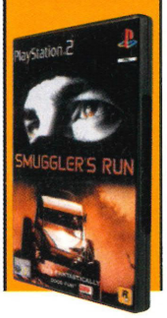
THE MUMMY RETURNS
Action-adventure based on the by-the-numbers Hollywood romp.
REVIEWED *OPS2*#14/**OVERALL** 05

SECOND COMING

We resurrect a title from the gaming graveyard.

SMUGGLER'S RUN

While just about every organism with opposable thumbs, a pulse and a PS2 has long since been seduced and left spent but ecstatic by *GTAIII* and *Vice City*, there's another Rockstar title that's well worth tracking down. Reviewed way back in *OPS2*#01, *Smuggler's Run* is a mission-based driving game that has you tear-arsing around huge vistas, picking up and distributing contraband while the rozzers do their nuts hunting you down. The Single-player mode is fun, but get some mates together for a four-way booty run and you'll find one of most enjoyable multiplayer games on PS2, even now.



THE SCORPION KING: RISE OF AKKADIAN
Movie cash-in with few features – unless you fancy The Rock.
REVIEWED *OPS2*#27/**OVERALL** 04/**●DVD#32**

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 SIMPSONS: SKATEBOARDING
Eat my shorts. Then go and buy *Tony Hawk's 4*.
REVIEWED *OPS2*#30/**OVERALL** 05

THE SIMS BRONZE
Life simulation. It's a godsend for comically-minded control freaks.
REVIEWED *OPS2*#30/**OVERALL** 08

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/**●DVD#30**

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 ROAD RACE
Simple isn't always best in the world of street racing sims.
REVIEWED *OPS2*# 30/**OVERALL** 03

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/**●DVD#30**

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**

TOTAL IMMERSION RACING
Solid, if slightly unspectacular racer with aggressive AI.
REVIEWED *OPS2*#29/**OVERALL** 06

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**

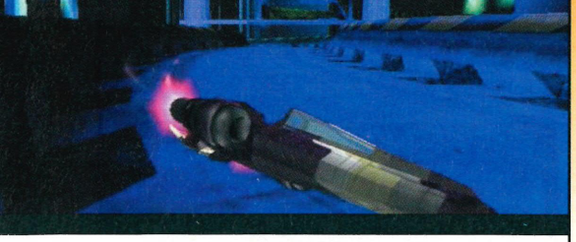
VICTORIOUS BOXERS
Story-based manga boxing title that sadly lacks the killer blow.
REVIEWED *OPS2*#11/**OVERALL** 04

VIRTUA COP: ELITE EDITION
Was once great, but only for antique hunters this time around.
REVIEWED *OPS2*#29/**OVERALL** 05

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**



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 February 27, 2003

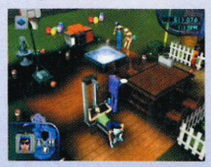
Position	Weeks on chart	Highest position	Game Name	Publisher
1	13	1	Grand Theft Auto: Vice City	ROCKSTAR
2	4	1	The Sims	EA
3	9	1	The Getaway	SCEE
4	14	2	The Lord Of The Rings: The Two Towers	EA
5	63	5	The Simpsons: Road Rage	EA
6	17	6	Gungrave (re-entry)	ACTIVISION
7	16	1	FIFA 2003	EA SPORTS
8	11	1	Ratchet & Clank	SCEE
9	12	9	X-Men: Next Dimension (re-entry)	ACTIVISION
10	11	5	James Bond 007: Nightfire	EA
11	36	1	Medal Of Honor: Frontline	EA
12	10	5	The Simpsons: Skateboarding	EA
13	68	5	Crash Bandicoot: The Wrath Of Cortex (Platinum) (re-entry)	UNIVERSAL
14	83	1	Gran Turismo 3: A-spec (Platinum) (re-entry)	SCEE
15	11	1	WWE SmackDown! Shut Your Mouth	THQ
16	2	5	Mortal Kombat: Deadly Alliance	MIDWAY
17	8	10	Tiger Woods PGA Tour 2003	EA
18	12	18	WRC II Extreme	SCEE
19	38	2	Spider-Man	ACTIVISION
20	12	5	Tony Hawk's Pro Skater 4	ACTIVISION

*OPS2 *Charts in association with* **WHSmith**

WHSmith

Sim-ple pleasures

It can't quite topple Vice City from the top spot, but manipulating the lives of hapless losers in **The Sims** is proving a popular pastime on PS2. See you in the hot tub.



Making a hobbit of it

It's the seventh best selling game of 2002, and **The Two Towers** is still proving more desirable than a roll in the bracken with Liv Tyler.

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

TAKING A MIND-MANGLING RIDE IN THE *OPS2* TIME MACHINE BACK TO THE DAY WHEN DOLPHINS SAVED THE FUTURE.

1. **Grand Theft Auto III** – Keeping the top spot warm for *MGS2*.
2. **Max Payne** – Back when bullet time was all the rage.
3. **Legends Of Wrestling** – Proof that everyone loves fighting.
4. **Ecco The Dolphin: Defender Of The Future** – Saving the future, 12 months ago…
5. **WipEout Fusion** – Style, substance *and* speed.

OPS2 READER'S CHART

SEEMS YOU ARE ALL STILL ADDICTED TO THE EIGHTIES – THAT INCLUDES YOU, **DAVE NEWMAN, CARDIFF.**

1. **GTA: Vice City** – "I've been waiting for a game like you…"
2. **The Sims** – "Playing God rocks. I have the Power!"
3. **Medal Of Honor: Frontline** – "Still sends shivers down my spine."
4. **The Getaway** – "Tis the pearly king of cockney capers."
5. **TimeSplitters 2** – "Nothing short of multiplayer heaven."

TOP 5 US GAMES

JANUARY'S TOP SELLING GAMES FROM THE LAND OF THE LINE DANCE AND THE TEN GALLON HAT.

1. **The Sims** – Controlling the lives of little people.
2. **The Getaway** – Sure they didn't need subtitles?
3. **GTA: Vice City** – Rack it up and they will buy.
4. **Devil May Cry 2** – Disappointing game, but decent sales.
5. **SOCOM: US Navy SEALs** – Online gaming captivates a nation.

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 ARMS 3
FFX clone Wild West RPG adventure that's mostly 'armless.
REVIEWED *OPS2*#30 **OVERALL** 05

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/#30** BRONZE

X-MEN: NEXT DIMENSION
Another dimension to the X-Men? Nope, more beat-'em-up action.
REVIEWED *OPS2*#29/**OVERALL** 05

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**

POWDER TO THE PEOPLE *SSX Tricky* moves mountains.

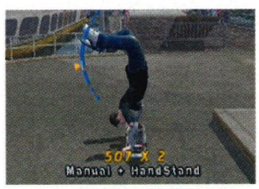
You want to get 'big air' and mainline adrenaline, but which games are extreme and which are just obscene?

Extreme sports – where true respect isn't gleaned from how many goals you've netted or trophies you've won, but by how many fractures you've sustained and how much skin you've left shrivelled on the roadside in pursuit of that elusive, gravity-defying high.

It's understandable why extreme sports exist – they're means of combining extreme fear with intense pleasure in a wet, soggy orgy of adrenaline-pumped euphoria. But how can this sublime sensation be recreated in videogames? The answer: by developers who can sculpt the perfect fantasy terrain with rails and ramps on every road to live out your skating fantasies, waves so huge they could engulf an entire continent and summits so steep, so death defying that to even consider boarding down them in real life you would first have to leave a sincere note of apology to your nearest and dearest. In short, the kind of extremely extreme environments you'll never experience in the real world.

And no extreme is considered too extreme a subject for PS2 – from skating to snowboarding, biking to blading, they're all here (although we had to draw the line at wakeboarding on account of the fact that nobody had actually heard of it). So here they are, the PS2's hottest collection of barely legal alternative sports games. And in recommending the best, we may well be saving you a few raw knees, twisted testes and snapped teeth in attempting to mimic the aerial feats of the greats at your local skate park. We know the story: you tried for a nosebone, you got a broken nose. ☐ RB

BEFORE THE HAWK FLEW *720°* and what's a McTwist?



AFTER THE HAWK LANDED No Comply 360 Shove-It – yeah!

ESSENTIAL PSYCHED

BEST FOR WHITE LINES AND MAXIMUM HIGHS!

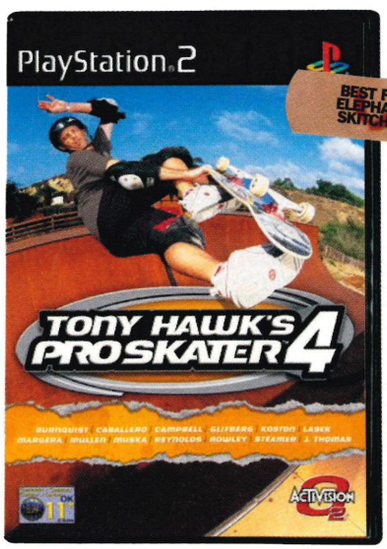
SSX Tricky

EA SPORTS BIG

Undoubtedly the PS2's most accomplished piste artist, this game has got the lot. From eye-watering speed to stunts that'll have you slapping your forehead in astonishment, no other game comes close to delivering the same highs as *SSX Tricky*'s white powder. The best all-round boarding game out there which is both a joy to play and a bitch to master.

***"An instantly playable, brilliantly designed game to please fans and newbies."* OPS2#15**

BEST FOR ELEPHANT SKITCHIN'



Tony Hawk's Pro Skater 4

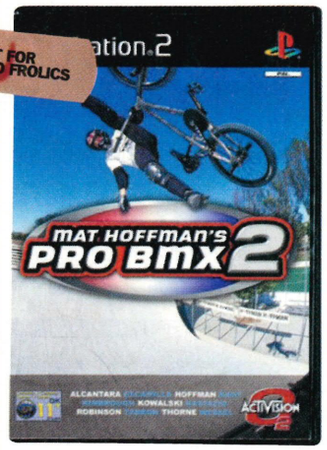
ACTIVISION/NEVERSOFT

This could be the last word in skateboarding games – if it weren't for the fact that #5 is probably oiling its bearings as we speak. With a refined control system that makes million-point combos as easy as ollie-ing up a kerb (and then biting it, in our case), diverse levels rammed with cool challenges, plus a cameo appearance by a famous porn star, what more could you want?

***"Not just a sequel – it feels like a totally new game..."* OPS2#28**

EXCELLENT
STOKED

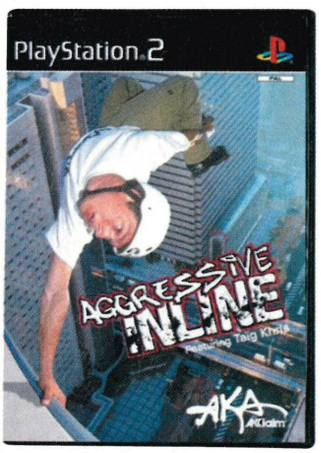
BEST FOR FLATLAND FROLICS



Mat Hoffman's Pro BMX 2
ACTIVISION/RAINBOW STUDIOS

Obviously, bikes aren't as versatile as skateboards, but credit to Rainbow Studios for making them feel like they are. Like *THPS4*, this is a well-designed, stylishly executed game that makes stringing together phat air tricks with flatland wizardry as easy as knackering your bottom brackets on a crossbar in the real world!

"Innovative and atmospheric. Yet another good result."* OPS2*#25



Aggressive Inline
ACCLAIM/Z-AXIS

Before *THPS4* came and conquered, let us not forget that this was the game that first did away with those creativity-constricting time limits! A game for true skating hedonists, this has got everything – from explosive tricks to gratuitous knicker shots!

"Impressive, entertaining and amusing..."* OPS2*#23

Also...
As the top two extremists are sequels, why not just save some cash and go Platinum with the likes of **Tony Hawk's Pro Skater 3** and the original **SSX**?

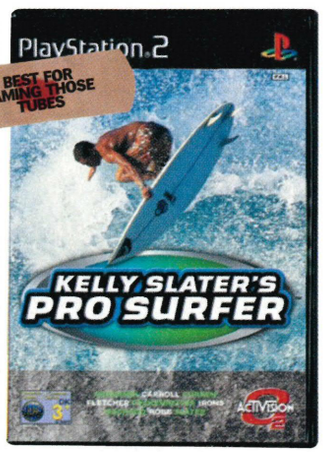
GOOD
DOPE

Freekstyle
EA SPORTS/EA SPORTS BIG

The one where EA Sports BIG got a little carried away and believed that if it applied its *SSX* engine to any theme it would undoubtedly turn to gold. Yes, it's rock-'ard and will threaten to strangle your soul, but persevere and you've got one of the fastest, most stylish, not to mention maddest and baddest motocross games on the dirt track. Love it? Loathe it? Live it!

"A great game scuppered by a lack of fairness..."* OPS2*#23

BEST FOR TAMING THOSE TUBES



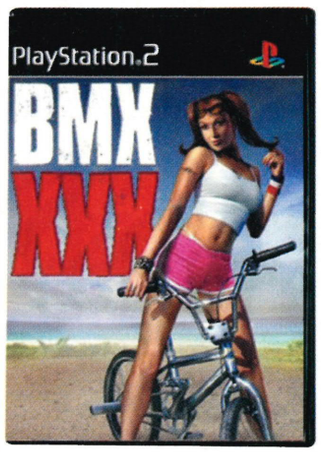
Kelly Slater's Pro Surfer
ACTIVISION/TREYARCH

Although a single wave of water is obviously no substitute for a ramp-rammed skate park, *KSPS* does nevertheless make surfing interesting and enthralling (for a while) for those not willing to brave Britain's condom-infested waters for real.

"Ultimately proves to be a bit of a shallow thrill..."* OPS2*#26

Also...
For mud-encrusted mediocre motocross madness, try **MX Superfly**, **MX Rider**, **MX 2002 (Featuring Ricky Carmichael)** and just about anything else with 'MX' in it.

AVERAGE
RAD



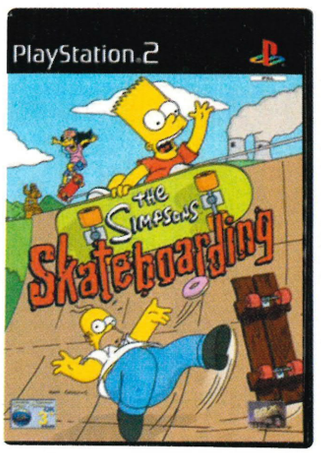
BMX XXX
ACCLAIM/Z-AXIS

Taking all the good progress made by *Aggressive Inline* and promptly flushing it down the toilet, Z-Axis made this laughably juvenile game for barely-pubescent lads. Entirely neglecting to provide a decent biking experience, the developer concentrated instead on modelling accurate boob physics. Not funny, just a little bit sad.

"Boobs or no boobs, it's a damn shoddy game."* OPS2*#29

Also...
For drowning in lakes try **Jet Ski Riders** and for skating as Snake get on board with **Evolution Skateboarding**. Or better still, just buy **Metal Gear Solid 2: Substance** for its condensed skating sections.

PISS POOR
WACK



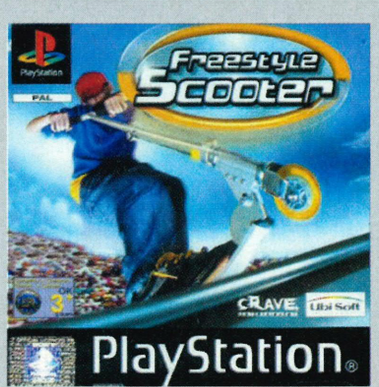
The Simpsons: Skateboarding
EA/FOX INTERACTIVE

After 13 years of razor-scripted, quality cartoonage and a skipload of now defunct consoles, the quest to make a half-decent *Simpsons* game continues. But whoever thought the answer lay in bunging Springfield's finest into a tacky *Tony* rip-off needs a pencil ramming up their nose.

"You tried your best and you failed miserably..."* OPS2*#30

Also...
If you like simple coin-op conversions stripped of the one ingredient that made them appealing (in this case, a big plastic snowboard) then fritter your cash away on **Alpine Racer 3**. No? Very wise, sir.

PSONE ALTERNATIVES



Freestyle Scooters
UBI SOFT/CRAVE

Not a massively great game by any stretch of the imagination, but we doff our caps to Ubi Soft for spotting a Rizla-sized gap in the extreme sports market and releasing a game based on that bizarre fad of a few years back: scooters. Naturally, the game's appeal was severely limited, buy hey, full marks for capitalising on our wayward tastes, right?

"540 MELON TO FS REVERT TO MANUAL TO HANDSTAND. YES!"

We challenged forum flipkickers to name their favourite extremities...

Well folks, with all the predictability of a Gareth Gates cover version, it was a landslide victory for **Tony Hawk's Pro Skater 4** in the extreme sports stakes! Many cited the control system that breeds creativity as being its primary plus point, others liked the fact that you could skitch cars for the first time. Hell one saddo even voted it tops solely because of Daisy's hooters (you know who you are Radisman!) Above all though, it was the sheer variety in the tricks that wowed the crowds.

Next month: *Stealth 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 *MGS2* 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

TENCHU WRATH OF HEAVEN™

FANCY A SLASH? Well you've come to the right place. In *Tenchu* you have two choices: Sneak past enemies or – better – separate heads from bodies with a deft schwing of your katana.

At the start of the demo, head left to perform a stunning waterfall leap. From here you're in the enemy village and countless courses of action are yours to choose. Experiment a while with your inventory of weapons (press L2). You'll find that there's a weapon or gadget for every eventuality. And do have a rummage on the rooftops to find the handy red boxes which hide other useful items such as throwing stars.

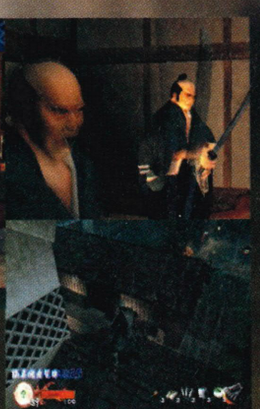
Your most important gadget is your grapple hook (leftmost in your inventory). Use this to scale buildings and reach inaccessible areas. And don't miss the excellent 'disguise' option that will let you change your appearance and sneak up on enemies. If you attack an enemy by surprise they'll die instantly – if they're alerted they'll put up a fight. Keep an eye on the attention gauge bottom-left. And keep your health topped up with swigs from your flask.

PUBLISHER: **ACTIVISION**
GAME TYPE: **ACTION/ ADVENTURE**
OUT: **NOW**
PLAYERS: **1**

THE CONTROLS

D-pad	Select item
L-stick	Movement
R-stick	Move camera
⊗	Jump
□	Attack
△	Use item
○	Guard
L1	Manual camera
R1	Stealth
L2	Select item
R2	Lock on
START	Pause
SELECT	Display map

HACK ATTACK Towards the end of the demo you'll have a battle with this pair.



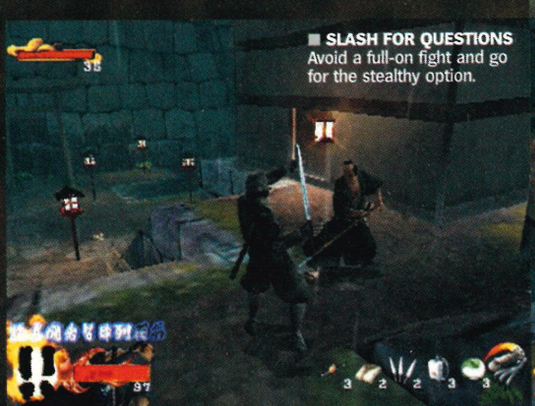
We reviewed Tenchu: Wrath Of Heaven last issue, where it sneaked off with an 8/10 score before silently slitting our throats.

challenge

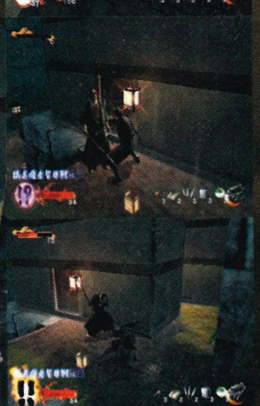
Finishing the demo is easy – you simply have to defeat the second, gun-toting boss – but can you do it without taking a single slug from your cache of energy drinks?

tip

Save your bombs and daggers for the boss battles. A single bomb attack the instant the goons leave the red house will just about finish them off.



SLASH FOR QUESTIONS Avoid a full-on fight and go for the stealthy option.



PLAYABLE PlayStation.2

VEXX

Acclaim's impish platformer is put through its paces by our crack reviews squad back on page 95.

PLATFORM TOO You know the score: Run fast, jump on stuff and avoid the nasties.

FIRST OF ALL stop and have a good look at the Training screen. Here you'll learn Vexx's special moves – vital if you're to complete the task in this demo. This screen reappears each time you press START to pause the game. Handy. Once into the game proper your task is to recover a wraith heart from atop a giant tree littered with obstacles, floating platforms and populated with the usual crowd of platform game nasties.

The orbs will light your way, and there are a multitude of other power-ups to collect en-route. Also, keep an eye out for scalable walls (depicted by a diagonal chequered pattern). You can climb these with the D-pad or by pressing and releasing ⊗ to leap up.

PUBLISHER: **ACCLAIM**
GAME TYPE: **PLATFORMER**
OUT: **NOW**
PLAYERS: **1**

BRIDGE RACER The demo level is sufficiently huge, with a single obvious objective.

THE CONTROLS

L-stick	Movement
R-stick	Move camera
⊗	Jump/Helicopter
⊡	Shoot
△	Inside view
○	Lifebar
R1	Strafe/Lock
L1	Strafe/Lock
R2	Enable special moves
L2	Enable special moves
START	Pause

tip Keep an eye out for the large black orbs. Destroying each of these will reveal another objective or give you a vital game tip.

PLAYABLE PlayStation.2

MOBILE SUIT GUNDAM FEDERATION VS. ZEON

PUBLISHER: **INFOGRAMES**
GAME TYPE: **ACTION**
OUT: **NOW**
PLAYERS: **1**

THE MOTHER OF all playable demos. You want to taste the delights of *Mobile Suit Gundam*? Well help yourself to a 'Japanese banquet for five' of robot stompy action! You can play as either the Federation or Zeon.

Arcade mode will let you indulge in *four* missions – and the full range of robots are available. Campaign mode similarly features a selection of missions from the full game. Is there no end to this demo's magnitude?

Playing is easy. Your scanner top-right shows the positions of the baddies (in red) and pressing ○ at any time will snap you round and lock you onto the nearest foe. The figures on the bottom-right show the power in your weapons and the integrity of your armour. That's it. Now go blast some robots.

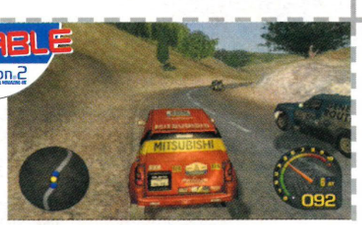
THE CONTROLS

L-stick	Movement
⊗	Jump
⊡	Shoot
△	Combat
○	Target
R1	Sub shoot
L1	Command
R2	Jump + combat
L2	Jump + shoot
START	Pause/Options

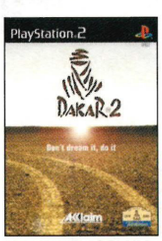
tip Keep hitting ○ to keep on target and switch to △ 'combat' attacks when up close and personal.

PLAYABLE PlayStation.2

DAKAR 2



VAN MORRISON The vehicles aren't exactly Lambos...



PUBLISHER: **ACCLAIM**
GAME TYPE: **RACING**
OUT: **NOW**
PLAYERS: **1**
(FULL GAME 1-2)

WE'VE GOT NOT ONE, but two tracks from the full game. The controls are simple but the handling of the heavyweight vehicles and the undulating terrain of the courses will be quite a revelation.

The two tracks on offer are very different. The first intersperses meandering rally-style dirt runs with viscously winding road sections, littered with car-sized rocks expertly placed to send your vehicle tumbling into the bush.

The second shows off *Dakar 2*'s unique open racing system, with no set course to follow, just an arrow on your GPRS indicator. Beware the rock-strewn paths. Some will afford a handy short cut, others will wreck your car outright. Unfortunately, this demo times-out mid-race after about four minutes.

THE CONTROLS

L-stick	Steering
⊗	Accelerate
⊡	Brake/Reverse
△	Change camera
○	Handbrake
R1	Repair/Recover
L1	Look behind
START	Pause/Options

tip It's usually safe to cross the narrow rocky areas in the Sahara – your opponents won't dare, giving you a handy short cut.

challenges

TENCHU: WRATH OF HEAVEN
Can you take out all of the guards in the level through stealth? No battles, no cheating using the disguise, just pure unadulterated surprise?

VEXX
Can you complete your objective and make it to the wraith heart atop the tree in less than three minutes?

MOBILE SUIT GUNDAM: FEDERATION VS ZEON
Can you complete all of the missions in the demo without losing a single mech?

DAKAR 2
Stay in first place when the demo ends (it times out after about four minutes). And we mean on *both* tracks.

THE SCORPION KING
Come on then, you big lummox. Try to make your way through to the demo's end without getting your ass whupped once.

EVEN MORE DEMO TREATS OVER THE PAGE

ONLY £2.99

BIRTHDAY GM + 10,247 TIPS + POSTER = BARGAIN!

SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION • SPECIAL EDITION

WE ARE 10

SPECIAL BIRTHDAY ISSUE!

FREE!

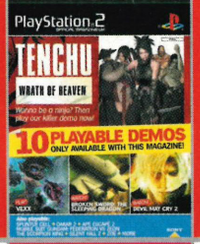
ON SALE Thursday 20th March

Games Master

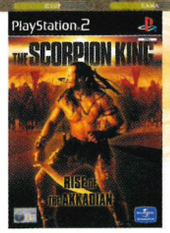
GM's BIGGEST TIPS BOOK EVER!

THE BEST GAMES, CONSOLES & TIPS FROM 10 YEARS OF GM!

PLUS • MIDNIGHT CLUB 2 – EXCLUSIVE REVIEW • SPLINTER CELL PS2 • TOMB RAIDER • ENTER THE MATRIX • CHAMP MAN 4 • DEF JAM VENDETTA • METAL GEAR SUBSTANCE • WWE CRUSH HOUR • WOLVERINE'S REVENGE • 007 NIGHTFIRE GBA • AND MORE!



PLAYABLE PlayStation.2



THE SCORPION KING™
RISE OF THE AKKADIAN

PUBLISHER: **UNIVERSAL**
GAME TYPE: **BEAT-'EM-UP**
OUT: **NOW**
PLAYERS: **1**

AT LAST: YOUR chance to actually 'be' The Rock. While a button to raise one eyebrow is not part of the control set-up there are plenty of other moves to keep you busy.

Your mission is simple: Waste anyone foolish enough to stand between you and the arrow marking the entrance to the next fighting section. You begin weaponless (relying on hand-to-hand combat for your inaugural bout) but things soon develop, allowing you to mix up your attacks and wallop your opponents.

Watch out for the Special bar (blue, top-left) which shows the level of your special powers. Unleashed by pressing △, these attacks are the most effective in setting your enemies on their asses.

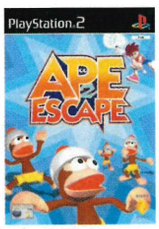
THE CONTROLS

L-stick	Movement
R-stick	Camera
←	One-handed sword
→	Two-handed sword
↑	Gauntlet
↓	Spear
⊗	Weak attack
□	Strong attack
△	Special attack
○	Jump
L1	Block
START	Pause/Options
SELECT	Quit

tip Keep your distance. Move in, attack, then reverse out of trouble. As soon as you stand still the ugly brothers will wade in and paste you.

PLAYABLE PlayStation.2

APE ESCAPE



PUBLISHER: **SCEE**
GAME TYPE: **BEAT-'EM-UP**
OUT: **JANUARY**
PLAYERS: **1**
(FULL GAME 1-2)

THE MUCH DELAYED platformer is finally being uncaged. It's amazing how pesky an ape becomes once you strap a flashing police light to its head…

First and foremost you must realise that ○, not ⊗, advances you through the menus. Choose New Game to get going. You'll be amazed at how lavish and excellent this demo is. Not only is there a full monkey-catching level (immediately ahead up the ramp) but around to the left or right you'll find a gadget training level (designed to ease you into the game's many bits 'n' pieces) and the awesome monkey football game we've been blabbing about for months.

The best thing is simply to dive in and get involved. Have fun and bag those darned monkeys.

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 left stick controls movement and the right stick manipulates your current gadget selection,

PLAYABLE PlayStation.2

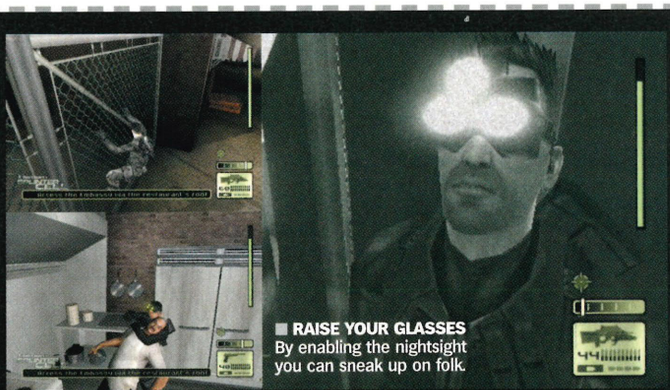
Tom Clancy's SPLINTER CELL

PUBLISHER: **UBI SOFT**
GAME TYPE: **ACTION/ADVENTURE**
OUT: **28 MARCH**
PLAYERS: **1**

BACK BY POPULAR DEMAND. After we unleashed our exclusive playable demo of *Splinter Cell* last month, it only seemed fitting that we allow late-comers a second chance to play. So, as a partner to our exclusive review, here's that *Splinter Cell* demo one more time.

The relentless in-game texts and voice-overs will keep you on the right track, so feel free to explore and have fun with your bulging inventory of gadgets.

The context-sensitive Interact button will serve up options for you as you play, such as opening doors, knocking out guards and fiddling with stuff you find.



■ **RAISE YOUR GLASSES**
By enabling the nightsight you can sneak up on folk.

■ **CHEF'S SPECIAL**
That'll teach him for spitting in the soup.

How does Splinter Cell rank with the best of what PS2 has to offer? Read the definitive verdict on page 72.

THE CONTROLS

↑/↓	Inventory
←	Night vision
→	Thermal vision
L-stick	Movement
R-stick	Move camera
⊗	Interact
START	Quick inventory
△	Jump
○	Crouch
L1	Secondary fire
R1	Primary fire
L2	Reload
R2	Aim
L3	Back to the wall
R3	Sniper/Reset camera
START	Pause and inventory
SELECT	View controller

tip Rather than shooting the enemy, why not shoot out the lights? Then engage your night vision and do the dirty from the cover of darkness.

challenges

APE ESCAPE 2
Just catch all of the monkeys thoughtfully provided on the full demo level in order to earn our undying love.

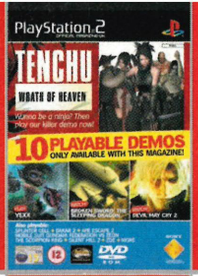
SPLINTER CELL
Finish the level without killing a guard. Sneak up behind each guard and use the knockout option. It's best to hide each body in the shadows to avoid detection.

SILENT HILL 2
There are some nasties to be found in the Battle level but you'll have to be quick. Can you kill three baddies before the demo runs out?

SPY HUNTER
Your mission – should you choose to accept it – is a simple one. Can you complete all of the demo level's objectives before the demo finishes? It can be done.

ZONE OF THE ENDERS
Defeating the evil Tempest will impress us greatly. See the Tip section for an essential hint on how he can be toppled.

■ **EVEN MORE DEMO TREATS OVER THE PAGE**



reader replies

I've noticed that you feature age ratings on your disc. There seems to be two different ones. My son is 11. Does the 15 rating mean that I am breaking the law by buying the magazine for him? Julie Kiely, Sutton

In order not to expose readers to anything they may not like we always carry an ELSPA 15+ rating, the voluntary rating system for games. This can only ever be a guide, so it's not illegal for kids under 15 to buy the magazine in that case.

Occasionally, though, with games featuring excessive violence or gore we go that one step further and have the disc BBFC rated. This month's disc, for example is a BBFC 12. A BBFC rating is a legally binding rating, meaning the magazine cannot be sold to anyone under the age shown. Obviously we have no control over you then 'giving' this disc to your 11-year-old son but ultimately the choice and responsibility is yours.

Want to know more? Got an idea? A suggestion? We want to hear it. Write to *OPS2* DVD, *Official PlayStation 2 Magazine*, Future Publishing, Bath BA1 2BW **or email PS2disc@futurenet.co.uk**

PLAYABLE PlayStation.2

■ **LAV IS ALL AROUND** The Prologue mission begins in this lovely public toilet.

SILENT HILL 2

PUBLISHER: **KONAMI**
GAME TYPE: **ACTION ADVENTURE**
OUT: **NOW**
PLAYERS: **1**

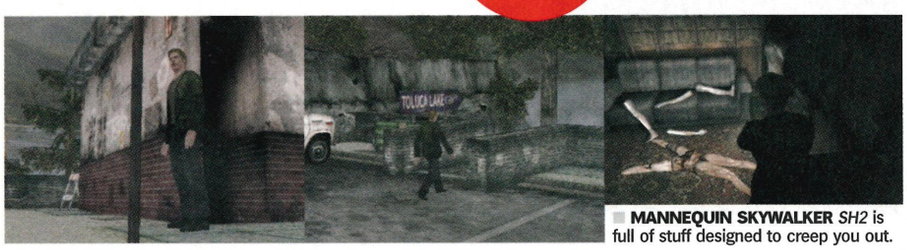
TO CELEBRATE THE (re)launch of *Silent Hill 2: Director's Cut*, here's a demo that'll give a flavour of the thrills to come. After loading up you have the option of either Prologue or Battle Mode. If you choose Prologue, you'll begin James's adventure in some filthy public toilets on the other side of the lake from Silent Hill. Nice. After the intro sequence a timer appears in the top-right corner, so see if you can make it to the town before the demo times out.

Choosing Battle, meanwhile, will put you right in the thick of the action, with James beginning in a ruined apartment block. Once more, you're against the clock so you can opt to solve some of the puzzles or just whip out your pistol and get busy.

We reviewed the Director's Cut edition of Silent Hill 2 last issue, but there's a fuller review of the original game in OPS2#13.

THE CONTROLS

L-stick	Movement
⊗	Action
◎	Turn flashlight on/off
□	Run
△	Map
R1	Strafe Right
L1	Strafe Left
R2	Ready weapon
L2	Centre view
START	Open inventory



■ **MANNEQUIN SKYWALKER** *SH2* is full of stuff designed to creep you out.

tip In the Battle game you'll get the most action climbing the stairs and getting off at the first floor. Keep an ear out for strange scuttling up ahead…

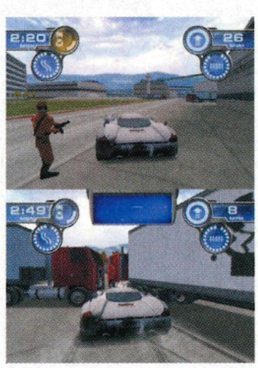
PLAYABLE PlayStation.2

SPY HUNTER®

PUBLISHER: **MIDWAY**
GAME TYPE: **DRIVING**
OUT: **NOW**
PLAYERS: **1**
(FULL GAME 1-2)

AFTER WATCHING THE SLICK intro movie, scroll up/down and select 'Mission 2' with the ⊗ button. This level, set in the leafy suburbs of Germany, is called Dragon Strike and your primary objective (though there are others) is to take out NOSTRA's Dragonfly Helicopter, then rendezvous with your folks before the time limit is reached.

Beginning in a subterranean car park, hit the gas, and keep your eye out for targets on your scanner. It's a high-octane ride through some seriously dangerous territory. You've got three minutes to complete the objectives and reach the pick-up zone. Good luck.



THE CONTROLS

L-stick	Steer left/Right
⊗	Accelerate (double tap for burnout)
◎	Fire homing beacons
□	Brake
△	Rear-view scanner
R1	Fire primary weapon
R2	Fire secondary weapon
L1	Cycle offensive weapons
L2	Cycle defensive weapons
SELECT	Change view
START	Pause/Options

tip Having difficulty getting out of the car park? Have you tried driving over to the doors and shooting them out? Doh…

PLAYABLE PlayStation.2

ZONE OF THE ENDERS

PUBLISHER: **KONAMI**
GAME TYPE: **MECH ACTION**
OUT: **NOW**
PLAYERS: **1**

WITH *ZOE2* DUE IN a couple of months we thought that it would be a good time to revisit the first *ZOE*. It's a game of robot combat, set against a backdrop of intergalactic civil war.

Press START to skip the videos and use ◎ to make your menu selections. After a short intro there's a Training mode, then you're off to fulfil two objectives. Firstly you must clear the area of enemy mechs and encounter main bad lady Viola. Don't forget to pick up any goodies left behind after battles.

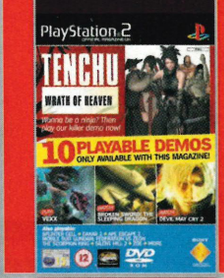
Finally a full boss battle with the squid-like Tempest awaits. And when you're all done why not try again at an increased difficulty level.

THE CONTROLS

D-pad	Selects sub-weapon
L-Stick	Movement
R-Stick	Move camera
△	Ascend
⊗	Descend
□	Basic attacks/Shots/Blade attack
△	Sub-weapon/Grab/Throw
L1	Cancels lock-on/Shrinks radar
L2	Lock-on/Change lock-on
R1	Block
R2	Dash during movement/Burst
START	Pause and options

tip When fighting Tempest, power up a Burst attack and hang on to it. Wait for when he flies into the air, misses you and lands. Then let him have it. In the head.

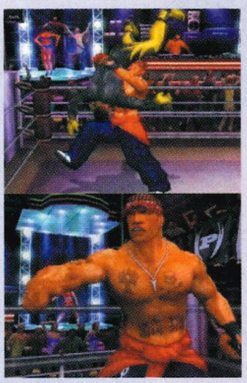
TRAILER PARK



There's no mulleted trash here, just glimpses of the PlayStation 2's future in video form.

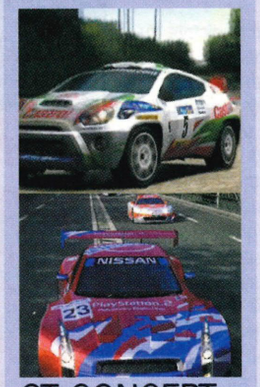
SHINOBI

We previously brought you a short teaser, but this in-game action bout reveals rather more of the Shinobi's credentials. Still not satiated? We'll be back next month with a playable demo, too.



DEF JAM VENDETTA

Join Method Man, Ghostface Killah, Scarface, Capone, WC, Ludacris and the rest of the gang for an evening of violence and injury! While they may have a lot of love for the streets, *Def Jam*'s artistes clearly don't have a lot of love for each other.

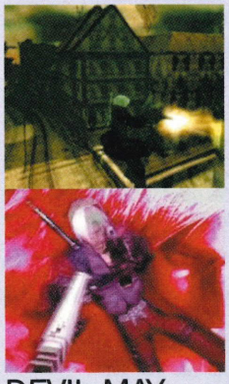


GT CONCEPT 2002: TOKYO-GENEVA

The *Gran Turismo 3* devotee's extension gets a price drop as part of Sony's burgeoning £19.99 Platinum stable. And to celebrate, here are the game's concept cars in action.

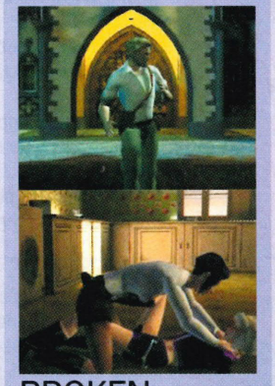
SECRETS OF WAR OF THE MONSTERS

Go behind the scenes of the ludicrous creature-feature stomp-'em-up, then read our review on page 90.



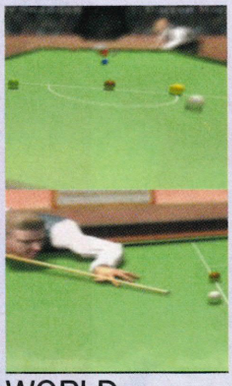
DEVIL MAY CRY 2

Soon it will be upon us. In the meantime here's the latest in Capcom's relentless series of impressive *DMC2* trailers. It looks fantastic, certainly, but how does it play? Review on page 82.



BROKEN SWORD: THE SLEEPING DRAGON

The formerly flat 2D adventure games (that sold a million between them) now pop into glorious 3D in a game that looks like it could give *Tomb Raider* a run for its money in the action adventure exploration stakes.



WORLD CHAMPIONSHIP SNOOKER 2003

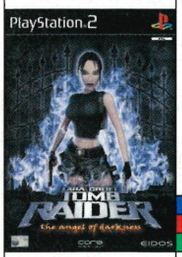
Getting a full-size snooker table into your bedsit can be a bit of a bind. Fortunately your PS2 can help, allowing you to play snooker against a cast of real-life 'athletes' thanks to Codemasters' latest.

FAULTY DISC?

If your DVD isn't loading properly, first try re-starting your PS2 with the reset button. Still no luck? Then we'll replace it for you. Simply mail it 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.

GO TO: uk.playstation.com

■ *Next issue's DVD line-up will be posted on our Web site on 11/04/03.*



postal

Brought to you in association with GamesPlanet.co.uk

write: POSTAL, *OFFICIAL PLAYSTATION 2 MAGAZINE*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW
email: PS2postal@futurenet.co.uk
forum: log on to uk.playstation.com

■ 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 *Lara Croft Tomb Raider: Angel Of Darkness* and the star letter also receives copies of *Virtua Fighter 4, Summoner 2, WRC II Extreme* and *Gungrave* 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.

POLL THE OTHER ONE

I was having a conversation with a 'friend' when the subject of your magazine came up. He said that the reviews were inaccurate and that a newspaper recently conducted a poll comparing your scores with public opinion. Apparently, your reviews were wildly out of sync. Is this true? I compared an American review Web site with the scores that you gave and they appeared to be correct. All the games I've bought based on your reviews have been brilliant. Coincidentally, the same 'friend' thinks that *007 NightFire* is miles better than *TimeSplitters 2*. Please settle this argument with a few insults in his direction.
James Oliver, Warwickshire

*Your 'friend' is indeed a numbskull and a purveyor of mighty bullsh*t. Who do you trust? A* NightFire*-loving acquaintance? A random US Web site? Or a magazine which consistently delivers the goods to over 200,000 people every month?*

JUST CAN'T GET ENOUGH

I play your monthly demos regularly – sometimes too much – but I can't help thinking how limited some of the demos are. I know these are just tasters of the real games but do any of the demos have extras? For example, rumour is that your *Getaway* demo features a secret 'free roaming' code…
Steven Cheng, Cleveland

As much as we would like to dictate the content of our demos, ultimately the game developer or publisher decides how much of their game you get to play for free. Ideally, they want to give you enough to get you excited, but not so much that you don't feel the need to buy the game. Which is fair enough, innit? With ten playable demos on every disc, you still get plenty of free playtime.

The secret 'free roaming' code on The Getaway *demo sounds like another great gaming myth, unless someone can enlighten us. But at least it's more feasible than the* Vice City *money printer touted last month...*

THE KIDS ARE ALRIGHT

Like many other kids across the UK, I own many PS2 games with a 15 or even 18 certificate, yet I am only 12. What is the point of having age restrictions on games when probably less then half of the people who own games like *GTA* are actually over the age of 18? And if these games *are* genuinely made for adults, why are they advertised in mags and during TV shows that are aimed at kids?
Dan Taylor, Kent

Vice City *clearly isn't aimed at 12-year-olds, otherwise it wouldn't cultivate nostalgia for a decade that finished before you were even born, Dan. Nor is our mag aimed at kids – note the 15+ recommendation on the cover DVD box and the fact that we use phrases like 'cultivate nostalgia'. However, no-one can do anything if an indulgent parent is happy to buy 18-rated games for you. Let's just hope you don't grow up to be a sociopathic, gun-fixated maniac!*

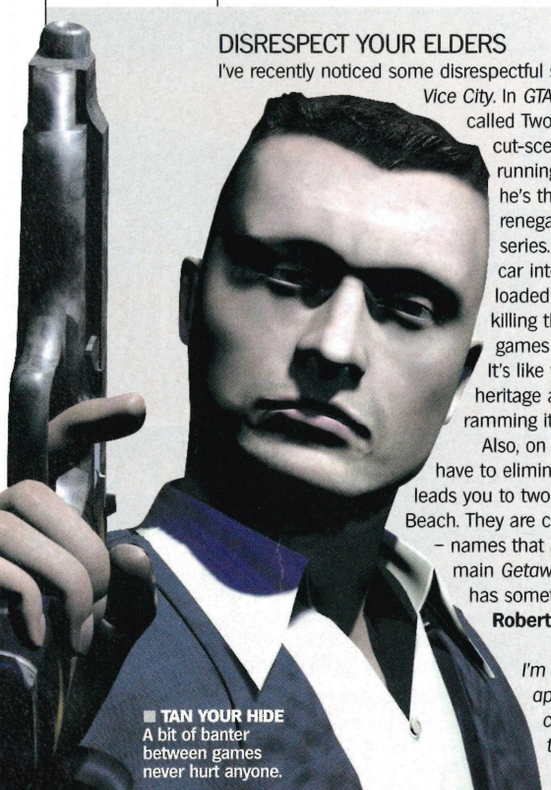
DISRESPECT YOUR ELDERS

I've recently noticed some disrespectful stuff in *GTAIII* and *GTA: Vice City*. In *GTAIII* there's a mission that's called Two-Faced Tanner. In the cut-scene, a man called Tanner is running down some steps – he's the spitting image of the renegade cop from the *Driver* series. In this mission you have to ram Tanner's car into flames, causing it to explode. This is loaded with meaning. I mean, we are basically killing the man whose groundbreaking PSone games gave us the first free-roaming mode. It's like we are looking into the PlayStation's heritage and spitting in its face… or, in this case, ramming it into flames.

Also, on one of the first missions of *Vice City*, you have to eliminate members of a special organisation. It leads you to two men at a security hideout at Ocean Beach. They are called Marcus Hammond and Franco Carter – names that are eerily similar to those of the two main *Getaway* characters. Do you think Rockstar has something against other game companies?
Robert Stainforth

I'm sure that Reflections and Team Soho appreciate the gentle mocking of their characters – expect revenge to be taken in Driver 3 *and* The Getaway 2*!*

STAR LETTER



■ TAN YOUR HIDE
A bit of banter between games never hurt anyone.

forum frolix

Random brainthinks from loiterers on the forums at **uk.playstation.com**. *Redirect your browser to join the merrily carousing throng.*

☹ **EvilCAndrews:** *Mortal Kombat* needs more than one finisher next time... sort it out Ed Boon

☺ **thebeast2020:** ***The sun is beating down but the wind is shooting through the stadium.***

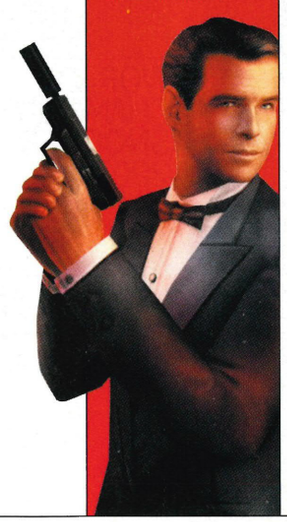
☹ **KKLEIN:** I want *Jak And Daxter 2*, and I want it now!

☺ **FunkyMonkey:** ***PlayStation 2 will be the longest lasting console as it's out selling everything else!***

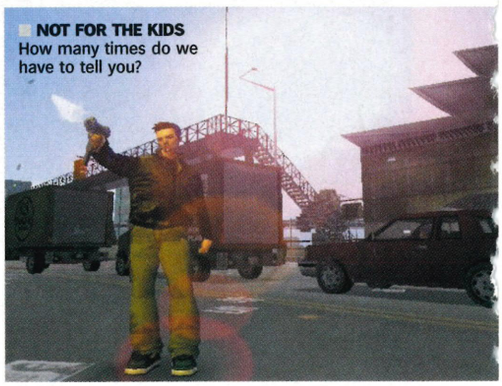
☺ **Nutty:** *OPS2* is the greatest most outrageous and best PS2 Magazine in the world!!! It should be entered in the GRAMMY or BAFTA Awards.

☺ **Burn202:** **Final Fantasy X, *so darn addictive, time to say goodbye to work.***

☹ **Legolas:** *Splinter Cell* has some bad control problems. I hope they sort them out.



■ REALLY, MR BOND? *NightFire* **better than *'Splitters 2*? We think not.**



■ NOT FOR THE KIDS
How many times do we have to tell you?

CHEATS NEVER PROSPER

I was just wondering about online games and cheats. I use cheats as much as the next guy and, in many cases, they have saved me. I am also a big fan of PS2 games going online. However, if you were to team up with people online while playing *FFXI* for example, you simply wouldn't be able to use cheats. Likewise for football games – if you teamed up with other people, you couldn't use goal-scoring cheats. I feel that many people will be put off by this fact. Will cheats become a thing of the past?
Paul Chapman, Cleethorpes

Surely using cheats in any kind of multiplayer game totally cheapens the experience? Where's the glory in beating someone when you've given yourself a totally unfair advantage?

GAME OF LIFE

You know those David Cronenberg films in which the boundaries between electronic entertainment and actual reality are blurred, and you just get confused and ask for your money back? Well, on the way back from the pub one evening my mate complained about his feet. "No problem," I thought to myself, "I'll just steal a ca – oh… wait…" Now, that was just a split second brain fart, but for that split second I thought stealing cars was an okay thing to do!

But that's not the end of it. I was walking through town a few days later when someone came out of an alleyway behind me. What did I do? I only tried to turn my head around by pressing **R3**! Then, the other day I tried to pause my food so it wouldn't go cold while I got a drink. Pause my food! What the hell!? Does anyone else suffer this kind of

GamesPlanet.co.uk is an online shop specialising in all your videogame needs. Buy the latest PS2 releases or choose from thousands of other games at up 40 percent less than the recommended retail price. You won't have to wait ages for your game either – GamesPlanet.co.uk offers a free first class next day recorded delivery service, with pre-ordered new releases arriving on the day of release. What are you waiting for? Log on now and spend some of your hard-earned cash.

GamesPlanet!

thing? Try to switch from fork to spoon with R2 and L2? Try to lock on to a passer-by with a quick hold of R1?

Is this just a quirk of everyday life, like when you switch the light on when you leave the room, thinking it was already on? Or is it something more sinister?
Dan Murtha, Hampshire

What about watching a football match on telly and mentally thinking '△' to bring the keeper out? Or wondering where the R1 button is instead of looking in your rear view mirror? No, us neither. You need a psychiatrist, Dan, and fast. You complete freak.

UNITED STATES OF WHATEVER

I have just come back from studying in the States. One thing that surprised me when I arrived back in England was Sony's distinct lack of interest in the British public. Okay, we get the odd advert on TV, but that's nothing compared to the publicity generated by games companies in America. It's almost impossible to ignore some games when they come out over there. Whereas in England, many great games don't get the publicity they deserve and go unnoticed by the general public. I know you guys at *OPS2* review every game, but not all PS2 owners buy games magazines. Please tell me why Sony seems to take more interest in the US than it does in Britain?
Ben, via email

This isn't something we've ever noticed. Surely, before Christmas, The Getaway, Vice City *and* FIFA *were everywhere? However, the UK does have much more of a magazine culture, meaning that games companies can target a decent percentage of their potential audience through big-selling magazines such as* OPS2. *American game advertisers may need to spend more on mainstream advertising in order to reach the same number of potential buyers.*

ARE YOU BEING SURVEYED?

In the last issue of your magazine I noticed a survey inside about readers' gaming habits. I had a read through and found that the 'lifestyle' questions were all aimed at male gamers. I know that gaming has always been a male dominated pastime, but the gaming world needs to embrace female gamers too. My favourite games are *The Getaway, Vice City* and *Max Payne*. I imagine that most people out there don't think us females play these kind of 'violent' games and stick to the likes of *Britney's Dance Beat*. No thanks!

I spend over £100 a month on games – it's a serious hobby, and I am sure there are plenty more female gamers out there just like me. Please, give us all a break and cut the stereotypes. We do exist!
Becky Holt, via email

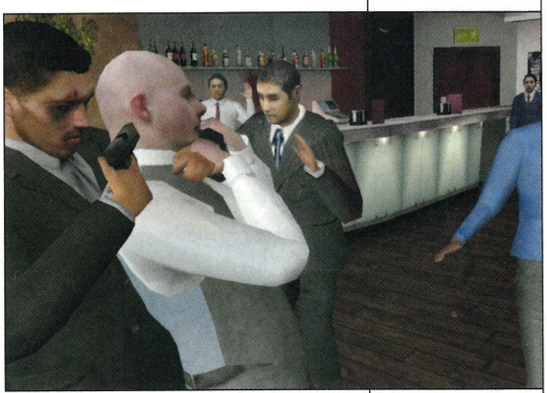
Always good to hear from the female section of our readership – you may only be 3% strong (according to said survey) but you're certainly a vocal minority! However, none of the survey questions were aimed overtly at men in that there was always a choice of answer. Maybe it's equally stereotyped to assume that only men drink lager and watch footy...

I'M A CELEBRITY... GET ME A GAME ENDORSEMENT

Our *Jumping On The Brandwagon* feature fuelled quite a response. Here's our pick of the celebrity game bunch:

Rory McGrath's Supercross World
They think it's all over... crash! It is now.
Jimmy Hill 2
One of the most frightening chins on PS2.
Oscar Wilde Wild Racing
Off-the-wall chaos in the showers of Reading Gaol.
Steve Terry, Derby

Andrea Corr 2: Another Age
Fight in big stonking robots with a soft pop soundtrack and a violin.
Trevor McDonald Duck: Quack Attack
Quack! Here is the news.
Pirates: The Legend of Black Kat Slater
Aaargh, Jim lad *you slag!*



Simply Red Faction
A whole army of Mick Hucknalls! On second thoughts...
Ben Collins, via email

Hitman And Her 2: Silent Assassin
Pete Waterman and Michaela Strachan team bump off their enemies by tormenting them with godawful Eighties pop tunes and cringeworthy dancing.
Peter McMillan, Linwood

Stallone In The Dark
Sly is haunted by his dire acting in *Judge Dredd* and the painful *Get Carter* remake.
The Sum 41 Of All Fears
A nuclear weapon goes missing. Who do you send to retrieve it? A secret agent? No. An anti-terrorism squad? No. How about a puny punk rock band?
Daniel Truss, Cornwall

forum frolix

GamerEire: ***People who make a crap game from a film need a bullet put through their heads.***

KKLEIN: Oh, my Mum's just asked me to post this: Sam Richards, my Mum fancies you!

Kirkby: ***After hours editing player rosters in PES2 I feel like garroting everyone at Konami. Aaaaaah! Why couldn't they just allow player transfers like in FIFA? I hate them!!!!!!!!!!***

87thSolidSnake: After Konami changed their logo, I feel like boycotting them, but with *Substance* and *The Second Runner*... I simply can't! I'd also like to say that Amos Wong is God. If anyone can pass on the message, tell him I said "hi!"

kingmadness105: ***Ur stinking mag needs a ****** feature on Jak And Daxter 2 – loved the Matrix piece.***

RedXIII: Hey Developers! Stop digging up the rotten corpses of old decent games and making them into crap new ones! They may have been good then but not now! Do something original!

Hisnibs: Tom between *SmackDown* and *Dancing Stage*, tried playing *SmackDown* with a mat... resulting in sprained ankle.

Agentcooper: Is there any way PS2 people could break into Nintendo offices and steal the rights to Zelda?

handbag!

Ooh, back in the knife drawer, Mr Sharp!

GLOOM RAIDER

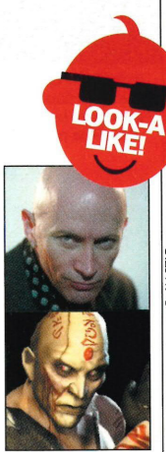
Am I the only person who isn't bothered about the new *Tomb Raider* game? It's a formula that no longer works. Take Lara, for example. Years ago, it was groundbreaking to have a female lead character, but now she's just one of the most boring characters in gaming history. Compare her to other female characters. Jen from *Primal* can transform into a demon, Lucia from *DMC2* can change into a devil. But Lara is an archaeologist. How exciting is that? An archaeologist. Woo hoo.

Characters in games are looking more and more real, but Lara looks weird due to her impossible proportions. *Tomb Raider*'s new graphics don't exactly look groundbreaking either. Then there's the story lines. They are sooo boring. They always involve some stupid ancient race or some daft prophecy. They just aren't interesting. The gameplay is always the same run, jump, pull lever, etc. The only new thing in each game is a different action that Lara can show off. Wow.

The first two games were okay, but the rest were awful. After five near-identical games I think Lara is best left in the past.
Chris Bamford, Lancashire

Okay, now you've got your tirade against Tomb Raider: Chronicles *out of the way, why not turn to page 34 to see why* The Angel Of Darkness *is going to be a very different story. And maybe wait until you've played it to get on that high horse, eh?*

**If you get a letter featured here, you'll soon be the proud owner of Fitz's Grandma's handbag.*



BEER AND GUNS Not just for the boys.

© ALLSTAR

DARK CRYSTAL
Oh my God, look at this! It's amazing. Richard O'Brien is in Mortal Kombat! *I always suspected he was hiding a mysterious secret, the way he used to cavort around that bloody Crystal Maze. Evil. EVIL...*
Bryony Keane, *Sussex*

Send us your gaming look-a-like and we'll send you a free PS2 game. Fair trade!

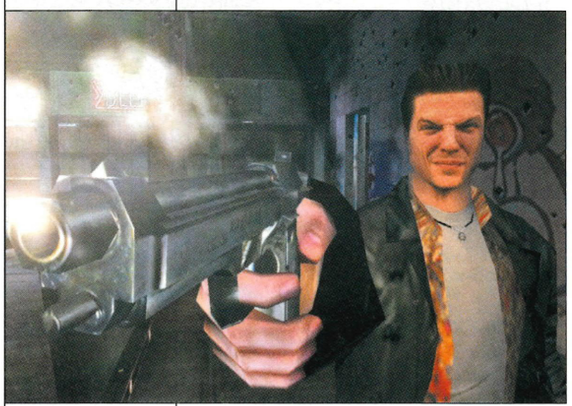
Dr Ryan Butt dishes out the happy pills to cure your gaming depression.

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!

DOCTOR'S ORDERS
Unfortunately, we can't reply in person to letters or emails, and cannot answer your questions over the phone.

1. I am having a real problem with *Max Payne*. I want to complete the last chapter, 'Pain And Suffering', but the woman who Max is trying to kill always escapes on the rooftop, and when the helicopter takes off I always get killed. Please help, I'm at my wit's end!
J Stone, Letchworth



PAYNE-FUL
The last chapter is a toughie, but we reveal the method.

1. *The tower in the middle of the roof has wires holding it in place and, because of the high winds, two have snapped off. When you regain control of Payne, whip out your sniper rifle and aim at the first wire in front of you, hitting the weak point to snap it and trigger a cut-scene. When you regain control again, switch to the M79 and nail any heavies who try to get near you by positioning yourself just in front of the wall. Then equip your sniper rifle again and hop up onto the little platform in front of the first wire (the one you just shot) and take out the wire to the left of it. Finally, equip your Colt Commando or Dual Berettas, look up at the red tower and shoot off about 20 or 30 rounds to trigger the ending cinematics.*

1. I have been stuck on Lucre Island in *Escape From Monkey Island* for ages. I need to find Pegnose Pete's hideout but I don't have a clue how to do it. I've got the chess clock and I know he's in the swamp but I don't know what to do next. Can you tell me how to find him?
Struan Atha, Kilmarnock

1. *A tricky one, this, as the directions for locating Pegnose Pete's hideout tend to be different each time. But here goes: Speak to Dave at the store and spray him with Home-Made Perfume to reveal Pete's code name (this name changes from game to game). Then use the filing system to get the directions to his hideout. Each symbol is a substitute for a part of the alphabet – rabbit (letters A-D), palm tree (E–H), pumpkin (I–M), monkey (N–S) and banana (T–Z). So, for example, if Pete's name is Yahootie P Everywhere, by taking the three capital letters (Y, P, E) the symbol combination would be banana, monkey, palm tree.*

Right, you should now have the directions to Pete's hideout so place the chess clock on the raft and match the time on the clock to your instructions and head off in those directions. When you come to the gate and meet two versions of yourself, speak to the nearer of the two Guybrushes and remember what he says and the order of the items he gives you. Keep following the directions and eventually you will run into yourself again, only now you are the further of the two Guybrushes. Save the game and do everything in the same order as the first encounter, otherwise you will be sucked into a time vortex and be put back at the beginning of the swamp. Once you're past this part, keep following the directions until you get to Pete's hideout.

1. How do you beat the dog spirits in *Harry Potter And The Chamber Of Secrets* before you even get into Hogwarts? When Hedwig gives you a letter it says to use the Lomos spell, but my brother and I have tried our hardest and can't even hurt them.
2. Are there any cheats for *James Bond 007 In... Agent Under Fire*?
Emma McFadden, N Ireland

1. *You can't beat them, so quit trying. Go up the ramp with the Puffapods to a Wiggenweld Cauldron and fill up if needed. Now advance around to the left of the cauldron to find a spot where you can jump across a gap to a treasure chest containing a Wizard Card. Get it then turn to the left to see two Puffapods on a far ledge. Blast them, jump across, and go behind the tree for a chest with a Chocolate Frog. Proceed back to the cauldron and blast the Puffapods next to the wall in the back to reveal a blocked crawl space. Then remove the roots and go through.*
2. *Unfortunately not, unless any of our other readers know otherwise?*

1. I am particularly stuck on *Ratchet & Clank* in Blackwater City on Planet Rilgar. There is a water section that's puzzling me – I never seem to have enough air to finish it.
Alex Greenland, Fleet

1. *There is a move called the Dodge Leap that you can perform by pressing R1 and ⊗, but you have to be in motion (either walking or running) when you use it. This move will enable you to travel a lot faster through the tunnels, and you will have to use it a lot to get ahead of the water. Keep using the move on all flat ground and platforms and you will eventually reach a part where you will be stuck underwater. Don't panic – you can surface and regain your breath right up ahead. Just try and remain calm while doing it, keep practising and remember to ignore all those enemies.*

POSTAL SURGERY DROP IN

A quick rub of ointment for your minor gaming irritations...

Bing! Nurse, kindly show in the first patient...**CRAIG BURTON** from North Wales wants to know how to unlock the Diva's video in *WWE SmackDown! Shut Your Mouth*. All you have to do is

get 100 Knockouts in the Slobber Knocker match in Exhibition mode. An easy way to do this is by making your character's special the Kane Powerbomb Pin, use the Toe Kick move to make your opponent groggy and then use the special to finish him off. Time for one more. **SIMON O'REGAN** from Wetherby wants to know how to make Ronaldo lose his 'recovery from a serious injury' status in *Pro Evolution Soccer 2*. Just get him playing. We bought him for our Master League teams and by playing him, his status icon changed back to normal after several matches (which will then make him fit again in other modes). Right, that's it for another month. Come on nurse, we're moving out!

1. I've always had a problem playing blue PlayStation 2 discs but since buying *Age Of Empires II*, none of my blue-coloured games (*Tekken Tag Tournament*, *Pro Evolution Soccer* and so on) work at all and 'disc read' errors appear on the browser screen. What's going on, doc?
Paul Kitts, Plymouth

1. *There are several ways to try and rectify this common occurrence. First, try cleaning your blue discs with a lint-free cloth (and perhaps a dab of rubbing alcohol) by wiping the cloth horizontally from the centre hole to the outside of the disc. No joy? Try switching on your PS2 without a game disc inside and wait until you get to the main menu. Now press △ to bring up the 'Version' info, highlight 'Console' and press △ again. Now set the 'Diagnosis' to 'On'. The point of this? Basically, it focuses the laser on the disc so that it has an easier time reading discs.*

Still no luck? Okay, try this slightly unorthodox method. Place two one-inch-long strips of sellotape on the face of the disc (the side with the game name, not the delicate underside) on opposite sides as close to the centre hole as possible. The disc will then use the two symmetrical bits of tape to balance itself on the laser, thus making it easier to read. If this tactic doesn't work straight away, try attaching two more one-inch strips of tape to the sides of the disc hole that don't have tape on them, so you end up with a perfectly right-angled box of tape surrounding the centre hole. If you are still having problems, it's safest to call Sony's careline on 08705 998877 before you go doing anything potentially more damaging to your machine!

1. I am playing *Red Faction* (the original) and have reached Capek's Inner Sanctum. As soon as I have killed the scientist, Capek arrives, shielded and lobbing energy balls. Every time I take him on, I die horribly. Can you help?
Billy Sutherland, Leeds

1. *Head down the ramp (away from where the last guard died and where Eos entered) to the slightly lower area below. Then strafe back and forth here and use the shotgun to take shots at Capek's shield. The shield will gradually begin to lose its energy and Capek will croak.*

A **Special Edition** from the makers of PlayStation.2 OFFICIAL MAGAZINE-UK

Q. GOT A PS2?

You have? Right then, you'll be wanting THE OFFICIAL STARTER PACK with all these great PS2 goodies stuffed inside it:

1. A stunning DVD with 10 classic playable demos.
2. Ultra-cool Memory Card and mobile phone stickers.
3. A HUGE *GTA: Vice City* poster and tips map.
4. An A-Z tips book rammed with thousands of PS2 cheats.
5. Plus an unmissable mag with reviews of EVERY PS2 game ever. Yes, EVER!

A. GET THIS!

ON SALE NOW!

10 SMASH HIT PLAYABLE DEMOS!

Play ten PS2 chart-toppers on our best DVD ever!

THE GETAWAY

PRO EVOLUTION SOCCER 2

HITMAN 2: SILENT ASSASSIN

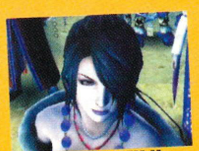
TIMESPLITTERS 2

BURNOUT 2: POINT OF IMPACT

RATCHET & CLANK

ROCKY

RED FACTION II


FINAL FANTASY X

TEKKEN 4

PlayStation 2 OFFICIAL MAGAZINE-UK

Subscribe today and get a free PS2 game*

Payee details

Title ..... Initials ..... Surname .....

Address .....

.....

..... Postcode .....

Daytime telephone number ..... Email address .....

Recipient details for gift subscriptions (if different to those above)

Title ..... Initials ..... Surname .....

Address .....

.....

..... Postcode .....

Daytime telephone number ..... Email address .....

METHOD OF PAYMENT

Direct Debit £16.25 every three months

☐ UK only. I understand that I will receive 13 issues during the next 12 months

Cheque/Credit Card UK Residents – £69.99 for a whole year

Europe – £69.95 N America – £71.95 Rest Of World – £75.95

☐ Cheque (Payable to *Official PlayStation 2 Magazine*. Sterling cheques drawn on a UK account)

☐ Visa ☐ MasterCard ☐ American Express

☐ Switch Issue Number/Valid Date ☐☐

Card No

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expires ☐☐/☐☐ Valid From ☐☐/☐☐

Signature _____ Date _____

*Free game offer open to UK residents only.

***FREE GAME!**

Please tick which game you would like to receive with your subscription:

☐ *Jak And Daxter*

☐ *Gran Turismo 3: A-spec*

☐ *Tekken Tag Tournament*

Instruction to your Bank or Building Society to pay Direct Debits.

future games The first choice for gamers

Future Publishing Ltd. Cary Court, Somerton. Somerset. TA11 6BR

DIRECT Debit

Originator's Identification Number

7	6	8	1	9	5

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

_____ Bank/Building Society

Address _____

_____

_____ Postcode _____

2. Name(s) of account holder(s)

3. Branch sort code (from the top right hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or email Direct Debit forms.

Freepost return address

UK READERS: Official PlayStation 2 Magazine, Future Publishing, Freepost BS4900, Somerton, Somerset, TA11 6BR

OVERSEAS: Future Publishing, Cary Court, Somerton, Somerset TA11 6TB, UK

Terms and conditions: Offer open to UK only. For details of overseas rates please call +44 1458 271100. Your subscription will start with the next available issue. Details of the Direct Debit Guarantee are available on request.

ORDER CODE: PLTP32 **OFFER ENDS: 17.04.2003**

☐ We may use your contact details to inform you about other offers and reputable companies, whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers.

Please note: Some DVDs include footage and game content that is BBFC rated 15 and over

PHOTOGRAPHY: JAMES WILSON

WHY SHOULD I SUBSCRIBE?

- **You get the choice of one of three free* PS2 games when you take up a year's subscription!**
- **Free delivery direct to your door**
- **Play the latest games before release** Remember, no other PS2 magazine features playable demos!

Call our hotline today

0870 444 8656

SUBSCRIBE BY DIRECT DEBIT and save an extra £4.99. **Pay just £16.25** every three months!

HOW DO I SUBSCRIBE?

Call our hotline:

Ring **0870 444 8656** quoting Order Code: PLTP32
Lines open 24 hours, seven days a week
Overseas readers call +44 870 444 8656

Or complete the form and return to:

UK: *Official PlayStation 2 Magazine*, Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR
Overseas: *Official PlayStation 2 Magazine*, Future Publishing, Cary Court, Somerton, Somerset TA11 6TB UK

Or subscribe online at:

www.futurenet.com/promotion/pg032/113

SUBSCRIBE

PlayStation.2
OFFICIAL MAGAZINE-UK

Never miss another issue of *OPS2* again!

FREE PS2 GAME!*

Subscribe to *OPS2* today and get either **JAK AND DAXTER, TEKKEN TAG** or **GRAN TURISMO 3** – free!*

ISSUE 01 **DEC 2000** **SOLD OUT**

■ REVIEWED: *Tekken Tag Tournament, TimeSplitters, SSX*
■ PLAYABLE DEMOS: *Wild Wild Racing, ISS*

ISSUE 02 **XMAS 2000** **SOLD OUT**

■ REVIEWED: *Dead Or Alive 2, FIFA 2001, Rayman Revolution*
■ PLAYABLE DEMO: *Tekken Tag Tournament*

ISSUE 03 **JAN 2001** **SOLD OUT**

■ REVIEWED: *Moto GP, Theme Park World, Street Fighter EX3*
■ PLAYABLE DEMOS: *Dynasty Warriors 2, NHL 2001*

ISSUE 04 **FEB 2001** **SOLD OUT**

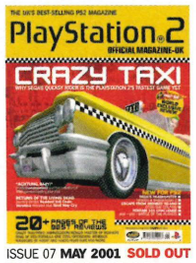
■ REVIEWED: *Unreal Tournament, Summoner, Kessen, Sky Surfer*
■ PLAYABLE DEMOS: *Moto GP, ISS, Dynasty Warriors 2, NHL 2001*

ISSUE 05 **MAR 2001** **SOLD OUT**

■ REVIEWED: *Knockout Kings 2001, Oni, Shadow Of Memories*
■ PLAYABLE DEMO: *Gran Turismo 3: A-Spec*

ISSUE 06 **APR 2001** **SOLD OUT**

■ REVIEWED: *Star Wars: Starfighter, ZOE, Quake III*
■ PLAYABLE DEMOS: *ZOE, Dead Or Alive 2*



ISSUE 07 **MAY 2001** **SOLD OUT**

■ REVIEWED: *Crazy Taxi, Formula One 2001, MDK2 Armageddon*
■ PLAYABLE DEMOS: *Star Wars: Starfighter, Sky Odyssey*

ISSUE 08 **JUN 2001** **SOLD OUT**

■ REVIEWED: *Red Faction, MTV Music Generator 2, Fur Fighters*
■ PLAYABLE DEMOS: *MTV Music Generator 2, Moto GP*

ISSUE 09 **JUL 2001** **SOLD OUT**

■ REVIEWED: *GT3: A Spec, Escape From Monkey Island, Onimusha*
■ PLAYABLE DEMOS: *Formula One 2001, Rugby, Wacky Races*

ISSUE 10 **AUG 2001** **SOLD OUT**

■ REVIEWED: *Resident Evil Code: Veronica X, Gift, NBA Street*
■ PLAYABLE DEMOS: *Le Mans 24 Hours, Gauntlet: Dark Legacy*

ISSUE 11 **SEP 2001** **SOLD OUT**

■ REVIEWED: *Dark Cloud, World Championship Snooker 2002*
■ PLAYABLE DEMOS: *Lotus Challenge, WC Snooker 2002*

ISSUE 12 **OCT 2001** **SOLD OUT**

■ REVIEWED: *Project Eden, Dave Mirra Freestyle BMX 2*
■ PLAYABLE DEMOS: *MX Rider, Soul Reaver 2, TIF 2002*

ISSUE 13 **NOV 2001** **SOLD OUT**

■ REVIEWED: *WWE Smackdown! 'Just Bring It!', GTAIII, Silent Hill 2*
■ PLAYABLE DEMOS: *NBA Street, Time Crisis 2, Rayman M*

ISSUE 14 **DEC 2001** **SOLD OUT**

■ REVIEWED: *Devil May Cry, Half-Life, World Rally Championship*
■ PLAYABLE DEMOS: *Smackdown! 'Just Bring It', WipEout Fusion*

ISSUE 15 **XMAS 2001** **SOLD OUT**

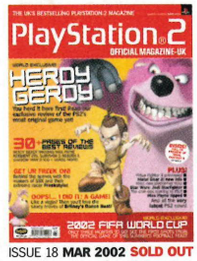
■ REVIEWED: *Jak And Daxter, THPS3, SSX Tricky, Rayman M*
■ PLAYABLE DEMOS: *Jak And Daxter, Burnout, Extreme-G 3*

ISSUE 16 **JAN 2002** **SOLD OUT**

■ REVIEWED: *WipEout Fusion, Rez, Ecco The Dolphin, Headhunter*
■ PLAYABLE DEMOS: *Pro Evolution Soccer, Headhunter, FIFA 2002*

ISSUE 17 **FEB 2002** **SOLD OUT**

■ REVIEWED: *MGS2, Ace Combat: Distant Thunder, Moto GP 2*
■ PLAYABLE DEMOS: *MGS2, Rez, WipEout Fusion, Crash Bandicoot*



ISSUE 18 **MAR 2002** **SOLD OUT**

■ REVIEWED: *Herdy Gerdy, Ico, Maximo, Max Payne, Kessen II*
■ PLAYABLE DEMOS: *Herdy Gerdy, Half-Life, Dynasty Warriors 3*

ISSUE 19 **APR 2002** **SOLD OUT**

■ REVIEWED: *Virtua Fighter 4, Star Wars: Jedi Starfighter*
■ PLAYABLE DEMOS: *Ico, Mike Tyson Boxing, Vampire Night*

ISSUE 20 **MAY 2002** **SOLD OUT**

■ REVIEWED: *Final Fantasy X, Deus X, LMA 2002, Blood Omen 2*
■ PLAYABLE DEMOS: *FFX, Rally Championship, Space Race*

ISSUE 21 **JUN 2002** **SOLD OUT**

■ REVIEWED: *Spider-Man, MOH: Frontline, 2002 FIFA World Cup*
■ PLAYABLE DEMOS: *Star Wars: Jedi Starfighter, MOH: Frontline*

ISSUE 22 **JUL 2002** **SOLD OUT**

■ REVIEWED: *V-Rally 3, Prisoner Of War, Soldier Of Fortune: Gold*
■ PLAYABLE DEMOS: *Gitaroo Man, 2002 FIFA World Cup, F1 2002*

ISSUE 23 **AUG 2002** **SOLD OUT**

■ REVIEWED: *Stuntman, GT Concept, Barbarian, Freekstyle*
■ PLAYABLE DEMOS: *Stuntman, Project Zero, Men In Black II*

ISSUE 24 **SEP 2002** **SOLD OUT**

■ REVIEWED: *TOCA Race Driver, Conflict: Desert Storm, Project Zero*
■ PLAYABLE DEMOS: *TOCA Race Driver, Conflict: Desert Storm*

ISSUE 25 **OCT 2002** **SOLD OUT**

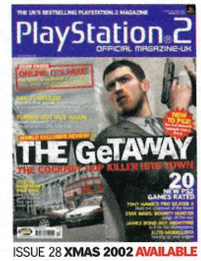
■ REVIEWED: *TimeSplitters 2, Onimusha 2, Tekken 4, The Thing*
■ PLAYABLE DEMOS: *TimeSplitters 2, TIF 2003, X-Men Next Dimension*

ISSUE 26 **NOV 2002** **SOLD OUT**

■ 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*
■ PLAYABLE DEMOS: *The Getaway, Battle Engine Aquilla, V-Rally 3*

ISSUE 29 **JAN 2003** **AVAILABLE**

■ REVIEWED: *Mortal Kombat Deadly Alliance, Ape Escape 2*
■ PLAYABLE DEMOS: *FIFA 2003, Pro Evolution Soccer, Rocky, more*

ISSUE 30 **FEB 2003** **AVAILABLE**

■ REVIEWED: *Primal, The Sims, SOS: The Final Escape, Wild Arms 3*
■ PLAYABLE DEMOS: *MK: Deadly Alliance, WWE! SYM, Primal, more*

ISSUE 31 **MAR 2003** **AVAILABLE**

■ REVIEWED: *Tenchu: Wrath Of Heaven, The Mark Of Kri*
■ PLAYABLE DEMOS: *Splinter Cell, War Of The Monsters, more*

ORDER FORM

Missed an issue? Just fill out this form and send it to the address below.

BACK ISSUES AVAILABLE
Please tick the box(es) that correspond with the issue(s) you want.

- ☐ issue27 £6.49
- ☐ issue28 £6.49
- ☐ issue29 £6.49
- ☐ issue30 £6.49
- ☐ issue31 £6.49

**Issue availability correct at time of press*

YOUR DETAILS

Name: .....
Address: .....
.....
.....
Postcode: .....
Telephone number: .....
Email: .....

METHOD OF PAYMENT

**The prices quoted above include the cost of P&P, please add a further £1 if you live outside of the UK.*

Please fill in the relevant payment details:

☐ **1 Cheque/Postal Order**
(£s sterling drawn on a UK bank account payable to Official PlayStation 2 Magazine)

Amount enclosed: ☐

☐ **2 Credit Card** (Tick relevant card)

☐ MasterCard ☐ Visa ☐ Switch

Issue no/valid date: ☐

Please debit my account: ☐
(enter amount)

Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

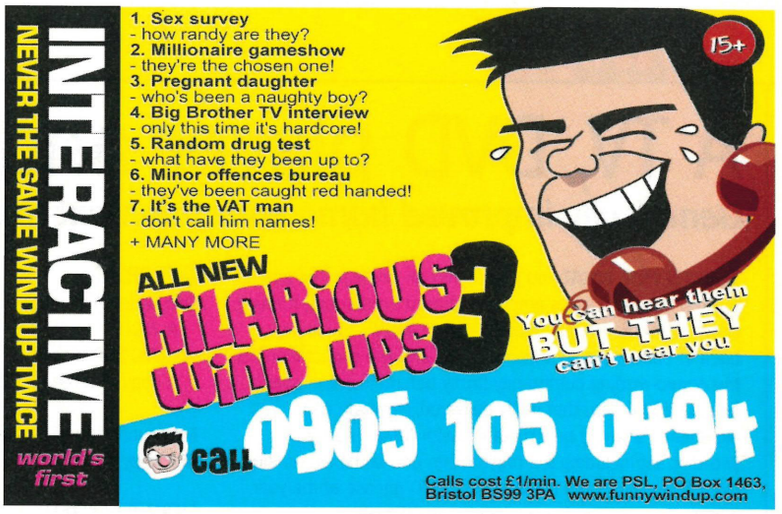
Expiry date ☐☐/☐☐

Signature: .....

Date: .....

☐ Please tick if you do not wish to receive information about special promotions

SEND TO:
Back Issues, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB
ALTERNATIVELY CALL: 0870 444 8656 (UK readers) ■ +44 1458 271100 (Overseas readers)



ISSUE 32
21.03.03-18.04.03

ANYTHING FROM MASTER SYSTEM TO XBOX™...

WHERE IT'S NEVER GAME OVER...

PACKSHOTS ARE FOR ILLUSTRATION PURPOSES ONLY. ALL OFFERS ARE SUBJECT TO AVAILABILITY, WHILE STOCKS LAST. FOR FULL TERMS AND CONDITIONS APPLY TO: GAMESTATION PO BOX 47 YORK YO30 4YF. THIS DOES NOT AFFECT YOUR STATUTORY RIGHTS. GAMESTATION IN HOUSE DESIGNER MICHELLE MCDONOGH

MAIL ORDER OPENING HOURS
MONDAY - FRIDAY: 9:00am-8:00pm
SATURDAY: 9:00am-5:00pm
CUSTOMER SERVICE NO 0870 876 1444

CLICK
www.gamestation.co.uk

CALL
MAIL ORDER
0845 345 0335
WHEN ORDERING PLEASE
QUOTE REF NO: OPS2 32

VISIT
80+ STORES NATIONWIDE...
(for your nearest store: **0870 112 1111**)

gamestation

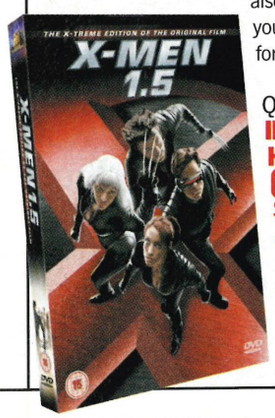
WIN!

A TV, DVD player and *X-Men 1.5* on DVD

Genetically improved home entertainment from 20th Century Fox.

THEY'RE NOT WHAT you think – not all of them. The action-packed tale of mutants among us, based on the long-running series of Marvel comics, blew the silver screen to pieces back in 2000. With an ensemble cast and the expectations of the comic-reading community firmly behind it, *X-Men* was one superhero film that really delivered. Now you can experience a whole new mutation with *X-Men 1.5* – a two-disc set including the original film and some astounding extra features. It's the most exciting DVD release of the year and is yours to own from 7 April for just £19.99.

To celebrate the release of this extended version, 20th Century Fox Home Entertainment is offering one lucky reader the chance to evolve their home entertainment system with this JVC TV and DVD player. As if that wasn't enough, they'll also provide a copy of *X-Men 1.5* for your enjoyment and one copy each for four runners up.



QUESTION:

IN WHICH FILM DID HUGH JACKMAN (X-MEN'S WOLVERINE) STAR OPPOSITE JOHN TRAVOLTA?

a) *Face/Off*
b) *Battlefield Earth*
c) *Swordfish*

THE PRIZE

One winner will receive:
- A JVC TV
- A JVC DVD player
- A copy of *X-Men 1.5* on DVD

Four runners-up will each receive:
- A copy of *X-Men 1.5* on DVD

HOW TO ENTER:

1. Write your answer on a postcard and send to 'It's A Mutie!', *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Email us with the answer at PS2compos@futurenet.co.uk – remember to put 'It's A Mutie!' in the subject line.
3. Please include your name, age, address and phone number on all competition entries.

**If you do not wish your name to be used for further marketing information, please state this on your entry.*

Competition Rules

No purchase necessary. Competition only open to residents of the UK. No correspondence will be entered into. No employees of Future Publishing, 20th Century Fox Home Entertainment or any affiliated company may enter. No cash alternative is offered to these prizes. Entries to reach us by 17 April 2003. If any prize becomes unavailable, Future Publishing and 20th Century Fox Home Entertainment reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to 20th Century Fox Home Entertainment.

The X-Men return with a host of new mutant characters and their most exciting adventure yet in *X-Men 2* – in cinemas from 1 May.

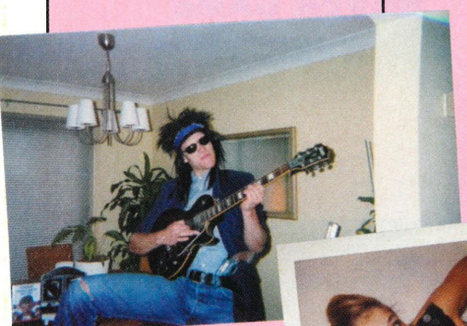
visit: www.fox.co.uk

grand theft auto Vice City 'I LOVE THE EIGHTIES' COMPO WINNERS

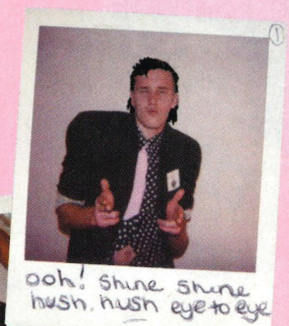
Crimes Of Fashion

Remember the Eighties? No? These guys certainly do...

BACK IN OPS2#27 we asked you crazy people to dress up in your most outrageous Eighties gear in exchange for exclusive *GTA: Vice City* merchandise. Some of the photos we received were funny. Some were, well, total pump, and a few were just plain disturbing in the way that only men dressed up in dodgy suits caressing firearms can be. After residing in our Eighties Hall Of Fame for the past month, meeting with awe and guffaws by all who passed by, we've picked five winners. And here they are. Congrats to **Simon** and **Ellie** from Tottenham, **Jason** from Borehamwood, **Barry** from Mastrick, **Luke** from Stevenage and **Phil** via email. Now, for the love of Moses, go and burn those awful rags.



LUKE Axeman.



SIMON & ELLIE Dirty.

PHIL Gang bang.

JASON Red.

BARRY Frightening.

WIN!

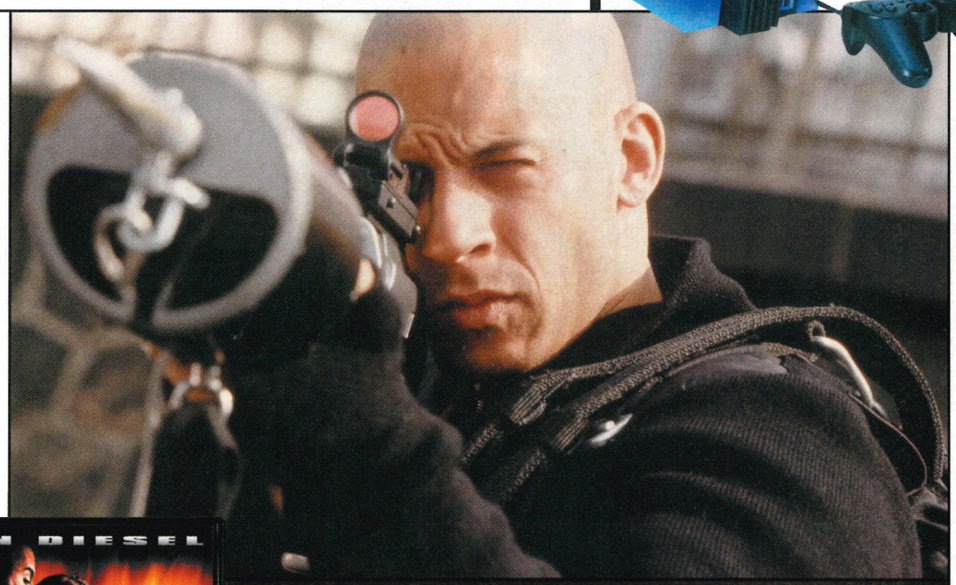
A Sony PICOT DVD player, a PS2 and xXx on DVD

xXx is out now to buy or rent on DVD and VHS. To celebrate OPS2 and Columbia TriStar Home Entertainment bring you a great prize.

CALLING ALL ADRENALINE JUNKIES. Think you take things to the max, do you? Like to do things with style, huh? Well check this out. Courtesy of the x-treme people at Columbia TriStar Home Entertainment, we want to clothe you, give you a PlayStation 2, a copy of the x-plosive *xXx* on DVD *and* a state-of-the-art DVD player to play it on. All you have to do is x-amine the question below, and you could be x-changing 27 pence worth of postage for some serious x-citement.

Starring Hollywood hardman Vin Diesel, the legendary Samuel L Jackson and the beautiful Asia Argento, *xXx* follows rogue anti-hero Xander Cage (Vin Diesel) as he undertakes a top-secret Government mission that tests even his formidable extreme sports skills. As the plot unfolds, Xander soon discovers that he must overcome his attraction to Yelena (Asia Argento) and thwart the efforts of a brutal group of Eastern European terrorists who are threatening the security of the Western world.

xXx is a breathtaking, action-packed movie that will satisfy even the most jaded action fans. So no x-cuses, no x-ceptions, get your answer on a postcard or an email and mail it to us by x-press delivery.



■ **DISCLAIMIN' YO' ASS**
Mr Diesel and lethal harpoon gun not included in prize offer.

QUESTION:

VIN DIESEL ALSO STARRED IN WHICH WORLD WAR II FILM?

a) *Saving Private Ryan*
b) *Pearl Harbor*
c) *The Thin Red Line*

THE PRIZE:

Four lucky winners will each receive:

- A PlayStation 2
- A Sony PICOT DVD Player
- A copy of *xXx* on DVD
- A *xXx* beanie hat
- A *xXx* long-sleeve T-shirt

HOW TO ENTER:

1. Write your answer on a postcard and send to '*xXx* Marks The Spot', *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Alternatively, mail us with the answer at PS2compos@futurenet.co.uk – remember to put '*xXx* Marks The Spot' in the subject line.
3. Please include your name, age, address and phone number on all competition entries.

**If you do not wish your name to be used for further marketing information, please state this on your entry.*

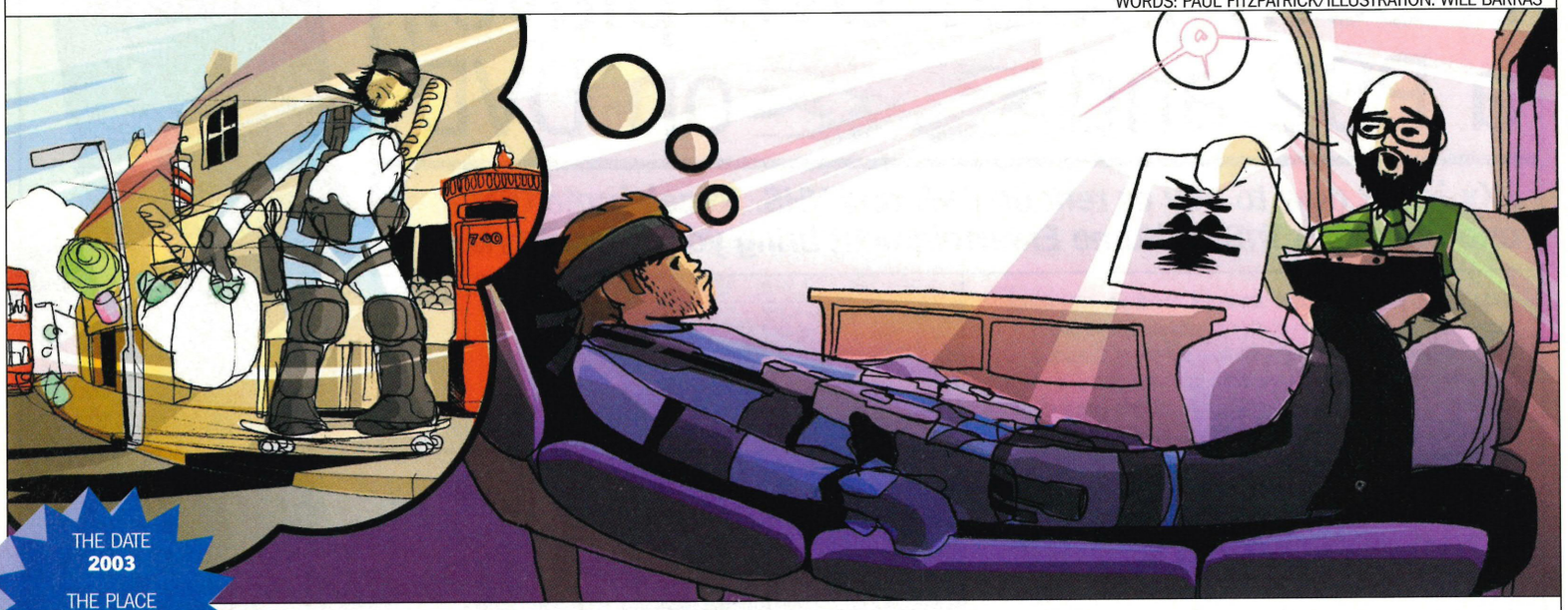
Competition Rules

No purchase necessary. Competition only open to residents of the UK. No correspondence will be entered into. No employees of Future Publishing, Columbia TriStar Home Entertainment or any affiliated company may enter. No cash alternative is offered to these prizes. Entries to reach us by 17 April 2003. If any prize becomes unavailable, Future Publishing and Columbia TriStar Home Entertainment reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to Columbia TriStar Home Entertainment.

**2002 Revolution Studios Distribution Company LLC All Rights Reserved*
**xXx is out now to buy on VHS and DVD, priced £19.99*

WHAT IF...
PS2 GAME CHARACTERS HAD PSYCHIATRISTS?

WORDS: PAUL FITZPATRICK/ILLUSTRATION: WILL BARRAS



THE DATE
2003

THE PLACE
DR WERNER SYNAPSE'S CLINIC, THE THIRD PLACE

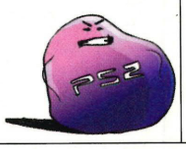
For you, their actions are nothing more than a game. But for them, it's the real thing. No wonder they end up in therapy...

The following transcript is taken from a recording of Dr Synapse's first session with paranoid new patient, Mr S Snake Esq.

Dr Synapse: So what brought you here today?
S Snake: A bus. But seriously folks...
Dr S: Folks? Do you think there are people watching us now?
S Snake: ...
Dr S: Do you feel you're being watched most of the time, Snake? Can I call you Snake?
S Snake: Sure thing, Doc. Yes, I suppose I do feel like I'm being watched. But it's more than that. I've recently started to feel like I'm not entirely in control of my actions any more. And then there are the blackouts.

"I ALMOST CRAPPED MYSELF, THEN I CAME TO IN MY KITCHEN, TOSSING A SALAD"

Dr S: Blackouts?
S Snake: Yeah. Take yesterday. I was buying some lardons and a bottle of Mr Muscle at the supermarket when I heard a gunshot and everything went black. I don't know how long I was under but when I came to, I was on a skateboard, on an oil rig.
Dr S: An oil rig?
S Snake: Well it *looked* like an oil rig. I've never even owned a skateboard but there I was, grinding and kickflipping like a pro. Right up until I skated off the edge of the platform, into the sea.
Dr S: Were you scared?
S Snake: Scared? I almost crapped myself. But then everything went black again and I came to in my kitchen, tossing a salad. What's happening to me Doc?
Dr S: I'm sorry to say this, but I can clearly see you're nuts.
S Snake: Sorry, my flies keep coming undone. It's these new pants.
Dr S: Thank you. That's better. Are these blackouts affecting your work?
S Snake: Yes! I work as a short order cook on a tanker, cooking for the crew. But lately I've started to lose time there as well. I'll be walking down a corridor and as I move between sections of the ship I'll lose consciousness briefly, reappearing a few steps further on. And then there's the niggling feeling like someone or something else is controlling my actions...
Dr S: What do you mean? Like fate?
S Snake: Not exactly. I've started avoiding people on the ship. I can hardly walk past a locker without wanting to climb inside, and I get this really creepy feeling that everyone's out to get me. I find myself walking around the deck in the pouring rain with my pockets stuffed with dog tags. I do cartwheels for no reason whatsoever. I'm sure I'm being followed by a blond lady-boy in a gimp suit and I keep hearing this voice in my head giving me advice, telling me to...
Dr S: Telling you to what? Hey! Where'd you go? Oh, there you are. What are you doing with that tranquillizer gun? Snake? Snaaaaaaaake! □

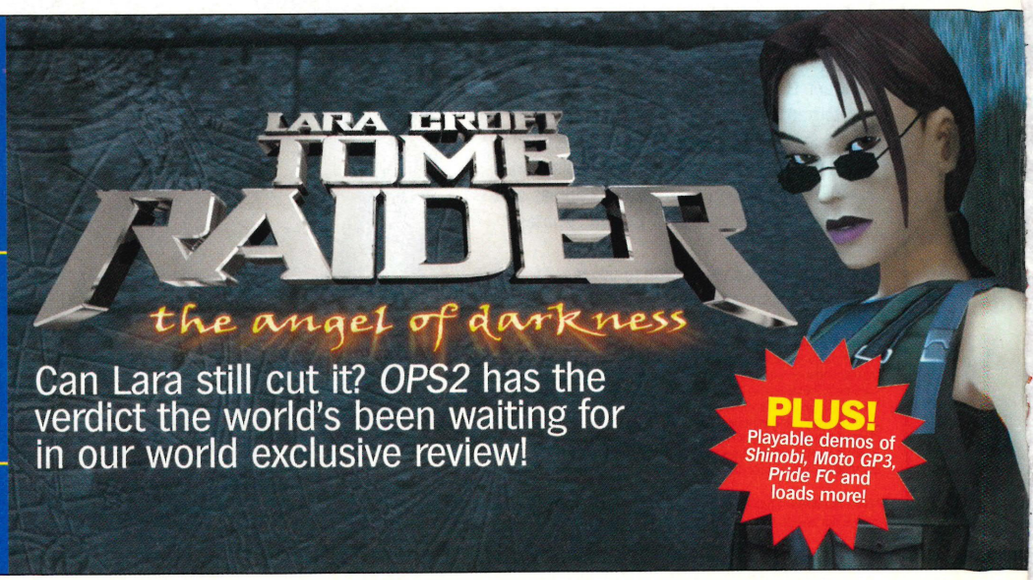


NEXT MONTH IN THE MAY ISSUE OF

PlayStation.2
OFFICIAL MAGAZINE-UK

- "You're 20 feet short of the woods!" Tunnelling to victory in the PS2's latest World War II epic, **The Great Escape**!
- EA's new **Medal Of Honor** game revealed!
- How Sony's **EyeToy** will revolutionise online gaming
- **PLUS!** Reviews of **Wolverine's Revenge**, **Def Jam Vendetta**, **Shinobi** and a HUGE playable demo disc!

ON SALE: 18.04.03



Can Lara still cut it? *OPS2* has the verdict the world's been waiting for in our world exclusive review!

PLUS!
Playable demos of *Shinobi*, *Moto GP3*, *Pride FC* and loads more!

Partymob.com 09064 069988 1580 116917 (IR)

ringtones and polyphonics

regular ringtones: Nokia • Samsung • Motorola • Siemens • Sagem
polyphonics: Nokia • Samsung • Sharp • Sagem • Panasonic • Sony Ericsson • Motorola • Siemens*

SING FOR THE MOMENT - Eminem	112406 MP	I'M WITH YOU - Avril Lavigne	112366 MP	IN DA CLUB - 50 Cents	112440 MP
WORK IT - Nelly feat. Justin Timberlake	112423 MP	DILEMMA - Nelly feat. Kelly Rowland	112221 MP	MOVE YOUR FEET - Junior Senior	112441 MP
SUPERMAN - Eminem	112427 MP	ALL THE THINGS SHE SAID - TATU	112335 MP	SOMEWHERE I BELONG - Linkin Park	112442 MP
MESMERIZE - Ja Rule	112365 MP	STOLE - Kelly Rowland	112346 MP	PARADISE - LL Cool J	112443 MP
LOSE YOURSELF - Eminem	112289 MP	DIRRTY - Christina Aguillera	112256 MP	SCANDALOUS - Mis-Teeq	112444 MP
'03 BONNIE & CLYDE - Jay Z ft. Beyonce	112327 MP	BOYS OF SUMMER - DJ Sammy	112387 MP	FAMILIAR FEELING - Moloko	112445 MP
8 MILE - Eminem	112376 MP	THE CHEEKY SONG - The Cheeky Girls	112313 MP	LAPDANCE - N.E.R.D.	112446 MP
SKATER BOI - Avril Lavigne	112306 MP	BEAUTIFUL - Christina Aguillera	112356 MP	OI TO THE WORLD - No Doubt	112447 MP
CRY ME A RIVER - Justin Timberlake	112360 MP	TUCK YOUR SHIRT IN - Holly Valance	112426 MP	EPLE - Royksopp	112448 MP
YOU'RE A SUPERSTAR - Love Inc	112329 MP	CLOCKS - Coldplay	112439 MP	SUGAH - Ruby Amanfu	112449 MP

Look for the (M) for Monophonic or the (P) for Polyphonic

SMS ORDER: Send TONE + Number + Make to 87010 (eg: TONE 111121 SIEMENS)

SMS ORDER: Send POLY + Number + Make to 87010 (eg: POLY 112321 SAMSUNG)

mobile games

Nokia • Siemens • Sharp • Motorola

Collect the treasure from the sea-bed, avoiding deadly sharks! 210101

Transport passengers around the lunar surface quickly & safely! 210106

Race-against-the-clock downhill snowboarding madness! 210117

Knock your opponent off their horse and free the Princess! 210156

Space shoot-em-up, blast your way through asteroids and aliens. 210119

All the fun of a slot machine on your mobile! With gamble features. 210105

Alien forces have wiped out advance teams for the planetary mining corp. 210137

Drive a turbo charged custom car and enter the Pan-European race. 210115

Your objective is to search for a treasure that lies in the hell. 210127

Enjoy the classic game of golf wherever and whenever! 210103

Stack and forge the silver ingots in this challenging puzzle game! 210112

Hit strikes and spares as you go for glory, score as much as you can! 210128

Your an alien on earth, collect cows & scientists for your experiments. 210122

Help Flossy find her balls of Wool, guide her through many landscapes 210147

You are the manager of an oil rig, get the rig back on the right track. 210149

Before you order visit our wapsite at www.partymob.com
to check out games & handset compatibility. (You must have a WAP enabled compatible phone!)

SMS ORDER: Send JAVA + Number + Make + Model to 87010 (eg: JAVA 210123 NOKIA 7650)

animation

Nokia • Sony Ericsson

Get Moving Pictures on your Mobile!!

SMS ORDER: Send ANIM + Number + Make to 87010 (eg: ANIM 180093 SONY)

pictures

Nokia • Samsung • Sony Ericsson • Siemens

SMS ORDER: Send PICT + Number to 87010 (eg: PICT 141364 SAMSUNG)

logos

Nokia • Siemens • Samsung • Sony Ericsson

SMS ORDER: Send LOGO + Number + Make to 87010 (eg: LOGO 131762 SIEMENS)

POP

SHAPE - Sugababes	112421 MP
STOP LIVING THE LIE - David Sneddon	112339 MP
THE KETCHUP SONG - Las Ketchup	112176 MP
SOUNDS OF THE UNDER... - Girls Aloud	112332 MP
BEGIN TO WONDER - Dannii Minogue	112429 MP
KEEP ME A SECRET - Ainsley	112408 MP
I CAN'T BREAK DOWN - Sinead Quinn	112420 MP
INCREDIBLE - Darius	112430 MP
JUST A LITTLE - Liberty X	111935 MP
YEAR 3000 - Busted	112344 MP
CAN'T GET YOU OUT OF... - Kylie	111388 MP
IF YOU'RE NOT THE ONE - D Bedingfield	112311 MP
LITTLE LESS CONVER... - Elvis vs JXL	111957 MP
HEY BABY (UHH, AHH) - DJ Otzi	111446 MP
DANGER HIGH VOLTAGE - Electric Six	112358 MP
ROUND ROUND - Sugababes	112018 MP
WHENEVER WHEREVER - Shakira	111681 MP
HERE IT COMES AGAIN - Mel C	112391 MP
SORRY SEEMS TO... - Blue & Elton John	112317 MP
WHAT MY HEART... - Gareth Gates	112318 MP
MISS YOU NIGHTS - Westlife	112333 MP
DON'T WORRY - Appleton	112407 MP
FEEL - Robbie Williams	112293 MP
THE TIDE IS HIGH - Atomic Kitten	112029 MP

REGGAE

GIMME THE LIGHT - Sean Paul	112422 MP
STREET LIFE - Beanie Man	112413 MP
STRENGTH OF A WOMAN - Shaggy	112397 MP
HEY SEXY LADY - Shaggy	112245 M
NO WOMAN NO CRY - Bob Marley	111331 MP
ANGEL - Shaggy	111114 MP
IT WASN'T ME - Shaggy	111118 MP

UK GARAGE

WHERE THE STORY... - Blazin Squad	112337 MP
MUNDIAN TO BACH KE - Panjabi MC	112342 MP
DREAMER - CK & Supreme Dream Team	112357 MP
LOVE ON THE LINE - Blazin' Squad	112264 M
DY-NA-ME-TEE - Miss Dynamite	112026 M
HEARTLESS THEME - Heartless Crew	111942 M

HIP HOP

THUG MANSION - Nas	112415 MP
WITHOUT ME - Eminem	111952 MP
WORK IT - Missy Elliot	112246 MP
CLEANING OUT MY CLOSET - Eminem	112062 MP
BUMP BUMP BUMP - B2K ft. P Diddy	112355 MP

DANCE

SPECIAL CASES - Mass Attack ft. Sinead	112424 MP
WHERE LOVE LIVES 2003 - Alison Limerick	112450 MP
ONE FINE DAY - Jakatta ft. Beth Hirsch	112425 MP
TRUE - Jaimeson	112390 MP
OPERA SONG - Jurgen Vries ft. C Church	112320 MP
LOVE STORY - Layo & Bushwacka	112361 MP
THE WAY - Divine Inspiration	112345 MP
ILL BE YOUR ANGEL - Kira	112409 MP
WE DON'T CARE - Audio Bullys	112354 MP
I WANNA DANCE WITH... - Flip N Fill	112334 MP
POSSE - Scooter	112282 MP
HEAVEN - DJ Sammy	112229 MP

NU METAL

IN THE END - Linkin Park	111489 MP
SMOOTH CRIMINAL - Alien Ant Farm	111377 MP
NO ONE KNOWS - Queens of Stone Age	112309 MP
SHE HATES ME - Puddle Of Mudd	112163 M
STILL WAITING - Sum 41	112307 M
TAINTED LOVE - Marilyn Manson	111888 M
GIRL ALL THE BAD... - Bowling For Soup	112042 M
IT'S JUST PORN MUM - Trucks	112165 M
IN TOO DEEP - Sum 41	111559 M
HEAVEN IS A HALFPIPE - OPM	111269 M

ROCK

CANT STOP - Red Hot Chilli Peppers	112404 MP
COCHISE - Audioslave	112352 M
JUST LIKE A PILL - Pink	112148 MP
SWEET CHILD O MINE - Guns 'n' Roses	111258 MP
LIVING ON A PRAYER - Bon Jovi	111376 MP
HOW YOU REMIND ME - Nickelback	111671 MP
BROWN EYED GIRL - Van Morrison	111327 MP

DISCO

DANCING QUEEN - ABBA	111111 MP
KUNG FU FIGHTING - Carl Douglas	111419 MP
I WILL SURVIVE - Gloria Gaynor	111382 MP
LOVE FOOLOSOPHY - Jamiroquai	111691 M
YMCA - Village People	111435 MP
STAYIN ALIVE - Bee Gees	111415 MP

R&B

HEY MA - Cam'ron	112386 MP
AIR FORCE ONES - Nelly	112362 MP
REMINISCE - Blazin' Squad	112411 MP
ALL I HAVE - J-LO feat LL Cool J	112359 MP
OK - Big Brovaz	112367 MP
THUG LOVIN - Ja Rule & Bobby Brown	112308 MP
HIDDEN AGENDA - Craig David	112368 MP
MISS YOU - Aaliyah	112369 MP
SATISFACTION - Eve	112414 MP
NU FLOW - Big Brovaz	112232 M
LIKE I LOVE YOU - Justin Timberlake	112241 M

80'S

ONE STEP BEYOND - Madness	111278 MP
COME ON EILEEN - Dexys	111112 MP
TAKE ON ME - A-HA	111130 MP
SUMMER LOVIN - Grease	111159 MP
LOVE SHACK - B 52's	111475 MP
SIMPLY THE BEST - Tina Turner	111406 MP
ITS NOT UNUSUAL - Tom Jones	111179 MP
TAKE MY BREATH AWAY - Berlin	111208 MP

FOOTBALL

YOU'LL NEVER WALK ALONE	111351 M
GREAT ESCAPE	111354 MP
GLORY GLORY	111353 M
NEWCASTLE ANTHEM	111357 M
MARCHIN ON TOGETHER	111350 M
BLUE IS THE COLOUR	111348 M
BLUE MOON	111352 M
WERE ON THE BALL - Ant & Dec	111958 MP
3 LIONS - Baddiel & Skinner	111494 M
VINDALOO - Fat Les	111349 MP

THEMES

THE OFFICE	112363 MP
PHOENIX NIGHTS	112364 MP
MISSION IMPOSSIBLE	111121 MP
SCOOBY DOO	111142 MP
ONLY FOOLS AND HORSES	111369 MP
JAMES BOND	111119 MP
ROCKY	111141 MP
MUPPETS	111134 MP
THE A TEAM	111115 MP
STAR WARS - Main Theme	111125 MP
SEX AND THE CITY	111673 M
GOOD, BAD AND THE UGLY	111181 MP
BIG BROTHER	111342 M
MATCH OF THE DAY	111126 MP
KNIGHT RIDER	111127 MP
FRIENDS	111152 MP
RAINBOW	111562 M
FORMULA ONE	111610 M
HARRY POTTER	111548 M
INDIANA JONES	111466 MP
WINNIE THE POOH	111613 MP
WHO WANTS TO BE A MILLIONAIRE	112380 M
DALLAS	112381 M
FRAGGLE ROCK	112382 M
AXEL F - Beverley Hills Cop	111601 MP
PINKY AND THE BRAIN	111607 M
BLACKADDER	111609 MP
MASH	112128 M
BENNY HILL	111139 MP
633 SQUADRON	111608 MP
JAWS	111603 MP
ET	111612 MP

1 call gets 3 ringtones

M JACKSON - 119936
Bad
Beat It
Billie Jean

ROCK - 119909
Sweet Child o'Mine - *Guns'nRoses*
InThe End - *Linkin Park*
EnterSandman - *Metallica*

JAMES BOND - 119914
Main Theme
License to Kill
Live And Let Die

EMINEM - 119915
Real Slim Shady
Stan
Purple Hills - *D12*

PACKS ARE MONOPHONIC ONLY!

*Polyphonics, can you handle them?

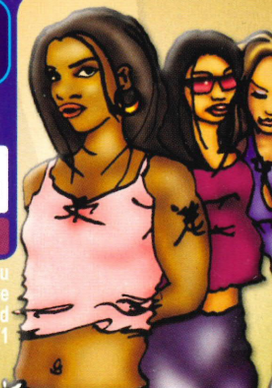
Before you order visit our wapsite for handset compatibility.
www.partymob.com *You must have a WAP enabled mobile.*

check it out!

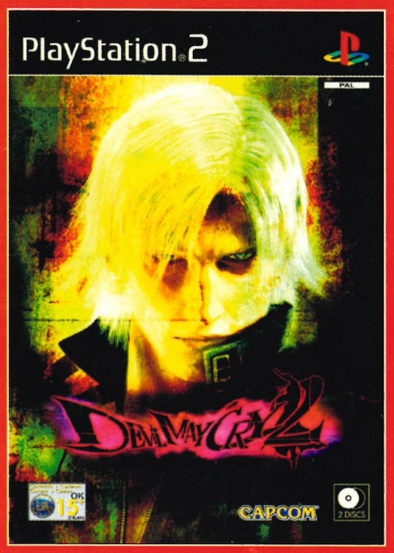
Before you call, check which products your phone can handle and how to save them!

Help & Compatibility 0871 222 5321
For the latest tone codes call 0871 222 5323
National Rate

ORDER: 09064 069988 1580 116917 (IR)



Calls cost £1.50 per minute. Mobiles charges vary. We recommend you call from a landline. Ireland calls cost €1.90 per min. You must be 16 or over to use any of these services. You must complete the call to receive your order. Your call is likely to take 3 minutes but will take longer if time is spent browsing information. SMS charges(UK): Vodafone, O2 and Orange £4.50: T-Mobile £5. You must have sufficient credit to receive your order. Java, Animations and Polyphonics require a WAP enabled handset. You will also incur your normal SMS and WAP charges. Royalties paid to MCPS & PRS. If you do not wish us to use data to make further offers see website. partymob.com, PO Box 28 Northampton NN1 5DS After Sales: 0871 222 0773 (UK. National Rate). 1850 928228 (IR. CallSave).



Devil May Cry 2

Devil May Cry 2

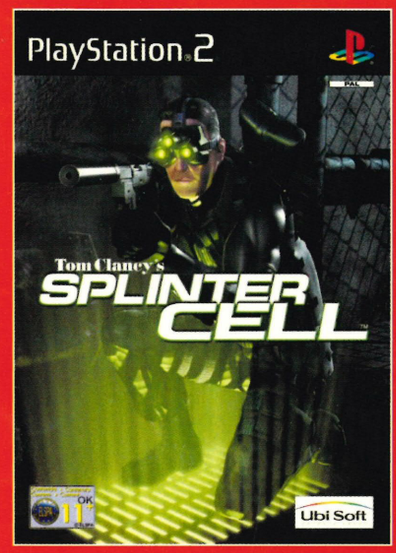
Devil May Cry 2 sees the return of Dante, the half-human, half-demon devil hunter who uses his unearthly powers to crack an evil attempt to revive once-perished demons who seek world domination.

Released 28 March*

Tom Clancy's Splinter Cell

You are Sam Fisher, a field operative of Third Echelon. Armed with the most high -tech weapons on the market, you must infiltrate the enemy on your own and leave without a trace.

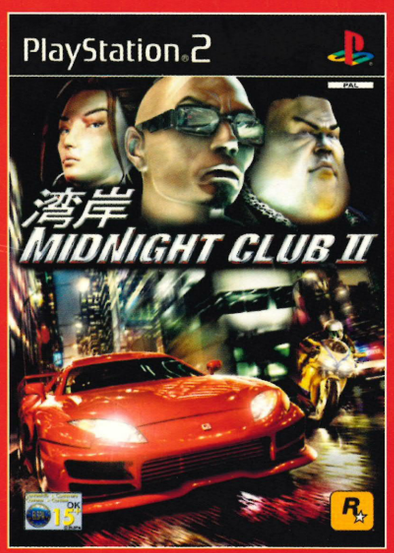
Released 28 March*



Tom Clancy's Splinter Cell

VIRGIN LOVES

VIRGIN LOVES



Midnight Club II

Midnight Club II

You are an elite, illegal street racer, more dangerous and skilled than ever, racing at breakneck speed through the city streets of Paris, L.A. and Tokyo.

Released 11 April*

Rayman 3

In Rayman 3 Hoodlum Havoc a single lum has gone bad, turning all of the lums in the universe dark. The resulting chaos threatens the lives of all of the creatures in Rayman's world, and the very balance of good versus evil.

Rayman 3

*Date subject to change

Virgin megastores xpress

WHATEVER TURNS YOU ON

Buy at virgin.com/megastores

Virgin megastores

SUBSCRIBE

PlayStation.2
OFFICIAL MAGAZINE-UK

TURN OVER FOR FULL OFFER DETAILS!

Subscribe today and get a free PS2 game*

Free PS2 game? Too right! Send me 13 issues of PlayStation.2 OFFICIAL MAGAZINE-UK

My details

Title _____ Initials _____ Surname _____

Address _____

_____ Postcode _____

Daytime telephone number _____

Email address _____

FREE GIFT!

Please tick which game you would like to receive with your subscription:

- ☐ *Jak And Daxter*
- ☐ *Gran Turismo 3: A-spec*
- ☐ *Tekken Tag Tournament*

**Sorry, free gift available in the UK only*

Method of payment

Direct Debit – £16.25 every three months

☐ UK only. I understand that I will receive 13 issues during the next 12 months

Cheque/Credit Card UK Residents – £69.99 for a whole year (plus free game)*

Europe – £69.95 *N America – £71.95* *Rest Of World – £75.95*

☐ Cheque (Payable to *Official PlayStation 2 Magazine*. Sterling cheques drawn on a UK account)

☐ Visa ☐ MasterCard ☐ American Express ☐ Switch Issue No _____

Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expires ☐☐/☐☐ Signature _____ Date _____

Did you know that all the details you need to fill in the Direct Debit form can be found on your cheque?

future games
The first choice for gamers

Future Publishing Ltd
Cary Court, Somerton
Somerset TA11 6BR

Instruction to your Bank or Building Society to pay Direct Debits.

You may photocopy this blank form and then complete it. You cannot fax or email Direct Debit forms.

DIRECT Debit

Originator's Identification Number

7	6	8	1	9	5

Please send this form to address shown
Name and full postal address of your Bank or Building Society branch

To: The Manager Bank/Building Society

Address

Postcode

Name(s) of account holder(s)

Branch sort code ☐☐ ☐☐ ☐☐

Bank or Building Society account number ☐☐☐☐☐☐☐☐

Reference Number ☐☐☐☐☐☐☐☐☐☐

Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my Bank or Building Society.

Signature(s)

Date

Banks and Building Societies may not accept Direct Debit instructions for some types of account.

Please note: Some DVDs include footage and game content that is BBFC rated 15 and over.

FREEPOST RETURN ADDRESS

UK Readers: *Official PlayStation 2 Magazine*, Future Publishing, Freepost BS4900, Somerton, Somerset, TA11 6BR

☐ Please tick this box if you would prefer not to receive information on other offers.

ORDER CODE: PLTC34 3 2 **OFFER ENDS: 12.06.2003**