THE UK'S BESTSELLING PLAYSTATION 2 MAGAZINE

A SPECIAL EDITION FROM THE MAKERS OF PlayStation 2 OFFICIAL MAGAZINE-UK

PlayStation 2 SPECIAL EDITION 015

# PlayStation 2

## SPECIAL EDITION: STAR PREVIEWS

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AUGUST 2003 THE STAR PREVIEWS ISSUE

UK.PLAYSTATION.COM

**INSIDE**

- THE NEW STAR GAMES OF PS2 REVEALED: NEW SHOTS, INFO AND MORE!
- DISCOVER THE FUTURE OF ONLINE GAMING, EYETOY, AND PSP...
- FULLY PLAYABLE DEMO DISC CRAMMED WITH MODERN CLASSICS!

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**"A packed playable DVD with 13 demos on it (even though the bag says 12). Plus two free posters. Stick 'em on your wall immediately"**

# EDITOR'S LETTER

You're probably wondering what was wrong with the 'old' stars of PS2 gaming. The answer's nowt. In fact, many enduring faces of classic bygone gaming return here in new guises. Whether it's Bond in *Everything or Nothing*, Mr Tony Hawk in *THUG*, or, erm, our Gran in *Gran Turismo 4*, there are plenty of familiar faces (and old boots) featured in this preview spectacular.

We've collected together new shots and all the latest info for the essential forthcoming PS2 games that you'll be able to play this Christmas and beyond... (that is, if they slip *beyond* their predicted release dates - and we all know how unusual *that* is). And of course, this being an Official PlayStation 2 Special Edition, there's plenty more besides. As well as the lowdown on all the hardware innovations available for your PS2 - EyeToy, online-enabled games and the PSP, we've got the first shots of *Killzone*, a packed playable DVD (we squeezed 13 demos on even though the bag says 12).

Plus, *two* free posters. Not one. Not three. Two. You get nothing for a pair? Not in this game(s mag)!

Hmm. That didn't work as well as I'd hoped. Better make myself scarce...

**MATT PIERCE**
Senior Editor
**Favourite drink?**
Boysenberry-flavoured water

## ART EDITOR

ALVIN WEETMAN

This month Alvin: ate a grotesquely pungent egg roll; wore trainers decorated with holes; sat outside the Delfter Krug a lot drinking "STELLA!"; came in wearing a rather unflaterring T-Shirt that made him look fat(ter); had eight shaves; spoke three words of French ("Je voudrais une")

**Favourite drink?** "Je voudrais une STELLA!"

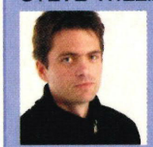
## CONTRIBUTORS

STEVE BRADLEY

This month Steve: bought a woeful fantasy football team (reasons: "drunkenness and incompetence"); managed to avoid a barber; was in two minds about whether he'd been to Whitby or not; steered clear of the moors; was "phoned unexpectedly by Binnsy"; ate a Chicken Tikka crisp

**Fave drink?** Timothy Taylor Landlord Strong Pale Ale

STEVE WILLIAMS



This month Steve: beat all-comers at table-football in The Porter; argued with his neighbours; drank a lot of Diet Coke; cycled; revealed how he used to be really fat; Sang 'Summer Lovin" to a group of Albanian tourists; built a hang-glider; wrote a book on the history of sushi; savaged a deer

**Favourite drink?** Half a Diet Coke. Please

**FOR FULL DETAILS OF THE DEMO DVD LINE-UP STEER TO PAGE 104**

PlayStation.2 SPECIAL EDITION

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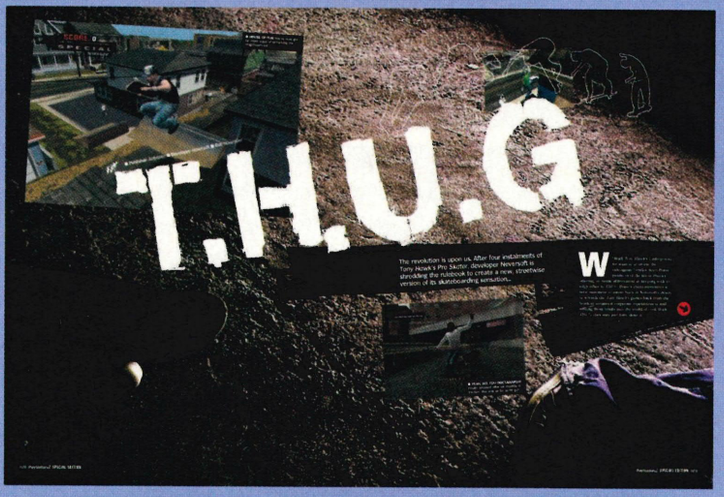


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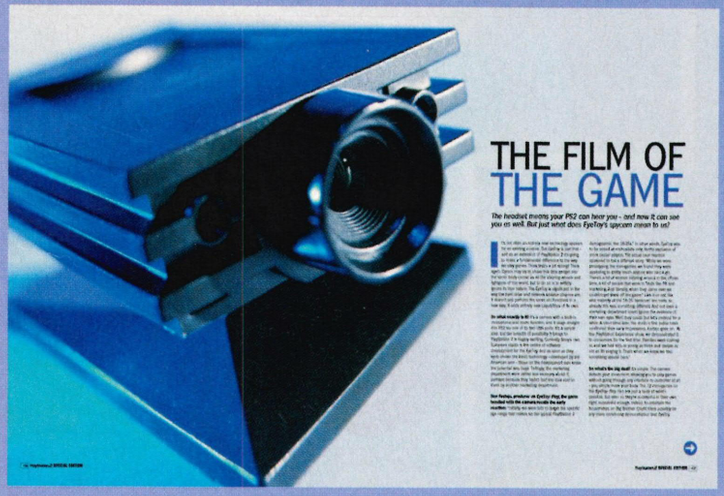
More info and shots than any other mag. Get the very latest in the classic series.

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104 **ON THE DVD**
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Discover what delights we have in store for you in the next exciting *Special Edition*. It's a real goody this time - and might just surprise a few of you.

# UNDER SURVEILLANCE

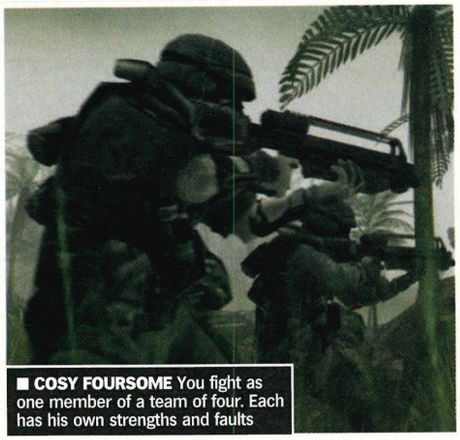
**Time to turn the stupefication factor up to 11 as our agents check up on the finest digital creations we can expect in 2004. Then render disbelief at Lara's shock news. Before we intake breath sharply at the rather gorgeous PSX and dinky portable PSP. Place your order now, if not sooner...**

■ **NO SET PATTERN** Enemy soldiers can both 'see' and 'hear' you as real foes would. They don't follow patterns

■ **GUERILLA WARFARE** *Killzone* is being developed by the codeshop formerly know as Lost Boys

# Better than everything?

It's just possible that God is a bullet. And *Killzone* will make believers of us all...



■ **COSY FOURSOME** You fight as one member of a team of four. Each has his own strengths and faults

**No game is causing more excitement than *Killzone*. Why? PS2 has enjoyed some entertaining first-person shooters in its time, but nothing earth shattering. *Killzone* may just change that. Cited as more detailed than *MGS2* by the lucky few who've played it, it's not just a pretty face - set pieces and high drama are high on the agenda.**

Developer Guerilla (formerly Lost Boys, if you care) promises at least two 'memorable moments' - such as troops rappelling from dropships and bridges collapsing - for each of the 26 levels. And although it's set in a spacefaring future, there's a gritty realism to it all. Your enemies, the masked Helghast, aren't aliens. They're an army of a movement rebelling against Earth rule, and even fight you like an army - kill their officers and subsequent attacks will be less organised. They may even panic entirely. Helghast remain potentially deadly whatever you do, however, as soldiers both 'see' and 'hear' you as real foes would, rather than simply following pre-set patterns. This is why we're getting so excited - prepare for some intense battles.

Your fight is not a lonely one, either. You fight as one of a group of four, though for the sake of our playing pleasure there's no need to control the others. Each has their own strengths and weaknesses with the weapon set - 22 futuristic takes on familiar themes, climaxing with missile launchers and five kinds of 'emplaced' gun - plus individual skills. Luger for instance, a lithe and stealthy character, can reach places the others can't, while the burly Templar is quicker with heavy weapons. It's enough to make a difference to your tactics if you play again as someone else, and those you're not controlling won't be a liability as they'll always seek cover and fall back if badly injured. It might be a departure from the otherwise 'realistic' remit, but it's a welcome one. A game, after all, should be fun at the expense of everything else - and if *Killzone* fulfils its seemingly vast early potential, we'll be having all the fun.

# Peter Parker Plural

## The man of spider is back for seconds in, yes, *Spider-Man 2*. Promising name...

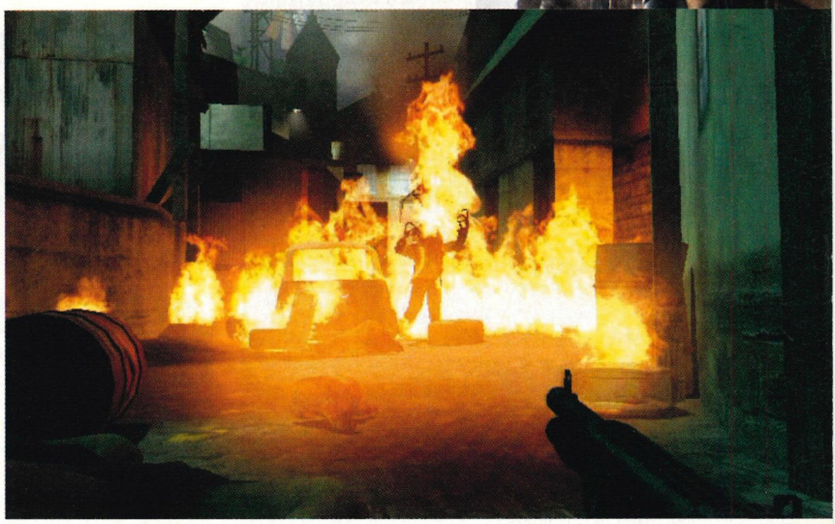
**S*pider-Man 2* - that's a working title, by the way, no doubt they're thinking up an implausible sub heading as we speak - is a massive improvement over its predecessor. In fact, it's come on leaps and bounds... ahem.**

Spidey can now wander around at street level, looking for hapless citizens to help in their hour of need - perhaps retrieving snatched purses for the ladies. Such acts of chivalry earn you hero points, which in turn buy you new moves and items. Spidey must now attach his lines to solid structures (with Manhattan's skyscrapers modelled TO SCALE that shouldn't be too hard), and has far greater directional control. He can also fire lines at multiple targets, whip them around and lob them to their deaths. Or just grab them, use the new charge-up super jump and let go... nasty. Context sensitive counter attacks also add variety. Pretty promising, then, and sure to be one of next year's biggest hits.

++CONTEXT SENSITIVE COUNTER ATTACKS ADD VARIETY TO THE GAME++

# Loving the alien

## Travel the galaxy, meet interesting new people and kill them - it's all in *Half-Life 2*.

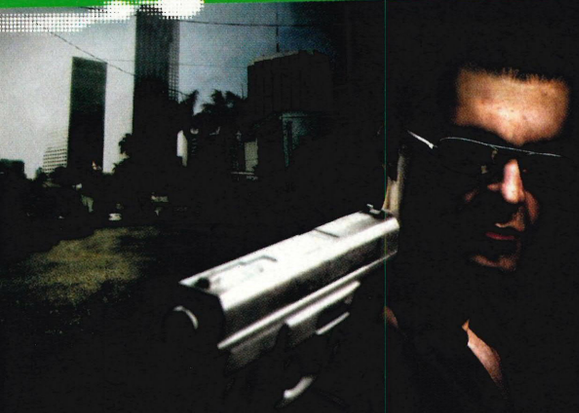


**H*alf-Life*, originally released in 1998, is still regarded by some as the best game ever. It's sequel has been in development since the original release, and it's very soon to appear on PC. Publisher Vivendi has been quiet on a PS2 release officially, we have it on good authority that it WILL make the transition, just as the first did.**

Should you care? Yes you should. The new game's set some time after the first, and Gordon Freeman's accepted an offer he can't refuse from the mysterious G-Man. He's sent to the cold and half crushed City 17 with Alyx Vance, daughter of Black Mesa scientist Eli. The cast of classic voices returns, as does writer Mark Laidlaw, paving the way for more incredible set pieces and plot twists among the streets, docks, ships and a prison island. Even the tide works, allowing access to places at certain times. New alien races are overrunning the place, but not all of them are unfriendly - the Vortigons in particular will ally with Freeman. Conversely, not all the humans are friendly:

++EVEN THE TIDE WORKS ALLOWING FOR ACCESS TO CERTAIN PLACES++

Problem solving should also be more satisfying due to detailed physics - wooden doors can be splintered or even burnt, and valves can be shot from gas cannisters to send them off like rockets. You could even just drop a wrench into a machine rather than look for the switch. It'll definitely give the likes of *Killzone* more than a run for its money.



# Driver hits the brakes

## It's all gone quiet on the *Driver 3* front - but don't worry, it's still coming.

Originally pencilled in for this year, the mightily-anticipated next instalment in the hilari-screeching *Driver* series will now appear in 'spring' 2004. Between March and May, then, our seasonal sources confirm. Martin Edmondson, big cheese at developer Reflections said, "*Driver 3* is a complex game that comes with amazingly high expectations," although what he really meant is that the game is nowhere near finished yet. "It's important to both Reflections Interactive and Atari to dedicate the time and resources necessary to ensure *Driver 3* meets our own goals for exciting gameplay and next-gen performance laid out by our ambitious design document," he added, gasping slightly for breath and again meaning it's nowhere near finished yet. But the early versions we've seen are extremely encouraging - the physics are quite stunning - so we're more than happy to forgive him. Edmondson went on to conclude that: "Reflections has asked Atari for more time to make sure *Driver 3* has only the highest production values [blah] start to finish [blah blah] all facets [blah] game," once again failing to fully address the point that it's nowhere near finished yet. Expect superbly amusing city-based muscle car drifting once it is, though, with worthwhile out-of-car experiences to boot. Or 'trunk' as the Americans say. To trunk. Probably. ■

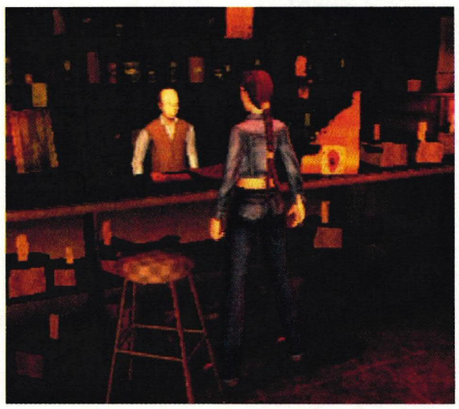
# Lara creator sent packing

## Core is fired from next *Tomb Raider* project as Lara heads to the US.

**You will be playing another *Tomb Raider* title in the future - June 30 2005 is the next deadline - but it won't come from Core.**

After a series of shambolic delays and generally less than enthusiastic reviews for the bedevilled sixth episode, publisher Eidos has called time on the Derby-based outfit. Development of *Angel Of Darkness*'s two sequels has been passed to Crystal Dynamics, the Californian studio most famously responsible for the *Soul Reaver* games. It's yet to be seen whether the most recent *volte face* - the announcement that Lara would return to old-school tomb action as the street sections were a mistake - remains in place, or whether Crystal Dynamics decides to start the whole concept from scratch all over again. Plus, having sworn not to rush out one game a year on PS2 - as they did on PSone, devaluing the series as they plundered - Core recently performed a total U-turn. This, however, is likely to to be reversed again, and you're unlikely to be playing a new *Tomb Raider* before the date mentioned above. Still, if it means a polished, finished, exciting game that arrives on time, we're all for it... ■

++YOU'RE UNLIKELY TO BE PLAYING A NEW TOMB RAIDER BEFORE 2005++



■ Lara takes two years out to prop up bars in the States

### CROFT IN, LIKE, CALIFORNIA

What changes can we expect from Lara's move to the US of A?

**BIGGER, BAGGIER SHORTS**
Lara's arse will almost certainly triple in size before the end of the game

**REMODELLED WHITE TEETH**
100,000 polygons reassigned to a joyless, mechanical, inhumanly perfect smile

**CAPACIOUS RUCKSACK**
Lara hunts for and carries up to 300lbs of burgers, fries and low calorie mayonnaise

**STICK**
With 105 pre-emptive 'my-crimes-were-due-to-this-video-game' lawsuits pending, Lara cannot be shown with a gun. Those who pre-order from Yo-Mart receive a free assault rifle and 100 rounds of ammunition

**FLAT CHEST**
Lara's large, natural breasts deemed offensive to women with small, natural breasts/large unnatural breasts/deep-seated inferiority complexes fed by rapacious jealousy

**LONG SLEEVED SHIRT**
Her iconic crop top just isn't big enough for the branding and sponsors' logos to fit on

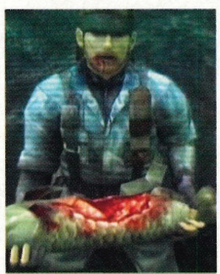
**MAGIC BOOTS**
That finish the game for you so you can stay on the sofa and try to work off that breathless, stabbing pain down your left side. Like, whatever...

# Madder than a cut Snake

## Sod Raiden, we're all waiting for Snake - but is he even in *Metal Gear Solid 3: Snake Eater*?

**No - and that's not the only surprise *Snake Eater*'s got up its sleeve. This may look like Snake, but it's actually the man who becomes Big Boss, a dude you've heard bout in the games but never met. How? He's the third three clones, the other two being Snake and Solidus.** e whole thing's set to provide a genuinely different perience, as guards now use group AI, mimicking the SAS nen forcing entry to buildings by covering areas as a team. ere's also no radar… the camera has been widened and thought specifically to deal with it, and it's going to change erything. Your *MGS* world is being turned upside-down.

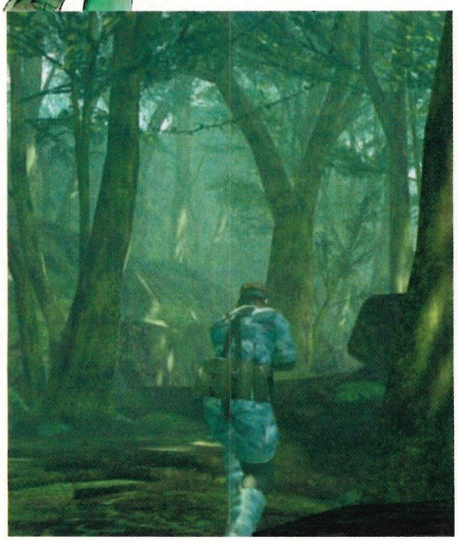
The 60s Cold War setting you know about, but there's a good chance this is an Asian forest rather than a tropical jungle - these valleys, waterfalls and caves are probably located around Semipalatinsk, in fact, the USSR's main nuclear test site. Two thirds of the game is spent in this notably hostile jungle (*MGS* god Kojima dismisses other game's attempts as 'gardens'), working tens of kilometres from your insertion point to a mysterious base. The weapons set is authentic for the time - although it includes prototype stuff - and you can expect a greater amount of close combat and quiet knivings. The next big step in stealth? Find out this time next year. ■

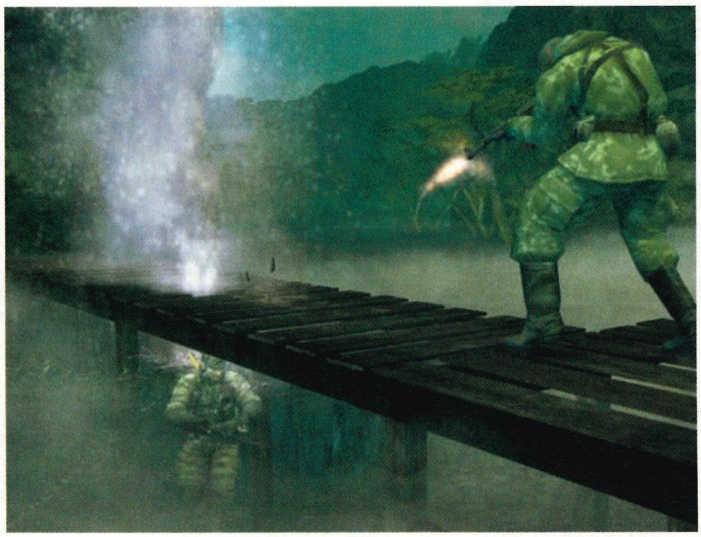


### YOU WANT FRIES WITH THAT?

It's not only snake on the menu, you know

**There are actually 40 different animals to sink your teeth into, though many are initially slightly poisonous - before you build up a tolerance your aim and senses are affected. We have to wonder, given creator Kojima's sense of humour and previous features such as Snake sneezing at awkward moments until he finds some cold mixture - will this guy suffer from wind? Might he fart and give himself away? Will he be searching through his pockets for those pesky Rennies?**





# Fourplay

Acquaint yourselves with these names, people. You need to.

**MANHUNT**
■ **Publisher:** Rockstar ■ **Out:** October

**Rockstar's follow up to *GTA: Vice City* promises to be one of 2004's "must haves". Set in Carcer City - essentially a distopian film set - you play the role of James Earl Cash, who, at the behest of the shadowy 'Director', stalks the streets killing gang members, before they kill him. The Director films everything for the 'specialist' videos he sells - you're simply a pawn in his game. Rockstar is promising that it gets much more weird than this, too.**

**THE GETAWAY 2**
■ **Publisher:** SCEE ■ **Out:** 2004

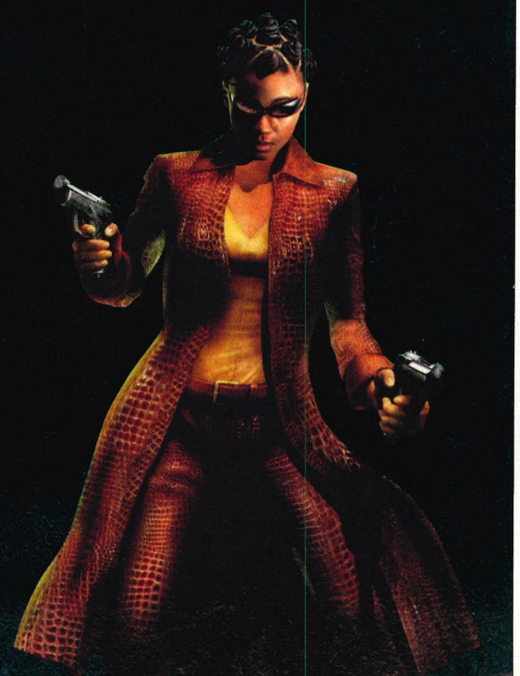
**Tasty 'geezer' Mark Hammond's original adventure might've been in development since the 1960s, but it's shelf-shifted an impressive 2.5 million copies across the manor. A sequel's in development and Sony promises it'll take less than 12 years to complete. Hammond will return, and this time the developer is lovingly recreating the streets of Bridlington. That last bit's a lie. It's Mablethorpe.**

**STOLEN**
■ **Publisher:** SCEE ■ **Out:** 2004

**Once upon a time, a developer named Blue 52 created a hugely impressive techie demo, showcasing the power of PS2. A man at Sony allegedly saw this demo and said, "go ahead, good people of Blue 52, create an adventure game. Call it *Stolen*, and perhaps make the lead character female." However, no-one's entirely sure whether this is true. Truth is, we don't know. It's a guessing game this speculation lark, eh?**

**MATRIX (TIMES TWO)**
■ **Publisher:** Atari and Warner Bros ■ **Out:** 2004

**Not one, but two Matrix games are in development at present. Shiny's phenomenally successful - if not widely critically received across the board - *Enter The Matrix* is spawning a sequel. Sketchy details surround *Matrix Online*, an MMORPG currently in development at EON. Warner Bros is expected to publish the game at some point next year. If it come to PS2 it'll probably be massive. MASSIVE.**



■ **ESSENTIAL KIT**
Before 2004 is out we'll all be walking the streets with this...

# PS I ♥ P

## PlayStation Portable (PSP) is set to revolutionise your gaming life...

**Hang on to your hats, Sony is developing an all-in-one portable entertainment system, the PSP.**

The image you see before you is, however, a mock-up created by our pals at PSM2 magazine. It is NOT the real thing. Set for release in the latter part of next year, the foundation of PSP is a new platform called Universal Media Disc (UMD), which comprises of a 60mm optical disc (1.8 GB) in a cartridge, developed by the Sony. It'll be a bit like a MiniDisc. PSP will feature a screen about 4.5 inches square, which is just half an inch smaller than PSone's LCD. However, Sony reckons it'll produce DVD-quality images. Oh, and the screen will be backlit too. Sony is also promising that its controls will be built around the PlayStation controller. A USB port will enable you to connect all manner of bits and bobs, and there will be a Memory Stick port too. A Memory Stick is a tiny bit of posh kit that holds 128Mb of information. These ports point to multiplayer gaming, music storage, movie playing... all sorts of smashing stuff. Sony's keen to point out that it's not a portable PSone although it's likely that some of the best titles will be ported over. Games are expected to retail between £14 and £40. Bated breath, sir?

++SONY IS KEEN TO POINT OUT IT'S NOT A PORTABLE PSONE++

■ **DON'T MOCK IT**
For the final time, this is NOT the real thing. Looks great though

Images courtesy of PSM2 magazine. Ta, lads.

# You know you want it

## You can call it PlayStation 2.5 if you like. Mr Sony won't mind. In fact, he won't even know. Heh, heh, heh.

**You're wondering what this is. And even though you don't know (yet), you know you want one. Let's ensure we keep it clear and concise then...**

■ Its name is PSX, which was PSone's original codename. It's a beautiful, silvery thing which will look even better under your telly than Ruth from *Wish You Were Here*. You can come out now, Ruth.

■ It plays all your existing PS2 games. But then you'd expect it to be able to do that.

■ It has a built-in TV tuner which means it can watch and record television programmes. It'll even pause live TV if you require lavatorial facilities.

■ It can read and write DVDs so once you've recorded your fave programme, you can write it onto DVD and then add the rest of the series. For personal use only, obviously. Getting excited yet?

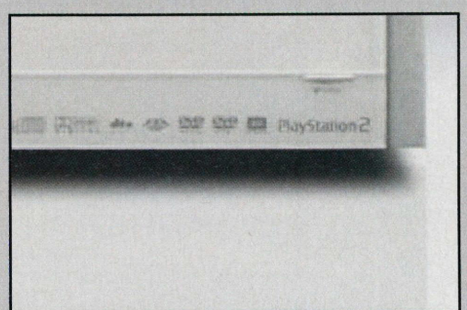
■ Its hard drive can store 120Gb of information which is more than your DVD and CD collection combined. Multiplied by 14. It's big and useful, basically.

■ It's got both USB and Ethernet ports. You can connect a Sony Memory Stick to the USB port and transfer information to your PSP. Potentially, you'll be able to record your favourite programmes, download them onto your Memory Stick and then transfer and watch them on your PSP. Gosh, it's getting cleverer by the minute. And the Ethernet slot means you can hook up to the internet.

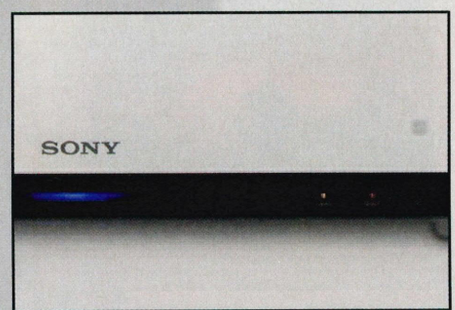
■ It's going to cost you somewhere in the region of 500 sheets. And it won't be released in the UK until the latter part of 2004. Grr. Now, now, now...

■ **NOT ACTUAL SIZE** Oh no, it's much bigger and silverier. And it's got a 120Gb hard drive

■ **TV RECORDER** 'Tape' your fave programmes on PSX




■ **USB** Connect a Memory Stick and transfer lots of info




■ **SEXY CONSOLE** It's the best looking games 'thing' ever

# ECTS 2004

"Hey, let's do the show right here!" "What? At Kensington Olympia?" "No, Earl's Court!" "Oh, all right then."

**WHAT IS ECTS?**
It's the European Computer Trade Show, an annual event in which the great unwashed from Europe's games industry gather at a really big hut in London. Trade visitors are made up of hardware and peripherals manufacturers, software publishers, distributors, developers and magazine publishers. Exhibitors range from Sony and Nintendo to the smallest peripheral manufacturers. Huge parties are held and a vast amount of alcohol is consumed by people who should know better. But don't.

**A BIG DEAL, THEN?**
Sure is. People fly in from all over the continent and beyond. In some ways ECTS is an odd fish in that it's a trade exhibition that looks and sounds like a consumer show. Often, no expense is spared on the exhibitors' stands ("Ah, so that's where my £40 goes then") and pumping beats engulf the hangar.

**WHEN IS IT?**
This year it is/was at Earl's Court on August 27, 28 and 29. The tense depends on when you're reading this!

**CAN I GO?**
Not to the show proper unless you're 'in the industry', but Sony puts on an event called the PlayStation Experience at which 'The Man on the Clapham Omnibus' can present himself and pay £8.

**SAY I WAS TO READ THIS IN TIME, WHAT CAN I SEE?**
Observe the table below. Let spittle flow along lip...

## PLAYSTATION EXPERIENCE LINE-UP

### Acclaim
- Alias
- Gladiator: Sword of Vengeance
- NBA JAM
- Urban Freestyle Soccer
- Mortal Kombat: Deadly Alliance
- NHL Hitz Pro
- Roadkill
- Spy Hunter
- The Suffering

### Atari
- Asterix 5
- Bayblade
- Dragon Ball Z: Budokai 2
- Kya: Dark Lineage
- Terminator 3: Rise of the Machines
- Unlimited Saga

### Codemasters
- Arsenal Club Football
- Chelsea Club Football
- Colin McRae 04
- Liverpool Club Football
- Manchester United Football
- Pop Idol

### Eidos
- Backyard Wrestling: Don't Try This at Home
- Legacy of Kain: Defiance
- The Italian Job
- Whiplash

### Electronic Arts
- James Bond 007: Everything or Nothing
- FIFA Football 2004
- Harry Potter Quidditch World Cup
- Lord of the Rings: Return of the King
- Medal of Honor: Rising Sun
- Need For Speed: Underground
- SSX 3

### Konami
- Castlevania: Lament of Innocence
- Dance Stage Fever
- Karaoke Revolution
- Metal Gear Solid 3
- Pro Evolution Soccer 3
- Teenage Mutant Ninja Turtles

### Midway
- Freaky Flyers
- Freestyle Metal X

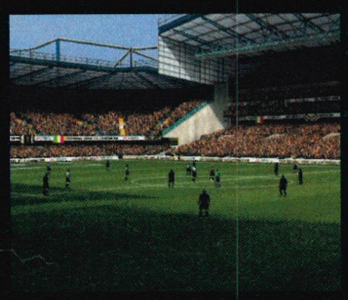
### Sony Computer Entertainment
- Amplitude
- Dark Chronicle
- Destruction Derby Arenas
- Dog's Tale
- Everquest Adventures
- EyeToy
- This Is Football 2004
- Ghosthunter
- Gran Turismo 4
- Hardware
- Jak II: Renegade
- My Street
- SOCOM: Navy Seals 2
- Time Crisis 3
- WRC 3

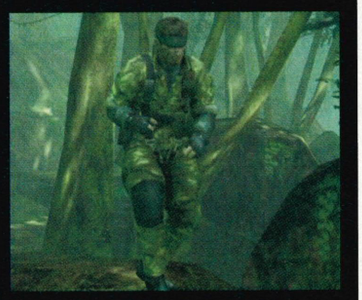
### THQ
- Broken Sword 3: The Sleeping Dragon
- Finding Nemo
- Sphinx: Shadow of Set
- Tak and the Power of Juju
- Warhammer 40,000: Fire Warrior
- WWE SmackDown!: Here Comes the Pain!

### Ubi Soft
- Batman 2
- Beyond Good & Evil
- Charlie's Angels
- Crouching Tiger: Hidden Dragon
- Prince of Persia: Sands of Time
- XIII

### Vivendi
- Buffy the Vampire Slayer: Chaos Bleeds
- Crash Bandicoot: Nitro Kart
- Judge Dredd: Dredd vs. Death
- Metal Arms
- Simpsons: Hit and Run
- The Hobbit

■ **GET STUCK IN BEARDY** *Return of the King* is but one of the blockbusters at the PlayStation Experience





# Pandora Tomorrow

## That's the working title for *Splinter Cell 2*. What will it actually be called? Who knows?

*Splinter Cell* was the only stealth game to seriously give *Metal Gear Solid 2* a run for its money, so a sequel is welcome. Once again you play Sam Fisher, working for Third Echelon, but everything beyond that has been tweaked. Ubi Soft is promising a longer game with bigger, less linear levels, and with considerably 'upcreased' visuals and spot effects.

More interestingly, there's a slew of new gadgets, vision modes and even extra moves, and more events will take place in civilian-heavy areas during daylight. Tricky… Best news of all? It's online. Missions will be playable co-operatively - incidentally, you won't play as dual Sams - and will involve puzzles and hazards that can only be completed by two characters working together. The story is once again a mainstay of the experience (and considerably less confusingly told than its obvious rival), and another decent script is assured - it's the same writer as last time. And no, it's not Tom Clancy, despite the game being based on one of his potboilers. It's all good! You'll have to wait until March next year unfortunately. Curses.

■ **CLEARLY NOT YELLOW** Sam Fisher's submarine is less psychedelic as you can see…

■ **GOGGLE-EYED** Developer Ubi Soft is promising to equip Sam with a host of new gadgets and moves

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TEAM: You and up to seven of your badass buddies.
MISSION: Using Broadband and the PS2 Network Adaptor, go online and show the world who's boss.
EQUIPMENT: During battle, swap butt-kicking strategies with your team over the SOCOM headset.
EXTRAS: Mates a bunch of pacifist losers? Play the whup-ass single player game.

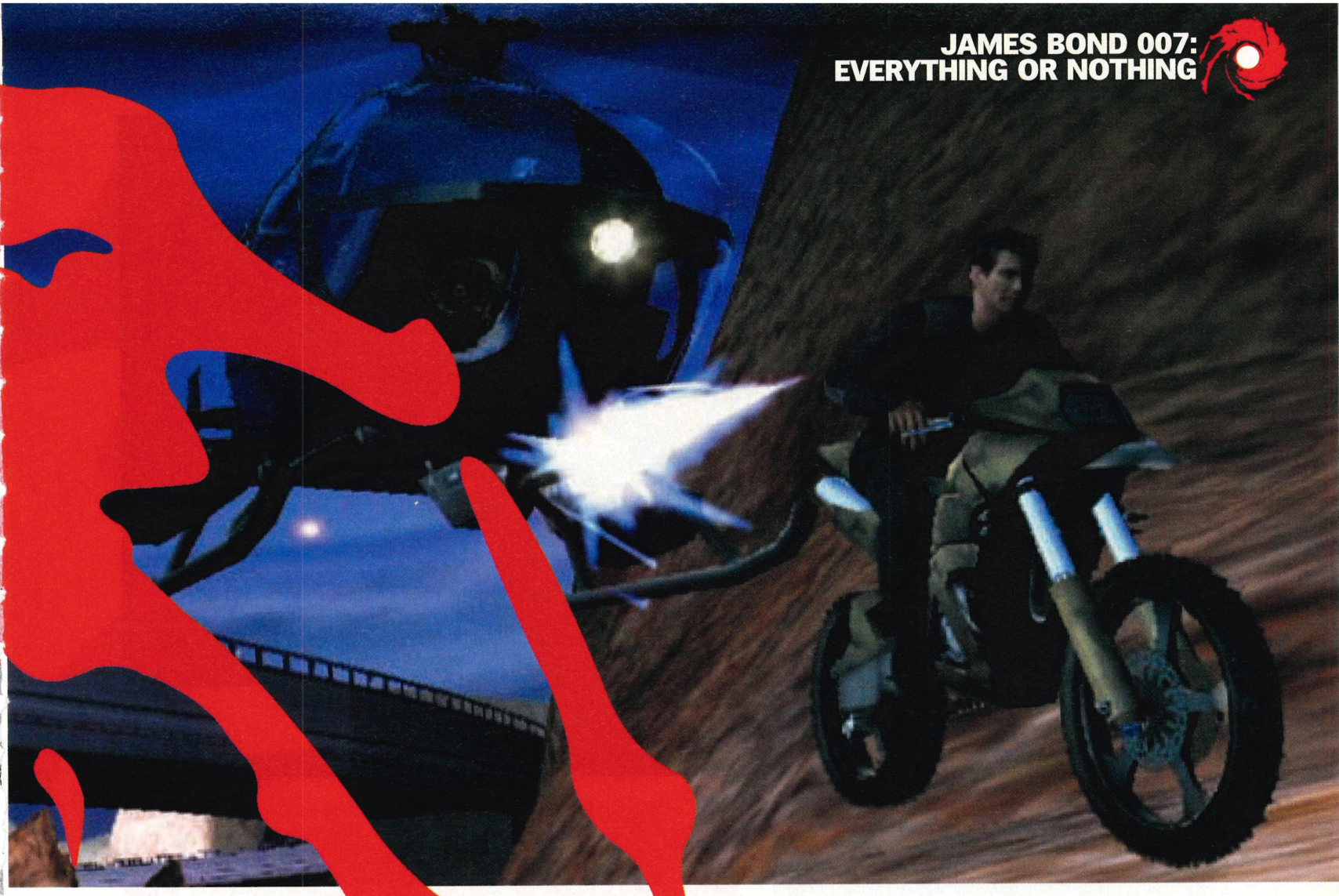
With Network Play Headset Included

uk.playstation.com
www.socom-game.com

PlayStation.2

THE POWERFUL PLACE THE BRAVE PLACE THE THIRD PLACE

# JAMES BOND 007: EVERYTHING



# OR NOTHING

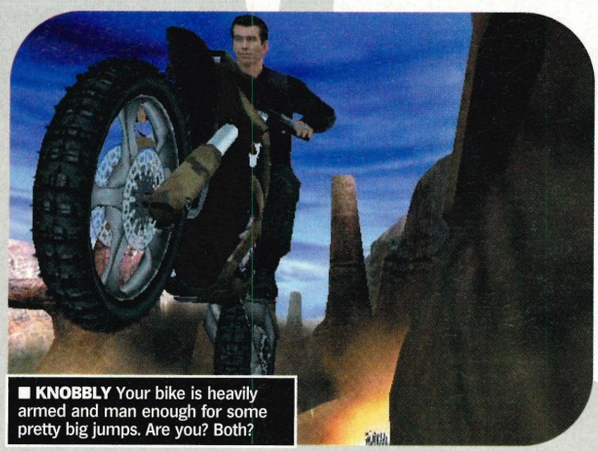
**James Bond may still triumph at the flicks, but he clearly needs to improve his game on PS2. Will this be the game to do it or will he die another day? Read on...**

**There are few more recognisable characters in the world than James Bond. Which makes tucking him away behind the camera seem rather a strange decision - EA's two previous PlayStation2 efforts, *James Bond 007 in... Agent Under Fire* and *Nightfire*, both trod the first-person shooter path. As a result we got to play as cinema's most famous cufflink in two mostly entertaining but rather shallow adventures that never quite got to the heart of it. Like 95 per cent of James himself, the most iconic Bond elements just weren't there.**

But that's changed. Electronic Arts has, in true global domination style, reached out from its futuristic glass headquarters to snatch the rights to just about everything. The company is now free to rake the past 20 Bond films for any elements it cares to

# JAMES BOND 007: EVERYTHING OR NOTHING

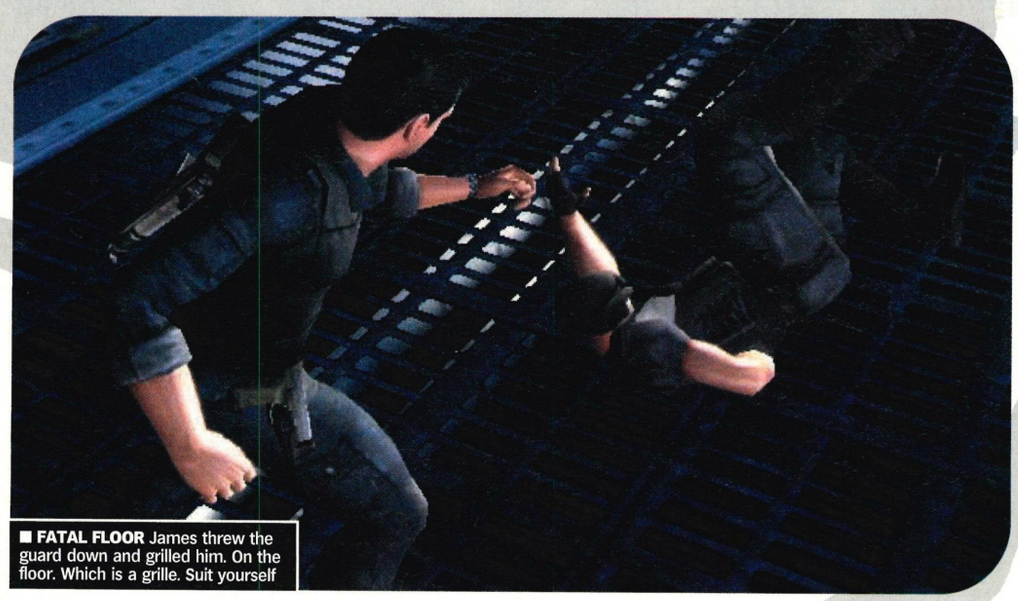
■ **MALE BONDING** "But the nicest thing about this new handcream is the fresh lemony base. Lovely, huh?"



■ **KNOBBLY** Your bike is heavily armed and man enough for some pretty big jumps. Are you? Both?

## //IT'S AN INTERESTING MIDDLE GROUND BETWEEN CUNNING STEALTH AND FULL-ON FIGHTING ACTION//

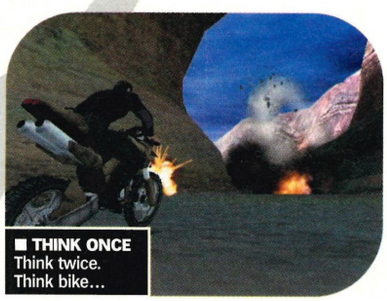
■ **CURRY LAST NIGHT** Fearful, sweating, James wisely tied himself down



■ **FATAL FLOOR** James threw the guard down and grilled him. On the floor. Which is a grille. Suit yourself

resurrect, and also own the rights to anything 007 produces until - slow-burning evil cackle - 2010. It's not an opportunity the company's planning to waste, and *Everything Or Nothing* (*EON* from now on, if you don't mind) is stacked to the rafters with villains, gadgets and situations to please even the corest of the hardcore Jamie fans.

The first thing of note is the switch to a third-person view. This does more than just give EA's Lead Tuxedo Programmer a reason to sit up and switch the lights back on. Being able to see your character affords you many more opportunities for interacting with your environment, because Bond can use stealth tactics in a far more entertaining way than before. After all, if you try lurking round a corner or ducking behind cover in the first-person view, all you get is a close up of something flat. Realistic, perhaps, but not very gripping. A more distant camera allows you to see both Bond in all his stealthy glory and the



■ **THINK ONCE** Think twice. Think bike...

# Like movies? Then you'll love this!

# THE INSIDE STORY ON THE RETURN OF LARA CROFT

**PLUS! PIRATES OF THE CARIBBEAN TERMINATOR 3 HOLLYWOOD'S WORST INJURIES DUSTIN HOFFMAN**

Total Film

The Complete Picture

■ **HEADS YOU LOSE** The switch to third-person means Bond can now sensibly fight unarmed. Hooray!

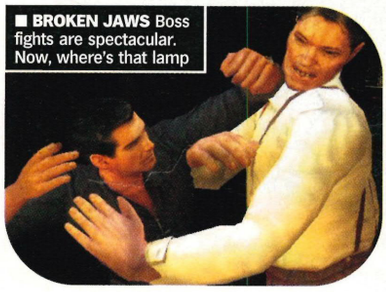
dangers that surround him. Of course, we want to see ourselves being Bond, too. So naturally, this time you've got a lot more moves, including the ability to send guards off in the wrong direction with distractions. It's an interesting middle ground between cunning stealth and full-on fighting, as your noises will obviously tip them off to your presence, creating potentially hazardous situations. Timing will be everything (or nothing...) Bond's ability to be creative is not just limited to tossing the odd ashtray at the opposite wall, either - we all know spies are far more

## YOU'RE NEVER LONELY WITH YOUR CRONIES

***James Bond: Everything Or Nothing* offers more than just the single player experience. Why not phone a friend or three?**

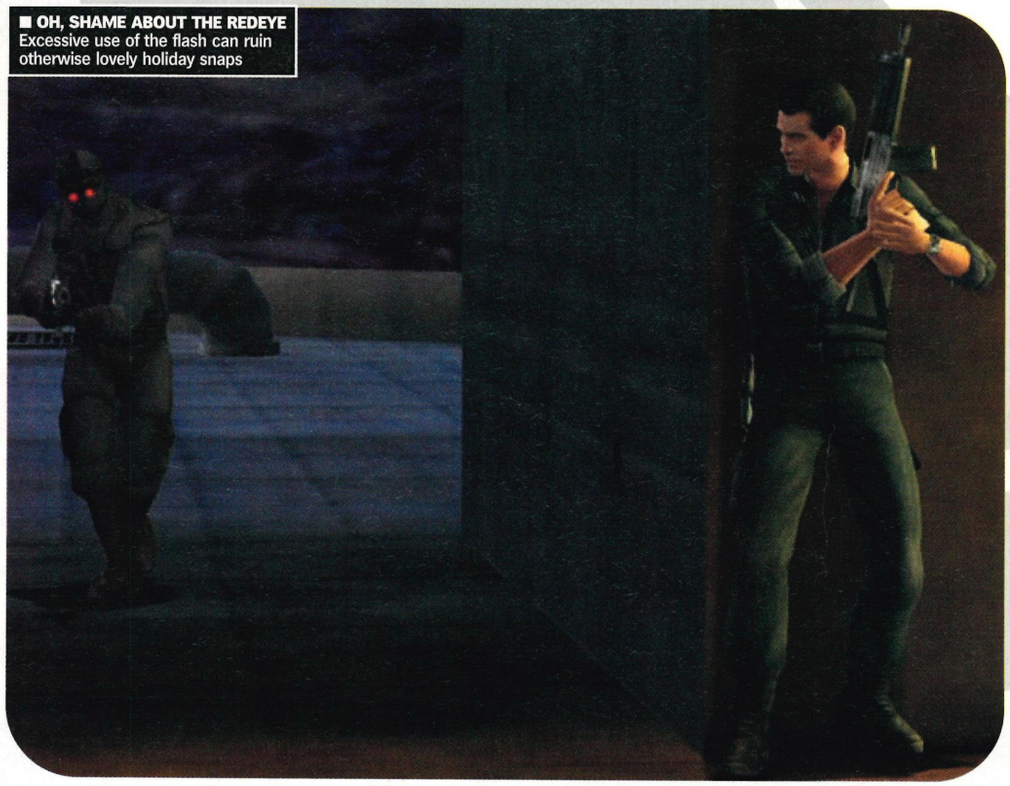
There's a decent spread of multiplayer options for those with a love of MultiTap. A four-player arena mode provides quick-thrill deathmatch action, aided by the unusual (for such a mode) third-person view. Then there's the two-player co-op mode, playing as two MI6 trainees through a more linear experience. A clever split screen - which blends into one any time the players are close enough together - lets you work your surroundings to the max. Here you're encouraged to provide cover for each other, set traps and generally 'watch each other's sixes'. Which is spy slang for looking at another man's bottom. Or something.

## //IF YOU MUST WADE IN WITH GUNS BLAZING LIKE THE SUNRISE THEN YOU CAN, BUT THERE ARE BETTER WAYS//



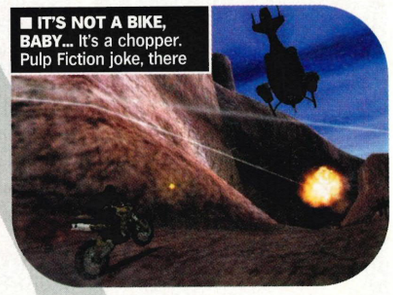
■ **BROKEN JAWS** Boss fights are spectacular. Now, where's that lamp

■ **EARLY ART** The level of theatrical drama is evident from the start



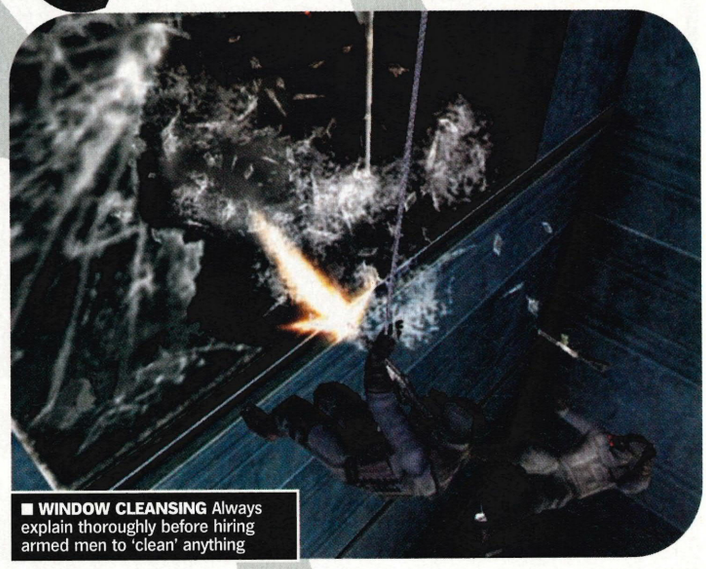
■ **OH, SHAME ABOUT THE REDEYE** Excessive use of the flash can ruin otherwise lovely holiday snaps

■ **IT WASN'T ME** "The whole thing was on fire and covered in bullet holes when I got here, honest"



■ **IT'S NOT A BIKE, BABY...** It's a chopper. Pulp Fiction joke, there

■ **ABSEIL OF THE CENTURY** Bond can now attach his rope to all manner of surfaces



■ **WINDOW CLEANSING** Always explain thoroughly before hiring armed men to 'clean' anything

■ **THE POWER OF LOVE** Computer tech Geoff never even knew James was holding a torch for him

cunning than that. You might, for instance, be able to get yourself captured deliberately at certain points, before viciously taking down your escorts in the privacy of, say, a lift. It's a typical Bond ruse to penetrate those goshdarned secret facilities, and just the kind of thing we want to do in a game.

EA wants you to do it too, rather than just ploughing through the middle with the trigger on the US G.I setting, so the game rewards Bond-like activities. How? Extra helpings of Q's exotic gadgets, a substantial reward for a bit of brainery when confronted by too many bad guys. And yes, written LARGE between these lines is this point - you have the choice of how to fight, and choice is officially A Good Thing. If you want to just wade in with guns blazing like the sunrise then you can, but there are better ways - ways more in-keeping with the subject.

You can also fight unarmed, another element that works best with the third-person

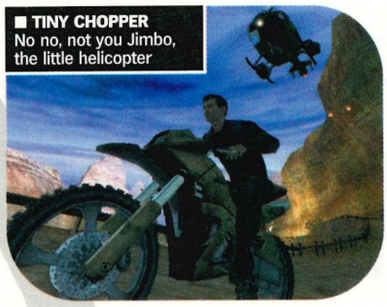
■ **OH COME ON, JUST A QUICKIE** James loved his gran, but she was always so insistent when he left

■ **HMM, STEALTHY** We hope you can do better than this when it comes to cunning hiding places

view - even the otherwise superb *TimeSplitters 2* - perhaps the most fluid and well-balanced first-person game out there - looks ridiculous once the fists start prodding out from beneath the camera. Creep up behind an unwary guard and Bond will even tap him on the shoulder before clattering him as he turns around... most amusing. It's also possible to snatch up something that's lying around - a plank of wood perhaps, bottles, chairs or even power tools - and use it to bring about an embarrassing DIY death that's just begging for a pun-tastic quip. Naturally, even a few sharp slaps with a rake makes a lot less noise than several hundred rounds of heavyweight munitions thudding into the scenery, so it's the best way to kill if you really want to stay undetected - especially as you can frequently steal identities from fallen foes and bluff your way through ensuing sections in disguise. Well, you are a spy.

You're clearly the world's best spy, too, seeing as no-one seems to be able to kill James Bond, even though they know who he is, where he lives and what he drinks. The developer has struggled with how to represent this infallibility, as Bond, it feels, simply thinks more quickly than most people. How do you give the player time to react in a

■ **THANK Q FOR BEING A FRIEND** The new elbow-mounted metal detector was rather cumbersome



■ **TINY CHOPPER** No no, not you Jimbo, the little helicopter

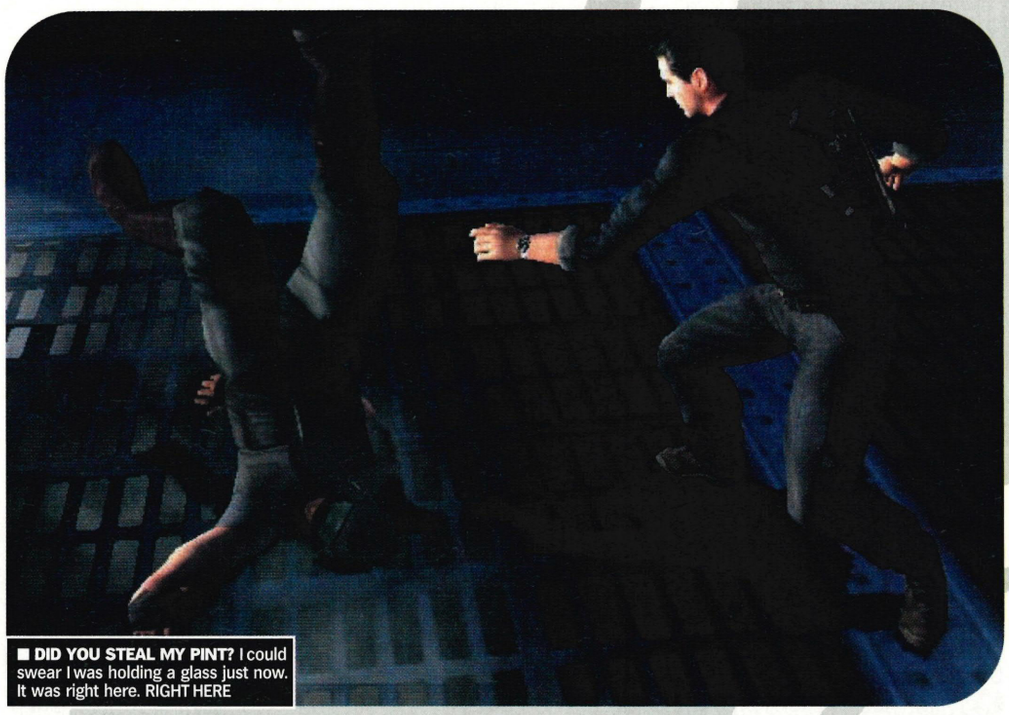
■ **I THINK I'M IN** Bond boogies down at Club Maneater to infiltrate his new nemesis, Dr Camp. Not really

■ **AH HA HA HA HA!** Our man's Tommy Cooper impression always had the guards in stitches

**//IN PROPER JAMES BOND STYLE, YOU COMMANDEER ALL MANNER OF THINGS WITHOUT NEEDING A SINGLE LESSON//**

pleasingly suave way? The designers toyed with a rather sorrowful version of *The Matrix*'s bullet time called, somewhat pathetically, the Bond Zone - everybody just get over it - before wisely dropping the idea. Spinning in slo-mo fashion even looks old in *The Matrix Reloaded* and it has NEVER looked good in games. EA has finally settled on something less redundant. Played *Max Payne*? You didn't actually need those treacly dives, did you…

Originally, cunning play In *EON* filled a bar that allowed the unleashing of some unspectacular slow-down when you saw fit. Such treatment is now reserved for certain set pieces. For instance, you may be quietly



■ **DID YOU STEAL MY PINT?** I could swear I was holding a glass just now. It was right here. RIGHT HERE

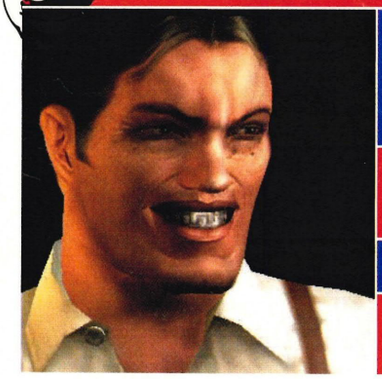
■ **KNEES UP, MUTHA** Use everything you've got in order to win

■ **WAS IT SOMETHING I SAID?** Despite being famously suave, it seems no-one's happy to see you

riding along on your motorcycle, minding your own business as you head for the French Quarter of New Orleans. Well, speeding along, weaving in and out of traffic, minding your own business as you head for the French Quarter of New Orleans. Well, weaving in and out of traffic firing the rockets, machine guns and flamethrowers attached to your bike at a phalanx of bad guys in cars as you head for the French Quarter. Well, all right, bad guys in massive juggernauts.

Eventually your shooting causes a petrol tanker to jack knife across the road, blocking it. Hit the correct button (it'll appear on screen) in time and Bond throws the bike on its side and slides underneath, swerving upright afterwards instead of crashing, just as everyone has since it first happened that way in *Mission: Impossible 2*. React quickly enough to another button instruction and he'll fire his flamethrower, triggering another slo-mo drama as the tanker evaporates in a ball of rising flame. And if your reactions aren't up to super-spy standard? You'll just have to ride around it, and miss out on the cinematic carnage Bond so often causes. Which, of course, would be an act of folly.

## STARRING... There are some very familiar faces and voices in *Everything Or Nothing*. Here's the complete rundown of stars.



**★ Shannon Elizabeth**
Best known as Nadia in both *American Pie* films - her face and body have been modelled down to the finest detail. Well, not the finest. This is a family game. She also provides the voice, naturally.

**What might I have seen her in?**
*Scary Movie* (2000)
*Jay And Silent Bob Strike Back* (2001)
*Thir13en Ghosts* (2001)

**Who does she play?**
Serena St Germaine

**Does the name tell us anything?**
It's got a certain softness and rhythm, hasn't it? Easily whispered. No coincidence.

**★ Heidi Klum**
A model-turned-actress (also known as a 'mattress') whose likes include bouncing around nude beaches and keeping teeth in a jar. Really. Dislikes include flying and perfumes that make her smell like someone else.

**What might I have seen her in?**
*Zoolander* (2001)
*World's Greatest Commercials* (2002)
*Johnny English* (2003)

**Who does she play?**
Katya Nadanova

**Does the name tell us anything?**
Well, with 'nada' meaning 'no' and 'nova' meaning new, you could read it as 'nothing new'.

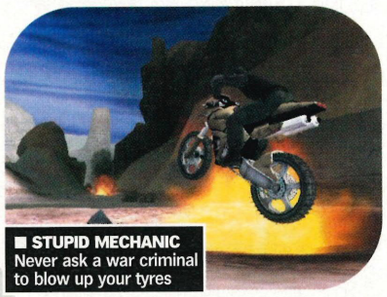
**★ Willem Dafoe.**
Best described as 'craggy', Dafoe's been around for ages and starred in some big films. He even played Jesus in *The Last Temptation Of Christ*, a particularly contentious film with many people who've never seen it.

**What might I have seen him in?**
*Platoon* (1986)
*ExistEnz* (1999)
*Spider-Man* (2002)

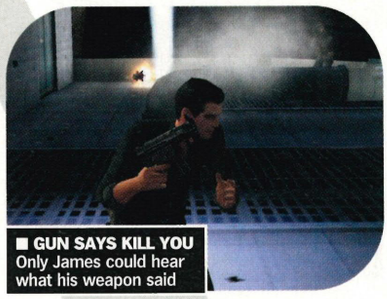
**Who does he play?**
Nikolai Diavolo

**Does the name tell us anything?**
He's the big bad guy and we're just one letter away from 'diabolo'...

■ **AND ACTION!** The game's packed with big set pieces, frequently involving armed vehicles



■ **STUPID MECHANIC** Never ask a war criminal to blow up your tyres



■ **GUN SAYS KILL YOU** Only James could hear what his weapon said

■ **GOT A LIGHT?** As you can see, 007's latest outing is quite a looker. Onlookers will be impressed

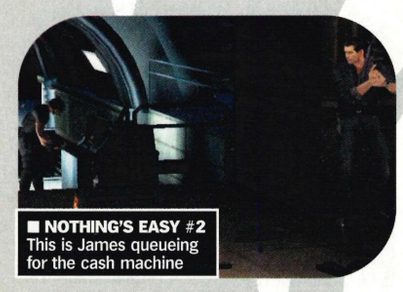
## //THE PORSCHE CAYENNE SMACKS OF PRODUCT PLACEMENT AND HAS THE ROMANCE OF A MICROWAVE MEAL//

Vehicle-based shenanigans account for around 40 per cent of the game, and when we say 'vehicles' we're not just stretching for another way of saying 'cars'. In proper Bond style, you commandeer all manner of things without needing a single lesson, including a helicopter, the aforementioned bike and a Porsche. There's little time for amiable sightseeing, either - Egypt's Valley Of The Kings may well be something of a tourist attraction, but at the height you must pilot this chopper you're a bit too close to creating your own, slightly more mangled pyramid headstone to pay much attention. Similarly, the exact number of cup-holders the Porsche

| ★ John Cleese | ★ Dame Judi Dench | ★ Richard Kiel | ★ Pierce Brosnan |
|---|---|---|---|
| Surely there's nobody in the world who doesn't know who John Cleese is? The bloke who did the Planter's Peanuts adverts? You must have seen them. Remember? | Surely soon to become a 'national treasure' by virtue of not being so glamorous as to antagonise anyone. Currently filming *Pitch Black* follow-up *The Chronicles Of Riddick* with Vin Diesel. | Famous for those metal teeth (exceptionally painful, apparently), but he's been on our screens since 1960 - appearing in the likes of *Pale Rider* with Clint Eastwood and, um, *Cannonball Run II* with Burt Reynolds. | You may well have seen him in one or two Bond films... nevertheless, he does do other work, even if it doesn't always seem like it. The Tailor Of Panama is definitely worth a look. |
| **What might I have seen him in?**<br>*Life Of Brian* (1979)<br>*Die Another Day* (2002)<br>*Charlie's Angels: Full Throttle* (2003) | **What might I have seen her in?**<br>*Tomorrow Never Dies* (1997)<br>*The Shipping News* (2001)<br>*Die Another Day* (2002) | **What might I have seen him in?**<br>*The Spy Who Loved Me* (1977)<br>*Moonraker* (1979)<br>*Inspector Gadget* (1999) | **What might I have seen him in?**<br>*GoldenEye* (1995)<br>*The World Is Not Enough* (1999)<br>*Die Another Day* (2002) |
| **Who does he play?**<br>Q | **Who does she play?**<br>M | **Who does he play?**<br>Jaws | **Who does he play?**<br>James something. Bond? Yes, that's it. James Bond. |
| **Does the name tell us anything?**<br>No. Just no, all right? Stop looking at me. | **Does the name tell us anything?**<br>She should probably be 'Dame M' by now. Which sounds like a rapper, if that's any help. | **Does the name tell us anything?**<br>Yeeeeeeeeees. Yes, it does. | **Does the name tell us anything?**<br>It means there's girls, guns, gadgets, chases and death. A lot. |

■ **CHARADES** Look, it's The Way Of The Exploding Fist! Look!

■ **NOTHING'S EASY #1** This is James going to the shops for loo roll



■ **NOTHING'S EASY #2** This is James queueing for the cash machine

holds may escape your notice as you boost its rocket-firing ass after an armoured train…

Actually, if we've a bone to pick with *EON* it's in the choice of car. Yes, it's a Porsche, but it's a Cayenne - a new model and their first ever people carrier, but a people carrier all the same. It's almost as bad as Bond's shocking choice of the barge-like BMW 750iL in *Tomorrow Never Dies*, a car driven by unexceptional career business-bores with suspiciously wide arses. It smacks of product placement and consequently has about as much romance as a microwave meal. Okay, the Cayenne is a 165mph, £69,000 turbo, but it's still a car millionaires' wives are going to buy for the school run. It's a sexed up Ford Galaxy for the price of a house. Shame on you James. And you, EA.

On the other hand, it does fire missiles. And no matter how sensible the real thing, piloting the game version is going to be fun. The latest, much-improved version of the *Need For Speed* engine (soon to appear powering *NFS Underground*) has been specially modified for Bond's very specific demands. Cue much high-speed camera shake and some particularly saucy motion blur… it's just the kind of visceral approach Bond's driving sections need. At times you'll even be able to choose between, say, a car or a bike, and the choice you make influences the route you take and things you see through the next level. That's going to give you a significant reason to come back and play it again, something Electronic Arts' previous Bond games have been notably lacking. But as we said earlier, they were also conspicuously lacking the man himself, Mr James Bond. Thankfully, that's all changed. ■

## ONCE UPON A TIME THERE WAS A MAN

UA/EON/DANJAQ/THE KOBAL COLLECTION

**Fortunately *Everything Or Nothing*'s considerable cast of stars will have decent words to say. Here's why…**

Heard of Bruce Feirstein? Probably not, but you know his work - he wrote the screenplays for *GoldenEye* and *The World Is Not Enough*, and created *Tomorrow Never Dies* completely from his own brain. So he's a man who knows his Bond. What a relief - it would be a genuine tragedy to assemble this sort of cast and then waste it on the kind of cliched, nonsensical tripe that blights most games. Good work Electronic Arts.

■ **EASILY OFFENDED** Mr Jaws simply couldn't bring himself to look at Mr Bond's rude gestures

GamesMaster

WARNING BRUTAL FIRST SHOTS!

# MANHUNT

In order to view explicit images of the extremely disturbing new game from the creators of Vice City you MUST agree to the following terms and conditions:

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Rockstar's new game exclusively revealed PLUS the biggest and best games on every format. Only in GamesMaster.

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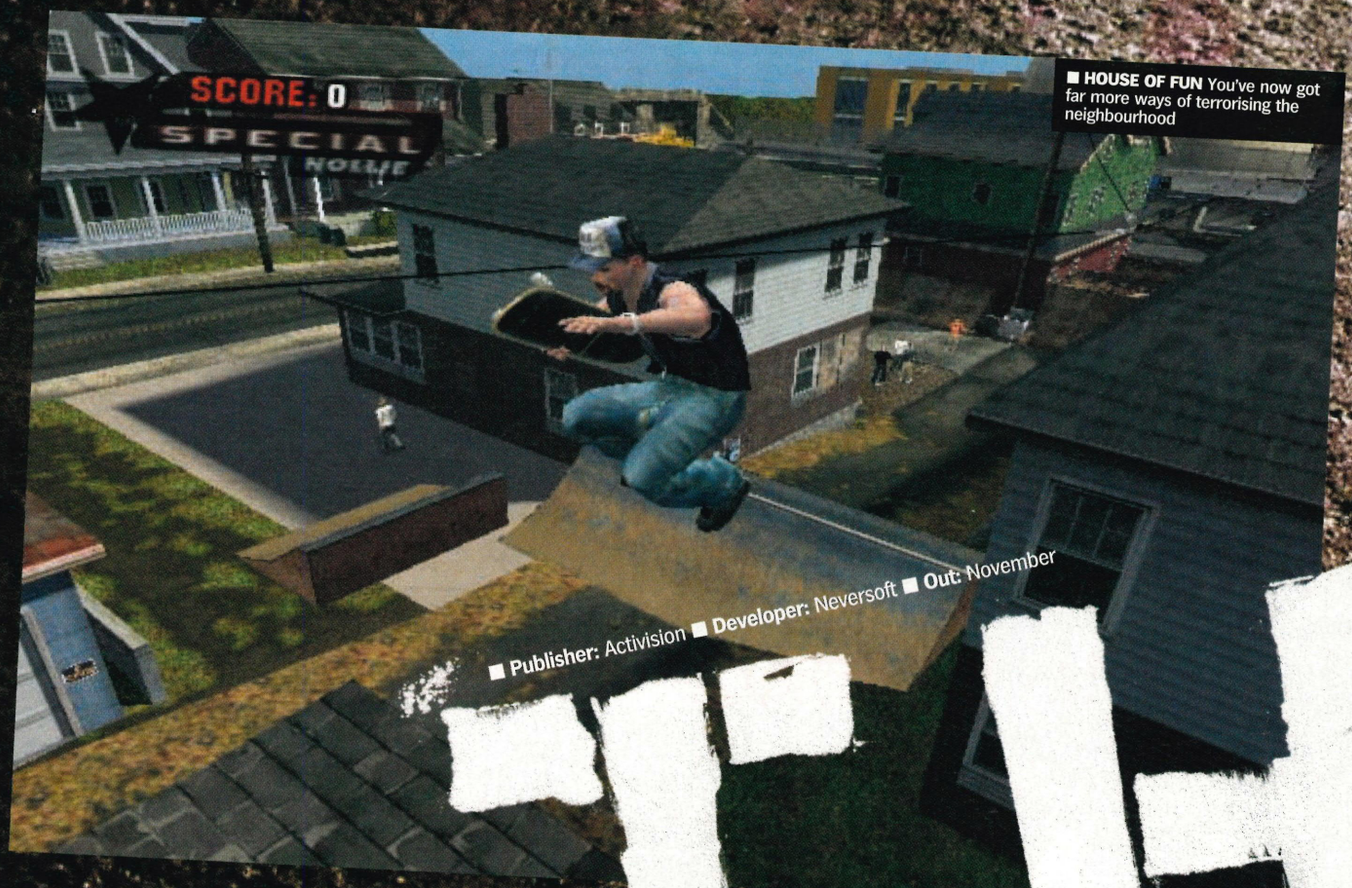


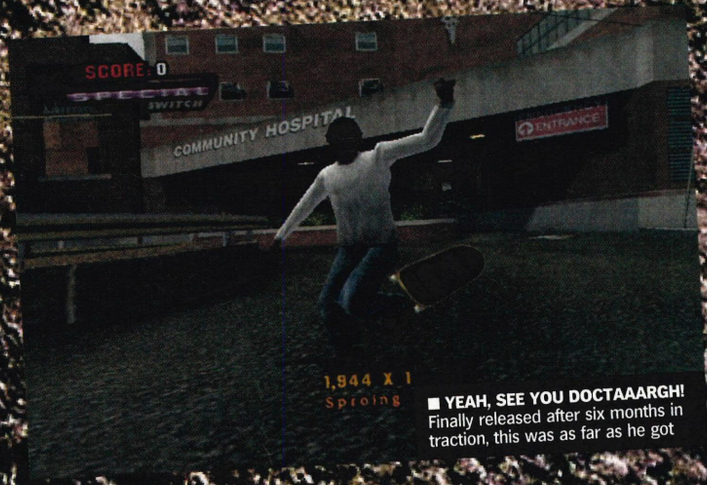

■ **HOUSE OF FUN** You've now got far more ways of terrorising the neighbourhood

■ **Publisher:** Activision ■ **Developer:** Neversoft ■ **Out:** November

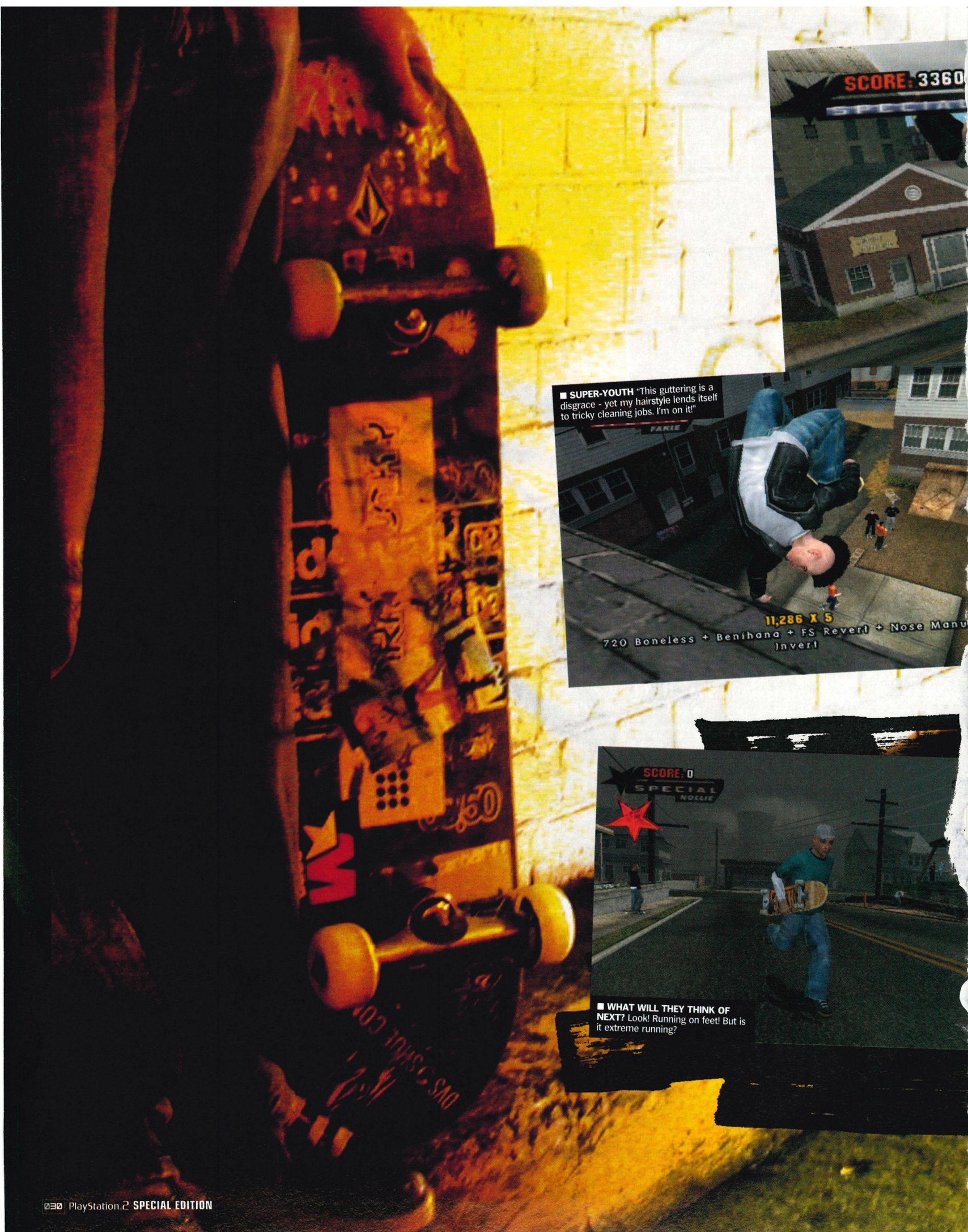
# U.G

**The revolution is upon us. After four instalments of *Tony Hawk's Pro Skater*, developer Neversoft is shredding the rulebook to create a new, streetwise version of its skateboarding sensation...**

"With *Tony Hawk's Underground* we want to re-invent the videogame," smiles Scott Pease, producer of the latest *Hawk's* offering, its name abbreviated in keeping with its edgy ethos to *THUG*. Pease's claim represents a bold statement of intent born of Neversoft's desire to wrench the *Tony Hawk's* games back from the brink of serialised corporate repetitiveness and rooting them firmly into the world of cool. With *THUG*, they may just have done it.




■ **YEAH, SEE YOU DOCTAAARGH!** Finally released after six months in traction, this was as far as he got

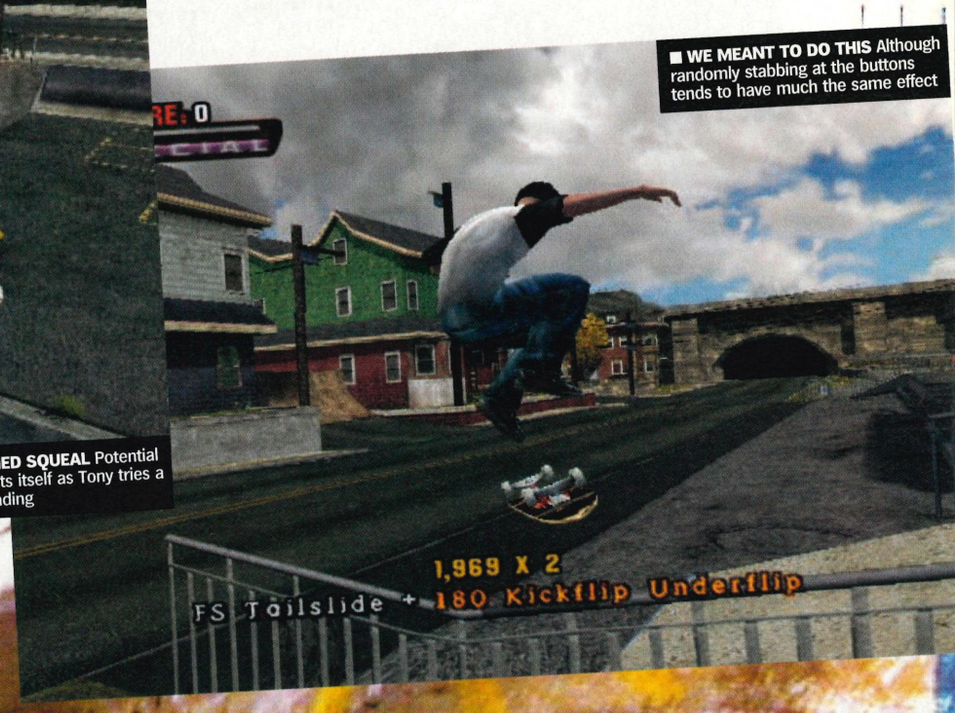



■ **SUPER-YOUTH** "This guttering is a disgrace - yet my hairstyle lends itself to tricky cleaning jobs. I'm on it!"

■ **WHAT WILL THEY THINK OF NEXT?** Look! Running on feet! But is it extreme running?

# T.H.U.G

■ **HIGH PITCHED SQUEAL** Potential danger presents itself as Tony tries a new, ballsy landing




■ **WE MEANT TO DO THIS** Although randomly stabbing at the buttons tends to have much the same effect

*Tony Hawk's Underground* does away with the shackles of pro-boarding, elevating every player to the status of hero and allowing more customisation then ever before. Joel Jewett, president of Neversoft, picks up the story, "Taking this approach is actually something we have wanted to do from the beginning... now is just the right time to change things thematically." In other words, Neversoft is getting a little tired of the *Pro-Skater* vibe, and is worried fans may be too.

So who prompted this change in approach? "It was a collective decision," explains Tony Hawk himself in an exclusive chat with *OPS2*. "We wanted to make a game that is more story driven and customisable.

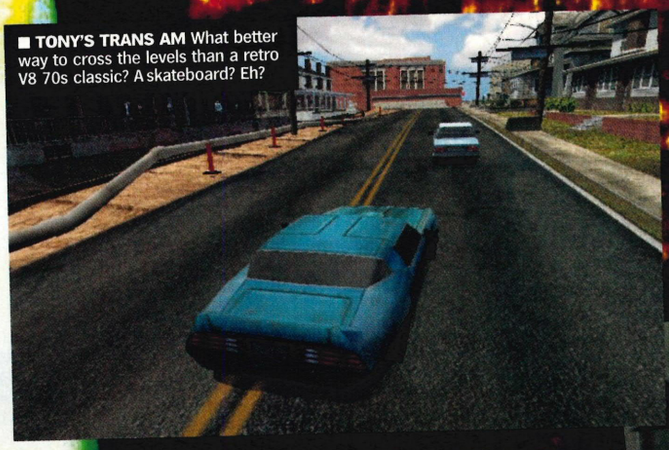
"We also wanted it to go deeper into the skating experience of becoming a pro instead of simply starting as one."

It's true that the previous reliance on the big names meant that licensing restrictions limited Neversoft to presenting goals and activities that wouldn't harm the precious public image of brand names such as Tony Hawk. Now that you're the star, charged with creating your own legend, Neversoft can't stop you nicking cars and busting bad ass moves. In fact the cheeky swines absolutely love it when you get street.

The idea of progressing through the ranks has always been core to the gameplay in *Hawk's* – upgradeable boards, move lists and even characteristics formed the heart of the first titles. Now progression through the ranks is far more literal as you play a kid scuffing his sneakers on the mean streets of Skatesville, USA. Your customised face will figure on the skater, built up using a vast skating identikit or, brilliantly enough, modelled on a picture of your face. All the cut-scenes are realised using the in-game graphics too, which not only gives the game an unbroken fluidity, it also enables you to see your character constantly. A far cry from the silhouetted figure familiar to most gamers playing with their own created characters.

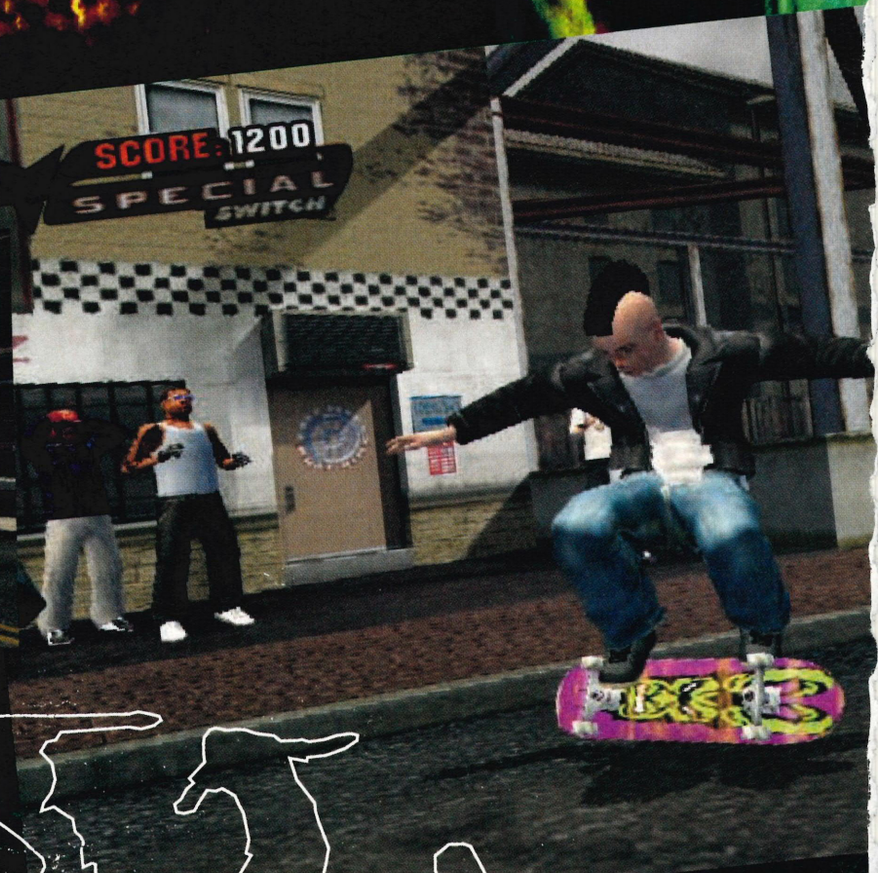
Out goes career mode, while grinding into the void comes story mode, complete with inquisitive 'huh's and sentences ending with odd punctuation?! See, it's just like an RPG. Given that the star of this game is truly the player, surely Neversoft considered releasing it without the Hawk endorsement as a complementary game? "No, that would not make sense," asserts Jewett, explaining, "Tony is still a big part of the development of the game." The biggest contribution of Hawk and his fellow pros was in the construction of the game's plot. Neversoft's scriptwriters didn't just rummage through cast-offs from episodes of early '90s sitcom *Dream On*, they interviewed loads of pro skaters and got their life stories (yawn). All the interesting bits were then extracted with tweezers and sewn into a rich tapestry of broken bones, scuffed egos and flamboyant trickery that's both exciting and immersive.

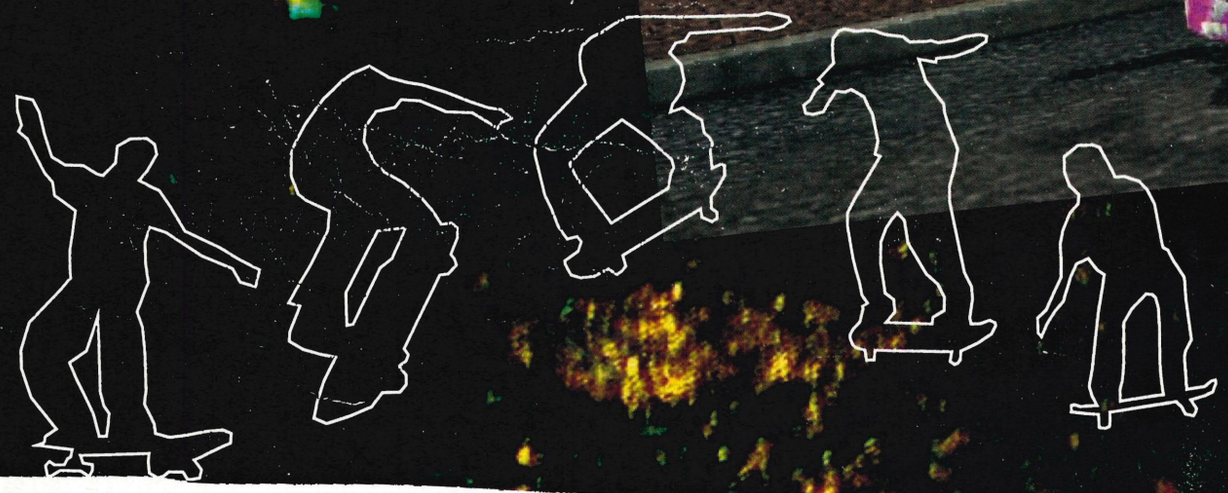
Of course, not every key moment in a skater's life is worthy of re-enactment in videogame form, eh Tony? "I'd rather they didn't include the time I got 'pantsed' in front of a big crowd, on the winner's podium after a big competition, underwear and all, reveals the man."



■ **TONY'S TRANS AM** What better way to cross the levels than a retro V8 70s classic? A skateboard? Eh?

■ **THUG LIFE** Not all the challenges are foot-powered - now, where did I see that giant ramp?



In real life, there's no single way to guarantee superstardom in the fickle, trend-led world of extreme sports. Your best bet is to start by being really good at skateboarding and then working up from there. *THUG* acknowledges that fact – your first mission goal is to strut your stuff and impress the visiting star Chad Muska. He rolls up and watches you dance on your board like a pimp admiring his street-corner squeeze – all from the comfort of his hydraulically assisted bouncing car. For real.

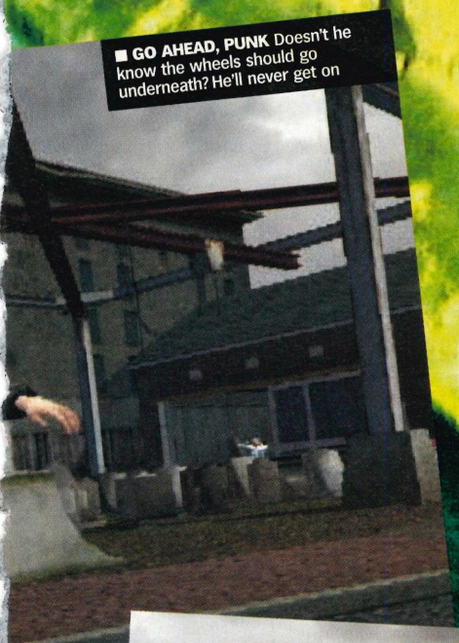
In the real world, your career is usually kick-started by securing a generous sponsorship deal. Deals to promote decks are followed by footwear sponsorships and then, when you hit the big time, you'll get a salary. Ultimately, you'll achieve a level of world fame that will allow you to negotiate a 15-year deal with a major videogame publisher to endorse a string of games with your face plastered all over 'em… In *THUG*, your career will develop in much the same way. Take that first mission goal we mentioned, for instance – impress old Chad and he'll give you a new, gleaming board from the gods to replace your minging old one.

The first level of the game is set in New Jersey – "a kind of everytown," explains Jewett – where you start as a fresh-faced kid or craggy-faced manchild looking for a break. The reason for starting off your adventure in Jersey? Pease was recently quoted as saying because "it's kind of symbolic of the whole underground thing.

"I think that we are really going to stick, thematically, to the whole underground skate culture. We wanted to take it back to the street." It's certainly a location that couldn't be further from the sun-kissed, middle-class concrete of Los Angeles, the traditional inspiration for the *Hawk's* games.

So how does your skating life progress from there? "As you start on your career you'll hit new cities, hoping to hook up with sponsors who will bring you out to the West Coast," Pease tells *OPS2*, before hinting cagily at more exotic locations, "Eventually they'll send you on a worldwide tour."

Neversoft is letting no secrets out about the non-US locales but Scott tells us, "We keep an eye on what fans online are talking about and wishing for," singling out www.thpsxonline.com as a "great online site". Currently topping that site's 'most wanted' location list is Barcelona, a hot tip for inclusion in *THUG*. It's likely that some kind of nuclear plant will even feature in the final game, too. We wouldn't mind seeing Springfield's, ourselves…



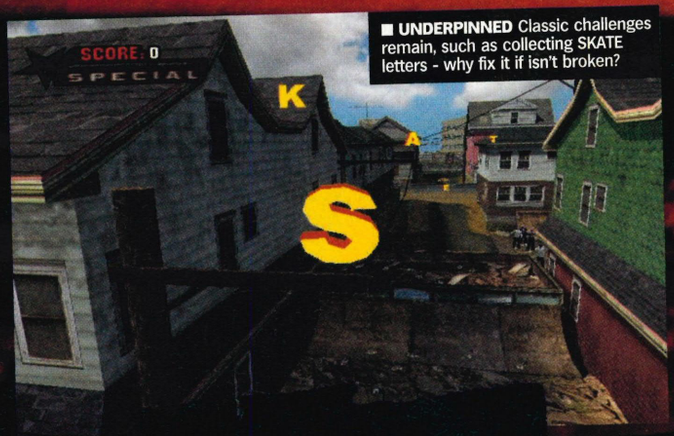
■ **GO AHEAD, PUNK** Doesn't he know the wheels should go underneath? He'll never get on

■ **WIN FRIENDS** Impressing the various bystanders remains a key part of your career evolution

Whatever the backdrops, the cities will not be peopled by a random population of passers-by. You'll receive most of your mission goals from folks relevant to the plot, otherwise you'll be asked to undertake tasks which fit into the scheme of things. Thus your ascent through the world of skating is charted before you.

The first level is not just a stereotypically themed area, more a living, breathing neighbourhood complete with local cops, gang members and landmarks such as the school and skate shop. It's a microcosm of the towns and cities skaters across the globe bust up every day of the week.

It's clear that the switch to an underground theme for the game is not merely an attempt to revive a familiar videogame series, but a serious bid to make




■ **UNDERPINNED** Classic challenges remain, such as collecting SKATE letters - why fix it if isn't broken?

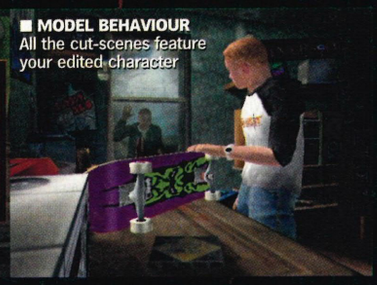
## YOUR FACE HERE

This game is all about empowerment, so the options to customise your game in *THUG* are vast. Creating a skater is now a far more individualised process. As well as the usual raft of customisable outfits, skins and body shapes, there's a chance to model your face entirely uniquely.

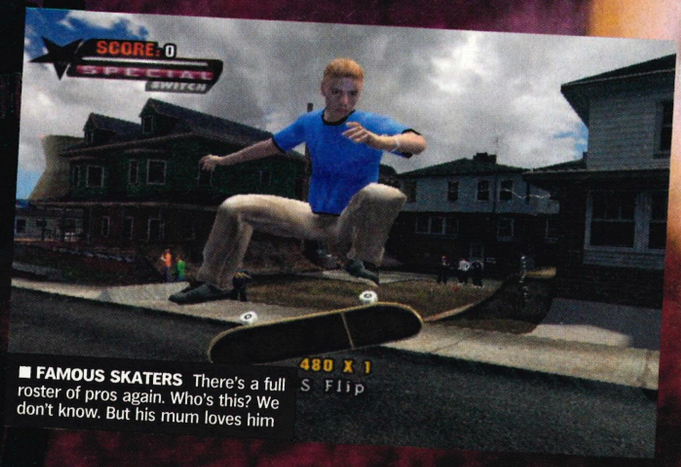
Take a digital photo of yourself and send your beautiful, smiling/grimacing self to Neversoft. The developer will then map your face onto a skater model and post it on its website for you to download via the Network Adaptor. The system is fully automated so the anticipated phenomenal levels of demand shouldn't prove a problem.

The in-game navigation, which allows you to collect the returned data, couldn't be more straightforward – it's simply a case of selecting the 'get new face map' option and entering a user name and password. Once the image is back, you'll plot points on your photo to represent your eyes, nostrils and the middle of your face, and then you're done. Once you've set the parameters you will then be able to tweak the shape of your head model using a string of head shapes to get the look just right.

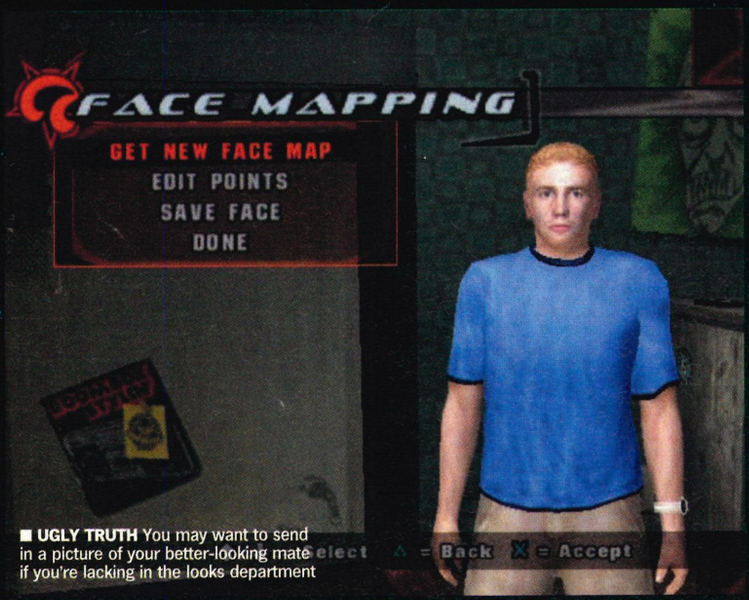
For those with a mischievous streak, it's also worth taking note of a recent quote from Neversoft's Joel Jewett. "We don't want to know what you're putting up there." That's a green light then for an Ann Widdecombe character and *Viz*'s Profanasaurus-inspired customised parks. Hell yeah.



■ **MODEL BEHAVIOUR** All the cut-scenes feature your edited character




■ **FAMOUS SKATERS** There's a full roster of pros again. Who's this? We don't know. But his mum loves him

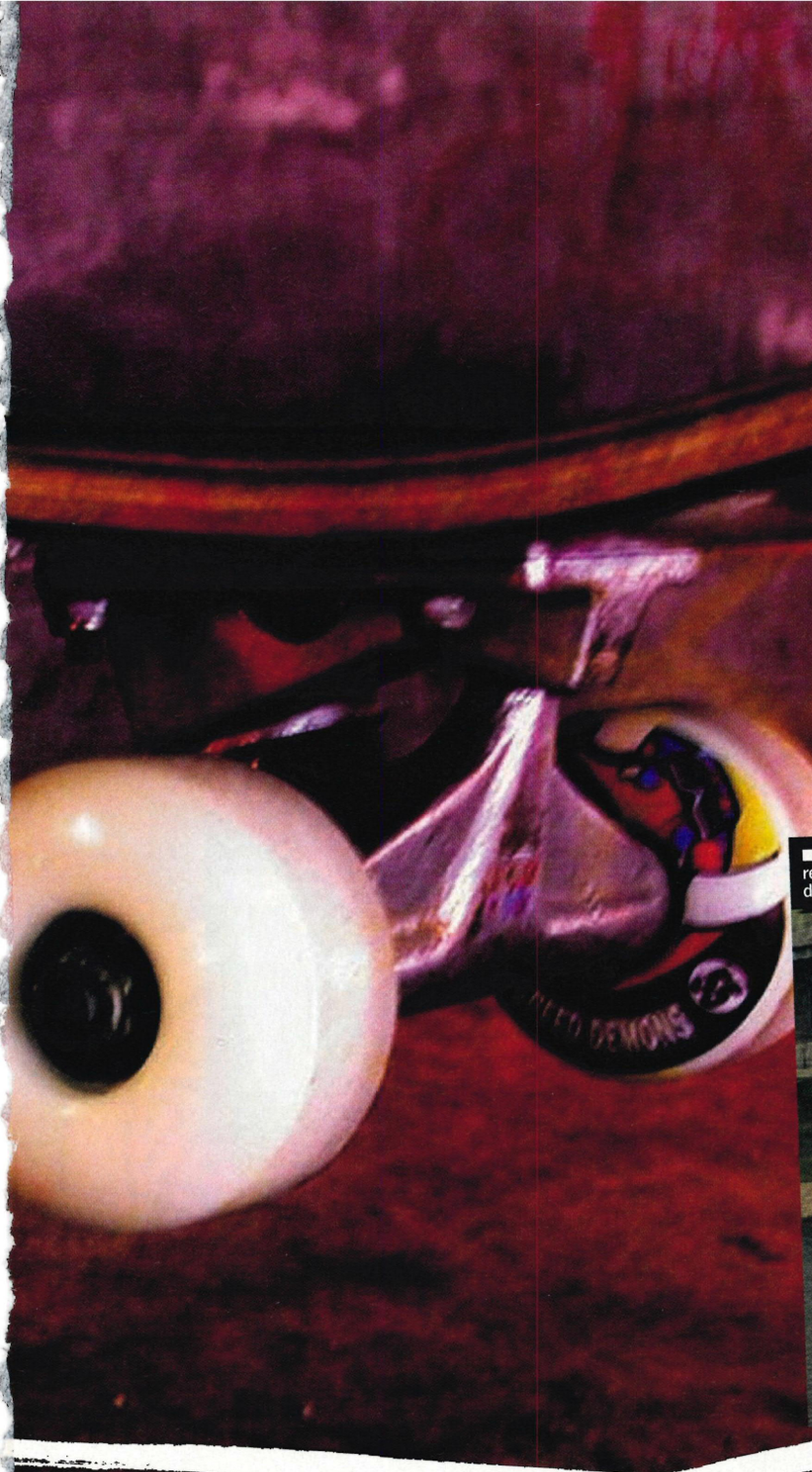


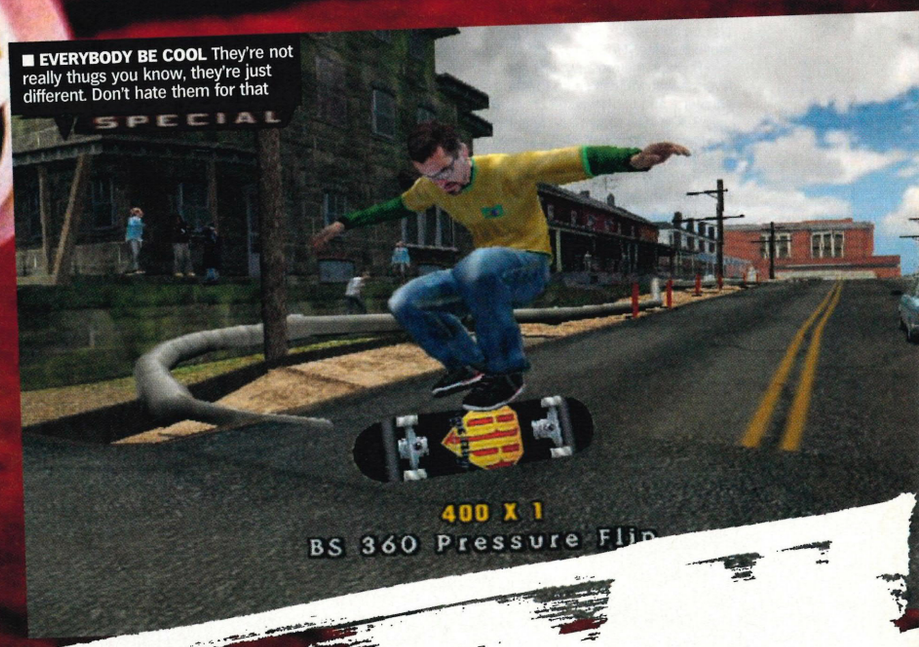

■ **UGLY TRUTH** You may want to send in a picture of your better-looking mate if you're lacking in the looks department

the gamer feel more engaged in the action, less distanced from the glittering world of pro skaters. We grill Tony Hawk about the edgy nature of some of the goals. "The game will represent many aspects of skating," he states, explaining that "not all are positive but each one will be a learning process".

It's in the flavour of the mission goals that the 'street' nature of *THUG* reveals itself. Aside from twee tasks such as helping the police by removing a barricade that's blocking off half the level, you'll also hammer up posters for the local skate shop. And that's not all. One of the most astounding departures from the old formula is that you're now able to commandeer vehicles á la *Grand Theft Auto* and set off on *Driver*-style arrows and chase sequences.

The car you nick is a typical retro roadster, which is just the tip of the vehicular iceberg. The inclusion of vehicles was not an end in itself, more a product of






■ **EVERYBODY BE COOL** They're not really thugs you know, they're just different. Don't hate them for that

the team's desire to include race goals to vary the pace of gameplay in levels which typically don't feature clocks. Skateboards aren't ideal for racing.

Apparently, it's not just cars that you can commandeer, although Neversoft remains tight-lipped about the other vehicles that will take up space in its garage, referring only to "new wheels" when we grilled them, implying the much-touted inclusion of scooters or even motorbikes.

Grabbing vehicles is just one by-product of the rider's new ability to step off the board and roam around the levels. That's the really big new thing in *THUG*. You can leg it around the levels in pursuit of extra points, secret areas and mission targets by walking or breaking into a full-on run. This is a game which fleshes out the lifestyle and evolution of the lead character – YOU. As a wannabe skate star you can now do as the pros do, sizing up the best lines and accessing new areas without having to catapult yourself into them like a madman glued to a wheel-bearing plank.

Aside from the game's goals, this gives you the chance to simply explore your surroundings. You can poke your nose through that crack in the fence to see if your neighbour's pool would make a good ramp. Or you can jump and catch ledges to pull yourself onto a roof and judge the curvature of a fallen tree before you come back later and perform an outrageous grind. At the most basic level, this will enable you to navigate slender passageways without the infuriating bumping associated with most skating games. Look out for the Lara/Snake-style shimmy across wires and ledges too...

■ **MUSCLE BUILDING TECHNIQUE** Keep your right arm and wrist at top strength with a good, hard plank

■ **SQUALID SNEAK** Clamber around the levels to find ever-more dangerous ledges to launch from

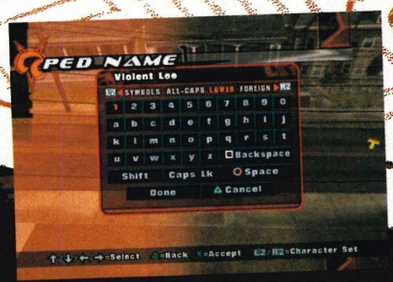
## GO CREATE... A PARK

In earlier *Tony Hawk's* games you could only apply gap names to your edited parks. Now the evolution of the homemade park is truly complete. As well as being able to place S-K-A-T-E (see above) and C-O-M-B-O letters anywhere you wish, you can allocate high-score targets, combo targets, specific trick goals and place collectable objects. Naturally, naming gaps and attributing a score to them is also feasible.

"We've been working on some improvements to allow bigger parks – you can practically build your very own city," explains Scott Pease, *THUG*'s developer, "You can also copy and paste large sections of your park." Pease then teases us by promising, "You can place animated people who give out goals, some of which can even involve other modes of transportation." You'll also be able to add level goals to the locales that form the crux of the story mode, making *THUG* an almost infinitely replayable experience.

Perhaps the most exciting aspect of the new customisability of *THUG*'s levels is that you can share them online. Downloading parks created by other gamers – and the Neversoft crew itself – will be easy enough as each one is only 30k in size, so you'll be able to squeeze a board-spinning 270 parks onto a single, standard 8Mb memory card. Despite that fact, the parks are far bigger than those you will have seen before, even in *THPS4*.

The onus on developing new content will not be on Neversoft, according to Pease, who asserts, "We'll be looking to the fans to provide that." He continues, "With *THPS4*, we already have a community of really skilled park builders who have constructed some kick-ass levels. With the new tools in *Tony Hawk's Underground*, they're going to be able to take it way further, even creating their own custom career modes that can span several levels and include up to 100 or more goals." It sounds, to coin a somewhat passé skater phrase, awesome.



■ **EM... PEOPLE** Don't forget to populate your customised levels with smartly dressed folk to dish out your homemade mission goals

■ **TALL ORDER** Being able to walk and climb opens up all kinds of new areas for the cunning skater

"Getting off the board allows you to explore levels from a different perspective and reach places you otherwise could not," explains Pease with some passion, before going into more detail on the impact of cutting free from your plank. "Getting off your board has opened up a whole new set of transitional moves – caveman grinds, running acid drops – ways to go from running back to skating. They're very stylish and worth a lot of points."

In a behind-the-scenes showing of *Tony Hawk's Underground* at E3, *OPS2* experienced first hand the fruits of Neversoft's labours in trying to ensure that the ability to walk and run became integrated into the point-pulling ethos of the game. As you hop off your board a little timer appears giving you a few seconds to re-position yourself without losing the trick multiplier that traditionally builds up by continuously daisy-chaining moves. Grind along a railing, for instance, and you can then skip across someone's lawn without breaking stride and then grind around their garden wall in one fluid, and never less than impressive, movement.

If the guys at Neversoft think this development will be unanimously welcomed, at this stage they're wrong. After all, isn't the intensity of the near-flawless combos one of the factors that makes *Tony Hawk's* games so gripping? A lot will depend on whether falling off can be recovered by moving into a trot, which would decrease that sense of knife-edge peril so crucial to the game's appeal.

The control method for getting off your board is yet to be finalised. At the moment, hitting R1 and L1 simultaneously does the trick. Hold down the jump button and you can then break into a run. Tap the jump button next to a vehicle and you can get

behind the wheel. Once you pull off a trick of any flavour, you then jump back onto your board and continue on your merry way.

This freedom to easily navigate the levels on foot, taps into the ethos of empowerment. The customisability of *THUG* will far outstrip anything we've seen in a *Tony* game before, and by the looks of it, any other PS2 game you care to mention. You'll be able to fiddle with your park (see Go Create... A Park), create your own goals, your own tricks (see Go Create... A Trick) and even your own boards. As your fame grows and you land bigger sponsorship deals, you'll not simply have to make do with the current board the company is pedalling in the shops. Instead, the company will invite you to mark up your own set of wheels to give it a totally unique look. Rather than using a *Jet Set Radio*-style paint shop programme, you'll be able to merge and colour match a huge database of images and designs which are provided in the game's editor.

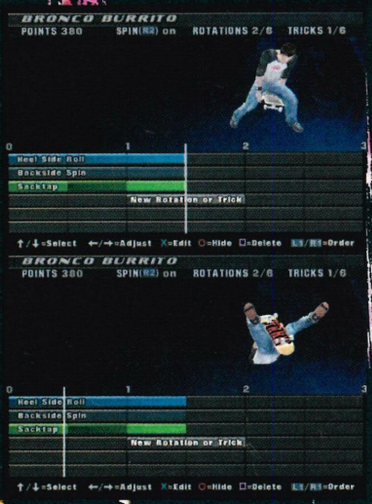
## GO CREATE... A TRICK

The create-a-trick option is designed to be simple to use, and seamless in its realisation within the game. You develop tricks by melding elements of existing manoeuvres with flipping and spinning motions using an interface very similar to the timeline deployed in music creation games such as Jester Interactive's *Music 3000*. The resultant move can be the most outlandish vert trick ever, and it's easily hot-keyed onto your joypad so you can pull it out for the big competitions.

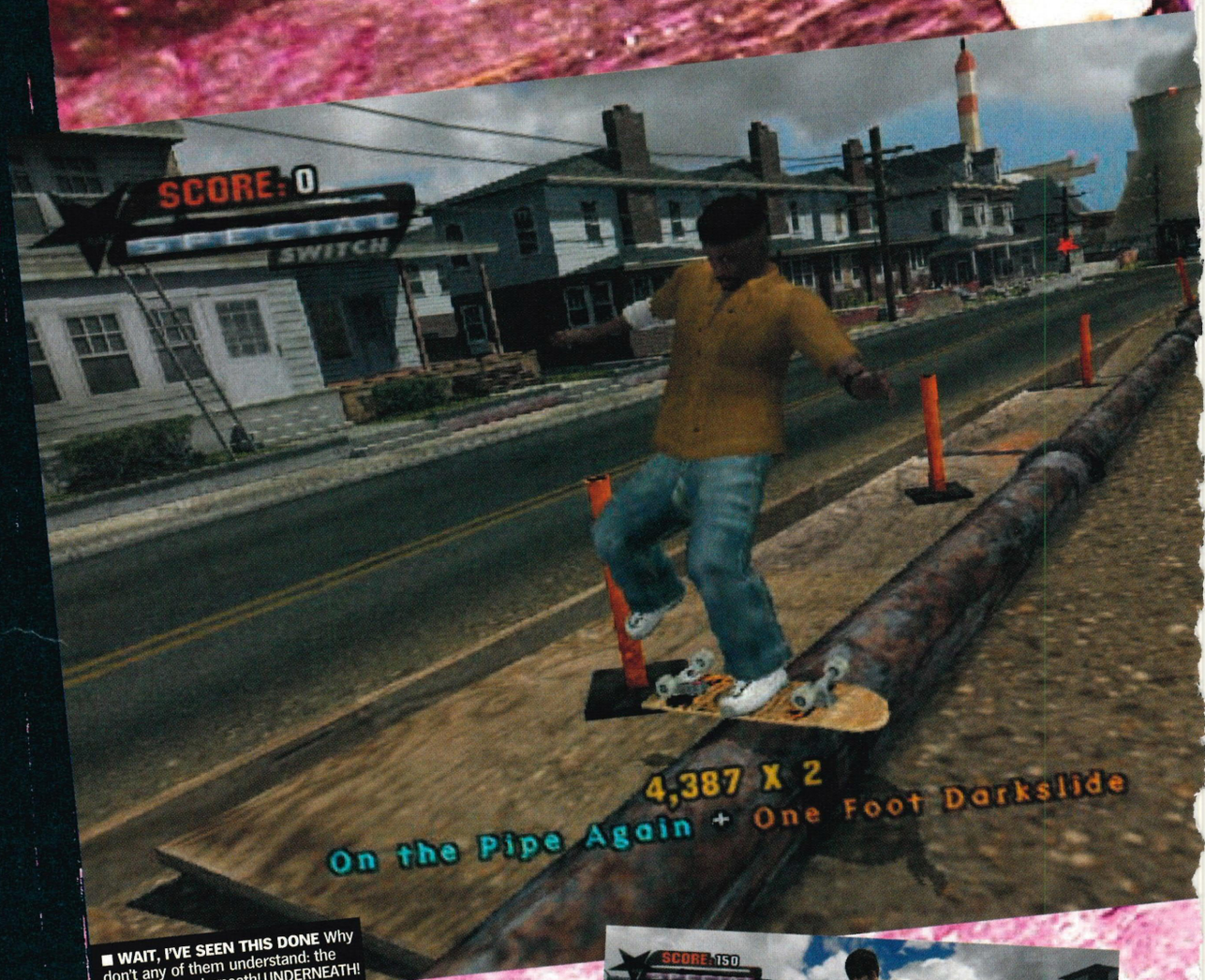
Once you've edited a move, you can add it to your skater's trick roster along with five other self-styled manoeuvres – enough to add a wholly personalised feel to any hardcore points run. The potential combinations may not be limitless but they certainly allow for most combos hardcore Hawkabees would hope to include, such as the previously absent kickflip indy and kickflip to melon. Even if you're not an aficionado of obscure skating moves, the liberty of the system will make for an immersive element of interaction. "You can create some pretty wild air tricks," laughs Scott Pease, the game's producer, citing mental tricks such as "the inverted 900 Christ air backflip".

Pease explains the parameters involved. "You can combine and blend up to six different animations and six different body rotations and you have complete control over the time-line of the trick." The limit is only designed to keep your efforts within the realms of the possible in terms of the game engine.

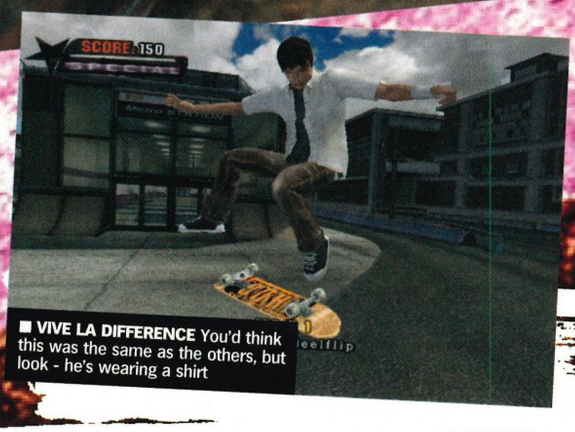
The developer is also including a string of poses and little animations that do not feature in existing moves so you can freestyle. You will even be able to edit the set-piece manoeuvres themselves to ensure that each animation flows smoothly into the next by snipping the front and back off certain moves. Best of all, the game will calculate a score to attribute to the move based on the difficulty of pulling it off, so there's no room for cheating online or even on your own. You'll even be able to upload your trick to Neversoft's website so other gamers can try out your moves and be amazed by your inventiveness and dazzling moves-manship.




■ **TRICK SHOTS** These screens reveal the music creation-style, trick editing options. Go create...




■ **WAIT, I'VE SEEN THIS DONE** Why don't any of them understand: the wheels go underneath! UNDERNEATH!

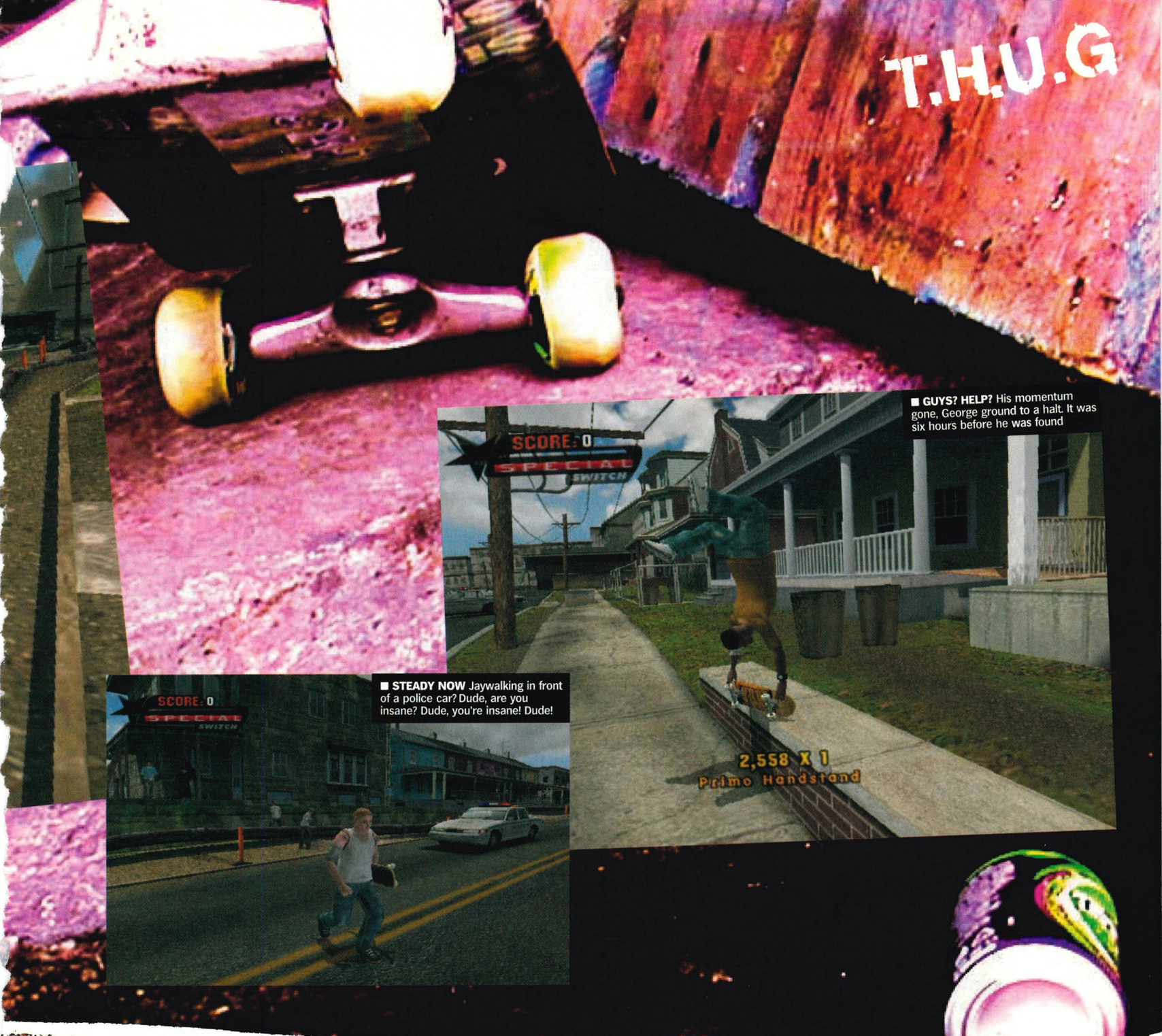



■ **VIVE LA DIFFERENCE** You'd think this was the same as the others, but look - he's wearing a shirt

The *Tony Hawk's* series has always pushed technology to its limits – even in its formative years back on PSone. Neversoft never develops a new *Tony* game without attempting to hurdle a few barriers. Having dipped its toe in the world-wide waters in *THPS4*, the guys are gunning for serious Internet play and massive online support. "We'll have eight players in a game at one time, with hundreds or thousands online at any given time," explains Pease.

Online play will be the cornerstone of unprecedented interactivity in *THUG*. "We're focusing on making the in-game content creation tools extremely robust so that wannabe game designers and hardcore fans can create their own parks, tricks and challenges, and play or trade them online or via memory cards," Pease enthuses. There'll also be the opportunity for players to rank their performance, which will not only show how good they are compared to other players in the world but will give them the chance to line up against opponents of a similar skill level. "We hope to track all-time best combos and scores, and also bests of the month or week," adds Pease.

Ironically, Neversoft's biggest challenge to date is seemingly far more mundane – pitching the game's




■ **GUYS? HELP?** His momentum gone, George ground to a halt. It was six hours before he was found

■ **STEADY NOW** Jaywalking in front of a police car? Dude, are you insane? Dude, you're insane! Dude!

difficulty level. How do you satisfy gamers who have been playing *Tony Hawk's* for years, and busting one-million-point combos for fun since forever, without alienating newcomers to the intuitively controlled skateboarding series? Simple – for the first time, *Tony Hawk's* features difficulty settings. There will be three in total for your experimentation.

The easy mode, 'beginner', is designed for the complete novice and will enable newcomers to hone their skills before they face the tougher challenges. Thousands of PS2s have been sold since the last in the series, and Neversoft want the potential audience of gamers to be as well-catered for as possible - including newbies. There is, naturally, a standard, 'normal', option which will mirror the catch-all intended difficulty level of previous *Hawk's* titles.

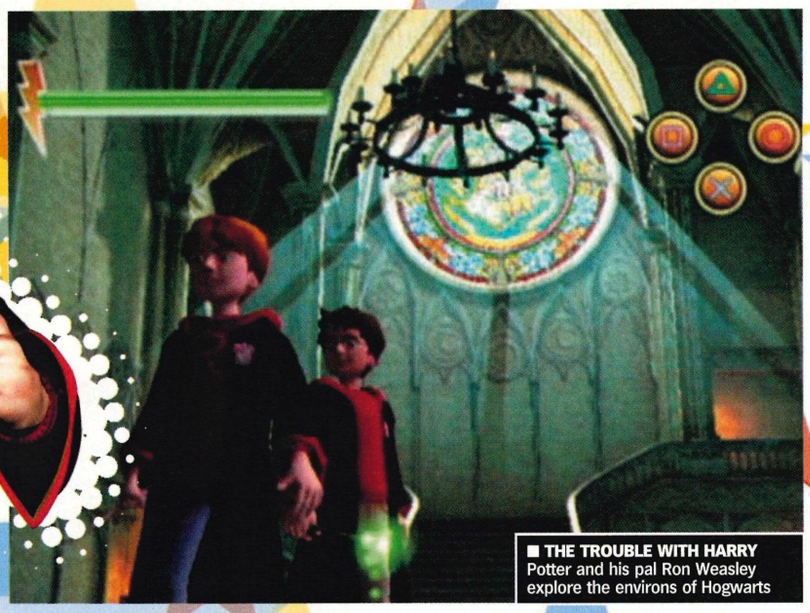
Then there's the hard, 'sick', mode which should have veterans slobbering in anticipation as it is specifically intended to provide fiendish challenges for gamers who aren't inspired by revisiting early levels of the game to bust another record-points haul. That's one for us, we humbly believe.

These myriad changes all serve to echo producer Scott Pease's bold claims and assertions that *THUG* will "re-invent" the videogame.

It's big talk, and *Tony Hawk's Underground*'s impact on the world of videogaming is, clearly, yet to be fully demonstrated. Already, however, there's little doubt that this latest game is a significant reinvention of the *Hawk's* saga that will thrill fans of the series and newcomers alike.

The time to get excited begins now...

**Special Thanks to Route One Bath (01225 446710) www.routeone.co.uk**



■ **THE TROUBLE WITH HARRY** Potter and his pal Ron Weasley explore the environs of Hogwarts

■ **MAGIC ADVENTURE** This will prove ideal for Potter fans and particularly younger gamers

# HARRY POTTER AND THE PHILOSOPHER'S STONE

## Gah! The blessed Muggles shouldn't be allowed to play this...

■ **Publisher:** Electronic Arts
■ **Developer:** Warthog Games ■ **Out:** November

**Scholars of Potter will be somewhat bemused about this untimely affair. *Harry Potter and the Philosopher's Stone* is the first book in the series and it was swiftly followed by *Harry Potter and the Chamber of Secrets*, the digital translation of which has already appeared on PS2. And yet here's *The Philosopher's Stone* appearing a year on. Arse-about-face, say we.**

The developer Warthog has been tasked with upgrading the PSone version of *The Philosopher's Stone*, for it's the same version in both name and game. (The original game was developed by Argonaut, fact fans.) Naturally, the visuals have been spruced and powdered off to a shine but the song remains the same.

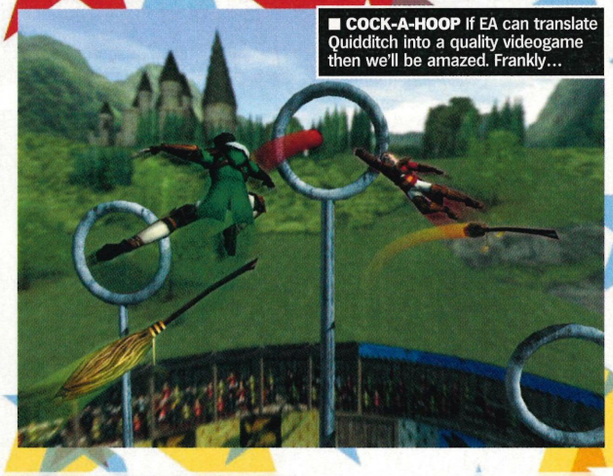
Rocket scientists have discovered that you take on the role of Harry Potter in the adventure that introduces us to the locales of Hogwarts School, wizard shoperama Diagon Alley and the vaults at Gringott's bank. It's essentially an adventure in which, among many other things, you potter around the school, attend Potions lessons, learn to fly the broomstick, and join Madame Hooch's Gryffindor Quidditch team as Seeker of the pesky Golden Snitch. All the game's major characters are introduced including Ron Weasley, Hermione, Professor Dumbledore, the beastly Draco Malfoy and the loathsome Snape. Grr. Oh, and don't forget hairy giant Hagrid.

Following the basic plot of JK Rowling's pen and inkage, half-term sees you venture forth to shopping paradise Diagon Alley with Hagrid in search of the ingredients for a remedy to cure his sick dragon Norbert. You also get to visit the aforementioned goblin bank and take a white-knuckle ride on a mine-cart, one of the few perspiration-introducing moments of the game.

*The Philosopher's Stone* is basically an interactive storybook for fans of the wizard fantasy tomes. And young fans and/or novice gamers to boot, because, if the original is anything to go by (and it is), there will be little to tax experienced adventure gamers. Which isn't to say that this world of Potter won't be thoroughly engrossing, simply that some you might rattle your way through it at a rate of knots. ■

■ **WHERE'S THE SNITCH?** Potter plays the position of Seeker for the Gryffindor Quidditch team

■ **OH KRUMS!** Bulgaria's Victor Krum is one of the stars in the Quidditch World Cup at Hogwarts



■ **COCK-A-HOOP** If EA can translate Quidditch into a quality videogame then we'll be amazed. Frankly...

# HARRY POTTER: QUIDDITCH WORLD CUP

## The Beater's got the Quaffle and the Bludger. No, it's not Australian slang for...

■ **Publisher:** Electronic Arts
■ **Developer:** Electronic Arts ■ **Out:** November

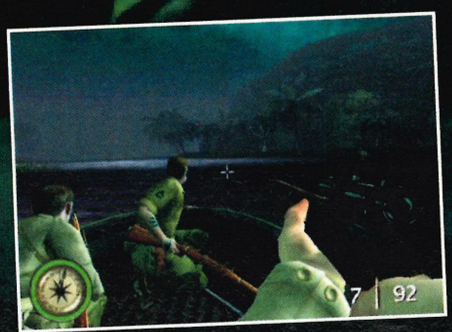
**Those unfamiliar with Harry Potter and, more specifically, the game of Quidditch may wish to have a bit of a lie down and perhaps even partake of a stimulative drink before continuing. Comfortable now?**

Deep breath... Quidditch is a game that comprises of two teams, both featuring seven players who fly atop broomsticks. Each team defends a goal, much like football. Or hockey. Four balls are in play simultaneously; there is one Quaffle, two Bludgers, and the more elusive and rewarding Golden Snitch. There it goes...

Your magnificent seven consists of three Chasers, two Beaters, a Keeper and a Seeker. The Chasers try and score with the Quaffle, the Beaters attempt to control the fiendish Bludgers and the Seeker (Potter's a Seeker) chases the elusive, birdlike Golden Snitch. Capturing the Snitch garners you a welter of points and negates the need to rattle in loads of goals to win a match. Oh, and the Keeper's in goal. Obviously. Imagine if polo was played in the air on broomsticks with more balls and a sparrow. Anyway...

You can join up with one of the four Hogwarts houses; Gryffindor (Potter's chaps), Hufflepuff, Ravenclaw and Draco Malfoy's filthy mob, Slytherin. And as the title indicates, you get to enter the World Cup, picking teams from Bulgaria (featuring Victor Krum), Japan (doesn't Potter fancy one of their players?), USA, Germany, France, Australia and the clogging Nordics.

Of course, the big question is, can Electronic Arts translate this ludicrous imagining into game format? Early viewings suggest a handsome if complex affair, with swirling cameras and vertigo all round. Potter fans will undoubtedly be looking forward to its two player, head-to-head match but we'll have to wait until November to see if this new broom can sweep all before it. The uninitiated who wish to understand more about this curious game should be directed towards Rowling's fourth book, *Harry Potter and the Goblet of Fire*, in which the Quidditch World Cup takes place. Phew. Another drink? You deserve one... ■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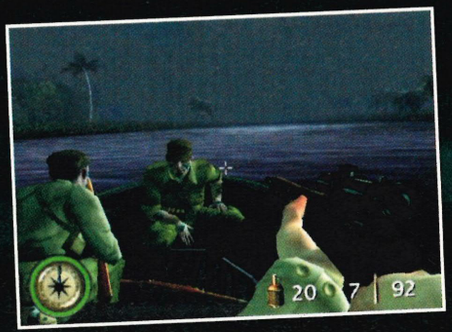
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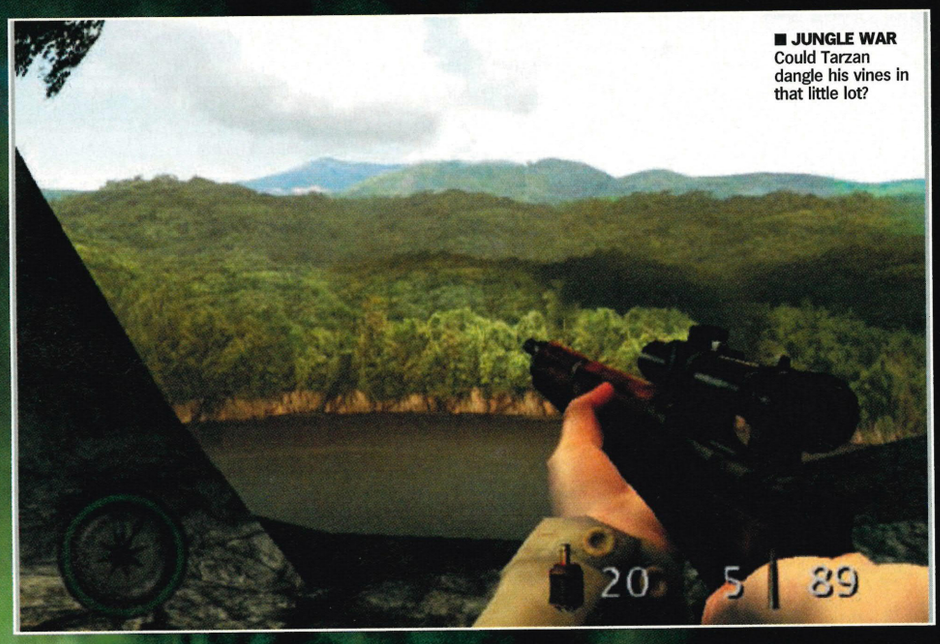



■ **JUNGLE WAR**
Could Tarzan dangle his vines in that little lot?

■ **RAIL GUN**
Leaves on the line prove a major problem

■ **Publisher:** Electronic Arts ■ **Developer:** Electronic Arts ■ **Out:** November

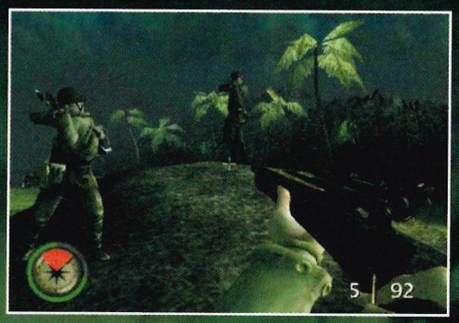
# MEDAL OF HONOR: RISING SUN

**Having clambered up the beach at the D-day landings for the start of the Allied invasion of Europe, this time around we're being asked to ride elephants through the blinking jungle. Give us a break, eh?**

Bumpy – it's the new flat. Hideo Kojima's *Metal Gear Solid 3* has scored much fanfare by taking warfare out of the corridor and into the jungle, but it's not the first game to do it. *Medal of Honor: Rising Sun* is set to explore organic environments and natural cover far sooner, and it's looking pretty special.

Steeply contoured hills, entrenched positions and dense foliage all bring their own challenges, and these immediately distinguish *Rising Sun* from most other first-person shooters – how many times have we shot our way from one room to the next? A fresh, all-powerful rendering engine also means the view once you crest these hills is impressively expansive, while the game as a whole still manages to run more smoothly than before. This was one of the few areas the previous instalment, subtitled *Frontline*, really fell down, so it's heartening to see an improvement. It's commendable too, bearing in mind that each of the ten levels are one-and-a-half to two times larger than before. And *Frontline*'s were hardly small in the first place anyway.

While we're throwing a few statistics around, it's worth noting the developer claims to have increased the number of 'stand out' moments by a factor of ten. And

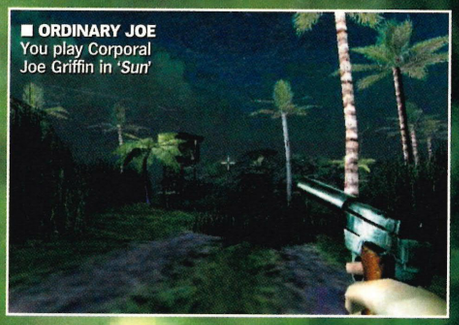



when they say 'stand out', it's not the usual empty PR waffle – *Frontline*'s D-Day landing has passed into gaming lore as a classic.

Yet if anything it looks set to be surpassed within *Rising Sun*'s first ten minutes as the Japanese blitz Pearl Harbour with you, playing as Corporal Joe Griffin, at ground zero. A-snooze in your bunk when it all kicks off (let's hope you weren't supposed to be the look-out), your first objective is simply to survive through the burning, collapsing levels of the ship and make it to the deck alive. And that's where your troubles really start…

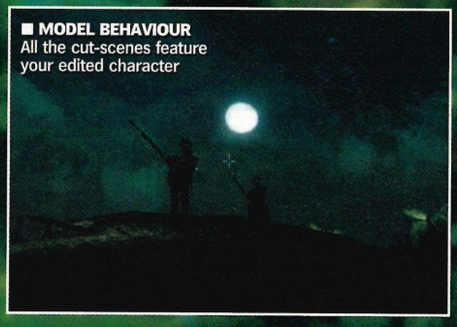
Bearing in mind the tenfold increase in noteworthy events, large and small, can we expect further icons of mayhem? Certainly the news that Griffin later encounters an elephant equipped with a heavy machine gun – an elephant he can ride straight into a fortified enemy position - bodes well. And while the emphasis is frequently on historical accuracy (weapons are entirely correct, for instance, and enemy behaviour mirrors that of real Eastern warriors), it never gets in the way of a good sequence – the famous bridge on the river Kwai is far bigger here in real life, simply because it plays better. Better than the superb *Medal Of Honor: Frontline*? That remains to be seen, but considering the development of the series as a whole, wholly likely. ■

■ **IVORY HOST** You get to clamber aboard the elephant and charge into enemy camps firing at will. Poor will…



■ **ORDINARY JOE** You play Corporal Joe Griffin in *'Sun'*

■ **FRIEND OR FOE?** You can usually tell by what sort of hat they're wearing. Shoot!



■ **MODEL BEHAVIOUR** All the cut-scenes feature your edited character

## LOAD UP ON GUNS, BRING YOUR FRIENDS

***Multiplayer modes are a major new addition for* Rising Sun.**

The previous *Medal Of Honor* was a single-player-only experience. That's changed. The entire game can be played through a two-player co-operative mode, should you need a little backup. Impressive. Online things get broader, with deathmatch and capture the flag arenas – based on, but not the same as the main levels – supporting eight players. These two modes are playable in teams as well as solo, and the USB headset, tactically invaluable when playing in groups, is fully supported. The only fly in the ointment is that the online options, while confirmed for North America, are only 'almost certain' for the UK. It depends on how many of you actually have network capability in time, it seems… so get buying those adaptors!

■ **WADE IN SHORTY** If you miss the bridge over the Kwai, paddle

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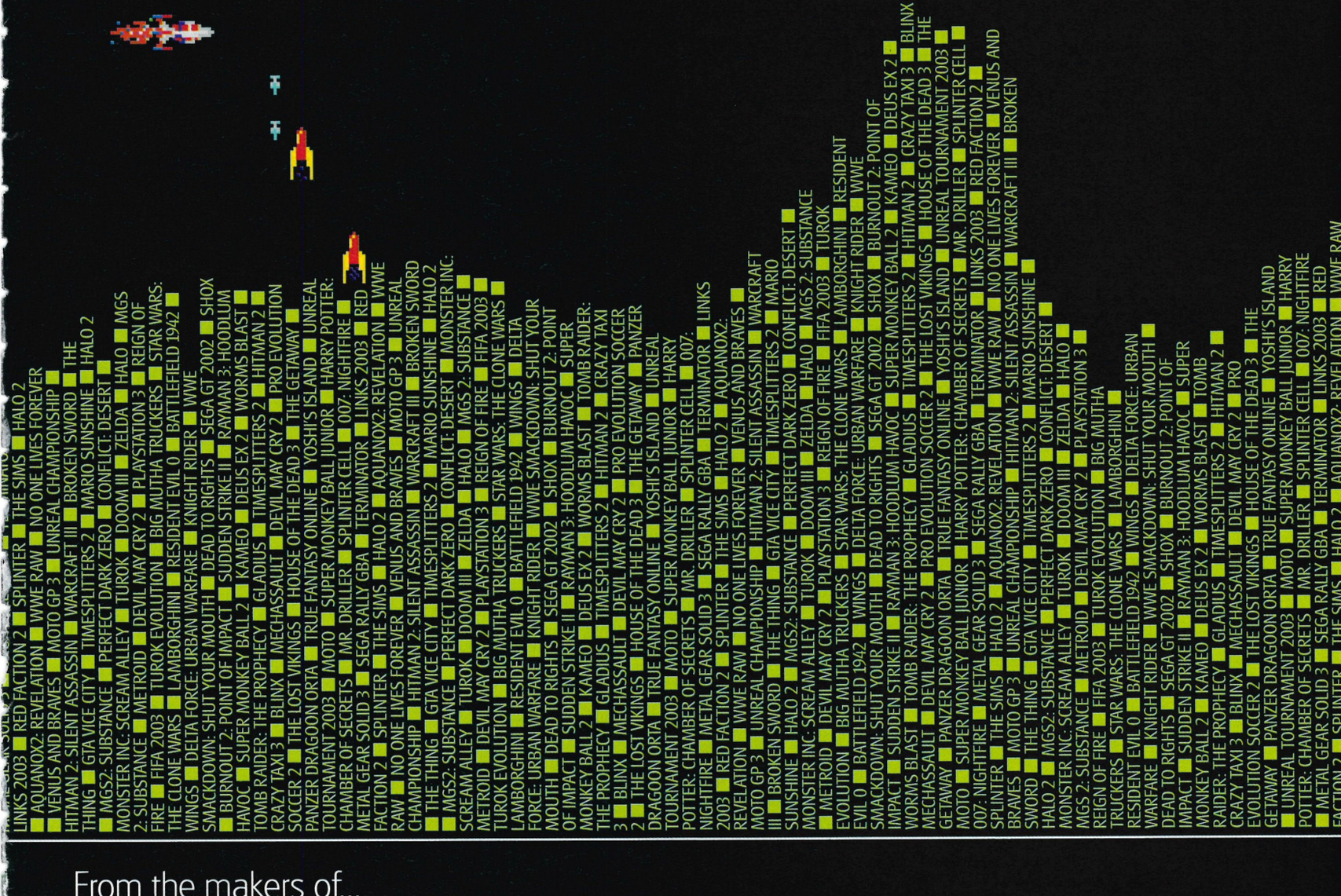
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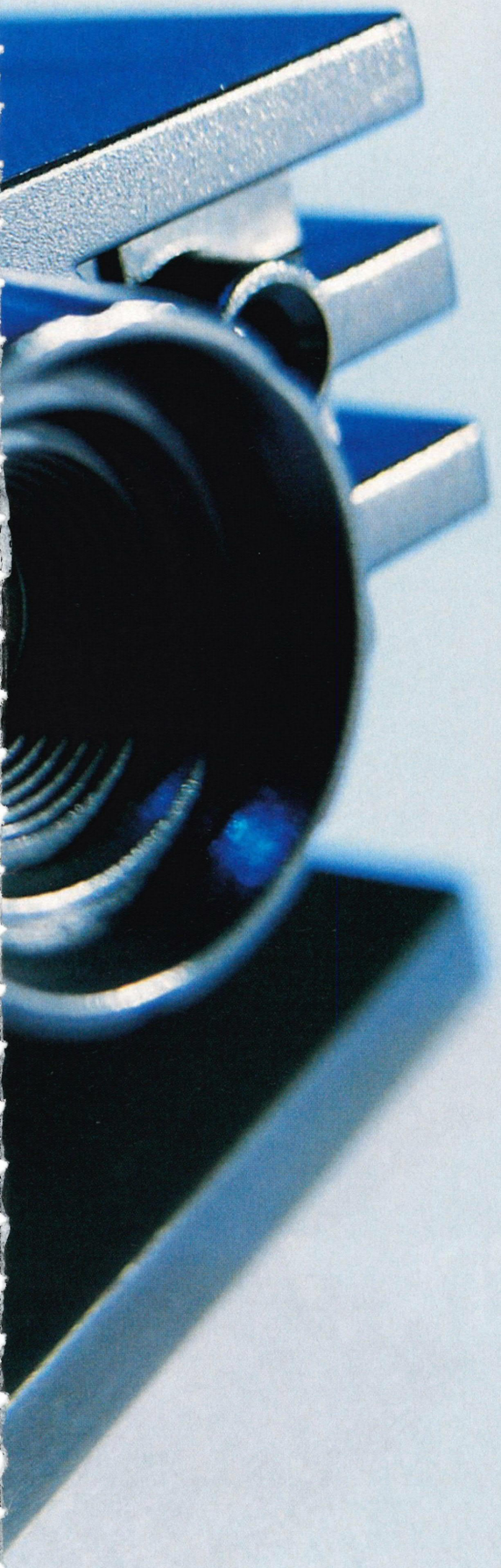


# THE FILM OF THE GAME

*The headset means your PS2 can hear you - and now it can see you as well. But just what does EyeToy's spycam mean to us?*

It's not often an entirely new technology appears for an existing console. But EyeToy is just that - and as an extension of PlayStation 2 it's going to make a fundamental difference to the way we play games. Think that's a bit strong? Think again. Cynics may try to shove this little gadget into the same dusty corner as all the steering wheels and lightguns of this world, but to do so is to wilfully ignore its true nature. The EyeToy is significant in the way the hard drive and network adaptor plug-ins are. It doesn't just perform the same old functions in a new way. It adds entirely new capabilities of its own.

**So what exactly is it?** It's a camera with a built-in microphone and zoom function, and it plugs straight into a PS2 via one of its two USB ports. It's a simple idea, but the breadth of possibility it brings to PlayStation 2 is hugely exciting. Currently Sony's own European studio is the centre of software development for the EyeToy, and as soon as they were shown the basic technology - developed by the American arm - those on the development side knew the potential was huge. Tellingly, the marketing department were rather less visionary about it, perhaps because they hadn't had the idea sold to them by another marketing department.

**Ron Festejo, producer on *EyeToy: Play*, the game bundled with the camera recalls the early reaction:** "Initially, we were told to target the specific age range that makes up the typical PlayStation 2 demographic, the 18-25s." In other words, EyeToy was to be aimed at enthusiasts only, to the exclusion of more casual players. Yet actual user reaction appeared to tell a different story. "While we were prototyping the mini-games, we found they were appealing to pretty much anyone who had a go. There's a lot of women loitering around in the offices here, a lot of people that work in fields like PR and marketing. And literally, when they came over we couldn't get them off the game." Like it or not, the vast majority of the 18-25 'hardcore' are male, so already this was something different. And not even a marketing department could ignore the evidence of their own eyes. Well, they could, but let's pretend for a while. A short time later, the studio's first public trials confirmed their early impressions. Festejo goes on: "At the PlayStation Experience show, we demonstrated it to consumers for the first time. Families were coming in, and we had kids as young as three and people as old as 90 playing it. That's when we knew we had something special here."

**So what's the big deal?** It's simple. The camera detects your movement, allowing you to play games without going through any interface or controller at all - you simply move your body. The 12 mini-games on the *EyeToy: Play* disc are just a taste of what's possible, but even so they're successful in their own right: successful enough, indeed, to entertain the housemates on Big Brother. Could there possibly be any more convincing demonstration that EyeToy

appeals to almost anyone? Considering this year's winner hasn't even tried sex with anyone else, it's quite possibly the most exciting thing he's ever done.

**Mike Haight, art director on the project, remembers a different concern from the early days - would it sell to anybody at all?** "It's funny, at first there was a worry that it wouldn't appeal to hardcore gamers. But what's interesting is that it appears to be something hardcore gamers are willing to evangelise about - they're actually proud of the fact that this is a technology that can appeal to their mum, dad or their younger sister." So there you go, it's already got those in the know excited and those outside gaming entertained. What more do you want? How about evidence - if you read between the lines of Haight's last statement - that the infamously 'if you don't like games it's 'cos you're stupid' hardcore just want to be loved, accepted and understood after all? Ahhh. Sweet. No, bless them, it's nice. And once again, as Haight attests, the appeal is so broad because it's so simple: "It's strange, webcams have been around for a long time. But I think we've finally managed to present it in a way that everyone can get their head around. It's literally plug-and-play."

**But there's plenty to look forward to beyond a few - undeniably addictive - party games.** First up is video messaging, the widespread emergence of which will indicate our official arrival in Tomorrow's World, that fantastic technological future of personal jet packs, holographic newscasters and CDs that don't skip. *EyeToy: Play* supports messages of up to 45 seconds - including sound - which can then be saved to the memory card. For some this capability alone is worth the £39.99 entrance fee; the price, you'll note, of an ordinary game. And if, just for a minute, you assume that game is *Jonny Moseley Mad Trix*, it's a bargain so grandiose it borders on artistic vision.

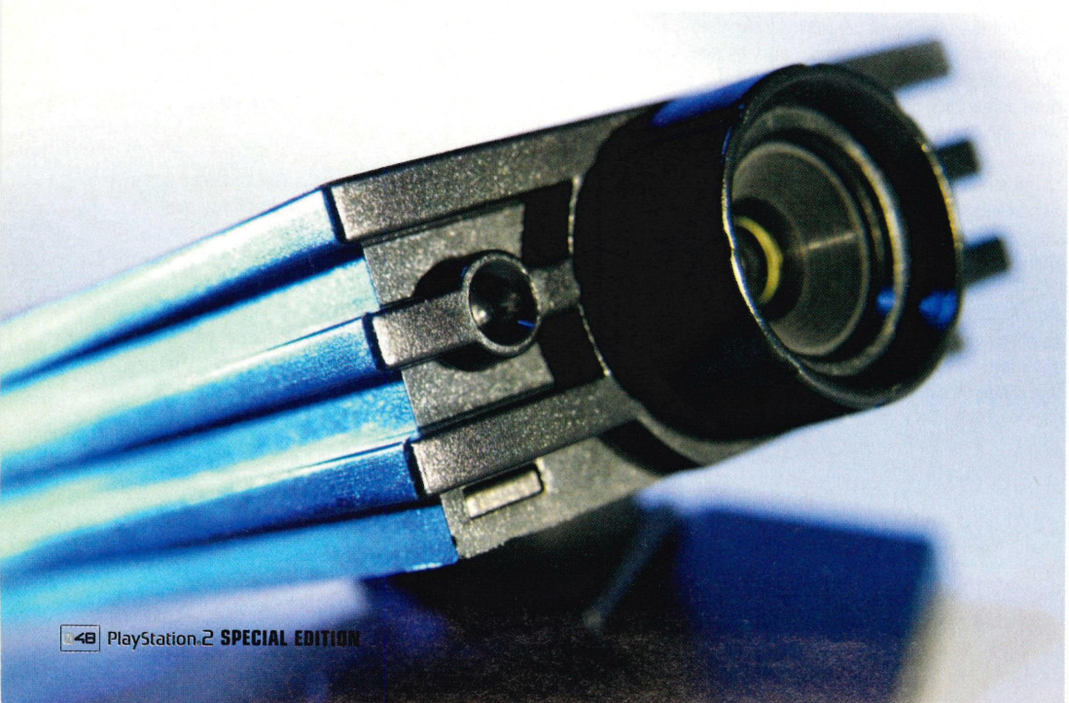
**So how's this going to change your life?** Here's a suggestion. First, record a message for your absent flatmate detailing which pub you're now in and how drunk you're going be when he finally turns up. Leave a detailed note for him explaining how to switch the EyeToy on and watch it. Phone his mobile several hours later to see why he hasn't done any of it. Call him a luddite. Invite him to the pub using your mouth and phone… look, this particular example isn't going too well, so let's move on.

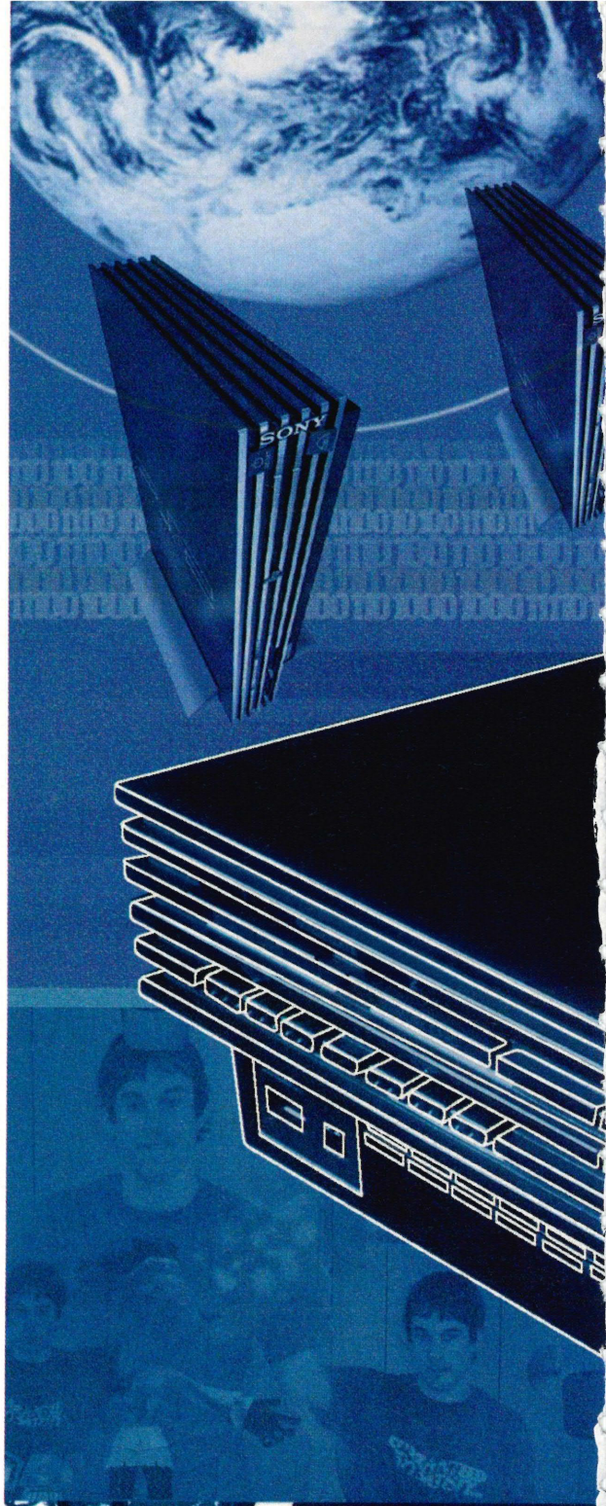
**Admittedly, without any sensible way of getting recordings from the memory card to anywhere else the function is limited.** It's just a more complicated way of leaving a note. A mobile phone is better. But Sony is already working at online functionality, and combining sound and image messaging with internet transmission really is something worthwhile: it fulfils that vital criteria of bringing something entirely new to the console. And probably to you, too - 3G mobile phones might do video messaging too, but not at this price.

**Naturally we could think of thousands of legitimate uses for this, if only we had the time.** All we can see is one enormous word made from lightbulbs, flashing and fizzing as the rain hits it in the dark: 'porn'. And no, it's not just us. Mike Haight responds; "It's definitely crossed my mind and maybe it lends itself to that… but obviously Sony can't really be seen to sell EyeToy on those potential features." Oh God, really? Then who can we turn to? "We'll just have to leave that to the third party developers." Oh, thank heavens. "People will use it for whatever they want to use it for," admits Festejo, before adding, "at the end of the day." Well, quite.

**All this and we haven't even got into the gaming possibilities yet.** Consider this technology the way Haight does - "it's as much an extension of the TV as it is an extension of the PlayStation" - and you soon realise games don't need to be 'EyeToy games' to make use of it. The camera (and microphone) could augment all manner of existing games, from providing images of your face for save icons to controlling actions and events. How about tapping in keypad numbers rather than selecting them with the pad? Or being able to pistol whip an enemy by performing the action? Ever found yourself physically making the movement you want on screen, lifting the pad, say, if a jump's coming up short?.

**You can expect far more development of its potential from Sony, as Haight explains:** "We have to lead by example, really. We have to be able to evangelise about the product. If first-party can't take this technology somewhere, we certainly can't expect other parties to pick it up." The will is there, and so is the ability. If they get this right we could be seeing EyeToy-enhanced features in all kinds of games, and that's definitely something worth looking forward to. ■





PlayStation 2
RESET
MIC IN
TAITO

# TO CUT A LONG STORY SHORT

*Here's what Official PlayStation 2 Magazine thought of* EyeToy: Play *when they reviewed it. Only with a few of the words taken out.*

You know how most games require you to enter a name at the start so it can say, 'Well done johnsmith, you've got a high score'? In *EyeToy Play* it's done with a series of pictures of your mush taken by the camera – happy, sad and stupid. It's cute. It also means you embrace the game from the very beginning. Where on earth can this possibly go wrong?

**On the whole, it doesn't.** EyeToy is just too likable for us to criticise the basic nature of the mini-games. It would be like saying nap was too simple, and therefore rubbish.

**Anybody can understand what's going on and what to do to win.** Dirty window? Wash it then. Ninjas hitting you? Hit them back. Plates spinning on poles? Keep them spinning. It's a set of 21st century parlour games - and EyeToy's for everyone, so 'everyone' (girlfriend, mate who doesn't play games, mum) should really have an opinion.

## THE UNLIKELY REVIEWERS

### Girlfriend

Girl gets very, very excited about *Wishi Washi*. *Beat Freak* is less well received as, "It's not working properly. Look! I'm hitting the speakers and it says I'm not." Quickly abort and try *Boogie Down*. Interest is upheld as girl thinks this game is "funky". Flailing arms (and legs, for some unknown reason) threaten to break the house so we load *Rocket Rumble*. Bad move. This game is "hard and boring". Soon it's time to, "Put the EyeToy away and put the TV back on again. Now!"

Opinion: 8/10 "It was good, except for the games that were broken." (They weren't broken, obviously.)

### Mate (who doesn't play videogames)

It has taken promise of beer and the chance to witness amazing techno-eye-thing to get him here. Any chance of demoing the musical games ("Aren't they for the kids?") is abandoned in favour of hitting things. That's *Kung Foo* and *Boxing Chump*. Booze sets in, spatial awareness is compromised and we're in danger of breaking glass and fist so we test out *UFO Juggling*. This is, "rubbish". Rubbish enough for mate to play it for the 20 minutes we're down the shop buying crisps.

Opinion: 7/10 "I might buy a PS2 for this. Actually, can I just borrow yours?"

### Mum

Mum does what mums do best and oohs and aahs about how wonderful the Nintendo DreamStation is and how she's written it in her diary that you were coming round. Once we've removed the clutter from on top of the TV and turned mum the right way round she decides to adjust her hair and make-up. Despite understanding the concept of most of the games it's clear she would never play it unless prompted by another family member.

Opinion: 9/10 (As always she's being overly generous.) "It was lovely. Absolutely lovely."

**See? EyeToy is best played with other human beings. Here's why: the person playing has fun because they can show off/set a challenge to beat; the people watching have fun because they can laugh at someone else's inadequacy or offer suitable competition. It's better than a dancemat game because it's easier, more egalitarian... buy *EyeToy: Play*. You and everyone else you know won't be disappointed.** ■ **George Walter**

# SHOW AND TELL

***There's only one game for it so far - what does it offer while you await the revolution?***

**1. SLAP STREAM**
Bad rat things, good angels. Hit the rat things avoid hitting the angels.

**2. WISHI WASHI**
The windows are dirty.
Go wash them. Against the clock.

**3. KUNG FOO**
Karate chop little ninjas.

**4. PLATE SPINNER**
Keep those plates spinning. Stop the monkeys knocking them off.

**5. BOOGIE DOWN**
Simon says. With semaphore. To a disco beat. Yay!

**6. GHOST CATCHER**
Stop the naughty ghosts escaping the graveyard by tickling them.

**7. BEAT FREAK**
It's like beat mania, but you use your hands instead.

**8. MIRROR TIME**
Green monster good. Red monster bad. Don't hit the red ones. Made harder when the screen moves around.

**9. ROCKET RUMBLE**
Launch rockets, then explode them.

**10. UFO JUGGLER**
Launch UFOs by giving them a good massage.

**11. BOXING CHUMP**
Punch a bruiser in the head. Continuously.

**12. KEEP UPS**
Here's a football. Keep it off the ground. Simpolo.

# Online

*The coming months promise an explosion of online games. Time for your broadband practice...*

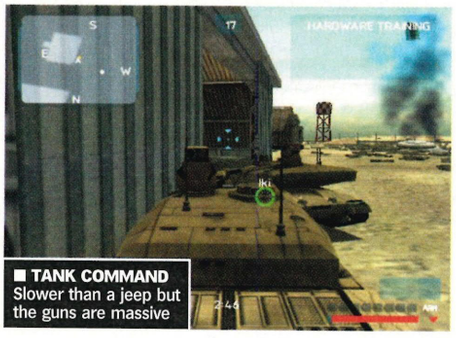
## HARDWARE: ONLINE ARENA

**■ Publisher:** Sony **■ Developer:** Sony Studio London **■ Out:** October

Talk about purity: *Hardware* exists so that you may fight. Online. In arenas. It's all designed for maximum usability, so nothing gets in the way of seriously heavy duty blasting. Choose a vehicle from four jeeps and four tanks, select one of the massive arenas (which hold up to 16 players at a time) and prepare to unleash hell. Jeeps versus tanks may sound unfair, but the stronger tanks are slower and rather unwieldy in comparison... if anything, the jeeps actually have the edge. Control is ultra-simple, leaving you to concentrate on blasting the hell out of everyone with the many weapons pick-ups. There's not even any missile selection hassles, as you only ever carry the last thing you picked up. Attacks include rail guns, homing missiles, salvos and electro-magnetic pulses, which should bring a stream of curses flowing from your headset - yes, the call centre-esque coms device works with this too, which greatly aids team deathmatch situations. And swearing. If you've never played online before, there's little better to ease you into it than this - it doesn't subject you to the complex tutorials of, say, *Tribes: Aerial Assault* or the lengthy downtime while dead in *SOCOM: US Navy SEALs*. It just sends you in to kick some arse. Even if you're an online veteran there's instant fun to be had.

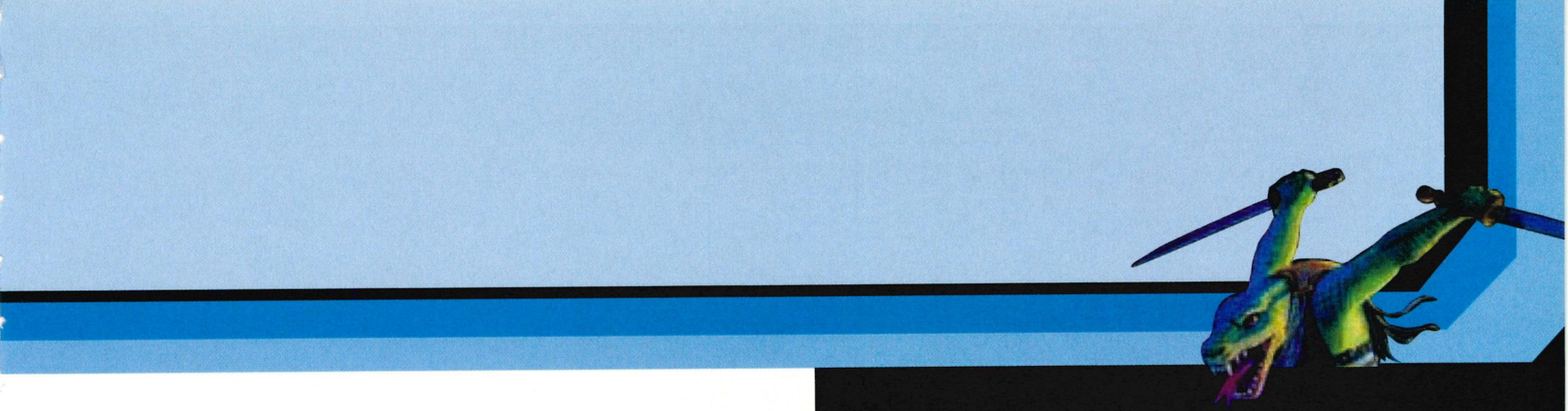
**■ WAIT FOR IT**
Cruelly blast cars at the zebra crossing

**■ TRAINED TO KILL**
Get up to speed then get online and blast




**■ TANK COMMAND**
Slower than a jeep but the guns are massive

**■ "GUGGER OFF"**
Slate your rivals silly over the headset



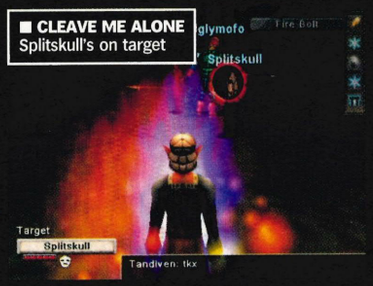
# EVERQUEST: ONLINE ADVENTURES

■ **Publisher:** Sony ■ **Developer:** Sony Online Entertainment

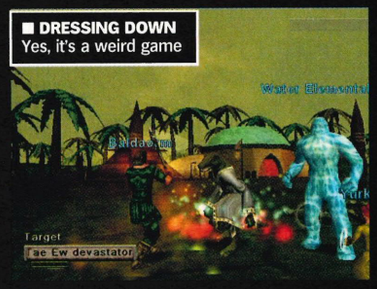
Okay, hands up, it looks rubbish. There, we said it. But the looks aren't really the point, so don't dismiss it - *EverQuest* provides players with a gigantic online world, known as Tanuria. There really is a vast amount of this persistent world - meaning it exists online even when you're not connected to it - to explore. And while there's plenty of treasure to be found and monsters to be cleaved in twain (killed), there's more to it than just running around with a sword pressing slash. The complex character improvement system means that you're weak at first, making teaming up with others an extremely good idea. And this is where it gets interesting. Players form guilds, communities that share quests, items and emails. In battle the various characters have different strengths, and can work as a team, for instance healing each other or providing cover to the frontline with long range attacks. It's almost the exact opposite of *Hardware: Online Arena* - there's nothing instant about it, but get into *EverQuest* and it'll suck up hours and hours of your life.

■ **QUARRY LOCATED**
If all else fails, stick a couple up the JCB

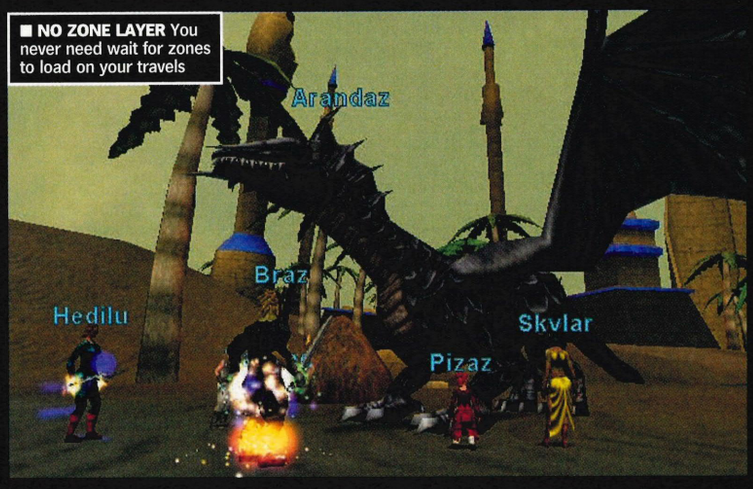
■ **BUGS BULLETS**
The buggy is quicker than everything else




■ **CLEAVE ME ALONE**
Splitskull's on target

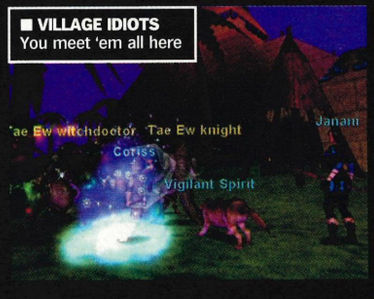



■ **DRESSING DOWN**
Yes, it's a weird game




■ **NO ZONE LAYER** You never need wait for zones to load on your travels

■ **THE BEAR BONES**
What an eclectic mix



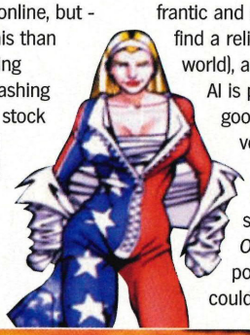

■ **VILLAGE IDIOTS**
You meet 'em all here

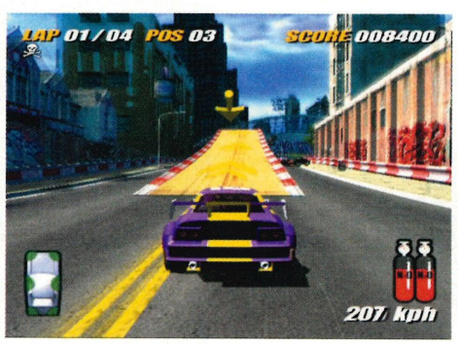
# Online

## DESTRUCTION DERBY ARENAS

■ **Publisher:** Sony ■ **Developer:** Studio 33 ■ **Out:** October

Racing enthusiasts are well catered for online, but - as the title suggests - there's more to this than hunting for apexes and fine-tuning braking points. In fact, it's easily more about smashing the hell out of the 20 pleasingly chunky stock cars than it is racing, although you'll still need to do your fair share of chequered flag taking. Nitrous and repair power-ups add a small tactical level to proceedings, though the chaos of up to 15 other drivers in there with you probably negates it somewhat. It's frantic and all the more joyful for it (which some may find a relief after all the *Gran Turismo*-alikes of this world), and actually has a decent offline mode. The AI is particularly aggressive, which should be good practice, and it's here you unlock further vehicles, taunts and drivers. There's even a four-player split screen option. So if networked *Gran Turismo 4* is just too straight to appeal and *Twisted Metal: Black Online*'s weapons seem to be missing the point of driving, *Destruction Derby Arena* could be the one to keep your eye on.





■ **SOCOM AND SEE**
Forget the snow boys, you're off into town

■ **FIRE WARRIOR**
Warhammer's 40,000 universe comes online

**SOCOM II: US Navy SEALs**
The follow up to the popular team stealther goes to town - literally - for a frequently urban sequel. Now with added SAS and Spetznaz!
**Release:** Early next year

**Fire Warrior**
The popular table top game goes first-person shooter via *Halo*, *Half-Life* and *Quake II*. Can't be bad - see page 92.
**Release:** September

**FIFA Football 2004**
Despite earlier reticence, Electronic Arts is embracing the online world, and *FIFA* is bound to be one of its most popular options. See page 87.
**Release:** Autumn

**SSX 3: Out Of Bounds**
A sequel to the popular snowboard racing game. Read more on page 101.
**Release:** October

**Gran Turismo 4**
The driving daddy returns with six-car grids online - the most realistic driving now has real opponents! Has to be classic. Check the feature on page 56.
**Release:** November

**WRC 3**
All the licensed World Rally cars (bar McRae's) and superb graphics - can it finally beat the mighty *Colin McRae Rally* series from Codemasters with this secretive online version?
**Release:** Early next year

**Tony Hawk's Underground (THUG)**
The Hawkster's much re-worked skateboarding classic joins its predecessor in offering online skate-offs. Expect the odd car race too. See page 28 for more.
**Release:** November

**The Lord Of The Rings: The Return Of The King**
Still beautiful but now much richer, this sequel adds an online co-operative story mode to its considerable armoury. Probably. Check out our feature starting page on 60 for the complete lowdown.
**Release:** November

■ **FIFA 2004** Sledge your opponent via the headset. Remarkable!

■ SSX 3 gets its airtime

■ Skate online with Tony

■ Lord of the Ring-'ems

■ **GT OPENWORLD**
Take on five others in *Gran Turismo* online

# WHO DOES THE BEST BROADBAND?

*Getting online is becoming easier by the day. And a bit of competition should mean it gets cheaper too…*

After early problems and much criticism, BT has introduced a new package that supports PS2 and its network adaptor. The system works with a combined router/modem which enables a PC and PS2 to share a broadband connection. You'll still need to configure the router through a PC, although BT has promised to preconfigure them for PS2 so it's ready for use out of the box. Now if they could just drop the requirement for a PC altogether…

## Doing the Net work

***How do the different packages measure up?***

| Provider | BT OPENWORLD | TELEWEST BROADBAND | NTL:HOME |
|---|---|---|---|
| Package | Home 500 Plug & Go | Blueyonder Broadband | 600k Broadband Internet |
| Connection Fee | Free | £50 | Free |
| Monthly payments | £29.99 | £25 a month if combined with a Telewest phone service, £29.99 a month if ordered alone | £24.99 |
| Extra costs | £80 for modem | n/a | n/a |
| Info | www.btopenworld.com | www.telewest.com | www.ntlhome.com |

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PLAYSTATION 2

A = 0 1
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
Aliens vs Predator: Ext.*
All Star Baseball 2002
Alone in the Dark 4
Angel of Darkness
Ape Escape 2
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
Army Men RTS
Army Men: Air Attack 2
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury
Auto Modellista
B = 0 2
Baldur's Gate: Dark All.
Battle Engine Aquila
Big Mutha Truckers
BIG: SSX Snowboarding
Black and Bruised
Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
BMX XXX
Bond 007: Nightfire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact
C = 0 3
C.Bandicoot: W.of Cortex
Chamber of Secrets
Clock Tower 3
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Crazy Taxi
Cricket 2002
Crush Hour (WWE)
D = 0 4
Dakar 2
Dancing Stage Megamix
Dark Angel (J.Cameron)
Dark Cloud
Dave Mirra BMX 2
Def Jam Vendetta
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Dr. Muto
Dragonball Z: Budokai
Draken: Ancient Gates
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3 XL
Dynasty Warriors 4
E = 0 5
Eden, Project
Eighteen Wheeler
End Game
Enter the Matrix
Escape Monkey Island
Eternal Ring
Evil Dead: F.of Boomstick
Evil Twin
Extermination
Extreme G 3
F = 0 6
F1 2002
FIFA 2001
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Final Fantasy 10
Fire Blade
Formula 1 2001
Formula 1 2002
Freekstyle
Freestyle Metal X
Fur Fighters
Futurama*
G = 0 7
G1 Jockey
Gauntlet: Dark Legacy
Getaway
Ghost Recon
Godai: Elemental Force
Gran Turismo 3
Gran Turismo Concept
Grand Th. Auto: Vice City
Grand Theft Auto 3
Grandia Xtreme
GTC Africa
Gumball 3000
Gungrave
H = 0 8
Half Life
Harry Potter C.of Secrets
Haven: Call of the King
Headhunter
Heroes of Might & Magic
Hitman 2: Silent Assassin
Hot Shots Golf 3
Hot Wheels: Velocity X
Hulk
I = 0 9
I. Jones: Emp's Tomb
Incredible Hulk
Int. Super Soccer
Int. Superstar Soccer 2
Int. Superstar Soccer 3
ISS Pro Evolution
J = 1 0
J.Bond: Agent Under Fire
J.McGrath's S'cross World
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jurassic Park Op Genesis
K = 1 1
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kingdom Hearts
Knockout Kings 2002
L = 1 2
L. of Kain: Soul Reaver 2
Lara Croft: Ang. of Dark.
Largo Winch
Le Mans 24 Hours
Legaia: Duel Saga
Legends of Wrestling 2
Legion: Leg. of Excalibur
LMA Manager 2002
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge
M = 1 3
Madden NFL 2003
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix (Enter the)
Max Payne
Maximo
Medal of Honor Frontline
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Midnight Club
Midnight Club 2
Minority Report
Monsters Inc
Mort.Kombat: Deadly All.
Moto GP 2
Moto GP 3
Mr Golf
MTV Music Generator 2
Mummy Returns
Music 3000
MX 2002
MX Rider
N = 1 4
Naval Ops: W. Gunner
NBA Street
NBA Street Volume 2
Need for Speed H.Purs.2
Nightfire
No One Lives Forever
O = 1 5
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback
P = 1 6
Pirates: Leg. of Black Kat
Police 24/7
Premier Manager 2002
Pride Fighting Champ.
Primal
Prisoner of War
Pro Evolution Soccer 1&2
Project Zero
Pryzm: The Dark Unicorn
R = 1 8
Ratchet and Clank
Rayman 3
Rayman M
Ready 2 Rumble 2
Red Card Soccer 2003
Red Faction 1 & 2
Reign Of Fire
Res. Evil Gun Survivor 2
Res.Evil: C. Veronica X
Resident Evil: Dead Aim
Return to C. Wolfenstein
Ridge Racer 5
Riding Spirits
Robot Wars
Rocky
RTX Red Rock
R-Type Final
Rune: Viking Warlord
Rygar: Legendary Adv.
S = 1 9
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Scorpion King
Shadow Hearts
Shadow of Memories
Shadowman 2
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Sims
Sly Racoon
Smackdown! 4: Shut Y.M.
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Starsky & Hutch
State of Emergency
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Trucks
Supercar St. Challenge
Syberia
T = 2 0
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Fellowship Of Ring
The Getaway
The Great Escape*
The Hulk
The Mark of Kri
The Matrix
The Mummy Returns
The Scorpion King
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2003
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom Clancy: Ghost Recon
Tom Clancy's Splinter Cell
T. Raider: Angel of Drk.
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 2 1
UEFA Champion League
Ult.F.Champ: Throwdown
US Navy Seals (SOCOM)
V = 2 2
Vexx
Vice City, G.T.A.
Virtua Fighter 4: Evol.
Virtua Tennis 2
V-Rally 3
W = 2 3
Wakeboarding Unleash.
War of the Monsters
Warriors of M & M
Way of the Samurai
Wild Arms 3
Wild Wild Racing
Wipeout Fusion
Wolfenstein, Return to
Wolverine's Revenge
World Chmp. Snooker 03
World Rally Champ.2 Ext.
WWE Crush Hour
WWE Smackdown! S.Y.M.
WWF Smackdown! J.B.I.
X = 2 4
XGRA*
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3
Y = 2 5
Yu-Gi-Oh! Duel Monst. 2
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■ **Publisher:** Sony ■ **Developer:** Polyphony Digital ■ **Out:** November

# GRAN TURISMO 4

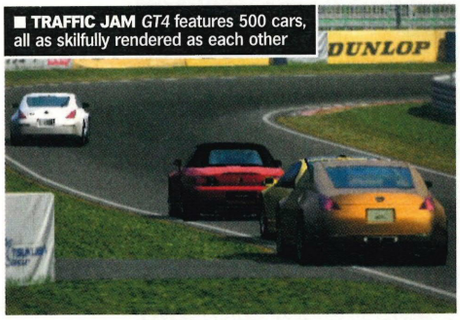
**Like tyres each year, *Gran Turismo* is getting wider, stronger and more effective. Coincidentally, we're getting stickier...**

■ **GRANDSTAND FINISH** You can race five others in an online tear-up

■ **STREET CAR** New York's streets play host to a hairpin-infested race

You can't imitate genius, although everybody tries. Listen to Coldplay, for instance, and they're quite pretty. But put Radiohead on for comparison and suddenly you SEE Coldplay - a bearded man being nice to his guitar and a singer with felt-tip on his hands. There may be others. And you realise how much they're missing that special madness, the unclimbable slope of obsession within them. It's the same with driving games. Plenty appear, and some are fun, but then Kazanori Yamauchi brings another edition of *GT* and makes them all look about as purposeful as a baby's fist.

Petrolheads everywhere are looking forward to the fourth edition of *Gran Turismo* with an enthusiasm beyond indecent. Why? There are over 500 reasons. And each one is a beautiful, insanely detailed love letter to cars as an affair of the heart. Yes, *GT4* has over 500 vehicles - that's 350 more than *GT3*, series veterans, and

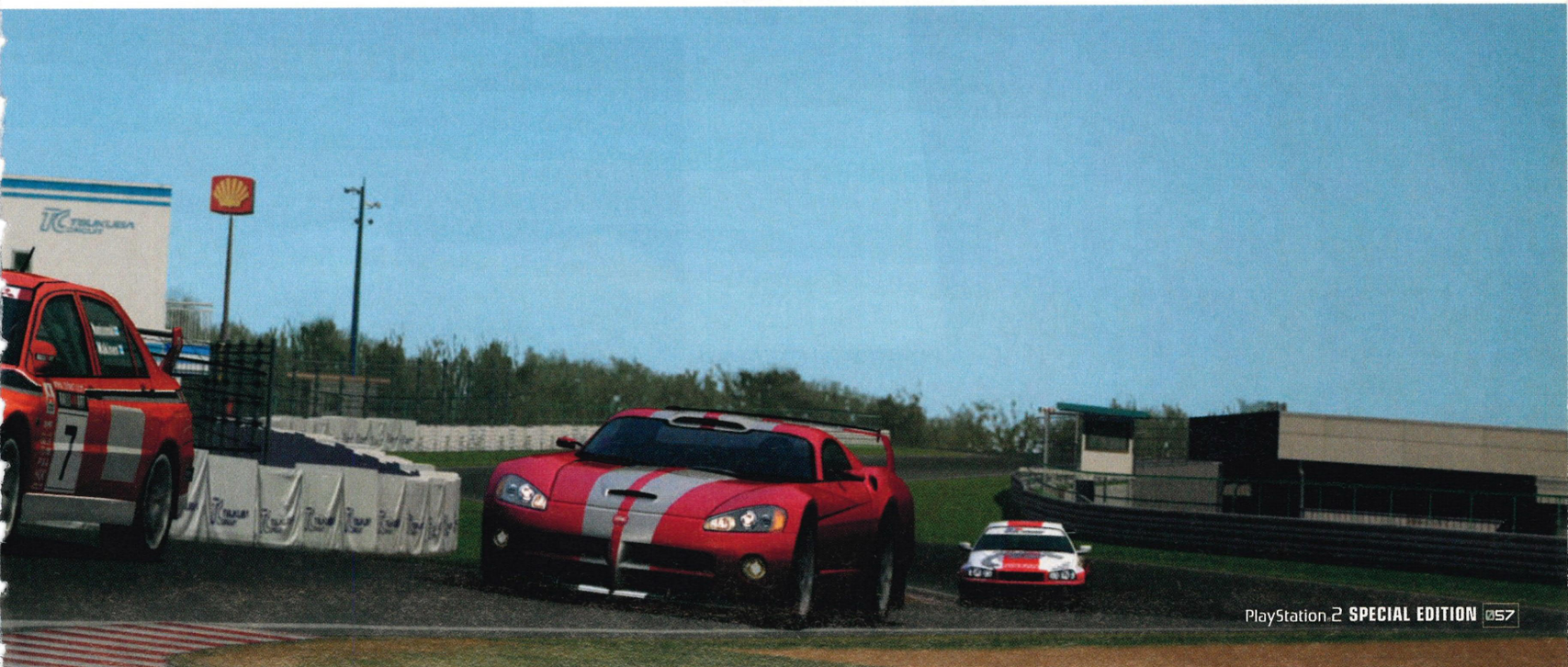



■ **TRAFFIC JAM** *GT4* features 500 cars, all as skilfully rendered as each other

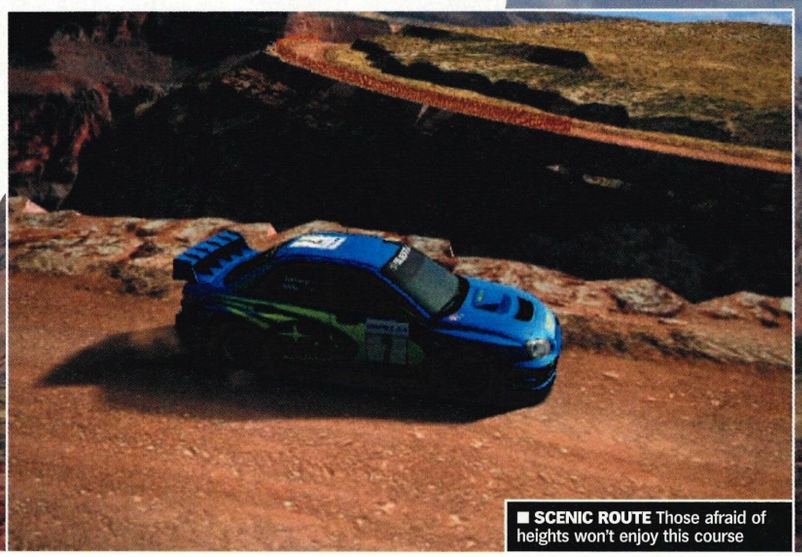
it means not all the best ones are Imprezas and Skylines. Which is a good thing. Naturally there are still plenty, both road and race, on and off road, but - as last seen in the PSone's *GT2* - there's a far wider selection of sweet motors outside the modern Japanese classics.

The main mode has changed to reflect this. What was previously the Gran Turismo (or Simulation) mode has become GT Universe, encompassing a far broader selection of sources and championships. Cars can now be bought from museums, used car lots and dealerships, reflecting the extra span of

**//CARS CAN NOW BE BOUGHT FROM MUSEUMS, USED CAR LOTS AND DEALERSHIPS, REFLECTING THE EXTRA SPAN OF YEARS... //**



■ **RALLY ROUND** Some 40 per cent of the courses are on dirt tracks



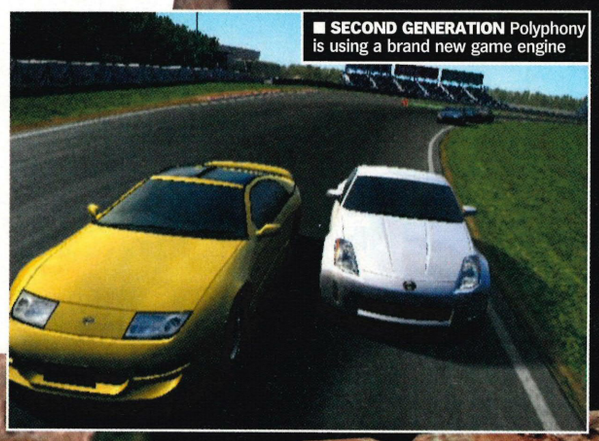
■ **SCENIC ROUTE** Those afraid of heights won't enjoy this course

■ **GRAND CANYON** One of the rally tracks is based on this world wonder

years. And what vintage vehicles can we expect? Yamauchi remains tight-lipped, but expect race-bred bruisers from Aston Martin, Ford and Lancia at the least. We also have our fingers crossed for the return of the muscle cars that made *GT2* so much fun - again, no confirmation, but the chances of previously-modelled cars being updated are high.

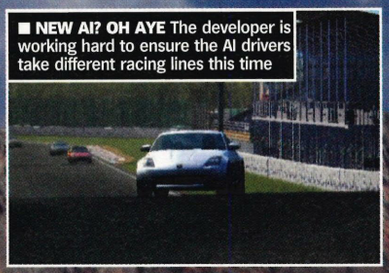
Lovely. So can we smash them up now, Mr Yamauchi? "No, we're not planning to introduce visual graphic damage to the car. But we may allow cars to fall off the edge of ridges... however, we won't show it falling apart at the

**//*GRAN TURISMO 4* CATERS FOR UP TO SIX IN AN ONLINE RACE VIA YOUR NETWORK ADAPTOR, WITH COMMUNITY SUPPORT AS WELL//**



■ **SECOND GENERATION** Polyphony is using a brand new game engine

■ **NEW AI? OH AYE** The developer is working hard to ensure the AI drivers take different racing lines this time



■ **TIME TO REFLECT** New paintwork will reflect the scenery shining on it

■ **RIDGE RACER** The cack-handed among you may find themselves at the bottom of the Grand Canyon

bottom." No damage? So it's still better to bounce off things than learn to brake? Yamauchi disagrees: "Instead of visual damage we're considering a penalty for players who try to run corners along the wall or pass cars by banging into them." Oh, good.

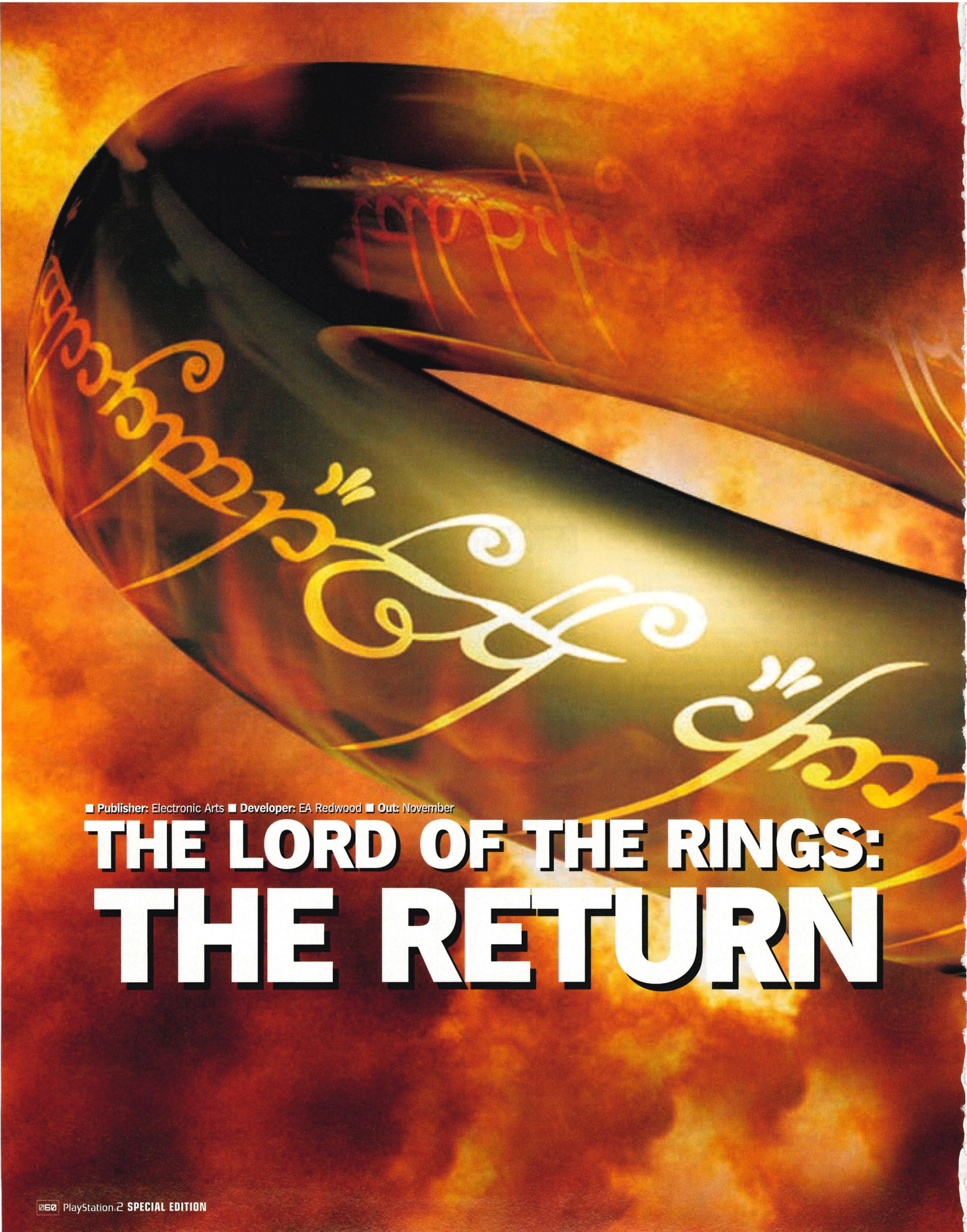
Please be upstanding for the track count - over 100 this time, compared to just 18 before. Once more they're a mix of real life and imagined, and while it's another subject on which Yamauchi refuses to be drawn, we'd be surprised if certain classics don't make repeat appearances. The mountainous Laguna Seca track in California is too good to waste, for instance, while fantasy tracks such as Trial Mountain and Deep Forest have featured since the start. As for the new courses, at least 40 per cent will be fictional rally layouts - including one set in the Grand Canyon - while New York's streets play host to a hairpin-infested road race. The only real track confirmed so far

■ **ARCH RIVAL** You can play the role of race technical director this time

■ **NEW YORK** It's the nearest most will get to driving in the 'Big Apple'

is Tsukuba in Japan, which will delight the people outside Japan who've heard of it. Both of them. Still, with scary classics such as Sugo and Suzuka residing there, it's obvious the Japanese know how to build a sexy track. Let's hope Tsukuba is a similar high-speed insanity rather than a modern stop-go bore.

Comprehensive, then. And online. Yep, *GT4* caters for up to six via your network adaptor. Naturally there'll also be community support, and it raises the spectre of parts or even whole cars up for 'sale'. On the other hand, Polyphony has only commented on the 'chat' side of things, so don't get your hopes up. "My main area of interest in terms of online is not the head-to-head racing," maintains Yamauchi. "My emphasis is more on creating a community where players can get together and talk about cars." Hold on, Mr Yamauchi, isn't that called a pub? Perhaps we'll simply wait there until *GT4* comes to steal our Christmases... ■



■ **Publisher:** Electronic Arts ■ **Developer:** EA Redwood ■ **Out:** November

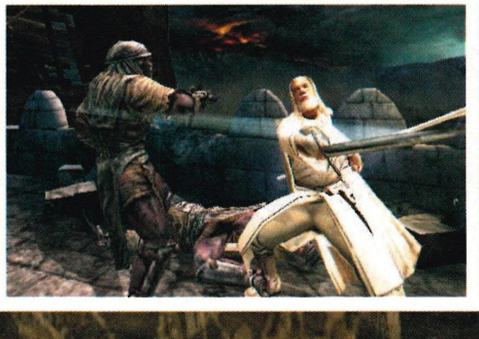
# THE LORD OF THE RINGS: THE RETURN

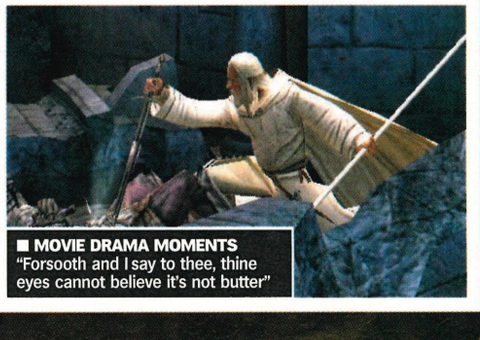
# OF THE KING

**Hail to the king! Well, the first game didn't quite rule - is the return regal or is just another mis-gnomer?**

The first two of Peter Jackson's *The Lord Of The Rings* trilogy of movies were pretty much the biggest things of 2001 and 2002, scooping awards from just about everyone who liked films with beardy wand fighting in them. EA's first *Lord Of The Rings* game was also a great success, selling like really small fishing rods at a gnome convention due to its sneaky film-to-game transitions, chaotic fights and sexy visuals. But while *The Two Towers* combined elements of both these earlier films, *The Return Of The King* focuses purely on the final part of the filmic trilogy. And naturally, it's aiming to put right those elements that didn't quite work last time.

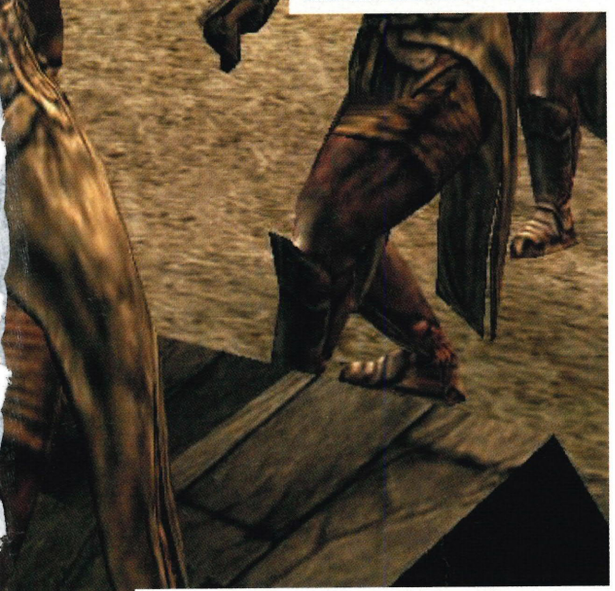
■ **OLDIE BUT GOODIE** Gandalf isn't the strongest physically, but he can still handle himself in a fight





■ **MOVIE DRAMA MOMENTS** "Forsooth and I say to thee, thine eyes cannot believe it's not butter"

■ **FEISTY FOREMAN** "This is a hard hat area, pal! Get your act together or get the hell off my site!"



**//SAM'S ABILITY TO THROW A MAGIC CAPE AROUND HIS SHOULDERS AND BECOME TEMPORARILY INVISIBLE ALLOWS HIM TO CREEP UP ON MORE POWERFUL ORCS//**

Perhaps the biggest criticism of *The Two Towers* was its linearity - players were painfully aware of being pushed along a single prescribed route. Any successful game must lead you somewhere, of course, because a narrative demands it, but it's the way it's done that's key. Much effort has gone into making *The Return Of The King* actually *feel* more open. Thus, many levels have a variety of routes leading to their necessary conclusions, and more objects along the way are interactive. Your choices affect what occurs, yet it hasn't dissolved into random wandering. Ideal.

## THE CRACK OF DOOM

There are three story arcs to follow, depending on which character you choose. It's not just you against the big bad world, either, unless you select Gandalf - he's the only character to travel alone. Your other options come in packs of three. Frodo, Sam and Gollum start their adventures heading towards the Crack Of Doom, although you may be disappointed to learn you can't play as Gollum. That said, the game offers nine playable characters, of which three are unlockable. Their identities are currently secret, but the rumour is that Gollum may be one of them - and it makes sense of the numbers, because there are seven confirmed characters, leaving just two places for three 'secret' people. If one unlockable character is an announced but apparently 'unplayable' one, then it all adds up. Doesn't it?

Your second party consists of Aragorn, Gimli and Legolas, and these guys head straight off to the Swamps Of The Dead, which someone told them were nice at this time of year. Suffice to say their information is wrong. Then finally there's Gandalf, alone, as we said, as he stands in defence of Minas Tirith. His ability to attack with magic as well as extreme physical violence obviously helps make up for his lack of backup.

■ **SPECTACULAR** Battles are truly gargantuan, with four times as many enemies and more aggressive AI

**//MOVIE TECHNIQUES ABOUND, SUCH AS THE SOUND DROPPING OUT TO REPRESENT THE SENSE-NARROWING EFFECTS OF FEAR AS THE GROND ATTACK THE GATES //**

But it's not just the route through the 14 levels that differs according to character choice. The developer has made efforts to differentiate between the characters in a way that's true to the film and, of course, the book. So you won't be steaming into battle with some puny little Hobbit. Both Frodo and Sam must use stealth and the cover of their surroundings to progress among overwhelming enemies, and they're much more successful with surprise attacks. Sam's ability to throw a magic cape around his shoulders and become temporarily invisible allows him to creep up on far-more powerful orcs and kill them with one blow, for instance. Stab them in the back, in fact. How heroic.

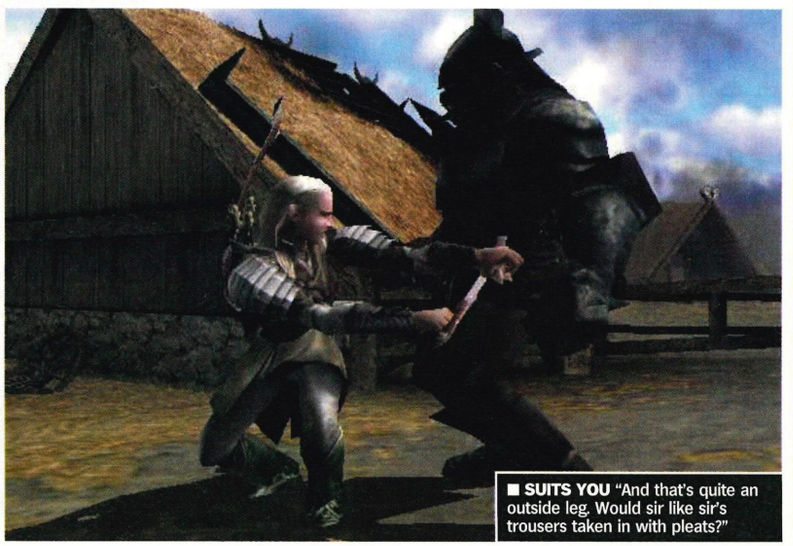
## CHARACTER ASSASSINATION

Aragorn, Gimli and Legolas, on the other hand, are simply up for a good ruck. The levels cater for big fights more often this time, and frequently have several levels on which to fight. Usable weapons such as catapults also allow you to, say, take out distant towers full of sniping archers, which is amusing to watch as well as tactically useful. You can also take dropped spears and unleash them, and you're going to need everything you can get your hands on - enemies no longer queue up to attack, so fights are far more hectic. Hence the addition of directable attacks; wibbling furiously on the right analogue stick allows you to choose your target, even slashing at those behind you - they come in from all sides - without having to turn to face them, which not only makes you far more flexible but looks really very sexy. And should you still become surrounded there's a new move to smash your way from the scrum. Think you won't need it? Think again. *The Return Of The King* powers quadruple the amount of enemies of its predecessor, meaning up to forty characters on screen at once. That's some heavy duty action. And that's despite the main characters being built with twice the amount of polygons as before.

The other heavily-criticised aspect of *The Two Towers* was the boss battles. Some were too confusing, with few clues to help you find their inevitable Achilles' heel. Watery boss The Watcher garnered particularly high levels of hatred, with ridiculously random actions required among the tentacles. EA has taken considerable steps to fix such problems. Take, for

■ **ALL THE COLOURS** Well, brown. It's a dark, dank world out there - freaky skies are a real highlight

■ **LIKE ANY DUTY FREE?** EasyJet's rivals continued to squeeze costs



■ **SUITS YOU** "And that's quite an outside leg. Would sir like sir's trousers taken in with pleats?"

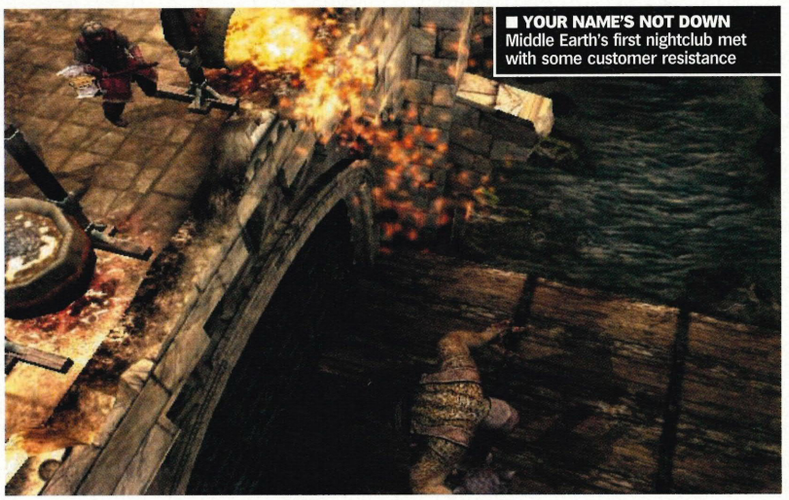
■ **STAB YOUR BACK** A great big scary monster and an heroic man with a pointy sword. Yesterday

instance, the battle with the huge she-spider Shelob (every major enemy from the film is here, including the Witch King and even Sauron). In keeping with the rest of the game's presentation, more filmic techniques have been employed to both aid players and increase tension. Thus the clash with Shelob is 'foreshadowed' with glimpses of the spider before the actual meeting, and you'll have seen her attack pattern before you must do battle. Forewarned is forearmed, as they say. Speaking of which, if you've read the books you'll know how to beat her already… yes, it really is aiming to be that authentic.

## CEMETERY GATES

Elsewhere other movie techniques abound, such as having the sound drop out to represent the sense-narrowing effects of fear as the Grond attack the gates. Slow motion sections and dramatic cutaways also feature. Film scenes that morph into game sections return looking, if anything, better than ever, and once again there's the bonus of seeing it before it hits the cinemas - the game's out a month before the movie and features a full hour of footage.

It also benefits from multiplayer options, including an intriguing co-op mode that'll also - probably - be playable online. Whether or not this finally happens is down to the popularity of Sony's network system rather than anything else. It's intriguing because it actually encourages proper teamwork. At the Southern Gate battle, for instance, you only have one life each and although players can resurrect each other, it's at the cost of half your remaining health. Is it worth it just to have the other manning the catapults while you fight on the frontlines? Only you can decide. Although you can ask your mum if you like. But you shouldn't need to ask *anyone* if this is worth looking forward to - the last game was top fun, and this is shaping up to be bigger, better and more involving. *The Return Of The King*, then: it's got a certain ring to it. Yes it has. ■

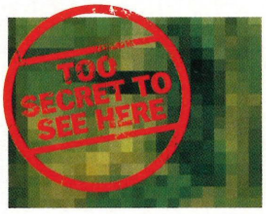


■ **YOUR NAME'S NOT DOWN** Middle Earth's first nightclub met with some customer resistance

■ **CATA-STROPHE-PULT** Amusingly, you can take control of these beauties and dish it out again

# SOUL CALIBUR II

*The first UK review*




## METAL GEAR SOLID 3

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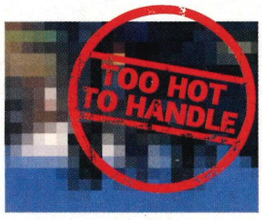
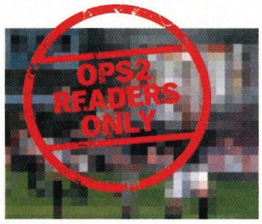



## FREEDOM FIGHTERS

*World first review!*

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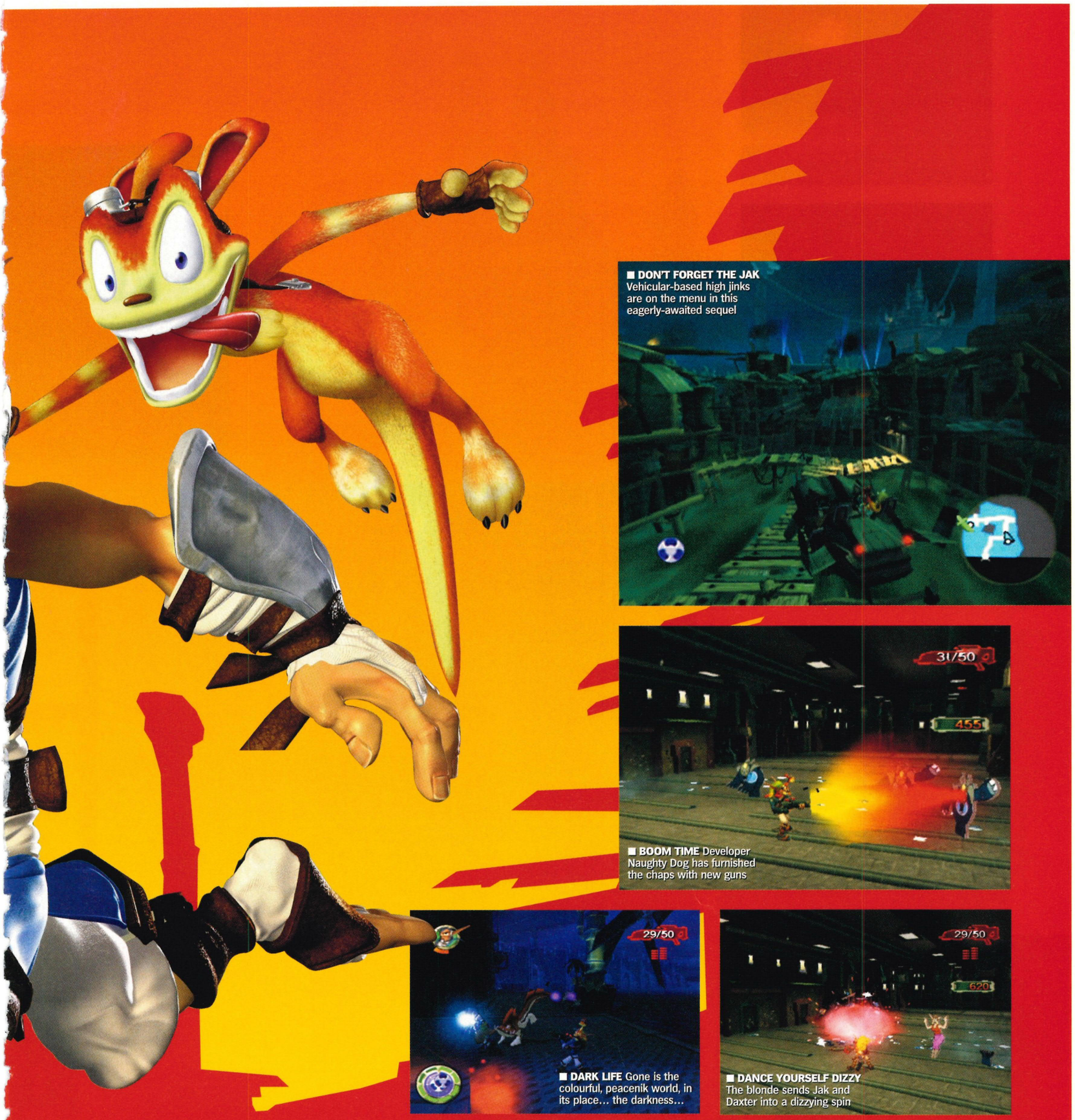
■ **Publisher:** SCEE ■ **Developer:** Naughty Dog ■ **Out:** October

# JAK II: RENEGADE

**Despite the fact that his name's been dropped from the title ("My agent will be on the blower, don't you bloody worry") Daxter is here too...**

Oh, the future. What a terrible place. Surely a manifestation of our fear of the unknown, today's flimsy horrors always set solid in artistic visions of tomorrow. Even Jak and Daxter's previously idyllic world can't escape. Out go the grasslands, sublime vistas and shimmering coastlines of the peacenik original, replaced by a grimy, damaged corruption of big city life. Time's been similarly unkind to Jak, and here we find him a sharper, harder character, almost dangerously cynical and aching to take a few stabs back at those who've abused him. Well, you've got to laugh.

And surprisingly, you will. While much about *Jak II: Renegade*'s appearance is 'darker' and more adult, you don't need to go far beneath the skin to find the same joyful substance as before. The most obvious element is Daxter who, despite being dropped from the main billing, is just as much a part of the game as before. This odd ginger rodent Jak spent the last game trying to return to human form (this kind of gives the ending away to that one, then...) and he retains his place as one of the few genuinely, intentionally funny characters in video games. This is thanks in no small part to the continuing use of a voice actor who can, you know, act, and a script



■ **DON'T FORGET THE JAK** Vehicular-based high jinks are on the menu in this eagerly-awaited sequel






■ **BOOM TIME** Developer Naughty Dog has furnished the chaps with new guns




■ **DARK LIFE** Gone is the colourful, peacenik world, in its place... the darkness...




■ **DANCE YOURSELF DIZZY** The blonde sends Jak and Daxter into a dizzying spin

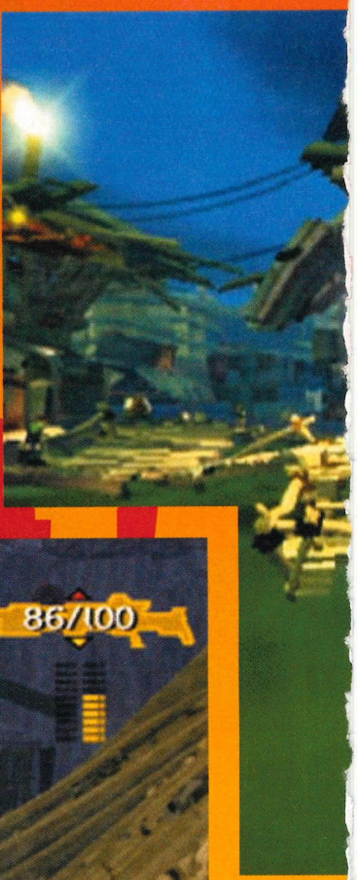
that's amusing rather than laughable. The cut-scenes are totally worth watching, and now do more than show the pair locating another shiny egg – this time there's a story.

Each mission bears on that story, lending the whole thing a greater sense of purpose than before. This isn't to say the game has become linear, however: you'll remember last time Jak could roam freely and chose any task. True, while the tale is being set up the missions

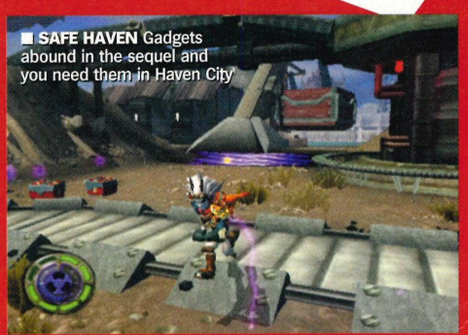
## BLACK JACK

***Well, Dark Jack anyway.***

By the time this game starts, Jak's been through rather a lot. And as a result of what's been done to him in captivity, he can now use the power of Dark Eco – previously poisonous to him – to fuel a powerful rage. Once the player's collected enough baubles to fill the purple inner circle on the readout, a tap of a button unleashes his dark side – which means new moves, a vast increase in power and huge resistance to damage. And as luck would have it, the thing also looks pretty damn fine.

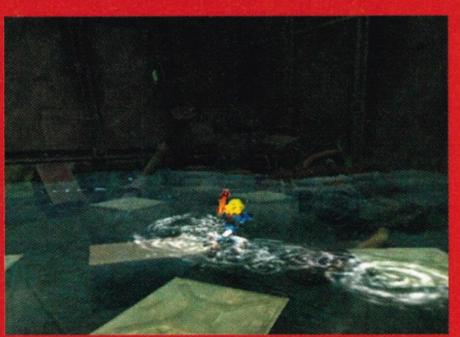


■ **DITCH THE TITCH** Crikey, he's bigger than we thought. Run for it Jak...



■ **SAFE HAVEN** Gadgets abound in the sequel and you need them in Haven City

■ **GAMES RADAR** Keep an eye peeled on the scanner for approaching enemies



are dealt out one after the other, but soon you meet further people who need things doing for them. This is the way it's structured now – much as in the *Grand Theft Auto* games, bosses appear on the radar (new for this sequel) and it's up to you who you work for and when. And they aren't the only useful things to be spied on the map. It also shows members of the crimson guard and the location of any vehicle.

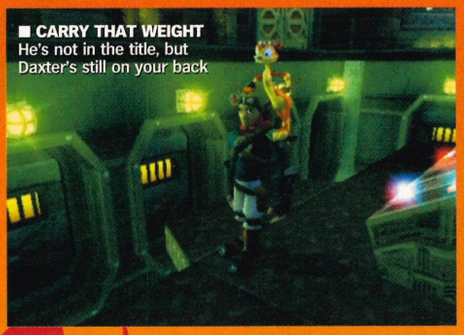
The crimson guard are the police in this immense city and on constant patrol. Naughty Dog claims the city's three times bigger than *Jak & Daxter* was in its entirety, and having played an early version we totally believe them. Knocking a guard down with a hover car (more about these in a minute) or attacking one results in a general alert, leading to the area becoming flooded with angry, armed men. If you're on foot the odds soon become stacked against you, so it's best not to be on foot in the first place. Then again, Haven City is too big to walk anyway. So you need to score yourself a ride.

Some cars can be found parked, but any – even the guards' squad cars – can be stolen as they pass. Jump at the right time and Jak grabs the side, seeing him quickly ferried away from trouble. Jump again and it's possible to pile into the driver's seat, meaning you never have to run too far for a viable mode of transport. And as you might have guessed, the vehicles – everything from a speedy bike-type thing much like *J&D*'s Zoomer to large, lumbering hover cars – can be driven

■ **STRUCTURAL DAMAGE**
The environments are not always quite as they seem. Ledges often collapse

■ **ROUGH AND TUMBLE**
If the gun splutters, chuck him in the river instead

■ **COMIC TURN** Daxter is one of the few genuinely funny videogame characters



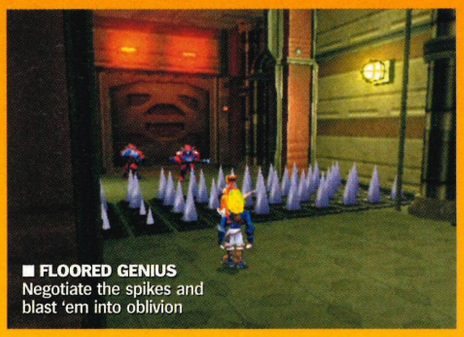
■ **CARRY THAT WEIGHT** He's not in the title, but Daxter's still on your back

## PLEASE MIND THE GAP

***It's not just driving and fighting, you know – you've still got to nail those jumps.***

Don't worry, Jak hasn't forgotten his routes to make a kind of GTA Daxter – there's still plenty of sublime platforming to be done. And happily, the environments are every bit as dangerous as his flesh and blood enemies. Old structures frequently collapse under his weight, requiring lightning reactions, and the many moving objects call for canny timing. Even the driving needs a quick finger on the altitude booster – too many collisions and your ride will explode!

■ **WHAT THE?** *Renegade's* gaming environment is both varied and very colourful



■ **FLOORED GENIUS** Negotiate the spikes and blast 'em into oblivion

■ **ECO BEACH** Jak is as environmentally friendly as lead characters come

■ **HOIST HIM UP** Daxter doesn't always just hang about on your shoulder

anywhere. They're not just limited to special areas as they were in the first game. Jak also acquires a hoverboard if you win a certain race, which is then yours to use as you see fit for the rest of the game.

And then there are the guns. Last time Jak was unarmed, but now he's packing serious heat. Four weapons doesn't sound much, but they're fun enough we can't see it mattering – and with enemies breaking in waves upon you and ammo all around, there's little time to complain. It's often necessary to combine them with conventional bodily attacks too, which can result in some truly frantic battles, particularly when you're charged with protecting another fighter and enemies swarm in from several angles. It's not just a case of scanning the radar for advanced warning here, as it disappears when you're in-mission, leaving you to fight on wits alone.

And there's the key to what should be this game's considerable success: it's kept the enjoyable heart of the first game – cheerful unarmed combat, exploration and item collection – and added some significant new features. Yet despite the extra processing demands of weapon strikes and heavy traffic in a frankly enormous city, it looks even better than before. It all does. And that's saying something. ■

# FRUSTRATED?

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PlayStation®2
OFFICIAL TIPS MAGAZINE-UK

■ **Publisher:** Ubi Soft ■ **Developer:** Ubi Soft Montreal ■ **Out:** November

# PRINCE OF PERSIA: THE SANDS OF TIME

**Persia - old. Princes - old fashioned. The sands of time - positively ancient. *Prince Of Persia: The Sands of Time* - brand new! It's almost like magic...**

Older gamers will remember the original *Prince Of Persia* games, but for many of you the name will be new. It's one you should get used to though - early versions show it to be one of the most promising action adventure titles currently in development. Why? Style. *The Sands Of Time* (*SOT* from now on) provides action on an impressively epic scale, enabling you to do the kind of things only Bruce Willis usually gets to do, only without recourse to the vest or the bald patch.

Those early games were heralded as groundbreaking in the early 90s - they're credited with spearheading the drive towards realistic character animation and story-driven events - but, fortunately, the developer of *SOT* hasn't felt the need to stick slavishly to this otherwise spent force of its history. Even the lead character, the Prince himself, has been redesigned to appeal to the modern gamer. Intriguingly, his appearance also changes as the game progresses, reflecting the difficult events of the storyline and

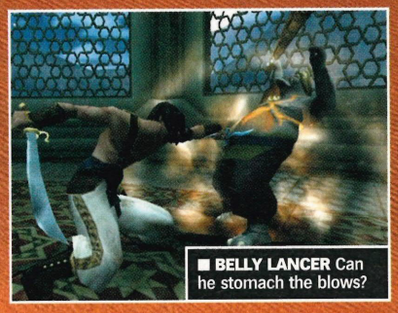
■ **PRINCE BUSTER** When not on royal duty, the Prince swashes and buckles until his heart's content

■ **LASER DAYS** Why carry a knife when you can unleash The Power That Dare Not Speak Its Name?

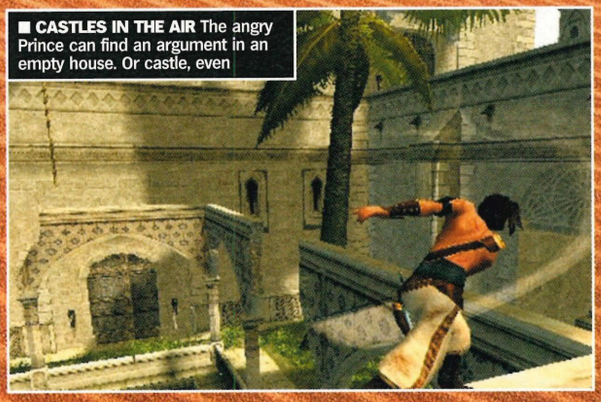
■ **KNIGHTY KNIGHT** The Prince has no problem with 'getting medievil on your ass'. So to speak...

■ **GOTHIC ARCHITECTURE** Perhaps if our pal got his hair cut, he'd be able to see his super surroundings

■ **FLAME GRILLED** The Prince likes 'em roasted



■ **BELLY LANCER** Can he stomach the blows?



■ **CASTLES IN THE AIR** The angry Prince can find an argument in an empty house. Or castle, even

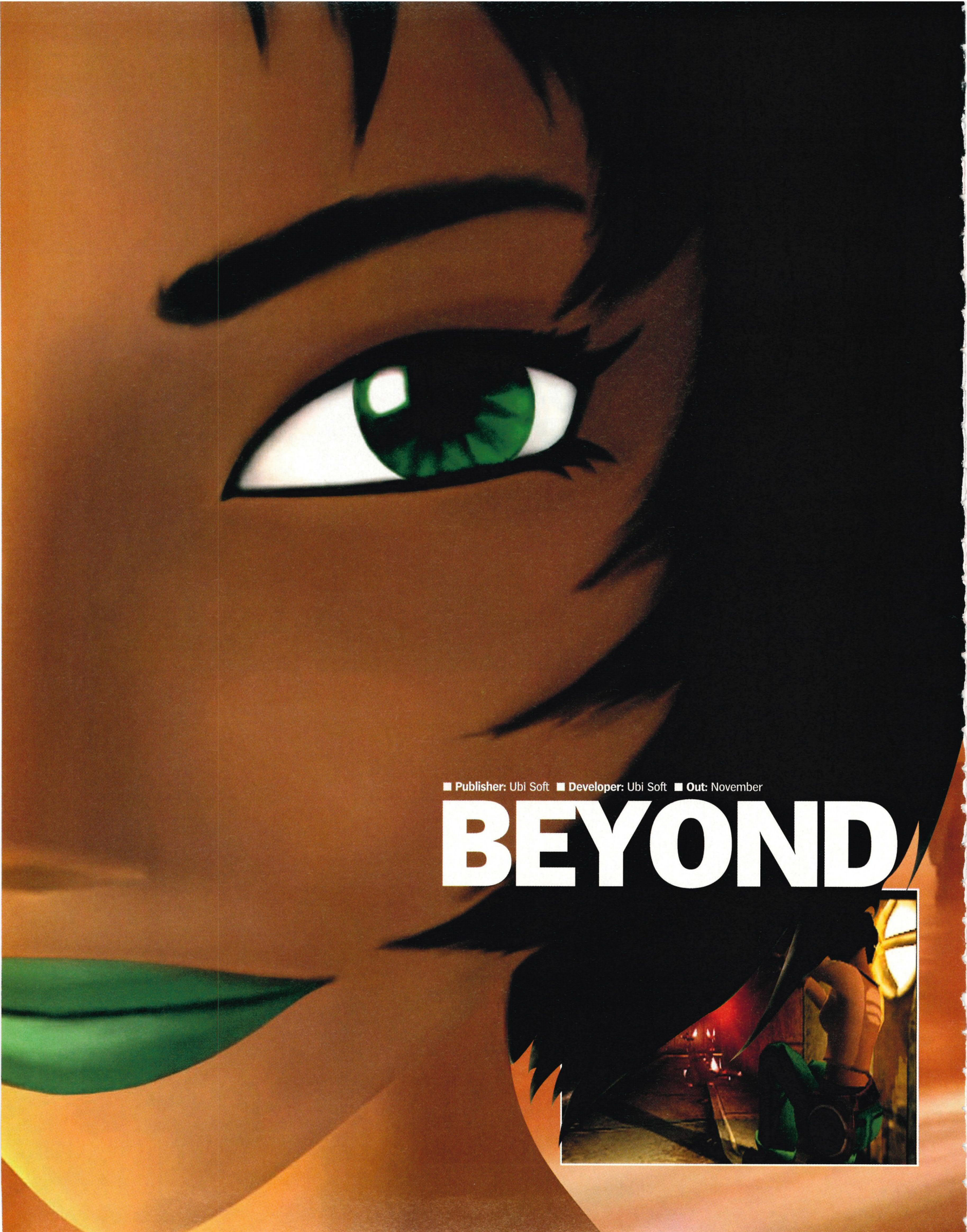
**//THE PRINCE CAN SLIDE DOWN LONG BANNERS, SWING FROM ROPES, TIP-TOE ALONG CRUMBLING LEDGES AND RUN ALONG WALLS//**

its effects on the Prince. Essentially he becomes harder-looking and more purposeful, having begun the game desperate for adventure and rather naive. See, we told you they were big on story-driven stuff...

And as for the eponymous *Sands Of Time*, it's not just the standard, slightly meaningless subheading it might first appear. The Prince's big trick is his ability to affect the flow of time - a useful strategic tool, to say the least. Each chronological tweak has its own name, so rewinding time to avoid your own (probably gruesome) death is the Power of Revival, a *Matrix*-esque (urk...) slowdown is the Power of Delay and the more interesting variant, where enemies are frozen in time while you remain able to move, is the Power of Restraint. We'd all like that one, though we doubt we'd have much restraint with it. Then there's the Power of Haste, where you speed up the flow of time, and finally the Power of Destiny, the ability to zap forwards a while in order to see what lies in store. All very useful, we're sure you'll agree. Fortunately the Power of Love, the ability to kill everybody within earshot with instantly sickening power-balladry, isn't going to make it in.

Even without these powers, engaged fights can be spectacular due to your character's twin blades and the mass of enemies attacking at one time. The levels shown so far are impressive in their own right too, with a pleasingly intelligent dynamic camera showing off the grandiose architecture of a Persian stronghold to sublime effect. And it's while leaping around these areas that the Prince really comes into his own - he can slide down banners, swing from ropes, tip-toe along crumbling ledges, backflip from ladders and even, briefly, run along walls. The platforming elements make full use of his abilities, to the degree that anyone watching will think you're some kind of gaming god. Thankfully, due to some thoughtfully tailored controls, you don't actually need to be a deity at all in order to do the game justice. Good news for the thoroughly mortal, there.

So why's he doing all this; what's this incredible storyline? Well, Persian King Sharaman has unleashed his army on the Maharajah's palace in India, and in the confusion the Prince unleashes the Sands of Time. Oops. Yes, despite being incredibly useful to him, they have a significant downside - they're so powerful they threaten the very existence of life on Earth. My god, it's never simple, is it? So it's up to old baggy pants to sort out the mess he's made and, as it were, put the genie back in the bottle. That's not going to be easy - but on the evidence available so far, it *is* going to be fun. ■



■ **Publisher:** Ubi Soft ■ **Developer:** Ubi Soft ■ **Out:** November

# BEYOND

■ **PIG HIT?** Bacon boy has your back

■ **SIGHT TO SEA** The pig-eye view of ocean evil-doer combat

■ **THREE-WAY** Combat, that is

■ **FILLET O' FISH** Looks nice. Isn't though

# GOOD & EVIL

## A huge and varied adventure with a backbone of moody French style - you've gotta love it...

The only things standing between humanity and enslavement by an alien race are a journalist, a stick and a pig. Yes, it's that old chestnut. The journalist in question is the capable action hero Jade, the stick is actually an Akido staff - with which she can do some serious damage - and the pig is called P'eyj. Not only does bacon-boy walk on two legs, make sarky comments and wear clothes, he comes in useful during fights, too. A quick tap of a button orders him into the fray at any time, and certain boss fights require proper team work.

But the nicest surprise is how simple it all is. Despite Jade's wide range of abilities - the game takes in huge set-piece fights, stealth sections, exploration and even camera-based espionage - controlling it all remains entirely intuitive. The actions of certain buttons change according to context, and prompts appear on screen to stop you getting confused. What's more, obviously necessary manoeuvres such as pressing against a wall to squeeze into a gap or even jumping small holes are left up to Jade, making her a far more rewarding character than some of her marionette-like compatriots. No names, there [cough] Lara Croft [cough]. Anybody's going to be able to pick up this adventure and enjoy it - though that's not to say it won't challenge as well.

It also looks spectacular. *Beyond Good & Evil* has a distinct graphical style that puts it alongside - but not in the shadow of - the likes of *Jak II: Renegade* and *Ratchet & Clank II: Locked & Loaded*. A fluid camera shows it off to best effect, only switching to the familiar behind-the-player view for the hovercraft sections... the city of Hyllis has canals for roads, you see. Exploration reveals a fairly open remit, so if you don't fancy saving the world just yet there are races to do and people to talk to - you are, after all, a journalist. The Mamago Garage also houses numerous hop-up parts for your craft, purchasable with pearls you'll hopefully discover on your adventures (or win in races).

The alien invasion storyline promises to be epic - is Jade's reality a lie? Is the government involved in a conspiracy? And just why does the title reference philosopher of doom Friedrich Nietzsche? Certainly the game borrows audio and visual tricks from Hollywood to great effect, but will its effect on you be epic? It's looking promising. ■

## 13 REASONS WHY...

# XIII

### ...is your lucky number

**1** Past 'cel shaded' games – that cartoon look – have been disappointing, both in execution and sales. But *XIII* deserves to change all that. Here it's not just a gimmick, it's well integrated: well-placed shots earn extra panels of animation, footsteps are spelt out – tap tap tap! – and death cries slash across the screen.

**2** Why the comic book look in the first place? The licence is taken from a successful graphic adventure hailing from, erm, Belgium. So it makes perfect sense – and looks just like its inspiration, should you somehow have seen it (it's very big in France, apparently).

**3** Your character wakes up on a beach, unable to remember anything – we've all been there. However, there's XIII tattooed on his chest, the President's dead, there's a safety deposit box key in his pocket and a bunch of assassins on his ass. The amnesia device might be over-familiar in films, but here it fits perfectly: you learn things just as your character would, which makes it much more consistent.

**4** Some of the voices will take you by surprise. No lesser talent than David 'Look, I'm not Mulder, okay?' Duchovny brings his voicebox along, and lovers of kitsch/old people will appreciate Adam West's contribution. Don't know him? That's 60s TV Batman, people. All hail.

**5** It's a 50:50 mix of fighting and stealth. And before you cynically point out that almost everything since *Metal Gear Solid* came out has been just that, both elements have been done with considerable verve. How do we know? We've played an early version. Trust us. We're always right. Usually.

**6** It's got gadgets. And blimey, we love gadgets. So far we've only grappled (sorry) with the grappling hook, but even this involves an electric control to zip yourself up and down, the ability to start swinging however you like and the chance to whip out a gun and start shooting. You'll love it.

■ **COMIC CUTS**
Cel shading from Belgium. Rock on

■ GONE WEST One of the world's great men, Adam West, lends his voice to XIII
16
30 | 30 | 3
46
■ GRAPPLE FANS
You can snaffle an electrically controlled grappling hook
0 | 120 | 3
■ INTERACTIVE SCENERY
Break windows, fall down the stairs. Live a little...
19 | 148 | 0

# XIII

**7** It's a shooter with more than just guns. Many objects can be picked up and wielded (they always break), including spades, chairs, ashtrays, bottles, brooms and even shards of glass. It certainly makes the bar fight splendidly amusing…

**8** Then again, it's got some great guns too. Starting out with just a few throwing knives, you soon work up to single and dual pistols, shotguns, assault rifles, sniper rifles (with great scopes), crossbows and even harpoon guns for those underwater fights.

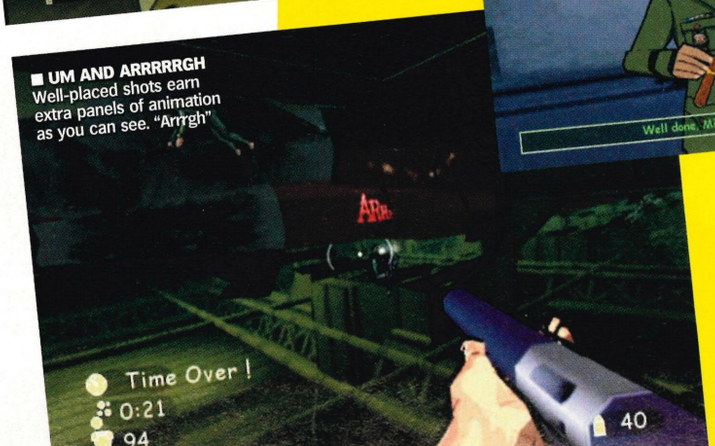
**9** The locations are fantastic. *XIII* is good at full-on action classics – an icy cable car base recalls *Where Eagles Dare*, and the sequence in the car itself is most amusing. Elsewhere the sumptuous graphics (the lighting's gorgeous) enliven sunny beaches, packed bars and huge submarine pens among many others.

**10** It actually feels pretty realistic. Well, believable anyway, despite that look. And that's because it has an internal logic – if there's a window you can break it and jump through, even if that means approaching the guards from another direction. It's up to you. And because consequences are predictable you rapidly accept it as 'real'.

**11** Your vengeance is sweet. Enemies die spectacularly, plummeting from cliffs and balconies with a scream should they be anywhere near an edge. Very James Bond. And as we mentioned, particularly good shots earn dramatic extra animations.

**12** It's undeniably stylish. And it should be – despite its worrying origins in Belgium, the country that brought you the Brussel's Sprout - as it's being created by a French studio. Remember, this is the country that gave the world teenage French girls. We rest our case.

**13** Any sequel would inevitably have a stupid name. *XIII 2? 13 II? XIV?* Even a subtitle would sound biliously naff. No, it'd be nonsense, so they're just going to have to get it right first time.




■ **UM AND ARRRRRGH**
Well-placed shots earn extra panels of animation as you can see. "Arrrgh"

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# JAK II: RENEGADE

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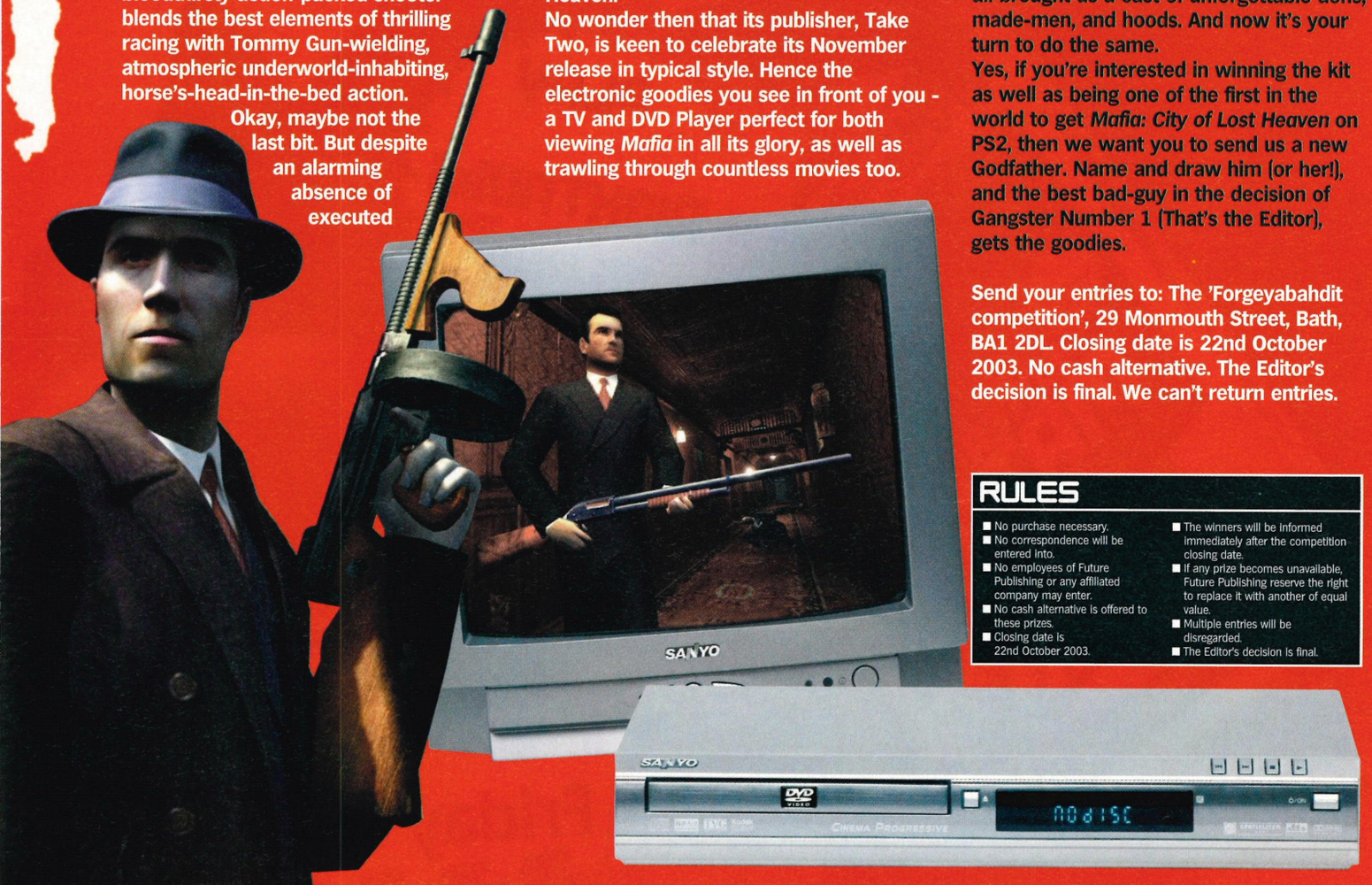
# WIN! A TV, DVD PLAYER & MAFIA

*Get your grubby mitts on the godfather of all entertainment systems.*

Think about some of the hottest games of recent times... *GTA*, *Max Payne*, spring to mind? Well, soon we should be adding *Mafia: City of Lost Heaven* to that list. A massive hit on the PC late last year, this bloodthirsty action-packed shooter blends the best elements of thrilling racing with Tommy Gun-wielding, atmospheric underworld-inhabiting, horse's-head-in-the-bed action.

Okay, maybe not the last bit. But despite an alarming absence of executed equine 'eds, *Mafia* is The Godfather, with soul - an ambitious period piece that recalls some of the best gangster movies ever in its immersive narrative that unravels over 12 square miles of Lost Heaven.

No wonder then that its publisher, Take Two, is keen to celebrate its November release in typical style. Hence the electronic goodies you see in front of you - a TV and DVD Player perfect for both viewing *Mafia* in all its glory, as well as trawling through countless movies too.




**FORGEYABAHDIT**

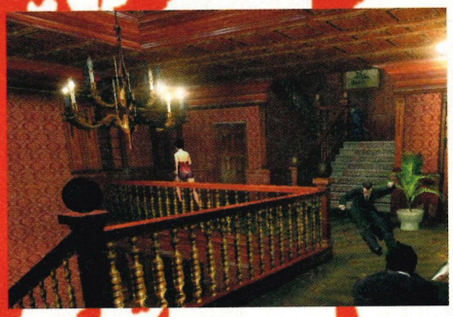
The Mafia have intrigued videogame and film-makers for as long as they've existed. Classics like The Godfather, Goodfellas, Scarface and, erm, Mickey Blue Eyes, have all brought us a cast of unforgettable dons, made-men, and hoods. And now it's your turn to do the same.

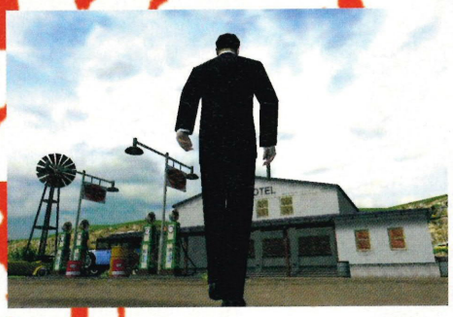
Yes, if you're interested in winning the kit as well as being one of the first in the world to get *Mafia: City of Lost Heaven* on PS2, then we want you to send us a new Godfather. Name and draw him (or her!), and the best bad-guy in the decision of Gangster Number 1 (That's the Editor), gets the goodies.

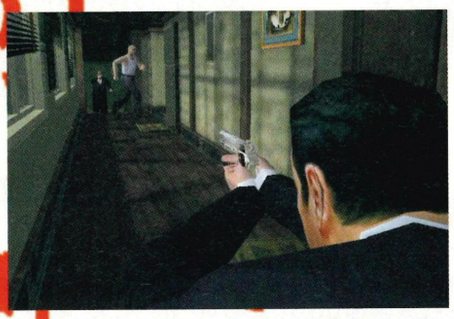
Send your entries to: The 'Forgeyabahdit competition', 29 Monmouth Street, Bath, BA1 2DL. Closing date is 22nd October 2003. No cash alternative. The Editor's decision is final. We can't return entries.

## RULES

- No purchase necessary.
- No correspondence will be entered into.
- No employees of Future Publishing or any affiliated company may enter.
- No cash alternative is offered to these prizes.
- Closing date is 22nd October 2003.
- The winners will be informed immediately after the competition closing date.
- If any prize becomes unavailable, Future Publishing reserve the right to replace it with another of equal value.
- Multiple entries will be disregarded.
- The Editor's decision is final.







You could be the lucky winner of the TV, DVD Player *and* be one of the first people to get a copy of *Mafia* too!

**"TOMMY GUN-WIELDING, ATMOSPHERIC UNDERWORLD-INHABITING, HORSE'S-HEAD-IN-THE-BED ACTION"**

# EXPOSURE

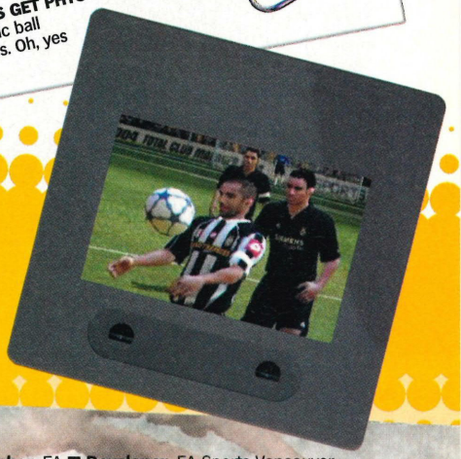
**FIFA Football 2004, Ratchet & Clank II, True Crime, SWAT, Fire Warrior, Pro Evolution Soccer 3, Ghosthunter, Club Football, Headhunter: Redemption, Colin McRae Rally 04, Broken Sword: The Sleeping Dragon, SSX 3, Alter Echo, Judge Dredd: Dredd Vs Death... a snapshot of the joys that patiently await your attention.**

■ **IS THIS IN-GAME?** No, but it's early days. And we have played it – so read on...

■ **LET'S GET PHYSICAL** Realistic ball physics. Oh, yes

# FIFA FOOTBALL 2004

## Is this the year that EA's premier football brand steals a march on *Pro Evo*?



■ **MORE EVERYTHING!** EA has signed up more stadia than ever before. They have deep pockets

**PREMIER ANIMATION** You'll find an all-new graphics engine in *2004*

■ **Publisher:** EA ■ **Developer:** EA Sports Vancouver
■ **Out:** November

**ANOTHER YEAR, ANOTHER UPDATE... SIGH**
Not so fast, Jimmy Hill. This is 2004 (okay, so it's 2003) and the new version has trousered a wealth of new features including, most significantly, online play.

**HOW DOES THAT WORK THEN?**
EA is facilitating an online community which it hopes will evolve organically. Players will be able to create their own rooms where they can meet folk and issue challenges. The matches will be one against one and you'll be able to sledge opponents using the headset.

**OKAY, BUT IS THE FOOTBALL ANY GOOD?**
We're being promised new gameplay touches including complex-sounding passing manoeuvres. Holding L2 promises to apply topspin, enabling Beckham-esque free kicks.

**LET'S HAVE SOME NUMBERS THEN...**
Stir in 10,000 players from 350 teams in 16 worldwide leagues. Add 300 crowd chants, Motty and Ally McCoist and we can look forward to *FIFA*'s usual cracker-jack presentation.

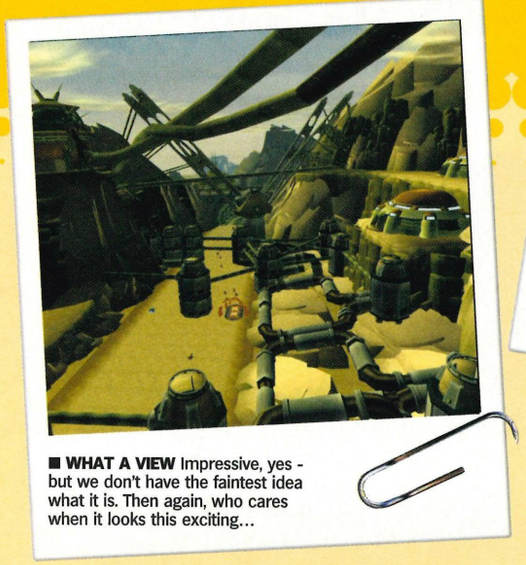
**WHAT'S THIS 'MANAGEMENT' AND 'CAREER' THEN?**
Aha. Career Mode demands you build a squad and attempt to guide them north to the table's summit, all the while managing budgets and juggling resources. Success brings promotion and job offers from the 'big boys'.

**SO THIS THING CAN'T SKID INTO THE DITCH THEN?**
The online facility promises to be fascinating. Reservations? Over complication of gameplay dynamics and manoeuvres have let the game down in the past.

■ **CLANK STUPIDITY** The trademark humour returns

# RATCHET & CLANK II

## Another of the PS2's elite platformers gets a good wash and brush up.



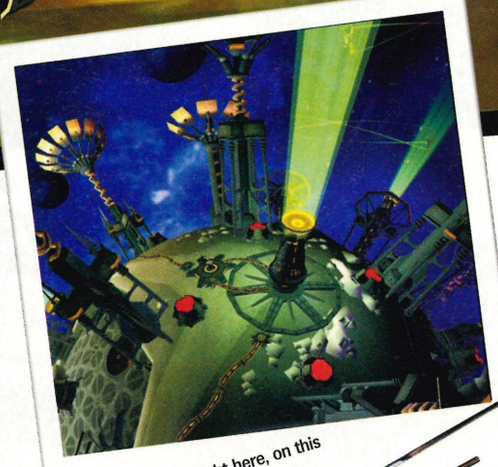
■ **WHAT A VIEW** Impressive, yes - but we don't have the faintest idea what it is. Then again, who cares when it looks this exciting...

■ **COMMUNICATIONS GIANT** Those early mobile phones look so chunky now

■ **BLADES TOO** Upgrades for Clank mean greater powers

■ **ALWAYS WEAR A HELMET** That Ratchet's a sensible lad – don't try this at home kids

■ **WHAT NOT TO WEAR** Ratchet's had a makeover. Hmm, nice strides dude



■ **BEAM ME UP** Alight here, on this 'genuinely spherical world!'

■ **CHILD FRIENDLY** Extreme violence but somehow cute

■ **Publisher:** Sony ■ **Developer:** Insomniac Games
■ **Out:** November

**SO WHY SHOULD WE CARE ABOUT ANOTHER SEQUEL?**
Well, it involves 'action, platforming, exploration, adventure, puzzle-solving, strategy, role-playing and racing'. Oh, and it's also the follow-up to one of the greatest games ever on PS2.

**THAT'S BIG TALK - JUSTIFY IT**
Okay, details. The action benefits from new weapons that are now upgradeable, while the platforming and adventure is served by 20 huge locations - including genuinely spherical worlds (!). Puzzle-solving is aided by a slew of bizarre new gadgets, while some thoughtful battle strategies are necessary to defeat the reworked, cleverer AI. But role playing? The redesigned Ratchet now earns nano-tech points for each defeated enemy, which serve to increase the damage his weapons do. He also comes equipped with a special armoured suit with five levels of protection to be earned - by the end of the game, Ratchet is far more powerful than he was initially, though increasingly tough enemies mean brainy weapons management is still the order of the day. And last but not least, there's hover bike racing - just one of several new 'maxi games' that include arena combat and space combat.

**IT STILL SOUNDS SIMILAR TO THE ORIGINAL...**
Of course there's a new plot, involving the pair's hiring to track down a 'Protopet' toy stolen from Mr Smiles, the head of Megacorp. But this seemingly innocent prototype toy may not be so innocent after all, and of course, you end up in the middle of the chaos. Armed to the teeth and ready to explode. This is a must-have game in every respect.

■ **BEAT COPPER** This is called 'helping Nick with his enquiries'

■ **OFF THE MENU** Nick left the waiters a tip. It was 'run away quickly'

# TRUE CRIME: STREETS OF LA

## It's becoming apparent that the self-styled City of Angels is actually a city full of Triads and ex-KGB sorts...

■ **Publisher:** Activision ■ **Developer:** Luxoflux
■ **Out:** September

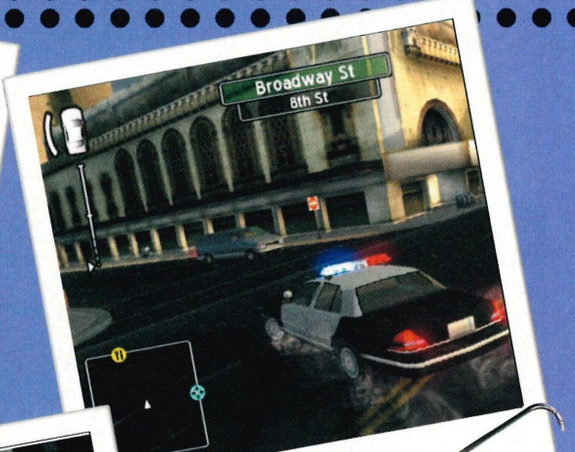
**TIME TO PUT THE OLD SIREN ON THE ROOF, EH?**
Wind the window down first. Nick Kang is a cop charged with the not inconsiderable task of cleaning up LA. Not of litter, but the garbage from the Triad and Russian mafia gangs.

**NOT AN EASY SET OF CHAPS TO BRING TO BOOK!**
No, but if anyone can, Kang can. As a member of the Elite Operations Division, he's got a level of dispensation when it comes to the collar. If the odd pedestrian gets in the way, or should he spot a traffic offence, Kang's liable to unbuckle the holster. But so what if the man's not a paragon, it's not easy digging yourself out of sundry holes without recourse to the old metalwork. Oh, and he's not bad at the martial arts either.

**SO IT'S *GTA: VICE CITY*, RIGHT?**
Sort of. But not exactly. The developer has mapped 250 square miles of LA in which you as Kang can drive around, but *True Crime* is story-driven - melding the high kicking antics of Hong Kong cinema with LA cop drama. Sub-missions flicker up on your car's cop scanner and solving them may or may not affect the outcome of the whole shebang. Discretion is often advisable, though, because filleting key witnesses and informers can slow your progress.

**WHAT ABOUT CARS AND GIRLS?**
Kang's default Cadillac steers like a tanker, but you can snaffle Mustangs, motorbikes, convertibles and even buses and bin lorries. The game's cast is voiced by some of Hollywood's finest including Christopher Walken, Gary Oldman, Michael Madsen and Russell Wong (he does Kang). Your sassy sidekick Rosie is played by Michelle Rodriguez and raptastic incidentals come from Snoop Dog, Ice Cube and a gaggle of other West Coasterz.

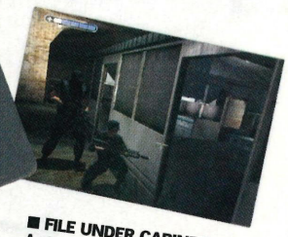
**WILL THIS COME UP IN FRONT OF THE JUDGE THEN?**
Providing it holds together, *True Crime* could be a classic.




■ **BENT COPPERS** Despite the carnage, you're actually upholding The Law. Really

■ **PROTECT AND SERVE** In *True Crime*, the LAPD isn't best known for its diligence and restraint

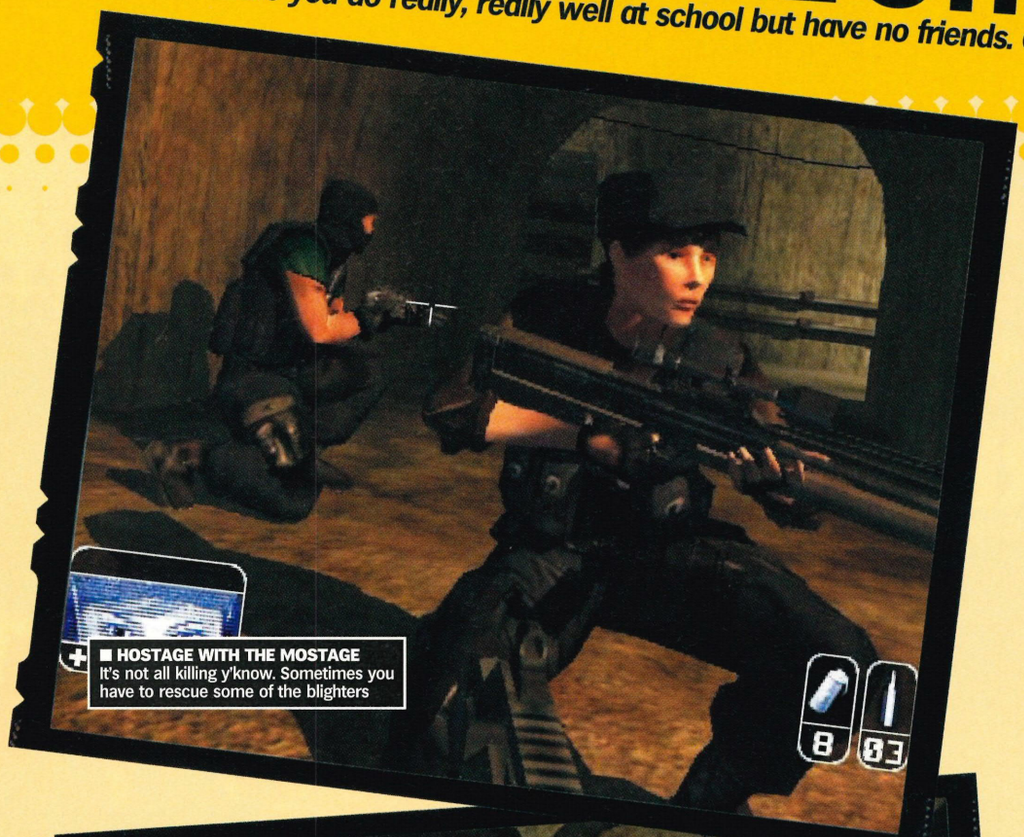
■ **IN YOUR SIGHTS**
It's all in the execution



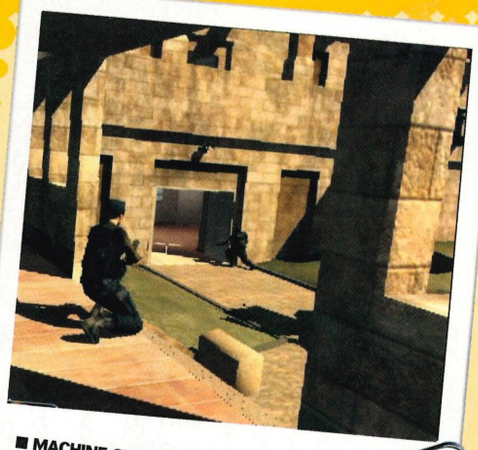
■ **FILE UNDER CABINET**
A stressful day at the office ends badly

# SWAT: GLOBAL STRIKE TEAM

***A game where you do really, really well at school but have no friends. Or was that SWOT?***




■ **HOSTAGE WITH THE MOSTAGE**
It's not all killing y'know. Sometimes you have to rescue some of the blighters



■ **MACHINE GUN ETIQUETTE**
Polite officers wait until they see the whites of their eyes

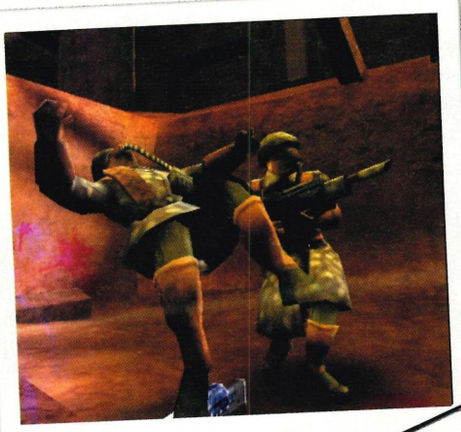
■ **WHAT A CHEEK**
SWAT colleagues are not wont to stand on ceremony

■ **Publisher:** Vivendi ■ **Developer:** Argonaut ■ **Out:** Nov

**OH YEAH BABY, WE DIG THOSE CRAZY ACRONYMS**
SWAT, in case you didn't know, stands for Special Weapons And Tactics, and is the part of the US police force that's even more determined to kill you. You'll recognise them by their helmets and body armour, plus the way they set fire to your religious compound before accidentally tapping each other with headshots and blaming you. This is the near-future, however - 2018 - and concerns a global version of the unit.

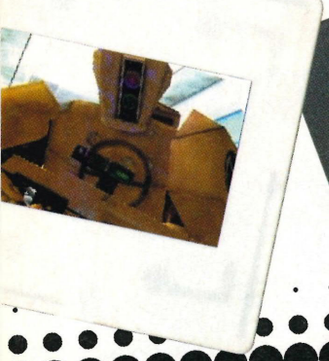
**SOUNDS OMINOUS. DO YOU GET A TEAM, THEN?**
Yep - you play Mathias Kincaid, a former Delta Force member accompanied by Tomi Ono (a sniper) and Anthony Jackson (a technical specialist). As you work through the 21 missions of the Career mode, the pair need ordering around - and you can do it with the headset, just as in *SOCOM*. You can't just leave them behind and steam in, either, as missions require their skills. Suicide bombers need sniping and then defusing, for instance, while you lock down the surrounding area. You're also called upon to rescue hostages, escort assassination targets, recover sensitive materials and execute general search-and-destroy missions, and if the story-based Career mode seems too much there's an Arcade game instead. Novices are well catered for with beginner and advanced control systems, and 10 co-operative missions in addition to the more usual deathmatches will please multiplayer fans.

**HOW CAN I KILL YOU? LET US COUNT THE WAYS!**
There's the usual array of shotguns, machine guns and pistols, of course, but it get more intriguing than that: blowguns, throwing stars, concussion and flashbang grenades, gas cannisters and proximity mines all deserve your attention. These futuristic officers are pretty tooled up gadget-wise, too, with night vision goggles, thermal imaging cameras, fibre optic cameras that can be drilled through walls and the ability to hack computers, alarms and CCTV. Now, if only this game was SWAT versus the Terrorist Weapons And Tactics group it would be perfect...



■ **MINT IMPERIUM** Believe it or not, these are Earth's forces of the future... Could've fooled us

■ **SIZE SPLATTERS** After the sanitised blasting of the *'Splitters*, a bit of claret is most welcome



# FIRE WARRIOR

## C'mon kids, let's spend the day in Games Workshop! Kids?

■ **BIG GUNS** It's all about smart robo-suits and arm-length blastrods. (It appears green's in season too)

■ **Publisher:** THQ ■ **Developer:** Kuju ■ **Out:** September

**By the Mighty Sword of Warhammer, we have real-time strategy... hurrah!**
Nope - wrong. *Fire Warrior* is a first-person shooting affair set in the Warhammer 40,000 universe. The tabletop version was originally introduced in 1987 and it's since spawned a $500 million empire of wargames, novels, comics, miniatures and videogames. Instead of hitting us with the expected real-time strategy bore-fest, Games Workshop tasked developer Kuju with creating a ravaging blaster instead. Quite right too.

**Dark, futuristic, fantastical?**
Assuredly so. Consider a big thing with a big gun biffing across multiple levels of 41st millennial madness. You slip on the robe of Kais, a young Fire Warrior. He's part of a team selected to rescue the Ethereal Ko'vash who has been kidnapped by Imperial Forces. So far, so nonsensical. Fans of the universe, however, will be delighted to learn that all the major characters are brought to digital life and best of all, you get to shoot many of them. Keep an eye open for the biologically-enhanced space monks - and kick the habit.

**So it's more exciting than tabletop action?**
Should be. The 40,000 universe has been created under the watchful eye of Games Workshop so you'll get to see what the bridge of a Battleship Gothic Cruiser really looks like. A four way split-screen mode will afford you the opportunity to draw the blood of friends too. Robotic, 60 frames-per-second cyberass-kicking 38,000 years into the future has never looked so much fun.

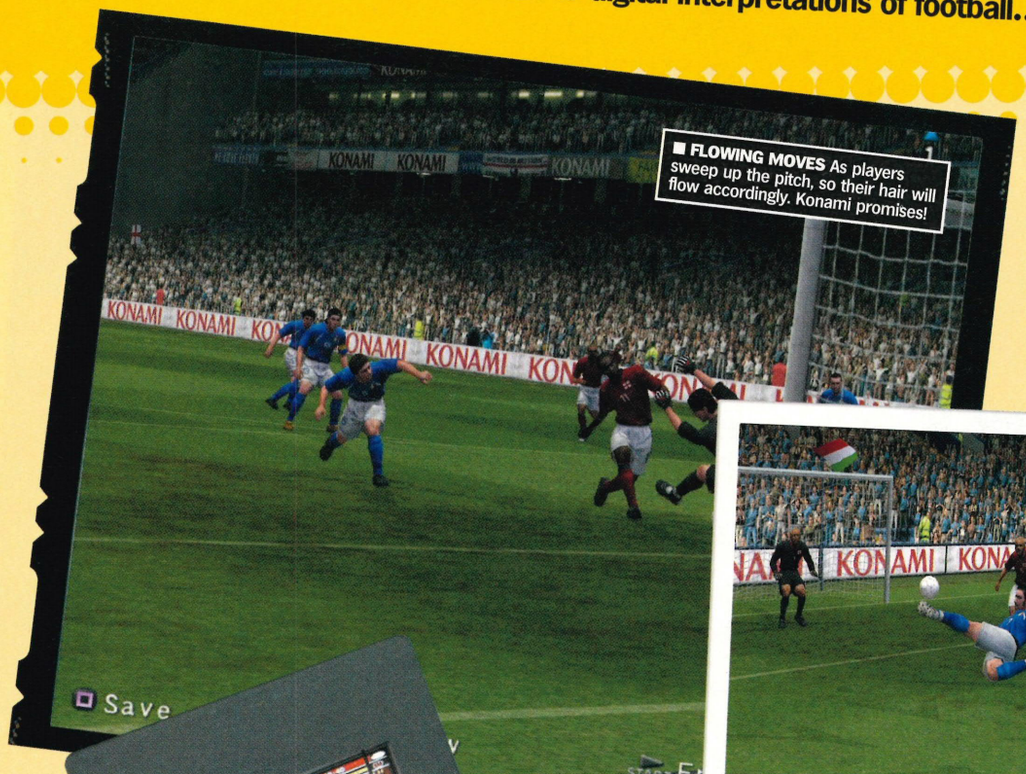
**Splendid. Any figurines or cards to collect?**
The shops are open now. Is there a better way of spending a Saturday afternoon? Off you go...

■ **GO FIGURINE** The Warhammer 40,000 universe is bound to keep breeding videogames

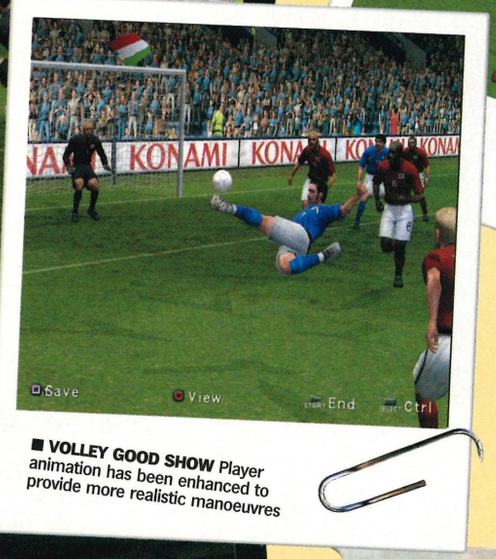
■ **BLAST ORDERS** Hardware from the universe is faithfully recreated in *Fire Warrior*

# PRO EVOLUTION SOCCER 3

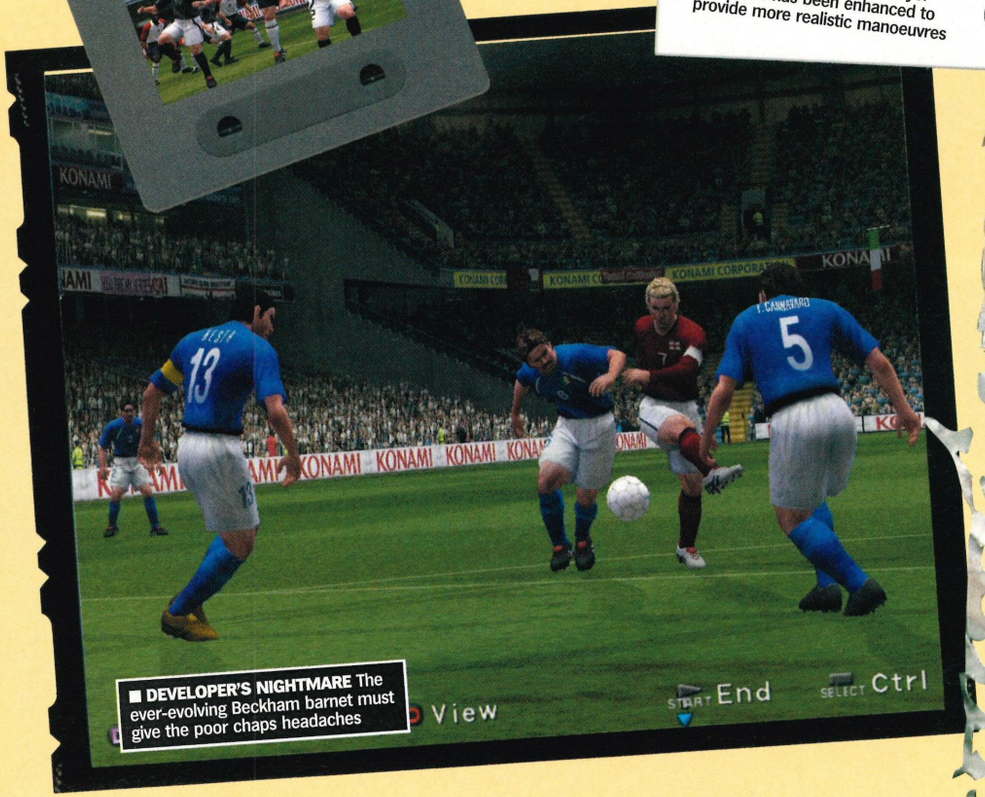
**Konami's the daddy when it comes to digital interpretations of football...**




■ **FLOWING MOVES** As players sweep up the pitch, so their hair will flow accordingly. Konami promises!




■ **VOLLEY GOOD SHOW** Player animation has been enhanced to provide more realistic manoeuvres




■ **DEVELOPER'S NIGHTMARE** The ever-evolving Beckham barnet must give the poor chaps headaches

■ **Publisher:** Konami ■ **Developer:** Konami TYO
■ **Out:** November

**THE GUV'NOR IS BACK. AND HOW...**
The perennial crowd pleaser returns, brimming with a host of new features and powdered off to a shine. It'd be nudging truth in the back if one were to suggest it's a whole new ball game, but Konami has consistently upgraded and improved the series, both in gameplay terms and cosmetically. Nothing wrong with taking each game as it comes.

**LET'S HEAR THE PITCH THEN.**
Player animation has been enhanced and the developer is promising a new dribbling system. Quite how that'll work remains to be seen. Evolving AI should recognise the way you play and adapt accordingly, and referees are wont to wave play-on after some fouls and even play advantage. A new Master League format is being introduced too - the WEFA Champions League - which consists of 64 teams divided into four divisions. And if your Master League team is losing matches, fewer spectators will turn up at the stadium.

**YEAH, YEAH. WHAT ELSE?**
Players can replenish energy by glugging water and injured sorts will sport bandages. Oh, and it's reckoned that their hair will flow in the wind as they shuffle along. Add to this more teams, more stadia and a shop in which you can purchase extras earned from victories, and you've got one of the year's most essential titles. And we haven't even played it yet!

**EA MUST BE ROCKING LIKE JELLY IN A HIGH WIND...**
For sure. Despite the marketing muscle of *FIFA*, *PES* caned EA's pitch and overtook it on the sales curve last season.

■ **HELLO CHEEKY** Our hero can see right through this big clawed fella. He's just skin and bones

# GHOSTHUNTER

## I think I'm jealous of your ghoulfriend...

■ **WHATEVER NEXT?** The scruffy-haired cop gets stuck in – glad we're not wearing his pants right now. If this is just his first lesson, what evils are to come...

■ **READY, TEDDY GO!** Think the little girl looks scary? Just give it a minute...

■ **HANGING AROUND** Laz goes all Indy Jones on us

■ **HEATHER?** Not *Silent Hill*, but you don't want to know what's cooking

■ **LIGHT FANTASTIC** Yeah, it sounds dull to say it, but the lighting is breathtaking

■ **GET INTO IT** Water. The *other* horror staple

■ **Publisher:** Sony ■ **Developer:** SCEE Cambridge
■ **Out:** November

**I'VE HEARD THE LEAD CHARACTER IS A COP. EH? WHAT'S A COP GOT TO DO WITH GHOST BUSTING?**
True, most cops spend their time pointing cash machines - sorry, radar guns - at dual carriageways, while the pedestrians they're protecting get mugged at knifepoint half a mile away where the pavement is. But not Lazarus Jones. Laz investigates a series of child murders at a school, only to find himself in a secret laboratory where one false move could unleash a horde of violent spooks. Laz rapidly makes one false move and unleashes the horde of violent spooks. His partner, Anna, is abducted and taken to a strange alterna-world where evil reigns and *How Clean Is Your House?* is on 24 hours a day and, with no-one around to frame, he's just going to have to get her back.

**SO HE'S FIGHTING SPECTRES WITH A TRUNCHEON?**
It's a bit more complicated than that. Happily, Laz also manages to activate a virtual version of Richmond, the original Ghosthunter and a suspect in the murders. Perhaps in a moment of brainlessness, perhaps as a reflexive attempt to measure his speed, Lazarus points his gun at the computer-generated image - but it's too late. Richmond bestows the mantle of Ghosthunter on him, and from then on his course into an increasingly twisted netherworld is set.

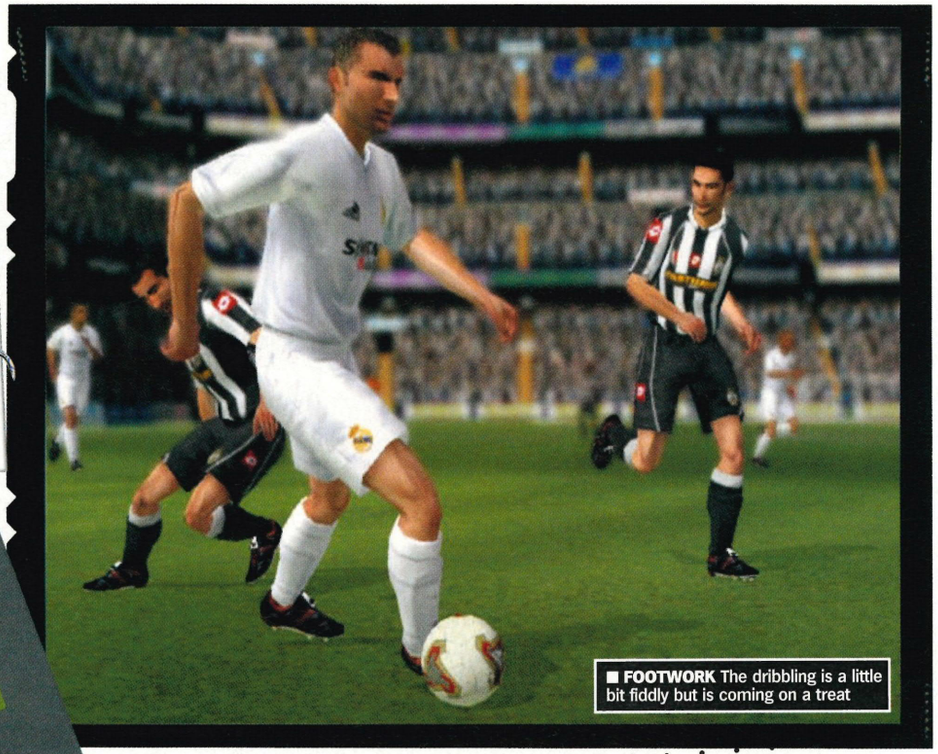
**SO WHAT KIND OF GAME IS IT?**
*Ghosthunter* is firmly in survival horror territory alongside the likes of *Resident Evil* and *Silent Hill*, with the twist that enemies aren't 'killed' as such. Lazarus has a variety of spook-battling weapons, such as 'capture grenades' with which he can trap spirits in this dimension. Withering gunfire then weakens them until they can be fully contained and stored.

**BUT HOW CAN HE EVEN SEE THESE ECTOPLASMIC FREAKS WHEN TO MOST PEOPLE THEY'RE INVISIBLE?**
During the initial outbreak, a spirit called Astaral managed to get inside him, giving him the 'gift' of second sight. Later in the game this female spirit emerges from Lazarus and players take control of her. That old chestnut.

**NICE. WHAT ELSE CAN WE LOOK FORWARD TO?**
There's a month's worth of nightmares to wade through. Graphically *Ghosthunter* already looks superb, and does considerable justice to its inventive enemies - how about a giant mouldering teddy bear whipping you with a dead child? Or drowned sailors trailing wavering bubbles in air that's also somehow the sea, or a crocodile that vomits a half-digested man, or poltergeists that throw large, heavy things like televisions at you [*How Clean Is Your House?* can drive you to these things], or a giant metal man made of crashed cars?

**SPOOKY, HUH?**
Spooky like a TV weatherwoman's perma-smile. And we can be a bit more specific about this outcome than 'sunshine with scattered showers', which means it'll either rain or it won't, which is obvious. No, the outlook here for those cold Christmas nights is hot indeed.

■ **FOOTBALL PIE** AC Milan get a whole game to themselves, which means Rivaldo might get to play



■ **FOOTWORK** The dribbling is a little bit fiddly but is coming on a treat

# CLUB FOOTBALL

## Heavyweights *Pro Evo* and *FIFA* face a new challenge in the form of a team-specific extravaganza.

■ **Publisher:** Codemasters ■ **Developer:** Codemasters
■ **Out:** October

**17? Seventeen? SEVENTEEN CLUBS?**
Count 'em. Here's the unexpurgated list: Arsenal, Aston Villa, Chelsea, Leeds United, Liverpool, Manchester United, Celtic, Rangers, Bayern Munich, Borussia Dortmund, Hamburg, Ajax, Barcelona, Real Madrid, AC Milan, Internazionale, Juventus.

**WHAT SORT OF GAME IS IT?**
Arcade football fare with an intuitive *PES*-style control system - no button revision required, then. The developer has sensibly adopted the simple approach to gameplay, realising that this is *Pro Evo*'s major strength. A Super League format sees you pit your wits against the other licensed teams in a Champions League format.

**WHAT DO YOU GET WITH THE LICENCES?**
Essentially, it's 17 versions of the same game, only with club-specific branding; plus it's steeped to the gills with unlockables in the form of video snippets, profiles, pics, trophies and the clubs' histories.

**HOW DOES IT LOOK?**
Positively pippin. 'The 17' have had all their players individually designed and mapped, right down to facial features, hair and height; the kits, stadia, hoardings and crowd chants are accurate, and for those who fancy taking their place up front, a create-a-player option lets you build someone vaguely your size and weight. If you're aged 12 and weigh six stone you might wish to embellish your 'credentials'. In fact, we'll all do it anyway, right?

**WHAT ARE THE ODDS ON IT TOPPLING *PRO EVO*?**
17-1. However, fans of the aforementioned sides should certainly be tempted if the gameplay dynamics come to fruition. Supporters of the rest will undoubtedly baulk at splashing out for a game badged with a rival's insignia.

■ **KEEPS** The code we played didn't look quite like this, by the way – this is very much a replay

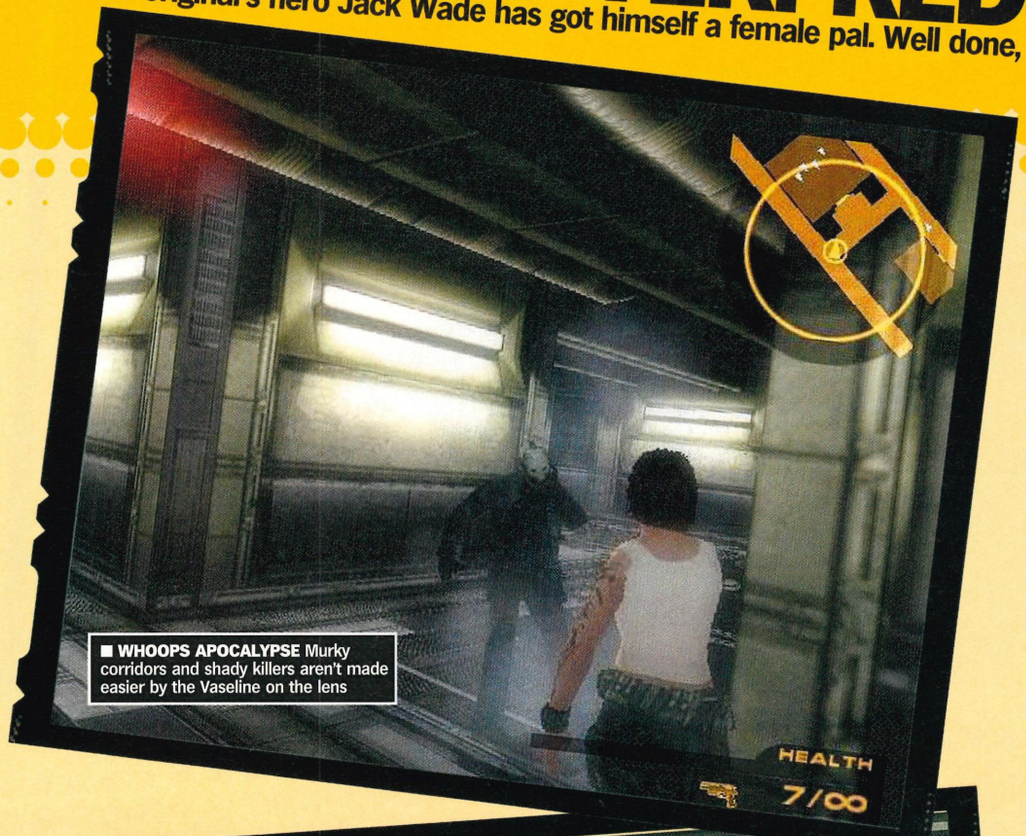
■ **HORSES FOR COURSES** Why the long face, Ruud?

■ **YOU'RE A CREEP**
Leeza hunts down crims

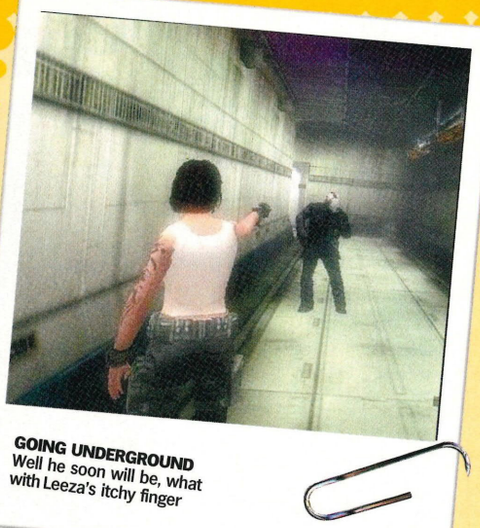
■ **FOYER EYES ONLY**
Aah, 'Above' at last

# HEADHUNTER: REDEMPTION

**The original's hero Jack Wade has got himself a female pal. Well done, son...**




■ **WHOOPS APOCALYPSE** Murky corridors and shady killers aren't made easier by the Vaseline on the lens



**GOING UNDERGROUND**
Well he soon will be, what with Leeza's itchy finger

■ **VESTAL VIRGIN** Jack's new sidekick is Leeza, a rebellious street kid

■ **Publisher:** Sega ■ **Developer:** Amuze ■ **Out:** November

**HAS THE BOUNTY HUNTER FOUND PARADISE?**
Unfortunately not. Veteran Headhunter Jack Wade's second outing finds him in a sort of futuristic *Upstairs Downstairs*, a society divided into the ultimate consumerist world, 'Above' and 'Below'. For 'Above', think shiny metropolis, glass towers, powerful media and corporations. There's probably a monorail. 'Below' is less a glittering utopia, more a dark underbelly of rogues, misfits and, one imagines, cussed obstinates that smoke and drink. Tsk.

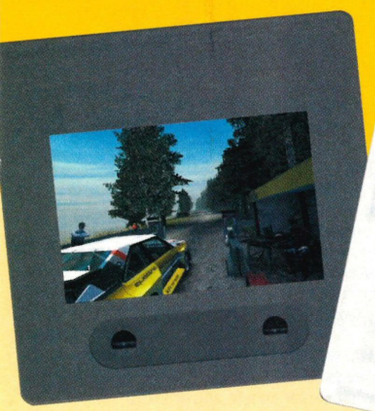
**WHO'S THE LASS IN THE VEST?**
Leeza X, variously described as Jack's reluctant sidekick and a rebellious street kid. Someone appears to have pricked and stained a wealth of the old indelible ink on her left arm. Naughty, huh? Leeza is the daughter of some cove that Jack banged to rights in the dim and distant and, interestingly, she's the main playable protagonist this time around. The action swaps between the two depending on the mission. Unfortunately, Leeza finds herself 'downstairs'. Often.

**SO, WHAT'S TO DO?**
As life isn't sweet on the darker side of the street, Leeza spends her time unmasking fiends, smashing arms deals and generally keeping the criminals in check. Meanwhile, when the action switches to 'Above' Jack hits the futuristic highways on his motorbike.

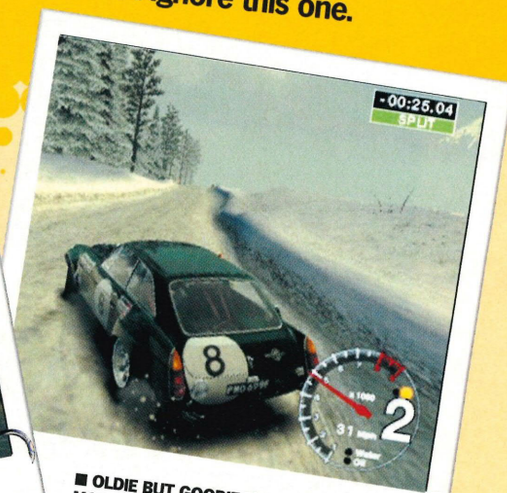
**SO IT'S SIMPLY MORE FUTURISTIC STEALTH COMBAT VIEWED IN THE THIRD-PERSON?**
Well, yes it is. The new character should add an extra dimension to the whole and the fact that the action flips between two distinct gaming worlds sounds pleasing. Whether the 'Above' and 'Below' hierarchy will exist by the time Leeza and Jack have completed the shebang remains to be seen. One imagines they'll smash the 'system' before repairing for a restorative and light repast above ground.

# COLIN MCRAE RALLY 04

**A last minute change to the release date means this is closer than we thought. You can't ignore this one.**



■ **INTEGRAL FUN** Group-B lunacy is best had in a Lancia




■ **OLDIE BUT GOODIE** The MGC's surprisingly handy

■ **BUSH BABY** The visuals are definitely smoother this time

■ **AUDI DUDE-Y** 600bhp and large trees – Group B cars were the best

■ **THEME PARKING** Custom rallies include this jumptastic one

**SHOPPING TROLLEY** Is there really a case for slower, weaker cars?

■ **Publisher:** Codemasters ■ **Developer:** Codemasters
■ **Out:** September

**SO WHAT'S COLIN UP TO THESE DAYS?**
Well, he's moved from Ford to Citroen and employed Derek Ringer as his co-driver, having split from Nicky Grist. Both changes are reflected here, with Ringer reading the directions from Grist's stage notes.

**IS THAT ALL THAT'S NEW?**
Hardly. Having centered on McRae and the Ford team last time out - none of the other cars or drivers could be used in the main, three year career. The game's gone back to a more open format. It's up to you which car you choose, and it's based on a single year's championship.

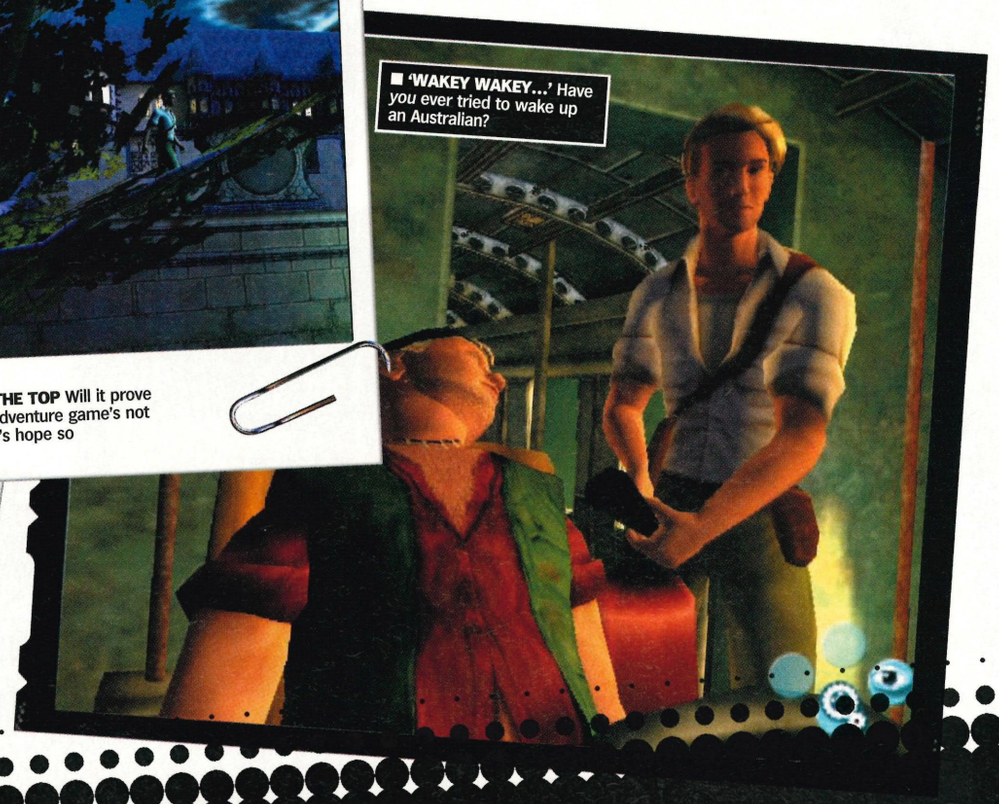
**HAVE THE DEVELOPMENT OPTIONS DISAPPEARED WITH THE EXTRA SEASONS?**
Not at all; in fact they've been highlighted further. Players now take part in tests between rallies, perhaps running the engine to strict tolerances on the dyno or testing the dampers to destruction on a crest-ridden stage. Success earns you better parts.

**SO IS THAT IT?**
No! The handling's been fundamentally altered, although even in early versions it retains the superior feel of the series as a whole. The cars now slide around four pivot points equating to the wheels, rather than one through the centre, giving a heavier, more substantial feel.

**AND HOW MUCH ACTION'S ON OFFER?**
It's got two and four wheel drive seasons, an Expert championship playable only from the in-car view with the highest of the three (new) damage levels, and several themed series such as jump-heavy stages or winding tarmac. It's even possible to create your own special championships and save them to the memory card.

**WILL MY MATES THINK I'M CLEVER FOR BUYING IT?**
Why not? Graphically it's much smoother than before, with almost all the nasty scenery pop up dealt with - something they can appreciate in the multiplayer modes. There's a split screen for two players and take-turns support for four, plus the choice to race as either team mates or competitively. Sweet...

■ **OVER THE TOP** Will it prove that the adventure game's not dead? Let's hope so



■ **'WAKEY WAKEY...'** Have *you* ever tried to wake up an Australian?

■ **LEAP OF FAITH** Puzzles, yes, but there's plenty of action, too

# BROKEN SWORD: THE SLEEPING DRAGON

## All manner of unpleasantness is occurring; scrape disentanglement required...

■ **Publisher:** THQ ■ **Developer:** Revolution ■ **Out:** October

**BROKEN SWORD? NOT THE OLD 2D FELLOW WE SAW ON PSONE LAST CENTURY?**
Bang on, the very same bean. This time it's been fleshed into 3D and instead of pointing 'n' clicking, you get to wobble the analogue sticks to direct the characters. However, the essence of the series' cerebral conundrum solving remains intact - no heavy artillery to deploy here.

**WHY THE SIX YEAR GAP BETWEEN EPISODES?**
Apparently developer Revolution's Grand Fromage Charles Cecil didn't want to spill the thing into 3D until he was confident the hardware could handle the complex environments required. And by jove it certainly looks the part; its distinctive cartoon textures are hand-drawn and the lighting's a whizz.

**SO THEN, WHAT'S AFOOT?**
With heroes George and Nico returning from the old escapades, the situation demands they unravel the secrets of the Sleeping Dragon and, into the bargain, save humankind from knifing itself in the knee. The main protagonists' adventures are split from the off, with George's kicking off in the Congalese jungle after his aircraft pitches into the trees. Meanwhile, his sultry sidekick Nico is busy slamming someone's face with a fridge door in Paris. (Bloody secret lemonade drinkers, eh?) Congo and Paris aside, the interactive yarn also takes us to Prague and intriguingly, to the ancient village of Glastonbury, where it's said that St Joseph of Arimathea arrived bearing the Cup of the Last Supper, and where he buried the Holy Grail. And it's reckoned that the bodies of fabled King Arthur and missus Guenevere are buried here. Robbie Williams has been there, too...

**SOUNDS A BIT LIKE *TOMB RAIDER*...**
Leaping ledges is the least of your worries here. The emphasis is firmly on puzzles and 'action events' where a given dramatic situation demands prompt action. So don't stray too far from that frying pan. PS2 has got adventures by the bucket and hopefully *The Sleeping Dragon*'s more sedate style will prove a grey cell-crunching winner.

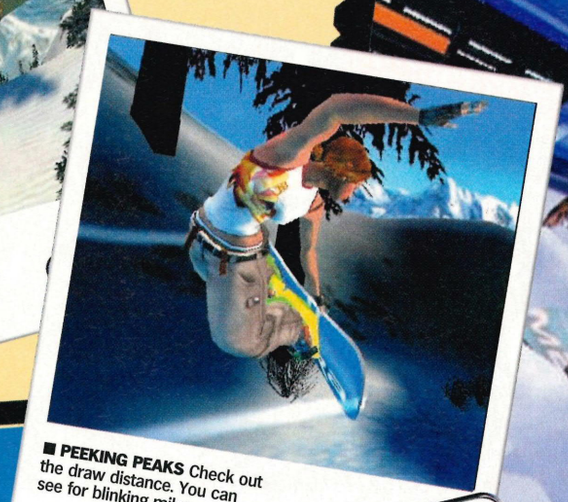
■ **FREQUENT FLYER** Wait for all the other passengers to shuffle out? Not George...

# SSX3: OUT OF BOUNDS

**Why, the blessed thing's sliding all over the shop. Snowboarding, huh?**

■ **FUN SEEKER** With over 100 challenges you can really explore the slopes...

■ **NICE ICE BABY** You'll notice that *SSX3* has deep and crisp and even graphics



■ **PEEKING PEAKS** Check out the draw distance. You can see for blinking miles

■ **PURPLE HAZE** We're guessing you can probably see your house from here

■ **Publisher:** Electronic Arts ■ **Developer:** EA Sports Big
■ **Out:** November

**BACK ON THE OLD POWDER AGAIN, EH?**
Wide pants and ironing-board time again in this, the third incarnation of the *SSX* series. Its 'Out of Bounds' sub moniker infers to the free roaming nature of this hillside festival. Steer clear of the moors though.

**WHAT'S HAPPENING DUDE?**
Eh? Oh. In this triple peak, open game world, you're decanted on the lowest mound whereupon you must progress up and across the hills, investigating challenges and garnering an avalanche of collectables. Does the half pipe and slippy brigade Everest? No sir, because you need to complete about 150 challenges and perform a wealth of über manoeuvres before you can come around the whole mountain range.

**VIRGIN BACKCOUNTRY?**
Oh yes. One challenge demands you traverse virgin powder without catching more than 10 seconds of air. Honestly, it'll leave you gasping for breath.

**NEW TRICKS FOR OLD?**
The über meter now brandishes three levels of tricks: Level One consists of one foot release and grab moves, Level Two introduces more complex flips and spins, while Level Three's are known as Monster tricks; manoeuvres that'll make Tony Hawk look like a cycling vicar. One imagines.

**POP PEOPLE?**
A host of popular tunesmiths have been lined up to provide the game's incidentals including the Chemical Brothers, Queens of the Stone Age, NERD, Red Hot Chilli Peppers, Felix Da Housecat and X-Ecutioners. Ice Cube's keeping his powder dry on this one.

**TIME TO SLOPE OFF?**
Oh, go on then.

■ **ALTERED IMAGES** Deft use of Time Dilation makes for excellent combo moves

■ **PLASTIC SOUL** Imagine Power Rangers that were like, really powerful!

# ALTER ECHO

**Don't worry if you find these screens confusing. We barely know what's going on either.**

■ **Publisher:** THQ ■ **Developer:** Outrage ■ **Out:** September

**SO FAR EVERYTHING'S MAKING SENSE AND I OBJECT. WHAT ARE YOU GOING TO DO ABOUT IT?**
We're going to tell you about *Alter Echo*. You play a man called Nevin who has a suit that changes shape and is fighting a planet made of sentient plastic that wants to kill him so he can't track down Paavo who used to work for the same company harvesting plastic.

**I'VE GOT THAT UNLIT FEELING BEHIND THE EYES.**
Plast is an organic plastic than can be shaped by the thoughts of talented humans - Nevin is very gifted but Paavo creates Xenoplast, a hostile self-aware version.

**I THINK I'M GETTING THE HANG OF THIS. ERM.**
Nevin must track down Paavo and kick the hell out of him, but the Xenoplast doesn't want to let him - so the landscape itself is constantly changing and trying to kill you. Nevin can change his plastic suit from its default setting for melee combat, to a big robot that fires guns and grenades or a lizard-like stealth formation which can climb walls.

**WELL OF COURSE.**
It's simple really. A full Time Dilation meter can zap you to a gridded representation of your area. Matching increasingly fast button prompts allows you to connect enemies in one giant attack. You can even use the enemies as weapons.

**MY MIND IS GOING. I CAN FEEL IT.**
Look, it's simple. Man works by harvesting living plastic. Disgruntled ex-employee invents thinking plastic. Man hunts man. Plastic changes shape and tries to kill man. Man changes shape and tries to kill plastic. Roll credits.

■ **BAD PLANET!** Beware, for the landscape itself can turn on you

■ **PLAST BLAST** Nevin's pretty handy with a laser sword - not made of plastic

# JUDGE DREDD: DREDD VS DEATH

## 2000 AD? Isn't that about now? Blimey...

■ **CRIMEWATCH** Colourful, chaotic action in the big city

■ **RIVER OF BLOOD** Has tomato sauce ever looked as real as this?

■ **SQUEALING PIG** Despite the carnage, you're actually upholding The Law. Really

■ **CRASH AND BURN** You can't really shoot down aircraft, but you can pretend

■ **Publisher:** Vivendi ■ **Developer:** Rebellion
■ **Out:** November

**JUDGE DREDD? WHO HELL HE?**
He's the lawman chappie who has a regular headlining slot in comic *2000AD*. Joseph, for it is he, patrols the futuristic streets of Mega-City One - home to some 400 millions folks - with his Lawgiver pistol meting out justice to 'perps' and sentencing them to a spell in the 'cubes'. Judge, jury, lawman, executioner and sporting the finest shoulder pads since *Dynasty*, he's madder than a cut snake.

**WHAT SORT OF A GAME IS IT?**
It's a first person-viewed shooter which, naturally, doesn't afford you the finest view of Dredd, for you are he behind the gun. But you do see him in cut-scenes, though. Fans of his strip adventures will be familiar with the Dredd universe, and its comic book shading, textures and curved neon architecture has been lovingly recreated by developer Rebellion. Dredd's role as a Judge ensures that he must use minimal force and verbal challenges must be issued before his finger begins to itch. A 'Lawmeter' keeps your actions in check and should you embark on an irresponsible killing spree other Judges will hunt you down. Like a dog.

**IT'S JUST SHOOTING THEN?**
Well, yes. Yes. It is. However, responsible play means your 'Lawmeter' remains at a respectable level, which in turn opens up other arcade challenges at the end of successful missions. One sees you take on the role of a citizen who joins in the everyday battles between apartment blocks.

**THE HARDWARE MUST BE QUITE NATTY, RIGHT?**
Indeed. The Lawgiver pistol features six kinds of ammunition including Heatseeker, Incendiary, Ricochet and Armour. You can also snaffle a Justice Department shotgun called the Arbitrator. Sounds like a guntabulous offering, so let's hope this comic translation comes to marvellous fruition.

PlayStation.2

# ON THE DVD

## THIS ISSUE!

**STARSKY & HUTCH**
Kick 70's bad-guy ass in this shooty/drivey/chasey/Starsky/Hutchy super-fun-game.

**FUTURAMA**
Funny cartoon-tie-in platformer from the creator of The Simpsons (and Futurama, natch).

**MACE GRIFFIN: BOUNTY HUNTER**
Slick space shooting action mind-melded with foot slogging first-person fun. A combo that works.

**VIRTUA FIGHTER 4 EVOLUTION**
After *Soul Calibur II*, this is the best beat-'em-up for your PS2. Smack, crunch and whack your opponent!

**PRO EVOLUTION SOCCER 2**
The best footie game ever made. Need we say any more? Play it today.

**DEF JAM VENDETTA**
Hip-hop wrestling that allows you to play out your most raptastic fantasies. Easy! Easy!

**ALTER ECHO**
Weirdness abounds in this odd mix of action adventure and dance game. No, really.

**TIMESPLITTERS 2**
Your chance to put one of the best first-person shooters ever through its glorious paces.

**SPLINTER CELL**
Absell, lurk in the shadows and cosh Commies in the stealth-tastic techno thriller.

**THE GETAWAY**
Play one of the PS2's modern classics set in and around London's seedy underbelly.

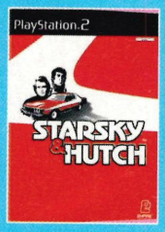
**HITMAN 2: SILENT ASSASSIN**
As a top international 'cleaner' it's your job to infiltrate the mafia and waste the Don with a golf club. Really.

**CONFLICT DESERT STORM**
Give Saddam's forces a good whupping in a war game based on the original Gulf conflict.

**FINAL FANTASY X**
Try a slice of one of the best role-playing games ever made - and check out that amazing FMV too...

PLAYABLE DEMO ONE

## STARSKY & HUTCH




PUBLISHER: **Empire**
GAME TYPE: **Driving**
OUT: **Now**
PLAYERS: **1-2**

**WE'RE BIG FANS** of the adventures of street-wise David Starsky, softly-spoken Ken 'Hutch' Hutchinson and not forgetting Huggy 'Huggy Bear' Bear, as they cruise those mean streets. The plain-clothed detectives terrorised the bad muthas of Bay City with their big guns, bigger cardigans and the coolest car ever shown on network TV – Starsky's cherry red Ford Torino – throughout the '70s.

Now's your chance to not only get behind the wheel as Starsky but lean out the window as Hutch and take some pot shots at the bad guys.

Our playable demo gives you one entire level to get through as you attempt to stop a stolen car by any means necessary. Mainly that means shooting and ramming, but who knows what could happen? They may respond to gentle pleading (well, you can try it). You can also shoot down and drive through the various targets to improve your handling, speed and the like.

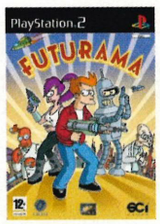
And when you've mastered all that, if you've enjoyed it you can pop down your local games emporium to pick up the full game.

### THE CONTROLS

| | |
|---|---|
| D-pad/L-stick | Direction |
| ⊗ | Accelerate |
| □ | Brake/reverse |
| △ | Camera |
| ○ | Handbrake |
| R1 | Shoot |

PLAYABLE DEMO TWO

# FUTURAMA



PUBLISHER: **SCi**
GAME TYPE: **Platformer**
OUT: **Now**
PLAYERS: **1**

**THE SOME-PEOPLE-THINK**-it's-freakin-hilarious-while-others-smile-politely cartoon series might have been canned, but the future adventures of 20th Century slacker Fry, boorish robot Bender and the rest of the losers they hang out with live on in videogame format.

Here you get a nice slice of the action with Fry heading for 'old' New York to take down some hoboes with his laser gun as he tries to get to the Scrap Bar to find Bender. The controls are a little fruity so try and get used to the thing before throwing it away in anger – once you've got yourself past the opening fire-fest, things get a lot better. Hang in there.

## THE CONTROLS

| | |
|---|---|
| D-pad | Move |
| ⊗ | Attack/fire |
| △ | Action |
| ○ | Jump |
| □ | Charged fire |
| R3 | First-person view |
| R1 | Lock target |
| L2/R2 | Select weapon |

## TOP TIPS

**STARSKY AND HUTCH**
Starsky's Torino is actually faster than most perps' cars, so keep smacking and blasting them and you should bring 'em down. Hutch can fire off shots as fast as you can tap the R1 button, so keep hammering it - at the car, the traffic lights, the icons that give you boosts, and more. Use the ramps to gain ratings too…

**FUTURAMA**
This demo can be a little frustrating. The key is to use the primary fire to stun your opponents, and then hold down the secondary fire to power-up your weapon (you can run around while doing this). Release the secondary fire when you're lined up with a guard and waste them all to open the Scrap Bar door.

PLAYABLE DEMO THREE

# MACE GRIFFIN: BOUNTY HUNTER

PUBLISHER: **VIVENDI UNIVERSAL**
GAME TYPE: **First-person shooter**
OUT: **Now**
PLAYERS: **1**

**HARD AS A DIAMOND ANVIL** and grizzlier than a bear wearing a hornet-filled jockstrap, Mace Griffin is the latest in a long line of FPS hardmen with an incredibly short fuse and a permanently itchy trigger finger. You can enjoy our super-size Mace Griffin poster with this very issue. And once you've pinned that to your wall, why not 'be' the Mace and enjoy our huge, two-part demo. Blast fighters to crispy fragments in the space sections, then park in the belly of a gigantic cruiser and go postal in cracking first-person shooter style. And not a mention of Boba Fett to be found anywhere…

## THE CONTROLS

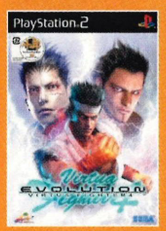
| | |
|---|---|
| D-pad | Move |
| L-stick | Strafe |
| ⊗ | Next target |
| □ | Nearest target |
| △ | Change mode |
| L1 | Fire missile |
| L2 | Select missile |
| R1 | Fire laser |
| R2 | Select laser |

**MACE GRIFFIN: BOUNTY HUNTER**
The 'Trouble at the Temple' level starts in space. Follow the red triangle for the nearest enemy ship and keep your target on it to lock on with missiles. Once on foot, can you complete the FPS lobby clearance level without your health dipping below 100%?

EVEN MORE DEMO TREATS OVER THE PAGE

PLAYABLE DEMO FOUR

# VIRTUA FIGHTER 4: EVOLUTION




PUBLISHER: **Sega**
GAME TYPE: **Beat-'em-up**
OUT: **Now**
PLAYERS: **1**
**(Full game: 1-2)**

**SEGA'S SUBTLE UPDATE** of *Virtua Fighter 4* is the best beat-'em-up you're gonna get your hands on this side of *Soul Calibur II*. And this demo gives you plenty of chance to get to grips with its advanced fighting system. After a few hours with this baby you will know kung-fu, or at least its videogame approximation (which will cause you much less real pain).

Mastering the moves takes time and concentration but our demo makes it easy for you to move through the single-player arcade mode as Akira, Sarah, or new character Brad. After a couple of easy wins – a mission mode is added, requiring you to perform increasingly tough tasks to stay in the game. See how long you can survive.

## THE CONTROLS

D-pad Move
⊗ Punch
□ Guard
△ Punch
○ Kick
START Pause
L1 Punch + guard
L2 Punch + kick + guard
R1 Punch + kick
R2 Kick + guard
Note: Neither analogue stick is used

PLAYABLE DEMO FIVE

# PRO EVOLUTION SOCCER 2

PUBLISHER: **Konami**
GAME TYPE: **Football simulation**
OUT: **Now**
PLAYERS: **1-2**
**(full game 1-8)**

**GET OUT ON** the pitch with the world's best footy game. Press ⊗ to choose Match mode, then again to choose a Friendly Match. There are four teams to choose from (they're indicated by the illuminated flags) and two stadia to play in. Before starting the game, you can go to 'difficulty' and choose how hard you want the CPU opposition to be. .And the options just keep on coming.. You can now either just begin your match or tweak cameras, your team's formation or configure the controls just how you want them. Phew. A final 'Start The Match' will get the action under way.

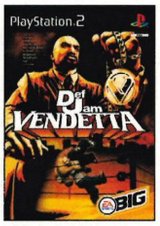
## THE CONTROLS

**Offensive:**
L-stick: Movement
⊗ Pass
□ Shoot
△ Through ball
○ Long pass
R1 Maximum sprint
R2 Intermediate sprint
L1 Choose player

**Defensive:**
L-stick: Movement
⊗ Tackle 1
□ Tackle 2
△ Goalkeeper
○ Sliding tackle
R1 Maximum sprint
R2 Intermediate sprint

PLAYABLE DEMO SIX

# DEF JAM VENDETTA

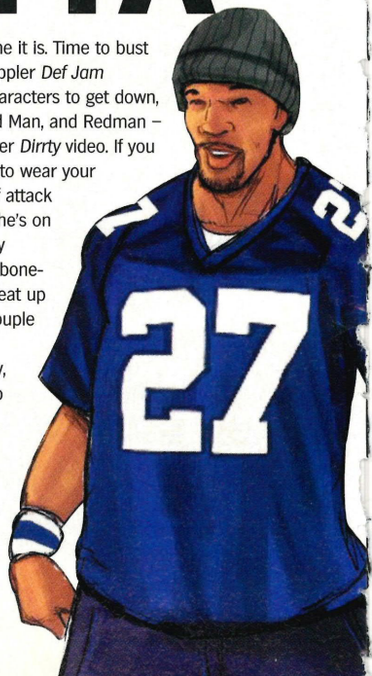



PUBLISHER: **EA**
GAME TYPE: **Hip-hop wrestling**
OUT: **Now**
PLAYERS: **1-2**

**'SUP, BOYEE. YOU KNOW** what time it is. Time to bust some skulls in the dope hip-hop grappler *Def Jam Vendetta*. The demo features four characters to get down, including the Wu-Tang Clan's Method Man, and Redman – last seen getting jiggy with Xtina in her *Dirrty* video. If you wanna make it as a playa the key is to wear your opponent down with a succession of attack combos and punishing slams. Once he's on the deck you can inflict more pain by stomping on his head or going for a bone-crunching grapple. If you're getting beat up on, try to stay out of the way for a couple of seconds. The commentator (Funkmaster Flex) will call you a sissy, but your energy will gradually start to recover. You know what time it is.

## THE CONTROLS

D-pad/L-stick Move
R-stick Taunt
⊗ Grapple
□ Strike
△ Get in/out of ring
○ Run/climb turnbuckle
L1 Pin/dodge
R1 Block

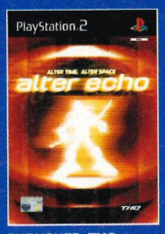


PLAYABLE DEMO SEVEN

# ALTER ECHO

**TAKE THE CONTENTS** of three assorted lava lamps, add guns, swords, big rubber suits, the ability to alter time and, while you're at it, take some headache pills too – you're going to need them.

*Alter Echo* has some pretty original styling and playing this little taster is the best way to see if there's some substance to that style. And of course there is – it's a gooey substance made of melted hamburger cheese and plum jam, drizzled deliciously over a fast-paced action core of gunplay, rhythmic button-combo combat and a mighty-morphing central character. Yummy.



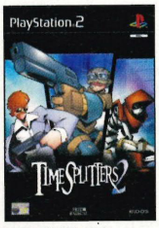

PUBLISHER: **THQ**
GAME TYPE: **Action**
OUT: **SEPT 2003**
PLAYERS: **1**

### THE CONTROLS

| | |
|---|---|
| L-stick | Move |
| R-stick | Camera |
| △ | Strong attack |
| □ | Quick attack |
| ○ | Special attack |
| ✕ | Jump |
| R3 | Time dilation |
| L1/R1 | Morph |
| L2 | Shield |

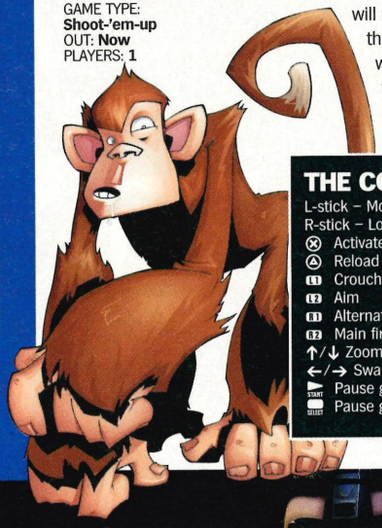
PLAYABLE DEMO EIGHT

# TIMESPLITTERS 2




PUBLISHER: **Eidos**
GAME TYPE: **Shoot-'em-up**
OUT: **Now**
PLAYERS: **1**

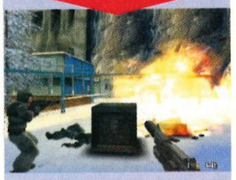
Welcome to the Oblask Dam level. Feel free to reconfigure the controls. Then it's a simple matter of fulfilling all your mission objectives and killing lots of people en route. You can change your weapon (do make good use of that sniper rifle – developer Free Radical practically invented the videogame sniper rifle) and bring up your hand scanner. This handy (sorry), little device will not only show you the position of enemies and mission objectives, but will also highlight the radius of their vision - invaluable if you want to avoid being spotted by the multiple camera positions which lurk around many of the corners.



### THE CONTROLS

| | |
|---|---|
| L-stick | Move |
| R-stick | Look around |
| ✕ | Activate |
| △ | Reload |
| L1 | Crouch |
| L2 | Aim |
| R1 | Alternate fire |
| R2 | Main fire |
| ↑/↓ | Zoom in/out |
| ←/→ | Swap weapon |
| START | Pause game/options |
| SELECT | Pause game/mission status |

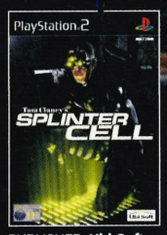
## TOP TIPS



**TIMESPLITTERS 2**
Watch your strength (the red arc), pick up armour (the blue arc) and take out all the cameras - unless you're after a stream of unwanted visitors. Bear in mind that the quieter and more hidden you are from enemies, the easier your task is going to be. Use the Sniper Rifle as binoculars too…

**DEF JAM VENDETTA**
Although it really goes against the point of the game, defence can be the best form of attack in this hop-hop wrestling combo. Try pressing L1 to move away from your opponent, while moving left or right at the same time. You should be able to gain a useful advantage doing this.

**SPLINTER CELL**
This game's all about shadows, so if there aren't any around, make your own by shooting out the lights. Bodies should also be dragged from view into the darkness, and there's no more effective way of not being seen than lurking where the sun don't shine. Remember to crouch-walk as well instead of running - it's much quieter and almost as fast when you want to get somewhere quickly.




PUBLISHER: **Ubi Soft**
GAME TYPE: **Action/adventure**
OUT: **Now**
PLAYERS: **1**

PLAYABLE DEMO NINE

# SPLINTER CELL

**IT'S THE BIG ONE.** Tthe game they're all calling "*Metal Gear Solid 2*, only without all the talking." Jog, shimmy, sneak and rope slide through this demo, sampling a few of the gadgets and graphical treats on the way.

Thrill to the multi-mode infra-red headset. Gasp at the remote control gas-releasing sticky-camera. In-game texts and voice-overs will keep you on the right track, so it's just a matter of getting down to a good old bit of exploration and experimentation.

A '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. Other than that, you're on your own. Good luck, soldier.

### THE CONTROLS

| | |
|---|---|
| ↑/↓ | Inventory |
| ← | Night vision |
| → | Thermal vision |
| L-stick | Movement |
| R-stick | Move camera |
| ✕ | Interact |
| □ | 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 |

■ EVEN MORE DEMO TREATS OVER THE PAGE

# ON THE DVD

## TOP TIPS

**THE GETAWAY**
If you've copped too much damage, make sure you rest to recoup your health. You can do this anywhere - but it'll take a while so make sure you're safe.

**HITMAN 2: SILENT ASSASSIN**
The key to successful hits is to plan your strategy. Watch the guards from a distance and always try a sneaky approach.

**CONFLICT DESERT STORM**
Make sure you stick to the warzone. Any straying from the natural path of action, and this demo will reset...

## 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.

## FAULTY DISC?

If your DVD appears not to be loading properly, first try re-starting your PS2 with a swift tap of the green reset button. Still no luck? Then allow us to replace your DVD for you. Simply mail it directly to: *Official PlayStation 2 Magazine* DVD Returns, Customer Services, Future Publishing, Cary Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB. If you have any further queries, please email us at PS2disc@futurenet.co.uk.

PLAYABLE DEMO TEN

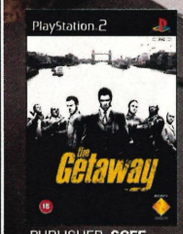
## THE GETAWAY

**DURING THE OPENING** intro sequence, press ⊗ to be presented with a New Game option. You then have two chunks from the finished game to swagger through. Follow the 'Charlies' who've 'half-inched' your 'nippah' in high-speed-style, then find Charlie Jolson who's holed up in a first floor office. Should you cop too much 'claret' rest for health.

### THE CONTROLS

**DRIVING:**
L-stick Steer left and right
R-stick Accelerate and brake
←/→ Steer left and right
⊗ Accelerate
□ Brake
○ Exit car/Enter car
△ Reverse
L1 Handbrake
START Pause

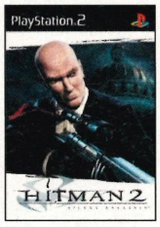
**ON FOOT:**
L-stick Move/Lean out (when in Stealth mode)
⊗ Roll (when running)/ Stealth (when near wall)/ Crouch (near objects)/ Hostage (near characters)
□ Pistol whip/Shoot (when aiming)
△ Draw gun
R2 Aim
L2 Reload




PUBLISHER: **SCEE**
GAME TYPE: **Action/adventure**
OUT: **Now**
PLAYERS: **1**

PLAYABLE DEMO ELEVEN

## HITMAN 2: SILENT ASSASSIN

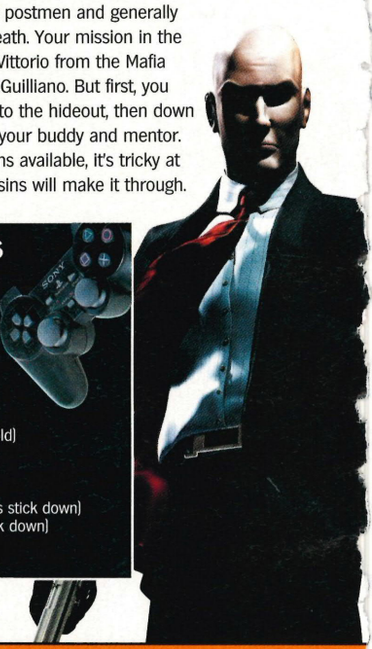



PUBLISHER: **Eidos**
GAME TYPE: **Action/adventure**
OUT: **Now**
PLAYERS: **1**

**YOU ARE A DEADLY ASSASSIN**, hiding in cupboards, dressing up as postmen and generally dealing out unexpected death. Your mission in the demo is to rescue Father Vittorio from the Mafia hideout and take out Don Guilliano. But first, you need to make your way into the hideout, then down into the basement to find your buddy and mentor. Experiment with the options available, it's tricky at the start, but skilled assassins will make it through.

### THE CONTROLS

L-stick Move
R-stick Look
⊗ Action button
□ Put away/Get out weapon
○ Drop item/weapon
△ Inventory/Exit scope
L1 Reload
R2 Fire/use
L2 Sneak (tap)/Crouch (hold)
R3 Run
↑/↓ Zoom in/out
←/→ Lean out
L3 Slow aiming view (press stick down)
R3 Toggle view (press stick down)
START Pause
SELECT Mission briefing



PLAYABLE DEMO TWELVE

## CONFLICT: DESERT STORM

PUBLISHER: **SCi**
GAME TYPE: **Shoot-'em-up**
OUT: **Now**
PLAYERS: **1**

**GIVEN THE IMMINENT** sequel we couldn't resist re-running this excellent war sim for you. This is the game's first mission and you've just been air-dropped at the Kuwait/Iraqi border.

Your first objective is to rescue your captured comrade. To do this you need to locate the shed in which he's hiding, then secure the area. It's crawling with resistance, so make sure you have all the angles covered. Once you've led him out to safety he'll join you in battle. You've then got to find some C4, take out the bridge supports and get the hell out of there.

### THE CONTROLS

L-stick Move forwards/ backwards and Strafe left/right
R-stick Look round/aim
⊗ Reload/action
□ Orders
△ Inventory
○ Crouch and crawl
R1 Fire
R2 Look behind
L1 Assign orders
START Pause

PLAYABLE DEMO THIRTEEN

## FINAL FANTASY X

**WITH THE RELEASE** of the dress-toting *Final Fantasy X-2* imminent, here's another chance to acquaint yourself with its stunning predecessor if you haven't already. This demo version contains two playable sections from the start of the game, a dash through a disintegrating city and Tidus's first trek through Spira. The battle system is fairly simple to use but be sure to remember to refuel your health bar with potions every now and again.

As you meet the crew, note their strengths and weaknesses, and try out Valefor's overdrive mode, which can be sped up by selecting 'boost' in the aeon's battle menu. And enjoy the FMV – this game sets the benchmark in graphics that many others are still failing to reach.

PUBLISHER: **SONY**
GAME TYPE: **RPG**
OUT: **Now**
PLAYERS: **1**

### THE CONTROLS

L-stick/D-pad Move
⊗ Select
△ Open inventory
○ Cancel
□ Scout for Blitzball
L1 Switch character (battle mode)
L1/R1 Switch character (menu screen)

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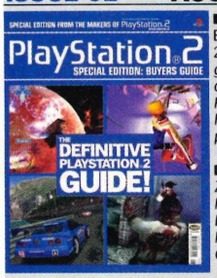


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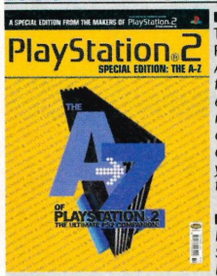


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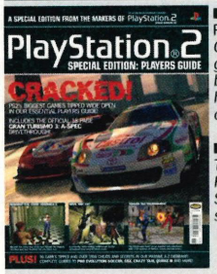


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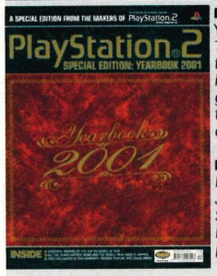


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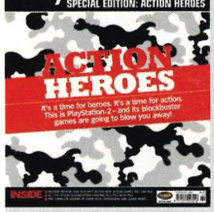


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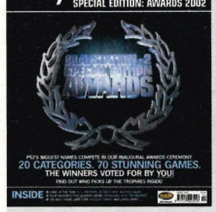


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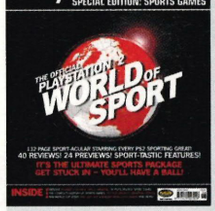


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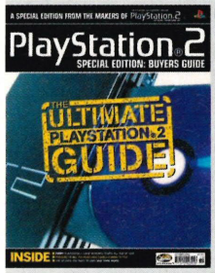


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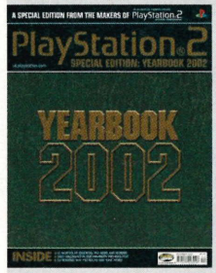


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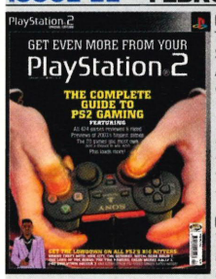


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# LARA CROFT TOMB RAIDER

MAG VIEW

"Croft addicts will revel in this drizzly monster. But is Lara tired? Let's hope she perks up a bit for our next date. Eidos needed to apply more creative thinking."

GRAPHICS 09
SOUND 07
GAMEPLAY 08
LIFE SPAN 09
VERDICT 08

Right. Let's finish this with the concluding part of our massive Lara guide. We'll help you make every inch-perfect jump in the game.

BEST PLAYED

## THE HALL OF SEASONS

Open the door and head down the short passage with the four plaques on the walls into the main hall. There's a sentinel guarding the hall, but if you quickly complete the following section you should be able to avoid a confrontation.

From the short passage, head towards the centre of the hall, where you'll find a raised circular section divided into four segments, each bearing a different symbol. Stand on the segment with the symbol showing three lines that curl at one end (this symbol represents air). When the segment is flush with the floor, three doors around the outside of the hall will open. Face the doors, go through the one on the right-hand side (notice the air symbol above the inner door) and pull the lever. Return to the portcullis has lifted, go through and run towards the large door in the recess on the right.

## THE BREATH OF HADES

At the bottom of the steps that lead into the chamber, walk along the right-hand side, where you'll notice a section of wall that is recessed slightly. Pass this section of wall, go through into the secret room and pull the lever. A series of stone pillars appear from the lava and the portcullis at the far end of the main chamber lifts up. You must now jump across the stone pillars to the other side of the chamber. The sanest way to do this is by hopping (RUN + ⊗) all the way along the series of pillars on the right-hand side. The wind blasting from the statue heads won't blow Lara off the pillars, but it will blow her off course if she's in mid-air – so don't attempt to jump through a blast of wind.

Once safely across, grab the Air Crystal from the alcove and make your way back across the pillars – now without any interference from wind – to the chamber entrance.

Head back into the Hall Of Seasons and stand on the segment in the centre of the floor with the symbol that resembles a star shape (this symbol represents fire) and it is to the right of the one bearing the air symbol. When the segment is flush with the floor, three doors around the outside of the hall will open. Face the doors, go through the one on the right-hand side (notice the fire symbol above the inner door) and pull the lever. When the portcullis has lifted, go through and run towards the large door in the recess on the right.

## THE SANCTUARY OF FLAME

Enter the main chamber and make your way down the large section of hexagonal platforms. Run to the end of the hexagonal platforms that stick out furthest from the main section (avoiding the spewing lava and fireballs as best you can) and do a standing jump to the next set of hexagonal stepping stones. Walk around the right-hand side of these platforms and do a huge jump to the two platforms together. Hop jump to the three platforms on the left and then do a running

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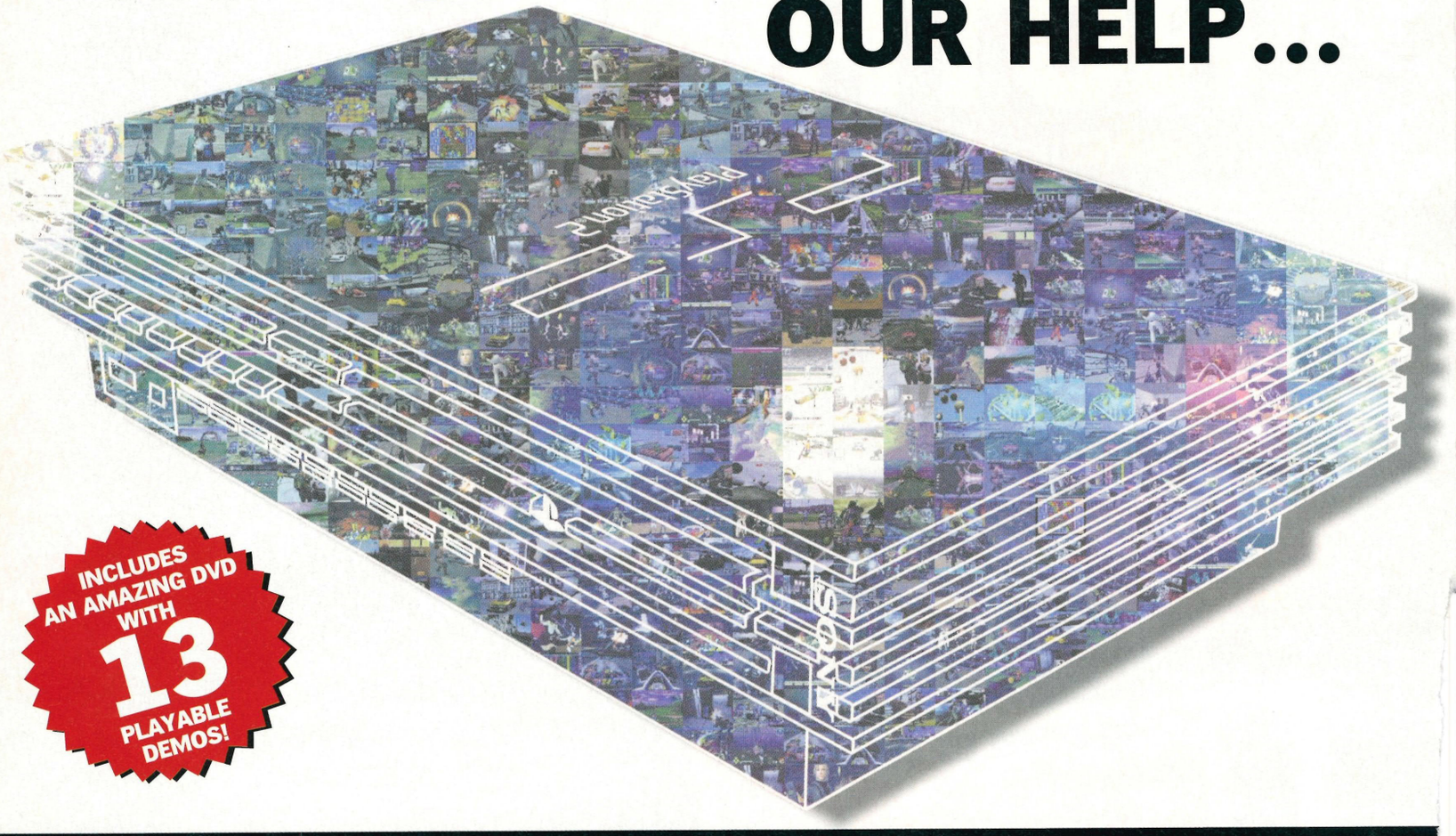

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| Dambusters | 100703 | 118331 |
| Halloween | 100048 | 109159 |
| The Muppets | 100064 | 108209 |
| Great Escape | 100038 | 107003 |
| Eye of the Tiger | 100687 | 108299 |
| Beverly Hills Cop | 100010 | 108195 |
| Banana Splits | 100804 | 108264 |
| Rainbow | 100696 | 108301 |
| Hawaii 5 0 | 100690 | 108384 |
| Godfather | 100884 | 108294 |
| Phoenix Nights | 102796 | 107872 |
| Stay Another Day – E17 | 101766 | 118334 |
| Enter the Dragon | 101246 | 108312 |
| Land of Hope & Glory | 101743 | 108447 |
| S o t Water – Deep Purple | 100084 | 108369 |
| You'll Never Walk Alone | 100379 | 107041 |
| Fields of A'ray – Celtic | 100381 | 108273 |
| Kingstown Town – UB40 | 100939 | 109845 |
| T'lar Bells – M Oldfield | 100094 | 107004 |
| Faith – George Michael | 100218 | 118339 |
| Do you like it – DJ Piper | 100589 | 118334 |
| Sweet Child of Mine | 101084 | 107012 |
| Bat out of Hell – M'Loaf | 100343 | 119445 |
| Next Episode – Snoop/Dre | 100392 | 118335 |
| The Way I Am – Eminem | 100339 | 108210 |
| Stan – Eminem | 100328 | 108329 |
| Eminem – Lose yourself | 108002 | 107810 |
| 21 Secs – So Solid Crew | 100861 | 107882 |
| Hey Baby – DJ Otzi | 101061 | 107048 |
| U'Ground – Girls Aloud | 108378 | 107893 |
| Sk8er Boi – Avril Lavigne | 108011 | 110068 |
| Cheeky Girls – C Song | 107986 | 107817 |
| Bad Intentions – Dr Dre | 101566 | 118363 |

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## FRIENDS REUNITED

| Tone | Mono | Poly |
|---|---|---|
| Addicted to Love – RPalmer | 111616 | 111514 |
| Baby I Don't Care – T'Vamp | 111617 | 111515 |
| Break My Stride – Matt Wilder | 111618 | 111516 |
| Don't Leave – Communards | 111619 | 111519 |
| Everybody – Tears/Fears | 111620 | 109319 |
| Fade of Gray – Visage | 111621 | 111521 |
| Frankie – Sister Sledge | 111622 | 111522 |
| Hungry Like – Duran Duran | 111623 | 111523 |
| Come On Eileen – Dexy M Run | 100875 | 109315 |
| If You Don't – Simply Red | 111625 | 111625 |
| Joanne – Kool and the Gang | 111627 | 111527 |
| Labelled with You - Squeeze | 111627 | 111528 |
| Move Closer – P Nelson | 111628 | 111530 |
| Stand & Deliver – A & The Ants | 111629 | 111531 |
| Stand by Me – Ben E King | 111630 | 111532 |
| Tainted Love – Soft Cell | 111631 | 111533 |
| That's Ent'ment – The Jam | 111632 | 111534 |
| There She Goes – The Las | 111633 | 111535 |
| Through the – Spandau Bal | 111634 | 111536 |
| Vienna – Ultravox | 111635 | 111538 |
| Wishing I Was – Wet Wet Wet | 111636 | 111540 |
| Wonderful Life – Black | 111637 | 111541 |
| Wouldn't it be – N Kershaw | 111638 | 111542 |

## THIS WEEKS TOP 20

| | Tone | Mono | Poly |
|---|---|---|---|
| 1 | Beyonce + Jay Z - Crazy in Love | 120398 | 120012 |
| 2 | Madonna - Hollywood | 117377 | 121448 |
| 3 | Pink ft William Orbit - Feel Good Time | 120282 | 120217 |
| 4 | Javine - Real Things | 120376 | 121397 |
| 5 | Evanescence - Bring Me To Life | 110559 | 111603 |
| 6 | Eminem - Business | 120834 | 121375 |
| 7 | Wayne Wonder - No Letting Go | 110352 | 120017 |
| 8 | Fast Food Rockers - Fast Food Song | 117372 | 118497 |
| 9 | R Kelly - Ignition | 116955 | 112674 |
| 10 | Kym Marsh - Come on Over | 120351 | 121447 |
| 11 | XTM & DJ Chucky+ Annia - Fly on the Wings | 116215 | 118500 |
| 12 | 50 Cent - 21 Questions | 120396 | 120009 |
| 13 | Joe Budden - Pump It Up | 112625 | 121450 |
| 14 | Miss-teeq - Can't Get It Back | 120359 | 121377 |
| 15 | S Club 8 - Fool No More | 117373 | 121387 |
| 16 | Deltra Goodrem - Lost With out You | 116243 | 120514 |
| 17 | B Rhymes/M Carey - I Know What You Want | 116187 | 117255 |
| 18 | Blur - Crazy Beat | 120263 | 121381 |
| 19 | Blazin' Squad - We Just Be Dreamin' | 120390 | 120900 |
| 20 | Kraftwerk - Tour de France 2003 | 121451 | 121449 |

## FILM & TV RINGTONES

| Tone | Mono | Poly |
|---|---|---|
| Airwolf | 100621 | 108213 |
| A Team | 100682 | 600266 |
| Avengers | 100622 | 109090 |
| Baby Elephant Walk | 100872 | 107794 |
| Banana Splits | 100804 | 108264 |
| Battle of the Planets | 100841 | 119446 |
| BBC Cricket | 100685 | 107033 |
| Benny Hill | 100013 | 109279 |
| Beverley Hills Cop | 100104 | 109096 |
| Blue Peter | 101221 | 118087 |
| Bob the Builder | 100816 | 119447 |
| Braveheart | 101154 | 108859 |
| Buffy The Vampire Slayer | 100681 | 108216 |
| Cagney & Lacey | 100842 | 109107 |
| Captain Scarlett | 102789 | 108309 |
| Chariots of Fire | 100628 | 108523 |
| Charlies Angels | 100502 | 119451 |
| Chefs Song | 102688 | 118085 |
| Chitty Chitty Bang Bang | 100807 | 110883 |
| Crouch Tiger Hidden | 110026 | 119453 |
| Dads Army | 100686 | 118330 |
| Dallas | 100021 | 112298 |
| Dambusters | 100703 | 118331 |
| Dangermouse | 100817 | 108431 |
| Dawsons Creek | 100749 | 109873 |
| Deer Hunter | 100752 | 108579 |
| Deep Space 9 | 101304 | 109128 |
| Dirty Dancing | 110028 | 110107 |
| Doctor No | 100115 | 118081 |
| Dr Who | 100629 | 109127 |
| Dukes Hazard | 102689 | 118336 |
| Eastenders | 100029 | 108388 |
| Enter The Dragon | 101246 | 108312 |
| Enterprise | 102792 | 118337 |
| Entertainer | 100030 | 108319 |
| Eye of the Tiger | 100687 | 108299 |
| Fools & Horses | 101226 | 108315 |
| Formula One | 102793 | 107638 |
| Fraggle Rock | 100854 | 108235 |
| Friends | 110615 | 108276 |
| Futurama | 102794 | 118342 |
| Get Carter | 100896 | 108313 |
| Girl of my Best Friend | 102798 | 118096 |
| Gladiator | 110031 | 119454 |
| Godfather | 100884 | 109148 |
| Good/Bad/Ugly | 100689 | 109256 |
| Grange Hill | 101170 | 112302 |
| Great Escape | 100382 | 107003 |
| Halloween | 100048 | 109159 |
| Hawaii 5 0 | 100690 | 108384 |
| Hitchhikers Guide | 102702 | 119459 |
| Ho Ho/Snow White | 101150 | 109014 |
| Hulk | 101155 | 109167 |
| If I Were A Rich Man | 100868 | 118340 |
| Indiana Jones | 100126 | 108281 |
| Italian Job | 100691 | 107026 |
| Itchy & Scratchy | 102190 | 118340 |
| Jackass | 102708 | 117260 |
| James Bond | 101126 | 107023 |
| Jamie & the Magic Torch | 100843 | 118360 |
| Jaws | 100764 | 109171 |
| Jesus Christ Superstar | 100889 | 118359 |
| Joe 90 | 100805 | 111696 |
| Knightrider | 100131 | 107030 |
| Land of Hope and Glory | 100750 | 108447 |
| Laurel & Hardy | 101145 | 119462 |
| Magic Roundabout | 100631 | 107900 |
| Magnificent 7 | 100668 | 108382 |
| Matrix | 116230 | 107800 |
| Miami Vice | 101308 | 109117 |
| Monkey | 102710 | 119463 |
| Monty Python | 100055 | 108392 |
| Munsters | 100063 | 109196 |
| Philadelphia | 110038 | 119464 |
| Phoenix Nights | 102796 | 107872 |
| Pink Panther | 100632 | 107771 |
| Postman Pat | 100147 | 109216 |
| Professionals | 100694 | 108321 |
| Pulp Fiction | 100695 | 109012 |
| Raggy Dolls | 101227 | 119465 |
| Rainbow | 100696 | 108301 |
| Robin Hood | 100791 | 109229 |
| Rockford Files | 100697 | 111698 |
| Rocky | 101343 | 111697 |
| Rupert the Bear | 101239 | 117136 |
| Saint | 116229 | |
| Scooby Doo | 102302 | 107020 |
| Sesame Street | 100082 | 109238 |
| Sex and the City | 102187 | 107002 |
| Simpsons | 102191 | 107052 |
| Smallville | 102711 | 119466 |
| Smurfs | 101228 | 108570 |
| Snowman | 101241 | 118100 |
| Spooks | 120553 | 120614 |
| Star Trek | 101546 | 108317 |
| Star Wars | 100086 | 119450 |
| Starsky & Hutch | 100698 | 118091 |
| Sweeney | 100088 | 118097 |
| Terminator | 101086 | 109255 |
| Teletubbies | 100091 | 118095 |
| The A-Team | 100682 | 107898 |
| The Muppets | 100064 | 108209 |
| The Simpsons | 102191 | 107052 |
| The Vice | 120554 | 120617 |
| Thunderbirds | 100090 | 109258 |
| Titanic | 100092 | 119726 |
| Top Gun | 100699 | 108304 |
| Trigger Happy | 102693 | 119467 |
| Wallace & Gromit | 100700 | 118101 |
| Where Eagles Dare | 100893 | 118348 |
| Winnie the Pooh | 101253 | 107831 |
| X Files | 101385 | 109022 |

## FOOTBALL ANTHEMS

| Tone | Mono | Poly |
|---|---|---|
| Arsenal – One Nil | 100940 | 108300 |
| Aston Villa – My Old Man | 110617 | 110925 |
| Birmingham – Keep Right on | 100495 | 120603 |
| Blackburn – Wild Rover | 100803 | 108455 |
| Bolton – Run Run | 111004 | 110946 |
| By Far the Greatest Team | 102188 | |
| Cardiff – Men of Harlech | 101742 | 116253 |
| Celtic – Fields of A'Ray | 100381 | 108273 |
| Charlton – Valley Floyd Road | 100144 | 116993 |
| Chelsea – Blue is The Colour | 100499 | 120596 |
| Crewe – Blue Moon | 100489 | 108265 |
| England – Great Escape | 100382 | 116473 |
| England – Vindaloo | 100329 | 116473 |
| England – 3 Lions | 100950 | 106997 |
| Everton/Watford – Z Cars | 100380 | 120619 |
| Fulham – Al Fayed | 121003 | 110853 |
| Here We Go | 120494 | 120495 |
| If You Know Your History | 102345 | 120601 |
| Leeds – Marching on 2gether | 100375 | 110510 |
| Liverpool – Never Walk Alone | 100379 | 107041 |
| Man City – Blue Moon | 100489 | 108265 |
| Man Utd/Spurs – Glory, Glory | 100493 | 108278 |
| Middlesboro – UR My Boro | 111005 | 110970 |
| Millwall – No One Likes Us | 100787 | 109336 |
| Newcastle – Blaydon Races | 110616 | 110875 |
| Notts Forest – Land of Hope | 100750 | 108447 |
| Rangers – Simply The Best | 100802 | 120612 |
| Singing The Blues | 101101 | 120613 |
| Sheff U – Agadoo | 100004 | 115741 |
| S'hampton – When the Saints | 100378 | 116256 |
| Stand Up If You Hate | 100941 | 108300 |
| S'land – Daydream Beliver | 100491 | 108938 |
| The Liquidator | 100680 | 120616 |
| West Brom – The Lord is My | 110618 | 110952 |
| West Ham- Forever Blowing | 100377 | 110852 |

## UK CHART NUMBER 1's/2003

| Tone | Mono | Poly |
|---|---|---|
| Gareth.G - Spirit in the Sky | 111214 | 111137 |
| Room 5-Oliver.C - Make Luv | 111639 | 112589 |
| Busted - You said No | 112640 | 116166 |
| Christina Aguilera - Beautiful | 110317 | 107845 |
| TATU - All The Things She Said | 109923 | 110304 |
| D.Sneddon - Stop Living the Lie | 109954 | 110088 |
| G.Aloud - Sound of U-ground | 108378 | 107893 |

## 60's RINGTONES

| Tone | Mono | Poly |
|---|---|---|
| A Whiter Shade – P Harum | 100794 | 109737 |
| Bad Moon – C Clearwater | 101552 | 107802 |
| Blue Moon – Marcels | 100849 | 108265 |
| Bye Bye Love – Everley Bros | 101350 | 108443 |
| Congratulations – Cliff Richard | 101677 | 108589 |
| Dock of the Bay – O Reading | 100832 | 019282 |
| Fun Fun Fun – Beach Boys | 101318 | 108395 |
| God Only Knows – Beach Boys | 102433 | 109780 |
| Good Vibrations – Beach Boys | 102434 | 109401 |
| Hard Days Night – Beatles | 100800 | 108806 |
| Heartbreaker – D Warwick | 102489 | 112203 |
| House of Rising Sun – Animals | 100833 | 108386 |
| I Can't Help Falling – Elvis | 100761 | 109508 |
| It's Not Unusual – T Jones | 100856 | 107765 |
| Jailhouse Rock – Elvis Presley | 100762 | 109509 |
| Jumpin Jack Flash – R Stones | 100835 | 109781 |
| Love Me Tender – Elvis | 100763 | 109511 |
| Mrs Robinson – S & Garfunkel | 101434 | 108461 |
| Penny Lane – Beatles | 101436 | 109004 |
| Pretty Woman – Roy Orbison | 100788 | 108993 |
| Robin Hood – Clannad | 101707 | 109229 |
| Satisfaction – Rolling Stones | 100798 | 109785 |
| She Loves You – Beatles | 101415 | 108411 |
| Sound of Music – Film Theme | 101815 | 108669 |
| Surfin USA – Beach Boys | 100662 | 108390 |
| That'll Be The Day – B Holly | 101438 | 108480 |
| Air That I Breathe – Hollies | 100801 | 110099 |
| We've Only Just – Carpenters | 100648 | 109918 |
| Wouldn't it Be – Beach Boys | 101327 | 108953 |
| You've Lost That Loving Feelin | 100796 | 109295 |

## BEATLES TONES

| Tone | Mono | Poly |
|---|---|---|
| Day Tripper | 100355 | 109409 |
| Eleanor Rigby | 100356 | 109411 |
| Hey Jude | 100318 | 109416 |
| Hey Jude (Verse) | 100357 | 108627 |
| I Feel Fine | 100359 | 109412 |
| In My Life | 100360 | 108804 |
| Love Me Do | 100361 | 109424 |
| Nowhere Man | 100362 | 109429 |

## BOY BAND RING TONES

| Tone | Mono | Poly |
|---|---|---|
| All That I Need – Boyzone | 108040 | 110859 |
| As Long as You – Backst Boys | 100184 | 108599 |
| Want it that Way – Backst Boys | 100240 | 110906 |
| Love on the Line – B Squad | 108003 | 108537 |
| One Love – Blue | 107905 | 107806 |
| Reminisce – Blazing Squad | 110362 | 110458 |
| Sorry Seems – Blue & E John | 108012 | 107839 |
| These are the Days – O Town | 108157 | 107869 |
| Tonight – Westlife | 110582 | 112590 |
| Uptown Girl – Westlife | 100435 | 109027 |
| What Makes a Man – Westlife | 100410 | 110105 |

## DANCE RINGTONES

| Tone | Mono | Poly |
|---|---|---|
| Addicted to Bass – Puretone | 101576 | 108248 |
| Castles in the Sky – Ian V Dahi | 100700 | 108250 |
| Children – Robert Miles | 100111 | 108251 |
| Clint Eastwood – Gorillaz | 100437 | 107759 |
| Don't Call Me – Madison Ave | 100209 | 107748 |
| I Gotto Get – D Bedingfield | 101454 | 107018 |
| My Vision – Jakkata | 102700 | 108763 |
| Shake Ur Body – Shy Fx | 101848 | 108244 |
| You're a Superstar – Love Inc | 109977 | 107822 |

## CHART TONES

| Tone | Mono | Poly |
|---|---|---|
| Fast Food Song – F F Rockers | 118479 | 117372 |
| Busted – You Said No | 112640 | 116166 |
| Lisa Maffia – All Over | 112595 | 116164 |
| David Sneddon – Don't Let Go | 112695 | 116165 |
| R 5 + 0 Cheatham – Make Luv | 111639 | 112589 |
| 50 Cent – In Da Club | 110993 | 111140 |
| DMX – X Gon' Give it to Ya | 110338 | 116167 |
| White Stripes – 7 Nation | 116170 | 116168 |
| Triple Eight – Knockout | 112620 | 116169 |
| Jnr Senior – Move your Feet | 110619 | 110626 |
| Kym Marsh – Cry | 112606 | 115485 |
| R Williams – Come Undone | 112605 | 115736 |
| Madonna – American Life | 112693 | 115735 |
| G Gates & The Kumars – Sprit | 111214 | 111137 |
| Mis-teeq – Scandalous | 111173 | 111685 |
| Blur – Out of Time | 115729 | 115734 |
| D Bedingfield – I Can't Read U | 110537 | 115483 |
| J Lo & LL Cool J – All I Have | 110313 | 111138 |
| D-Side – Speechless | 112631 | 115737 |
| Plummet – Damaged | 115730 | 115738 |
| Delta Goodrem – Born to Try | 110320 | 111139 |

## 70's 80's & 90's RINGTONES

| Tone | Mono | Poly |
|---|---|---|
| 100 Miles – Proclaimers | 102733 | 110401 |
| 3 Times A Lady – L Ritchie | 102783 | 109293 |
| Agadoo – Black Lace | 100004 | 116971 |
| Beat It – Michael Jackson | 100959 | 109309 |
| Borderline – Madonna | 101748 | 109682 |
| Brown Eyed Girl – V Morrison | 102201 | 109850 |
| Cars – Gary Numan | 102075 | 107743 |
| Changes – David Bowie | 101811 | 112324 |
| China Girl – David Bowie | 110051 | 112325 |
| Deadweight – Beck | 102049 | 115491 |
| Disco – Ottowan | 101263 | 116986 |
| Don't Go – Yazoo | 102105 | 110892 |
| Don't Go Breaking – EJ/K Dee | 100885 | 109496 |
| Don't You Want – H League | 100785 | 102811 |
| Down on It – Kool and Gang | 101752 | 109879 |
| Express Yourself – Madonna | 100755 | 109683 |
| Fairground – Simply Red | 101661 | 110083 |
| Gypsies Tramps/Thieves–Cher | 108042 | 109882 |
| Hands Up – Ottowan | 101461 | 116979 |
| High – Lighthouse Family | 101755 | 110903 |
| Holiday – Madonna | 100754 | 110399 |
| I Feel Love – Donna Summer | 108169 | 110468 |
| I Will Survive – Gloria Gaynor | 100128 | 108798 |
| Jealous Guy – John Lennon | 101597 | 109671 |
| Lets Hear it – Denice Williams | 102775 | 112651 |
| Want to Break Free – Queen | 100795 | 109755 |
| Want You Back – Jackson 5 | 100954 | 107829 |
| We Are Family – S Sledge | 101770 | 112669 |
| Weather With – Crowd Hse | 101581 | 110891 |
| What Can I Do – Corrs | 101998 | 107757 |
| Material Girl Madonna | 101824 | 108796 |
| Perfect Ten – Beautiful South | 102740 | 110935 |
| Polkadot Bikini – B Hyland | 101757 | 108659 |
| Sailing – Rod Stewart | 100787 | 109336 |
| Summer of 69 – Brian Adams | 100837 | 112663 |
| Upside Down – Diane Ross | 101862 | 113771 |
| Want to Break Free – Queen | 100795 | 109755 |
| Want You Back – Jackson 5 | 100954 | 107829 |
| We Are Family – S Sledge | 101770 | 112669 |
| Weather With – Crowd Hse | 101581 | 110891 |
| What Can I Do – Corrs | 101998 | 107757 |

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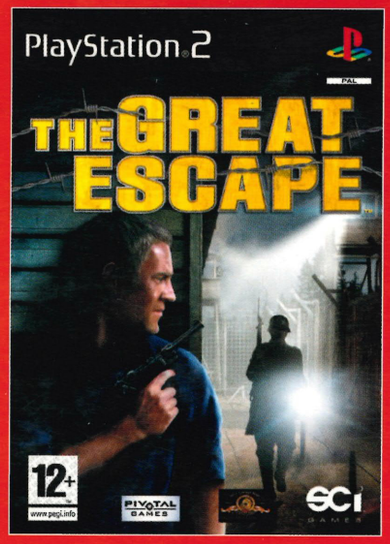


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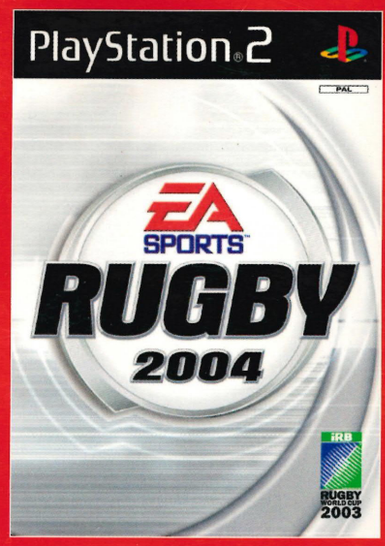


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# VIRGIN LOVES

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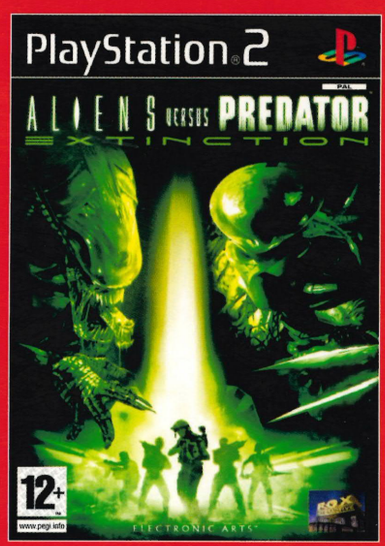


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